

Please feel free to contact me:

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Office hours: same zoom/classroom
after each lecture



We develop and apply computational and numerical methods to understand and predict the properties and behavior of liquids, solids, and nanostructures from **first principles**

Lecture 1

Physical Quantities, Vectors and 2D
Motion

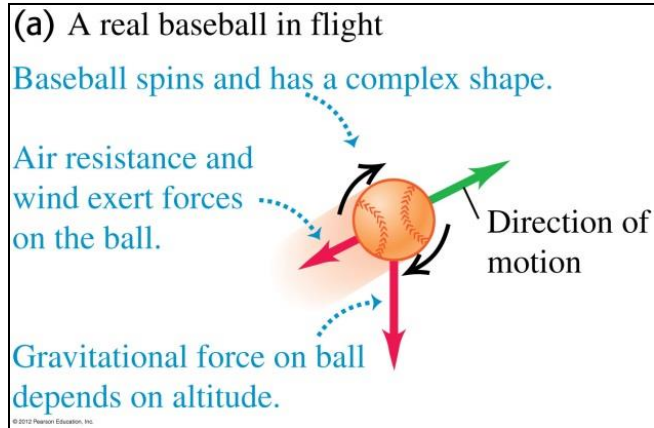
Intended Learning Outcomes

- After this lecture you will learn:
 1. meanings of theories and models in physics
 2. how to define units for fundamental physical quantities
 3. how to use significant figures
 4. vectors and its algebraic operations: addition and subtraction
 5. displacement, velocity and acceleration in vector notation
 6. to predict the trajectory of projectile motion

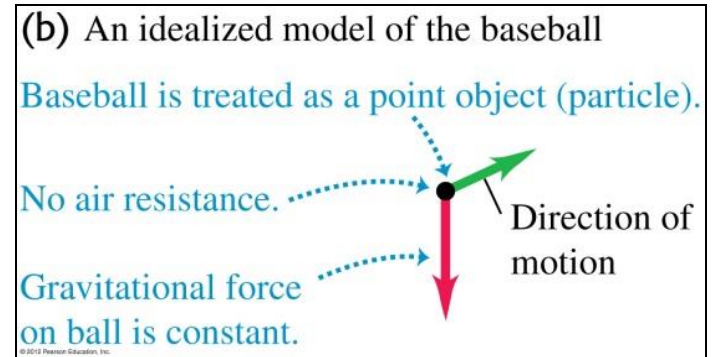
Physics is an *experimental natural* science

- Theory: an explanation of natural phenomena based on observation and accepted fundamental principles, e.g. theory of evolution in biology
- Model: a simplified version of a physical system that would be too complicated to analyze in full detail

Example: Throwing a Baseball



throw away
"unimportant"
parts



use *theory* to make prediction
means calculation

Standards and Units

International Standard (SI)

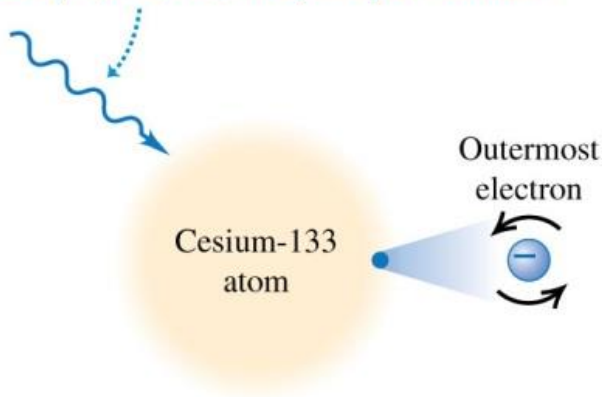
- The *International Standard*, or SI (Système International) Units
 - TIME: in second
 - LENGTH: in meter
 - MASS: in kilogram

Time (Second)

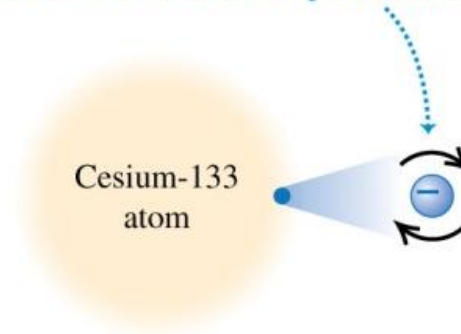
Starting 1967, defined using an atomic clock

(a) Measuring the second

Microwave radiation with a frequency of exactly 9,192,631,770 cycles per second ...



... causes the outermost electron of a cesium-133 atom to reverse its spin direction.



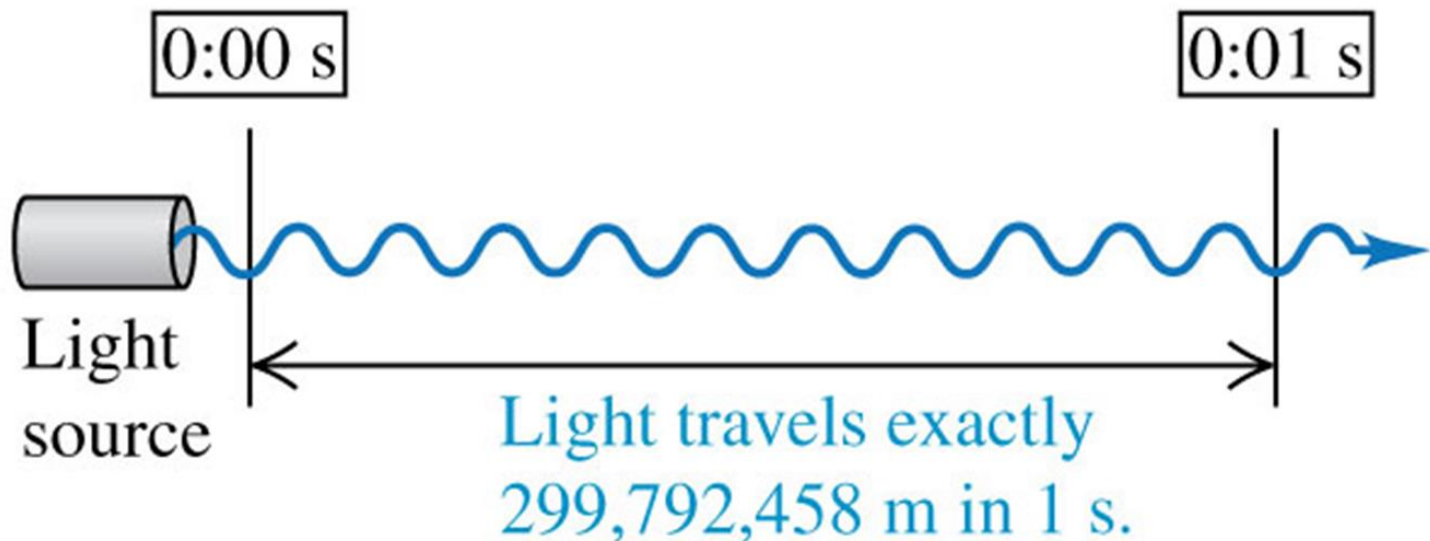
An atomic clock uses this phenomenon to tune microwaves to this exact frequency. It then counts 1 second for each 9,192,631,770 cycles.

Length (Meter)

starting 1983, defined based on the **speed of light** in vacuum, which is *defined* to be (exactly)

$$c = 299,792,458 \text{ m/s}$$

(b) Measuring the meter



Mass (Kilogram)



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Previously defined to be the mass of a metal cylinder kept at the International Bureau of Weight and Measures in France

Starting 2018, kilogram is defined based on a fundamental constant of nature called **Planck's constant**, which is *defined* to be (exactly)

$$h = 6.62607015 \times 10^{-34} \text{ kg}\cdot\text{m}^2/\text{s}$$

Uncertainty and Significant Figures

- What is the difference among the following representations of π ?

1) 3.14


means between 3.135 and 3.145, or 3.14 ± 0.005

2) 3.1416

means 3.1416 ± 0.00005

3) $22/7$ Zu's ratio:
 $355/113$

 rational number usually means exact, misleading here, not exact!

- What is the difference between 3 and 3.00?
 Be careful about the number of significant figures

- What are the problems with the following representation?

$$2.017676 \pm 0.0132$$

smaller than
error,
meaningless!

error estimation
cannot be so
accurate! Usually
take 1, at most 2
sig. fig.

keep the same
decimal places

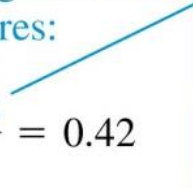
should be

_____ \pm _____

Note: Uncertainty Propagation in Calculations

Multiplication or division:

Result may have no more significant figures than the starting number with the fewest significant figures:

$$\frac{0.745 \times 2.2}{3.885} = 0.42$$


$$1.32578 \times 10^7 \times 4.11 \times 10^{-3} = 5.45 \times 10^4$$

Addition or subtraction:

Number of significant figures is determined by the starting number with the largest uncertainty (i.e., fewest digits to the right of the decimal point):

$$27.153 + 138.2 - 11.74 = 153.6$$

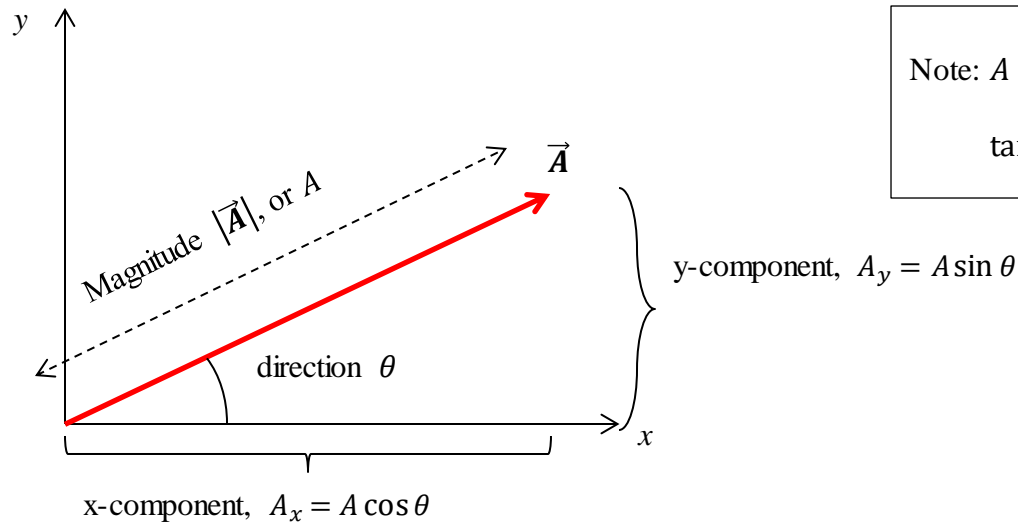

Question: What is the density (in kg/m^3) of a rock of mass 1.80 kg and volume $6.0 \times 10^{-4} \text{ m}^3$?

(a) $3 \times 10^3 \text{ kg/m}^3$, (b) $3.0 \times 10^3 \text{ kg/m}^3$, (c) $3.00 \times 10^3 \text{ kg/m}^3$, (d) $3.000 \times 10^3 \text{ kg/m}^3$

Vector

Vector

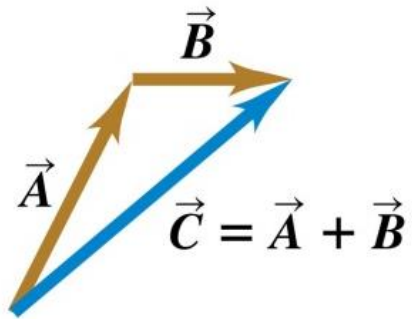
An “arrow” in space, has magnitude (length) and direction
e.g. in 2D Cartesian coordinates (due to René Descartes)



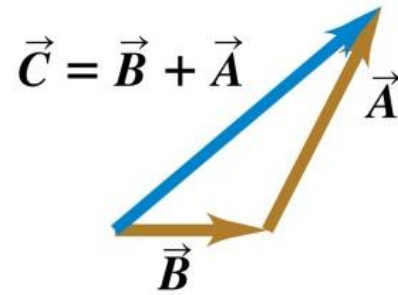
Note: $A = \sqrt{A_x^2 + A_y^2}$ (Pythagoras thm)

$$\tan \theta = \frac{A_y}{A_x}$$

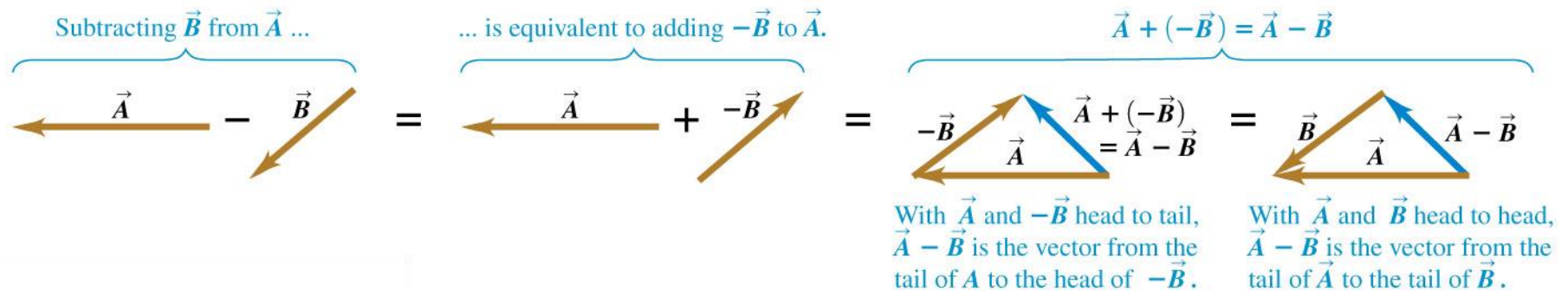
Addition



or



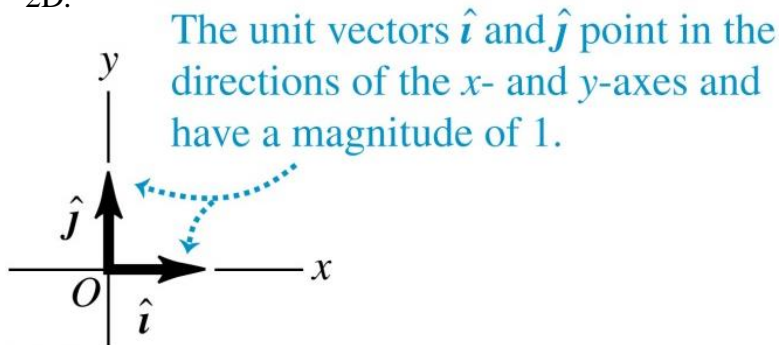
Subtraction



Unit Vectors

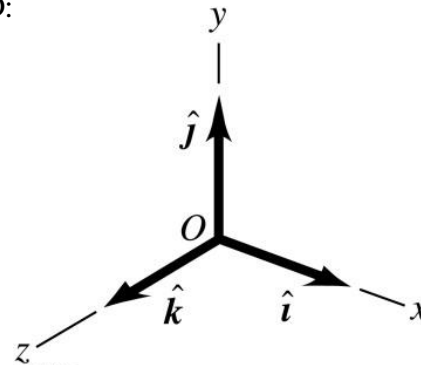
Vectors of unit magnitude are called unit vectors. Most commonly used unit vectors are \hat{i} , \hat{j} , and \hat{k} , along x , y , and z directions in Cartesian coordinates

2D:



$$\vec{A} = A_x \hat{i} + A_y \hat{j}$$

3D:

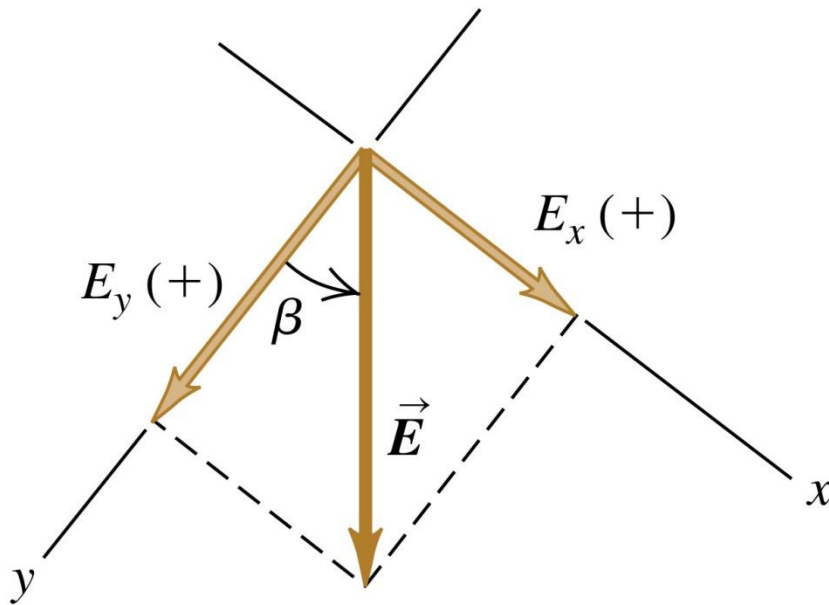


$$\vec{A} = A_x \hat{i} + A_y \hat{j} + A_z \hat{k}$$



What are the x- and y-components of the vector \vec{E} ?

(b)



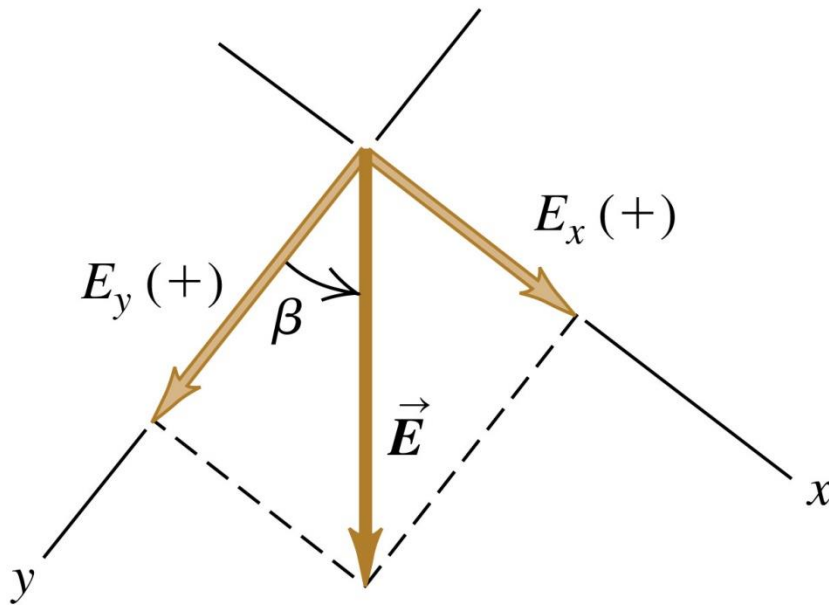
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- A. $E_x = E \cos \beta$, $E_y = E \sin \beta$
- B. $E_x = E \sin \beta$, $E_y = E \cos \beta$
- C. $E_x = -E \cos \beta$, $E_y = -E \sin \beta$
- D. $E_x = -E \sin \beta$, $E_y = -E \cos \beta$
- E. $E_x = -E \cos \beta$, $E_y = E \sin \beta$



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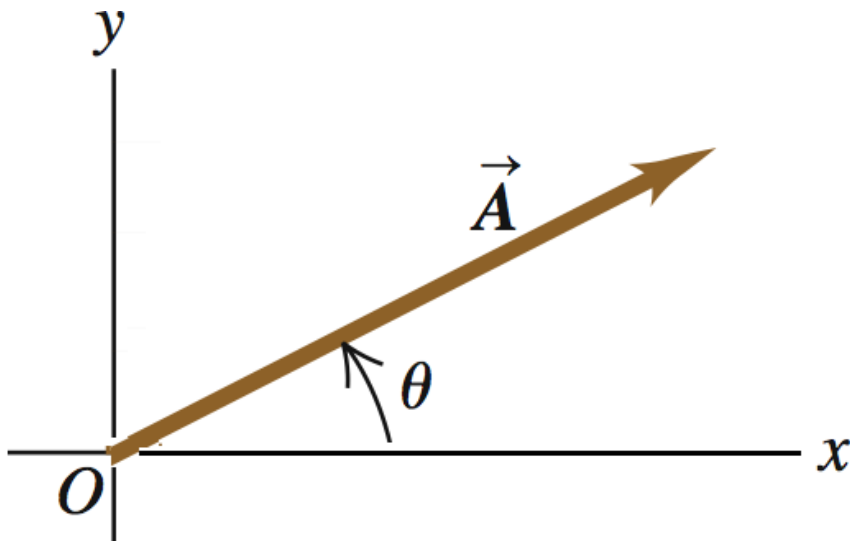
Which of the following statements is correct for *any* two vectors \vec{A} and \vec{B} ?

- A. The magnitude of $\vec{A} + \vec{B}$ is $A + B$
- B. The magnitude of $\vec{A} + \vec{B}$ is $A - B$
- C. The magnitude of $\vec{A} + \vec{B}$ is greater than or equal to $|A - B|$
- D. The magnitude of $\vec{A} + \vec{B}$ is greater than the magnitude of $\vec{A} - \vec{B}$
- E. The magnitude of $\vec{A} + \vec{B}$ is $\sqrt{A^2 + B^2}$



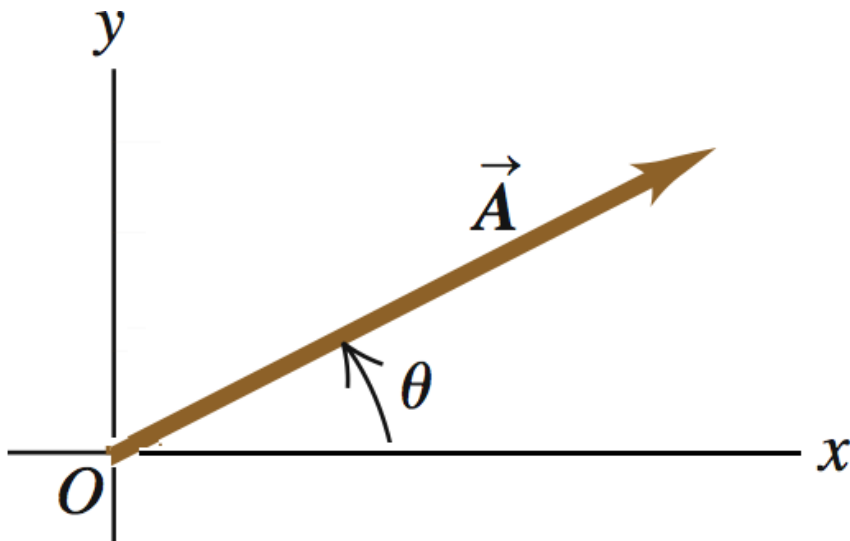
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The angle θ is measured counterclockwise from the positive x -axis as shown. For which of these vectors is θ greatest?

- A. $24\hat{i} + 18\hat{j}$
- B. $-24\hat{i} - 18\hat{j}$
- C. $-18\hat{i} + 24\hat{j}$
- D. $-18\hat{i} - 24\hat{j}$

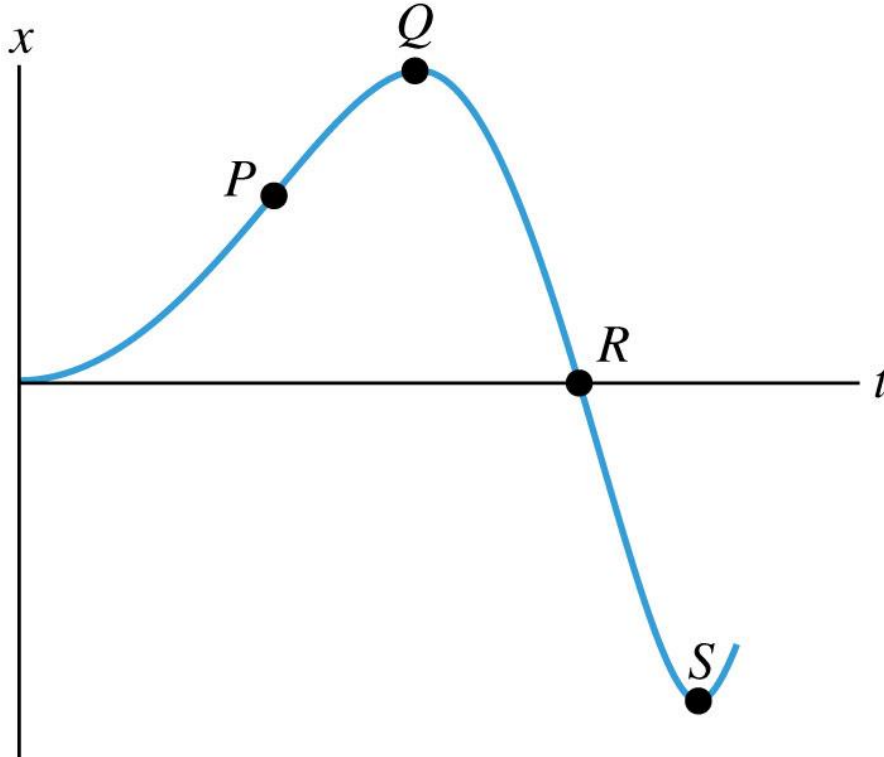


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Motion in 2D

Q2.3

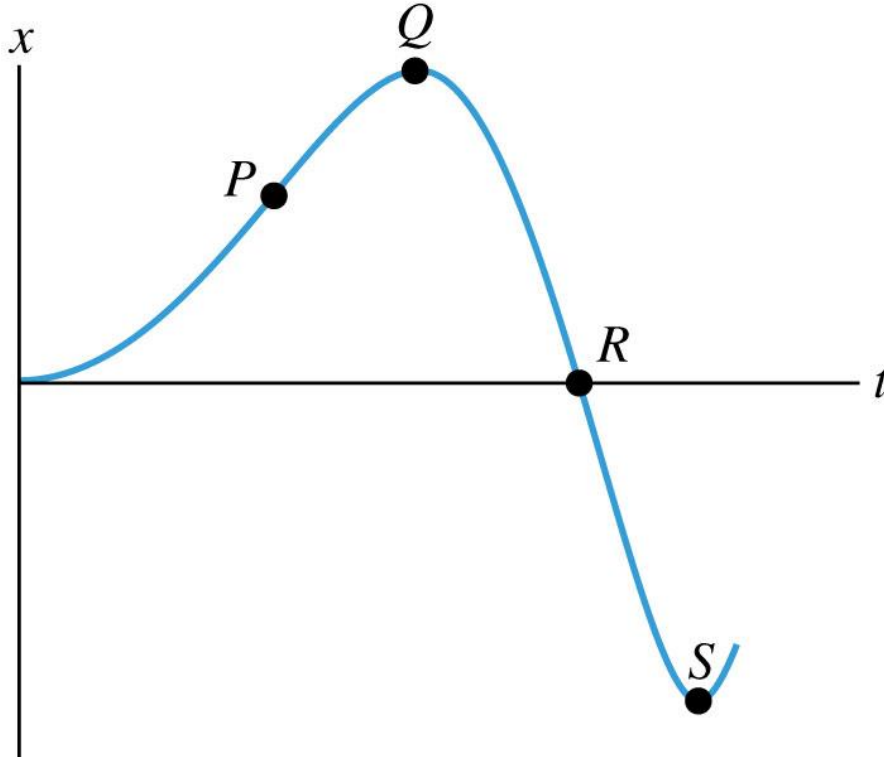


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This is the x - t graph of the motion of a particle. Of the four points P , Q , R , and S , the acceleration a_x is greatest (most positive) at

- A. point P . B. point Q . C. point R . D. point S .
E. not enough information in the graph to decide

Q2.3



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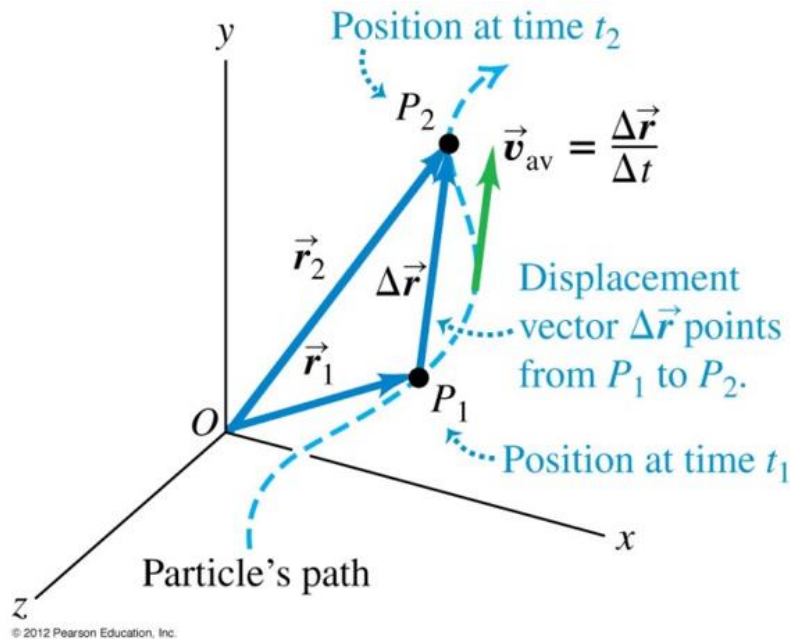
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Displacement and velocity vectors

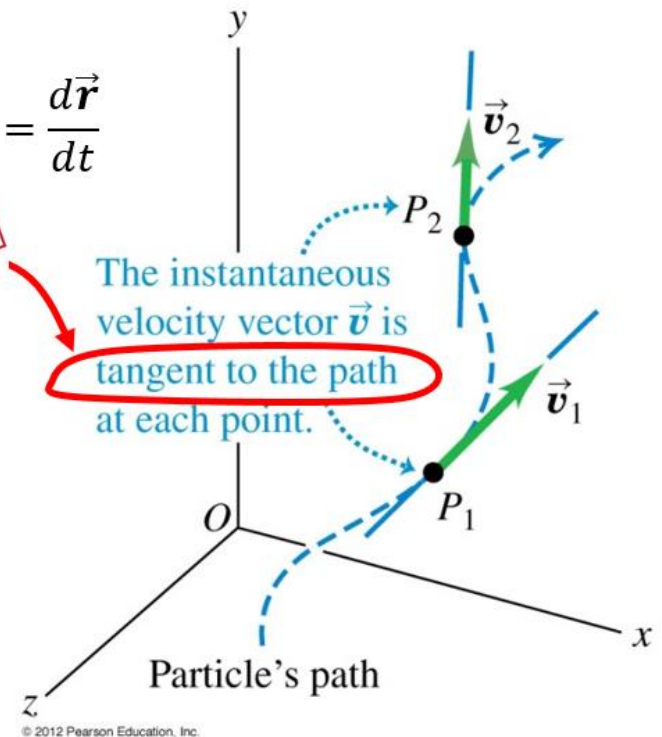
Distance and speed – scalars

Displacement and velocity – vectors



$$\vec{v} = \lim_{\Delta t \rightarrow 0} \frac{\Delta\vec{r}}{\Delta t} = \frac{d\vec{r}}{dt}$$

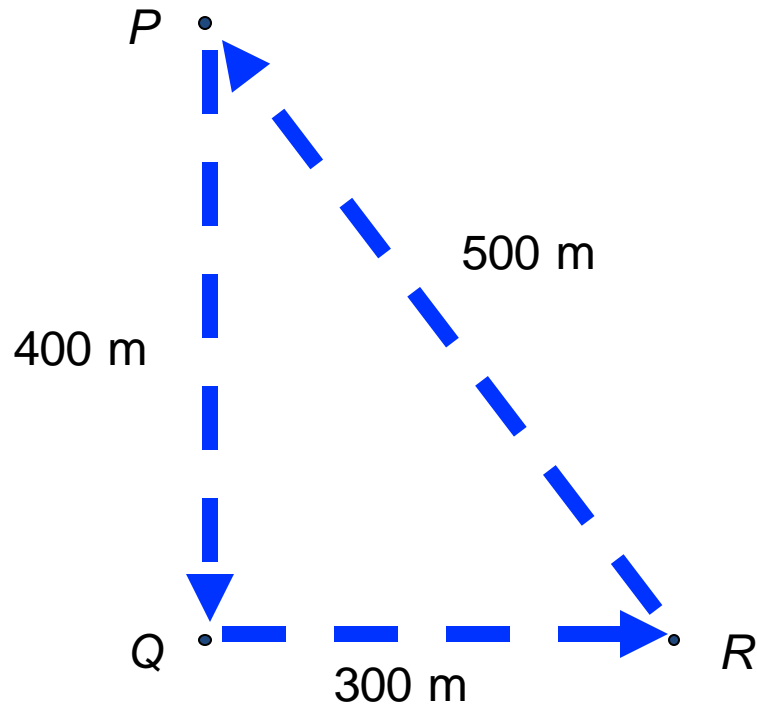
IMPORTANT



Q3.1



A bicyclist starts at point P and travels around a triangular path that takes her through points Q and R before returning to point P . What is the magnitude of her net displacement for the entire round trip?

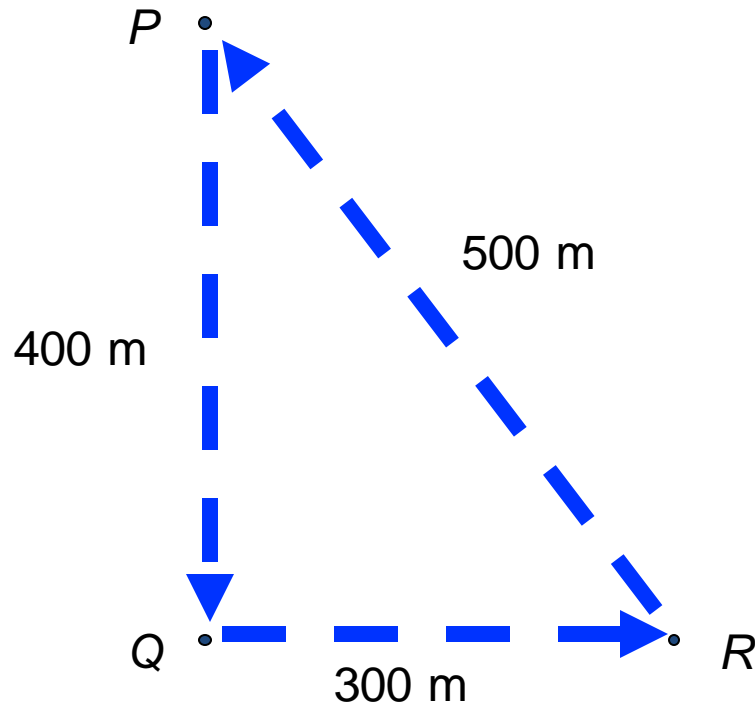


- A. 100 m
- B. 200 m
- C. 600 m
- D. 1200 m
- E. zero

Q3.1

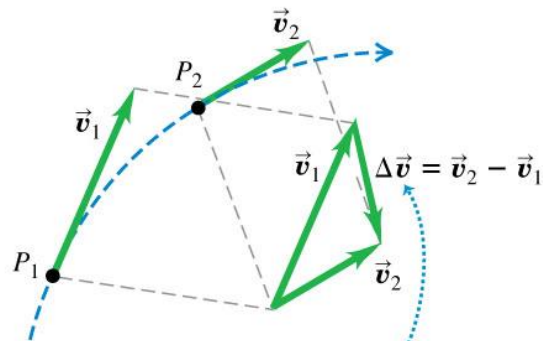


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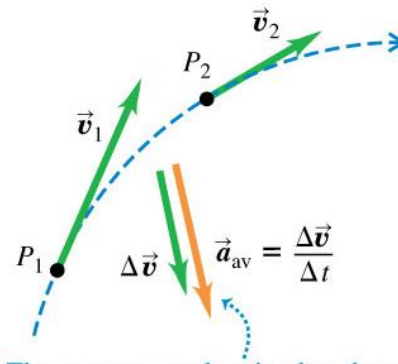


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Acceleration vector

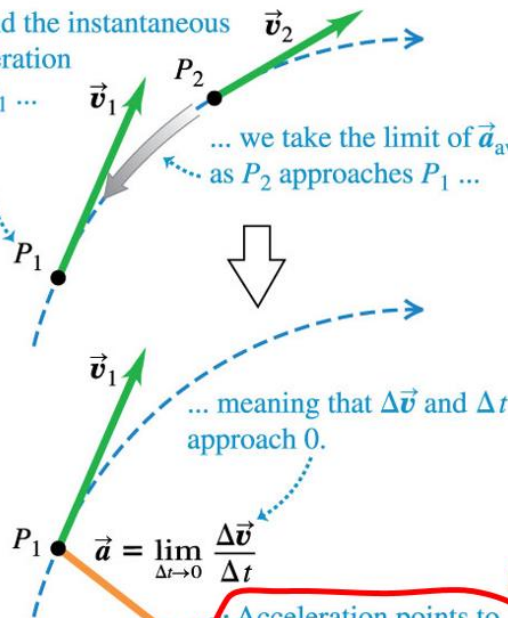


To find the car's average acceleration between P_1 and P_2 , we first find the change in velocity $\Delta \vec{v}$ by subtracting \vec{v}_1 from \vec{v}_2 . (Notice that $\vec{v}_1 + \Delta \vec{v} = \vec{v}_2$.)



The average acceleration has the same direction as the change in velocity, $\Delta \vec{v}$.

To find the instantaneous acceleration \vec{a} at P_1 ...
 ... we take the limit of \vec{a}_{av} as P_2 approaches P_1 ...



... meaning that $\Delta \vec{v}$ and Δt approach 0.

$$\vec{a} = \lim_{\Delta t \rightarrow 0} \frac{\Delta \vec{v}}{\Delta t}$$

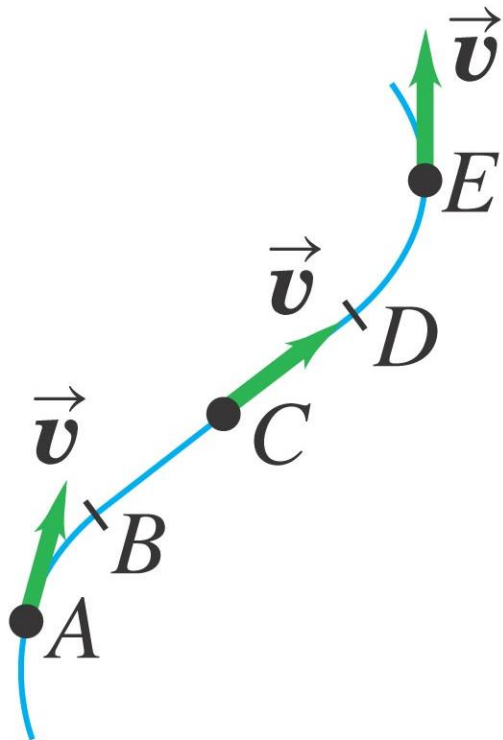
Acceleration points to concave side of path.

$$\vec{a} = \lim_{\Delta t \rightarrow 0} \frac{\Delta \vec{v}}{\Delta t} = \frac{d\vec{v}}{dt}$$

IMPORTANT



The motion diagram shows an object moving along a curved path at constant speed. At which of the points A , C , and E does the object have zero acceleration?

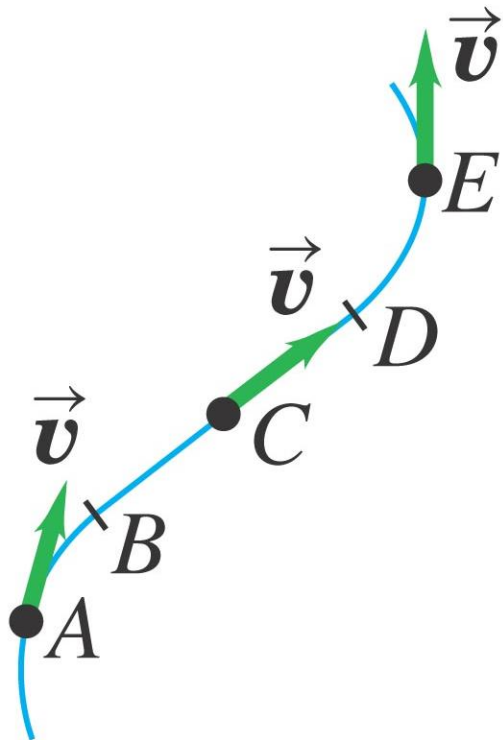


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- A. point A only
- B. point C only
- C. point E only
- D. points A and C only
- E. points A , C , and E



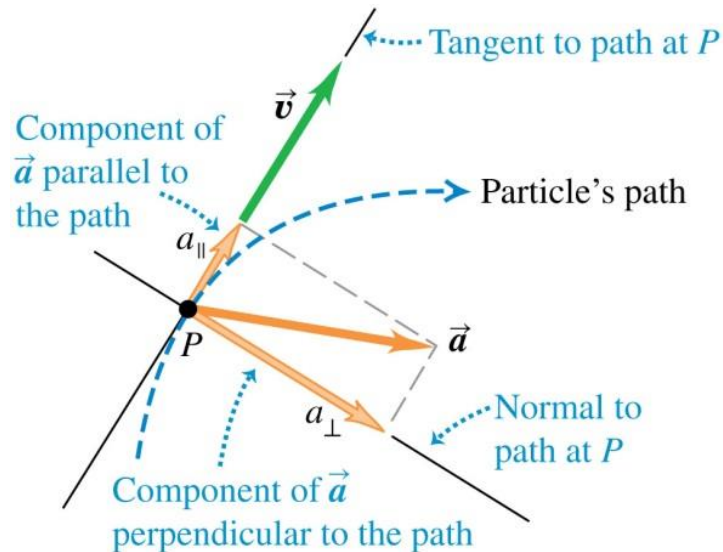
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- C. point E only
- D. points A and C only
- E. points A , C , and E

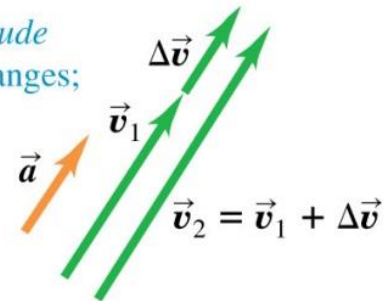
Resolve into parallel (or tangential) a_{\parallel} , and perpendicular (or radial) a_{\perp} components



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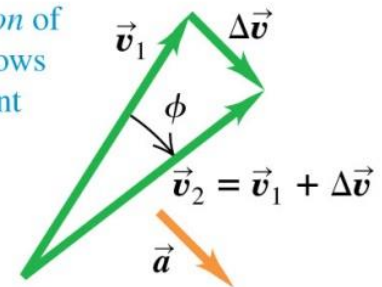
(a) Acceleration parallel to velocity

Changes only *magnitude* of velocity: speed changes; direction doesn't.



(b) Acceleration perpendicular to velocity

Changes only *direction* of velocity: particle follows curved path at constant speed.



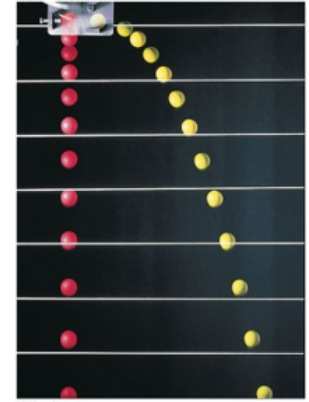
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Projectile

Principle: x and y motions are independent

Vertical motion of red and yellow balls are identical – at the same height at any time

$$\vec{a} = a_x \hat{i} + a_y \hat{j} = -g \hat{j}, \text{ i.e. } a_x = 0, a_y = -g$$



Recall from high school: rectilinear motion with uniform acceleration a

$$v = v_0 + at$$

$$x - x_0 = v_0 t + \frac{1}{2} at^2$$

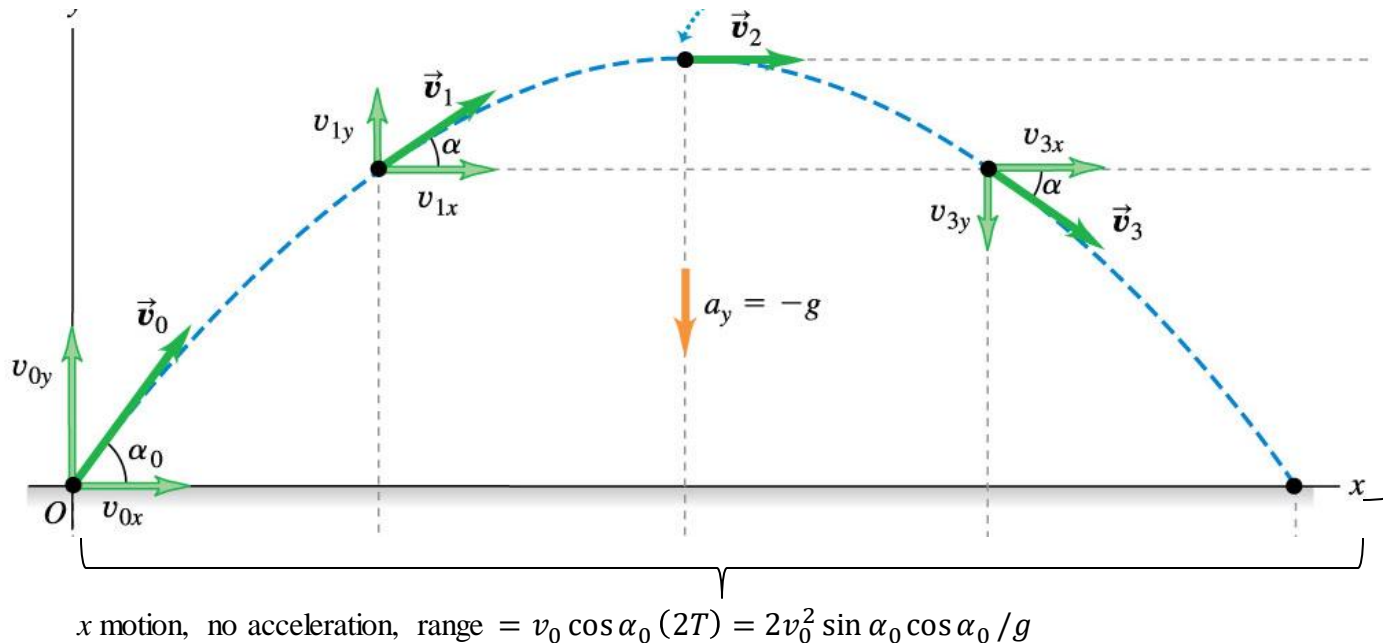
$$v^2 = v_0^2 + 2a(x - x_0)$$

$$\text{Trajectory: } x(t) = v_0 \cos \alpha_0 t, y(t) = v_0 \sin \alpha_0 t - \frac{1}{2} g t^2$$

$$\text{Eliminate } t \Rightarrow y = (\tan \alpha_0) x - \frac{g}{2v_0^2 \cos^2 \alpha_0} x^2$$

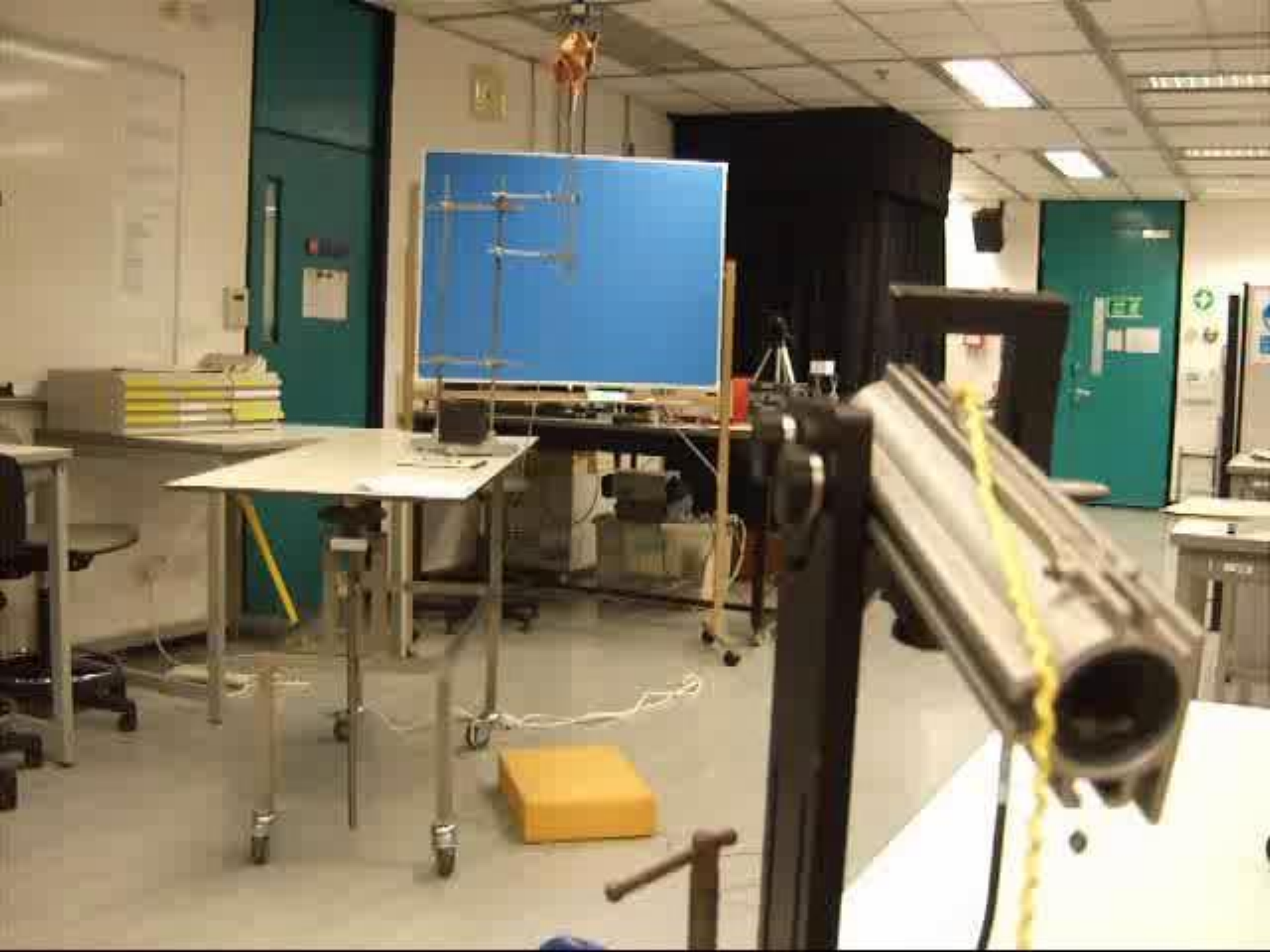
$$\text{i.e. } y = bx - cx^2 \text{ a parabola 拋物線}$$

A typical projectile: at the top, $0 = v_y = v_0 \sin \alpha_0 - gT$
 $\Rightarrow T = v_0 \sin \alpha_0 / g$



y motion with uniform downward acceleration g ,
 max. height
 $= v_0 \sin \alpha_0 T - \frac{1}{2}gT^2$
 $= \frac{v_0^2 \sin^2 \alpha_0}{2g}$

Demonstration: a ball fired at the same instant when the monkey is dropped
 Ball *a/ways* hit the monkey, **AMAZING!!**
 See textbook for a proof.



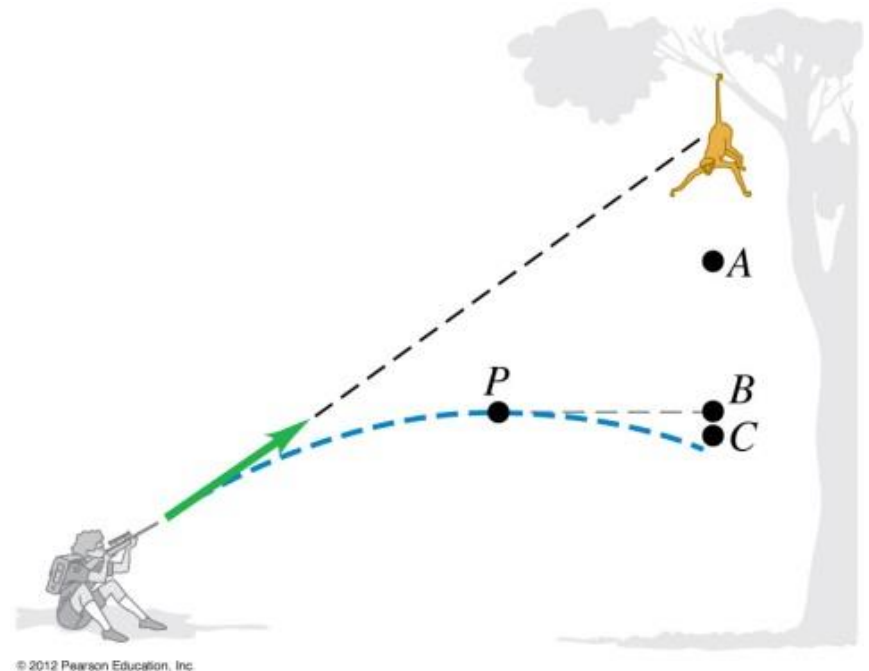
Question

When the ball is at its highest point P , the monkey will be at

(i) point A (higher than P)

(i) point B (at the same height as P)

(i) C (lower than P)





A projectile is launched at a 30° angle above the horizontal. Ignore air resistance. The projectile's acceleration is greatest

- A. at a point between the launch point and the high point of the trajectory.
- B. at the high point of the trajectory.
- C. at a point between the high point of the trajectory and where it hits the ground.
- D. misleading question—the acceleration is the same (but nonzero) at all points along the trajectory
- E. misleading question—the acceleration is zero at all points along the trajectory



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