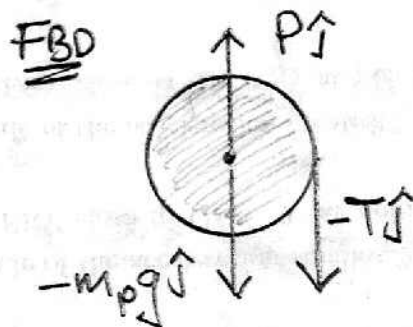
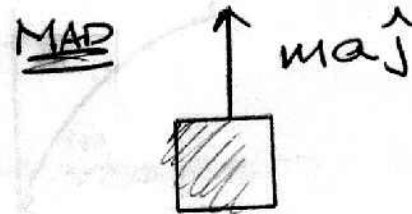
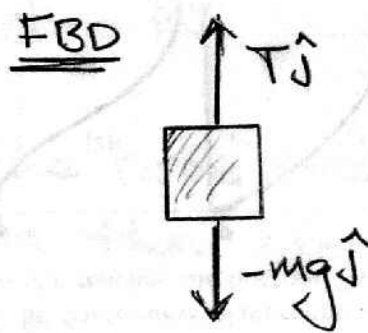
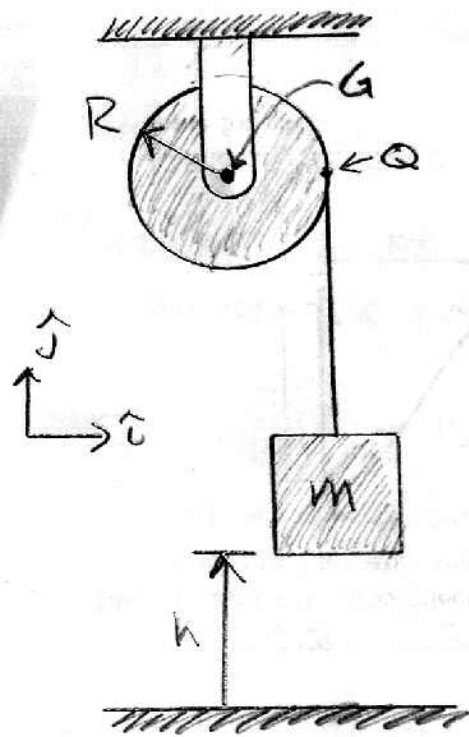


Given: m, m_p, I_G, h, R

Find: $t_a \leftarrow$ Time required to hit ground



Newton (Block)

$$j: T - mg = ma \quad (1)$$

Euler (Spool): $\sum M_G = I_G \alpha$

$$k: -TR = I_G \alpha \quad (2)$$

Substitute (1) into (2)

$$-R(mg + ma) = I_G \alpha$$

or

$$-Rmg = I_G \alpha + mRa \quad (3)$$

In (3), there are two unknowns: a & α .

They can be related kinematically

Consider point Q, where the rope comes in contact with the spool

The point Q on the rope has the same acceleration as the block

$$\vec{a}_Q^{(\text{rope})} = a \hat{j}$$

The point Q on the spool is

$$\begin{aligned} \vec{a}_Q^{(\text{spool})} &= \vec{a}_G + \vec{\alpha} \times \vec{r}_{Q/G} + \vec{\omega} \times (\vec{\omega} \times \vec{r}_{Q/G}) \\ &= R\alpha \hat{j} - R\omega^2 \hat{i} \end{aligned}$$

The vertical components of these accelerations must match

$$\Rightarrow a = R\alpha$$

Subst into (3)

$$-Rmg = \frac{I_G}{R} a + mRa$$

$$\Rightarrow a = \frac{-g}{\left(1 + \frac{I_G}{mR^2}\right)} \quad (4)$$

Observe that a is constant

Let $\underline{v} = v \hat{j}$ & $\underline{r} = y \hat{j}$ denote velocity & position of the block

$$v = \int a dt = at + c_1; \quad \text{I.o.C. } v(0) = a \cdot 0 + c_1 = 0$$

$$\Rightarrow c_1 = 0$$

$$\Rightarrow v(t) = at$$

$$y(t) = \int v(t) dt = \int at dt = \frac{1}{2} at^2 + c_2$$

$$\text{I.e. } y(0) = \frac{1}{2} a \cdot 0^2 + c_2 = h \Rightarrow c_2 = h$$

$$y(t) = \frac{1}{2} at^2 + h$$

Let t_g be time at which box hits ground

$$y(t_g) = \frac{1}{2} at_g^2 + h = 0 \Rightarrow t_g = \sqrt{\frac{-2h}{a}}$$

Subst (4) into above

$$t_g = \sqrt{\frac{2h}{g} \left(1 + \frac{I_g}{mR^2} \right)}$$

units

$$\sqrt{\frac{L}{L/T^2} \left(1 + \frac{ML^2}{ML^2} \right)} = \sqrt{T^2} = T \quad \checkmark$$

If we double I_G : $I_G^{(new)} = 2I_G$ 4 of 4
↑ original moment of inertia

$$t_G^{(new)} = \sqrt{\frac{2h}{g} \left(1 + \frac{2I_G}{mR^2} \right)}$$

↑ takes more time to hit ground