

Physics 101: Lecture 15

Torque, $F=ma$ for rotation, and Equilibrium



Strike (Day 10)

- Prelectures, checkpoints, lectures continue with no change.
- Take-home quizzes this week. See Elaine Schulte's email.
- HW deadlines now re-set.
HW6 DUE TOMORROW!
HW7 & 8 DUE NEXT THURSDAY!
- Labs & pre-labs continue.
- Help Room is 204 Loomis. Open 9am-6pm, M-F.

Exam 2: Mar. 28-30

covers Lectures 9-15

Sign up for exam ASAP!

Linear and Angular Motion

	Linear	Angular
Displacement	x	θ
Velocity	v	ω
Acceleration	a	α
Inertia	m	I
KE	$\frac{1}{2}mv^2$	$\frac{1}{2}I\omega^2$
Force	F	τ (torque)
Newton's 2nd	$F=ma$	$\tau=I\alpha$
Momentum	$p = mv$	coming

$$x = R\theta$$

$$v = \omega R$$

$$a_t = \alpha R$$

today

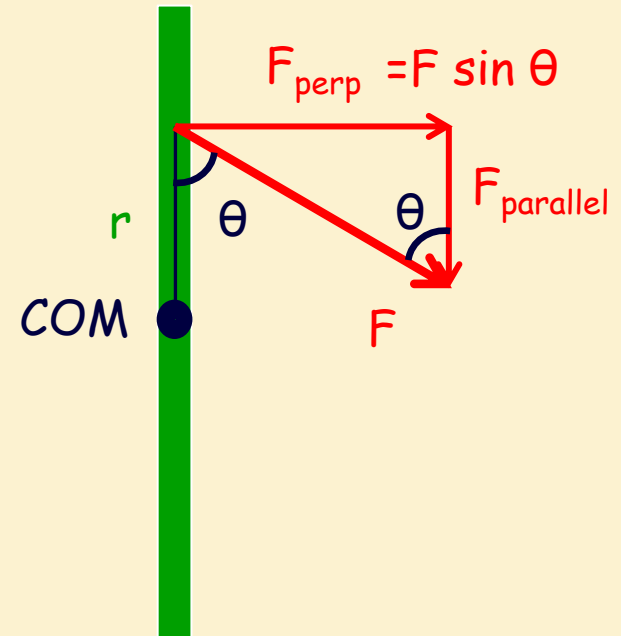
Torque Definition

- A TORQUE is a *force x distance* that causes rotation. It tells how effective a force is at twisting or rotating an object.

- $\tau = r F_{\text{perpendicular}} = r F \sin \theta$

- ➔ Units N m

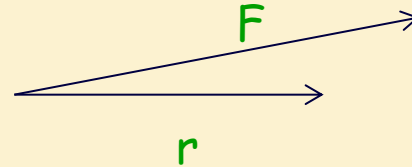
- ➔ Sign: CCW rotation is positive
CW rotation is negative



Two ways to compute torque:

1. Put r and F vectors tail-to-tail and compute

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



2. Decompose F into components parallel and perpendicular to r , and take:

$$\tau = rF_{\perp}$$

If rotation is **clockwise**, torque is **negative**, and if rotation is **counterclockwise** torque is **positive**.

Note: If F and r are parallel or antiparallel, the torque is 0.
(e.g., can't open a door if pushing or pulling toward the hinges)

Equilibrium

● Conditions for Equilibrium

➔ $F_{\text{Net}} = ma = 0$ Translational a of CM must be 0

➔ $\tau_{\text{Net}} = I\alpha = 0$ Rotational α about any axis must be 0

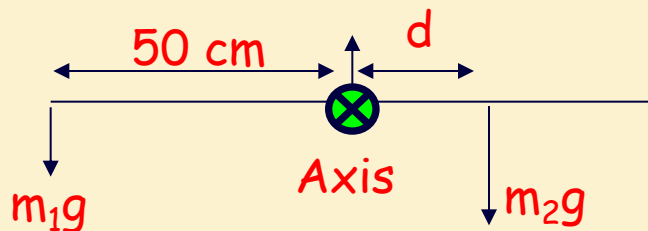
» Choose axis of rotation wisely to make problems easier!

» But as long as you're consistent everything will be OK!

● A meter stick is suspended at the center. If a 1 kg weight is placed at $x=0$. Where do you need to place a 2 kg weight to balance it?

A) $x = 25$ B) $x=50$ C) $x=75$ D) $x=100$

E) 1 kg can't balance a 2 kg weight.



Compute torque about axis and set =0:

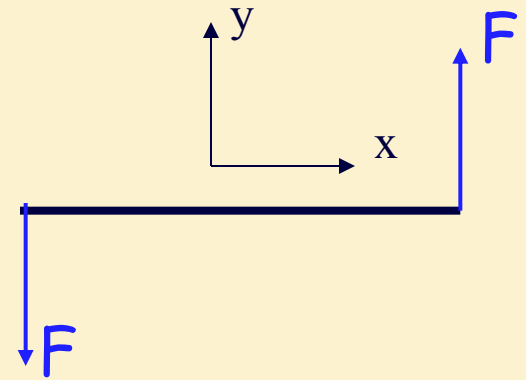
Balance Demo

Equilibrium: $a = 0, \alpha = 0$

- A rod is lying on a table and has two equal but opposite forces acting on it. The net force on the rod is:

$$\text{Y direction: } F_{\text{net } y} = ma_y$$

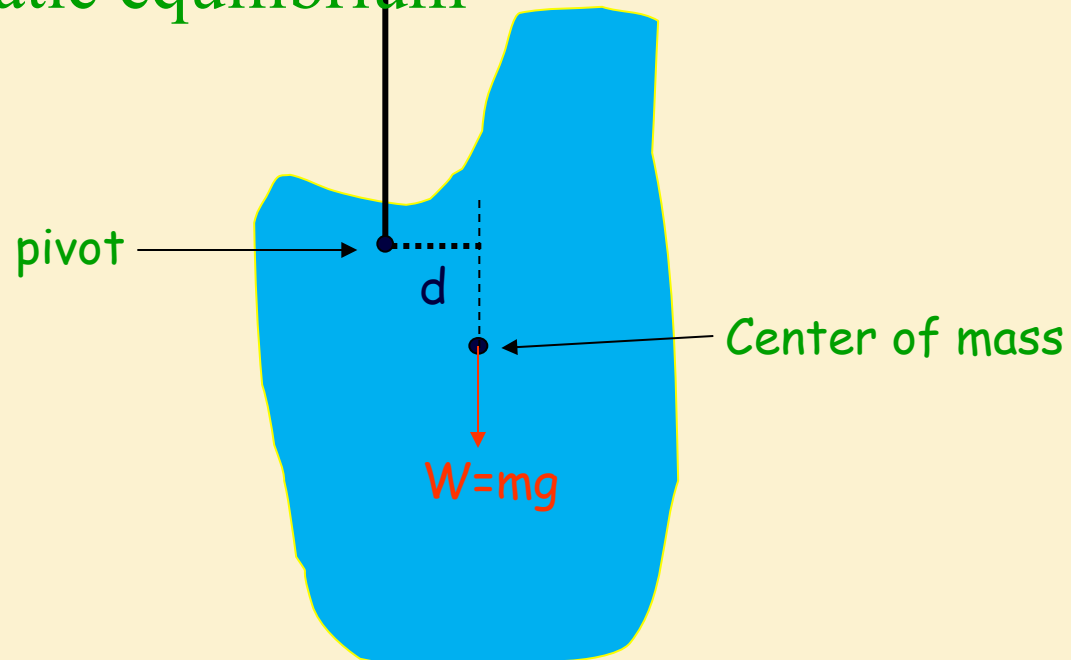
$$+F - F = 0 = ma_y$$



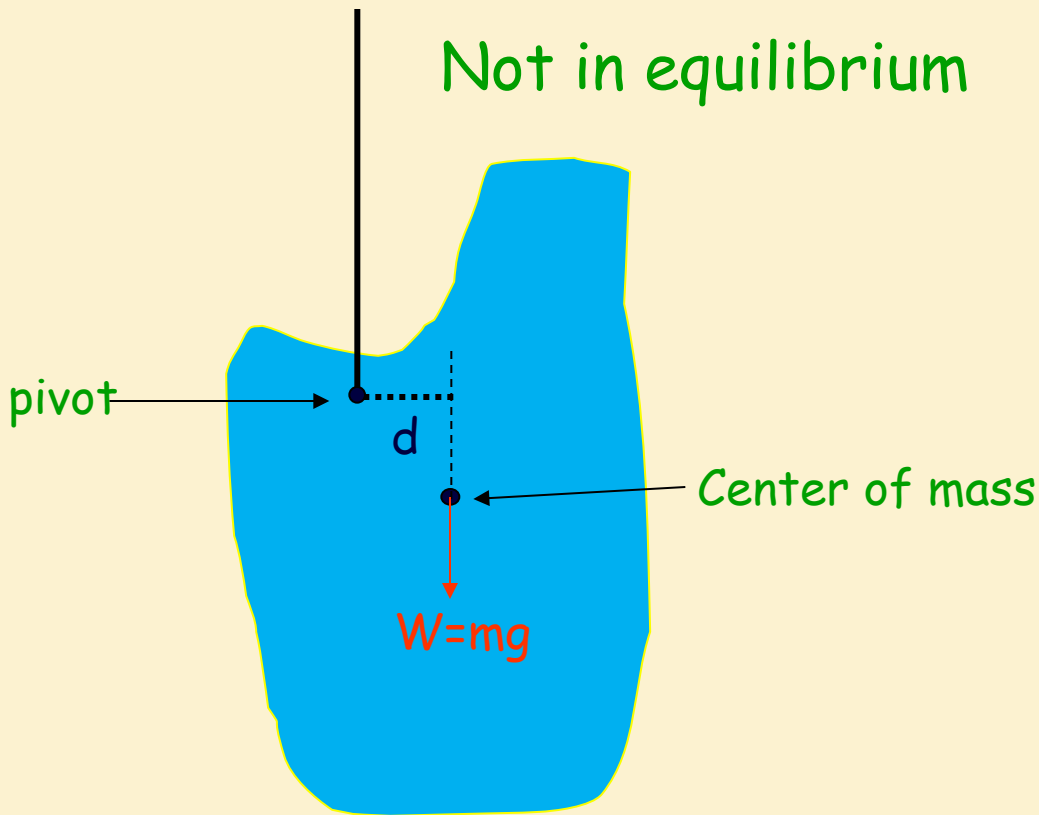
- The rod has no a in linear direction, so it **won't translate**. However, the rod will have a non-zero torque, hence a non-zero α and **will rotate**.

Static Equilibrium and Center of Mass

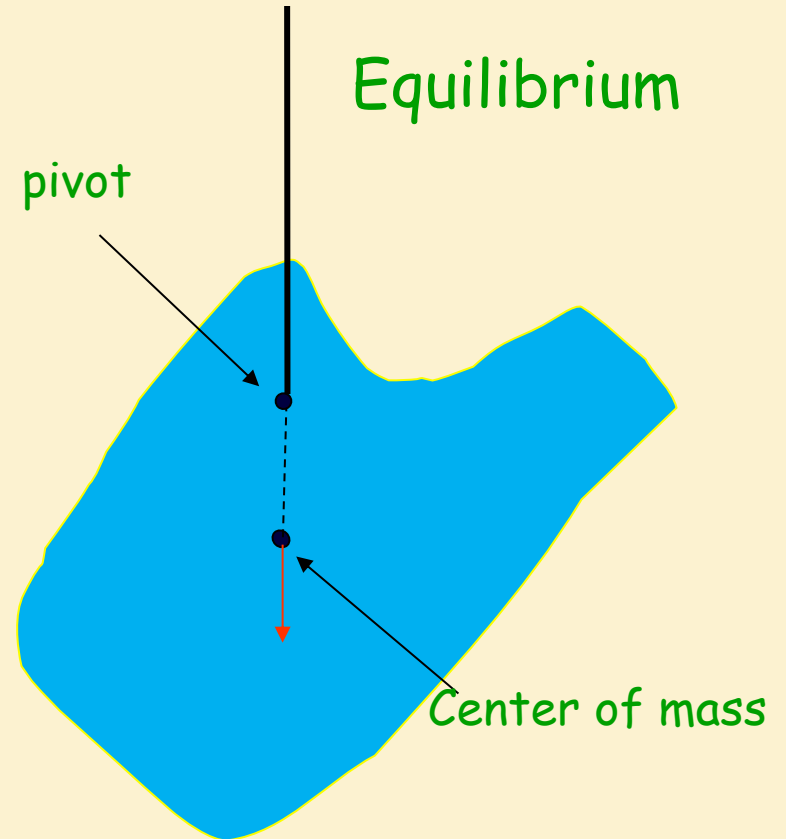
- Gravitational Force Weight = mg
 - ➔ Acts as force at center of mass
 - ➔ Torque about pivot due to gravity $\tau = mgd$
 - ➔ Object not in static equilibrium



Static Equilibrium



Torque about pivot $\neq 0$



Torque about pivot = 0

A method to find center of mass of an irregular object

Rotational Newton's 2nd Law

- $\tau_{\text{Net}} = I \alpha$

- ➔ Torque is amount of twist provided by a force

- » Signs: positive = CCW



- » negative = CW



- ➔ Moment of Inertia = rotational mass. Large I means hard to start or stop rotation.

- Problems Solved Like Newton's 2nd

- ➔ Draw FBD

- ➔ Write Newton's 2nd Law in linear and/or rotational form, then use algebra.

Falling weight & pulley example

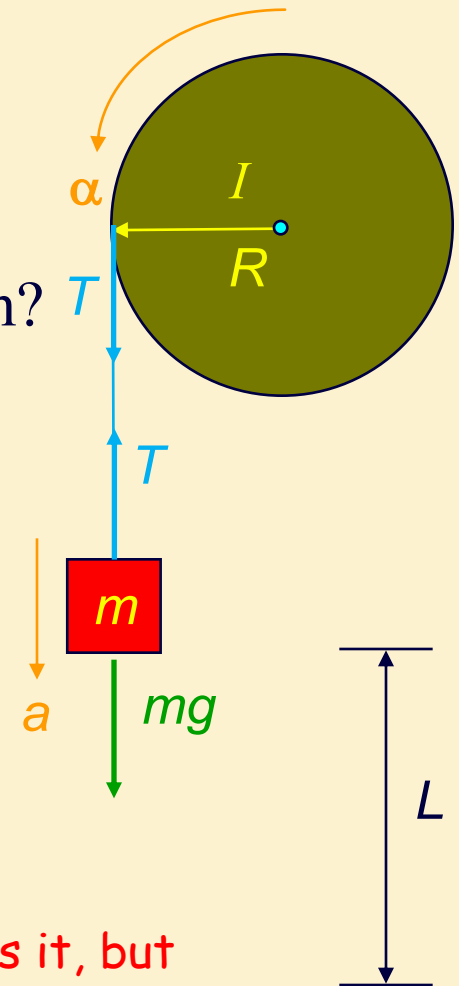
- A mass m is hung by a string that is wrapped around a disk of radius R and mass M . The moment of inertia of the disk is $I = 1/2 MR^2$. The string does not slip on the disk.

What is the acceleration, a , of the hanging mass, m ?

What method should we use to solve this problem?

A) Conservation of Energy (including rotational)

B) $\tau_{\text{Net}} = I\alpha$ and $F=ma$



Either can be applied here in the sense that physics allows it, but Cons. of E gives you speed, and Newton's Second in angular form and linear form lets you solve for a , so we will use B.

Falling weight & pulley... (need to find a)

Big Idea: N#2 in linear form for m and angular form for disk.

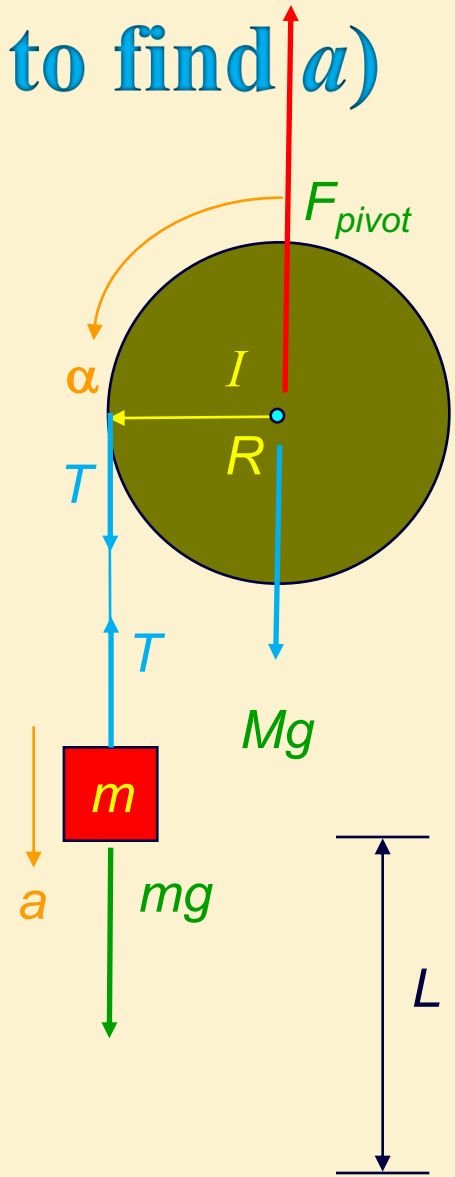
Justification: N#2 good for finding a and t .

Plan: 1. Draw a Free-Body Diagram

2. For the hanging mass apply $F_{Net} = ma$ and for disk apply $\tau = I\alpha$

3. Relate a and α using $a = \alpha R$
(see slide 2)

4. Use algebra to solve 3 equations in 3 unknowns, T , a , α .



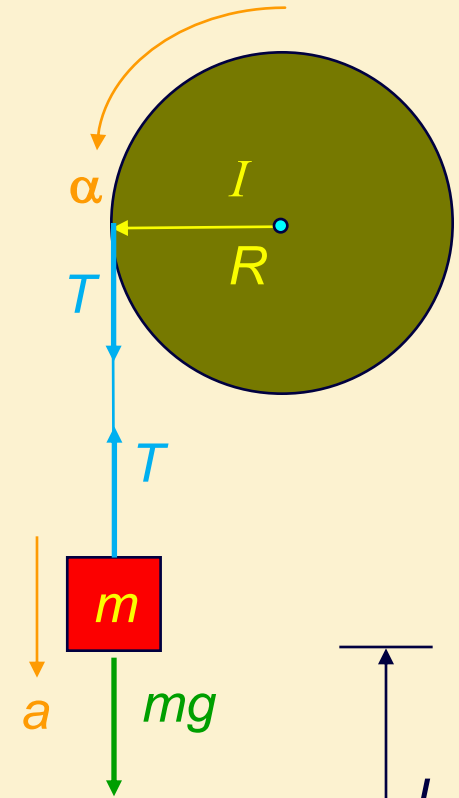
Falling weight & pulley... (need to find a)

$$2: T - mg = -ma$$

$$TR \sin(90) = I\alpha \quad (I=1/2 MR^2)$$

$$3: a = \alpha R$$

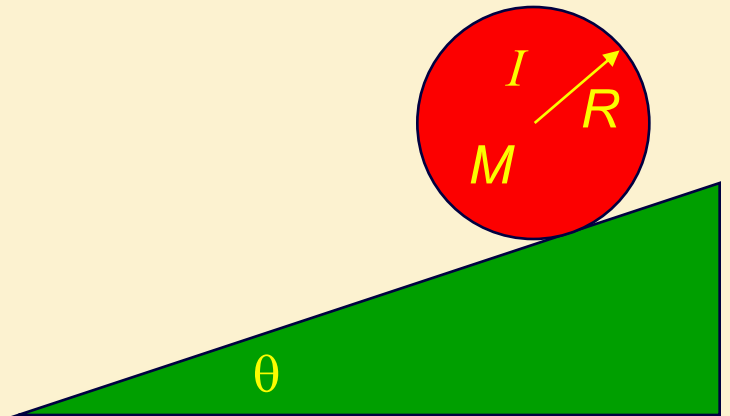
4: Use algebra to solve for a



$$a = \left(\frac{1}{1 + \frac{I}{mR^2}} \right) g$$

Rolling

- An object with mass M , radius R , and moment of inertia I rolls without slipping down a plane inclined at an angle θ with respect to horizontal. What is its acceleration?
- Consider CM motion and rotation about the CM separately when solving this problem



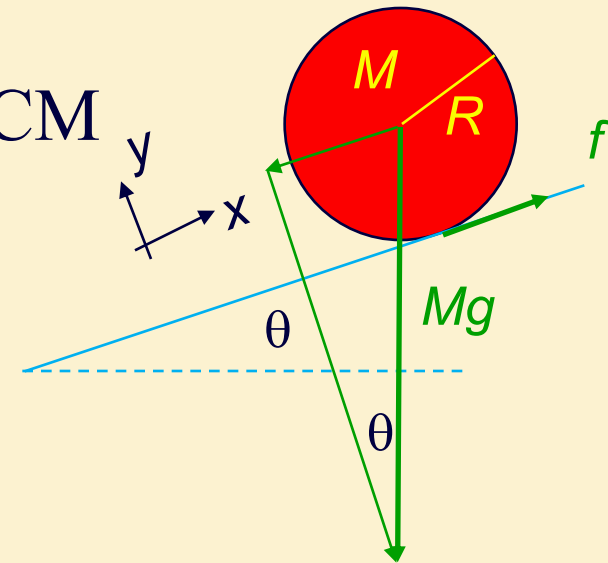
Rolling...

- Static friction f causes rolling. It is an unknown, so we must solve for it.
- First consider the free body diagram of the object and use $F_{NET} = Ma_{cm}$:

In the x direction: $-Mg \sin \theta + f = -Ma_{cm}$

- Now consider rotation about the CM and use $\tau_{Net} = I\alpha$ realizing that

$$\tau = Rf \sin 90 = Rf \quad \text{and} \quad a = \alpha R$$



Rolling...

- We have 3 equations in 3 unknowns, a , α and f :

From $F=ma$ applied to CM: $-Mg \sin \theta + f = -Ma$

From $\tau=I\alpha$ applied about CM: $fR \sin 90 = fR = I\alpha$

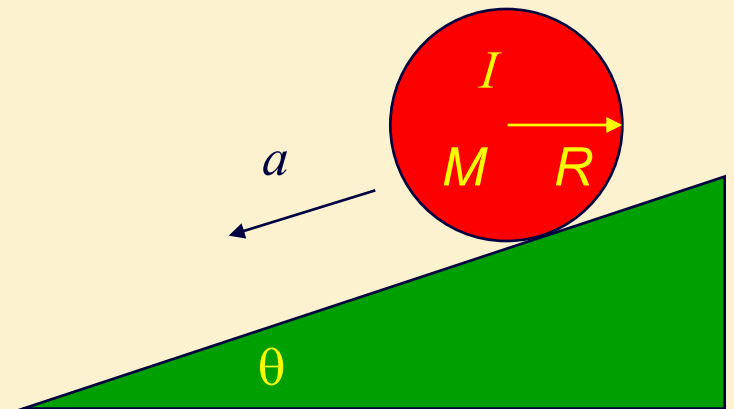
From relationship between a and α : $R\alpha = a$

- Use algebra to combine these to eliminate f , and solve for a :

$$a = g \left(\frac{MR^2 \sin \theta}{MR^2 + I} \right)$$

For a sphere:

$$a = g \left(\frac{MR^2 \sin \theta}{MR^2 + \frac{2}{5}MR^2} \right) = \frac{5}{7}g \sin \theta$$



Work Done by Torque

- Recall $W = F d \cos \theta$

- For a wheel

→ Work: $W = F_{\text{tangential}} s$
 $= F_{\text{tangential}} r \theta$ (s = r θ , θ in radians)
 $= \tau \theta$

Summary

- Torque = Force that causes rotation

- ➔ $\tau = F r \sin \theta$

- ➔ $F=ma$ for rotation: $\tau=I\alpha$.

- ➔ Work done by torque $W = \tau \theta$

- Use $F=ma$, $\tau=I\alpha$ to solve for a , α , tension, time.
Use conservation of energy to solve for speed.

- Equilibrium

- ➔ $\Sigma F = 0$

- ➔ $\Sigma \tau = 0$

- » Can choose any axis or pivot around which to compute torques. Trick of the trade: If there is a force on the pivot, the torque it produces is 0!