

Please note the connection between problem 4.8 and the material we've already covered. Eq. (1.47) relates acceleration in polar coordinates:

$$\ddot{\mathbf{r}} = \mathbf{a} = (\ddot{r} - r\dot{\phi}^2)\hat{\mathbf{r}} + (r\ddot{\phi} + 2\dot{r}\dot{\phi})\hat{\phi}$$

In the context of this problem r is the constant R (at least while still in contact with the sphere) so:

$$\ddot{\mathbf{r}} = \mathbf{a} = (-R\dot{\phi}^2)\hat{\mathbf{r}} + (R\ddot{\phi})\hat{\phi}$$

and while a sphere is named in the problem, the motion will be ‘straight down’ i.e., on a circle (so we can use polar coordinates).

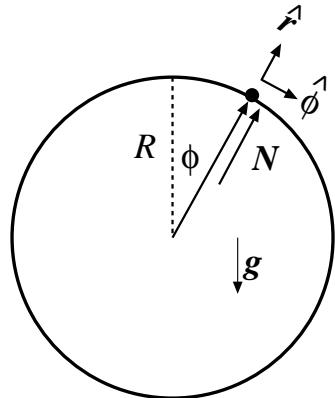
Example 1.2 describes a skateboard oscillating around the bottom of a pipe. This is essentially the opposite of our problem. Example 1.2 defines ϕ from the bottom of the pipe; in problem 4.8 you’ll want to define ϕ from the top of the sphere.

The location of the particle on the sphere is defined by ϕ :

$$\begin{aligned}\mathbf{r} &= R \sin \phi \hat{\mathbf{i}} + R \cos \phi \hat{\mathbf{k}} = R \hat{\mathbf{r}} \\ \mathbf{v} &= R \cos \phi \dot{\phi} \hat{\mathbf{i}} - R \sin \phi \dot{\phi} \hat{\mathbf{k}} = R \dot{\phi} \hat{\phi} \\ \mathbf{a} &= (-R\dot{\phi}^2)\hat{\mathbf{r}} + (R\ddot{\phi})\hat{\phi}\end{aligned}$$

The total force on the particle is:

$$\begin{aligned}\mathbf{F} &= mg + \mathbf{N} \\ &= mg(-\cos \phi \hat{\mathbf{r}} + \sin \phi \hat{\phi}) + N \hat{\mathbf{r}}\end{aligned}$$



If $N > 0$ we have the usual situation of the sphere pushing the particle out from the surface. If $N < 0$ we have the impossible situation of the sphere sucking the particle into the surface. Evidently the moment when $N = 0$ is the moment that the particle leaves the surface of the sphere.

As stated in the problem, by using conservation of energy you should be able to calculate v for any angle ϕ , and from that calculate $\dot{\phi}$ for any angle ϕ .

By looking at the radial component for the equation $\mathbf{F} = m\mathbf{a}$ you should then be able to find the angle at which $N = 0$.