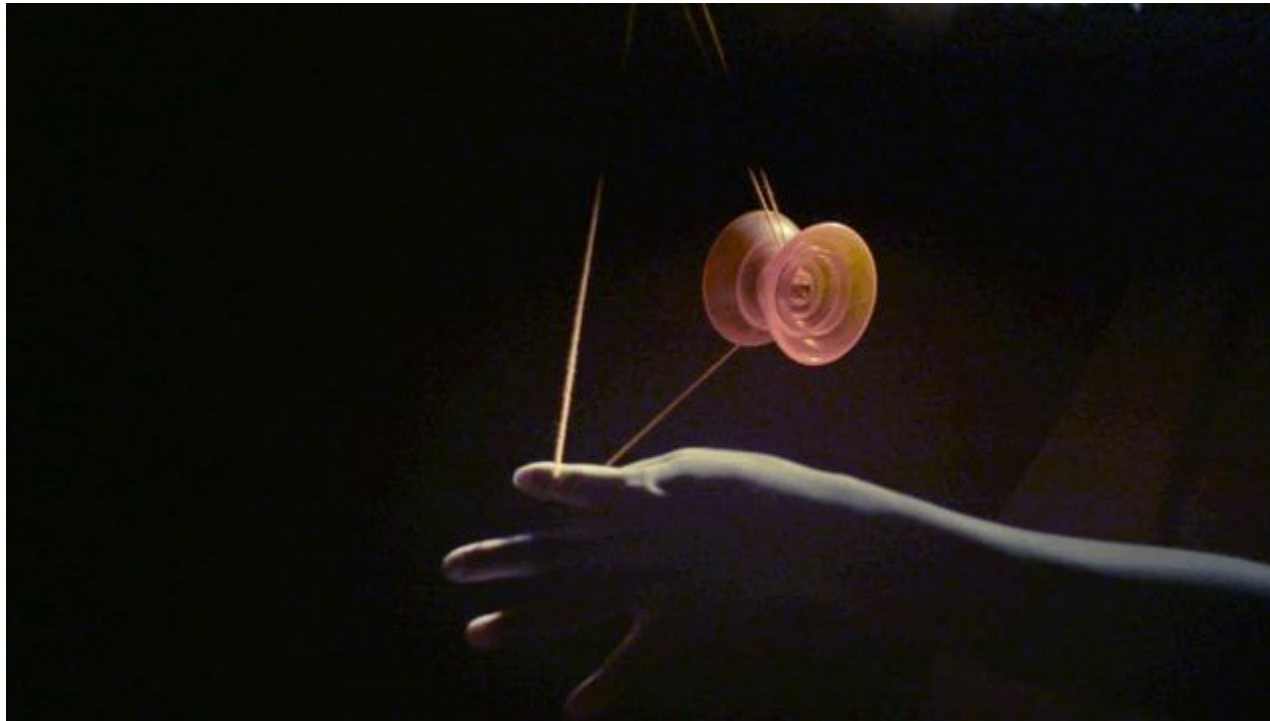
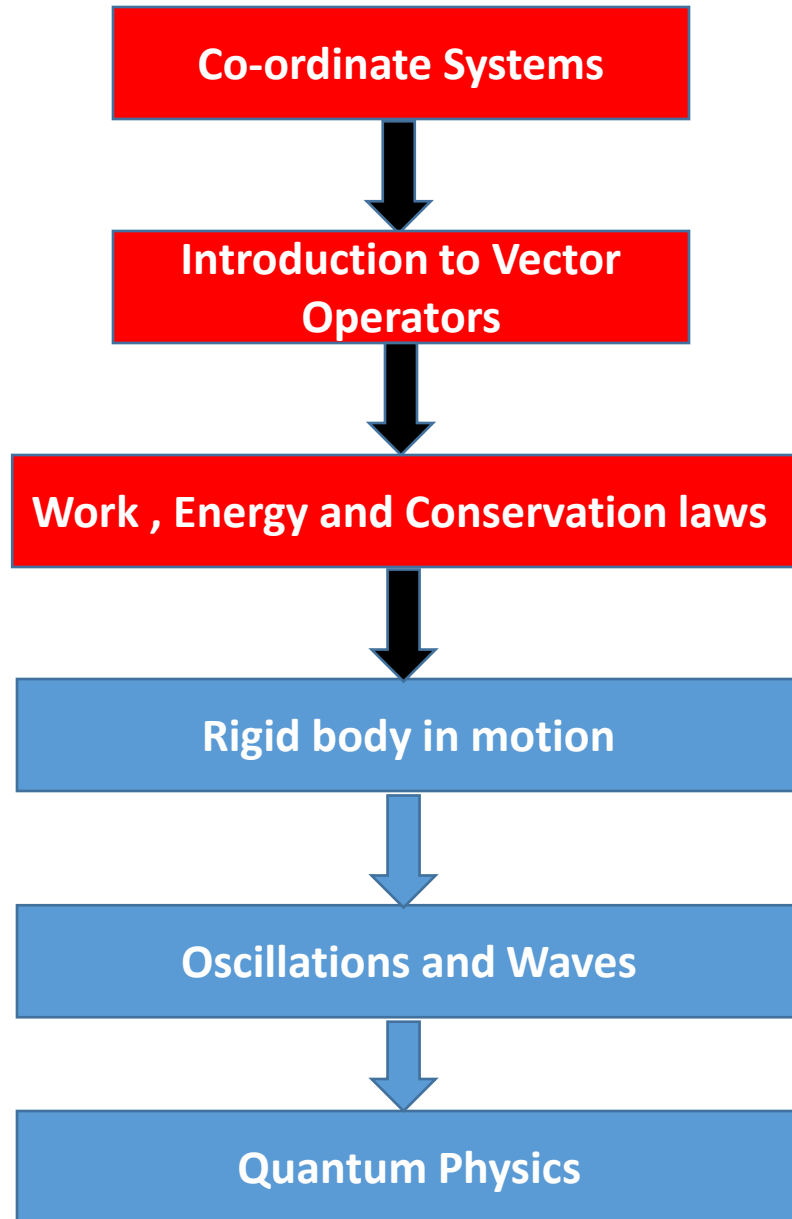


Chapter 4

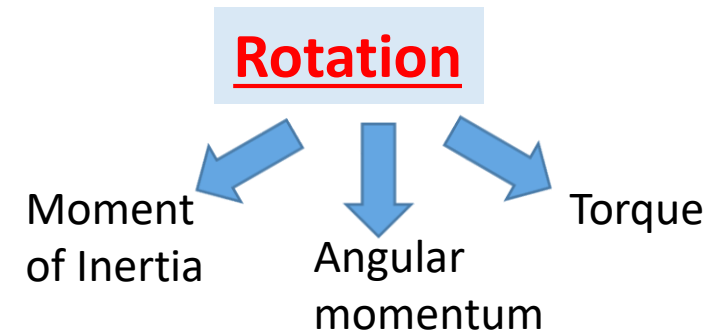
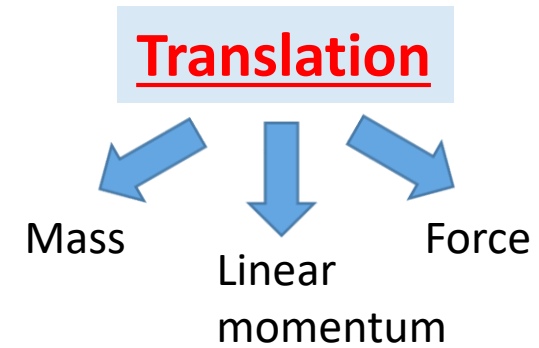
RIGID BODY IN MOTION



Highlights of the course



Rotation Vs Translation



Dynamics of Rotation [Recap]

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

$$\vec{F} = m\vec{a}$$

$\vec{\tau}$ = External Torque

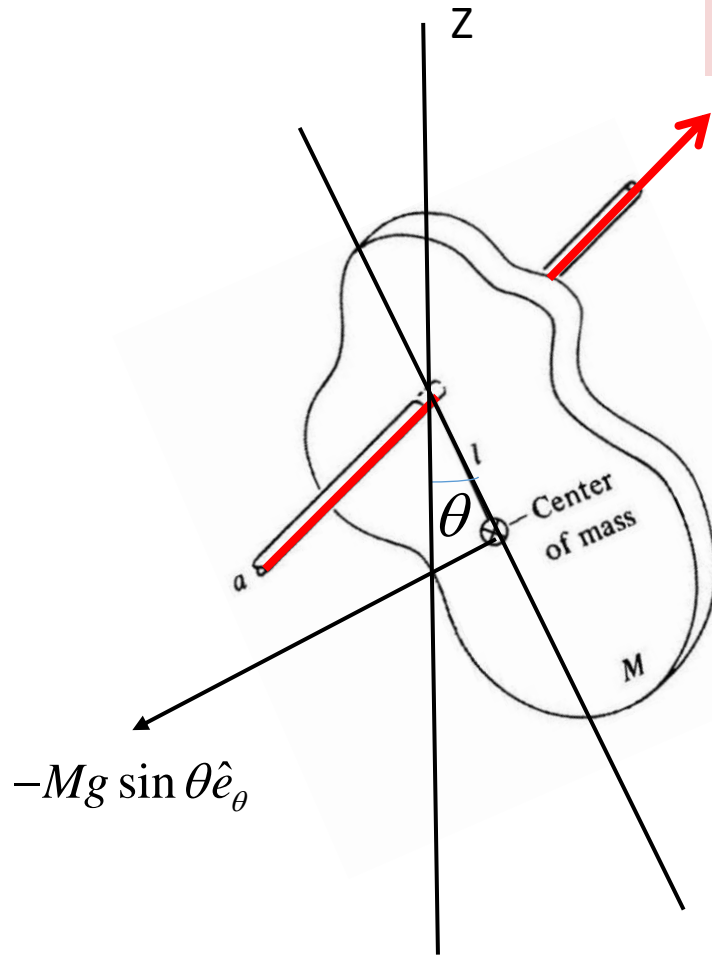
I=Moment of Inertia

α =Angular acceleration

Rotational Kinetic Energy

$$KE = \frac{1}{2} I \omega^2$$

Rigid body Pendulum [Recap]



$$\vec{r} \times \vec{F} = l \hat{e}_r \times (-Mg \sin \theta \hat{e}_\theta + Mg \cos \theta \hat{e}_r)$$

$$-lMg \sin \theta = I_a \ddot{\theta}$$

$$I_a \ddot{\theta} + lMg \sin \theta = 0$$

$$\theta(t) = A \sin \omega t + B \cos \omega t$$

$$\omega = \sqrt{\frac{Ml g}{I_a}}$$



Work Energy Theorem

$$m \int_{x_a}^{x_b} \frac{dv}{dt} dx = \int_{x_a}^{x_b} F(x) dx$$

$$\frac{1}{2} m v_b^2 - \frac{1}{2} m v_a^2 = \int_{x_a}^{x_b} F(x) dx$$

Work Energy Theorem for Rotational motion

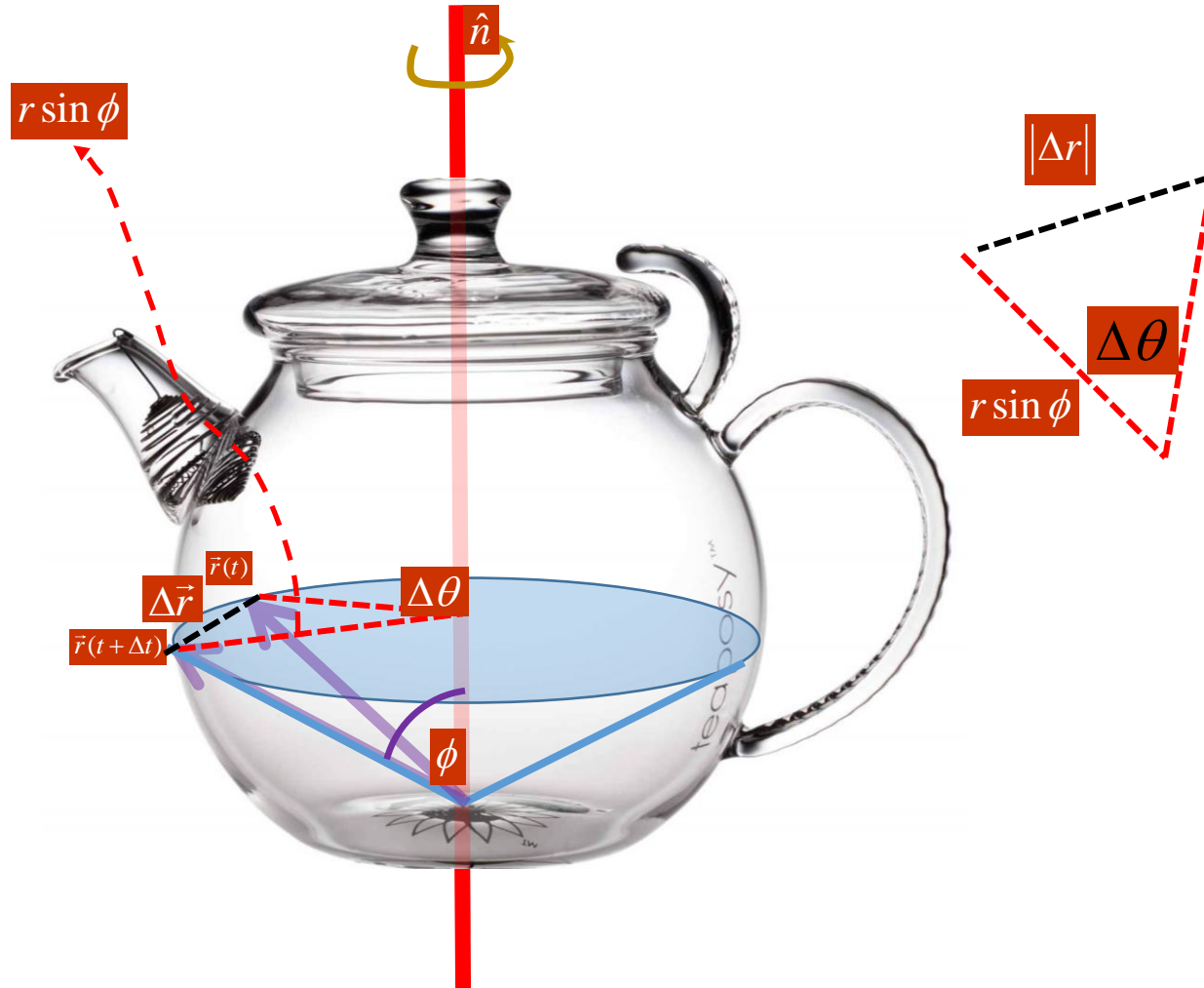
$$\frac{1}{2} I \omega_b^2 - \frac{1}{2} I \omega_a^2 = \int_{\theta_a}^{\theta_b} \tau d\theta$$

$$W_{ba} = K_b - K_a$$

Vector nature of angular velocity and angular momentum



Vector nature of angular velocity and angular momentum

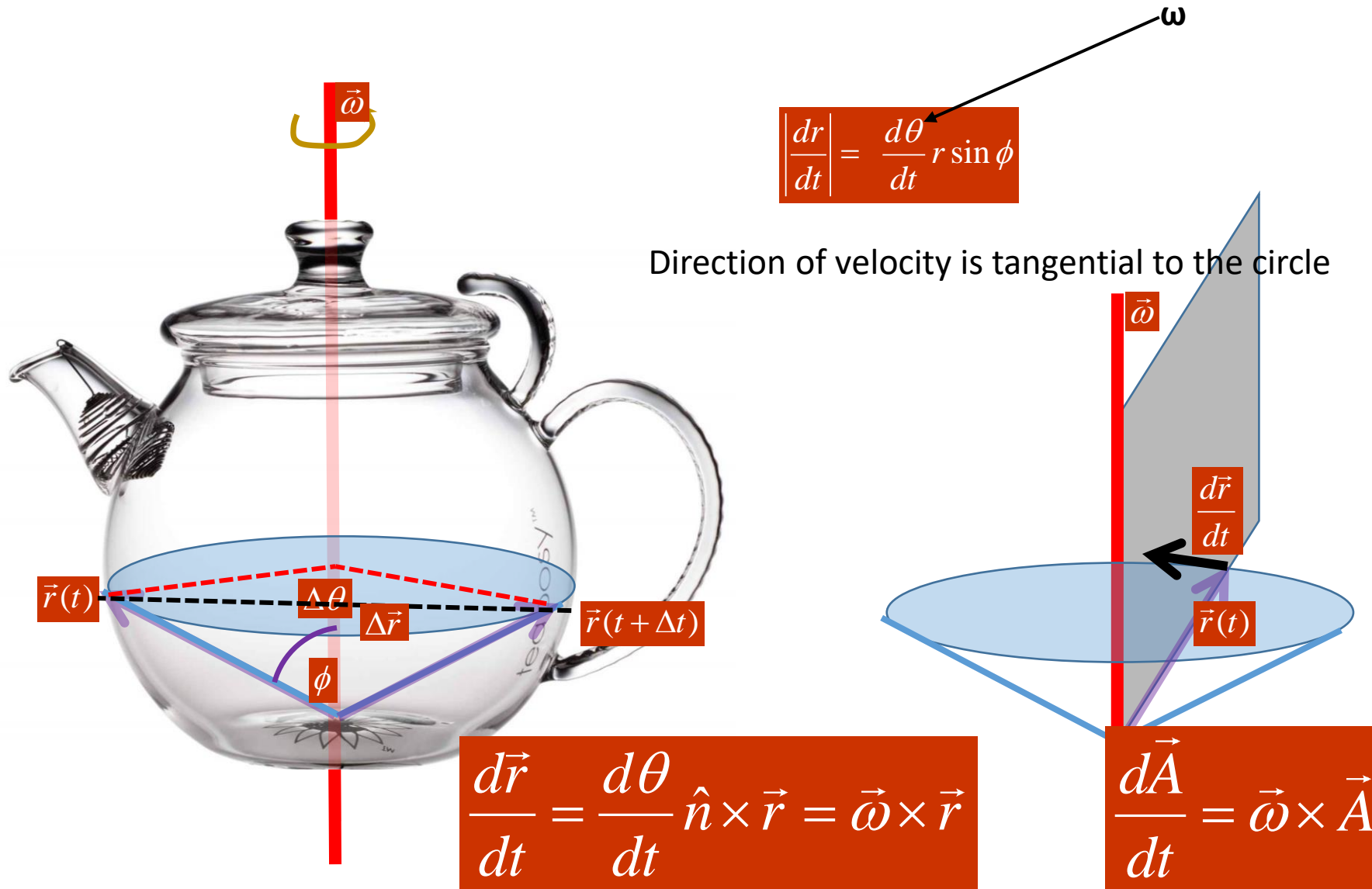


For infinitesimal rotation,

$$|\Delta r| = r \sin \phi \Delta \theta$$

$$\left| \frac{dr}{dt} \right| = r \sin \phi \frac{d\theta}{dt}$$

Vector nature of angular velocity and angular momentum



Find the velocity of a particle rotating in anti-clock wise direction in a vertical plane as shown in the diagram, the particle makes an angle 45 degrees with the $-X$ -axis & $+Y$ -axis and the axis of rotation makes 45 degree with X and Y axis (angular frequency ω make this angle)

$$z = r \cos \theta$$

$$x = \frac{r \sin \theta}{\sqrt{2}}$$

$$y = -\frac{r \sin \theta}{\sqrt{2}}$$

$$\vec{r} = r \left(\frac{\sin \theta}{\sqrt{2}} \hat{e}_x - \frac{\sin \theta}{\sqrt{2}} \hat{e}_y + \cos \theta \hat{e}_z \right)$$

$$\frac{d\vec{r}}{dt} = \vec{\omega} \times \vec{r}$$

$$\vec{\omega} = \frac{\omega}{\sqrt{2}} \hat{e}_x + \frac{\omega}{\sqrt{2}} \hat{e}_y$$

$$\frac{d\vec{r}}{dt} = \vec{\omega} \times \vec{r} = \omega r \left(\frac{\cos \theta}{\sqrt{2}} \hat{e}_x + \frac{\cos \theta}{\sqrt{2}} \hat{e}_y - \sin \theta \hat{e}_z \right)$$

Projection of $\vec{r} = r \sin \theta$

Angular momentum of a rigid body

$$\vec{v} = \frac{d\vec{r}}{dt} = \vec{\omega} \times \vec{r}$$



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



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

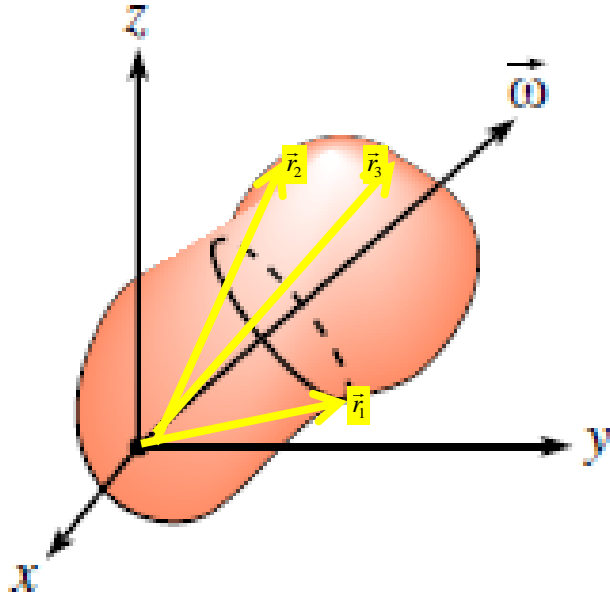


$$\vec{\tau} = [I] \vec{\alpha}$$

Angular momentum of a rigid body

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

$$\vec{p} = m \frac{d\vec{r}}{dt} = m(\vec{\omega} \times \vec{r})$$



$$\vec{L} = \sum_{j=1}^N \left[\vec{r}_j \times m_j (\vec{\omega} \times \vec{r}_j) \right]$$

$$\vec{\omega} = \omega_x \hat{e}_x + \omega_y \hat{e}_y + \omega_z \hat{e}_z$$

$$\vec{\omega} \times \vec{r}_j = \begin{vmatrix} \hat{e}_x & \hat{e}_y & \hat{e}_z \\ \omega_x & \omega_y & \omega_z \\ x_j & y_j & z_j \end{vmatrix}$$

$$\vec{r}_j \times m_j (\vec{\omega} \times \vec{r}_j)?$$

$$\vec{r}_j \times m_j (\vec{\omega} \times \vec{r}_j)?$$

$$\vec{\omega} \times \vec{r}_j = \begin{vmatrix} \hat{e}_x & \hat{e}_y & \hat{e}_z \\ \omega_x & \omega_y & \omega_z \\ x_j & y_j & z_j \end{vmatrix}$$

$$m_j \vec{\omega} \times \vec{r}_j = m_j (\omega_y z_j - y_j \omega_z) \hat{e}_x - m_j (\omega_x z_j - x_j \omega_z) \hat{e}_y + m_j (\omega_x y_j - x_j \omega_y) \hat{e}_z$$

$$\vec{r}_j \times m_j (\vec{\omega} \times \vec{r}_j) = \begin{vmatrix} \hat{e}_x & \hat{e}_y & \hat{e}_z \\ x_j & y_j & z_j \\ m_j (\omega_y z_j - y_j \omega_z) & -m_j (\omega_x z_j - x_j \omega_z) & m_j (\omega_x y_j - x_j \omega_y) \end{vmatrix}$$

$$L_x = m_j (y_j^2 + z_j^2) \omega_x - m_j x_j y_j \omega_y - m_j x_j z_j \omega_z$$

Angular momentum of a rigid body

$$\vec{L} = \sum_{j=1}^N \left[\vec{r}_j \times m_j (\vec{\omega} \times \vec{r}_j) \right]$$

$$L_x = \sum_{j=1}^N \left[m_j (y_j^2 + z_j^2) \omega_x - m_j x_j y_j \omega_y - m_j x_j z_j \omega_z \right]$$

Let us introduce moment of Inertias

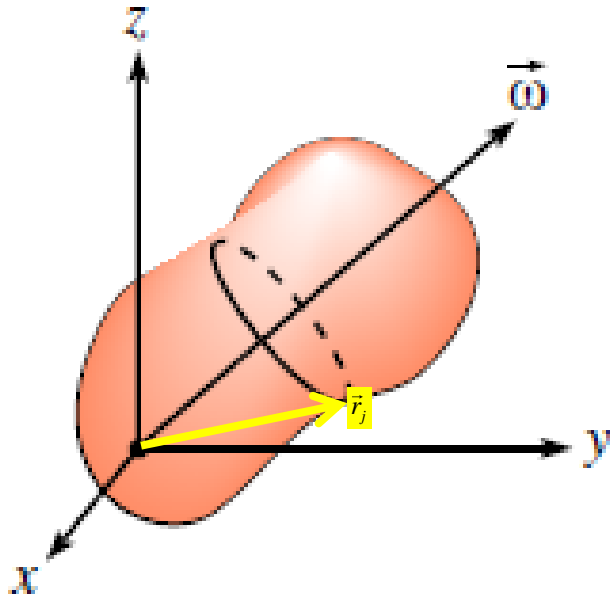
$$I_{xx} = \sum m_j (y_j^2 + z_j^2)$$

$$I_{xy} = -\sum m_j x_j y_j$$

$$I_{xz} = -\sum m_j x_j z_j$$

$$L_x = I_{xx} \omega_x + I_{xy} \omega_y + I_{xz} \omega_z$$

Angular momentum of a rigid body



$$L_x = I_{xx}\omega_x + I_{xy}\omega_y + I_{xz}\omega_z$$

$$L_y = I_{yx}\omega_x + I_{yy}\omega_y + I_{yz}\omega_z$$

$$L_z = I_{zx}\omega_x + I_{zy}\omega_y + I_{zz}\omega_z$$

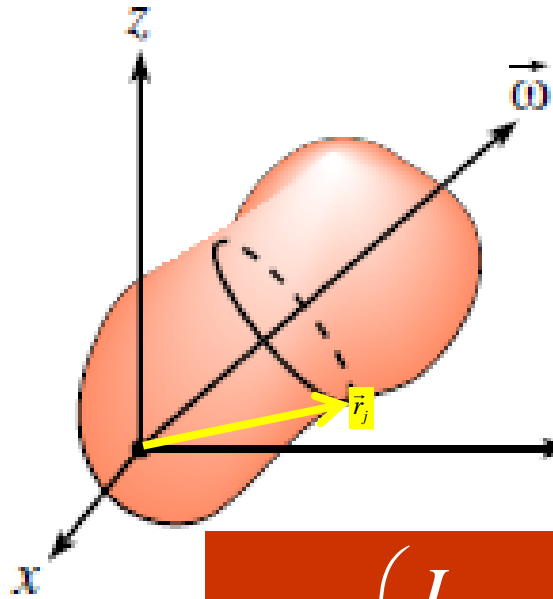
Different from what you learned!

Matrix Equation

$$\begin{pmatrix} L_x \\ L_y \\ L_z \end{pmatrix} = \begin{pmatrix} I_{xx} & I_{xy} & I_{xz} \\ I_{yx} & I_{yy} & I_{yz} \\ I_{zx} & I_{zy} & I_{zz} \end{pmatrix} \begin{pmatrix} \omega_x \\ \omega_y \\ \omega_z \end{pmatrix}$$

$$[L] = [I][\omega]$$

Angular momentum of a rigid body



$$\begin{pmatrix} L_x \\ L_y \\ L_z \end{pmatrix} = \begin{pmatrix} I_{xx} & I_{xy} & I_{xz} \\ I_{yx} & I_{yy} & I_{yz} \\ I_{zx} & I_{zy} & I_{zz} \end{pmatrix} \begin{pmatrix} \omega_x \\ \omega_y \\ \omega_z \end{pmatrix}$$

$$[L] = [I][\omega]$$

Equivalent to

$$\vec{p} = m\vec{v}$$

?

$$[I] = \begin{pmatrix} I_{xx} & I_{xy} & I_{xz} \\ I_{yx} & I_{yy} & I_{yz} \\ I_{zx} & I_{zy} & I_{zz} \end{pmatrix}$$

Moment of Inertia Matrix

Moment of Inertia Matrix

$$[I] = \begin{pmatrix} I_{xx} & I_{xy} & I_{xz} \\ I_{yx} & I_{yy} & I_{yz} \\ I_{zx} & I_{zy} & I_{zz} \end{pmatrix}$$

$$I_{xx} = \sum m_j (y_j^2 + z_j^2)$$

For a continuous medium,

$$I_{xx} = \int (y^2 + z^2) dm$$

$$[I] = \begin{pmatrix} \int (y^2 + z^2) dm & -\int xy dm & -\int zx dm \\ -\int xy dm & \int (z^2 + x^2) dm & -\int yz dm \\ -\int zx dm & -\int yz dm & \int (x^2 + y^2) dm \end{pmatrix}$$