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### example of a ring

Suppose we have something like a hools hoop, that is a thin hoop or ring that rotates about the central axis perpendicular to the hoop. What's the moment of inertia in terms of the total mass M of the hoop and its radius R?



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### solution

This problem is so simple, we can think about it in terms of discrete masses.

$$I = \sum_{i} m_i r_i^2 \tag{1.34}$$

but all the Ti's are the same and equal to R. So we can factor out the radii,

$$I = R^2 \sum_i m_i \tag{1.35}$$

But  $\sum m_i$  is just the total mass M. Therefore

$$I_{heep} = MR^2 (1.36)$$



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# example of a disk

Now we know the moment of inertia of a ring, let's calculate what it is for a disk of uniform density that rotates about the central axis perpendicular to the disk. Call the total mass of the disk M, and its radius R.

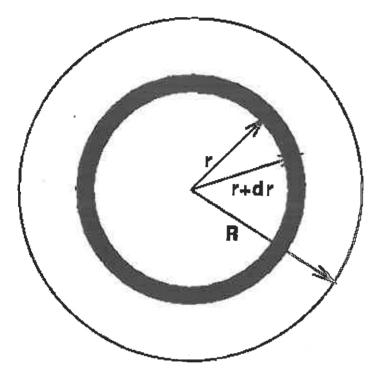


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### solution

The trick here is to think of the disk as a collection of a bunch of concentric rings. Call the mass per unit area of the disk  $\sigma$ . Then we have a bunch of rings, the inner radius of one of these rings is r and outer radius r+dr.



Then the mass of this ring dm is the surface dA times  $\sigma$ . So

$$dm = \sigma dA \qquad . \tag{1.37}$$

But dA is just the circumference times dr,  $dA = 2\pi r dr$ . So

$$dI = dmr^2 = \sigma 2\pi r dr r^2 \qquad (1.38)$$

Now we want to integrate dI over all radii to get I so

$$I = \int_0^R dI = \int_0^R \sigma 2\pi r \ r^2 \ dr = \sigma 2\pi \int_0^R r^3 dr = \sigma 2\pi \frac{R^4}{4}$$
 (1.39)

Let's write  $\sigma$  in terms of M and R:

$$\sigma = \frac{M}{\pi R^2} \tag{1.40}$$

So finally we get

$$I_{disk} = \frac{1}{2}MR^2 \tag{1.41}$$

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## example of a spherical shell

Calculate the moment of inertia of a spherical shell of mass M and radius R that rotates through an axis that goes through the center of the sphere.





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### solution

So now that you've seen how to make a disk out of a bunch of hoops, we could instead make a spherical shell out of a bunch of then also. It's kind of like a technique in pottery where you slowly add little rings of clay of different sizes, until you have a beautiful vase! Oh shut up!

So we can do that here too. Pottery and physics meet. On the other hand I was never good much at pottery. You get the size of a ring off by a factor of two and it ends up looking like a moldy lump of clay. The same is true of the math involved in this example. I could go through and do it, but it's a bit tedious. There's a much much more elegant way of calculating the moment of inertia in this example. It requires you to think a lot more, but it requires you to write a lot less.

It uses the symmetry of sphere. Let's write things out in terms of discrete masses because it's easier to understand

$$I = \sum_{i} m_i r_i^2 \tag{1.34}$$

If we rotate about the z axis, then  $\tau_i$  is the distance between the point and the z axis, so  $\tau_i^2 = x_i^2 + y_i^2$ . So

$$I = \sum_{i} m_{i} x_{i}^{2} + y_{i}^{2} \tag{1.42}$$

We could instead compute what I'll call  $I_{\scriptscriptstyle \pm}$ 

$$I_x = \sum_i m_i x_i^2 \tag{1.43}$$

or

$$I_y = \sum_i m_i y_i^2 \qquad (1.44)$$

Because of the symmetry of a sphere we can replace x by y and nothing should change so

$$I_x = I_y \tag{1.45}$$

I could also calcluate

$$I_s = \sum_i m_i x_i^2 \tag{1.46}$$

That should also be the same as  $I_a$ , again because of symmetry. There is nothing special about the choice of axis. We could call x y, y z, and z x, and we'd get the same answers.

Now lets calculate  $3I_x = I_x + I_y + I_z$ . That's

$$\sum_{i} m_{i} x_{i}^{2} + \sum_{i} m_{i} y_{i}^{2} + \sum_{i} m_{i} z_{i}^{2} = \sum_{i} m_{i} (x_{i}^{2} + y_{i}^{2} + z_{i}^{2})$$
 (1.47)

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But since we have a sphere, we know that  $x_i^2 + y_i^2 + z_i^2 = R^2$ . So we can pull that out of the sum and then we just have a sum over the  $m_i$ 's which just equals M. So  $3I_x = MR^2$ . But  $I = I_x + I_y = 2I_x$ . So

$$I_{1hell} = \frac{2}{3}MR^2$$
 (1.48)

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solution

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## example of a solid sphere

What's the moment of inertia of a solid sphere through an axis that passes through its center? The sphere is of uniform density.





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#### solution

Now we have the moment of inertia of a spherical shell, we can sum up all these shells to get what it is for solid sphere. This is a lot like the example of the disk.

So what's the mass dm of a shell of inner radius r and outer radius r+dr? Call the density  $\rho$ . Then  $dm = \rho dV$ .

What's the volume dV? It's the surface area of a sphere of radius r times dr. The surface area of a sphere is  $4\pi \tau^2$  so

$$dm = \rho 4\pi r^2 dr \tag{1.49}$$

And from the last example, that  $dI = (2/3) dm \tau^2$ . So the moment of inertia is

$$I = \int dI = \int \frac{2}{3} dm r^2 = \int_0^R \frac{2}{3} (\rho 4\pi r^2) dr r^2 = \frac{2}{3} \rho 4\pi \int_0^R r^2 dr = \frac{2}{3} 4\pi \rho \frac{R^5}{5}$$
(1.50)

Let's write  $\rho$  in terms of the M and R. The volume a sphere is  $\frac{4}{3}\pi R^3$ , so

$$\rho = \frac{M}{\frac{4}{3}\pi R^3} \tag{1.51}$$

Plugging that in to the formula for I

$$I = \frac{2}{3} 4\pi \frac{M}{\frac{4}{3}\pi R^3} \frac{R^5}{5}$$
 (1.52)

or

$$I_{1phere} = \frac{2}{5}MR^2 \tag{1.53}$$