Fundamentals Research - UPOD

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| **Category** | Fundamentals |
| **Subcategory** | Motion |
| **Article** | Introduction |
| **Description** | Motion, one of the many topics in physics, is the branch of mechanics that is directly and only related to the motion of objects. It does not involve the forces that propel motion |
| **Formula** | N/A |
| **Drawing/Animation** | N/A |
| **Relevant Tags** |  |

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| **Category** | Fundamentals |
| **Subcategory** | Motion |
| **Article** | Scalars and Vectors |
| **Description** | Scalars and vectors are mathematical quantities used to describe the motion of objects  Scalars are quantities that are **only defined my magnitude**  Vectors are quantities that are defined by **not only magnitude but are also given a direction** |
| **Formula** | N/A |
| **Drawing/Animation** | N/A |
| **Relevant Tags** |  |

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| **Category** | Fundamentals |
| **Subcategory** | Motion |
| **Article** | Distance and Displacement |
| **Description** | Distance is a **scalar quantity** that refers to the collective movements of an object up until the object reaches its final destination  Displacement is a **vector quantity** that refers to singular change in the objects location from the starting point |
| **Formula** | The formulas for distance and displacement depend on the context. Look below for an example! |
| **Drawing/Animation** | The distance from point A to point B would be 2m + 4m = 6m (taking either route)  However, the displacement from point A to point B would be 42+22 = d2 = sqrt(20) |
| **Relevant Tags** |  |

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| **Category** | Fundamentals |
| **Subcategory** | Motion |
| **Article** | Speed and Velocity |
| **Description** | Speed is a **scalar quantity** that **only** tells us how fast an object is moving  Velocity is a **vector quantity** that tells us the rate at which an object changes its position. |
| **Formula** | An example of speed would be 4m/s  An example of velocity would be 4m/s **north**      MathJax:  Average Speed = \frac{Distance Traveled}{Time of Travel}  Average Velocity = \frac{\Delta position}{time} = \frac{displacement}{time} |
| **Drawing/Animation** | N/A |
| **Relevant Tags** |  |

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| **Category** | Fundamentals |
| **Subcategory** | Motion |
| **Article** | Acceleration |
| **Description** | Acceleration is a **vector quantity** that is given by the rate at which an object changes its velocity  Acceleration due to gravity (on Earth) is the rate at which an object falls towards the Earth. This is defined and calculated by the constant: **g = 9.81m/s towards the Earth.** |
| **Formula** | Mathjax:  Avg. acceleration = \frac{\Delta velocity}{time} = \frac{v\_f – v\_i}{t}  The average acceleration is equal to the change in velocity over a certain time t. |
| **Drawing/Animation** | Although the blue car seems to be in last place at the start, its acceleration, at some point, must have been greater than the red and green cars for it have finished in first place. |
| **Relevant Tags** |  |

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| **Category** | Fundamentals |
| **Subcategory** | Motion |
| **Article** | Projectile Motion |
| **Description** | Projectile motion is the motion of an object moving in two dimensions under the influence of gravity.  Free-fall is an example of projectile motion where the motion is restricted to one dimension. Examples: Baseball, footballs, bullet  Key points to remember:  When the projectile is at its maximum height, the **vertical velocity** will be zero. Any motion in which one component of the acceleration is 0, and the other component of acceleration is constant, the object follows a parabolic trajectory. |
| **Formula** | The 4 major kinematic equations    MathJax:  1. d = v\_i xx t + \frac{1}{2} xx t^2  2. v\_f^2 = v\_i^2 + 2 xx a xx d  3. v\_f = v\_i + a xx t  4. d = \frac{v\_i + v\_f}{2} xx t  1. Distance = (initial velocity)\*(time) + (1/2)\*(acceleration due to gravity)\*(time)  2. Final velocity = sqrt((initial velocity)^2 + 2\*(acceleration due to gravity)\*(distance))  3. Final velocity = Initial velocity + (acceleration due to gravity)\*(time)  4. Distance = ((initial velocity + final velocity)/2)\*(time)  For specifics in calculating certain scenario questions, refer to the following equations:    MathJax:  v\_{i\_x} = v\cos\theta, v\_{i\_y} = v\sin\theta  The first equation states that the **initial** **horizontal** velocity is equal to (velocity)\*(cosƟ)  The second equation states that the **initial vertical** velocity is equal to (velocity)\*(sinƟ) |
| **Drawing/Animation** | Refer to the animation idea in the animations document |
| **Relevant Tags** |  |

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| **Category** | Fundamentals |
| **Subcategory** | Motion |
| **Article** | Uniform Circular Motion |
| **Description** | Uniform Circular Motion is motion in a circle with a constant speed.  The velocity vector at any point is tangent to the circle, see the diagram below for a better understanding (drawing 1).  The period, T, of the motion is the time taken for the object to complete one revolution. In one period, an object/particle moving a long the outskirts of the circle, moves in a distance exactly equal to the circumference of the circle (formula 1)  Looking at diagram 2, we can further break down the components of uniform circular motion, with the following equations (formula 2), (diagram 2) |
| **Formula** | 1. Circumference of a circle = 2πr, where r is the radius of the circle  Speed = v = circumference/period = (2πr)/T, where r is the radius and T is the period  2. x = r\*cosƟ, y = r\*sinƟ, r = sqrt(x2+y2), Ɵ = tan-1(y/x)  mathjax:  Speed = v = \frac{circumference}{period} = \frac{2\pi\r}{T}  x = r xx \cos\theta, y = r xx \sin\theta, r = \sqrt{x^2 + y^2}, \theta = tan^{-1}\frac{y}{x} |
| **Drawing/Animation** | 1. 2.   http://www.physicsclassroom.com/Class/circles/u6l1a3.gifhttp://i.stack.imgur.com/jhYJt.png |
| **Relevant Tags** |  |

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| **Category** | Fundamentals |
| **Subcategory** | Forces |
| **Article** | Introduction |
| **Description** | A force is a push or pull effect that acts on an object. A force is always exerted on an object, which means an object cannot push or pull itself. |
| **Formula** | N/A |
| **Drawing/Animation** | The most common types of forces on a body |
| **Relevant Tags** |  |

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| **Category** | Fundamentals |
| **Subcategory** | Forces |
| **Article** | Normal Force |
| **Description** | A surface can be thought of as a stiff spring, which pushes on the object when it is compressed. The direction of the normal force is always **perpendicular** and **outwards** from the surface. |
| **Formula** | In cases where an object is not on an angle, and is laid flat on the ground, the normal force is equivalent to the gravitational force. Fn = Fg  Mathjax:  F\_n = F\_g |
| **Drawing/Animation** | N/A |
| **Relevant Tags** |  |

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| **Category** | Fundamentals |
| **Subcategory** | Forces |
| **Article** | Friction Force |
| **Description** | ‘Sticky’ force due to a rough surface. There are two types of friction forces: **Kinetic Friction**: Acts parallel to a rough surface and opposite to the direction of motion. **Static Friction:** Acts parallel to the surface and in a direction that prevents the object from moving. Essentially the static friction is involved in calculation to get an object moving (how much force is required to move the object) |
| **Formula** | Fs (static friction) = Us\*m\*g, where Us is the coefficient of friction, m is the mass of the object, and g is the gravitational pull 9.8m/s2 down  Mathajax:  F\_{static} = Us xx m xx g |
| **Drawing/Animation** | N/A |
| **Relevant Tags** |  |

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| **Category** | Fundamentals |
| **Subcategory** | Forces |
| **Article** | Gravitational Force |
| **Description** | The force that attracts any object with mass. |
| **Formula** | The gravitational force Fg = m\*g, where m is the mass and g is the gravitational acceleration 9.8m/s2 down  Mathjax: F\_g = m xx g |
| **Drawing/Animation** |  |
| **Relevant Tags** |  |

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| **Category** | Fundamentals |
| **Subcategory** | Forces |
| **Article** | Applied Force |
| **Description** | An applied force is a force that is applied to an object by a person of another object. |
| **Formula** | N/A |
| **Drawing/Animation** | N/A |
| **Relevant Tags** |  |

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| **Category** | Fundamentals |
| **Subcategory** | Forces |
| **Article** | Newton’s First Law |
| **Description** | An object at rest stays at rest and an object in motion stays in motion with the same speed and in the same direction, unless met by a force from any angle. |
| **Formula** | N/A |
| **Drawing/Animation** | N/A |
| **Relevant Tags** |  |

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| **Category** | Fundamentals |
| **Subcategory** | Forces |
| **Article** | Newton’s Second Law |
| **Description** | The net force acted upon an object is equal to the objects acceleration times the objects mass. This means that if an object stays at a constant velocity, there is no force being applied. |
| **Formula** | The net force Fnet = m\*a, where m is the mass and a is the acceleration of the mass  MathJax:  F\_net = m xx a |
| **Drawing/Animation** | N/A |
| **Relevant Tags** |  |

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| **Category** | Fundamentals |
| **Subcategory** | Forces |
| **Article** | Newton’s Third Law |
| **Description** | Newton’s third law states that for every action, there is an equal and opposite reaction. |
| **Formula** | N/A |
| **Drawing/Animation** |  |
| **Relevant Tags** |  |

**Physics Research – Fundamentals Part II**

**Modular Version**

Prepared by: Brian (Chun Hung) Wu

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| **Topic** | Fundamentals Part II - Energy |
| **Subtopic** | General |
| **Concept Name** | General Concepts |
| **Description** | Energy can exist in different forms, but they all share the same quality. They are:   * A scalar quantity (does not have a direction) * Abstract and cannot always be perceived * Given meaning through calculation * A central concept in science   All forms of energy are either kinetic or potential. |
| **Formula** | N/A |
| **Drawing/Animation** | N/A |
| **Relevant Tags** | N/A |

**Modular Templates for Fundamentals II**

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| **Topic** | Fundamentals Part II - Energy |
| **Subtopic** | Kinetic Energy |
| **Concept Name** | General Concepts |
| **Description** | Kinetic Energy is the energy in motion, so any object that has motion (whether if it’s vertical or horizontal) has kinetic energy.  There are many forms of Kinetic energy – rotational (energy from rotation motion), vibrational (energy from vibrational motion), and translational (energy from motion from one location to another).  Kinetic energy depends on two variables – mass (m) and speed (v) of the object:  K = ½ \* m\* v^2  This indicates kinetic energy of an object is DIRECTLY PROPORTIONAL to the square of its speed, meaning:   * If there is a twofold of speed, the KE will increase by a factor of four * If there is a threefold of speed, the KE will increase by a factor of nine * And so on….   Simply put, the KE is dependent on the square of speed.  Kinetic Energy is described by magnitude since it is scalar and does not have a direction. Its standard metric units of measurement is Joule, which is equal to:  1 Joules = 1kg \* m^2/s^2 |
| **Formula** | K = ½ \* m\* v^2  1 Joules = 1kg \* m^2/s^2  MathJax:  K = \frac{1}{2} xx \frac{m^2}{s^2}  1 Joule = 1kg xx \frac{m^2}{s^2} |
| **Drawing/Animation** | N/A |
| **Relevant Tags** | **Kinetic**: KE, kinetic, energy, rotational, transitional, orbital, speed, velocity, k, magnitude, scalar, joules, motion, vertical, horizontal |

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| **Topic** | Fundamentals Part II - Energy |
| **Subtopic** | Potential Energy |
| **Concept Name** | General Concepts |
| **Description** | Objects can store energy as the result of its position. For example, the heavy ball of a demolition machine stores energy when held at an elevated position.  This stored energy of position is referred to as potential energy.  Another example would be **a drawn bow**: when it is at its usual position (not drawn) it has NO energy inside the bow. But when the position is altered from its usual equilibrium position, the bow stores energy by virtue of its position.  This stored energy of position energy is called Potential Energy. It is the stored energy of position possessed by the object. |
| **Formula** | N/A |
| **Drawing/Animation** | http://i27.photobucket.com/albums/c172/comicfacts/Recurve.jpg \*See animation diagram document for specifics |
| **Relevant Tags** | **Potential**: PE, potential, Gravitational, elastic, Hooke, law, spring, compress, spring, height, mass, gravity, zero, height, suspend, energy |
| **Topic** | Fundamentals Part II - Energy |
| **Subtopic** | Potential Energy |
| **Concept Name** | Gravitational Potential Energy |
| **Description** | **Gravitational Potential Energy**  Gravitational Potential Energy is the energy stored in an object as a result of its vertical position or height.  Energy is stored as a result of gravitational attraction of Earth for the object.  It is dependent on two variables: the height of the object in which it is suspended/raised (h), and the mass of the object (m).  Their relationship is expressed in this equation:  PE = m \* g \* h  (*with g being the gravitational field strength (9.8N/kg on Earth))*  This can be interpreted into two ways:   * The greater the mass, the more gravitational potential energy there is * The higher the object is elevated, the greater the gravitational potential energy   To determine GPE, a zero height position must be first assigned. (it can be the ground, the table, whatever you decide as a relative point). |
| **Formula** | PE = m \* g \* h  MathJax:  PE = m xx g xx h |
| **Drawing/Animation** | N/A |
| **Relevant Tags** | **Potential**: PE, potential, Gravitational, elastic, Hooke, law, spring, compress, spring, height, mass, gravity, zero, height, suspend, energy |

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| **Topic** | Fundamentals Part II - Energy |
| **Subtopic** | Potential Energy |
| **Concept Name** | Elastic Potential Energy |
| **Description** | Elastic potential energy is the energy stored in elastic materials as the result of their stretching or compressing.  It can be stored in rubber bands, bungee cords, trampolines, springs, an arrow drawn into a bow, etc.  The amount of elastic potential energy stored in such a device is related to the amount of stretch of the device - the more stretch, the more stored energy.  In the case of springs, it is a device that stores EPE due to its ability to compress and stretch.  According to **Hooke's Law**: F = -k \* x  *Where F is the force, k is the spring constant and x is the amount of compression.*  This means the force required to stretch the spring will be directly proportional to the amount of stretch.  That means the work done to stretch the spring a distance x is:  Work = ΔPE = 1/2 \* k \* x^2  *Where k is the spring constant and x is the amount of compression.*  To summarize, potential energy is the energy that is stored in an object due to its position relative to some zero position.   * An object possesses **gravitational potential energy** if it is positioned at a height above (or below) the zero height. * An object possesses **elastic potential energy** if it is at a position on an elastic medium other than the equilibrium position. |
| **Formula** | Work = ΔPE = 1/2 \* k \* x^2  MathJax:  Work = \DeltaPE=\frac{1}{2} xx k xx x^2 |
| **Drawing/Animation** | http://hyperphysics.phy-astr.gsu.edu/hbase/images/pelas.gif  \*See animation diagram document for specifics |
| **Relevant Tags** | **Potential**: PE, potential, Gravitational, elastic, Hooke, law, spring, compress, spring, height, mass, gravity, zero, height, suspend, energy |

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| **Topic** | Fundamentals Part II - Energy |
| **Subtopic** | Potential Energy |
| **Concept Name** | Mechanical Energy |
| **Description** | **Mechanical Energy**  Mechanical energy is the energy that is possessed by an object due to its motion or due to its position.  Mechanical energy can be either **kinetic energy** (energy of motion) or **potential energy** (stored energy of position).  Objects have mechanical energy if they are in motion and/or if they are at some position relative to a zero potential energy position.  **Total Mechanical Energy**  The total amount of mechanical energy is merely the sum of the potential energy and the kinetic energy:  TME = PE + KE  Since there is two types of Potential Energy, the equation can be rewritten as:  TME = PE (gravitational) + PE (elastic) + KE |
| **Formula** | TME = PE (gravitational) + PE (elastic) + KE  MathJax:  TME = PE\_{gravitational} + PE\_{elastic} + KE |
| **Drawing/Animation** | N/A |
| **Relevant Tags** | **Mechanical**: total, mechanical, KE, PE, kinetic, potential, energy, sum, zero, position, work |

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| **Topic** | Fundamentals Part II - Energy |
| **Subtopic** | Potential Energy |
| **Concept Name** | Hooke’s Law |
| **Description** | **Hooke’s Law**  One of the properties of elasticity is that it takes about twice as much force to stretch a spring twice as far.  That linear dependence of displacement upon stretching force is called Hooke's Law:  F = -k \* x  *Where F is the force, k is the spring constant and x is the amount of compression.* |
| **Formula** | F = -k \* x  Mathjax:  F=-k xx x |
| **Drawing/Animation** | http://hyperphysics.phy-astr.gsu.edu/hbase/imgmec/hook.gif  \*See animation diagram document for specifics |
| **Relevant Tags** | **N/A** |

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| **Topic** | Fundamentals Part II - Work |
| **Subtopic** | Work |
| **Concept Name** | General Concepts |
| **Description** | There are three key ingredients to work - force, displacement, and cause.  In order for a force to qualify as having done work on an object, there must be a displacement and the force must cause the displacement.  Examples: a horse pulling a plow through the field, a father pushing a grocery cart down the aisle of a grocery store, a weightlifter lifting a barbell above his head, etc.  The work equation is:  W = F \* d \* cos Θ  *Where F is force, d is the displacement, and angle (theta) is the angle between the force and the displacement vector* |
| **Formula** | W = F \* d \* cos Θ  Mathjax:  W = F xx d xx \cos\theta |
| **Drawing/Animation** | N/A |
| **Relevant Tags** | **Work** – force, mass, displacement, cause, cosine, theta, energy, motion, vector, Work |

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| **Topic** | Fundamentals Part II – Momentum and Collisions |
| **Subtopic** | Momentum and Collisions |
| **Concept Name** | General Concepts |
| **Description** | A collision between two objects is a short-term contact interaction.  The time taken for the interaction is very short but not instantaneous (even though it might seem so to the naked eye).  An object which is moving has momentum. In equation form:  p = m \* v  *Where p is the momentum, m is the mass and v is the velocity.* |
| **Formula** | p = m \* v  Mathjax:  p=mxxv |
| **Drawing/Animation** | N/A |
| **Relevant Tags** | **Momentum and Collusions**: conservation, momentum, collusion, law, impulse, momentum change, principle, transfer, possess, mass, velocity, force, time, motion, Newton |

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| **Topic** | Fundamentals Part II – Momentum and Collisions |
| **Subtopic** | Momentum and Collisions |
| **Concept Name** | Impulse-Momentum Change |
| **Description** | **Impulse-Momentum Change**  In a collision, a force acts upon an object for a given amount of time to change the object's velocity.  The product of force and time is known as impulse. The product of mass and velocity change is known as momentum change.  Impulse = Momentum Change  F \* T = M \* ΔV  *Where F is the force, t is the time, m is the mass and v is the velocity.* |
| **Formula** | F \* T = M \* ΔV  MathJax:  FxxT=Mxx\DeltaV |
| **Drawing/Animation** | N/A |
| **Relevant Tags** | **Momentum and Collusions**: conservation, momentum, collusion, law, impulse, momentum change, principle, transfer, possess, mass, velocity, force, time, motion, Newton |

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| **Topic** | Fundamentals Part II – Momentum and Collisions |
| **Subtopic** | Momentum and Collisions |
| **Concept Name** | The Momentum Conservation Principles |
| **Description** | **The Momentum Conservation Principle**  In a collision between two objects, each object is interacting with the other object. The interaction involves a force acting between the objects for some amount of time.  Since a collision is governed by Newton’s Law of Motion, it can be applied to the analysis of the situation.  In a collision between object 1 and object 2, the force exerted on object 1 (F1) is equal in magnitude and opposite in direction to the force exerted on object 2 (F2). In equation form:  F1 = -F2  Now in any given interaction, the forces which are exerted upon an object act for the same amount of time. You can't contact another object and not be contacted yourself (by that object).  And the duration of time during which you contact the object is the **SAME** as the duration of time during which that object contacts you, which means:  T1=T2  Using mathematical logic, if A = -B, and C=D, then A \*C = -B \* D.  Hence, if F1 = -F2 and T1 = T2, then:  F1 \* T1 = -F2 \* T2  Since we established before that the impulse (F\*T) is equal to momentum change (m\* ΔV), we can rewrite the equation as:  M1\* ΔV1 = -m2\* ΔV2  The amount of momentum gained by one object is **EQUAL** to the amount of momentum lost by the other object.  The total amount of momentum possessed by the two objects does not change. Momentum is simply transferred from one object to the other object.  The formula can be rewritten into a commonly used equation:    *Where m is the mass and v is the velocity.* |
| **Formula** | MathJax:  m\_1 \dot v\_1 + m\_2 \dot v\_2 = m\_1 \dot v\_1’ + m\_2’ \dot v\_2’ |
| **Drawing/Animation** | N/A |
| **Relevant Tags** | **Momentum and Collusions**: conservation, momentum, collusion, law, impulse, momentum change, principle, transfer, possess, mass, velocity, force, time, motion, Newton |

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| **Topic** | Fundamentals Part II – Collisions |
| **Subtopic** | Collisions |
| **Concept Name** | General Concepts |
| **Description** | A perfectly elastic collision is defined as one in which there is no loss of **kinetic energy** in the collision.  An inelastic collision is one in which part of the kinetic energy is changed to some other form of energy in the collision.  Any macroscopic collision between objects will convert some of the kinetic energy into internal energy and other forms of energy, so **no large scale impacts are perfectly elastic.**  Momentum is conserved in inelastic collisions, but one cannot track the kinetic energy through the collision since some of it is converted to other forms of energy. |
| **Formula** | N/A |
| **Drawing/Animation** | N/A |
| **Relevant Tags** | **Collusions** -> Elastic and Inelastic Collusions: kinetic energy, KE, kinetic, energy, inelastic, elastic, perfectly elastic, collusion, internal, mass, velocity, momentum, conservation |

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| **Topic** | Fundamentals Part II – Collisions |
| **Subtopic** | Elastic Collisions |
| **Concept Name** | General Concepts |
| **Description** | Anyone who plays pool has observed elastic collisions.  Some kinetic energy is converted into sound energy when pool balls collide—otherwise, the collision would be silent—and a very small amount of kinetic energy is lost to friction.  However, the dissipated energy is such a small fraction of the ball’s kinetic energy that we can treat the collision as elastic.  Assume elastic collision between two particles of mass m1 and m2, respectively.  The velocities of the particles before the elastic collision are v1 and v2, respectively.  The velocities of the particles after the elastic collision are v1’ and v2’.  Applying the law of conservation of kinetic energy, we find:    Applying the law of conservation of linear momentum: |
| **Formula** | MathJax:  m\_1 \dot v\_1 + m\_2 \dot v\_2 = m\_1 \dot v\_1’ + m\_2’ \dot v\_2’ |
| **Drawing/Animation** | http://img.sparknotes.com/content/testprep/bookimgs/sat2/physics/0002/8ball.gif  \*See animation diagram document for specifics |
| **Relevant Tags** | **Collusions** -> Elastic and Inelastic Collusions: kinetic energy, KE, kinetic, energy, inelastic, elastic, perfectly elastic, collusion, internal, mass, velocity, momentum, conservation |

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| **Topic** | Fundamentals Part II – Collisions |
| **Subtopic** | Inelastic Collisions |
| **Concept Name** | General Concepts |
| **Description** | **Inelastic Collisions**  A completely inelastic collision, also called a “perfectly” or “totally” inelastic collision, is one in which the colliding objects stick together upon impact.  As a result, the velocity of the two colliding objects is the same after they collide.  Because v1’ = v2’ = v’, it is possible to solve problems asking about the resulting velocities of objects in a completely inelastic collision using only the law of conservation of momentum. |
| **Formula** | where v1’ = v2’ = v’.  mathjax:  m\_1 \dot v\_1 + m\_2 \dot v\_2 = m\_1 \dot v\_1’ + m\_2’ \dot v\_2’ |
| **Drawing/Animation** | http://img.sparknotes.com/content/testprep/bookimgs/sat2/physics/0007/gum.gif  \*See animation diagram document for specifics |
| **Relevant Tags** | **Collusions** -> Elastic and Inelastic Collusions: kinetic energy, KE, kinetic, energy, inelastic, elastic, perfectly elastic, collusion, internal, mass, velocity, momentum, conservation |

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| **Topic** | Fundamentals Part II – Kepler’s Three Laws |
| **Subtopic** | Kepler’s Three Laws |
| **Concept Name** | General Concepts |
| **Description** | Kepler discovered three laws of motion of planets by analyzing empirical data:   1. Planets move in elliptical orbits with the sun at one focus of the ellipse (Law of Eclipses) 2. A line connecting the sun and a planet sweeps out equal areas in equal amounts of time (Law of Equal Area) 3. The square of the orbital period of a planet is proportional to the cube of the semi-major axis of the ellipse. (Law of Harmonies) |
| **Formula** | N/A |
| **Drawing/Animation** | N/A |
| **Relevant Tags** | **Kepler’s Laws**   * **Eclipse**: eclipse, orbit, orbital, Kepler, first, law, foci, earth, sun, motion, gravity, circular, planets, focus, path * **Equal Area**: speed, planet, earth, sun, orbit, orbital, Kepler, second, law, equal, area, base, same, triangle, time * **Harmonies**: radius, planet, Mars, earth, sun, compare, harmony, motion, period, ratio, Kepler, third, law, equal, relative |

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| **Topic** | Fundamentals Part II – Kepler’s Three Laws |
| **Subtopic** | Law of Ellipses |
| **Concept Name** | General Concepts |
| **Description** | **The Law of Ellipses**  Kepler's first law - sometimes referred to as the law of ellipses - explains that planets are orbiting the sun in a path described as an ellipse.  An ellipse is a special curve in which the sum of the distances from every point on the curve to two other points is a constant.  The two other points are known as the **foci** of the ellipse.  The law is pretty straightforward – it is to state that all planets orbit the sun in a path that resembles an ellipse, with the sun being located at one of the foci of that ellipse. |
| **Formula** | N/A |
| **Drawing/Animation** | N/A |
| **Relevant Tags** | **Kepler’s Laws**   * **Eclipse**: eclipse, orbit, orbital, Kepler, first, law, foci, earth, sun, motion, gravity, circular, planets, focus, path |

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| **Topic** | Fundamentals Part II – Kepler’s Three Laws |
| **Subtopic** | Law of Equal Areas |
| **Concept Name** | General Concepts |
| **Description** | Kepler's second law - sometimes referred to as the law of equal areas - describes the speed at which any given planet will move while orbiting the sun.  The speed at which any planet moves through space is constantly changing.  A planet moves fastest when it is closest to the sun and slowest when it is furthest from the sun.  Yet, if an imaginary line were drawn from the center of the planet to the center of the sun, that line would sweep out the same area in equal periods of time.  As can be observed in the diagram, the areas formed when the earth is closest to the sun can be approximated as a **wide but short triangle**; whereas the areas formed when the earth is farthest from the sun can be approximated as a **narrow but long triangle**.  **These areas are the same size**.  Since the base of these triangles are shortest when the earth is farthest from the sun, the earth would have to be moving more slowly in order for this imaginary area to be the same size as when the earth is closest to the sun. |
| **Formula** | N/A |
| **Drawing/Animation** | http://www.physicsclassroom.com/Class/circles/u6l4a2.gif  \*See animation diagram document for specifics |
| **Relevant Tags** | **Kepler’s Laws**   * **Equal Area**: speed, planet, earth, sun, orbit, orbital, Kepler, second, law, equal, area, base, same, triangle, time |

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| **Topic** | Fundamentals Part II – Kepler’s Three Laws |
| **Subtopic** | Law of Harmonies |
| **Concept Name** | General Concepts |
| **Description** | Kepler's third law - sometimes referred to as the law of harmonies - **compares the orbital period and radius of orbit of a planet to those of other planets.**  Unlike Kepler's first and second laws that describe the motion characteristics of a single planet, the third law makes a comparison between the motion characteristics of different planets.  The comparison being made is that the ratio of the squares of the periods to the cubes of their average distances from the sun is the same for every one of the planets.  As an illustration, consider the orbital period and average distance from sun (orbital radius) for Earth and mars as given in the table below:    Observe that the T2/R3 ratio is the same for Earth as it is for Mars.  In fact, if the same T2/R3 ratio is computed for the other planets, it can be found that this ratio is nearly the same value for all the planets (see table below).  Amazingly, every planet has the same T2/R3 ratio.    Kepler's third law provides an accurate description of the period and distance for a planet's orbits about the sun.  Additionally, the same law that describes the T2/R3 ratio for the planets' orbits about the sun also accurately describes the T2/R3 ratio for any satellite (whether a moon or a man-made satellite) about any planet. |
| **Formula** | N/A |
| **Drawing/Animation** | N/A |
| **Relevant Tags** | **Kepler’s Laws**   * **Harmonies**: radius, planet, Mars, earth, sun, compare, harmony, motion, period, ratio, Kepler, third, law, equal, relative |

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| **Topic** | Fundamentals Part II – Gravitational and Orbital Motions |
| **Subtopic** | Orbital Speed Equation |
| **Concept Name** | General Concepts |
| **Description** | **Orbital Speed Equation**  Consider a satellite with mass M(sat) orbiting a central body with a mass of mass M(Central).  The central body could be a planet, the sun or some other large mass capable of causing sufficient acceleration on a less massive nearby object.  If the satellite moves in circular motion, then the net centripetal force acting upon this orbiting satellite is given by the relationship:  Fnet = (M(sat) \* v2 ) / R  This net centripetal force is the result of the gravitational force that attracts the satellite towards the central body and can be represented as  Fgrav = ( G \* M(sat) \* M(Central) ) / R2  Since Fgrav = Fnet, the above expressions for centripetal force and gravitational force can be set equal to each other. That means:  (M(sat) \* v2) / R = (G \* M(sat) \* M(Central)) / R2  The mass of the satellite is present on both sides of the equation, so it can be canceled by dividing through by M(sat).  Then both sides of the equation can be multiplied by R, leaving the following equation.  v2 = (G \* M(Central)) / R  Taking the square root of each side, leaves the following equation for the velocity of a satellite moving about a central body in circular motion  V = sqrt((G \* M(Central)) / R)  *where G is 6.673 x 10-11 N•m2/kg2, M(central) is the mass of the central body about which the satellite orbits, and R is the radius of orbit for the satellite.* |
| **Formula** | V = sqrt((G \* M(Central)) / R)  MathJax:  V = \sqrt{\frac{GxxM\_{central}}{R}} |
| **Drawing/Animation** | N/A |
| **Relevant Tags** | **Gravitational and Orbital Motion:** satellite, orbital, mass, circular, acceleration, Newton, law, velocity, force, gravitational, motion, speed, period, Kepler, third, gravity |

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| **Topic** | Fundamentals Part II – Gravitational and Orbital Motions |
| **Subtopic** | The Acceleration Equation |
| **Concept Name** | General Concepts |
| **Description** | **The Acceleration Equation**  Similar reasoning can be used to determine an equation for the acceleration of our satellite that is expressed in terms of masses and radius of orbit.  The acceleration value of a satellite is equal to the acceleration of gravity of the satellite at whatever location that it is orbiting. The equation for the acceleration of gravity was given as  G = (G \* M(central))/R2  Thus, the acceleration of a satellite in circular motion about some central body is given by the following equation  A = (G \* M(central))/R2  *Where G is 6.673 x 10-11 N•m2/kg2, M(central) is the mass of the central body about which the satellite orbits, and R is the average radius of orbit for the satellite.* |
| **Formula** | A = (G \* M(central))/R2  MathJax:  A=\frac{GxxM\_{central}}{R2} |
| **Drawing/Animation** | N/A |
| **Relevant Tags** | **Gravitational and Orbital Motion:** satellite, orbital, mass, circular, acceleration, Newton, law, velocity, force, gravitational, motion, speed, period, Kepler, third, gravity |

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| **Topic** | Fundamentals Part II – Gravitational and Orbital Motions |
| **Subtopic** | Orbital Period Equation |
| **Concept Name** | General Concepts |
| **Description** | The final equation that is useful in describing the motion of satellites is Newton's form of Kepler's third law.  Since the logic behind the development of the equation has been presented elsewhere, only the equation will be presented here.  The period of a satellite (T) and the mean distance from the central body (R) are related by the following equation:    *where T is the period of the satellite, R is the average radius of orbit for the satellite (distance from center of central planet), and G is 6.673 x 10-11 N•m2/kg2.* |
| **Formula** | MathJax:  \frac{T^2}{R^3}=\frac{4xx\pi^2}{GxxM\_{central}} |
| **Drawing/Animation** | N/A |
| **Relevant Tags** | **Gravitational and Orbital Motion:** satellite, orbital, mass, circular, acceleration, Newton, law, velocity, force, gravitational, motion, speed, period, Kepler, third, gravity |