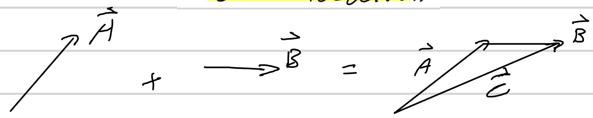
Vectors and 2D kinematics

Recall: Vectors have both magnitude and direction

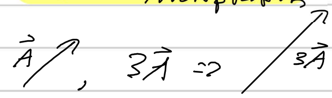
Length = "magnitude" $|\vec{A}|$

Vector Addition

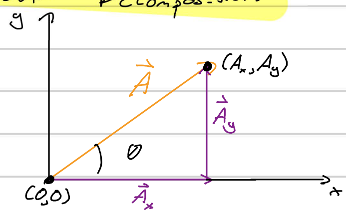


$\vec{C} = \vec{A} + \vec{B}$

Scalar Multiplication



Vector Decomposition



Vectors are defined by numbers!

$|\vec{A}|$ = magnitude = A (no → symbol)

Direction = θ (some reference e.g. x)

Or we can break into components!

$\vec{A} = \vec{A}_x + \vec{A}_y$

Reverse Direction:
- To find A if A_x, A_y given: $A = \sqrt{A_x^2 + A_y^2}$ Wow!
- To find θ if A_x, A_y given: $\theta = \arctan\left(\frac{A_y}{A_x}\right)$ Crazy

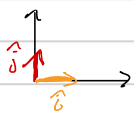
Components

$|\vec{A}_x| = A_x = A\cos\theta$

$|\vec{A}_y| = A_y = A\sin\theta$

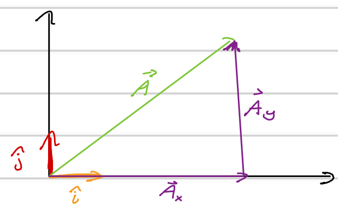
You can find the components of a vector if given magnitude and direction

Cartesian Basis Unit Vector



Don't use $\langle\ \rangle$ Notation in this class!

Unit Vector = Length of One!



Means...
- $\vec{A}_x = A_x\hat{i}$
- $\vec{A}_y = A_y\hat{j}$

$\therefore$ $\boxed{A = A_x\hat{i} + A_y\hat{j}}$

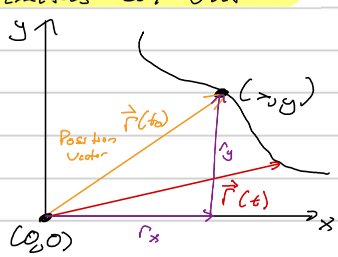
Vector Representation

Example: $\vec{C} = \vec{A} + \vec{B}$

$$\begin{cases} \vec{A} = A_x\hat{i} + A_y\hat{j} \\ \vec{B} = B_x\hat{i} + B_y\hat{j} \end{cases} \quad \therefore \quad \vec{C} = (A_x + B_x)\hat{i} + (A_y + B_y)\hat{j}$$

Path Integrals will Come Later

Kinematics w/ Vectors



$\vec{r} = \vec{r}_x + \vec{r}_y = r_x\hat{i} + r_y\hat{j}$

Position Vectors – a vector whose components are its own coordinates

$\vec{r} \equiv x\hat{i} + y\hat{j}$ ⇒ $\vec{v} = \frac{d\vec{r}}{dt}$ ⇒ $\vec{a} = \frac{d\vec{v}}{dt}$

$\vec{v} = \frac{dx}{dt}\hat{i} + \frac{dy}{dt}\hat{j}$

$\vec{v} = v_x\hat{i} + v_y\hat{j}$

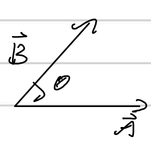
$\vec{a} = \frac{dv_x}{dt}\hat{i} + \frac{dv_y}{dt}\hat{j}$

$\vec{a} = a_x\hat{i} + a_y\hat{j}$

Example: $\vec{r}(t) = (Bt^2)\hat{i} + (Ce^{-t/\tau})\hat{j}$ τ, B, C Given Constants. Find Velocity and accel

$\vec{v}(t) = (2Bt)\hat{i} - \left(\frac{C}{\tau}e^{-t/\tau}\right)\hat{j}$ and $\vec{a}(t) = (2B)\hat{i} - \left(\frac{C}{\tau^2}e^{-t/\tau}\right)\hat{j}$

Dot Products!



$C = \vec{A}\cdot\vec{B} = AB\cos\theta$

$\hat{i}\cdot\hat{i} = 1$, $\hat{i}\cdot\hat{j} = 0$

Using Decomposition

$\therefore$ $C = (A_x\hat{i} + A_y\hat{j})\cdot(B_x\hat{i} + B_y\hat{j})$

FOIL $= A_xB_x(1) + A_xB_y(0) + A_yB_x(0) + A_yB_y(1)$

$$\boxed{C = A_xB_x + A_yB_y}$$

Example: Related to HW4

Define: $\vec{r}(t) = \underbrace{R\cos(\omega t)}_{x(t)}\hat{i} + \underbrace{R\sin(\omega t)}_{y(t)}\hat{j}$, R, ω given

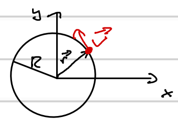
Take Derivatives of Functions of time!

$|\vec{r}| = \sqrt{x^2+y^2}$ $\rightarrow$ $|\vec{r}| = \sqrt{(R\cos(\omega t))^2 + (R\sin(\omega t))^2}$

Determine Magnitude

$= \sqrt{R^2(\cos^2(\omega t) + \sin^2(\omega t))} = \sqrt{R^2} = \boxed{R}$

Suppose



Speed $= |\vec{v}| = \sqrt{v_x^2+v_y^2}$

$\vec{v} = \frac{d\vec{r}}{dt} = -\omega R\sin(\omega t) + \omega R\cos(\omega t)$

$\therefore |\vec{v}| = \sqrt{R^2\omega^2(\sin^2(\omega t) + \cos^2(\omega t))} = \boxed{R\omega}$

Omg! its the rolling constant

$\vec{a} = -R\omega^2\cos(\omega t) - R\omega^2\sin(\omega t)$

$|\vec{a}| = \sqrt{R^2\omega^4(\cos^2(\omega t) + \sin^2(\omega t))}$

$= \sqrt{R^2\omega^4} = R\omega^2 = \frac{v^2}{R}$

$\boxed{a = \frac{v^2}{R} = a_c}$

woah! Its centripetal acceleration

Projectile Motion

x-direction:

no air resistance $\rightarrow$ velocity is constant

$\boxed{\begin{array}{l} a_x = 0 \\ v_x = Const = v_{x_0} \\ x = x_0 + v_{x_0}t \end{array}}$

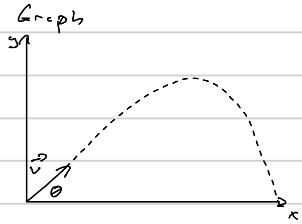
Two sets of equations to describe an objects motion

y-direction:

Free Fall

$\boxed{\begin{array}{l} a_y = -g \\ v_y = v_{y_0} - gt \\ y = y_0 + v_{y_0}t - \frac{1}{2}gt^2 \end{array}}$

Graph



we say: $v_{x_0} = v_0\cos\theta$ and $v_{y_0} = v_0\sin\theta$

$\therefore \vec{r} = x\hat{i} + y\hat{j}$

Motion of Projectile in vector form

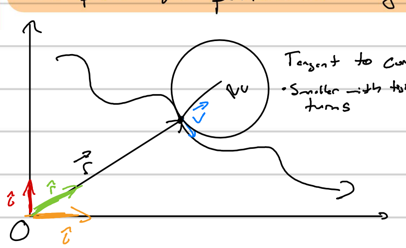
Identical to relations shown above

$\vec{r}(t) = (x_0 + v_{x_0}t)\hat{i} + (y_0 + v_{y_0}t - \frac{1}{2}gt^2)\hat{j}$

$\vec{v}(t) = (v_{x_0})\hat{i} + (v_{y_0} - gt)\hat{j}$

$\vec{a}(t) = 0\hat{i} - g\hat{j}$

Example: A particle on a given path



Tangent to curve
• Smaller with tighter turns

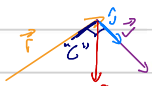
$\vec{r} = x\hat{i} + y\hat{j}$

Unit vector in the r direction

$\boxed{\begin{array}{l} \vec{r} = r\hat{r} \\ \vec{v} = v\hat{v} \end{array}}$

where $r = |\vec{r}|$ and $|\hat{r}| = 1$ r is mag, $\hat{r}$ is dir

where $v = |\vec{v}|$ and $|\hat{v}| = 1$ v is mag, $\hat{v}$ is dir



$\vec{a} = a_x\hat{i} + a_y\hat{j}$

$\vec{a} = a_v\hat{v} + a_c\hat{c}$

Tangential Component, Centripetal Component

$\hat{c}$ is $\perp$ to $\hat{v}$

magnitude

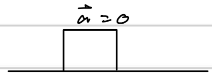
$a_v = \frac{d}{dt}(v)$ where v is the speed

$a_c = \frac{v^2}{R_c}$

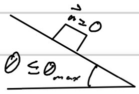
Both depend on speed

R_c is radius of Curvature

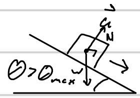
Forces at Angles



$F_{Net} = 0$



$F_{Net} = 0$



$F_{Net} > 0$

θ_{max} is the maximum angle required for the body to remain at rest.

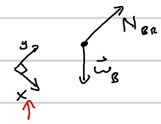
Steps
1. FBD
2. Coordinate System
3. Kinematic Constraint
4. N2L
   - 4.1 Decompose Forces

Only decompose forces Not aligned with the chosen coordinate system!

Decomposing Necessary forces into their necessary components is very important

Given: m, θ; find (i) a and (ii) all forces

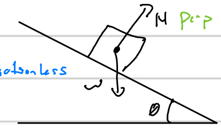
FBD Block



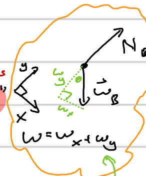
avoids having to break net force into components

"tipped coordinate"

Kinematic Constraint
$a_x = a$
$a_y = 0$



frictionless



$\cos\theta = \frac{w_y}{w}$
$w_y = w\cos\theta$
$w_x = w\sin\theta$

N2L $F_{Net} = ma$ Y-dir

$F_y = ma_y$ ← Normal force and y component of the weight force

$N - w_y = ma_y$

$N - w\cos\theta = 0$

$N - mg\cos\theta = 0$

$\boxed{N = mg\cos\theta}$

N2L $F_{Net} = ma$ x-dir

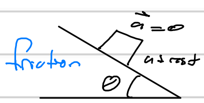
$w_x = ma_x$ ← only w_x in x dir

$w\sin\theta = ma$

$mg\sin\theta = ma \Rightarrow \boxed{a = g\sin\theta}$

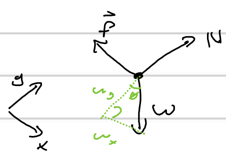
Small θ → Small a
Incr. θ → a approaching g

Suppose there is friction (Static)



Given m, θ; Find (i) all forces
$a = 0$ as at rest

FBD Block



$a_x = 0 \quad a_y = 0$

N2L

x: $F_x = ma_x$

$w_x - f = 0$

$w_x = w\sin\theta = mg\sin\theta$

$mg\sin\theta - f = 0$

$\boxed{f = mg\sin\theta}$

y: $F_y = ma_y$

$N - w_y = 0$

$w_y = w\cos\theta = mg\cos\theta$

$\boxed{N = mg\cos\theta}$

Suppose there is Kinetic Friction

Given m_k, m, θ Find (i) a
(ii) all forces

$f = m_k N$

N2L

y: $F_y = ma_y$
Same as the bit to the left
$\boxed{N = mg\cos\theta}$

$f = m_k N$
$\boxed{f = m_k mg\cos\theta}$

x: $w_x - f = ma_x$

$mg\sin\theta - f = ma$

$mg\sin\theta - m_k N = ma$

$N = mg\cos\theta$

$mg\sin\theta - m_k mg\cos\theta = ma$

$\cancel{m}g(\sin\theta - m_k\cos\theta) = \cancel{m}a$

$\boxed{a = g(\sin\theta - m_k\cos\theta)}$

Pendulums

Jumping right in with an example

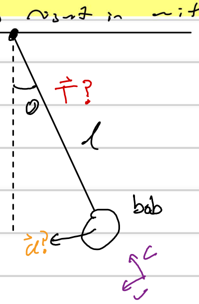
Pendulum bob with mass m released at rest angle θ

Q1 What is the tension on string?

Q2 What is the acceleration of bob immediately after its released?

Circular Motion!

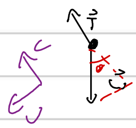
- c points radially inward
- v is tangential



Given mass m, θ, and length of string l

a_c and a_v must be considered

FBD Bob



N2L: c-coord

$F_c = m a_c$

$F_c = m\left(\frac{v^2}{R}\right) = m\left(\frac{0^2}{l}\right) = 0$

$T - W\cos\theta = 0$

$T - mg\cos\theta = 0 \rightarrow$ ① $\boxed{T = mg\cos\theta}$

N2L: v-coord

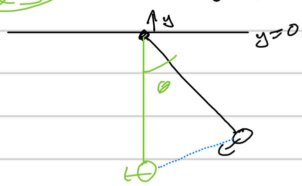
$F_v = m a_v$

$W\sin\theta = m a_v$

$mg\sin\theta = m a_v$

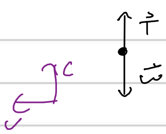
② $\boxed{a_v = g\sin\theta}$

Q3 What is the Tension on string when bob at lowest position?



Still using coordinates as path is still circular

FBD Bob



N2L c-coord

$F_c = m a_c$

$T - w = m\left(\frac{v^2}{l}\right)$

$T - mg = m\left(\frac{v^2}{l}\right)$ stop!

v is unknown here!

$T - mg = \frac{m v_e^2}{l}$ and $v' = \sqrt{2gl(1-\cos\theta)}$

Let $v' = v_e$

$T = mg + \frac{m(2gl(1-\cos\theta))}{l}$

$T = mg + 2mg(1-\cos\theta)$

$T = mg(1 + 2(1-\cos\theta))$

$T = mg(1 + 2 - 2\cos\theta) \rightarrow \boxed{T = mg(3 - 2\cos\theta)}$

Find v

CofME $\vec{w}$ conservative

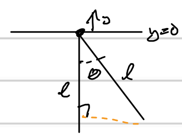
$\vec{T}$ does no work as $\perp$ to path

Before = After ("Before" = release, "After" = longest position)

$E_{Tot} = E'_{Tot}$

$U + K = U' + K'$

Conditions met!



$mgy + \frac{1}{2}mv^2 = mgy' + \frac{1}{2}mv'^2$

$y = -l\cos\theta$, $y' = -l$

$v = 0$, $v' = ?$

$mg(-l\cos\theta) + \frac{1}{2}m(0)^2 = mg(-l) + \frac{1}{2}mv'^2$

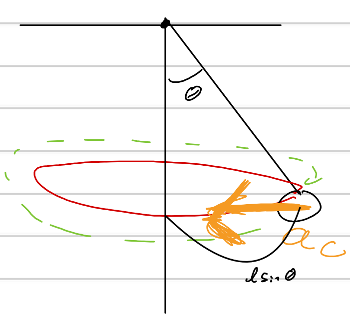
$-\cancel{m}gl\cos\theta = -\cancel{m}gl + \frac{1}{2}\cancel{m}v'^2$

$gl - gl\cos\theta = \frac{1}{2}v'^2$

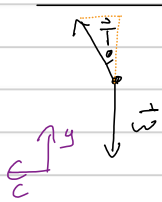
$v'^2 = 2gl(1-\cos\theta)$

$\therefore \boxed{v' = \sqrt{2gl(1-\cos\theta)}}$

Conical Pendulums



FBD Bob



N2L y-coord

$F_y = m a_y$ $a_y = 0$

$T\cos\theta - W = 0$

$\boxed{T = \frac{mg}{\cos\theta}}$

N2L c-coord

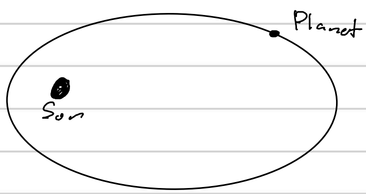
$F_c = m a_c$

$T\sin\theta = m\frac{v^2}{l\sin\theta}$

$\frac{mg\sin\theta}{\cos\theta} = \frac{mv^2}{l\sin\theta}$

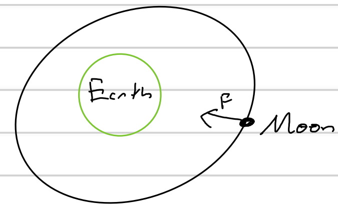
$mg\tan\theta = \frac{mv^2}{l\sin\theta}$, solve for v

Planets!



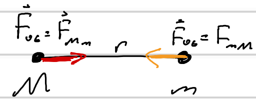
Kepler's 3rd Law (K3L)

$$\frac{P^2}{R^3} = \frac{(\text{Period})^2}{(\text{"radius"})^3} = \text{constant?}$$



Universal Gravity

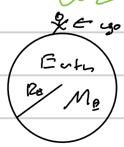
$$F_{UG} = \frac{G \cdot M \cdot m}{r^2}$$



G = Gravitational Constant
$= 6.67 \times 10^{-11}\ N \cdot m^2 \cdot kg^{-2}$ ← Super small

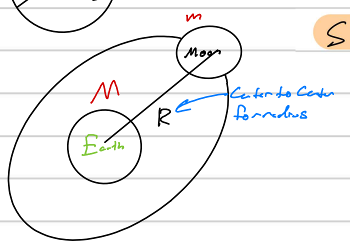
$F_{UG} = \frac{G(1)(1)}{1} = G$ ← barely anything at all

we only notice it bc of earth's size



$$\Rightarrow F_{UG} = \frac{G M m}{R_E^2} = w = mg \rightarrow \boxed{g_E = \frac{G M_E}{R_E^2}}$$

← where "g" comes from!!



Situation $M \gg m$

Orbit ≈ Circular

(1) what are the forces on the moon

NZL Moon

$F_{moon} = m a_c$

$$\frac{G M \cancel{m}}{R^2} = \cancel{m} \frac{v^2}{R}$$

Solve for $\frac{P^2}{R^3}$

$\rightarrow \frac{\text{Period}}{P} \quad \frac{2\pi R}{P} = v \qquad \frac{\text{distance}}{\text{time}}$

$$\frac{GM}{R^2} = \frac{4\pi^2 R^2}{P^2 R}$$

$$GM = 4\pi^2 \left(\frac{R^3}{P^2}\right) \rightarrow \boxed{\frac{P^2}{R^3} = \frac{4\pi^2}{GM}}$$

K3L back!

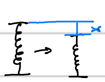
Force Menu

Symbol	what	Known?	Conservative?	Contact?
$\vec{w}$	weight	w=mg	Yes	No
$\vec{N}$	Normal Push	No	No	Yes
$\vec{T}$	Tension Pull	No	No	Yes
$\vec{f}$	Friction	Sometimes	Absolutely No!	Yes ← Known if kinetic and given μ_k
$\vec{F}_{UG}$	Universal Gravity	Yes	Yes	No
$\vec{F}_{sp}$				

Hooke and Springs

"Spring"

Compressed or stretched



x is the change in length

$F_{sp} = K|x|$ ← x is displacement doesn't care about actual spring length

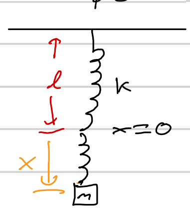
Force points in the direction opposite to x

$F_{sp} = K|x|$ — Larger K equates to increased force

K = spring constant — with equal displacement compared to small K

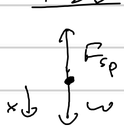
x = displacement relative to a relaxed spring

Example



what is x s.t. mass m in equilibrium? → a=0

FBD



NZL x

$F_x = m a \rightarrow 0$

$w - F_{sp} = 0$

$mg - Kx = 0$

$$\boxed{x = \frac{mg}{K}}$$

w = mg

$F_{sp} =$

You can only assume a=0 when mass or object is in equilibrium

Definition of Potential Energy

$$U_{\vec F}(P) - U_{ref}(P_{ref}) = -\int_{P_{ref}}^{P} \vec F \cdot d\vec r$$

Path integral

$\vec F \cdot d\vec r = F dr \cos\theta$

Change w/ time

W.K.: $W_{cons} = -\Delta U_F$ — work done by a conservative force

Computing the integral

Weight w/ coord y } for weight

Pot. Energy

$$U_{\vec w}(y) - U_{ref}(y_{ref}) = -\int \vec w \cdot d\vec r$$

$\vec y$, $\vec w$, $d\vec r$, y_{ref} — mg of weight — Angle btwn. $\vec w$ and $d\vec r$ is 180°

$\rightarrow \vec w \cdot d\vec r = mg\, dy \cos(180°)$

$$U_{\vec w}(y) - \cancel{U_{ref}(y_{ref}=0)}^{\,0} = -\int_{y=0}^{y'=y} -(mg\, dy) \qquad = -mg\, dy$$

$d\vec r$ mag is dy

$$\boxed{U_{\vec w}(y) = mgy}$$

Just an easy integral

Set ref to 0 in PHYS 121, not always true in PHYS 122

Calculating for Spring Force

Spring force against motion

$$U_{sp}(x) - U_{ref}(x_{ref}) = -\int \vec F_{sp} \cdot d\vec r$$

x_{ref} — $d\vec r$ — F_{sp} — x

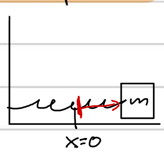
$$U_{sp}(x) - \cancel{U_{ref}(x=0)}^{\,0} = -\int_{x=0}^{x=x} -(Kx' dx')$$

$\vec F_{sp} \cdot d\vec r = Kx\, dx \cos(180°)$

$|\vec F_{sp}|$ $\quad = -Kx\, dx$ $\quad |d\vec r|$

$$\boxed{U_{sp}(x) = \frac{1}{2}Kx^2}$$

Example



Release at rest at $x = X_i$. Find max speed

Given: K, m, X_i

Consider C of ME when asked to find speed

All conservative or no work done

"Before" = "After"

$U_{sp} + K = U'_{sp} + K'$

$\frac{1}{2}Kx^2 + \frac{1}{2}mv^2 = \frac{1}{2}Kx'^2 + \frac{1}{2}mv'^2$

$x = X_i,\ v = 0,\ x' = 0\quad v' = v_f$?

$\frac{1}{2}KX_i^2 + 0 = 0 + \frac{1}{2}mv_f^2$

$\therefore \boxed{v_f = X_i\sqrt{\frac{K}{m}}}$

Computing for Universal Gravity

$$U_{UG}(r) - U_{ref}(r_{ref}) = -\int \vec F_{UG} \cdot d\vec r$$

$d\vec r$ — $\vec F_{UG}$ — r_{ref} — r

$$\vec F_{UG} \cdot d\vec r = \frac{GM_m}{r^2} dr \cos 180°$$

$$= -\frac{GMm}{r^2} dr$$

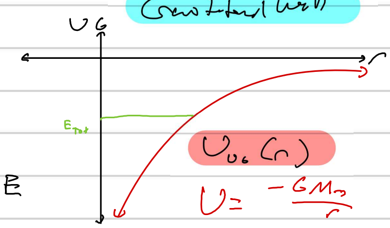
F_{UG} goes to 0 when $r = \infty$

can't be 0, be divided by 0

$$U_{UG}(r) - \cancel{U_{ref}(r_{ref} = \infty)}^{\,0} = -\int_{r=\infty}^{r'=r} -\left(\frac{GMm}{r^2}\right)dr$$

$$\boxed{U_{UG}(r) = -\frac{GMm}{r}}$$

"Gravitational Well"



Conservative Forces

$\vec w$	Weight	$U_{\vec w} = mgy$
$\vec F_{sp}$	Spring Force	$U_{sp} = \frac{1}{2}Kx^2$
$\vec F_{UG}$	Universal Gravity	$U_{UG} = -\frac{GMm}{r}$

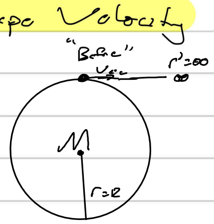
C of ME

$E_{Tot} = E'_{Tot}$

$U + K = U' + K'$ ← $U^{(')}$ can be a sum of different potential Energies

Escape Velocity

← Ignoring Air resistance, high K sends an object out of atmosphere as $\frac{1}{r^2}$ decreases



After: $v' = 0$

C of ME

$U + K = U' + K'$

$-\frac{GMm}{r} + \frac{1}{2}mv^2 = -\frac{GMm}{r'} + \frac{1}{2}mv'^2$

$-\frac{GMm}{R} + \frac{1}{2}mv_{esc}^2 = 0 + 0$

Algebra: $\boxed{v_{esc} = \sqrt{\frac{2GM}{r}}}$ $\approx 1.2 \times 10^4$ m/s or ~7 miles/sec

Thrown with some velocity v_{esc}. Initial radius = R. Masses of object not needed. Planet mass M. Thrown to infinity where final velocity is 0 and $r' = \infty$. Find the escape velocity.

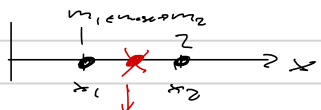
More on Systems

N2L for Systems

$$F_{\substack{Net\\Sys\\Ext}} = M_{sys}\, a_{sys}$$

works for systems of n objects and directions only with CoM

Center of Mass (CoM)



$$X_{Av} = \frac{x_1 + x_2}{2}$$

CoM is not an actual thing, just a concept

Suppose $m_1 \neq m_2$, find weighted Avg

2pts: $$\boxed{X_{cm} = \frac{m_1 x_1 + m_2 x_2}{m_1 + m_2}}$$ weighted avg equation

N pts: $$X_{cm} = \frac{m_1 x_1 + m_2 x_2 + \dots + m_n x_n}{m_1 + m_2 + \dots + m_n}$$

$$y_{cm} = \frac{m_1 y_1 + m_2 y_2 + \dots + m_n y_n}{m_1 + m_2 + \dots + m_n}$$

2 coordinates with n bodies with given masses and positions

Time derivatives of CoM

$$\frac{dx_{cm}}{dt} = V_{cm} = \frac{m_1 V_1 + m_2 V_2}{m_1 + m_2}$$

derivative of a sum is the sum of derivatives

$$\frac{dv_{cm}}{dt} = a_{cm} = \frac{m_1 a_1 + m_2 a_2}{m_1 + m_2}$$

Can be expanded to N points

N2L System

$$\vec{F}_{\substack{Net\\Sys\\Ext}} = M_{sys}\, \vec{a}_{cm}$$

vector because it applies to any number of dimensions

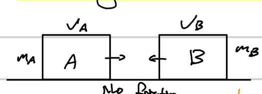
If $F_{\substack{Sys\\Net\\Ext}} = 0 \Rightarrow$ "Isolated" $\Rightarrow a_{cm} = 0$

$V_{cm} = \text{Constant}$ "conserved"

$M_{sys} \cdot V_{cm} = P_{Tot}$ CofLM Momentum!

Inertial reference frame is defined to be at rest or moving with constant velocity

Totally Elastic Collisions



$K = K'$ is what totally elastic means

$$\therefore \tfrac{1}{2} m_A v_A^2 + \tfrac{1}{2} m_B v_B^2 = \tfrac{1}{2} m_A v_A'^2 + \tfrac{1}{2} m_B v_B'^2$$

Isolated $\Rightarrow P_{Tot} = P_{Tot}'$ 1eq "2 unknowns"

$m_A V_A + m_B V_B = m_A V_A' + m_B V_B'$ CofLM

CofK

Annoying and a waste of time to solve this quadratically

Use this instead!

Bob Brown Master Eq

$$\boxed{V_A - V_B = V_B' - V_A'}$$

Only true in
- Totally Elastic Collisions
- 1-D situations

Must be true!!!

Center of Mass Reference Frame

$$V_{cm} = \frac{m_A V_A + m_B V_B}{m_A + m_B} = \dots$$

can be calculated if m_A, m_B, V_A, and V_B given

Constant! Such is that above!

Choose coordinate system that moves with center of mass (CoM) of system!

Relative to CoM Reference Frame V_{cm} is 0 $\rightarrow V_{cm} = 0$

Example: $m_A = m_B = m$

$V_A = V_0 \quad V_B = 0$

① $m v_0 = m V_A' + m V_B'$

② $V_0 = V_B' - V_A'$

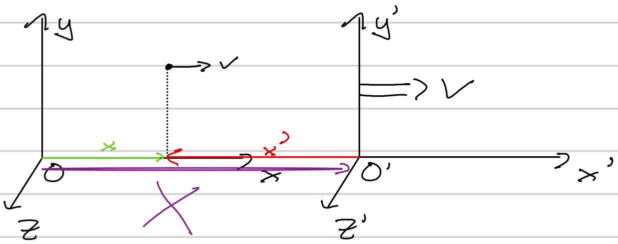
$V_B' = V_0 + V_A'$ into ①

$m v_0 = m V_A' + m(v_0 + V_A')$

$2V_A' = 0 \Rightarrow V_A' = 0$

② $\rightarrow V_B' = V_0$

Reference Frames



$x' = x - X$

$x' = x - (X_0 + Vt)$

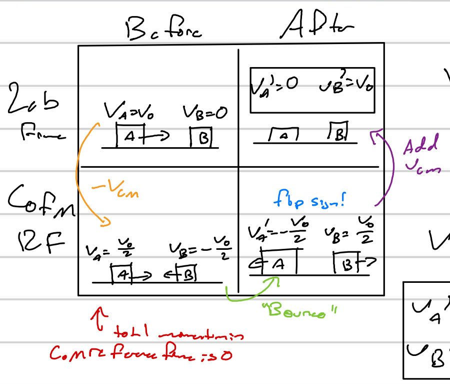
$\boxed{v' = v - V}$

∴ $X = X_0 + Vt$ constant velocity

- Lab = standstill
- Center-of-mass Ref. Frame

$V_{CoM\,RF} = V_{Lab} - V_{cm}$

Coucult's 4-box method



$V_{cm} = \frac{m_A V_A + m_B V_B}{m_A + m_B}$

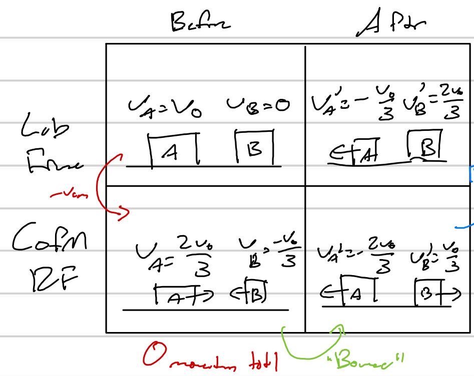
$= \frac{m_A V_0}{m_A + m_B}$ $m_A = m_B = m$

$V_{cm} = \frac{m v_0}{m + m} = \frac{v_0}{2}$

$\boxed{v_A' = 0 \quad v_B' = V_0}$

Example: $m_A = m$ $m_B = 2m$

$v_A = V_0$ $v_B = 0$

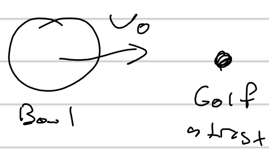


$V_{cm} = \frac{m v_0 + 0}{m + 2m}$

$V_{cm} = \frac{V_0}{3}$

$\boxed{V_A' = -\frac{V_0}{3} \quad V_B' = \frac{2V_0}{3}}$

Example: Totally elastic with really giant



Estimate V_{cm}!

Let Bowl mass = m_B

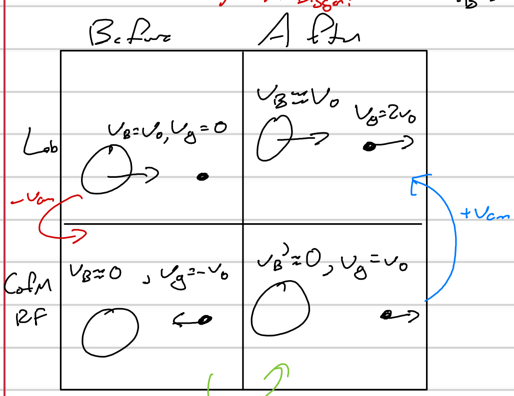
Let Golf mass = m_G

Much Bigger! ⟶ $m_B >> m_G$

$V_{cm} = \frac{m_B V_0 + 0}{m_B + m_G}$ ← assume negligible terms

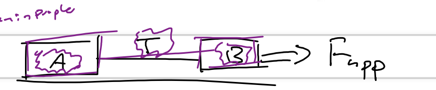
$\approx \frac{m_B V_0}{m_B + 0} = V_0$

If one mass much greater, assume it dominates V_{cm}



Example: Given $m_A = m_B = m$ and F_{app} ← F_{app} always given in 121 result of using rope

System in purple



Frictionless

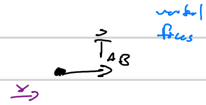
Find Tension

Kinematic Constant

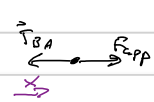
accel? $a_A = a_B = a$

Shortcut!

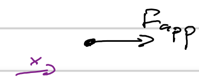
FBD A — Ignore vertical forces



FBD B



FBD System



N2L x-dir System (A+B)

$F_{x\,sys} = m_{sys}\, a_{sys}$

$F_{app} = 2m\,a$

∴ $a = \frac{F_{app}}{2m}$

N2L A x-dir

$F_x = m_A a_A$

$T_A = m\left(\frac{F_{app}}{2m}\right)$ ← Calculated already

∴ $\boxed{T = \frac{F_{app}}{m}}$

Example n number of blocks

No friction

Given: m, N, F_{app}. Find T_i

$a_1 = a_2 = a = a_{sys}$?

FBD System ← all blocks

$\longrightarrow F_{app}$

N2L x-dir Sys

$F_{x_{sys}} = M_{sys} a_{sys}$

$F_{app} = (Nm) a$

$$\boxed{a = \frac{F_{app}}{Nm}}$$

To find T_i, define a system where the boundary of the system is at the point where that force is applied

Suppose i=3

New system = leftmost i blocks

FBD new system

$\longrightarrow T_i$ ← only force on FBD system we want! 😃

N2L new system

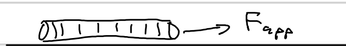
$F_{sys} = M_{sys} a_{sys}$

$T_i = (im) \frac{F_{app}}{Nm}$

$$\therefore \boxed{T_i = \frac{i}{N} F_{app}}$$

Example: Massive Rope

Massive Rope {length ℓ, mass m}, F_{app} given



Friction less

T(x): Tension in rope a distance x from left end

FBD Rope

$\xrightarrow{x}$ $\longrightarrow F_{app}$

N2L Rope System

$F_{x_{sys}} = m_{sys} a$

$F_{app} = m a$

$$\boxed{a = \frac{F_{app}}{m}}$$

New System T(x) applied to left side up to x

FBD

$\xrightarrow{x}$ $\longrightarrow T(x)$

N2L new system

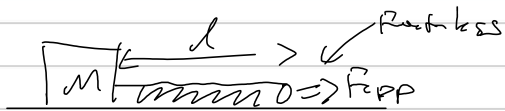
$F_{x_{sys}} = m_{sys} a$

$T(x) = (\frac{x}{\ell} m) a$

$T(x) = (\frac{x}{\ell} m)(\frac{F_{app}}{m})$ ← ratio of rope times tension

$$\therefore \boxed{T(x) = \left(\frac{x}{\ell}\right) F_{app}}$$

Example: Massive rope pulls block



Block M mass

Rope m mass

F_{app}, ℓ

Find T(x)

N2L whole

$F_{sys} = M_{sys} a$

$F_{app} = (M+m) a_{sys}$

$$\boxed{a_{sys} = \frac{F_{app}}{M+m}}$$

New System = Boundary @ x

FBD

$\longrightarrow T(x)$

N2L new system

$F_{new_{sys}} = M_{sys} a_{sys}$ ← $M + \frac{x}{\ell} m$

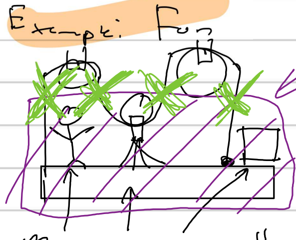
$T(x) = ((\frac{x}{\ell}) m) + M) (\frac{F_{app}}{M+m})$

simplify

$T(x) = (\frac{xm}{\ell} + M) \frac{F_{app}}{M+m}$

$$\therefore \boxed{T(x) = \left(\frac{M + \frac{x}{\ell} m}{M+m}\right) F_{app}}$$

Example: Fun



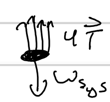
moms up @ constant velocity

m_s, m_p, m_b all given

what is Tension in rope?

System defined this way to include everything

FBD System



4 contact points

N2L System

$F_{sys} = m_{sys} a_{sys}$ ← 0 constant v

$4\vec{T} - M_{sys} g = 0$

$\vec{T} = \frac{M_{sys} g}{4}$

$$\boxed{\vec{T} = \frac{(m_s + m_p + m_b) g}{4}}$$