

# COLLEGE PHYSICS 201 (sections 31-35)

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Instructor: Hans Schuessler

Substituting: Alexandre Kolomenski

<https://sibor.physics.tamu.edu/courses/physics-201-college-physics/>

## PHYS 201 College Physics Fall 2023 TR 5:30

**Course Description:** Fundamentals of classical mechanics, heat and sound.

**Prerequisites:** High school algebra and trigonometry or the equivalent.

**Learning Outcomes:** Upon completion of PHYS 201 a student will understand the basic laws and concepts of physics in the following areas and will be able to apply them in problems relating to physical situations: mechanics, mechanical waves, and thermodynamics.

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**Office Hours:** TBD

**Grad. Assistant:** Carlos Rodriguez **email:** carlos.rodriguez@tamu.edu

**Text:** College Physics 11<sup>th</sup> ed by Young and Adams with Modified Mastering Physics

**The mid-term exams are in person 7:00 to 9:00 pm, on the following Thursdays:  
September 14 (Chs 1-5), October 12 (Chs 6-8), November 2 (Chs 9-11), and November 30 (Chs 12-16)**

Access **Mastering Physics for homework and Webassign for lab**

There are prelecture videos and tutorial problems assigned in Mastering Physics (for grade) in addition to the problems from the textbook that are listed on the syllabus.

**Grading:** 4 exams 60%; Final (comprehensive) 20%; Lab 5%; Recitation 5%; Homework (Mastering Phys) 5%; in-class quizzes 5%.

Scale: 90-100 A, 80-89 B, 60-79 C, 45-59 D, <45 F. Grades may be curved upward. Follow university policy on making up missed work.

**You must achieve 70% or better in the laboratory in order to pass the course.**

If your grade on the Final Exam is higher than your lowest grade on one of the four exams during the semester, that lowest grade will be replaced by its average with the Final in computing the course grade. The quiz grade will come from 25 quizzes; if more quizzes than this are given during the semester the lowest grades beyond the best 25 will be dropped.

August 25 is last day for no record drop. Nov. 15 is the last day to Q-drop.

Final Exam is on Tuesday, December 12, 3:30 – 5:30 pm

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# What is physics about?

- Science that studies the most general laws of nature.
- Quantifies relations (dependences) between different quantities.
- Needs units to express all these quantities and relations.
- Uses models as approximations for real processes.

Physics is the basis for many engineering disciplines.

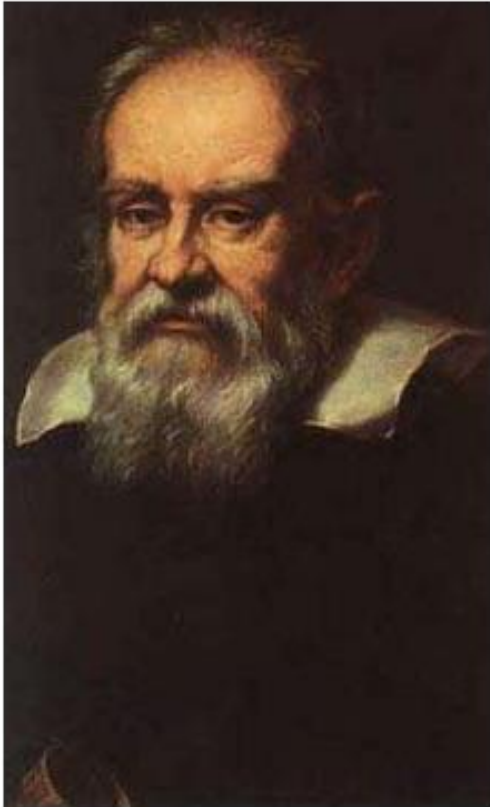
# What is physics about? (cont.)

- Observations
- Experiments
- Measurements
- Instruments (rulers, clocks, etc.)
- Units
- Language of physics

# In this course:

- Kinematics - description of motion
- Dynamics: why objects move
- Conservation laws
- Rotational motion
- Gases and fluids, heat, waves

# Giants who created foundations of mechanics:



**Galileo Galilei**  
(1564-1642)



**Isaac Newton**  
(1642-1727)

# Chapter 0: Mathematics Review

You are encouraged to review this chapter.

All topics are important for this course.

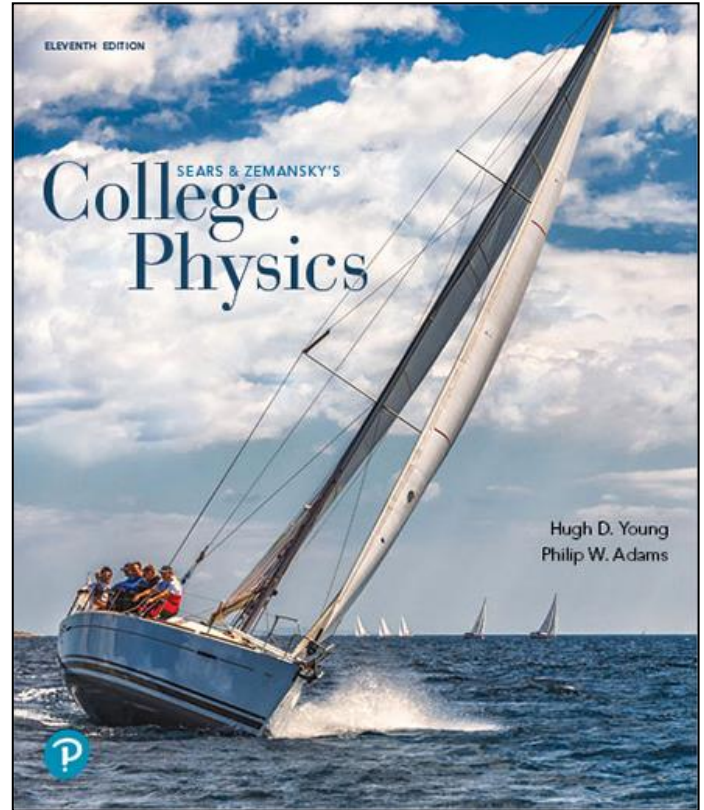
In particular: **scientific notation** and powers of 10.

$$135,000 = 1.35 \times 10^5$$

$$0.000135 = 1.35 \times 10^{-4}$$



3 significant digits



one digit to the left of the decimal point, multiplied by the appropriate power of 10.

# Rules for significant figures

(1) When numbers are multiplied or divided, the number of significant figures in the final answer equals the smallest number of significant figures in any of the original factors.

(2) When adding/subtracting, the answer should have the same number of decimal places as the limiting term. The limiting term is the number with the least decimal places.

Indication of significant figures (digits) using scientific notation: decimal number with one digit to the left of the decimal point, multiplied by the appropriate power of 10.



## 1.5 Precision and Significant Figures

How precise can you measure a physical quantity?

For example, using a meter stick to measure lengths, you may get 0.7880 m or 0.3575 m. These quantities have 4 **significant figures**.

In the sense of significant figures, 0.788 m  $\neq$  0.7880 m.

- Multiplication and Division

$$2.4 \times 2.30 = 5.5 (\neq 5.52 \text{ or } 5.520)$$

- Addition and Subtraction

$$2.4 + 2.320 = 4.7 (\neq 4.720)$$

$$1.24 \times 10^6 + 3.23 \times 10^5 = 1.24 \times 10^6 + 0.323 \times 10^6 = 1.56 \times 10^6$$

$$1.24 \times 10^6 + 3.23 \times 10^4 = 1.24 \times 10^6 + 0.0323 \times 10^6 = 1.27 \times 10^6$$

$$1.24 \times 10^6 + 3.23 \times 10^3 = 1.24 \times 10^6 + 0.00323 \times 10^6 = 1.24 \times 10^6$$

## Chapter 0 Math Review

Please review the following subjects

- 0.1 Exponents
- 0.2 Scientific Notation and Powers of 10
- 0.3 Algebra
  - Solving Quadratic Equations
  - Quadratic Formula
  - Solving Two Equations with Two Unknown Variables
- 0.4 Direct, Inverse, and Inverse-Square Relationships
  - Graph of Proportionality Relationship
- 0.5 Data-Driven Problems
  - Linearizing the Data
  - Find slope and Intercept
- 0.6 Logarithmic and Exponential Functions
- 0.7 Areas and Volumes
- 0.8 Plane Geometry and Trigonometry

Courtesy of Wenhao  
Wu

# Chapter 1: Models, Measurement, and Vectors

**Note: Explore your textbook!**

Unit Conversion Factors (back of the cover),

App. A: The International System of Units

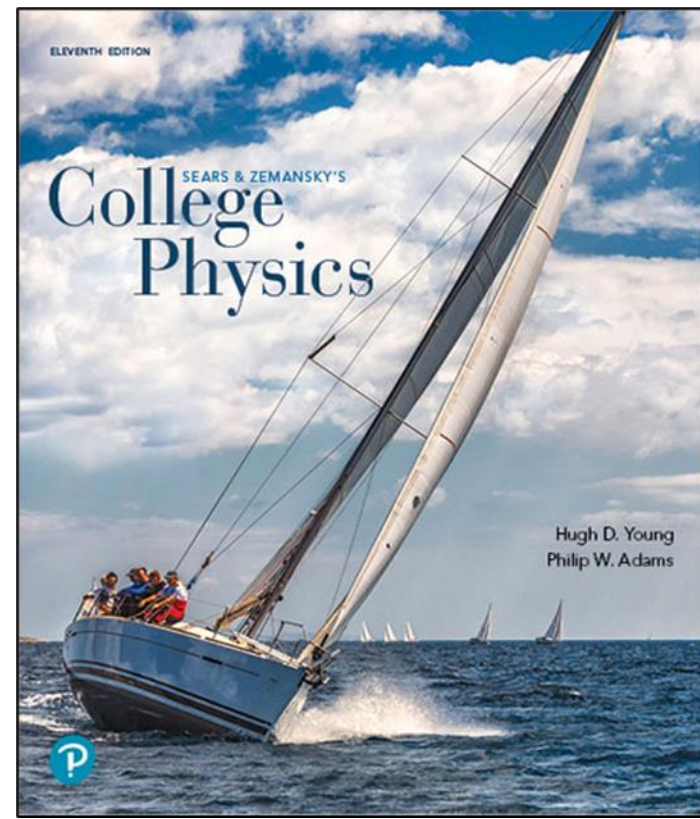
App. B: The Greek Alphabet

App. C: Periodic Table

App. D: Unit Conversion Factors

App. E: Fundamental Physical Constants

Fundamental Physical Constants (end)



# Goals for Chapter 1

- To know standards and units and be able to do unit conversions.
- To express measurements and calculated information with the correct number of significant figures.
- To be able to add and subtract vectors both graphically and analytically.
- To be able to break down vectors into  $x$ - and  $y$ -components.

# SI Base Quantities and Units

**TABLE 1-5**  
**SI Base Quantities and Units**

<b>Quantity</b>	<b>Unit</b>	<b>Unit Abbre- viation</b>
Length	meter	m
Time	second	s
Mass	kilogram	kg
Electric current	ampere	A
Temperature	kelvin	K
Amount of substance	mole	mol
Luminous intensity	candela	cd

# Objects of different dimension

Scale

Astronomic

Macro

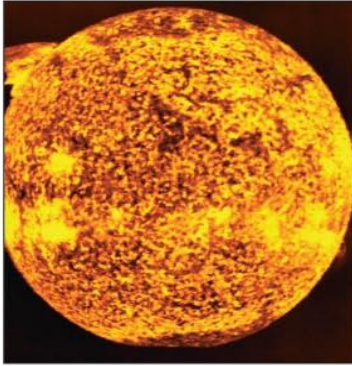
Micro

Size  
difference  
within scale

$10^{21}$  m  
A galaxy



$10^9$  m  
Our sun



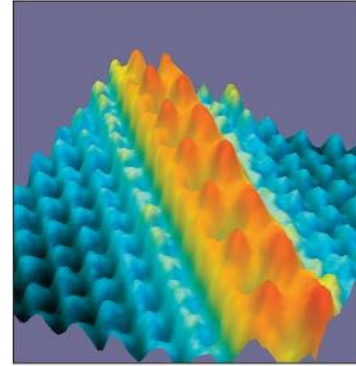
$10^7$  m  
The earth



$10^{-5}$  m  
Red blood cells



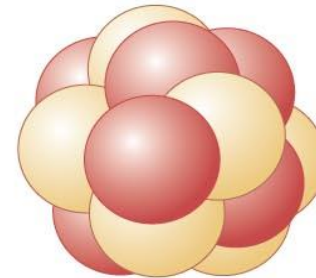
$10^{-9}$  m  
Individual  
atoms



$10^0$  m  
You

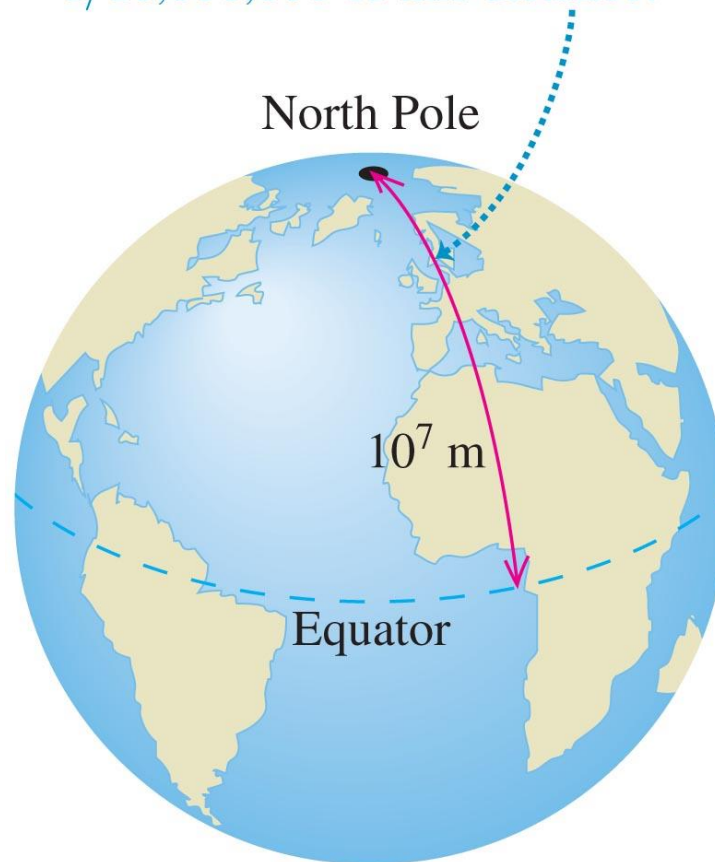


$10^{-14}$  m  
An atomic  
nucleus



# The Meter – The Original Definition of 1791

The meter was originally defined as  
1/10,000,000 of this distance.



# The Meter – More Recently

- Now tied to Kr discharge and counting a certain number of wavelengths.
- Exceptionally accurate, in fact redefining  $c$ , speed of light.
- New definition is the distance that light can travel in a vacuum in  $1/299,792,458$  s.
- So accurate that it loses only 1 second in 30 million years.



# Length

$1\text{m} \approx 10^{-7}$  of the distance from the equator to the pole  
(old definition)

$1\text{m} =$  length of the path traveled by light in vacuum  
during the time interval of  $1/299,792,458$  of a second

<b>Length (or distance)</b>	<b>Meters (approximate)</b>
Neutron or proton (radius)	$10^{-15}$ m
Atom	$10^{-10}$ m
Virus [see Fig. 1–3]	$10^{-7}$ m
Sheet of paper (thickness)	$10^{-4}$ m
Finger width	$10^{-2}$ m
Football field length	$10^2$ m
Mt. Everest height [see Fig. 1–3]	$10^4$ m
Earth diameter	$10^7$ m
Earth to Sun	$10^{11}$ m
Nearest star, distance	$10^{16}$ m
Nearest galaxy	$10^{22}$ m
Farthest galaxy visible	$10^{26}$ m

# Mass

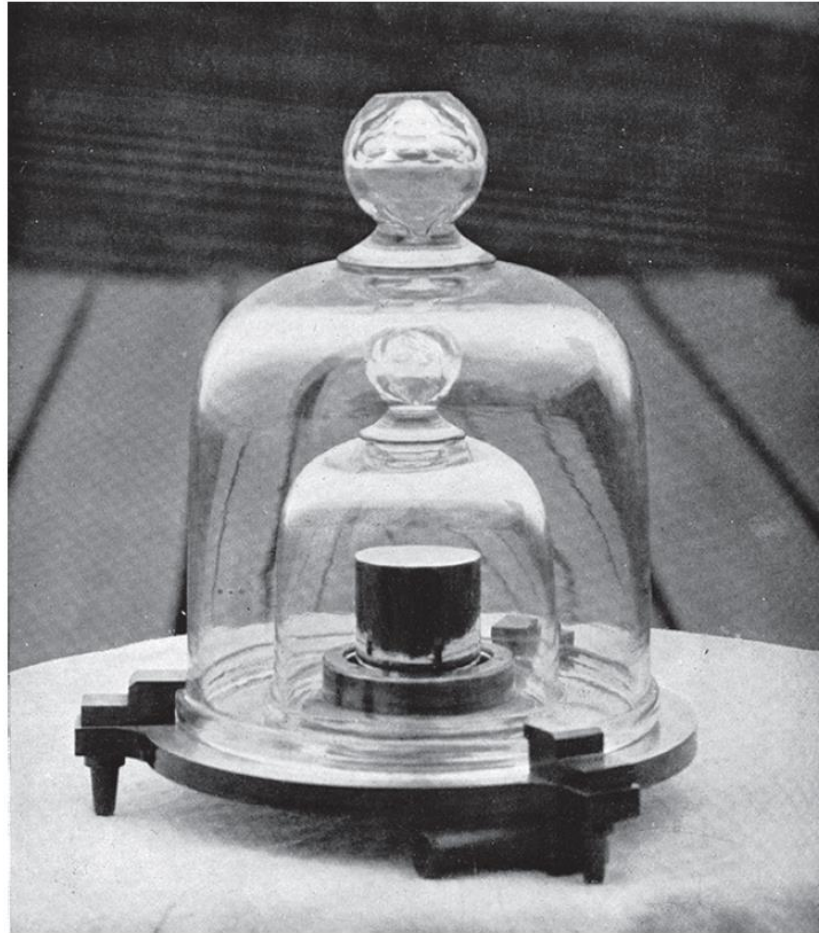
1kg = mass of the platinum-iridium cylinder in Paris

1u =  $1.6605 \times 10^{-27}$ kg ( unified atomic mass unit)

**TABLE 1-3** Some Masses

Object	Kilograms (approx.)
Electron	$10^{-30}$ kg
Proton, neutron	$10^{-27}$ kg
DNA molecule	$10^{-17}$ kg
Bacterium	$10^{-15}$ kg
Mosquito	$10^{-5}$ kg
Plum	$10^{-1}$ kg
Person	$10^2$ kg
Ship	$10^8$ kg
Earth	$6 \times 10^{24}$ kg
Sun	$2 \times 10^{30}$ kg
Galaxy	$10^{41}$ kg

# The Reference Kilogram - Figure 1.3



# Time

$1\text{ s} = 1/24 \times 60 \times 60 \text{ day} = 1/86400 \text{ day}$  (def. till 1967)

$1\text{ s} =$  time required for 9,192,631,720 periods of radiation of the Cs-atom

**TABLE 1-2** Some typical Time Intervals

<b>Time interval</b>	<b>Seconds (approximate)</b>
Lifetime of very unstable subatomic particle	$10^{-23}$ s
Lifetime of radioactive elements	$10^{-22}$ s to $10^{28}$ s
Lifetime of muon	$10^{-6}$ s
Time between human heartbeats	$10^0$ s (= 1 s)
One day	$10^5$ s
One year	$3 \times 10^7$ s
Human life span	$2 \times 10^9$ s
Length of recorded history	$10^{11}$ s
Humans on Earth	$10^{14}$ s
Life on Earth	$10^{17}$ s
Age of Universe	$10^{18}$ s

# Metric(SI) Prefixes

**TABLE 1-4**  
**Metric (SI) Prefixes**

Prefix	Abbreviation	Value
exa	E	$10^{18}$
peta	P	$10^{15}$
tera	T	$10^{12}$
giga	G	$10^9$
mega	M	$10^6$
kilo	k	$10^3$
hecto	h	$10^2$
deka	da	$10^1$
deci	d	$10^{-1}$
centi	c	$10^{-2}$
milli	m	$10^{-3}$
micro <sup>†</sup>	$\mu$	$10^{-6}$
nano	n	$10^{-9}$
pico	p	$10^{-12}$
femto	f	$10^{-15}$
atto	a	$10^{-18}$

<sup>†</sup>  $\mu$  is the Greek letter “mu.”

# First Stage (operational): Carrier-Envelope Phase Stabilized Few-Cycle FEMTOLASERS System

## Parameters

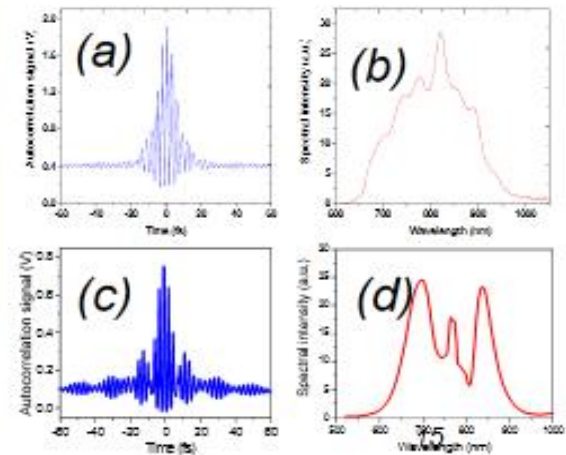
*Pulse width = 6.5 fs*

*Output power = 4.5 W*

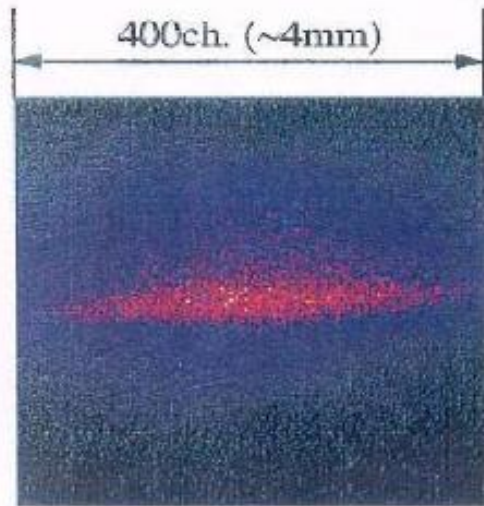
*Rep rate = 5 KHz*

*Energy per pulse = 1 mJ*

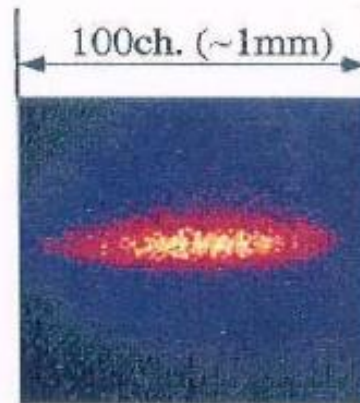
*Autocorrelator traces and spectra:  
oscillator (a), (b) and amplifier (c),(d)*



# Fluorescence from stored ions for different degrees of laser cooling



a) Ion cloud condition soon after trapping



b) Cooled ion cloud



c) Four ion crystal



d) Three ion crystal



e) Single cooled ion

**Space charge distributions in a linear RF ion trap (storage time ~40 sec)**

# Conversion of units

We would like to find how many meters in 20 miles, how do we do this?

We go to the pages in the end of the textbook, Appendix D “Unit conversion Factors” and use the formula

1 mile=1.609 km

now we know 1km=1000 m then

20 mi=20x1.609x1000 m=32180 m



# Conversion of units (2<sup>nd</sup> example)

We would like to know, what will be  
18 km/h in m/s?

$$18 \text{ km/h} = 18 \times 1000 \text{ m} / (60 \times 60 \text{ s}) = 5 \text{ m/s}$$

# Conversion of units

We would like to find how many meters in 20 miles, how do we do this?

We go to the pages in the end of the textbook, Appendix D “Unit conversion Factors” and use the formula

1 mile=1.609 km

now we know 1km=1000 m then

20 mi=20x1.609x1000 m=32180 m

# Unit Conversion

Alpha Centauri is the closest "star." It is 4.3 light-years away.  
How many kilometers away is the star from earth?

**Write down: What do you know? What are we trying to get to?**

**4.3 light-years = time it takes  
for light to travel distance**

**Distance = time × speed  
Now do it...**

**What's the speed (rate)?  
Speed of light =  $3 \times 10^8 \text{ m/s}$**

$$\begin{aligned} \text{distance} &= \underbrace{(4.3 \text{ years}) \left( \frac{3.15 \times 10^7 \cancel{\text{s}}}{1 \text{ year}} \right)}_{\text{time}} \underbrace{\left( \frac{3 \times 10^8 \cancel{\text{m}}}{\cancel{\text{s}}} \right) \left( \frac{1 \text{ km}}{1000 \cancel{\text{m}}} \right)}_{\text{speed}} \\ &= 40 \times 10^{12} \text{ km or 40 petameters (Pm)} \end{aligned}$$

# Physical quantities and units

1. All physical quantities always have some units!
2. From relationships between these quantities one can derive new units.

# Units SI and derivative units

Displacement, distance: 1 meter      1m

Velocity, speed: 1 meter/second      1m/s

Acceleration: 1 meter/second<sup>2</sup>      1m/s<sup>2</sup>

# Dimensional analysis

You have three equations with distance  $x$ , speed  $V$ , time  $t$  and acceleration  $a$ , which of them can be correct?

$$x = \frac{at^2}{2}$$

$$x = \frac{Vt^2}{2}$$

$$x = \frac{V^2}{2a}$$

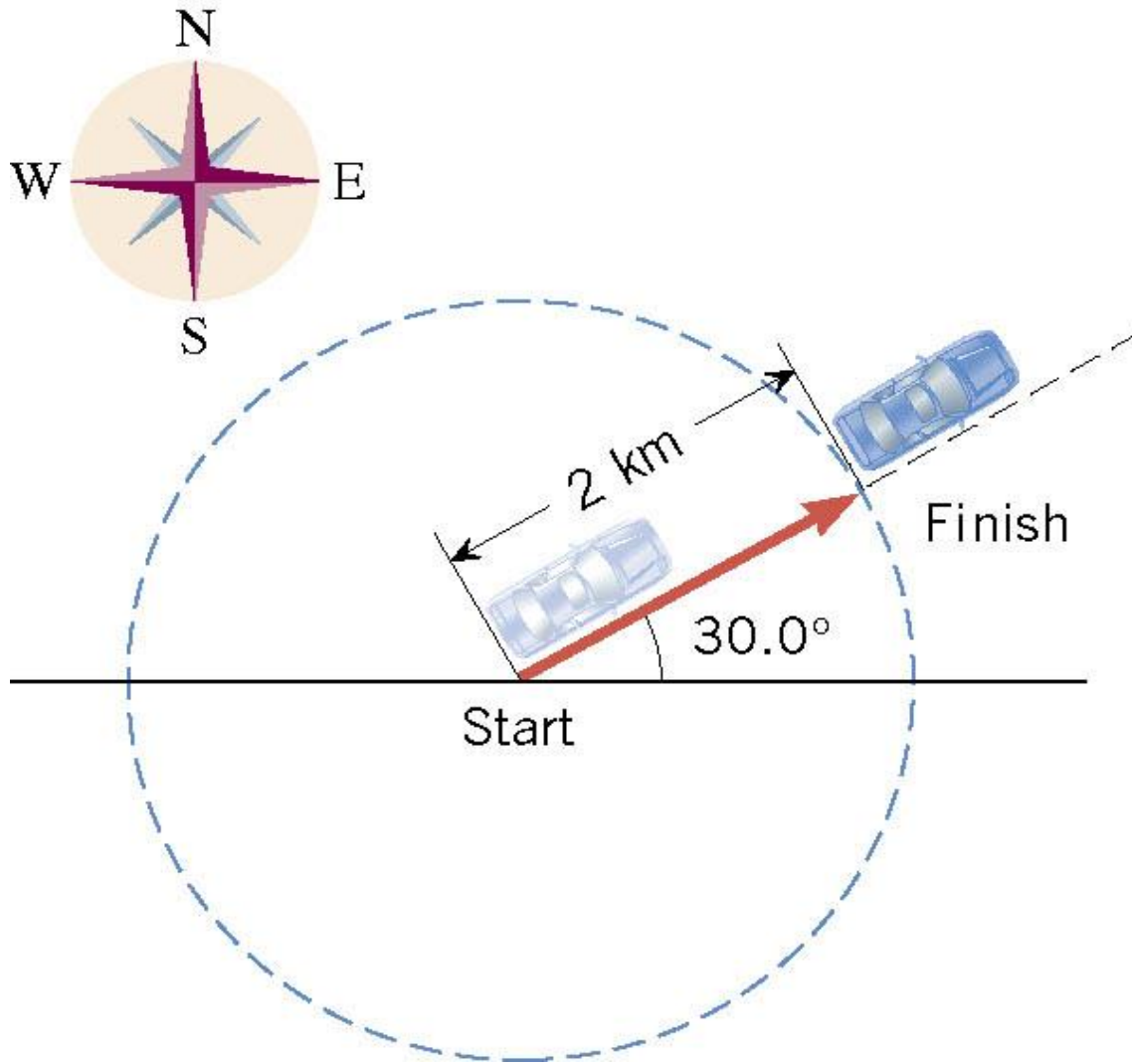
# Vectors and vector addition

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Vectors: magnitude and direction, can be translated without change of vector value



# Vector: magnitude and direction

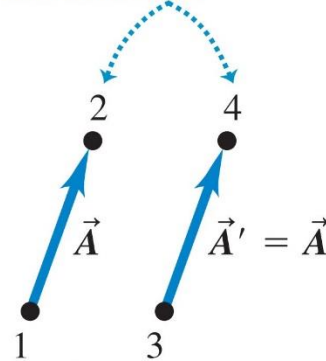




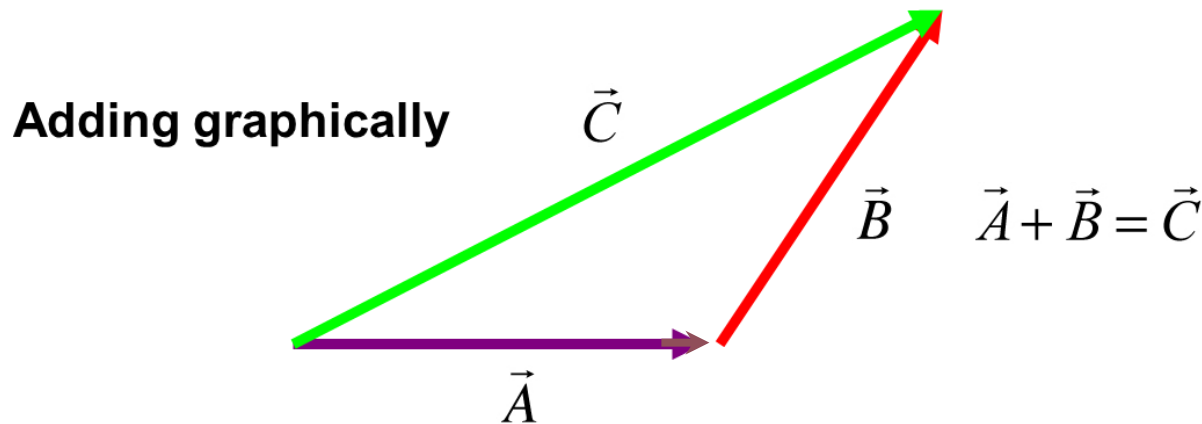
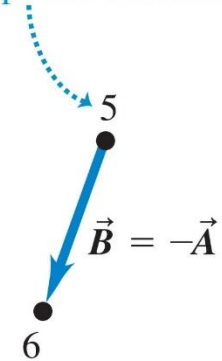
# Vector Addition (1 of 2)

- In the "world of vectors"  $1+1$  does not necessarily equal 2.
- Graphically?

Vectors  $\vec{A}$  and  $\vec{A}'$  are equal because they have the same length and direction.



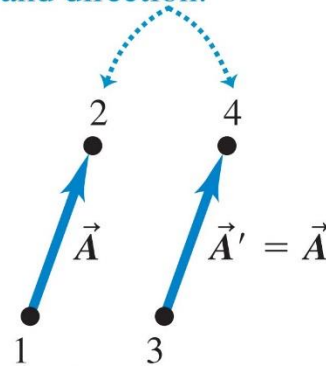
This vector is different from  $\vec{A}$ ; it points in the opposite direction.



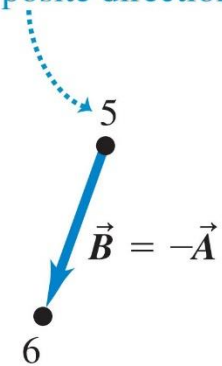
# Vector Addition (2 of 2)

- In the "world of vectors"  $1+1$  does not necessarily equal 2.
- Graphically?

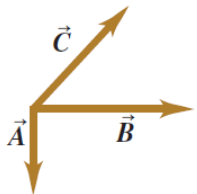
Vectors  $\vec{A}$  and  $\vec{A}'$  are equal because they have the same length and direction.



This vector is different from  $\vec{A}$ ; it points in the opposite direction.

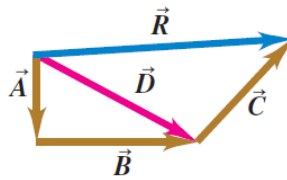


To find the sum of these three vectors, ...



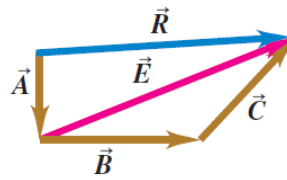
(a)

we could add  $\vec{A}$  and  $\vec{B}$  to get  $\vec{D}$  and then add  $\vec{C}$  to  $\vec{D}$  to get the final sum (resultant)  $\vec{R}$ , ...



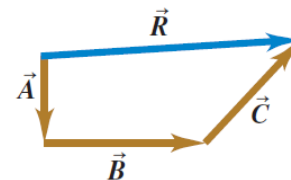
(b)

or we could add  $\vec{B}$  and  $\vec{C}$  to get  $\vec{E}$  and then add  $\vec{A}$  to  $\vec{E}$  to get  $\vec{R}$ , ...



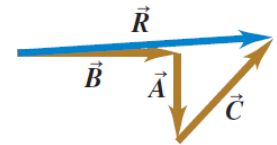
(c)

or we could add  $\vec{A}$ ,  $\vec{B}$ , and  $\vec{C}$  to get  $\vec{R}$  directly, ...



(d)

or we could add  $\vec{A}$ ,  $\vec{B}$ , and  $\vec{C}$  in any other order and still get  $\vec{R}$ .



(e)

## Clicker question

Which of the vectors A–E represents the vector sum of vectors 1 and 2?

a)



2

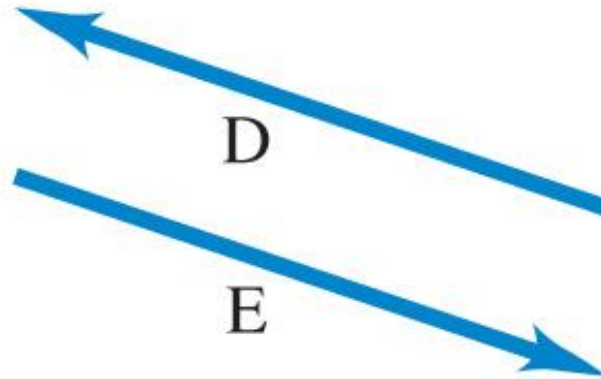
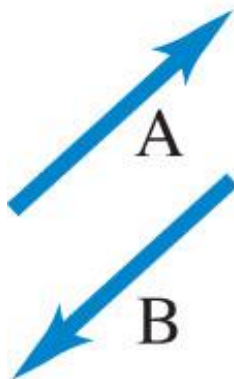


b)

c)

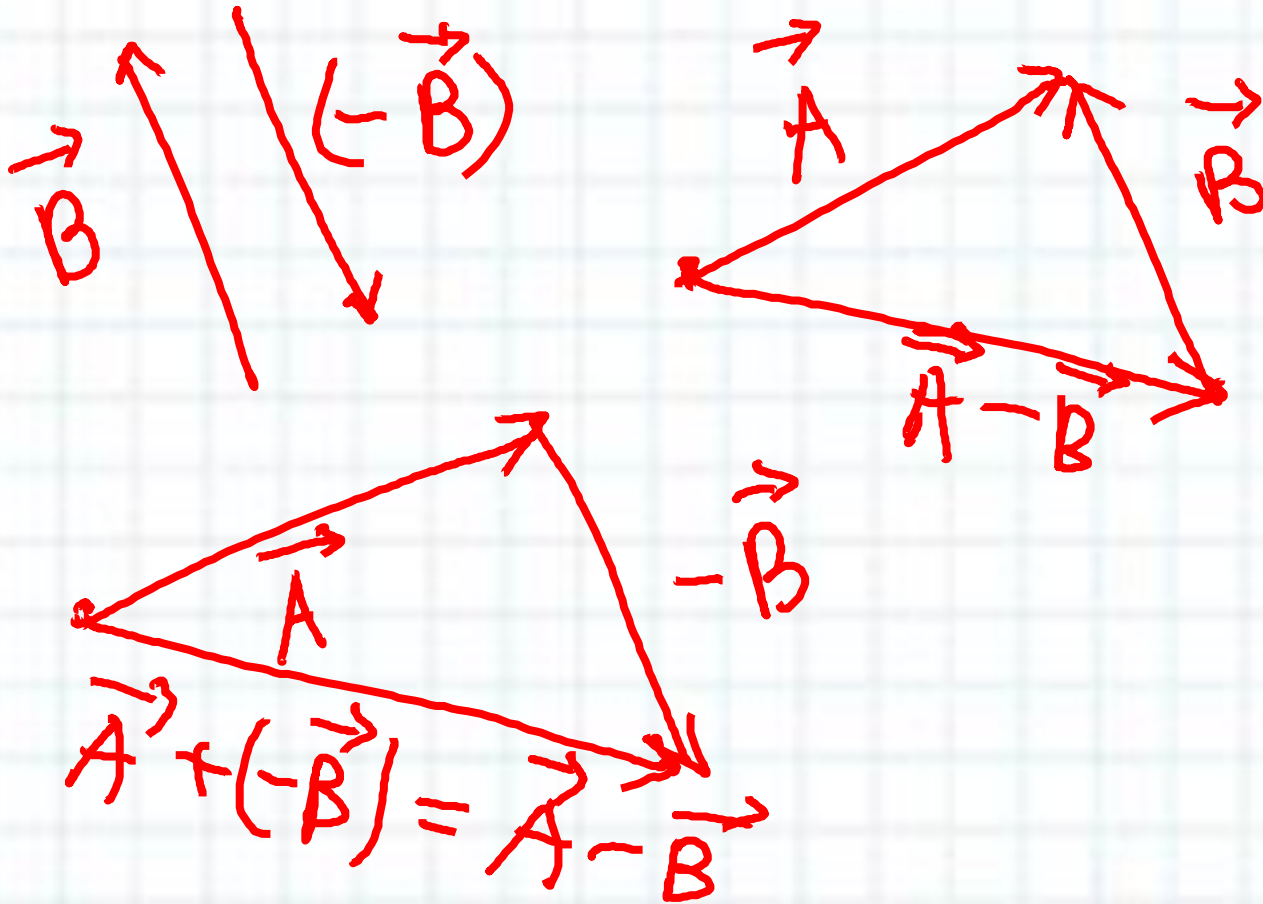
d)

e)



# Vectors: example of subtraction

$$\vec{A} - \vec{B} = \vec{A} + (-\vec{B})$$



# Simple Multiplication

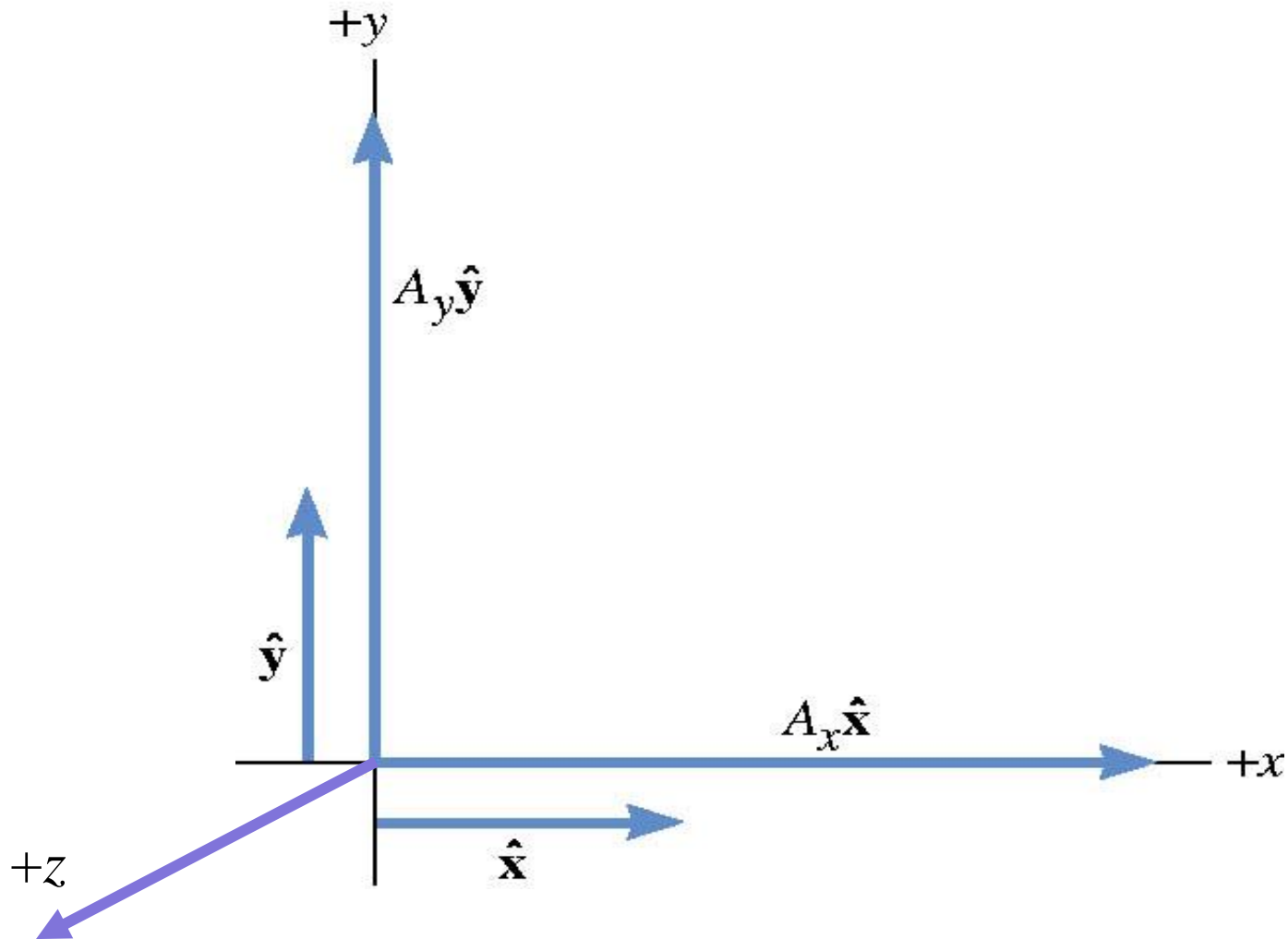
- **Multiplication of a vector by a scalar**
- Let's say Mr.X travelled 1 km east. What if Mr.X had gone 4 times as far in the same direction?
  - **Just stretch it out:** multiply the magnitude and preserve the direction
- **Negatives:**
  - Multiplying by a negative number turns the vector around

# Reference frame or system of coordinates

Almost any problem in mechanics starts with selection of the reference system.

To determine the location of an object we provide its position in respect to some other object or point that we select as an origin.

# Reference frame and unit vectors



# Description of position and displacement: vectors

Simplest object: a dot

To locate a dot on a line: number

To locate a dot on a plane: 2 numbers, 2D

To locate a dot in space: 3 numbers, 3D

System of coordinates:  $\{x,y,z\}$



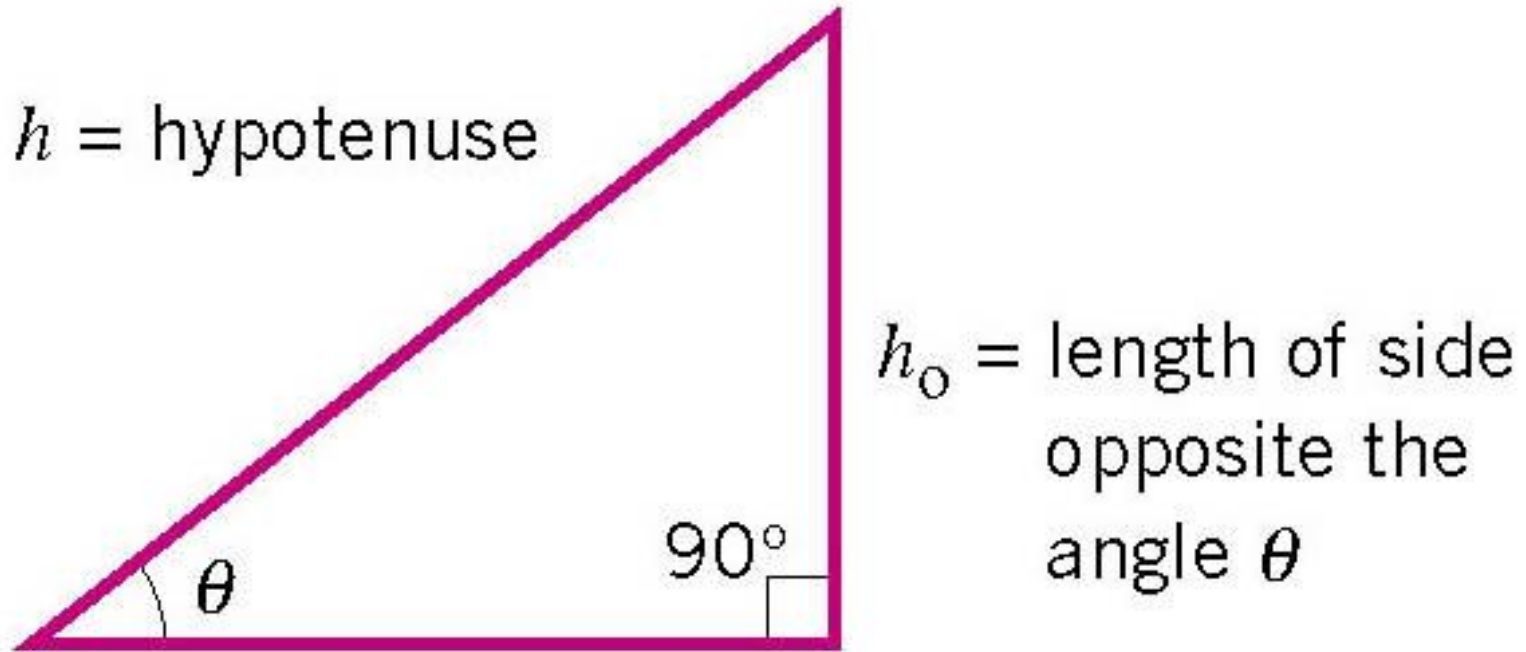
# Position vector (radius-vector)

The tail of this vector is always in the origin of the reference frame.

Describes position of a point on a plane  
(in 2D, 2 numbers:  $\{x,y\}$ ),  
or in space (in 3D, 3 numbers,  $\{x,y,z\}$ ).

Displacement- change of the position, this is a vector!

# Trigonometry



$h$  = hypotenuse

$h_o$  = length of side  
opposite the  
angle  $\theta$

$h_a$  = length of side  
adjacent to the angle  $\theta$

# Vectors by Components

How do you do it?

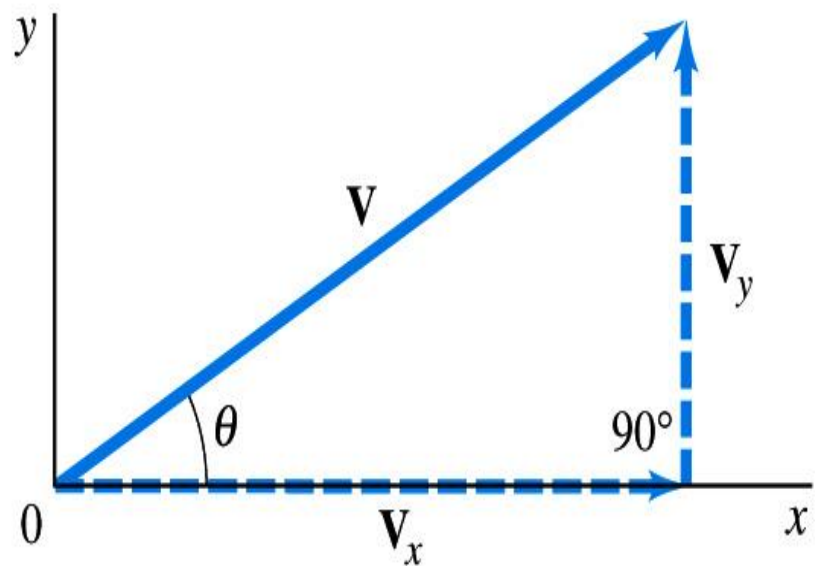
- First **RESOLVE** the vector by its components! Turn **one** vector into **two**

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

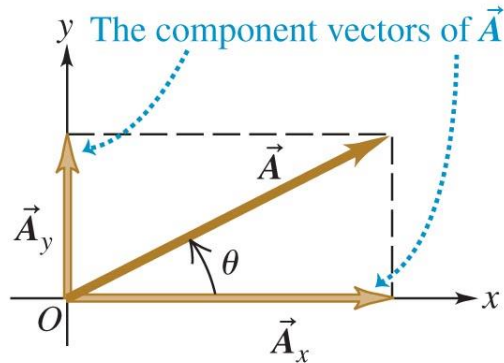
$$|V_x| = |V| \cos \Theta$$

$$|V_y| = |V| \sin \Theta$$

- Careful when using the sin and cos: don't mix them up!



# Or, Decompose the Vectors into Components, Then Solve



(a)

vector  $\vec{A}$  as a sum of component vectors

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

vector component of  $\vec{A}$

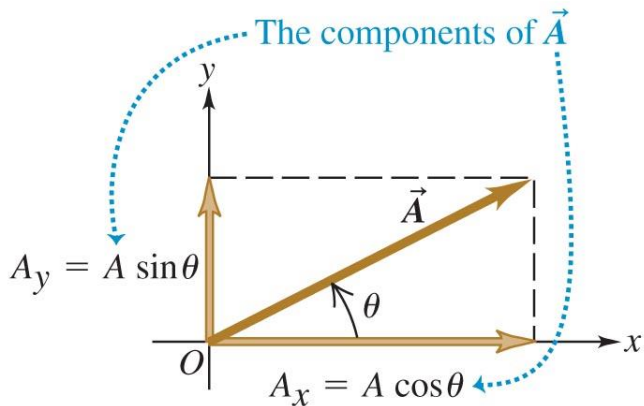
$$A_x = A \cos \theta$$

$$A_y = A \sin \theta$$

magnitude and direction of  $\vec{A}$

$$A = \sqrt{A_x^2 + A_y^2}$$

$$\tan \theta = \frac{A_y}{A_x}$$

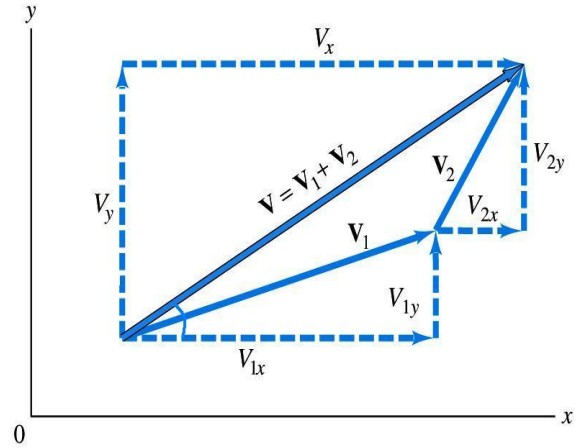
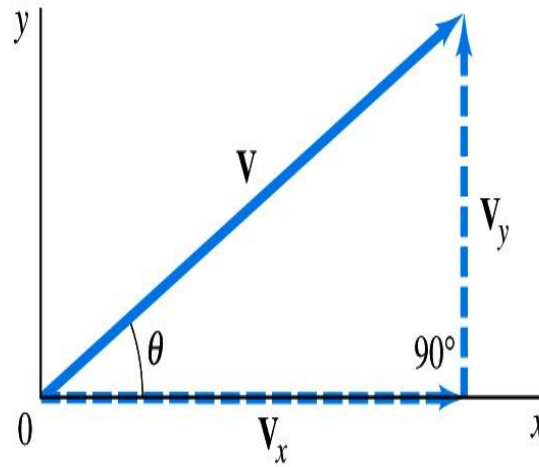


(b)

Angle is measured counterclockwise!

# Vector addition (by components)

Components  
are projections  
along the axis



$$\sin \theta = \frac{V_y}{V}$$

$$\cos \theta = \frac{V_x}{V}$$

$$\tan \theta = \frac{V_y}{V_x}$$

$$V^2 = V_x^2 + V_y^2$$

$$V_x = V_{1x} + V_{2x}$$

$$V_y = V_{1y} + V_{2y}$$

$$V^2 = V_x^2 + V_y^2$$

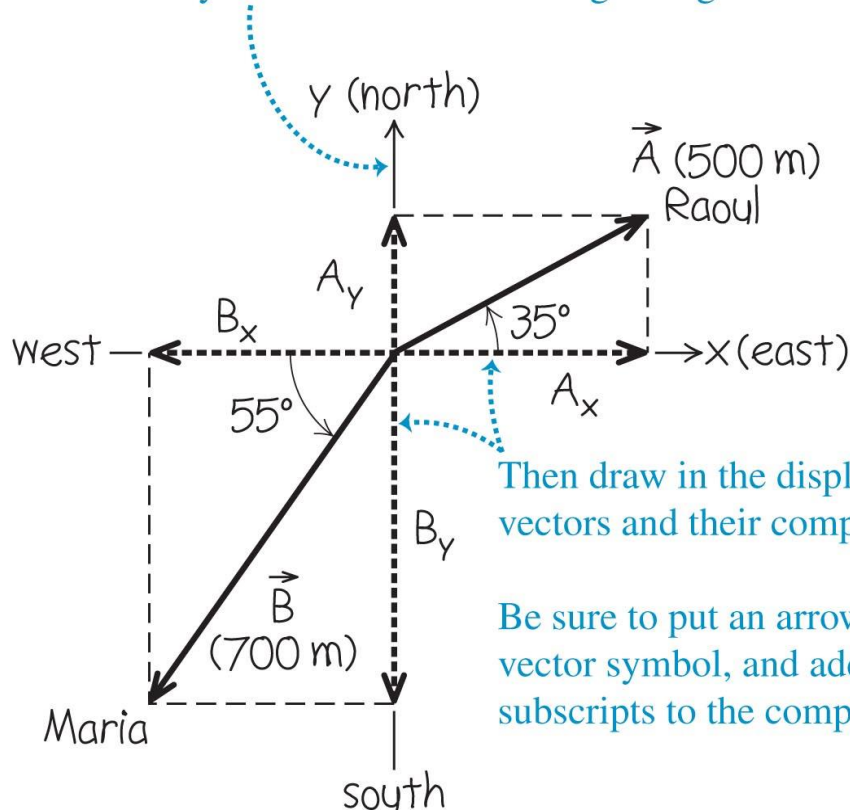
$$\tan \theta = \frac{V_y}{V_x}$$

Find  
components by  
trigonometry

## Example 1.6 on P. 17-18

First draw your axes. Make them big enough.

Aunt's house  
at origin



Then draw in the displacement vectors and their components.

Be sure to put an arrow over each vector symbol, and add  $x$  and  $y$  subscripts to the component symbols.

How far did Raoul walk?

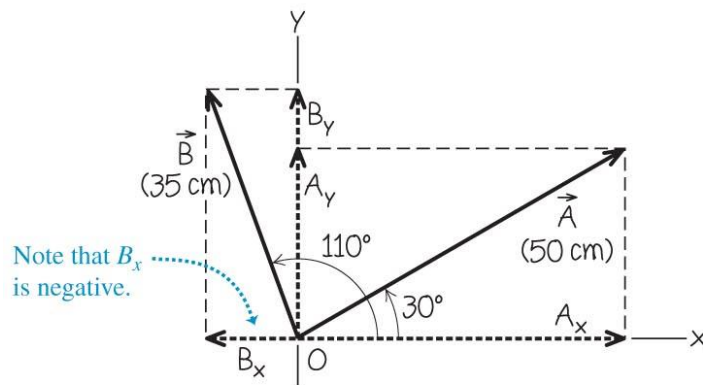
- (a) on the east leg of the trip  
 $A_x = A \cos(35^\circ) = 500 \cos(35^\circ)$   
 $= 410 \text{ m}$
- (a) on the north leg of the trip  
 $A_y = A \sin(35^\circ) = 500 \sin(35^\circ)$   
 $= 287 \text{ m}$

How far did Maria walk?

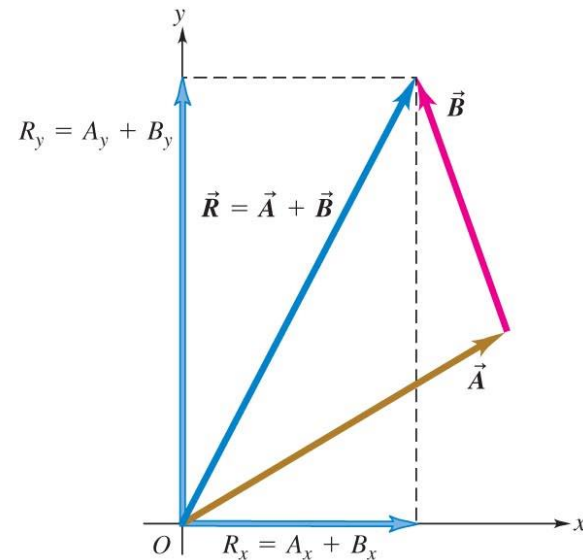
- (c) on the west leg of the trip  
 $B_x = B \cos(180^\circ + 55^\circ) = 700 \cos(235^\circ)$   
 $= -402 \text{ m}$   
 Or,  $B_x = -B \cos(55^\circ) = -700 \cos(55^\circ)$   
 $= -402 \text{ m}$
- (d) on the south leg of the trip  
 $B_y = B \sin(180^\circ + 55^\circ) = 700 \sin(235^\circ)$   
 $= -573 \text{ m}$   
 Or,  $B_y = -B \sin(55^\circ) = -700 \sin(55^\circ)$   
 $= -573 \text{ m}$

# Using Components to Add Vectors

Example 1.7: Vector  $\vec{A}$  has a magnitude of 50 cm and direction of  $30^\circ$ , and vector  $\vec{B}$  has a magnitude of 35 cm and direction  $110^\circ$  (both angles measured ccw from  $+\hat{x}$ ). What is the resultant vector  $\vec{R}$ ?



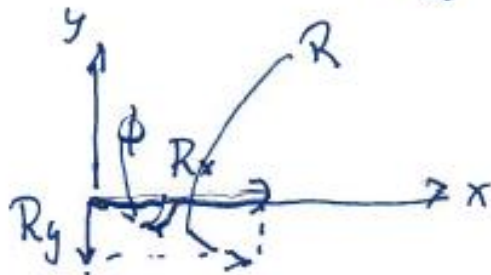
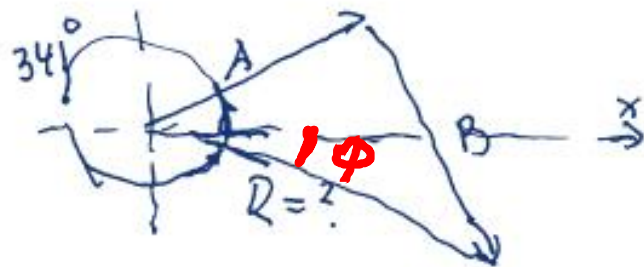
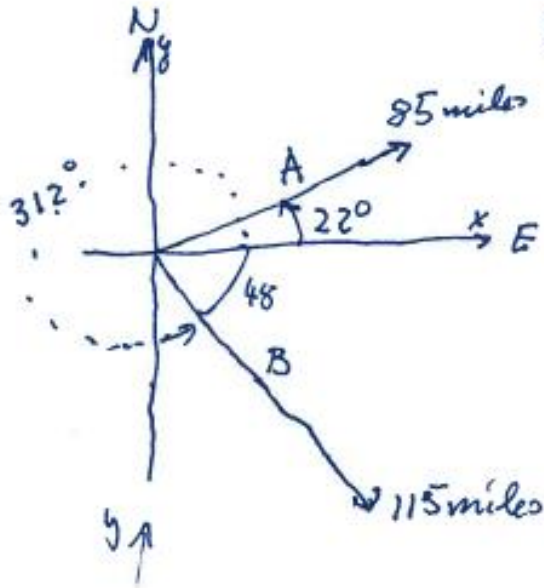
(a) Our diagram for this problem



(b) The resultant  $\vec{R}$  and its components

## Problem (similar to 1-43)

A plane flies 85 miles at  $22^\circ$  north of east, then it changes direction flying 115 miles more to  $48^\circ$  south of east. Then it lands, where is the plane?



plane: add the vector components and find the resultant  $R$ , and  $\phi$

$$A_x = A \cos 22^\circ = 85 (\cos 22^\circ) = 78.8 \text{ miles}$$

$$A_y = A \sin 22^\circ = 85 (\sin 22^\circ) = 31.8 \text{ miles}$$

$$B_x = B \cos 312^\circ = 115 \cos 312 = 77 \text{ miles}$$

$$B_y = B \sin 312 = -85.5 \text{ miles}$$

$$R_x = A_x + B_x = 78.8 + 77 = 155.8 \text{ miles}$$

$$R_y = A_y + B_y = 31.8 + (-85.5) = -53.7 \text{ miles}$$

$$R = \sqrt{R_x^2 + R_y^2} = \sqrt{(155.8)^2 + (-53.7)^2} = 165 \text{ miles}$$

$$\tan \phi = \frac{R_y}{R_x} = \frac{-53.7}{155.8} \text{ and } \phi = 341^\circ$$

or  $\phi = 19$  deg. south of east



# Examples: vector or scalar?

1. Displacement

2. Velocity

3. Acceleration

4. Force

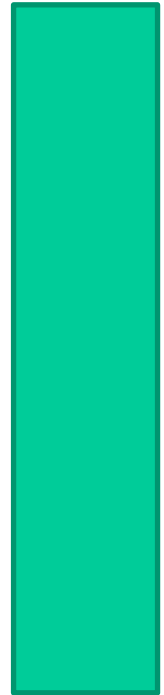


1. Distance

2. Speed

3. Time

4. Mass



## Clicker question

A radio-controlled model car moves 3 m in one direction and then 5 m in another direction. The car's resultant displacement could have a magnitude as small as

- -2 m.
- 0 m.
- 2 m.
- 3 m.
- 8 m.

# Summary of simple operations on vectors

1. Sum and subtract

2. Multiply by a number

You can do this by components!

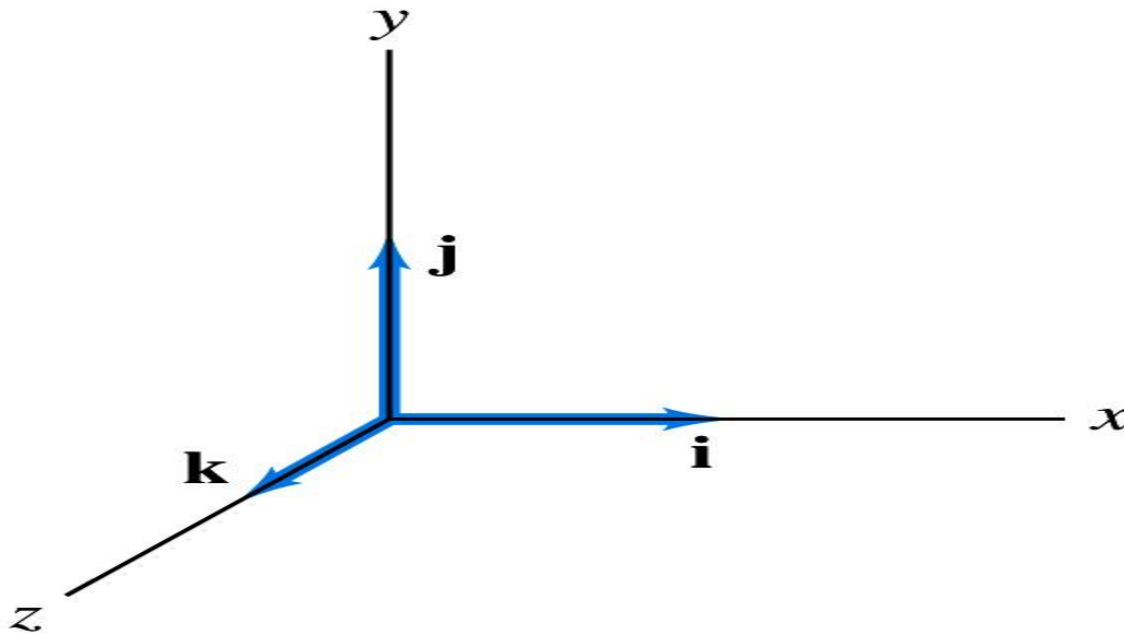
For components it works just as with numbers, but signs should be taken into account!

However, multiplication of vectors is different!

# Vector Multiplication

Scalar (dot) product  $\vec{A} \cdot \vec{B} = AB \cos \theta = A_x B_x + A_y B_y + A_z B_z$

Vector product  $|\vec{A} \times \vec{B}| = AB \sin \theta = |\vec{C}|$



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

Thank you for your attention!