

Physics 1: **Mechanics**

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- No of credits: 02 (30 teaching hours)
- Textbook: Halliday/Resnick/Walker (2011) entitled **Principles of Physics, 9th edition**, John Willey & Sons, Inc.

Course Requirements

- Attendance + Discussion + Homework: 15%
- Assignment: 15%
- Mid-term exam: 30%
- Final: 40%

Preparation for each class

- Read text ahead of time
- Finish homework

Questions, Discussion

- Wednesday's morning and afternoon: see the secretary of the department (room A1.413) for appointments

Part A Dynamics of Mass Point

Chapter 1 Bases of Kinematics

Chapter 2 Force and Motion (Newton's Laws)

Part B Laws of Conservation

Chapter 3 Work and Mechanical Energy

✓ Midterm exam after Lecture 6

Chapter 4 Linear Momentum and Collisions

Part C Dynamics and Statics of Rigid Body

Chapter 5 Rotation of a Rigid Body About a Fixed Axis

✓ Assignment given in Lecture 11

Chapter 6 Equilibrium and Elasticity

Chapter 7 Gravitation

✓ Final exam after Lecture 12

Part A Dynamics of Mass Point

Chapter 1 Bases of Kinematics

1. 1. Motion in One Dimension

1.1.1. Position, Velocity, and Acceleration

1.1.2. One-Dimensional Motion with Constant Acceleration

1.1.3. Freely Falling Objects

1. 2. Motion in Two Dimensions

1.2.1. The Position, Velocity, and Acceleration Vectors

1.2.2. Two-Dimensional Motion with Constant Acceleration.

Projectile Motion

1.2.3. Circular Motion. Tangential and Radial Acceleration

1.2.4. Relative Velocity and Relative Acceleration

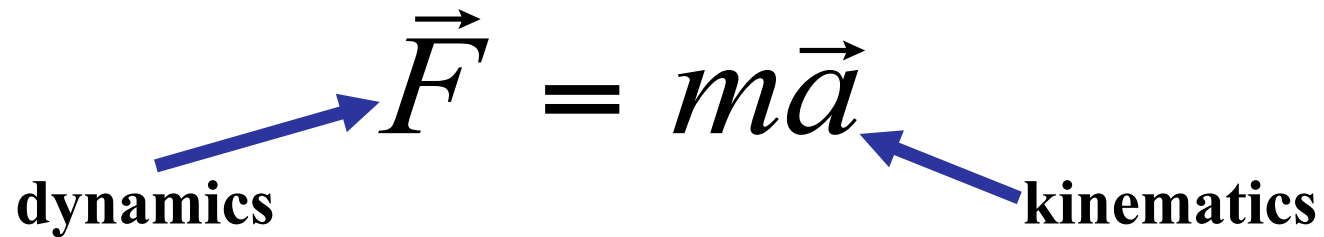
Measurements

- Use laws of Physics to describe our understanding of nature
 - Test laws by experiments
 - Need Units to measure physical quantities
 - Three SI “Base Quantities”:
 - Length - meter - [m]
 - Mass - kilogram - [kg]
 - Time - second - [s]
- Systems:
- SI: Système International [m kg s]
 - CGS: [cm gram second]

1.1. Motion in one dimension

Kinematics

- Kinematics - describes motion
- Dynamics - concerns causes of motion


$$\text{dynamics} \rightarrow \vec{F} = m\vec{a} \leftarrow \text{kinematics}$$

To describe motion, we need to measure:

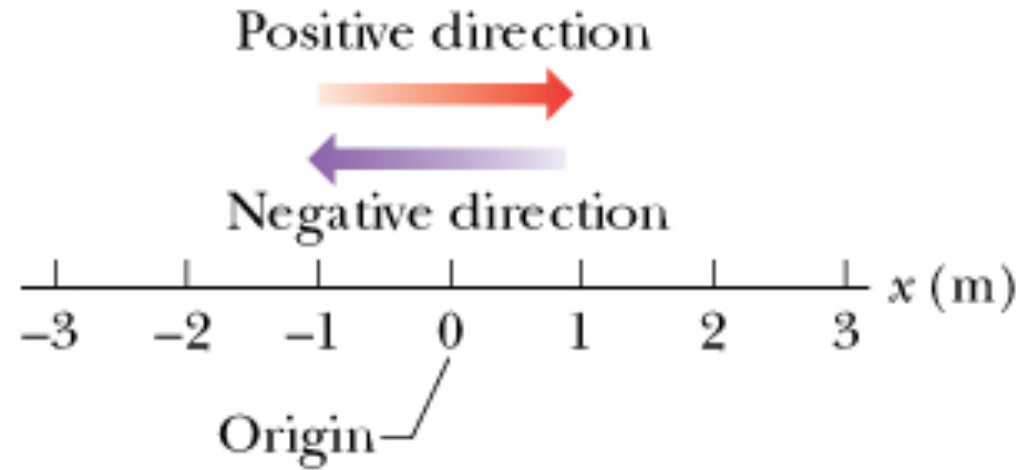
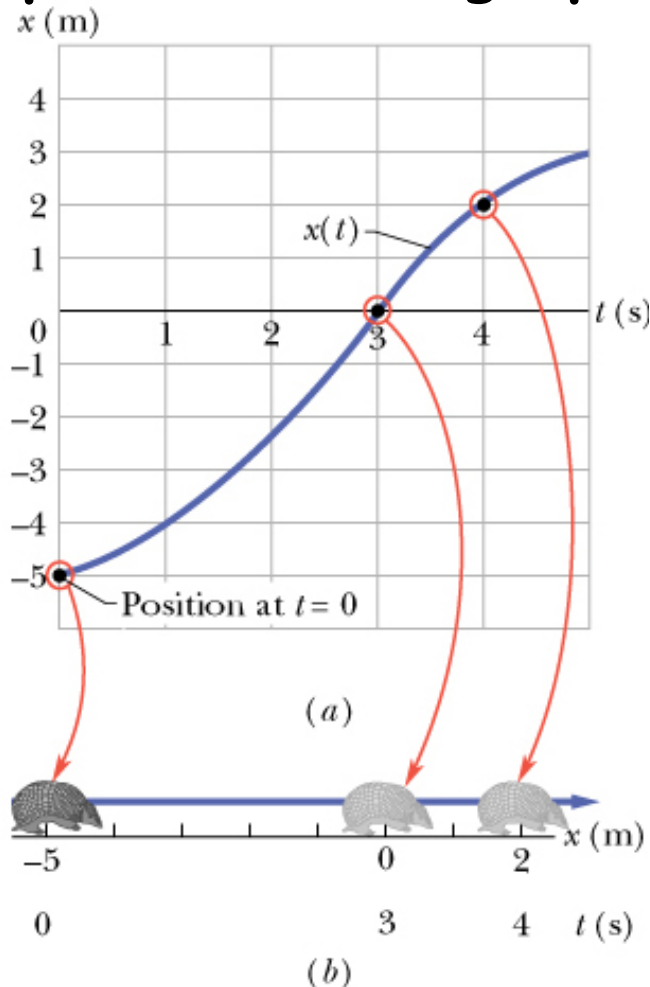
- Displacement: $\Delta x = x_t - x_0$ (measured in m or cm)
- Time interval: $\Delta t = t - t_0$ (measured in s)

1.1.1. Position, Velocity and Acceleration

A. Position: determined in

a reference frame

Space vs. time graph



$$t=0 \text{ s: } x=-5 \text{ m}$$

$$t=3 \text{ s: } x=0 \text{ m}$$

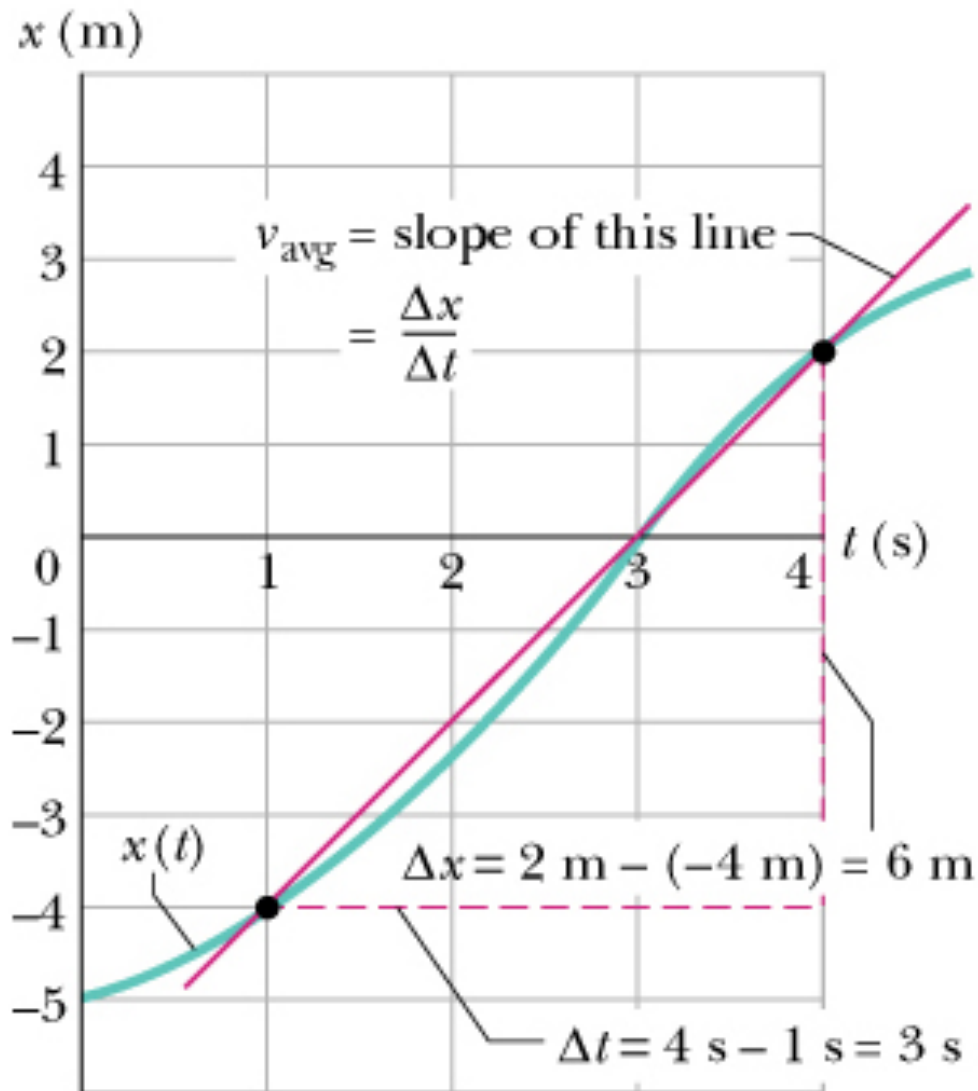
$$\Delta x = 0 - (-5) = 5 \text{ m}$$

Two features of displacement:

- its direction (a vector)
- its magnitude

Motion of an armadillo

B. Velocity: (describing how fast an object moves)



B.1. Average velocity:

$$v_{\text{avg}} = \frac{\Delta x}{\Delta t} = \frac{x_2 - x_1}{t_2 - t_1}$$

Unit: m/s or cm/s

The v_{avg} of the armadillo:

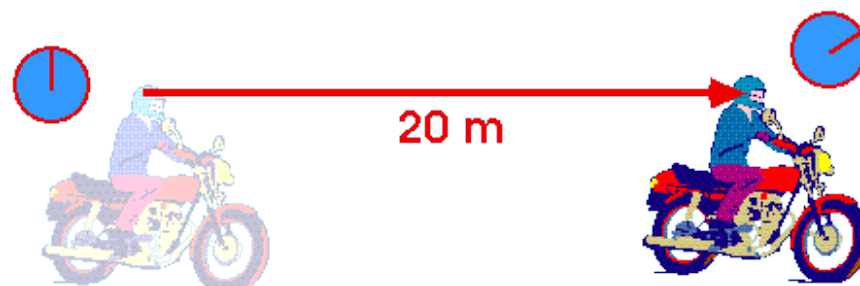
$$v_{\text{avg}} = \frac{6 \text{ m}}{3 \text{ s}} = 2 \text{ m/s}$$

B.2. Average speed:

$$s_{\text{avg}} = \frac{\text{total distance}}{\Delta t}$$

Note: average speed does not include direction

•If a motorcycle travels 20 m in 2 s,
then its average velocity is:



$$v_{\text{avg}} = \frac{\Delta x}{\Delta t} = \frac{20 \text{ m}}{2 \text{ s}} = 10 \frac{\text{m}}{\text{s}}$$

•If an antique car travels 45 km in 3 h,
then its average velocity is:



$$v_{\text{avg}} = \frac{\Delta x}{\Delta t} = \frac{45 \text{ km}}{3 \text{ h}} = 15 \frac{\text{km}}{\text{h}}$$

Sample Problem (average velocity vs average speed):

A car travels on a straight road for 40 km at 40 km/h. It then continues in the opposite direction for another 20 km at 40 km/h.

(a) What is the average velocity of the car during this 60 km trip?

(b) What is the average speed? (Midterm Exam 2010)

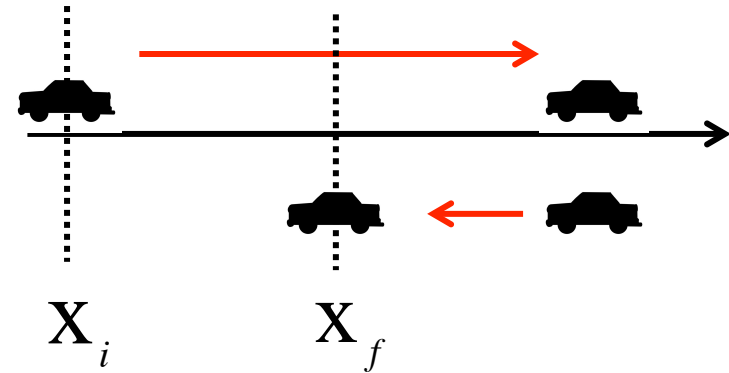
(a)

$$V_{\text{avg}} = \frac{\Delta x}{\Delta t} = \frac{x_f - x_i}{t_f - t_i}$$

$$x_f - x_i = 20 \text{ km}$$

$$t_f - t_i = \frac{40}{40} + \frac{20}{40} = 1.5 \text{ h}$$

$$V_{\text{avg}} = \frac{20}{1.5} = 13.3 \text{ (km/h)}$$

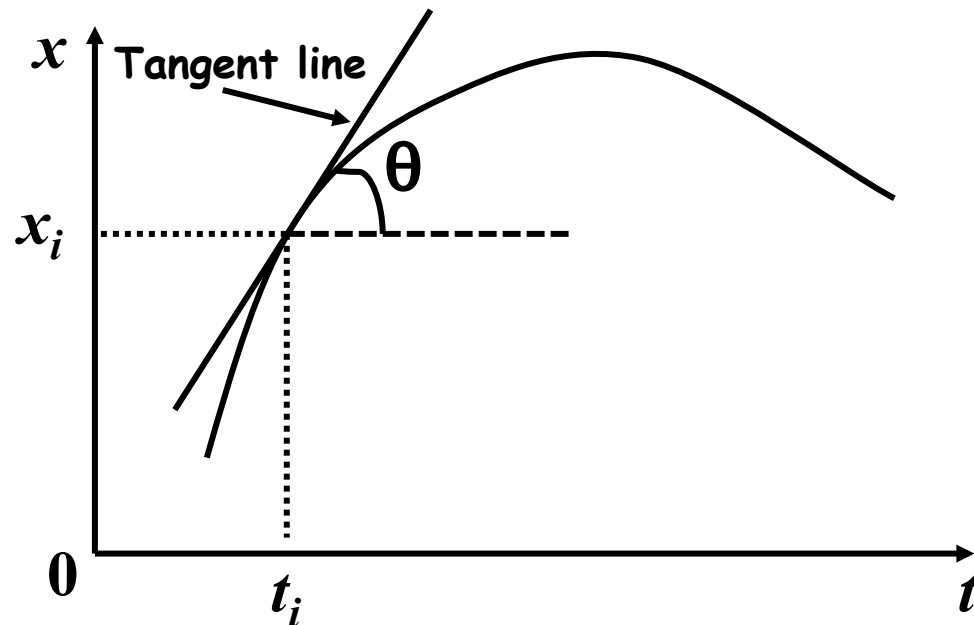


(b)
$$s_{\text{avg}} = \frac{\text{total distance}}{\Delta t} = \frac{40 + 20}{1.5} = 40 \text{ (km/h)}$$

B.3. Instantaneous Velocity and Speed

The average velocity at a given instant ($\Delta t \rightarrow 0$), which approaches a limiting value, is the velocity:

$$v(t) = \lim_{\Delta t \rightarrow 0} \frac{\Delta x(t)}{\Delta t} = \frac{dx(t)}{dt}$$



The slope ($\tan\theta$) of the tangent line gives $v(t)$

Speed is the magnitude of velocity, ex: $v = \pm 40$ km/h, so $s = 40$ km/h

Sample Problem :

The position of an object described by:

$$x = 4 - 12t + 3t^2 \text{ (x: meters; t: seconds)}$$

(1) What is its velocity at $t = 1$ s? $v = dx/dt = -12 + 6t = -6$ (m/s)

(2) Is it moving in the positive or negative direction of x just then? **negative**

(3) What is its speed just then? $S = 6$ (m/s)

(4) Is the speed increasing or decreasing just then?

$0 < t < 2$: decreasing; $2 < t$: increasing

(5) Is there ever an instant when the velocity is zero? If so, give the time t ; if not answer no. **$t = 2$ s**

(6) Is there a time after $t = 3$ s when the object is moving in the negative direction of x ? if so, give t ; if not, answer no. **no**

C. Acceleration:

C1. Average acceleration:

The rate of change of velocity:

$$a_{\text{avg}} = \frac{\Delta v}{\Delta t} = \frac{v_2 - v_1}{t_2 - t_1}$$

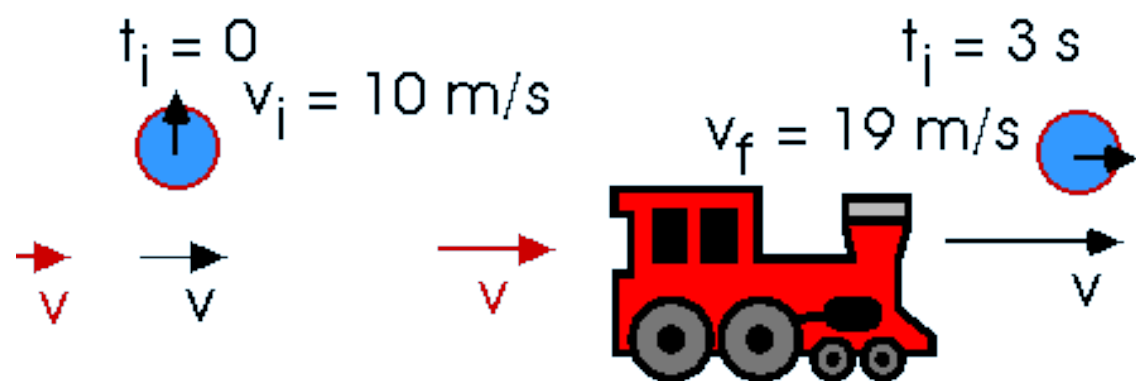
Unit: m/s^2 (SI) or cm/s^2 (CGS)

C2. Instantaneous acceleration:

At any instant:

$$a(t) = \lim_{\Delta t \rightarrow 0} \frac{\Delta v(t)}{\Delta t} = \frac{dv(t)}{dt} = \frac{d}{dt} \left(\frac{dx}{dt} \right) = \frac{d^2 x}{dt^2}$$

→ The derivative of the velocity (or the second one of the position) with respect to time.



$$a = \frac{\Delta v}{\Delta t} = \frac{(19 - 10) \text{ m/s}}{3 \text{ s}} = \frac{9 \text{ m/s}}{3 \text{ s}} = 3 \frac{\text{m/s}}{\text{s}}$$

$$a = 3 \text{ m/s/s} = 3 \text{ m/s}^2$$

1.1.2. Constant acceleration:

$$a = \frac{dv}{dt} = a \text{ const}$$

$$\rightarrow v = v_0 + \int_{t_0}^t a dt \rightarrow v = v_0 + a(t - t_0)$$

If $t_0=0$:

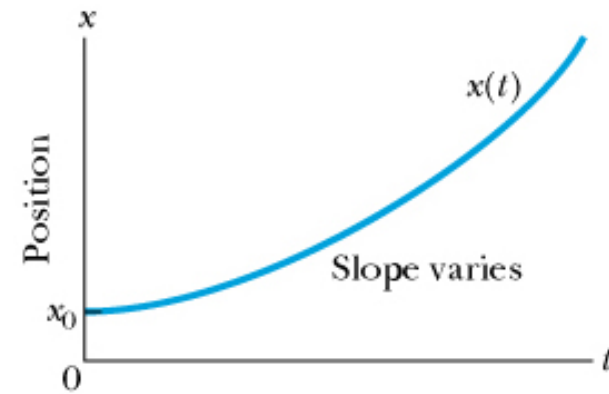
$$v = v_0 + at \quad (1)$$

$$v = \frac{dx}{dt} \rightarrow x = x_0 + \int_{t_0}^t v dt = x_0 + \int_{t_0}^t [v_0 + a(t - t_0)] dt$$

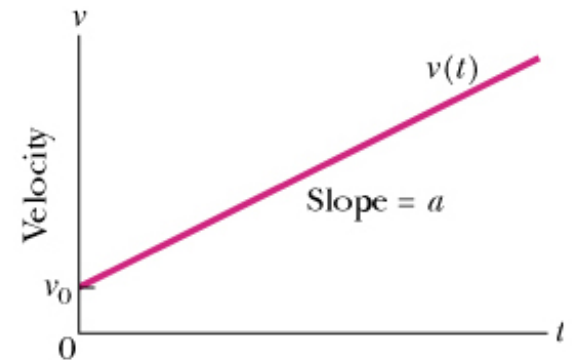
$$x = x_0 + v_0(t - t_0) + \frac{a(t - t_0)^2}{2}$$

If $t_0=0$:

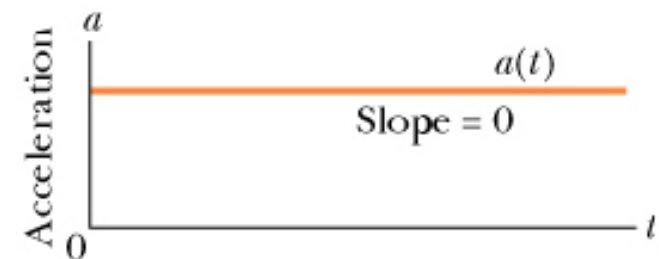
$$x = x_0 + v_0 t + \frac{1}{2} at^2 \quad (2)$$



(a)



(b)



(c)

Specialized equations:

From Equations (1) & (2):

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

$$x - x_0 = \frac{1}{2}(v_0 + v)t$$

$$x - x_0 = vt - \frac{1}{2}at^2$$

Problem 27:

An electron has $a=3.2 \text{ m/s}^2$

At t (s): $v=9.6 \text{ m/s}$

Question: v at $t_1=t-2.5$ (s) and $t_2=t+2.5$ (s)?

Key equation: $v = v_0 + at$ (v_0 is the velocity at 0 s)

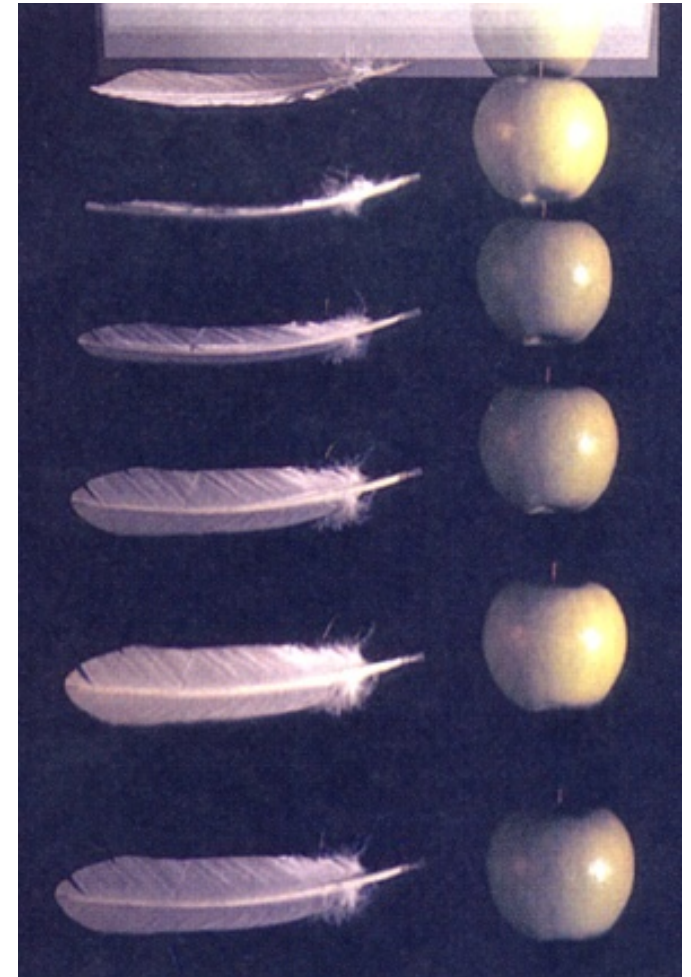
- At time t : $v = v_0 + at$
- At t_1 : $v_1 = v_0 + at_1 \rightarrow v_1 = v + a(t_1 - t) = 9.6 + 3.2 \times (-2.5) = 1.6 \text{ (m/s)}$
- At t_2 : $v_2 = v_0 + at_2 \rightarrow v_2 = v + a(t_2 - t) = 9.6 + 3.2(2.5) = 17.6 \text{ (m/s)}$

1.1.3. Freely falling objects:

- “Free-fall” is the state of an object moving solely under the influence of gravity.
- The acceleration of gravity near the Earth's surface is a constant, $g=9.8 \text{ m/s}^2$ toward the center of the Earth.



Free-fall on the Moon



Free-fall in vacuum

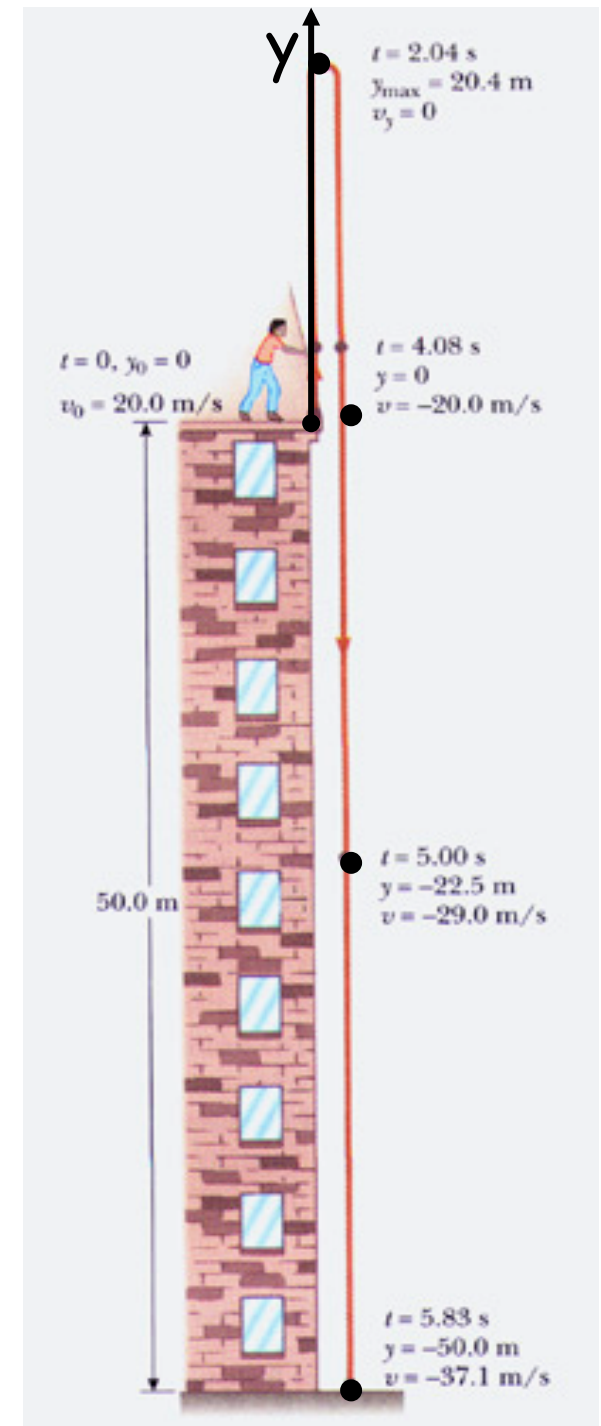
Example (must do):

A ball is initially thrown upward along a y axis, with a velocity of 20.0 m/s at the edge of a 50-meters high building.

- (1) How long does the ball reach its maximum height?
- (2) What is the ball's maximum height?
- (3) How long does the ball take to return to its release point? And its velocity at that point?
- (4) What are the velocity and position of the ball at $t=5$ s?
- (5) How long does the ball take to hit the ground? and what is its velocity when it strikes the ground?

Using two equations: $V = V_0 + at$

$$y = y_0 + v_0 t + \frac{1}{2} at^2$$



$$v_0 = 20.0 \text{ m/s}, y_0 = 0, a = -9.8 \text{ m/s}^2$$

We choose the positive direction is upward

(1) How long does the ball reach its maximum height?

$$v = v_0 + at = v_0 - gt$$

At its maximum height, $v = 0$:

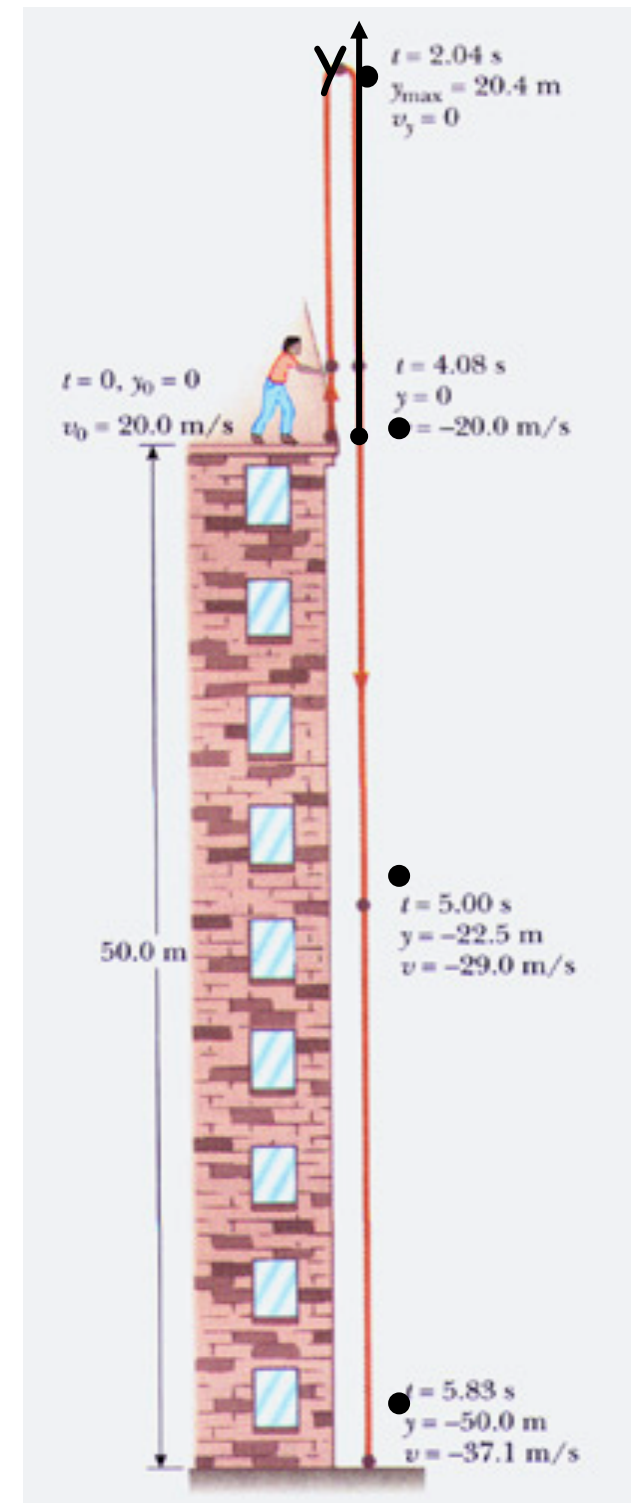
$$t = \frac{v_0}{g} = \frac{20}{9.8} = 2.04 \text{ (s)}$$

(2) What is the ball's maximum height?

$$y = y_0 + v_0 t + \frac{1}{2} at^2$$

$$y_{\text{max}} = 0 + 20 \times 2.04 + \frac{1}{2} (-9.8)(2.04)^2$$

$$y_{\text{max}} = 20.4 \text{ (m)}$$



We can use:

$$v^2 - v_0^2 = 2a(y - y_0)$$

At the ball's maximum height:

$$0 - 20^2 = -2 \times 9.8 \times y_{\max}$$

$$y_{\max} = 20.4 \text{ (m)}$$

(3) How long does the ball take to return to its release point? And its velocity at that point?

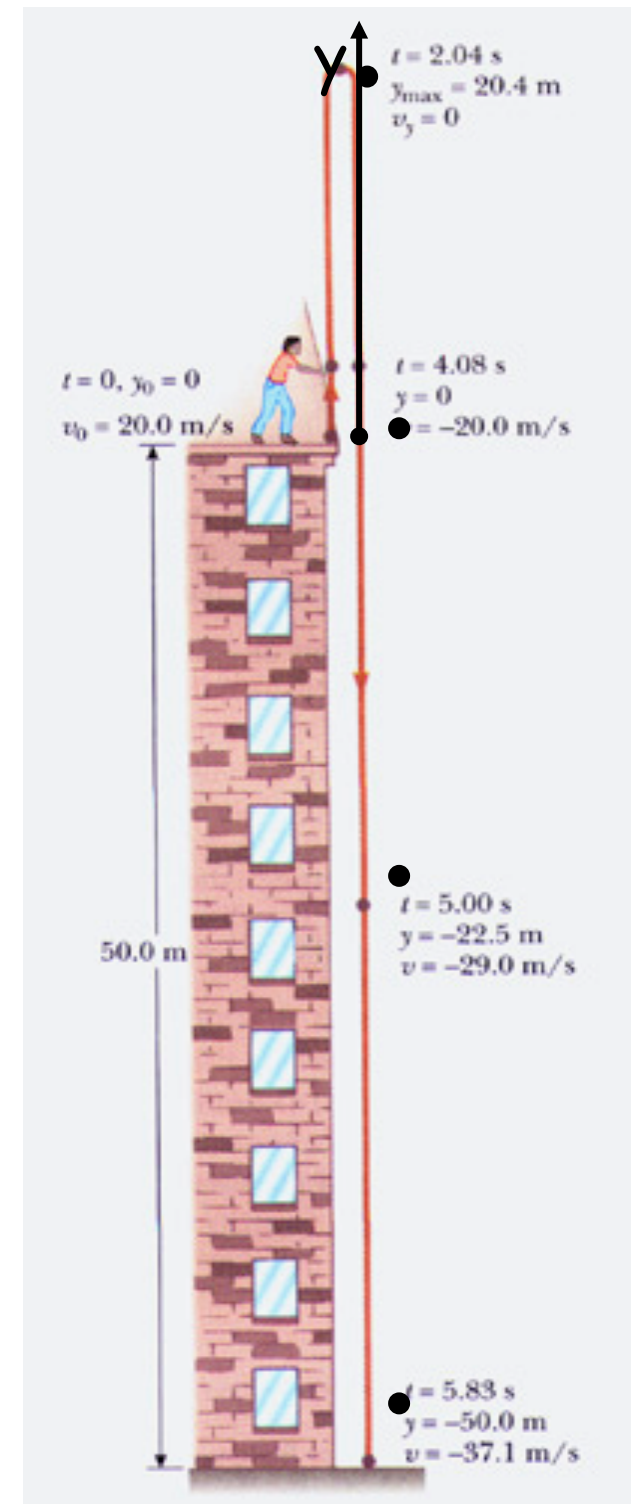
$$y = y_0 + v_0 t + \frac{1}{2} a t^2$$

At the release point: $y = 0$

$$0 = 0 + 20t - \frac{1}{2} 9.8 t^2$$

$$t = 0 \text{ or } t = 4.08 \text{ (s)}$$

$$\text{So: } t = 4.08 \text{ (s)}$$



$$v = v_0 + at = v_0 - gt$$

$$v = 20 - 9.8(4.08) = -20 \text{ (m/s)}$$

You can also use:

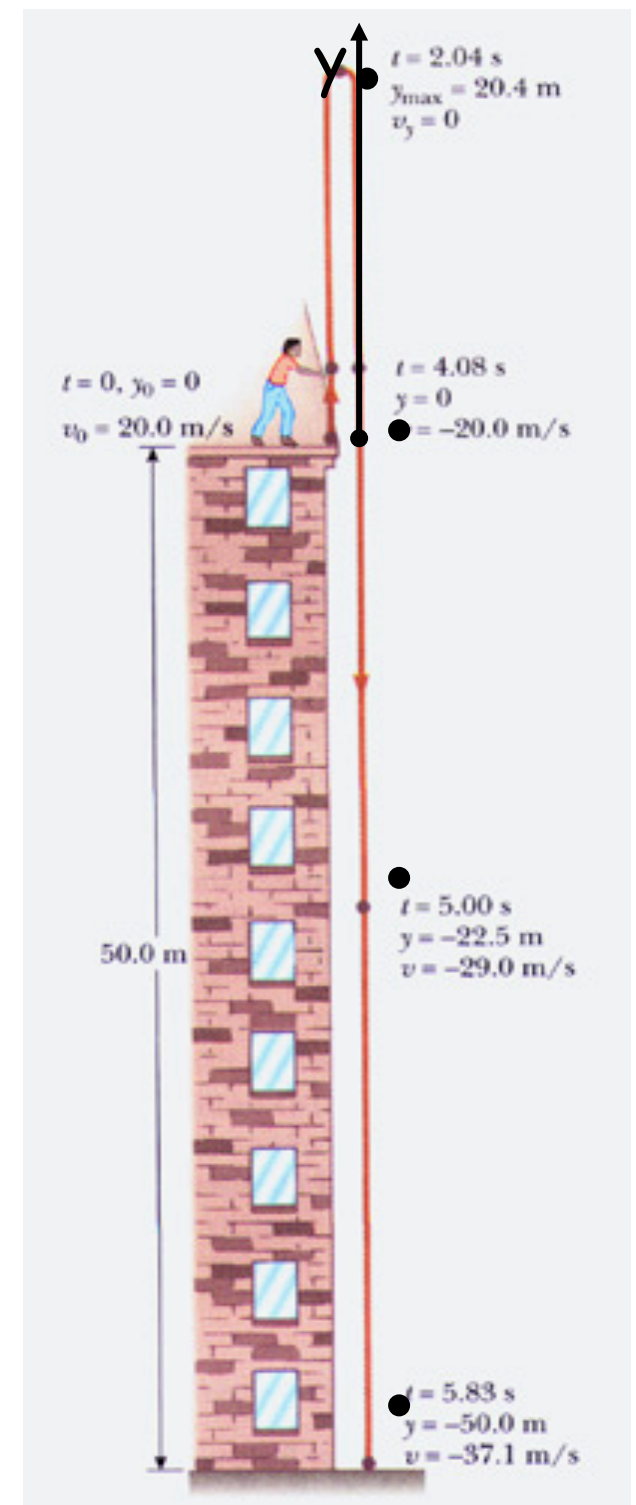
$$v^2 - v_0^2 = 2a(y - y_0)$$

$$v^2 = v_0^2 \Rightarrow v = -v_0 : \text{downward}$$

(4) What are the velocity and position of the ball at $t=5$ s?

$$v = v_0 - gt = 20 - 9.8 \times 5 = -29.0 \text{ (m/s)}$$

$$y = 20t - \frac{1}{2}9.8t^2 = -22.5 \text{ (m)}$$



(5) How long does the ball take to hit the ground? and what is its velocity when it strikes the ground?

When the ball strikes the ground, $y = -50$ m

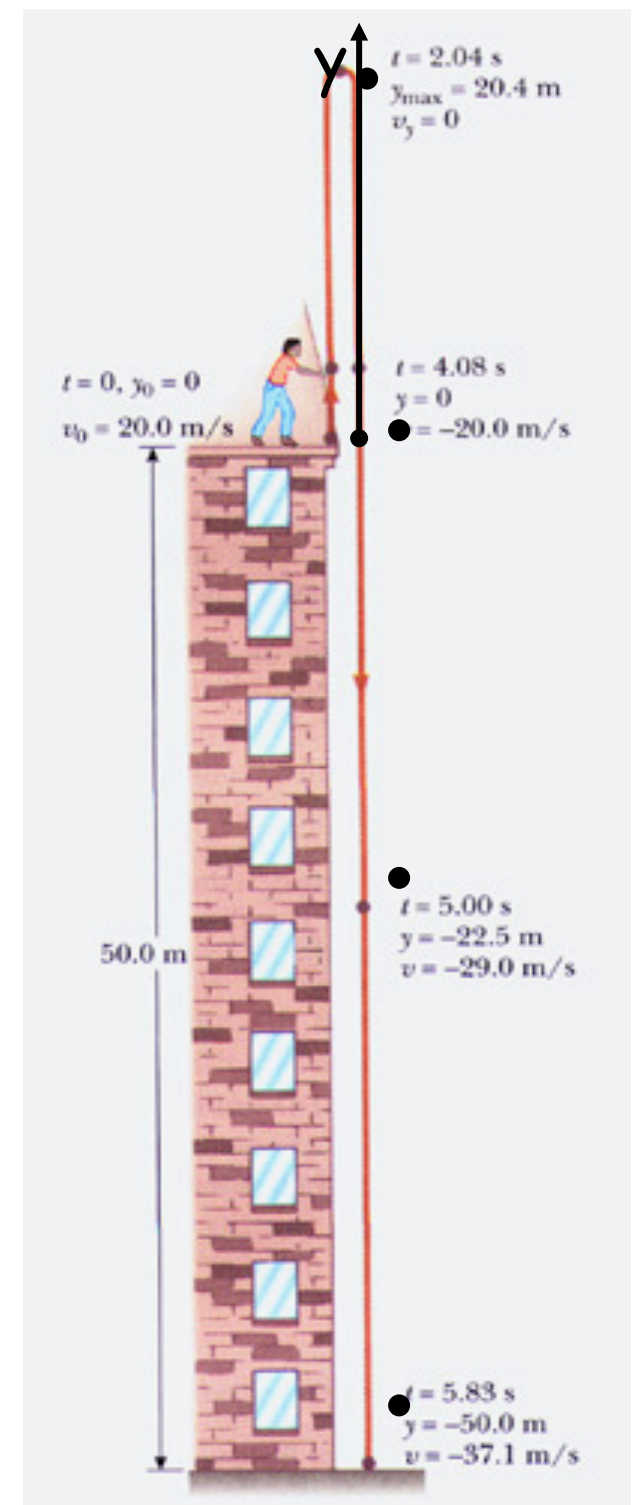
$$y = 20t - \frac{1}{2}9.8t^2 = -50$$

$$t = 5.83 \text{ (s)}; t = -1.75 \text{ (s)}$$

so

$$t = 5.83 \text{ (s)}$$

$$v = v_0 - gt = 20 - 9.8 \times (5.83) = -37.1 \text{ (m/s)}$$



Keywords of the lecture:

1. *Displacement* (m): measuring the change in position of an object in a reference frame

$$\Delta x = x_t - x_0 \quad (\text{one dimension})$$

2. *Velocity* (m/s): describing how fast an object moves

$$v = \Delta x / \Delta t$$

3. *Acceleration* (m/s²): measuring the rate of change of velocity

$$a = \Delta v / \Delta t$$

Homework:

(1) Read Sec. 2-10.

(2) From page 30: Problems 1-6, 16, 20, 29-31, 33,
46, 48, 50