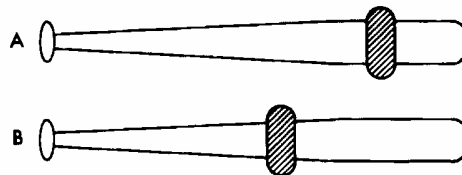


# Angular Kinetics

- similar comparison between linear and angular kinematics

<b>Linear</b>	<b>Angular</b>
• Mass	• Moment of inertia
• Force	• Torque
• Momentum	• Angular momentum
• Newton's Laws	• Newton's Laws (angular analogs)

resistance to angular motion (like linear motion) dependent on mass



however, the more **closely** mass is distributed to the axis of rotation, the easier it is to **rotate**

therefore: resistance to angular motion dependent on both the *quantity* and *distribution of mass*

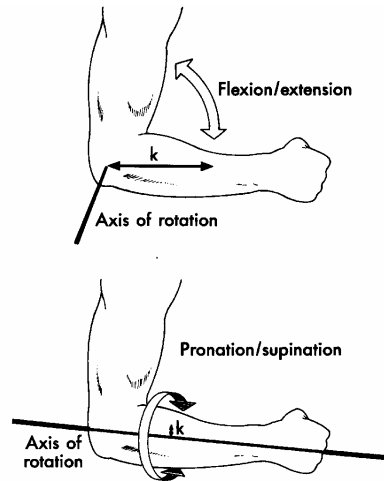
Defined as: **Moment of Inertia**

# Moment of Inertia

- ANGULAR FORM OF INERTIA (I)
  - resistance to changes in the state of **angular** motion
- $I = mr^2$ 
  - for a single particle
  - proportional to **mass** and distance **squared**
- SI unit =  $\text{kg}\cdot\text{m}^2$

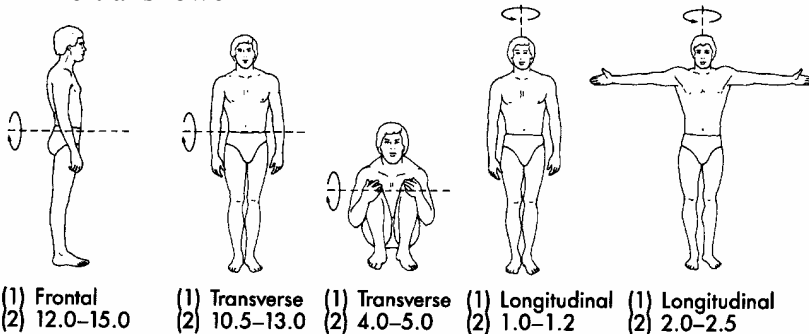
## Different Axes

- recognize that rotation can occur about different axes
  - each axis has its own moment of inertia associated with it



## Whole Body I

- consider human movement to occur about 3 principal axes
- each principal axis has a principal moment of inertia associated with it
- when mass is distributed closer to axis the moment of inertia is lower



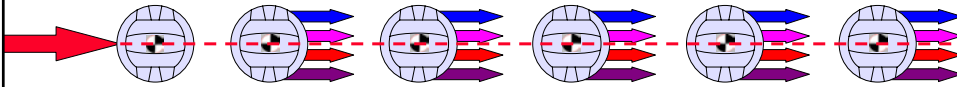
## Torque

(a.k.a. moment of force)

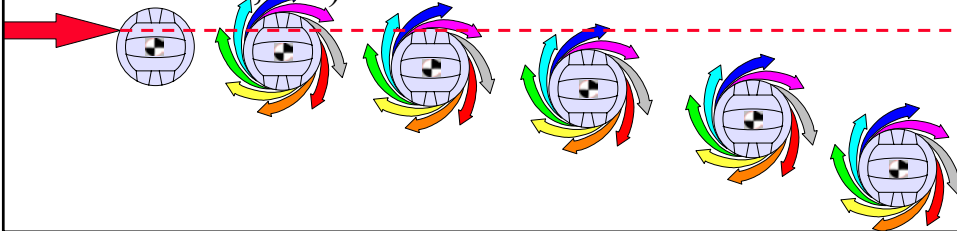
- The turning or rotational effect of an **eccentric force**.
- Equal to the product of **perpendicular** components of **force** and **distance** (from the force's line of action).
  - Any eccentric force will cause a torque
  - **“Moment arm”** is a special name given to the distance from force's line of action and the axis of rotation.

## Centric and Eccentric Forces

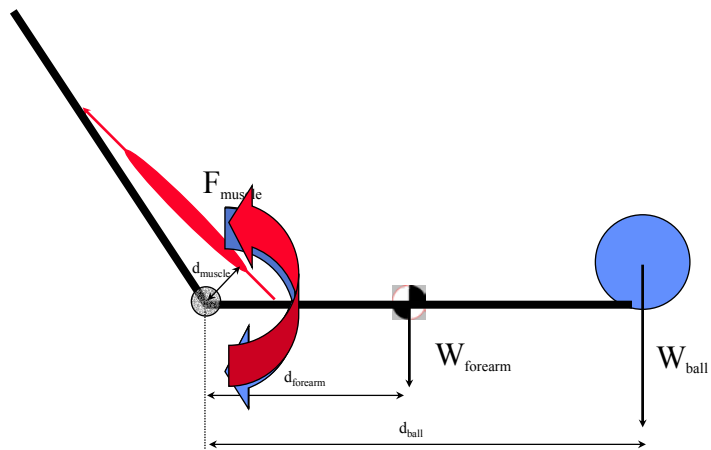
- Centric forces result in **linear** motion *only*.



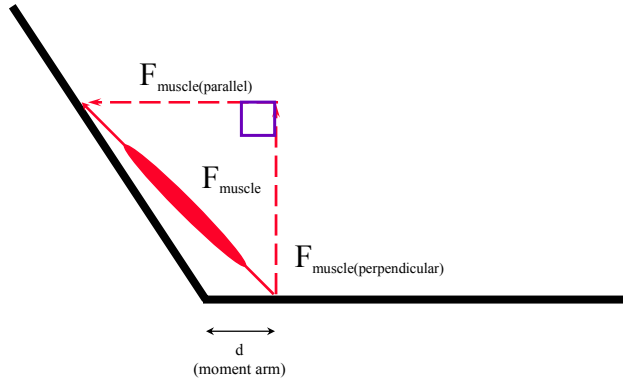
- Eccentric (off-center) forces *always* result in **rotational** motion (sometimes linear motion, too).



## Example

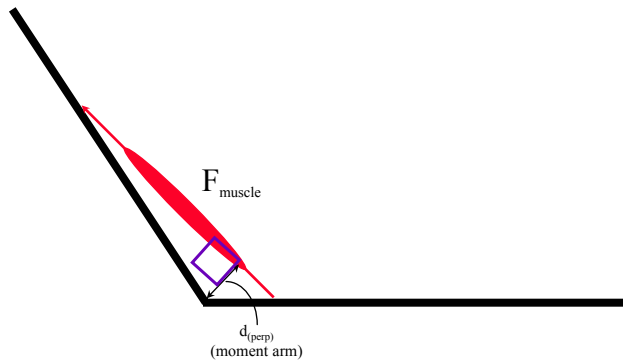


# Example



$$\text{Moment caused by muscle force} = F_{\text{muscle(perp)}} \times d$$

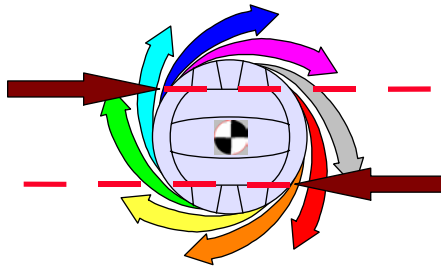
# Example



$$\text{Moment caused by muscle force} = F_{\text{muscle}} \times d_{\text{(perp)}}$$

## Eccentric Forces: Couple

- A couple is a pair of forces which are **equal** in magnitude but **opposite** in direction, are **equidistant** from the axis of rotation, and act to produce *pure rotation*.



## Angular Analog Newton's Laws

*1) a rotating body will continue to turn about its axis of rotation with constant angular momentum, unless an external couple or eccentric force is exerted upon it*

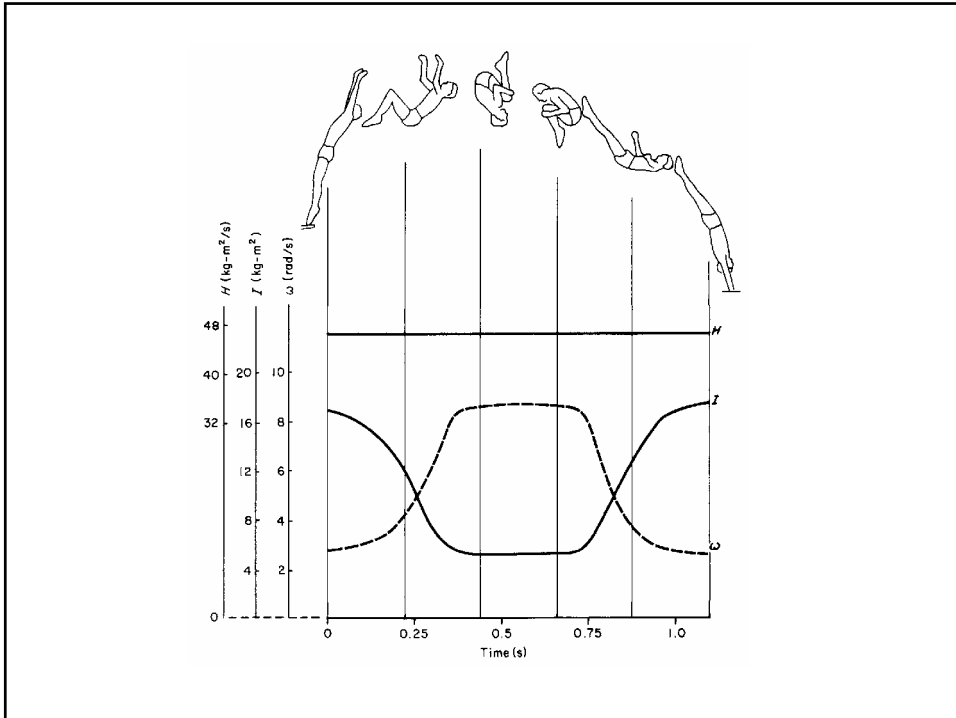
- linear momentum

$$M = m \cdot v$$

- angular momentum

$$H = I \omega$$

**AKA - The principle  
of conservation of  
angular momentum**



## Angular Analog Newton's Laws

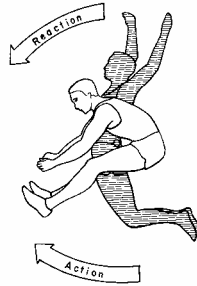
2) *the rate of change of angular momentum of a body is proportional to the torque causing it and the change takes place in the direction in which the torque acts*

$$\Sigma T = I \frac{\omega_f - \omega_i}{t}$$

$$\Sigma T = I\alpha$$

# Angular Analog Newton's Laws

3) *for every torque that is exerted by one body on another there is an equal and opposite torque exerted by the second body on the first*



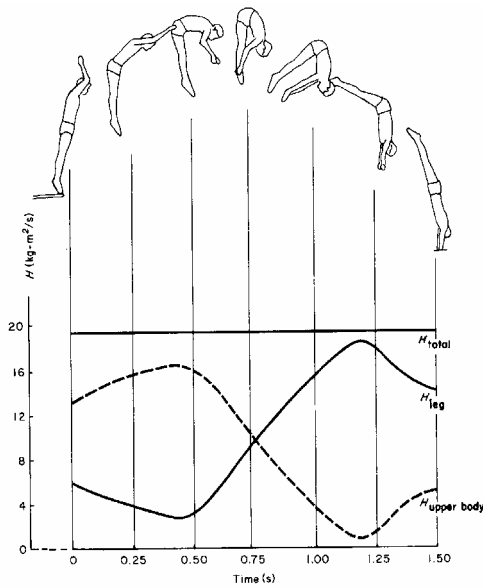
## TRANSFER OF ANGULAR MOMENTUM

enter pike -  $H_{\text{legs}} \downarrow$   
because legs slow down

$H_{\text{trunk+arms}} \uparrow$  to maintain  
a constant  $H_{\text{total}}$

the opposite occurs at  
entry -  $H_{\text{trunk+arms}} \downarrow$   
to give a clean entry

$H_{\text{legs}} \uparrow$  to maintain  $H_{\text{total}}$





# Angular Momentum in Long Jump

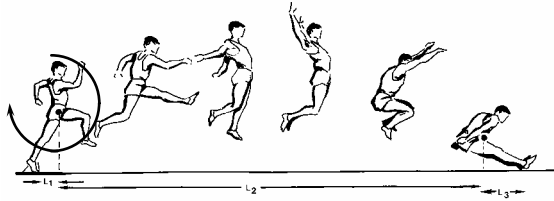


Figure 16-1. Contributions to the length of a hang-style long jump.

$$H_{\text{total}} = H_{\text{trunk+head}} + H_{\text{arms}} + H_{\text{legs}} = \text{constant CW}$$

to prevent trunk+head from rotating forward (CW)  
rotate arms and legs CW to account for  $H_{\text{total}}$

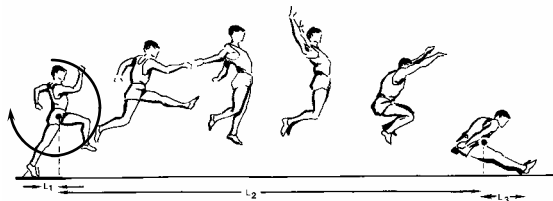


Figure 16-1. Contributions to the length of a hang-style long jump.

$I_{\text{arms}}$  and  $I_{\text{legs}}$  are smaller than  $I_{\text{total}}$  so

$\omega_{\text{arms}}$  and  $\omega_{\text{legs}}$  must be larger to produce

$H$ 's (respectively) large enough to accommodate  $H_{\text{total}}$



## Sources of Angular Momentum

$$H = \sum_{s=1}^{s=N} H_s$$

$$H = \sum_{s=1}^{s=N} \left( I_s \omega_{s/G_s} + m_s r^2 \omega_{G_s/G} \right)$$

- Whole body H = sum of all segmental H's
- Each segmental H has 2 sources
  - $I_s \omega_{s/G_s}$  (H caused by **rotation of segment** about its own **CG**)
  - $m_s r^2 \omega_{G_s/G}$  (H caused by **rotation of segment's CG** about the whole body **CG**). *This is the most important source!*