

November 5

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Chapter 8: Multiparticle systems

Review single particle system: Projectile



$$\vec{F}_{net} = \langle 0, -mg, 0 \rangle$$

$$\Delta \vec{p} = \vec{F}_{net} \Delta t$$

$$\vec{p}_f = \vec{p}_i + \langle 0, -mg, 0 \rangle \Delta t$$

$$\cancel{m} \vec{v}_f = \cancel{m} \vec{v}_i + \langle 0, -mg, 0 \rangle \Delta t$$

$$v_{f,x} = v_{i,x} \quad v_{f,z} = v_{i,z}$$

$$v_{f,y} = v_{i,y} - g \Delta t$$

$$\Delta \vec{r} = \vec{v}_{ave} \Delta t$$

$$y_f = y_i + \left(\frac{v_{f,y} + v_{i,y}}{2} \right) \Delta t$$

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

Sample movies of fireworks, pencil, Earth/Moon

$$\vec{P}_{tot} = M \vec{V}_{cm}$$

$$M_{tot} = m_1 + m_2 + \dots$$

$$\vec{P}_{tot} = \sum_i \vec{p}_i$$

$$M_{tot} \vec{r}_{cm} = m_1 \vec{r}_1 + m_2 \vec{r}_2 + \dots$$



x



$$m_1 = m_2$$

$$m_1 \gg m_2$$

$$K_{tot} = \sum_i K_i$$

$$= K_{tran} + K_{rot}$$

$$\hookrightarrow = \frac{1}{2} M_{tot} V_{cm}^2$$

Same as
point particle
system

Ponderable: Two particles

1) 2kg, velocity $\langle 3, 5, 0 \rangle \text{ m/s}$

2) 3kg, velocity $\langle -4, 2, 0 \rangle \text{ m/s}$

$$\vec{V}_{cm} ? : \vec{V}_{cm} = \frac{2\langle 3, 5, 0 \rangle + 3\langle -4, 2, 0 \rangle}{2+3} \text{ m/s} = \langle -12, 32, 0 \rangle \text{ m/s}$$

$$K_{tot} ? : K_{tot} = \frac{1}{2} m_1 v_1^2 + \frac{1}{2} m_2 v_2^2 = 64 \text{ J}$$

$$K_{tran} ? : K_{tran} = \frac{1}{2} M_{tot} V_{cm}^2 = \frac{1}{2} (m_1 + m_2) V_{cm}^2 = 29.2 \text{ J}$$

$$K_{rel} ? : K_{rel} = K_{tot} - K_{tran} = 34.8 \text{ J}$$

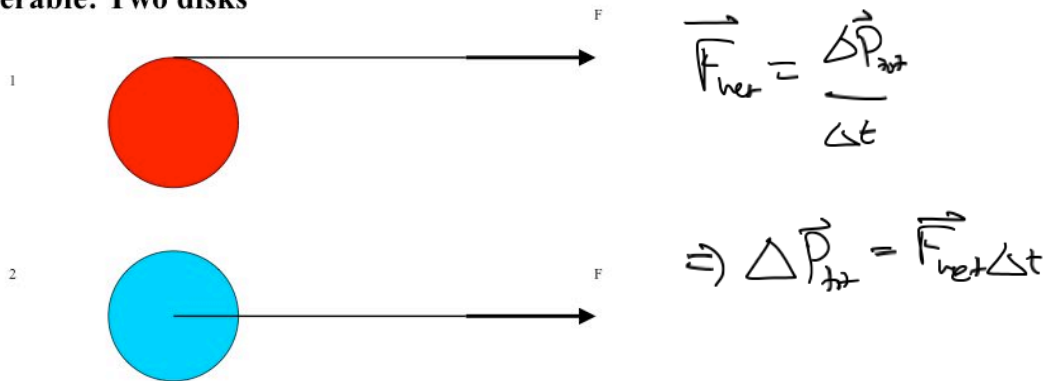
$$\vec{V}_{i, rel, cm} = \vec{V}_i - \vec{V}_{cm} \quad \dots$$

Momentum and Momentum Principle for multiparticle systems

$$\vec{P}_{\text{tot}} = M_{\text{tot}} \vec{V}_{\text{cm}}$$

$$\frac{d\vec{P}_{\text{tot}}}{dt} = \vec{F}_{\text{net, sur}}$$

Ponderable: Two disks

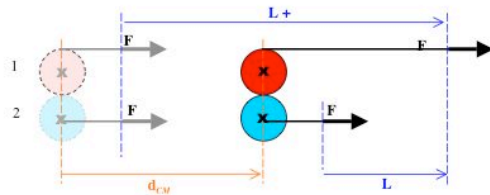


String attached and wound around disk 1, attached to center of disk 2. Pull each with same force F for 3 seconds.

- A) 1 will move farther than 2
- B) 2 will move farther than 1
- ☒ C) 1 and 2 will move the same

Even: Change in energy of point particle system

Odd: — " — real system



Point particle:

$$\Delta E = W_{\cancel{F}} = W$$

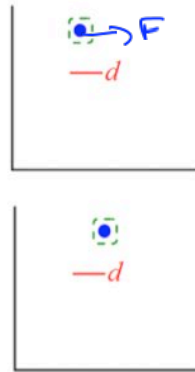
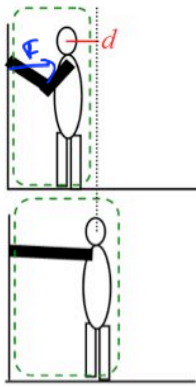
$$\Delta K_{\text{cm}} = W = F d_{\text{cm}}$$

Real system: $\Delta E = W_{\cancel{F}} = W$

$$\Delta E = \Delta K_{\text{cm}} + \Delta K_{\text{rot}} = F(d_{\text{cm}} + L)$$

$$\Rightarrow \Delta K_{\text{rot}} = FL$$

Ponderable: Skater



Skater starts at rest
Pushes with force F ,
moving center of mass
distance d .

Even: Real System for $\Delta E = ?$

Odd: Point particle for $\Delta E = ?$

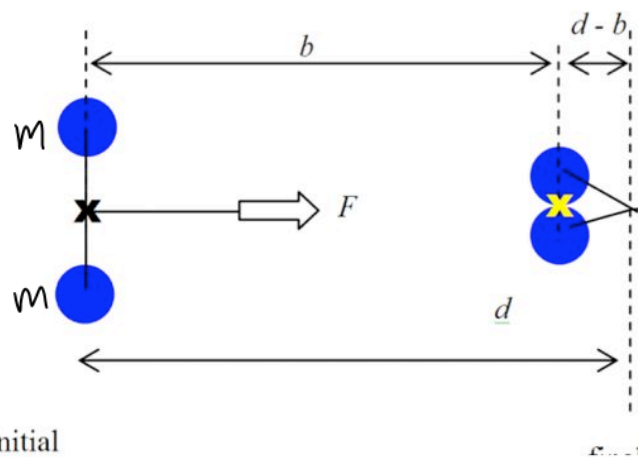
$$\begin{aligned} \text{Even: } \Delta E &= W + \cancel{\Delta K_{\text{trans}}} = 0 \\ \Delta E &= 0 = \Delta K_{\text{trans}} + \Delta E_{\text{int}} \end{aligned}$$

$$\begin{aligned} \text{Odd: } \Delta E &= W + \cancel{\Delta K_{\text{trans}}} \\ \Delta K_{\text{trans}} &= Fd \end{aligned}$$

$$\Delta E_{\text{int}} = -\Delta K_{\text{trans}} = -Fd$$

Starts at rest
Ponderable: Colliding disks

8.P.23



initial

Point Particle

$$\Delta E = W + Q$$

$$\Delta K_{trans} = Fb$$

$$\frac{1}{2} M_{tot} v_{cm}^2 = \frac{1}{2} (2m) v_{cm}^2 = Fb \Rightarrow v_{cm} = \sqrt{\frac{Fb}{m}}$$

a) Final speed

of stuck
together pucks?

b) Calc change in internal
energy

Real system

$$\Delta E = W + Q$$

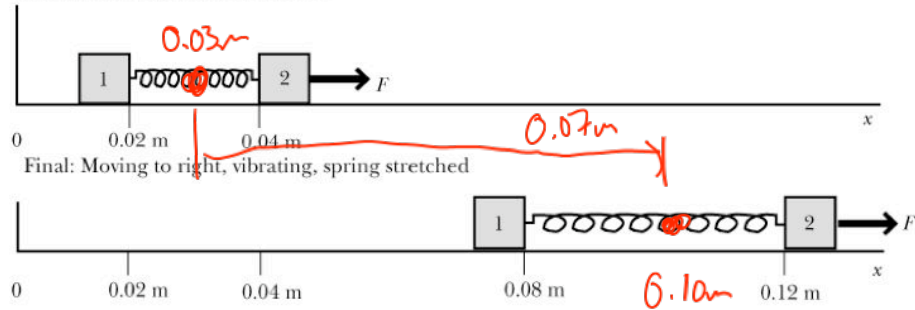
$$\Delta K_{trans} + \Delta E_{int} = Fd$$

$$\Delta E_{int} = Fd - \Delta K_{trans} = Fd - Fb$$

$$\Delta E_{int} = F(d-b)$$

Q1 Through what distance did the force act on the Point Particle system?

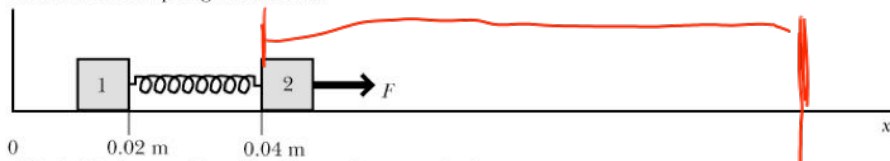
Initial: At rest, spring unstretched



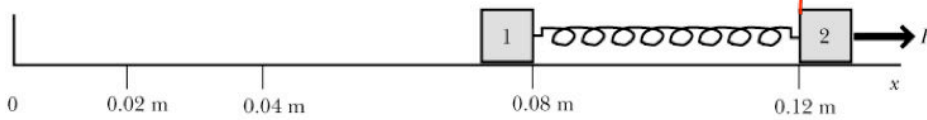
- A) 0.03 m
- B) 0.04 m
- C) 0.07 m
- D) 0.08 m
- E) 0.10 m

Q2 Through what distance did the force act on the Real system?

Initial: At rest, spring unstretched



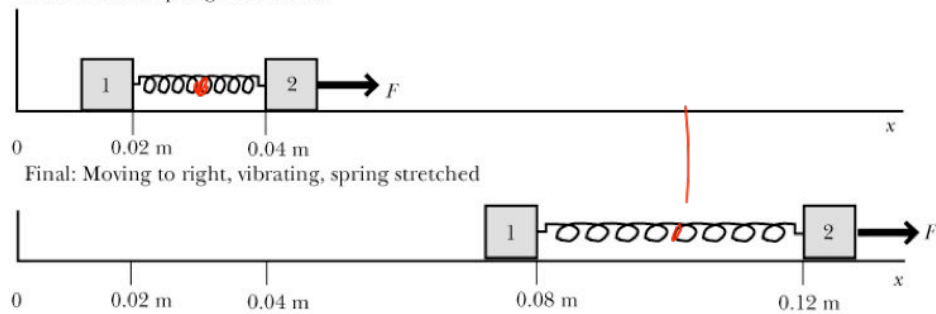
Final: Moving to right, vibrating, spring stretched



- A) 0.03 m
- B) 0.04 m
- C) 0.07 m
- D) 0.08 m
- E) 0.10 m

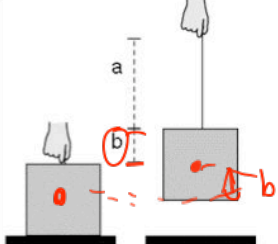
Q3 Which is the energy equation for the Point Particle system?

Initial: At rest, spring unstretched



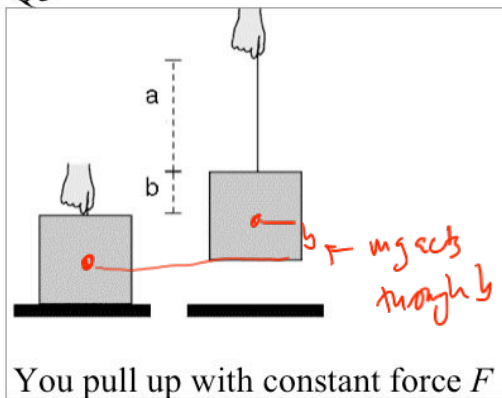
- (A) $\Delta K_{\text{trans}} = F \cdot (0.07 \text{ m})$
- B) $\Delta K_{\text{trans}} = F \cdot (0.08 \text{ m})$
- C) $\Delta K_{\text{trans}} + \Delta K_{\text{vib}} + \Delta U_{\text{spring}} = F \cdot (0.07 \text{ m})$
- D) $\Delta K_{\text{trans}} + \Delta K_{\text{vib}} + \Delta U_{\text{spring}} = F \cdot (0.08 \text{ m})$

Q4

 <p>You pull up with constant force F</p>	<p>For the <u>Point Particle</u> system, what was the total external work?</p> <p>A) $F*b + (-mg)*b$</p> <p>B) $F*a + (-mg)*b$</p> <p>C) $F*(a+b) + (-mg)*(b)$</p> <p>D) $F*(a+b) + (-mg)*(a+b)$</p>
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Q5

 <p>You pull up with constant force F</p>	<p>For the Real system, what was the total external work?</p> <p>A) $F*b + (-mg)*b$ B) $F*a + (-mg)*b$ <u>C) $F*(a+b) + (-mg)*(b)$</u> D) $F*(a+b) + (-mg)*(a+b)$</p>
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Q6: A skater pushes straight away from a wall. She pushes on the wall with a force whose magnitude is F , so the wall pushes on her with a force F (in the direction of her motion). As she moves away from the wall, her center of mass moves a distance d . What is the correct form of the energy principle for the **real system** consisting of the skater?

A) $\Delta K_{\text{trans}} + \Delta E_{\text{internal}} = Fd$

B) $\Delta K_{\text{trans}} + \Delta E_{\text{internal}} = -Fd$

C) $\Delta K_{\text{trans}} + \Delta E_{\text{internal}} = 0$

D) $\Delta K_{\text{trans}} = Fd$

E) $\Delta K_{\text{trans}} = -Fd$

Wall does not
move

Q7: A skater pushes straight away from a wall. She pushes on the wall with a force whose magnitude is F , so the wall pushes on her with a force F (in the direction of her motion). As she moves away from the wall, her center of mass moves a distance d . What is the correct form of the energy principle for the **point particle system** for the skater?

- A) ~~$\Delta K_{\text{trans}} + \Delta E_{\text{internal}} = Fd$~~
- B) ~~$\Delta K_{\text{trans}} + \Delta E_{\text{internal}} = -Fd$~~
- C) ~~$\Delta K_{\text{trans}} + \Delta E_{\text{internal}} = 0$~~
- D) $\Delta K_{\text{trans}} = Fd$
- E) ~~$\Delta K_{\text{trans}} = -Fd$~~