



CHAPTER 6

WORK AND KINETIC ENERGY



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Outline

1. Systems and Environments
2. Work
3. Kinetic Energy
4. Work-Kinetic Energy Theorem
5. Power

1. Systems and Environments
2. Work
3. Kinetic Energy
4. Work-Kinetic Energy Theorem
5. Power

1. Systems and environments

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System and Environment

- A **system** is a small portion of the Universe. A valid system may
 - be a single object or particle;
 - be a collection of objects or particles;
 - be a region of space;
 - vary in size and shape.
- The **environment** is the rest of the Universe.

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The Universe = **system** + **environment**

may interact via
force & energy transfer etc.

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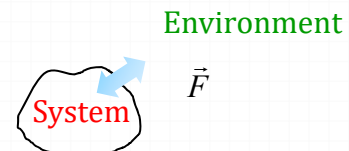
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Introduction to Energy

- Why can a car move by gasoline without any external driving forces?
- Change of the state variable v ,

$$\vec{v}_f - \vec{v}_i = \vec{a}\Delta t = \frac{\vec{F}}{m}\Delta t$$

$$v_f^2 - v_i^2 = 2\vec{a} \cdot \Delta\vec{r} = 2\frac{\vec{F}}{m} \cdot \Delta\vec{r}$$



- Define new **state variables**:

Momentum $\Delta\vec{P} \equiv m\Delta\vec{v} = \vec{F}\Delta t =$ Impulse

Kinetic Energy $\Delta K \equiv \frac{1}{2}m\Delta v^2 = \vec{F} \cdot \Delta\vec{r} \equiv$ Work

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- **Energy** is a **state variable of a system**, an abstract concept compared to Newton's Laws.
 - the ability to do "work".
- Every physical process that occurs in the Universe involves **energy and energy transfers or transformations**.
- Useful to analyze the problems where the **force** is not constant or well-defined.

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Why Energy?

- No need to know the details of the forces.
 - **Energy is a scalar**; force is a vector.
 - A more profound physics can be understood by the energy approach.
 - **Lagrangian Mechanics**: $L \equiv K - U$. K : kinetic energy
 - **Hamiltonian Mechanics**: $H \equiv K + U$. U : potential energy
- (<http://en.wikipedia.org/wiki/Lagrangian>)

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2. Work

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Definition of Work

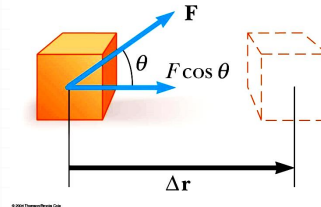
- “Work” is an energy transfer.
 - W is “+” : energy is transferred **to** system
 - W is “-” : energy is transferred **from** system
- Usually expressed as “Work is done by ... (environment) on ... (system)”

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Work done by a “constant” force:

$$W \equiv \vec{F} \cdot \Delta \vec{r}$$



$\Delta \vec{r}$: displacement for point where the force applied

SI Unit: newton-meter (N-m) = joule (J)

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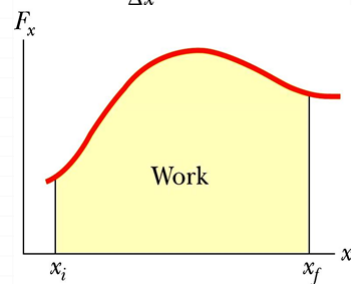
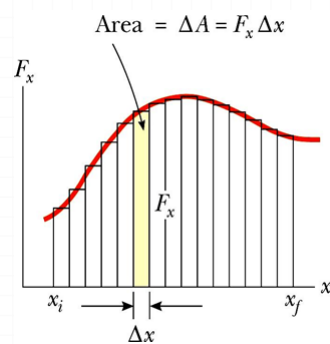
Work done by a varying force

$$W \approx \sum_{x_i}^{x_f} F_x \Delta x$$

$$\Rightarrow W = \lim_{\Delta x \rightarrow 0} \sum_{x_i}^{x_f} F_x \Delta x = \int_{x_i}^{x_f} F_x dx$$

$$W = \int_{x_i}^{x_f} F_x dx \quad (1-D)$$

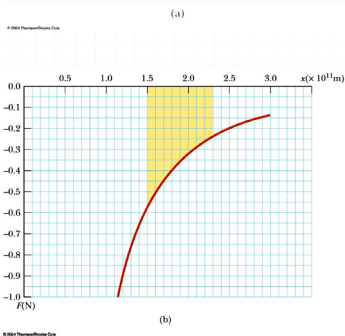
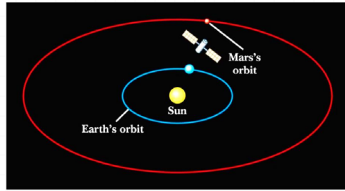
$$= \int_{\vec{r}_i}^{\vec{r}_f} \vec{F} \cdot d\vec{r} \quad (3-D)$$



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Ex:



Gravitational force:

$$\vec{F}(x) = -\frac{c}{x^2} \hat{x}, \quad c: \text{constant}$$

Work done by Sun for moving an object from $x = a$ to $x = b$

$$W = \int_a^b F(x) dx$$

$$= -\int_a^b \frac{c}{x^2} dx$$

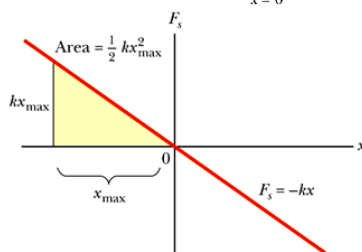
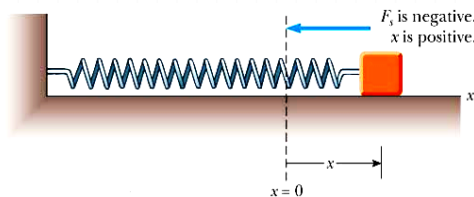
$$= \frac{c}{x} \Big|_a^b$$

$$= \left(\frac{1}{b} - \frac{1}{a} \right) c$$

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Ex:



Work done **by the spring**:

Hook's law:

$$\vec{F}_s = -kx\hat{i}$$

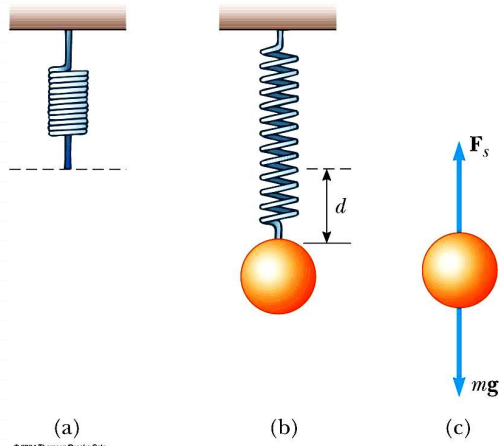
- Force done **by the spring** **on** the block.
- k is spring constant
- " x " is relative to equilibrium $x = 0$ position

$$W_s = \int_{x_i}^{x_f} (-kx) dx = \frac{1}{2} kx_i^2 - \frac{1}{2} kx_f^2$$

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Ex:



$$k = \frac{mg}{d}$$

$$W_s = 0 - \frac{1}{2}kd^2 = -\frac{1}{2}kd^2$$

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3. Kinetic energy

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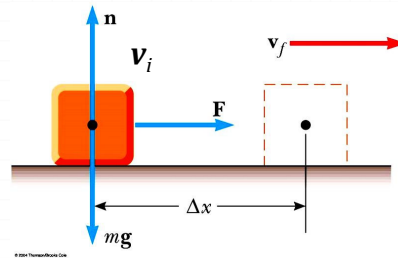
Kinetic Energy

Work done on a system:

$$\begin{aligned}
 W &= \int_{x_i}^{x_f} (\sum F_x) dx = \int_{x_i}^{x_f} (ma_x) dx \\
 &= \int_{x_i}^{x_f} \left(m \frac{dv}{dt} \right) dx = \int_{x_i}^{x_f} \left(m \frac{dv}{dx} \frac{dx}{dt} \right) dx \\
 &= \int_{v_i}^{v_f} (mv) dv
 \end{aligned}$$

$$\Rightarrow W = \frac{1}{2}mv_f^2 - \frac{1}{2}mv_i^2$$

Kinetic energy: $K \equiv \frac{1}{2}mv^2$ depends on inertial reference frame!



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For one-object system:

$$v_f^2 = v_i^2 + 2\vec{a} \cdot \Delta\vec{r}$$

$$\stackrel{\times m}{\Rightarrow} mv_f^2 = mv_i^2 + 2 \underbrace{m\vec{a}}_{\vec{F}} \cdot \Delta\vec{r}$$

$$\Rightarrow \vec{F} \cdot \Delta\vec{r} = \frac{1}{2}mv_f^2 - \frac{1}{2}mv_i^2$$

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4. Work-kinetic energy theorem

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Work-Kinetic Energy Theorem

- When work is done on a system and if the only change in the system is in its speed, the net work done on the system equals the change in kinetic energy of the system. (Also valid for rotational motion)

$$W_{\text{external}} = K_f - K_i = \Delta K$$



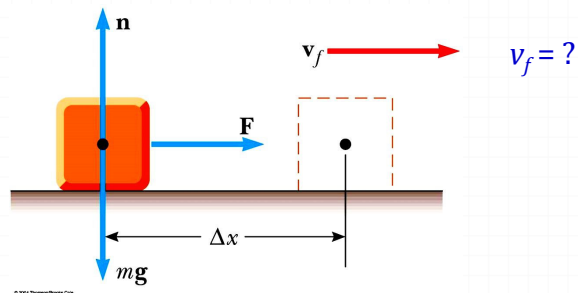
1. Always valid for a “one-particle” system, but not guaranteed for a system containing more than one particle.
2. Valid only in any inertial reference frame.

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Ex:

$$v_i = 0$$



System = m

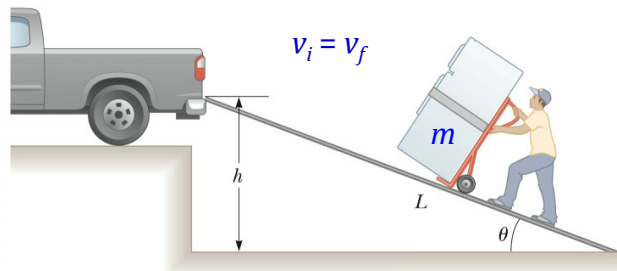
$$W = F\Delta x$$

$$W = \Delta K = \frac{1}{2}mv_f^2 - 0 \Rightarrow v_f = \sqrt{\frac{2F\Delta x}{m}}$$

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Ex:



System = m

$$v_i = v_f \Rightarrow \Delta K = 0 = W = W_{\text{man}} + W_{\text{gravity}}$$

$$W_{\text{gravity}} = \int_0^h (-mg\hat{j}) \cdot (dx\hat{i} + dy\hat{j}) = -mgh$$

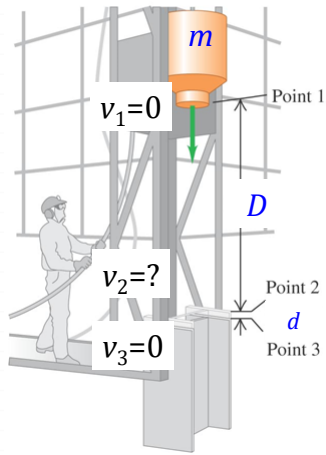
$$W_{\text{man}} = mg \sin \theta L = mgh, \text{ indep. of } L$$

\Rightarrow Less force, but same work.

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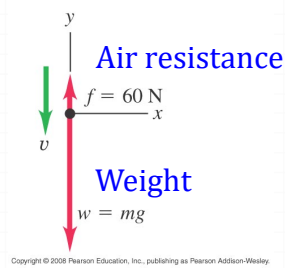
(a)



$v_2 = ?$ & $n = ?$ at point 2.

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(b) Free-body diagram for falling hammerhead



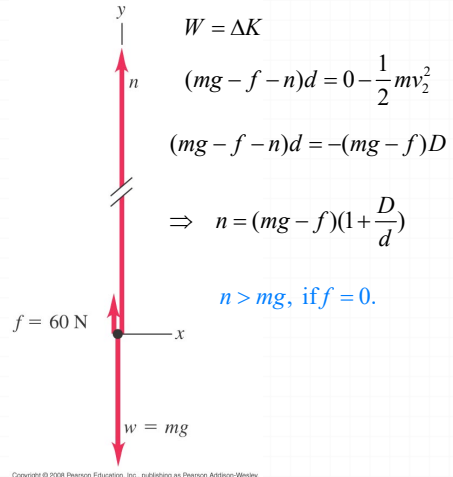
$$W = \Delta K$$

$$(mg - f)D = \frac{1}{2}mv_2^2 - 0$$

$$\Rightarrow v_2 = \sqrt{\frac{2(mg - f)D}{m}}$$

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(c) Free-body diagram for hammerhead pushing I-beam



$$W = \Delta K$$

$$(mg - f - n)d = 0 - \frac{1}{2}mv_2^2$$

$$(mg - f - n)d = -(mg - f)D$$

$$\Rightarrow n = (mg - f)\left(1 + \frac{D}{d}\right)$$

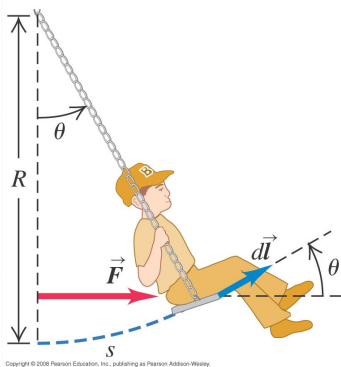
$$n > mg, \text{ if } f = 0.$$

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(a)

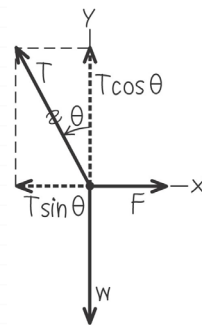
$$W_F = ? \quad W_T = ? \quad W_g = ?$$



Varying F to keep v fixed

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(b) Free-body diagram for Throckmorton (neglecting the weight of the chains and seat)



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$$\begin{cases} T \cos \theta = mg \\ T \sin \theta = F \end{cases} \Rightarrow F = mg \tan \theta$$

$$W_F = \int \vec{F} \cdot d\vec{\ell}$$

$$= \int_0^\theta F \cos \theta d\ell = \int_0^\theta mg \tan \theta \cos \theta R d\theta$$

$$= mgR \int_0^\theta \sin \theta d\theta = mgR(1 - \cos \theta)$$

$$W_T = \int \vec{T} \cdot d\vec{\ell} = 0$$

$$W_g = \int \vec{w} \cdot d\vec{\ell} = \int -mg \sin \theta d\ell$$

$$= -mg \int_0^\theta \sin \theta R d\theta$$

$$= -mgR(1 - \cos \theta)$$

$$\Rightarrow W = W_F + W_T + W_g = 0 = \Delta K$$

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5. Power

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Power

- o The time rate at which work is done or energy is transferred is called *power*.
 - Instantaneous power: $P \equiv \frac{dE}{dt}$
 - Average power: $P \equiv \frac{\Delta E}{\Delta t}$
 - SI unit: **watt**; 1 watt = 1 joule / second = $1 \text{ kg} \cdot \text{m}^2 / \text{s}^3$
 - A unit of power in the US Customary system is **horsepower**; 1 hp = 746 W
- o Units of power can also be used to express units of work or energy.
 - 1 kWh = (1000 W)(3600 s) = 3.6 MJ

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If the energy transfer is done by work, then

Average power: $\bar{P} = \frac{W}{\Delta t}$

Instantaneous power: $P = \lim_{\Delta t \rightarrow 0} \frac{W}{\Delta t} = \frac{dW}{dt} = \vec{F} \cdot \vec{v}$

$$W = \int \vec{F} \cdot d\vec{r}$$

$$\Rightarrow dW = \vec{F} \cdot d\vec{r}$$

$$\Rightarrow P = \frac{dW}{dt} = \vec{F} \cdot \frac{d\vec{r}}{dt} = \vec{F} \cdot \vec{v}$$

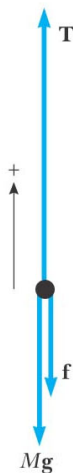
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Ex:



f : friction force



(b)

1. $a = 0, v$ is const.

2. $a \neq 0$

Power = ?

1. $T - f - Mg = Ma = 0 \Rightarrow T = f + Mg$

$$P = \vec{F} \cdot \vec{v} = Tv = (f + Mg)v$$

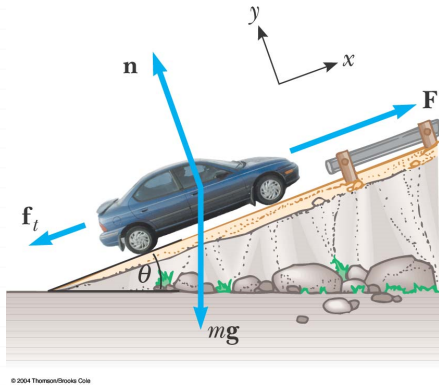
2. $T - f - Mg = Ma \Rightarrow T = M(g + a) + f$

$$P = \vec{F} \cdot \vec{v} = Tv = [f + M(g + a)]v$$

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Ex:



Engine power = ?

$$F - f_t - mg \sin \theta = ma$$

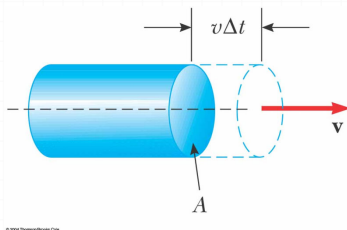
$$\Rightarrow F = ma + mg \sin \theta + f_t$$

$$P = \vec{F} \cdot \vec{v} = (ma + mg \sin \theta + f_t)v$$

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Ex:



Calculate air drag force $f = ?$

System = air

$$W_{\text{ext}} = \Delta K$$

$$\Rightarrow f(v\Delta t) = \frac{1}{2}mv^2$$

$$\Rightarrow f = \frac{1}{2}m \frac{v}{\Delta t}$$

$$\text{By } m = \rho \Delta V = \rho(Av\Delta t)$$

$$\Rightarrow f = \frac{1}{2}\rho Av^2$$

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