

November 19, 2013      Physics 131      Prof. E. F. Redish

## ■ Theme Music: Bruce Springsteen

### *Working on a Dream*

## ■ Cartoon: Pat Brady

### *Rose is Rose*



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## Foothold ideas:

### Matter Current (incompressible)

- $Q = \text{Current} = (\text{volume crossing a surface})/s$

$$[Q] = \text{m}^3/\text{s}$$

$$\bar{Q} = \frac{(A\Delta\vec{x})}{\Delta t} = \frac{(A\vec{v}\Delta t)}{\Delta t} = A\vec{v}$$

- Conservation of matter:

“What goes in must come out.”

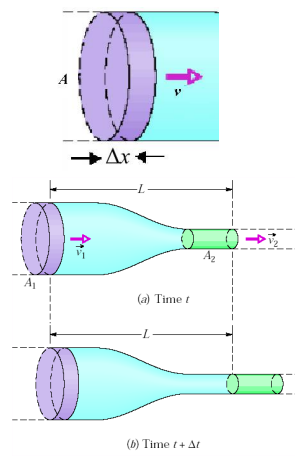
$$\Delta V_{in} = \Delta V_{out}$$

$$A_1(v_1\Delta t) = A_2(v_2\Delta t)$$

$$Q = Av = \text{constant}$$

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## Remember: Viscous Drag

- A fluid flowing in a pipe doesn't slip through the pipe frictionlessly.
- The fluid sticks to the walls moves faster at the middle of the pipe than at the edges.  
As a result, it has to "slide over itself" (shear).
- There is friction between layers of fluid moving at different speeds that creates a viscous drag force, trying to reduce the sliding.
- The drag is proportional to the speed and the length of pipe.

$$F_{drag} = 8\pi\mu Lv$$

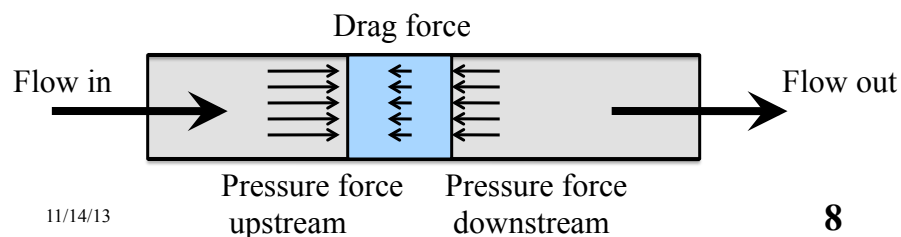
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## Implication: Pressure drop

- If we have a fluid moving at a constant rate and there is drag, N2 tells us there must be another force to balance the drag.
- The internal pressure in the fluid must drop in the direction of the flow to balance drag.

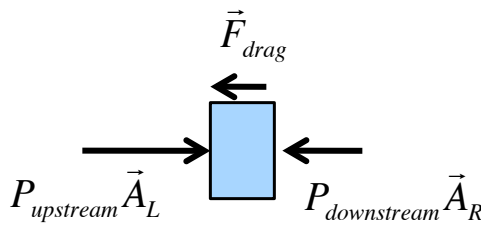


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## The Hagen-Poiseuille Law

- If the pressure drop balances the drag (and thereby maintains a constant flow) N2 tells us



$$\Delta P A = 8\pi\mu L v$$

$$\Delta P A = 8\pi\mu L \left( \frac{Q}{A} \right)$$

$$\Delta P = \left( \frac{8\pi\mu L}{A^2} \right) Q = \left( \frac{8\mu L}{\pi R^4} \right) Q$$

$$\Delta P = ZQ$$

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## Energy

- N2 tells us that a force can change an object's velocity in one of two ways:
  - It can change the speed
  - It can change the direction
- Analyzing changes in speed leads us to study energy.
- Analyzing changes in direction leads us to study rotations.

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## Kinetic Energy and Work

■ Consider an object moving along a line feeling a single force,  $F$ . When it moves a distance  $\Delta x$ , how much does its speed change?

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

$$\frac{\Delta v}{\Delta t} = \frac{F^{net}}{m}$$

$$\frac{\Delta v}{\Delta t} \Delta x = \frac{F^{net}}{m} \Delta x$$

$$\Delta v \frac{\Delta x}{\Delta t} = \frac{F^{net} \Delta x}{m}$$

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$$\Delta v \frac{\Delta x}{\Delta t} = \frac{F^{net} \Delta x}{m}$$

$$\langle v \rangle \Delta v = \frac{F^{net} \Delta x}{m}$$

$$\frac{v_i + v_f}{2} (v_f - v_i) = \frac{F^{net} \Delta x}{m}$$

$$\frac{1}{2} (v_f^2 - v_i^2) = \frac{F^{net} \Delta x}{m}$$

$$\frac{1}{2} m (v_f^2 - v_i^2) = F^{net} \Delta x$$

### Definitions:

Kinetic energy =  $\frac{1}{2} m v^2$

Work done by a force  $F = F \Delta x$

Result

$$\Delta\left(\frac{1}{2} m v^2\right) = F^{net} \Delta x$$

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## Foothold ideas: Kinetic Energy and Work



- Newton's laws tell us how velocity changes.

The Work-Energy theorem tells us how speed (independent of direction) changes.

- Kinetic energy =  $\frac{1}{2}mv^2$
- Work done by a force =  $F_x\Delta x$  or  $F_{\parallel}\Delta r$   
(part of force  $\parallel$  to displacement)
- Work-energy theorem:  $\Delta(\frac{1}{2}mv^2) = F_{\parallel}^{net}\Delta r$

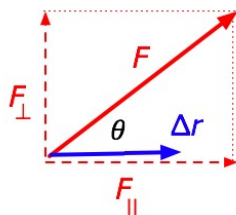
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## Work in another direction: The dot product

- Suppose we are moving along a line, but the force we are interested in is pointed in another direction? (How can this happen?)
- Only the part of the force in the direction of the motion counts to change the speed (energy).



$$\text{Work} = F_{\parallel} \Delta r = F \cos \theta \Delta r \equiv \vec{F} \cdot \Delta \vec{r}$$

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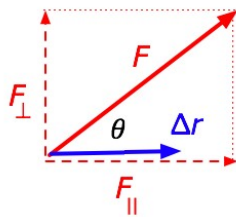
## Dot products in general

$$F_{\parallel} \Delta r \equiv \vec{F} \cdot \Delta \vec{r} \qquad \vec{F} \cdot \Delta \vec{r} = F \cos \theta \Delta r$$

In general, for any two vectors  
that have an angle  $\theta$  between them,  
the dot product is defined to be

$$\vec{a} \cdot \vec{b} = ab \cos \theta$$

$$\vec{a} \cdot \vec{b} = a_x b_x + a_y b_y$$



The dot product is a scalar.  
Its value does not depend on the  
coordinate system we select.

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