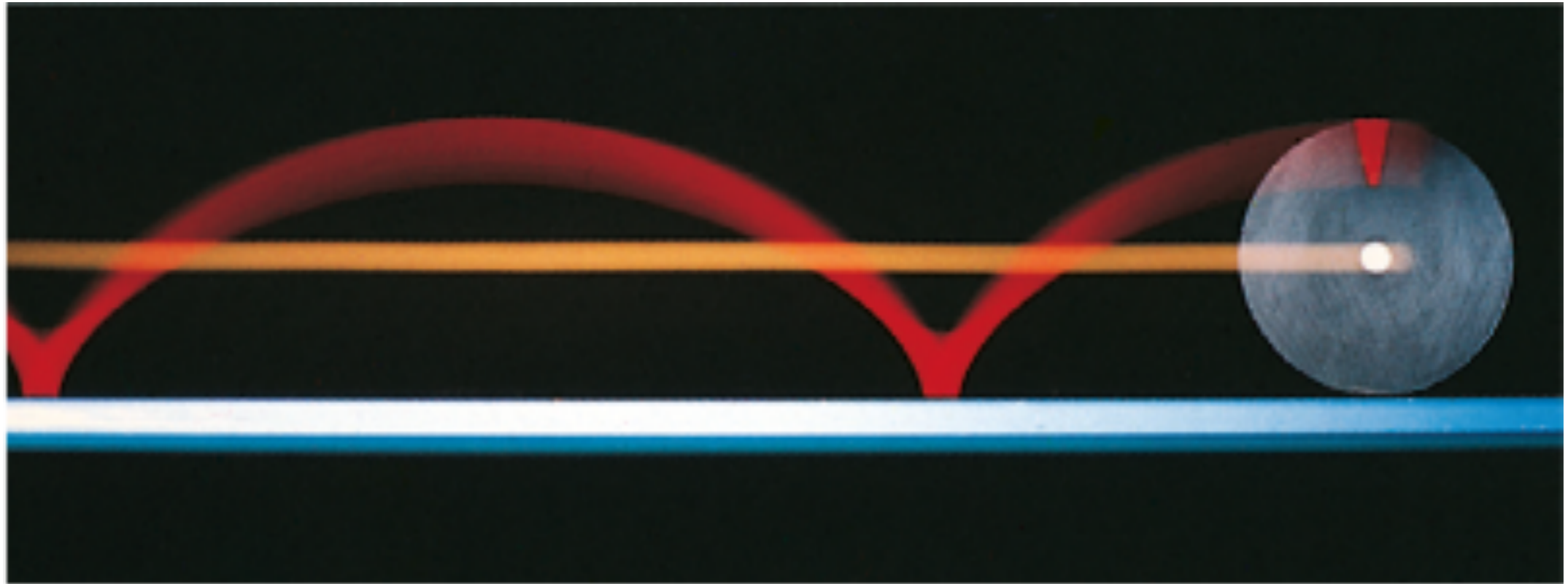
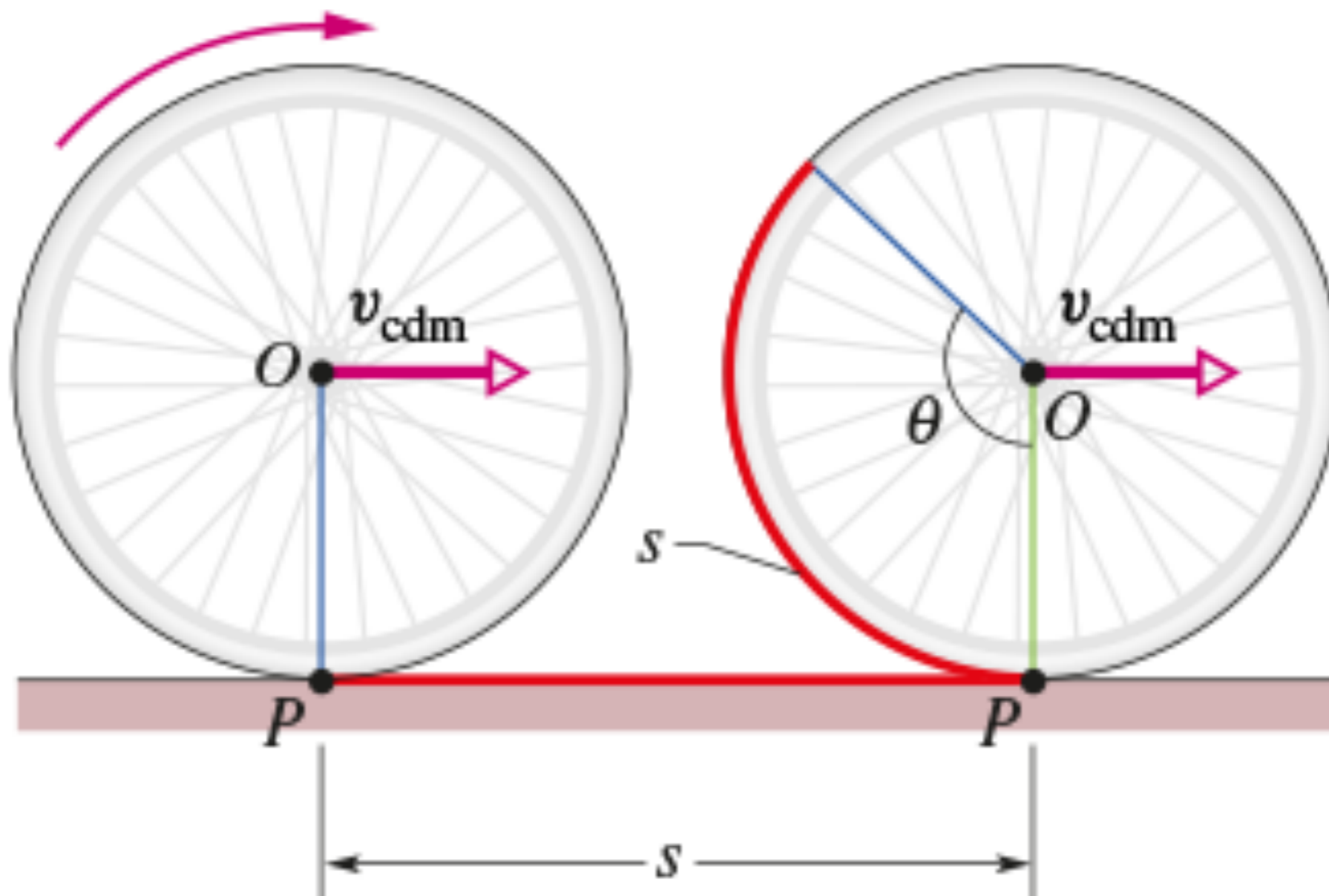




Justin Sullivan/Getty Images, Inc.



Richard Megna/Fundamental Photographs



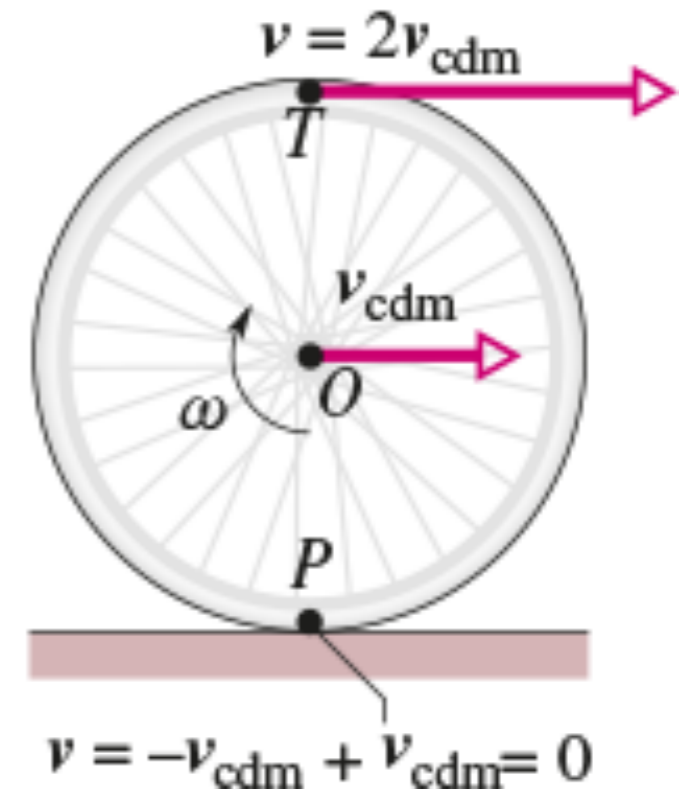
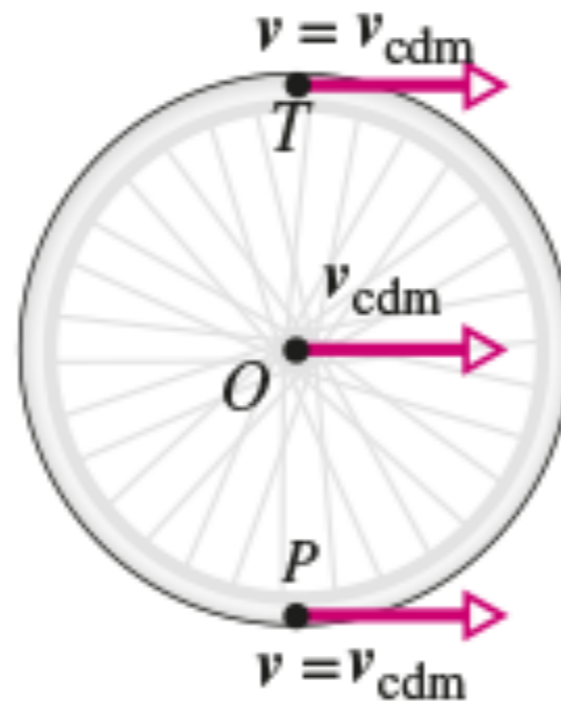
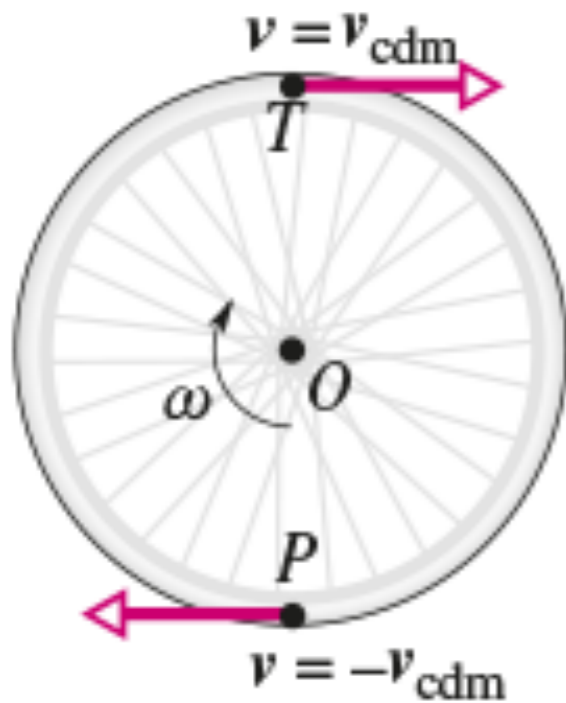
(a) Rotazione pura

+

(b) Traslazione pura

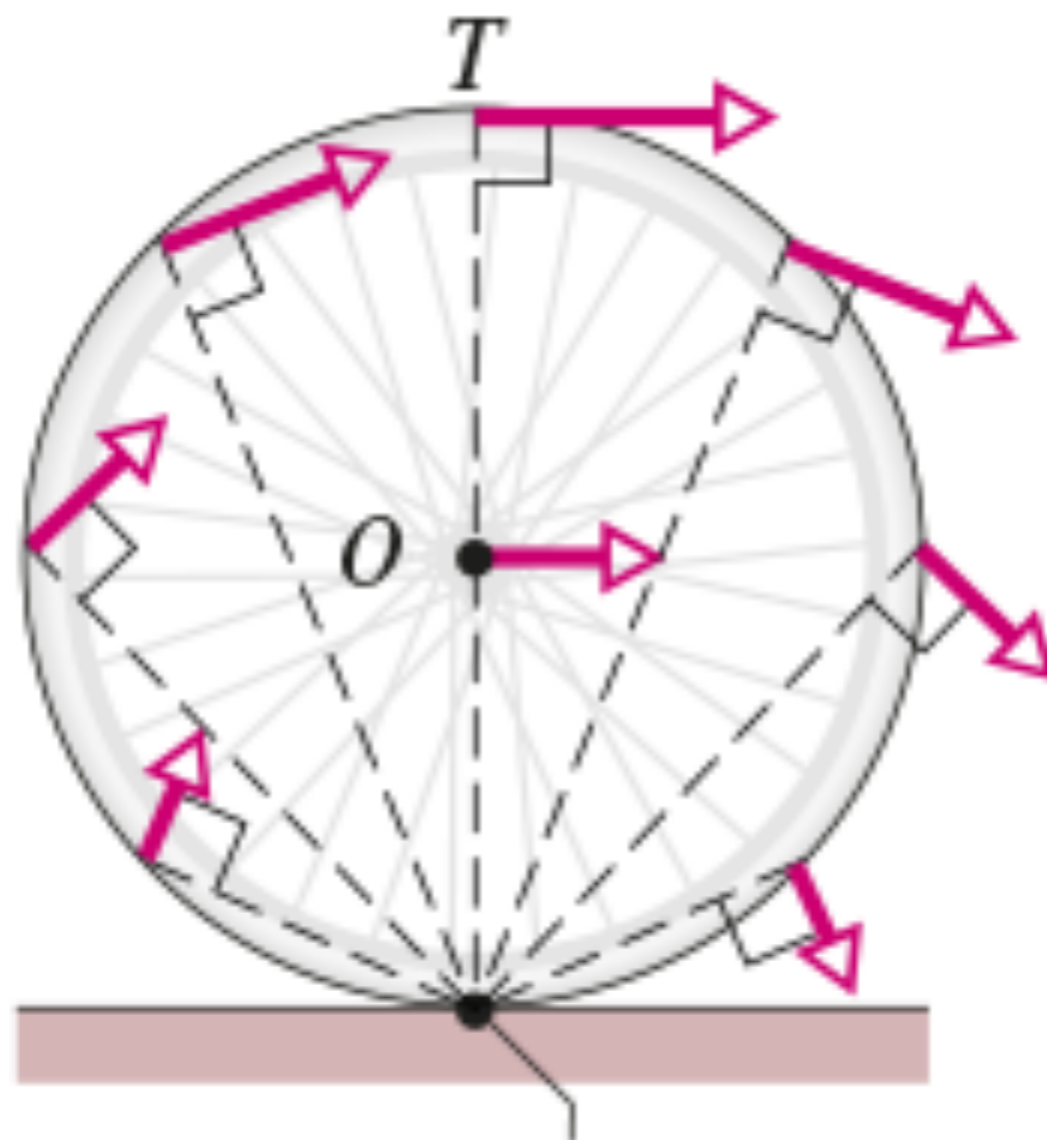
=

(c) Moto di rotolamento

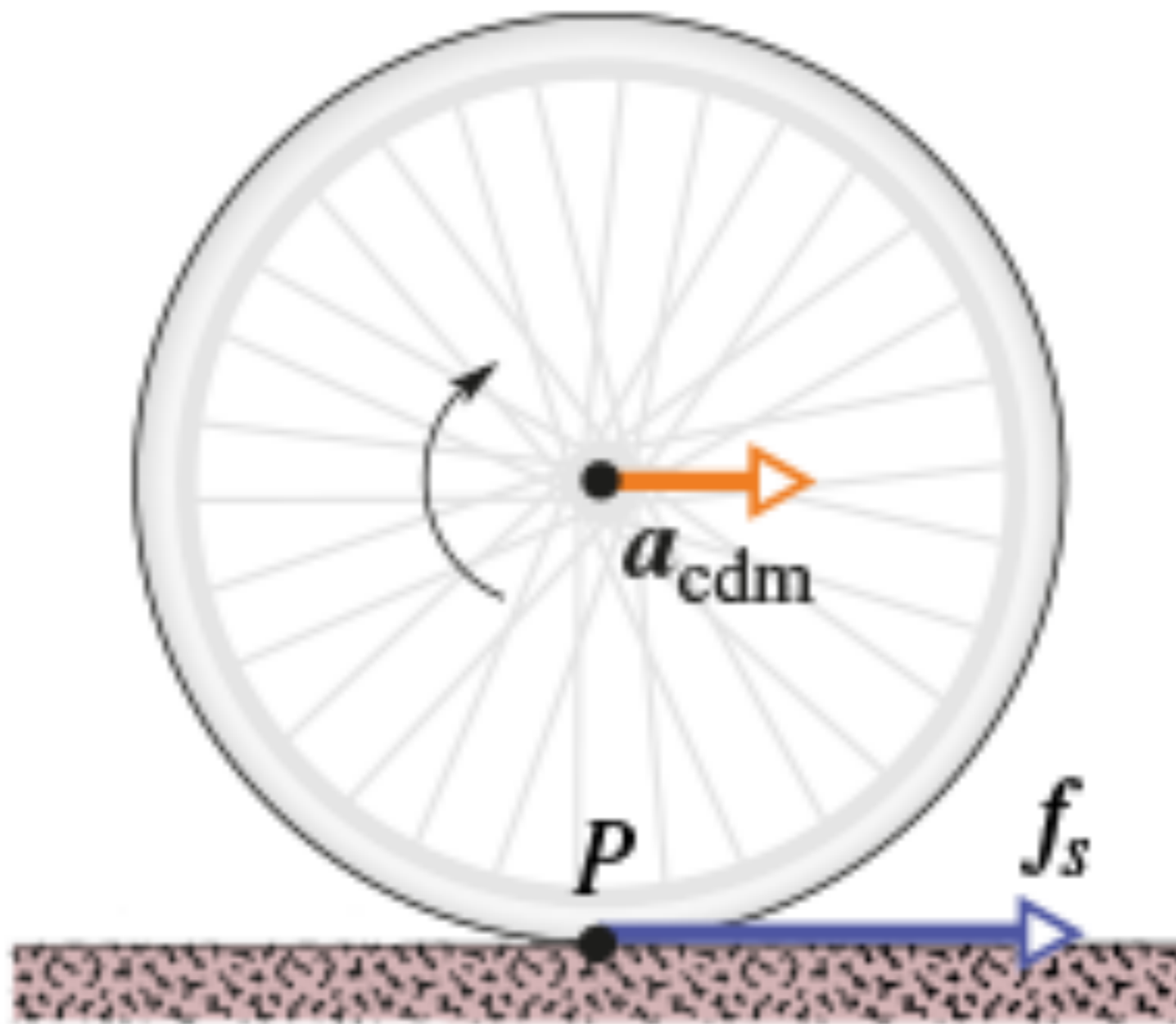




Courtesy Alice Halliday

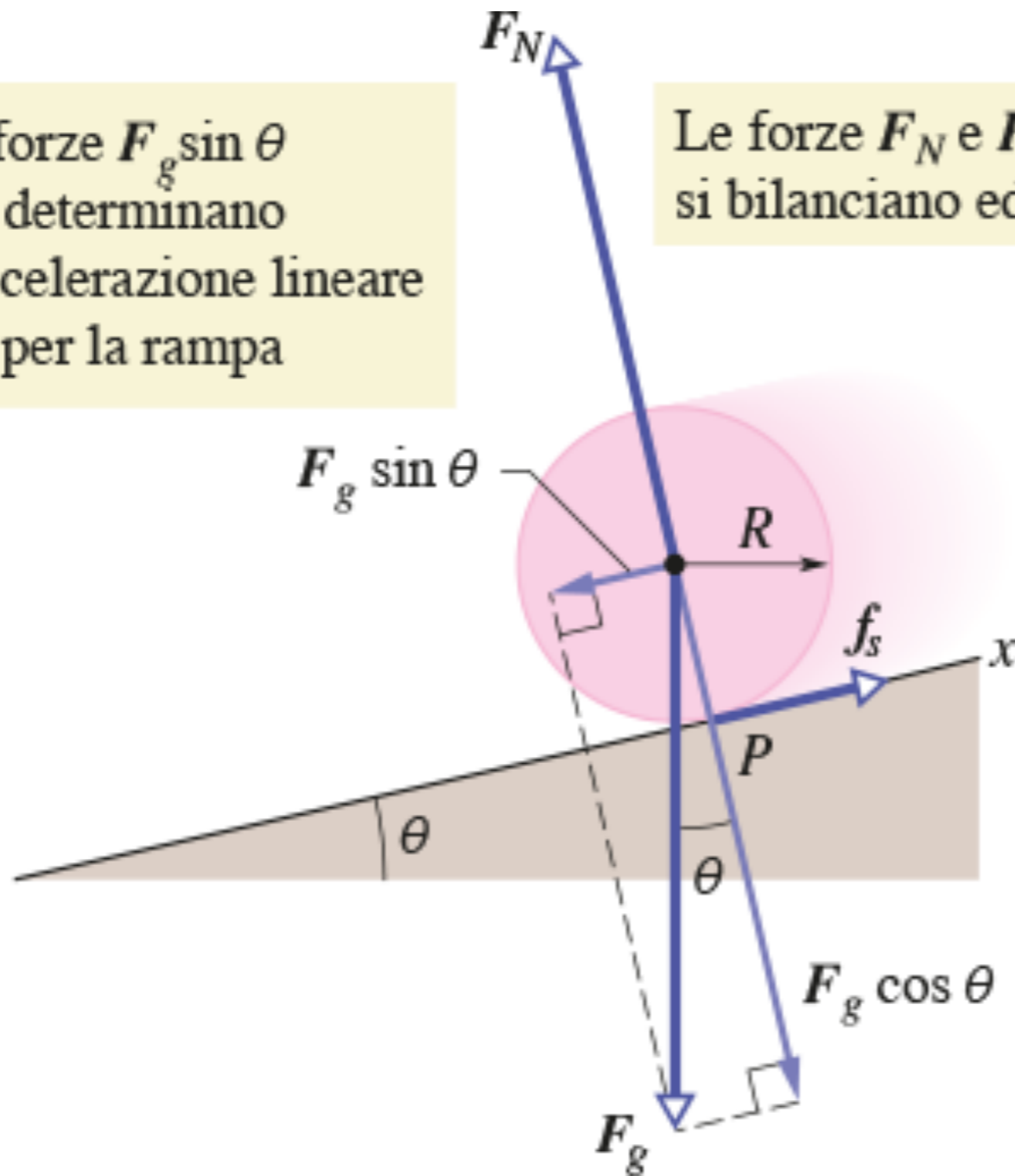


Asse di rotazione in P

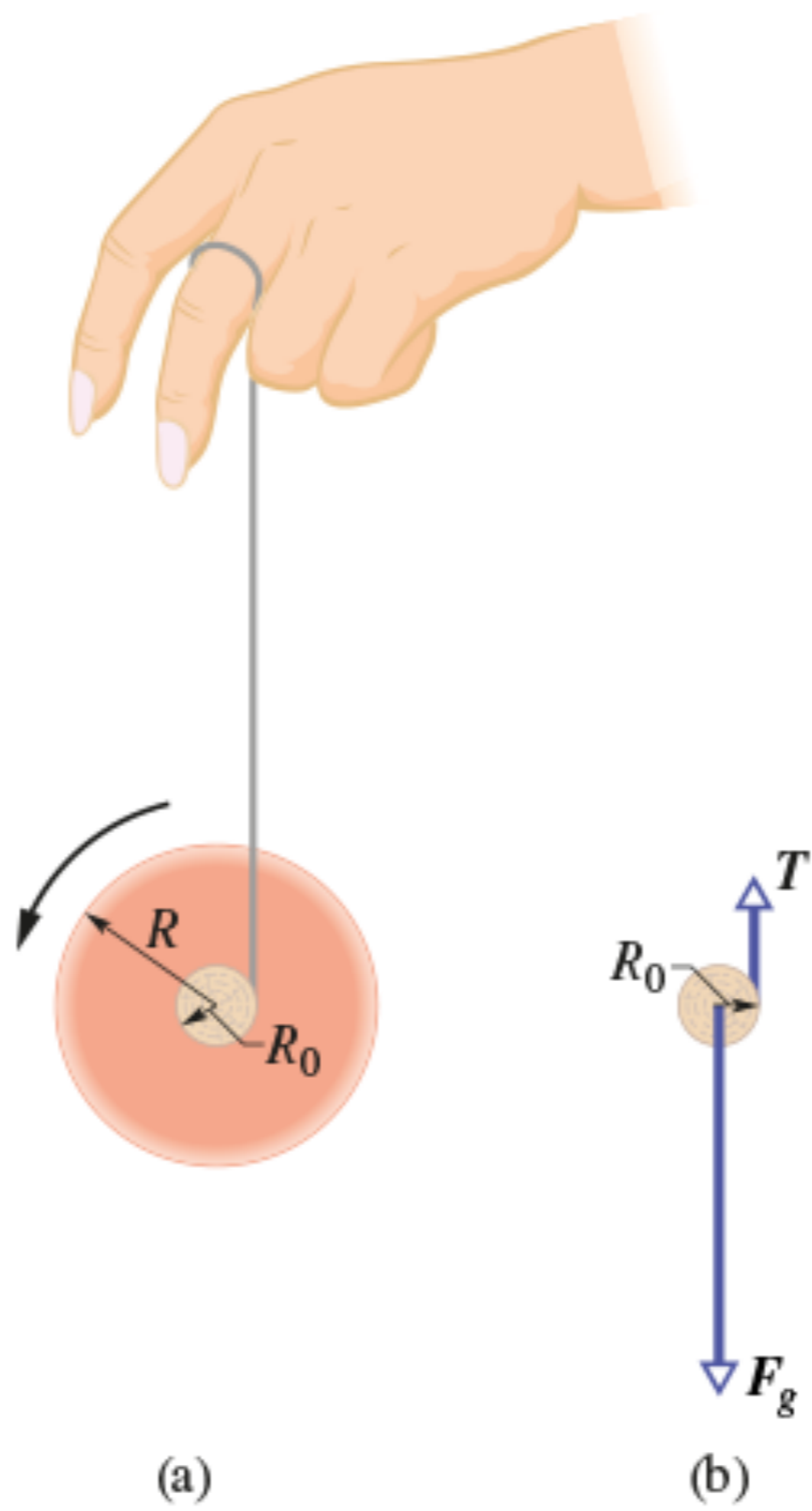


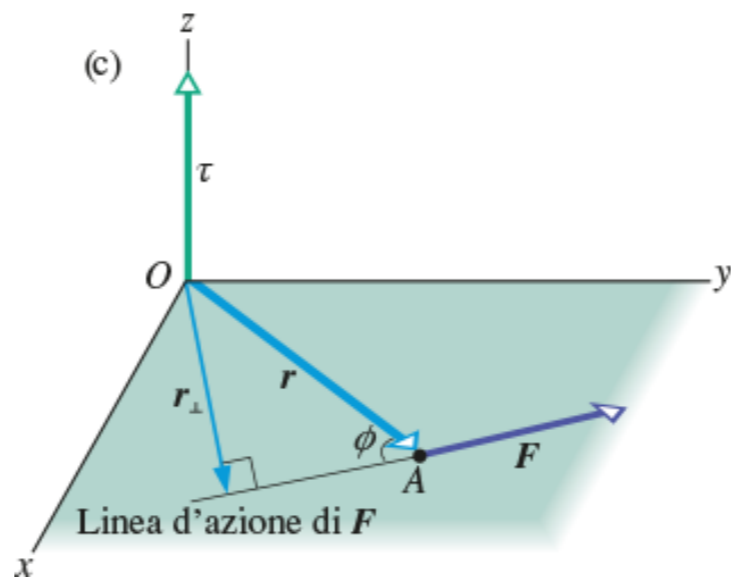
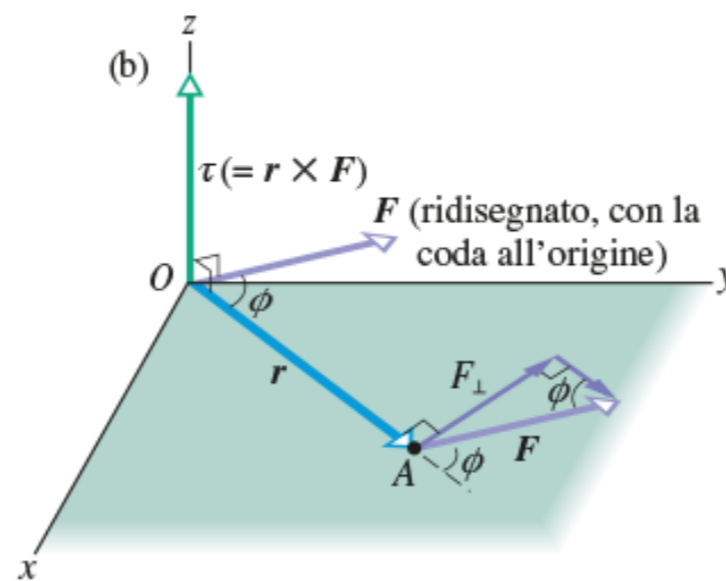
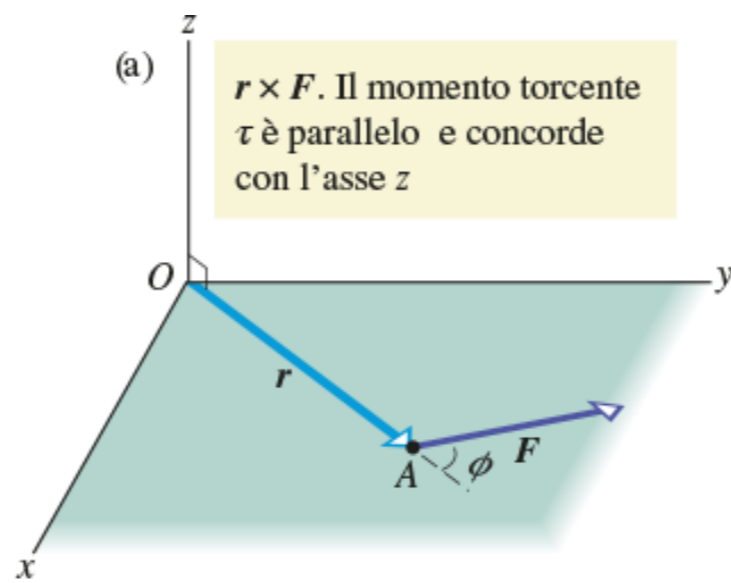
Le forze $F_g \sin \theta$ e f_s determinano l'accelerazione lineare giù per la rampa

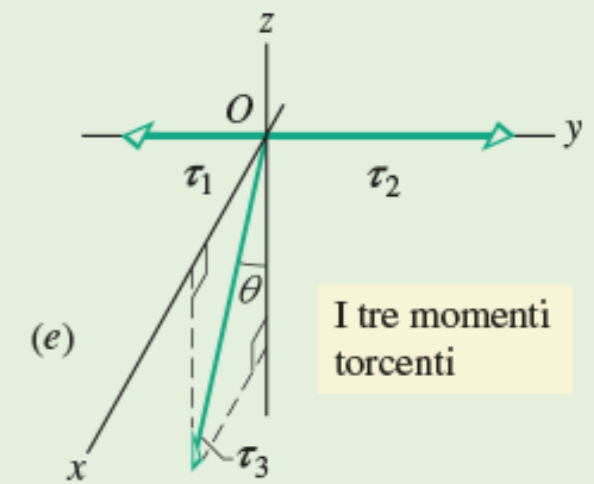
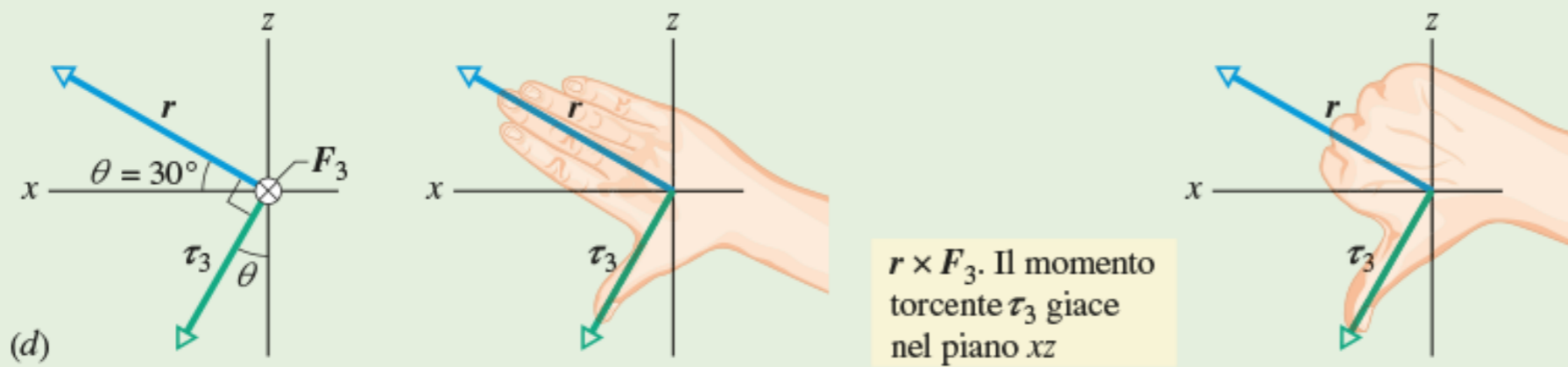
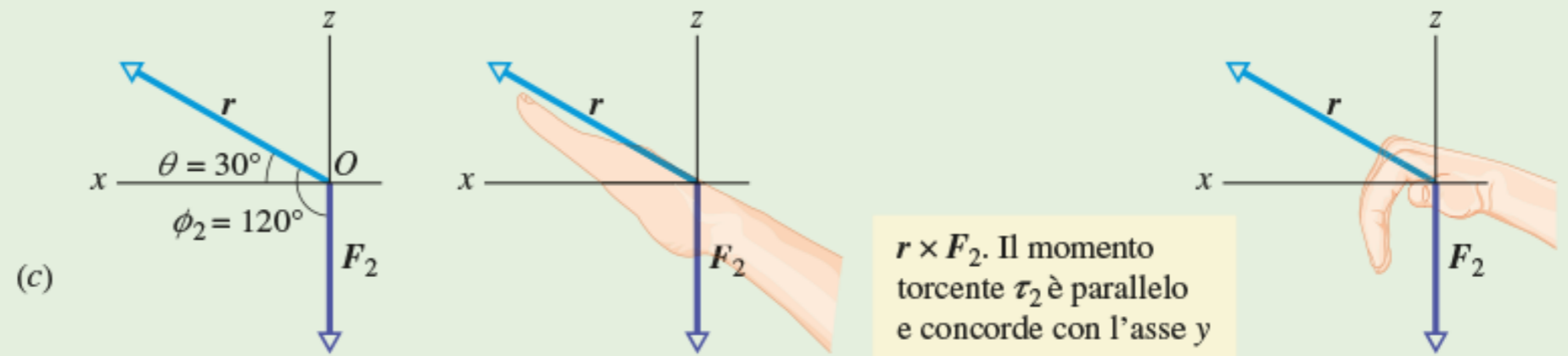
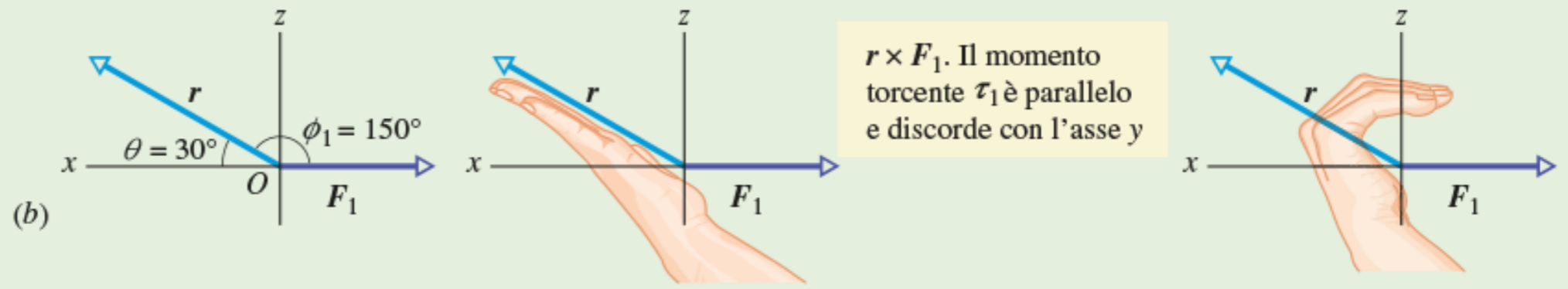
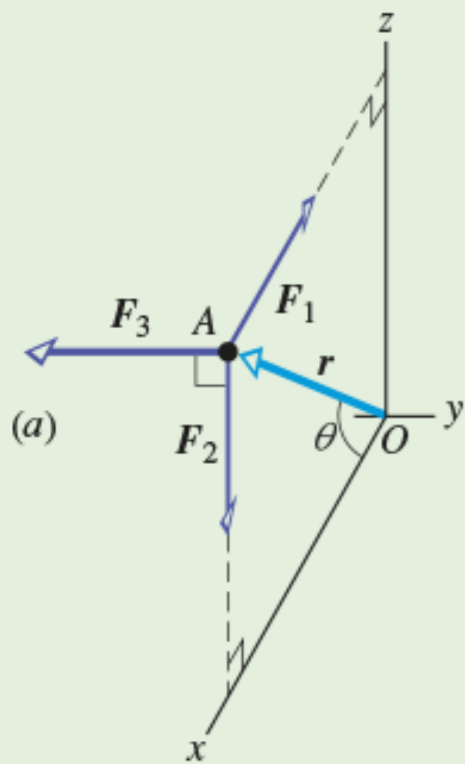
Le forze F_N e $F_g \cos \theta$ si bilanciano ed elidono

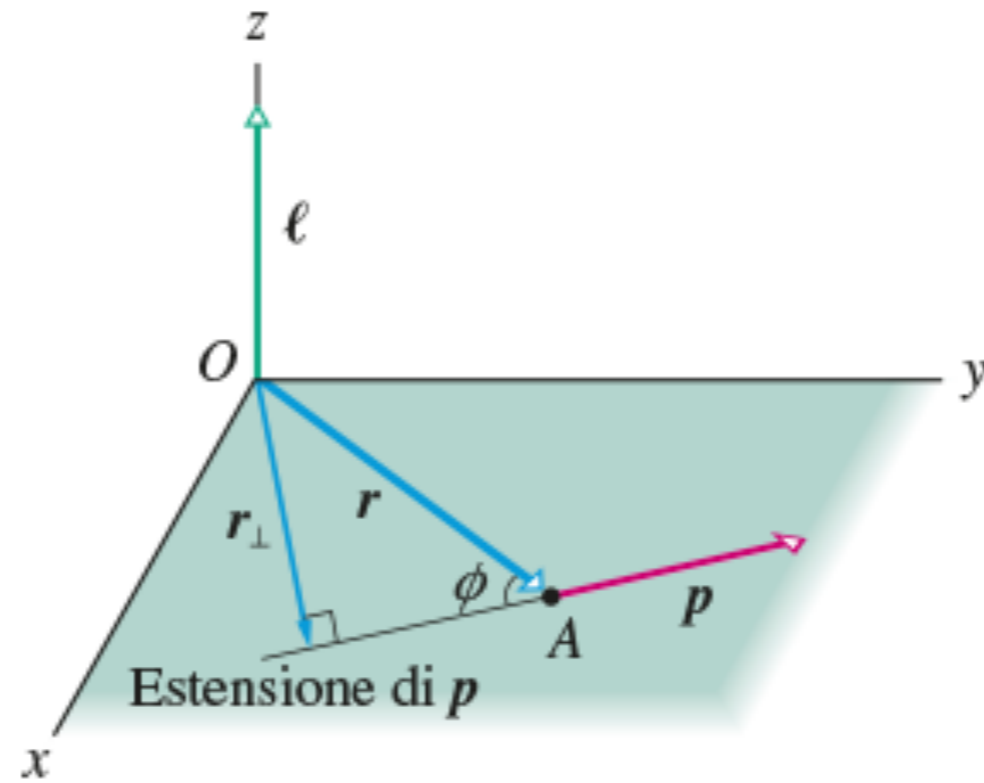
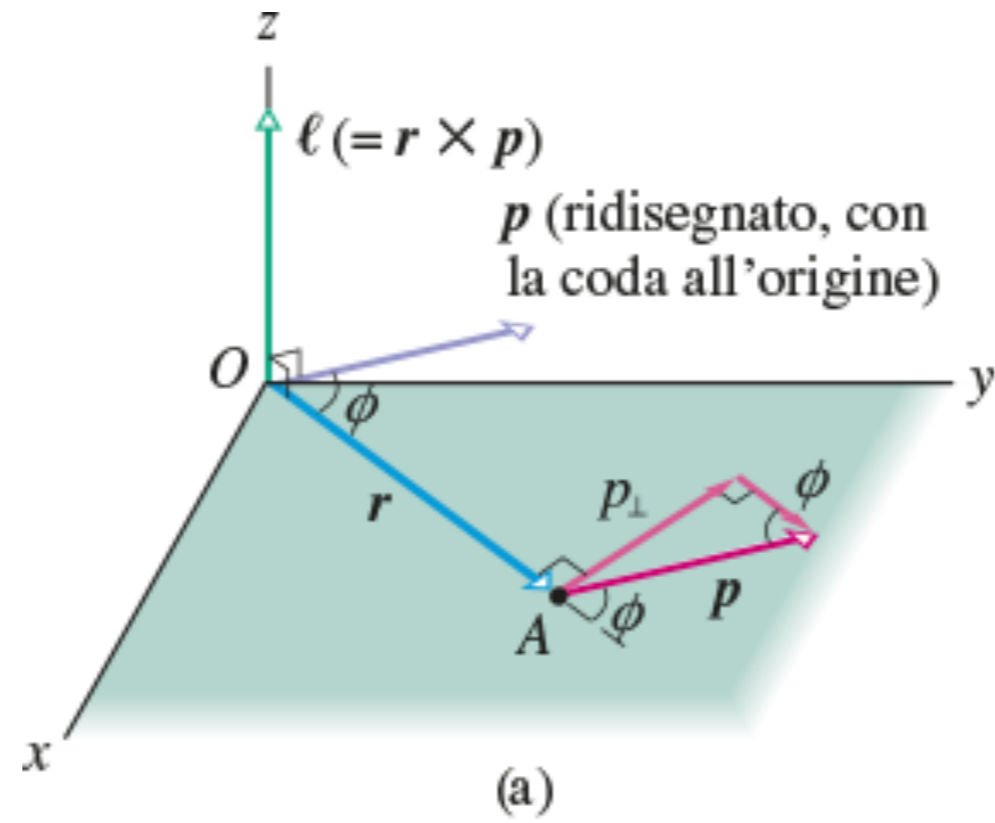


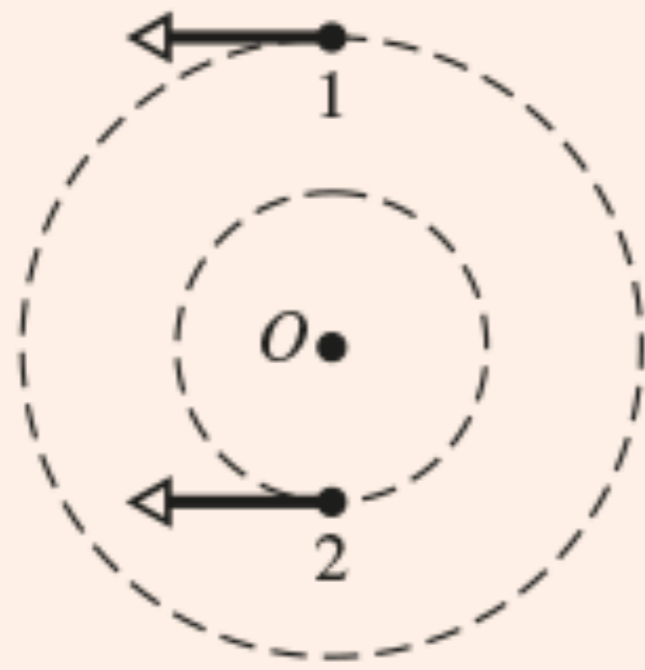
Il momento torcente dovuto a f_s determina l'accelerazione *angolare* attorno al cdm



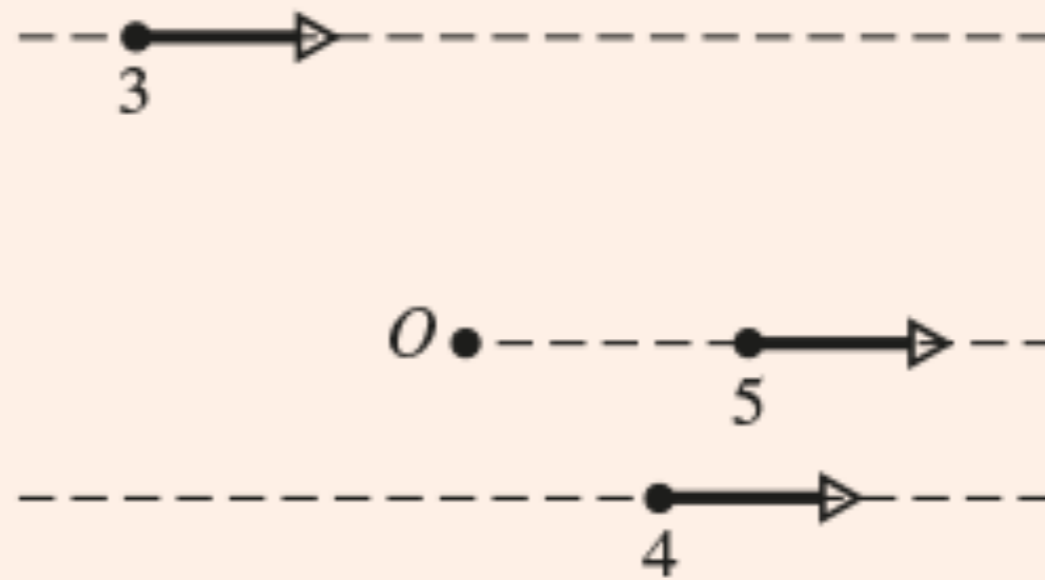




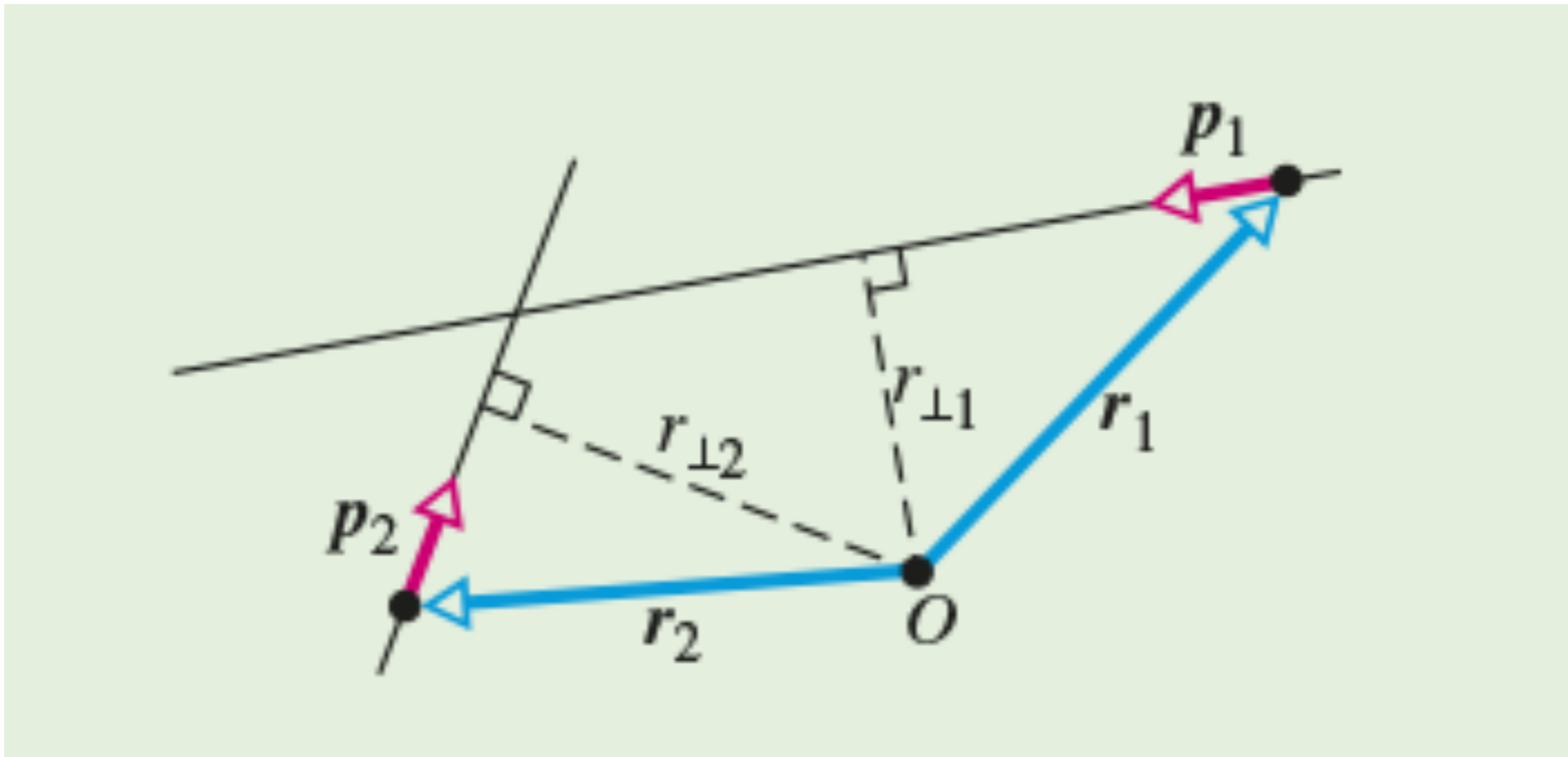


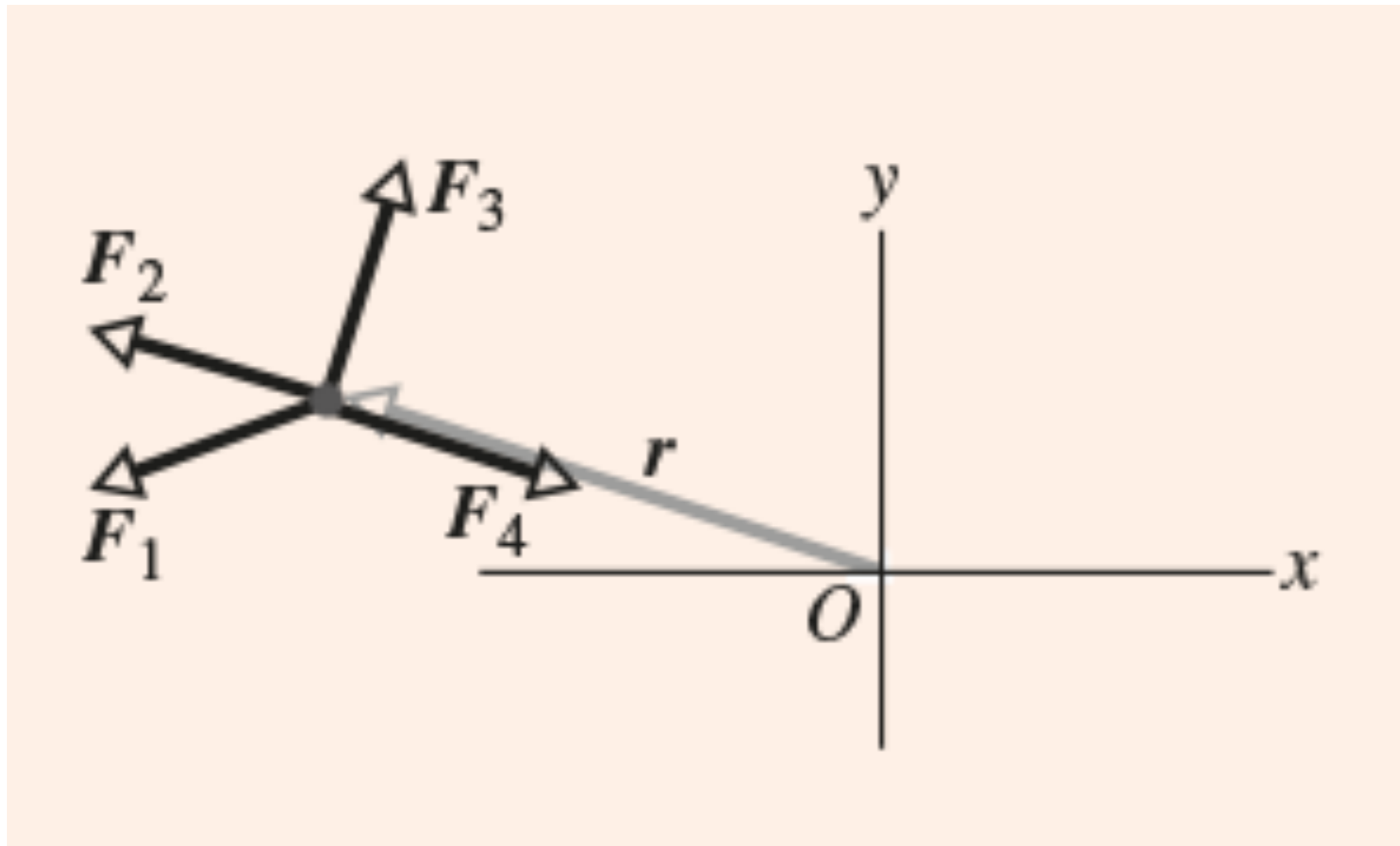


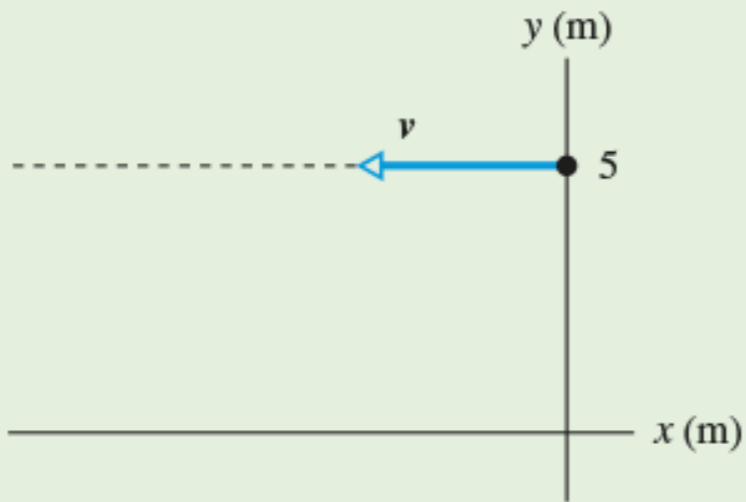
(a)



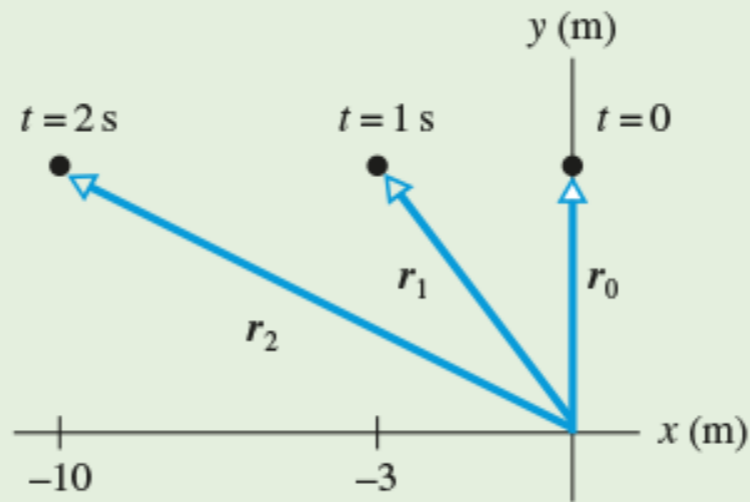
(b)



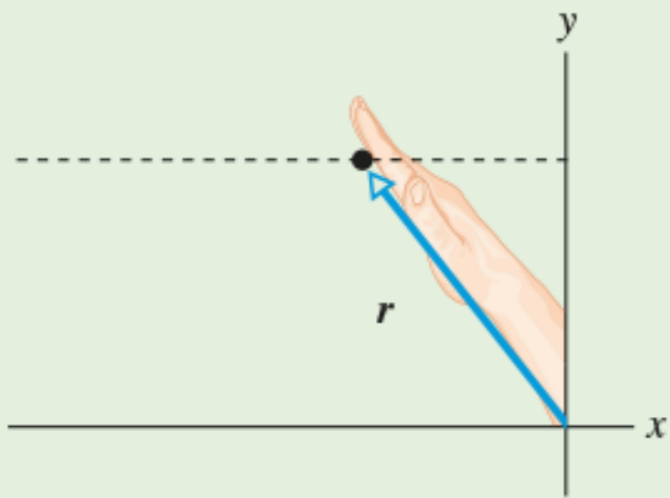




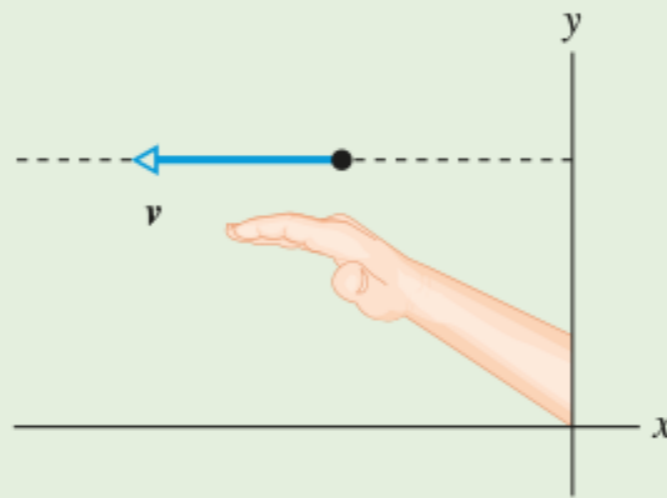
(a)



(b)

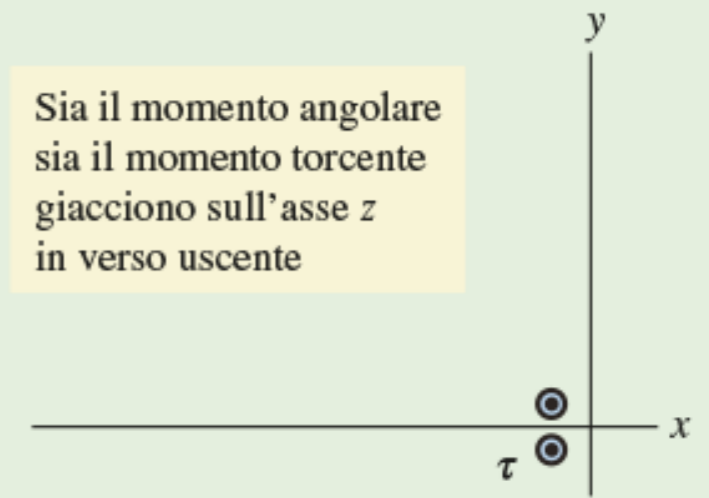


(c)

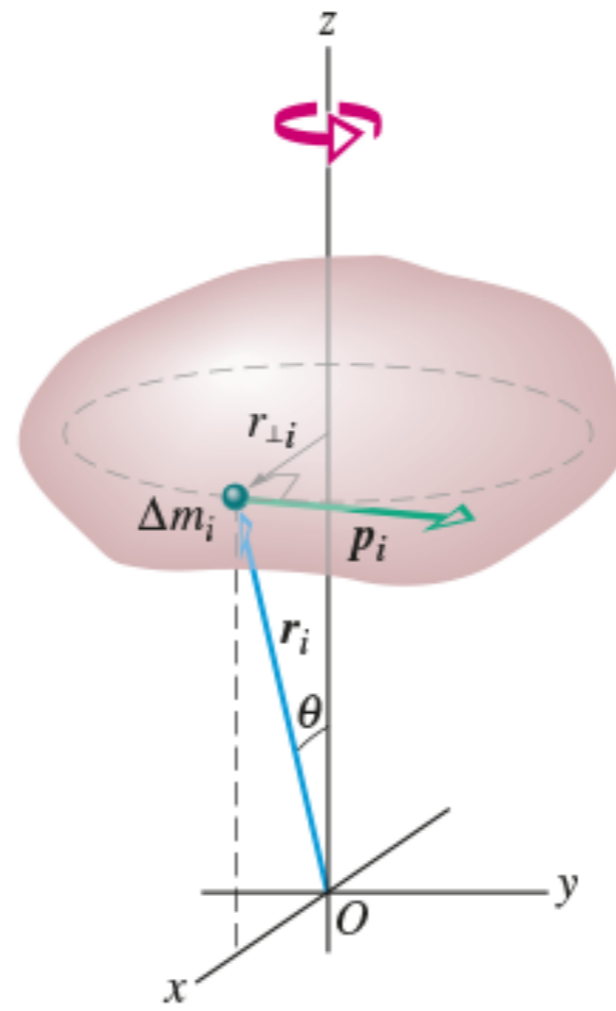


(d)

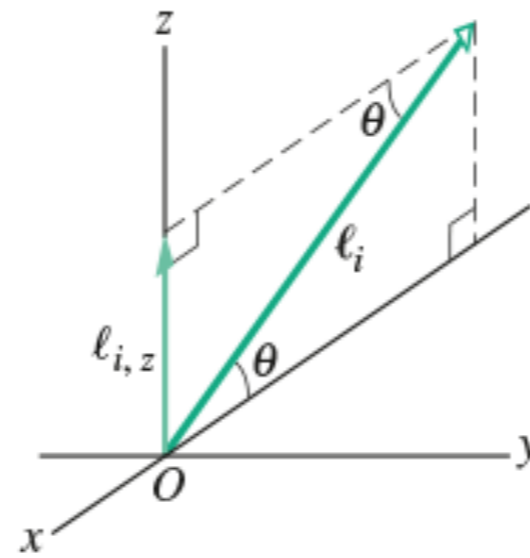
Sia il momento angolare
sia il momento torcente
giacciono sull'asse z
in verso uscente



(e)



(a)



(b)

TABELLA 11.1 Altre corrispondenze fra espressioni relative a moti di traslazione e di rotazione^a

	Traslazione		Rotazione
Forza	F	Momento della forza	$\tau (= r \times F)$
Quantità di moto	p	Momento angolare	$\ell (= r \times p)$
Quantità di moto ^b	$P (= \sum p_i)$	Momento angolare ^b	$L (= \sum \ell_i)$
Quantità di moto ^b	$P = M v_{\text{cdm}}$	Momento angolare ^c	$L = I\omega$
Seconda legge di Newton ^b	$F_{\text{net}} = \frac{dP}{dt}$	Seconda legge di Newton ^b	$\tau_{\text{net}} = \frac{dL}{dt}$
Legge di conservazione ^d	$P = \text{costante}$	Legge di conservazione ^d	$L = \text{costante}$

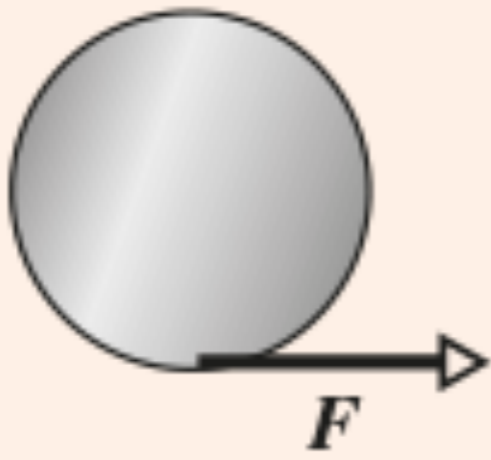
^a Vedi anche la tabella 10.3.

^b Per sistemi di particelle, corpi rigidi compresi.

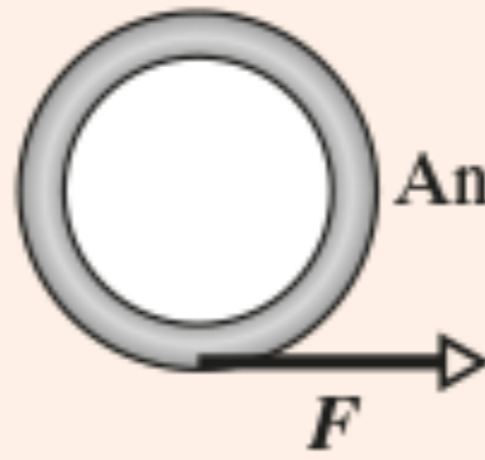
^c Per un corpo rigido rotante intorno a un asse fisso, essendo L la componente lungo quest'asse.

^d Per un sistema chiuso e isolato.

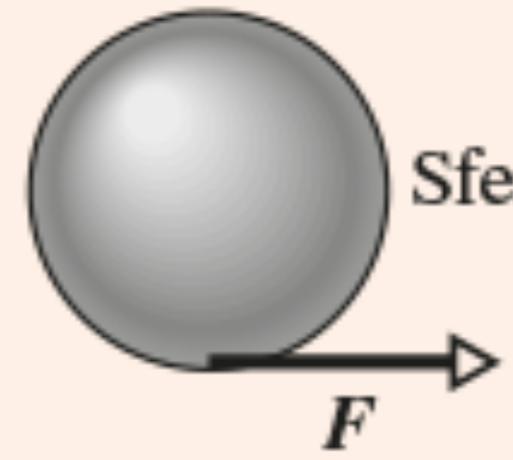
Disco

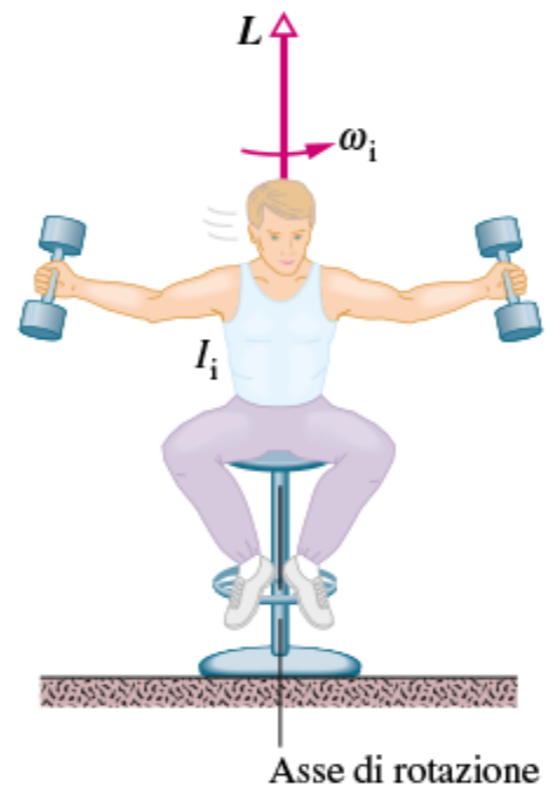


Anello

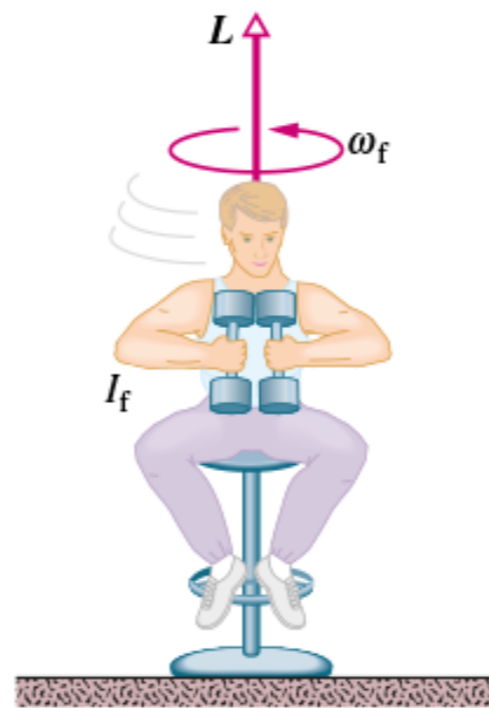


Sfera

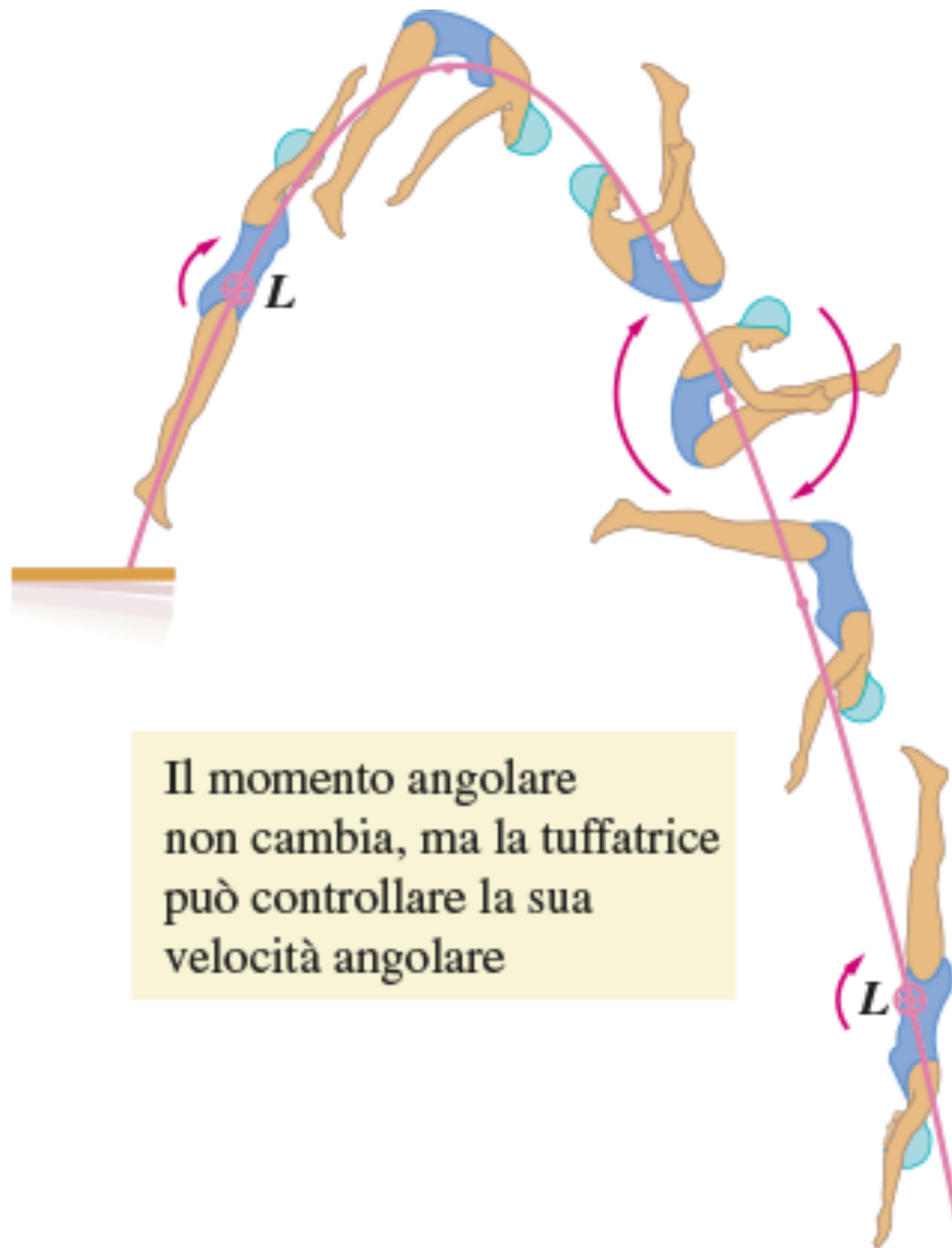




(a)



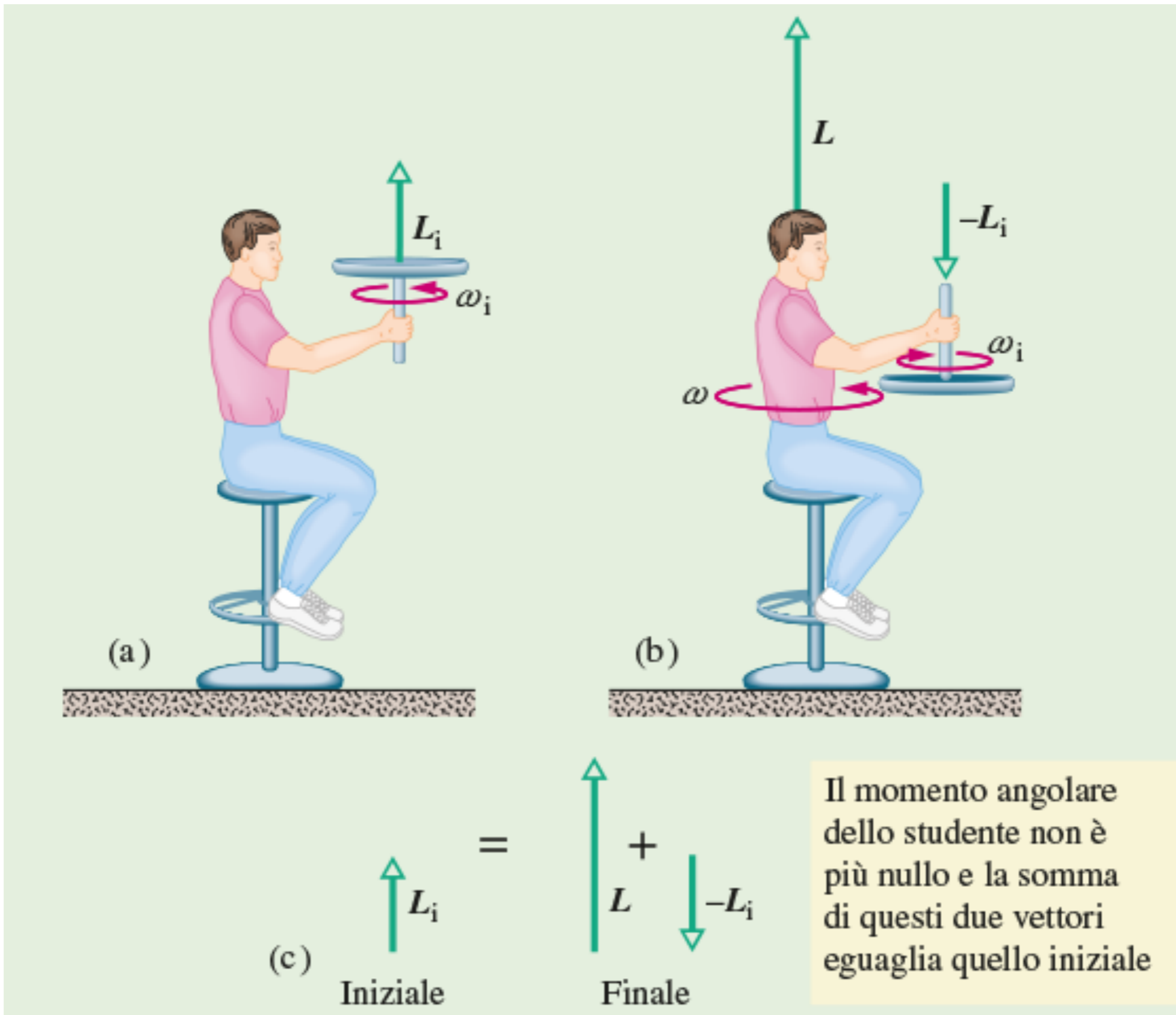
(b)

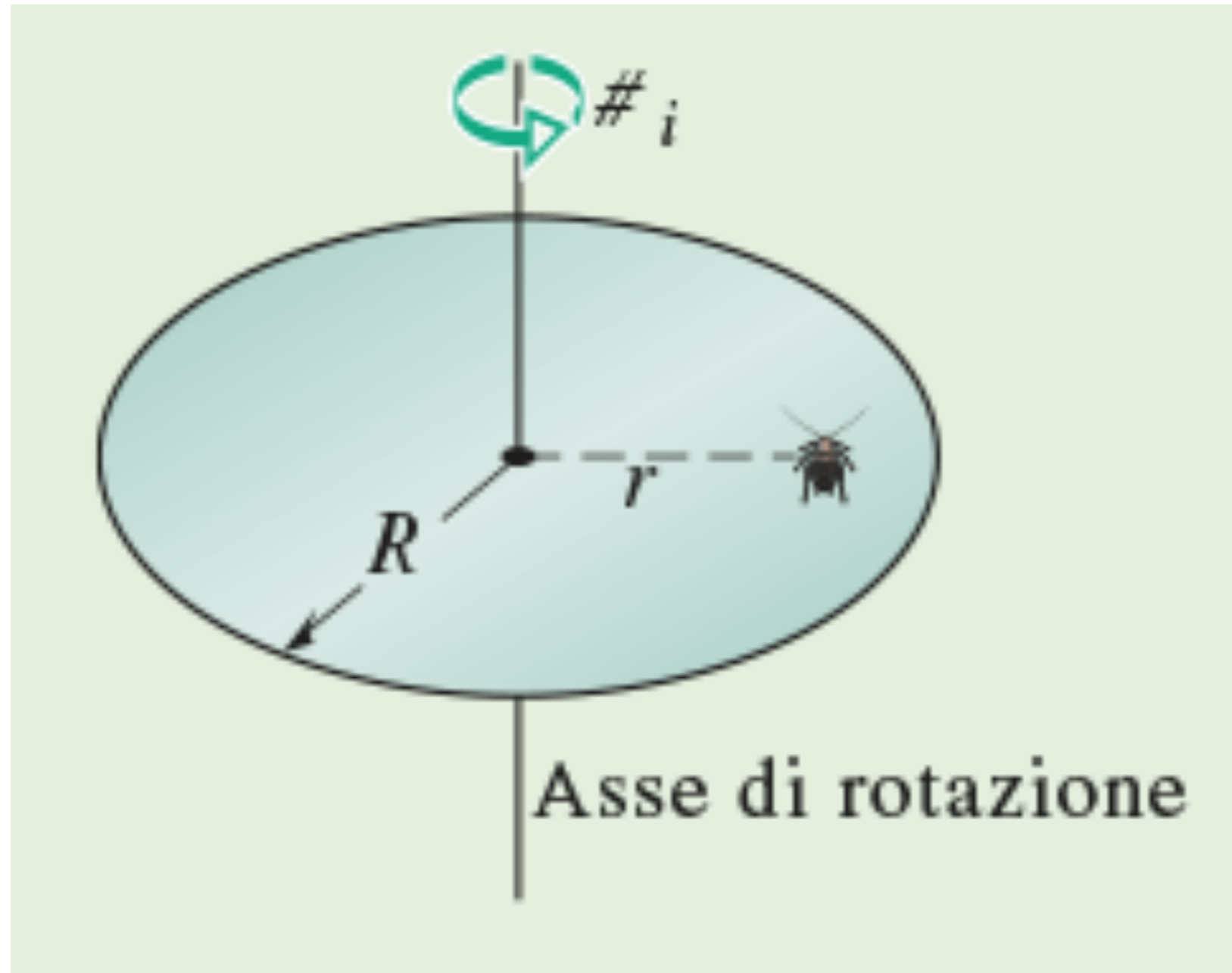


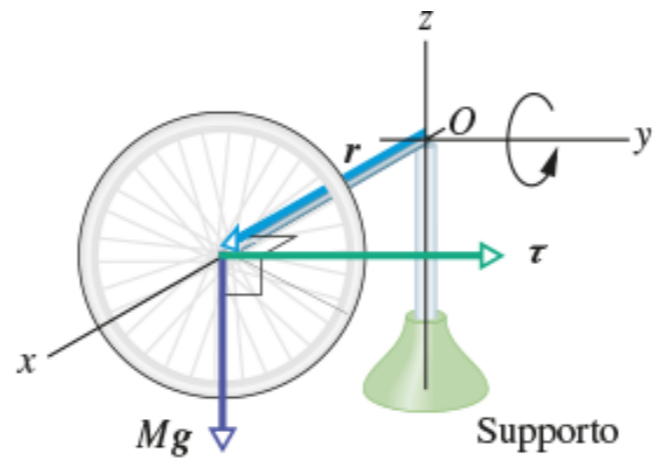
Il momento angolare non cambia, ma la tuffatrice può controllare la sua velocità angolare



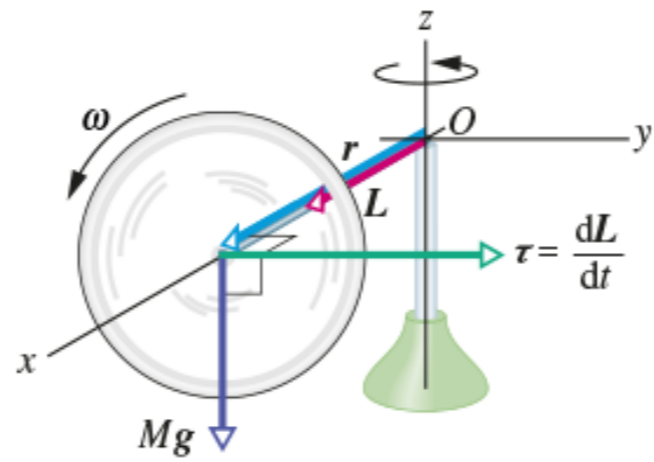






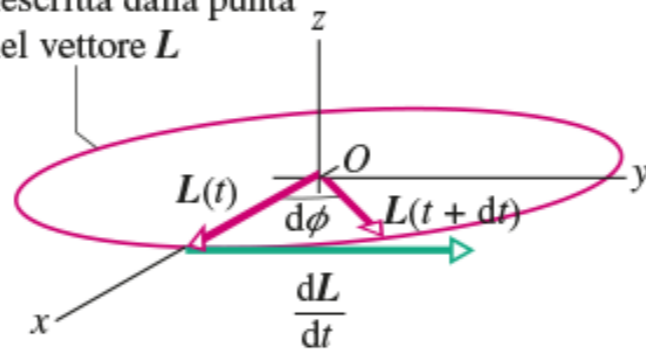


(a)



(b)

Traiettoria circolare
descritta dalla punta
del vettore L



(c)

