

SYSTEM OF PARTICLES AND ROTATIONAL MOTION

Rigid body: Body which is not deformed on applying an external force is called rigid body.

Centre of mass: The point at which total mass of the body is supposed to be concentrated.

It can be inside and outside of the body.

1. Position Vector of centre of mass

$$\vec{r}_{cm} = \frac{m_1 \vec{r}_1 + m_2 \vec{r}_2 + \dots + m_n \vec{r}_n}{m_1 + m_2 + \dots + m_n} = \frac{\sum_{i=1}^n m_i \vec{r}_i}{M}$$

Coordinates of COM

$$x_{cm} = \frac{m_1 x_1 + m_2 x_2 + \dots + m_n x_n}{m_1 + m_2 + \dots + m_n}$$

$$y_{cm} = \frac{m_1 y_1 + m_2 y_2 + \dots + m_n y_n}{m_1 + m_2 + \dots + m_n}$$

$$z_{cm} = \frac{m_1 z_1 + m_2 z_2 + \dots + m_n z_n}{m_1 + m_2 + \dots + m_n}$$

2. Concept of mass density

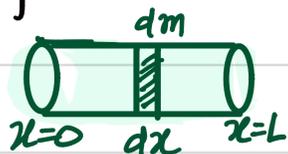
→ Linear mass density,  $\lambda = \frac{\text{mass}}{\text{length}}$

→ Surface or area mass density,  $\sigma = \frac{\text{mass}}{\text{area}}$

→ Volume mass density,  $\rho = \frac{\text{mass}}{\text{volume}}$

3. Centre of mass of uniform length L

$$\begin{aligned} x_{cm} &= \frac{\int_0^L x dm}{\int dm} \\ &= \frac{\int_0^L x \frac{M}{L} dx}{M} \\ &= \frac{1}{L} \int_0^L x dx = \frac{L}{2} \end{aligned}$$



Continuous mass system

$$x_{cm} = \frac{\int x dm}{\int dm}$$

$$y_{cm} = \frac{\int y dm}{\int dm}$$

$$z_{cm} = \frac{\int z dm}{\int dm}$$

4. Velocity of COM

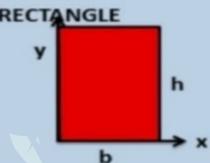
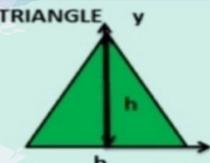
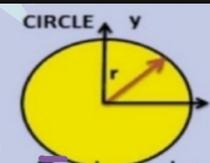
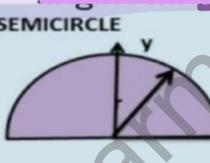
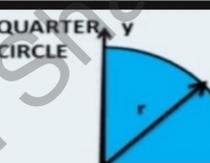
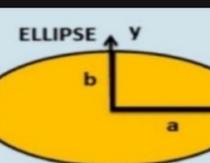
$$\vec{V}_{cm} = \frac{m_1 \vec{v}_1 + m_2 \vec{v}_2 + \dots + m_n \vec{v}_n}{m_1 + m_2 + \dots + m_n}$$

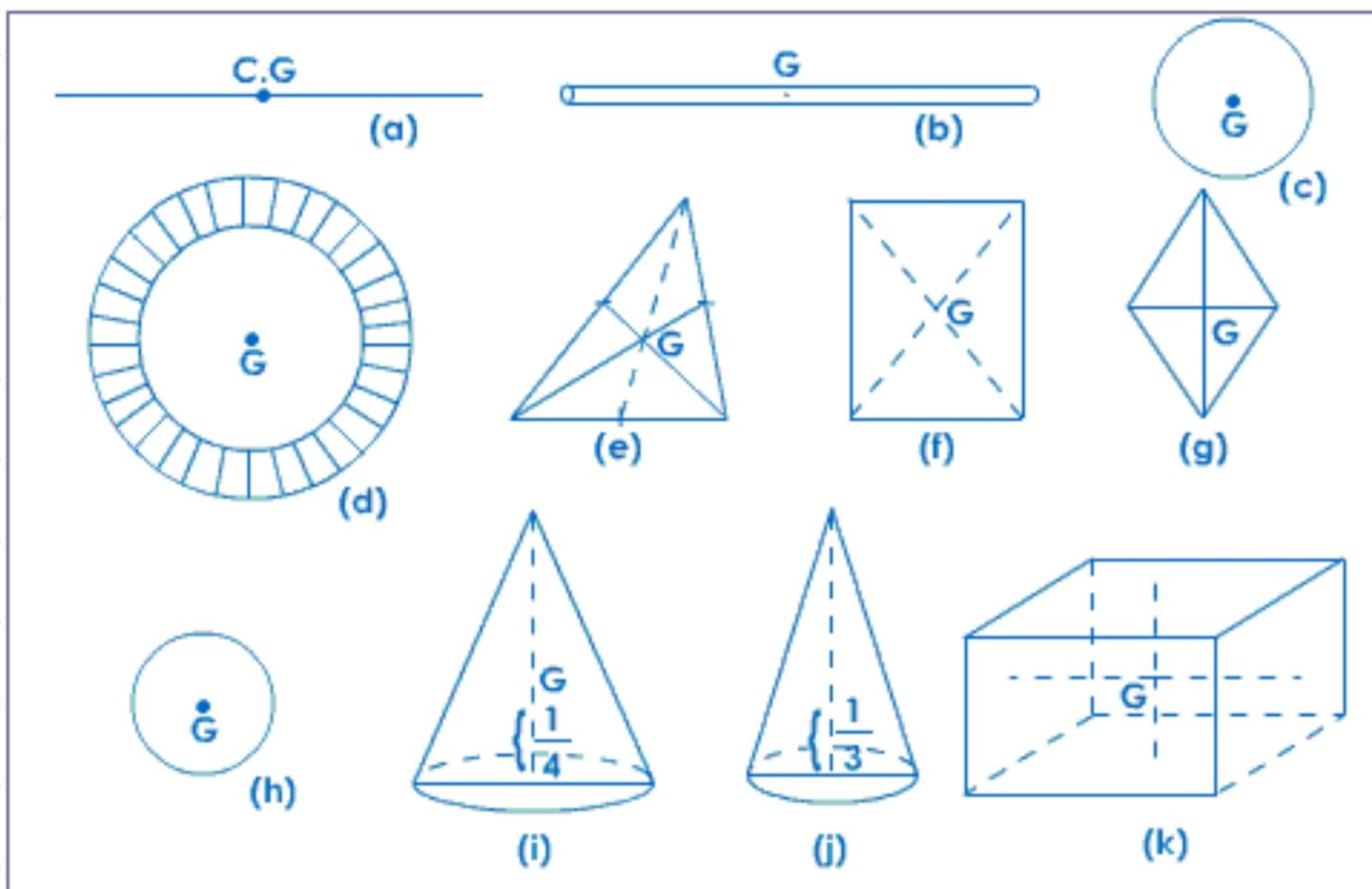
5. Acceleration of COM

$$\vec{a}_{cm} = \frac{m_1 \vec{a}_1 + m_2 \vec{a}_2 + \dots + m_n \vec{a}_n}{m_1 + m_2 + \dots + m_n}$$

6. Centre of mass of different shapes

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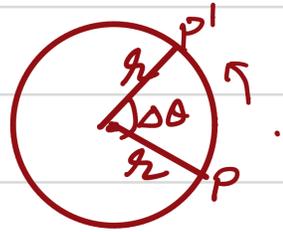
SHAPE	AREA	x	y
 <p>RECTANGLE</p>	$bh$	$\frac{1}{2}b$	$\frac{1}{2}h$
 <p>TRIANGLE</p>	$\frac{1}{2}bh$		$\frac{1}{3}h$
 <p>CIRCLE</p>	$\pi r^2$	0	0
 <p>SEMICIRCLE</p>	$\frac{\pi}{2}r^2$	0	$\frac{4r}{3\pi}$
 <p>QUARTER CIRCLE</p>	$\frac{\pi}{4}r^2$	$\frac{4r}{3\pi}$	$\frac{4r}{3\pi}$
 <p>ELLIPSE</p>	$\pi ab$	0	0



## 7. Kinematics of Rotational motion

→ Angular displacement ( $\theta$ )

$$\text{Angle} = \frac{\text{Arc}}{\text{radius}}, \quad \Delta\theta = \frac{PP'}{r}$$



→ Angular velocity ( $\omega$ )

$$\omega = \frac{\Delta\theta}{\Delta t}$$

SI unit →  $\text{Rad s}^{-1}$

Dim<sup>n</sup> →  $[T^{-1}]$

vector quantity

At any instant,

$$\omega = \frac{d\theta}{dt}$$

Average angular velocity

$$\omega_{av} = \frac{\theta_2 - \theta_1}{t_2 - t_1} = \frac{\Delta\theta}{\Delta t}$$

→ Angular acceleration ( $\alpha$ )

$$\alpha = \frac{\Delta\omega}{\Delta t}$$

SI unit →  $\text{Rad s}^{-2}$

Dim<sup>n</sup> →  $[T^{-2}]$

vector quantity

At any instant,  $\alpha = \frac{d\omega}{dt}$

Average angular acceleration

$$\alpha = \frac{\omega_2 - \omega_1}{t_2 - t_1}$$

Moment of Inertia (I)

$$I = m r^2$$

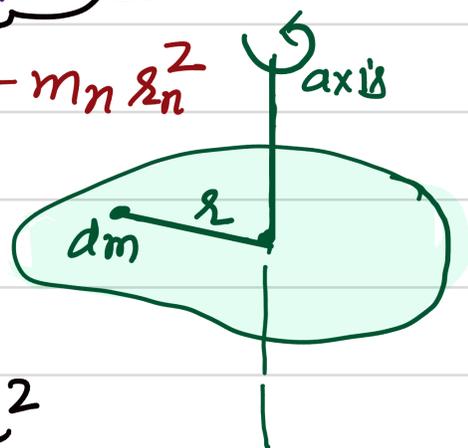
For a system of n particles

$$I = m_1 r_1^2 + m_2 r_2^2 + \dots + m_n r_n^2$$

For continuous body

$$I = \int r^2 dm$$

It is the measure of an object's resistance to change in its rotational motion.



SI unit →  $\text{kg m}^2$ , Dim<sup>n</sup> →  $\text{ML}^2$

It is scalar quantity.

# 8. Moment of Inertia of symmetrical mass distribution

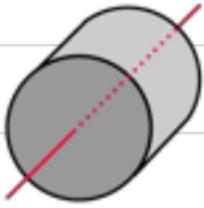
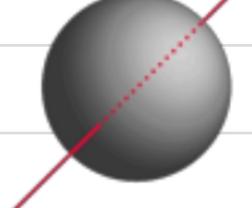
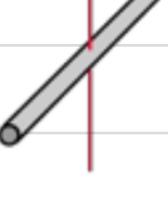
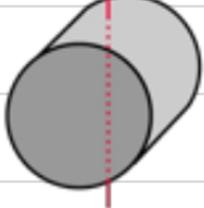
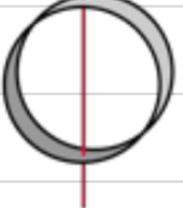
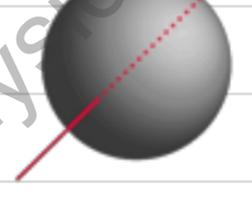
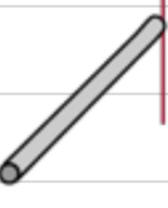
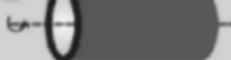
<p>Solid cylinder or disc, symmetry axis</p>  $I = \frac{1}{2} MR^2$	<p>Hoop about symmetry axis</p>  $I = MR^2$	<p>Solid sphere</p>  $I = \frac{2}{5} MR^2$	<p>Rod about center</p>  $I = \frac{1}{12} ML^2$
<p><math>I = \frac{1}{4} MR^2 + \frac{1}{12} ML^2</math></p>  <p>Solid cylinder, central diameter</p>	<p><math>I = \frac{1}{2} MR^2</math></p>  <p>Hoop about diameter</p>	<p><math>I = \frac{2}{3} MR^2</math></p>  <p>Thin spherical shell</p>	<p><math>I = \frac{1}{3} ML^2</math></p>  <p>Rod about end</p>

Table 7.1 Moments of inertia of some regular shaped bodies about specific axes

Z	Body	Axis	Figure	I
(1)	Thin circular ring, radius $R$	Perpendicular to plane, at centre		$MR^2$
(2)	Thin circular ring, radius $R$	Diameter		$MR^2/2$
(3)	Thin rod, length $L$	Perpendicular to rod, at mid point		$ML^2/12$
(4)	Circular disc, radius $R$	Perpendicular to disc at centre		$MR^2/2$
(5)	Circular disc, radius $R$	Diameter		$MR^2/4$
(6)	Hollow cylinder, radius $R$	Axis of cylinder		$MR^2$
(7)	Solid cylinder, radius $R$	Axis of cylinder		$MR^2/2$
(8)	Solid sphere, radius $R$	Diameter		$2MR^2/5$

It is the distance from the axis at which the entire mass of the body can be assumed to be concentrated to give the same M.I.

9. Radius of Gyration (K)

$$I = mK^2$$

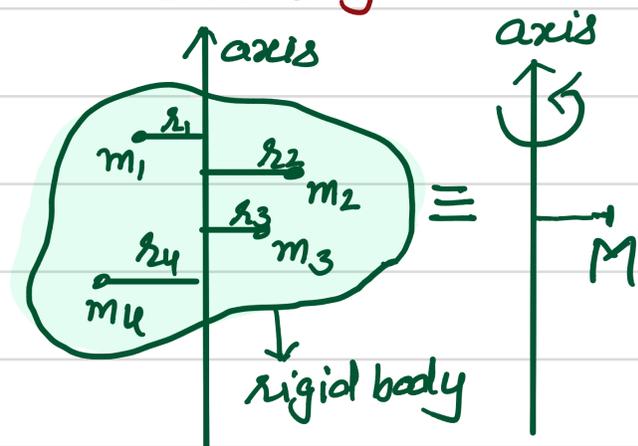
$$\text{or } K = \sqrt{\frac{I}{m}}$$

$m \rightarrow$  mass of the body  
 $I \rightarrow$  momentum of inertia

Also,  $K = \sqrt{\frac{m_1 r_1^2 + m_2 r_2^2 + \dots + m_n r_n^2}{m_1 + m_2 + \dots + m_n}}$

For identical particles

$$K = \sqrt{\frac{r_1^2 + r_2^2 + \dots + r_n^2}{n}}$$

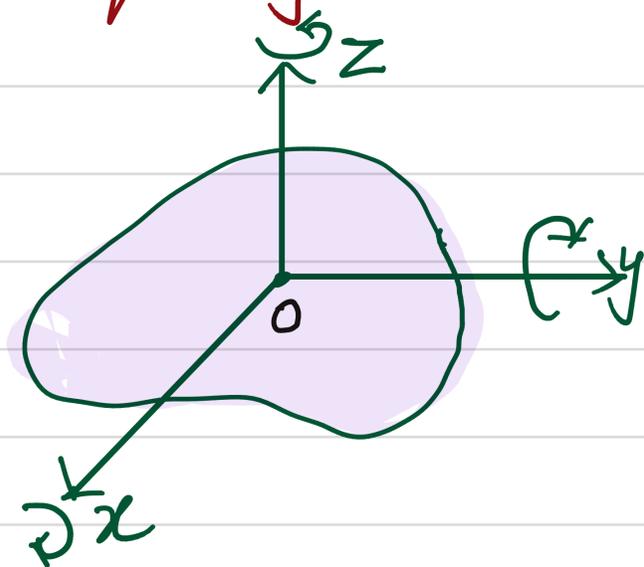


SI unit  $\rightarrow m$ ,  $\text{Dim}^n \rightarrow [L]$ , scalar quantity

10. Theorem of perpendicular axis

$$I_z = I_x + I_y$$

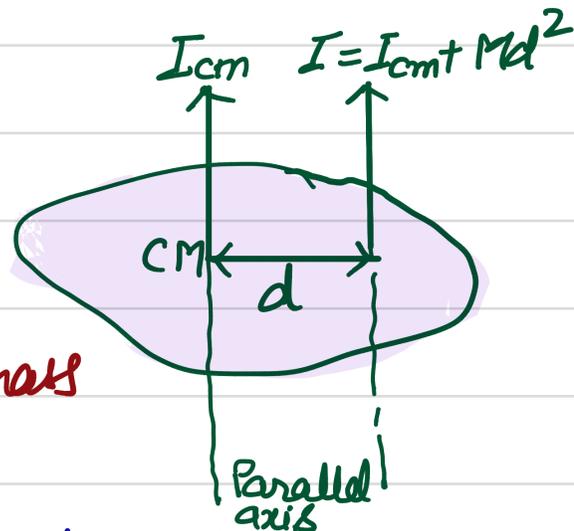
Where  $I_x =$  M.I about x-axis  
 $I_y =$  M.I about y-axis  
 $I_z =$  M.I about z-axis



11. Theorem of parallel axis

$$I = I_{cm} + Md^2$$

here  $I_{cm} =$  M.I about the axis axis passing through the centre of mass



12. Torque ( $\tau$ ) The turning effect of force about a point or axis

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

$$\tau = rF \sin \theta$$

SI unit  $\rightarrow \text{N-m}$   
 $\text{Dim}^n \rightarrow [ML^2T^{-2}]$   
 vector quantity

Torque =  $|\vec{F}| \times$   $\perp$  distance of the line of action of force from the axis of rotation

Also,  $\vec{\tau} = I \vec{\alpha}$

and  $\vec{\tau} = \frac{dL}{dt}$

$I \rightarrow$  moment of inertia

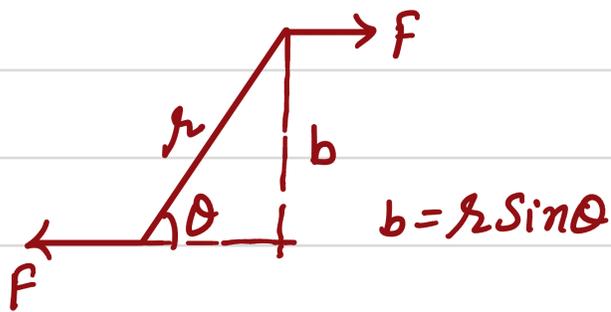
$\alpha \rightarrow$  angular acceleration

$L \rightarrow$  angular momentum

13. Couple of forces

$$\tau = Fr \sin \theta$$

$$\tau = Fb$$



For constant torque

$$Fr \sin \theta = \text{Constant}$$

$$\text{or } F = \frac{\text{Constant}}{r \sin \theta} \Rightarrow F \propto \frac{1}{r}, F \propto \frac{1}{\sin \theta}$$

14. Equilibrium in mechanics

Translational Equilibrium	Rotational Equilibrium
<ul style="list-style-type: none"> <li>Net force on the body (in rest or motion) is zero. i.e. <math>F_{\text{net}} = 0</math> (<math>a = 0</math>)</li> </ul>	<ul style="list-style-type: none"> <li>Net torque on the body (rest or rotating) is zero. i.e. <math>\tau_{\text{net}} = 0</math> (<math>\alpha = 0</math>)</li> </ul>

15. Angular momentum (L) SI unit  $\rightarrow \text{kg m}^2 \text{s}^{-1}$  Dim<sup>n</sup>  $\rightarrow [ML^2T^{-1}]$

*It represents amount of rotational motion of a body*

$$L = r p \sin \theta = m v r \sin \theta \quad [p = m v]$$

$$\vec{L} = \vec{r} \times \vec{p} \quad p \rightarrow \text{linear momentum}$$

also  $L = I \omega$   $\omega \rightarrow$  angular velocity

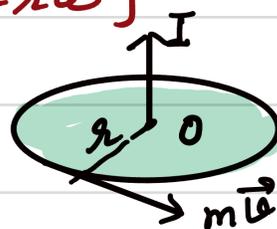
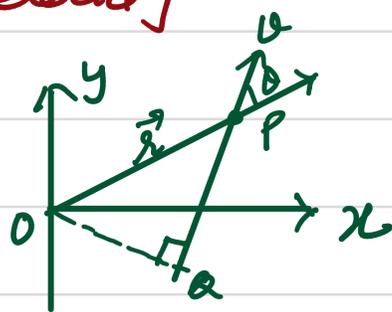
and  $L = m r^2 \omega$   $[I = m r^2]$

$\rightarrow$  For a system of n particles

$$L = m_1 v_1 r_1 + m_2 v_2 r_2 + \dots$$

$$= m_1 r_1^2 \omega + m_2 r_2^2 \omega + \dots \quad [v = r \omega]$$

$$L = \left( \sum_{i=1}^n m_i r_i^2 \right) \omega$$



It is vector quantity,

16. Relation between torque and angular momentum

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

17. Conservation of angular momentum

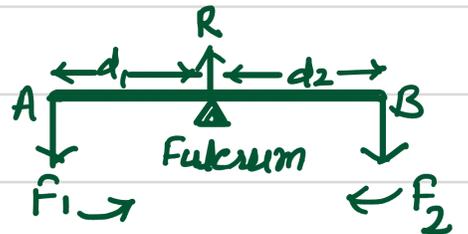
$$\text{If } \tau_{\text{ext}} = 0 \Rightarrow \frac{dL}{dt} = 0 \Rightarrow L = \text{Constant}$$

ie  $L = I\omega = mr^2\omega = \text{constant}$   
 if  $\omega \uparrow$ ,  $I \downarrow$

18. Centre of gravity A point where the whole body weight appears to act, regardless its position  
 The total torque about the centre of gravity is zero.  
 $\Sigma \tau = 0$

\* In uniform gravity, it coincides with COM.

19. Principle of Moments



$$\frac{F_1}{F_2} = \frac{d_2}{d_1} \Rightarrow F_1 d_1 = F_2 d_2$$

20. Work done by a torque

$$dW = \tau d\theta$$

$$W = \int dW = \int \tau d\theta$$

21. Rotational Power (P) The rate at which work is done by torque.

$$P = \frac{dW}{dt} = \tau \omega \quad [W = \tau d\theta]$$

SI unit  $\rightarrow$  Watt (W) or  $J s^{-1}$   
 Dim<sup>n</sup>  $\rightarrow [M L^2 T^{-3}]$  Scalar quantity

22. Rotational Kinetic Energy (K.E<sub>r</sub>)

$$K.E_r = \frac{1}{2} I \omega^2 = \frac{1}{2} (I \omega) \omega$$

$$K.E_r = \frac{1}{2} L \omega = \frac{1}{2} \left( \frac{L}{I} \right) = \frac{L^2}{2I} \quad [I \omega = L]$$

23. Rolling Motion (When an object rotates and moves forward)

$$\text{Total energy in rolling} = \text{Translation K.E} + \text{Rotatory K.E}$$

$$= K.E + K.E_r$$

$$\text{Rolling Kinetic Energy} = \frac{1}{2} m v^2 + \frac{1}{2} I \omega^2$$

$$= \frac{1}{2} m v^2 + \frac{1}{2} m k^2 \left( \frac{v^2}{R^2} \right)$$

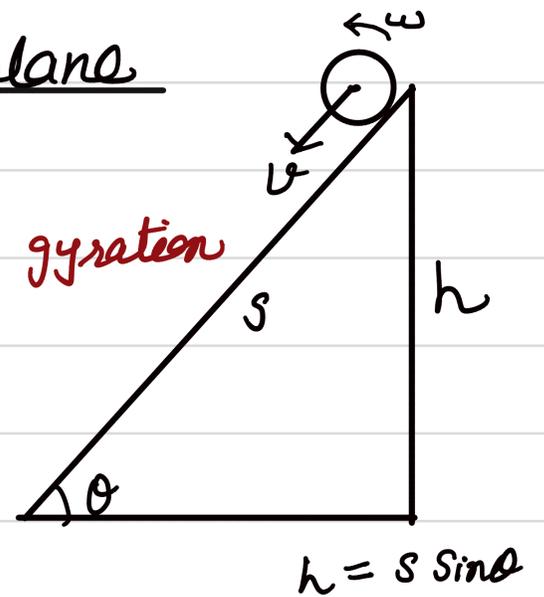
$$= \frac{1}{2} m v^2 \left( 1 + \frac{k^2}{R^2} \right)$$

$$E_{\text{translational}} : E_{\text{rotation}} : E_{\text{total}} = 1 : \frac{k^2}{R^2} : 1 + \frac{k^2}{R^2}$$

24. Rolling motion on an inclined plane

$$v = \sqrt{\frac{2gh}{\left(1 + \frac{k^2}{R^2}\right)}}$$

$k \rightarrow$  Radius of gyration



If different bodies are allowed to roll down, least  $\frac{k^2}{R^2}$  will reach first.

\* For ring, disc, hollow sphere and solid sphere

$$v_{\text{sphere}} > v_{\text{disc}} > v_{\text{hollow sphere}} > v_{\text{ring}}$$

25.

	Linear Motion		Rotational Motion
Position	$x$	$\theta$	Angular position
Velocity	$v$	$\omega$	Angular velocity
Acceleration	$a$	$\alpha$	Angular acceleration
Motion equations	$x = \bar{v}t$	$\theta = \bar{\omega}t$	Motion equations
	$v = v_0 + at$	$\omega = \omega_0 + \alpha t$	
	$x = v_0t + \frac{1}{2}at^2$	$\theta = \omega_0t + \frac{1}{2}\alpha t^2$	
	$v^2 = v_0^2 + 2ax$	$\omega^2 = \omega_0^2 + 2\alpha\theta$	
Mass (linear inertia)	$m$	$I$	Moment of inertia
Newton's second law	$F = ma$	$\tau = I\alpha$	Newton's second law
Momentum	$p = mv$	$L = I\omega$	Angular momentum
Work	$Fd$	$\tau\theta$	Work
Kinetic energy	$\frac{1}{2}mv^2$	$\frac{1}{2}I\omega^2$	Kinetic energy
Power	$Fv$	$\tau\omega$	Power