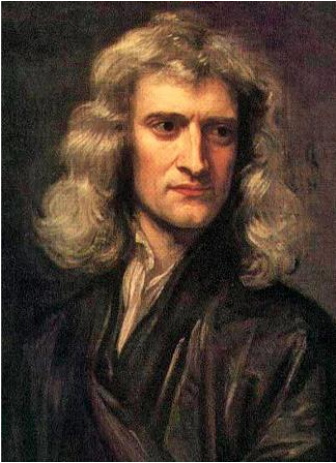


Today's Topics

Wednesday, September 11, 2019 (Week 2, lecture 6) – Chapter 3.

1. Newton's Laws
2. Momentum & Energy
3. Gravity
4. Circular Motion

Isaac Newton: Founder of Classical Mechanics

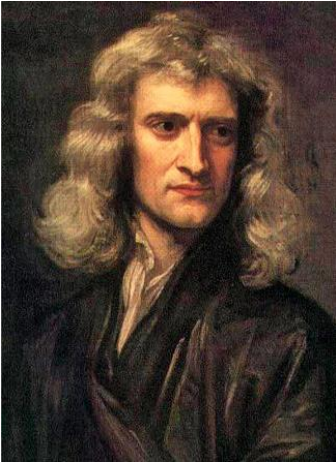


Newton (1689) [by G. Kneller]

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- Cambridge U.
- Founded **Classical Mechanics**.
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- Major contributions to **Optics & Astronomy**.

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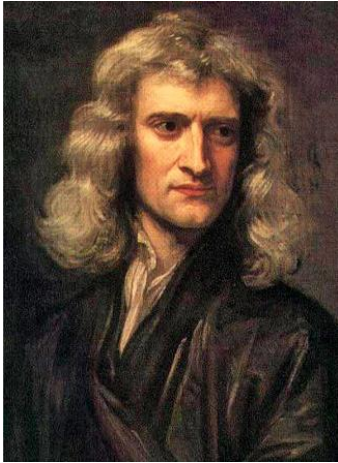
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Classical Mechanics

- “Newton’s Laws” of classical mechanics.
- Law of universal gravitation.
- Newton’s laws are used for *calculating planetary & stellar motion*.
(+ Einstein’s “Special Relativity”)

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Astronomy

- **Optics**: white light & colors, refraction.
- Invented the **reflecting telescope**.

Newton's Laws of Classical Mechanics

1st Law: An object moves at constant velocity if there is no net force acting on it.

[fine print: in an inertial reference frame]

2nd Law: Force = mass \times acceleration.

3rd Law: For any force, there is always an equal and opposite reaction force.

Newton's 1st Law

An object moves at constant velocity if there is no net force acting on it.

[fine print: in an inertial reference frame]

Note: This law is a variation on the Galilean relativity statement.

Newton's 2nd Law

Force = Mass × Acceleration

or

$$F = ma$$

F = net force
 m = mass
 a = acceleration

[fine print: in an inertial reference frame]

Newton's 2nd Law

Force = Mass × Acceleration

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$$F = ma$$

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Note 1: This equation is mostly useful if you know the net force applied.

Note 2: If the acceleration is zero, then the net force is zero.

Newton's 3rd Law

For any force, there is always an equal and opposite reaction force

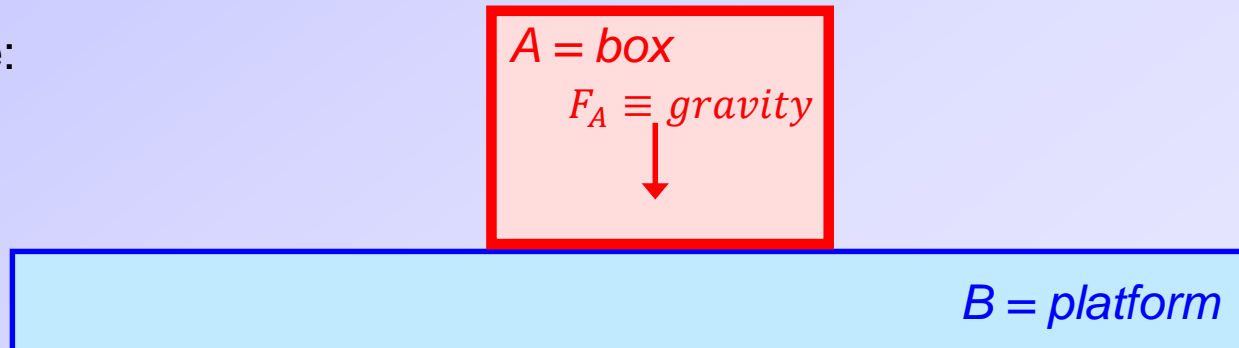
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Example:

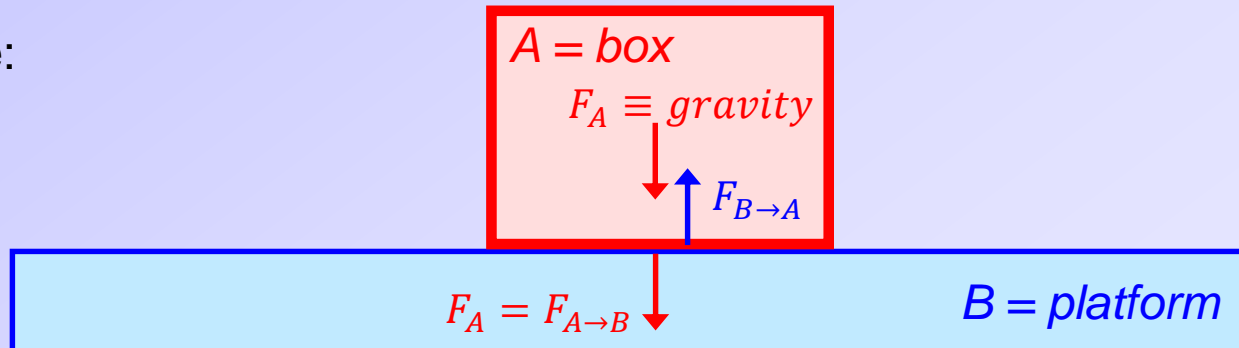


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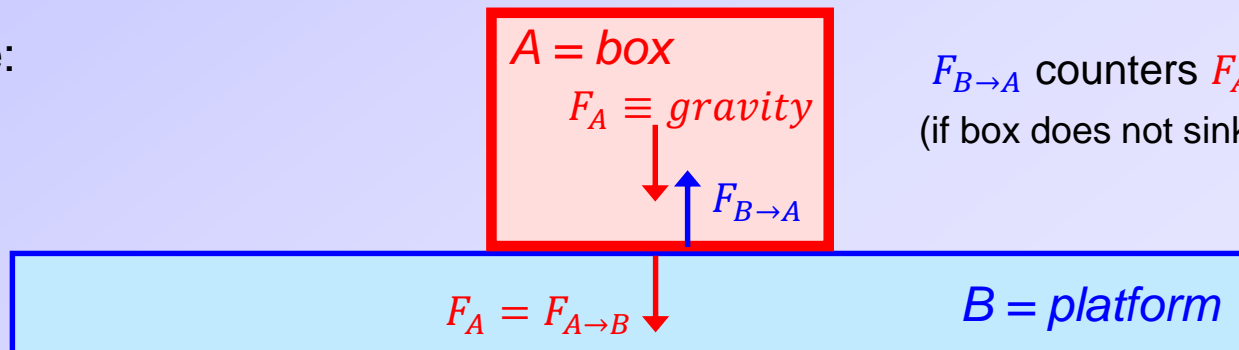


Newton's 3rd Law

For any force, there is always an equal and opposite reaction force

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Example:



Newton's 3rd Law: Rocket Thrust

A rocket accelerates by pushing on its exhaust.

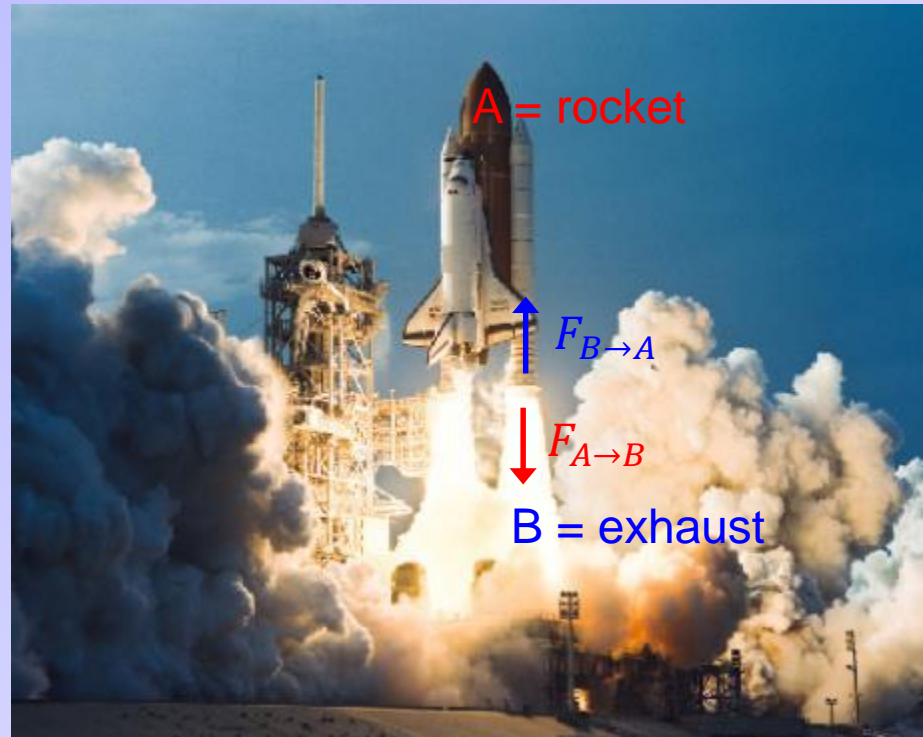


A rocket does NOT push on the air to accelerate.

A rocket does NOT push on its platform to accelerate.

Newton's 3rd Law: Rocket Thrust

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Conservation of Momentum

momentum = mass \times velocity

total momentum

= sum of the momenta of all the sub-parts of a system

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$$\text{momentum} = \text{mass} \times \text{velocity}$$

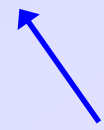
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Conservation Law

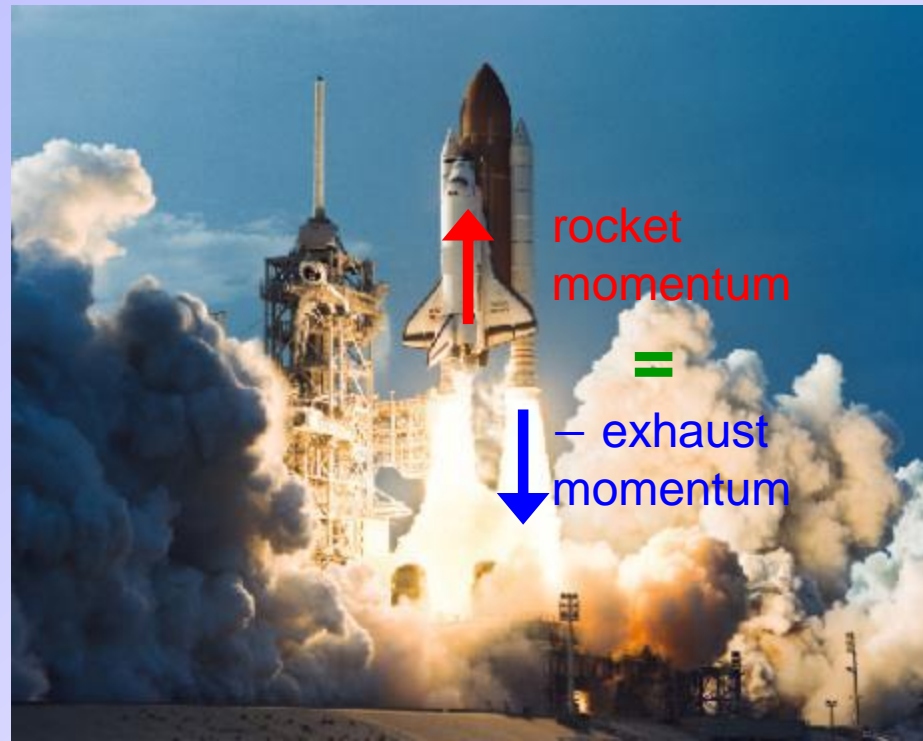
The **total momentum** of a **closed system** **never changes**.

*no external objects enter
no external forces*



Momentum Conservation: Rocket Thrust

$$\text{Momentum}_{\text{rocket}} + \text{Momentum}_{\text{exhaust}} = 0$$



Conservation of Energy

$$\text{Kinetic Energy} = E_k = \frac{1}{2}mv^2$$

m = mass
 v = speed

Potential Energy = “stored” energy

example: gravitational potential energy

Total Energy

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Gravity

Newton figured out that the same force that is responsible for a *falling apple* is also responsible for keeping the *Moon in orbit* around the Earth.

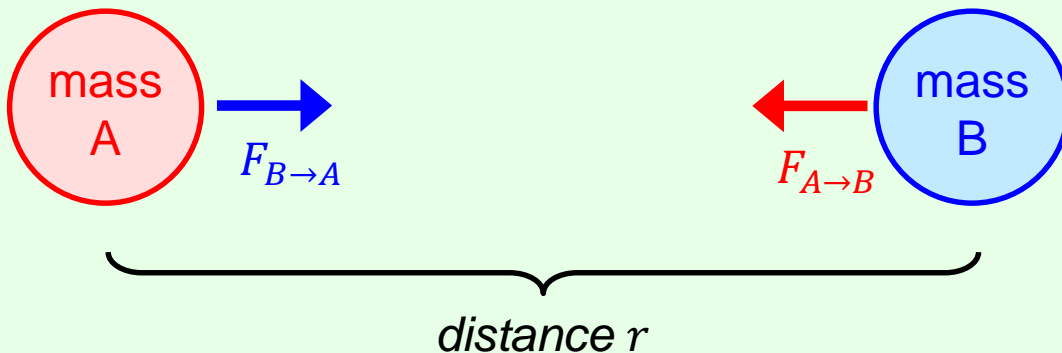
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Newton's law of universal gravitation

All masses attract each other according to the following relation:

$$F_{A \rightarrow B} = -G \frac{M_A M_B}{r^2} = -F_{B \rightarrow A}$$



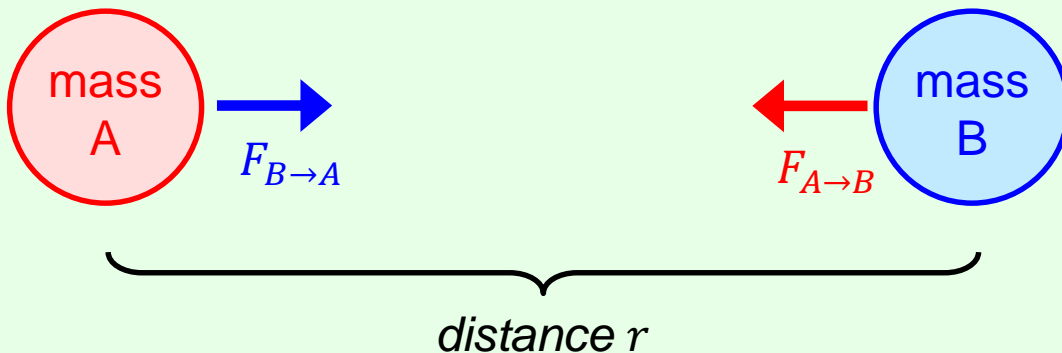
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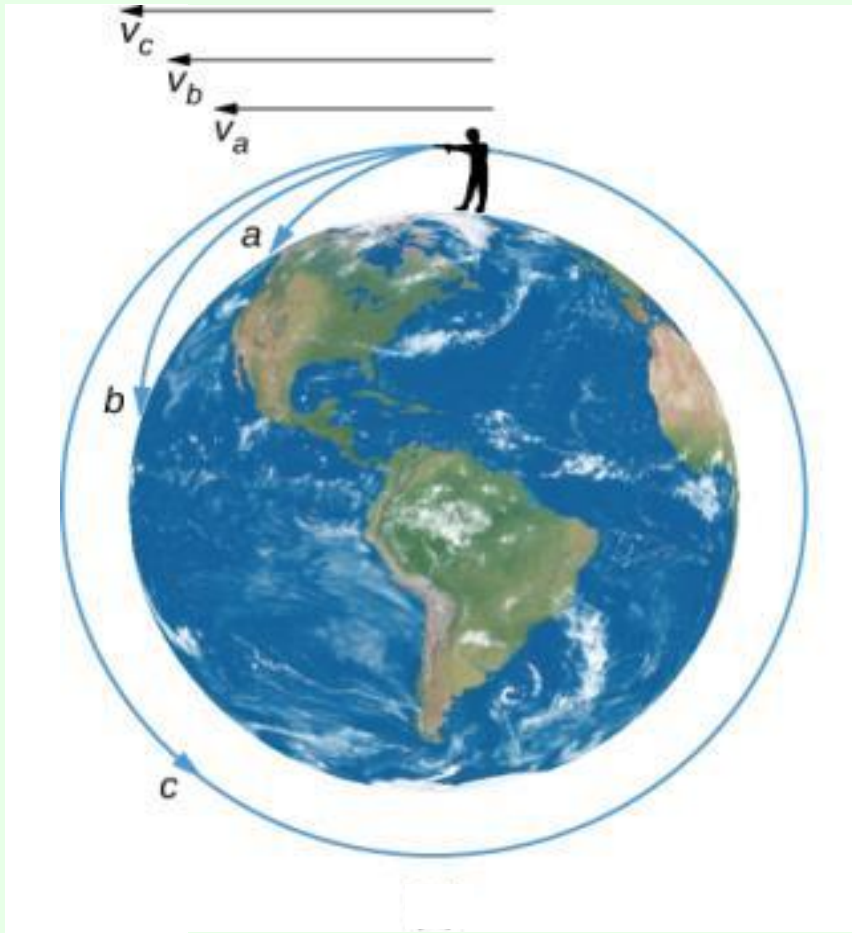


Properties

- Falls off as $1/r^2$.
- Proportional to M_A .
- Proportional to M_B .
- G = Newton's constant
 $= 6.67430(15) \times 10^{-11}$
 $m^3 / Kg \cdot s^2$

**Why do all objects
fall
at the same rate?**

Orbiting is free falling while missing Earth

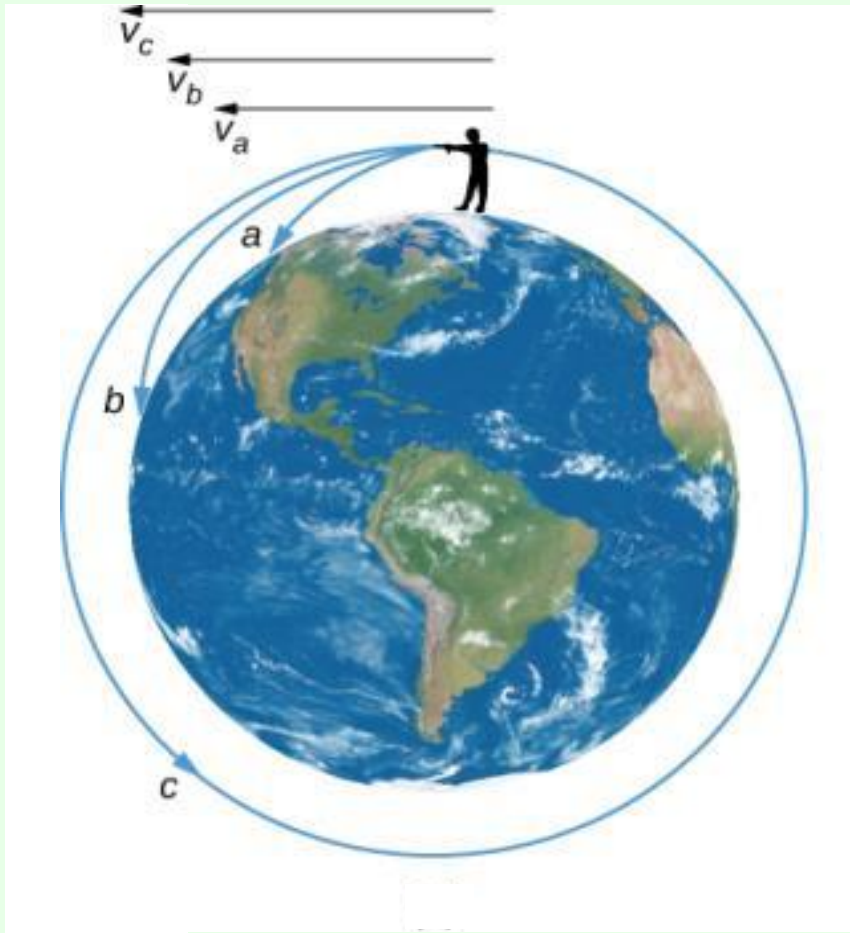


Paths a & b: Initial speeds are weak enough that Earth's gravity pulls the projectile back to the surface.

Path c: Initial speed is strong enough that Earth's gravity never pulls the projectile back to the surface.

[OpenStax: Astronomy]

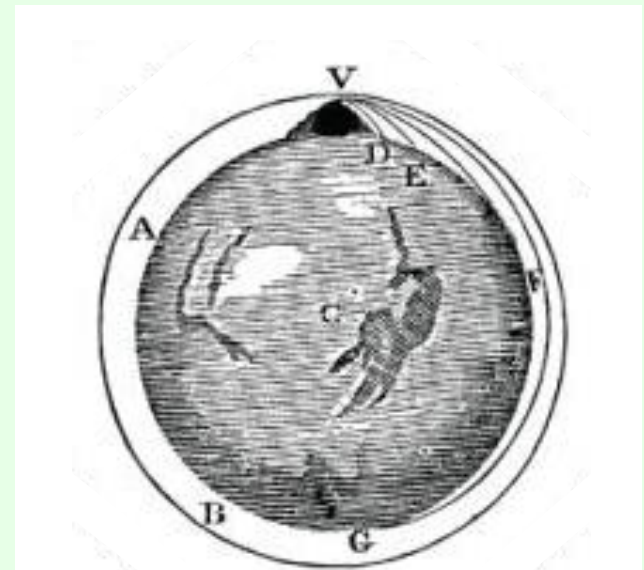
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[Adapted from *De Mundi Systemate*, Newton (1731)]

orbiting



“The knack of flying is learning how to throw yourself at the ground and miss”

- Hitchhikers Guide to the Galaxy

Weightless in Orbit



Clockwise from top left: Tracy Caldwell Dyson (NASA), Naoko Yamzaki (JAXA), Dorothy Metcalf-Lindenburger (NASA), and Stephanie Wilson (NASA). (credit: NASA)

Astronauts in Free Fall: While in space, astronauts are falling freely, so they experience “weightlessness.”

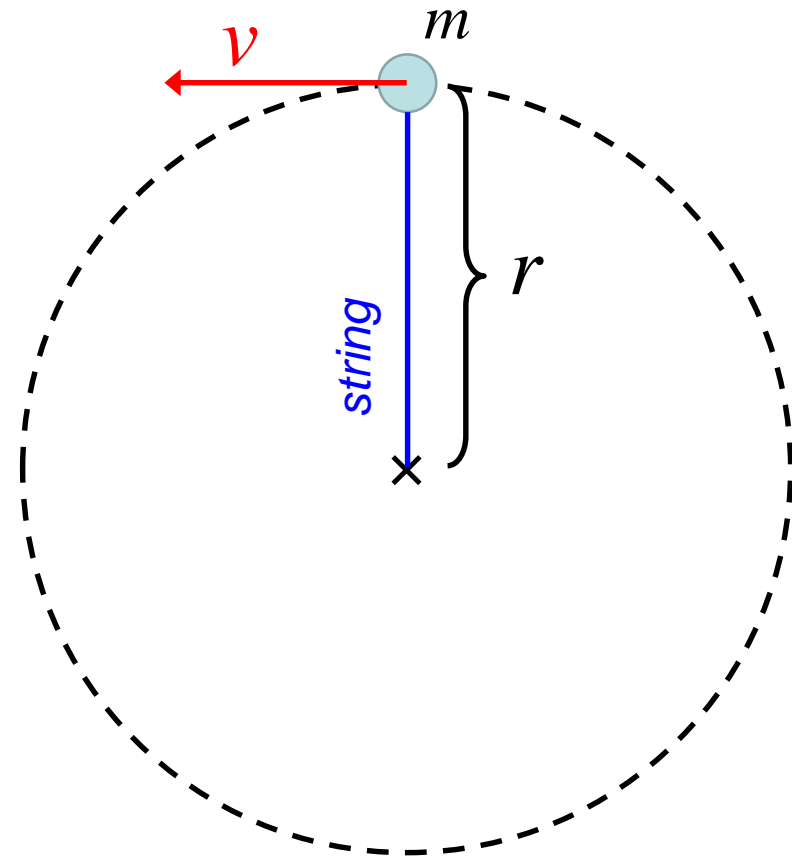
Circular Motion

Recall

acceleration = **change** in **velocity** over time

speed & direction

Rotation is a type of acceleration where the velocity **direction changes**, but speed is constant.



“ball on a string”

Circular Motion

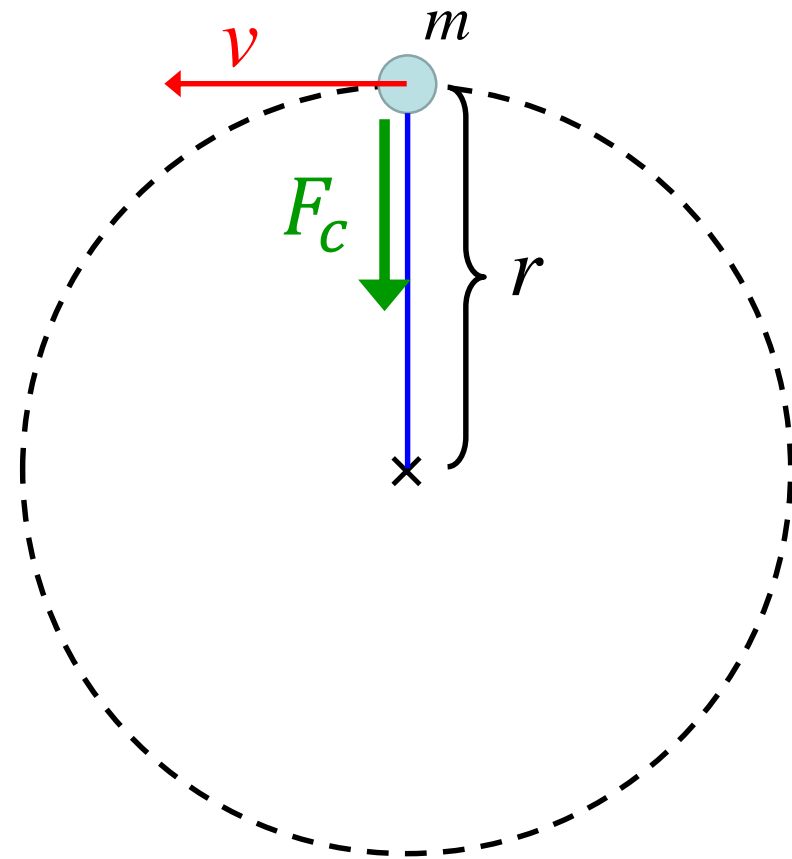
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$$\text{Acceleration: } a_c = \frac{v^2}{r}$$

$$\text{Centripetal Force: } F_c = \frac{mv^2}{r}$$



“ball on a string”

Circular Motion Example: Earth's orbit of Sun

Newton's version of Kepler's 3rd Law

$$T^2 = \frac{4\pi^2}{G(M_1 + M_2)} a^3$$

Formula is in SI units

T = orbital period in seconds

$M_{1,2}$ = Mass of orbiting objects in Kg

a = semimajor axis in meters

G = $6.6743 \times 10^{-11} \text{ m}^3/\text{Kg}\cdot\text{s}^2$