Remember from Last Class



$$a_c = \frac{v^2}{r}$$
 $v = \frac{2\pi r}{T}$ $a_c = \frac{4\pi^2 r}{T^2}$

Also remember from dynamics that:

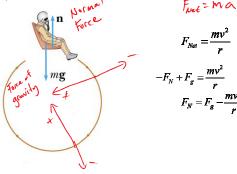


Circular motion uses

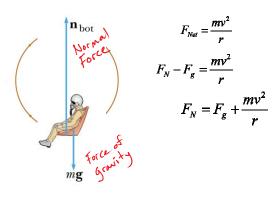


We define the + direction to be towards the center of the circle (ie. ac is always positive)

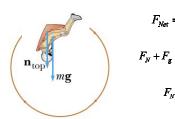
Consider a jet doing a vertical arc in a circular path. Look at the force's on the pilot at the top of the path.



Now consider the same jet doing the same vertical arc but this time look at the force's at the bottom of the path.



What if the jet was doing the arc inverted?



Top of the Arc

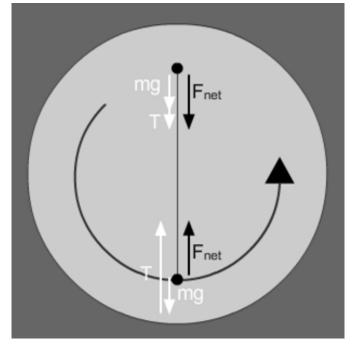
$$T + F_g = \frac{mv^2}{r}$$

$$T = \frac{mv^2}{r} - F_g$$

Bottom of Arc

$$T - F_g = \frac{mv^2}{r}$$

$$T = \frac{mv^2}{r} + F_g$$

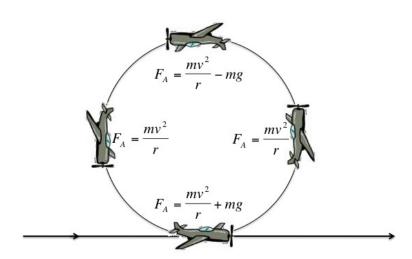


A Tislargest

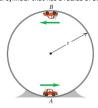
At the bottom

of a circular

path



A small remote-control car with a mass of 1.51 kg moves at a constant speed of $v=12.0\ m/s$ in a vertical circle inside a hollow metal cylinder that has a radius of 5.00 m.

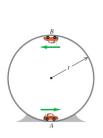




$$F_{Net}$$
: mac
 F_N - F_S = mac
 F_N = mV^2 + mg

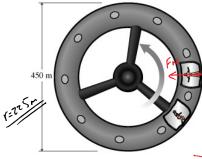
a) What is the magnitude of the normal force exerted on the car by the walls of the cylinder at point A (at the bottom of the vertical circle)?

b. What is the magnitude of the normal force exerted on the car by the walls of the cylinder at point B (at the top of the vertical circle)?



c. What is the minimum velocity needed to complete the loop?

A space station is in the shape of a hollow ring, 450 m in diameter.

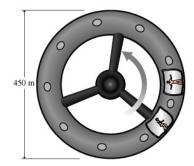


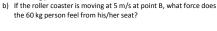
At how many revolutions per minute should it rotate in order to simulate Earth's gravity, that is, so that the normal force on an astronaut at the outer edge would be the astronaut's weight on Earth?

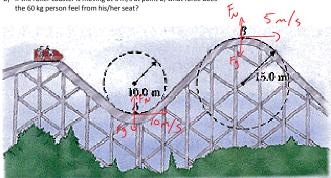
Fret = ma.

$$T^{2} = \frac{4\pi^{2}r}{9}$$

$$T = \boxed{4\pi^{2}r}$$







$$F_{N} = \frac{mv^{2}}{r}$$

$$F_{N} = \frac{mv^{2}}{r} + F_{9}$$

$$= \frac{(60)(10)^{2}}{70} + (60)(0.8)$$

$$F_{N} = \frac{1188}{70} N$$

$$F_{N-f} = \frac{mv^{2}}{r}$$

$$F_{N} - F_{g} = \frac{mv^{2}}{r}$$

$$F_{N} = \frac{mv^{2}}{r} + F_{g}$$

$$F_{N} = \frac{mv^{2}}{r} + F_{g}$$

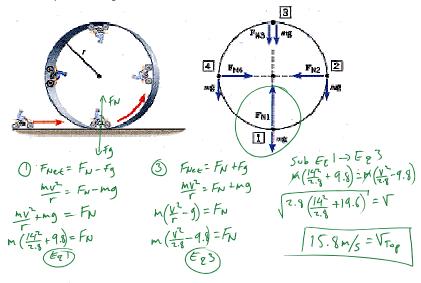
$$F_{N} = \frac{f_{g} - F_{N}}{r} = \frac{mv^{2}}{r}$$

$$F_{N} = \frac{f_{g} - F_{N}}{r} = \frac{mv^{2}}{r}$$

$$= \frac{(60)(10)^{2}}{10} + \frac{(60)(10)^{2}}{15}$$

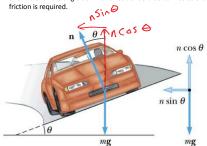
$$= \frac{488N}{r}$$

For the normal force below to have the same magnitude at all points on the vertical track, the stunt driver must adjust the speed to be different at different points. Suppose, for example, that the track has a radius of 2.8 m and that the driver goes past point 1 at the bottom with a speed of 14 m/s. What speed must she have at point 3, so that the normal force at the top has the same magnitude as it did at the bottom?



Driving on a Frictionless Banked Corner.

For a car travelling with speed v around a curve of radius r, determine a formula for the angle at which a road should be banked so that no friction is required.



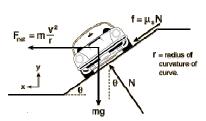
Morizontal Vertical (a=0)

$$F_{Net} = n \sin \theta$$
 $F_{Net} = n \sin \theta$
 $F_{Net} = n \cos \theta - mg$
 $F_{Net} = n \sin \theta$
 $F_{Net} = n \cos \theta - mg$
 $F_{Net} = n \sin \theta$
 $F_{Net} = n \sin \theta$
 $F_{Net} = n \cos \theta - mg$
 $F_{Net} = n \cos \theta - mg$
 $F_{Net} = n \cos \theta$
 $F_{Net} = n \cos \theta$

$$\frac{\mathcal{E}_{21}}{\mathcal{E}_{22}} = \frac{m^{2} i n \Theta}{m G}$$

$$\frac{V^{2}}{r g} = Tan \Theta$$

$$Tan \left[\frac{V^{2}}{r g}\right] = \Theta$$



Force equations at maximum speed v, at threshold of sliding up incline.

$$\Sigma F_{x} = m \frac{v^2}{r} = N \sin \theta + \mu_s N \cos \theta$$

$$\Sigma F_v = 0 = N \cos\theta - \mu_s N \sin\theta - mg$$

Sciving this pair of equations for the maximum speed v gives:

$${\rm V_{max}} = \sqrt{\frac{{\rm rg}(\sin\theta + \mu_{\rm g}\cos\theta)}{\cos\theta + \mu_{\rm g}\sin\theta}}$$

The limiting cases are:

$$V_{max} = \sqrt{rg \tan \theta}$$
 $V_{max} = \sqrt{rg \mu_s}$
Frictionless case Flat readway