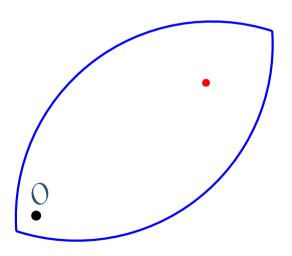
April 15, Week 13

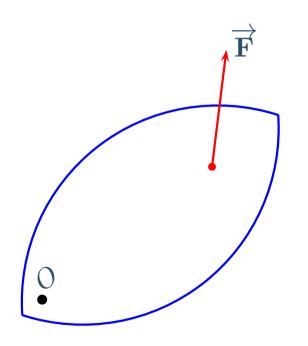
Today: Chapter 10, Torque

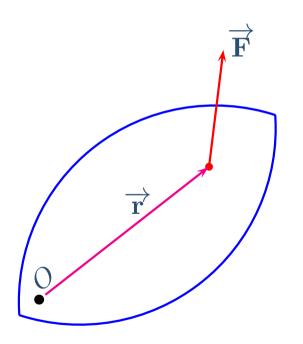
Homework Assignment #10 - Due April 19. Mastering Physics: 7 problems from chapter 9 Written Question: 10.86

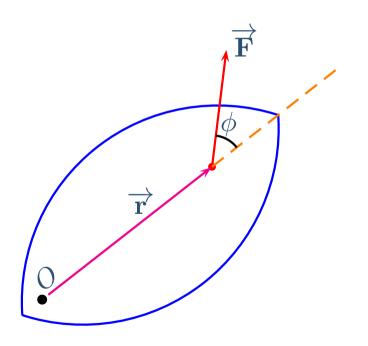
Help sessions with Jonathan:

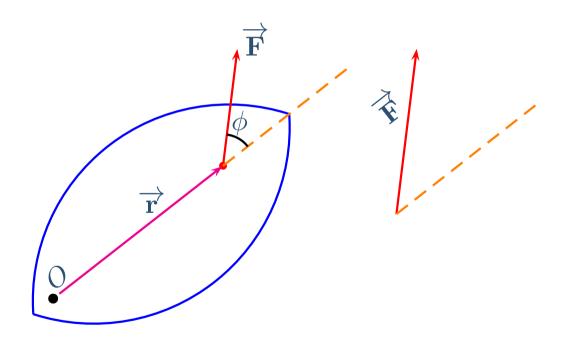
M: 1000-1100, RH 111 T: 1000-1100, RH 114 Th: 0900-1000, RH 114

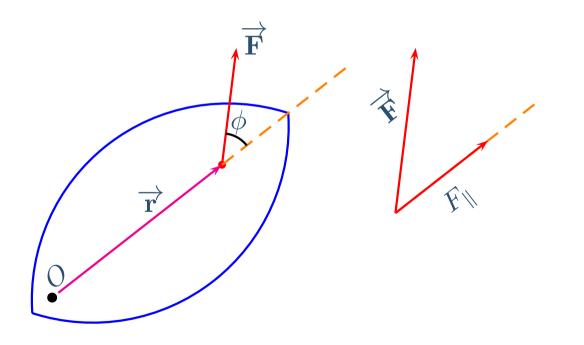




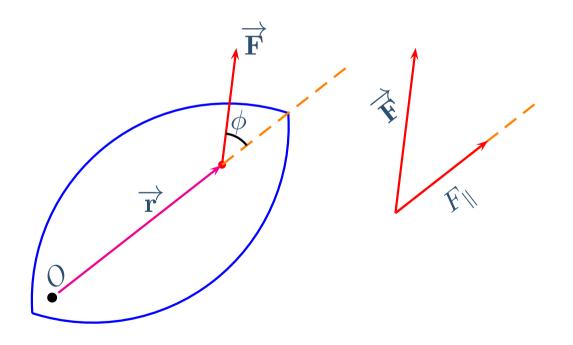






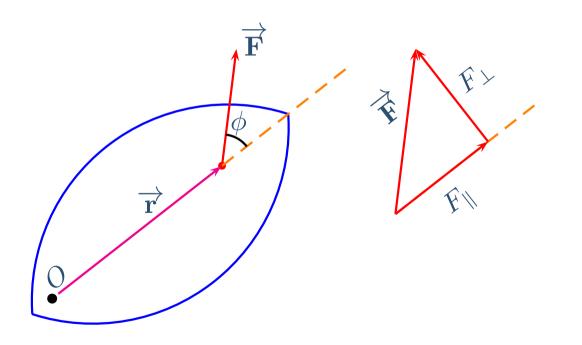


The direction of the force also determines the torque. When $\overrightarrow{\mathbf{F}}$ is not perpendicular to the lever arm $(\overrightarrow{\mathbf{r}})$, only the component of $\overrightarrow{\mathbf{F}}$ which is perpendicular to $\overrightarrow{\mathbf{r}}$ causes torque.



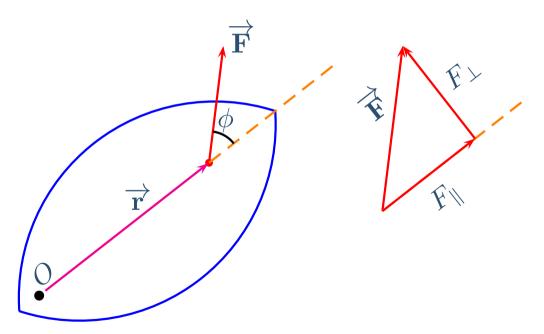
 F_{\parallel} - component parallel to $\overrightarrow{\mathbf{r}}$ causes no torque

The direction of the force also determines the torque. When $\overrightarrow{\mathbf{F}}$ is not perpendicular to the lever arm $(\overrightarrow{\mathbf{r}})$, only the component of $\overrightarrow{\mathbf{F}}$ which is perpendicular to $\overrightarrow{\mathbf{r}}$ causes torque.



 F_{\parallel} - component parallel to $\overrightarrow{\mathbf{r}}$ causes no torque

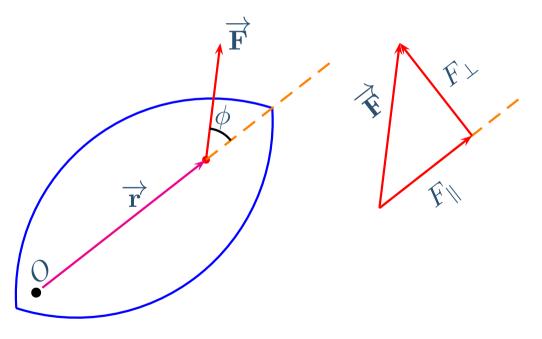
The direction of the force also determines the torque. When $\overrightarrow{\mathbf{F}}$ is not perpendicular to the lever arm $(\overrightarrow{\mathbf{r}})$, only the component of $\overrightarrow{\mathbf{F}}$ which is perpendicular to $\overrightarrow{\mathbf{r}}$ causes torque.



 F_{\parallel} - component parallel to $\overrightarrow{\mathbf{r}}$ causes no torque

 F_{\perp} - component perpendicular to $\overrightarrow{\mathbf{r}}$ - causes torque

The direction of the force also determines the torque. When $\overrightarrow{\mathbf{F}}$ is not perpendicular to the lever arm $(\overrightarrow{\mathbf{r}})$, only the component of $\overrightarrow{\mathbf{F}}$ which is perpendicular to $\overrightarrow{\mathbf{r}}$ causes torque.

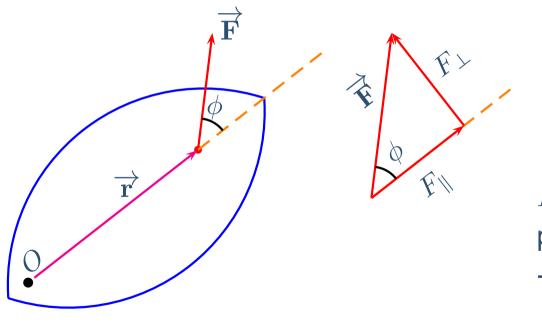


 F_{\parallel} - component parallel to $\overrightarrow{\mathbf{r}}$ - causes no torque

 F_{\perp} - component perpendicular to $\overrightarrow{\mathbf{r}}$ - causes torque

 $\tau = rF_{\perp}$

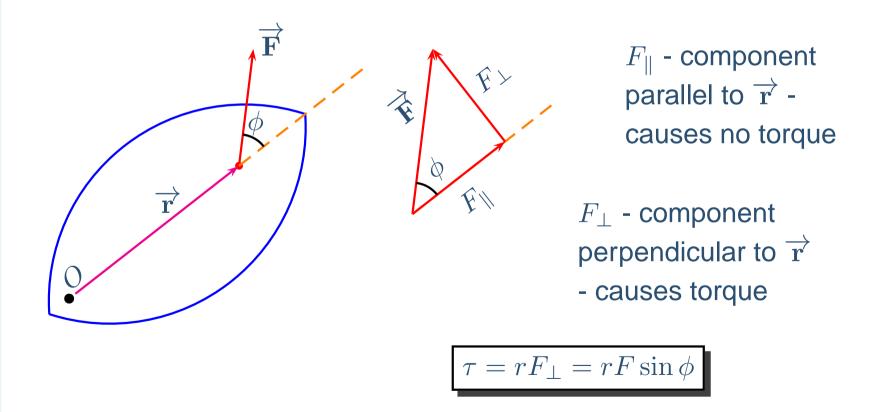
The direction of the force also determines the torque. When $\overrightarrow{\mathbf{F}}$ is not perpendicular to the lever arm $(\overrightarrow{\mathbf{r}})$, only the component of $\overrightarrow{\mathbf{F}}$ which is perpendicular to $\overrightarrow{\mathbf{r}}$ causes torque.

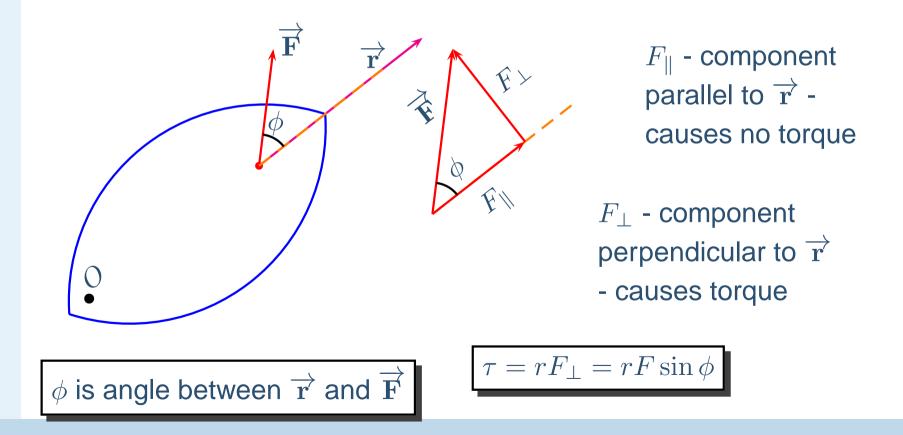


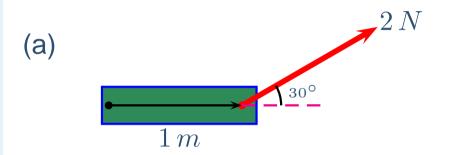
 F_{\parallel} - component parallel to $\overrightarrow{\mathbf{r}}$ causes no torque

 F_{\perp} - component perpendicular to $\overrightarrow{\mathbf{r}}$ - causes torque

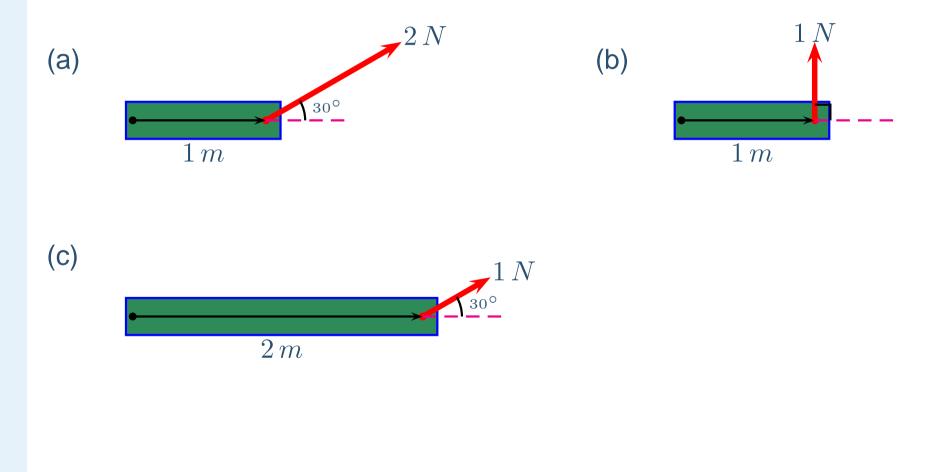
 $\tau = rF_{\perp}$

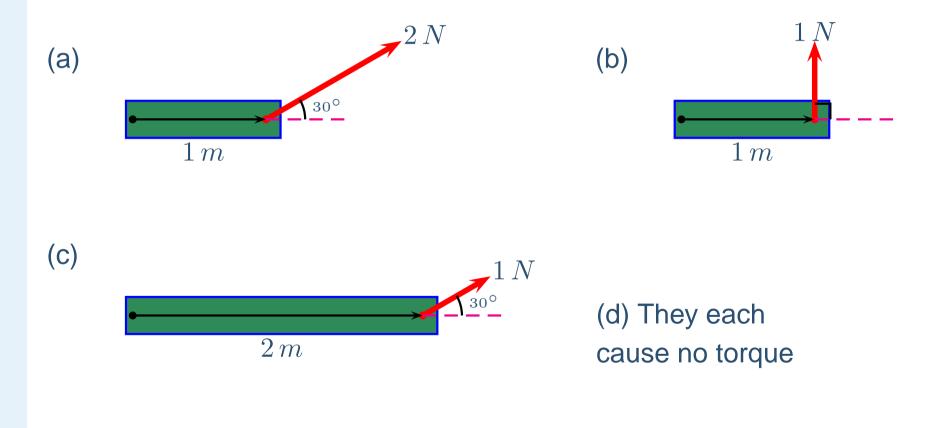


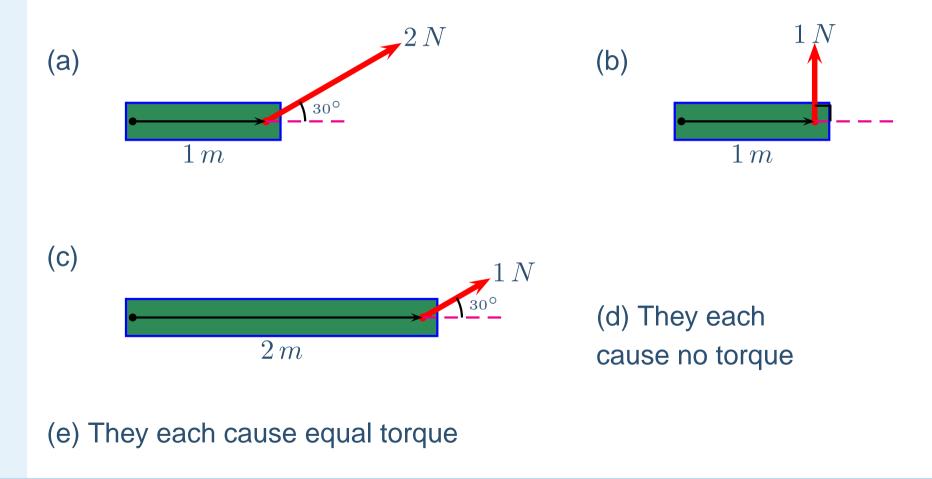


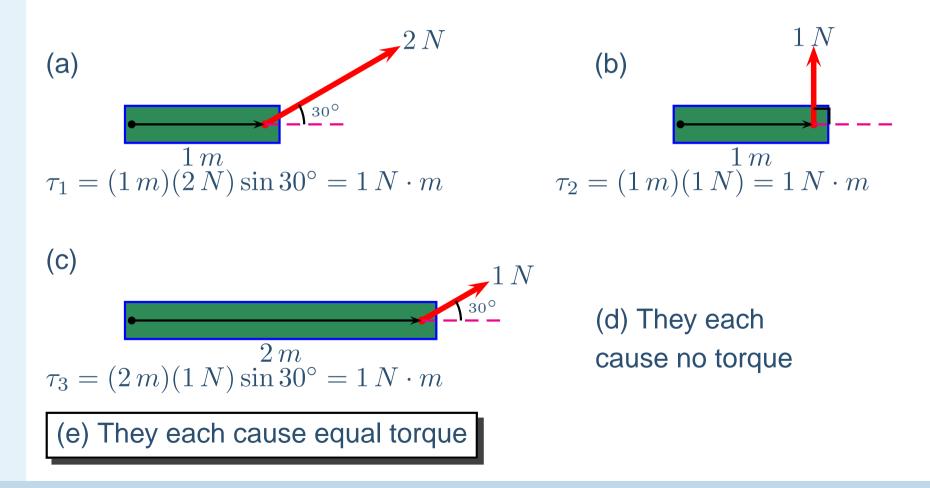


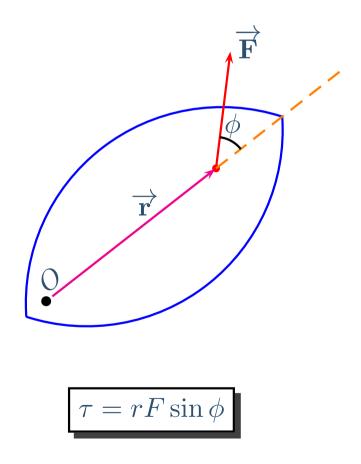


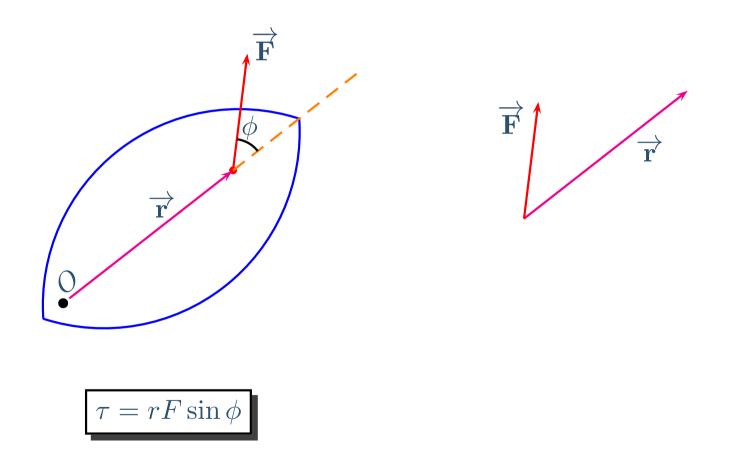


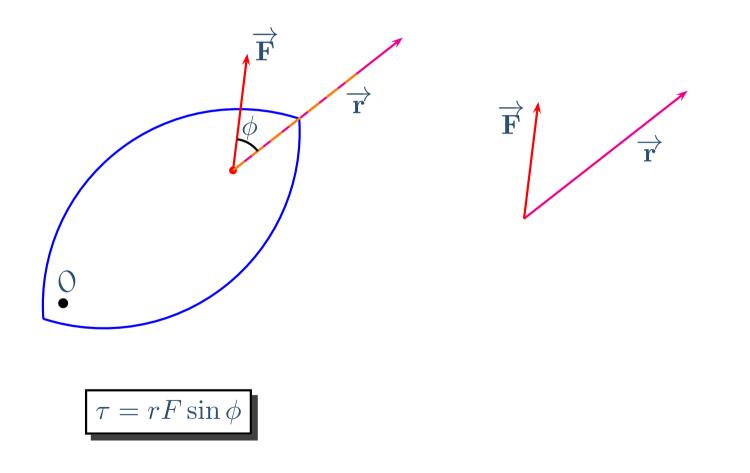


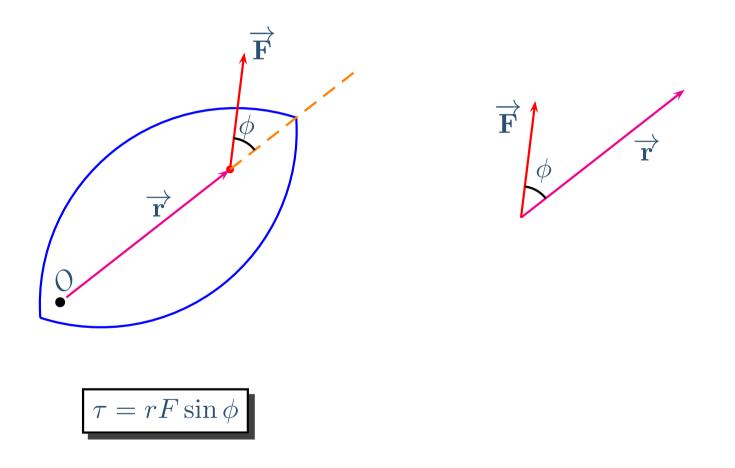


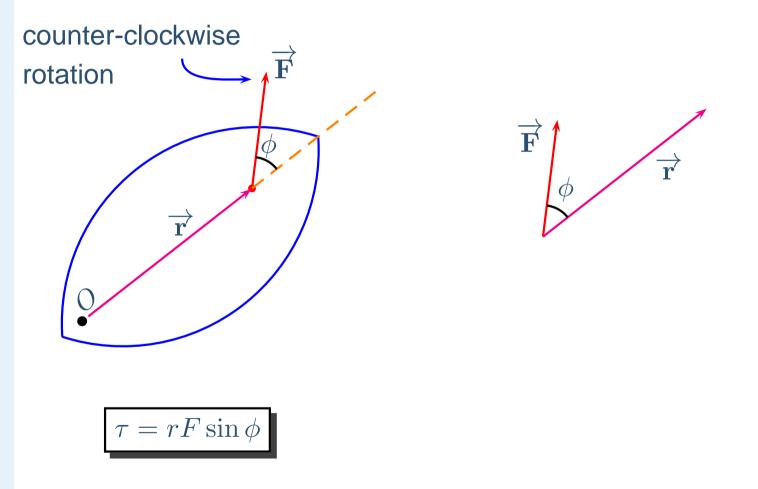


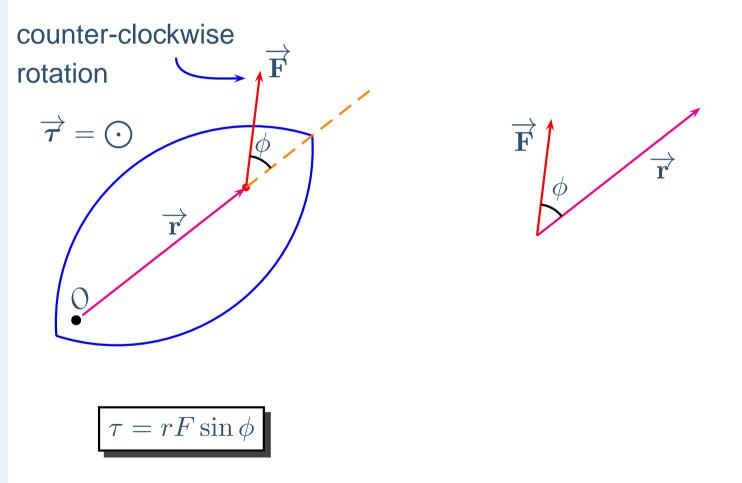




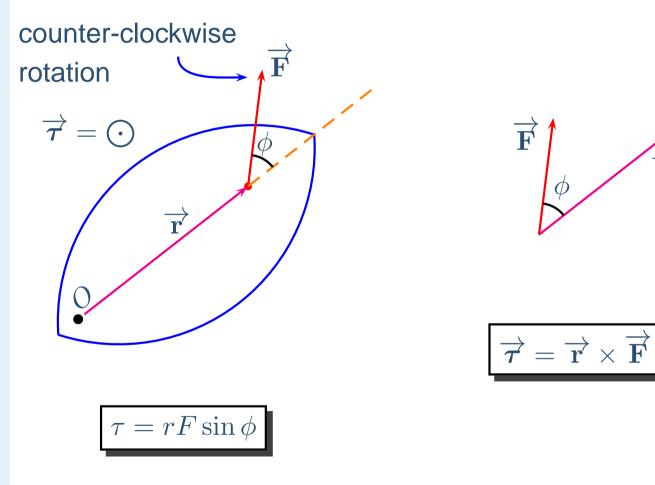








The direction of the torque vector is given by a cross product.

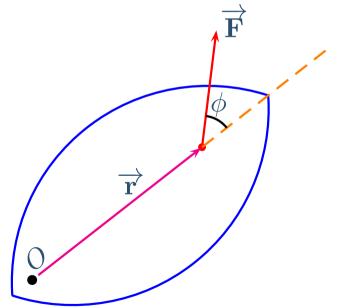


r

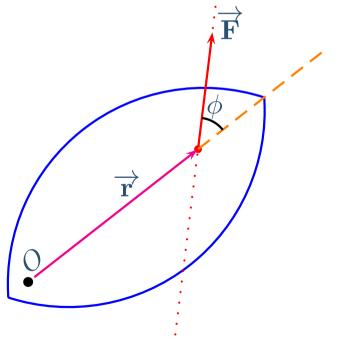
The calculation of torque can be simplified in some cases by the use of the perpendicular distance.

The calculation of torque can be simplified in some cases by the use of the perpendicular distance.

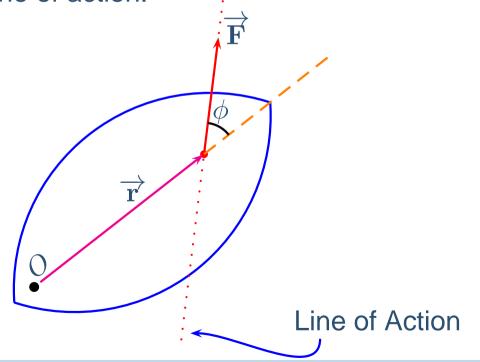
The calculation of torque can be simplified in some cases by the use of the perpendicular distance.



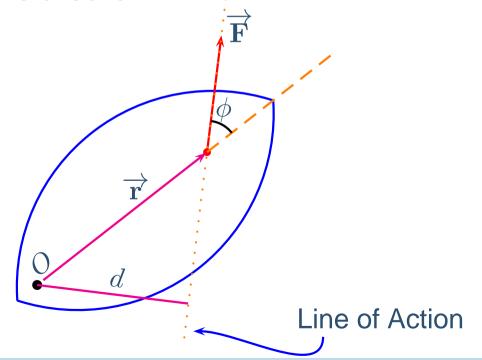
The calculation of torque can be simplified in some cases by the use of the perpendicular distance.



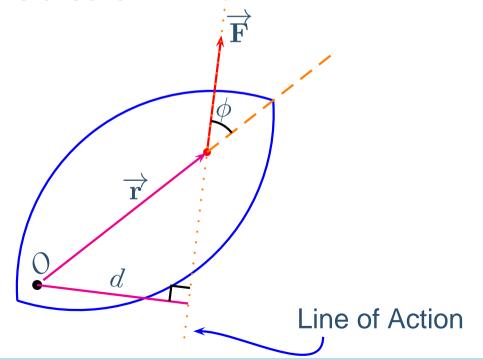
The calculation of torque can be simplified in some cases by the use of the perpendicular distance.



The calculation of torque can be simplified in some cases by the use of the perpendicular distance.

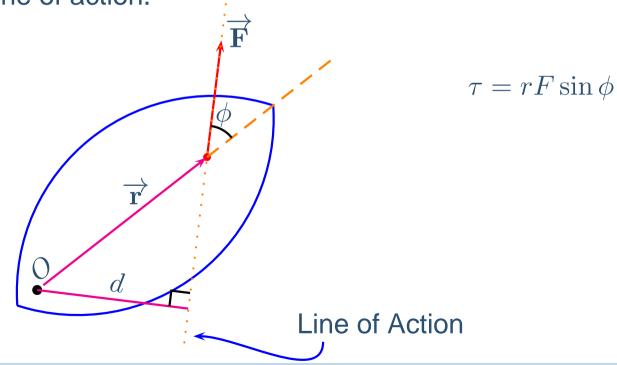


The calculation of torque can be simplified in some cases by the use of the perpendicular distance.



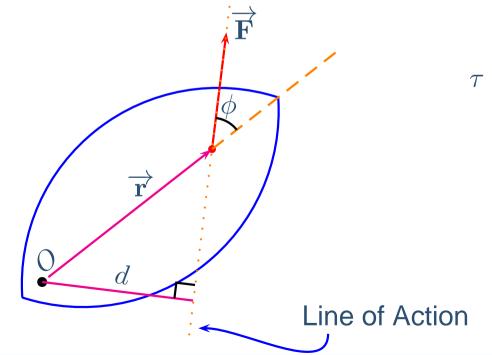
The calculation of torque can be simplified in some cases by the use of the perpendicular distance.

Perpendicular Distance, d - The distance from the axis of rotation to the force's line of action that is perpendicular to the line of action.



The calculation of torque can be simplified in some cases by the use of the perpendicular distance.

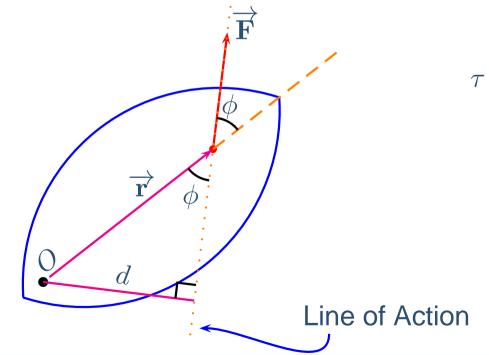
Perpendicular Distance, d - The distance from the axis of rotation to the force's line of action that is perpendicular to the line of action.



 $\tau = rF\sin\phi = (r\sin\phi)F$

The calculation of torque can be simplified in some cases by the use of the perpendicular distance.

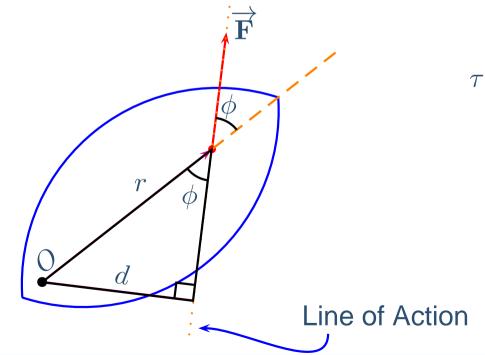
Perpendicular Distance, d - The distance from the axis of rotation to the force's line of action that is perpendicular to the line of action.



 $\tau = rF\sin\phi = (r\sin\phi)F$

The calculation of torque can be simplified in some cases by the use of the perpendicular distance.

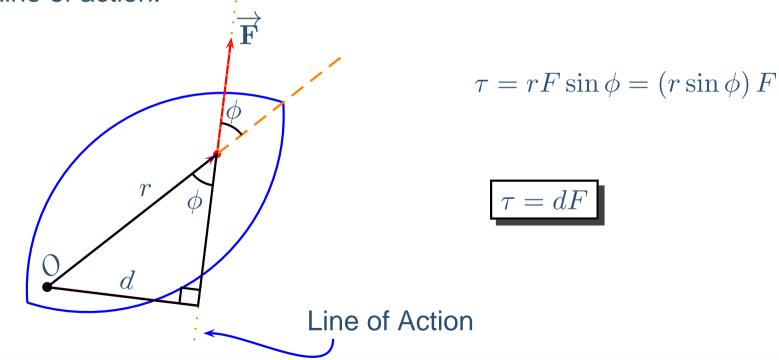
Perpendicular Distance, d - The distance from the axis of rotation to the force's line of action that is perpendicular to the line of action.

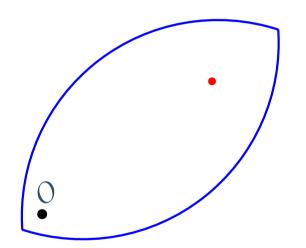


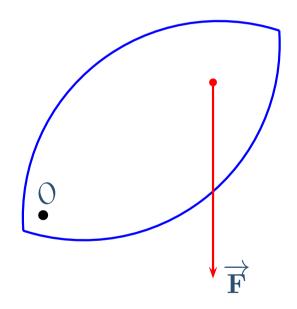
 $\tau = rF\sin\phi = (r\sin\phi)F$

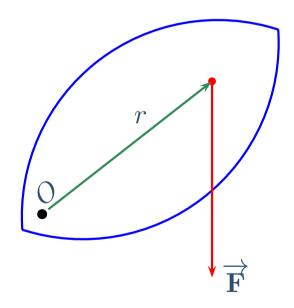
The calculation of torque can be simplified in some cases by the use of the perpendicular distance.

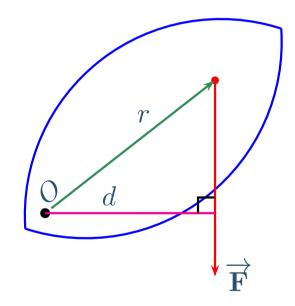
Perpendicular Distance, d - The distance from the axis of rotation to the force's line of action that is perpendicular to the line of action.

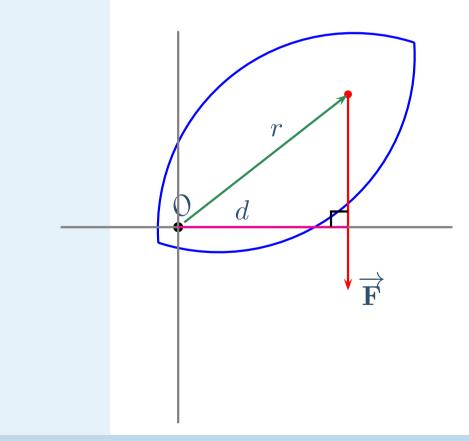


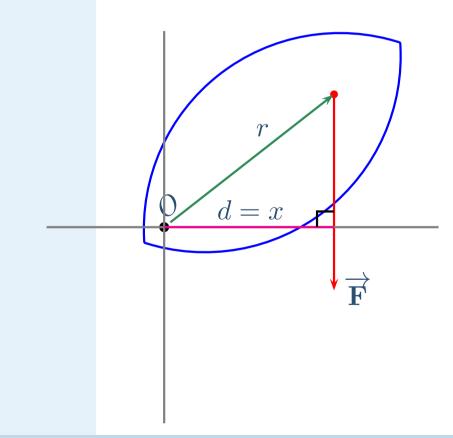




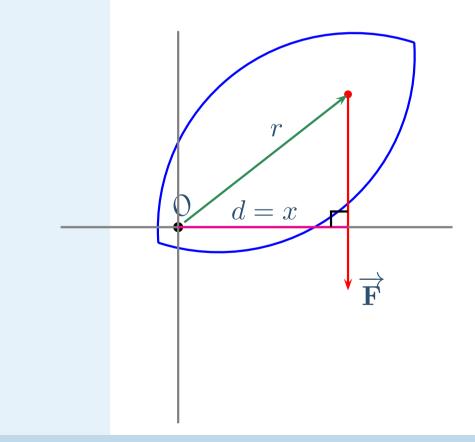








The perpendicular distance is particularly useful in finding the torque exerted by vertical forces.



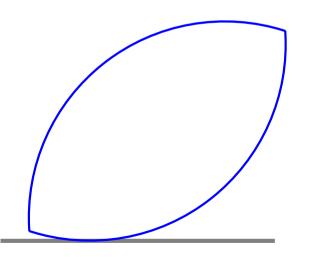
For vertical forces:

$$\tau = xF$$

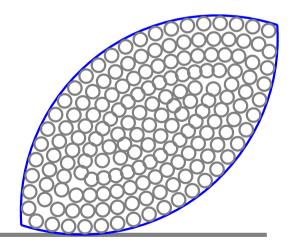
Real objects consist of many particles. When experiencing a gravitational torque, each individual particle experiences a torque.

Real objects consist of many particles. When experiencing a gravitational torque, each individual particle experiences a torque.

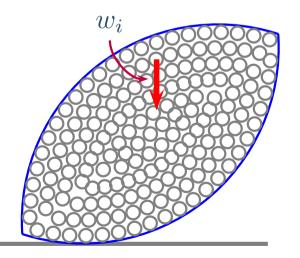
Real objects consist of many particles. When experiencing a gravitational torque, each individual particle experiences a torque.



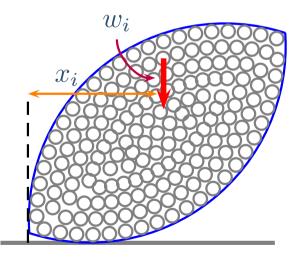
Real objects consist of many particles. When experiencing a gravitational torque, each individual particle experiences a torque.



Real objects consist of many particles. When experiencing a gravitational torque, each individual particle experiences a torque.

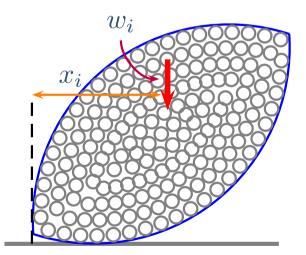


Real objects consist of many particles. When experiencing a gravitational torque, each individual particle experiences a torque.



Real objects consist of many particles. When experiencing a gravitational torque, each individual particle experiences a torque.

Center of Gravity - The position at which the sum of the torques on the individual particles equals the single torque exerted by the total weight of the object.

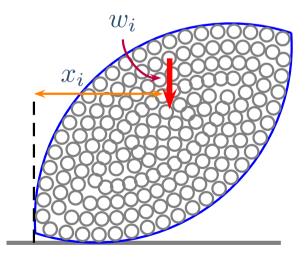


Each particle has

 $\tau_i = x_i w_i$

Real objects consist of many particles. When experiencing a gravitational torque, each individual particle experiences a torque.

Center of Gravity - The position at which the sum of the torques on the individual particles equals the single torque exerted by the total weight of the object.



Each particle has

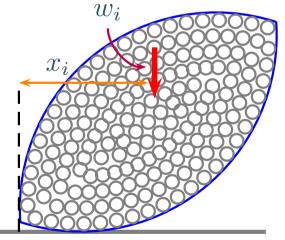
 $\tau_i = x_i w_i$

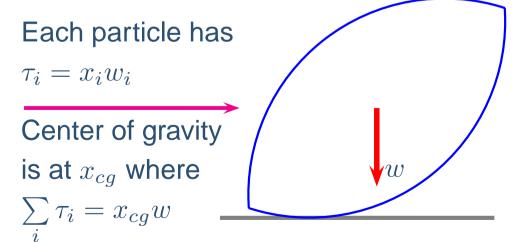
Center of gravity

is at x_{cg} where

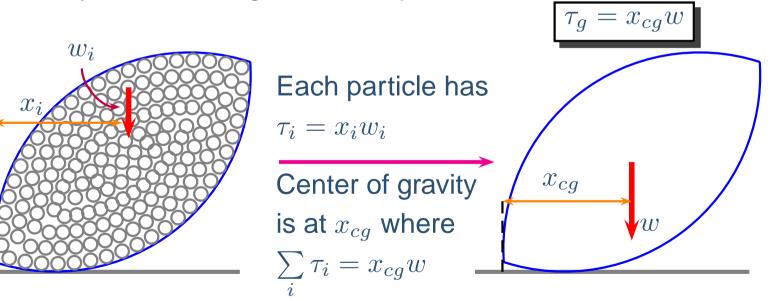
$$\sum_{i} \tau_i = x_{cg} w$$

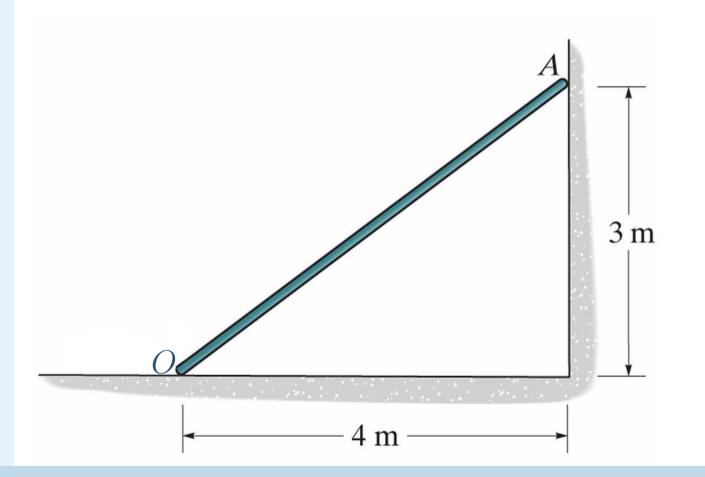
Real objects consist of many particles. When experiencing a gravitational torque, each individual particle experiences a torque.

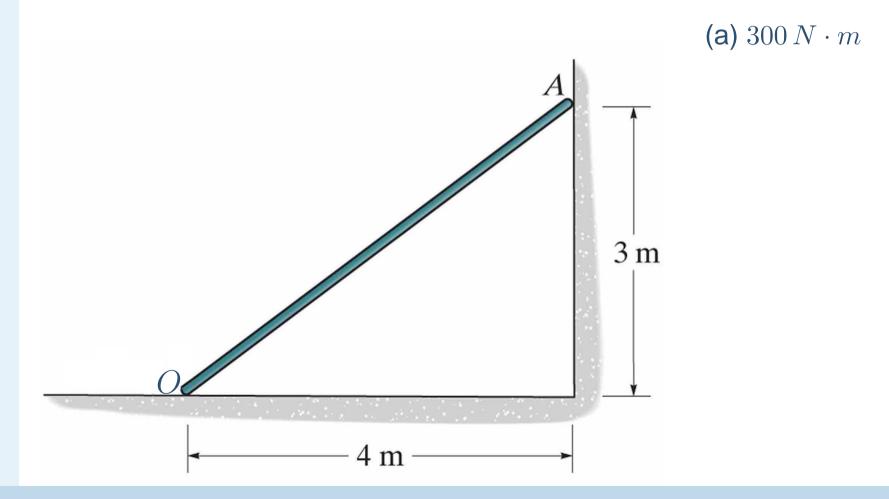


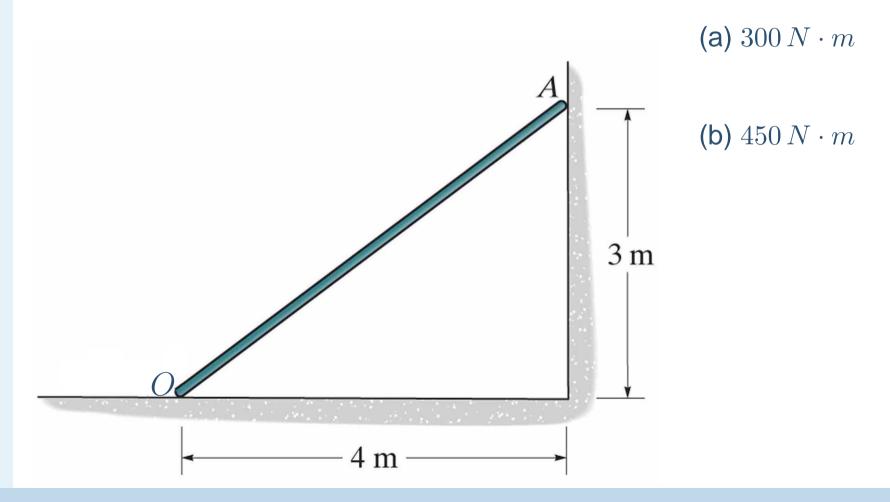


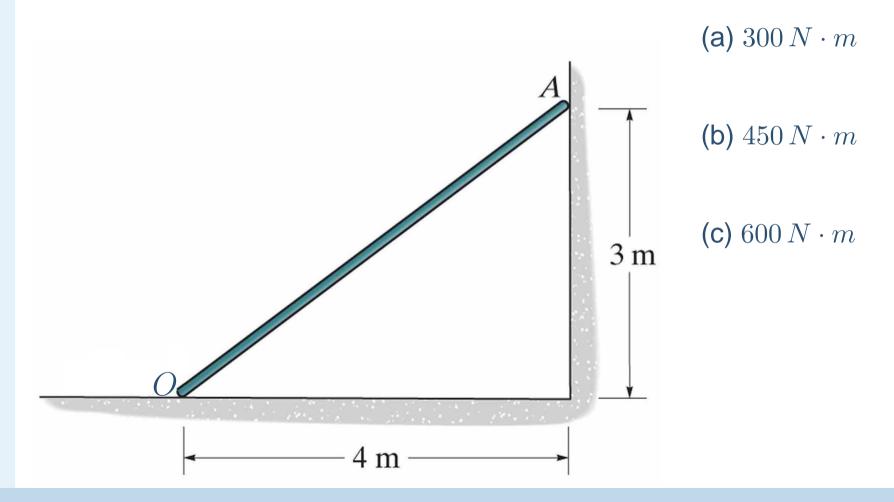
Real objects consist of many particles. When experiencing a gravitational torque, each individual particle experiences a torque.

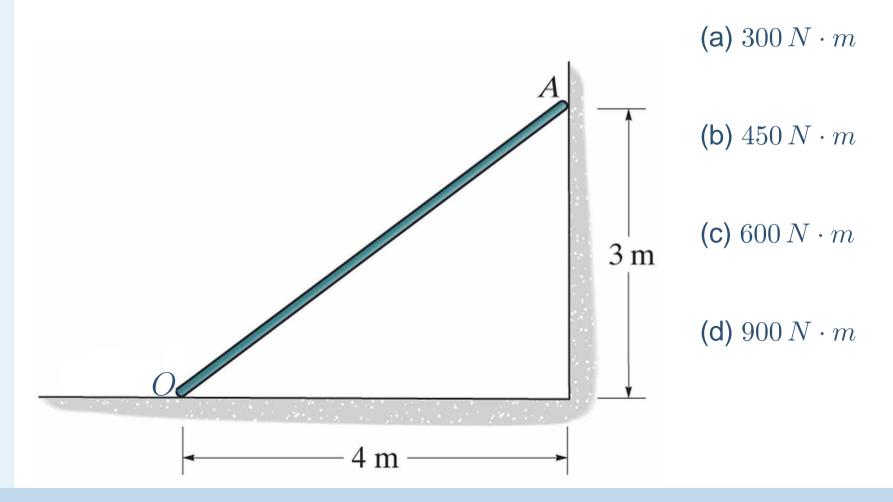


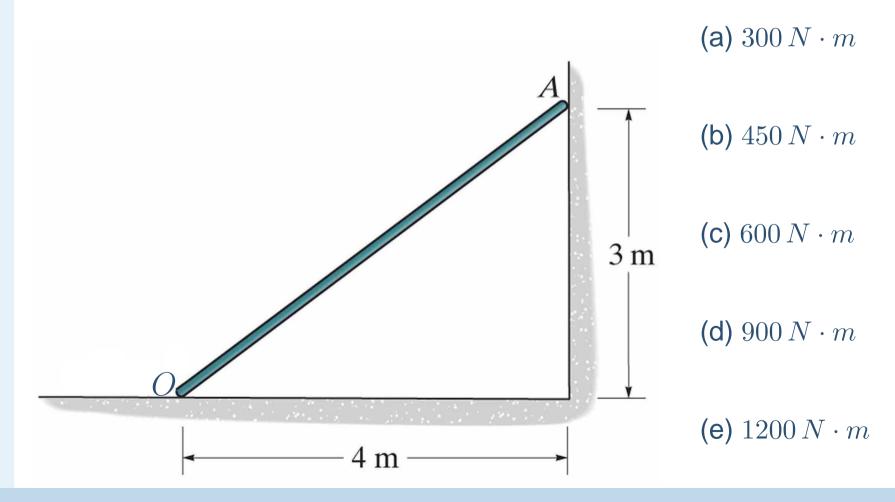


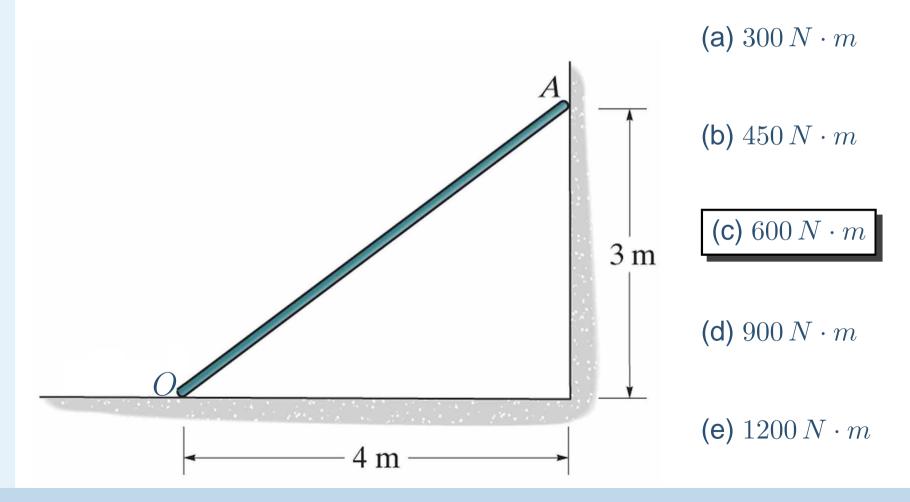


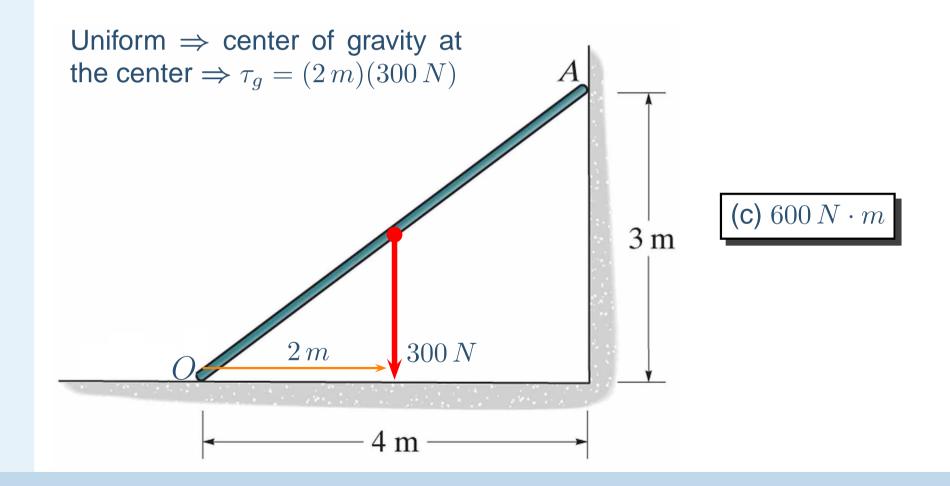


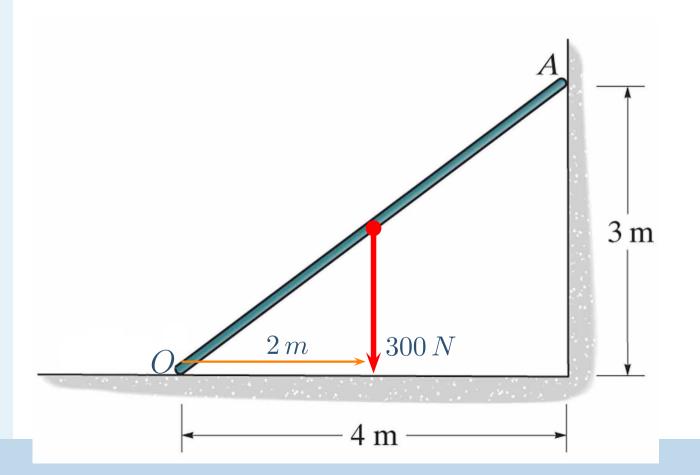


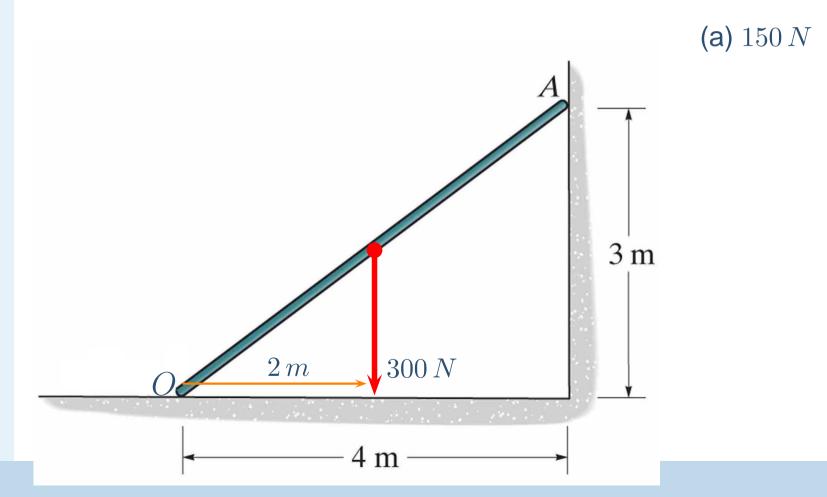


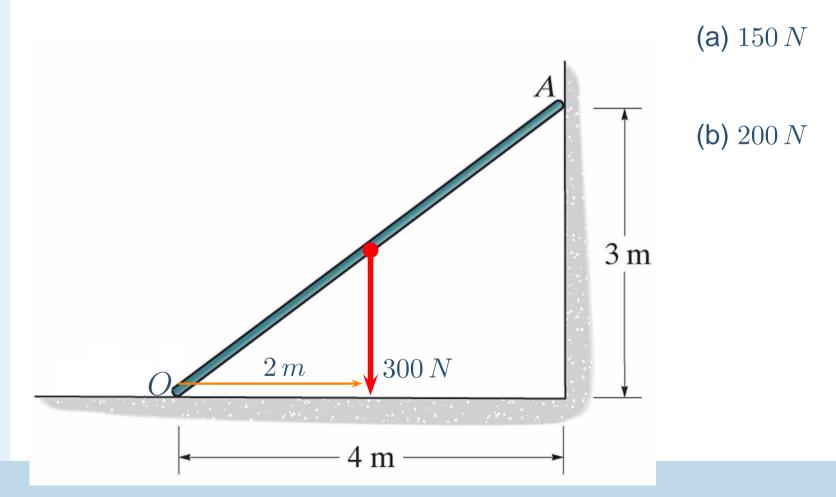


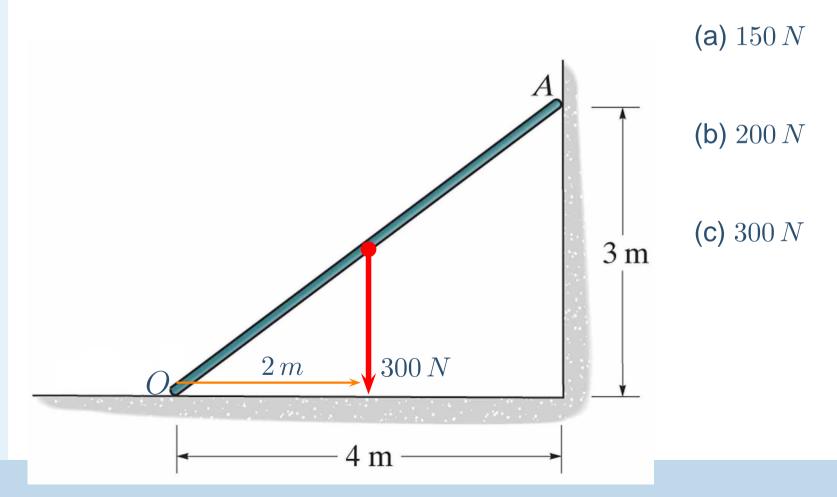


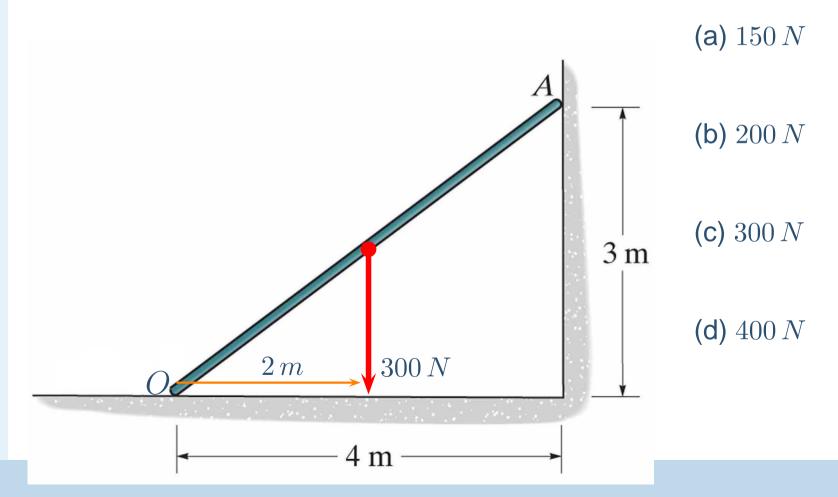


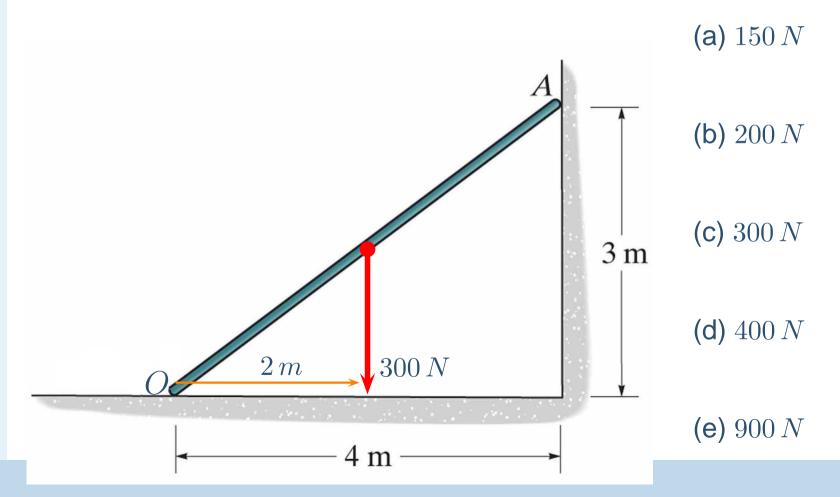


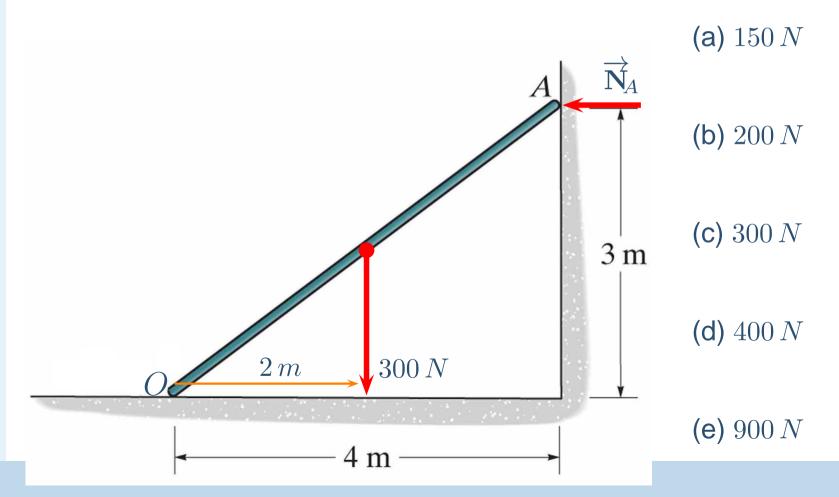


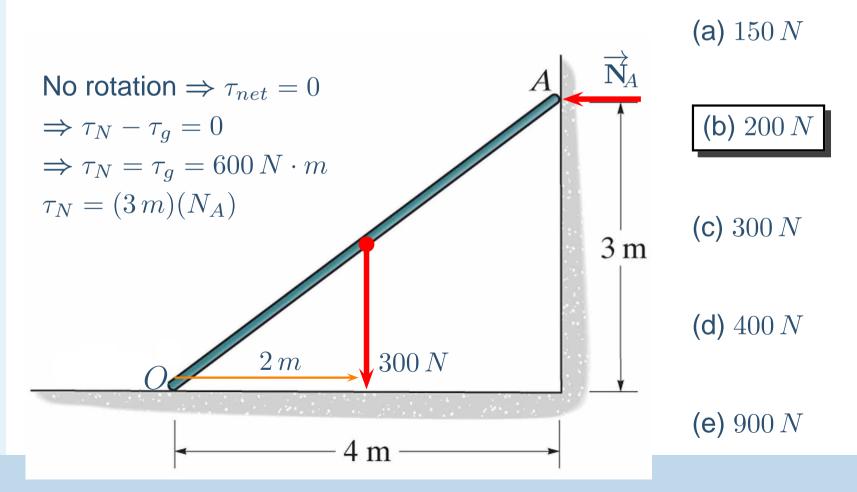












Newton's Second law can be modified for rotation.

Original Version: $\sum \vec{\mathbf{F}} = M \vec{\mathbf{a}}$

Original Version:
$$\sum \vec{F} = M \vec{a}$$
 Rotational Version: $\sum \vec{\tau} = ?$

Original Version:
$$\sum \vec{F} = M \vec{a}$$

Rotational Version:
$$\sum \vec{\tau} = ?$$

