

# Rotation Torque Moment of Inertia

Lana Sheridan

De Anza College

Mar 9, 2020

#### Last time

- rotational quantities
- torque
- the cross product

## **Overview**

- net torque
- Newton's second law for rotation
- moment of inertia
- · calculating moments of inertia

Let  $\vec{a}$ ,  $\vec{b}$ , and  $\vec{c}$  be (non-null) vectors.

Could this possibly be a valid equation?

$$\vec{a} = \vec{b} \cdot \vec{c}$$

(A) yes(B) no

Let  $\vec{a}$ ,  $\vec{b}$ , and  $\vec{c}$  be (non-null) vectors.

Could this possibly be a valid equation?

$$\vec{a} = \vec{b} \cdot \vec{c}$$

(A) yes

(B) no ←

Let  $\vec{a}$ ,  $\vec{b}$ , and  $\vec{c}$  be vectors. Let *m* and *n* be non-zero scalars. Could this possibly be a valid equation?

$$m = \vec{\mathbf{b}} \times \vec{\mathbf{c}}$$

(A) yes(B) no

Let  $\vec{a}$ ,  $\vec{b}$ , and  $\vec{c}$  be vectors. Let *m* and *n* be non-zero scalars. Could this possibly be a valid equation?

$$m = \vec{\mathbf{b}} \times \vec{\mathbf{c}}$$

(A) yes
 (B) no ←

Let  $\vec{a}$ ,  $\vec{b}$ , and  $\vec{c}$  be vectors. Let *m* and *n* be non-zero scalars.

Suppose

•  $\vec{\mathbf{a}} \neq 0$  and •  $\vec{\mathbf{b}} \neq 0$  and •  $\vec{\mathbf{a}} \neq n \vec{\mathbf{b}}$ 

for any value of n. Could this possibly be a true equation?

$$\vec{\mathbf{a}} \times \vec{\mathbf{b}} = \vec{\mathbf{b}} \times \vec{\mathbf{a}}$$

(A) yes(B) no

Let  $\vec{a}$ ,  $\vec{b}$ , and  $\vec{c}$  be vectors. Let *m* and *n* be non-zero scalars.

Suppose

•  $\vec{\mathbf{a}} \neq 0$  and •  $\vec{\mathbf{b}} \neq 0$  and •  $\vec{\mathbf{a}} \neq n \vec{\mathbf{b}}$ 

for any value of n. Could this possibly be a true equation?

$$\vec{\mathbf{a}} \times \vec{\mathbf{b}} = \vec{\mathbf{b}} \times \vec{\mathbf{a}}$$

(A) yes
 (B) no ←

#### Torque

*Torque* is a measure of force-causing-rotation.

It is not a force, but it is related. It depends on a force vector and its point of application relative to an axis of rotation.

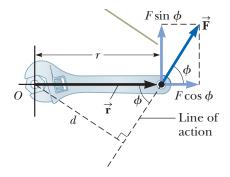
Torque is given by:

# $\vec{\tau} = \vec{r} \times \vec{F}$

That is: the cross product between

- a vector  $\vec{r}$  , the displacement of the point of application of the force from the axis of rotation, and
- an the force vector  $\vec{F}$

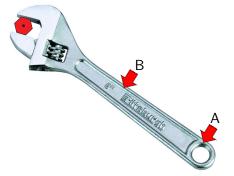
#### **Torque**



$$\boldsymbol{\tau} = \vec{\mathbf{r}} \times \vec{\mathbf{F}} = rF \sin \phi \hat{\mathbf{n}}$$

where  $\phi$  is the angle between  $\vec{r}$  and  $\vec{F}$ , and  $\hat{n}$  is the unit vector perpendicular to  $\vec{r}$  and  $\vec{F}$ , as determined by the right-hand rule.

# Question

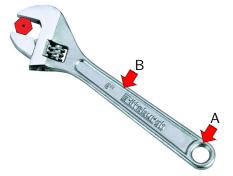


A torque is supplied by applying a force at point A. To produce the same torque, the force applied at point B must be:

- (A) greater
- (B) less
- (C) the same

<sup>&</sup>lt;sup>1</sup>Image from Harbor Freight Tools, www.harborfreight.com

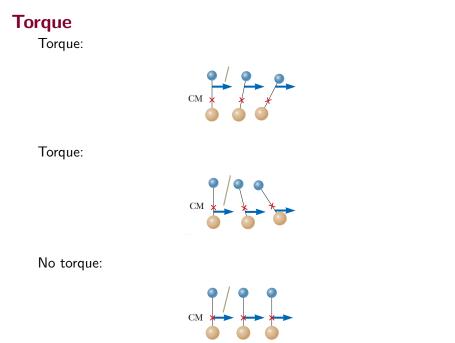
# Question



A torque is supplied by applying a force at point A. To produce the same torque, the force applied at point B must be:

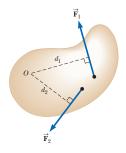
- (A) greater ←
- (B) less
- (C) the same

<sup>&</sup>lt;sup>1</sup>Image from Harbor Freight Tools, www.harborfreight.com



### **Net Torque**

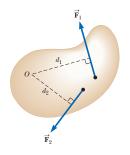
Object that can rotate about an axis at O:



There are two forces acting, but the two torques produced,  $\vec{\tau}_1$  and  $\vec{\tau}_2$  point in opposite directions.

 $\vec{\tau}_1$  would produce a counterclockwise rotation  $\vec{\tau}_2$  would produce a clockwise rotation

## **Net Torque**



The net torque is the sum of the torques acting on the object:

$$\vec{\tau}_{net} = \sum_i \vec{\tau}_i$$

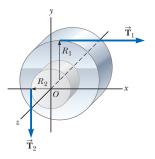
In this case, with  $\hat{\boldsymbol{n}}$  pointing out of the slide:

$$\vec{\boldsymbol{\tau}}_{net} = \vec{\boldsymbol{\tau}}_1 + \vec{\boldsymbol{\tau}}_2 = (d_1F_1 - d_2F_2)\hat{\boldsymbol{\mathsf{n}}}$$

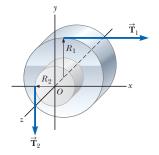
#### Example 10.3 - Net Torque on a Cylinder

A one-piece cylinder is shaped as shown, with a core section protruding from the larger drum. The cylinder is free to rotate about the central z axis shown in the drawing. A rope wrapped around the drum, which has radius  $R_1$ , exerts a force  $T_1$  to the right on the cylinder. A rope wrapped around the core, which has radius  $R_2$ , exerts a force  $T_2$  downward on the cylinder.

What is the net torque acting on the cylinder about the rotation axis (which is the z axis)?



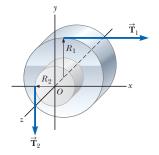
#### Example 10.3 - Net Torque on a Cylinder



First: Find an expression for the net torque acting on the cylinder about the rotation axis.

Second: Let  $T_1 = 5.0$  N,  $R_1 = 1.0$  m,  $T_2 = 15$  N, and  $R_2 = 0.50$  m. What is the net torque? Which way is the rotation?

#### Example 10.3 - Net Torque on a Cylinder



First: Find an expression for the net torque acting on the cylinder about the rotation axis.

Second: Let  $T_1 = 5.0$  N,  $R_1 = 1.0$  m,  $T_2 = 15$  N, and  $R_2 = 0.50$  m. What is the net torque? Which way is the rotation?

 $\vec{\tau}_{net} = 2.5 \text{ Nm}$ , counter-clockwise (or  $\hat{\mathbf{k}}$ )

Tangential components of forces give rise to torques.

They also cause tangential accelerations. Consider the tangential component of the net force,  $F_{net,t}$ :

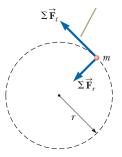
 $F_{\text{net},t} = m a_t$ 

from Newton's second law.

$$\vec{\tau}_{net} = \vec{r} \times \vec{F}_{net} = r F_{net,t} \hat{n}$$

Now let's specifically consider the case of a single particle, mass m, at a fixed radius r.

A single particle, mass m, at a fixed radius r.



For such a particle,  $F_{net,t} = ma_t$ 

$$\vec{\tau}_{net} = r F_{net,t} \hat{\mathbf{n}}$$
$$= r m a_t \hat{\mathbf{n}}$$
$$= r m (\vec{\alpha} r)$$
$$= (mr^2) \vec{\alpha}$$

 $(mr^2)$  is just some constant for this particle and this axis of rotation.

Let this constant be (scalar)  $I = mr^2$ .

 $(mr^2)$  is just some constant for this particle and this axis of rotation.

Let this constant be (scalar)  $I = mr^2$ .

Scalar I is not impulse! This is just an unfortunate notation coincidence.

 $(\mathit{mr^2})$  is just some constant for this particle and this axis of rotation.

Let this constant be (scalar)  $I = mr^2$ .

Scalar I is not impulse! This is just an unfortunate notation coincidence.

 ${\cal I}$  is called the *moment of inertia* of this system, for this particular axis of rotation.

 $(mr^2)$  is just some constant for this particle and this axis of rotation.

Let this constant be (scalar)  $I = mr^2$ .

Scalar I is not impulse! This is just an unfortunate notation coincidence.

 ${\cal I}$  is called the *moment of inertia* of this system, for this particular axis of rotation.

Replacing the constant quantity in our expression for  $\vec{\tau}_{net}$ :

$$\vec{\tau}_{net} = I \vec{\alpha}$$

Compare!

$$\vec{\tau}_{net} = I \vec{\alpha}$$
  
 $\vec{F}_{net} = m \vec{a}$ 

Now the moment of inertia, I, stands in for the inertial mass, m.

Compare!

$$\vec{\tau}_{net} = I \vec{\alpha}$$
  
 $\vec{F}_{net} = m \vec{a}$ 

Now the moment of inertia, I, stands in for the inertial mass, m.

The moment of inertia measures the rotational inertia of an object (how hard is it to rotate an object?), just as mass is a measure of inertia.

We just found that for a single particle, mass m, radius r,

$$I = mr^2$$

For an **extended object** with mass distributed over varying distances from the rotational axis, each particle of mass  $m_i$  experiences a torque:

$$\vec{\tau}_i = m_i r_i^2 \vec{\alpha}$$

We just found that for a single particle, mass m, radius r,

$$I = mr^2$$

For an **extended object** with mass distributed over varying distances from the rotational axis, each particle of mass  $m_i$  experiences a torque:

$$\vec{\tau}_i = m_i r_i^2 \vec{\alpha}$$

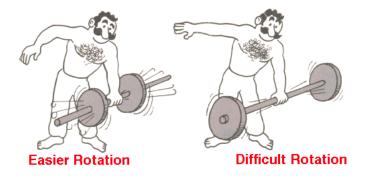
And we sum over these torques to get the net torque.

$$\overrightarrow{\mathbf{\tau}_{\mathsf{net}}} = \sum_{i} m_{i} r_{i}^{2} \overrightarrow{\alpha}$$

All particle in the object rotate together, so for an object made of a collection of particles, masses  $m_i$  at radiuses  $r_i$ :

$$I = \sum_{i} m_{i} r_{i}^{2}$$

If the object's mass is far from the point of rotation, more torque is needed to rotate the object (with some angular acceleration).



The barbell on the right has a greater moment of inertia.

<sup>&</sup>lt;sup>1</sup>Diagram from Dr. Hunter's page at http://biomech.byu.edu (by Hewitt?)

And we sum over these torques to get the net torque. So, for a collection of particles, masses  $m_i$  at radiuses  $r_i$ :

$$I = \sum_{i} m_{i} r_{i}^{2}$$

For a continuous distribution of mass, we must integrate over each small mass  $\Delta m$ :

$$I=\int r^2\,{
m d}{
m m}$$

For a continuous distribution of mass, we must integrate over each small mass  $\Delta m$ :

$$I = \int r^2 \, \mathrm{dm}$$

For an object of density  $\rho$ :

$$I = \int r^2 \, \rho \, \mathrm{dV}$$

If  $\boldsymbol{\rho}$  varies with position, it must stay inside the integral.

Important caveat: Moment of inertia depends on the object's mass, shape, and the axis of rotation.

A single object will have **different moments of inertia** for **different axes** of rotation.

Important caveat: Moment of inertia depends on the object's mass, shape, and the axis of rotation.

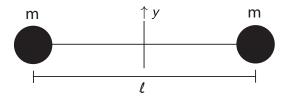
A single object will have **different moments of inertia** for **different axes** of rotation.

Also notice that these integrals and sums are similar to the expression for the center-of-mass, but for I we have  $r^2$  and we do not divide by the total mass.

Units: kg m<sup>2</sup>

#### **Example: Calculating Moment of Inertia**

Calculate the moment of inertia of two equal point-like masses connected by a light rod, length l, rotating about the *y*-axis through the center of mass.



## **Example: Calculating Moment of Inertia**



Moment of inertia:

$$I = \sum_{i} m_{i} x_{i}^{2}$$
$$= m \left(-\frac{\ell}{2}\right)^{2} + m \left(\frac{\ell}{2}\right)^{2}$$

## **Example: Calculating Moment of Inertia**



Moment of inertia:

$$I = \sum_{i} m_{i} x_{i}^{2}$$
$$= m \left(-\frac{\ell}{2}\right)^{2} + m \left(\frac{\ell}{2}\right)^{2}$$
$$= \frac{m\ell^{2}}{2}$$

## Summary

- net torque
- Newton's second law for rotation
- moments of inertia

## 3rd Assignment due Friday.

## (Uncollected) Homework Serway & Jewett,

- Ch 10, Probs: 27 (net torque), 29 (and ang. acc.), 40, 45(a) (moment of interia)
- Look at examples 10.4, and 10.11