

# *Life in Two Dementias*



Auburn Mountainview: Physics

Karl Steffin, 2006

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## *Hidden Benefits*

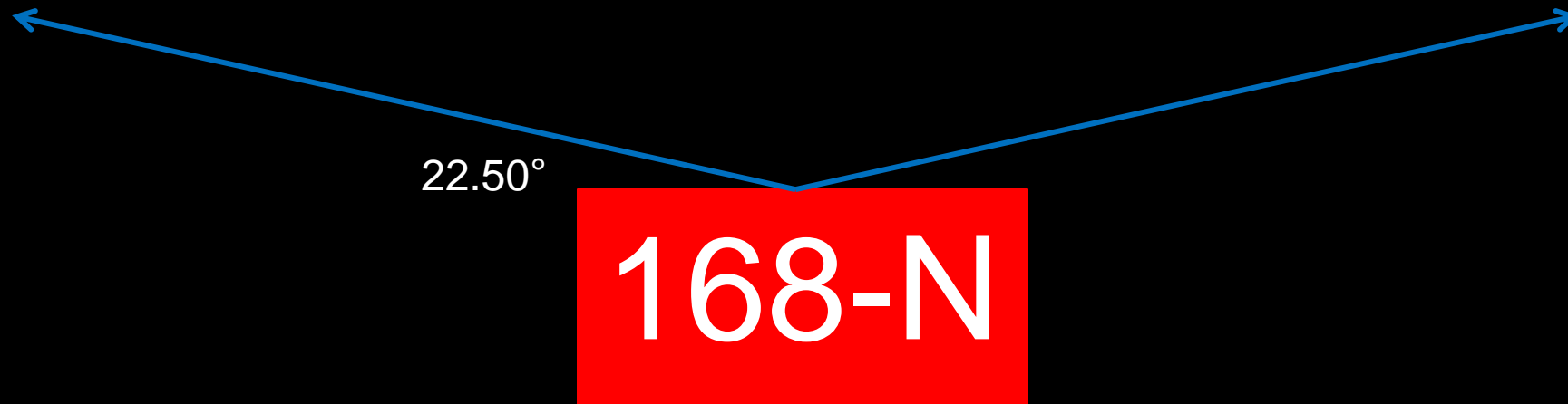
- During the first look at kinematics moving in multiple dimensions at the same time was avoided.
  - ◆ It would be rather boring to only walk back and forth. (2D)
  - ◆ Airplanes would also be ineffective if they could not move up and down while traveling. (3D)

## *Forces in 2D*

- In the last unit it was sometimes necessary to break down a vector into x and y components.
  - ◆ Forces not parallel or perpendicular.
- This will be the main principle guiding Forces and Motion in 2D.
  - ◆ Break down the vector into x and y components!

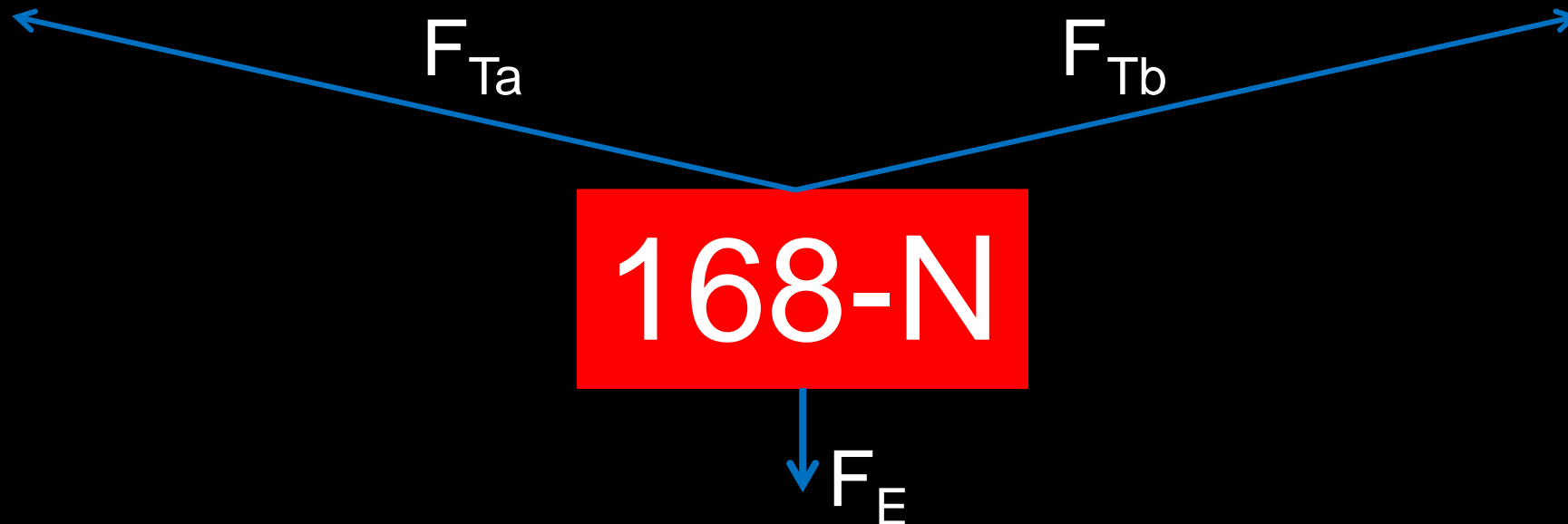
## 2D Forces Example

- A sign (168.00-N) is hanging over the road, suspended by two cables both attached at a  $22.50^\circ$  angle. What is the tension in one of the ropes?



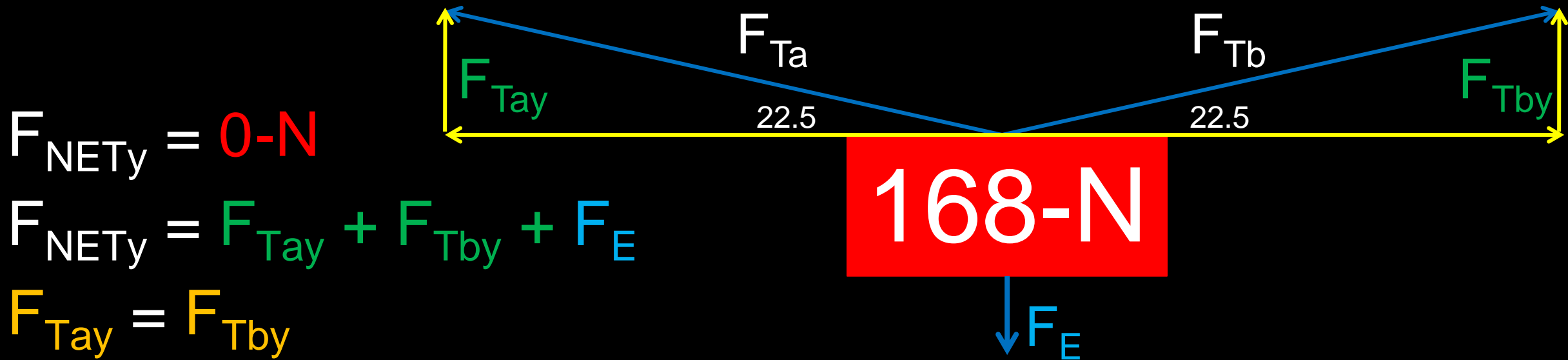
## 2D Forces Example

- The sign is at rest  $\therefore$  both  $F_{\text{NET}y}$  and  $F_{\text{NET}x} = 0$ .
- Both ropes are at an angle and should be broken down into individual x and y components.



## 2D Forces Example

- Both ropes hold half the Weight ( $F_{T_a} = F_{T_b}$ )



$$F_{NET_y} = 0-N$$

$$F_{NET_y} = F_{T_{ay}} + F_{T_{by}} + F_E$$

$$F_{T_{ay}} = F_{T_{by}}$$

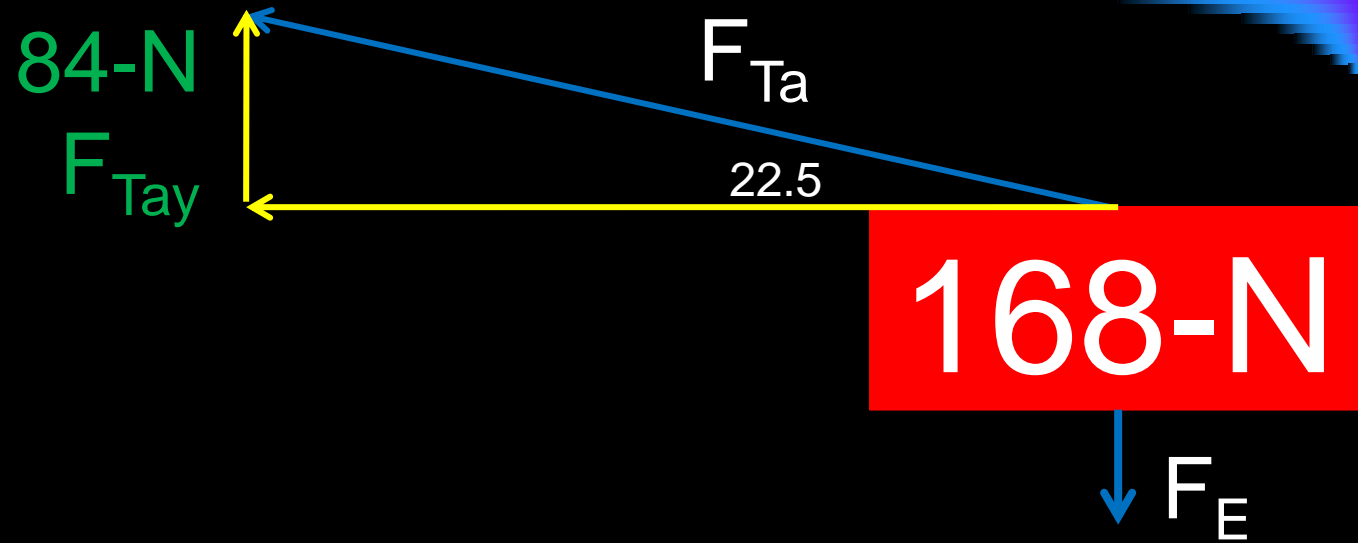
$$0-N = 2F_{T_{ay}} - 168.00-N$$

$$F_{T_{ay}} = 84.00-N$$

## 2D Forces Example

$$\sin \theta = \frac{O}{H} \dots \sin \theta = \frac{F_{Tay}}{F_{Ta}}$$

$$F_{Ta} = \frac{84 - N}{\sin 22.5}$$



$$F_{Ta} = 219.50 - N$$

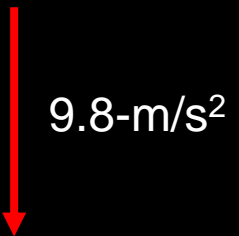
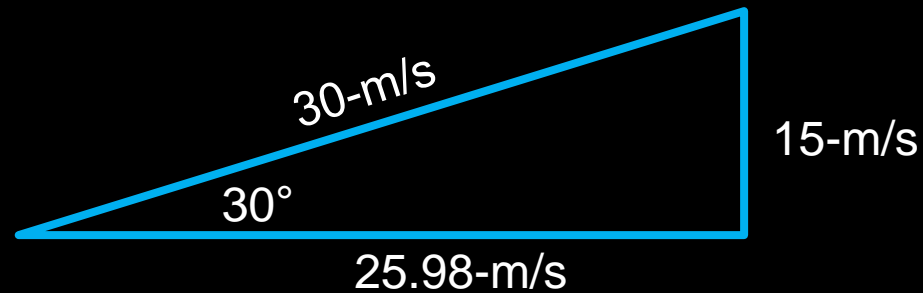
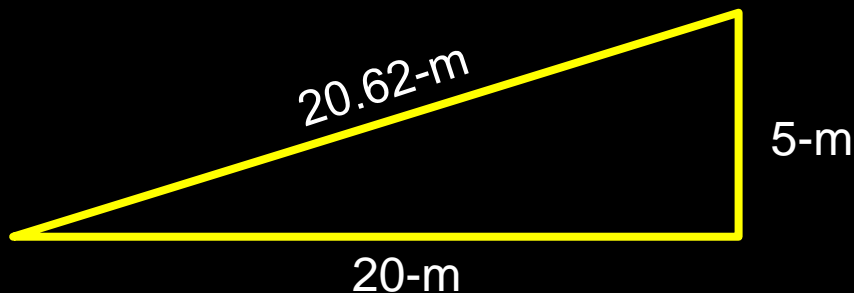
# Motion in 2D: Starting Steps

- Break vectors apart into components.
  - ◆ Treat these initial motions separately!
- **KEY:** An object will only change  $v$  due to the force of gravity which is only in the  $y$  direction.
  - ◆  $y$  axis: solve for  $v_{y0}$  and know  $a = (-)9.8\text{-m/s}^2$ .
  - ◆  $x$  axis: solve for  $v_{x0}$  and know  $a = 0\text{-m/s}^2 \therefore v_{x0} = \underline{v_x}$ .



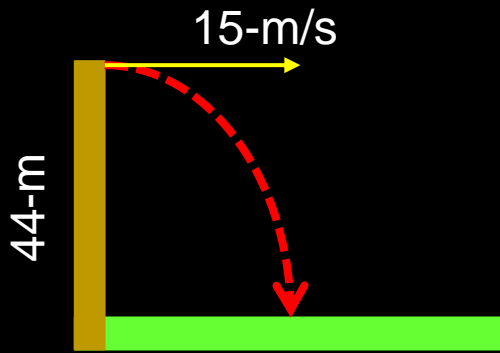
# Motion in 2D: Starting Steps

- Do not mix **d**, **v** & **a** vectors
  - ◆ A ball is kicked 20-m and reaches a max height of 5-m.
    - This is actually not a very helpful triangle.
  - ◆ A ball is kicked  $30^\circ$  at 30-m/s.
    - Must break into components.
  - ◆ No acceleration in x after kick so nothing to break down.

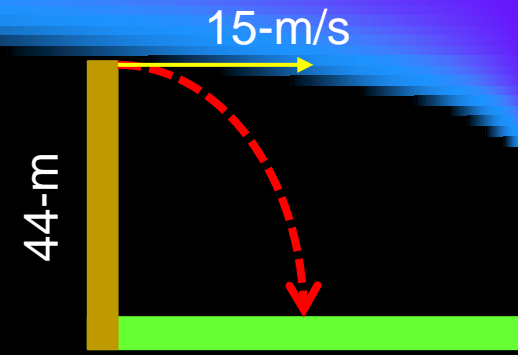


## 2D Motion Example 1

- A stone is thrown horizontally  $15.00\text{-m/s}$  off the top of a  $44.00\text{-m}$  cliff.
  - A. How far from the base of the cliff does the stone land?
  - B. How fast is it moving **before** it hits the ground?
- While it seems very little information is given, this is all that's needed.



## 2D Motion Example I cont.



A. How far from the base of the cliff does the stone land?

◆ Start: Time to land? (determined by gravity: y axis).

$$p_y = v_{0y} + .5at^2$$

$$-44 - m = 0 - 4.9 - \frac{m}{s^2} t^2$$

$$t^2 = 8.97 - s^2$$

$$t = 2.9965 - s$$

$$p_y = -44 - m$$

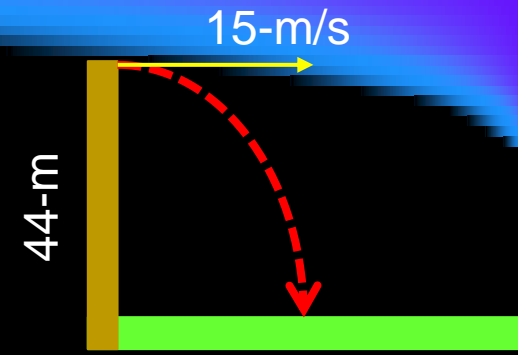
$$v_{0y} = 0 - m/s$$

$$a_y = -9.8 - m/s^2$$

$$t = x$$

**Time is the only variable that is always the same in both axes!**

## 2D Motion Example I cont.



A. How far from the base of the cliff does the stone land?

◆ Since  $v_{0x}$  does not change  $v_{0x} = \bar{v}$ . KISS!

$$v_{0x} = \frac{p_x}{t}$$

$$15 \frac{m}{s} = \frac{p_x}{2.99 \text{ s}}$$

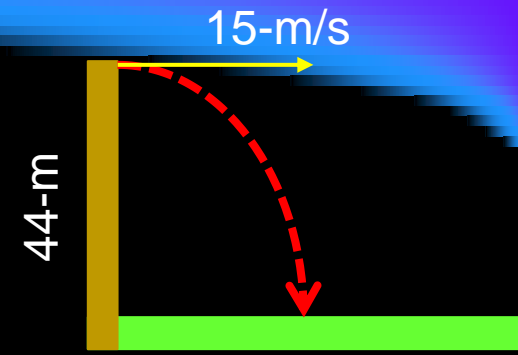
$$p_x = x$$

$$v_{0x} = 15.00\text{-m/s}$$

$$t = 2.99\text{-s}$$

$$p_x = 44.95 \text{ m}$$

## 2D Motion Example I cont.



B. How fast is it moving **before** it hits the ground?

- ◆ The final velocity of both x and y is needed.

$$v_{fy}^2 = v_{oy}^2 + 2ap$$

$$v_{fy}^2 = 0 + 2 \cdot -9.8 - \frac{m}{s^2} \cdot -44 - m$$

$$v_{fy}^2 = 862.40 - \frac{m^2}{s^2}$$

$$v_{fy} = 29.3666 - \frac{m}{s}$$

$$v_{oy} = 0\text{-m/s}$$

$$v_{fy} = x\text{-m/s}$$

$$a_y = -9.8\text{-m/s}^2$$

$$p = -44.00\text{-m}$$

## 2D Motion Example I cont.

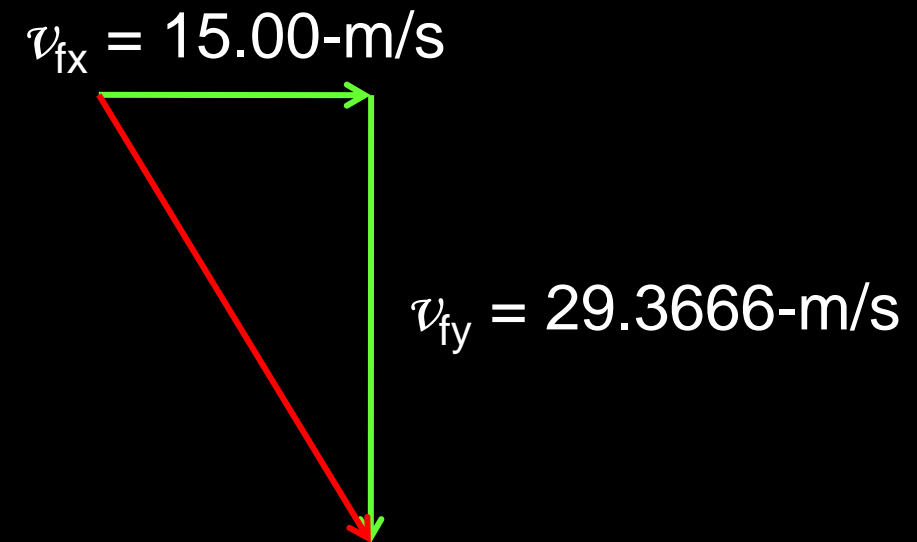
B. How fast is it moving the instant before it hits the ground?

◆ Add the vectors. (Pythagorean theory)

$$v_f^2 = v_{fy}^2 + v_{fx}^2$$

$$v_f^2 = \left(29.36 - \frac{m}{s}\right)^2 + \left(15 - \frac{m}{s}\right)^2$$

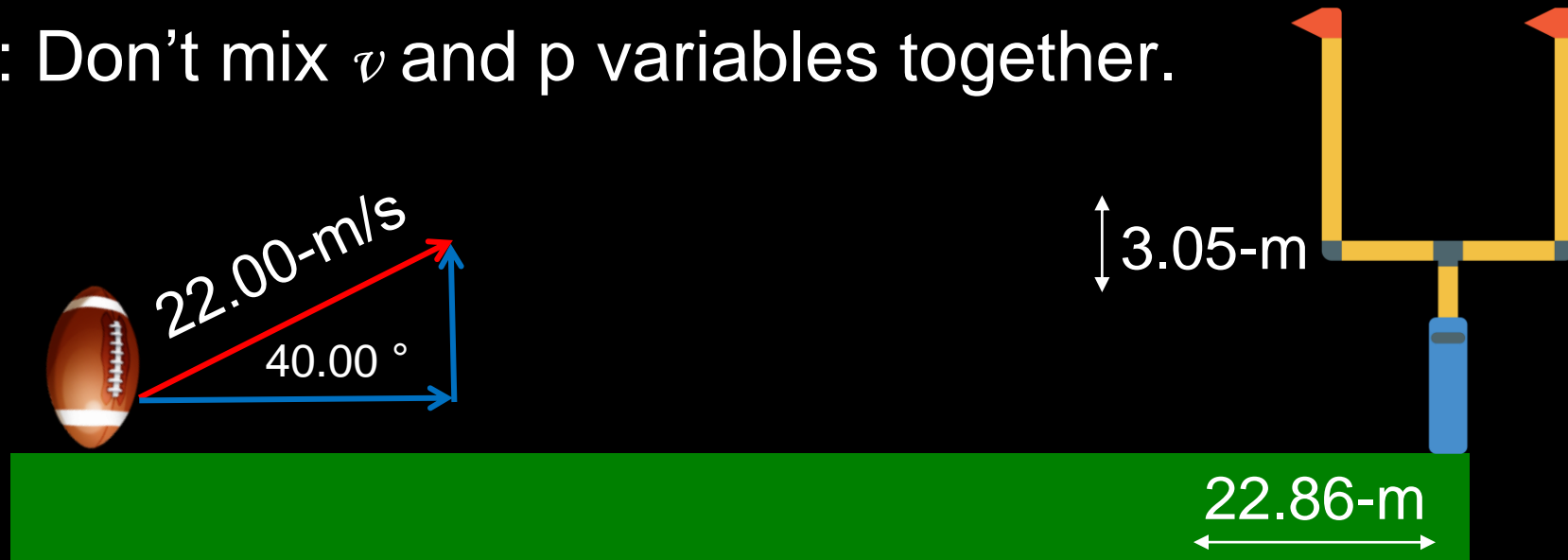
$$v_f^2 = 1087.40 - \frac{m^2}{s^2}$$



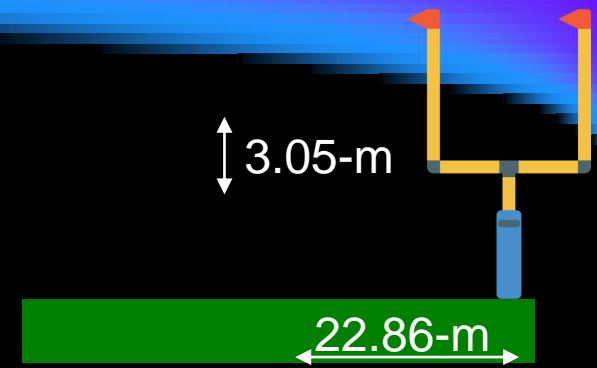
$$v_f = 32.98 - \frac{m}{s}$$

## 2D Motion Example II

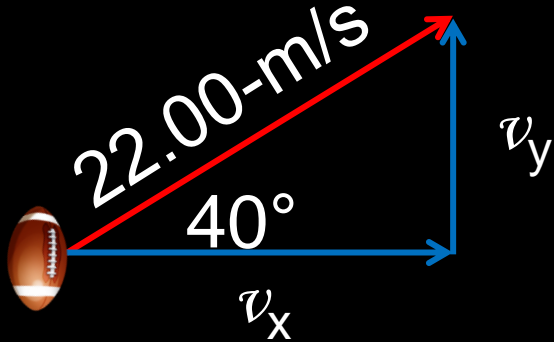
- A kicker attempts to make a 25-yd (22.86-m) field goal with a initial kick of 22.00-m/s at  $40.00^\circ$  to the horizontal. If the goal post is 3.05-m high, is it a good kick?
  - ◆ A good way to set this up is with a T chart for the variables
  - ◆ Picture: Don't mix  $v$  and  $p$  variables together.



# 2D Motion Example II cont



- Start: Break down the vector and make a T-Chart for reference.



x	y
$\bar{v} = 16.85 = \text{m/s}$	$v_0 = 14.14 = \text{m/s}$
$p = 22.86 = \text{m}$	$p > 3.05 = \text{m?}$
$t =$	$a = -9.8 = \text{m/s}^2$
	$t =$

$$H \cdot \cos \theta = A$$

$$\bar{v}_x = 22 - \frac{m}{s} \cdot \cos 40$$

$$\bar{v}_x = 16.8529 - \frac{m}{s}$$

$$H \cdot \sin \theta = O$$

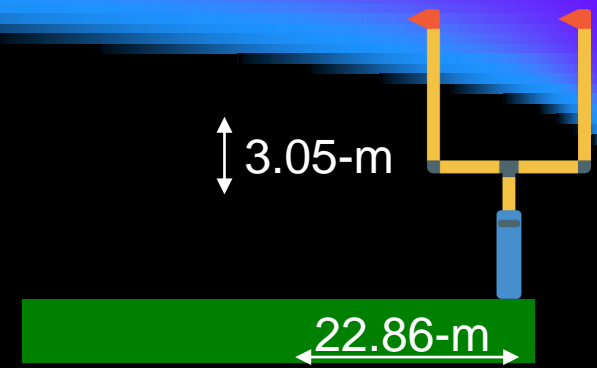
$$v_{oy} = 22 - \frac{m}{s} \cdot \sin 40$$

$$v_{oy} = 14.1413 - \frac{m}{s}$$

**Position** in the y is not really given, rather it is a number to test for,



# 2D Motion Example II cont



- At what **time** does it take to get ( $p_x$ ) to the post ( $t$ )
- How high the ball is at that **time** ( $p_y$ )
- Is the height more or less than 3.05-m?

x	y
$\bar{v} = 16.85 \text{ m/s}$	$v_0 = 14.14 \text{ m/s}$
$p = 22.86 \text{ m}$	$p > 3.05 \text{ m?}$
$t =$	$a = -9.8 \text{ m/s}^2$
	$t =$

$$\bar{v}_x = \frac{\Delta p}{\Delta t}$$

$$16.85 - \frac{m}{s} = \frac{22.86 - m}{\Delta t}$$

$$\Delta t = 1.3564 - s$$

$$p_y = v_{oy}t + .5at^2$$

$$p_y = 14.14 - \frac{m}{s} \cdot 1.36 - s + .5 \cdot -9.8 - \frac{m}{s^2} \cdot (1.36 - s)^2$$

$$p_y = 19.18 - m - 9.02 - m$$

$$p_y = 10.17 - m$$

$p_y > \text{height of goal ... yes}$

# *Circular Motion*

- Newton's 1<sup>st</sup> Law states that an object tends to travel in the same direction, so how do things travel in a circle?
  - ◆ A force must 'pull' the object off course.
- Thought: If a yo-yo is swung overhead and the string gets cut what happens to the yo-yo?
  - ◆ The string (which is held by the hand) keeps it from going in a straight direction.

# Getting math involved

- Period (T): Time an object takes to go one revolution (s).
  - ◆ Period is inverse of frequency.  $f = 1/T$  (Hz).
- $v_c = 2\pi r / T$
- $a_c = v^2 / r$ . (Always towards center)

So when related to forces:

$$F_{\text{NET}c} = ma_c \text{ (Also towards the center)}$$

- Combined

$$F_{\text{NET}c} = m \cdot v_c^2 / r$$

Expanded

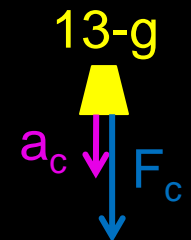
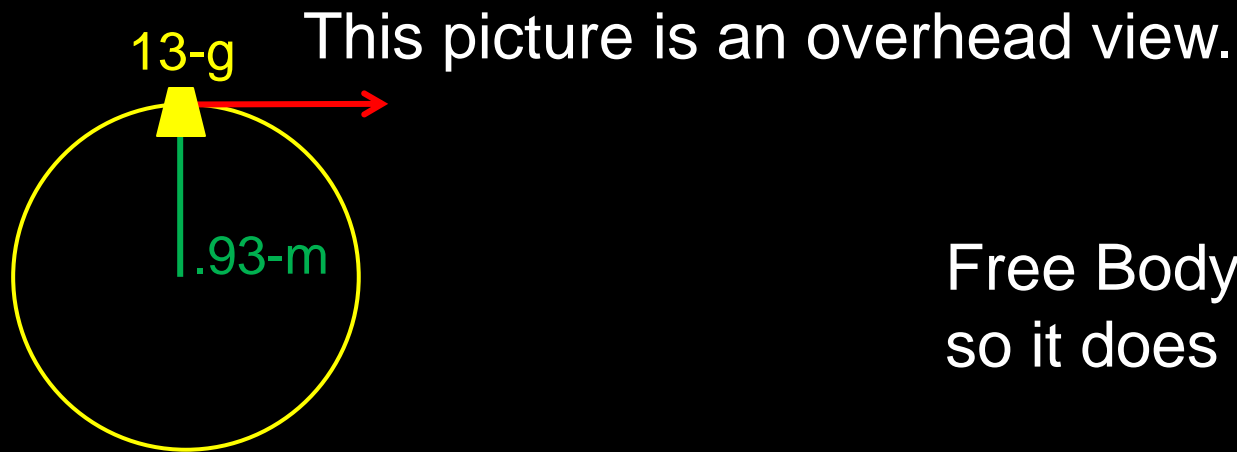
$$F_{\text{NET}c} = m(4\pi^2 r / T^2)$$

# *Against Conventional Wisdom*

- Why then, when driving in a car and going around a curve, are passengers thrown to the outside of the car (away from the  $F_{\text{NET}}$ )?
  - ◆ Remember Newton's first law... all passengers will want to travel in the direction they were moving.
  - ◆ The car door/seatbelt pushes you back into the curve.

# Circular Motion Example

- A 13.00-g rubber stopper is attached to a .93-m string. The stopper is swung overhead, making one revolution every 1.18-s. What is the tension force by the string on the stopper?



Free Body ( $F_{\text{gravity}}$  is into the screen) so it does not interact with the  $F_c$ .

## CM Example cont.

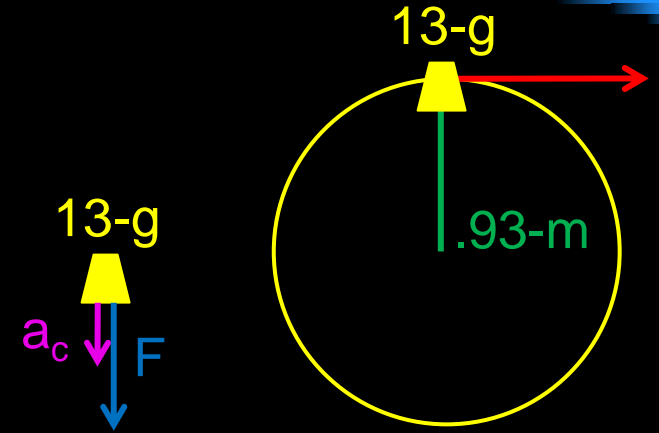
- Solve using the expanded  $F_{\text{NET}}$  formula.

$$F_T = \frac{m4\pi^2r}{T^2}$$

$$F_T = \frac{.013 - \text{kg} \cdot 4\pi^2 \cdot .93 - \text{m}}{(1.18 - \text{s})^2}$$

$$F_T = \frac{.4772 - \text{kg} \cdot \text{m}}{1.3924 - \text{s}^2}$$

$$F_T = .3427 - \text{N}$$



$$m = .013\text{-kg}$$

$$r = .93\text{-m}$$

$$T = 1.18\text{-s}$$

$$F_T = 3.43 \times 10^{-1} - \text{N}$$

# Kepler's Laws of Planetary Motion

- Astronomer **Johannes Kepler** using the precise observations and data of **Tycho Brahe** developed three laws of planetary motion.
  - ◆ These laws further validated the sun centered model and led way for Galileo's laws of gravitation.



1571-1630

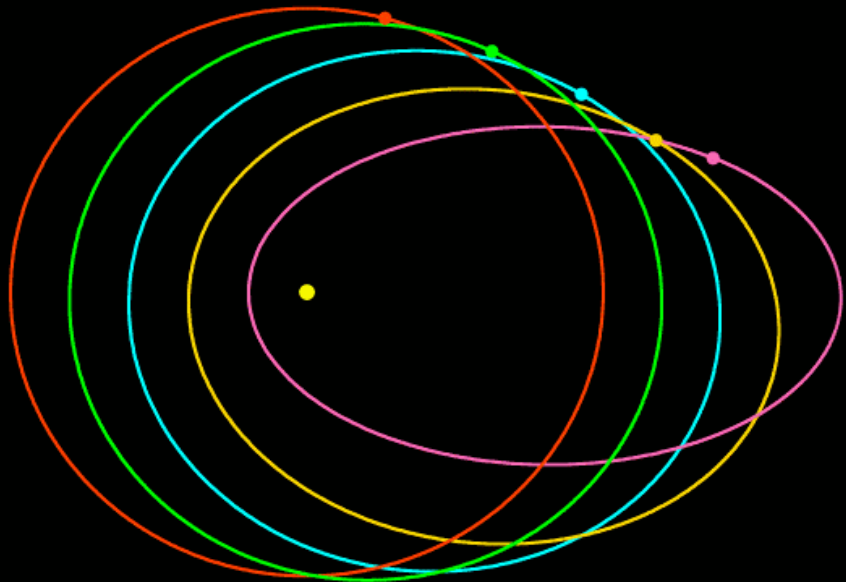


1546-1601

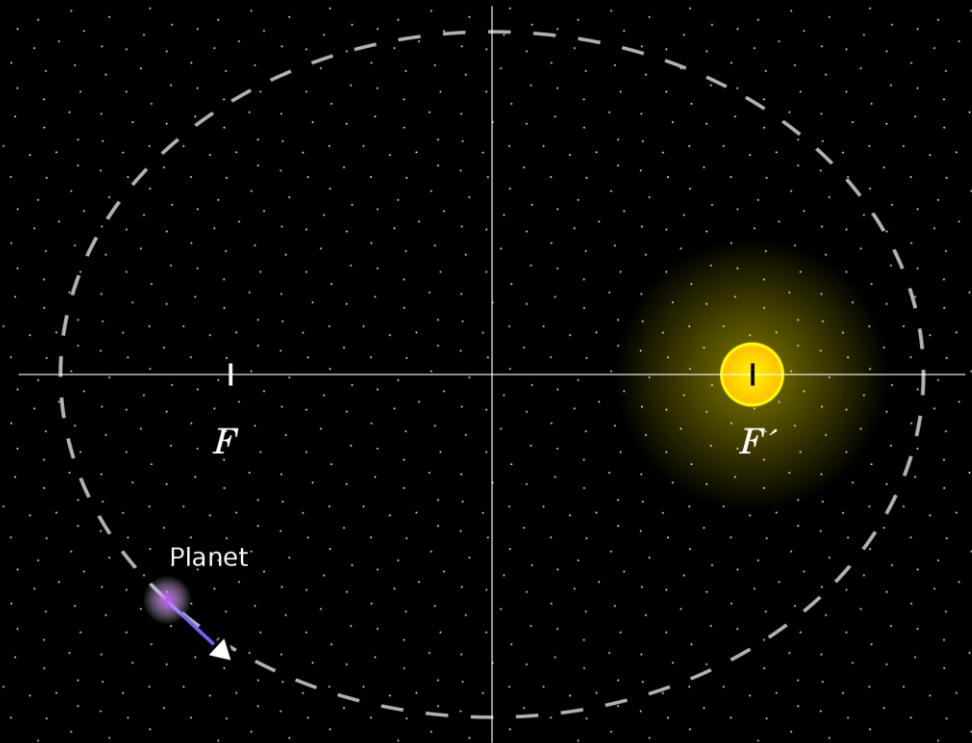
# Kepler's Laws of Planetary Motion

1. The orbit of every planet is an ellipse with the Sun at one of the two foci.

2020-04-14 00:00 Orbital eccentricity



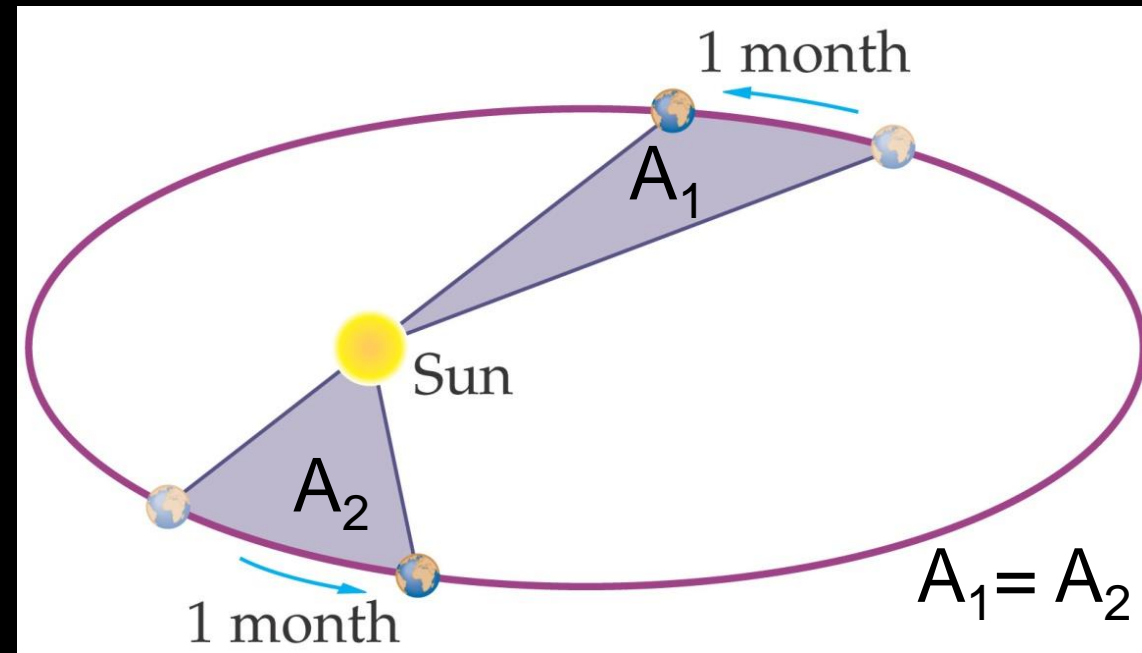
Eccentricity: 0 .2 .4 .6 .8





# Kepler's Laws of Planetary Motion

2. A line joining a planet and the Sun sweeps out equal areas during equal intervals of time.
- ◆ A planet will travel faster the closer it is to the sun.



# Kepler's Laws of Planetary Motion

3. The square of the orbital period (T) of a planet is proportional to the cube of the semi-major axis (R) of its orbit.

$$\frac{T^2}{R^3} \propto k$$

$$\frac{T_p^2}{R_p^3} = \frac{T_E^2}{R_E^3}$$

If a planet's (Earth) data is known, then the formula becomes solvable. (365.25-days, 1-AU)

# Kepler's Laws of Planetary Motion

- Mercury orbits the sun every 88 earth days. How far is it from the Sun (in AU)?

$$\frac{T_m^2}{R_m^3} = \frac{T_E^2}{R_E^3}$$

$$\frac{(88 - \text{days})^2}{R_m^3} = \frac{(365.25 - \text{days})^2}{(1 - \text{AU})^3}$$

$$R_m = \sqrt[3]{\frac{7744}{133407}} - \text{AU}^3$$

$$T_m = 88\text{-d}$$

$$R_m =$$

$$T_E = 365.25\text{-d}$$

$$R_E = 1.00\text{-AU}$$

$$R_m = .3871 - \text{AU}$$

$$R_m = 3.87 \times 10^{-1} - \text{AU}$$