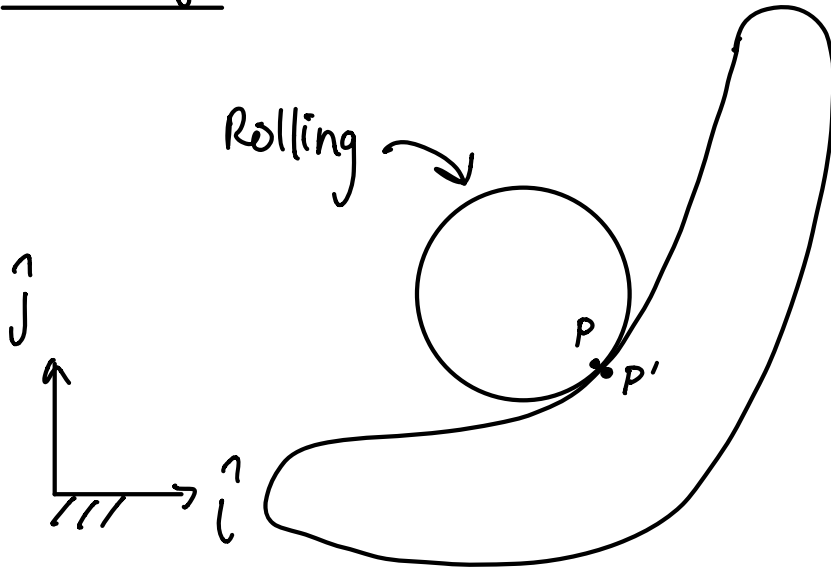


Today: Rolling

Rolling:

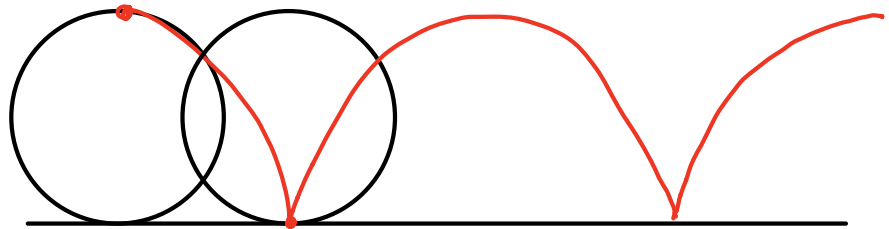


Key ideas:

$$\begin{aligned} \vec{r}_P &= \vec{r}_{P'} \\ \vec{v}_P &= \vec{v}_{P'} \\ \vec{a}_P &\neq \vec{a}_{P'} \end{aligned}$$

demo: disc rolling along path

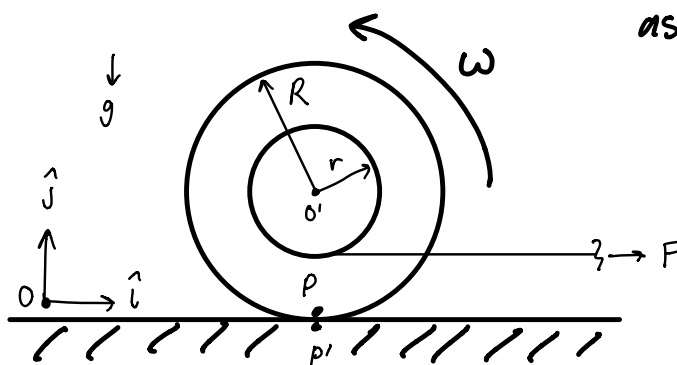
trajectory:



ground is still

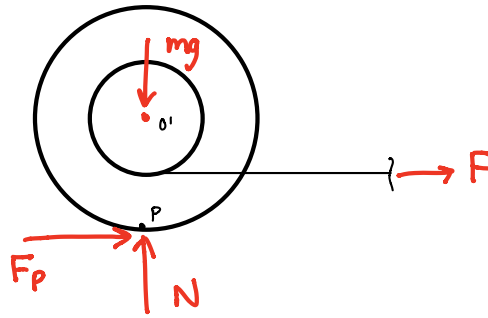
$$\vec{v}_P = \vec{0} \text{ for point on ground}$$

ex) Heat treatment of Al



assume: roll without slip
(not pulling too hard)

FBD :



Kinematics:

* O' doesn't go up or down

$$\vec{r}_{O'/O} = x_{O'/O} \hat{i} + R \hat{j}$$

$$\vec{v}_{O'} = \dot{x}_{O'} \hat{i}$$

$$\vec{a}_{O'} = \ddot{x}_{O'} \hat{i}$$

* rolling constraint

$$\begin{aligned} \vec{v}_P &= \vec{v}_{P'} \\ \vec{v}_{O'} + \vec{v}_{P/O'} &= \vec{0} \\ \dot{x}_{O'} \hat{i} + \omega \hat{k} \times \underbrace{\vec{r}_{P/O'}}_{-R \hat{j}} &= \vec{0} \end{aligned}$$

$$\{ \dot{x}_{O'} \hat{i} + \omega R \hat{i} = \vec{0} \}$$

$$\{ \} \cdot \hat{i} \Rightarrow \dot{x}_{O'} + \omega R = 0$$

$$\dot{x}_{O'} = -\omega R$$

$$\omega = -\frac{\dot{x}_{O'}}{R}$$

$$\frac{d}{dt} (\dot{x}_{O'} = -\omega R)$$

$$\Rightarrow \ddot{x}_{O'} = -\dot{\omega} R$$

Mechanics:

$$\underline{AMB/p}: \quad \sum \vec{M}/p = \vec{r}_{G/p} \times \vec{a}_G m + I^G \dot{\omega} \hat{k}$$

$$\left\{ -F(R-r) \hat{k} = \underbrace{(R\hat{j}) \times (m\ddot{x}_{o'} \hat{i})}_{-R\ddot{x}_{o'} m \hat{k}} - I^G \frac{\ddot{x}_{o'}}{R} \hat{k} \right\}$$

$$\{ \} \cdot \hat{k} \Rightarrow +F(R-r) = +R\ddot{x}_{o'} m + I^G \frac{\ddot{x}_{o'}}{R}$$

$$\ddot{x}_{o'} = \frac{F(R-r)}{I^G/R + Rm}$$

$$(*) \quad \ddot{x}_{o'} = \frac{F(R-r)/R}{I^G + mR^2} \quad \begin{matrix} R > r \\ \searrow \\ > 0 \end{matrix}$$

$\Rightarrow$ pull to right ($F > 0$) $\Rightarrow$ goes to right
 $\ddot{x}_{o'} > 0$

Find forces?

$$\underline{LMB}: \quad \sum_{\text{ext}} \vec{F} = m\vec{a}$$

$$\left\{ (N - mg) \hat{j} + (F + \bar{F}_p) \hat{i} = m\ddot{x}_{o'} \hat{i} \right\}$$

$$\{\} \cdot \hat{j} \Rightarrow \boxed{N = mg}$$

$$\{\} \cdot \hat{i} \Rightarrow F + F_p = m\ddot{x}_0$$

$\uparrow$ *

F_p = some other mess but
 we know it's < 0
 based on intuition