Physics 121.
Thursday, January 24, 2008.

Thor's Emerald Helmet. Credit & Copyright: Robert Gendler

Physics 121.
Thursday, January 24, 2008.

- Topics:
  - Updated Course Information
  - Review of motion in one dimension
  - Motion in two dimensions:
    - Vectors
    - Position, velocity, and acceleration in two and three dimensions
    - Projectile motion

Physics 121
Updated course information

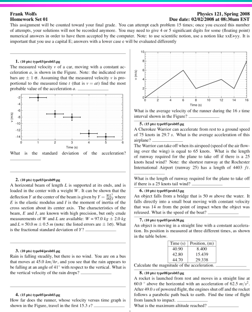
- The Physics 121 workshops will start on Monday January 28.
- The physics 121 laboratories will start also on Monday January 28.
- There will be no lecture on Thursday 1/31. I will be in Europe from Wednesday 1/30 until Monday 2/4.
- Anyone who did not take the Diagnostic Test on Tuesday 1/22 needs to make up this test on Thursday morning 1/31 at 9.40 am in Hoyt (it will take 45 minutes to complete this Diagnostic Test).

Physics 121 homework set # 1. Due 2/2/08.

Weighted mean of v/t. Use spread sheets!

Error propagation.

Relative velocity.



Integrate v to find d.

Relative velocity.

Relative velocity.

Obtaining a from $x(t)$.

Complicated projectile motion.

Review of motion in one dimension.

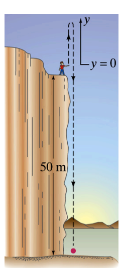
- Translational motion on one dimension can be described in terms of three parameters:
  - The position $x(t)$: units m.
  - The velocity $v(t)$: units m/s.
  - The acceleration $a(t)$: units m/s^2.
- An important special case is the case of constant acceleration (acceleration independent of time)

$$a = \frac{dv}{dt} = \text{constant}$$

$$v(t) = v_0 + a\,t$$

$$x(t) = x_0 + v_0\,t + \frac{1}{2}a\,t^2$$

Review of motion in one dimension.



$$a = \frac{dv}{dt} = -g$$

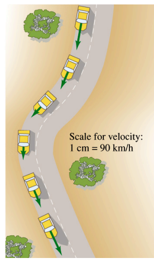
$$v(t) = v_0 - g\,t$$

$$y(t) = y_0 + v_0\,t - \frac{1}{2}g\,t^2$$

Note: in this format, g is assumed to be the magnitude of the gravitational acceleration.

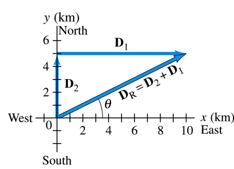
Motion in two or three dimensions. Vectors.

- In order to study motion in two dimensions, we need to introduce the concepts of vectors.
- Position, velocity, and acceleration in two- or three-dimensions are determined by not only specifying their magnitude, but also their direction.



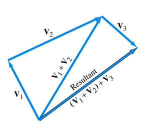
Two-dimensional motion.

- The same displacement can be achieved in many different ways.
- Instead of specifying a heading and distance that takes you from the origin of your coordinate system to your destination, you could also indicate how many km North you need to travel and how many km East.
- In either case you need to specify two numbers and this type of motion is called two dimensional motion.



Vector manipulations.

- Any complicated type of motion can be broken down into a series of small steps, each of which can be specified by a vector.
- I will make the assumption that you have read the details about vector manipulations:
  - Vector addition
  - Vector subtraction



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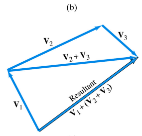
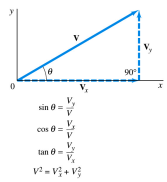
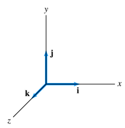


(c)

Vector components.

- Although we can manipulate vectors using various graphical techniques, in most cases the easiest approach is to decompose the vector into its components along the axes of the coordinate system you have chosen.





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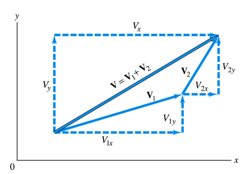
Vector components.

- Using vector components, vector addition becomes equivalent to adding the components of the original vectors.
- The sum of the x and y components can be used to reconstruct the sum vector.



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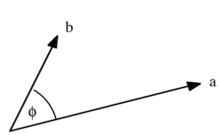
Other vector manipulations: the scalar product.

- The scalar product (or dot product) between two vectors is a scalar which is related to the magnitude of the vectors and the angle between them.
- It is defined as:

$$\vec{\mathbf{a}} \bullet \vec{\mathbf{b}} = |\vec{\mathbf{a}}||\vec{\mathbf{b}}|\cos\phi$$



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Other vector manipulations: the scalar product.

- In terms of the components of **a** and **b**, the scalar product is equal to

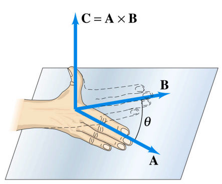
$$\vec{\mathbf{a}}\bullet\vec{\mathbf{b}} = a_x b_x \hat{\mathbf{i}}\bullet\hat{\mathbf{i}} + a_y b_y \hat{\mathbf{j}}\bullet\hat{\mathbf{j}} + a_z b_z \hat{\mathbf{k}}\bullet\hat{\mathbf{k}} + \left(a_x b_y + a_y b_x\right)\hat{\mathbf{i}}\bullet\hat{\mathbf{j}} + \left(a_x b_z + a_z b_x\right)\hat{\mathbf{i}}\bullet\hat{\mathbf{k}} + \left(a_y b_z + a_z b_y\right)\hat{\mathbf{j}}\bullet\hat{\mathbf{k}}$$
$$= a_x b_x + a_y b_y + a_z b_z$$

- Usually, you will use the component form to calculate the scalar product and then use the vector form to determine the angle between vectors **a** and **b**.

Other vector manipulations: the vector product.

- The vector product between two vectors is a vector whose magnitude is related to the magnitude of the vectors and the angle between them, and whose direction is perpendicular to the plane defined by the vectors.
- The vector product is defined as

$$|\vec{\mathbf{c}}| = |\vec{\mathbf{a}}||\vec{\mathbf{b}}|\sin\theta$$



Other vector manipulations: the vector product.

- Usually the vector product is calculated by using the components of the vectors **a** and **b**:

$$\vec{\mathbf{a}}\times\vec{\mathbf{b}} = \begin{vmatrix} \hat{\mathbf{i}} & \hat{\mathbf{j}} & \hat{\mathbf{k}} \\ a_x & a_y & a_z \\ b_x & b_y & b_z \end{vmatrix} =$$

$$= \left(a_y b_z - a_z b_y\right)\hat{\mathbf{i}} + \left(a_z b_x - a_x b_z\right)\hat{\mathbf{j}} + \left(a_x b_y - a_y b_x\right)\hat{\mathbf{k}}$$

Defining motion in two dimensions.

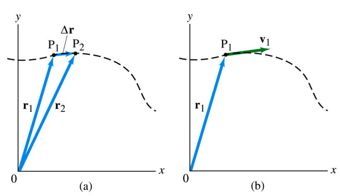
One Dimension

- Position x
- Displacement Δx
- Velocity: displacement per unit time. Sign is equal to the sign of the displacement Δx
- Acceleration: change in velocity Δv per unit time. Sign is equal to the sign of the velocity difference Δv.

Two/Three Dimensions

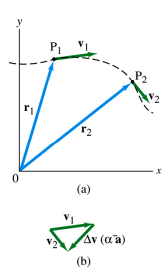
- Position vector $\boldsymbol{r}$
- Displacement vector $\Delta\boldsymbol{r}$
- Velocity vector: change in the position vector per unit time. The direction is equal to the direction of the displacement vector $\Delta\boldsymbol{r}$.
- Acceleration vector: change in the velocity vector per unit time. The direction is equal to the direction of the velocity difference vector $\Delta\boldsymbol{v}$.

Motion in two dimensions.



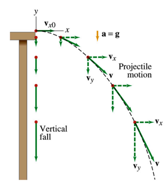
Motion in two dimensions.

- The direction of the velocity vector is tangent to the path of the object.
- The direction of the acceleration vector is more complicated and in general is not pointing in the same direction as the velocity.
- In non-zero acceleration in two or three dimensions does not need to result in a change of the speed of an object. It may only change the direction of motion and not its magnitude (circular motion).



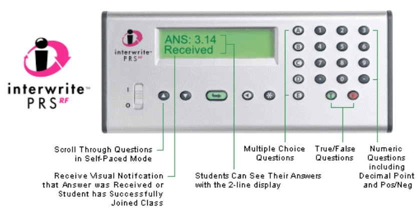
Motion in two dimensions.

- When an object moves in two dimensions, we can consider two components of its motion separately.
- For example, in the case of projectile motion, the gravitational acceleration only influences the motion in the vertical direction.
- In the absence of an external force, there is no acceleration in the horizontal direction, and the velocity in that direction is thus constant.



Motion in two dimensions.

- Let's practice what we just discussed and focus our attention on problem Q2.11.

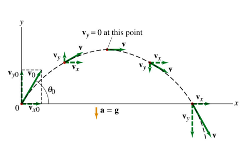


Motion in two dimensions: projectile motion.

- To study projectile motion we decompose the motion into its two components:
- Vertical motion:
  - Defines how long it will take for the projectile to hit the ground

$$t = \frac{2v_0 \sin\theta_0}{g}$$

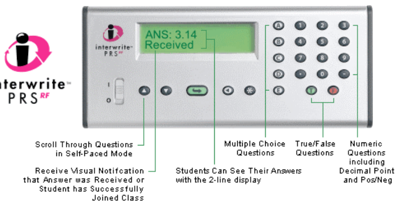
- Horizontal motion:
  - During this time interval, the distance traveled by the projectile is



$$x = \left(v_0 \cos\theta_0\right)\left(\frac{2v_0 \sin\theta_0}{g}\right) = \frac{v_0^2}{g}\sin 2\theta_0 = R$$

Motion in two dimensions: projectile motion.

- Let’s practice what we just discussed and focus our attention on problem Q2.12.



Done! See you next week on Tuesday. Please review Chapter 4.

Adirondack Rock on Mars
Credit: Mars Exploration Rover Mission, JPL, NASA