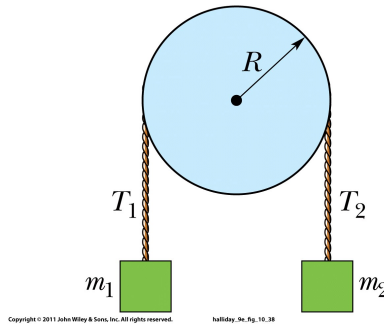


Exam III

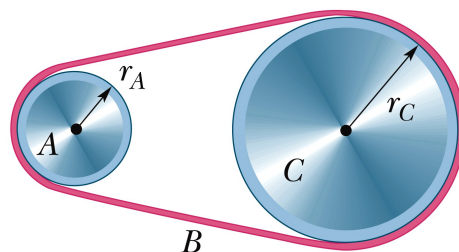
Instructions

1. Solve 3 of 4 problems below. All problems have equal weight.
2. You must answer all parts of multi-part questions for full credit.
3. Show your work for full credit. Significant partial credit will be given.
4. You are allowed a calculator and 2 sides of 8.5 x 11in paper with notes.
5. You have 50 min.

1. In the figure below, block 1 has mass m_1 , block 2 has mass m_2 (with $m_2 > m_1$), and the pulley (a solid disc), which is mounted on a horizontal axle with negligible friction, has radius R and mass M . When released from rest, block 2 falls a distance d in t seconds without the cord slipping on the pulley. (a) What are the magnitude of the accelerations of the blocks? (b) What is T_1 ? (c) What is T_2 ? (d) What is the pulley's angular acceleration? The moment of inertia of a solid disc is $I = \frac{1}{2}MR^2$.



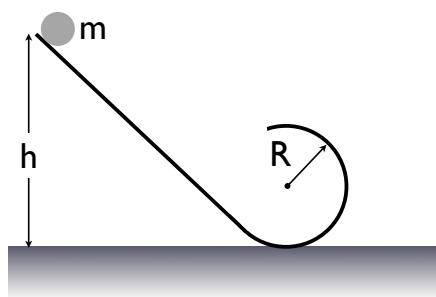
2. A flywheel rotating freely on a shaft is suddenly coupled by means of a drive belt to a second flywheel sitting on a parallel shaft (see figure below). The initial angular velocity of the first flywheel is ω , that of the second is zero. The flywheels are uniform discs of masses M_a and M_c with radii R_a and R_c respectively. The moment of inertia of a solid disc is $I = \frac{1}{2}MR^2$. The drive belt is massless and the shafts are frictionless. (a) Calculate the final angular velocity of each flywheel. (b) Calculate the kinetic energy lost during the coupling process. *Hint: if the belt does not slip, the linear speeds of the two rims must be equal.*



3. A solid sphere, a solid cylinder, and a thin-walled pipe, all of mass m , roll smoothly along identical loop-the-loop tracks when released from rest along the straight section (see figure below). The circular loop has radius R , and the sphere, cylinder, and pipe have radius $r \ll R$ (i.e., the size of the objects may be neglected when compared to the other distances involved). If $h = 2.8R$, which of the objects will make it to the top of the loop? Justify your answer with an explicit calculation. The moments of inertia for the objects are listed below.

$$I = \begin{cases} \frac{2}{5}mr^2 & \text{sphere} \\ \frac{1}{2}mr^2 & \text{cylinder} \\ mr^2 & \text{pipe} \end{cases} \quad (1)$$

Hint: consider a single object with $I = kmr^2$ to solve the general problem, and evaluate these three special cases only at the end.



4. The rotational inertia (moment of inertia) of a collapsing spinning star drops to $\frac{1}{3}$ its initial value. What is the ratio of the new rotational kinetic energy to the initial rotational kinetic energy?

Formula sheet

$$g = 9.81 \text{ m/s}^2$$

$$1 \text{ N} = 1 \text{ kg} \cdot \text{m/s}^2$$

$$1 \text{ J} = 1 \text{ kg} \cdot \text{m}^2/\text{s}^2 = 1 \text{ N} \cdot \text{m}$$

Math:

$$ax^2 + bx^2 + c = 0 \implies x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

$$\sin \alpha \pm \sin \beta = 2 \sin \frac{1}{2}(\alpha \pm \beta) \cos \frac{1}{2}(\alpha \mp \beta)$$

$$\cos \alpha \pm \cos \beta = 2 \cos \frac{1}{2}(\alpha + \beta) \cos \frac{1}{2}(\alpha - \beta)$$

$$c^2 = a^2 + b^2 - 2ab \cos \theta_{ab}$$

$$\frac{d}{dx} \sin ax = a \cos ax \quad \frac{d}{dx} \cos ax = -a \sin ax$$

$$\int \cos ax \, dx = \frac{1}{a} \sin ax \quad \int \sin ax \, dx = -\frac{1}{a} \cos ax$$

$$\sin \theta \approx \theta \quad \text{small } \theta \quad \cos \theta \approx 1 - \frac{1}{2}\theta^2$$

1-D motion:

$$v(t) = \frac{d}{dt}x(t)$$

$$a(t) = \frac{d}{dt}v(t) = \frac{d^2}{dt^2}x(t)$$

const. acc. ↓

$$x_f = x_i + v_{xi}t + \frac{1}{2}a_x t^2$$

$$v_f^2 = v_i^2 + 2a_x \Delta x$$

$$v_f = v_i + at$$

Projectile motion:

$$v_x(t) = v_{ix} = |\vec{v}_i| \cos \theta$$

$$v_y(t) = |\vec{v}_i| \sin \theta - gt = v_{iy} \sin \theta - gt$$

$$x(t) = x_i + v_{ix}t$$

$$y(t) = y_i + v_{iy}t - \frac{1}{2}gt^2$$

over level ground:

$$\text{max height} = H = \frac{v_i^2 \sin^2 \theta_i}{2g}$$

$$\text{Range} = R = \frac{v_i^2 \sin 2\theta_i}{g}$$

Force:

$$\sum \vec{F} = \vec{F}_{\text{net}} = m\vec{a} = \frac{d\vec{p}}{dt}$$

$$\sum F_i = ma_i \quad \text{by component}$$

$$\vec{F}_c = \sum F_r = -\frac{mv^2}{r} \hat{r}$$

$$f_k = \mu_k n$$

$$F_s = -kx$$

$$F_g = -mg$$

Work-Energy:

$$K = \frac{1}{2}mv^2 = \frac{p^2}{2m}$$

$$\Delta K = K_f - K_i = W$$

$$W = \int F(x) \, dx = -\Delta U$$

$$U_g(y) = mgy$$

$$U_s(x) = \frac{1}{2}kx^2$$

$$F = -\frac{dU(x)}{dx}$$

$$K_i + U_i = K_f + U_f + W_{\text{ext}} = K_f + U_f + \int F_{\text{ext}} \, dx$$

Momentum, etc.:

$$x_{\text{com}} = \frac{1}{M_{\text{tot}}} \sum_{i=1}^n m_i x_i = \frac{m_1 x_1 + m_2 x_2 + \dots + m_n x_n}{m_1 + m_2 + \dots + m_n}$$

$$v_{\text{com}} = \frac{1}{M_{\text{tot}}} \sum_{i=1}^n m_i v_i = \frac{m_1 v_1 + m_2 v_2 + \dots + m_n v_n}{m_1 + m_2 + \dots + m_n}$$

$$F_{\text{net}} = M_{\text{tot}} a_{\text{com}} = \frac{dp}{dt} \quad p_{\text{tot}} = M_{\text{tot}} v_{\text{com}}$$

$$\vec{p} = m\vec{v} \quad \Delta p = p_f - p_i = F_{\text{avg}} \Delta t \quad (\Delta p = 0 \text{ for isolated system})$$

Rotation: we use radians

$$s = \theta r \quad \leftarrow \text{arclength}$$

$$\omega = \frac{d\theta}{dt} = \frac{v}{r} \quad \alpha = \frac{d\omega}{dt}$$

$$a_t = \alpha r \quad \text{tangential} \quad a_r = \frac{v^2}{r} = \omega^2 r \quad \text{radial}$$

$$I = \sum_i m_i r_i^2 \Rightarrow \int r^2 \, dm = kmr^2$$

$$I_z = I_{\text{com}} + md^2 \quad \text{axis } z \text{ parallel, dist } d$$

$$\tau_{\text{net}} = \sum \vec{r} \times \vec{F} = I\vec{\alpha} = \frac{d\vec{L}}{dt}$$

$$\vec{\tau} = \vec{r} \times \vec{F} \quad |\vec{\tau}| = rF \sin \theta_{rF}$$

$$\vec{L} = \vec{r} \times \vec{p} = I\vec{\omega}$$

$$K = \frac{1}{2}I\omega^2 = L^2/2I$$

$$\Delta K = \frac{1}{2}I\omega_f^2 - \frac{1}{2}I\omega_i^2 = W = \int \tau \, d\theta$$

$$P = \frac{dW}{dt} = \tau\omega$$

Vectors:

$$|\vec{F}| = \sqrt{F_x^2 + F_y^2} \quad \text{magnitude}$$

$$\theta = \tan^{-1} \left[\frac{F_y}{F_x} \right] \quad \text{direction}$$

$$\vec{a} \cdot \vec{b} = a_x b_x + a_y b_y + a_z b_z = \sum_{i=1}^n a_i b_i = |\vec{a}| |\vec{b}| \cos \theta$$

$$\vec{a} \times \vec{b} = \begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ a_x & a_y & a_z \\ b_x & b_y & b_z \end{vmatrix} \quad |\vec{a} \times \vec{b}| = |\vec{a}| |\vec{b}| \sin \theta$$