Exam 2 Review

Physics 211 Syracuse University, Physics 211 Spring 2020 Walter Freeman

February 26, 2020

Exam details

- 4 questions
 - One question where I present you with an incorrect solution and you must find the mistake
 - At least one question where you must interpret why you perceive objects to move in the ways that they do
- You may bring notes: front and back of a page handwritten by yourself

Extra exam preparation

- Practice exam solutions will be posted over the weekend
- Office hours tomorrow: 9:30-11:30 (I may have to leave a bit early), 1-3
- Review session Sunday, 6-9 PM

Review: overview

- Newton's second law: $\sum \vec{F} = m\vec{a}$
 - Forces (left hand side) cause accelerations (right hand side)
 - Acceleration is not a force; it *results* from forces

• Newton's third law: Forces come in pairs. If A pushes on B, B pushes back on A with the same magnitude in the opposite direction.

- Forces are things you can feel:
 - Normal forces: one thing pushes on another
 - Gravity
 - Tension: a rope pulls on something
 - Friction: opposes things sliding
 - Acceleration is not a force: forces cause acceleration
 - "Centripetal force" is not a separate force: it describes one of the above

A few things about these forces: gravity

- On Earth: always acts downward with $F_g = mg$
- The acceleration of an object is only g if there are no other forces

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• This is only true on Earth. Elsewhere: all objects attract each other

$$F_g = \frac{Gm_1m_2}{r^2}$$

- m_1 and m_2 are the masses of the two objects; r is the distance between their centers.
- $G = 6.67 \times 10^{-11} \text{N} \cdot \text{m}^2/\text{kg}^2$
- This distance is measured between their centers (for planets)
- On Earth: $F_g = m_1 g = \frac{GM_e m_1}{r_e^2}$, so $g = \frac{GM_e}{r_e^2}$

A few things about these forces: tension

- Just the force exerted by a rope
- Always goes in the direction of the rope, and is the same throughout
- Can only pull; can never push
- Force is the same on both ends (Newton's 3rd law)
- Tension is almost always something you will need to solve for, not something you know ahead of time

A few things about these forces: normal forces

- Stops two things from moving through each other
- Always directed normal (perpendicular) to a surface
- Magnitude is as large as it needs to be to stop objects from "crossing" $(a_{\perp} = 0)$
- Newton's third law: if A pushes on B, B pushes back on A (the book problem)
- Can only push; can never pull (the frog-in-bucket problem)
- "Apparent weight": the normal force exerted by whatever you are standing on
- Normal force is almost always something you will need to solve for, not something you know ahead of time
 - $F_N = mg$ only if you're standing on a level surface and there are no other vertical forces: $F_N mg = ma_y = 0$
 - That is often not true!

A few things about these forces: friction

Friction depends on a property of the surfaces called the coefficient of friction μ

- Roughly: "how sticky things are".
- Force of kinetic friction = $\mu_k F_N$
- Max force of static friction = $\mu_s F_N$
- Friction points in whichever direction opposes the tendency to slide
- Static friction can make objects move (cars, people walking)

Rotational motion

- "Uniform circular motion": object steadily moving in a circle
- Angular velocity: how fast does the thing turn? (RPM's, degrees per second, radians per second)
- Constant speed does *not* mean constant velocity or zero acceleration!

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 toward the center of the circle

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- "How many force problems and how many circular motion problems will we have?"
- They're the same: circular motion just tells you that $a = \omega^2 r$. You do these problems in exactly the same way.

- A rotating object has an angular velocity how fast it's turning, measured in radians per second
- The tangential speed of a point on the object is given by $v_T = \omega r$
- The angular velocity is related to the time it takes to rotate by $au = \frac{2\pi}{\omega}$

If an object is traveling in a circle, you immediately know that its acceleration is $\omega^2 r$ or v^2/r toward the center.

Problem solving strategies (the important thing!)

- 1. Force diagrams ("Accounting")
 - Draw all forces and only forces (things you can feel)
 - Choose a pair of axes (tilted axes are sometimes helpful, like for things on ramps)
 - Break forces into components along these axes, if needed

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- 2. Newton's laws ("Physics")
 - Write down $\sum F = ma$ for each object in each direction. You can read this off your diagram. For instance:

$$T_1 \cos \theta - T_2 = ma_x$$
$$T_1 \sin \theta - ma = ma_y$$

- Forces (real things) go on the left side; acceleration goes on the right
- Put in things you know about the acceleration
- Different objects: different acceleration variables (are they related?)
 - Sometimes a = 0
 - Circular motion: $a_r = \omega^2 r = \frac{v^2}{r}$ toward the center

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• 3. Algebra ("Math")

- Put in the stuff you have, solve for the stuff you need
- Need at least as many equations as unknowns
- "Systems of equations": solve by substitution

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Sample problems: elevator

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- Sum of forces goes on the left, acceleration goes on the right
- Remember, apparent weight is the normal force applied by the thing you're standing on
- We know the acceleration; we don't know one of the forces \rightarrow solve for it!

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- This is the same idea as the last problem; we just know the acceleration in an indirect way
- 1 revolution per second = 2π radians per second

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• Remember, the acceleration goes toward the center of the circle: think about your signs!

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- Tilted coordinate axes
- Break gravity into components (remember how this goes!!)

Sample problems: your request!