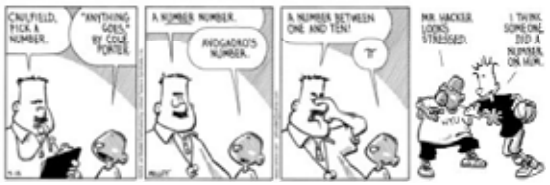
September 29, 2010 Physics 121 Prof. E. F. Redish

■ **Theme Music:** Left Sock Theory

Do the Math

■ **Cartoon:** Jef Mallett

Frazz



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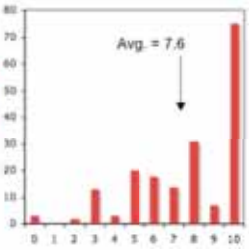
Quiz 3

	3.1	3.2	3.3	3.4
a	2%	1%	1%	0%
b	4%	4%	93%	14%
c	17%	20%	3%	63%
d	2%	69%	3%	0%
e	68%	6%	1%	18%
ae	1%	0%	0%	0%
be	0%	0%	0%	4%
ce	7%	0%	0%	0%



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Newton 2 is a vector equation

- We have sort of been assuming that up and down forces were independent of sideways forces.
- This tests out true in detail. It means N2 is a vector equation:

$$\vec{a} = \vec{F}^{net} / m$$

- A vector equation is a way of writing 2 equations at once:

$$a_x = F_x^{net} / m \qquad a_y = F_y^{net} / m$$

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Our velocity and acceleration definitions generalize easily

$$\langle \vec{v} \rangle = \frac{\Delta \vec{r}}{\Delta t} \qquad \Delta \vec{r} = \vec{r}_f - \vec{r}_i$$

$$\langle \vec{a} \rangle = \frac{\Delta \vec{v}}{\Delta t} \qquad \Delta \vec{v} = \vec{v}_f - \vec{v}_i$$

$$\langle v_x \rangle = \frac{\Delta x}{\Delta t} \qquad \langle v_y \rangle = \frac{\Delta y}{\Delta t}$$

$$\langle a_x \rangle = \frac{\Delta v_x}{\Delta t} \qquad \langle a_y \rangle = \frac{\Delta v_y}{\Delta t}$$

If a is constant

$$\langle v \rangle = \frac{v_i + v_f}{2}$$

for either v_x or v_y.

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Recap: Coordinates and Vectors

- Set up a coordinate system
  - Pick an origin
  - Pick 3 perpendicular directions
  - Choose a measurement scale
- Each point in space in then specified by three numbers: the x, y, and z coordinates.
- The position vector for a particular position is an arrow drawn from the origin to that position.

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Recap: Motion in a plane (2-dimensional coordinates)

- We now have 2 directions to specify. We must
  - Choose a reference point (origin)
  - Pick 2 perpendicular axes (x and y)
  - Choose a scale
- We specify our x and y directions by drawing little arrows of unit length in their positive direction.

$$\hat{i}, \hat{j}$$

- A position specified by a point (x,y) is written

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

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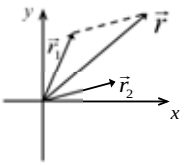
Adding Vectors: Meaning

- A position vector, $\vec{r}$, represents a displacement from the origin.
- We define the sum of two vectors as the results of their successive displacements.

$$\vec{r} = \vec{r}_1 + \vec{r}_2$$

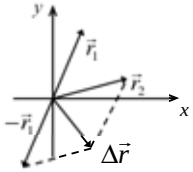


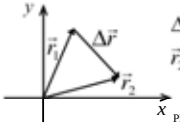
Subtracting Vectors: Meaning

- We define the difference of two vectors from the definition of sum.

$$\Delta\vec{r} = \vec{r}_2 - \vec{r}_1 = \vec{r}_2 + (-\vec{r}_1)$$

- Or: The difference is what has to be added to the first to give the second.



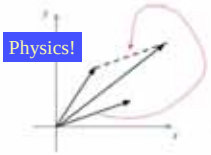


$$\Delta\vec{r} = \vec{r}_2 - \vec{r}_1$$
$$\vec{r}_2 = \vec{r}_1 + \Delta\vec{r}$$

Adding Vectors: Methods

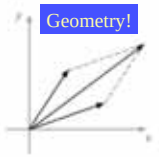
- There are 3 mathematical ways to add vectors

Physics!



head to tail

Geometry!



parallelogram rule

Algebra!

$$\vec{r}_1 = x_1\hat{i} + y_1\hat{j}$$
$$\vec{r}_2 = x_2\hat{i} + y_2\hat{j}$$
$$\vec{r}_1 + \vec{r}_2 = x_1\hat{i} + y_1\hat{j} + x_2\hat{i} + y_2\hat{j}$$
$$= x_1\hat{i} + x_2\hat{i} + y_1\hat{j} + y_2\hat{j}$$
$$= (x_1 + x_2)\hat{i} + (y_1 + y_2)\hat{j}$$

coordinates