

Physics 319

Classical Mechanics

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Lecture 6

Angular Momentum



- For a single particle

$$\vec{l} = \vec{r} \times \vec{p}$$

- It depends on the origin of the choice of coordinates (because \vec{r} does). Its time derivative is

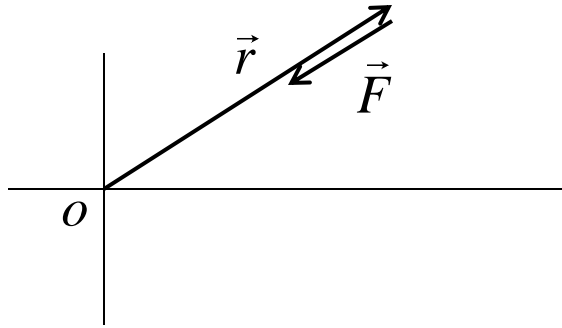
$$\frac{d\vec{l}}{dt} = \frac{d}{dt}[\vec{r} \times \vec{p}] = \dot{\vec{r}} \times \vec{p} + \vec{r} \times \dot{\vec{p}} = 0 + \vec{r} \times \vec{F}$$

- Torque

$$\vec{\Gamma} = \vec{r} \times \vec{F}$$

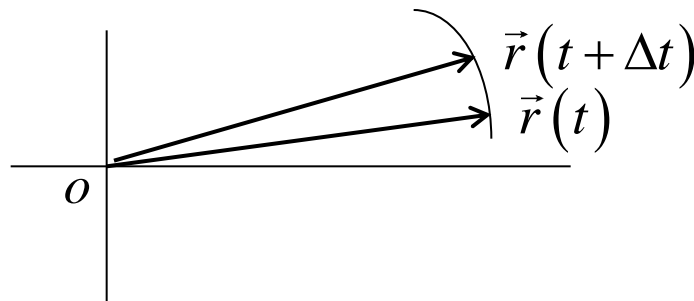
- Mostly applied when origin is the location of CM

For Central Forces to an Origin



$$\vec{r} \times \vec{F} = \vec{\Gamma} = 0 \rightarrow \vec{l} = \vec{r} \times \vec{p} = \vec{C}$$

- For central forces and $\vec{l} \neq 0$
 1. \vec{r} and \vec{p} must be in the plane perpendicular to \vec{l} and the motion is in a plane
 2. Kepler's second law



$$dA = \frac{1}{2} |\vec{r}(t) \times \vec{v}(t) dt|$$

$$\frac{dA}{dt} = \left| \frac{\vec{l}}{2m} \right| = c = \frac{r^2(t) \dot{\theta}}{2}$$

For a system of particles



- Total angular momentum

$$\vec{L} = \sum_{\alpha} \vec{l}_{\alpha} = \sum_{\alpha} \vec{r}_{\alpha} \times \vec{p}_{\alpha}$$

$$\dot{\vec{L}} = \sum_{\alpha} \vec{r}_{\alpha} \times \dot{\vec{p}}_{\alpha} = \sum_{\alpha} \sum_{\beta \neq \alpha} \vec{r}_{\alpha} \times \vec{F}_{\alpha\beta} + \sum_{\alpha} \vec{r}_{\alpha} \times \vec{F}_{ext,\alpha}$$

$$\sum_{\alpha} \sum_{\beta \neq \alpha} \vec{r}_{\alpha} \times \vec{F}_{\alpha\beta} = \sum_{\alpha} \sum_{\beta > \alpha} (\vec{r}_{\alpha} \times \vec{F}_{\alpha\beta} + \vec{r}_{\beta} \times \vec{F}_{\beta\alpha}) = \sum_{\alpha} \sum_{\beta > \alpha} (\vec{r}_{\alpha} - \vec{r}_{\beta}) \times \vec{F}_{\alpha\beta}$$

- If force between particles central

$$\sum_{\alpha} \sum_{\beta > \alpha} (\vec{r}_{\alpha} - \vec{r}_{\beta}) \times \vec{F}_{\alpha\beta} = 0$$

$$\dot{\vec{L}} = \sum_{\alpha} \vec{r}_{\alpha} \times \vec{F}_{ext,\alpha}$$

- If the net external torque on a system is zero, the system's total angular momentum is constant, *angular momentum is conserved*

Moment of Inertia



- For a rotating body, the angular momentum is proportional to the angular rotation frequency. The proportionality constant is called the *moment of inertia* I .

$$L = I\omega$$

- General expression

$$I = \sum_{\alpha} m_{\alpha} r_{\alpha}^2$$

- Some simple cases (from Freshman Physics)

$$I_{disc} = \frac{1}{2} mR^2$$

$$I_{rod, about center} = \frac{1}{12} mL^2$$

$$I_{sphere} = \frac{2}{5} mR^2$$

$$I_{rod, about end} = \frac{1}{3} mL^2$$

Turntable Problem

