

$$I_1 = I_2 = \frac{1}{4} MR^2, \quad I_3 = \frac{1}{2} MR^2$$

$$\Rightarrow T_1 = T_3 = \overset{\rightarrow{\omega}_2=0}{0}, \quad T_2 = \omega_{c1} \omega_{c2} (I_3 - I_1)$$

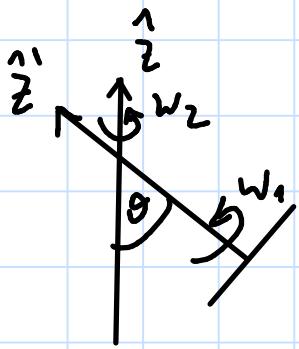
$$T_2 = \omega^2 \sin(\alpha) \cos(\alpha) \frac{MR^2}{4}$$

$$\vec{\tau} = \vec{r} \times \vec{F} = d\hat{y} \times -F\hat{x} + -d\hat{y} \times F\hat{x} = 2dF\hat{z}$$

$$|\vec{\tau}| = |T_2| \Rightarrow 2dF = \omega^2 \sin(\alpha) \cos(\alpha) \frac{MR^2}{4}$$

$$\Rightarrow F = \frac{\omega^2 \sin(\alpha) \cos(\alpha) MR^2}{8d} = \frac{MR^2 \omega^2 \sin(2\alpha)}{16d}$$

2)



$$\vec{\omega}_1 = \omega_1 \hat{z}'$$

$$\vec{\omega}_2 = \omega_2 \sin(\theta) \hat{y}' + \omega_2 \cos(\theta) \hat{z}'$$

$$\vec{\Omega} = \omega_2 \sin(\theta) \hat{y}' + (\omega_1 + \omega_2 \cos(\theta)) \hat{z}'$$

$$I_{cm} = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 2 \end{pmatrix} \frac{MR^2}{4}$$

Usando stermer  $I_p = \begin{pmatrix} 4L^2 + R^2 & 0 & 0 \\ 0 & 4L^2 + R^2 & 0 \\ 0 & 0 & 2R^2 \end{pmatrix} \frac{M}{4}$

Luego  $\vec{l}_p = \vec{I}_p \vec{\Omega} =$

$$\vec{l}_p = \frac{M}{4} \left( (4L^2 + R^2) \omega_2 \sin(\theta) \hat{y}' + 2R^2 (\omega_1 + \omega_2 \cos(\theta)) \hat{z}' \right)$$

Dado que el sistema solo rota podemos despreciar la derivada del momento angular cono

$$\dot{\vec{l}}_p = \vec{\omega}_2 \times \vec{l}_p$$

$$\Rightarrow \dot{\vec{l}_P} = \vec{w_2} \times \frac{M}{L} \left( (4L^2 + R^2) w_2 \sin(\theta) \hat{y} + 2R^2 (w_1 + w_2 \cos(\theta)) \hat{z} \right)$$

$$\dot{\vec{l}_P} = - \left( M L^2 + \frac{MR^2}{4} \right) w_2^2 \sin(\theta) \cos(\theta) \hat{x} + 2R^2 (w_1 + w_2 \cos(\theta)) w_2 \sin(\theta) \hat{x}$$

Luego, el torque se produce únicamente por el peso

$$\begin{aligned}\vec{T} &= M(-L\hat{z}) \times (g \cos(\theta) \hat{z} + g \sin(\theta) \hat{y}) \\ \vec{T} &= -M L g \sin(\theta) \hat{x}\end{aligned}$$

Luego  $\dot{\vec{l}_P} = \vec{T}$  (ver diferentes valores de  $\theta$  y  $w$ )

Ver que este método es equivalente

a haber usado Euler ( $\dot{\vec{l}} = \vec{T} = \text{Euler}$ )