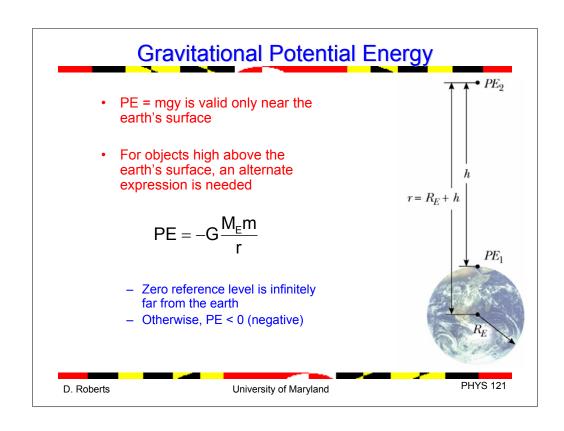


Newton's Law of Universal Gravitation

 Every particle in the Universe attracts every other particle with a force that is directly proportional to the product of the masses and inversely proportional to the square of the distance between them.

$$F=G\frac{m_1m_2}{r^2}$$



Escape Speed

- The escape speed is the speed needed for an object to soar off into space and not return
- Initial Energy:
- Really far from the earth $(r \rightarrow \infty)$, PE \rightarrow 0. To "escape", object needs to get infinitely far away. To just barely escape, it will slow down to zero at $r = \infty$, so KE = 0. This means total energy = 0:
- For the earth, v_{esc} is about 11.2 km/s
- Note, v is independent of the mass of the object

$$E_i = KE + PE$$
$$= \frac{1}{2}mv^2 - G\frac{M_E m}{R_E}$$

$$0 = \frac{1}{2}mv^2 - G\frac{M_E m}{R_E}$$

$$\frac{1}{2}mv^2 = G\frac{M_E m}{R_E}$$

$$\frac{1}{2}mv^2 = G\frac{M_E m}{R_E}$$

$$v_{esc} = \sqrt{\frac{2GM_E}{R_E}}$$

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Kepler's Laws

- All planets move in elliptical orbits with the Sun at one of the focal points.
- A line drawn from the Sun to any planet sweeps out equal areas in equal time intervals.
- The square of the orbital period of any planet is proportional to cube of the average distance from the Sun to the planet.

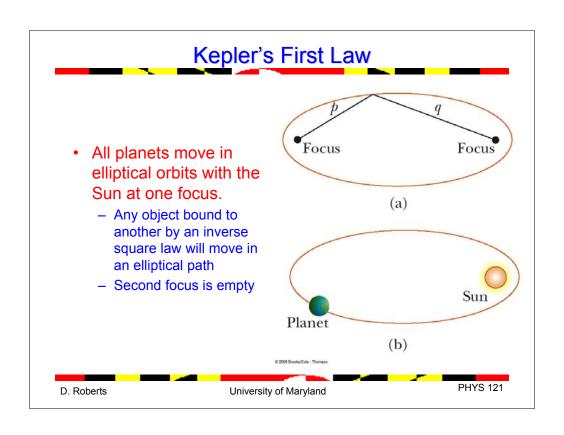
$$-T^2 \propto r^3$$

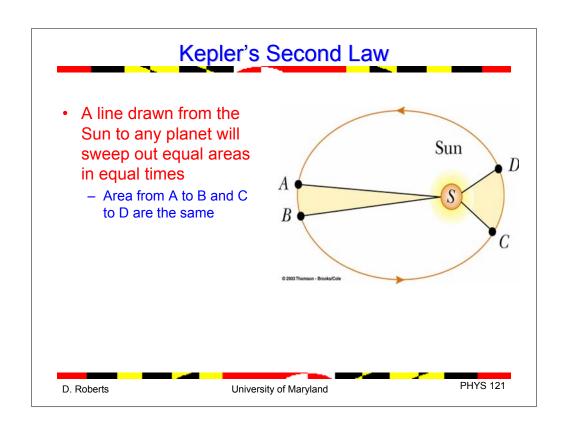
Kepler's Laws, cont.

 Based on observations made by Tycho Brahe



 Newton later demonstrated that these laws were consequences of the gravitational force between any two objects together with Newton's laws of motion



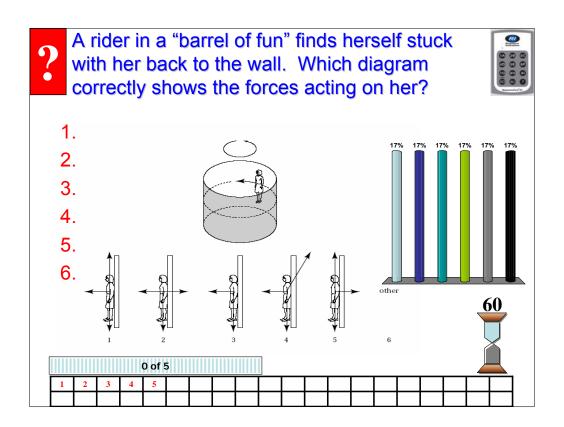


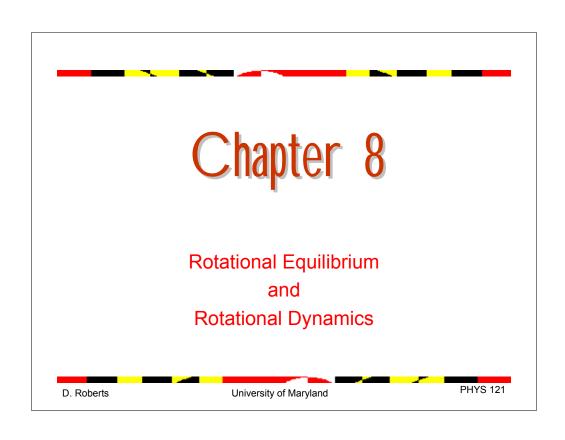
Kepler's Third Law

 The square of the orbital period of any planet is proportional to cube of the average distance from the Sun to the planet.

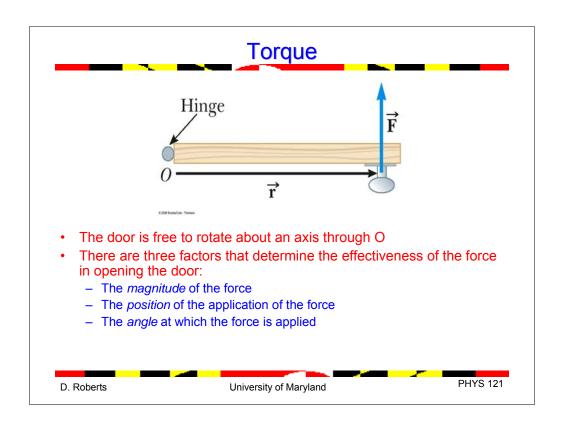
$$T^2 = Kr^3$$

- For orbit around the Sun, K = K_S = 2.97x10⁻¹⁹ s²/m³
- K is independent of the mass of the planet





Force vs. Torque Forces cause accelerations Torques cause angular accelerations Force and torque are related D. Roberts University of Maryland PHYS 121





- Torque, τ , is the tendency of a force to rotate an object about some axis
 - $\Box \tau = r F$
 - τ is the torque
 symbol is the Greek tau
 - F is the force
 - r is the length of the position vector
- SI unit is N·m

Direction of Torque

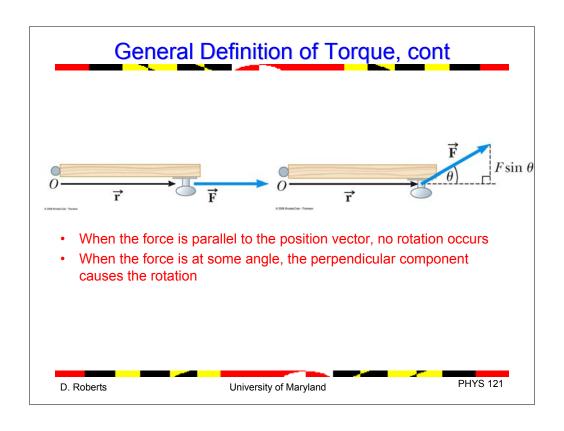
- Torque is a vector quantity
 - The direction is perpendicular to the plane determined by the position vector and the force
 - If the turning tendency of the force is counterclockwise, the torque will be positive
 - If the turning tendency is clockwise, the torque will be negative

Multiple Torques

- When two or more torques are acting on an object, the torques are added
 - As vectors
- If the net torque is zero, the object's rate of rotation doesn't change

General Definition of Torque

- The applied force is not always perpendicular to the position vector
- The component of the force *perpendicular* to the object will cause it to rotate

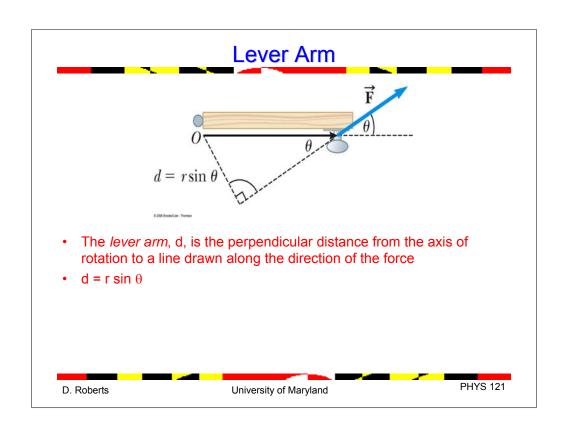


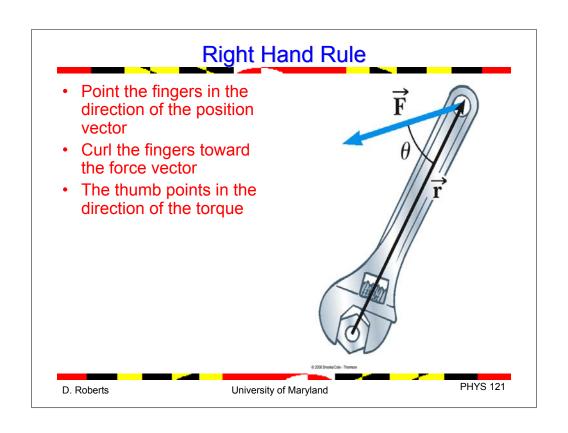
General Definition of Torque, final

• Taking the angle into account leads to a more general definition of torque:

 $\Box \ \tau = r \ F \ sin \ \theta$

- F is the force
- r is the position vector
- $\boldsymbol{\theta}$ is the angle between the force and the position vector





Net Torque

- The net torque is the sum of all the torques produced by all the forces
 - Remember to account for the direction of the tendency for rotation
 - · Counterclockwise torques are positive
 - · Clockwise torques are negative

Torque and Equilibrium

- · First Condition of Equilibrium
 - The net external force must be zero

$$\Sigma \vec{\mathbf{F}} = 0$$
 or $\Sigma \vec{\mathbf{F}}_x = 0$ and $\Sigma \vec{\mathbf{F}}_y = 0$

- This is a necessary, but not sufficient, condition to ensure that an object is in complete mechanical equilibrium
- This is a statement of translational equilibrium

Torque and Equilibrium, cont

- To ensure mechanical equilibrium, you need to ensure rotational equilibrium as well as translational
- The Second Condition of Equilibrium states
 - The net external torque must be zero

$$\Sigma \vec{\tau} = 0$$

