

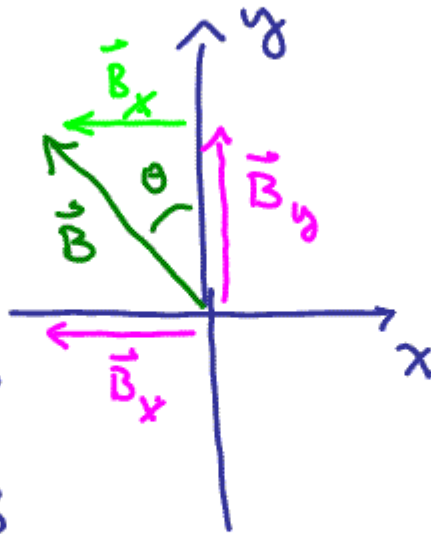
Physics 113 - September 21, 2006

Circular Motion, Newton's Laws

LAST TIME

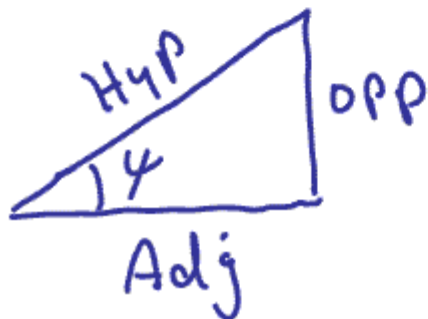
Breaking vector
 \vec{B} into components

"Resolving" vector B



$$B_y = B \cos \theta$$

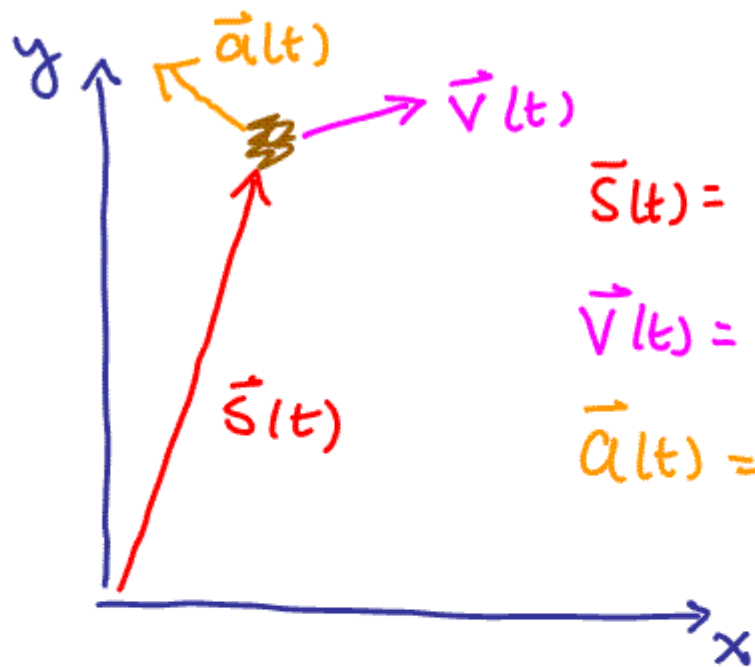
$$B_x = B \sin \theta$$



$$\sin \psi = \frac{\text{opp}}{\text{hyp}}$$

$$\cos \psi = \frac{\text{Adj}}{\text{hyp}}$$

$$\tan \psi = \frac{\text{opp}}{\text{Adj}}$$



$$\vec{S}(t) = S_x \hat{i} + S_y \hat{j} + S_z \hat{k}$$

$$\vec{v}(t) = v_x \hat{i} + v_y \hat{j} + v_z \hat{k}$$

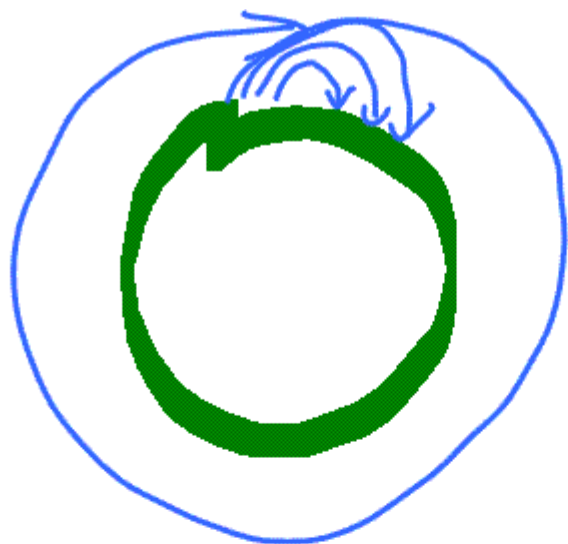
$$\vec{a}(t) = a_x \hat{i} + a_y \hat{j} + a_z \hat{k}$$

General 3-d motion :

$\vec{S}(t), \vec{v}(t), \vec{a}(t)$ not independent

Resolve components of vectors along chosen axes

Solve 3 1-d problems simultaneously



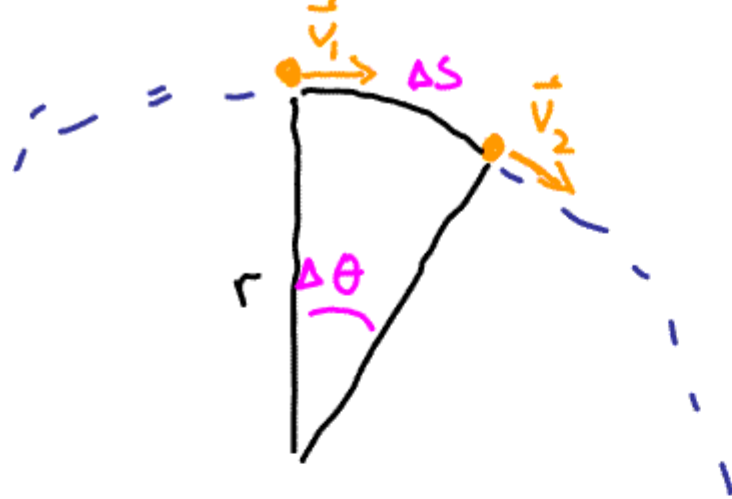
orbit

Circular motion

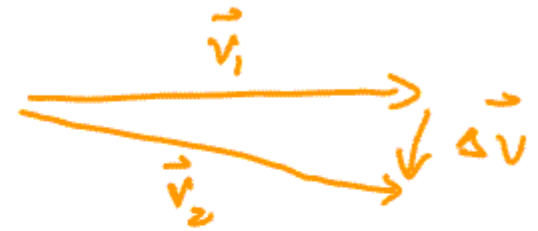
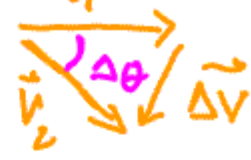


$$\Delta s = r \Delta \theta$$

radians



$$|\vec{v}_1| = |\vec{v}_2| = v$$



$$s = r \Delta\theta$$

object moving on
circle
radius r

$$\Delta v = v \Delta\theta$$

$$\frac{\Delta v}{\Delta t} = v \frac{\Delta\theta}{\Delta t}$$

$$\Delta s = r \Delta\theta \rightsquigarrow \Delta\theta = \frac{\Delta s}{r}$$



$$\frac{\Delta v}{\Delta t} = \frac{v \frac{\Delta s}{r}}{\Delta t} = \frac{v}{r} \frac{\Delta s}{\Delta t}$$

limit of small Δt

$$\frac{dv}{dt} = \frac{v}{r} \left(\frac{ds}{dt} \right)$$

also just v

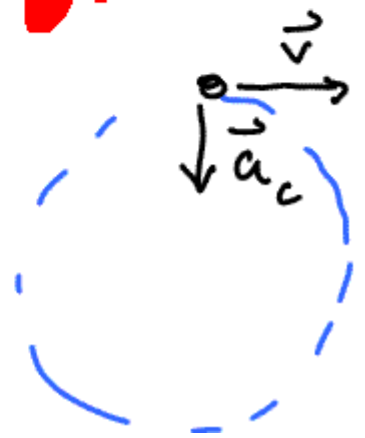
Acceleration

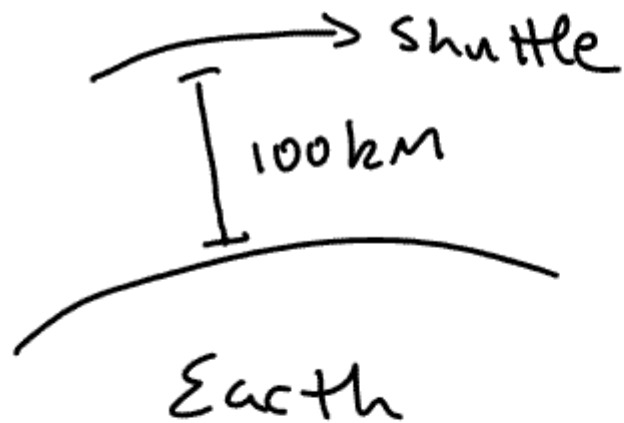
$$|\vec{a}_c| = \frac{v^2}{r}$$

FOR MOTION ON CIRCLE

Centripetal Acceleration

\vec{a}_c





assume
 $g = 9.8 \text{ m/s}^2$
at shuttle h.T.

What is $|\vec{v}|$ of shuttle

Circular orbit

$$a = \frac{v^2}{r}$$

$$9.8 \text{ m/s}^2 = \frac{v^2}{R_e + 100,000 \text{ m}}$$

↙
 $6.37 \times 10^6 \text{ m}$

$$v = 7962 \text{ m/s}$$

$$= 17,812 \text{ mi/hr}$$

Sir Issac Newton



The younger years



Sir Issac Newton



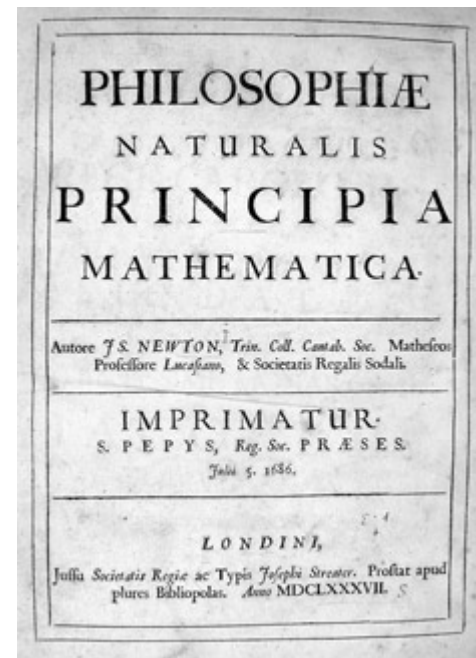
1643-1727

Optics, mechanics, gravitation, calculus

Born in Lincolnshire, England

Cambridge University

Philosophie Naturalis Principia Mathematica



Sir Issac Newton



1643-1727

Newtonian physics

Newtonian universe

Includes everything but ...

Electromagnetism

Quantum mechanics

**Mechanics of extreme
velocities or extreme density**

Newton's Laws

I: Law of Inertia

A body persists in its state of motion unless acted on by an external net force.

II: Force Law

The acceleration of an object is proportional to the net force applied to it and inversely proportional to the mass of the object

$$\Sigma \vec{F} = m\vec{a}$$

III: Law of Action and Reaction

For every Action there is an equal and opposite reaction

Newton's Laws

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III Law of Action and Reaction

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$$\vec{F} = m \vec{a} \quad \vec{F} \text{ in Nicks Newtons}$$

↑ inertial mass

⏟
unit of force

Force of gravitation



$$|\vec{F}| = G \frac{m_1 m_2}{r^2}$$

in special case
 $m_1 = M_{\text{earth}}$


$$r = r_{\text{earth}}$$

$$r_{\text{earth}} \hat{=} 6.38 \times 10^6 \text{ m}$$

$$|\vec{F}| = \frac{GM_{\text{earth}} m_2}{r_{\text{earth}}^2}$$

$$G \hat{=} \text{gravitational constant} = 6.67 \times 10^{-11} \frac{\text{N m}^2}{\text{kg}^2}$$

$$M_{\text{earth}} = 5.97 \times 10^{24} \text{ kg}$$

$$\frac{GM_e}{r_e^2} \equiv g = 9.8 \text{ m/s}^2$$


Weight \equiv magnitude of Force of grav. due to Earth's grav. attraction near Earth's surface.

$$\text{weight} = |\vec{F}| = mg$$

$$\text{Weight on Moon} = m \left(\frac{GM_{\text{moon}}}{r_{\text{moon}}^2} \right)$$

g_{moon}



$$F = G \frac{M_1 M_2}{r^2}$$

$$F = ma$$

gravitational mass

inertial mass

gravitational mass \equiv inertial mass
NOT a priori obvious it has to be this way
but it is ... at least as far as we can tell
from experimentation

<u>Systems</u>	<u>Force</u>	<u>Mass</u>	<u>Accel</u>
MKS	Newton	Kg	m/s^2
Cgs	dynes	gram	cm/s^2
English	pound	slug	ft/s^2