

# PHY180 Torque

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## 1 Torque and "Line of Action":

$$\tau = Fr \perp \text{ where } r \perp = r \sin \phi$$

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Relationship between:

$$\tau = rF \sin \phi$$

and

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

What's the cross product of this?:

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

$$\vec{\tau} = \begin{bmatrix} r \cos \theta \\ r \sin \theta \\ 0 \end{bmatrix} \times \begin{bmatrix} F \cos \theta_F \\ F \sin \theta_F \\ 0 \end{bmatrix} = \begin{bmatrix} \hat{x} & \hat{y} & \hat{z} \\ r_x & r_y & 0 \\ F_x & F_y & 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ r_x F_y - r_y F_x \end{bmatrix}$$

$$\vec{\tau} = 0\hat{x} + 0\hat{y} + r \cos \theta F \sin \theta_F - r \sin \theta F \cos \theta_F$$

$$\vec{\tau} = rF \sin(\theta_f - \theta)\hat{z}$$

$$= rF \sin \phi \cdot \hat{Z}$$

$\vec{r}, \vec{F}$  in xy plane.

Then we can describe all of rotation as vectors in Z:

$$\vec{\tau} = \tau_Z \hat{Z}$$

$$\vec{\omega} = \hat{Z}$$

$$\vec{\alpha} = \alpha \hat{Z}$$

## 2 Free Rotation

When unconstrained, a free body will always rotate about its center of mass. Its motion can be decomposed into two parts, translation of CM, and rotation about CM.

### Angular Momentum as cross-product

Relationship between  $L = I\omega_0$

Consider an object in circular(rotation) / revolutionary motion.

$$\begin{aligned}v &= r\omega_0 \\ \vec{r} &= r\hat{r} \\ \vec{L} &= \vec{r} \times \vec{p} \\ &= r\hat{r} \times mv\hat{t} \\ rmv(\hat{r} \times \hat{t}) &= \hat{Z} \\ &= rmv\hat{Z} \\ &= r^2m\omega_0\hat{Z} \\ &= I\omega_0\hat{Z} \\ \vec{L} &= L_0\hat{Z} = I\omega_0\hat{Z}\end{aligned}$$

### Example: Torque Caused by Gravity $\rightarrow$ Angular Acceleration

Consider a pulley attached by a string wrapped around a pulley of radius  $r$ , with mass  $m$ .

The force on the mass itself will be:

$$\begin{aligned}F &= -mg\hat{y} \\ \overline{\tau_{ext}} &= I\overline{\alpha} \\ \vec{\tau} &= \vec{r} \times \vec{F}\end{aligned}$$

But we know:

$$\vec{r} = -R\hat{x}$$

and

$$\vec{F} = -mg\hat{y}$$

Therefore:

$$\begin{aligned} &= -R(-mg)(\hat{x} \times \hat{y}) \\ &= mgR\hat{z} \\ \vec{\tau} &= mgR \\ I\vec{\alpha} &= mgR\vec{z} \\ \alpha_0 &= \frac{mgR}{I} \end{aligned}$$

where:

$$\vec{\alpha} = \alpha_0\hat{z}$$

At any point in time we have these expressions:

$$\omega_0 = \alpha_0\Delta t$$

and

$$\Delta\theta = \frac{1}{2}\alpha_0\Delta t^2$$