

NATURE OF MATTER \Rightarrow MATTER IS ONLY
"INTERESTING" when an interaction occurs.

①

What is matter? (Condensed "energy" $\rightarrow E=mc^2$)
 \hookrightarrow Takes up space & has "weight"

KINDS OF MATTER

size \downarrow

- Sub-atomic
- atoms
- molecules
- Solids
- planets
- stars
- galaxies
- !

Length Scale

$$1 \text{ nm} = 0.000000001 \text{ m} = 10^{-9} \text{ m}$$

$$\text{H}_2\text{O molecule} \approx 0.1 \text{ nm}$$

$$\text{Virus molecule} \approx 100 \text{ nm}$$

$$\text{Grain of sand} \approx 10^6 \text{ m}$$

$$\text{Humans} \approx 1 \text{ m}$$

$$\text{Sun} \approx 1.4 \times 10^9 \text{ m}$$

$$\text{Galaxy} \approx 10^5 \text{ lt. yr}$$

$$\approx 10^5 \text{ lt. yr} \times \frac{10^{16} \text{ m}}{\text{lt. yr}}$$

$$\approx 10^{21} \text{ m}$$

We will mostly
consider matter
from size of sand
grains to galaxies!

Focus of our
work \Rightarrow THREE
principles. THESE
ALWAYS WORK FOR
"EVERY DAY"
experiences \Rightarrow

(1) Conservation
of MOMENTUM

(2) CONSERVATION OF
ENERGY

(3) Conservation of
ANGULAR
MOMENTUM \curvearrowright

THE TEXTBOOK FOCUSES
ON THESE PRINCIPLES

Footnote: We will start by
considering day to day
experience. Newton's laws
work in this regime. Small
sized system (1nm) \Rightarrow QUANTUM
MECHANICS. VERY FAST speeds
 \Rightarrow RELATIVITY. Two of the
PROFOUND ACHIEVEMENTS of
the 20th Century!!

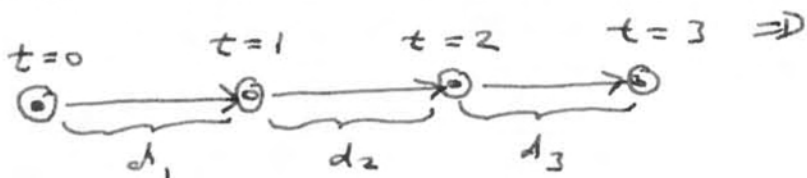
NEWTON'S FIRST LAW

(2)

(RELATED TO MOMENTUM CONSERVATION)

AN OBJECT MOVES IN A STRAIGHT LINE AT CONSTANT SPEED EXCEPT TO THE EXTENT THAT IT INTERACTS WITH OTHER OBJECTS.

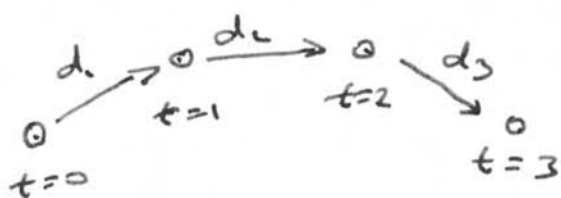
Need to be more quantitative



$$d_1 = d_2 = d_3$$

MEANS OBJECT DOES NOT INTERACT

What about this particle?



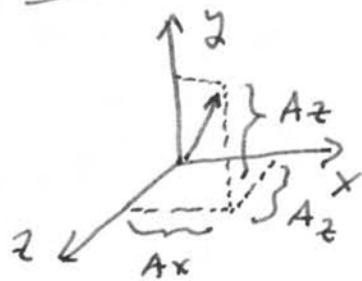
$d_1 \neq d_2 \neq d_3$ and NOT STRAIGHT LINE.

THIS PARTICLE INTERACTS

WE NEED TO FIGURE OUT A MEASURE OF THIS "INTERACTION" \Rightarrow VECTOR

VECTOR \rightarrow HAS A "MAGNITUDE" and a "DIRECTION"

Notation: \vec{A} = VECTOR A = SCALAR \leftarrow NO DIRECTION



$$\vec{A} = \langle A_x, A_y, A_z \rangle$$

\swarrow PYTHAGOREAN THEOREM

Magnitude

$$A = |\vec{A}| = \sqrt{A_x^2 + A_y^2 + A_z^2}$$

Example: $\vec{A} = \langle 4, 3, 2 \rangle = \sqrt{16 + 9 + 4} = \sqrt{29}$

Units? (\vec{A}) has units of length, e.g. meters.

TEXT BOOK'S GONE WILD →

(3)

Can \vec{A} be negative? Can \vec{A} fly?

$\vec{A} = \langle A_x, A_y, A_z \rangle$ No positive or negative for \vec{A}

Unit VECTORS

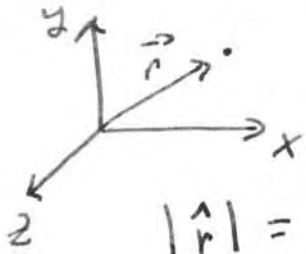
$$\vec{r} = \langle x, y, z \rangle$$

$$r = \sqrt{x^2 + y^2 + z^2}$$

Look at

$$\hat{r} = \frac{\vec{r}}{r} \Rightarrow \text{UNIT VECTOR}$$

Definition



$$|\hat{r}| = \frac{1}{r} |\vec{r}| = \frac{1}{r} \sqrt{x^2 + y^2 + z^2}$$

$$= \frac{r}{r} = 1$$

ANY VECTOR, \vec{A} , where $|\vec{A}| = 1$ is a unit vector.

SPECIAL

Unit vectors →

$$\hat{i} = \langle 1, 0, 0 \rangle$$

$$\hat{j} = \langle 0, 1, 0 \rangle$$

$$\hat{k} = \langle 0, 0, 1 \rangle$$

Any vector can be expressed like this

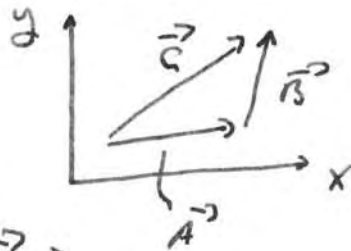
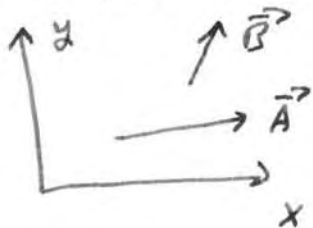
$$\vec{r} = x\hat{i} + y\hat{j} + z\hat{k}$$

MATH WITH VECTORS

$$\vec{A} + \vec{B} = \langle A_x + B_x, A_y + B_y, A_z + B_z \rangle$$

$$= \langle B_x + A_x, B_y + A_y, B_z + A_z \rangle = \vec{B} + \vec{A}$$

Graphical addition



Put tail of \vec{B} at head of \vec{A} .

$$\vec{C} = \vec{A} + \vec{B} = \vec{B} + \vec{A}$$

Try it!

Does $\vec{A} - \vec{B} = \vec{B} - \vec{A}$?

(Seriously? See book)

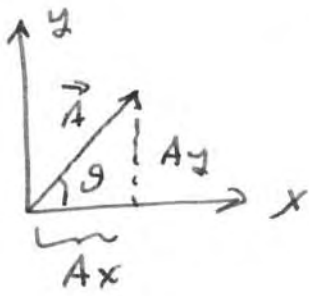
SPECIAL VECTOR

$$\vec{0} = \langle 0, 0, 0 \rangle$$

$$\vec{A} + \vec{0} = \vec{A}$$

Angles

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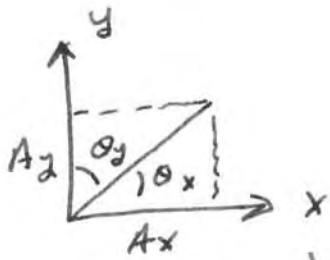


$$\cos \theta = \frac{A_x}{A} \quad \sin \theta = \frac{A_y}{A}$$

$$\cos^2 \theta + \sin^2 \theta = \frac{1}{A^2} (A_x^2 + A_y^2) = \frac{A^2}{A^2} = 1$$

SPECIAL CASE

$$|\vec{A}| = 1 \quad \boxed{\cos \theta = A_x}$$



$$\cos \theta_x = \frac{A_x}{A} \quad \cos \theta_y = \frac{A_y}{A}$$

Note: $\theta_x + \theta_y = 90$

$$\begin{aligned} \cos(90 - \theta_x) &= \cos(90)\cos(-\theta_x) + \sin(90)\sin(-\theta_x) \\ &= \sin \theta_x \end{aligned}$$

$$A_x = \cos \theta_x$$

$$A_y = \sin \theta_x$$

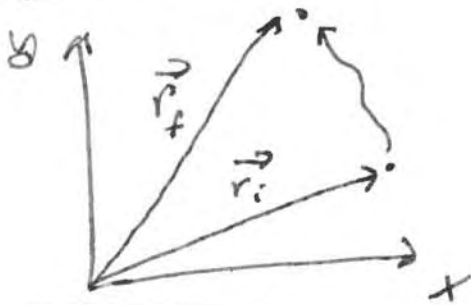
$$A_x^2 + A_y^2 = \cos^2 \theta_x + \sin^2 \theta_x = 1$$

GENERAL 3D PROBLEM

$$A_x = \cos \theta_x \quad A_y = \cos \theta_y$$

$$A_z = \cos \theta_z$$

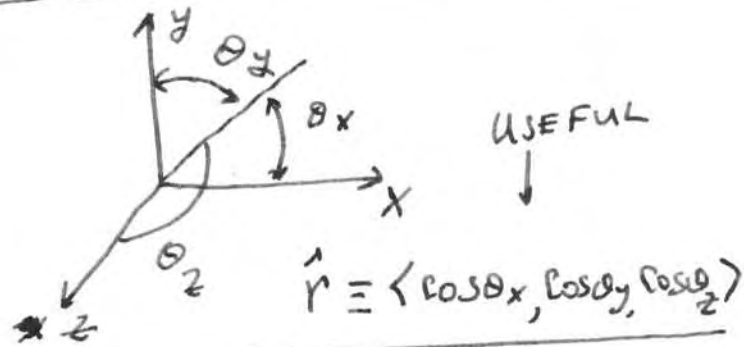
CHANGE IN VECTORS



$$\Delta \vec{r} \equiv \vec{r}_f - \vec{r}_i$$

Definition

Δr is change in position from \vec{r}_i to \vec{r}_f



USEFUL

Scalar

$$\Delta t = t_f - t_i$$

UNITS!

The book mostly uses SI units.
SI = STANDARD INTERNATIONAL
(meters, kilograms and seconds)