

# Angular Momentum



defined as the moment of linear momentum

e.g.

$$\vec{H}_G = \sum \vec{p}_i \times m_i \vec{v}_i$$

$\vec{p}_i$ : vector from centre of mass to  $m_i$

$\vec{v}_i$ : velocity of  $m_i$

$m_i$ : mass of particle

for 2-D Problems + RIGID BODIES...

$$H_G = I_G \omega$$

← scalar eqn for 2-D.

also we have

$$\sum M_G = \dot{H}_G$$

$$\int_{t_1}^{t_2} \sum M_G dt = H_{G_2} - H_{G_1}$$

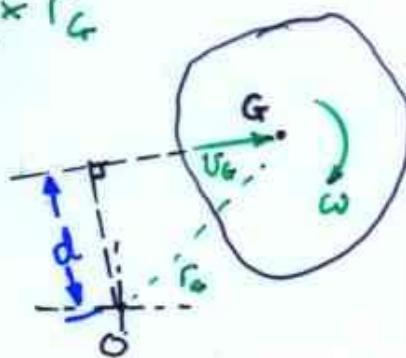
← {angular impulse}

Note  $H_G$  is angular momentum about an axis through the centre of mass

FOR AN ARBITRARY POINT "O"

$$H_O = I_G \omega + m v_G d$$

$$\vec{V}_G \times \vec{r}_G$$



$I_G$ : moment of inertia about G

$v_G$ : velocity of centre of mass

d : perpendicular distance from O to line of action of  $\vec{V}_G$

M : mass of body.