



Рис. 1. ...

Imagine a hoop with mass M and radius R that will only roll without slipping on the floor. Place a point object with mass m on top of the hoop and then the system starts from at rest. Question: where does m leave M ?

Reference <https://www.physicsforums.com/threads/came-up-with-a-problem-that-i-cant-solve.871352/>

The system is described by the following generalised coordinates: x is the coordinate of hoop's centre of mass S and ϕ is the angle between axis Y and the vector \mathbf{SA} . Here OXY is an inertial frame.

One obviously has $\mathbf{OA} = (x + R \sin \phi) \mathbf{e}_x + R \cos \phi \mathbf{e}_y$. And so

$$\mathbf{v}_A = (\dot{x} + R\dot{\phi} \cos \phi) \mathbf{e}_x - R\dot{\phi} \sin \phi \mathbf{e}_y.$$

The kinetic energy of the system is

$$T = \frac{1}{2} M \dot{x}^2 + \frac{1}{2} M R^2 \left(\frac{\dot{x}}{R} \right)^2 + \frac{1}{2} m |\mathbf{v}_A|^2;$$

After some calculation

$$T = \left(\frac{m}{2} + M \right) \dot{x}^2 + \frac{1}{2} m R^2 \dot{\phi}^2 + m R \dot{x} \dot{\phi} \cos \phi.$$

The gravity potential is $V = MgR \cos \phi$.

The energy integral:

$$T + V = h. \quad (1)$$

From the initial condition one has $h = MgR$.

The Lagrangian $L = T - V$ does not depend on x , consequently the system has another first integral

$$p = \frac{\partial L}{\partial \dot{x}} = (m + 2M) \dot{x} + m R \dot{\phi} \cos \phi. \quad (2)$$

From the initial conditions it follows that $p = 0$.

Taking into account initial conditions, integrate formula (2):

$$(m + 2M)x + m R \sin \phi = 0. \quad (3)$$

From formulas (1) and (2) we can express $\dot{\phi}$ as a function of ϕ : $\dot{\phi}^2 = f(\phi)$.

Observe that by the 2nd Newton Law

$$m \dot{\mathbf{v}}_A = \mathbf{N} + m \mathbf{g}.$$

When the point leaves the hoop the reaction force $\mathbf{N} = 0$ and the 2nd Newton Law implies

$$R(\ddot{\phi} \sin \phi + \dot{\phi}^2 \cos \phi) = g, \quad \ddot{x} + R\ddot{\phi} \cos \phi - R\dot{\phi}^2 \sin \phi = 0.$$

Combining all these formulas we get equation for angle of leaving ϕ .