

# Vp140 Recitation I

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# Overview

- 1 Uncertainty and Significant Figures
- 2 Unit
- 3 Vectors and Basic Vector Operations
- 4 Cartesian coordinate system
- 5 Kinematics in 1D

# Uncertainty

## Some examples

- ①  $56.47 \pm 0.02$  mm
- ② 1.6454(21)
- ③ 47 ohms  $\pm 10\%$

- You do not need to know the detailed calculation methods in this course.
- The way to calculate the uncertainty will be carefully discussed in your Vp141 lab.

# Significant figures

## Multiplication or division

Result can have no more significant figures than the factor with the fewest significant figures.

## Example

$$\textcircled{1} \quad \frac{0.745 \times 2.2}{3.885} = 0.42$$

$$\textcircled{2} \quad 1.32578 \times 10^7 \times 4.11 \times 10^{-3} = 5.45 \times 10^4$$

# Significant figures

## Addition or subtraction

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

## Example

$$\textcircled{1} \quad 27.153 + 138.2 - 11.74 = 153.6$$

# Significant notation

## Example

- ①  $384,000,000\text{m} = 3.84 \times 10^8\text{m}$
- ②  $384,000,000\text{m} = 3.8400 \times 10^8\text{m}$

- For the textbook, it usually gives numerical value with 3 significant figures. Be careful about your online homework.
- You must round, not truncate.

# Unit prefixes

## Example

$$1 \text{ kilometer} = 1 \text{ km} = 10^3 \text{ meters} = 10^3 \text{ m}$$

$$1 \text{ kilogram} = 1 \text{ kg} = 10^3 \text{ grams} = 10^3 \text{ g}$$

$$1 \text{ kilowatt} = 1 \text{ kW} = 10^3 \text{ watts} = 10^3 \text{ W}$$

## Example

**TABLE 1.1** Some Units of Length, Mass, and Time

Length	Mass	Time
1 nanometer = 1 nm = $10^{-9}$ m (a few times the size of the largest atom)	1 microgram = 1 $\mu$ g = $10^{-6}$ g = $10^{-9}$ kg (mass of a very small dust particle)	1 nanosecond = 1 ns = $10^{-9}$ s (time for light to travel 0.3 m)
1 micrometer = 1 $\mu$ m = $10^{-6}$ m (size of some bacteria and other cells)	1 milligram = 1 mg = $10^{-3}$ g = $10^{-6}$ kg (mass of a grain of salt)	1 microsecond = 1 $\mu$ s = $10^{-6}$ s (time for space station to move 8 mm)
1 millimeter = 1 mm = $10^{-3}$ m (diameter of the point of a ballpoint pen)	1 gram = 1 g = $10^{-3}$ kg (mass of a paper clip)	1 millisecond = 1 ms = $10^{-3}$ s (time for a car moving at freeway speed to travel 3 cm)
1 centimeter = 1 cm = $10^{-2}$ m (diameter of your little finger)		
1 kilometer = 1 km = $10^3$ m (distance in a 10-minute walk)		

# Unit conversions

- An equation must always be dimensionally consistent.

## Example

### EXAMPLE 1.1 CONVERTING SPEED UNITS

The world land speed record of 763.0 mi/h was set on October 15, 1997, by Andy Green in the jet-engine car *Thrust SSC*. Express this speed in meters per second.

#### SOLUTION

**IDENTIFY, SET UP, and EXECUTE:** We need to convert the units of a speed from mi/h to m/s. We must therefore find unit multipliers that relate (i) miles to meters and (ii) hours to seconds. In Appendix E we find the equalities 1 mi = 1.609 km, 1 km = 1000 m, and 1 h = 3600 s. We set up the conversion as follows, which ensures that all the desired cancellations by division take place:

$$\begin{aligned} 763.0 \text{ mi/h} &= \left( 763.0 \frac{\text{mi}}{\text{h}} \right) \left( \frac{1.609 \text{ km}}{1 \text{ mi}} \right) \left( \frac{1000 \text{ m}}{1 \text{ km}} \right) \left( \frac{1 \text{ h}}{3600 \text{ s}} \right) \\ &= 341.0 \text{ m/s} \end{aligned}$$

**EVALUATE:** This example shows a useful rule of thumb: A speed expressed in m/s is a bit less than half the value expressed in mi/h, and a bit less than one-third the value expressed in km/h. For example, a normal freeway speed is about 30 m/s = 67 mi/h = 108 km/h, and a typical walking speed is about 1.4 m/s = 3.1 mi/h = 5.0 km/h.



SOLUTION



# Exercise I

## Exercise I

A simple pendulum consists of a light inextensible string AB with length  $L$ , with the end A fixed, and a point mass  $M$  attached to B. The pendulum oscillates with a small amplitude, and the period of oscillation is  $T$ . It is suggested that  $T$  is proportional to the product of powers of  $M$ ,  $L$  and  $g$ , where  $g$  is the acceleration due to gravity. Use dimensional analysis to find this relationship.

# Vectors

- Magnitude + Direction
- Notation:  $\vec{A}$

## Example

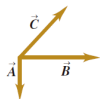
- 1 Displacement
- 2 Force

# Addition and subtraction

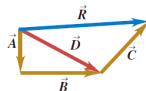
## Addition

**1.13** Several constructions for finding the vector sum  $\vec{A} + \vec{B} + \vec{C}$ .

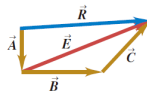
(a) To find the sum of these three vectors ...



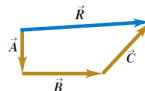
(b) ... add  $\vec{A}$  and  $\vec{B}$  to get  $\vec{D}$  and then add  $\vec{C}$  to  $\vec{D}$  to get the final sum (resultant)  $\vec{R}$  ...



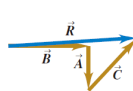
(c) ... or add  $\vec{B}$  and  $\vec{C}$  to get  $\vec{E}$  and then add  $\vec{A}$  to  $\vec{E}$  to get  $\vec{R}$  ...



(d) ... or add  $\vec{A}$ ,  $\vec{B}$ , and  $\vec{C}$  to get  $\vec{R}$  directly ...



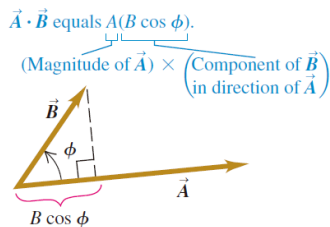
(e) ... or add  $\vec{A}$ ,  $\vec{B}$ , and  $\vec{C}$  in any other order and still get  $\vec{R}$ .



## Subtraction

$$\vec{A} - \vec{B} = \vec{A} + (-\vec{B})$$

# Scalar product (Scalar)



**Scalar (dot) product**  
of vectors  $\vec{A}$  and  $\vec{B}$

Magnitudes of  
 $\vec{A}$  and  $\vec{B}$

$$\vec{A} \cdot \vec{B} = AB \cos \phi = |\vec{A}| |\vec{B}| \cos \phi$$

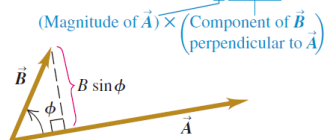
Angle between  $\vec{A}$  and  $\vec{B}$  when placed tail to tail

- Scalar product of two perpendicular vectors is always zero.
- Commutative law :  $\vec{A} \cdot \vec{B} = \vec{B} \cdot \vec{A}$

# Vector product (Vector)

## Magnitude

(Magnitude of  $\vec{A} \times \vec{B}$ ) equals  $A(B \sin \phi)$ .



Magnitude of **vector (cross) product** of vectors  $\vec{B}$  and  $\vec{A}$

$$C = AB \sin \phi$$

Magnitudes of  $\vec{A}$  and  $\vec{B}$

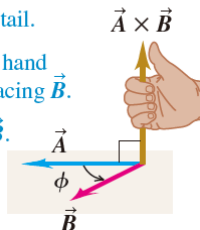
Angle between  $\vec{A}$  and  $\vec{B}$  when placed tail to tail

- The vector product of two parallel or antiparallel vectors is always zero.
- The vector product of any vector with itself is zero.

## Direction

(a) Using the right-hand rule to find the direction of  $\vec{A} \times \vec{B}$

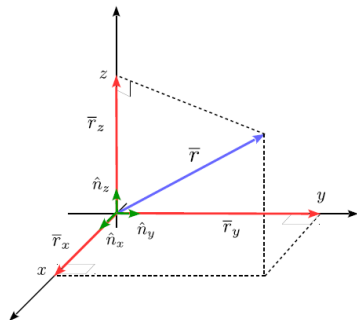
- ① Place  $\vec{A}$  and  $\vec{B}$  tail to tail.
- ② Point fingers of right hand along  $\vec{A}$ , with palm facing  $\vec{B}$ .
- ③ Curl fingers toward  $\vec{B}$ .
- ④ Thumb points in direction of  $\vec{A} \times \vec{B}$ .



- The vector product is not commutative but instead is **anticommutative** :  $\vec{A} \times \vec{B} = -\vec{B} \times \vec{A}$

# Cartesian coordinate system

## Cartesian



$$\vec{r} = x\hat{n}_x + y\hat{n}_y + z\hat{n}_z$$

## Exercise II

### Exercise II

Consider two vectors  $\mathbf{u} = 3\hat{n}_x + 4\hat{n}_y$  and  $\mathbf{w} = 6\hat{n}_x + 16\hat{n}_y$ . Find the components of the vector  $\mathbf{w}$  that are, respectively, parallel and perpendicular to the vector  $\mathbf{u}$ .



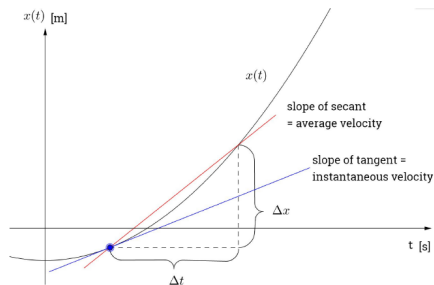
## Exercise III

### Exercise III

A river flows from south to north at 5 km/h. On this river, a boat is heading east to west, perpendicular to the current at 7 km/h. As viewed by an eagle hovering at rest over the shore, how fast and in what direction is this boat traveling?

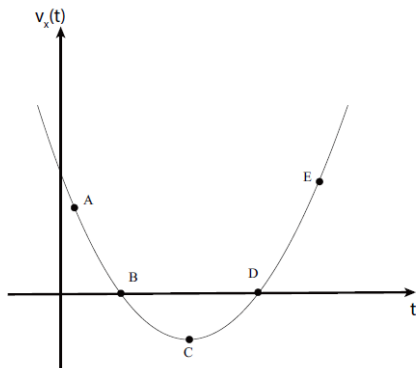
# Average & instantaneous quantities

## Velocity

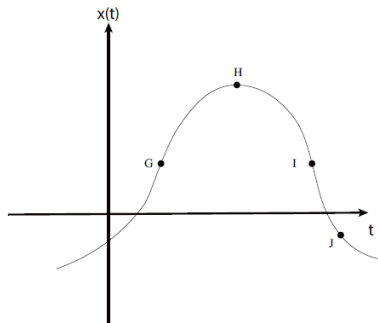


- Average velocity:  $v_{av,x} \stackrel{def}{=} \frac{x(t+\Delta t) - x(t)}{\Delta t}$
- Instantaneous velocity:  $\lim_{\Delta t \rightarrow 0} \frac{x(t+\Delta t) - x(t)}{\Delta t} = \frac{dx(t)}{dt} = \dot{x}(t) \stackrel{def}{=} v_x(t)$

# Analysis the graphs

 $v_x(t)$ 

# Analysis the graphs

 $x(t)$ 

## Exercise IV

### Exercise IV

A car is moving in one direction along a straight line. Find the average velocity of the car if:

- it travels half of the **journey time** with velocity  $v_1$  and the other half with velocity  $v_2$ .
- it covers half of the **distance** with velocity  $v_1$  and the other one with velocity  $v_2$ .

Here both  $v_1$  and  $v_2$  are constants.

# Example from slides

s-1902ph page22

## Example. Motion with Varying Acceleration

The acceleration of an iron object moving in a straight line close to a magnet turns out to be related to its position with respect to the magnet,  $x > 0$ , as  $a_x = -k/x$ , where  $k$  is a positive constant. It has been experimentally determined that the velocity of the object is  $\sqrt{2}v_0 > 0$ , when the object is at  $x = x_0 > 0$  and it is  $v_0$  when  $x = 2x_0$ .

What is the velocity of this particle when  $x = 3x_0$ ?

Note that  $a_x = \frac{dv_x}{dt} \stackrel{\text{chain rule}}{=} \frac{dv_x}{dx} \underbrace{\frac{dx}{dt}}_{v_x} = \frac{dv_x}{dx} v_x$ .

Hence  $-\frac{k}{x} = v_x \frac{dv_x}{dx}$ . Integrating and using the information provided

$$\int_{\sqrt{2}v_0}^{v_0} v_x dv_x = - \int_{x_0}^{2x_0} \frac{k}{x} dx \quad \Rightarrow \quad \frac{1}{2}v_0^2 - v_0^2 = -k \ln 2,$$

so that  $k = \frac{v_0^2}{2 \ln 2}$ .

# Example from slides

s-1902ph page23

## Example. Motion with Varying Acceleration (contd)

To find out the answer, integrate with the corresponding limits

$$\int_{\sqrt{2}v_0}^{v_x(3x_0)} v_x dv_x = - \int_{x_0}^{3x_0} \frac{k}{x} dx$$

to get

$$\frac{1}{2} v_x^2(3x_0) - v_0^2 = -k \ln 3 = -\frac{v_0^2 \ln 3}{2 \ln 2}.$$

Solving for  $v_x(3x_0)$  yields

$$v_x(3x_0) = v_0 \sqrt{2 - \frac{\ln 3}{\ln 2}}.$$

# The End

- Office hour: Wed 8:00-10:00 (Discussion Room 326I)
- Email: *zhanghaomeng@sjtu.edu.cn*