

Questions

Q: Which stays airborne longer: a bullet dropped from shoulder-height, or a bullet fired horizontally from rifle at 700 m/s?

Q: An athlete $\left\{ \begin{array}{l} \text{throws javelin} \\ \text{dives off cliff} \end{array} \right\}$. How does

initial speed and direction affect (i) time of flight, (ii) distance traveled, (iii) angle of impact?

Q: Do we need to escape Earth's gravity to be (or feel) "weightless"?

Acceleration due to Gravity - Free Fall

(Physics at last!) Galileo found by experiment

"All bodies fall at the same acceleration"

(neglecting air friction)



as angle of plane \uparrow
accel $a \uparrow$, but $a = \text{constant}$
for given angle

- measured v, t to find accel. down slope

On earth, all bodies fall at constant

$$a = (-)g = (-) 9.81 \text{ m/s}^2$$

- objects pick up speed quickly!

e.g. 0 to 26.7 m/s (60 mph) in $t = \frac{26.7 - 0}{9.81} = 2.7 \text{ s}$

covering a height $h = \frac{1}{2}gt^2 = \frac{v^2}{2g} = 36.25 \text{ m}$

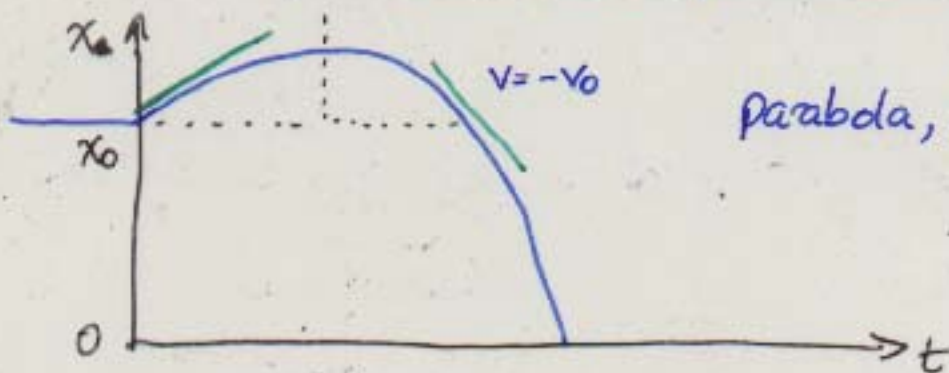
If initial speed $v_0 \neq 0$ (upwards or downwards)

- just add or subtract from final speed

i.e. $v = v_0 - gt$: acceleration is the same

\downarrow
change in speed $(v - v_0)$ during flight is the same
for same t

Free-fall motion of diver under constant "g":



parabola, symmetric about peak x

x_0 = initial height

v_0 = initial speed

Diver's height is a max. when $\frac{dx}{dt} = 0 = v = v_0 - gt$

i.e. $t(\text{max}) = v_0/g$

Max. height given by $v^2 = v_0^2 - 2g(x - x_0)_{\text{max}} = 0$

i.e. $x(\text{max}) = x_0 + \frac{v_0^2}{2g}$

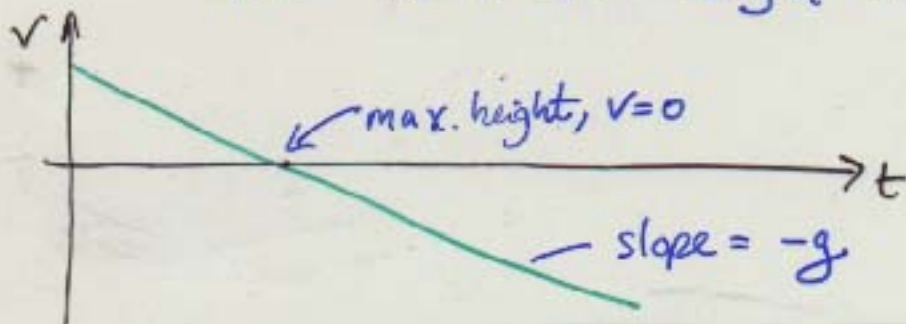
When diver hits pool ($x=0$):

Impact speed $v_i^2 = v_0^2 - 2g(-x_0) = \frac{v_0^2 + 2gx_0}{\text{circled}}$

Time of flight $t_i = \frac{(v_i - v_0)}{a} = \frac{(v_i - v_0)}{-g}$

or given by solution of quadratic eqn:

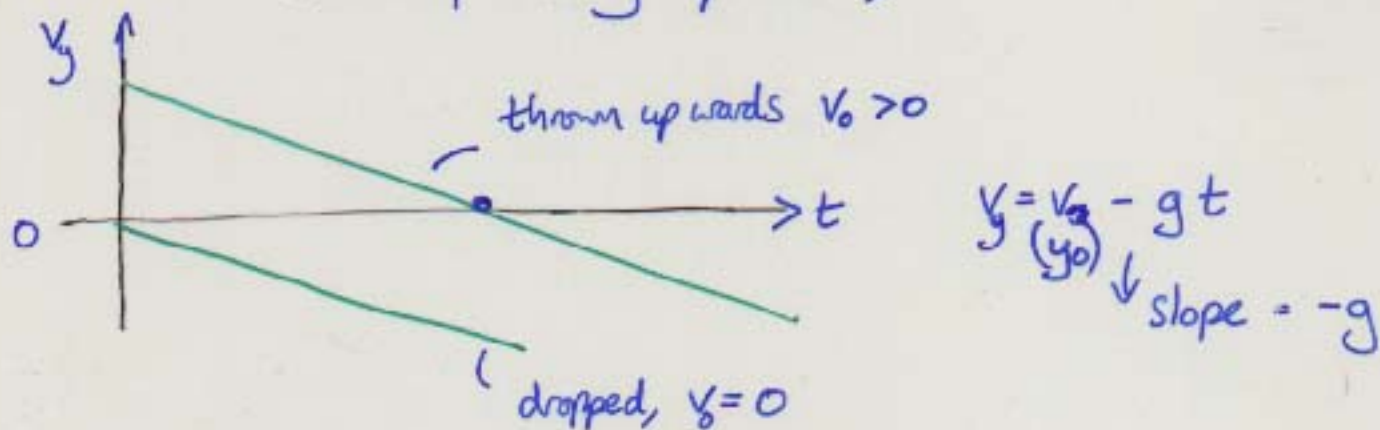
$$x = x_0 + v_0 t - \frac{1}{2} g t^2 = 0$$



Free-Fall in 2D : Projectiles

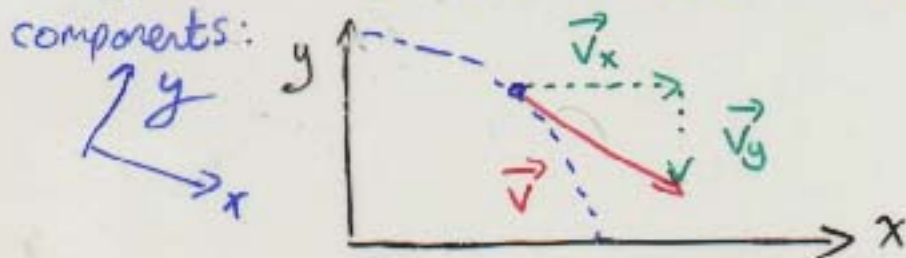
Projectile : thrown with initial velocity, moves under influence of gravity only : follows a trajectory in (x, y)

"Free-fall" = accelerating downwards under gravity
(even if moving upwards)



Note: For now, neglect air friction : choose low speeds, dense objects (high mass, small size)

At any point along 2D trajectory, can separate object's \vec{v} into components:



$$\vec{v} = \vec{v}_x + \vec{v}_y$$

choose \vec{g} to be \parallel to $(-y)$ axis

Then: $\vec{v} = v_x \vec{i} + v_y \vec{j}$ where $v_x = \frac{dx}{dt}$ etc.

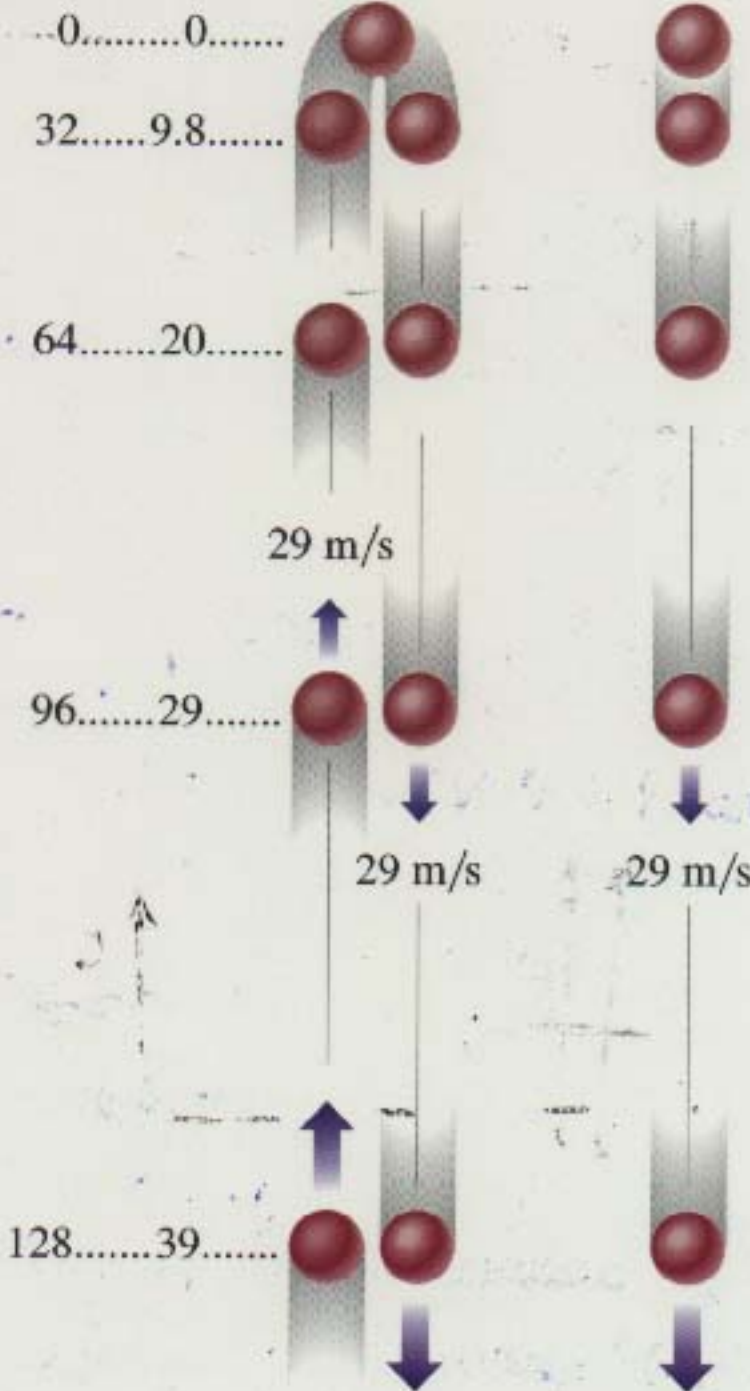
with $\frac{d^2x}{dt^2} = 0$, $\frac{d^2y}{dt^2} = -g$ since $\vec{g} = -g \vec{j}$

i.e. $v_x = \text{constant}$, $v_y = v_{y0} - g t$
- motion in x direction unaffected by gravity!

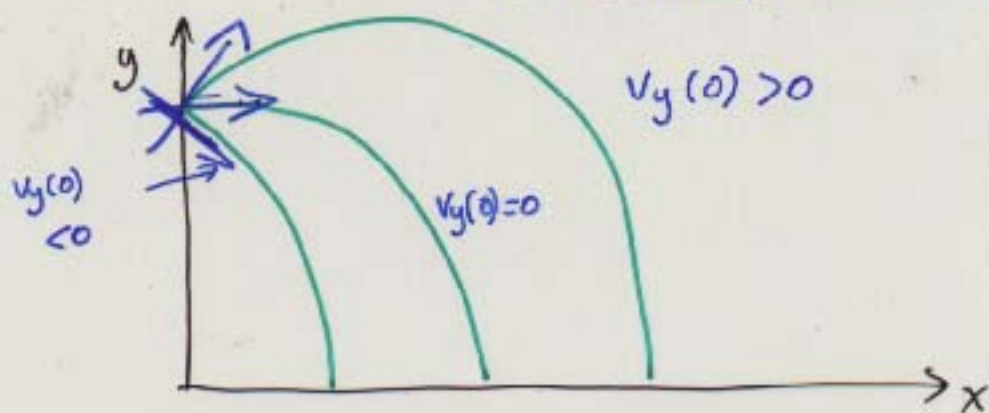
Figure 3.11
Peak altitude of a moving ball

Speeds both upward and downward

(ft/s) (m/s)



Parabolic paths



Shape of parabola (incl. max height, max. range) depends on magnitude and direction of \vec{v}_0

Max. height is when $v_y = \frac{dy}{dt} = v_{y0} - gt_{\max} = 0$

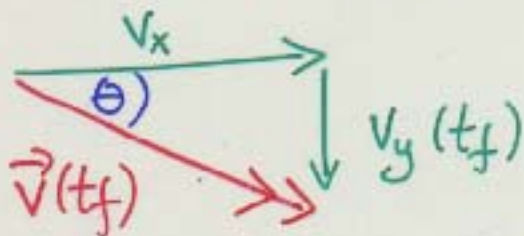
Time of flight t_f given by $y(t_f) = y_0 - v_{y0}t_f - \frac{1}{2}gt_f^2 = 0$

Can then find distance traveled (range) $x(t_f) = x_0 + v_x t_f$

Speed of impact, angle of impact found by

adding components: $v_y(t_f) = v_{y0} - gt_f$

$$v_x(t_f) = v_x(0) (= v_0 \cos \theta)$$



Ex 3.16, 3.17

$$\text{Speed } v(t_f) = \sqrt{v_x^2 + v_y^2(t_f)}$$

$$\text{Angle } \theta = \tan^{-1} \frac{v_y(t_f)}{v_x(t_f)}$$

Free-fall and "Weightlessness"

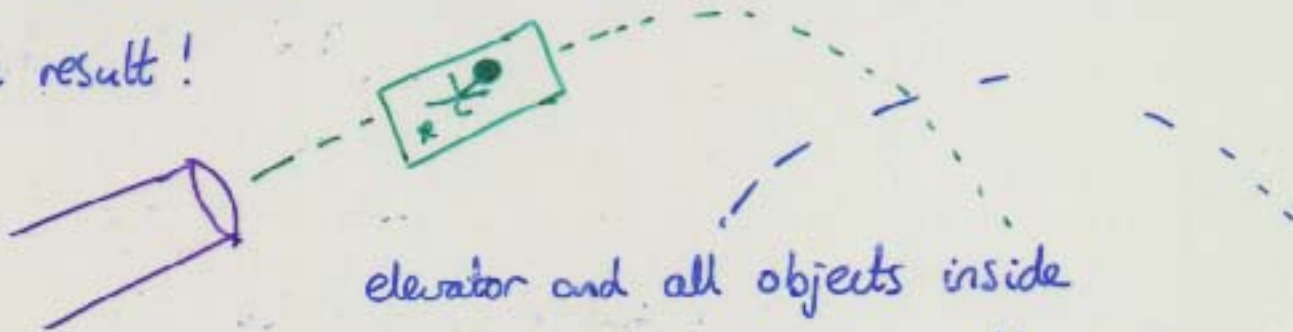
Since all freely-falling objects accelerate at g

... in falling elevator, no net accel. of objects

(keys, internal organs) relative to each other.

So a being born in a falling elevator (or space-ship) will not know that gravity exists (if no windows)

We can also launch elevator upwards and still have same result!



elevator and all objects inside follow a free-fall parabolic path

- Used by NASA for astronaut training (and ^{the} Apollo 13 movie)
 - ~~Boeing~~ C130 747 "Vomit Comet" flies in a parabolic climb/dive
 - ⇒ few minutes of "weightlessness"

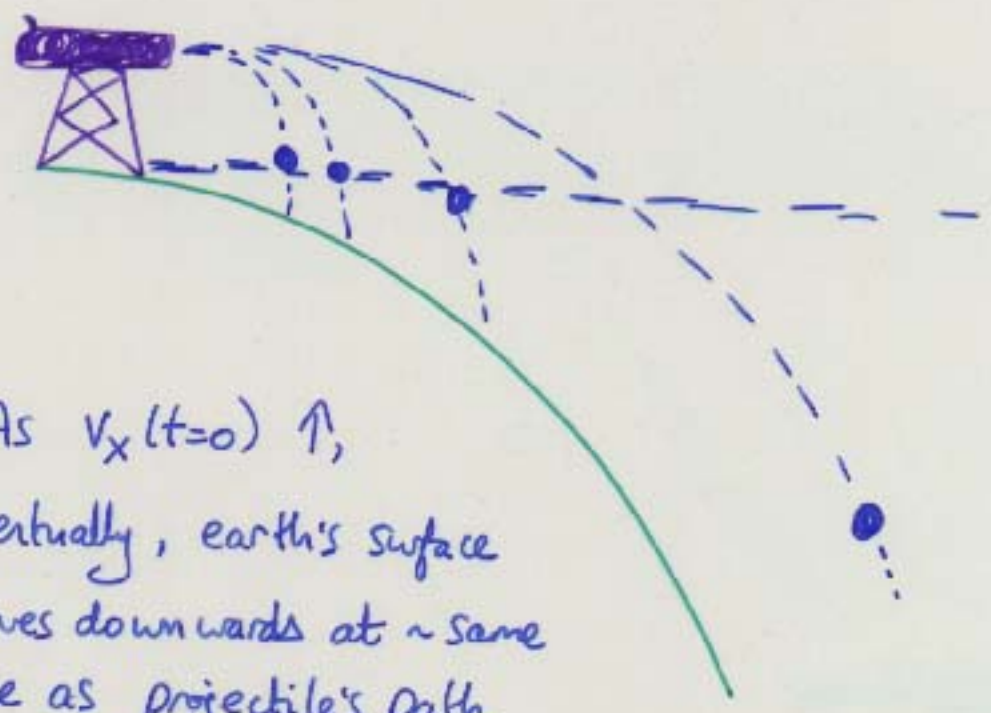
"Free-fall" ride at Magic Mountain



But height of ride $y_0 = \frac{1}{2} g t_f^2$
- expensive!

Newton's Cannon - Weightlessness in Orbit

Newton theorized: build a powerful cannon on tall mountain. Fire horizontally, increasing initial speed:



As $v_x(t=0) \uparrow$,
eventually, earth's surface
curves downwards at ~ same
rate as projectile's path

→ projectile now in orbit!

∴ Shuttle crew in orbit are also in free-fall
Gravity is still strong close to earth but
no net acceleration inside shuttle → "weightlessness".