

Paradigms we will use

- Block on Inclined Plane (Energy Conservation)
- Porsche (Power)
- Braking Car (Kinematics)
- Lifting a box (Equilibrium)
- Circuit (Resistance, Current, Capacitance and Voltage)
- Charge in Capacitor (Electric Forces)
- Water Tank (Fluids)
- Wave (Waves and Sound)
- Ball hitting wall (Optics – reflection)
- Cart going into sand (Optics – refraction)
- ^{14}C (Radioactivity and Half-life)

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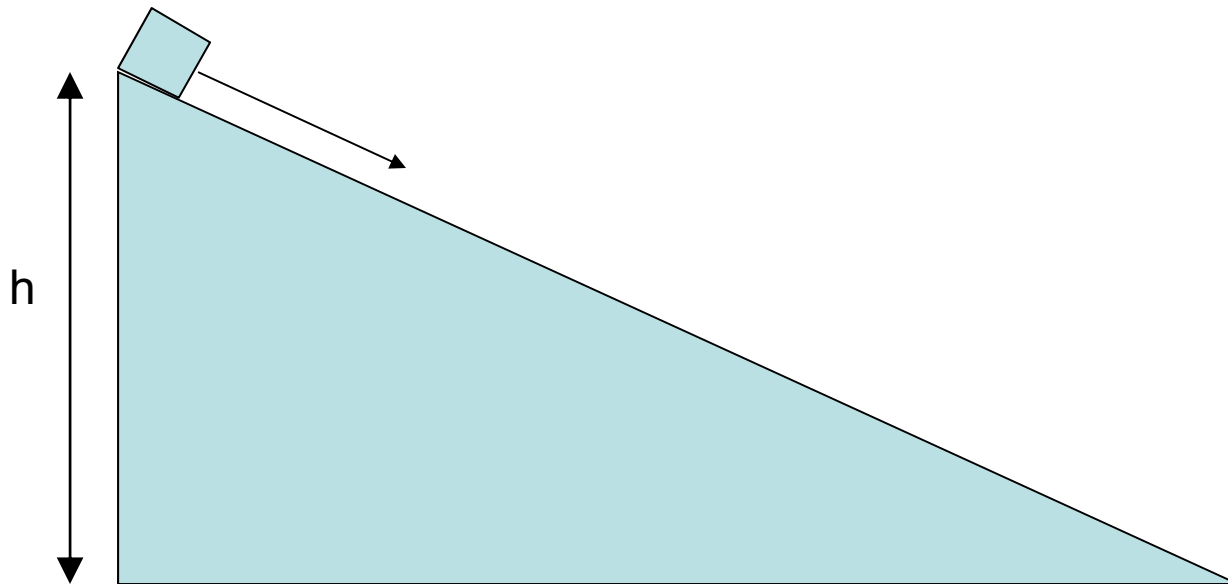
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Block on Inclined Plane Paradigm

- This is a paradigm for conservation of energy. This is the easiest way to work a problem – if it works.

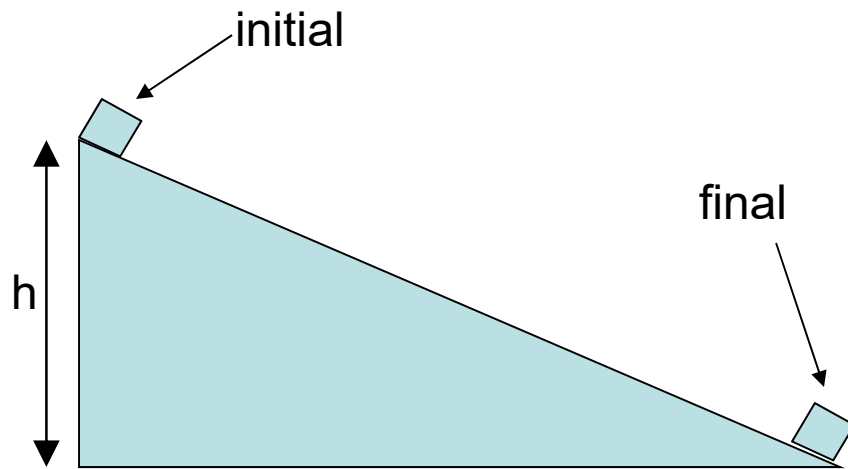
- Energy and work: $E_{initial} = E_{final}$
 $E = KE + PE$
 $PE = mgh$
 $KE = \frac{1}{2}mv^2$

Block on Inclined Plane Paradigm



- There is no friction.

Block on Inclined Plane Paradigm



$$E_{initial} = 0 + mgh$$

$$E_{final} = \frac{1}{2}mv_f^2 + 0$$

$$\frac{1}{2}mv_f^2 = mgh$$

$$v_f = \sqrt{2gh}$$

Block on Inclined Plane Paradigm

- As long as there is no friction, the path between start and finish doesn't matter.
 - Free fall is the same as sliding down something without friction in terms of what the final velocity will be.
- For springs the PE is $\frac{1}{2}kx^2$. You can use this in place of, or in addition to the gravitational PE.

Block on Inclined Plane Paradigm

- Use this technique whenever possible.
Key things to look for:
 - Only conservative forces involved (usually gravity, electric forces, and springs.)
 - Time is not involved in the problem, you have just an initial state and a final state.
 - Usually just one object is moving.

Possible biologically related systems

- A spring-loaded lancet is used to pierce a fingertip. How fast is it going when it hits the end of the finger?
- A person is injured by falling off of a wall. How fast were they going when they hit?

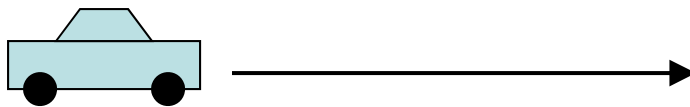
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Porsche Paradigm

- Power:

$$P = \frac{\Delta E}{\Delta t} = \frac{\Delta W}{\Delta t}$$



(Porsche speeding up)

Porsche Paradigm

- It can go from 0 to 60 in 3 seconds, what is the power?

$$P = \frac{\Delta E}{\Delta t} = \frac{K_f - K_i}{\Delta t} = \frac{\frac{1}{2}mv^2}{\Delta t}$$

- $m \sim 1500 \text{ kg}$, $v \sim 25 \text{ m/s}$, so $P = \frac{\frac{1}{2}(1500)(25)^2}{3} \sim 150,000 \text{ W}$
- $P \sim 210 \text{ HP}$
- Divide whatever change in energy you have by the time interval. That is the power, the rate at which energy changes.
You don't use this for electrical power in circuits,
although it works at the microscopic level.

Work done

- Important ideas:
 - Work-Kinetic Energy relation:
 - $\Delta KE = W_{net} = \left(\frac{1}{2}mv_f^2 - \frac{1}{2}mv_i^2 \right) = \Sigma W$
 - Definition of Work (units: Joules):
 - $W = Fd \cos \theta$
 - If you have a conservative force, then
 - $|W| = \Delta PE$

Power expended

- Important ideas:
 - Power is the rate of doing work (units: Joules/sec or Watts)
 - Since $P = \frac{W}{\Delta t}$, then the work done is $W = P\Delta t$.
 - If an object is moving at speed v , then the power acting on it instantaneously is
 - $P = \frac{W}{\Delta t} = \frac{F\Delta x}{\Delta t} = F \frac{\Delta x}{\Delta t} = Fv$

Possible biologically related systems

- How many Calories do you burn climbing to the top of a tall tower?
- How many horsepower can a person exert if they run up a short flight of stairs?
- How deeply will a biopsy needle penetrate, given the compression of the spring shooting it?

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Braking Car Paradigm

- This paradigm is for kinematics – description of motion.
- This is used when the following quantities are involved:
 - Position
 - Velocity
 - Force
 - Time
 - Acceleration

Braking Car Paradigm

- Basic Equations: $v = v_0 + a t$

$$x = x_0 + v_0 t + \frac{1}{2} a t^2$$

$$v^2 - v_0^2 = 2a(x - x_0)$$

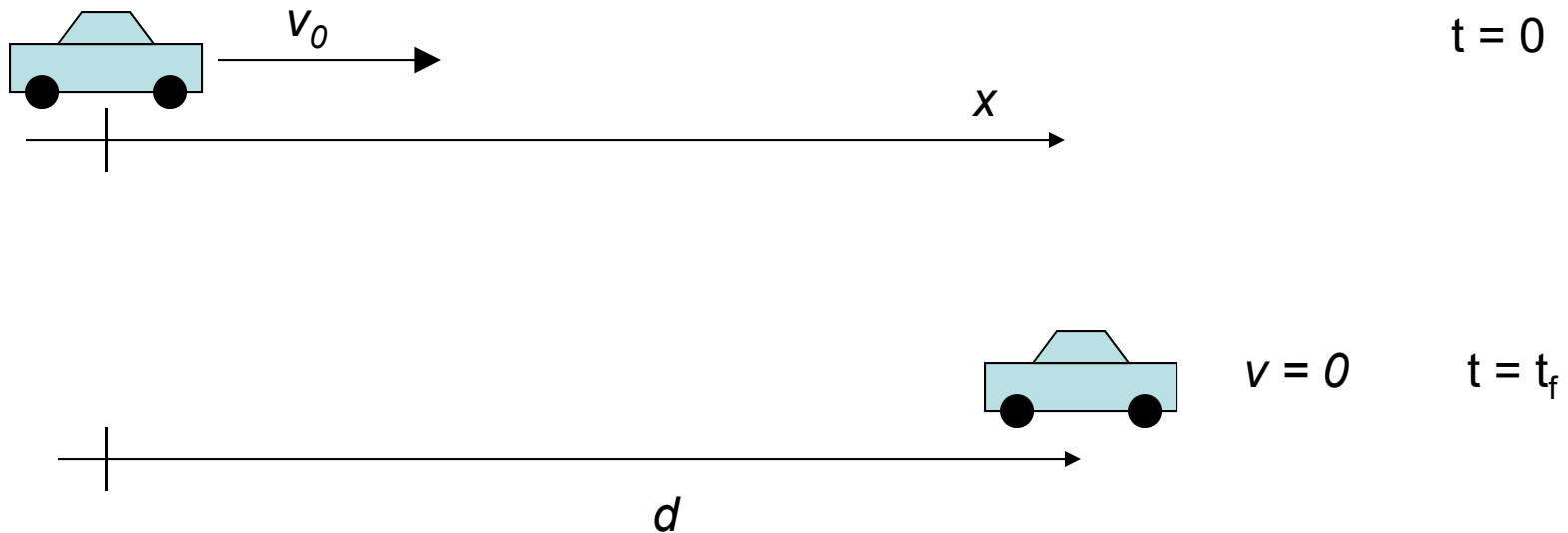
$$\Sigma \vec{F} = m\vec{a} \Rightarrow F = ma$$

$$W = mg$$

$$F_f = \mu N$$

Braking Car Paradigm

- Typical Problem:



Possible questions:

- What is the acceleration?

$$v^2 - v_0^2 = 2a(x - x_0)$$

$$-v_0^2 = 2ad$$

$$a = \frac{-v_0^2}{2d}$$

- What is the coefficient of friction?

$$F_f = ma \quad (= \Sigma F)$$

$$\mu mg = ma$$

$$\mu = \frac{a}{g}$$

Possible questions:

- How big is the frictional force?

$$a = \frac{(v - v_0)}{(t_f - t_0)} = \frac{-v_0}{t_f}$$

$$F = ma$$

- Given μ and d , what was v_0 ?

$$\mu mg = ma \Rightarrow \mu g = a$$

$$-v_0^2 = 2ad$$

$$v_0 = \sqrt{2\mu g d}$$

Braking Car Paradigm

- Remember – this is for anything speeding up or slowing down, whether horizontally or vertically.
- Use whichever equations have the right variables in them.
- Make sure that conservation of energy is not the easier way to do it.

Biologically related problems

- How long does it take a nerve impulse to travel the length of a neuron?
- A person blacks out at an acceleration higher than 7 g. How long would it take a car to go from 0-60 mph with that acceleration? How far would it travel?
 - (0.4 sec, 5 m)
- A person lands after a fall high. Their legs bend when they land. How much force do their legs have to exert when they stop? Will they break their legs?

Aside – Newton's Laws

- A number of conceptual questions address Newton's Laws directly, not in the context of kinematics.
- In many ways Newton's first law is conceptually the hardest.
 - When an object has no net force acting on it, then it moves at a constant speed in a straight line.
 - It does not take a force to keep something moving!

An Example:

- A skydiver jumps out of a plane. His speed increases until he reaches terminal velocity. How big is the force of air resistance on him at first?
 - Greater than mg .
 - Equal to mg .
 - Less than mg .

Another Example:

- A skydiver jumps out of a plane. His speed increases until he reaches terminal velocity. How big is the force of air resistance on him after he reaches terminal velocity?
 - Greater than mg .
 - Equal to mg .
 - Less than mg .

Still Another Example:

- A monkey slides down a vine. At the time he reaches velocity v , he starts to tighten his grip on the vine. The frictional force increases with time. At the time that the force of friction equals his weight,
 - He moves with constant speed down the vine.
 - He stops.
 - He starts to move upward.