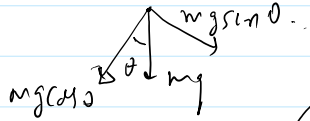
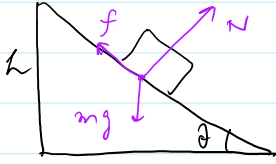


Solutions

Saturday, May 2, 2020 11:55 AM

1-1
Let us consider only vertical motion



$$N = mg \cos \theta$$

$$f = \mu mg \cos \theta$$

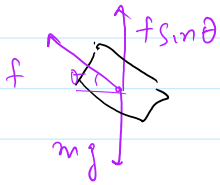
$$ma = mg \sin \theta - f$$

$$\Rightarrow a_d = g(\sin \theta - \mu \cos \theta)$$

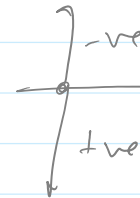
down

When going up, $a_u = g(\sin \theta + \mu \cos \theta)$

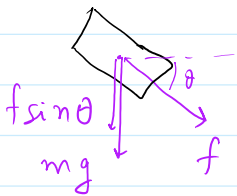
Downward motion



$$\begin{aligned} ma_d &= mg - f \sin \theta \\ &= mg - \mu mg \cos \theta \sin \theta \\ \Rightarrow a_d &= g(1 - \mu \sin \theta \cos \theta) \end{aligned}$$



Upward motion



$$\begin{aligned} ma_u &= mg + f \sin \theta \\ \Rightarrow a_u &= g(1 + \mu \sin \theta \cos \theta) \end{aligned}$$

So, using $x = ut + \frac{1}{2}at^2$,

$$h = 0 + \frac{1}{2}a_d t_d^2 \Rightarrow t_d = \sqrt{\frac{2h}{a_d}}$$

$$\begin{aligned} v &= u + at \\ x &= ut + \frac{1}{2}at^2 \\ v^2 &= u^2 + 2ax \end{aligned}$$

For upward motion,

$$v = u + a_u t_u \Rightarrow 0 = u + a_u t_u \Rightarrow u = -a_u t_u$$

Then,

$$v^2 = u^2 + 2ax \Rightarrow 0 = (-a_u t_u)^2 + 2a_u(-h)$$

$$v^2 = u^2 + 2ax \Rightarrow 0 = (-a_u t_u)^2 + 2a_u(-h)$$

$$\Rightarrow t_u^2 = \frac{2a_u h}{a_u^2}$$

$$\Rightarrow t_u = \sqrt{\frac{2h}{a_u}}$$

$$\Rightarrow \frac{a_u > a_d}{\sqrt{\frac{1}{a_d}} > \sqrt{\frac{1}{a_u}}} \Rightarrow t_d > t_u$$

Method 2 (Krotov-inspired)

While going down,

$$v = u + at$$

$$\Rightarrow v_d = 0 + a_d t$$

$$= 0 + (a_g - a_f) t$$

$$\Rightarrow v_d = a_g t - a_f t$$

Now,

$$s = \langle v \rangle t_d$$

$$= (a_g t_d - a_f t_d) / 2$$

where

s is dist. travelled on

the incline.

$$\text{Thus, } t_d \frac{(a_g - a_f)}{2} = t_u (a_g + a_f)$$

$$\Rightarrow \frac{t_d}{t_u} = \frac{(a_g + a_f)}{(a_g - a_f)} > 1 \Rightarrow t_d > t_u$$

$$\Rightarrow u_u = a_g t + a_f t$$

Now,

$$s = \langle v \rangle t_u$$

$$= (a_g t_u + a_f t_u) / 2$$

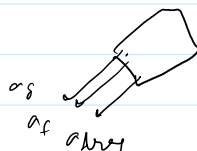
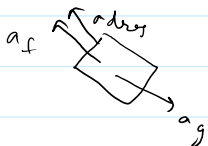
[see 'Lessons' for derivation of $\langle v \rangle t$]

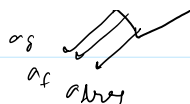
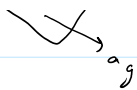
Air drag:

Drag has effects \sim to friction. It will oppose motion

$$a_d = a_g - a_f - a_{\text{drag}}$$

$$a_u = a_g + a_f + a_{\text{drag}}$$





Thus,

$$\frac{t_d}{t_u} = \frac{(a_g + a_f + a_{\text{drag}})}{(a_g - a_f - a_{\text{drag}})} > 1. \text{ So, the result is unchanged}$$

Krutoy's solution

In absence of friction,

$$t_u = t_d \quad \left(\text{as } \frac{1}{2} m v^2 = mgh, \quad s = \langle v \rangle t = \frac{v^* t}{2} \right)$$

In presence of friction,

$$v_d < v^*$$

$$u_u > v^*$$

$$\Rightarrow v_d < v^* < u_u$$

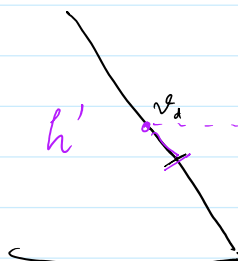
So,

$$s = \frac{\langle v \rangle t}{2} \Rightarrow \langle v_u \rangle t_u = \langle v_d \rangle t_d \quad (\text{as } s \text{ is same})$$

$$\Rightarrow \frac{u_u t_u}{2} = \frac{v_d t_d}{2}$$

$$\Rightarrow \frac{t_d}{t_u} = \frac{u_u}{v_d}. \text{ As } u_u > v_d, \quad \frac{t_d}{t_u} > 1$$

Air drag



Let τ denote drag

$$\vec{v}_d < \vec{v}_u$$

$\vec{v}_u > \vec{v}_d$ (we need to push initially at a higher velocity b/c of drag.

So, every point in the journey will have a higher velocity in case

of deep vs. case of no amp

Thus, for dt , assuming $\vec{v}_x(t)$ constant,

$$\delta s = \vec{v}_x \delta t_x$$

So,

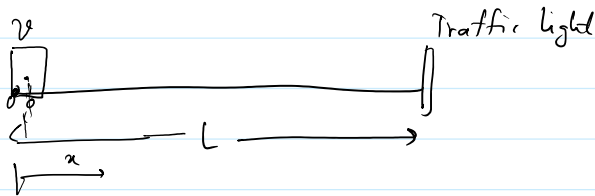
$$\delta s = \vec{v}_d \delta t_d = \vec{v}_u \delta t_u$$

Now,

$$\vec{v}_d < \vec{v}_u \quad [\text{why?}]$$

$$\text{So, } \delta t_d > \delta t_u \Rightarrow \int \delta t_d = \int \delta t_u \Rightarrow t_d > t_u$$

1-2



$$L = 400$$

$$v = 54 \times \frac{5}{18} = 15 \text{ m/s}$$

$$t = 60 \text{ s}$$

$$a = -0.3 \text{ m/s}^2$$

We can compute the distance using

$x = ut + \frac{1}{2}at^2$, but that would give us the final displacement,

including negative motion, if any. So, let us check when the object comes to rest.

$$v = u + at$$

$$\Rightarrow 0 = 15 - 0.3t \Rightarrow t = 50 \text{ s}$$

Any motion given by the kinematic equations b/w $t = 50$ and $t = 60 \text{ s}$ will be in the negative direction, which is not possible with a braking system. This could happen on a system which is using negative currents on a motor to stop a robot though.

Now, the distance at the point of halt is our final distance. So,

$$x_{\text{halt}} = \frac{v^2 - u^2}{2a} = \frac{0^2 - (15)^2}{2(-0.3)} = \frac{225}{6} = 375 \text{ m}$$

$$\text{So, distance from traffic light} = L - x_{\text{halt}} = 400 - 375 = 25 \text{ m}$$

Incorrect solution

$$\text{Dist from traffic light} = L - x$$

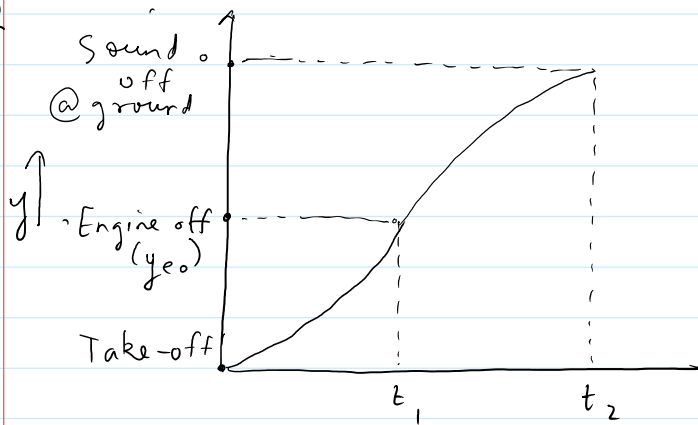
$$= L - ut - \frac{1}{2} at^2$$

$$= 400 - 15(60) - \frac{1}{2}(-0.3)(60)^2$$

$$= 400 - 900 + 540$$

$$= 40 \text{ m}$$

1.3



Given: $v(0) = 0$

$$c = 320 \text{ m/s}$$

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

$$t_2 = 30 \text{ s}$$

To find: $v(t_1)$

$\Delta t = t_2 - t_1$ = time taken by sound of last instance of engine vibration to travel from copter to ground

$$y_{eo} = c \Delta t$$
$$\Rightarrow y_{eo} = c(t_2 - t_1) \quad \text{--- (1)}$$

$$\text{Also, } y_{eo} = 0 + \frac{1}{2} at_1^2 \quad \text{--- (2)}$$

From (1) & (2)

$$c(t_2 - t_1) = \frac{1}{2} at_1^2$$

$$\Rightarrow at_1^2 + 2ct_1 - 2ct_2 = 0$$

$$\Rightarrow_{S.O.} t_1 = \frac{-2c \pm \sqrt{4c^2 + 8act_2}}{2a}$$

$$= \frac{-c \pm \sqrt{c^2 + 2act_2}}{a}$$

a

Using this, we get

$$v(t_1) = at_1$$

$$= -c \pm \sqrt{c^2 + 2act_2}$$

As $v(t_1) > 0$,

$$v_s = \sqrt{c^2 + 2act_2} - c$$

$$= \sqrt{c(c + 2at_2)} - c$$

$$= \sqrt{320(320 + 2 \cdot 3 \cdot 30)} - 320$$

$$= \sqrt{320(500)} - 320$$

$$= \sqrt{16 \cdot 1000} - 320$$

$$= 400 - 320$$

$$= 80 \text{ m/s}$$

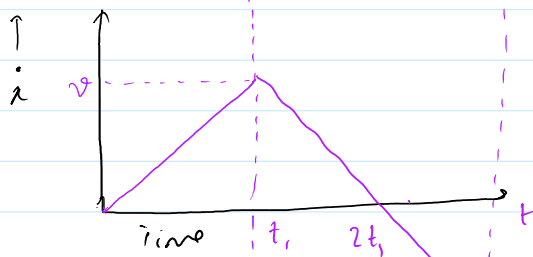
1.4



First leg of motion

$$s = 0 + \frac{1}{2} at_1^2 \quad \text{--- (1)}$$

$$v = 0 + at_1 \quad \text{--- (2)}$$

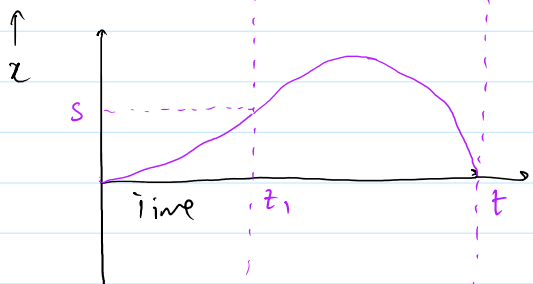


Second leg of motion

$$-s = v(t - t_1) - \frac{1}{2} a (t - t_1)^2$$

Plugging in (2), we get

$$s = -(at_1)(t - t_1) + \frac{1}{2} a (t - t_1)^2 \quad \text{--- (3)}$$



Using (1), we get

$$\frac{1}{2} at_1^2 = -at_1 t + at_1^2 + \frac{1}{2} at^2 + \frac{1}{2} at_1^2 - at_1 t$$

$$\Rightarrow 0 = at_1^2 + \frac{1}{2} at^2 - 2at_1 t$$

$$\Rightarrow t^2 - (4t_1)t + 2t_1^2 = 0$$

So,

$$\begin{aligned}t &= \frac{4t_1 \pm \sqrt{(4t_1)^2 - 4(2t_1^2)}}{2} \\&= \frac{4t_1 \pm \sqrt{16t_1^2 - 8t_1^2}}{2} \\&= (2 \pm \sqrt{2})t_1 \\&= (2 + \sqrt{2})t_1, (2 - \sqrt{2})t_1\end{aligned}$$

From the figures, we know that time elapsed would be at least $2t_1$. This is the time required for the body to come back to rest, before it starts moving backward.

So,

$$t \neq 2t_1 - \sqrt{2}t_1.$$

Thus,

$$t = (2 + \sqrt{2})t_1$$

Method-2 (Krotov)

Replace $(t - t_1)$ in eqⁿ (3) above by t_2 . Then, we have

$$s = -at_1t_2 + \frac{1}{2}at_2^2$$

Use (1).

$$\frac{1}{2}at_1^2 = -at_1t_2 + \frac{1}{2}at_2^2$$

$$\text{Thus, } t_2^2 - 2t_1t_2 - t_1^2 = 0$$

$$\begin{aligned}t_2 &= \frac{(2t_1) \pm \sqrt{4t_1^2 + 4t_1^2}}{2} \\&= \frac{2t_1 \pm 2\sqrt{2}t_1}{2} \\&= t_1(1 \pm \sqrt{2})\end{aligned}$$

As time cannot be < 0 ,

$$t_2 = t_1(1 + \sqrt{2})$$

So,

$$t = t_1 + t_2 = (2 + \sqrt{2})t_1$$