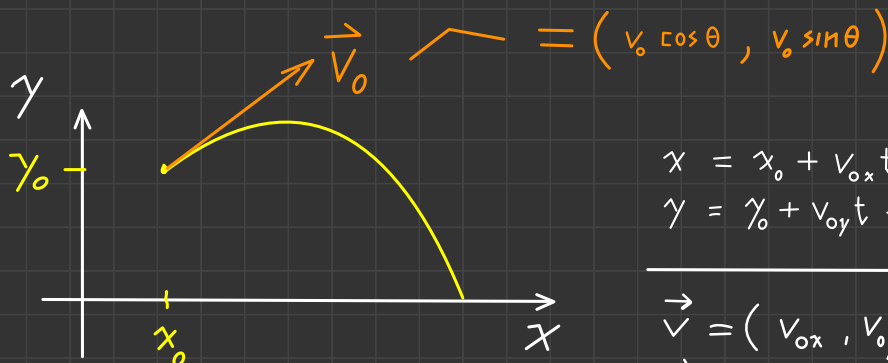


Important equations from Chapter 3. (These may not be complete, so please take notes yourself when you read the chapter.)

Equations of Kinematics - for 2 dimensions



PROJECTILES

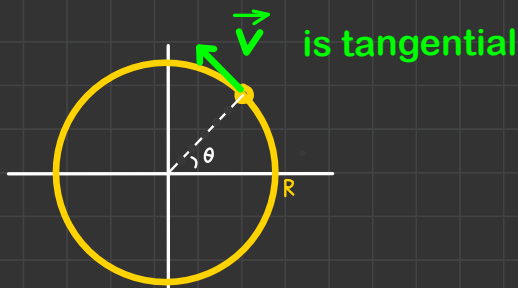


$$x = x_0 + v_{0x} t$$
$$y = y_0 + v_{0y} t - \frac{1}{2} g t^2$$

$$\vec{v} = (v_{0x}, v_{0y} - g t)$$
$$\vec{a} = (0, -g)$$

Look up the “range formula” problem 3.100.

UNIFORM CIRCULAR MOTION



\vec{a} is centripetal



$$a_r = \frac{-v^2}{R}$$

$$\text{period} = \frac{2\pi R}{v}$$

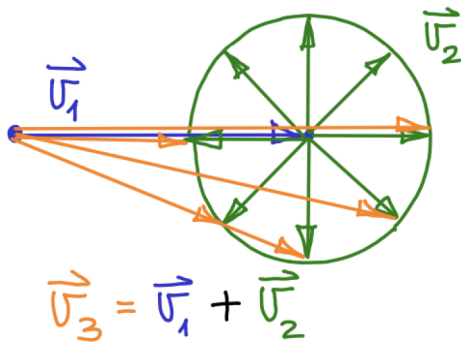
Problem Set 2 = Chapter 3 = Motion in 2D

PART 2 : Hints for Problem Set #2

1. RESCUE HELICOPTER

2. VECTOR ADDITION

Picture



Adding \vec{v}_1 and \vec{v}_2 ;

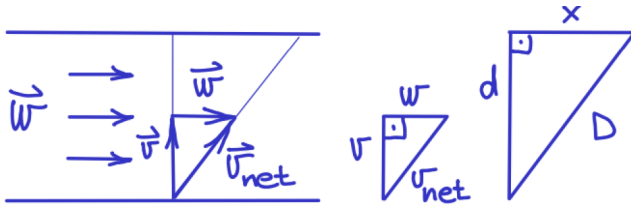
$$\vec{v}_3 = \vec{v}_1 + \vec{v}_2$$

Longest possible sum: $|\vec{v}_3| = |\vec{v}_1| + |\vec{v}_2|$

Shortest possible sum: $|\vec{v}_3| = |\vec{v}_1| - |\vec{v}_2|$

3. CROSSING A RIVER (numerical)

Draw a picture and label it.



$d = 200 \text{ m}$: width of the river

$v = 4 \text{ m/s}$: speed of the boat

$w = 3 \text{ m/s}$: speed of the river

Addition of velocities

$$\vec{v}_{\text{net}} = \vec{v} + \vec{w} \quad (\text{velocity vector})$$

$$v_{\text{net}} = \sqrt{v^2 + w^2} \quad (\text{speed})$$

$$D = v_{\text{net}} t = \text{total distance traveled.}$$

What is the time t to cross the river?

The width of the river is d , and the component of velocity in the direction across the river = v ;

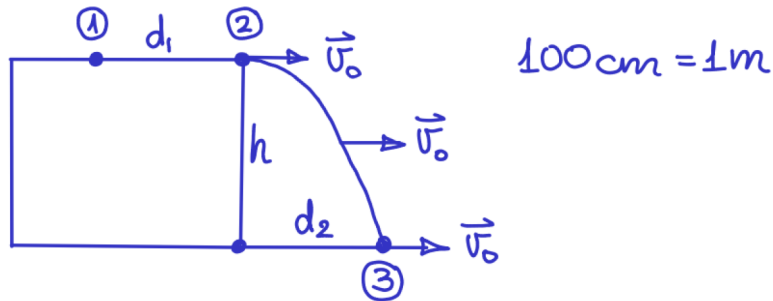
so $t = d/v$.

4. CROSSING A RIVER (conceptual)

5. HORIZONTAL BASEBALL

6. MARBLE OFF A TABLE

Draw a picture and label the parameters in the picture.



Motion from [2] to [3]: this is the projectile motion, i.e., free fall in the y direction,

$$\Delta y = -\frac{1}{2} g (\Delta t)^2 ; \text{ so } (\Delta t)_{23} = \sqrt{\frac{2h}{g}} ;$$

$$\Delta x = v_0 \Delta t ; \text{ so } d_2 = v_0 (\Delta t)_{23} \text{ (calculate } v_0 \text{)}$$

The time to move from [1] to [3] is

$$(\Delta t)_{13} = \frac{d_1 + d_2}{v_0}$$

7. GOLF BALL

See the description of projectile motion in Section 3.4. Draw a picture and label it.

For a golf ball with initial angle θ ,

$$x = v_0 \cos\theta \cdot t \quad ; \quad v_x = v_0 \cos\theta$$

$$y = v_0 \sin\theta \cdot t - \frac{1}{2} g t^2$$

$$v_y = v_0 \sin\theta - g t$$

At the peak, $v_y = 0$; $t_{\text{peak}} = \frac{v_0 \sin\theta}{g}$;

At the ground, $y = 0$; $t_{\text{return to ground}} = \frac{2 v_0 \sin\theta}{g}$;

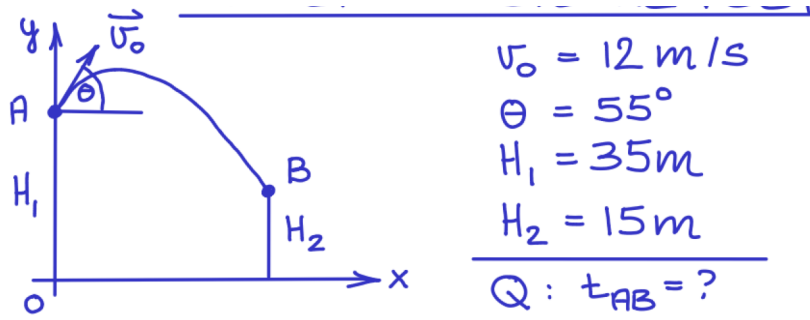
range = $x(t_{\text{ground}}) = R = \frac{v_0^2}{g} \sin(2\theta)$;

peak height = $y(t_{\text{peak}}) = H = \frac{v_0^2}{2g} \sin^2\theta$.

Use the proportionalities between these quantities and the initial speed v_0 to answer the questions.

8. SOCCER ON THE ROOF

Draw a picture and label the parameters on the picture.



Apply the equations for projectile motion to this problem;

$$v_x(t) = v_0 \cos \theta \quad ; \quad x(t) = v_0 \cos \theta \cdot t$$

$$v_y(t) = v_0 \sin \theta - gt \quad ; \quad y(t) = H_1 + v_0 \sin \theta \cdot t - \frac{1}{2}gt^2$$

Let t_2 = the time when the ball lands at B;

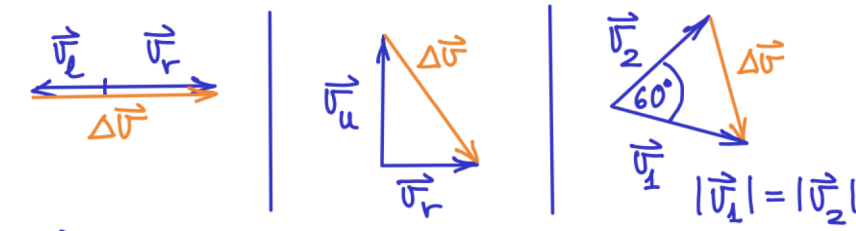
$y(t_2) = H_2$; then show that

$$\frac{1}{2} g t_2^2 - v_0 \sin \theta t_2 + (H_2 - H_1) = 0.$$

Solve this quadratic equation for t_2 .

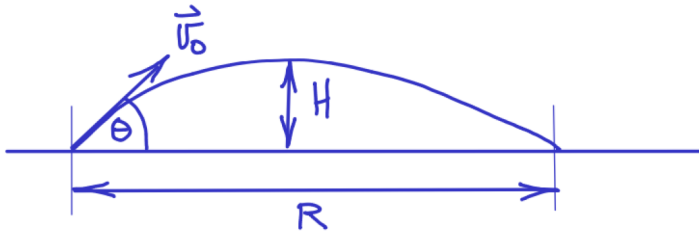
(There will be two solutions; you want the one where t_2 is positive.)

9. TWO ROCKS A, B, C



10. RATIO OF RANGE AND HEIGHT

Draw a picture and label it.



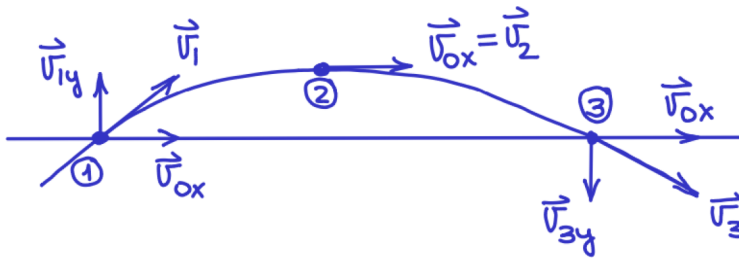
We have these equations for range and height; see the earlier problem on a golf ball,

$$R = \frac{v_0^2}{g} \sin(2\theta) \quad ; \quad H = \frac{v_0^2}{2g} \sin^2 \theta .$$

Let $q = \frac{R}{H}$.

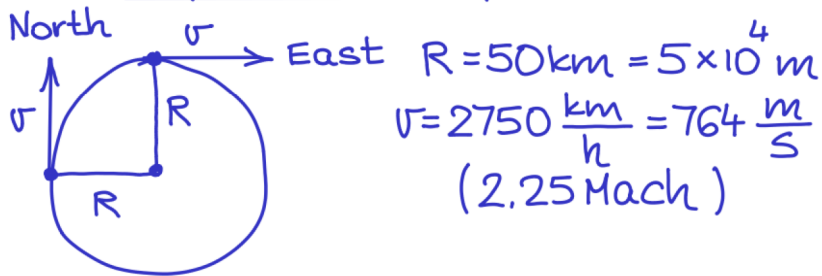
Simplify the equation to express q in terms of θ .

11. BASKETBALL PLAYER CONCEPTS



12. SUPERSONIC AIRPLANE

Draw a picture and label it.



Unit conversions: convert all parameters to SI base units; $1 \text{ km} = 1000 \text{ m}$;
 $1 \text{ h} = 3600 \text{ s}$.

Equations:

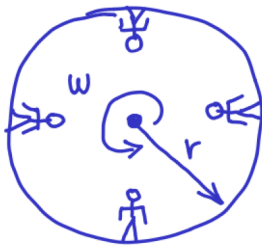
$$\text{the length of the turn} = d = \frac{1}{4} \cdot 2\pi R;$$

$$\text{the time of the turn} = t = \frac{d}{v};$$

$$\text{the centripetal acceleration, } a_r = -\frac{v^2}{R}.$$

13. ARTIFICIAL GRAVITY

Draw a picture, and label the variables.



r : radius
 d : diameter ($d=2r$)
 w : angular speed
 (2001 Space Odyssey,
 Interstellar, Elysium)

To create artificial gravity equal to g ,

$$|a_r| = \frac{v^2}{r} = r\omega^2 = g.$$

The acceleration vector is toward the center; the floor of the cylinder is pushing the astronaut toward the center; just like on the Earth, the ground is pushing us vertically upward as Earth's gravity is pulling us downward. The direction of “artificial gravity” is **in**ward.

The next problems are taken from the textbook, and will be discussed at a Zoom meeting.

Problem 3-36

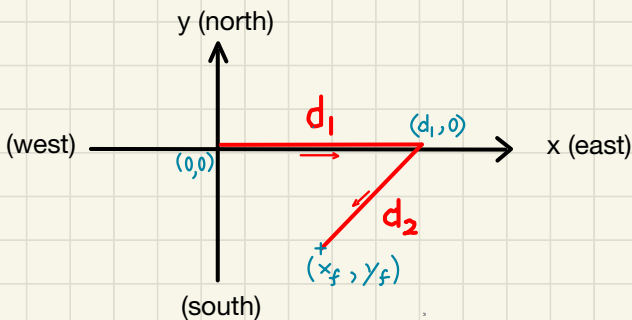
Walk distance d_1 east, then distance d_2 southwest, in time T . Compute (A) your final distance from the starting point; and (B) average velocity.

[Data : x direction = east and y direction = north; $d_1 = 1233$ m; $d_2 = 886$ m; $T = 20.20$ minutes.]

Velocity is a vector.

$$\vec{v}_{\text{AVG}} = \frac{\Delta \vec{x}}{\Delta t}$$

Start with a picture.
Then write equations.



$$(A) \sqrt{x_f^2 + y_f^2}$$

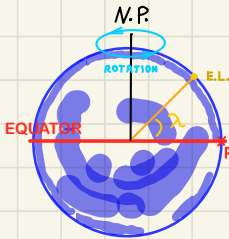
$$(B) \vec{v} = \left(\frac{x_f}{T}, \frac{y_f}{T} \right)$$

Problem 3-80

(A) Compute the centripetal acceleration of a point on Earth's equator. (Data is available in Appendix E.) (B) Express the result as a fraction of g . (C) Compute the centripetal acceleration of MSU.

Circular motion — centripetal acceleration

Start with a picture.



$$R = 6371 \text{ km}$$

$$T = 24 \text{ hr}$$

(convert to seconds)

Now the equations...

(A) At the point P,

$$a = \frac{v^2}{R} \quad \text{and} \quad v = \frac{2\pi R}{T} \quad \longrightarrow \quad a = \frac{4\pi^2}{T^2}$$

(c) At MSU,

$$a = \frac{v^2}{r} \quad \text{and} \quad v = \frac{2\pi r}{T} \quad \text{and} \quad r = R \cos \lambda$$

$\lambda = \text{latitude}$

(The latitude of MSU is a little smaller than 45°)

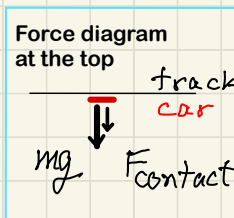
look up

(B) a/g

Problem 3-83

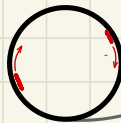
In a loop-the-loop roller coaster, the minimum centripetal acceleration at the top of the loop is g ; less than g the car will fall off the track. If the radius of the loop is R , what is the minimum speed of the car?

[Data : $R = 8.2 \text{ m}$]



picture

At the top of the loop



We need $a_c > g$

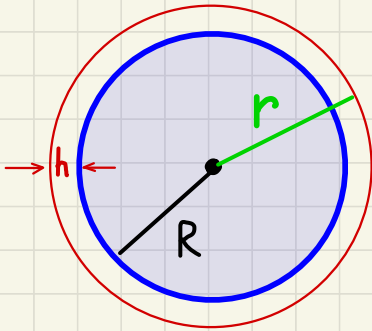
What is a_c ?

Then what is minimum v ?

Problem 3-90

A satellite in a circular orbit at altitude h above Earth's surface has period of revolution P . Compute (A) the speed, and (B) the centripetal acceleration, of the satellite.

[Data : $h = 383$ km; $P = 92.11$ minutes;]



$$r = R + h$$

$$v = \frac{2\pi r}{P}$$

← P = period of revolution

$$a_c = ?$$

How does it compare to g ?