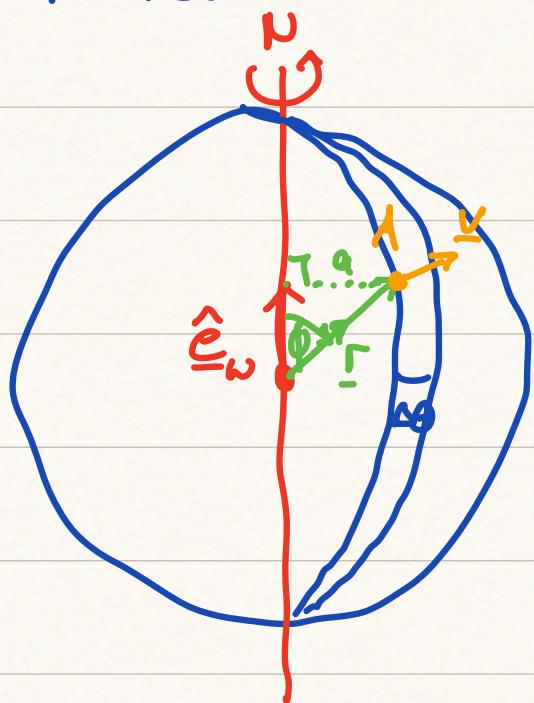


Angular momentum & torque

Rotational motion:



$$\text{Angular velocity: } \underline{\omega} = l \underline{\omega} \hat{\underline{\omega}}$$

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

$$\text{Position vector: } \underline{r} = l \underline{r} \hat{\underline{e}}_r$$

$$\text{Velocity: } \underline{v} = l \underline{v} \hat{\underline{e}}_v$$

$$l \underline{v} = l \underline{\omega} l \underline{r} = l \underline{\omega} l |\underline{r}| \sin \phi$$

$$a = l \underline{r} \sin \phi$$

$$\Rightarrow \underline{v} = l \underline{\omega} l |\underline{r}| \sin \phi \hat{\underline{e}}_v$$

local coord:

$$\hat{\underline{e}}_v \perp \hat{\underline{e}}_\omega \text{ and } \hat{\underline{e}}_v \perp \hat{\underline{e}}_r$$

$$\Rightarrow \hat{\underline{e}}_\omega \times \hat{\underline{e}}_r = \sin \phi \hat{\underline{e}}_v$$

substitute

$$\underline{v} = l \underline{\omega} l |\underline{r}| \hat{\underline{e}}_\omega \times \hat{\underline{e}}_r$$

$$= l \underline{\omega} l \hat{\underline{e}}_\omega \times |\underline{r}| \hat{\underline{e}}_r = \underline{\omega} \times \underline{r}$$

counter clockwise

$$\boxed{\underline{v} = \underline{\omega} \times \underline{r}}$$

$|\underline{v}| > 0$ ↑ "right hand rule"

Example: $\phi \approx 60^\circ = \frac{\pi}{3} \approx 1.05$

$$|\underline{r}| = 6.57 \cdot 10^6 \text{ m}$$

$$l \underline{\omega} = 7.3 \cdot 10^{-5} \frac{\text{rad}}{\text{s}}$$

$$|\underline{v}| = l \underline{\omega} l |\underline{r}| \sin \phi \approx 403 \frac{\text{m}}{\text{s}}$$

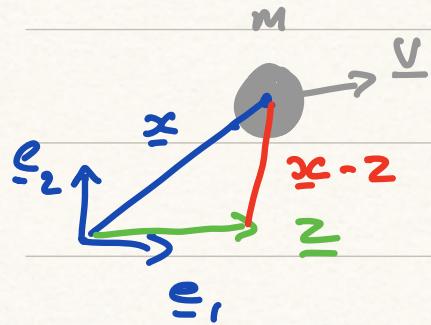
Angular momentum & torque

Linear momentum:

$$\underline{L} = m \underline{v}$$

angular momentum:

$$\underline{j} = (\underline{x} - \underline{z}) \times \underline{L}$$



relative to z

force \Rightarrow change in lin. mom.

torque \Rightarrow change in aug. mom.

$$\begin{aligned} \text{torque: } \underline{\tau} &= \frac{d\underline{j}}{dt} = \frac{d}{dt} [(\underline{x} - \underline{z}) \times m \underline{v}] \\ &= m \frac{d}{dt} [\underline{x} \times \underline{v} - \underline{z} \times \underline{v}] \end{aligned}$$

$$\begin{aligned} \frac{d\underline{x}}{dt} &= \underline{v} \quad \frac{d\underline{v}}{dt} = \underline{a} \\ &= m [\cancel{\underline{v} \times \underline{v}}^0 + \underline{x} \times \underline{a} - \underline{z} \times \underline{a}] \\ &= m (\underline{x} - \underline{z}) \times \underline{a} = (\underline{x} - \underline{z}) \times \underbrace{m \underline{a}}_f \end{aligned}$$

$$\boxed{\underline{\tau} = (\underline{x} - \underline{z}) \times \underline{f}}$$

units: $[F L = \frac{ML^2}{T^2}]$ Nm

Torque = moment of force, moment

Two basic relations:

1) ang. & lin. mom

2) torque & force

$$\begin{aligned}\underline{\underline{j}} &= (\underline{\underline{x}} - \underline{\underline{z}}) \times \underline{\underline{L}} \\ \underline{\underline{\tau}} &= (\underline{\underline{x}} - \underline{\underline{z}}) \times \underline{\underline{f}}\end{aligned}$$

Resultant torque due to

1) body forces:

$$\underline{\underline{\tau}_b} = \int_B (\underline{\underline{x}} - \underline{\underline{z}}) \times \underline{\underline{b}} dV$$

2) surface forces:

$$\underline{\underline{\tau}_s} = \int_{\Gamma} (\underline{\underline{x}} - \underline{\underline{z}}) \times \underline{\underline{t}_n} dA$$

In rotation we have important geom. locations:

center of volume: $\underline{\underline{x}_v} = \frac{1}{V_B} \int_B \underline{\underline{x}} dV$

center of mass: $\underline{\underline{x}_m} = \frac{1}{m_b} \int_B p \underline{\underline{x}} dV$

$p = \text{const}$: $\underline{\underline{x}_m} = \underline{\underline{x}_v}$

Torque due to grav. body force

Torque around $\Sigma_m = \text{const.}$ $g = \text{const.}$

$$\Sigma_b = \int_B (\Sigma_c - \Sigma_m) \times \rho g \, dV$$

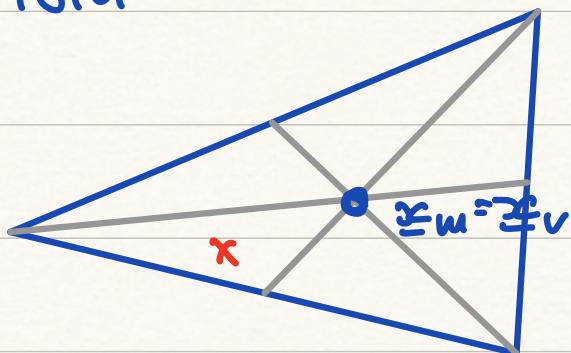
$$= \int_B \Sigma_c \times \rho g \, dV - \int_B \Sigma_m \times \rho g \, dV$$

$$= \underbrace{\int_B \Sigma_c \rho \, dV}_{m_b \Sigma_m} \times g - \Sigma_m \times g \underbrace{\int_B \rho \, dV}_{m_b}$$

$$\begin{aligned}\Sigma_b &= m_b \Sigma_m \times g - \Sigma_m \times m_b g \\ &= m_b (\Sigma_m \times g - \Sigma_m \times g) = 0\end{aligned}$$

\Rightarrow grav. torque around center of mass is zero

centroid



B Triangle suspended
from centroid does
not rotate

Moment of gravity

Torque due gravity around origin $\Sigma = 0$

$$\underline{\underline{I}_G} = \int_B \underline{x} \times \rho_b g dV$$

simplify

$$\begin{aligned} \underline{\underline{I}_G} &= \int_B (\underline{x} - \underline{x}_m + \underline{x}_m) \times \rho_b g dV \\ &= \int_B (\underline{x} - \underline{x}_m) \times \rho_b g dV + \int_B \underline{x}_m \times \rho_b g dV \end{aligned}$$

$$= \int_B \underline{x}_m \times \rho_b g dV = \underline{x}_m \times g \underbrace{\int_B \rho_b dV}_{m_b}$$

$$\underline{\underline{I}_G} = \underline{x}_m \times m_b g$$

Moment of Gravity

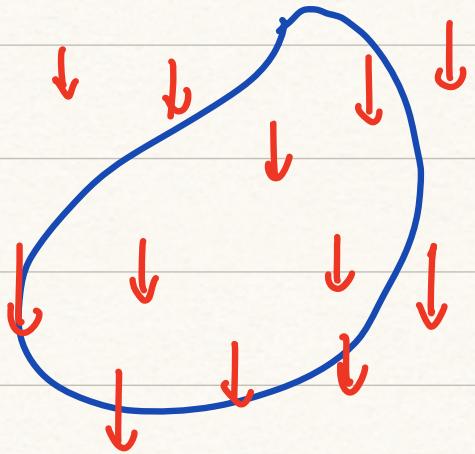
center of mass \Leftrightarrow center of gravity

$$\underline{x}_m = \underline{x}_G$$

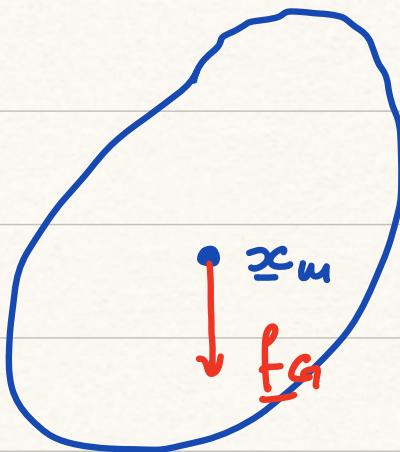
\Rightarrow Gravity acts on center of mass

Continuum

$$b_G(x) = \rho_b (\approx) g$$



Discrete



force field can be represented as acting on the point where it does not induce a torque! (Center of mass theorem)

Hydrostatic surface force

"Moment of buoyancy"

torque due to buoyancy around origin ($z=0$)

$$\Sigma_B = \oint_{\partial B} x \cdot (-p \hat{n}) dA$$

$$t_n = -p \hat{n}$$

torque due to buoyancy vanishes at center of mass of displaced fluid

$$\Sigma_B = \frac{1}{V_B} \int_B p_f(x) \Sigma \uparrow dV \equiv 0$$

use to simplify moment of buoyancy

$$\underline{\Sigma}_B = -\Sigma_B \times m_f g \Rightarrow HW2$$

Hydrostatic moment

force balance: $\underline{f}_H = \underline{f}_G + \underline{f}_B = (m_b - m_f) g$

torque balance: $\underline{\Sigma}_H = \underline{\Sigma}_G + \underline{\Sigma}_B =$
 $= \Sigma_G \times \underline{m_b} g - \Sigma_B \times \underline{m_f} g$

neutrally buoyant body: $m_f = m_b = m$

$$\underline{\Sigma}_H = m (\Sigma_G - \Sigma_B) \times g$$

\uparrow $\underbrace{}_{\neq 0}$ $\neq 0$

Stability of fully submerged floating body



unstable

→ roll
clockwise

metastable

stable