# **PHYSICS I**

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## **Circular Motion**

### Uniform Circular Motion, Acceleration

A particle moves with a constant speed in a circular path of radius r with an acceleration.

The magnitude of the acceleration is given by

$$a_c = \frac{v^2}{r}$$

• The centripetal acceleration,  $\vec{\mathbf{a}}_c$ , is directed toward the center of the circle.

The centripetal acceleration is always perpendicular to the velocity.

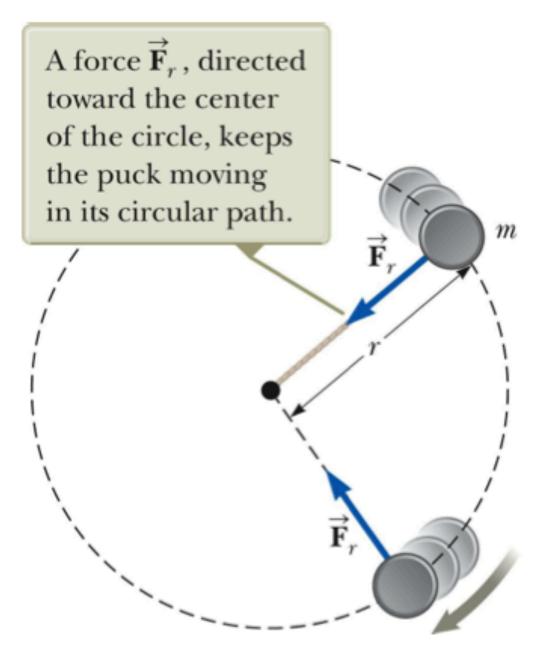
#### Uniform Circular Motion, Force

A force,  $\vec{F}_r$ , is associated with the centripetal acceleration.

The force is also directed toward the center of the circle.

Applying Newton's Second Law along the radial direction gives

$$\sum F = ma_c = m\frac{v^2}{r}$$



#### Conical Pendulum

The object is in equilibrium in the vertical direction .

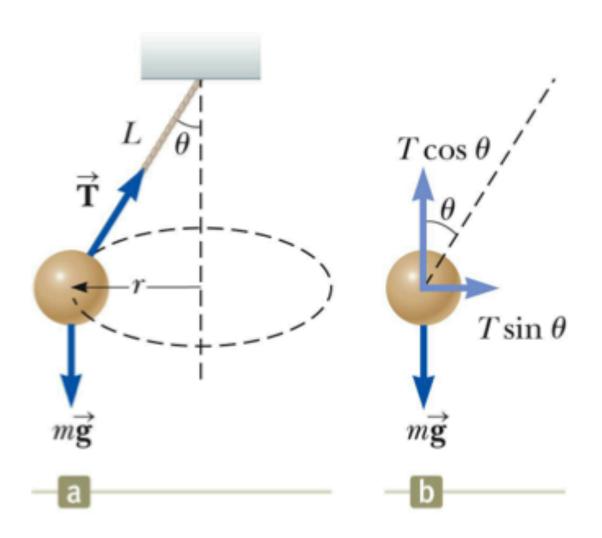
It undergoes uniform circular motion in the horizontal direction.

• 
$$\sum F_y = 0 \rightarrow T \cos \theta = mg$$

$$F_x = T \sin \theta = m a_c$$

v is independent of m

$$v = \sqrt{Lg\sin\theta\tan\theta}$$



#### Horizontal (Flat) Curve

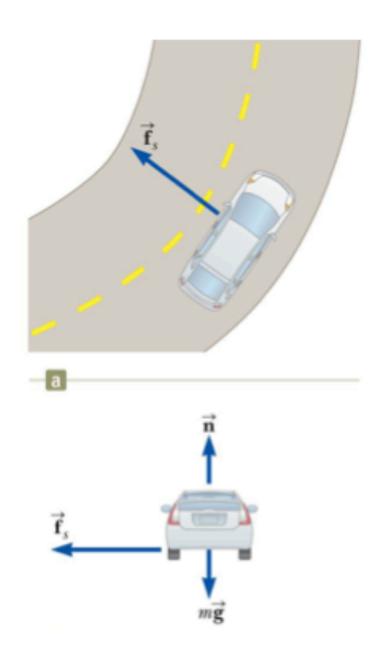
Model the car as a particle in uniform circular motion in the horizontal direction.

Model the car as a particle in equilibrium in the vertical direction.

The force of static friction supplies the centripetal force.

The maximum speed at which the car can negotiate the curve is:

$$v = \sqrt{\mu_s gr}$$



#### Non-Uniform Circular Motion

The acceleration and force have tangential components.

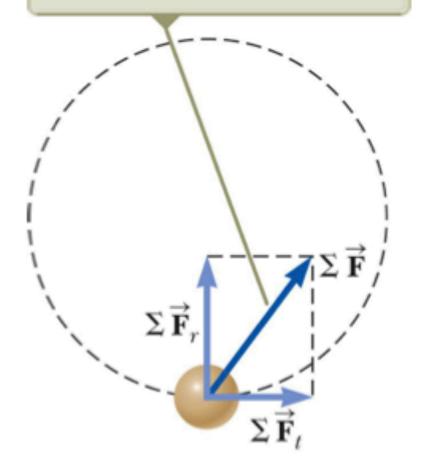
 $\vec{\mathbf{F}}_r$  produces the centripetal acceleration

 $\vec{\mathbf{F}}_t$  produces the tangential acceleration

The total force is

$$\sum \vec{\mathbf{F}} = \sum \vec{\mathbf{F}}_t + \sum \vec{\mathbf{F}}_t$$

The net force exerted on the particle is the vector sum of the radial force and the tangential force.



#### Vertical Circle with Non-Uniform Speed

The gravitational force exerts a tangential force on the object.

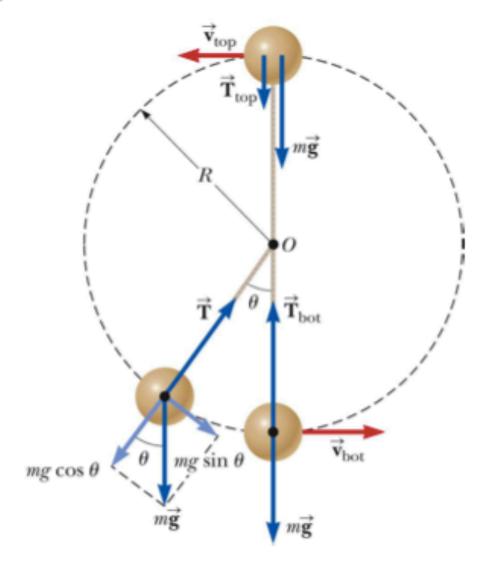
Look at the components of F<sub>g</sub>

Model the sphere as a particle under a net force and moving in a circular path.

Not uniform circular motion

The tension at any point can be found.

$$T = mg\left(\frac{v^2}{Rg} + \cos\theta\right)$$



#### Top and Bottom of Circle

The tension at the bottom is a maximum.

$$T = mg \left( \frac{v_{bot}^2}{Rg} + 1 \right)$$

The tension at the top is a minimum.

$$T = mg \left( \frac{v_{top}^2}{Rg} - 1 \right)$$

If 
$$T_{top} = 0$$
, then

If 
$$T_{\text{top}} = 0$$
, then  $v_{\text{top}} = \sqrt{gR}$ 

#### Resistive Force Proportional To Speed, Example

Assume a small sphere of mass m is released from rest in a liquid.

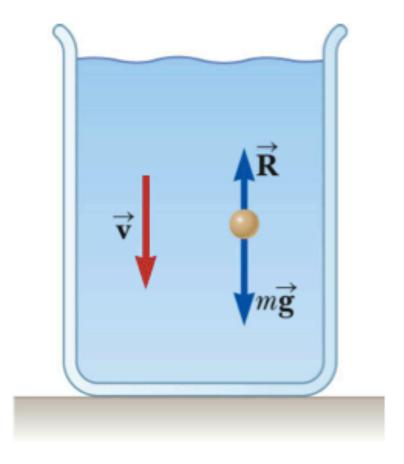
Forces acting on it are:

- Resistive force
- Gravitational force

Analyzing the motion results in

$$mg - bv = ma = m\frac{dv}{dt}$$

$$a = \frac{dv}{dt} = g - \frac{b}{m}v$$



a

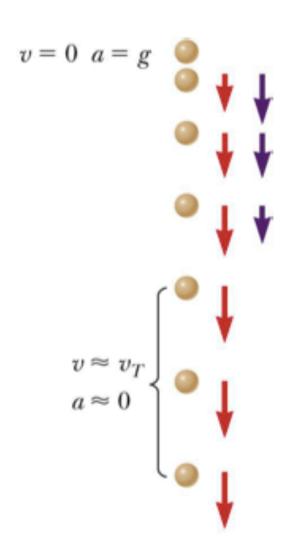
#### Resistive Force Proportional To Speed, Example, cont.

Initially, v = 0 and dv/dt = g

As t increases, R increases and a decreases

The acceleration approaches 0 when *R*→ *mg* 

At this point, *v* approaches the *terminal speed* of the object.



#### **Terminal Speed**

To find the terminal speed, let a = 0

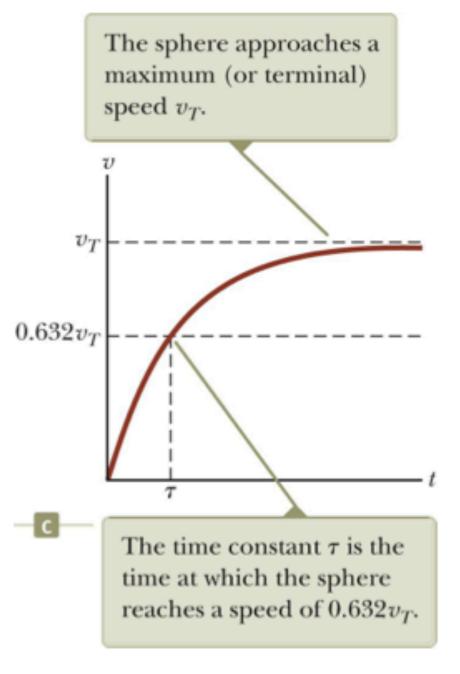
$$v_T = \frac{mg}{b}$$

Solving the differential equation gives

$$v = \frac{mg}{b} \left( 1 - e^{-bt/m} \right) = v_T \left( 1 - e^{-t/\tau} \right)$$

 $\tau$  is the *time constant* and

$$\tau = m/b$$



## Resistive Force Proportional To v2

For objects moving at high speeds through air, the resistive force is approximately equal to the square of the speed.

 $R = \frac{1}{2} DrAv^2$ 

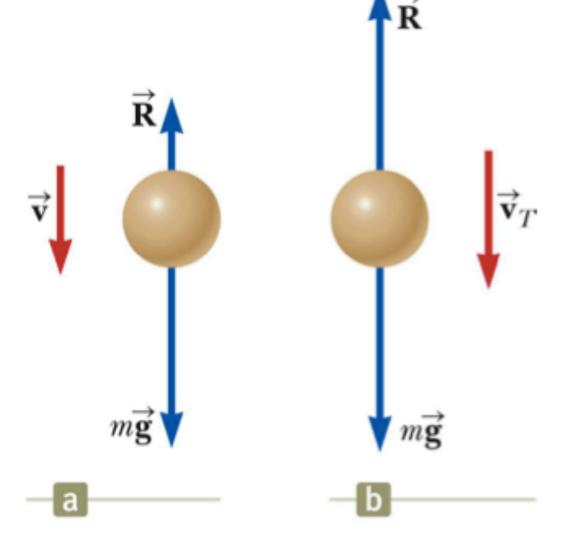
- D is a dimensionless empirical quantity called the drag coefficient.
- r is the density of air.
- A is the cross-sectional area of the object.
- v is the speed of the object.

#### Resistive Force Proportional To v<sup>2</sup>, example

Analysis of an object falling through air accounting for air resistance.

$$\sum F = mg - \frac{1}{2}D\rho Av^2 = ma$$

$$a = g - \left(\frac{D\rho A}{2m}\right)v^2$$



### Resistive Force Proportional To v<sup>2</sup>, Terminal Speed

The terminal speed will occur when the acceleration goes to zero.

Solving the previous equation gives

$$v_{T} = \sqrt{\frac{2mg}{D\rho A}}$$

