

# PHYS 1441 – Section 001

## Lecture #5

*Tuesday, June 3, 2008*

*Dr. Jaehoon Yu*

- Motion in Two Dimensions
  - Projectile Motion
  - Maximum ranges and heights
- Newton's Laws of Motion
  - Force
  - Newton's first law: Inertia & Mass
  - Newton's second law
  - Newton's third law of motion



# Announcements

- E-mail Distribution list
  - 42 out of 55 registered as of this morning!!
- Quiz results
  - Class average: 6.5/11
    - Equivalent to 59.1/100
  - Top score: 11/11
- First term exam
  - 8 – 10am, tomorrow, Wednesday, June 4, in SH103
  - Covers CH1 – CH4.4 + appendices
  - Practice test posted on the class web page
    - No answer keys will be posted
- Quiz next Monday, June 9

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# Special Project for Extra Credit

- Show that a projectile motion's trajectory is a parabola!!
  - 20 points
  - Due: Monday, June 9
  - You MUST show full details of computations to obtain any credit
    - Beyond what is included in this lecture!!



# Projectile Motion

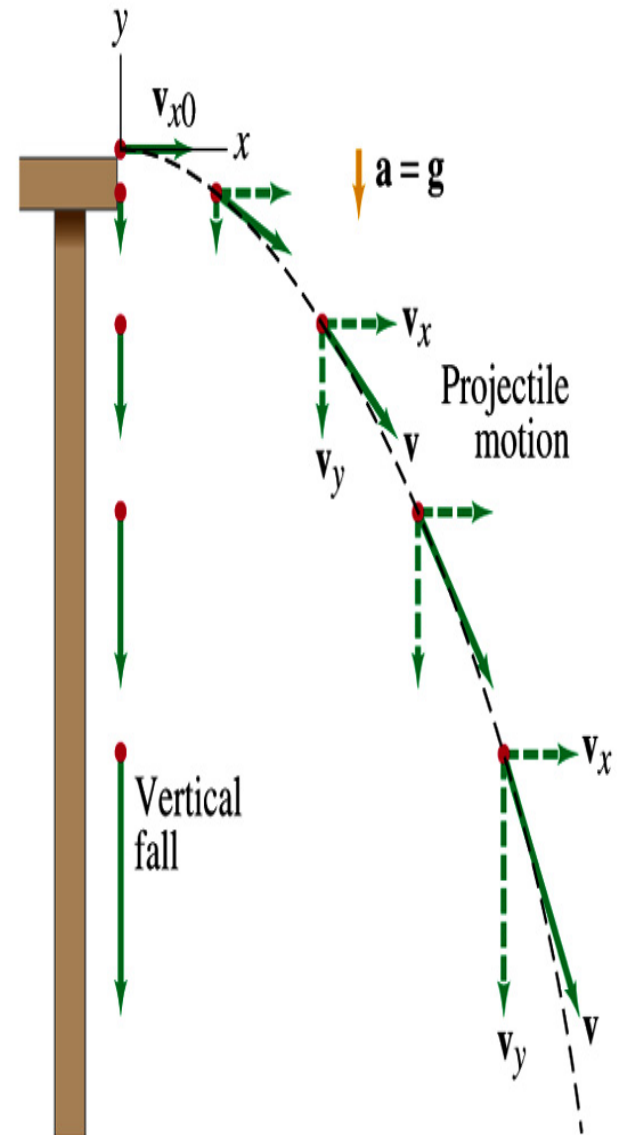
- A 2-dim motion of an object under the gravitational acceleration with the following assumptions

- Free fall acceleration,  $g$ , is constant over the range of the motion
  - $\vec{g} = -9.8\vec{j}(m/s^2)$
  - $a_x = 0m/s^2$  and  $a_y = -9.8m/s^2$
- Air resistance and other effects are negligible

- A motion under constant acceleration!!!! → Superposition of two motions

- Horizontal motion with constant velocity ( no acceleration )  $v_{xf} = v_{x0}$
- Vertical motion under constant acceleration

( $g$ )  $v_{yf} = v_{y0} + a_y t = v_{y0} + (-9.8)t$



# Kinematic Equations in 2-Dim

x-component

$$v_x = v_{x0} + a_x t$$

$$x = \frac{1}{2} (v_{x0} + v_x) t$$

$$v_x^2 = v_{x0}^2 + 2a_x x$$

$$x = v_{x0} t + \frac{1}{2} a_x t^2$$

y-component

$$v_y = v_{y0} + a_y t$$

$$y = \frac{1}{2} (v_{y0} + v_y) t$$

$$v_y^2 = v_{y0}^2 + 2a_y y$$

$$y = v_{y0} t + \frac{1}{2} a_y t^2$$



*Show that a projectile motion is a parabola!!!*

x-component

$$v_{xi} = v_i \cos \theta_i$$

y-component

$$v_{yi} = v_i \sin \theta_i$$

$$\vec{a} = a_x \vec{i} + a_y \vec{j} = -g \vec{j}$$

$$a_x = 0$$

$$x_f = v_{xi} t = v_i \cos \theta_i t$$

$$t = \frac{x_f}{v_i \cos \theta_i}$$

In a projectile motion, the only acceleration is gravitational one whose direction is always toward the center of the earth (downward).

$$y_f = v_{yi} t + \frac{1}{2} (-g) t^2 = v_i \sin \theta_i t - \frac{1}{2} g t^2$$

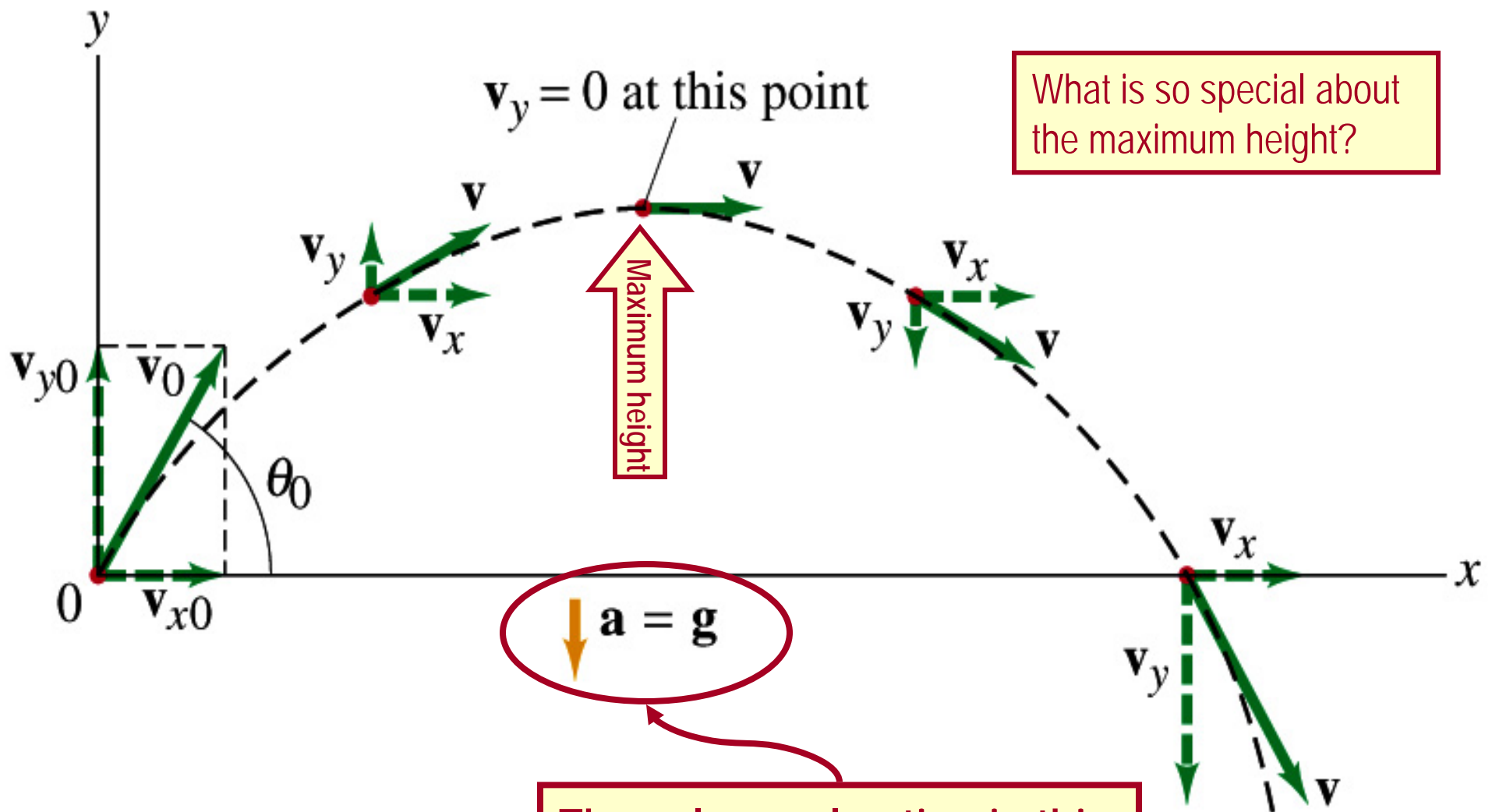
Plug t into the above

$$y_f = v_i \sin \theta_i \left( \frac{x_f}{v_i \cos \theta_i} \right) - \frac{1}{2} g \left( \frac{x_f}{v_i \cos \theta_i} \right)^2$$

$$y_f = x_f \tan \theta_i - \left( \frac{g}{2 v_i^2 \cos^2 \theta_i} \right) x_f^2$$

What kind of parabola is this?

# Projectile Motion

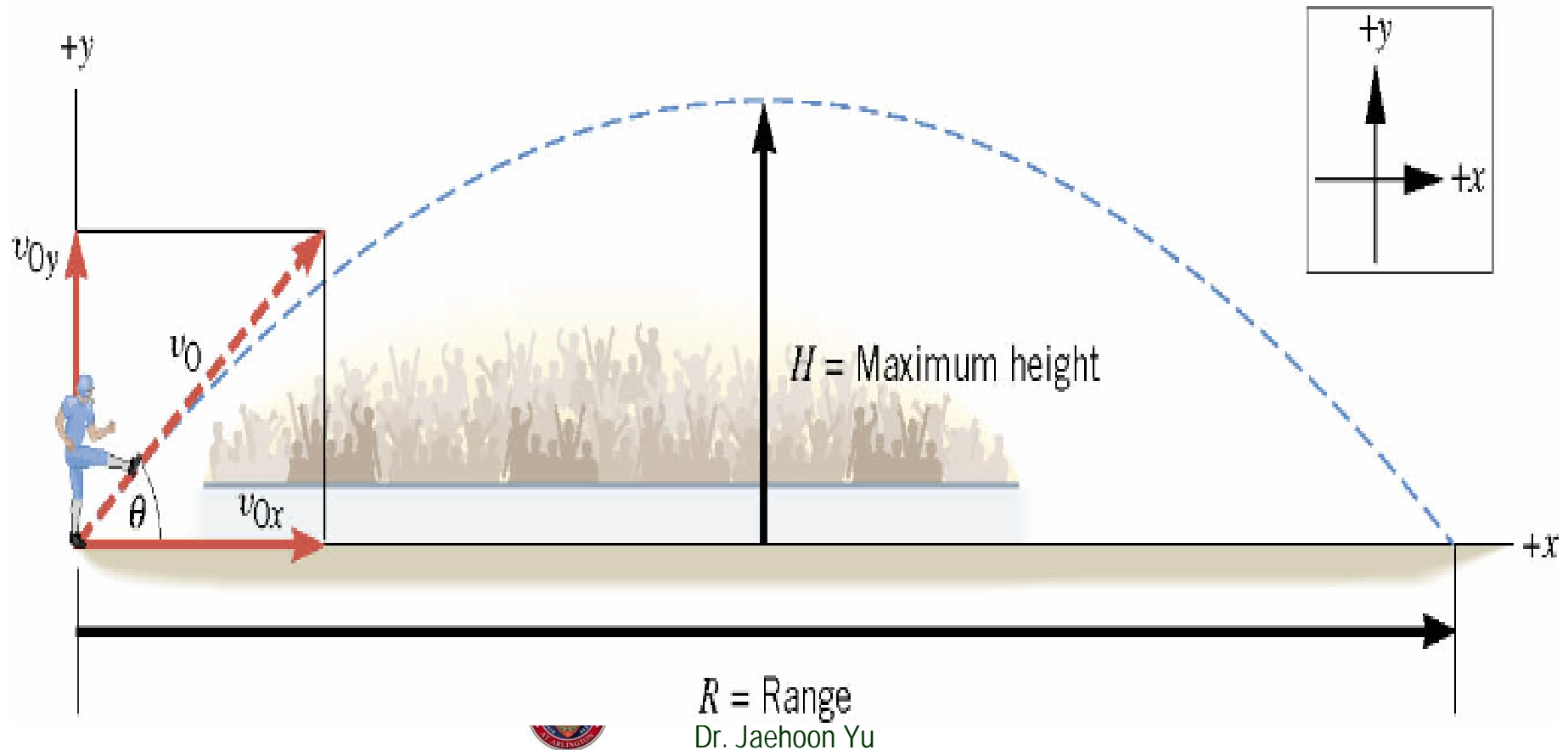


What is so special about the maximum height?

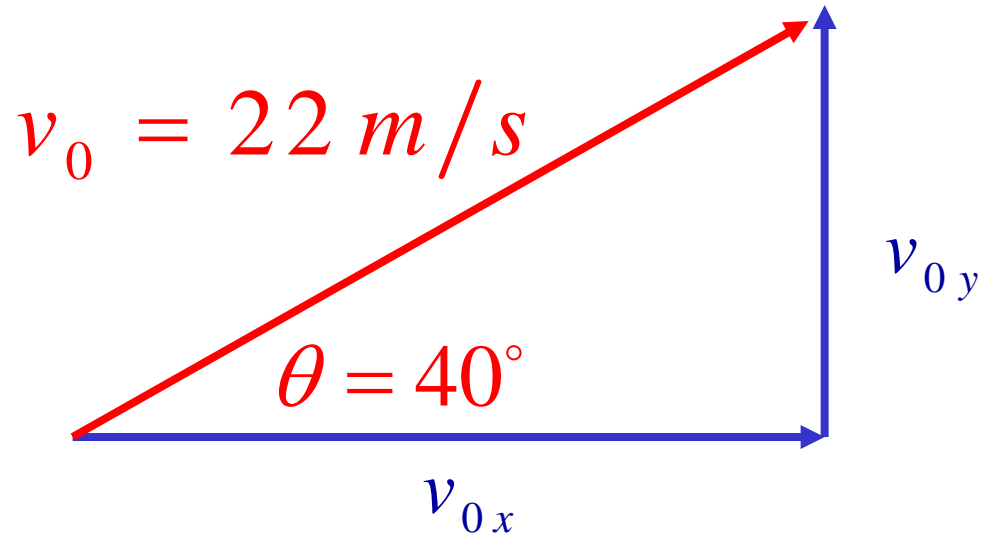
The only acceleration in this motion. It is a constant!!

## *Example 6* The Height of a Kickoff

A placekicker kicks a football at an angle of  $40.0^\circ$  and the initial speed of the ball is  $22 \text{ m/s}$ . Ignoring air resistance, determine the maximum height that the ball attains.



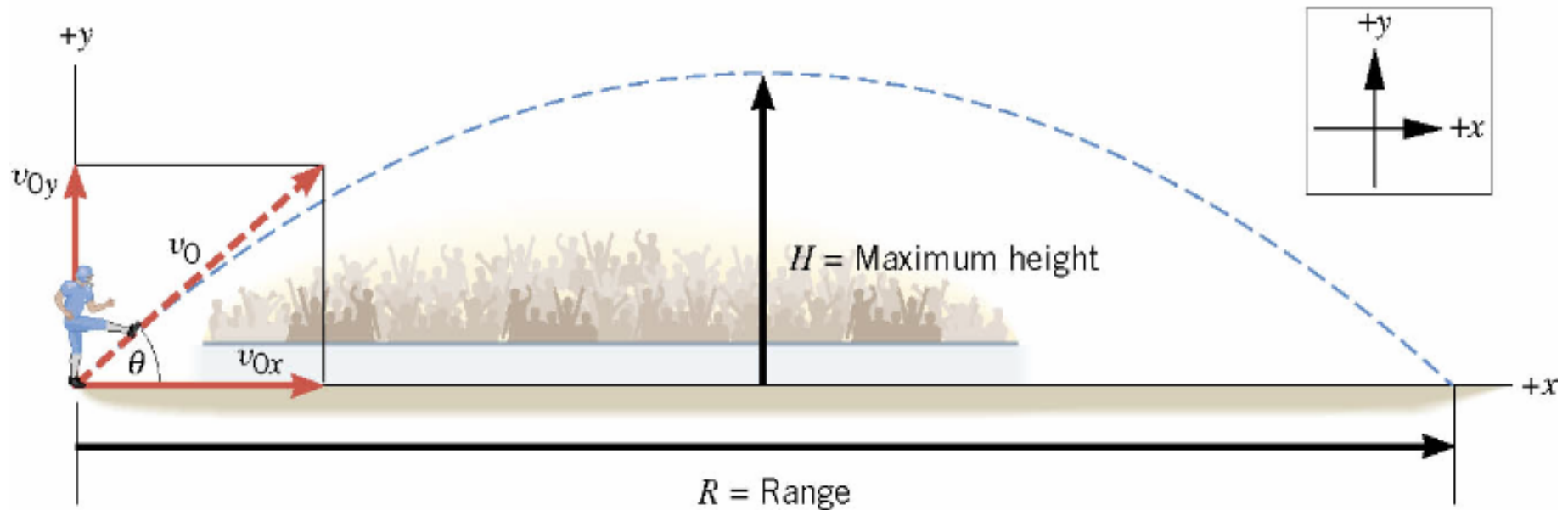
First, the initial velocity components



$$v_{ox} = v_o \cos \theta = (22 \text{ m/s}) \cos 40^\circ = 17 \text{ m/s}$$

$$v_{oy} = v_o \sin \theta = (22 \text{ m/s}) \sin 40^\circ = 14 \text{ m/s}$$

# Motion in y-direction is of the interest..



$y$	$a_y$	$v_y$	$v_{0y}$	$t$
?	$-9.8 \text{ m/s}^2$	$0 \text{ m/s}$	$+14 \text{ m/s}$	

# Now the nitty, gritty calculations...

$y$	$a_y$	$v_y$	$v_{oy}$	$t$
?	-9.80 m/s <sup>2</sup>	0	14 m/s	

What happens at the maximum height?


The ball's velocity in y-direction becomes 0!!

And the ball's velocity in x-direction? Stays the same!! Why?

Because there is no acceleration in x-direction!!

Which kinematic formula would you like to use?

$$v_y^2 = v_{oy}^2 + 2a_y y$$



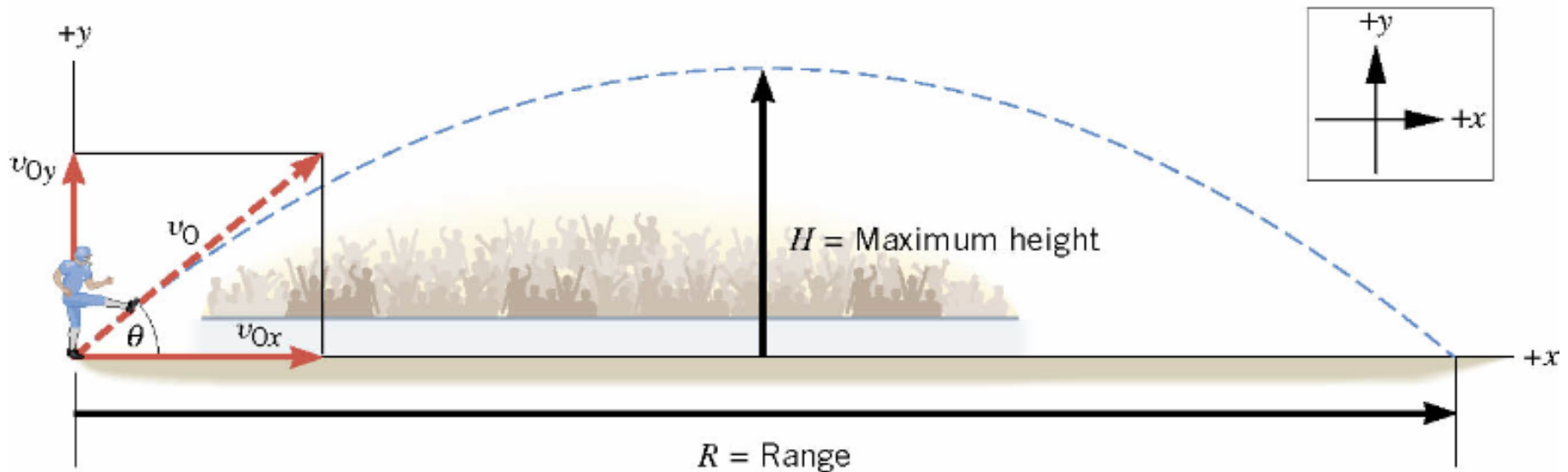
$$y = \frac{v_y^2 - v_{oy}^2}{2a_y}$$

$$y = \frac{0 - (14 \text{ m/s})^2}{2(-9.8 \text{ m/s}^2)} = +10 \text{ m}$$



# Example 7 The Time of Flight of a Kickoff

What is the time of flight between kickoff and landing?



What is  $y$  when the ball reaches the maximum range?

$y$	$a_y$	$v_y$	$v_{oy}$	$t$
0 m	-9.80 m/s <sup>2</sup>		14 m/s	?

Now solve the kinematic equations in y direction!!

$y$	$a_y$	$v_y$	$v_{oy}$	$t$
0	-9.80 m/s <sup>2</sup>		14 m/s	?

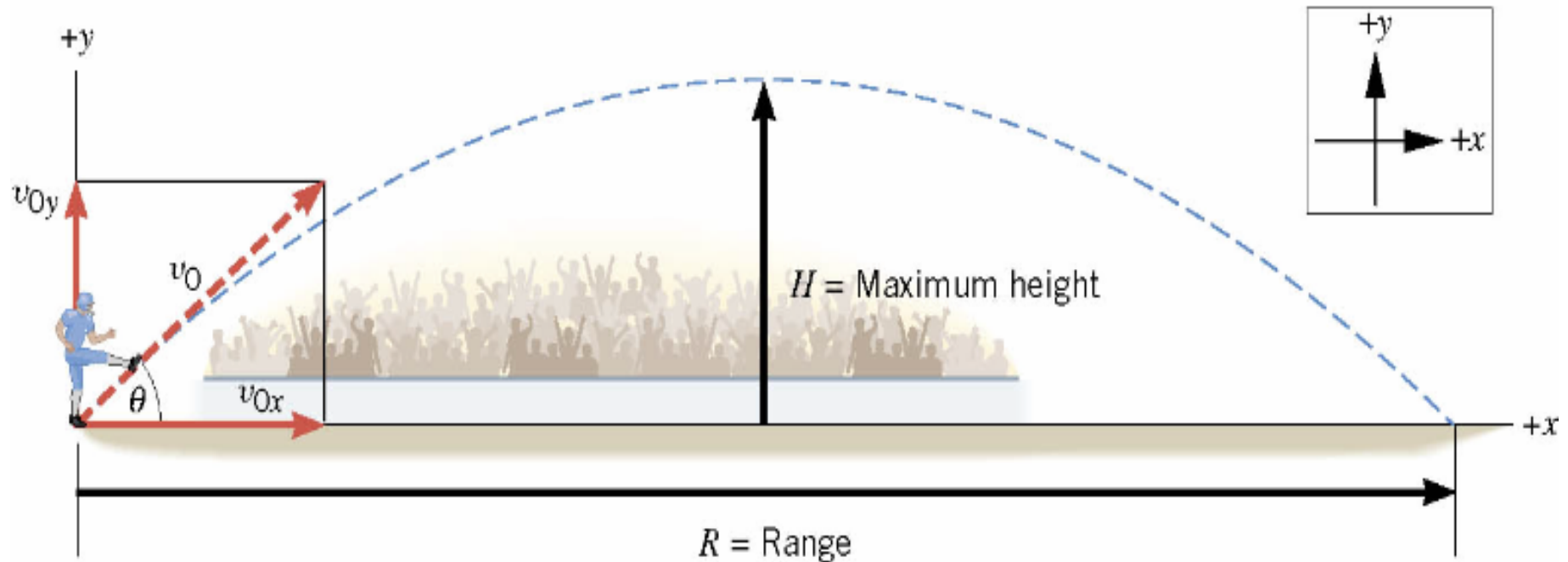
$$y = v_{oy}t + \frac{1}{2}a_yt^2 \quad \xrightarrow{\text{Since } y=0} \quad 0 = v_{oy}t + \frac{1}{2}a_yt^2 = t\left(v_{oy} + \frac{1}{2}a_yt\right)$$

Two solutions  $t = 0$  or

$$v_{oy} + \frac{1}{2}a_yt = 0 \quad \xrightarrow{\text{Solve for } t} \quad t = \frac{-v_{oy}}{\frac{1}{2}a_y} = \frac{-2v_{oy}}{a_y} = \frac{-2 \cdot 14}{-9.8} = 2.9s$$

## Ex. 8 The Range of a Kickoff

Calculate the range  $R$  of the projectile.



$$x = v_{ox}t + \frac{1}{2}a_xt^2 = v_{ox}t = (17 \text{ m/s})(2.9 \text{ s}) = +49 \text{ m}$$

# Horizontal Range and Max Height

- Based on what we have learned in the previous lecture, one can analyze a projectile motion in more detail
  - Maximum height an object can reach
  - Maximum range

What happens at the maximum height?

At the maximum height the object's vertical motion stops to turn around!!

$$v_{yf} = v_{0y} + a_y t = v_0 \sin \theta_0 - g t_A = 0$$

Solve for  $t_A$

$$\therefore t_A = \frac{v_0 \sin \theta_0}{g}$$

Time to reach to the maximum height!!



# Horizontal Range and Max Height

Since no acceleration is in x direction, the object still flies even if  $v_y=0$ .

$$R = v_{0x}t = v_{0x}(2t_A) = v_0 \cos \theta_0 \left( 2 \cdot \frac{v_0 \sin \theta_0}{g} \right)$$

Range

$$R = \left( \frac{v_0^2 \sin 2\theta_0}{g} \right)$$

$$y_f = h = v_{0y}t + \frac{1}{2}(-g)t^2 = v_0 \sin \theta_0 \left( \frac{v_0 \sin \theta_0}{g} \right) - \frac{1}{2}g \left( \frac{v_0 \sin \theta_0}{g} \right)^2$$

Height

$$y_f = h = \left( \frac{v_0^2 \sin^2 \theta_0}{2g} \right)$$



# Maximum Range and Height

- What are the conditions that give maximum height and range of a projectile motion?

$$h = \left( \frac{v_0^2 \sin^2 \theta_0}{2g} \right)$$

This formula tells us that the maximum height can be achieved when  $\theta_i = 90^\circ$ !!!

$$R = \left( \frac{v_0^2 \sin 2\theta_0}{g} \right)$$

This formula tells us that the maximum range can be achieved when  $2\theta_i = 90^\circ$ , i.e.,  $\theta_i = 45^\circ$ !!!

# Force

We've been learning kinematics; describing motion without understanding what the cause of the motion is. Now we are going to learn dynamics!!

*Can someone tell me what FORCE is?*

~~FORCE~~ *is what causes an object to move.*

*The above statement is not entirely correct. Why?*

*Because when an object is moving with a constant velocity no force is exerted on the object!!!*

*FORCES are what cause changes to the velocity of an object!!*

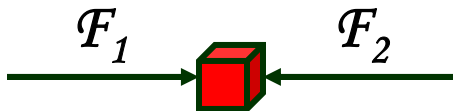
*What does this statement mean?*

*When there is force, there is change of velocity!!*

*What does force cause? It causes an acceleration.!!*

*What happens if there are several forces being exerted on an object?*

*Forces are vector quantities, so vector sum of all forces, the NET FORCE, determines the direction of the acceleration of the object.*



*NET FORCE,  
 $F = F_1 + F_2$*

*When the net force on an object is 0, it has constant velocity and is at its equilibrium!!*

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# Newton's First Law

Aristotle (384-322BC): *A natural state of a body is rest. Thus force is required to move an object. To move faster, one needs larger forces.*

Galileo's statement on natural states of matter: *Any velocity once imparted to a moving body will be rigidly maintained as long as the external causes of retardation are removed!!*

Galileo's statement is formulated by Newton into the **1<sup>st</sup> law of motion (Law of Inertia)**: *In the absence of net external force, an object at rest remains at rest and an object in motion continues in motion with a constant velocity.*



# Newton's First Law and Inertial Frame

**Newton's 1<sup>st</sup> law of motion (Law of Inertia):** *In the absence of net external force, an object at rest remains at rest and an object in motion continues in motion with a constant velocity.*

What does this statement tell us?

- When no force is exerted on an object, the acceleration of the object is 0.
- Any isolated object, the object that do not interact with its surroundings, is either at rest or moving at a constant velocity.
- Objects would like to keep its current state of motion, as long as there are no forces that interfere with the motion. This tendency is called the Inertia.

A frame of reference that is moving at a constant velocity is called the *Inertial Frame*

Is a frame of reference with an acceleration an *Inertial Frame*?

**NO!**



# Mass

Mass: *A measure of the inertia of a body Or quantity of matter*

- Independent of the object's surroundings: The same no matter where you go.
- Independent of the method of measurement: The same no matter how you measure it.

*The heavier the object, the bigger the inertia !!*

*It is harder to make changes of motion of a heavier object than a lighter one.*

*The same forces applied to two different masses result in different acceleration depending on the mass.*

$$\frac{m_1}{m_2} \equiv \frac{a_2}{a_1}$$

*Note that the mass and the weight of an object are two different quantities!!*

*Weight of an object is the magnitude of the gravitational force exerted on the object.*

*Not an inherent property of an object!!!*

*Weight will change if you measure on the Earth or on the moon but the mass won't!!*

# Newton's Second Law of Motion

*The acceleration of an object is directly proportional to the net force exerted on it and is inversely proportional to the object's mass.*

*How do we write the above statement in a mathematical expression?*

$$\vec{a} = \frac{\sum_i \vec{F}_i}{m}$$

From this  
we obtain

$$\sum_i \vec{F}_i = m\vec{a}$$

Newton's 2<sup>nd</sup>  
Law of Motion

*Since it's a vector expression, each component must also satisfy:*

$$\sum_i F_{ix} = ma_x$$

$$\sum_i F_{iy} = ma_y$$

$$\sum_i F_{iz} = ma_z$$

# Unit of the Force

*From the vector expression in the previous page, what do you conclude the dimension and the unit of the force are?*

$$\sum_i \vec{F}_i = m \vec{a}$$

*The dimension of force is*  $[m][a] = [M][LT^{-2}]$

*The unit of force in SI is*  $[Force] = [m][a] = [M][LT^{-2}] = (\text{kg})\left(\frac{\text{m}}{\text{s}^2}\right) = \text{kg} \cdot \text{m} / \text{s}^2$

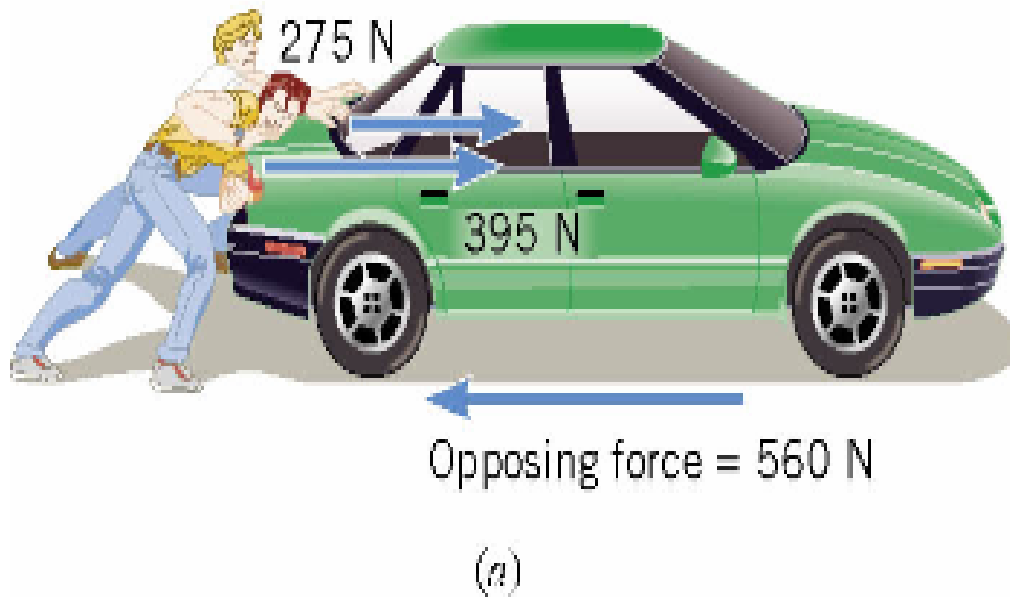
*For ease of use, we define a new derived unit called, Newton (N)*

$$1 \text{ N} \equiv 1 \text{ kg} \cdot \text{m} / \text{s}^2 \approx \frac{1}{4} \text{ lbs}$$

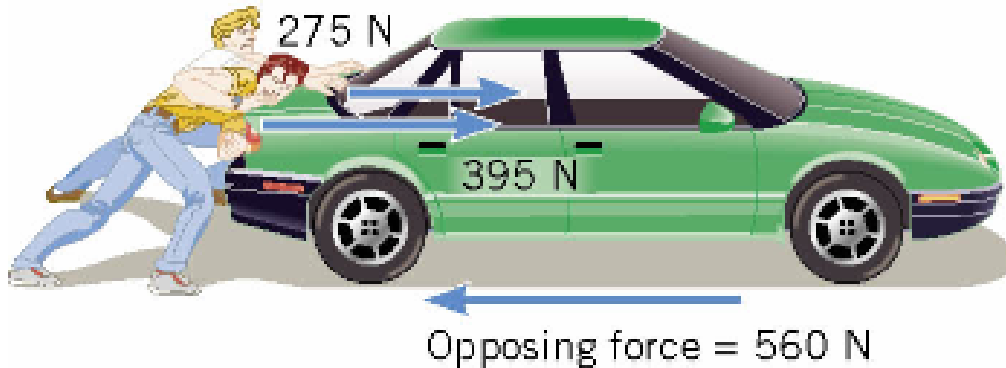


# Free Body Diagram

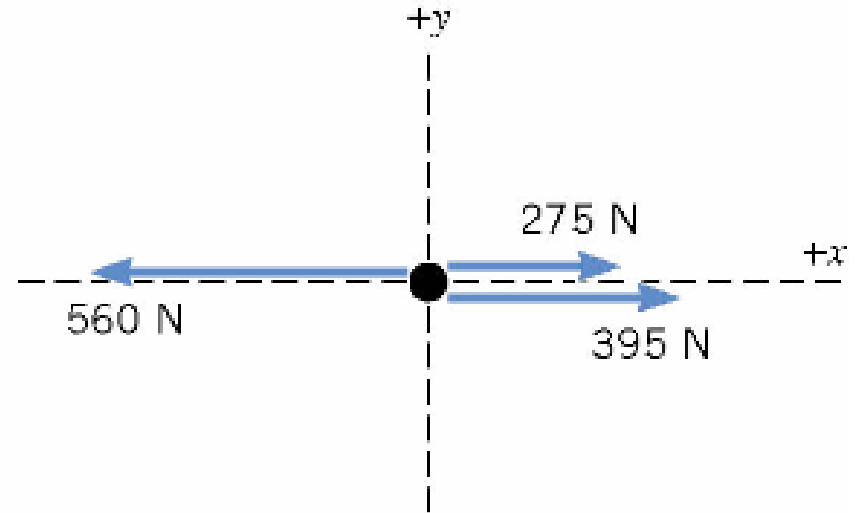
A *free-body-diagram* is a diagram that represents the object and the forces that act on it.



# Ex. 1 Pushing a stalled car



(a)



(b) Free-body diagram of the car

What is the net force in this example?

$$F = 275 \text{ N} + 395 \text{ N} - 560 \text{ N} = +110 \text{ N}$$

Which direction? The + x axis of the coordinate system.

# What is the acceleration the car receives?

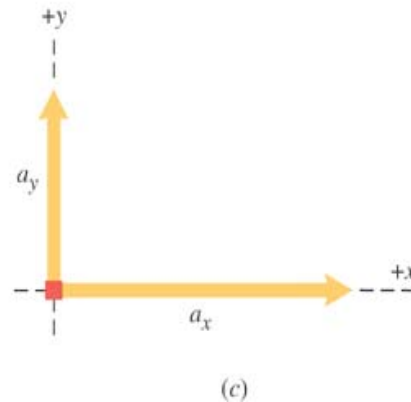
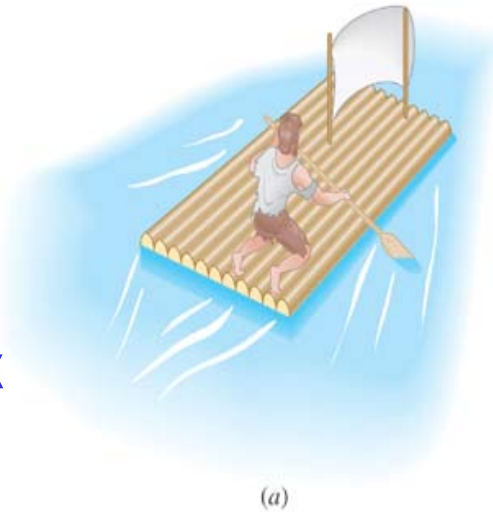
If the mass of the car is 1850 kg then, by Newton's second law, the acceleration is

$$\sum \vec{F} = m\vec{a} \quad \xrightarrow{\text{Since the motion is in 1 dimension}} \quad \sum F = ma$$

$$\xrightarrow{\text{Now we solve this equation for } a} \quad a = \frac{\sum F}{m} = \frac{+110 \text{ N}}{1850 \text{ kg}} = +0.059 \text{ m/s}^2$$

## Ex. 2 A stranded man on a raft

A man is stranded on a raft (mass of man and raft = 1300 kg) as shown in the figure. By paddling, he causes an average force  $\mathbf{P}$  of 17 N to be applied to the raft in a direction due east (the  $+x$  direction). The wind also exerts a force  $\mathbf{A}$  on the raft. This force has a magnitude of 15 N and points  $67^\circ$  north of east. Ignoring any resistance from the water, find the  $x$  and  $y$  components of the raft's acceleration.



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First, let's compute the net force on the raft as follows:

Force	$x$ component	$y$ component
$\vec{P}$	+17 N	0 N
$\vec{A}$	$+(15\text{N})\cos 67^\circ$	$+(15\text{N})\sin 67^\circ$
$\vec{F} = \vec{P} + \vec{A}$	$+17 + 15\cos 67^\circ =$ $+23(\text{N})$	$+15\sin 67^\circ =$ $+14(\text{N})$



*Now compute the acceleration components in  $x$  and  $y$  directions!!*

$$a_x = \frac{\sum F_x}{m} = \frac{+23 \text{ N}}{1300 \text{ kg}} = +0.018 \text{ m/s}^2$$

$$a_y = \frac{\sum F_y}{m} = \frac{+14 \text{ N}}{1300 \text{ kg}} = +0.011 \text{ m/s}^2$$

*The overall acceleration is*

$$\vec{a} = a_x \vec{i} + a_y \vec{j} = (0.018\vec{i} + 0.011\vec{j}) \text{ m/s}^2$$

