

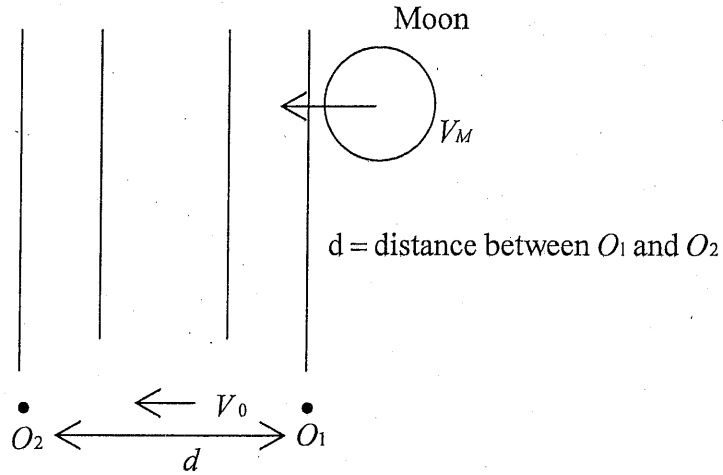
WEEK-4 SOLUTIONS

4-1

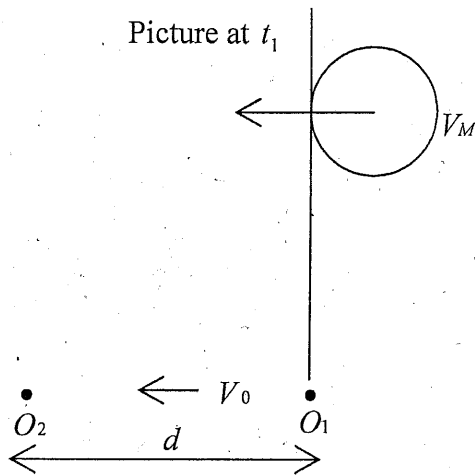
Speed and Size of Moon:

To access speed of moon we need two observers to go out at midnight on a full moon night and observe a star such that the moon intercepts the light from the star. Star is very far so light from it is a parallel beam. Both observers on same latitude so both have same velocity V_0 due to Earth's rotation.

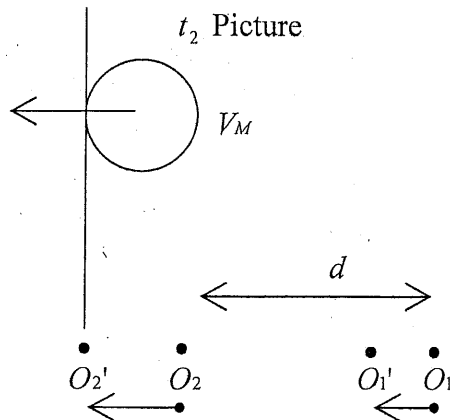
The picture is



At time t_1 moon intercepts light from star as seen by O_1



At time t_2 moon intercepts light from star as seen by O_2



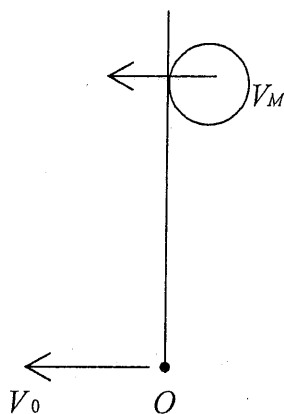
$O_2'O_2 = O_1'O_1 =$ distance travelled by observer due to motion of Earth
Hence

$$V_M(t_2 - t_1) = d + V_0(t_2 - t_1)$$

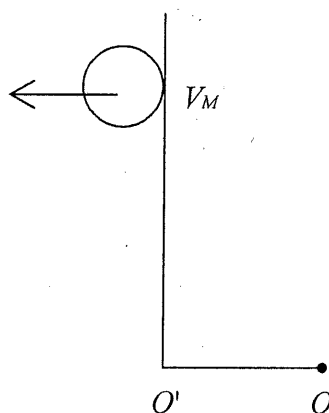
Speed of moon $V_M = \frac{d}{(t_2 - t_1)} + V_0$

Once we know V_M a single observer can "measure" diameter of moon.

Again, concentrate on light from a star being intercepted by moon.



at t_d light just disappears



at t_A light just appears

$$OO' = V_0(t_A - t_d)$$

Distance moved by moon = $d_M + V_0(t_A - t_d)$

Where $d_M =$ diameter of moon

$$V_M(t_A - t_d) = d_M + V_0(t_A - t_d)$$

$$d_M = (V_M - V_0)(t_A - t_d)$$

Which will allow us to measure d_M .

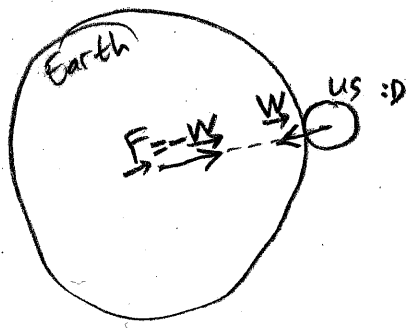
5 (11/20/2020)

② A) No, because the mass does not depend on the gravitational acceleration or other external quantity; it is an intrinsic quantity.

B) My weight on the moon is

$$\begin{aligned} \vec{W} &= m \vec{g}_{\text{moon}} \\ &= (50 \text{ kg}) \times \left(-1.65 \frac{\text{m}}{\text{s}^2}\right) \hat{r} \\ &= -82.5 \text{ N } \hat{r} \end{aligned}$$

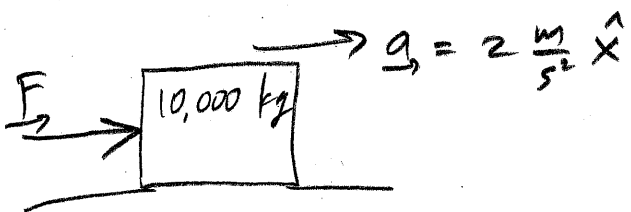
③



We pull on Earth with the force $\vec{F} = -\vec{W} = M\vec{g}\vec{r}$, due to the third Newton's law. Since the Earth pulls us with force \vec{W} , then it means that we pull on Earth with force $-\vec{W}$.

The force $\vec{F} (= -\vec{W})$ acts on the center of Earth's mass.

④

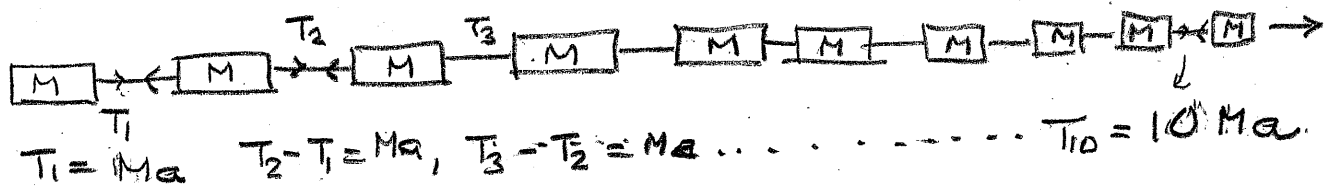


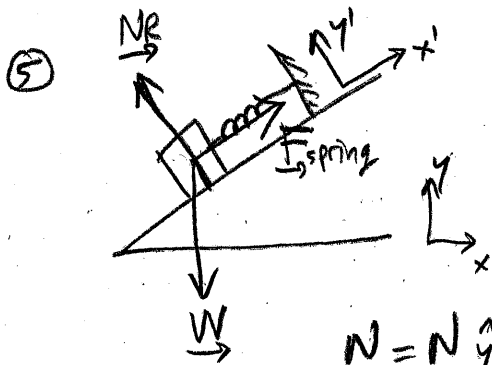
$M\vec{a} = \sum \vec{F}_i$ at that pt. at that time!

Let's apply Newton's law:

$$\begin{aligned} \vec{F} &= m\vec{a} \\ &= (10^4 \text{ kg}) \left(2 \frac{\text{m}}{\text{s}^2} \hat{x}\right) = 2 \times 10^4 \text{ N } \hat{x} \end{aligned}$$

Explain

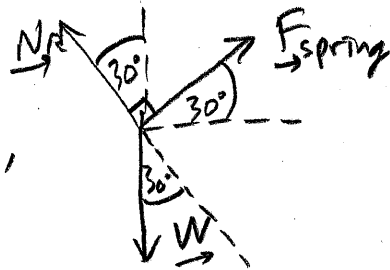




There are 3 forces that work on the block.
Let's redraw it.

$$\vec{N} = N \hat{y}'$$

$$\vec{W} = -W_{x'} \hat{x}' - W_{y'} \hat{y}'$$



(spring is stretched along $-\hat{x}'$)
so

$$\vec{F}_{\text{spring}} = +k \Delta x \hat{x}'$$

(i) By projecting the forces into the y' -direction (see picture),
we have

$$\sum \vec{F}_{\rightarrow (\text{in } y'\text{-direction})} = 0 \quad (\text{since the block is still})$$

$$N_{R y'} - W_{y'} = 0$$

$$N_{R y'} = W_{y'}$$

$$N_R = mg \cos 30^\circ$$

$$= (100 \text{ kg}) (9.8 \frac{\text{m}}{\text{s}^2}) \frac{1}{2} \sqrt{3}$$

$$= 490 \sqrt{3} \text{ Newton}$$

$$\text{So } \vec{N}_R = 490 \sqrt{3} \text{ Newton } \hat{y}'$$

(ii) Let's project the forces into the x' -direction.

$$\sum \vec{F}_{\rightarrow (\text{in } x'\text{-direction})} = 0$$

$$-W_{x'} \hat{x}' + \vec{F}_{\text{spring}} = 0$$

$$\vec{F}_{\text{spring}} = W_{x'} \hat{x}'$$

$$k \Delta x \hat{x}' = mg \sin 30^\circ \hat{x}'$$

$$(10^4 \text{ N/m}) \Delta x = (100 \text{ kg}) (9.8 \frac{\text{m}}{\text{s}^2}) \frac{1}{2}$$

$$\Delta x = 4.9 \times 10^{-2} \text{ m}$$

$$= 4.9 \text{ cm}$$

$$k = 10^4 \text{ N/m}$$

(iii) If we cut the spring, then F_{spring} would be zero. So the only force along the plane (x' -direction) is the projection of \vec{W} , i.e. $-W_{x'} \hat{x}'$. So, by using Newton's law,

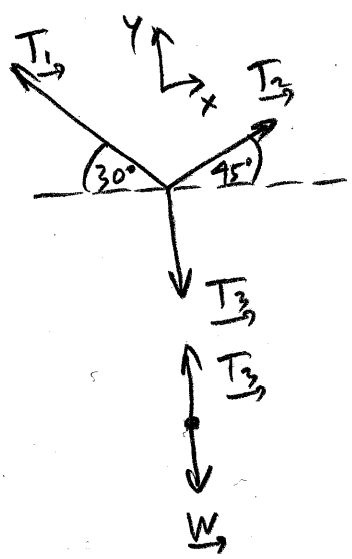
$$\sum \vec{F} = m\vec{a}$$

$$-W_{x'} \hat{x}' = m\vec{a}$$

$$\vec{a} = - \frac{mg \sin 30^\circ}{m} \hat{x}'$$

$$= -4.9 \frac{m}{s^2} \hat{x}'$$

⑥



For the first drawing, we have

$$\sum \vec{F}_i = \vec{0}$$

In x -direction, $T_1 \cos 30^\circ = T_2 \cos 45^\circ$

$$T_1 \frac{1}{2}\sqrt{3} = T_2 \frac{1}{2}\sqrt{2}$$

$$T_1 \sqrt{3} = T_2 \sqrt{2}$$

In y -direction, $T_1 \sin 30^\circ + T_2 \sin 45^\circ = T_3$

$$T_1 \frac{1}{2} + T_2 \frac{1}{2}\sqrt{2} = T_3$$

$$T_1 + T_2 \sqrt{2} = 2T_3$$

For the second drawing, we have

$$\sum \vec{F}_i = \vec{0}$$

In y -direction, $T_3 = W$

$$= mg$$

$$= (10 \text{ kg}) (9.8 \frac{m}{s^2})$$

$$= 98 \text{ Newton}$$

So, we have these three equations:

$$T_1 \sqrt{3} = T_2 \sqrt{2}$$

$$T_1 + T_2 \sqrt{2} = 2T_3$$

$$T_3 = 98 \text{ Newton}$$

So we can write

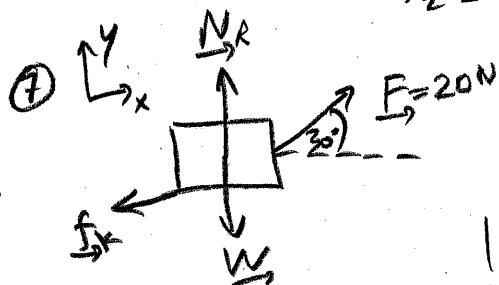
$$T_1 + T_1 \sqrt{3} = 2T_2$$

$$T_1(1 + \sqrt{3}) = 2T_2$$

$$T_1 = \frac{2}{1 + \sqrt{3}} \text{ (98 Newton)}$$

$$= 71.74 \text{ Newton}$$

$$T_2 = T_1 \sqrt{\frac{3}{2}} = 87.86 \text{ Newton.}$$



Use Newton's law. Speed is const. Mass $m \equiv m!$

$$\sum \vec{F}_i = \vec{0}$$

In x-direction, $F \cos 30^\circ - f_k = 0$

In y-direction, $F \sin 30^\circ + N_R = W$

$$f_k = F \cos 30^\circ = (20 \text{ N}) \frac{1}{2} \sqrt{3} = 10\sqrt{3} \text{ Newton.}$$

$$\text{So } \vec{f}_k = -\frac{20 \times \sqrt{3}}{2} \hat{x} = -17.32 \text{ N } \hat{x}$$

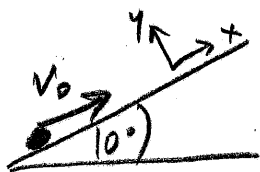
In y-dir. $N_R = Mg - F \sin 30^\circ = 5 \times 9.8 - 10 = 39 \text{ N}$

$$\mu_k = \frac{17.32}{39} = 0.444$$

If object is stationary $f_s \leq \mu_s N_R = 50 (f_s)_{\text{max}} = 19.5 \text{ N}$

$(F \cos 30^\circ) \leq \mu_s N_R$ then \vec{F}_s will not be able to move the mass.

⑧



The acceleration along the plane is

$$\vec{a} = -g \sin 10^\circ \hat{x}$$

Or, $a = g \sin 10^\circ$ (the magnitude of \vec{a}).

$$15 \text{ km/h} = \frac{15000}{3600} = 4.17 \text{ m/s}$$

At the maximum point,

$$v^2 = v_0^2 - 2as$$

$$0 = v_0^2 - 2as$$

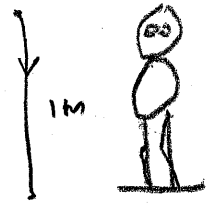
$$s = \frac{v_0^2}{2a} = \frac{(15 \text{ km/h})^2}{2 \times (9.8 \frac{\text{m}}{\text{s}^2}) \times \sin 10^\circ} = 5.1 \text{ m.}$$

9) Her speed before touching the ground can be calculated as follows.

$$v^2 = v_0^2 + 2gh ; \quad h = 1 \text{ m}$$

$$= 0 + 2(9.8 \text{ m/s}^2)(1 \text{ m})$$

$$v = 4.43 \text{ m/s}$$



(i) Then, for the next 20 cm, the acceleration on her torso is assumed to be constant with value calculated as below.

$$0 = v^2 + 2as ; \quad s = 20 \text{ cm}$$

$$19.6 \text{ m}^2/\text{s}^2 = 2a \left(\frac{20}{100} \text{ m} \right)$$

upward

$$\vec{a} = -49 \text{ m/s}^2 \hat{y}$$

So the force on her torso is $F = ma = (50 \text{ kg})(49 \text{ m/s}^2)$

$$\vec{F} = 2450 \text{ Newton } \hat{y}$$

(ii) If $s = 4 \text{ cm}$, then

$$0 = v^2 + 2as$$

$$19.6 \text{ m}^2/\text{s}^2 = 2a \left(\frac{4}{100} \text{ m} \right)$$

upward

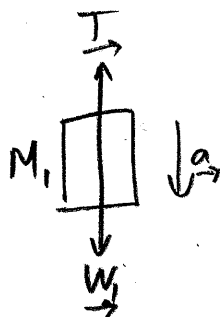
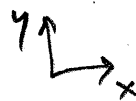
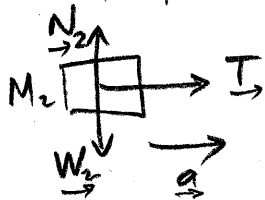
$$\vec{a} = -245 \text{ m/s}^2 \hat{y}$$

So the force on her torso is $\vec{F} = ma = (50 \text{ kg})(245 \text{ m/s}^2) \hat{y}$

$$= 12250 \text{ Newton } \hat{y}$$

(Cracked ribs!)

10) (i) If the table is frictionless,



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

For M_2 , in x-direction,

$$T = M_2 a$$

For M_1 , in y-direction,

$$T - W_1 = M_1 (-a)$$

Substitute for T, we have $M_2 a - W_1 = -M_1 a$, or

$$(M_1 + M_2) a = W_1 = M_1 g$$

$$a = \frac{M_1}{M_1 + M_2} g$$

$$= \frac{2 \text{ kg}}{2 \text{ kg} + 5 \text{ kg}} \cdot 9.8 \text{ m/s}^2$$

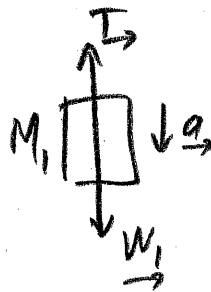
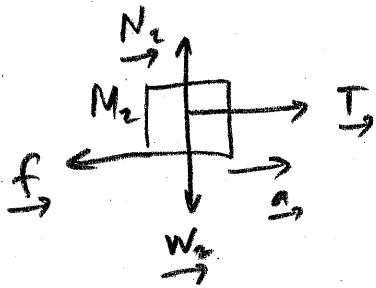
$$= 2.8 \text{ m/s}^2$$

$$T = M_2 a$$

$$= (5 \times 2.8) \text{ N}$$

$$= 14 \text{ N}$$

(c) If the table has $\mu_k = 0.15$,



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

For M_2 , in x-direction,

$$T - f = M_2 a$$

For M_2 , in y-direction,

$$N_2 - W_2 = 0$$

For M_1 , in y-direction,

$$T - W_1 = M_1 (-a)$$

Since $f = \mu_k N_2$, we will have

$$T - \mu_k N_2 = M_2 a$$

$$(W_1 - M_1 a) - \mu_k W_2 = M_2 a$$

$$M_1 g - \mu_k M_2 g = (M_1 + M_2) a$$

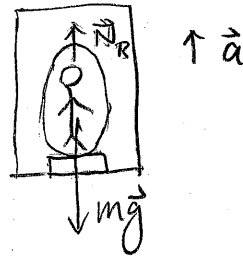
$$a = \frac{M_1 - \mu_k M_2}{M_1 + M_2} g$$

$$= \frac{2 \text{ kg} - 0.15 \times 5 \text{ kg}}{2 \text{ kg} + 5 \text{ kg}} \cdot 9.8 \text{ m/s}^2$$

$$= 1.75 \text{ m/s}^2$$

$$T = M_2 a + \mu_k M_2 g = 5(1.75 + 0.15 \times 9.8) = 16.1 \text{ N}$$

The weight of the person is equal to the magnitude of the normal force N_R due to the weighing machine.



(i) If the elevator is at rest, we have

$$\vec{F} = \vec{N} \hat{y} - mg \hat{y} = 0$$

$$|\vec{N}| = mg = 588 \text{ N} \#$$

(ii) constant velocity of $20.0 \text{ m/s} \Rightarrow \vec{a} = 0$

$$\vec{N} = 588 \text{ N}$$

(iii) const. acceleration $\vec{a} = 0.2 \text{ m/s}^2 \hat{y}$

$$\vec{F} = \vec{N} \hat{y} - mg \hat{y} = m \vec{a} \Rightarrow \vec{N} = 60 \times (9.8 + 0.2) \hat{y} = 600 \text{ N} \hat{y}$$

$$|\vec{N}| = 600 \text{ N} \#$$

(iv) $\vec{a} = -0.2 \text{ m/s}^2 \hat{y}$

$$\vec{F} = \vec{N} \hat{y} - mg \hat{y} = m(-0.2) \hat{y}$$

$$|\vec{N}| = (60) \times (9.8 - 0.2) = 576 \text{ N} \#$$

Forces on Person



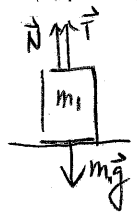
Newton's law

$$M \vec{a} = (N_R - Mg) \hat{y}$$

at const pt. at const time.

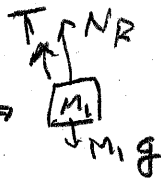
4-12

(i) For the painter (m_1), the force diagram is

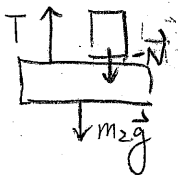


$$\therefore \vec{a} = 0, \vec{F}_{net} = 0$$

$$\Rightarrow \hat{y}: N + T - mg = 0 \quad \text{--- ①}$$

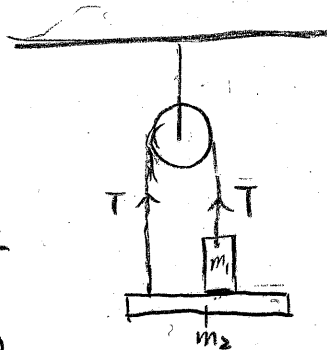


For the platform (m_2), the force diagram is ($\vec{a} = 0$)

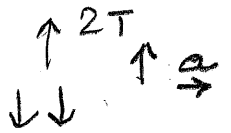
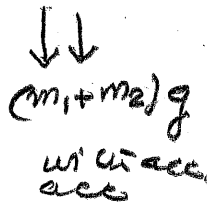


$$\Rightarrow \hat{y}: T = m_2 g + N_R = m_2 g + m_1 g - T \quad \text{--- ②}$$

$$T = \frac{1}{2} (m_1 + m_2) g = 441 \text{ N} \#$$



No acc.



(ii) If the painter has $\vec{a} = 0.4 \text{ m/s}^2$, eqs. ① ② can be written as

$$\text{Eq ①} \Rightarrow N + T - m_1 g = m_1 a \Rightarrow \text{①} + \text{②} \Rightarrow 2T - (m_1 + m_2) g = (m_1 + m_2) a$$

$$\text{Eq ②} \Rightarrow T - N - m_2 g = m_2 a$$

$$T = \frac{1}{2} (m_1 + m_2) (g + a)$$

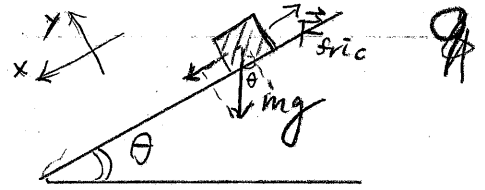
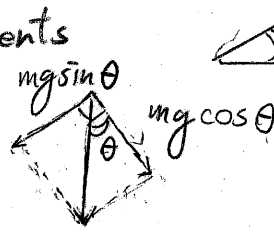
$$= \frac{1}{2} (75 + 15) (9.8 + 0.4) = 459 \text{ N} \#$$

4-13

$\mu_s = 0.5$ (coefficient of max. static friction)

We can separate the forces into x, y components

$$\left\{ \begin{array}{l} x\text{-direction: } mg \sin \theta \hat{x} - f_s \hat{x} = 0 \\ y\text{-direction: } N \hat{y} - mg \cos \theta \hat{y} = 0 \end{array} \right.$$

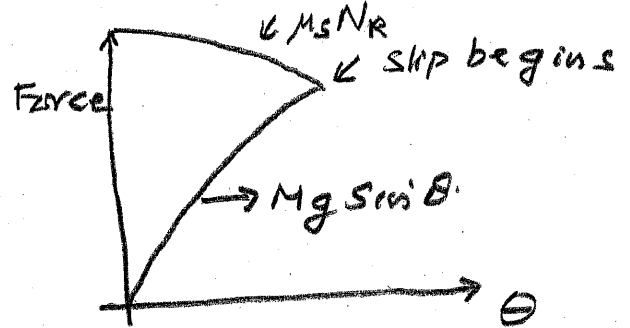


Before the block slides, the friction will reach its maximum value

$$\vec{F} = -\mu_s N \hat{x}$$

$$\Rightarrow \left\{ \begin{array}{l} N = mg \cos \theta \\ mg \sin \theta = \mu_s N = \mu_s mg \cos \theta \end{array} \right.$$

$$\Rightarrow \tan \theta = \mu_s = 0.5 \Rightarrow \theta = 26.6^\circ \quad \#$$



4-14

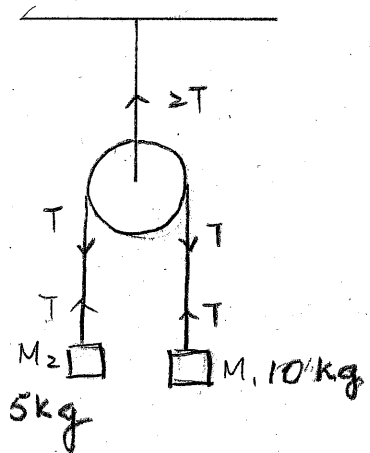
(i) For M_1, M_2 , we have the Newton's eqs.

$$\left\{ \begin{array}{l} M_1 \hat{y} - M_1 g \hat{y} = -M_1 a \hat{y} \quad \text{--- (1)} \\ T \hat{y} - M_2 g \hat{y} = M_2 a \hat{y} \quad \text{--- (2)} \end{array} \right. \quad \begin{array}{l} \vec{a}_1 = -a \hat{y} \\ \vec{a}_2 = a \hat{y} \end{array}$$

eq (2) - eq (1)

$$\Rightarrow (M_1 - M_2)g = (M_1 + M_2)a$$

$$\Rightarrow \vec{a} = \frac{(M_1 - M_2)}{(M_1 + M_2)} g = 3.267 \text{ m/s}^2 \Rightarrow \left\{ \begin{array}{l} \vec{a}_1 = -3.267 \text{ m/s}^2 \hat{y} \\ \vec{a}_2 = 3.267 \text{ m/s}^2 \hat{y} \end{array} \right.$$



(ii) From (1), we have

$$T = M_1(g - a) = 10[9.8 - 3.27] = 65.3 \text{ N}$$

(iii) Since the net force on the pulley is zero, we can obtain

$$\vec{T}_{\text{rope}} = 2T \hat{y} = 130.6 \text{ N} \quad \#$$

For 1-dim. motion, we have the equation for displacement Δy

$$\Delta y = v_0 t + \frac{1}{2} a t^2$$

In this case, $v_0 = 0$, $t = 2s$, $\vec{a}_z = 3.267 \text{ m/s}^2 \hat{y}$

$$\Delta y = \frac{1}{2} \times (3.267 \text{ m/s}^2) (2s)^2 = \underline{6.534 \text{ m}} \quad \#$$

M_2 will move 6.534 m upwards.

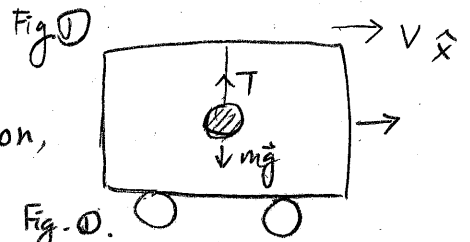
4-16

(1) If the car moves at a uniform velocity $v \hat{x}$,

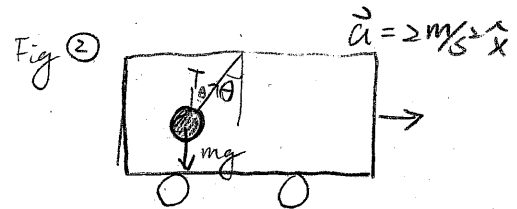
there's no acceleration for the pendulum in the x direction,

so it will also move with the velocity $v \hat{x}$ as shown in Fig. ①.

$$\text{And, } \vec{F} = T \hat{y} - mg \hat{y} = 0$$



(2) If the car has a uniform acceleration $\vec{a} = 2 \text{ m/s}^2 \hat{x}$, the mass will also have the same acceleration in the x-direction.



$$\vec{a} = 2 \text{ m/s}^2 \hat{x}$$

The Newton's eqs would be

$$M \vec{a} = \sum \vec{F}_i \text{ at each pt. at time}$$

$$\left\{ \begin{array}{l} \text{x-direction: } \vec{F}_x = T \sin \theta \hat{x} = m \times (2 \text{ m/s}^2) \hat{x} \quad \text{--- ①} \\ \text{y-direction: } \vec{F}_y = T \cos \theta \hat{y} - mg \hat{y} = 0 \end{array} \right.$$

$$\Rightarrow T \cos \theta = mg \quad \text{--- ②}$$

Thus, we have ①

$$\Rightarrow \tan \theta = \frac{2}{g} = 0.2041$$

$$\theta = \underline{11.54^\circ} \quad \#$$

Note In case 2 this is no longer an inertial system. As soon as you see that the pendulum is not vertical you know that system must be accelerating.