

PHYS 2211 K

Week 3, Lecture 1

2022/01/25

Dr Alicea (eaicea@gatech.edu)

6 clicker questions today

On today's class...

1. Wrapping up projectile motion
2. Spring force
3. Iteration with constant and non-constant forces

Reminders!

Solution videos to selected edX problems

GPS video solutions will be here too, in a separate playlist

PHYS-2211-KMR (Sp22) > PHYS 2211 KMR (Spring 22)

Spring 2022

Home

Syllabus

Modules

Section K stream (Alicea)

Section M stream (Fenton)

Media Gallery

Ed Discussion

edX (HWs, extra problems)

Assignments

Files

Grades

Gradescope

People

TurningPoint

Wiki Textbook

Mental Health Resources

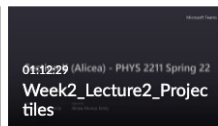
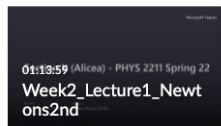
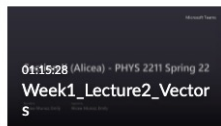
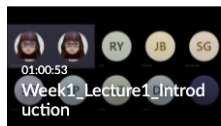
Well-Being Connect

My Media

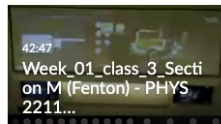
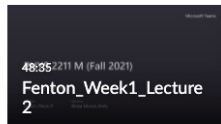
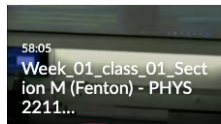
Media Gallery

Playlists 20 Media

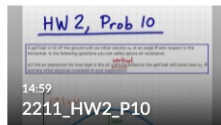
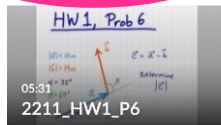
SECTION K (ALICEA)



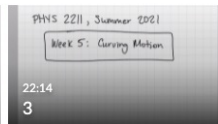
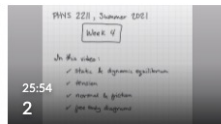
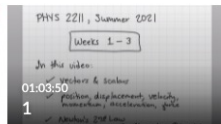
SECTION M (FENTON)



EDX HELP



ALICEA'S REVIEWS FROM SUMMER 2021



Reminders!

Lab meetings begin THIS week!

GPS problem sets are in Files → GPS



GTA/UTA Contact Info: [2211_TA_Schedule.xlsx](#) 

- First tab: Lab schedule
- Second tab: GTA and UTA contact info (emails)
- Last updated: 2022/01/18

(this  is on the canvas class front page, scroll down)

CLICKER 1: Avatar State!

A. H O N O R ! ! !

B. Yip yip!

C. *TEARBENDING*

D. I see by releasing a sonic wave from my mouth



The story so far...

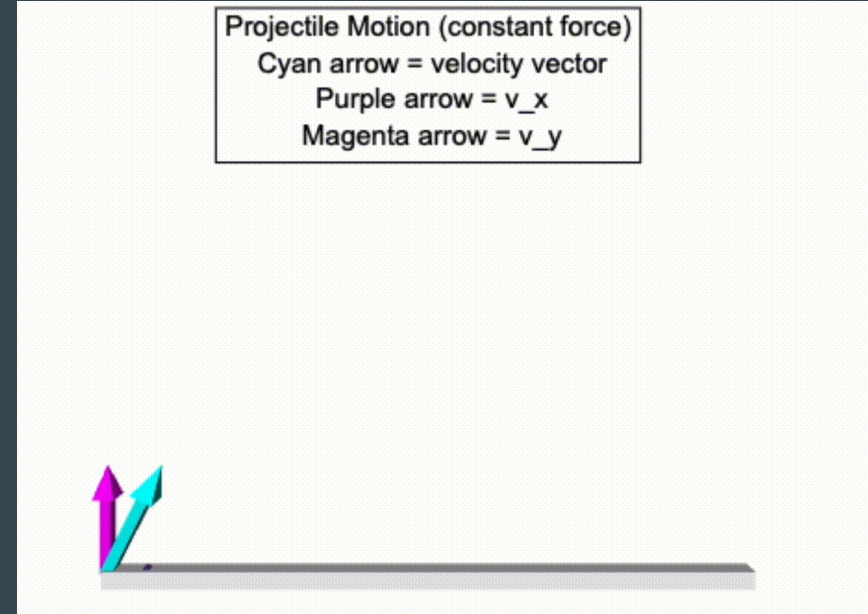
- Newton's 2nd Law
(in velocity update form) $\vec{v}_f = \vec{v}_i + (\vec{F}_{\text{net}}/m)\Delta t$
- Position update formula $\vec{r}_f = \vec{r}_i + \vec{v}_{\text{avg}}\Delta t$
- Gravity near Earth $\vec{F}_g = \langle 0, -mg, 0 \rangle$
- Kinematic equations in x and y (only valid for constant force)

$$x_f = x_i + v_{ix}\Delta t$$

$$y_f = y_i + v_{iy}\Delta t - (1/2)g(\Delta t)^2$$

Projectile Motion

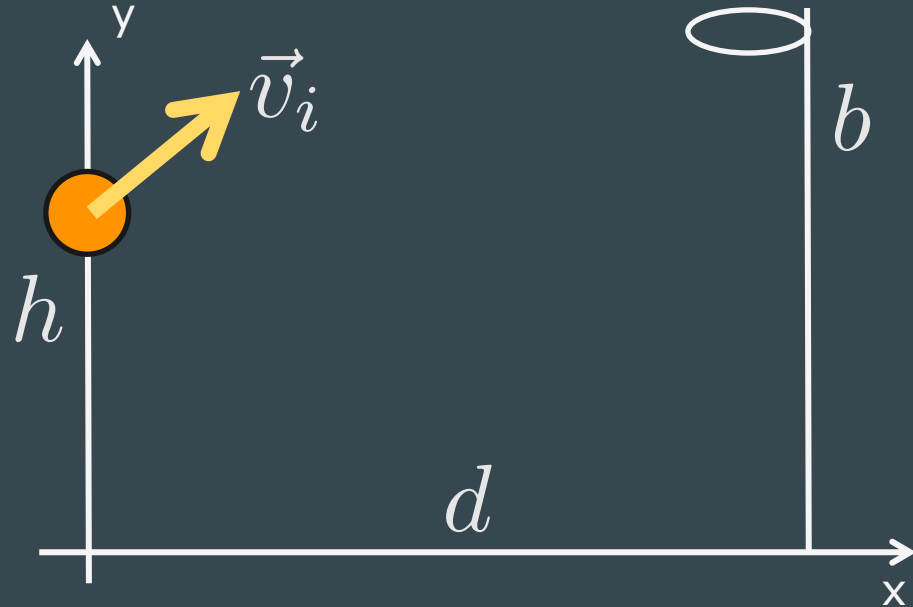
- Constant **velocity** motion in the x direction
- Constant **force** motion in the y direction
- At maximum height, $v_y = 0$
- Always start from Newton's 2nd Law, use the kinematic equation as needed
- Solve for intermediate unknowns to build towards your final answer



Example: Is it an airball?

A basketball player shoots a free-throw from a height $h = 2$ m above the ground. The free-throw line is $d = 4.6$ m away from the basket, and the basket is $b = 3$ m above the ground.

If the player releases the ball with an initial speed $v = 6$ m/s at an angle $\theta = 55$ degrees from the horizontal, will he make the basket?



Spoiler alert: <https://www.glowscript.org/#/user/ealicea/folder/Public/program/basketball>

Knowns and unknowns

- Initial position of ball: $\vec{r}_i = \langle 0, h, 0 \rangle$
 - Initial velocity of ball: $\vec{v}_i = \langle v \cos \theta, v \sin \theta, 0 \rangle$
 - Position of basket: $\vec{r}_b = \langle d, b, 0 \rangle$
 - Numbers:
 - $h = 2 \text{ m}$
 - $v = 6 \text{ m/s}$
 - $\theta = 55 \text{ deg}$
 - $d = 4.6 \text{ m}$
 - $b = 3 \text{ m}$
- Unknowns:**
- Times! There's no time info at all!
 - What does the trajectory look like? (is it steep? is it shallow?) = we don't know how high the ball gets

In what order do we calculate things?

- We want to **divide the trajectory into two sections**:
(note that this is usually the best approach for projectile motion)
 1. From the moment we shoot to the maximum height
 2. From the maximum height to when the ball should go into the basket
- We don't know if the ball goes into the basket, so what we'll determine in the end is the **y position of the ball** at the x position of the basket
 - If $y_{\text{ball}} = y_{\text{basket}}$, then you made the shot
 - If $y_{\text{ball}} \neq y_{\text{basket}}$, then you missed

In what order do we calculate things?

- From shooting to maximum height



$$\vec{v}_f = \vec{v}_i + (\vec{F}_{\text{net}}/m)\Delta t$$

$$x_f = x_i + v_{ix}\Delta t$$

$$y_f = y_i + v_{iy}\Delta t - (1/2)g(\Delta t)^2$$

- From maximum height to basket



In what order do we calculate things?

- From shooting to maximum height

1. time to max height, Δt_{\max}

2. max height, y_{\max}

3. horizontal distance at max height, x_{\max}

$$\vec{v}_f = \vec{v}_i + (\vec{F}_{\text{net}}/m)\Delta t$$

$$x_f = x_i + v_{ix}\Delta t$$

$$y_f = y_i + v_{iy}\Delta t - (1/2)g(\Delta t)^2$$

- From maximum height to basket

1. time from max height to horizontal distance of basket, Δt_d

2. height of ball at horizontal distance of basket, y_d

CLICKER 2: What is the maximum height of the ball, y_{\max} ?

A. $y_{\max} = 0.5 \text{ m}$

B. $y_{\max} = 3.23 \text{ m}$

C. $y_{\max} = 1.23 \text{ m}$

D. $y_{\max} = 2.6 \text{ m}$

Solution: What is the maximum height of the ball, y_{\max} ?

In what order do we calculate things?

- From shooting to maximum height

1. time to max height, Δt_{\max}

2. max height, y_{\max}

3. horizontal distance at max height, x_{\max}

$$\vec{v}_f = \vec{v}_i + (\vec{F}_{\text{net}}/m)\Delta t$$

$$x_f = x_i + v_{ix}\Delta t$$

$$y_f = y_i + v_{iy}\Delta t - (1/2)g(\Delta t)^2$$

- From maximum height to basket

1. time from max height to horizontal distance of basket, Δt_d

2. height of ball at horizontal distance of basket, y_d

What is the **horizontal distance** of the ball when it reaches the max height?

CLICKER 3: How much time does it take for the ball to go from its maximum height to the basket?

A. $\Delta t_d = 0.75 \text{ s}$

B. $\Delta t_d = 1.3 \text{ s}$

C. $\Delta t_d = 0.50 \text{ s}$

D. $\Delta t_d = 0.84 \text{ s}$

Solution: How much time does it take for the ball to go from its maximum height to the basket?

In what order do we calculate things?

- From shooting to maximum height

1. time to max height, Δt_{\max}

2. max height, y_{\max}

3. horizontal distance at max height, x_{\max}

$$\vec{v}_f = \vec{v}_i + (\vec{F}_{\text{net}}/m)\Delta t$$

$$x_f = x_i + v_{ix}\Delta t$$

$$y_f = y_i + v_{iy}\Delta t - (1/2)g(\Delta t)^2$$

- From maximum height to basket

1. time from max height to horizontal distance of basket, Δt_d

2. height of ball at horizontal distance of basket, y_d

CLICKER 4: Did the ball go into the basket?

A. Yes

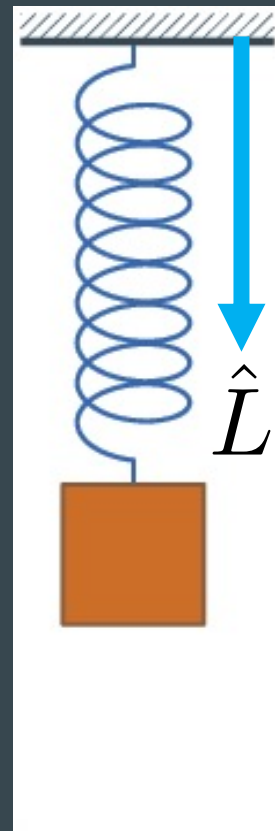
B. No

Solution: Did the ball go into the basket?

The Spring Force

$$\vec{F}_s = -k(|\vec{L}| - L_0)\hat{L}$$

- k is the **spring stiffness** (property of material; units: N/m)
- L_0 is the **relaxed length** of the spring (units: m)
- \vec{L} is a vector that points **from the fixed end** of the spring to the moving end of the spring (\hat{L} is its unit vector, Lhat)
- $|\vec{L}|$ (also written as L) is the **stretched** ($L > L_0$) or **compressed** ($L < L_0$) length of the spring
- The spring force is a **non-constant** force: it depends on the position of the object that is attached to the spring



The Spring Force

$$\vec{F}_s = -k(|\vec{L}| - L_0)\hat{L}$$

- The thing in parenthesis can be represented as “s”

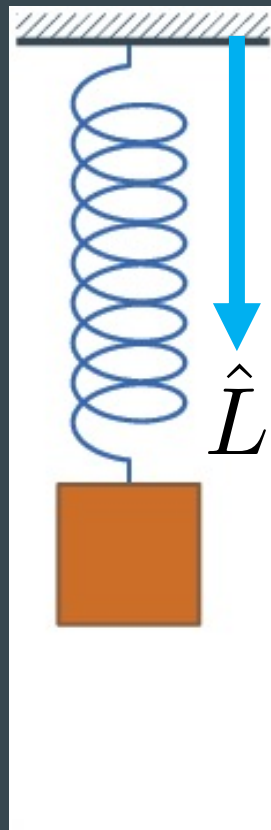
$$s = |\vec{L}| - L_0$$

(s stands for “stretch” but it can also mean compression)

- The spring force therefore can also be written as:

$$\vec{F}_s = -ks\hat{L}$$

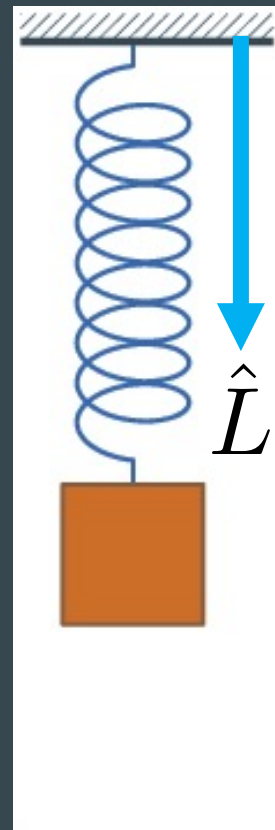
(Hooke’s Law)



The Spring Force is restorative

$$\vec{F}_s = -k(|\vec{L}| - L_0)\hat{L}$$

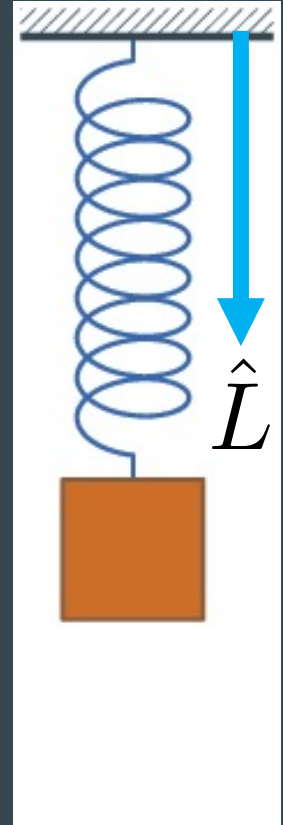
- If the spring is **stretched** ($L > L_0$), then the thing in parentheses is positive and the force points in the direction of negative \hat{L} = towards the fixed end
 - A stretched spring wants to compress (pulls)



The Spring Force is restorative

$$\vec{F}_s = -k(|\vec{L}| - L_0)\hat{L}$$

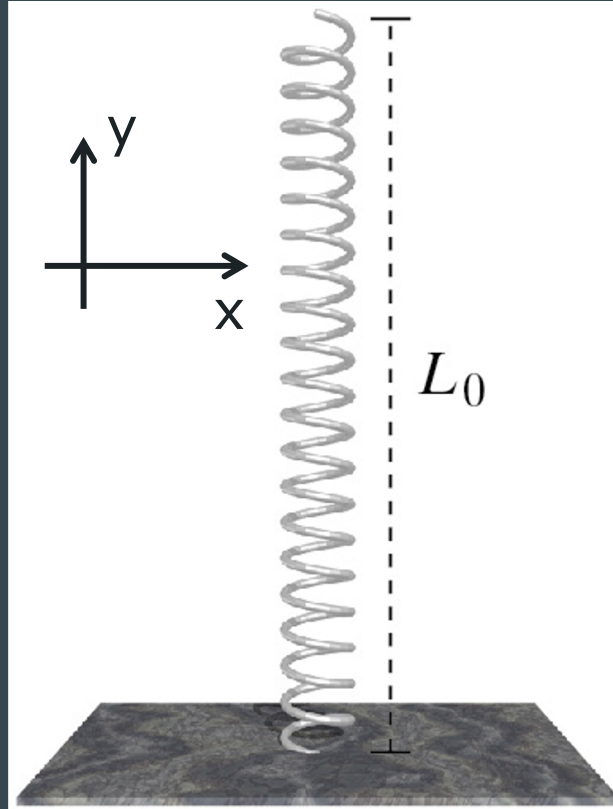
- If the spring is **compressed** ($L < L_0$), then the thing in parentheses is negative and the force points in the direction of positive \hat{L} = towards the moving end
 - A compressed spring wants to stretch (pushes)



Example: <https://www.glowscript.org/#/user/ealicea/folder/Public/program/springexample>

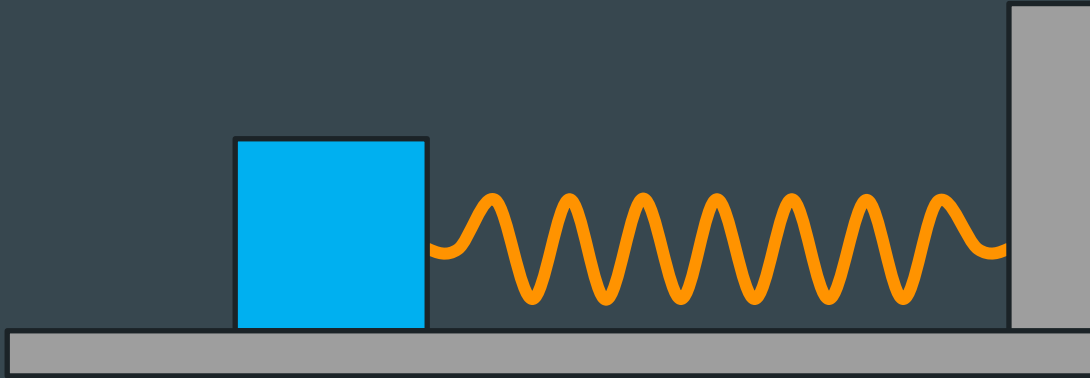
CLICKER 5: A spring stands **vertically with its fixed end attached to a table as shown. What is \hat{L} for this spring?**

- A. $\langle 1, 0, 0 \rangle$
- B. $\langle -1, 0, 0 \rangle$
- C. $\langle 0, 1, 0 \rangle$
- D. $\langle 0, -1, 0 \rangle$
- E. $\langle 0, 0, 1 \rangle$
- F. $\langle 0, 0, -1 \rangle$



Example

A block of mass $m = 2.5 \text{ kg}$ is attached to a spring with stiffness $k = 12 \text{ N/m}$ and relaxed length $L_0 = 25 \text{ cm}$. The block moves horizontally and there is no friction between the block and the table. At $t=0$, the spring has length $L = 30 \text{ cm}$ and moves at a speed of 1 m/s to the left.



CLICKER 6: What is the **direction** of the spring force?

A block of mass $m = 2.5 \text{ kg}$ is attached to a spring with stiffness $k = 12 \text{ N/m}$ and relaxed length $L_0 = 25 \text{ cm}$. The block moves horizontally and there is no friction between the block and the table. At $t=0$, the spring has length $L = 30 \text{ cm}$ and moves at a speed of $1 \text{ m/s to the left}$.

- A. To the left
- B. To the right
- C. Zero magnitude

A block of mass $m = 2.5 \text{ kg}$ is attached to a spring with stiffness $k = 12 \text{ N/m}$ and relaxed length $L_0 = 25 \text{ cm}$. The block moves horizontally and there is no friction between the block and the table. At $t=0$, the spring has length $L = 30 \text{ cm}$ and moves at a speed of 1 m/s to the left.

What is the **net force** on the block at $t=0$?

A block of mass $m = 2.5 \text{ kg}$ is attached to a spring with stiffness $k = 12 \text{ N/m}$ and relaxed length $L_0 = 25 \text{ cm}$. The block moves horizontally and there is no friction between the block and the table. At $t=0$, the spring has length $L = 30 \text{ cm}$ and moves at a speed of 1 m/s to the left.

What is the **velocity** of the block at $t=0.05 \text{ s}$?

A block of mass $m = 2.5 \text{ kg}$ is attached to a spring with stiffness $k = 12 \text{ N/m}$ and relaxed length $L_0 = 25 \text{ cm}$. The block moves horizontally and there is no friction between the block and the table. At $t=0$, the spring has length $L = 30 \text{ cm}$ and moves at a speed of 1 m/s to the left.

What is the **position** of the block at $t=0.05 \text{ s}$?

A block of mass $m = 2.5 \text{ kg}$ is attached to a spring with stiffness $k = 12 \text{ N/m}$ and relaxed length $L_0 = 25 \text{ cm}$. The block moves horizontally and there is no friction between the block and the table. At $t=0$, the spring has length $L = 30 \text{ cm}$ and moves at a speed of 1 m/s to the left.

What is the **new net force** acting on the block at $t=0.05 \text{ s}$?

What \vec{v}_{avg} to use for position update?

$$\vec{r}_f = \vec{r}_i + \vec{v}_{\text{avg}} \Delta t$$

- When \vec{F}_{net} is **constant**, we can approximate \vec{v}_{avg} as:

$$\vec{v}_{\text{avg}} = \frac{\vec{v}_i + \vec{v}_f}{2}$$

This is exact for constant forces

- When \vec{F}_{net} is **not constant**, we approximate \vec{v}_{avg} as:

$$\vec{v}_{\text{avg}} \approx \vec{v}_f$$

This gives more accurate results when iterating non-constant forces

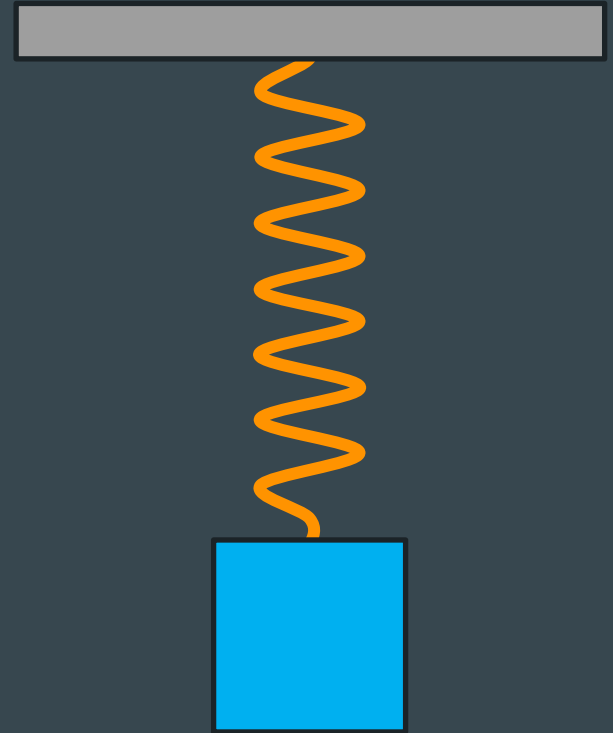
What \vec{v}_{avg} to use for position update?

- Example: horizontal springs (spring force = not constant)
<https://www.glowscript.org/#/user/ealicea/folder/Public/program/comparison1>
- Example: an orbit (gravitational force = not constant)
<https://www.glowscript.org/#/user/ealicea/folder/Public/program/comparison2>
- Example: projectile motion (gravity near Earth = constant)
<https://www.glowscript.org/#/user/ealicea/folder/Public/program/comparison3>

Example: A vertical spring

A spring with stiffness k and relaxed length L_0 hangs vertically from the ceiling. A block of mass m is attached to the free end of the spring. The block is in equilibrium (not moving), and the spring's current length is L .

What is the **net force** acting on the block at this moment?



A spring with stiffness k and relaxed length L_0 hangs vertically from the ceiling. A block of mass m is attached to the free end of the spring. The block is in equilibrium (not moving), and the spring's current length is L .

What is the **net force** acting on the block at this moment?

On Thursday:

- More springs!
- Universal gravitation

