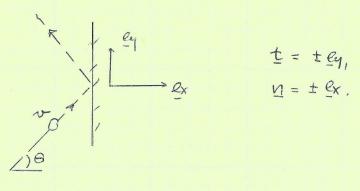
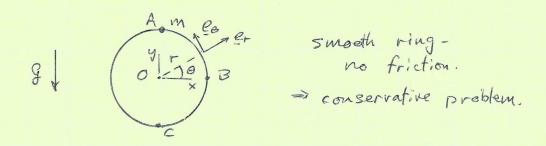
42-381 50 SHEETS EYE-EASE" 5 SOU.
F. Nafional Rrand 42-382 100 SHEETS EYE-EASE" 5 SOU.

1.



Just before impact,  $v = v(\cos\theta e_x + \sin\theta e_y)$ . Just after impact (from eq. (\*) on p. 97 of Notes),  $v' = (\underline{t} \cdot \underline{v})\underline{t} - e(\underline{u} \cdot \underline{v})\underline{n}$   $= (e_y \cdot \underline{v})e_y - e(e_x \cdot \underline{v})e_x$  $\Rightarrow v' = v \sin\theta e_y - e v \cos\theta e_x$ .

2



E = K + V, where  $K = \pm mv^2$  and V = mgy (+const.)  $E_A = E_B \Rightarrow \pm mv_B^2 = mgr \Rightarrow v_B = \sqrt{2gr}$ .  $E_A = E_C \Rightarrow \pm mv_C^2 - mgr = mgr \Rightarrow v_C = \sqrt{4gr} = 2\sqrt{gr}$ ,

(chech: EB=Ec=> \funv2-mgr=\funv3 => v2=v3+29r ).

Ito = rxmr = rerxmvet = rmrerx(-e0) = -rmrk.

=> IHol= rmv.

(a) 1Ho/3 = rmv3 = rm Vzgr,

(b) / Hole = -mve = rm/49r'

2, continued;

(c) 
$$H_0 = (r \times mv)^\circ = v \times mv + r \times mv$$

$$= r \times mq = r \times F,$$

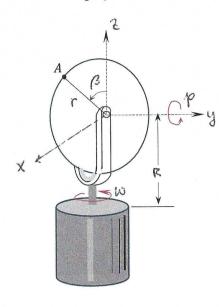
Where F = Ner - mgey (N = normal force by trade on mass - no friction).

Thus,

= - mgr (coolex + snibly) xly = - mgr cos k.

at point c,  $6 = -\frac{\pi}{2} \Rightarrow H_0 = 0$ .

A circular disk of radius r is mounted in a bearing in a yoke and spins with constant angular velocity  $\dot{\beta} = p$ . The yoke also revolves with constant angular velocity  $\omega$  counterclockwise as shown. Find  $a_A$  in terms of the angle  $\beta$ .



## Solution

The inertial reference system<sup>1</sup> is fixed to the ground. The rotating system axes are labeled in the figure as xyz. They are attached to the yoke at the center of the spinning disk and rotate at angular velocity  $\omega \hat{k}$ . Note that the basis vectors associated with the xyz system are denoted as  $(\hat{\imath}, \hat{\jmath}, \hat{k})$ .

Point A on the disk moves so that it has a velocity relative to the rotating system.

$$\mathbf{r}_{AB} = r \sin \beta \,\hat{\mathbf{i}} + r \cos \beta \,\hat{\mathbf{k}}$$

$$\mathbf{v}_{rel} = p \,\hat{\mathbf{j}} \times \mathbf{r}_{AB} = \begin{vmatrix} \hat{\mathbf{i}} & \hat{\mathbf{j}} & \hat{\mathbf{k}} \\ 0 & p & 0 \\ r \sin \beta & 0 & r \cos \beta \end{vmatrix} = rp \cos \beta \,\hat{\mathbf{i}} - rp \sin \beta \,\hat{\mathbf{k}}$$

$$a_A = \overset{= 0}{\omega} \times r_{AB} + \omega \times \omega \times r_{AB} + 2\omega \times v_{rel} + a_{rel}$$

$$\boldsymbol{\omega} \times \boldsymbol{r}_{AB} = \begin{vmatrix} \hat{\boldsymbol{i}} & \hat{\boldsymbol{j}} & \hat{\boldsymbol{k}} \\ 0 & 0 & \omega \\ r \sin \beta & 0 & r \cos \beta \end{vmatrix} = \omega r \sin \beta \,\hat{\boldsymbol{j}}$$

$$\boldsymbol{\omega} \times (\boldsymbol{\omega} \times \boldsymbol{r}_{AB}) = \begin{vmatrix} \hat{\boldsymbol{i}} & \hat{\boldsymbol{j}} & \hat{\boldsymbol{k}} \\ 0 & 0 & \omega \\ 0 & \omega r \sin \beta & 0 \end{vmatrix} = -\omega^2 r \sin \beta \, \hat{\boldsymbol{i}}$$

$$2\boldsymbol{\omega} \times \boldsymbol{v}_{rel} = \begin{vmatrix} \hat{\boldsymbol{i}} & \hat{\boldsymbol{j}} & \hat{\boldsymbol{k}} \\ 0 & 0 & 2\boldsymbol{\omega} \\ rp\cos\boldsymbol{\beta} & 0 & -rp\sin\boldsymbol{\beta} \end{vmatrix} = 2\omega rp\cos\boldsymbol{\beta}\hat{\boldsymbol{j}}$$

$$a_{rel} = p\hat{\mathbf{j}} \times (p\hat{\mathbf{j}} \times r_{AB}) = p\hat{\mathbf{j}} \times \left[p\hat{\mathbf{j}} \times \left(r\sin\beta\,\hat{\mathbf{i}} + r\cos\beta\,\hat{\mathbf{k}}\right)\right] = p\hat{\mathbf{j}} \times \left(pr\cos\beta\,\hat{\mathbf{i}} - pr\sin\beta\,\hat{\mathbf{k}}\right)$$
$$= -p^2r\cos\beta\,\hat{\mathbf{k}} - p^2r\sin\beta\,\hat{\mathbf{i}}$$

Note that  $a_{rel}$  is the acceleration of point A relative to the axes xyz that rotate at constant angular velocity  $p\hat{j}$ .

$$\mathbf{a}_{A} = -\omega^{2} r \sin \beta \,\,\hat{\mathbf{i}} + 2\omega r p \cos \beta \,\hat{\mathbf{j}} - p^{2} r \cos \beta \,\,\hat{\mathbf{k}} - p^{2} r \sin \beta \,\,\hat{\mathbf{i}}$$

$$a_A = -(p^2 + \omega^2)r\sin\beta \,\hat{\imath} + 2\omega rp\cos\beta \,\hat{\jmath} - p^2r\cos\beta \,\hat{k}$$

<sup>&</sup>lt;sup>1</sup> An inertia reference frame is one that is not accelerating.