

## Lecture 1

### Physics 106 Spring 2007

<http://web.njit.edu/~sirenko/>

## Instructor:

### Prof. Andrei Sirenko

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- Friday 11:30 – 1:00 pm  
or by appointment

## Course information:

- Physics 106:  
Continuation of Classical Mechanics:
- Rotation and Circular motion
- Harmonic Oscillations
- Gravitation

## Course Elements:

- Textbook
- Lectures (lecture notes)
- Recitations
- Homework (due at the beginning of the next Recitation)
- Exams (3 common exams, final exam)
- Workshop
- Lab (separate grade)

## Textbook:

**Halliday, Resnick, and Walker** (HR&W)  
Fundamentals of Physics, 7th edition  
Chapters 10-15<sup>th</sup> Volume 1

7<sup>th</sup> edition:



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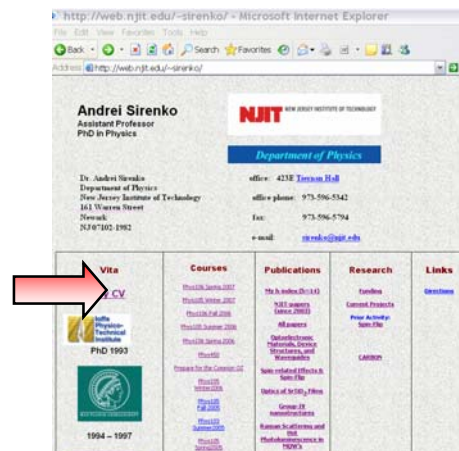
6<sup>th</sup> edition:



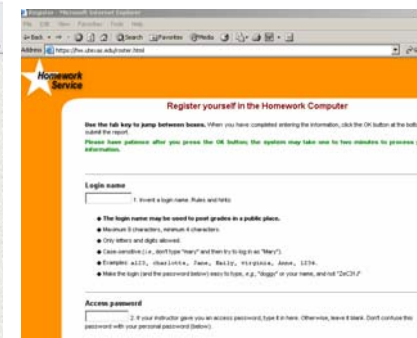
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and click "Phys 106 Spring 2007"



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## Lectures: (Wednesdays 1:00 pm; TH107)

- Presentation of the concepts and techniques of Physics.
- Demonstrations of Physics in action.
- Lecture quiz at the end of every lecture
- Lectures are not a substitute for reading the text!  
Text chapters are listed on the lecture schedule.  
Read ahead; you'll get more from lecture.
- Slides will be posted on the course web.  
Use these as a study guide/note taking aid.

## Recitations (10:00 am; TH107)

- Recitations provide an opportunity to do a group activity relevant to the topic being studied, and to ask homework questions.
- The scenarios presented in the recitation group activities will be on the exams.

## Grade Components:

- **48%** for all three common exams (16% each)
- **32%** for the final exam
- **8%** for the total homework grade
- **4%** for the total lecture quiz grade
- **8%** for the workshop grade submitted by your WS instructor

"Phys 106 Workshop assignments will be posted at the course WebCT site at <http://webct.njit.edu/>; enter your UCID and password to have an access to this site. Please contact the Help Desk at 973-596-2900 for questions regarding your UCID and password."

**"Students are required to bring their own printed copies to the WS and Recitation class."**

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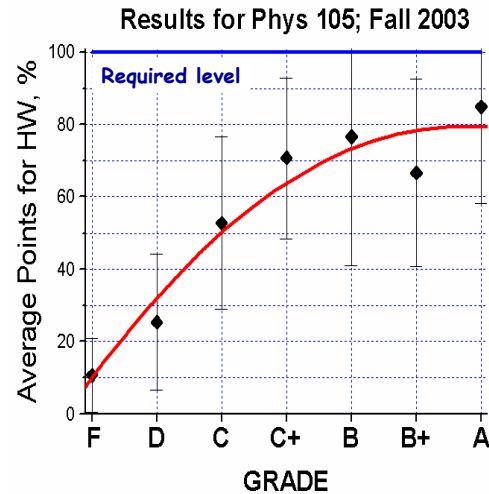
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## How to Do Well

- Keep up!
- Do the **homework** carefully and understand the reason for each step.
- Form a study group to discuss homework problems.
- Do plenty of extra problems and examples.
- The material gets more difficult through the term. Don't slack off if you are doing well!

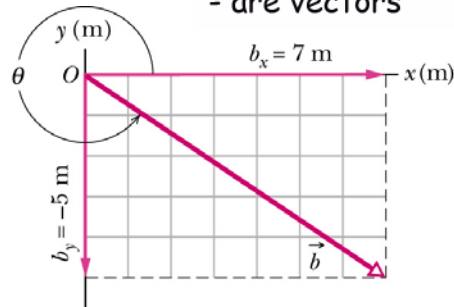
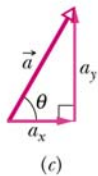
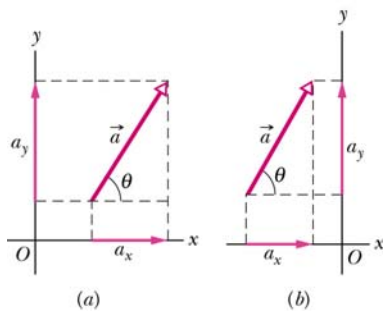


## What should we know ?

- **Vectors**  
addition, subtraction, scalar multiplication
- **Trigonometric functions**  
 $\sin \theta, \cos \theta, \tan \theta, \theta = \tan^{-1}(a/b), \text{ etc.}$
- **Integration and Derivatives (basic concepts)**  
 $2x = (x^2)'$
- **SI Units**
- **Newton's Laws**  
 $F = ma \quad F_{12} = -F_{21}$
- **Energy Conservation**  
Kinetic Energy, Potential Energy, and Work
- **Circular motion and Centripetal Force**  
 $a_c = v^2/R$

## Components of Vectors:

- aligned along axis
- add to give vector
- are vectors



$$a_x = a \cos \theta \quad \text{and} \quad a_y = a \sin \theta$$

$$a = \sqrt{a_x^2 + a_y^2} \quad \text{and} \quad \tan \theta = \frac{a_y}{a_x}$$

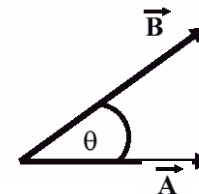
Length (Magnitude)

## Vector Multiplication

### Dot product

$$\vec{A} \cdot \vec{B} = AB \cos \theta = A_x B_x + A_y B_y + A_z B_z$$

$\theta$  is the angle between the vectors if you put their tails together



$$\vec{A} \cdot \vec{B} = \vec{B} \cdot \vec{A}$$

since  $\cos(\theta) = \cos(-\theta)$

**TABLE 2-1 Equations for Motion with Constant Acceleration<sup>a</sup>**

Equation Number	Equation	Missing Quantity
2-11	$v = v_0 + at$	$x - x_0$
2-15	$x - x_0 = v_0 t + \frac{1}{2} at^2$	$v$
2-16	$v^2 = v_0^2 + 2a(x - x_0)$	$t$
2-17	$x - x_0 = \frac{1}{2}(v_0 + v)t$	$a$
2-18	$x - x_0 = vt - \frac{1}{2} at^2$	$v_0$

<sup>a</sup> Make sure that the **acceleration** is indeed constant before using the equations in this table.

## What does zero mean ?

- >  $t = 0$  beginning of the process
- >  $x = 0$  is arbitrary; can set where you want it
- >  $x_0 = x(t=0)$ ; position at  $t=0$ ; do not mix with the origin

- >  $v(t) = 0$   $x$  does not change  $x(t) - x_0 = 0$
- >  $v_0 = 0$   $v(t) = at$ ;  $x(t) - x_0 = at^2/2$
- >  $a = 0$   $v(t) = v_0$ ;  $x(t) - x_0 = v_0 t$

- >  $a \neq 0$   $v(t) = v_0 + at$ ;  $x(t) - x_0 = v_0 t + at^2/2$
- help:  $t = (v - v_0)/a$   $x - x_0 = \frac{1}{2}(v^2 - v_0^2)/a$   
 $a = (v - v_0)/t$   $x - x_0 = \frac{1}{2}(v + v_0)t$

- > Acceleration and velocity are positive in the same direction as displacement is positive

## Newton's Laws

- If no net **force** acts on a body, then the body's velocity cannot change.
- The net **force** on a body is equal to the product of the body's mass and acceleration.
- When two bodies interact, the **force** on the bodies from each other are always equal in magnitude and opposite in direction ( $F_{12} = -F_{21}$ )

Force is a vector

Force has direction and magnitude

Mass connects Force and acceleration;

$$\vec{F}_{\text{tot}} = 0 \Leftrightarrow \vec{a} = 0 \text{ (constant velocity)}$$

$$\vec{F}_{\text{tot}} = m\vec{a} \text{ for any object}$$

$$F_{\text{tot},x} = ma_x \quad F_{\text{tot},y} = ma_y \quad F_{\text{tot},z} = ma_z$$

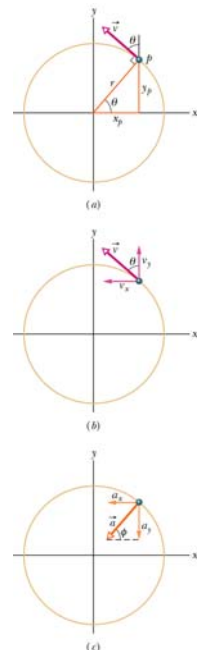
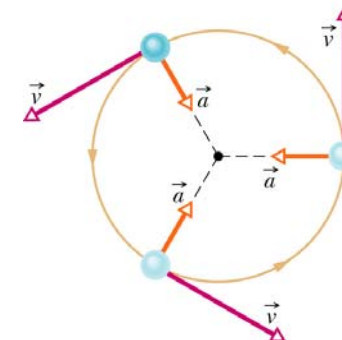
## Uniform Circular Motion

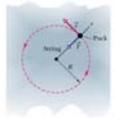
### Centripetal acceleration

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

### Period

$$T = \frac{2\pi r}{v}$$





$$ma_c = mv^2/R = \Sigma F$$

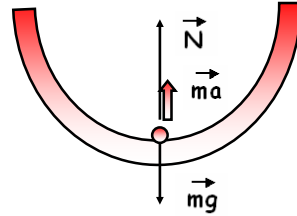
(all forces along the direction towards the center)

> Gravitational Force:  $\vec{mg}$   
down to the ground

> Tension Force:  $\vec{T}$   
along the string

> Normal Force:  $\vec{N}$   
perpendicular to the support

> Static Friction Force  
maximum value  $F_{fr}^{max} = \mu_{st}N$



$$ma = N - mg$$

$$ma = mv^2/R$$

What does  $W = \vec{F} \cdot \vec{r}$  mean?

$$W = \vec{F} \cdot \vec{r}$$

$$= F_x r_x + F_y r_y$$

$$= F r \cos \theta$$

$W > 0$  if  $\theta < 90^\circ$  → force is adding energy to object

$W < 0$  if  $\theta > 90^\circ$  → force is reducing energy of object



$$W = 0 \text{ if } \boxed{r = 0} \text{ or } \boxed{F = 0} \text{ or } \boxed{\vec{F} \perp \vec{r}}$$

Work Examples

Push on a wall

$W = 0$  since wall does not move ( $\vec{r} = 0$ )

Kinetic Energy:

$$K = \frac{1}{2}mv^2$$

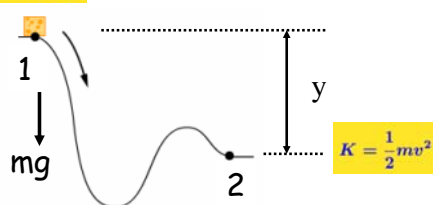
Potential Energy:

$$\Delta U = -W$$

• Gravitation:  $U = mgy$

• Elastic (due to spring force):  $U = \frac{1}{2}kx^2$

$$U = mgy$$



$$U \rightarrow K$$

Conservation of Mechanical Energy

$$K_2 + U_2 = K_1 + U_1$$

Kinetic Energy:

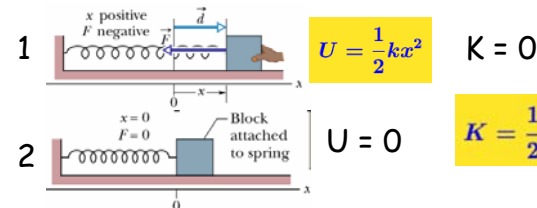
$$K = \frac{1}{2}mv^2$$

Potential Energy:

$$\Delta U = -W$$

• Gravitation:  $U = mgy$

• Elastic (due to spring force):  $U = \frac{1}{2}kx^2$



$$U = \frac{1}{2}kx^2$$

$$K = 0$$

$$U = 0$$

$$K = \frac{1}{2}mv^2$$

$$U \leftrightarrow K$$

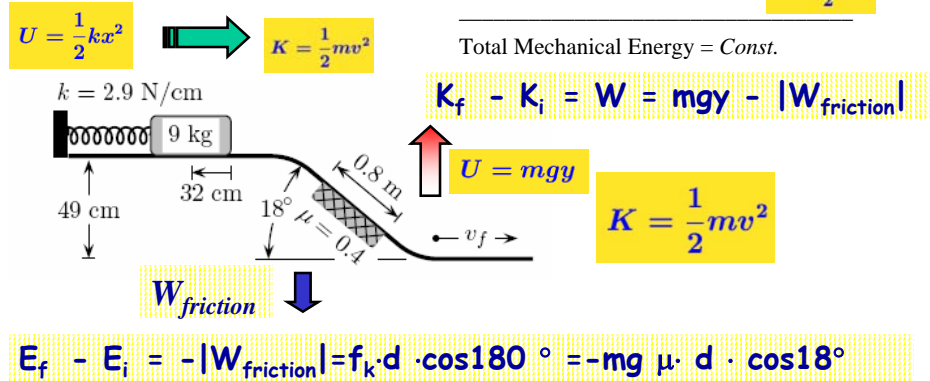
Conservation of Mechanical Energy

$$K_2 + U_2 = K_1 + U_1$$

# Examples for Energy Conservation

- Kinetic Energy changes  $K = \frac{1}{2}mv^2$
- + Gravitational Potential Energy  $U = mgy$
- + Elastic Potential Energy  $U = \frac{1}{2}kx^2$

Total Mechanical Energy = Const.



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# Linear Momentum

Particle:

$$\vec{p} = m\vec{v}$$

System of Particles:

$$\vec{P} = m_1\vec{v}_1 + m_2\vec{v}_2 + \dots$$

Extended objects:

$$\vec{P} = M\vec{v}_{\text{com}}$$

Relation to Force:  $\vec{F}_{\text{tot}} = m\vec{a}$

$$\vec{F}_{\text{net}} = \frac{d\vec{p}}{dt}$$

$$\vec{F}_{\text{net}} = \frac{d\vec{P}}{dt}$$

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# Completely Inelastic Collision Collisions in 1D

Conservation of Linear Momentum works!

$$\vec{p}_{1i} + \vec{p}_{2i} = \vec{p}_{1f} + \vec{p}_{2f}$$

$$m_1 v_{1i} = (m_1 + m_2) V$$

$$V = \frac{m_1}{m_1 + m_2} v_{1i}$$

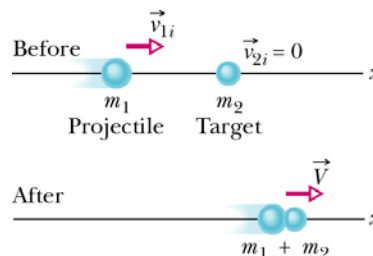
Example: Two equal objects, one initially at rest

$$mv_i = 2mv_f \longrightarrow v_f = v_i/2$$

$$\text{Final Kinetic Energy} = \frac{1}{2}(2m)(v_i/2)^2$$

$$= \frac{1}{4}m(v_i)^2$$

Half the original Kinetic Energy



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Rotation concepts & variables.  
Motion diagrams, FBD's.  
Rotation kinematics  
Chapter 10 (1-5)

<http://web.njit.edu/~sirenko/>

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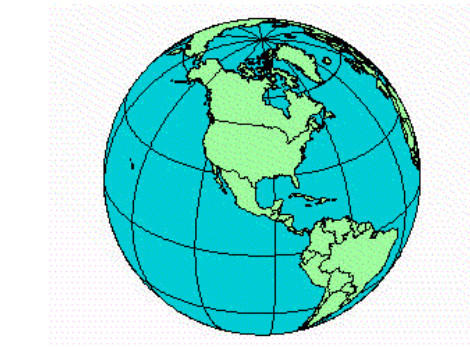
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# Rotation; Examples



<http://www.ce.utexas.edu/prof/olivera/Earth.htm>

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# Rotational Motion



- 33 1/3 rpm
- 45 rpm

Uniform Circular Motion:  
Spinning at steady rate

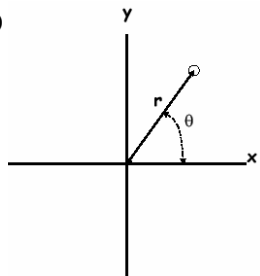
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## Changing x,y,z coordinates into spherical polar coordinates

2D



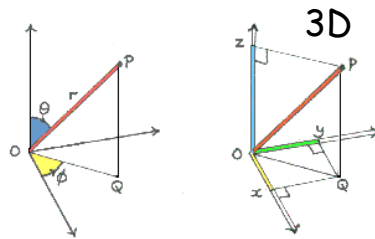
$$r = \sqrt{x^2 + y^2}$$

$$\theta = \tan^{-1}(y/x)$$



$$x = r \cos(\theta)$$

$$y = r \sin(\theta)$$



$$OQ = r \sin \theta \text{ so } x = r \sin \theta \cos \phi, y = r \sin \theta \sin \phi \text{ and } z = r \cos \theta$$

3D

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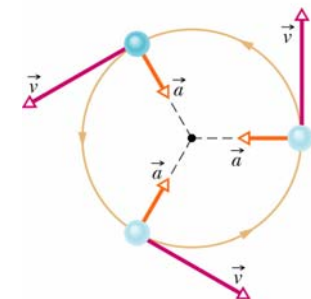
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## Uniform Circular Motion (Phys 105)

Object travels around a circle at constant speed

Centripetal acceleration

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



|Period:  $T = 2\pi r/v \equiv$  time to go around once|

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## Uniform Circular Motion in Polar Coordinates

$$\theta(t) = \omega t + \theta_0$$

$$r = r_0$$

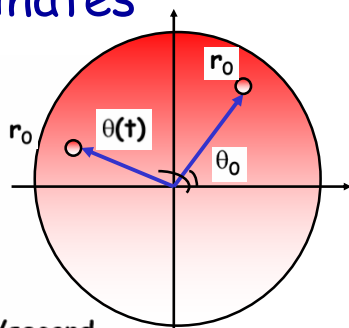
$\theta$  angular position radians

$\omega$  angular velocity radians/second

$$\omega = v/r \text{ where } v \text{ is the linear speed around the circle}$$

$$\text{Linear velocity along circle: } v = ds/dt = r d\theta/dt$$

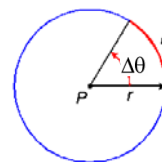
$$v = r\omega$$



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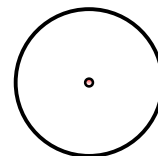
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## Radian



$$1 \text{ Radian} = 180^\circ / \pi \approx 57.3^\circ$$

The arc length is equal to the radius  $\Delta s = r\Delta\theta$



$$\text{Circle: } 360^\circ = 2\pi \text{ radians} \approx 6.283 \text{ radians}$$

$$\frac{1}{2} \text{ Circle: } 180^\circ = \pi \text{ radians} \approx 3.1415 \text{ radians}$$

$$> \text{Radians} = \text{degrees} \times (\pi / 180)$$

$$> 1 \text{ degree} = \pi / 180 = 0.0174532925 \text{ radians.}$$

$$> 180^\circ = 3.14156 \text{ radians}$$

$$> 90^\circ = 1.5708 \text{ radians}$$

$$> 45^\circ = 0.7854 \text{ radians}$$

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## Angular Acceleration

$$\alpha = \frac{d\omega}{dt}$$

Plays same role in rotational motion as acceleration in linear motion

$$\alpha = 0 \not\Rightarrow \vec{a} = 0$$

Example: uniform circular motion

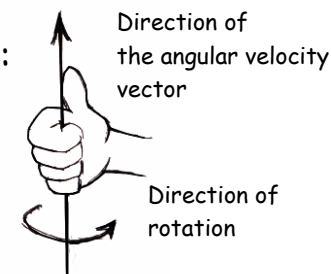
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## Angular variables are vectors

Direction of the vector:  
Right-hand-rule



Sign of  $\Delta\theta$ :

"Clocks are negative"



Positive  $\Delta\theta$



Negative  $\Delta\theta$

Sign of  $\Delta\theta$  and  $\omega$  is the same:  $\omega = \Delta\theta/\Delta t$   
 $\omega = d\theta/dt$

Signs of  $\omega$  and  $\alpha$  can be the same or different

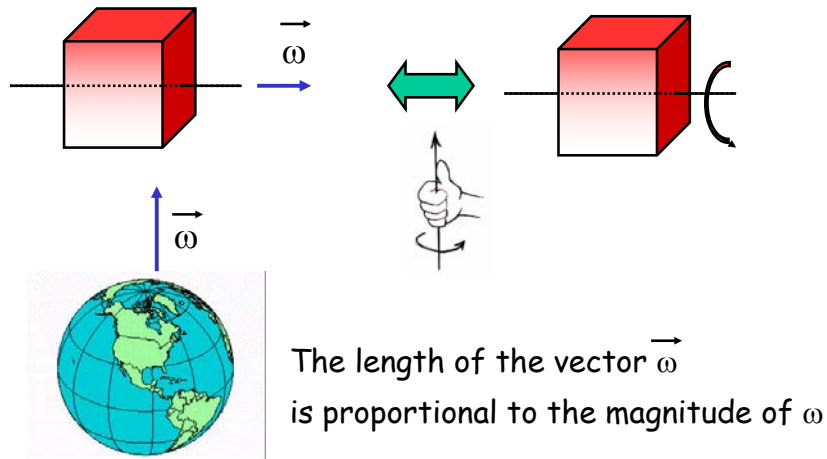
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## Example:



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## Rotational Kinematics:

Linear Displacement	↔	Angular Displacement
Linear Velocity	↔	Angular Velocity
Linear Acceleration	↔	Angular Acceleration

$$\vec{x}, \vec{v}, \vec{a} \Leftrightarrow \vec{\theta}, \vec{\omega}, \vec{\alpha}$$

If  $\alpha$  is constant:

$$\theta(t) = \theta_0 + \omega_0 t + \frac{1}{2} \alpha t^2$$

$$\omega = \frac{d\theta}{dt} \rightarrow \omega(t) = \omega_0 + \alpha t$$

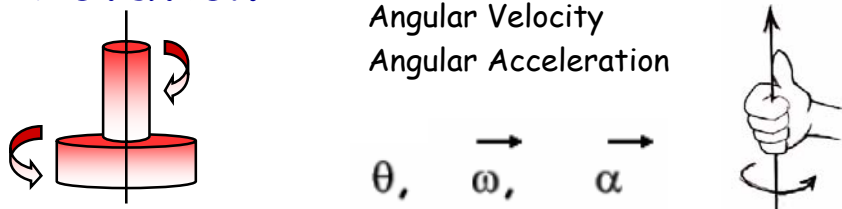
$$\text{combine: } 2\alpha (\theta - \theta_0) = \omega^2 - \omega_0^2$$

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## Rotation:



Linear Equation	Missing Variable	Angular Equation
$v = v_0 + at$	$x - x_0$	$\theta - \theta_0$
$x - x_0 = v_0 t + \frac{1}{2} at^2$	$v$	$\omega$
$v^2 = v_0^2 + 2a(x - x_0)$	$t$	$\theta - \theta_0 = \omega_0 t + \frac{1}{2} \alpha t^2$
$x - x_0 = \frac{1}{2} (v_0 + v)t$	$a$	$\omega^2 = \omega_0^2 + 2\alpha(\theta - \theta_0)$
$x - x_0 = vt - \frac{1}{2} at^2$	$v_0$	$\theta - \theta_0 = \frac{1}{2} (\omega_0 + \omega)t$
		$\omega_0$
		$\theta - \theta_0 = \omega t - \frac{1}{2} \alpha t^2$

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**TABLE 2-1 Equations for Motion with Constant Acceleration<sup>a</sup>**

Equation Number	Equation	Missing Quantity
2-11	$v = v_0 + at$	$x - x_0$
2-15	$x - x_0 = v_0 t + \frac{1}{2} at^2$	$v$
2-16	$v^2 = v_0^2 + 2a(x - x_0)$	$t$
2-17	$x - x_0 = \frac{1}{2} (v_0 + v)t$	$a$
2-18	$x - x_0 = vt - \frac{1}{2} at^2$	$v_0$

<sup>a</sup> Make sure that the **acceleration** is indeed constant before using the equations in this table.

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## Homework

See the **Physics 106 Course Syllabus**

FOP Chapter 10:

U of Texas: Register for the Class **11787**  
And start working on the first HW!  
Bring the printouts to the Recitation class

<http://web.njit.edu/~sirenko/>

## QZ: Our linear velocity with respect to the Sun

$$R_{E-S} = 1.5 \times 10^{11} \text{ m} \quad T = 1 \text{ year} = 365 \text{ days}$$

When do we move faster ?  
(a) Day  
(b) Night

What is the velocity difference between Day and Night at the Equator line ?

$$|(V_{\text{day}} - V_{\text{night}})| / V_{\text{average}}$$

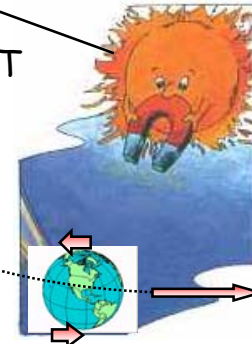
- (a) 0.00008
- (b) 0.015
- (c) 0.03
- (d) 0.3
- (e) 100 %

**Show work !**

$$v = \omega R = 2\pi R / T$$

$$\omega = 2\pi / T$$

$$R = 6 \times 10^6 \text{ m}; T = 1 \text{ day}$$

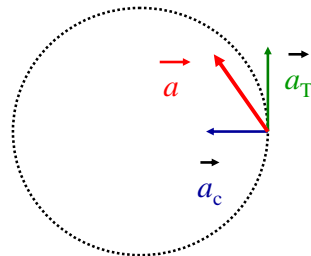


## Acceleration in Circular Motion:

### General Case:

The velocity changes with time.

$\omega$  is not constant ( $\alpha \neq 0$ )



There are two components of **acceleration**:  $a_c = v^2 / r = r \omega^2$

> **Centripetal** (radial, towards the center) and

> **Tangential** (along the velocity vector)

$$a_T = r \alpha$$

> **Total acceleration** value:

$$\vec{a} = \vec{a}_c + \vec{a}_T; \quad a = (a_c^2 + a_T^2)^{1/2}, \quad \tan \phi = a_T / a_c$$