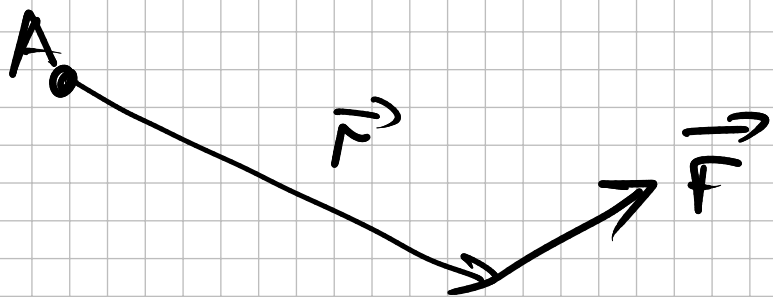


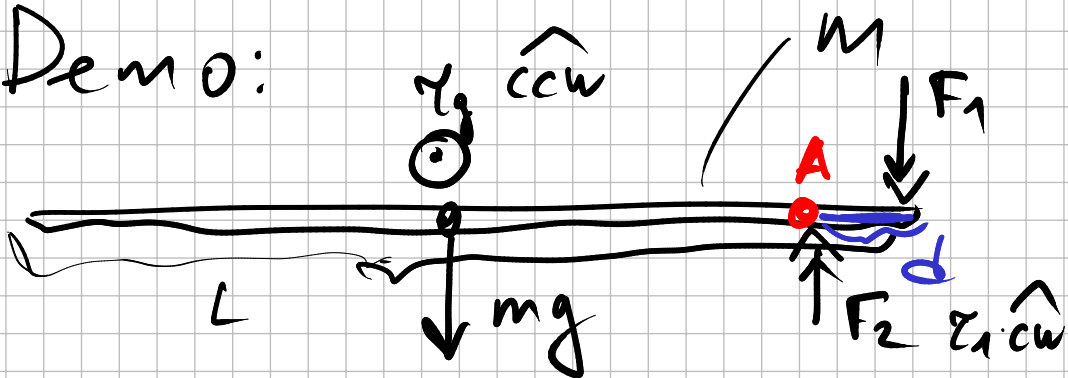
# Torque

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

$$I \cdot \vec{\alpha} = \sum_i \vec{\tau}_{ext}$$



Demo:



$$m\vec{a} = m\vec{g} + \vec{F}_1 + \vec{F}_2 = 0$$

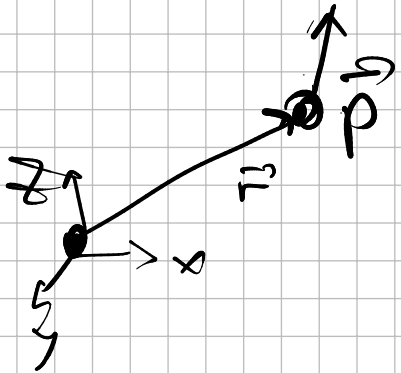
$$\vec{\alpha} = 0 = \sum \vec{\gamma} = \vec{\gamma}_g + \vec{\gamma}_1 + \vec{\gamma}_2$$

$$\vec{\alpha} = 0 = \left(\frac{L}{2} - d\right) mg \hat{c}cw + (d) \cdot F_1 \hat{c}cw + 0 \hat{c}cw$$

$$0 = \left[\left(\frac{L}{2} - d\right) mg - d \cdot F_1\right] \hat{c}cw - \hat{c}cw$$

$$\vec{r} = N \left( \frac{p \cdot \vec{r}}{r} \right) \vec{m} g$$

# Angular momentum



$$\vec{L} = \vec{r} \times m\vec{v} = \vec{r} \times \vec{p}$$

$$\frac{d\vec{L}}{dt} = \frac{d\vec{r}}{dt} \times \vec{p} + \vec{r} \times \frac{d\vec{p}}{dt}$$

$$= \vec{v} \times \vec{p} + \vec{r} \times \vec{F}$$

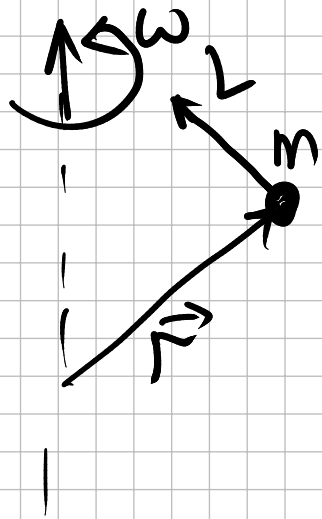
$$= \vec{v} \times m\vec{v} + \vec{r} \times \vec{F}$$

$$= \vec{0} + \vec{r} \times \vec{F}$$

$$\frac{d\vec{L}}{dt} = \vec{\tau} = I\vec{\alpha}$$

$$\frac{d\vec{p}}{dt} = \vec{F} = m\vec{a}$$

not always true but for symmetrical objects

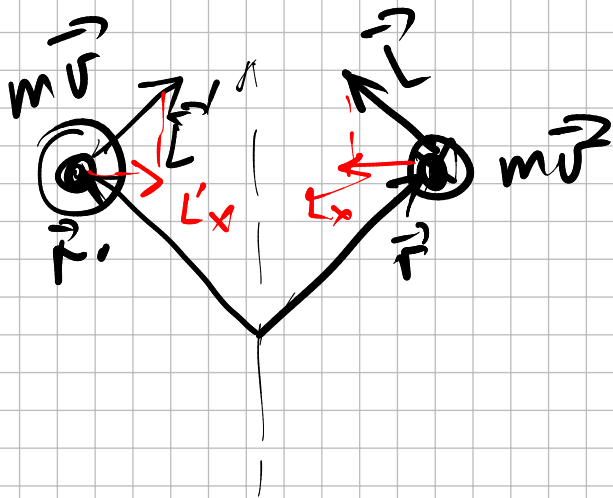


$$\vec{v} = \vec{\omega} \times \vec{r}$$

$$\vec{L} = \vec{r} \times m\vec{v}$$

$$\vec{L} = I\vec{\omega}$$

not always true



$$\vec{L}_{tot} \parallel \vec{\omega}$$

If object is symmetric with respect to axis of rotation then

$$\vec{L} \parallel \vec{\omega}$$

and

$$\vec{L} = I\vec{\omega}$$

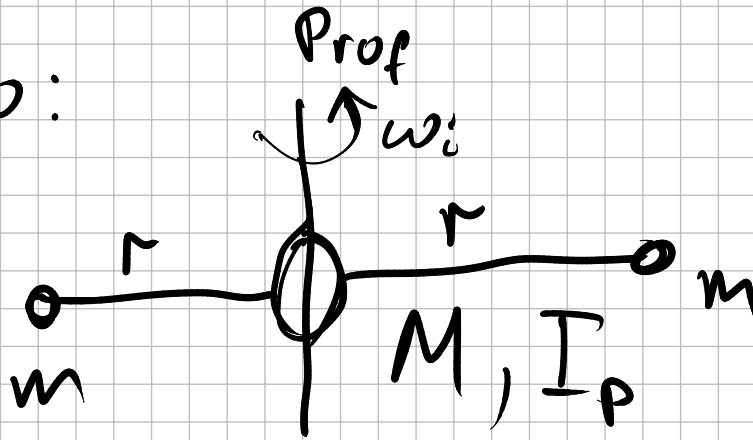
$$\frac{d\vec{L}}{dt} = \frac{d}{dt} (I \cdot \vec{\omega}) = I \cdot \frac{d\vec{\omega}}{dt} = I \cdot \vec{\alpha}$$

$$\frac{d\vec{L}}{dt} = I \vec{\alpha} = \sum \vec{\tau}_{\text{ext}}$$

$$\frac{d\vec{L}}{dt} = \frac{d}{dt} (I \vec{\omega}) = \sum \vec{\tau}_{\text{ext}}$$

$$\vec{\tau}_{\text{ext}} = 0 \Rightarrow I \vec{\omega} = \text{const}$$

demo:



$$L_{\text{tot}} = (I_P + 2mr^2)\omega_i \quad \approx \quad (I_P + 0)\omega_f$$

$$I \approx \sum_i m_i r_i^2$$

$$\omega_f = \frac{I_P + 2mr^2}{I_P} \omega_i$$

