

Lecture 9

- Midterm 1 returned today (shelf outside 301 entry. Discussed statistics.
- See website for the exam, the solutions, and the statistics associated with the grading.
 - ◆ Partial credit has been allotted in a consistent manner.
 - ◆ If you believe there has been an error made in grading your exam, fill in a regrade request, available from Ugrad secretary in the Physics office. (See **exam specifics webpage.) Any request must be made within two weeks of today.
- Today ... continue potential energy functions and conservative forces; then go on to chapter 9 on how to apply what we know so far to complex systems.
- Read carefully chapters 9 and 10

review

Conservative Force? How do we tell?

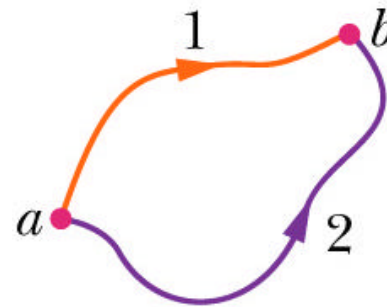
- Recall movie “work by grav”
- Conservative force: doesn't depend on path

$$\Delta U \equiv U_b - U_a$$

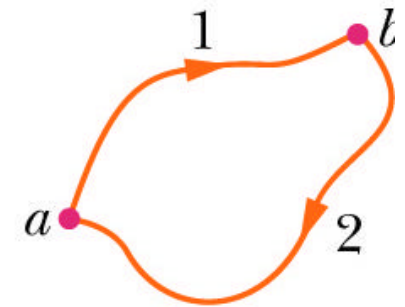
$$\Delta U \equiv -W_{ab} = -\int_a^b F dx$$

$$U_{grav}(y) = mgy$$

$$U_{spring}(x) = \frac{1}{2} kx^2$$



(a)



(b)

If depends on path, the potential cannot be defined and force is non-conservative!

review

Work Energy Theorem [®] Conservation of Mechanical Energy

$$\Delta W = K_2 - K_1$$

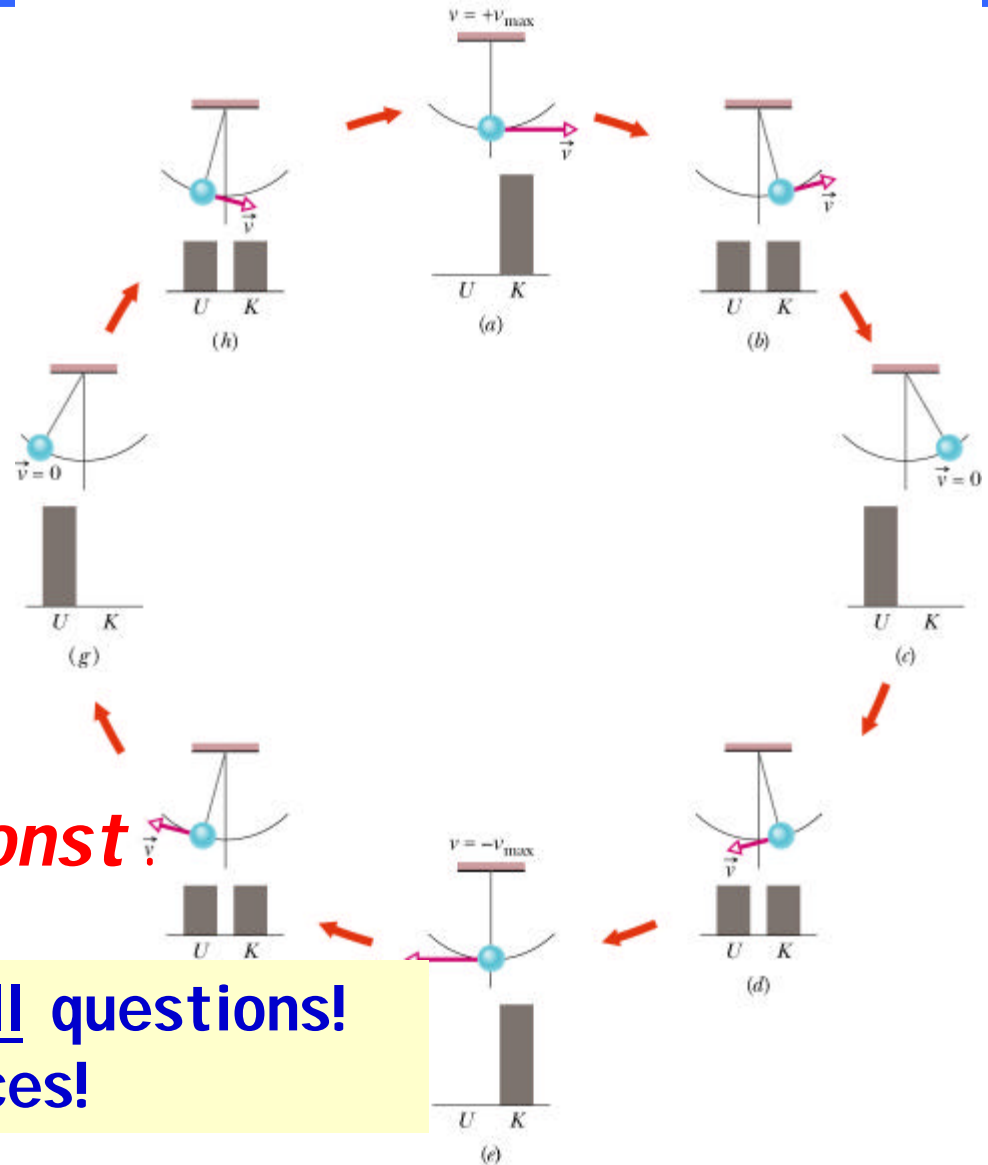
$$U_2 - U_1 = -\Delta W$$

$$U_1 + K_1 = U_2 + K_2$$

Pendulum illustrates
conservation of
mechanical energy

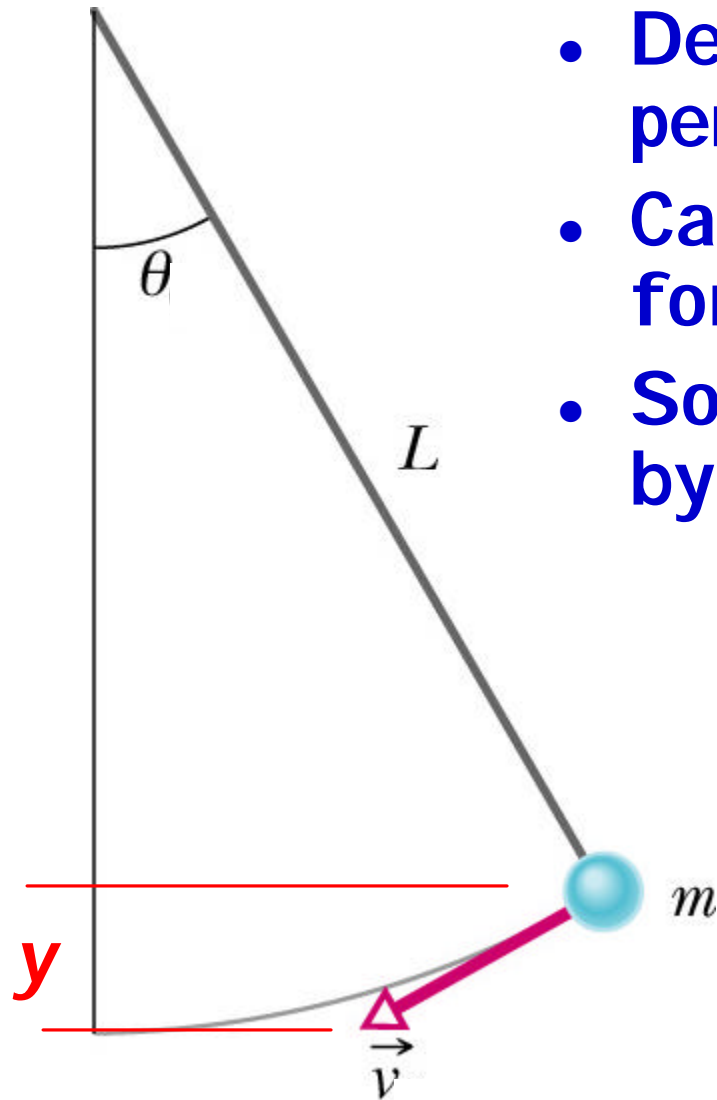
$$mgL(1 - \cos q) + \frac{1}{2}mv^2 = \text{const}$$

Note that doesn't answer all questions!
For $x(t)$, better to use forces!



review

Pendulum Problem



- Describe the motion of a pendulum
- Can be done by using forces
- Some aspects can be done by using energy

$$y = L - L \cos q$$

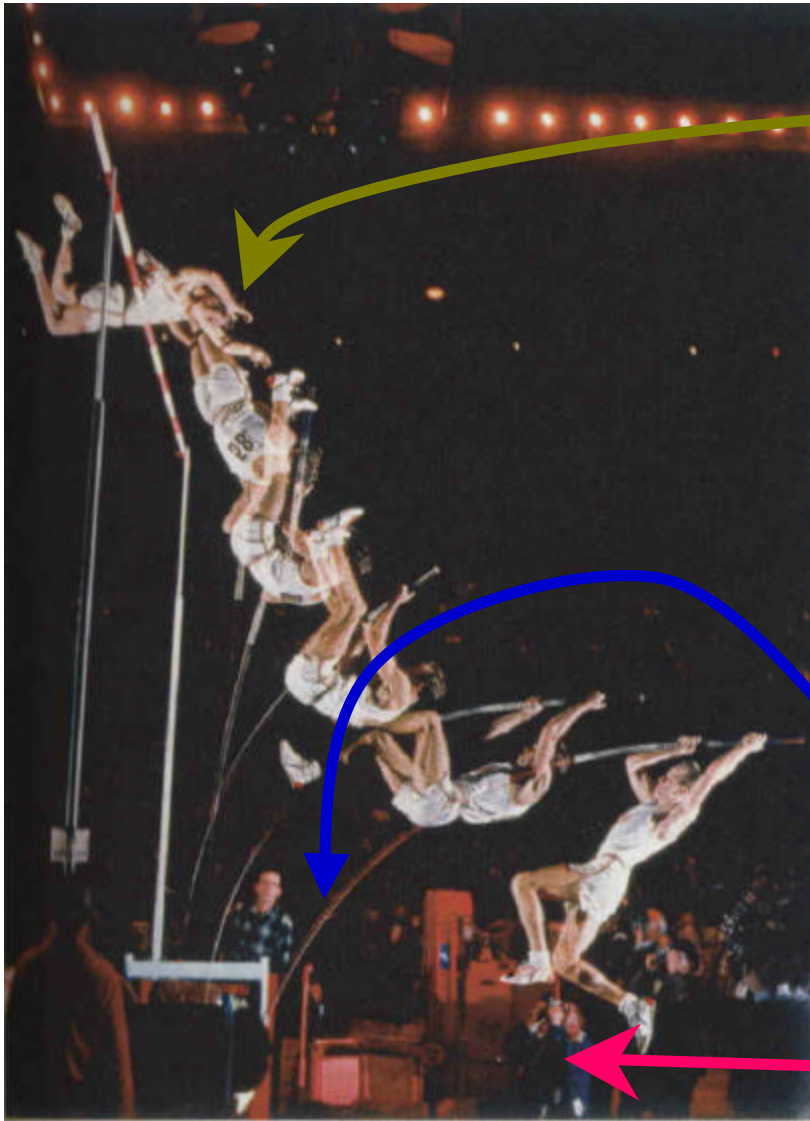
$$U = mgL(1 - \cos q)$$

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

$$U + K = E \text{ is constant}$$

review

Changing work into energy in real world



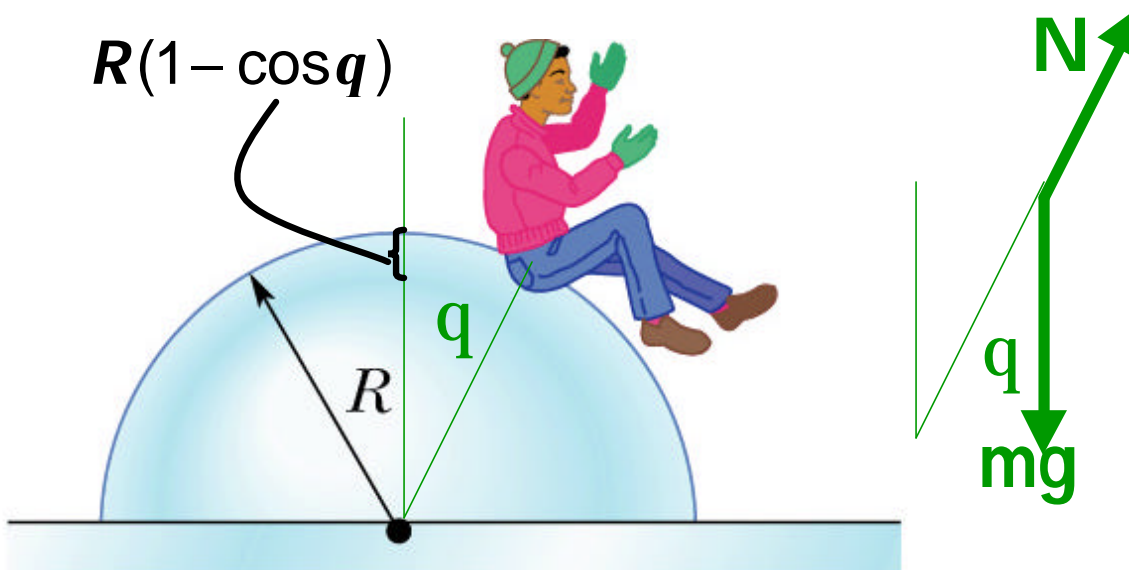
Pole potential "spring" energy becomes man's gravitational potential energy

Kinetic energy transformed into "spring" potential energy by deforming pole

Man gets kinetic energy by doing work pushing against the ground

8-35: a problem involving conservative force (gravity)

Boy starts at top of semispherical mound of ice (no friction) and slides down. What angle with vertical when he leaves the ice?



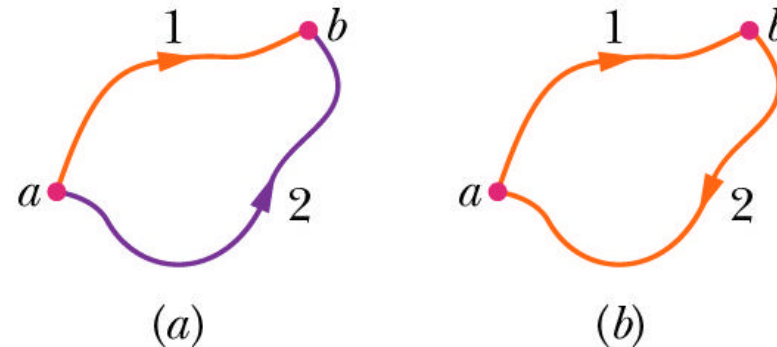
$$q = 48.2^\circ$$

Force from Potential Energy Function (sec 8-5)

Two Important Uses of Potential Energy

- ◆ conservation of mechanical energy
- ◆ Potential function to determine force

Simple and direct way to find the relevant force!



$$\Delta U \equiv U_b - U_a$$

For U & F varying with x

$$\Delta U = -W = -\int_a^b F_x dx$$

so for small changes, $\Delta x = x_b - x_a$

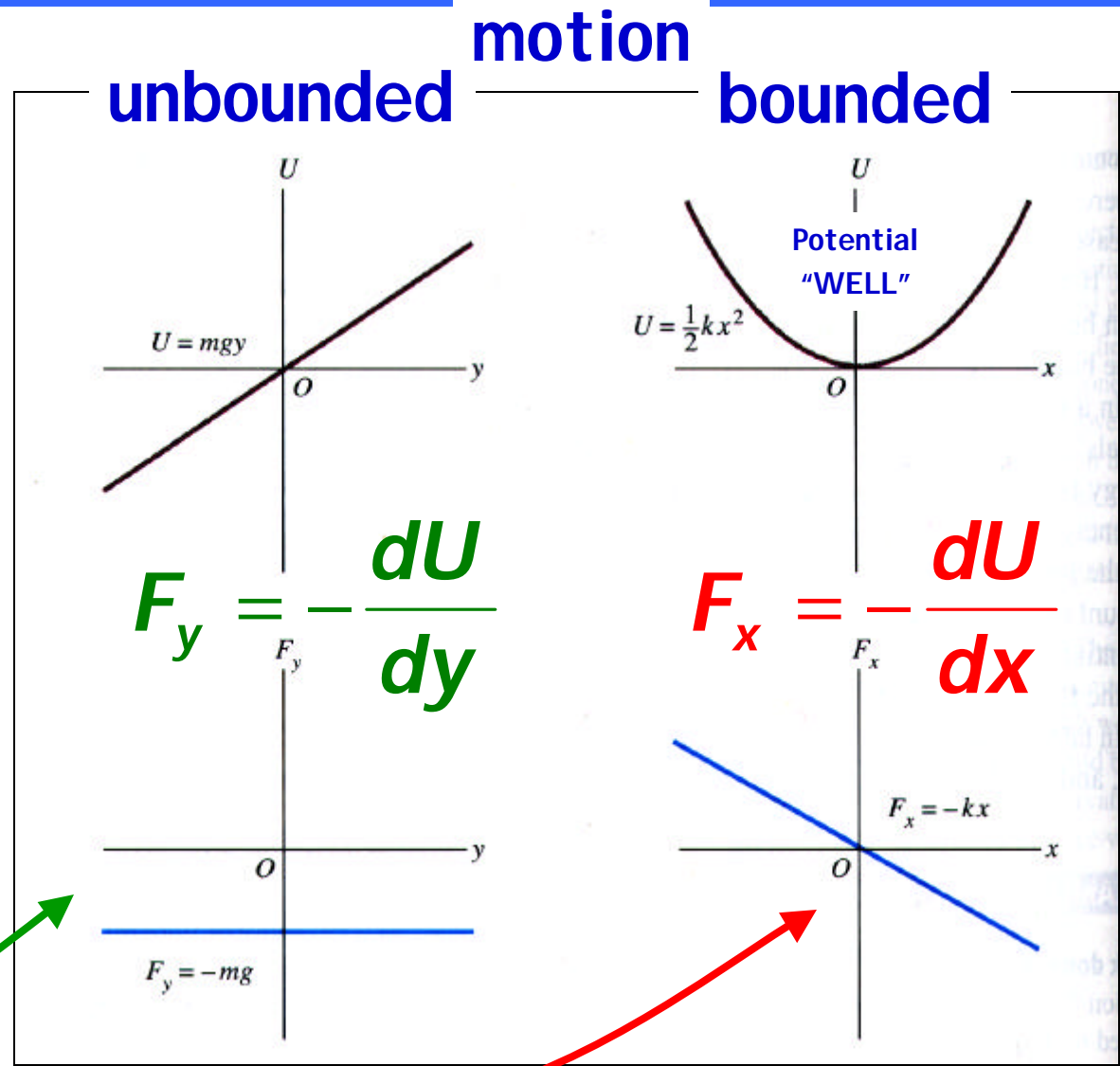
$$\Delta U = -F_x \Delta x \quad \text{which requires}$$

$$F_x = -\lim_{\Delta x \rightarrow 0} \frac{\Delta U}{\Delta x} = -\frac{dU}{dx}$$

Graphs P. E. for Gravity and Springs

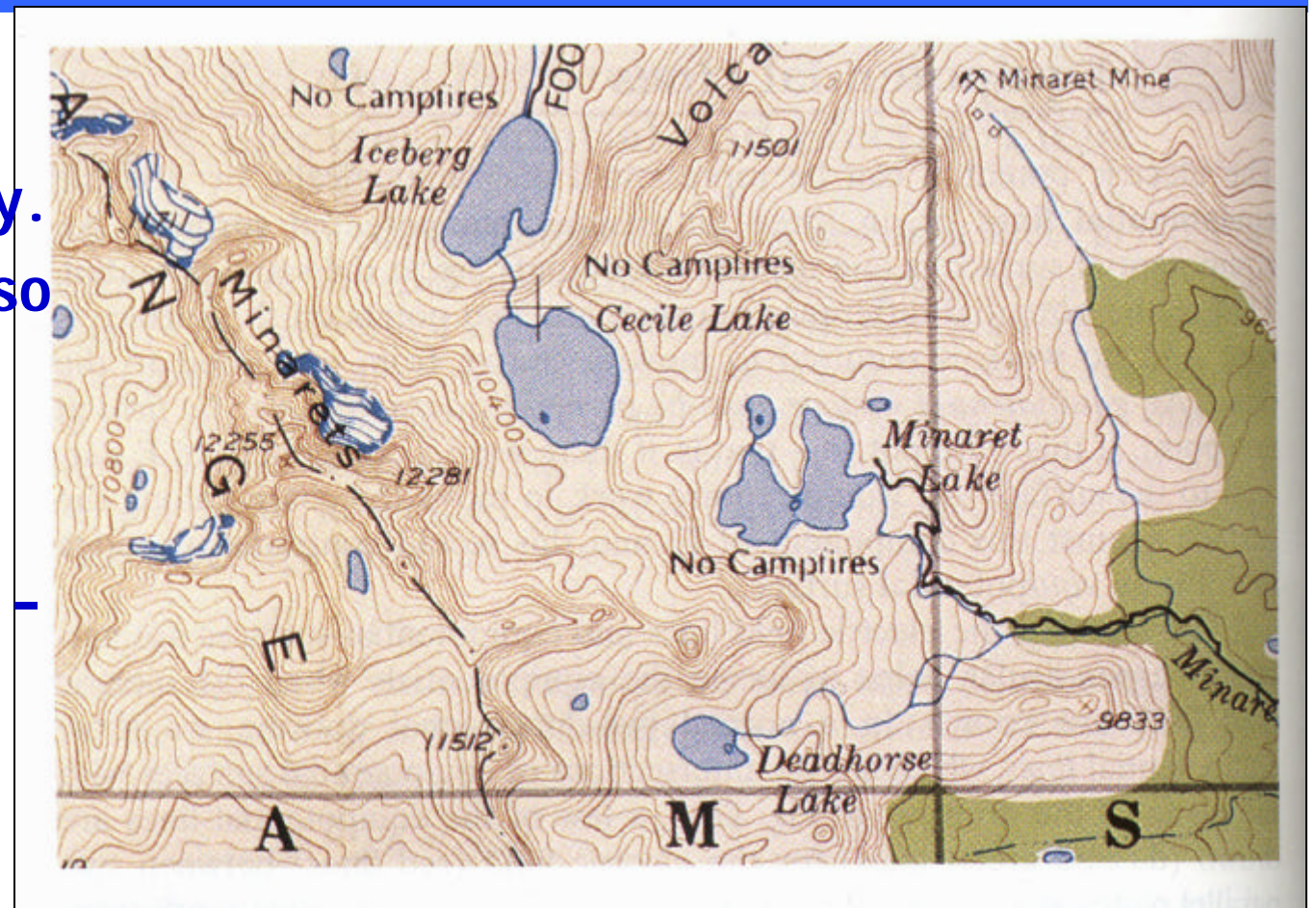
Relationship between force and potential functions for two cases:

gravity
spring



Real World: Topological Map and Equipotentials

- Gives elevation (h) versus x and y .
- But $U_{\text{grav}} \sim mgh$ so these curves are equipotentials
- Net forces can be determined ---
- Take s along terrain ... then force normal to terrain has component along terrain equal to



$$F_s = -\frac{\Delta U}{\Delta s} = -mg \frac{\Delta h}{\Delta s}$$

culture

Generalization of Force from Potential Function

Suppose Potential Function
depends on 3D:

$$U(x, y, z)$$

$$\vec{F} = -\frac{\partial U}{\partial x} \hat{i} - \frac{\partial U}{\partial y} \hat{j} - \frac{\partial U}{\partial z} \hat{k}$$

$$\vec{F} = -\vec{\nabla} U(x, y, z)$$

$\vec{\nabla}$ called "gradient"

So knowledge of potential function versus
position tells us about the force!

Has broad implications! Cultural for now!

Aside from math
which is another
statement of path
independence of
conservative forces:

$$\oint \vec{\nabla} U \cdot d\vec{s} = 0$$

any
closed
path

Potential Energy Function- General

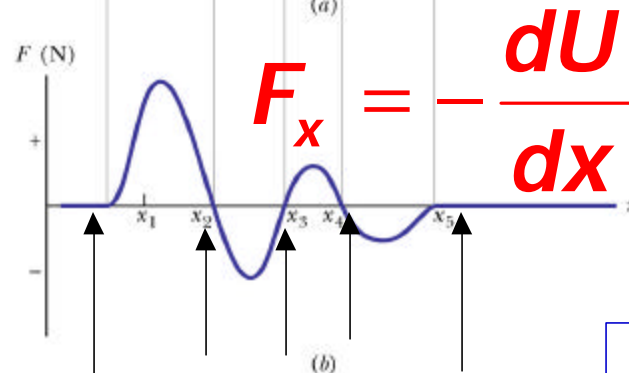
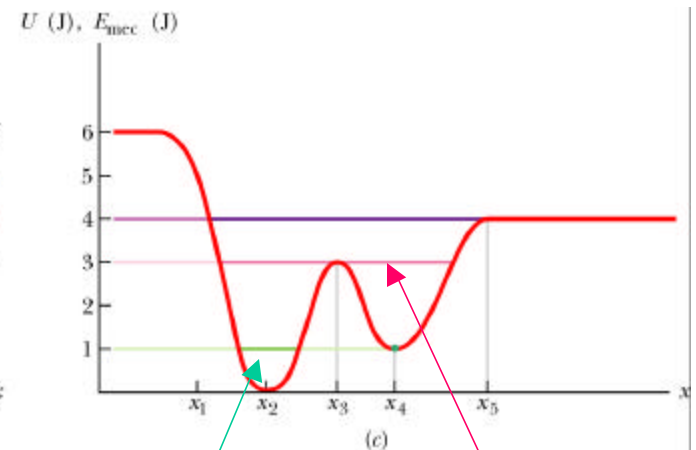
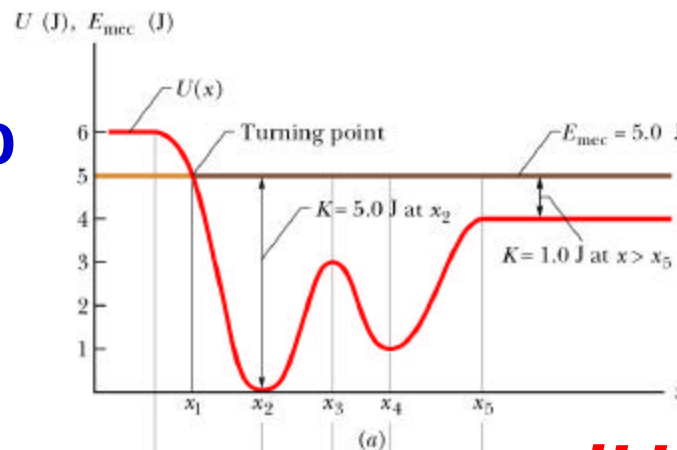
- Graph of potential energy function allows one to determine

- ◆ Forces
- ◆ Stable equilibrium locations
- ◆ Subsequent motion after initial start

$$E = U(x) + K(x)$$

$$K(x) > 0$$

$$K(x) = E - U(x)$$



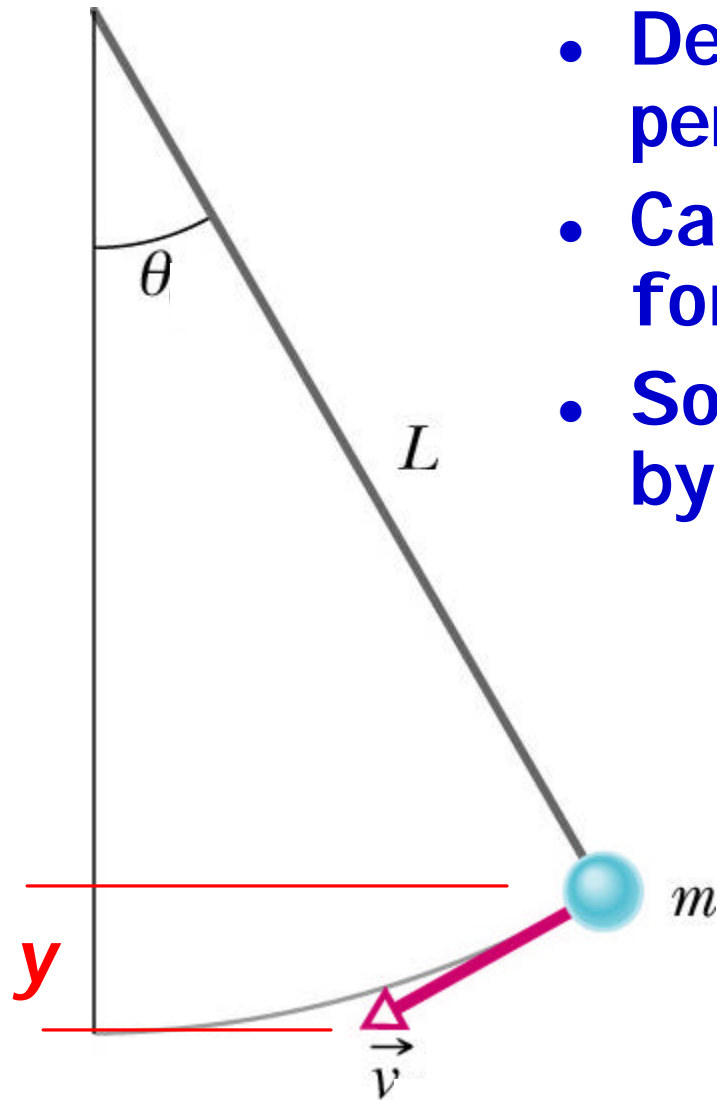
Zero force=equilibrium

Trapped near x_2 Trapped near x_2 or x_4

See text discussion:
sec 8-5

review

Pendulum Problem



- Describe the motion of a pendulum
- Can be done by using forces
- Some aspects can be done by using energy

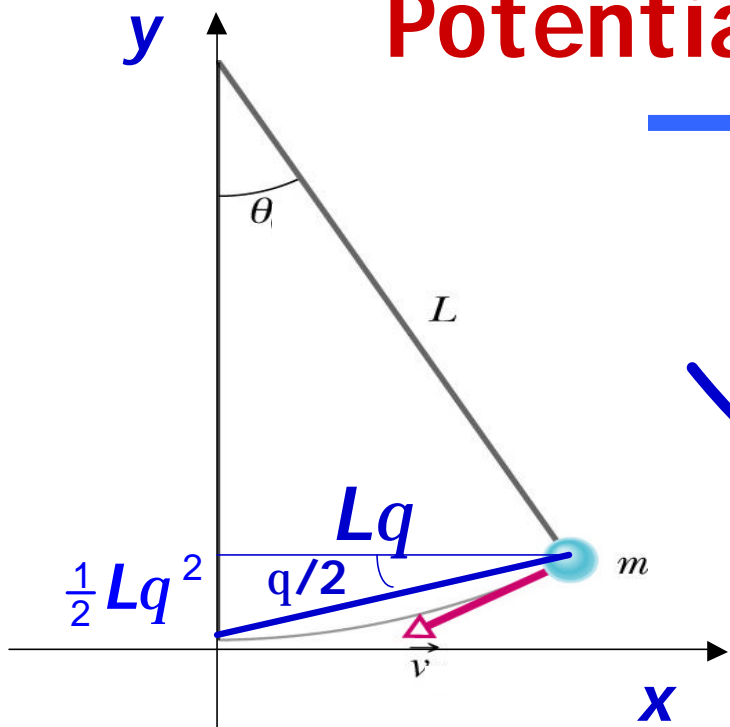
$$y = L - L \cos q$$

$$U = mgL(1 - \cos q)$$

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

$$U + K = E \text{ is constant}$$

Potential Function of Pendulum

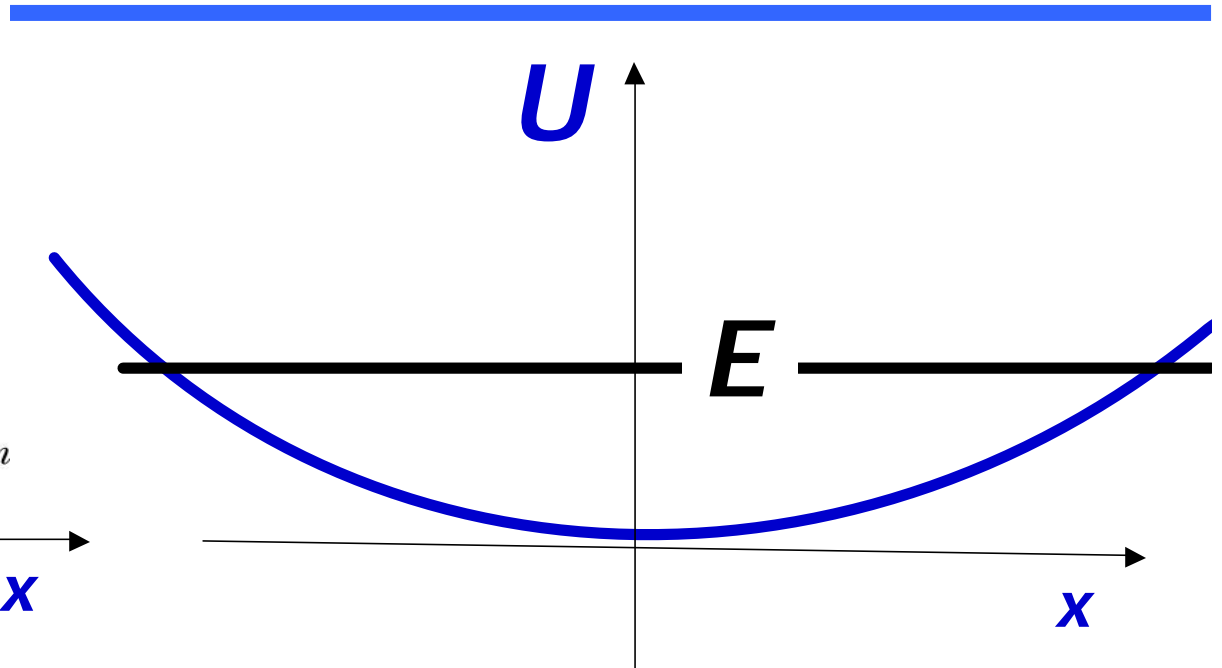


Small q

$$y = L(1 - \cos q)$$

$$\approx \frac{1}{2} Lq^2$$

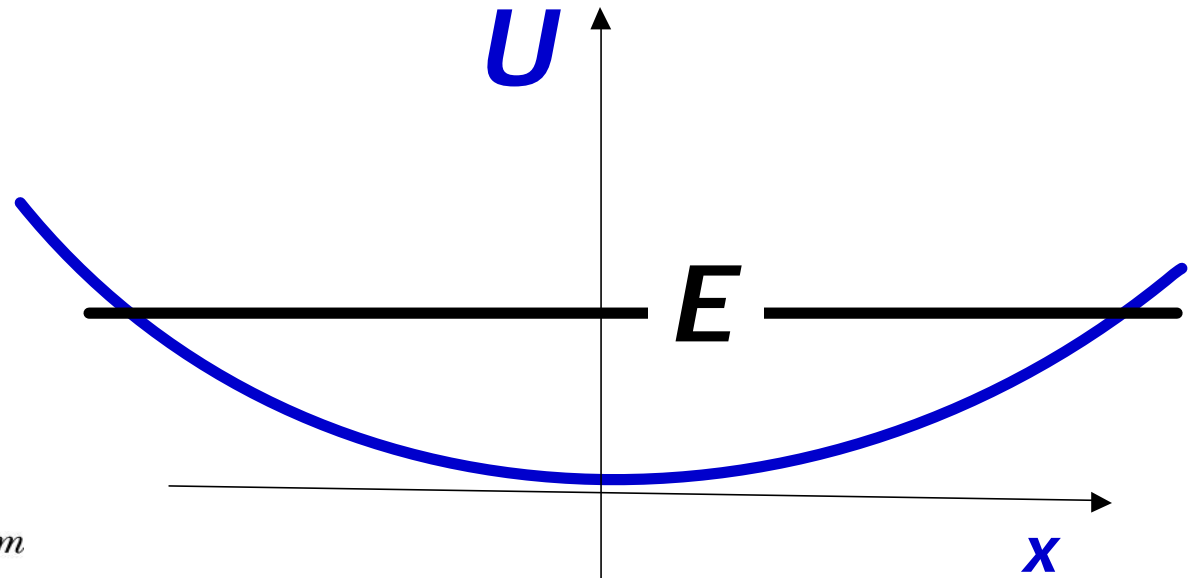
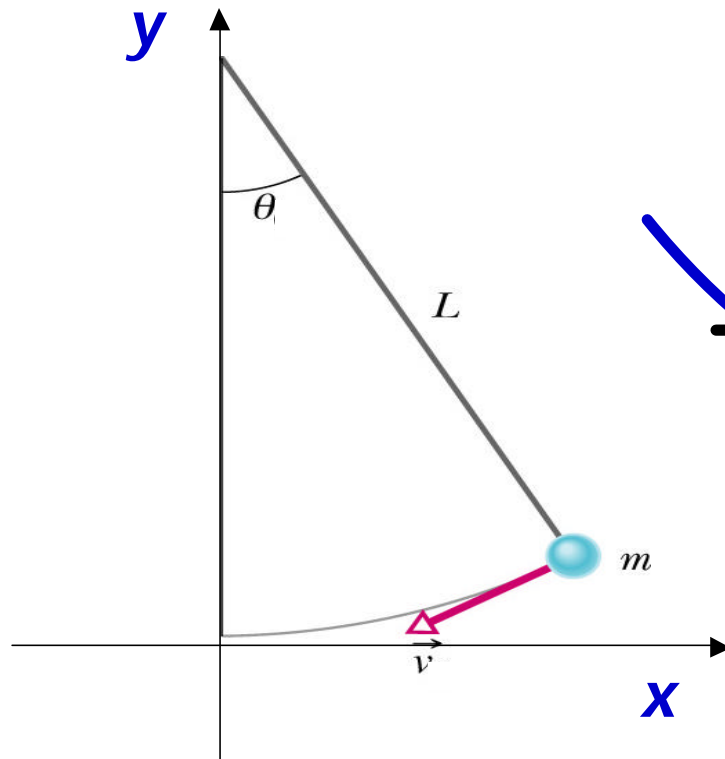
$$x = L \sin q \approx Lq$$



$$U = mgy \approx \frac{1}{2} mgL \left(\frac{x}{L} \right)^2$$

$$U \approx \frac{1}{2} \frac{mg}{L} x^2 \quad F_x = -\frac{mg}{L} x$$

Pendulum Potential Well



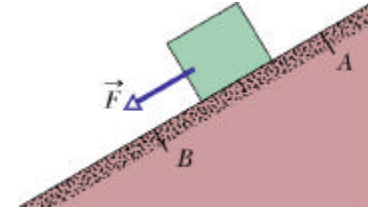
$$U \approx \frac{1}{2} \frac{mg}{L} x^2 \quad F_x = -\frac{mg}{L} x$$

- Pendulum “trapped” between extremes determined by E (fixed)
- Kinetic Energy is difference of $K(x)=E-U(x)$

DEMO

New Stuff - Ch 9-10

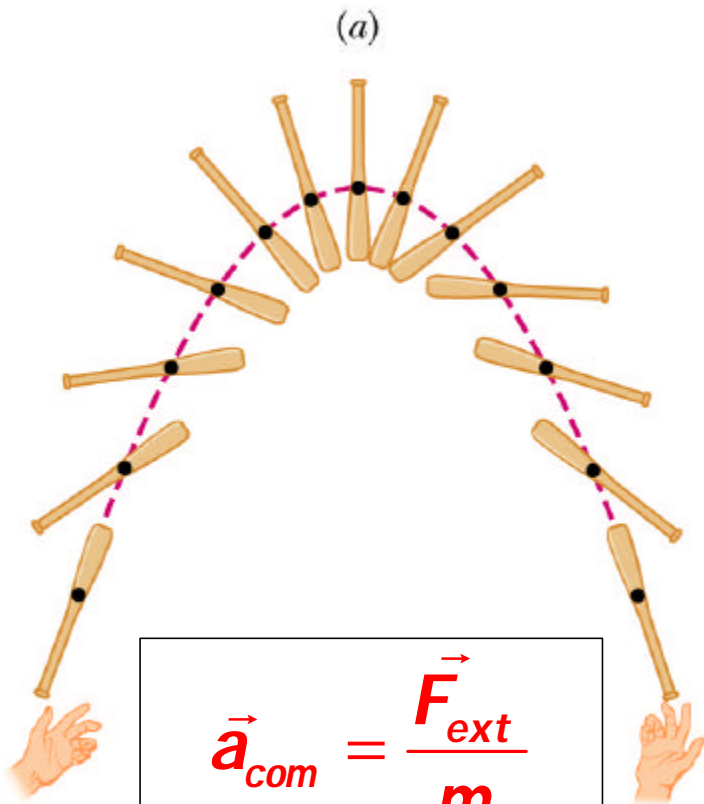
- New principle: conservation of momentum
- So far, we have dealt with simple systems
 - ◆ **point-like objects**
 - ◆ **symmetric objects**
- Now we learn how Newton's Laws apply to complicated systems
 - ◆ **Example of issues --- $F=ma$ --- but for what point?**
 - ◆ **Assert the answer: Center of Mass!**
 - ◆ **Prove later and get more!!**



**Complications
because most
masses are
not simple**



Extended body: Center of mass obeys $F=ma$ (like point particle)



Demos

- wrench (no gravity)
- pix of bat in text



cm motion of wrench no force.MOV

RULES

- First specify the system under discussion and know its mass (m)
- Determine (calculate) the center of mass (com) within the body
- Determine the total external force, F_{ext} , on the body

$$\vec{a}_{com} = \frac{\vec{F}_{ext}}{m}$$

(b)

Above case:

$$\vec{a}_{com} = \frac{m\vec{g}}{m} = \vec{g}$$

Conclusion

- Check for your MT1 blue books at entry
- See all relevant exam info at website
- Next lecture, we will continue discussing chapters 9 and 10
 - ◆ Systems of particles (macroscopic bodies)
 - ◆ Momentum and collisions