### Science News for St. Valentines Day: A 6000 Year Old Neolithic Embrace





http://www.cnn.com/2007/TECH/science/02/07/prehistoric.love.ap/index.html



### **Review of Test**

### **Answers Test 1: Multiple Choice**

- Problem 1(5 points): What is the percent uncertainty in the measurement 3.26 +/-0.25m?
- Answer:
  - Circle D
  - 0.25m/3.26M x 100% = 7.7%

- Problem 2 (5 points): Suppose an astronaut has a vertical leap of 0.5m on Earth what would be his vertical leap on Pluto?
- Answer: Circle D

 $v^{2} = v_{0}^{2} + 2a(y - y_{0})$ at the top of the trajectory  $0 = v_0^2 - 2gy$  $v = v_0^2 / g$ so the ratio of leaps:  $\frac{y_M}{y_E} = \frac{v_0^2 / g_M}{v_0^2 / g_E} = \frac{g_E}{g_M} \rightarrow$  $y_{M} = \frac{g_{E}}{g_{M}}(y_{E}) = \frac{9.8m/s^{2}}{0.8m/s^{2}}(0.5m)$  $y_{M} = 6.1m$ 

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- Problem 3 (5 points): How many kilometers are there in a light year?
- Answer: Circle B

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$$(3.00x10^{8} \frac{m}{s})(\frac{1km}{1000m})(\frac{365d}{yr})(\frac{24hr}{d})(\frac{3600s}{hr}) = (3.00x10^{8})(\frac{1}{1000})(365)(24)(3600)x$$
$$(\frac{m}{s})(\frac{km}{m})(\frac{d}{yr})(\frac{hr}{d})(\frac{s}{hr}) = 9.46x10^{12} km / yr$$
So in one year
$$9.46x10^{12} km$$

Problem 4 (5 points): A pendulum has mass m and length L, using dimensional analysis determine which of the following quantities has the right dimensions for the oscillation time of the pendulum.
 Answer: Circle D

We want a dimension of T. Ignore the numerical constants as they don't matter for dimensional analysis.

a) 
$$\sqrt{\frac{g}{L}} \rightarrow \sqrt{\frac{L/T^2}{L}} = \sqrt{\frac{1}{T^2}} = \frac{1}{T}$$
 doesn't give time  
b)  $\sqrt{\frac{mg}{L}} \rightarrow \sqrt{\frac{ML/T^2}{L}} = \sqrt{\frac{M}{T^2}} = \frac{\sqrt{M}}{T}$  nope  
c)  $\frac{\sqrt{Lg}}{m} \rightarrow \frac{\sqrt{L^2/T^2}}{M} = \frac{L/T}{M}$  also no  
d)  $\sqrt{\frac{L}{g}} \rightarrow \sqrt{\frac{L}{L/T^2}} = \sqrt{\frac{1}{1/T^2}} = \sqrt{T^2} = T$ 

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#### **Test 1: Problems**

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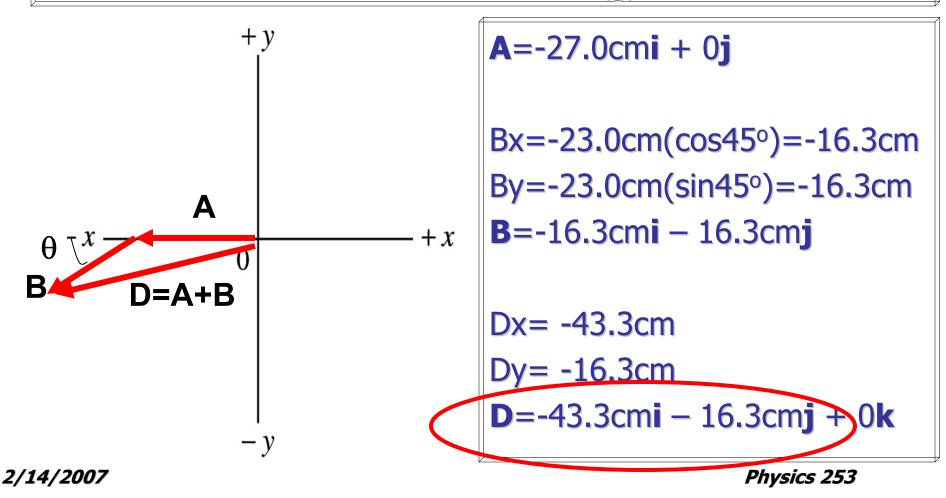
 Problem 5 (5 points): A ball is dropped from a height, h, give the time of fall in terms of h & g.

Start with 
$$y = y_0 + v_{y_0}t - (1/2)gt^2$$

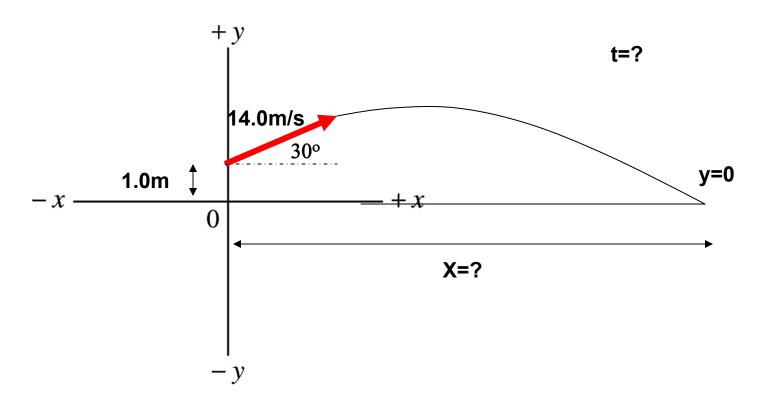
Put the origin at the surface of the earth then y = 0 and  $v_{vo} = 0$  so  $0 = h + 0 - (1/2)gt^2 \rightarrow$  $(1/2)gt^2 = h \rightarrow$  $t^2 = 2h/g \rightarrow$ 

y<sub>o</sub>=h v<sub>yo</sub>=0

 Problem 6 (10 points): A grasshopper makes two jumps: The displacement vectors are (1) A=27.0cm due west and (2) B= 23.0 cm, 45° south of west. Draw a picture of the movement and express the final displacement vector D=A+B in terms of the unit vectors i,j, and k.



Problem 7 (15 points): A shot-putter throws at an initial speed of 14.0m/s at a 30° angle to the horizontal. The shot leaves the athlete's hand at a height of 1.0 m above the ground. Draw a picture of the situation and calculate a) the time of flight and b) the horizontal distance traveled.



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Let's decompose the vector to get the initial velocities in x and y.

$$v_{xo} = \cos(30^{\circ})(14.0m/s) = 12.1m/s$$
  

$$v_{yo} = \sin(30^{\circ})(14.0m/s) = 7.0m/s$$
  
Use  $y = y_0 + v_{y0}t - (1/2)gt^2$  to find the time  
 $0 = 1.0m + (7.0m/s)t - (1/2)(9.8m/s^2)t^2$   
or

$$(4.9m/s^2)t^2 - (7.0m/s)t - 1.0m = 0$$
  
Applying the quadratic formula

$$t = \frac{7.0m/s \pm \sqrt{(-7.0m/s)^2 - 4(4.9m/s^2)(-1.0m)}}{2(4.9)}$$
  

$$t = \frac{7.0m/s \pm \sqrt{49.0m^2/s^2 + 19.6m^2/s^2}}{9.8m/s^2}$$
  

$$t = \frac{7.0m/s \pm \sqrt{68.6m^2/s^2}}{9.8m/s^2}$$
  

$$t = \frac{7.0m/s \pm 8.3m/s}{9.8m/s^2}$$
  

$$t = 15.3m/s/9.8m/s^2$$
  

$$t = 1.6s$$
  

$$x = x_o + v_{xo}t$$
  

$$x = 0 + (12.1m/s)(1.6s)$$
  

$$x = 18.9m$$

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### Status: Unit 3

- ✓ Force, Mass, & Newton's 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> Laws of Motion (4-1 through 4-5)
- Weight the Force of Gravity: and the Normal Force, Problem solving (4-6, 4-8, 4-7)
- Solving Problems w/ Newton's Laws, Problems w/ Friction (4-7, 5-1)
- Problems w/ Friction and Terminal Velocity (5-1, 5-5)

<u>Newton's 1<sup>st</sup> Law of Motion</u>: Every body continues in its state of rest or of uniform speed in a straight line as long as no <u>net</u> force acts on it.

<u>Newton's 2nd Law of Motion</u>: The acceleration of an object is <u>directly proportional</u> to the net force on it and <u>inversely proportional</u> to its mass. The direction of the acceleration is in the direction of the net force acting on the object.

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

<u>Newton's 3nd Law of Motion</u>: Whenever one object exerts a force on a second object, the second exerts an equal and opposite force on the first.

# Weight - The Force of Gravity

 We now connect the acceleration of gravity to the force of gravity simply by using Newton's 2<sup>nd</sup> Law:

$$\sum_{\vec{F}} \vec{F} = m\vec{a} \rightarrow$$
$$\vec{F}_G = m\vec{g}$$

- The magnitude of the force of gravity is usually called the weight of an object.
- Note how weight is a force, NOT mass!
- If we assume up is +y:

$$\vec{F}_G = -(mg)\vec{j}$$

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### The Normal Force: A Key element of Mechanics

- When an object is falling the consequences of the force of gravity are easy to see. But what about when an object is at rest, say a book on a table?
- The force hasn't disappeared. Just stand on a scale, there's a force present!
- So why doesn't the object accelerate? Well the key is the 2<sup>nd</sup> Law, if the acceleration is zero then the net force must

be zero.

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

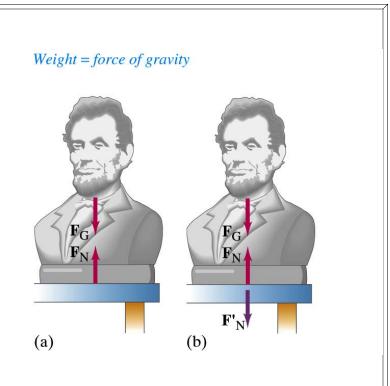
• There must be another force completely canceling the force of gravity or

$$\vec{F} = +(mg)\vec{j}$$

- It's from the surface upon which an object rests. In the case of the book, it's the table.
- Note the properties of this other force:
  - Magnitude = Weight
  - Direction = +y

### **The Normal Force**

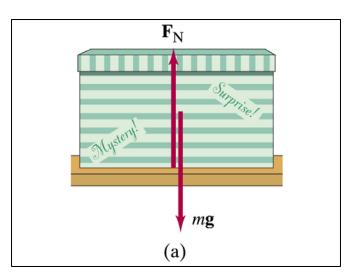
- The force exerted by the surface is called the contact force
  - $\vec{F}_N$
- Since it's usually perpendicular to the surface of contact it's also called the normal force and so labeled.
- As shown in the drawing, these are not the opposite and equal forces of the 3<sup>rd</sup> Law.

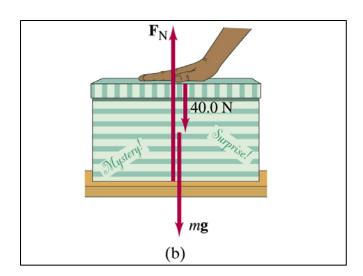


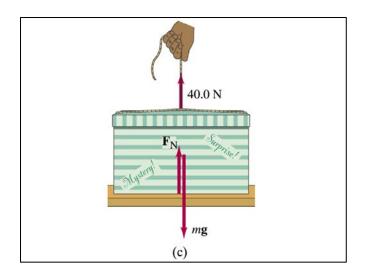
• Plus the bust imposes an equal and opposite force on the earth!

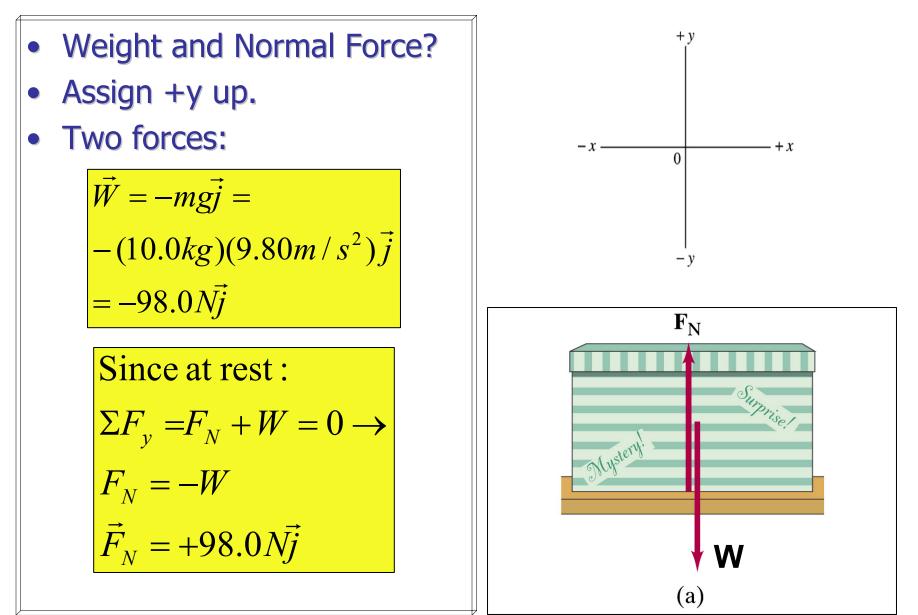
# **Example 1: Weight & Normal Force**

- For the pictured 10.0 kg box:
  - What are the weight and normal force?
  - If someone pushes down with 40.0 N force, what is the normal force?
  - If someone pulls up with 40.0 N force, what is the normal force?
  - If someone pulls up with 100.0N?

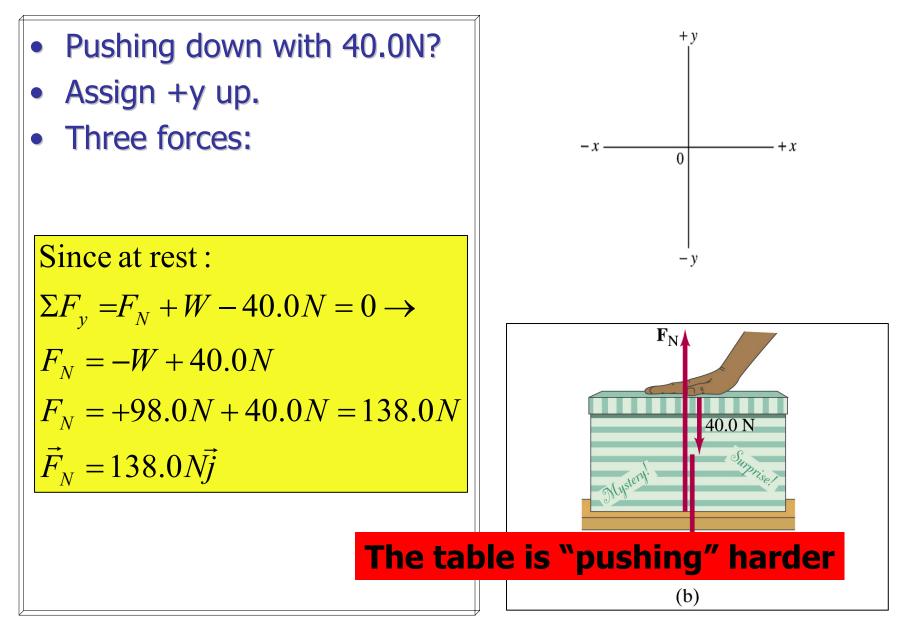


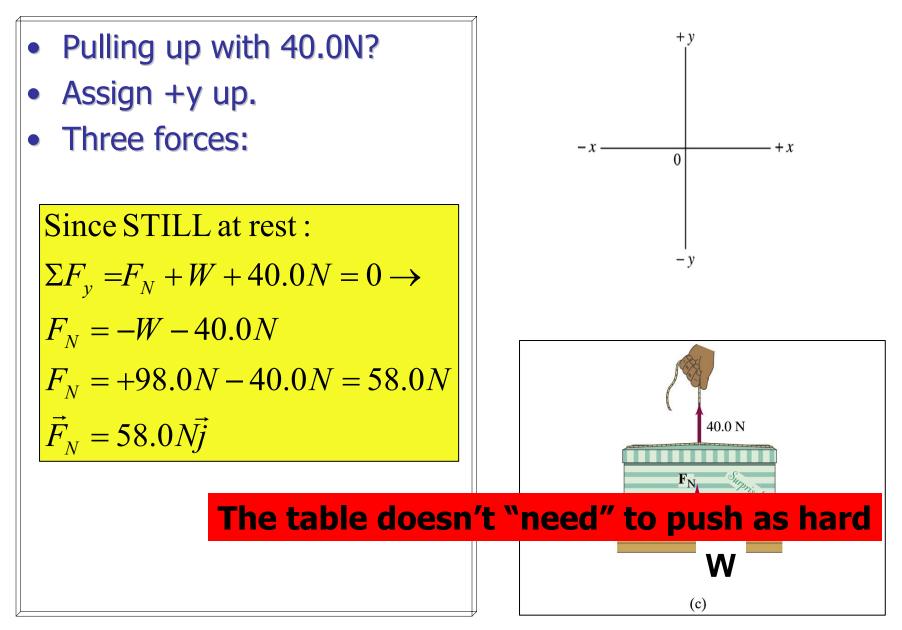






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- Pulling up with 100.0N?
- Assign +y up.
- Three forces:

 $\Sigma F_{v} = F_{N} + W + 100.0N$  $\Sigma F_{v} = F_{N} - 98.0N + 100.0N$  $\Sigma F_v = F_N + 2.0N$ 

But if this is set to zero the normal force is -2N which is unphysical! The table can't "pull" the b If the upward force exceeds the weight force must

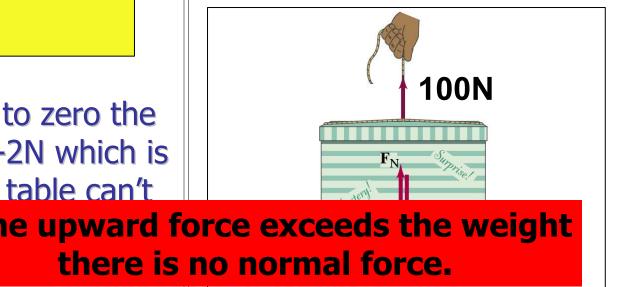
$$\Sigma F_{y} = W + 100.0N$$
  

$$\Sigma F_{y} = -98N + 100.0N$$
  

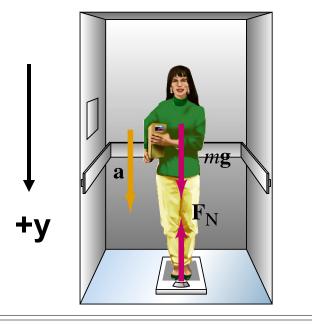
$$\Sigma F_{y} = 2.0N$$
  

$$a_{y} = 2.0N / 10.0kg = 0.20m / s^{2}$$

(c)



#### An Illustrative Example: Descending in an Elevator



- A 65-kg woman descends in an elevator accelerating at 0.20g.
- What does the scale read?
- Note:
  - She is accelerating at 0.20g
  - But there are only two forces involved.

$$\Sigma F = ma$$

$$mg - F_N = ma$$

$$F_N = mg - ma$$

$$F_N = m(g - a)$$

$$F_N = m(g - 0.2g)$$

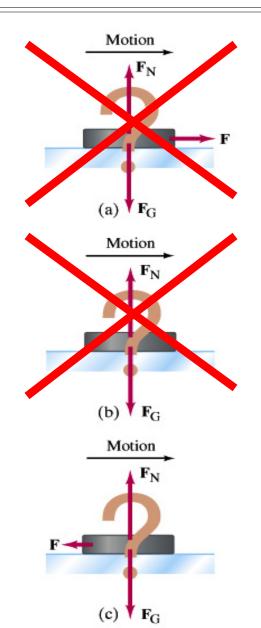
$$F_N = 0.80mg$$

• So the scale pushes up with a force of 0.80mg and will show a mass of 0.80m or 52kg. A dandy way to loose weight.

## Free Body Diagrams and Problem Solving

- Unknowingly you just learned about <u>free-body</u> <u>diagrams</u>. A crucial tool for understanding Newton's Laws and motions for a body.
- A free-body diagram has:
  - 1. A convenient coordinate system,
  - 2. Representative vectors
    - I. For <u>all</u> forces acting <u>on</u> a body
    - II. Including those that are unknown.
    - III. If translational only, at the center of the body
  - 3. Descriptive labels for each force vector.
- Don't show forces the body exerts on other objects.

### Free Body Diagram Example: A Hockey Puck

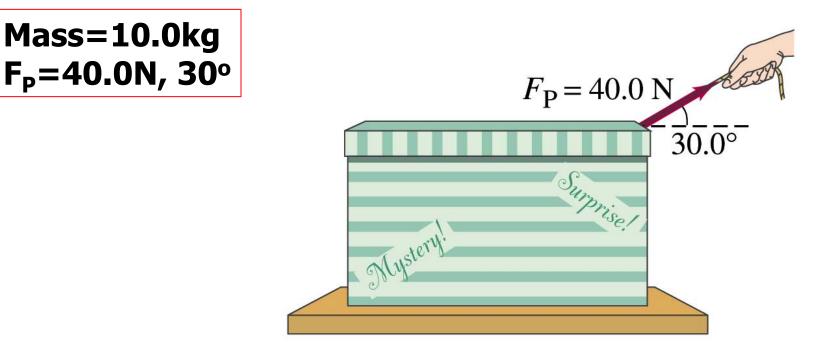


# Modification of the "8-Step" Way

- 1. Read Carefully
- 2. Draw the Free-Body Diagram for each object.
- 3. Choose convenient xy coordinate system. Resolve vectors into components. Apply 2<sup>nd</sup> Law to each direction independently
- 4. List knowns and unknowns and choose equations relating them.

- 5. Solve approximately or at least qualitatively
- 6. Solve algebraically and numerically.
  - 1. You need one equation for each unknown.
  - 2. Retain algebraic formulation until the very end. This increases insight.
- 7. Check units
- 8. Check if reasonable, the "smell" test.

### An Example: Pulling the Box

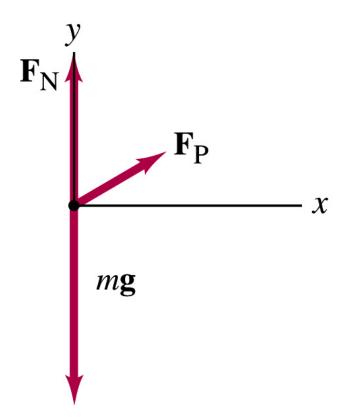


# What is the acceleration? What is $F_N$ ?

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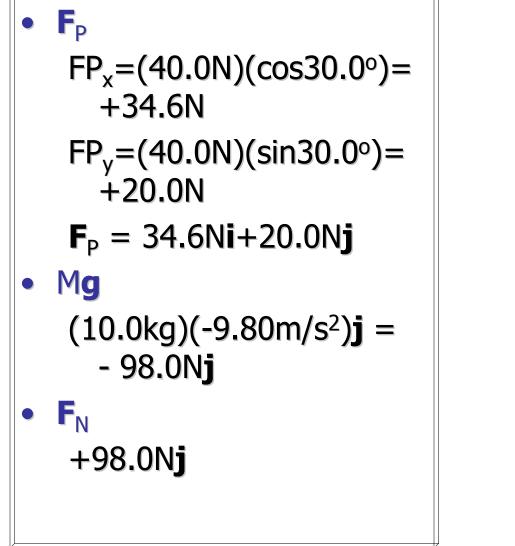
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### **The Free-Body Diagram**

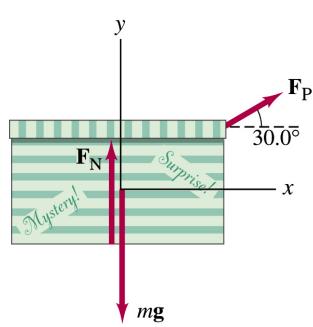


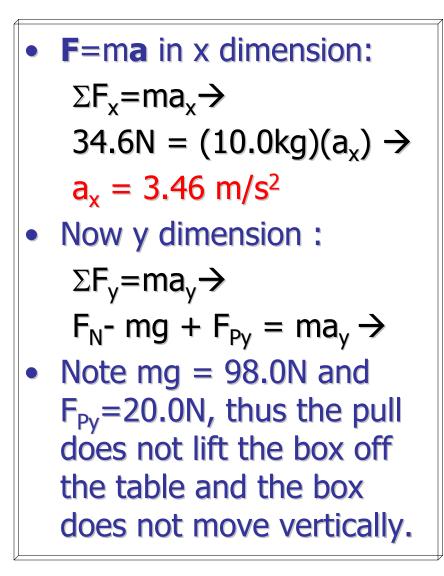
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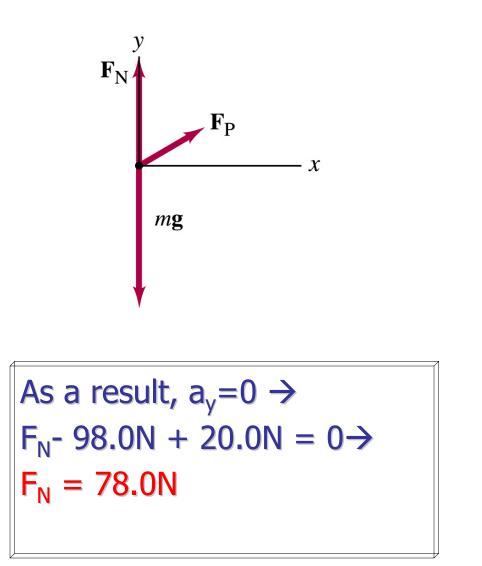
# **Resolving Vectors/Apply 2<sup>nd</sup> Law in 2D**



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### **Our Valentine's Day Lesson in Retrospect**

- The three laws present a formalism to treat the motion of objects.
- We've looked at one dimensional examples in some detail and introduced the idea of free-body diagrams.
- We've also considered our first two dimensional problem.
- Next lesson we'll look at increasingly more realistic, interesting, and useful situations.