

PHY 303L

Homepage: www.ph.utexas.edu/~itiq/303Lf13/chiu



(UT Physics department)

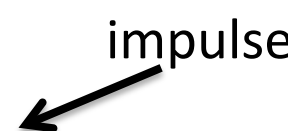
Resources used in this course:

- Syllabus
- Lesson plan
- Lecture slides

Overview of this course:

- Preview the lesson: learning modules (in Quest)
- Use of Clickers during the lecture
- Use of Quest homework system
- TA sessions
- **4 midterms and 1 final**

Basic Principles of Mechanics

Momentum principle: $\Delta p = F \Delta t$ 

Nonrelativistic: $\Delta mv = m \Delta v = F \Delta t$

$$\therefore m \frac{\Delta v}{\Delta t} = F \rightarrow F = ma$$

Energy Principle:

For 1 massive particle: $K = \frac{1}{2}mv^2$ $\Delta K = W = F \cdot \Delta l$

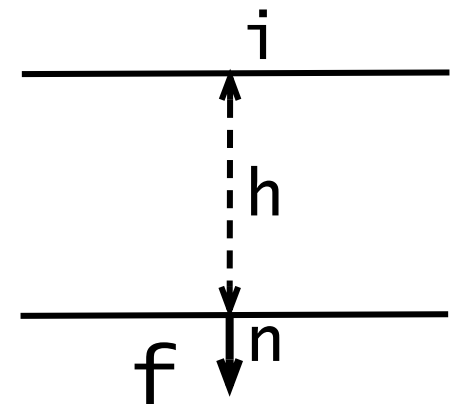
Gravity

Path m by height h

Let go at the initial point i

Particle is accelerated with acceleration g

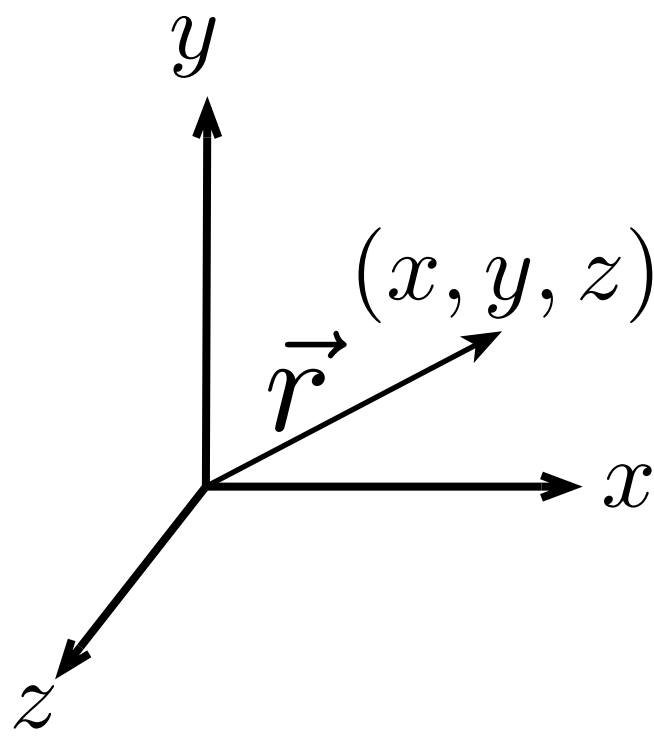
$$\Delta K = K_f - K_i = mgh$$



*You are ready to study M&I Vol. II:
E&M so long as you have the basic
knowledge of:*

$$\left\{ \begin{array}{ll} \Delta p &= F \cdot \Delta t \\ \Delta E &= \vec{F} \cdot \Delta \vec{l} \end{array} \right. \quad \begin{array}{l} \text{(and their} \\ \text{applications)} \end{array}$$

Review Vectors



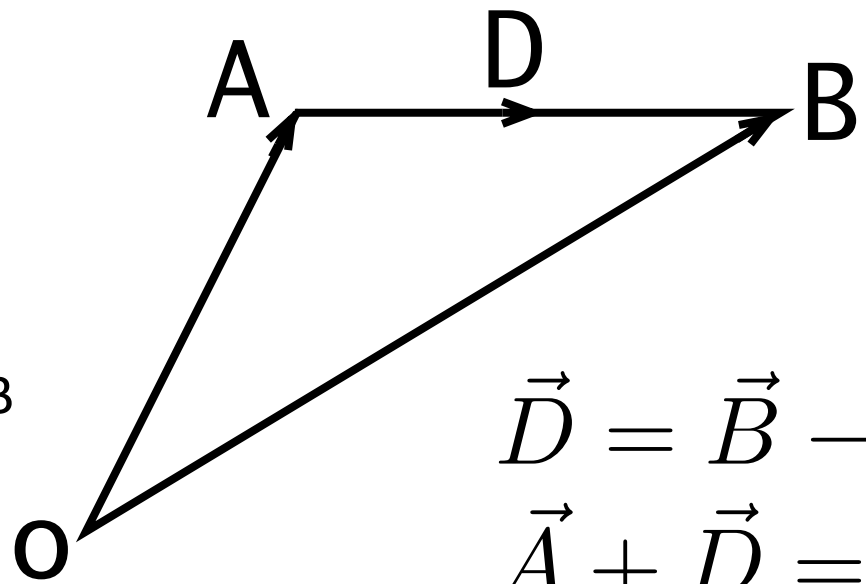
Vector in 3D: $\vec{r} = \langle x, y, z \rangle$

Vector in 2D: $\vec{r} = \langle x, y, z = z_1 \rangle$
 $= \langle x, y \rangle$

Displacement Vectors

Intuitive Description:

Starting at A, add D, it ends at B



$$\vec{D} = \vec{B} - \vec{A}$$

$$\vec{A} + \vec{D} = \vec{B}$$

Magnitude

$$|D| : \left| \vec{D} \right|^2 = D_x^2 + D_y^2 + D_z^2 \quad (3D)$$

$$D = \sqrt{D_x^2 + D_y^2} \quad (2D)$$

$$\text{Unit Vector: } \hat{D} = \frac{\vec{D}}{|D|}$$

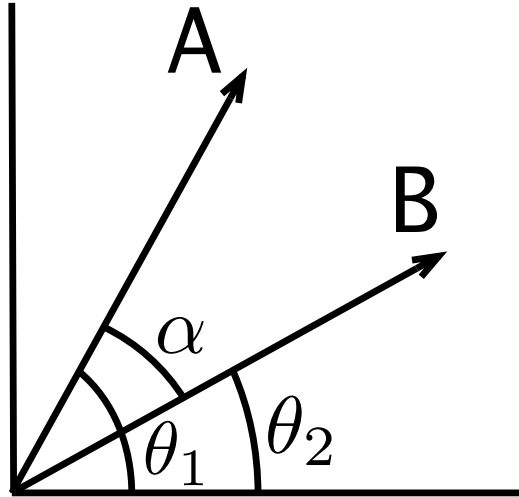
Product of 2 Vectors:

Scalar Product = Dot Product

Vector Product = Cross Product

Scalar Product = Dot Product

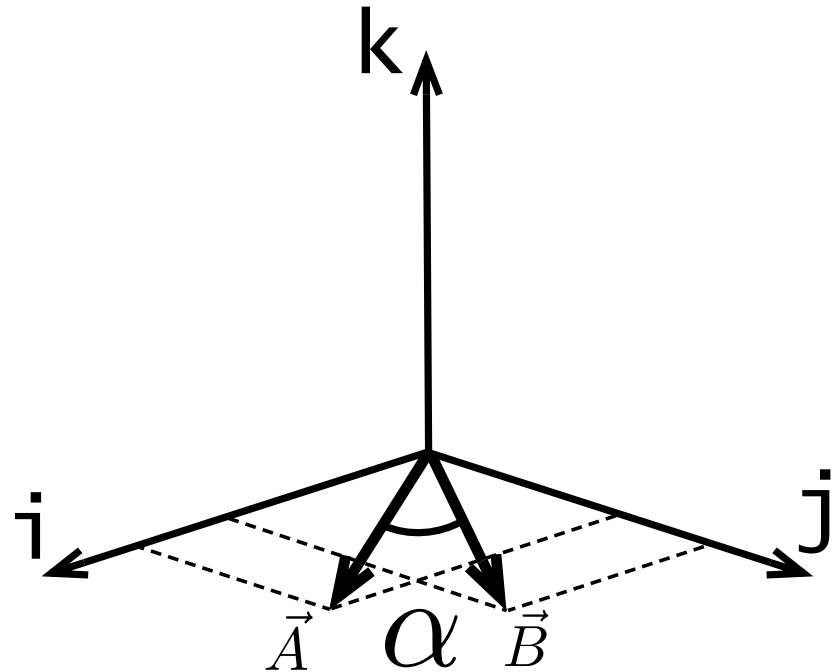
$$\vec{A} \cdot \vec{B} = A_x B_x + A_y B_y = AB \cos \alpha$$



$$\begin{aligned} RHS &= A_x B_x + A_y B_y \\ &= A \cos \theta_1 B \cos \theta_2 + A \sin \theta_1 B \sin \theta_2 \\ &= AB \cos (\theta_1 - \theta_2) \\ &= AB \cos \alpha \\ &= A_{\perp} B = AB_{\perp} \end{aligned}$$

Vector Product = Cross Product

$$\vec{A} \times \vec{B} = AB \sin \alpha \hat{n}$$



$$\begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ A_x & A_y & 0 \\ B_x & B_y & 0 \end{vmatrix} = \hat{k} (A_x B_y - A_y B_x)$$
$$= \hat{k} AB (\cos \theta_1 \sin \theta_2 - \sin \theta_1 \cos \theta_2)$$
$$= \hat{k} AB \sin(\theta_2 - \theta_1)$$
$$= \hat{k} AB \sin \alpha$$