

ME 274: Basic Mechanics II

Lecture 31: Rigid Body Kinetics – Impulse-Momentum



School of Mechanical Engineering

Impulse-Momentum comes from integrating Newton-Euler wrt time

Remember our Newton-Euler equations for rigid bodies:

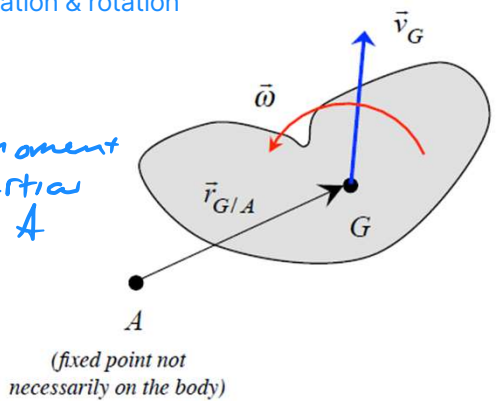
Note: we don't separate into angular & linear approach like for particles, as rigid body has both translation & rotation

$$\begin{aligned} \sum \vec{F} &= m\vec{a}_G \\ \sum \vec{M}_A &= \frac{d}{dt} \vec{H}_A, \quad \vec{H}_A = I_A \vec{\omega} \end{aligned}$$

reference pt. A *Angular momentum abt. A* *mass moment of inertia abt. A*

Integrating both equations with respect to time:

$$\begin{aligned} \int_1^2 \sum \vec{F} dt &= m\vec{v}_{G2} - m\vec{v}_{G1} \\ \int_1^2 \sum \vec{M}_A dt &= \vec{H}_{A2} - \vec{H}_{A1} = I_A \vec{\omega}_2 - I_A \vec{\omega}_1 \end{aligned}$$



If the point A is **not** on the body, we can solve for the angular momentum $\vec{H}_A$ as:

$$\vec{H}_A = \vec{H}_G + m\vec{r}_{G/A} \times \vec{v}_G = I_G \vec{\omega} + m\vec{r}_{G/A} \times \vec{v}_G$$

about pt. G *motion of G abt. A*

This gives a final angular momentum equation of:

$$\int_1^2 \sum \vec{M}_A dt = [I_G \vec{\omega}_2 + m\vec{r}_{G/A} \times \vec{v}_{G2}] + [I_G \vec{\omega}_1 + m\vec{r}_{G/A} \times \vec{v}_{G1}]$$

Note: if A is not on the body, $\vec{r}_{G/A}$ can change over time and the integral can get messy – we will not use this commonly in this course

Important considerations for impulse-momentum

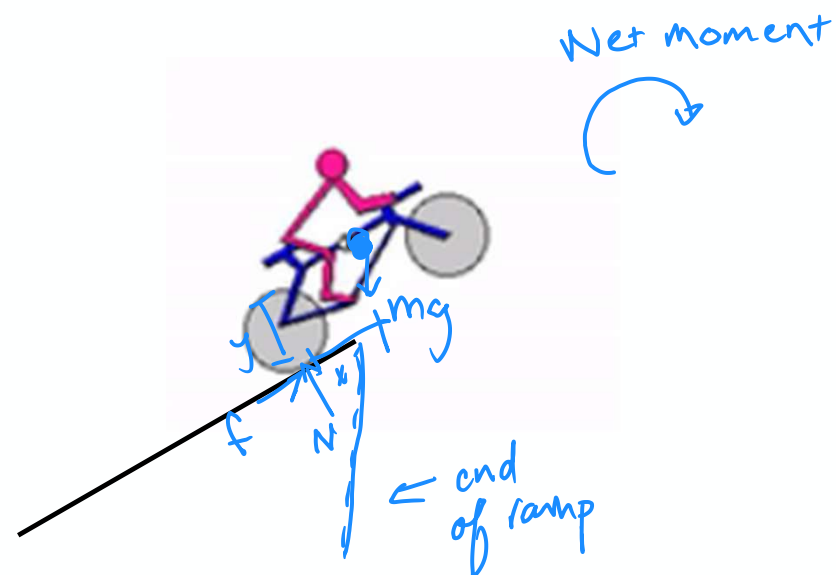
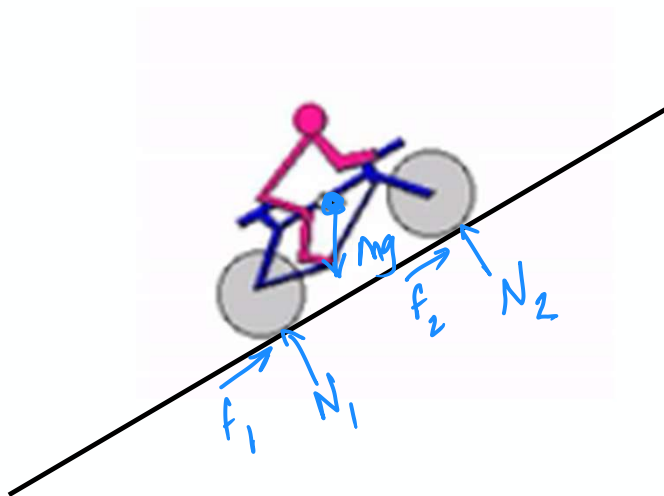
- We generally want to make our system as large as possible to eliminate internal forces
- Only external forces and moments result in a change in momentum
- Internal impulses (for example from impact) cancel
- If there are no net external impulses in a direction, momentum is conserved in that direction
- Generally, this solution method is used to find changes in speed over a change in time; however, in cases where momentum is being conserved, it can relate velocities at different positions without needing time explicitly



$$\int_{t_1}^{t_2} \sum F$$
$$\int_{t_1}^{t_2} \sum M$$

Demo: Stunt Cyclist

time 1 $\rightarrow$ both wheels
contacting ramp



Example 5.C.1

Given: Constant forces of F and $2F$ are applied at the free ends of the hoisting cable as shown. The velocity of O is 4 m/s down and the angular velocity ω_1 of the drum (having a centroidal radius of gyration of $k_O = 0.4$ m) is counterclockwise at time $t = 0$.

Find: Determine, after 10 s:

- The velocity of O ; and
- The angular velocity of the drum.



$$\text{LIM: } \int_1^2 \Sigma \vec{F} dt = m\vec{V}_1 - m\vec{V}_0$$

$$\int_{t_1}^{t_2} [3F - (m+M)g] dt = (m+M)(V_{02} - V_{01})$$

$$[3F - (m+M)g](t_2 - t_1) = (m+M)(V_{02} - V_{01}) \quad (1)$$

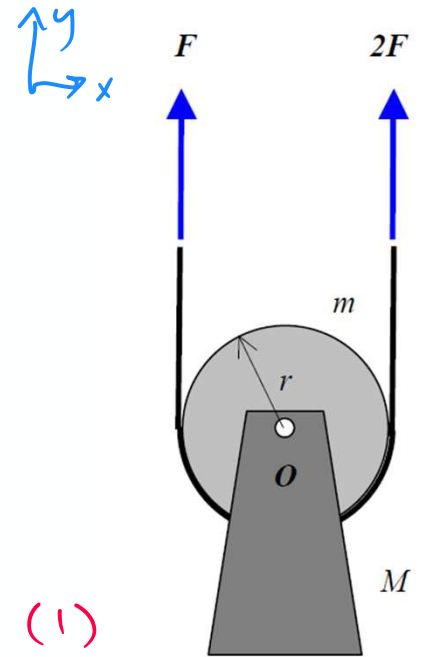
→ solve for $V_{02} \rightarrow V_{02} \hat{j}$

$$\text{AIM: } \int_1^2 \Sigma \vec{M}_O dt = I_O \vec{\omega}_2 - I_O \vec{\omega}_1$$

$$\int_{t_1}^{t_2} (2Fr - Fr) dt = mk_O^2 (\vec{\omega}_2 - \vec{\omega}_1) \quad (2)$$

$$Fr\Delta t = mk_O^2 (\omega_2 - \omega_1)$$

→ solve for $\omega_2 \rightarrow \omega_2 \hat{k}$

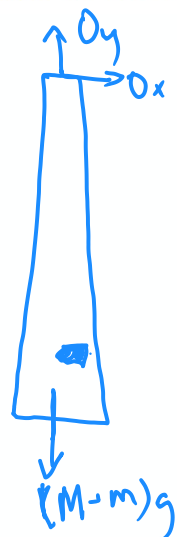


assume
only dr
spins

Example 5.C.5

Given: A bullet having a mass of m strikes a stationary pendulum at a distance of h from the pivot O with a speed of v_{b1} . The pendulum has a mass of M and has a radius of gyration of k_O about the pivot O . The bullet imbeds itself immediately within the pendulum at A on impact.

Find: Determine the angular speed of the pendulum immediately after impact occurs.



$$\sum \vec{M}_O = 0 \quad \leftarrow \text{angular momentum conserved}$$

$$(\vec{H}_O)_1 = (\vec{H}_O)_2$$

time 1 $\Rightarrow$ just bullet (particle)

$$\begin{aligned} (\vec{H}_O)_1 &= \vec{r}_1 \times m\vec{v}_1 \\ &= -h\hat{j} \times m(-v_{b1})\hat{i} = -hmv_{b1}\hat{k} \end{aligned}$$

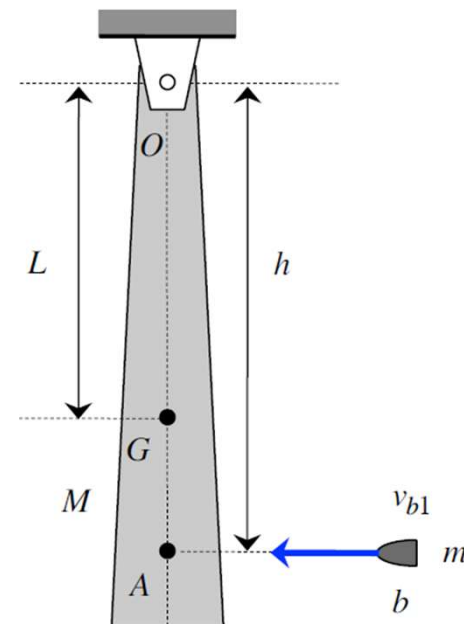
time 2 $\rightarrow$ bullet + pendulum

$$(\vec{H}_O)_2 = I_O \omega_2 \hat{k}$$

$$I_O = I_{O,P} + I_{O,b} = Mk_O^2 + mh^2$$

$$(\vec{H}_O)_2 = (Mk_O^2 + mh^2)\omega_2 \hat{k}$$

$\rightarrow$ solve for ω_2



Example 5.C.7

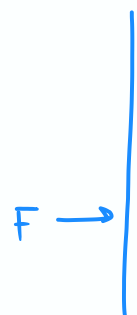
Given: A thin homogeneous bar of mass m and length L translates along a smooth horizontal surface with a speed of v_{G1} . The bar strikes a fixed stop at location A on the bar, where the coefficient of restitution for this impact is e , where $0 < e < 1$.

Find: Determine:

- The speed of the center of mass G for the bar after impacting the stop; and
- The angular velocity of the bar after impacting the stop.

FBD → why don't we include the stop in our system?

The stop is fixed to ground → unknown moments & reactions



LIM x-dir

$$-mv_{G1} + \int \Sigma F_x dt = mv_{G2} \quad (1)$$

AIM

$$0 + \int F \frac{L}{4} dt = I_G \omega_2$$

$$\frac{L}{4} \int F dt = \frac{1}{12} ML^2 \omega_2 \quad (2)$$

Impact Rule:

$$e = - \frac{V_{Abx2} - \cancel{V_{Aw2}}}{V_{Abx1} - \cancel{V_{Aw1}}} = - \frac{V_{Abx2}}{V_{Abx1}} \quad (3)$$

