

QUESTION: WHAT IF  $\vec{F}$  CHANGES WITH TIME? CAN WE STILL USE  $\Delta\vec{p} = \vec{F}\Delta t$ ? L4  
P.1

ANSWER: SURE! BREAK UP THE TIME INTERVALS  $\rightarrow$

$$\Delta\vec{p} = \Delta\vec{p}_1 + \Delta\vec{p}_2 + \Delta\vec{p}_3 + \dots$$

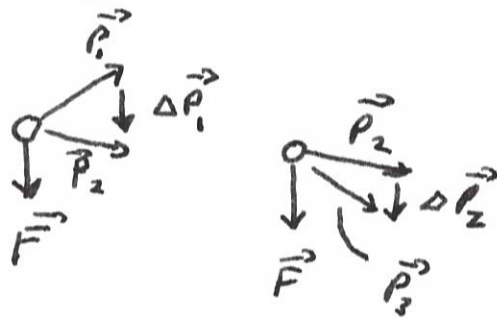
$$\Delta\vec{p}_1 = \vec{F}_1 \Delta t_1 \quad \Delta\vec{p}_2 = \vec{F}_2 \Delta t_2 \quad \Delta\vec{p}_3 = \vec{F}_3 \Delta t_3$$

where  $\vec{F}_1, \vec{F}_2, \vec{F}_3$  are constant over the  $\Delta t$ .

Usually best way is to assume  $\Delta t$  small and take  $\Delta t = \Delta t_1 = \Delta t_2 = \Delta t_3$

(UNIFORM TIME "STEP")

$\vec{F}$  can be CONSTANT and still do this.



$$\Delta\vec{p}_1 = \vec{p}_2 - \vec{p}_1 = \vec{F}\Delta t$$

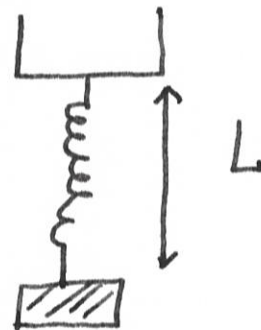
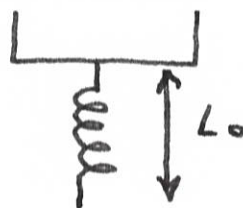
$$\Delta\vec{p}_2 = \vec{p}_3 - \vec{p}_2 = \vec{F}\Delta t$$

and so on!

EXAMPLES

SPRINGS  $\rightarrow$

The stretched spring generated a FORCE!



$$|\vec{F}_s| = k_s |s| = k_s |L - L_0|$$

$$s = L - L_0$$

$k_s$  = SPRING CONSTANT

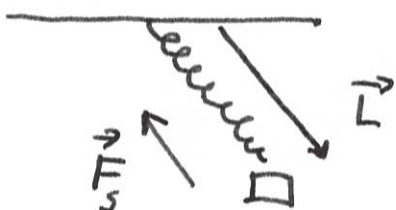
UNITS:  $\frac{N}{m}$  in SI.

Note: MAKES NO difference if SPRING IS COMPRESSED OR EXPANDED. Force (Magnitude) depends only on  $|s|$ .

# DIRECTION OF FORCE FROM A SPRING

L4

P.2

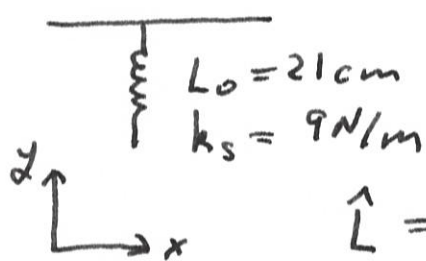


$$\vec{L} = L \hat{L} \quad s = |\vec{L}| - L_0$$

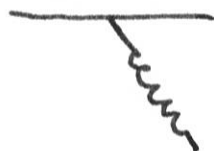
$$\boxed{\vec{F}_s = -k_s s \hat{L}} = -k_s (|\vec{L}| - L_0) \hat{L}$$

Note: Force opposes stretching or compressing.  
Pull on a spring - force wants to pull back.

## EXAMPLE:



$$\hat{L} = \frac{\vec{L}}{|\vec{L}|}$$



$$\vec{L} = \langle 0.07, -0.33 \rangle \text{ m}$$

$$|\vec{L}| = \sqrt{(0.07)^2 + (-0.33)^2} = 0.337 \text{ m}$$

$$\hat{L} = \langle 0.208, -0.979 \rangle$$

$$s = L - L_0 = 0.337 \text{ m} - 0.21 \text{ m} = 0.127 \text{ m}$$

$$\vec{F}_s = -k_s s \hat{L} = -(9)(0.127) \langle 0.208, -0.979 \rangle$$

$$= \langle -0.238, 1.12 \rangle \text{ N}$$

(Error in book  $\rightarrow$  says N/m).

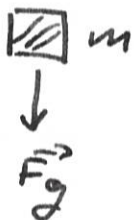
## GRAVITY

NEAR SURFACE OF THE EARTH

$$|\vec{F}_g| = mg$$

$$g = 9.8 \text{ N/kg} = 9.8 \text{ m/s}^2$$

Direction? Pretty "obvious" TOWARD THE SURFACE.



# EXAMPLE : SPRING AND GRAVITY

L4  
P.3



System: BLOCK

SURROUNDINGS : OTHER FORCES!

SPRING and EARTH

GIVEN INFORMATION

$$L_0 = 0.2 \text{ m} \quad k_s = 8 \text{ N/m}$$

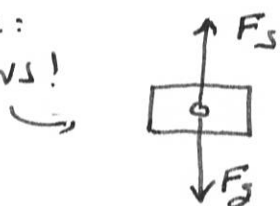
$$m = 0.06 \text{ kg}$$

INITIAL CONDITIONS →

COMPRESSED TO 1/2 length

$$L = 0.1 \text{ m} \quad P_i = 0$$

Note:  
SIGNS!



No NEED FOR VECTOR ~~NOTA~~  
NOTATION

$$L = 0.1 \text{ m}$$

$$F_s = -k_s(L - L_0)$$

$$= -8(0.1 - 0.2) = 0.8 \text{ N}$$

$$F_g = -mg = -0.06(9.8) = -0.588 \text{ N} \quad [\text{NOTE } \downarrow F_g]$$

~~MOTION~~ MOTION of BLOCK

WOULD LIKE TO KNOW  $x(t=3 \text{ sec})$ .

Let do this  $\Delta t = 0.1 \text{ sec}$  [STEP 1]

$$\Delta P_i = F_N \Delta t$$

$$\Delta P_i = P_i - P_0 = P_i = F_N \Delta t$$

$$(\text{P}_i = 0)$$

$$= [0.8 - 0.588](0.1)$$

$$= 0.0212 \text{ kg}\cdot\text{m/s}$$

WANT ~~y(t)~~  $y(t)$

$$v_{\text{avg}} = \frac{\Delta y}{\Delta t}$$

$$y_1 = y_0 + v_{\text{avg}} \Delta t$$

NOTE: BOOK TAKES  $v_{\text{avg}} \approx v_f$ . NOTE: NOT CLEAR  
THIS IS THE

"OPTIMAL" CHOICE!

$$v_f = \frac{P_f}{m} = \frac{0.0212}{0.06} = 0.353 \text{ m/s}$$

$$y_1 \approx y_0 + v_f \Delta t = 0.1 + (0.353)(0.1) = 0.135 \text{ m}$$

~~Δy~~  $\Delta y \approx 0.035 \text{ m}$  is a pretty big ~~cm~~ change

Likely  $\Delta t$  is TOO LARGE! (OK for now)

$$|L| = 0.135 \text{ m}$$

[STEP 2]

$$F_s = -k_s(L - L_0) = -8(0.135 - 0.2) = +0.520 \text{ N} \quad (\text{SMALLER THAN STEP 1})$$

$$F_g = -mg = -0.588 \text{ N} \quad (\text{SAME})$$

$$\Delta P = P_2 - P_1 = F_{NET} \Delta t$$

$$P_2 = \underbrace{(0.0212)}_{P_1} + \underbrace{(+0.520 - 0.588)}_{F_s + F_d} \underbrace{0.1}_{\Delta t} = 0.0141 \text{ kg}\cdot\text{m/s}$$

$$v_2 = \frac{P_2}{m} = 0.236 \text{ m/s}$$

$$y_2 = y_1 + v_2 \Delta t = 0.159 \text{ m}$$

$y_2 = 0.159 \text{ m}$

[STEP 3]  $L = 0.159 \text{ m}$   $F_s = -k_s(L - L_0) = +0.328 \text{ N}$

$$F_N = (0.328 - 0.580) \text{ N} = -0.252 \text{ N}$$

(Note: SIGN CHANGE!)

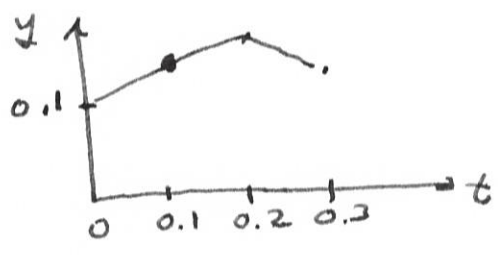
$$P_3 = P_2 + F_{NET} \Delta t = -0.12 \text{ kg}\cdot\text{m/s}$$

(SIGN!)

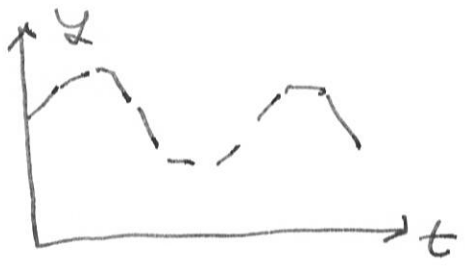
$$v_3 = \frac{P_3}{m} = -0.196 \text{ m/s}$$

(SIGN!)

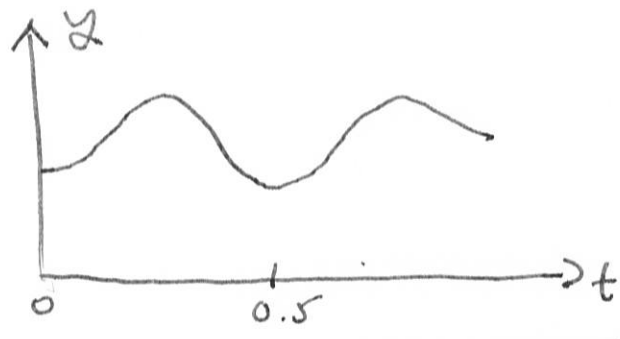
$$y_3 = 0.139 \text{ m}$$



THE POSITION "JERKY"  
BECAUSE  $\Delta t = 0.1$  TOO BIG!



$$\Delta t = 0.01$$



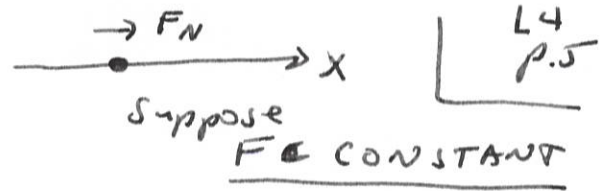
MOTION IS PERIODIC!

Note:  $v_{avg} = v_f$

ONLY WORKS BECAUSE  
 $\Delta t$  IS LARGE

MOTION CAN EASILY BE DONE WITH  
A COMPUTER!

# CONSTANT FORCE



$$\Delta p = F_N \Delta t \quad p_f = p_i + F_N \Delta t$$

$$v_f = v_i + \frac{F_N}{m} \Delta t \quad \leftarrow \text{DIVIDE BY } m$$

NOW CONSIDER

$$v_{avg} = \frac{\Delta x}{\Delta t}$$

$$x_f = x_i + v_{avg} \Delta t$$

$$v_{avg} = \frac{v_f + v_i}{2}$$

$$v_{avg} = \frac{(v_i + \frac{F_N}{m} \Delta t) + v_i}{2} = v_i + \frac{1}{2} \frac{F_N}{m} \Delta t$$

$$x_f = x_i + v_i \Delta t + \frac{1}{2} \frac{F_N}{m} \Delta t^2$$

VALID FOR ANY  $\Delta t$ !  
Why?

## ANALYTICAL SOLUTION

$$\frac{\Delta p}{\Delta t} = F = \text{CONSTANT} \quad \frac{dp}{dt} = F \quad \frac{dv}{dt} = F/m$$

$$v = v_i + \frac{F}{m} t \quad t=0 \quad v = v_i$$

$$x = x_i$$

$$\frac{dx}{dt} = v_i + \frac{F}{m} t \quad x_f = x_i + v_i t + \frac{F}{m} \frac{t^2}{2}$$

EXAMPLE: Kicked ball

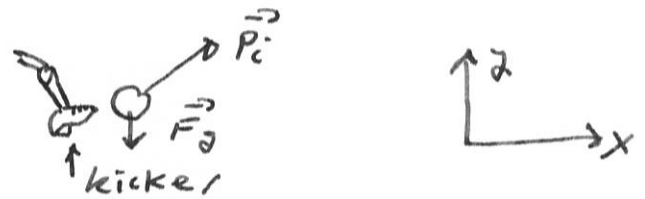
GIVEN:

$$m = 500g$$

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

$$\vec{v}_i = \langle 3, 7, 0 \rangle \text{ m/s}$$

System:  
THE BALL



SURROUNDING: EARTH (ONLY SOURCE OF FORCE)

No force in the x direction!

$$x_f = x_i + v_{x,i} \Delta t \quad \leftarrow F = 0$$

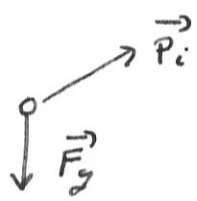
$$y_f = y_i + v_{y,i} \Delta t + \frac{1}{2} \frac{F_y}{m} \Delta t^2$$

$$F_y = -mg$$

Where is ball  $t = 0.5s$ ?  
When does ball hit ground?

IMPORTANT : THESE EXPRESSIONS ARE VALID L4  
p.6

SAVE THE NEGLECT OF AIR FRICTION



Where is ball at  $t = 0.5s$  (or  $\Delta t = 0.5$ )

$$x_f(t=0.5) = \underset{x_i}{0} + \underset{v_{x,i}}{3} (0.5) = \underline{1.5 \text{ m}}$$

$$y_f = \underset{y_i}{0} + \underset{v_{y,i}}{7} (0.5) - \frac{1}{2} (9.8) (0.5)^2 = (0.5) (7) - 4.9 (0.25)$$
$$\frac{m g = F_g}{m} = \underline{2.275 \text{ m}}$$

$$\vec{r}_f = (1.5, 2.275, 0) \text{ m at } t = 0.5 \text{ s}$$

Ball hits ground when  $y_f = 0$

$$y_f = y_i + v_{y,i} \Delta t - \frac{1}{2} g \Delta t^2$$

$$0 = 0 + v_{y,i} \Delta t - \frac{1}{2} g \Delta t^2 \Rightarrow \Delta t = \frac{2 v_{y,i}}{g}$$

$$\Delta t = \frac{2(7)}{9.8} \text{ s} = \underline{1.43 \text{ s}}$$

Where is ball at  $\Delta t = 1.43 \text{ s}$

$$y_f = 0$$

$$x_f = x_i + v_{x,i} \Delta t = 0 + 3 (1.43) \text{ m} = \underline{4.29 \text{ m}}$$

$$\vec{r}_f = (4.29, 0, 0) \text{ m}$$