

Physics 1501

Fall 2008

**Mechanics, Thermodynamics,
Waves, Fluids**

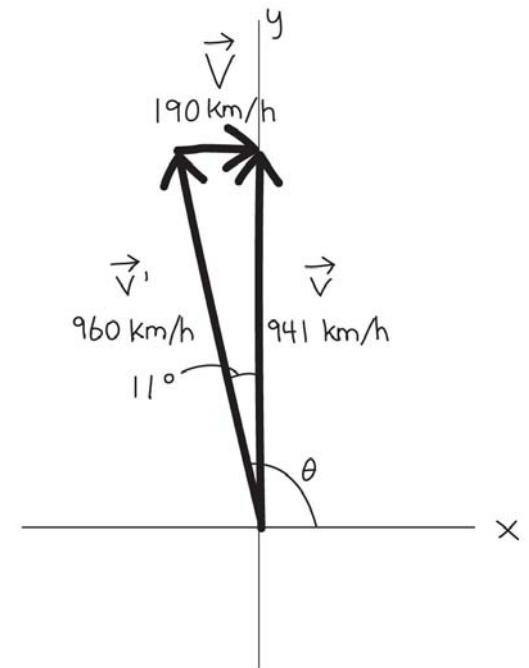
Lecture 6: motion in two and three dimensions III

Recap: relative motion

- An object moves with velocity $\vec{v}'$ relative to one frame of reference.
- That frame moves at $\vec{V}$ relative to a second reference frame.
- Then the velocity of the object relative to the second frame is $\vec{v} = \vec{v}' + \vec{V}$.
- Example:

- A jetliner flies at 960 km/h relative to the air, heading northward. There's a wind blowing eastward at 190 km/h. In what direction should the plane fly?

- The vector diagram identifies the quantities in the equation, and shows that the angle is 11° .



Recap: constant acceleration

- With constant acceleration, the equations for one-dimensional motion apply independently in each direction.
 - The equations take a compact form in vector notation.
 - Each equation stands for two or three separate equations.

$$\begin{aligned}\vec{v} &= \vec{v}_0 + \vec{a}t \\ \vec{r} &= \vec{r}_0 + \vec{v}_0t + \frac{1}{2}\vec{a}t^2\end{aligned}$$

Recap: projectile motion

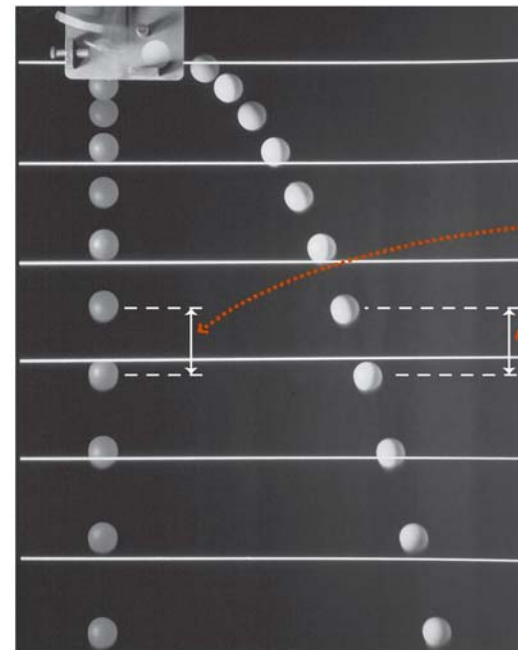
- Motion under the influence of gravity near Earth's surface has essentially constant acceleration $\vec{g}$ whose magnitude is $g = 9.8 \text{ m/s}^2$, and whose direction is downward.
- Such motion is called **projectile motion**.
- Equations for projectile motion, in a coordinate system with y axis vertically upward:
- Horizontal and vertical motions are independent:

$$v_x = v_{x0}$$

$$v_y = v_{y0} - gt$$

$$x = x_0 + v_{x0}t$$

$$y = y_0 + v_{y0}t - \frac{1}{2}gt^2$$

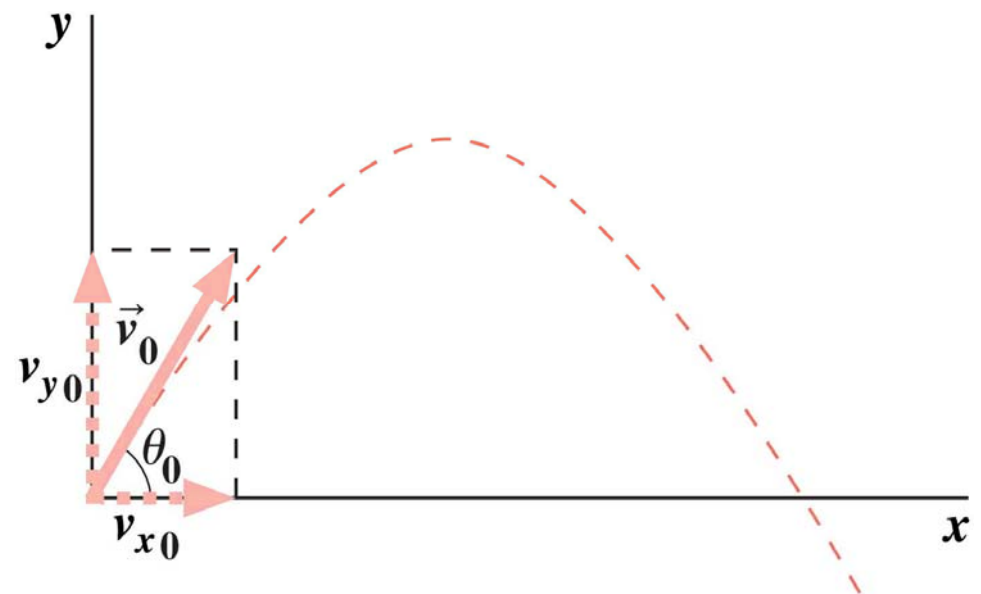
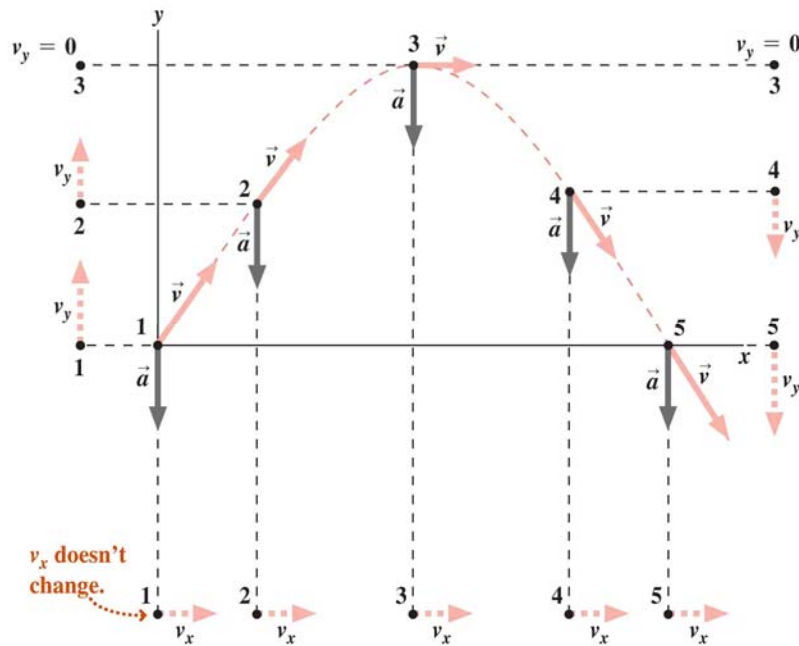


Vertical spacing is the same, showing that vertical and horizontal motion are independent.

Projectile trajectories

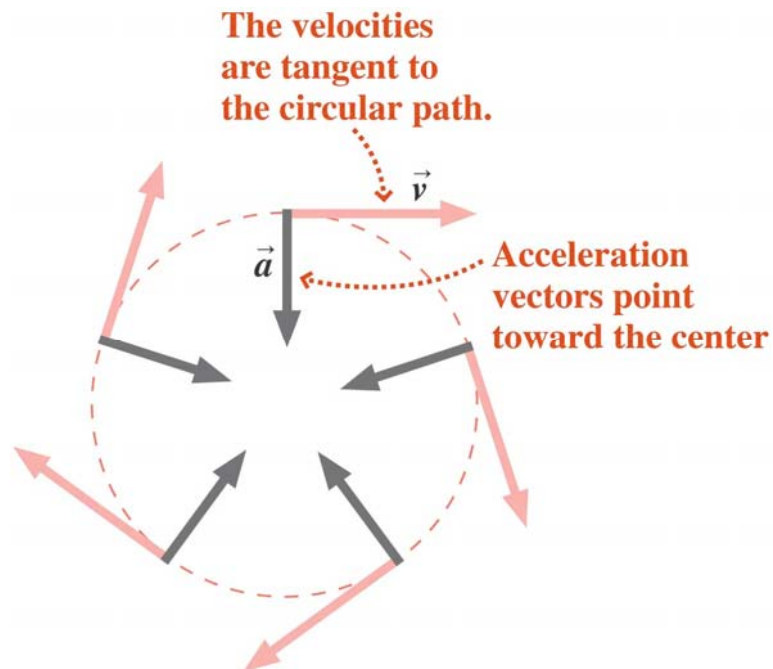
- The trajectory of an object in projectile motion is a parabola, unless the object has no horizontal component of motion.
 - Horizontal motion is unchanged, while vertical motion undergoes downward acceleration:
- Equation for the trajectory:

$$y = x \tan \theta_0 - \frac{g}{2v_0^2 \cos^2 \theta_0} x^2$$



Uniform circular motion

- When an object moves in a circular path of radius r at constant speed v , its acceleration has magnitude
$$a = \frac{v^2}{r}$$
 - The acceleration vector points toward the center of the circle.
 - Since the direction of the acceleration keeps changing, this is *not* constant acceleration.



question

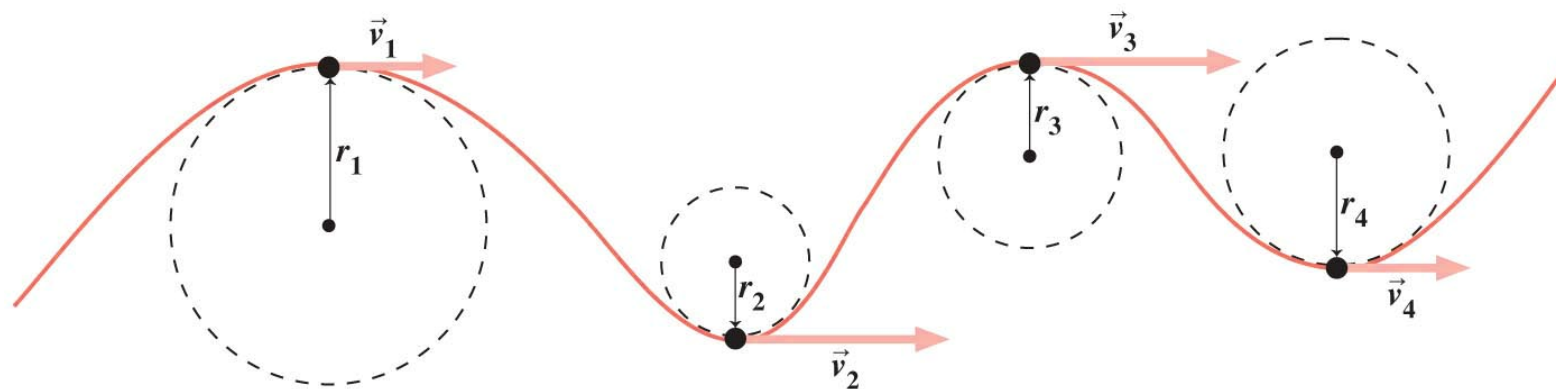
- The figure shows velocity vectors for four points on a noncircular path. Choose the correct order, from smallest to largest, of the centripetal accelerations at these points given $v_1 = v_4$ and $v_2 = v_3$.

A. $a_1 > a_4 > a_3 > a_2$

B. $a_2 > a_3 > a_4 > a_1$

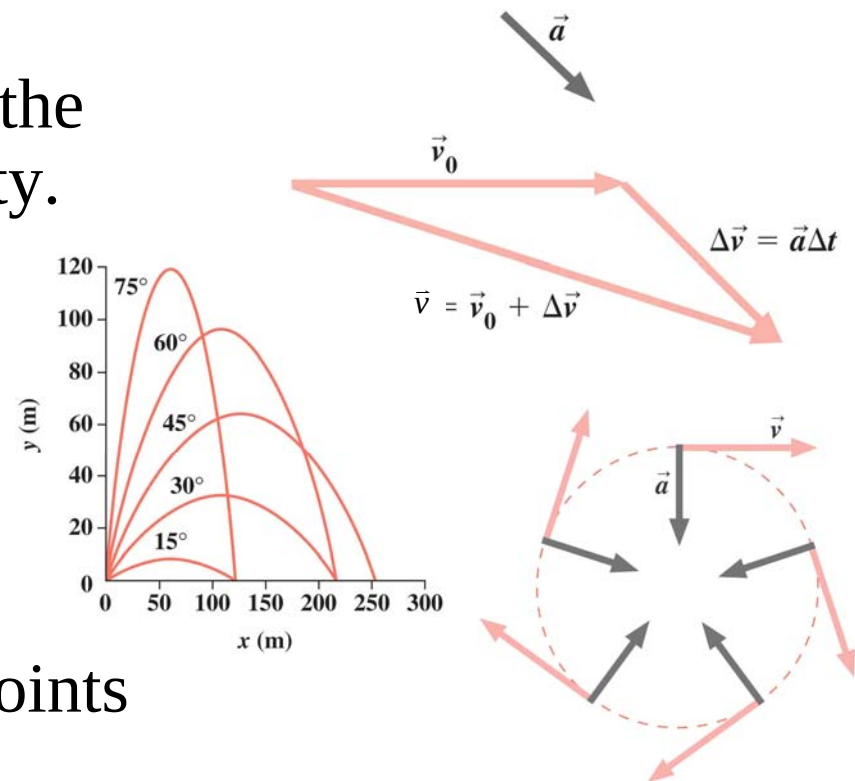
C. $a_3 > a_2 > a_1 > a_4$

D. $a_2 > a_3 > a_1 > a_4$



Summary

- In two and three dimensions, position, velocity, and acceleration become vector quantities.
 - Velocity is the rate of change of position: $\vec{v} = \frac{d\vec{r}}{dt}$
 - Acceleration is the rate of change of velocity: $\vec{a} = \frac{d\vec{v}}{dt}$
- In general, acceleration changes both the magnitude and direction of the velocity.
- Projectile motion results from the acceleration of gravity.
- In uniform circular motion, the acceleration has magnitude v^2/r and points toward the center of the circular path.



In this lecture you'll learn

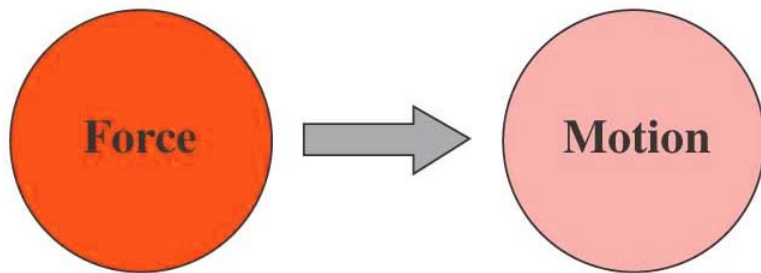
- The concept of force and its role in causing *changes* in motion
- The fundamental forces of physics
- Newton's three laws of motion
- About the force of gravity
 - Including the distinction between mass and weight
- How to apply Newton's laws in one-dimensional motion



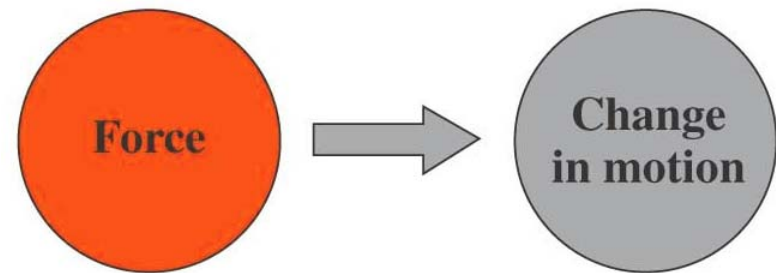
What causes motion?

- That's the wrong question!
 - The ancient Greek philosopher Aristotle believed that forces—pushes and pulls—caused motion.
 - The Aristotelian view prevailed for some 2000 years.
 - Galileo and Newton discovered the correct relation between force and motion.
 - Force causes not motion itself but *change* in motion.

The Aristotelian view



The Newtonian view



Newton's laws of motion

- **Newton's first law of motion:** A body in uniform motion remains in uniform motion, and a body at rest remains at rest, unless acted on by a nonzero net force.
- **Newton's second law of motion:** The rate at which a body's momentum changes is equal to the net force acting on the body:

$$\vec{F}_{\text{net}} = \frac{d\vec{p}}{dt} \quad (\text{Newton's 2}^{\text{nd}} \text{ Law})$$

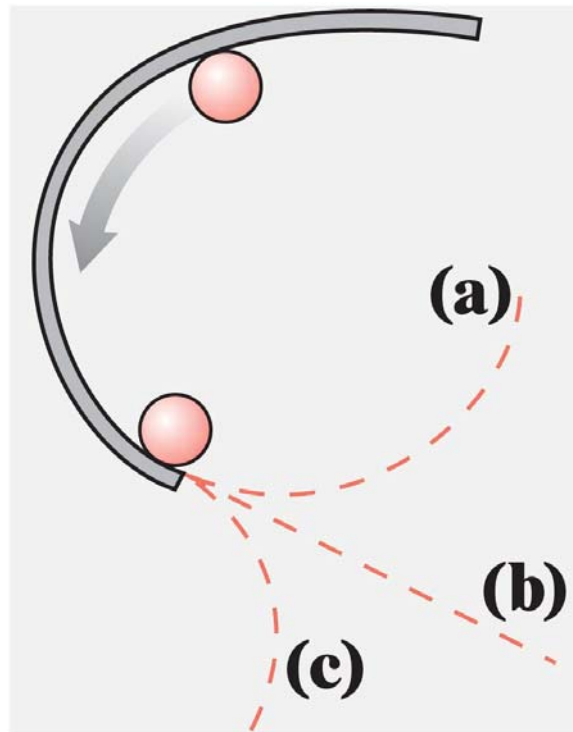
- **Newton's third law of motion:** If object A exerts a force on object B, then object B exerts an oppositely directed force of equal magnitude on A.

The first law

- The first law is a special case of the second law, when there's no net force acting on an object.
 - In that case the object's motion doesn't change.
 - If at rest it remains at rest.
 - If in motion, it remains in uniform motion.
 - Uniform motion is motion at constant speed in a straight line.
 - Thus the first law shows that uniform motion is a natural state, requiring no explanation.

question

- On a horizontal tabletop is a curved barrier that exerts a force on a ball, guiding its motion in a circular path as shown. After the ball leaves the barrier, which of the dashed paths shown does it follow?



The second law

- The second law tells quantitatively how force causes changes in an object's “quantity of motion.”
 - Newton defined “quantity of motion,” now called **momentum**, as the product of an object's mass and velocity:

$$\dot{p} = m\dot{v}$$

- Newton's second law equates the rate of change of momentum to the net force on an object:

$$\mathbf{F} = \frac{d\mathbf{p}}{dt}$$

- When mass is constant, Newton's second law becomes

$$\mathbf{F} = \frac{d(m\mathbf{v})}{dt} = m \frac{d\mathbf{v}}{dt} = m\mathbf{a}$$

question

- A nonzero net force acts on an object. Does that mean the object necessarily moves in the same direction as the net force?
A. Yes
B. No