

Today: 12.2

LG



Today: 12.2

L6

Angular
momentum &

orbital
momentum

Today: 12.2

LG

Tuesday: Review



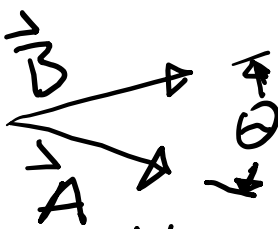
Today: 12.2

L6

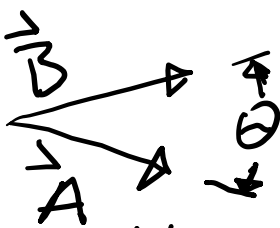
Tuesday: Review

Thursday February 4th : Exam #1

Cross product: \vec{A} and \vec{B} define a plane. I will call that plane the AB-plane



Cross product:

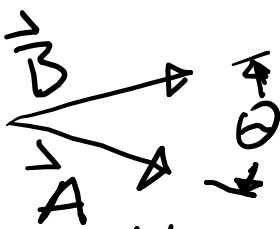


\vec{A} & \vec{B} define a plane. I will

call that plane the AB -plane

$\vec{A} \times \vec{B} = AB \sin \theta \hat{n}$, where \hat{n} is a unit vector orthogonal to the AB -plane & points in direction according to the right hand rule.

Cross product:

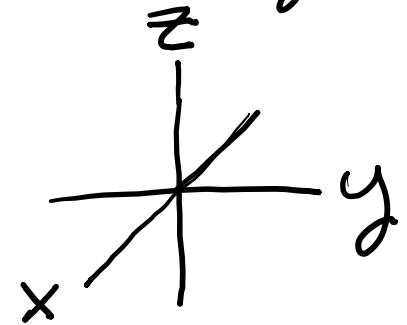


\vec{A} & \vec{B} define a plane. I will

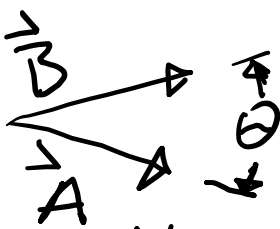
call that plane the AB-plane

$\vec{A} \times \vec{B} = AB \sin \theta \hat{n}$, where \hat{n} is a unit vector orthogonal to the AB-plane & points in direction according to the right hand rule.

For rectangular coordinates



Cross product:

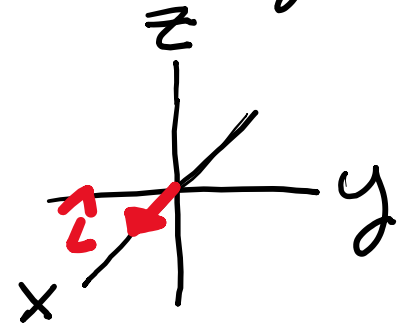


\vec{A} & \vec{B} define a plane. I will

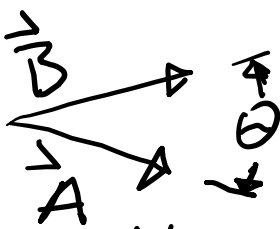
call that plane the AB -plane

$\vec{A} \times \vec{B} = AB \sin \theta \hat{n}$, where \hat{n} is a unit vector orthogonal to the AB -plane & points in direction according to the right hand rule.

For rectangular coordinates



Cross product:

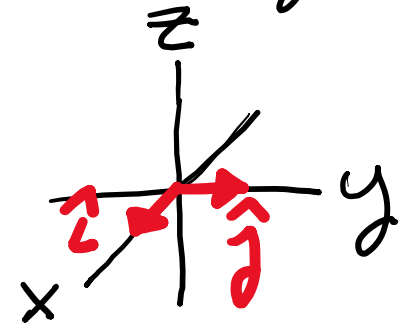


\vec{A} & \vec{B} define a plane. I will

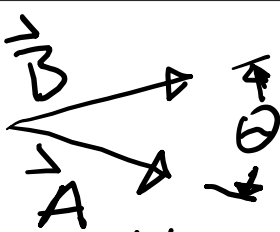
call that plane the AB -plane

$\vec{A} \times \vec{B} = AB \sin \theta \hat{n}$, where \hat{n} is a unit vector orthogonal to the AB -plane & points in direction according to the right hand rule.

For rectangular coordinates



Cross product:

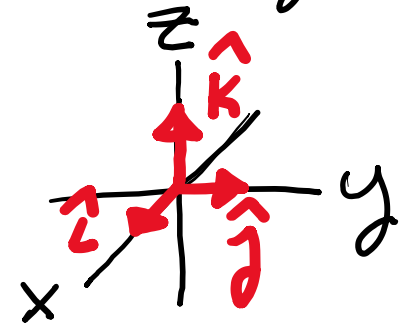


\vec{A} & \vec{B} define a plane. I will

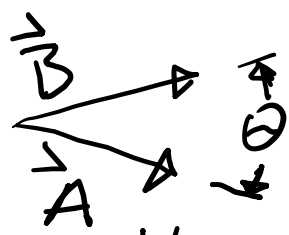
call that plane the AB -plane

$\vec{A} \times \vec{B} = AB \sin \theta \hat{n}$, where \hat{n} is a unit vector orthogonal to the AB -plane & points in direction according to the right hand rule.

For rectangular coordinates



Cross product:



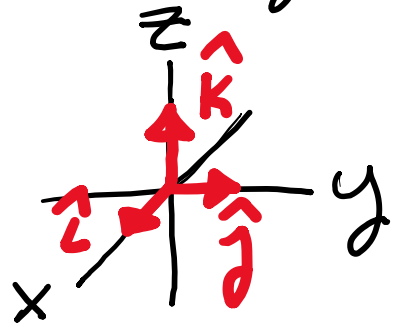
\vec{A} & \vec{B} define a plane. I will

call that plane the AB-plane

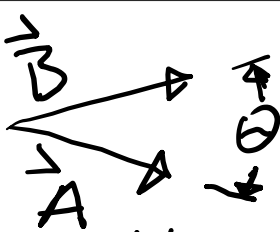
$\vec{A} \times \vec{B} = AB \sin \theta \hat{n}$, where \hat{n} is a unit vector orthogonal to the AB-plane & points in direction according to the right hand rule.

For rectangular coordinates

$$\hat{i} \times \hat{j} = \hat{k}, \quad \hat{j} \times \hat{k} = \hat{i}, \quad \hat{k} \times \hat{i} = \hat{j}$$



Cross product:



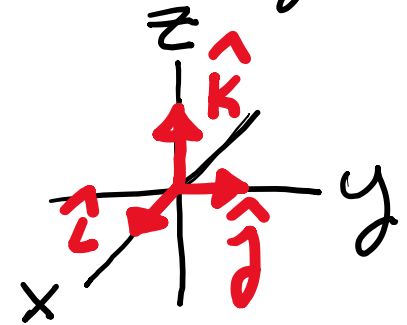
\vec{A} & \vec{B} define a plane. I will

call that plane the AB-plane

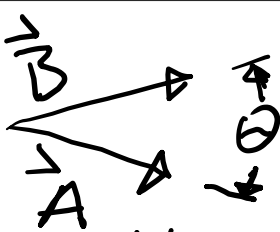
$\vec{A} \times \vec{B} = AB \sin \theta \hat{n}$, where \hat{n} is a unit vector orthogonal to the AB-plane & points in direction according to the right hand rule.

For rectangular coordinates

$$\hat{i} \times \hat{j} = \hat{k}, \quad \hat{j} \times \hat{k} = \hat{i}, \quad \hat{k} \times \hat{i} = \hat{j}$$
$$\hat{j} \times \hat{i} = -\hat{k}, \quad \hat{k} \times \hat{j} = -\hat{i}, \quad \hat{i} \times \hat{k} = -\hat{j}$$



Cross product:



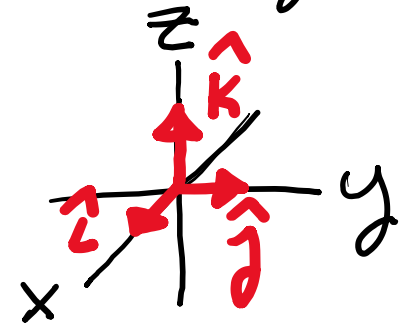
\vec{A} & \vec{B} define a plane. I will

call that plane the AB-plane

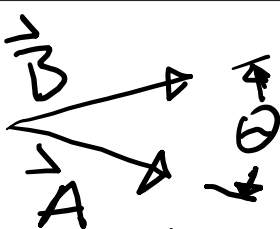
$\vec{A} \times \vec{B} = AB \sin \theta \hat{n}$, where \hat{n} is a unit vector orthogonal to the AB-plane & points in direction according to the right hand rule.

For rectangular coordinates

$$\begin{aligned} \hat{i} \times \hat{j} &= \hat{k}, & \hat{j} \times \hat{k} &= \hat{i}, & \hat{k} \times \hat{i} &= \hat{j} \\ \hat{j} \times \hat{i} &= -\hat{k}, & \hat{k} \times \hat{j} &= -\hat{i}, & \hat{i} \times \hat{k} &= -\hat{j} \\ \text{Also } \hat{i} \times \hat{i} &= \hat{j} \times \hat{j} = \hat{k} \times \hat{k} = \mathbf{0} \end{aligned}$$



Cross product:



\vec{A} & \vec{B} define a plane. I will

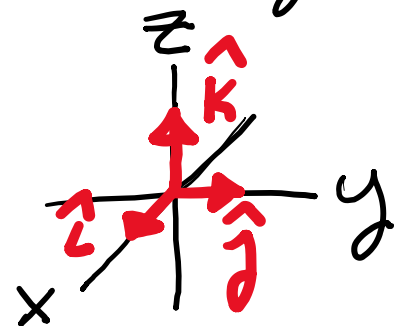
call that plane the AB-plane

$\vec{A} \times \vec{B} = AB \sin \theta \hat{n}$, where \hat{n} is a unit vector orthogonal to the AB-plane & points in direction according to the right hand rule.

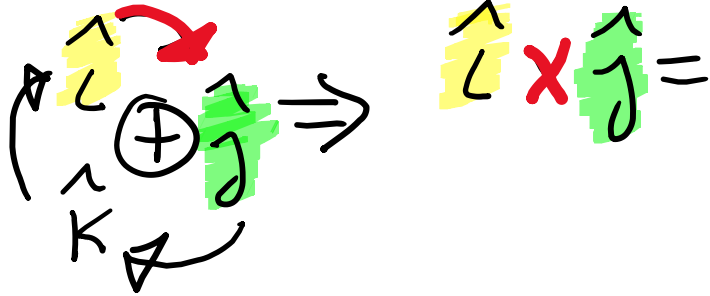
For rectangular coordinates

$$\left. \begin{aligned} \hat{i} \times \hat{j} &= \hat{k}, & \hat{j} \times \hat{k} &= \hat{i}, & \hat{k} \times \hat{i} &= \hat{j} \\ \hat{j} \times \hat{i} &= -\hat{k}, & \hat{k} \times \hat{j} &= -\hat{i}, & \hat{i} \times \hat{k} &= -\hat{j} \end{aligned} \right\}$$

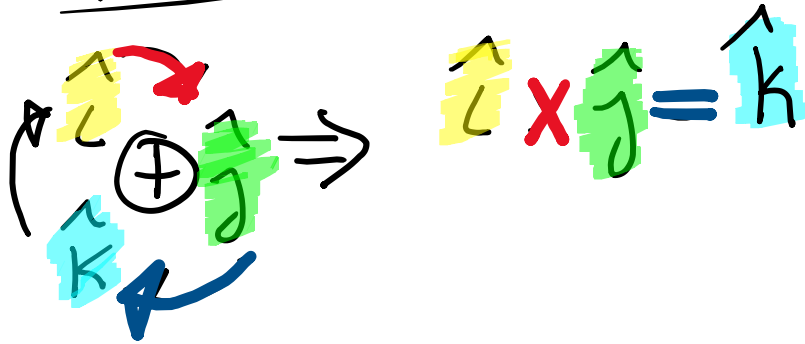
Also $\hat{i} \times \hat{i} = \hat{j} \times \hat{j} = \hat{k} \times \hat{k} = \mathbf{0}$



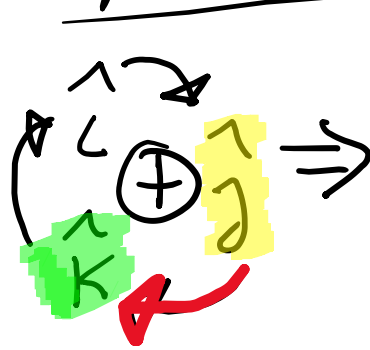
Notice the structure



Notice the structure



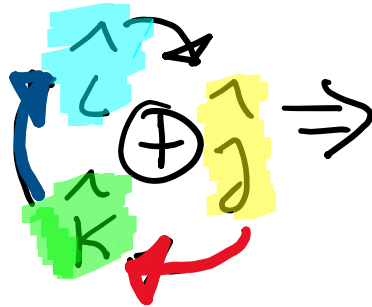
Notice the structure



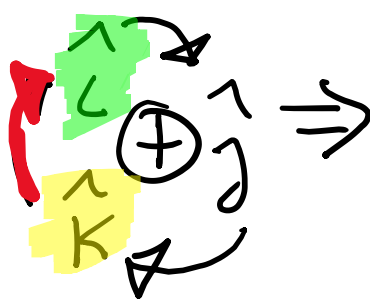
The diagram shows a 3D coordinate system with unit vectors \hat{i} , \hat{j} , and \hat{k} . \hat{i} is along the x-axis, \hat{j} is along the y-axis, and \hat{k} is along the z-axis. A circled plus sign \oplus is between \hat{i} and \hat{j} , with arrows pointing to \hat{k} . A red arrow points from \hat{k} back to the origin. To the right, the equation $\hat{i} \times \hat{j} = \hat{k}$ is written. Further right, the equation $\hat{j} \times \hat{k} =$ is written, with \hat{j} highlighted in yellow and \hat{k} highlighted in green.

$$\hat{i} \times \hat{j} = \hat{k}, \quad \hat{j} \times \hat{k} =$$

Notice the structure


$$\hat{i} \times \hat{j} = \hat{k}, \quad \hat{j} \times \hat{k} = \hat{i}$$


Notice the structure




The diagram shows a central circle containing a plus sign (\oplus). Three basis elements are arranged around it: \hat{l} (green), \hat{j} (black), and \hat{k} (yellow). A red arrow points from \hat{l} to \hat{k} , and a black arrow points from \hat{k} to \hat{l} . Another black arrow points from \hat{l} to \hat{j} , and another black arrow points from \hat{j} to \hat{l} .

$$\hat{l} \times \hat{j} = \hat{k}, \quad \hat{j} \times \hat{k} = \hat{l}, \quad \hat{k} \times \hat{l} =$$

Notice the structure


$$\hat{i} \times \hat{j} = \hat{k}, \quad \hat{j} \times \hat{k} = \hat{i}, \quad \hat{k} \times \hat{i} = \hat{j}$$


Notice the structure



$\hat{i} \times \hat{j} = \hat{k}, \hat{j} \times \hat{k} = \hat{i}, \hat{k} \times \hat{i} = \hat{j}$


if going in opposite directions,
we change the sign

Notice the structure

 $\Rightarrow \hat{i} \times \hat{j} = \hat{k}, \hat{j} \times \hat{k} = \hat{i}, \hat{k} \times \hat{i} = \hat{j}$
if going in opposite directions,
we change the sign \Rightarrow

$$\hat{j} \times \hat{i} = -\hat{k}, \hat{k} \times \hat{j} = -\hat{i}, \hat{i} \times \hat{k} = -\hat{j}$$
$$\vec{A} \times \vec{B} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix} = \hat{i}(A_y B_z - A_z B_y) + \hat{j}(A_z B_x - A_x B_z) + \hat{k}(A_x B_y - A_y B_x)$$

Notice the structure


 $\Rightarrow \hat{i} \times \hat{j} = \hat{k}, \hat{j} \times \hat{k} = \hat{i}, \hat{k} \times \hat{i} = \hat{j}$

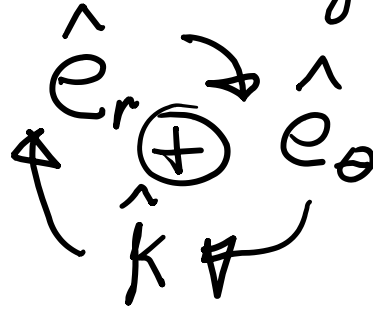
if going in opposite directions, we change the sign \Rightarrow

$$\hat{j} \times \hat{i} = -\hat{k}, \hat{k} \times \hat{j} = -\hat{i}, \hat{i} \times \hat{k} = -\hat{j}$$

$$\vec{A} \times \vec{B} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix} = \hat{i}(A_y B_z - A_z B_y) + \hat{j}(A_z B_x - A_x B_z) + \hat{k}(A_x B_y - A_y B_x)$$

Do you see the  structure?

Same thing holds for cylindrical coordinates, with



$$\vec{A} \times \vec{B} = \begin{vmatrix} \hat{e}_r & \hat{e}_\theta & \hat{k} \\ A_r & A_\theta & A_z \\ B_r & B_\theta & B_z \end{vmatrix}$$

$$= \hat{e}_r (A_\theta B_z - A_z B_\theta) + \hat{e}_\theta (A_z B_r - A_r B_z) \\ + \hat{k} (A_r B_\theta - A_\theta B_r)$$

From last lecture : $\vec{F} = \frac{d}{dt} \vec{L}$.

From last lecture : $\vec{F} = \frac{d}{dt} \vec{L}$.

Using vector calculus we are going to see that, by taking cross product on both sides with the position vector \vec{r} ,

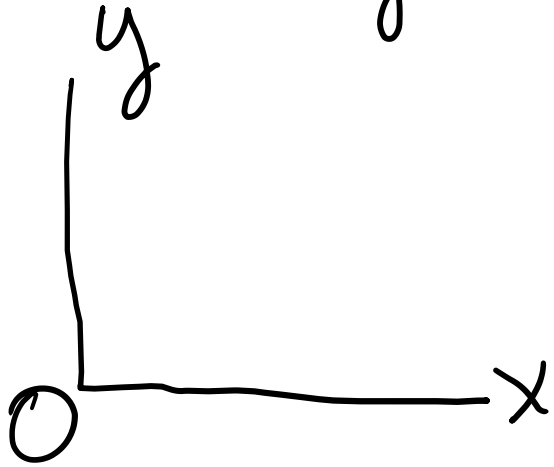
From last lecture : $\vec{F} = \frac{d}{dt} \vec{L}$.

Using vector calculus we are going to see that, by taking cross product on both sides with the position vector \vec{r} , we will obtain

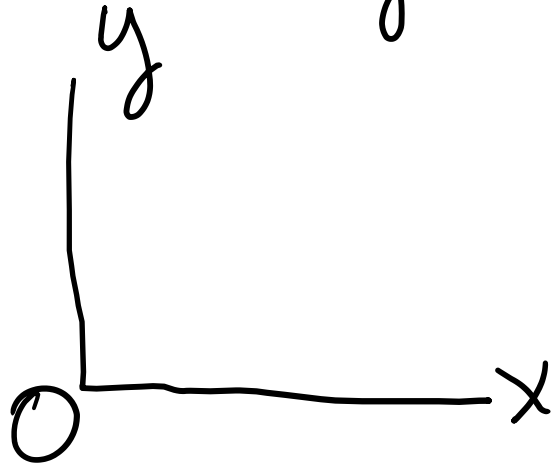
Torque = time rate of change of angular momentum

Create a coordinate system with
the origin denoted as 0

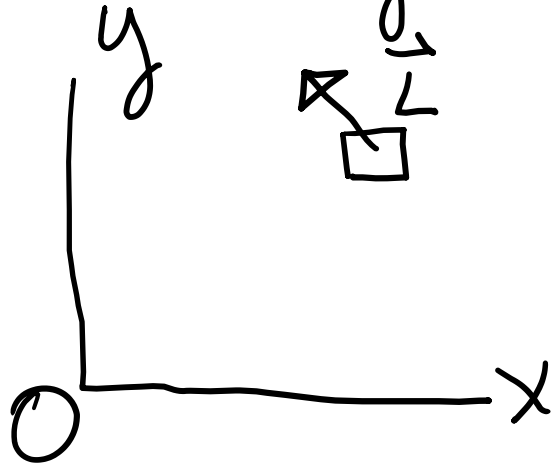
Create a coordinate system with
the origin denoted as 0



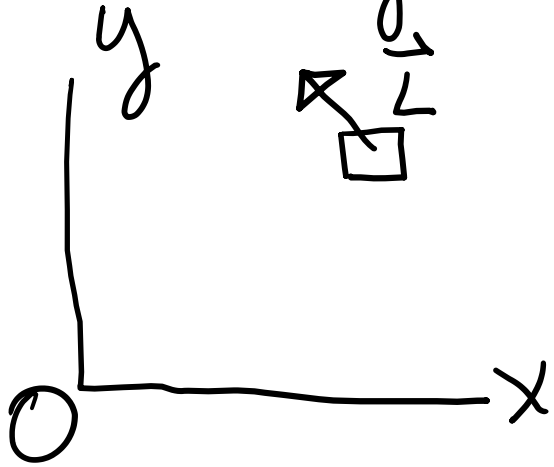
Create a coordinate system with the origin denoted as O . Place an object in our coordinate system that has linear momentum \vec{L}



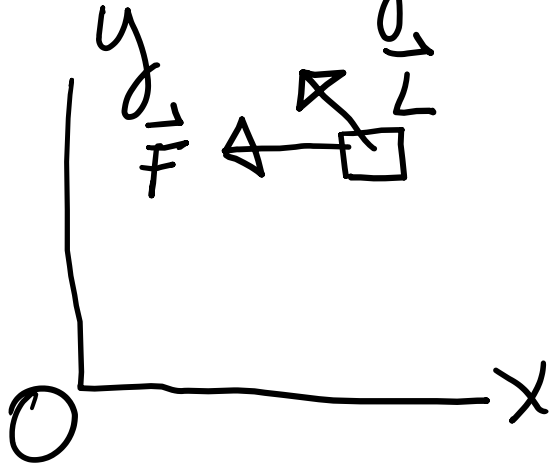
Create a coordinate system with the origin denoted as O . Place an object in our coordinate system that has linear momentum \vec{L}



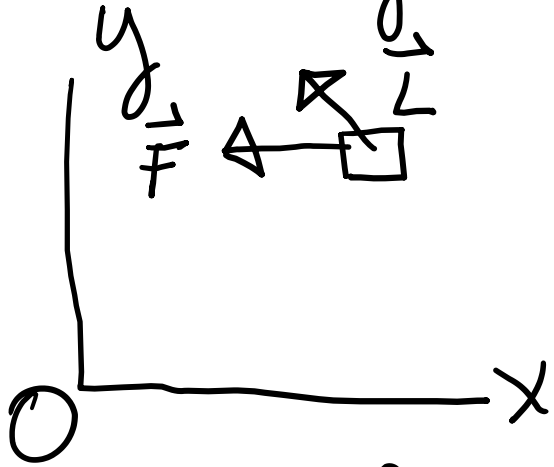
Create a coordinate system with the origin denoted as O . Place an object in our coordinate system that has linear momentum \vec{L} & force \vec{F} acting on it



Create a coordinate system with the origin denoted as O . Place an object in our coordinate system that has linear momentum \vec{L} & force \vec{F} acting on it

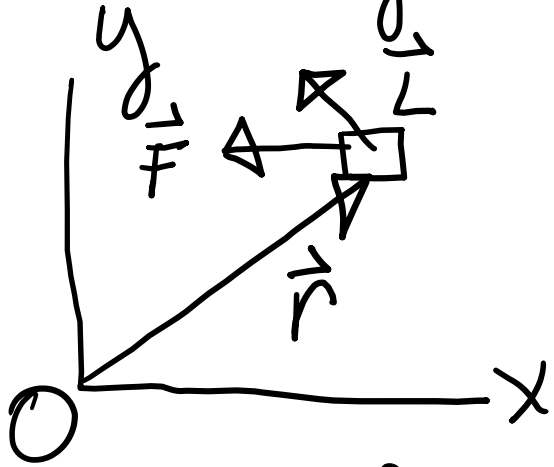


Create a coordinate system with the origin denoted as O . Place an object in our coordinate system that has linear momentum \vec{L} & force \vec{F} acting on it



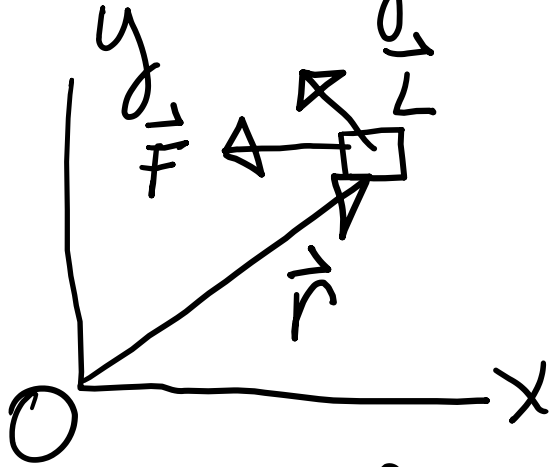
Now draw a position vector \vec{r} from origin to object

Create a coordinate system with the origin denoted as O . Place an object in our coordinate system that has linear momentum \vec{L} & force \vec{F} acting on it



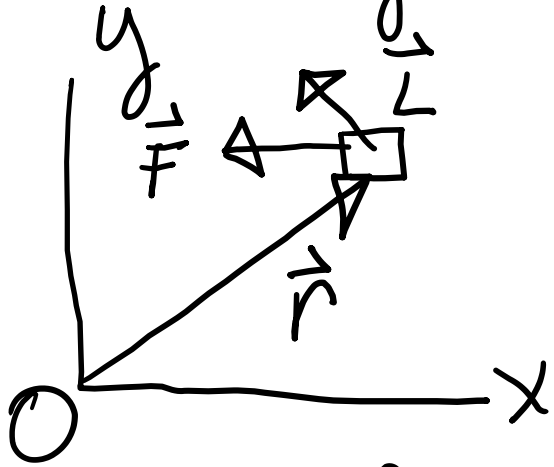
Now draw a position vector \vec{r} from origin to object. Now, pure mathematics:

Create a coordinate system with the origin denoted as 0. Place an object in our coordinate system that has linear momentum \vec{L} & force \vec{F} acting on it



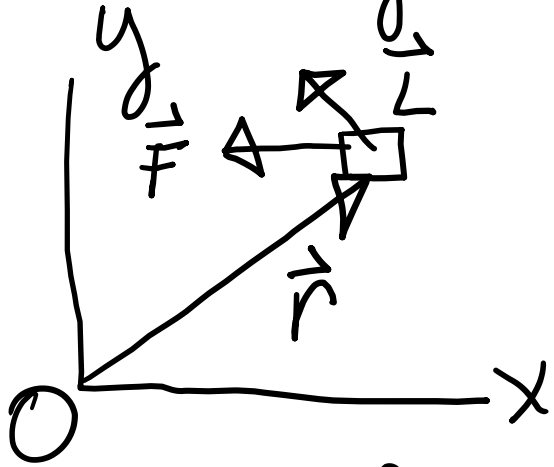
Now draw a position vector \vec{r} from origin to object. Now, pure mathematics:
 Since $\vec{F} = \frac{d}{dt}\vec{L}$, then $\vec{r} \times \vec{F} = \vec{r} \times \left(\frac{d}{dt}\vec{L}\right)$

Create a coordinate system with the origin denoted as 0. Place an object in our coordinate system that has linear momentum \vec{L} & force \vec{F} acting on it



Now draw a position vector \vec{r} from origin to object. Now, pure mathematics:
 Since $\vec{F} = \frac{d}{dt}\vec{L}$, then $\vec{r} \times \vec{F} = \vec{r} \times \left(\frac{d}{dt}\vec{L}\right)$
Note: $\frac{d}{dt}(\vec{r} \times \vec{L}) = \dot{\vec{r}} \times \vec{L} + \vec{r} \times \dot{\vec{L}}$, But $\dot{\vec{r}} \times \vec{L} = \dot{\vec{r}} \times m\dot{\vec{r}} = \theta$

Create a coordinate system with the origin denoted as 0. Place an object in our coordinate system that has linear momentum \vec{L} & force \vec{F} acting on it



Now draw a position vector \vec{r} from origin to object. Now, pure mathematics:
 Since $\vec{F} = \frac{d}{dt}\vec{L}$, then $\vec{r} \times \vec{F} = \vec{r} \times \left(\frac{d}{dt}\vec{L}\right)$
Note: $\frac{d}{dt}(\vec{r} \times \vec{L}) = \dot{\vec{r}} \times \vec{L} + \vec{r} \times \dot{\vec{L}}$, But $\dot{\vec{r}} \times \vec{L} = \dot{\vec{r}} \times m\dot{\vec{r}} = \theta$



So

$$\vec{r} \times \vec{F} = \frac{d}{dt}[\vec{r} \times \vec{L}]$$

We have $\vec{r} \times \vec{F} = \frac{d}{dt} (\vec{r} \times \vec{L})$

We have $\vec{r} \times \vec{F} = \frac{d}{dt} (\vec{r} \times \vec{L})$

Notation & terminology:

We have $\vec{r} \times \vec{F} = \frac{d}{dt} (\vec{r} \times \vec{L})$

Notation & terminology: Let $\vec{N}_0 \equiv \vec{r} \times \vec{L}$
& $\vec{M}_0 \equiv \vec{r} \times \vec{F}$

We have $\vec{r} \times \vec{F} = \frac{d}{dt} (\vec{r} \times \vec{L})$

Notation & terminology: Let $\vec{H}_O \equiv \vec{r} \times \vec{L}$

& $\vec{M}_O \equiv \vec{r} \times \vec{F}$, where

$\vec{M}_O \equiv$ Moment [A.k.A. Torque] about O

We have $\vec{r} \times \vec{F} = \frac{d}{dt} (\vec{r} \times \vec{L})$

Notation & terminology: Let $\vec{H}_O \equiv \vec{r} \times \vec{L}$
& $\vec{M}_O \equiv \vec{r} \times \vec{F}$, where

$\vec{M}_O \equiv$ Moment [A.k.A. Torque] about O &

$\vec{H}_O \equiv$ Angular momentum about O

We have $\vec{r} \times \vec{F} = \frac{d}{dt} (\vec{r} \times \vec{L})$

Notation & terminology: Let $\vec{H}_O \equiv \vec{r} \times \vec{L}$
& $\vec{M}_O \equiv \vec{r} \times \vec{F}$, where

$\vec{M}_O \equiv$ Moment [A.k.A. Torque] about O &

$\vec{H}_O \equiv$ Angular momentum about O

For single moment: $\vec{M}_O = \frac{d}{dt} \vec{H}_O$

We have $\vec{r} \times \vec{F} = \frac{d}{dt} (\vec{r} \times \vec{L})$

Notation & terminology: Let $\vec{H}_O \equiv \vec{r} \times \vec{L}$
& $\vec{M}_O \equiv \vec{r} \times \vec{F}$, where

$\vec{M}_O \equiv$ Moment [A.k.A. Torque] about O &

$\vec{H}_O \equiv$ Angular momentum about O

For single moment: $\vec{M}_O = \frac{d}{dt} \vec{H}_O$ or

$$\vec{M}_O = \dot{\vec{H}}_O$$

We have $\vec{r} \times \vec{F} = \frac{d}{dt} (\vec{r} \times \vec{L})$

Notation & terminology: Let $\vec{H}_O \equiv \vec{r} \times \vec{L}$
& $\vec{M}_O \equiv \vec{r} \times \vec{F}$, where

$\vec{M}_O \equiv$ Moment [A.k.A. Torque] about O &

$\vec{H}_O \equiv$ Angular momentum about O

For single moment: $\vec{M}_O = \frac{d}{dt} \vec{H}_O$ or

$$\vec{M}_O = \dot{\vec{H}}_O$$

For multiple moments:

We have $\vec{r} \times \vec{F} = \frac{d}{dt} (\vec{r} \times \vec{L})$

Notation & terminology: Let $\vec{H}_O \equiv \vec{r} \times \vec{L}$
& $\vec{M}_O \equiv \vec{r} \times \vec{F}$, where

$\vec{M}_O \equiv$ Moment [A.k.A. Torque] about O &

$\vec{H}_O \equiv$ Angular momentum about O

For single moment: $\vec{M}_O = \frac{d}{dt} \vec{H}_O$ or

$$\vec{M}_O = \dot{\vec{H}}_O$$

For multiple moments: $\sum \vec{M}_O = \frac{d}{dt} \vec{H}_O$

We have $\vec{r} \times \vec{F} = \frac{d}{dt} (\vec{r} \times \vec{L})$

Notation & terminology: Let $\vec{H}_0 \equiv \vec{r} \times \vec{L}$
& $\vec{M}_0 \equiv \vec{r} \times \vec{F}$, where

$\vec{M}_0 \equiv$ Moment [A.k.A. Torque] about O &

$\vec{H}_0 \equiv$ Angular momentum about O

For single moment: $\vec{M}_0 = \frac{d}{dt} \vec{H}_0$ or

$$\dot{\vec{M}}_0 = \dot{\vec{H}}_0$$

For multiple moments: $\sum \vec{M}_0 = \frac{d}{dt} \vec{H}_0$ or

$$\sum \dot{\vec{M}}_0 = \dot{\vec{H}}_0$$

Central force

Central force

If \vec{F} is in same or opposite direction as \vec{r}

Central force

If \vec{F} is in same or opposite direction as \vec{r} , then $\vec{M}_o = \vec{r} \times \vec{F} = \vec{0}$

Central force

If \vec{F} is in same or opposite direction as \vec{r} , then $\vec{M}_o = \vec{r} \times \vec{F} = \vec{0}$
& \vec{F} is called a central force

Central force

If \vec{F} is in same or opposite direction as \vec{r} , then $\vec{M}_0 = \vec{r} \times \vec{F} = \vec{0}$
& \vec{F} is called a central force &
since $\vec{M}_0 = \dot{\vec{H}}$

Central force

If \vec{F} is in same or opposite direction as \vec{r} , then $\vec{M}_0 = \vec{r} \times \vec{F} = \vec{0}$

& \vec{F} is called a central force &

since $\vec{M}_0 = \dot{\vec{H}}$, then for a central force ($\vec{M}_0 = \vec{0}$) & $\dot{\vec{H}} = \vec{0}$

Central force

If \vec{F} is in same or opposite direction as \vec{r} , then $\vec{M}_0 = \vec{r} \times \vec{F} = \vec{0}$

& \vec{F} is called a central force &

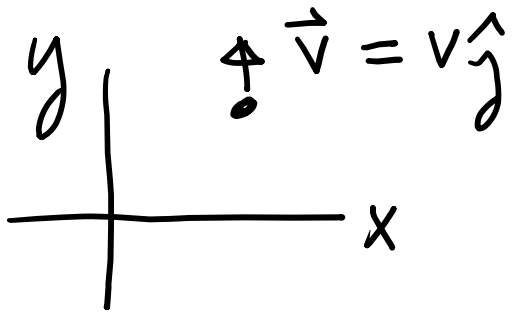
since $\vec{M}_0 = \dot{\vec{H}}$, then for a central force ($\vec{M}_0 = \vec{0}$) & $\dot{\vec{H}} = \vec{0} \Rightarrow$

$\vec{H} = \text{const.}$ and is conserved

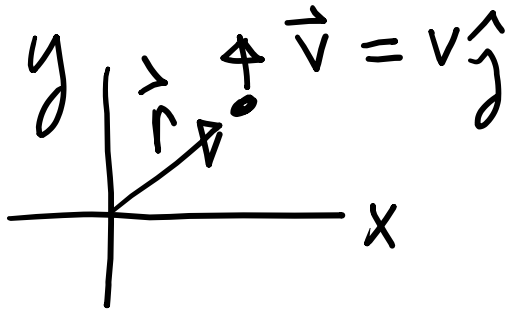
A funny example of conserved angular momentum

A funny example of conserved angular momentum
particle in straight line at constant
speed v .

A funny example of conserved angular momentum
particle in straight line at constant
speed v .

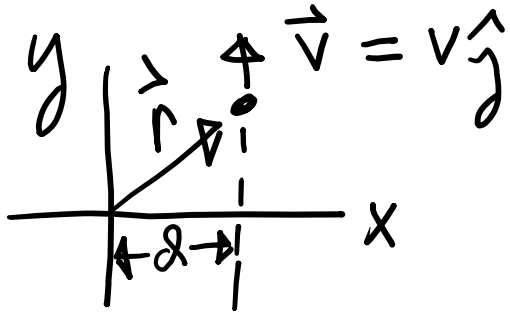


A funny example of conserved angular momentum
particle in straight line at constant
speed v .

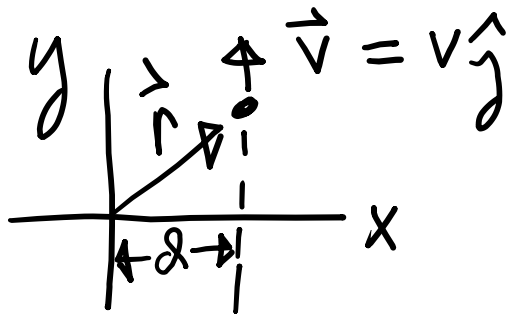


A funny example of conserved angular momentum
particle in straight line at constant
speed v .

$$\vec{r} = x\hat{i} + (vt + y_0)\hat{j}$$

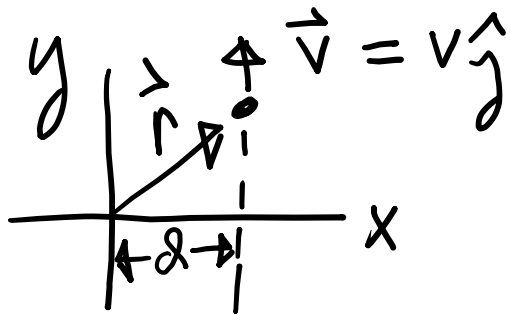


A funny example of conserved angular momentum
particle in straight line at constant
speed v .



$$\vec{r} = \rho\hat{i} + (vt + y_0)\hat{j} \quad \text{So}$$
$$\vec{N}_0 = \vec{r} \times \vec{L}$$

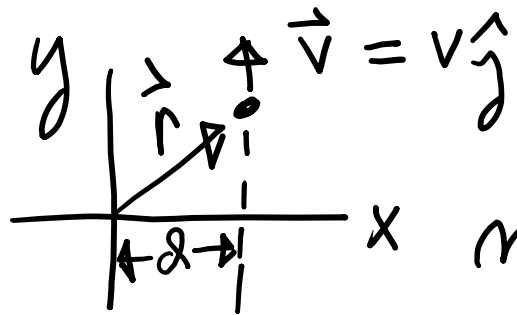
A funny example of conserved angular momentum
 particle in straight line at constant
 speed v .



$$\vec{r} = a\hat{i} + (vt + y_0)\hat{j} \quad \text{So}$$

$$\vec{H}_0 = \vec{r} \times \vec{L} = m\vec{r} \times \vec{v}$$

A funny example of conserved angular momentum
 particle in straight line at constant
 speed v .



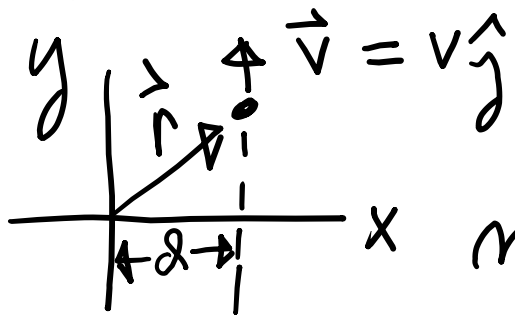
$$\vec{r} = x\hat{i} + (vt + y_0)\hat{j} \quad \text{So}$$

$$\vec{N}_0 = \vec{r} \times \vec{L} = m\vec{r} \times \vec{v} =$$

$$m[x\hat{i} + (vt + y_0)\hat{j}] \times v\hat{j}$$

A funny example of conserved angular momentum

particle in straight line at constant speed v .



$$\vec{r} = x \hat{i} + (vt + y_0) \hat{j} \quad \text{So}$$

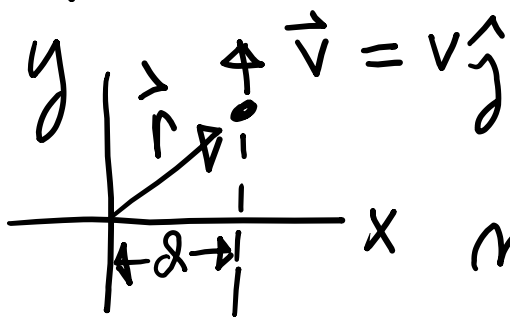
$$\vec{N}_0 = \vec{r} \times \vec{L} = m \vec{r} \times \vec{v} =$$

$$m [x \hat{i} + (vt + y_0) \hat{j}] \times v \hat{j} = m v x \hat{i} \times \hat{j} +$$

A funny example of conserved angular momentum

particle in straight line at constant speed v .

$$\vec{r} = x\hat{i} + (vt + y_0)\hat{j} \quad \text{So}$$



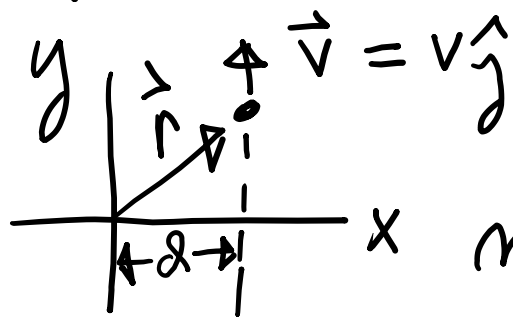
$$\vec{N}_0 = \vec{r} \times \vec{L} = m\vec{r} \times \vec{v} =$$

$$m[x\hat{i} + (vt + y_0)\hat{j}] \times v\hat{j} = m\cancel{v}x(\hat{i} \times \hat{j}) +$$

$$m(vt + y_0)v(\hat{j} \times \hat{j})$$

A funny example of conserved angular momentum

particle in straight line at constant speed v .


 $\vec{r} = x\hat{i} + (vt + y_0)\hat{j}$ So

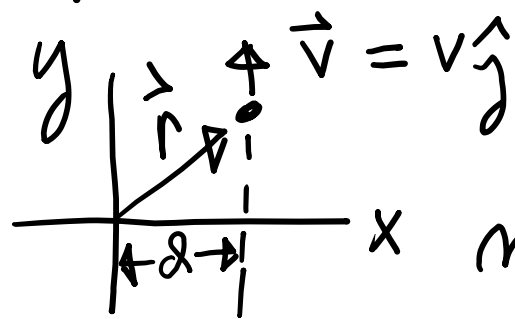
$$\vec{N}_0 = \vec{r} \times \vec{L} = m\vec{r} \times \vec{v} =$$

$$m[x\hat{i} + (vt + y_0)\hat{j}] \times v\hat{j} = m\cancel{v}x(\hat{i} \times \hat{j}) + m(vt + y_0)v(\hat{j} \times \hat{j})$$

But $\hat{j} \times \hat{j} = \vec{0}$ & $\hat{i} \times \hat{j} = \hat{k}$

A funny example of conserved angular momentum

particle in straight line at constant speed v .



$$\vec{r} = x\hat{i} + (vt + y_0)\hat{j} \quad \text{So}$$

$$\vec{v} = v\hat{j} \quad \vec{H}_0 = \vec{r} \times \vec{L} = m\vec{r} \times \vec{v} =$$

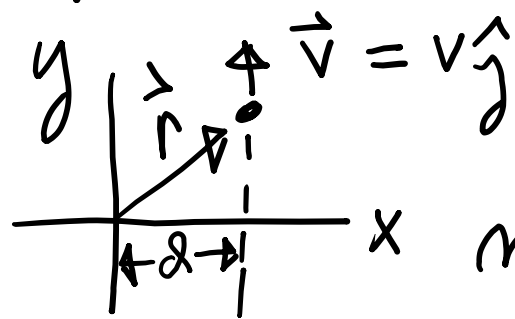
$$m[x\hat{i} + (vt + y_0)\hat{j}] \times v\hat{j} = m\cancel{v}(\hat{i} \times \hat{j}) +$$

$$m(vt + y_0)v(\hat{j} \times \hat{j}) \quad \text{But } \hat{j} \times \hat{j} = \mathbf{0} \quad \& \hat{i} \times \hat{j} = \hat{k}$$

$$\text{So } \vec{H}_0 = \cancel{v}mv\hat{k}$$

A funny example of conserved angular momentum

particle in straight line at constant speed v .



$$\vec{r} = x\hat{i} + (vt + y_0)\hat{j} \quad \text{So}$$

$$\vec{v} = v\hat{j}$$

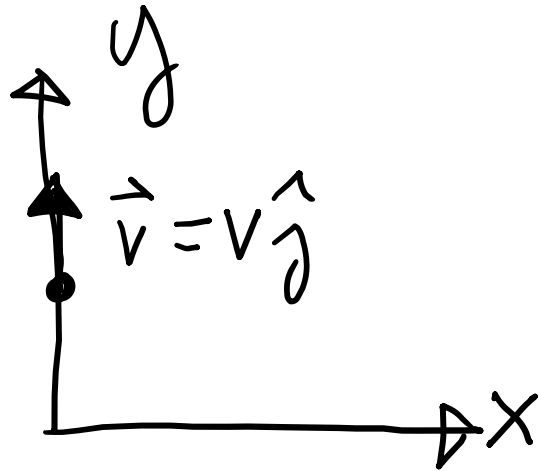
$$\vec{H}_0 = \vec{r} \times \vec{L} = m\vec{r} \times \vec{v} =$$

$$m[x\hat{i} + (vt + y_0)\hat{j}] \times v\hat{j} = m\cancel{v}(\hat{i} \times \hat{j}) +$$

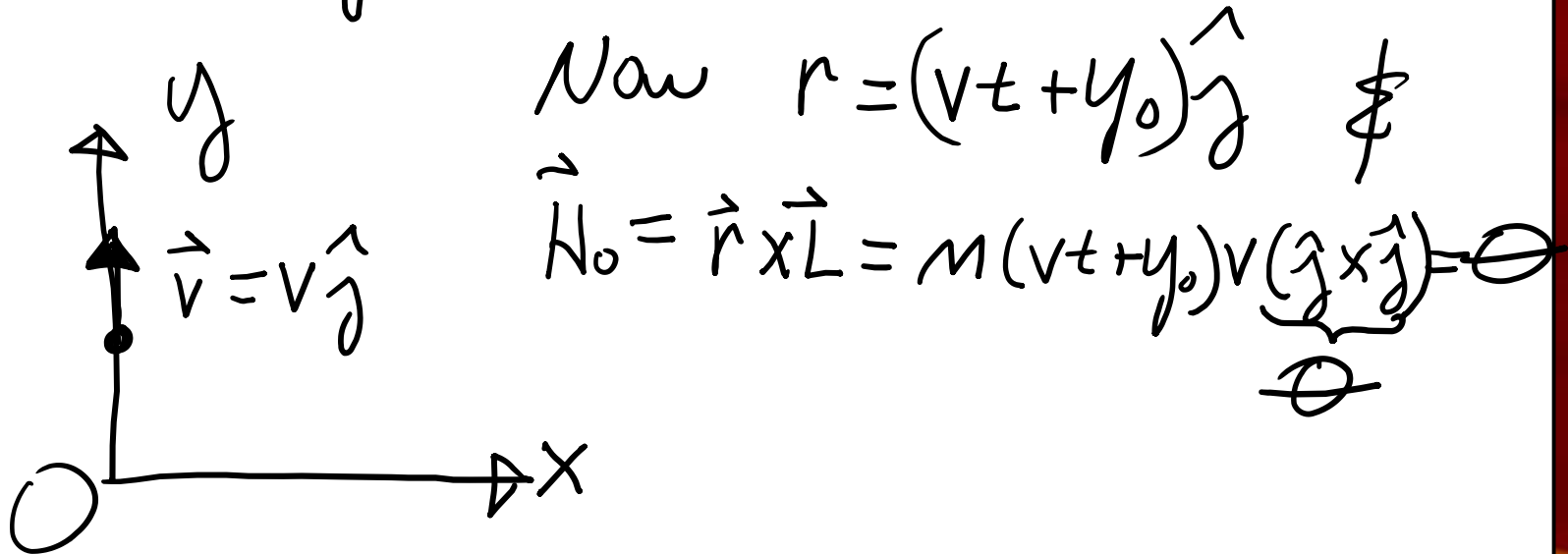
$$m(vt + y_0)v(\hat{j} \times \hat{j}) \quad \text{But } \hat{j} \times \hat{j} = \emptyset \quad \& \hat{i} \times \hat{j} = \hat{k}$$

So $\vec{H}_0 = \cancel{m}xv\hat{k}$ We have angular momentum = const $\neq \emptyset$, but No rotation is happening.

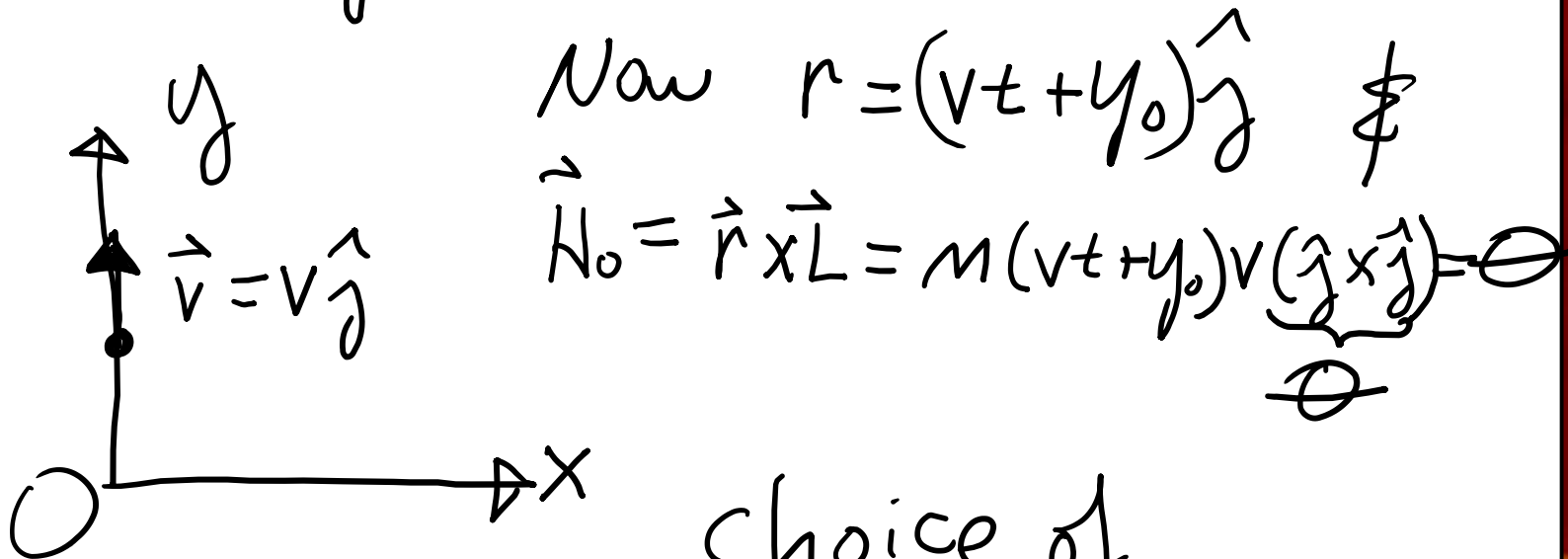
Note: We can get rid of the angular momentum by choosing a different coordinate system:



Note: We can get rid of the angular momentum by choosing a different coordinate system:



Note: We can get rid of the angular momentum by choosing a different coordinate system:



$$\text{Now } \vec{r} = (vt + y_0) \hat{j} \quad \cancel{\neq}$$

$$\vec{H}_O = \vec{r} \times \vec{L} = m(vt + y_0)v \underbrace{(\hat{j} \times \hat{j})}_{\vec{0}} = \vec{0}$$

Choice of coordinate system can be helpful in solving problems

Newtonian gravity

Newtonian gravity

$$F = G \frac{m_1 m_2}{r^2}$$

Newtonian gravity

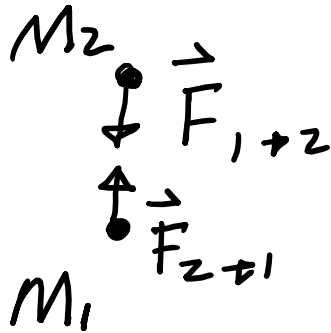
$$F = G \frac{m_1 m_2}{r^2}$$

m_2 •

•
 m_1

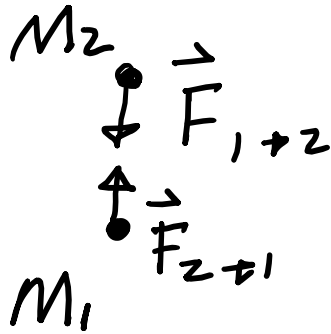
Newtonian gravity

$$F = G \frac{m_1 m_2}{r^2}$$



Newtonian gravity

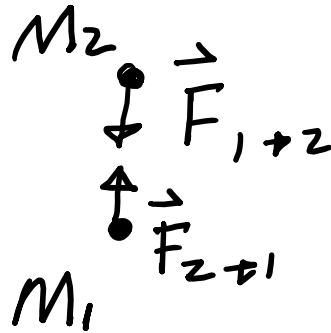
$$F = G \frac{m_1 m_2}{r^2}$$



$$\vec{F}_{1+2} = -\vec{F}_{2+1}$$

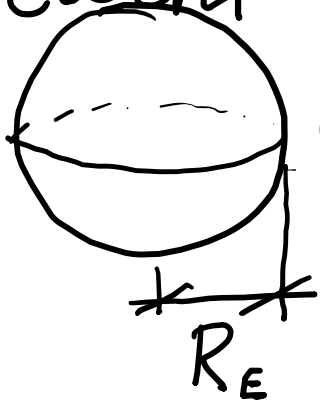
Newtonian gravity

$$F = G \frac{m_1 m_2}{r^2}$$



$$\vec{F}_{1+2} = -\vec{F}_{2+1}$$

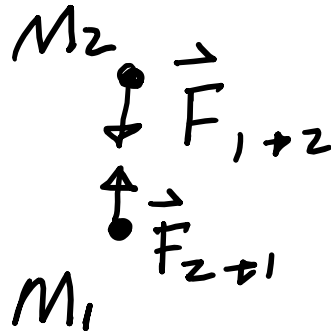
Earth



Mass = M_E

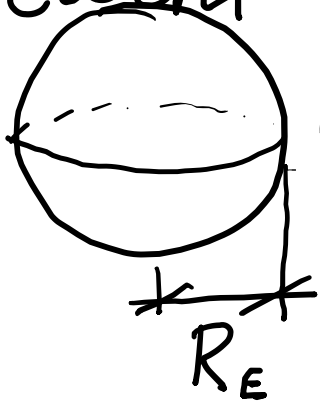
Newtonian gravity

$$F = G \frac{m_1 m_2}{r^2}$$



$$\vec{F}_{1+2} = -\vec{F}_{2+1}$$

Earth

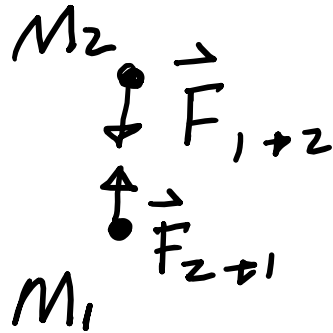


mass = M_E

Let $r = R_E + h$, where $h \ll R_E$

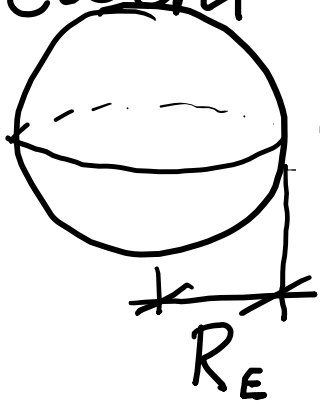
Newtonian gravity

$$F = G \frac{m_1 m_2}{r^2}$$



$$\vec{F}_{1+2} = -\vec{F}_{2+1}$$

Earth



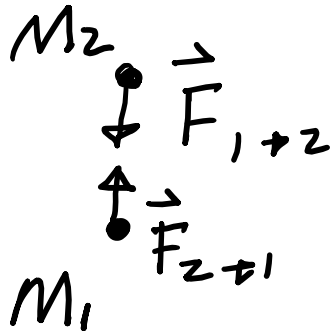
mass = M_E

Let $r = R_E + h$, where $h \ll R_E$

Taylor series about $r = R_E$

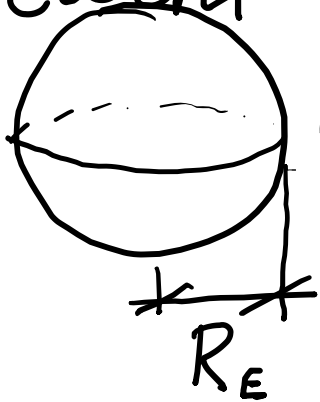
Newtonian gravity

$$F = G \frac{m_1 m_2}{r^2}$$



$$\vec{F}_{1+2} = -\vec{F}_{2+1}$$

Earth



mass = M_E

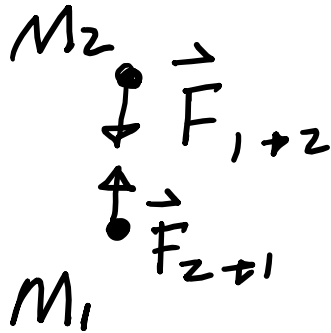
Let $r = R_E + h$, where $h \ll R_E$

Taylor series about $r = R_E$

$$F(r) = F(R_E) + \left[\frac{F'(R_E)}{1!} \right] (r - R_E) + \left[\frac{F''(R_E)}{2!} \right] (r - R_E)^2 + \dots$$

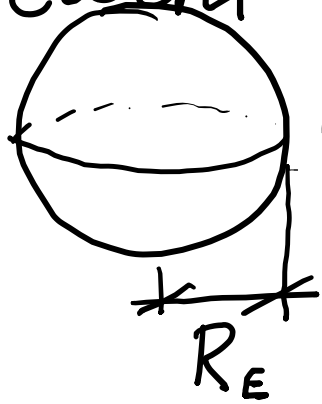
Newtonian gravity

$$F = G \frac{m_1 m_2}{r^2}$$



$$\vec{F}_{1+2} = -\vec{F}_{2+1}$$

Earth



Mass = M_E

Let $r = R_E + h$, where $h \ll R_E$

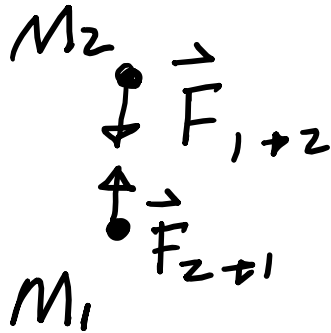
Taylor series about $r = R_E$

$$F(r) = F(R_E) + \left[\frac{F'(R_E)}{1!} \right] (r - R_E) + \left[\frac{F''(R_E)}{2!} \right] (r - R_E)^2 + \dots$$

$$F(R_E) = \frac{GmM_E}{R_E^2}, \quad F'(R_E) = -2G \frac{mM_E}{R_E^3}$$

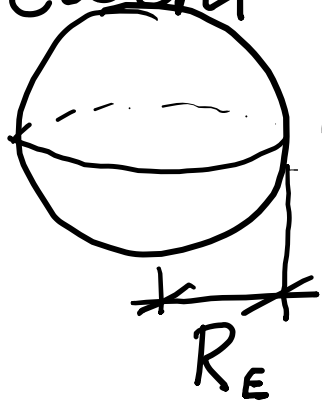
Newtonian gravity

$$F = G \frac{m_1 m_2}{r^2}$$



$$\vec{F}_{1+2} = -\vec{F}_{2+1}$$

Earth



Mass = M_E

Taylor series about $r = R_E$

Let $r = R_E + h$, where $h \ll R_E$

$$F(r) = F(R_E) + \left[\frac{F'(R_E)}{1!} \right] (r - R_E) + \left[\frac{F''(R_E)}{2!} \right] (r - R_E)^2 + \dots$$

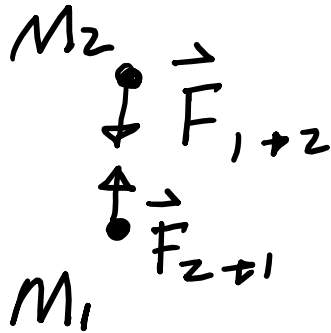
$$F(R_E) = \frac{GmM_E}{R_E^2}, \quad F'(R_E) = -2G \frac{mM_E}{R_E^3}$$

So $F(r) \approx \left[\frac{GmM_E}{R_E^2} \right] \left[1 - \left(\frac{2}{R_E} \right) (r - R_E) \right]$ Near Earth

but $r - R_E = h$

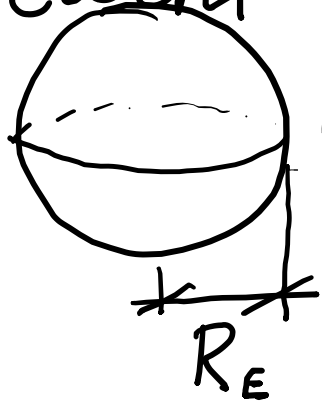
Newtonian gravity

$$F = G \frac{m_1 m_2}{r^2}$$



$$\vec{F}_{1+2} = -\vec{F}_{2+1}$$

Earth



Mass = M_E

Taylor series about $r = R_E$

Let $r = R_E + h$, where $h \ll R_E$

$$F(r) = F(R_E) + \left[\frac{F'(R_E)}{1!} \right] (r - R_E) + \left[\frac{F''(R_E)}{2!} \right] (r - R_E)^2 + \dots$$

$$F(R_E) = \frac{GmM_E}{R_E^2}, \quad F'(R_E) = -2G \frac{mM_E}{R_E^3}$$

So $F(r) \approx \left[\frac{GmM_E}{R_E^2} \right] \left[1 - \left(\frac{2}{R_E} \right) (r - R_E) \right]$ Near Earth

but $r - R_E = h \Rightarrow F(h) = \left[\frac{GmM_E}{R_E^2} \right] \left[1 - \frac{2h}{R_E} \right]$

We have $F(h) = \left[\frac{GmM_E}{R_E^2} \right] \left[1 - 2\frac{h}{R_E} \right]$. At what distance h is the second term important?

We have $F(h) = \left[\frac{GmM_E}{R_E^2} \right] \left[1 - 2\frac{h}{R_E} \right]$. At what distance h is the second term important? Let us require $2\frac{h}{R_E} < 0.001$

We have $F(h) = \left[\frac{GmM_E}{R_E^2} \right] \left[1 - 2\frac{h}{R_E} \right]$. At what distance h is the second term important? Let us require $2\frac{h}{R_E} < 0.001$ & since $R_E = 6.37 * 10^6 \text{ m}$

We have $F(h) = \left[\frac{GmM_E}{R_E^2} \right] \left[1 - 2\frac{h}{R_E} \right]$. At what distance h is the second term important? Let us require $2\frac{h}{R_E} < 0.001$ & since $R_E = 6.37 * 10^6 \text{ m}$, then

$$\frac{2h}{6.37 * 10^6 \text{ m}} < 0.001$$

We have $F(h) = \left[\frac{GmM_E}{R_E^2} \right] \left[1 - 2\frac{h}{R_E} \right]$. At what distance h is the second term important? Let us require $2\frac{h}{R_E} < 0.001$ & since $R_E = 6.37 * 10^6 \text{ m}$, then

$$\frac{2h}{6.37 * 10^6 \text{ m}} < 0.001 \Rightarrow h < \frac{(10^{-3})6.37 * 10^6 \text{ m}}{2}$$

We have $F(h) = \left[\frac{GmM_E}{R_E^2} \right] \left[1 - 2\frac{h}{R_E} \right]$. At what distance h is the second term important? Let us require $2\frac{h}{R_E} < 0.001$ & since $R_E = 6.37 * 10^6 \text{ m}$, then

$$\frac{2h}{6.37 * 10^6 \text{ m}} < 0.001 \Rightarrow h < \frac{(10^{-3})6.37 * 10^6 \text{ m}}{2}$$

$\Rightarrow h < 3.2 \text{ km}$.

We have $F(h) = \left[\frac{GmM_E}{R_E^2} \right] \left[1 - 2\frac{h}{R_E} \right]$. At what distance h is the second term important? Let us require $2\frac{h}{R_E} < 0.001$ & since $R_E = 6.37 * 10^6 \text{ m}$, then

$$\frac{2h}{6.37 * 10^6 \text{ m}} < 0.001 \Rightarrow h < \frac{(10^{-3})6.37 * 10^6 \text{ m}}{2}$$

$\Rightarrow h < 3.2 \text{ km}$. So, if $h < 3 \text{ km}$

We have $F(h) = \left[\frac{GmM_E}{R_E^2} \right] \left[1 - 2\frac{h}{R_E} \right]$. At what distance h is the second term important? Let us require $2\frac{h}{R_E} < 0.001$ & since $R_E = 6.37 * 10^6 \text{ m}$, then

$$\frac{2h}{6.37 * 10^6 \text{ m}} < 0.001 \Rightarrow h < \frac{(10^{-3})6.37 * 10^6 \text{ m}}{2}$$

$\Rightarrow h < 3.2 \text{ km}$. So, if $h < 3 \text{ km}$, then $F = mg$, where $g \equiv G \frac{M_E}{R_E^2}$, is good to within $\frac{1}{10}\%$.

We have $F(h) = \left[\frac{GmM_E}{R_E^2} \right] \left[1 - 2\frac{h}{R_E} \right]$. At what distance h is the second term important? Let us require $2\frac{h}{R_E} < 0.001$ & since $R_E = 6.37 * 10^6 \text{ m}$, then $\frac{2h}{6.37 * 10^6 \text{ m}} < 0.001 \Rightarrow h < \frac{(10^{-3})6.37 * 10^6 \text{ m}}{2}$

$\Rightarrow h < 3.2 \text{ km}$. So, if $h < 3 \text{ km}$, then $F = mg$, where $g \equiv G \frac{M_E}{R_E^2}$, is good to within $\frac{1}{10}\%$. But earth is not a sphere

We have $F(h) = \left[\frac{GmM_E}{R_E^2} \right] \left[1 - 2\frac{h}{R_E} \right]$. At what distance h is the second term important? Let us require $2\frac{h}{R_E} < 0.001$ & since $R_E = 6.37 * 10^6 \text{ m}$, then

$$\frac{2h}{6.37 * 10^6 \text{ m}} < 0.001 \Rightarrow h < \frac{(10^{-3})6.37 * 10^6 \text{ m}}{2}$$

$\Rightarrow h < 3.2 \text{ km}$. So, if $h < 3 \text{ km}$, then $F = mg$, where $g \equiv G \frac{M_E}{R_E^2}$, is good to within $\frac{1}{10}\%$. But earth is not a sphere & earth is spinning.

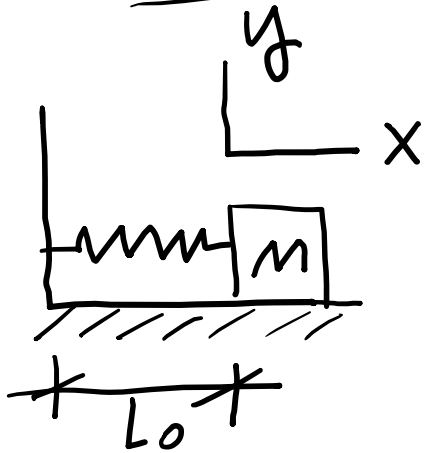
We have $F(h) = \left[\frac{GmM_E}{R_E^2} \right] \left[1 - 2\frac{h}{R_E} \right]$. At what distance h is the second term important? Let us require $2\frac{h}{R_E} < 0.001$ & since $R_E = 6.37 * 10^6 \text{ m}$, then

$$\frac{2h}{6.37 * 10^6 \text{ m}} < 0.001 \Rightarrow h < \frac{(10^{-3})6.37 * 10^6}{2} \text{ m}$$

$\Rightarrow h < 3.2 \text{ km}$. So, if $h < 3 \text{ km}$, then

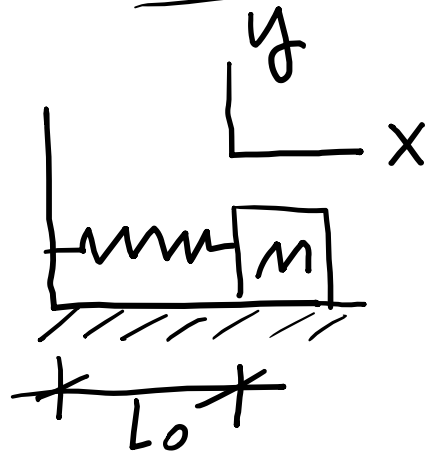
$F = mg$, where $g \equiv G \frac{M_E}{R_E^2}$, is good to within $\frac{1}{10}\%$. But earth is not a sphere & earth is spinning. So g is not as uniform as calculation suggests

Force due to spring (Need for problem 12.90)



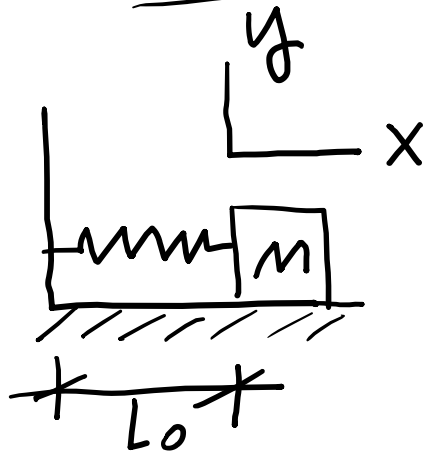
Let natural unstretched
[not compressed] length be
 L_0 .

Force due to spring (Need for problem 12.90)

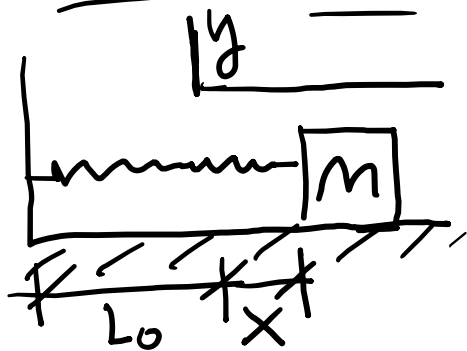


Let natural unstretched
[not compressed] length be
 L_0 . In this case, no spring
force F_{sp} on box

Force due to spring (Need for problem 12.90)

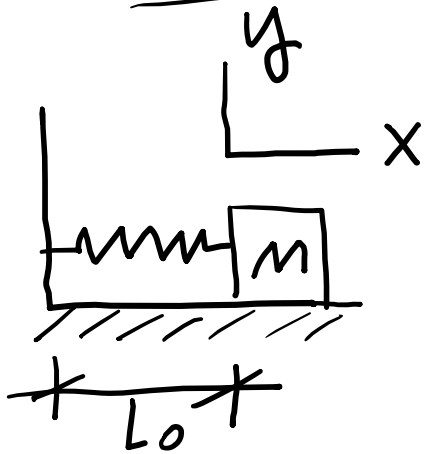


Let natural unstretched [not compressed] length be L_0 . In this case, no spring force F_{sp} on box

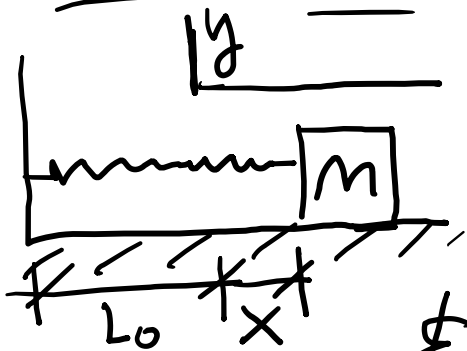


In this case, the spring is stretched and has length $L = L_0 + x$

Force due to spring (Need for problem 12.90)

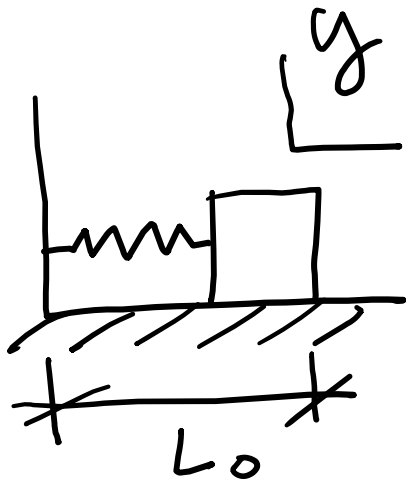


Let natural unstretched [not compressed] length be L_0 . In this case, no spring force F_{sp} on box

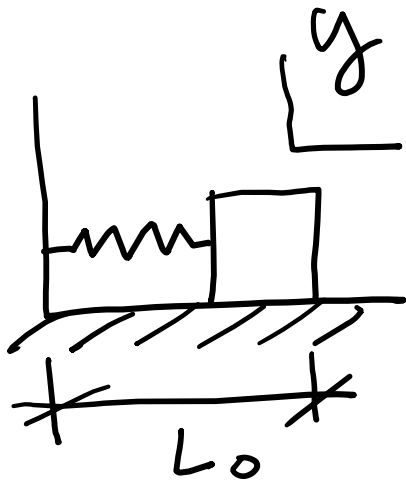


In this case, the spring is stretched and has length $L = L_0 + x$. So $x = L - L_0$ & the force is $F_{sp} = -kx$,

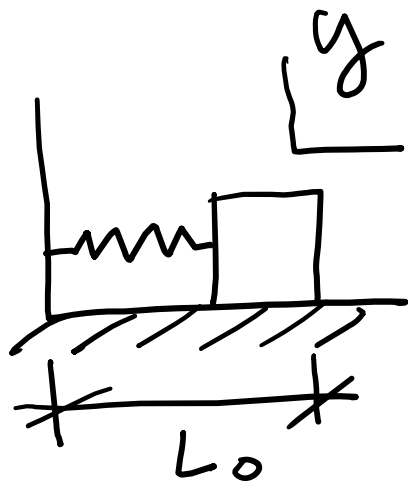
where k is the spring constant.



In this case the spring is compressed and has length $L = L_0 + x$, where in this situation $x < 0$



In this case the spring is compressed and has length $L = L_0 + x$, where in this situation $x < 0$ & $x = L - L_0$ *as before*



In this case the spring is compressed and has length $L = L_0 + x$, where in this situation

$$x < 0 \quad \& \quad x = L - L_0 \text{ as before}$$

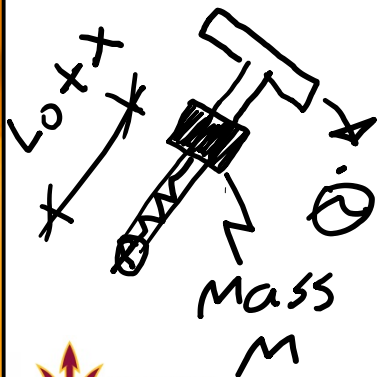
The force is $F_{sp} = -kx$ as before

Example: Massless rod is free to rotate and has a collar with no friction.

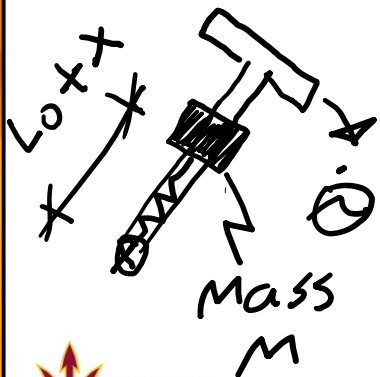
Example: Massless rod is free to rotate and has a collar with no friction. Collar is attached to spring that has opposite side attached to point of rotation.

Example: Massless rod is free to rotate and has a collar with no friction. Collar is attached to spring that has opposite side attached to point of rotation. Spring has natural length L_0

Example: Massless rod is free to rotate and has a collar with no friction. Collar is attached to spring that has opposite side attached to point of rotation. Spring has natural length L_0 . Collar starts at position A that is distance $L_0 + x$ from rotation point. Find \ddot{A} in terms of L, r_A, M, c :



Example: Massless rod is free to rotate and has a collar with no friction. Collar is attached to spring that has opposite side attached to point of rotation. Spring has natural length L_0 . Collar starts at position A that is distance $L_0 + x$ from rotation point. Find \ddot{r}_A in terms of L, r_A, M_c : $\sum F_r = M a_r$



Example: Massless rod is free to rotate and has a collar with no friction. Collar is attached to spring that has opposite side attached to point of rotation. Spring has natural length L_0 . Collar starts at position A that is distance $L_0 + x$ from rotation point. Find \ddot{r}_A in terms of L, r_A, M_c : $\sum F_r = M a_r$

$$\Rightarrow -kx = m(\ddot{r}_A - r_A \dot{\theta}^2)$$



Example: Massless rod is free to rotate and has a collar with no friction. Collar is attached to spring that has opposite side attached to point of rotation. Spring has natural length L_0 . Collar starts at position A that is distance $L_0 + x$ from rotation point. Find

\ddot{r}_A in terms of L, r_A, M_c : $\sum F_r = M a_r$

$$\Rightarrow -kx = m(\ddot{r}_A - r_A \dot{\theta}^2) \Rightarrow \ddot{r}_A = -\frac{kx}{m} + r_A \dot{\theta}^2$$



Example: Massless rod is free to rotate and has a collar with no friction. Collar is attached to spring that has opposite side attached to point of rotation. Spring has natural length L_0 . Collar starts at position A that is distance $L_0 + x$ from rotation point. Find \ddot{r}_A in terms of L, r_A, M_c : $\sum F_r = M a_r$

$$\Rightarrow -kx = m(\ddot{r}_A - r_A \dot{\theta}^2) \Rightarrow \ddot{r}_A = -\frac{kx}{m} + r_A \dot{\theta}^2$$

But $x = r_A - L_0$



Example: Massless rod is free to rotate and has a collar with no friction. Collar is attached to spring that has opposite side attached to point of rotation. Spring has natural length L_0 . Collar starts at position A that is distance $L_0 + x$ from rotation point. Find

\ddot{r}_A in terms of $L, r_A, M_c: \sum F_r = M a_r$

$$\Rightarrow -kx = m(\ddot{r}_A - r_A \dot{\theta}^2) \Rightarrow \ddot{r}_A = -\frac{kx}{m} + r_A \dot{\theta}^2$$

But $x = r_A - L_0$ So

$$\ddot{r}_A = \frac{-k(r_A - L_0)}{m} + r_A \dot{\theta}^2$$



