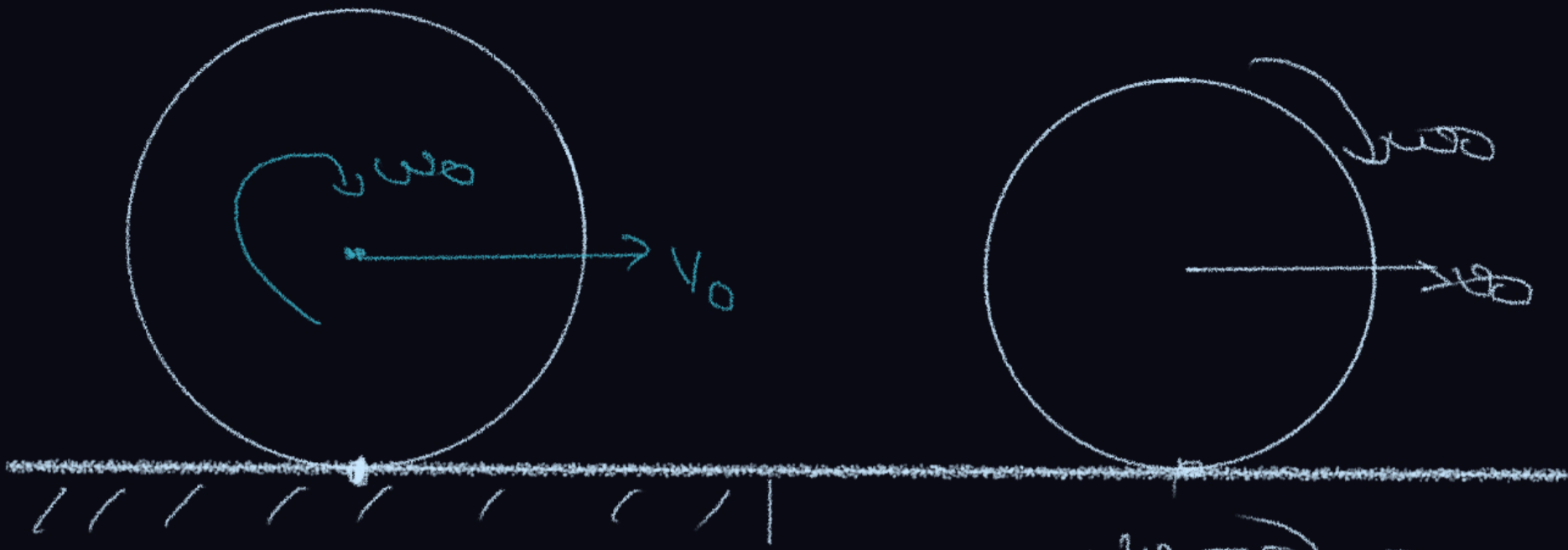


Initially its rolling without sliding. what happens next?



rough

Smooth

here $v_p = 0$
 $v = v_0 + v_p$
 $v = R\omega$
 $\omega_0 = 0$

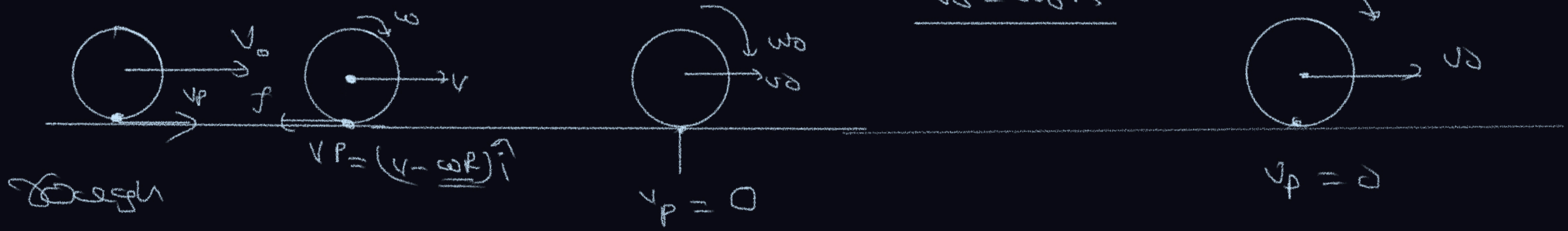
$v_p = (v_0 - R\omega)$

$v_p = 0$
 ∴ no sliding will occur for rest of path
 what happens next?

If a ball is thrown with

$v_p = 0$

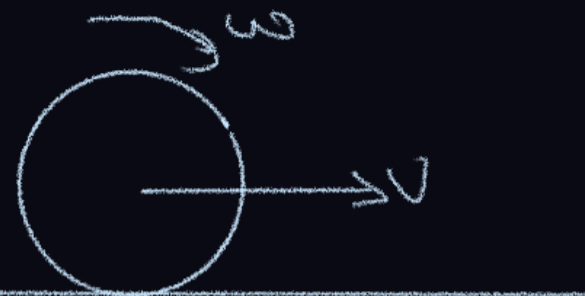
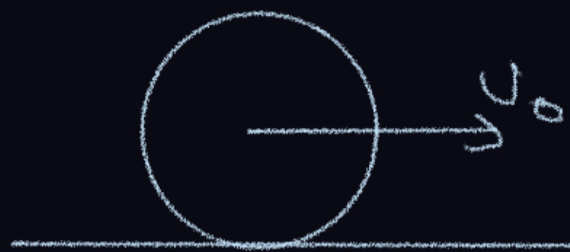
$v_0 = \omega_0 R$



$v_p = \left(\begin{matrix} v \\ \omega R \end{matrix} \right)$

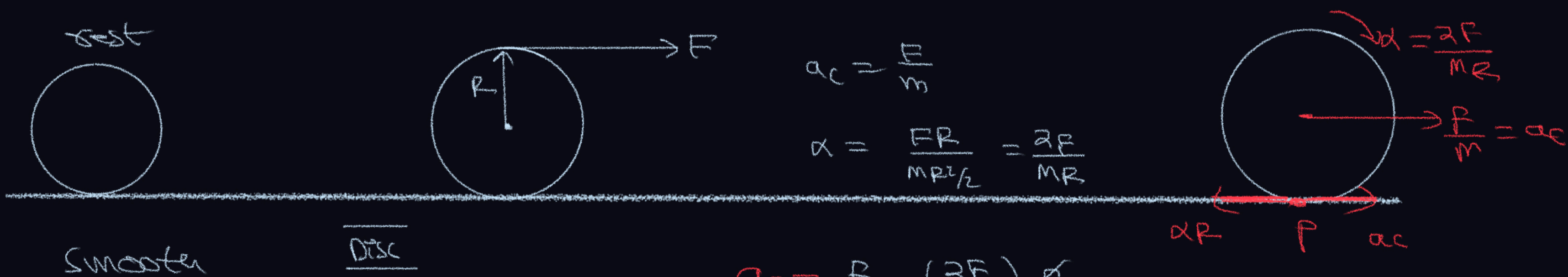
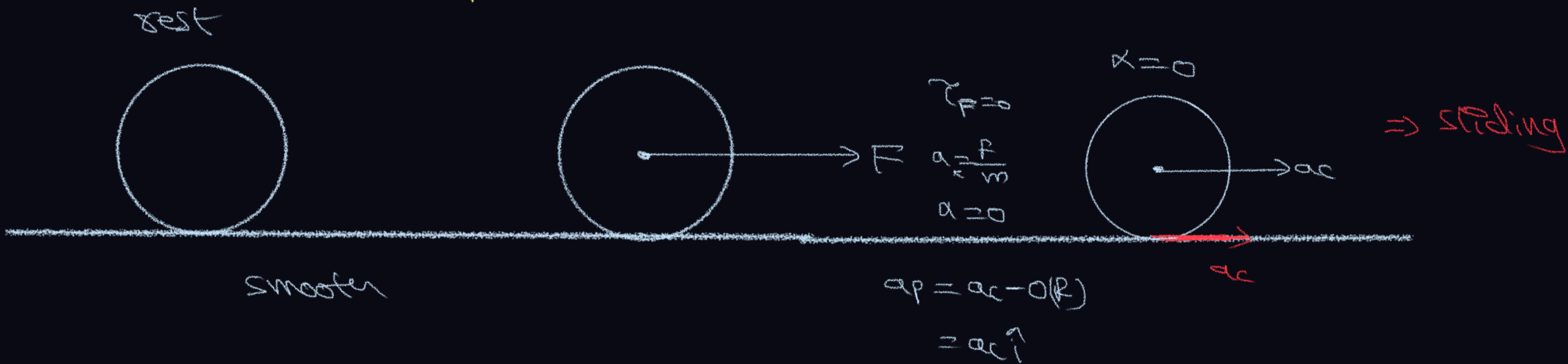
rolling without sliding

$v_p = \left(\begin{matrix} v \\ \omega R \end{matrix} \right) = 0$



Point of Percussion $\Rightarrow a_p = 0$

$$a_p = a_c + a_t$$

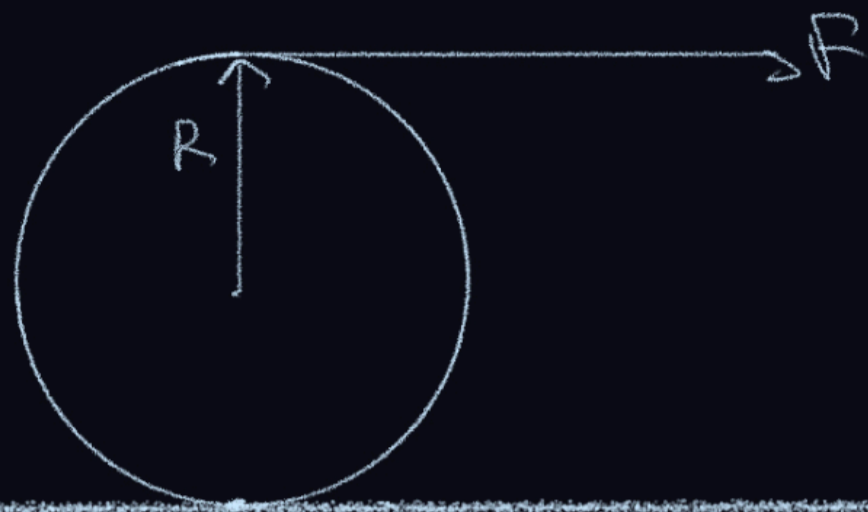


$$a_p = \frac{F}{m} - \left(\frac{2F}{mR} \right) R$$

$$= \frac{F}{m}$$



disc (M, R)



$$f = \frac{F}{3} (\hat{i})$$

i) given F : find \vec{f} , \vec{a}_c (given it's not sliding)

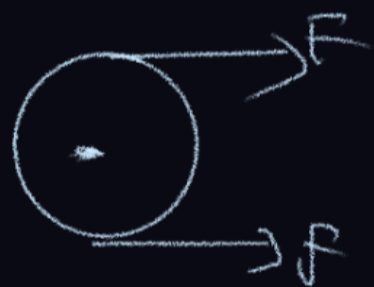
ii) what is F_{\max} for it to not slide.

$$F_{\max} = 3\mu mg$$

u

F is acting above point of percussion $\left(R > \frac{I}{MR} \right)$

$\therefore \alpha R > a_c \quad \therefore a_p = \text{left side} \quad \therefore f = \text{right side}$



$$\tau = FR - fR$$

$$\alpha = \frac{(F-f)R}{\frac{MR^2}{2}} = \frac{2(F-f)}{MR}$$

$$a_c = \frac{F+f}{M}$$

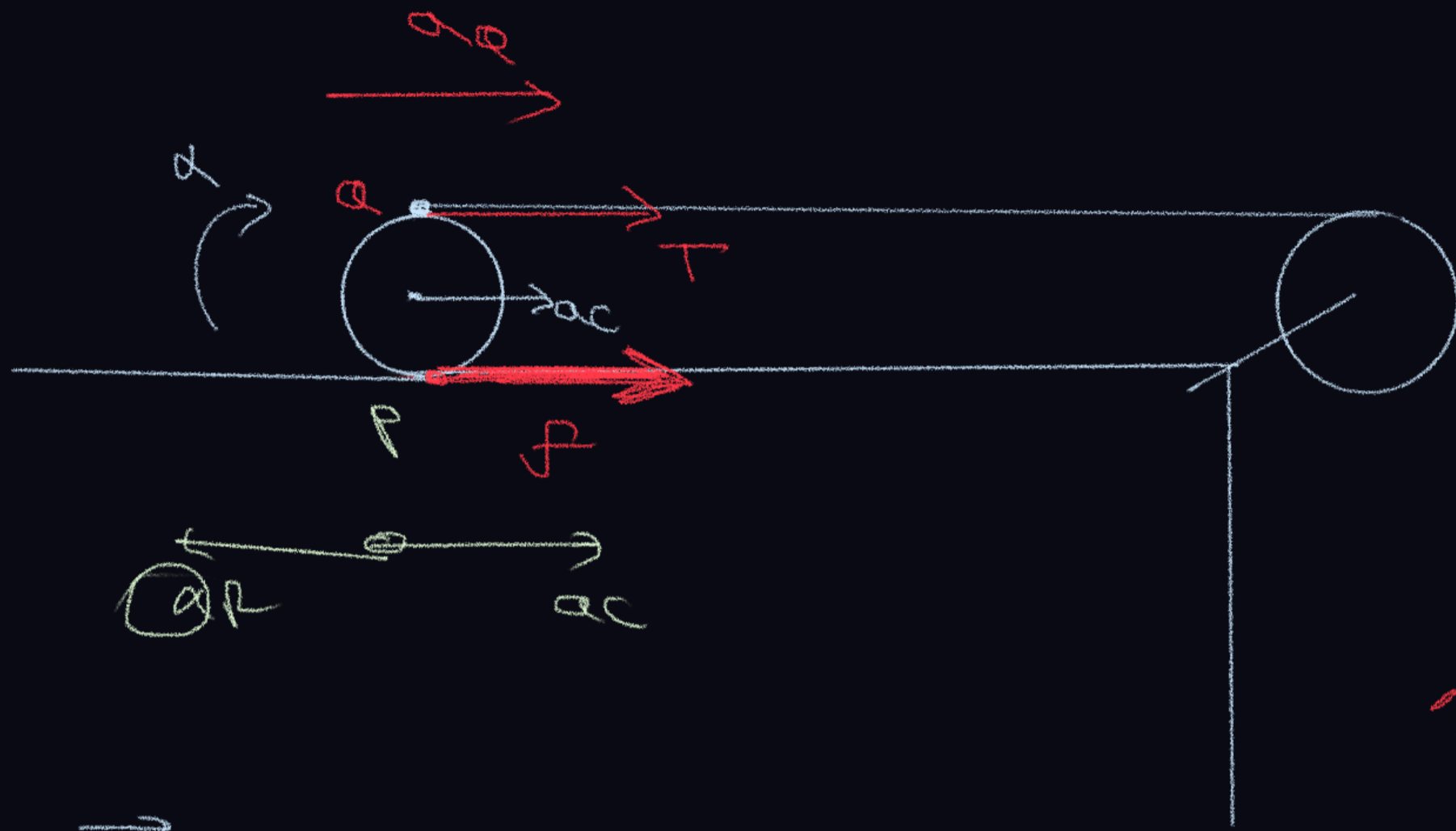
$$\boxed{\alpha R = a_c} \rightarrow$$

then $a_p = 0$

$$\frac{F+f}{M} = 2 \left(\frac{F-f}{M} \right)$$

$$f = \frac{F}{3}$$

I



$$a_c = \frac{F_{\text{net}}}{M} = \frac{T+f}{M}$$

$$\alpha = \frac{(T-f)R}{I}$$

$$\frac{a_p = 0}{\downarrow} \quad \frac{a_{pc} = -a_c}{\downarrow}$$

$$\frac{(T-f)R}{I} = \frac{(T+f)}{M}$$

$$\vec{a}_Q = \vec{a}_{QO} + \vec{a}_O = (a_R + a_c)$$

$$T + f = M a_c$$

$$m g - T = m a_Q = m (a_R + a_c)$$

$$(T-f)R = I \alpha$$

3 EQ

vars: \$T, f, \alpha, a_c\$

4 Equations
variable

