

1 (*) Uniform solid disk $\rightarrow I = \frac{1}{2} M r^2$

(**) Constant force \rightarrow constant torque

$$\tau = F \cdot r$$

(***) Constant torque \rightarrow constant angular acceleration

$$\tau = I \cdot \epsilon \quad \Rightarrow \quad \epsilon = \frac{\tau}{I}$$

$$I = \frac{1}{2} \cdot 100 \text{ kg} \cdot 4 \text{ m}^2 = 200 \text{ kg} \cdot \text{m}^2$$

$$\tau = 50 \text{ N} \cdot 2 \text{ m} = 100 \text{ N} \cdot \text{m} = 100 \frac{\text{kg} \cdot \text{m}^2}{\text{s}^2}$$

$$\epsilon = \frac{100 \frac{\text{kg} \cdot \text{m}^2}{\text{s}^2}}{200 \text{ kg} \cdot \text{m}^2} = 0.5 \text{ s}^{-2}$$

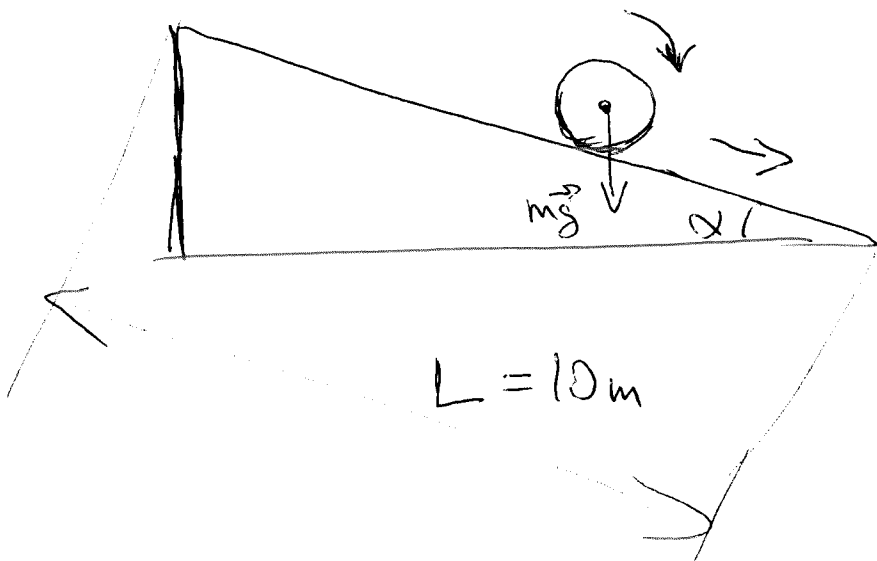
(****) Constant angular acceleration \rightarrow linear in time angular velocity

$$\omega = \epsilon t = 0.5 \text{ s}^{-2} \cdot 2 \text{ s} = 1 \text{ s}^{-1}$$

Kinetic energy of rotation

$$K = \frac{1}{2} \cancel{M} \omega^2 = \frac{1}{2} \cdot 200 \text{ kg} \cdot \text{m}^2 \cdot 1 \text{ s}^{-2} \\ = \underline{\underline{100 \text{ J}}}$$

2



Rolling with constant acceleration (both angular and linear)

Linear acceleration:

$$L = \frac{1}{2} a t^2$$

$$a = \frac{2L}{t^2} = \frac{2 \cdot 10 \text{ m}}{4 \text{ s}^2} = 5 \text{ m/s}^2$$

In the other hand, angular acceleration of the rolling cylinder:

$$\epsilon = \frac{\tau}{I}, \text{ where } \tau = mgr \text{ and - torque created by gravity, } I \text{ - unknown moment of inertia}$$

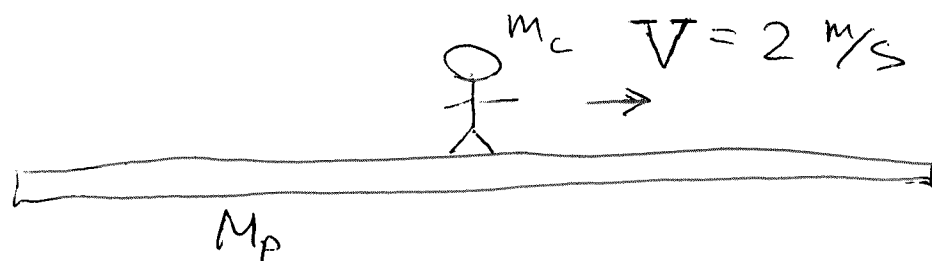
$$\epsilon = \frac{a}{r} \rightarrow I = \frac{\tau}{\epsilon} = \frac{\tau \cdot r}{a} = \frac{g}{a} \cdot mr^2$$

$$= 2 \cdot mr^2 \cdot \frac{1}{2} = mr^2$$

cylinder is hollow!

$$I = mr^2 = 1 \text{ kg} \cdot 36 \times 10^{-4} \text{ m}^2 = 3.6 \times 10^{-3} \text{ kg} \cdot \text{m}^2$$

3



No friction \rightarrow conservation of linear momentum

V_c - child's velocity w/r to lake

V_p - plank velocity w/r to lake

$$m_c V_c - M_p V_p = 0 \Rightarrow V_c = \frac{M_p}{m_c} V_p$$

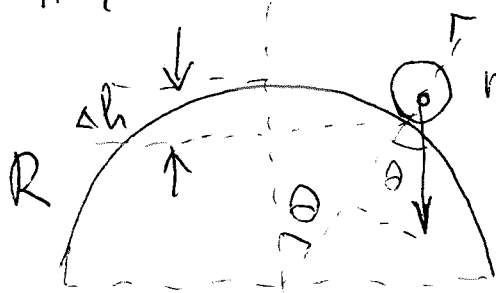
The velocity of the child w/r to the plank:

$$V \equiv V_c + V_p = V_p + \frac{M_p}{m_c} V_p$$

$$V_p = \frac{V}{1 + \frac{M_p}{m_c}} = \frac{2 \text{ m/s}}{4} = 0.5 \text{ m/s}$$

$$V_c = \frac{M_p}{m_c} \frac{V}{1 + \frac{M_p}{m_c}} = \frac{V}{1 + \frac{m_c}{M_p}} = \frac{3}{4} \cdot 2 \text{ m/s} = 1.5 \text{ m/s}$$

#4



(*) Kinetic ~~energy~~ energy of the rolling uniform sphere (pumpkin)

$$K = \frac{1}{2} m v^2 + \frac{1}{2} I_{sp} \omega^2$$

$$I_{sp} = \frac{2}{5} m r^2 \quad \omega = \frac{v}{r}$$

$$K = \frac{1}{2} m v^2 + \frac{1}{2} \cdot \frac{2}{5} m r^2 \frac{v^2}{r^2} = \frac{7}{10} m v^2$$

(***) Conservation of energy:

$$\left. \begin{aligned} m g \Delta h &= \frac{7}{10} m v^2 \\ \Delta h &= R - R \cos \theta \end{aligned} \right\} \Rightarrow v^2 = \frac{10}{7} g R (1 - \cos \theta)$$

(***) Normal reaction of the cup:

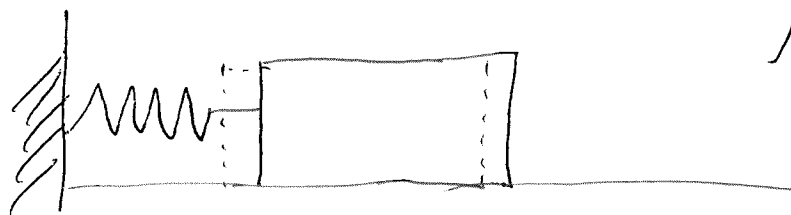
$$N = \frac{m v^2}{R} - m g \cos \theta$$

The pumpkin leaves the cup when $N = 0$

$$\frac{m v^2}{R} = m g \cos \theta \Rightarrow \frac{10}{7} g (1 - \cos \theta) = g \cos \theta$$

$$\frac{10}{7} = \frac{17}{7} \cos \theta \Rightarrow \cos \theta = \frac{10}{17} \Rightarrow \theta = \dots$$

#5



$$\mu_k = \cancel{0.36} \quad 0.18$$

(*) No friction \rightarrow conservation of energy

$$\frac{1}{2} k \Delta x^2 = \frac{1}{2} m v_0^2$$

$$\Delta x = 0.1 \text{ m}$$

$$v_0 = 1 \text{ m/s}$$

(**) With friction

$$\frac{1}{2} k \Delta x^2 = \frac{1}{2} m v_1^2 + F_{fr} \cdot \Delta x$$

$$F_{fr} = mg \mu_k$$

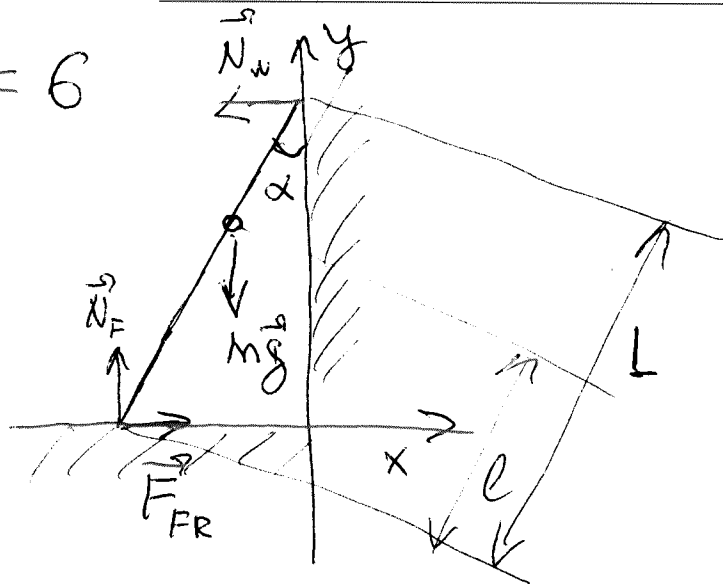
$$\frac{1}{2} m v_1^2 = \underbrace{\frac{1}{2} k \Delta x^2}_{\frac{1}{2} m v_0^2} - mg \Delta x \mu_k$$

$$\frac{1}{2} m v_1^2 = \frac{1}{2} m v_0^2 - mg \Delta x \mu_k$$

$$v_1 = \sqrt{v_0^2 - 2g \Delta x \mu_k} = \sqrt{1^2 - 2 \times 10 \times 0.1 \times 0.18}$$

$$= 0.8 \text{ m/s}$$

6



$$\vec{N}_F + \vec{N}_W + \vec{F}_{FR} + m\vec{g} = 0$$

$$x: -F_{FR} + N_W = 0$$

$$N_W = F_{FR} = N_F \cdot \mu_s$$

$$y: N_F - mg = 0 \Rightarrow N_F = mg \Rightarrow N_W = \mu_s mg$$

$$z: mgl \sin \alpha - N_W L \cos \alpha = 0$$

$$mgl \sin \alpha = \mu_s mg \cdot L \cos \alpha$$

$$l = L \cdot \mu_s \cdot \frac{\cos \alpha}{\sin \alpha} = L/4$$