

ME 2580 Example #47: (Rigid Body Kinetics – Impulse & Momentum Example #1)

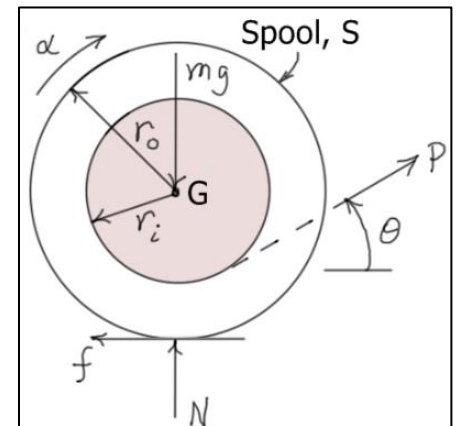
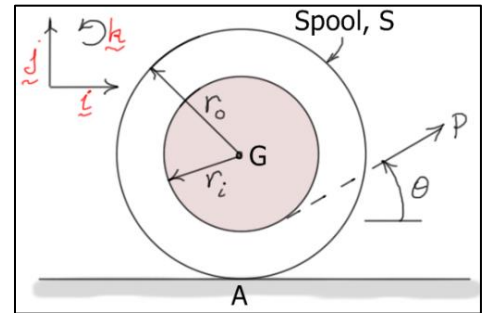
Given: $r_o = 0.4$ (m), $r_i = 0.25$ (m), $m = 100$ (kg), $k_G = 0.3$ (m)
 $P = 200$ (N) , $\theta = 20$ (deg)

released from rest with $\mu_s = 0.2$, $\mu_k = 0.15$

Find: ω , the angular velocity of spool S after 3 seconds

Solution:

The spool is *released from rest* and when the force P is applied all *reaction forces* are *constant*. Applying the principles of linear and angular impulse and momentum to the free body diagram gives



$$\boxed{\underbrace{L_1}_{\text{zero}} + \sum \int \vec{F} dt = L_2} \quad \boxed{\underbrace{(H_G)_1}_{\text{zero}} + \sum \int M_G dt = (H_G)_2} \quad (1)$$

$$\boxed{+\rightarrow \sum \int F_x dt = (P \cos(\theta) - f) \Delta t = m(v_G)_{2x}} \quad (1)$$

$$\boxed{+\uparrow \sum \int F_y dt = (P \sin(\theta) + N - mg) \Delta t = m(v_G)_{2y} = 0} \quad (2)$$

$$\boxed{+\curvearrowright \sum \int M_G dt = (r_o f - r_i P) \Delta t = I_G \omega_2 = m k_G^2 \omega_2} \quad (3)$$

Assuming the spool *rolls without slipping*, $(v_G)_{2x}$ and ω_2 are related as follows.

$$\boxed{(v_G)_{2x} = r_o \omega_2}$$

After *substituting* for $(v_G)_{2x}$ in Eq. (1) and *rearranging* terms, Eqs. (1) and (3) can be written

$$\boxed{\begin{aligned} (m r_o) \omega_2 + (\Delta t) f &= P \cos(\theta) \Delta t \approx 563.8156 \\ (m k_G^2) \omega_2 - (r_o \Delta t) f &= -r_i P \Delta t = -150 \end{aligned}}$$

Solving gives: $\boxed{\omega_2 \approx 3.02 \text{ (rad/s)}}$ (clockwise) $\boxed{f \approx 147.658 \approx 148 \text{ (lb)}}$

Check: Using Eq. (2), $\boxed{f_{\text{max}} = \mu_s N = \mu_s (mg - P \sin(\theta)) \approx 183 \text{ (N)} > f} \Rightarrow$ no slipping occurs

Note:

To *apply* the principles of *linear* and *angular impulse and momentum* to a problem, the *impulses* of the forces and moments must be calculated. If the forces and moments are *position* (and hence, *time*) *dependent*, it may be *quite difficult* to calculate the linear and angular impulses. In these cases, it may *not* be *practical* to use these principles.