

MECHANICS PRACTICAL 2

FABIEN PAILLUSSON

1. DIMENSIONS STRIKE BACK

Using the bracket notation $[.]$ give the dimension of either side of the following equations and conclude on whether or not they correspond to **complete** equations. Note: in the equations below, x and y are components of the position vector, t is a time interval and v_x and v_y are the components of the velocity vector.

Reminder: Here are the rules we have established so far:

- $[x] = [y] = L$
- $[u] = L$ if u = inches, cm, m, yards etc...
- $[v_x] = [v_y] = L \times T^{-1}$
- $[\theta] = 1$ if θ is an angle
- $[u_a] = 1$ if u_a = degrees, radians, seconds of arc etc..
- $[t] = T$
- $[u_t] = T$ if u_t = seconds, hours, days, years etc...
- $[n] = 1$ where n can be any real number like -1 , 3.45674 or 5 for example.
- $[A \times B] = [A] \times [B]$ for any A and B
- $[A/B] = [A]/[B]$ for any A and B
- $[A + B] = [A] = [B]$ if $[A] = [B]$

(a) $\sqrt{x^2 + y^2} = 2 \text{ m}$

(b) $\frac{v_x^2}{y} = (63 \text{ km} \cdot \text{h}^{-3}) t$

(c) $y^{-1/2} \sqrt{v_x^3} = (12 \text{ cm}) t^{3/2}$

(d) $\frac{\sqrt{v_x^2}}{v_y} = 3$

(e) $1 \text{ light year} = (1.17 \text{ rad}) x$

(f) $\theta^2 v_x^2 = \frac{y^2}{t^2}$

2. KINEMATICS IN 1D

Find the velocity and the relative position (in 1D) by integrating the following accelerations given that $v_x(t=0) = 0$ and $x(t=0) = 0$. Optional question: try to guess which type of physical conditions these accelerations correspond to.

- (a) $a_x(t) = a_0$, with a_0 a constant quantity.
- (b) $a_x(t) = \gamma t$, with γ a constant quantity.
- (c) $a_x(t) = \frac{v_\infty}{\tau} e^{-t/\tau}$, with v_∞ and τ being constants.
- (d) $a_x(t) = a_0 \cos(\omega t)$, with a_0 and ω being constants.

3. BASICS OF KINEMATICS IN 2D

Give the instantaneous velocity and acceleration vectors in the orthonormal frame (O, \hat{i}, \hat{j}) given the following position vectors in that frame:

- (a) $\vec{r}(t) = (10 \text{ m} \cdot \text{s}^{-1}) t \hat{i} + (-2.5 \text{ m} \cdot \text{s}^{-2}) t^2 \hat{j}$
- (b) $\vec{r}(t) = R \cos(\omega t) \hat{i} + R \sin(\omega t) \hat{j}$
- (c) $\vec{r}(t) = R(\omega t - \sin(\omega t)) \hat{i} + R(\omega t - \cos(\omega t)) \hat{j}$

4. A STORY OF AVERAGES

- (a) State the definition of the average velocity in 1D as seen from the lectures.
- (b) From the answer of question (a), show that the average velocity $v_{x,avg}$ can also be written as:

$$v_{x,avg} = \frac{1}{t_2 - t_1} \int_{t_1}^{t_2} v_x(t) dt$$

- (c) Using the equation given in question (b) show that if the 1D acceleration is constant then we have that the average velocity is equal to the arithmetic average:

$$v_{x,avg} = \frac{1}{2}(v_x(t_1) + v_x(t_2))$$