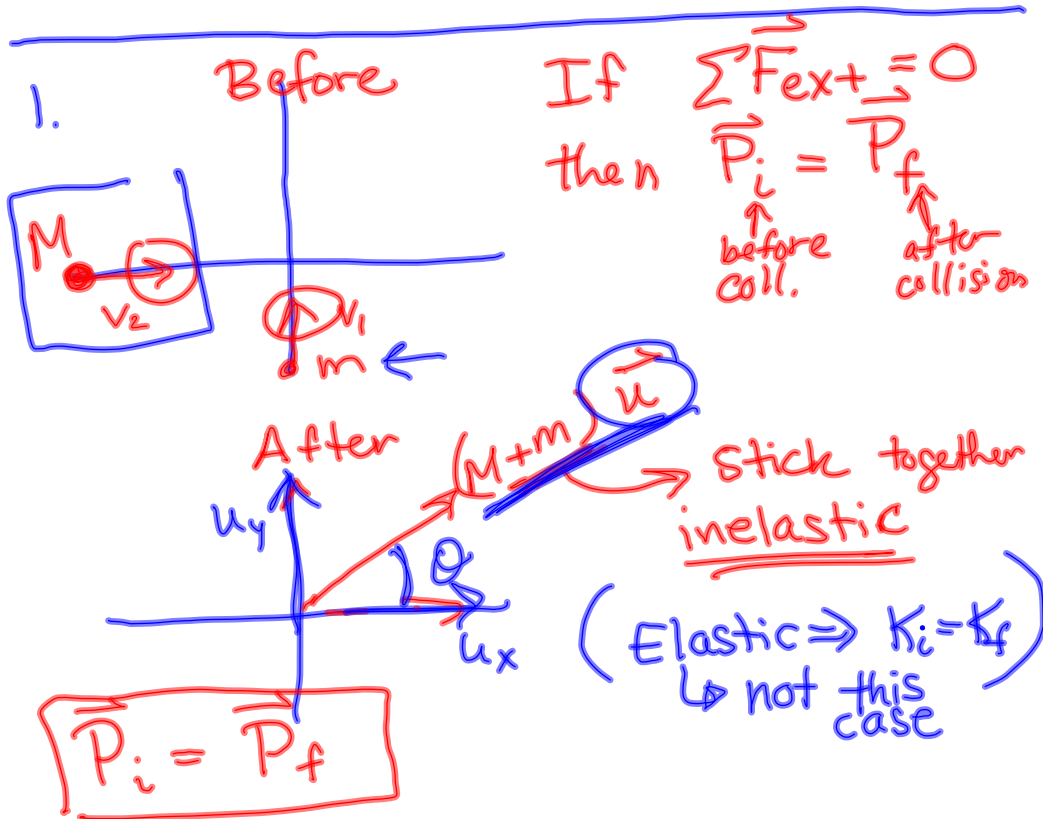


Today : Review via Quiz
from last time

- Circular Motion (Ch. 13)



$\underline{P_{ix} = P_{fx}}$ and $\underline{P_{iy} = P_{fy}}$

$Mv_2 + m(0) = (M+m)u_x$ ①
 $u \cos \theta$

$M(0) + m(v_1) = (M+m)u_y$ ②
 $u \sin \theta$

$u_x = \frac{Mv_2}{M+m}$ and $u_y = \frac{mv_1}{M+m}$

$u = \sqrt{u_x^2 + u_y^2}$ at $\theta = \tan^{-1}\left(\frac{u_y}{u_x}\right)$
relative to horizontal

2. Start by drawing $\hat{u}_r$ & $\hat{u}_\theta$, write down $\hat{u}_r$ & $\hat{u}_\theta$ in terms of $\hat{i}$ & $\hat{j}$.
 calculate $\frac{d\hat{u}_r}{dt}$ and $\frac{d\hat{u}_\theta}{dt}$.

Final Goal: Starting with

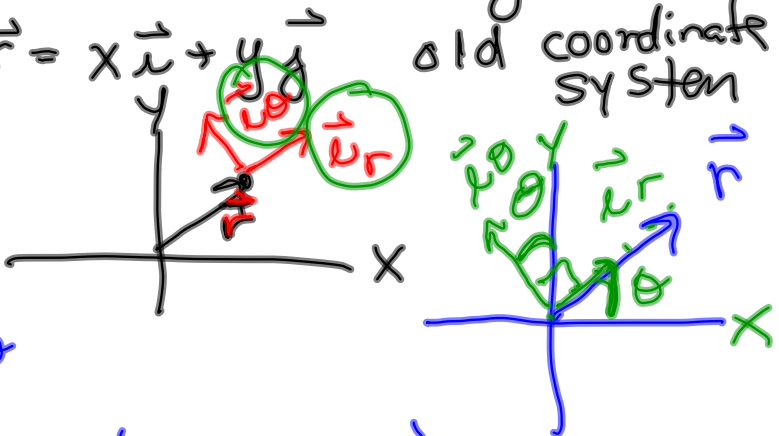
$\vec{r} = x\hat{i} + y\hat{j}$ old coordinate system

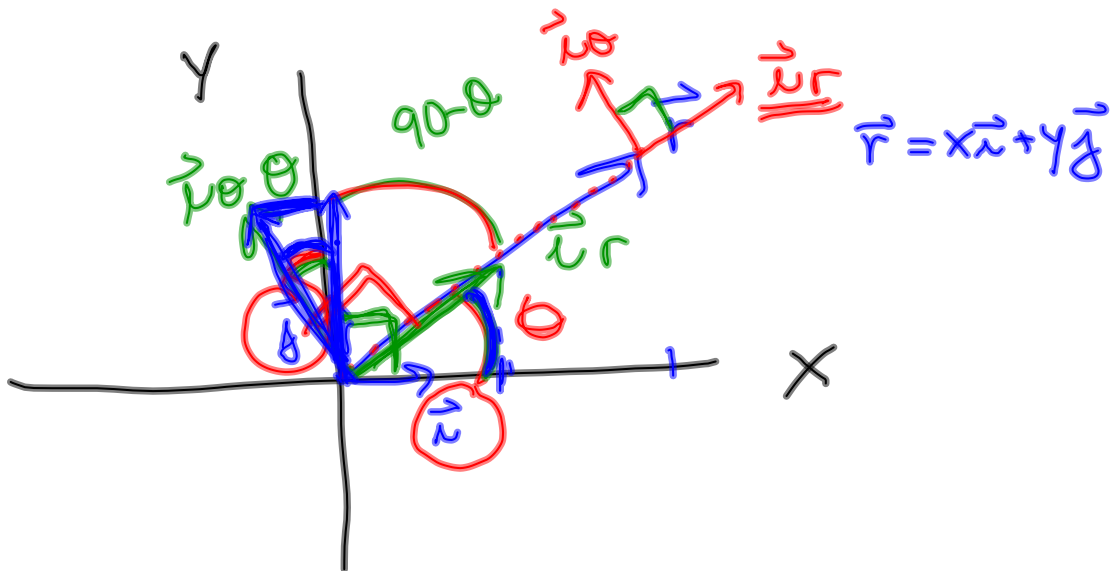
$\vec{r} = r\hat{u}_r$

Write

$\vec{V} = v_r\hat{u}_r + v_\theta\hat{u}_\theta$

and $\vec{a} = a_r\hat{u}_r + a_\theta\hat{u}_\theta$





$$\hat{r} = 1 \cdot \cos \theta \hat{i} + \sin \theta \hat{j} \quad \leftarrow$$

$$\hat{\theta} = -\sin \theta \hat{i} + \cos \theta \hat{j} \quad \blacktriangleleft$$

$$\frac{d\hat{r}}{dt} = \frac{d\hat{r}}{d\theta} \cdot \frac{d\theta}{dt} \quad \text{Chain Rule}$$

$$= -\sin \theta \frac{d\theta}{dt} \hat{i} + \cos \theta \frac{d\theta}{dt} \hat{j}$$

$$\frac{d\hat{r}}{dt} = \frac{d\theta}{dt} (-\sin \theta \hat{i} + \cos \theta \hat{j}) = \frac{d\theta}{dt} \hat{\theta}$$

$$\frac{d\hat{\theta}}{dt} = \frac{d\hat{\theta}}{d\theta} \frac{d\theta}{dt} \quad \leftarrow$$

$$= -\cos \theta \frac{d\theta}{dt} \hat{i} - \sin \theta \frac{d\theta}{dt} \hat{j}$$

$$\frac{d\hat{\theta}}{dt} = \frac{d\theta}{dt} (-\cos \theta \hat{i} - \sin \theta \hat{j}) = -\frac{d\theta}{dt} \hat{r}$$

After showing $\frac{d\vec{r}}{dt} = \frac{d\theta}{dt} \vec{e}_\theta$

and $\frac{d\vec{e}_\theta}{dt} = -\frac{d\theta}{dt} \vec{e}_r$

can plug into equations in derivation:

$$\vec{r} = r \vec{e}_r$$



$$\vec{v} = \frac{d\vec{r}}{dt} = \frac{dr}{dt} \vec{e}_r + r \frac{d\vec{e}_r}{dt} \quad (\text{Product Rule})$$

Goal $\vec{v} = v_r \vec{e}_r + v_\theta \vec{e}_\theta$

$$\vec{v} = \underbrace{\frac{dr}{dt} \vec{e}_r}_{v_r} + \underbrace{r \frac{d\theta}{dt} \vec{e}_\theta}_{v_\theta}$$

$$\vec{a} = \frac{d\vec{v}}{dt} = \text{2 terms} + \text{3 terms}$$

$$= \frac{d^2 r}{dt^2} \vec{e}_r + \frac{dr}{dt} \frac{d\vec{e}_r}{dt} + \dots$$

$\vec{r} = r \vec{e}_r$ (length $\vec{e}_r$)
 $\frac{d\vec{r}}{dt} = \frac{dr}{dt} \vec{e}_r + r \frac{d\vec{e}_r}{dt}$ (direction $\vec{e}_r$)

$$+ \frac{dr}{dt} \frac{d\theta}{dt} \vec{e}_\theta + r \frac{d^2 \theta}{dt^2} \vec{e}_\theta + r \frac{d\theta}{dt} \frac{d\vec{e}_\theta}{dt}$$

Collect $\vec{e}_r$ terms and $\vec{e}_\theta$ terms

$$\Rightarrow \vec{a} = a_r \vec{e}_r + a_\theta \vec{e}_\theta$$

Result :

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

↑
ang. vel.

$$\vec{v} = \frac{dr}{dt} \hat{r} + r\omega \hat{\theta}$$

and

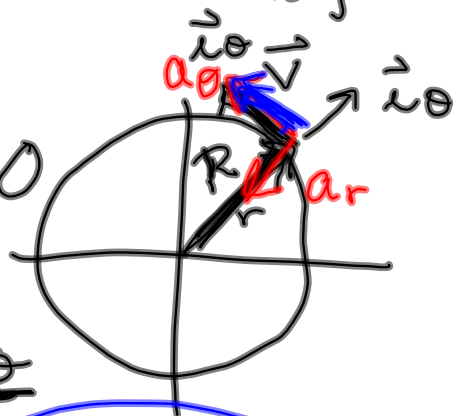
$$\vec{a} = \left[\frac{d^2r}{dt^2} - r\omega^2 \right] \hat{r} + \left[2 \frac{dr}{dt} \omega + r\alpha \right] \hat{\theta}$$

↑
 $\alpha = \frac{d^2\theta}{dt^2}$
ang. acc.

Circular Motion

$r = R = \text{const.}$
 $\frac{dr}{dt} = 0$ and $\frac{d^2r}{dt^2} = 0$

$$\vec{v} = R\omega \hat{\theta}$$



$$\vec{a} = -R\omega^2 \hat{r} + R\alpha \hat{\theta}$$

↑
changes direction
of $\vec{v}$ "centripetal acc" = radial acc.

↑
changes magnitude
of $\vec{v}$ "tangential" acc.



"Uniform" Circular
Motion $\frac{d\omega}{dt} = 0$

$$\omega = \text{const} \quad \alpha = 0$$

$$\sum F_r = -m\omega^2 R$$

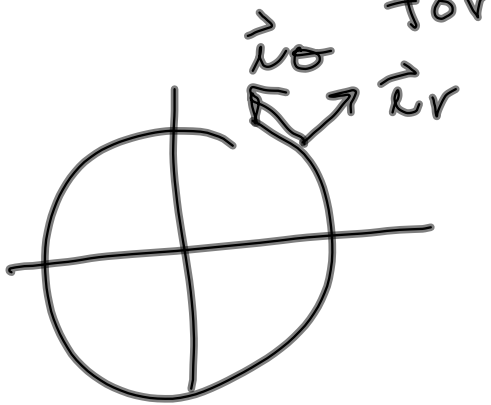
$$\sum F_\theta = 0$$

$$\sum \vec{F} = m \vec{a} = m a_r \vec{r} + m a_\theta \vec{\theta}$$

$$\sum F_r = m a_r \quad \text{and} \quad \sum F_\theta = m a_\theta$$

$$\boxed{\sum F_r = -m\omega^2 R} \quad \text{and} \quad \sum F_\theta = m R \alpha$$

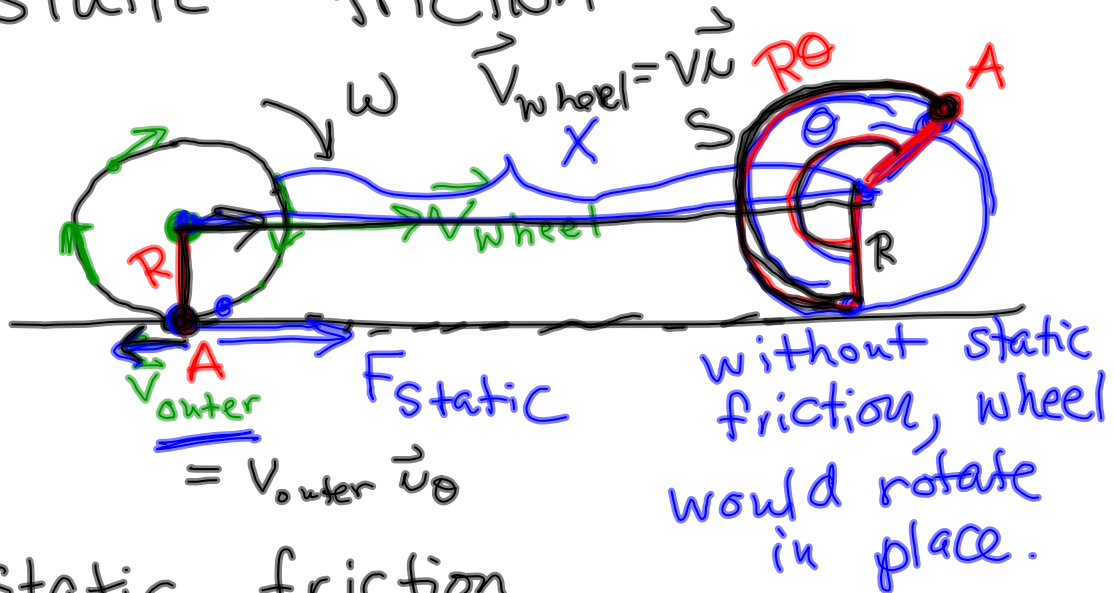
$$r = R = \text{const}$$



What causes circular motion?
 - Force(s) with a net (non-zero)
 radial component $= -m\omega^2 R$

Tension, friction, gravity,
normal force

Static friction



Static friction allows rolling w/out slipping

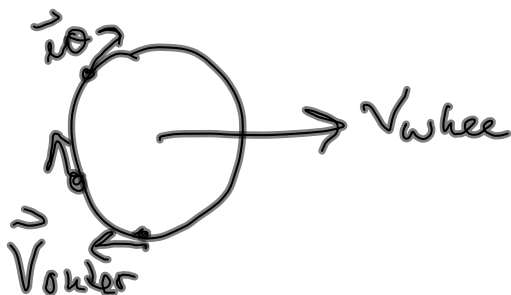
$2\pi R = \text{full turn (circumference)}$

$R\theta = s = \text{arc length through which wheel turned}$

If rolled without slipping, $x = R\theta$

$$\vec{v}_{\text{wheel}} = \frac{dx}{dt} \hat{i} = \frac{d(R\theta)}{dt} \hat{i} = R \frac{d\theta}{dt} \hat{i} = \underline{R\omega} \hat{i}$$

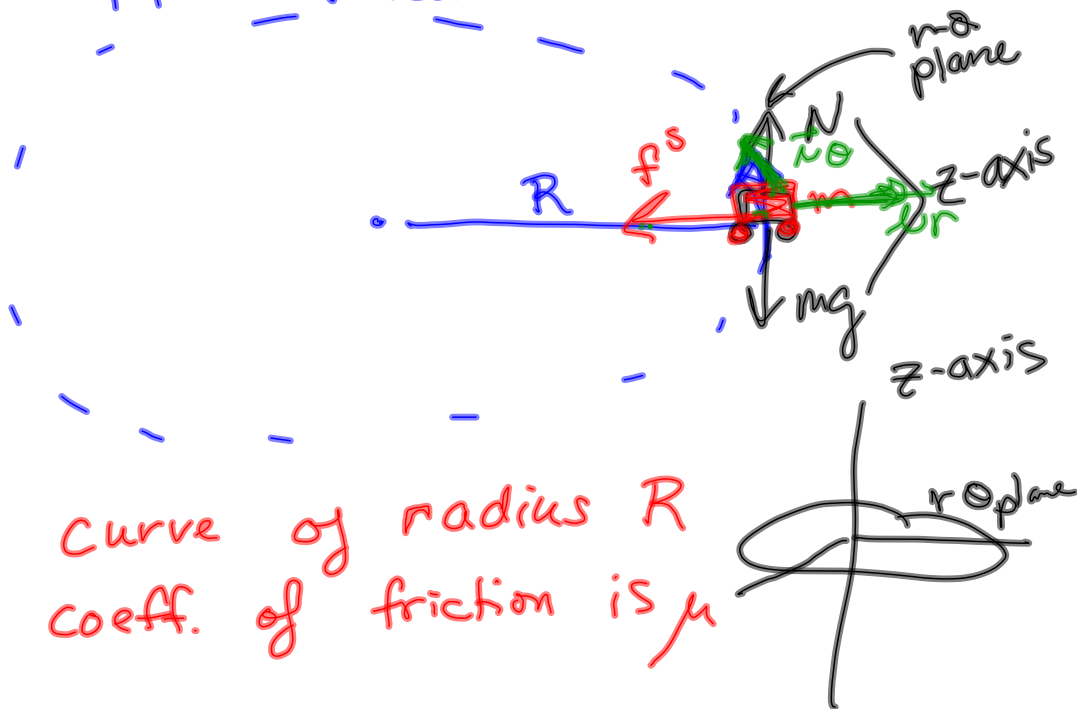
$$\vec{v}_{\text{outer}} = \frac{d\vec{r}}{dt} = \frac{d}{dt} (R \hat{e}_r) = R \frac{d\hat{e}_r}{dt} = R \omega \hat{e}_\theta$$



$$|\vec{v}_{\text{outer}}| = |\vec{v}_{\text{wheel}}|$$

Static friction (no sliding)

If wheels turned, can have component of friction in radial direction



Curve of radius R
coeff. of friction is μ

$$\sum \underline{F}_r = -m\omega^2 R = m\underline{a}_r$$

$$\underline{f} = -m\omega^2 R \quad f_s^{\max} = \mu N$$

What is max. speed w/ which you can make curve?

$$f \leq \mu N \Rightarrow -m\omega^2 R \leq \mu mg$$

$$\omega \leq \sqrt{\frac{\mu g}{R}} \quad v = \omega R$$

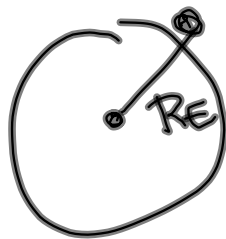
$$v \leq \sqrt{\mu g R}$$

Gravity

due to Earth

$$F_g = - \frac{G m_E m_{obj}}{R^2}$$

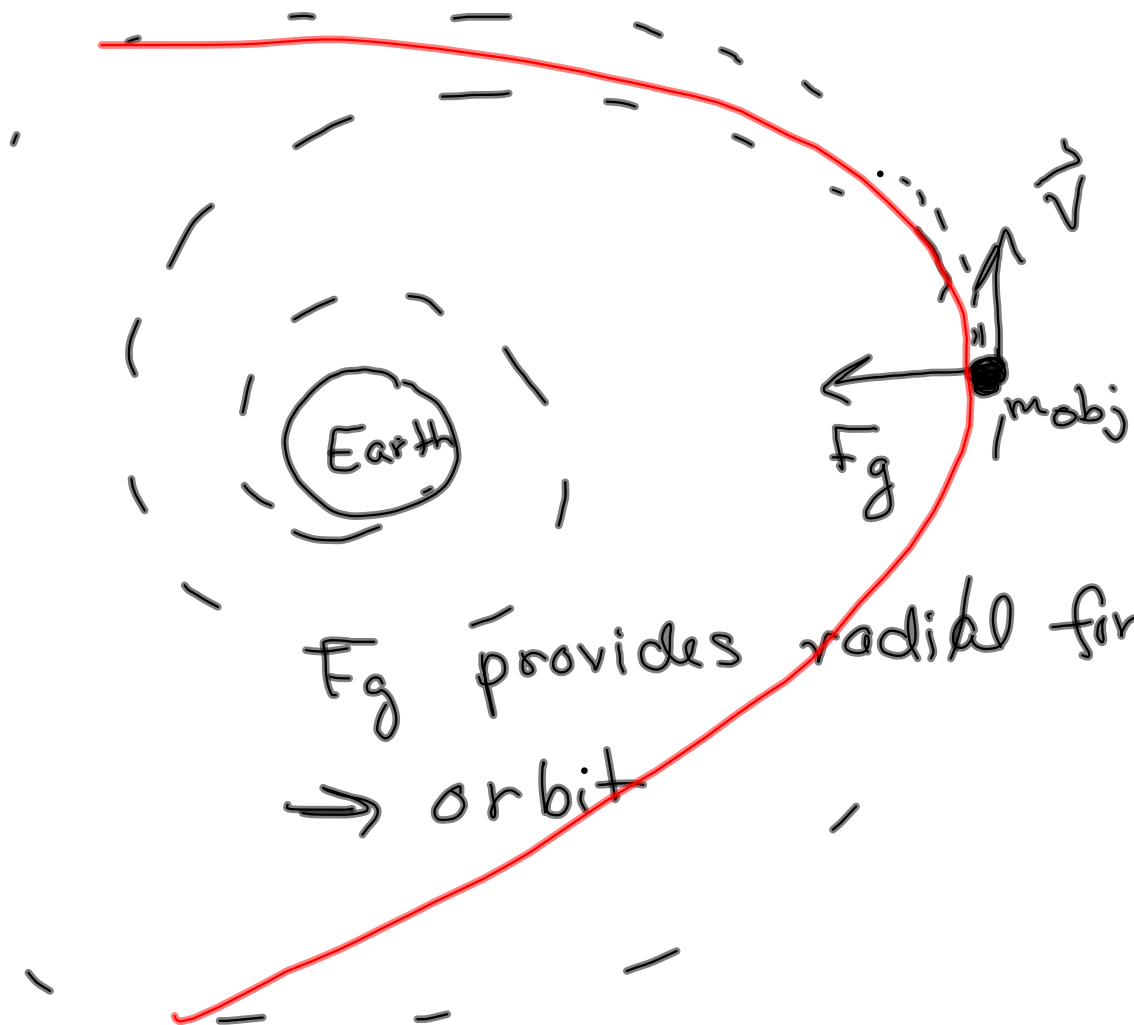
If ~~you~~ ^{object is on} surface of Earth



$$\Rightarrow F_g = - \frac{G m_E}{\underbrace{R_E^2}} m_{obj}$$

$- 9.8 \frac{m}{s^2}$

$$F_g = - m_{obj} g$$



Problem #2 (Example)

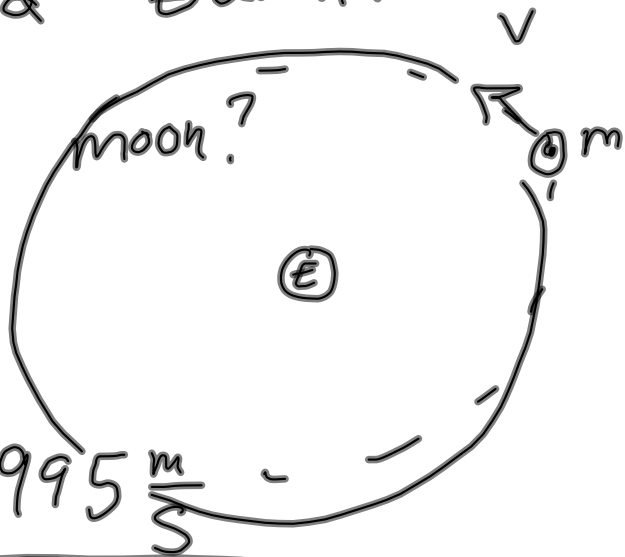
$$R = 3.8 \times 10^5 \text{ km} \times \frac{10^3 \text{ m}}{1 \text{ km}} = 3.8 \times 10^8 \text{ m}$$

period of revolution = $T = 2.4 \times 10^6 \text{ s}$

moon around Earth.

a.) velocity of moon?

$$v = \frac{2\pi R}{2.4 \times 10^6 \text{ s}} = 995 \frac{\text{m}}{\text{s}}$$



$$b.) \sum F_r = -\frac{G m_E m_M}{R^2} = m a_r = -m \omega^2 R = -\frac{m v^2}{R}$$

$$\vec{a} = a_r \hat{r} = -\frac{v^2}{R} = -\frac{(995)^2}{(3.8 \times 10^8 \text{ m})} = -2.6 \times 10^{-3} \frac{\text{m}}{\text{s}^2} \hat{r}$$

c.) solve for m_E

$$m_E = \frac{a R^2}{G} = 5.7 \times 10^{24} \text{ kg}$$