#### **Teaching Physics, Conservation Laws First**





#### **Teaching Physics, Conservation Laws First**



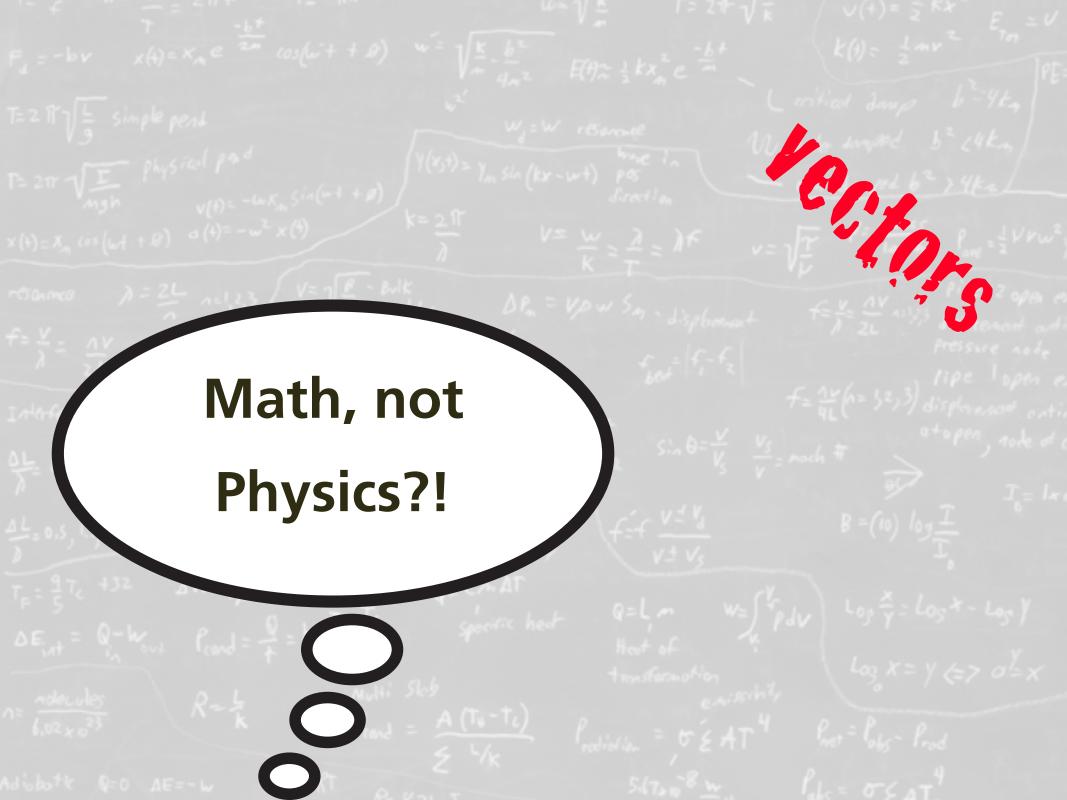


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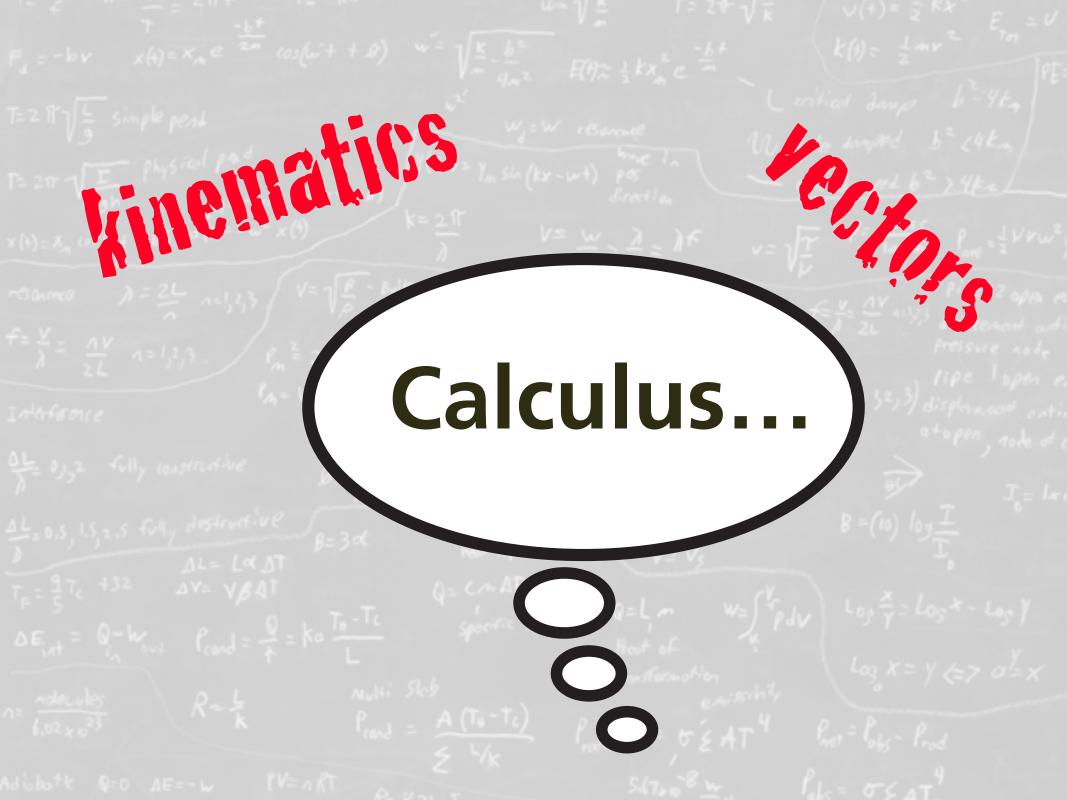
with= -wx Y(xst) = Ym sta (kx-wt) pos direction - over danged be >4kgl v(+)=-wx, sin(w++p) x(+)= x, (05 (w++8) 0 (+)=-w2 x(+) V= VI P= moss Pore = 2 VVW2 V= W= A= IF resonance 1= 2L nels, = V= VB - Bulk modulus Pipe 2 open en DPm = Vpw Sm · displacement f= v AV 123 displacement and f= = 1 = 1,2,3 Pm = 2PVI I = Power = Ps best fi-fz pressure node lipe lopen e. f= 1/(n= 12,3) displacement ontin Pm= Vp w Sm Interferonce atopen, note of a I = 1 pv w25, 2 Sin 0 = V/5 V/5 = moch # To 0352 fully constructive Ø= DL zir In= lan AL= 0.5, 1.5, 2.5 fully destructive B = (10) log I Q=CAT B=3d Host Copacity AL= La DI TE = 976 +32 Q= CMAT AV= VBAT W= Stpdv Q=Lm Los 7 = Lost - Los y specific heat DE int = Q-Would Prond = + = ka T+-Tc Hest of Log x = y (= > 0= x transformation Multi Slob n= holecules Prond = A (Tu-ta) Pret = Pobs - Prod rediction = 5 EAT4 2 1/k 567208 W Pals = 05 AT Adiobotic Q=0 AE=-W PV=nRT Qual F

$$F_{a} = -\ln V \quad \chi(x) = \chi_{a} = \frac{1}{2\pi} \cos(\omega + 1 + 0) \quad w = \sqrt{\frac{1}{m}} \frac{b^{\frac{1}{m}}}{4\pi^{2}} \quad E(t) = \frac{1}{4} k \chi_{a}^{\frac{1}{m}} e^{-\frac{1}{m}t} \quad k(t) = \frac{1}{2} \sin v^{\frac{1}{m}} e^{-\frac{1}{m}t}$$

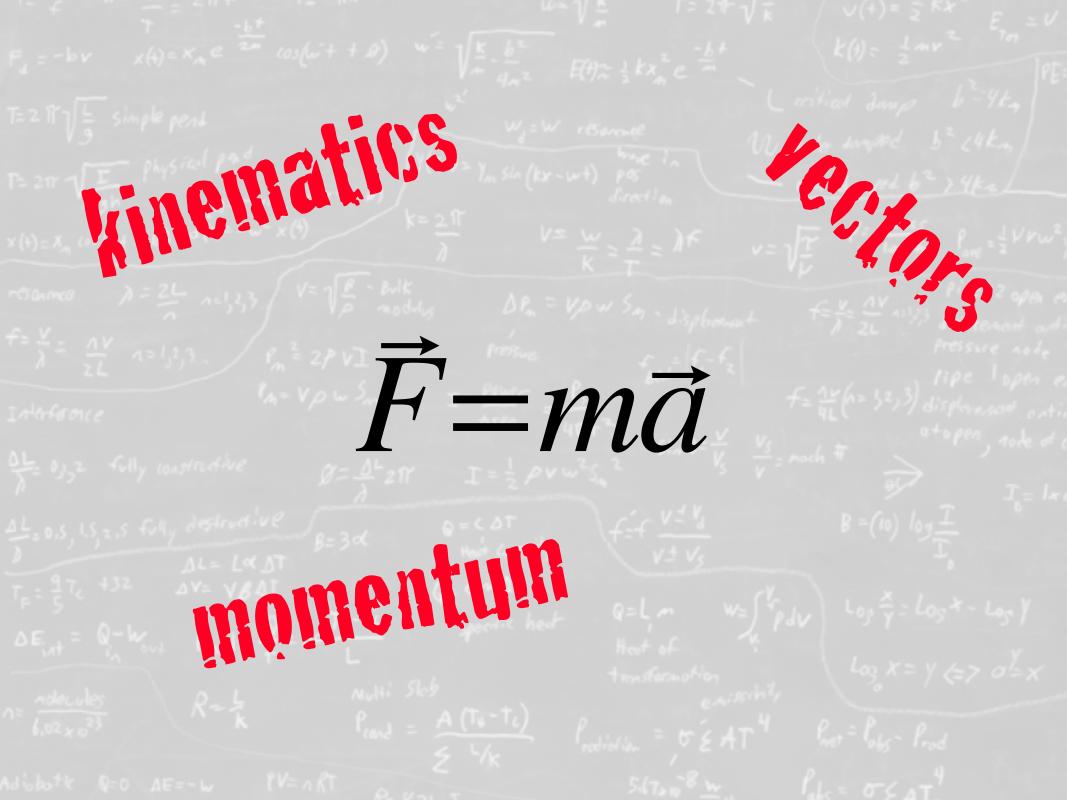
$$F = 2\pi i \sqrt{\frac{1}{m}} \int_{angle}^{b} \int_$$



$$F_{2} = -\ln v \quad \chi(s) = \chi_{n} e^{-\frac{i\pi v}{2}} \cos(\omega t + i\pi D) \quad v_{n} = \sqrt{\frac{E}{E}} = \frac{E}{E} \quad \left(\frac{E}{E}\right)^{\frac{1}{2}} = \frac{E}{E} \quad \left(\frac{E}{E}\right)^{\frac{$$

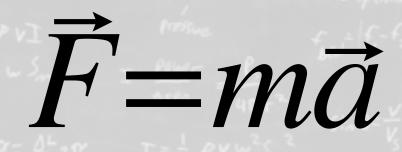


$$F_{2} = -hv \quad \chi(x) = \chi_{0} = \chi_{0} \quad cos(\omega + + \Delta) \quad vo = \sqrt{\frac{E}{k}} = \frac{hv}{E} \quad k(0) = \frac{1}{2} kv \quad E_{1} = V \quad k(0) = \frac{1}{2} kv \quad E_{2} = V \quad k(0) = \frac{1}{2} kv \quad E_{2} = V \quad k(0) = \frac{1}{2} kv \quad E_{2} = V \quad k(0) = \frac{1}{2} kv \quad E_{2} = V \quad k(0) = \frac{1}{2} kv \quad E_{2} = V \quad k(0) = \frac{1}{2} kv \quad E_{2} = V \quad k(0) = \frac{1}{2} kv \quad$$



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collisions

Winematics  $F=m\vec{a}$ Wowenthw COMISIONS

$$F_{+} = -bv \quad \chi(x) = \chi_{+} = \frac{bv}{2} \quad cos(\omega + + D) \quad w = \frac{b}{\sqrt{E} - b^{-}} \quad E(\theta = \frac{1}{2}kx) = \frac{-bv}{2} \quad k(\theta) = \frac{1}{2}kv \quad E_{+} = V \quad k(\theta) = \frac{1}{2}kv \quad$$

$$F_{-} = -bv \quad \chi(x) = \chi_{-} = \frac{b^{-}}{a} \quad cos(w + + B) \quad w = \sqrt{\frac{b^{-}}{a}} \quad E(t) = \frac{1}{4}kx_{n}^{2} = \frac{b^{+}}{a} \quad k(t) = \frac{1}{2}mv^{2}$$

$$F_{-} = 2\pi i \sqrt{\frac{b^{-}}{a}} \quad single pend \quad w_{+} = w \quad reserved$$

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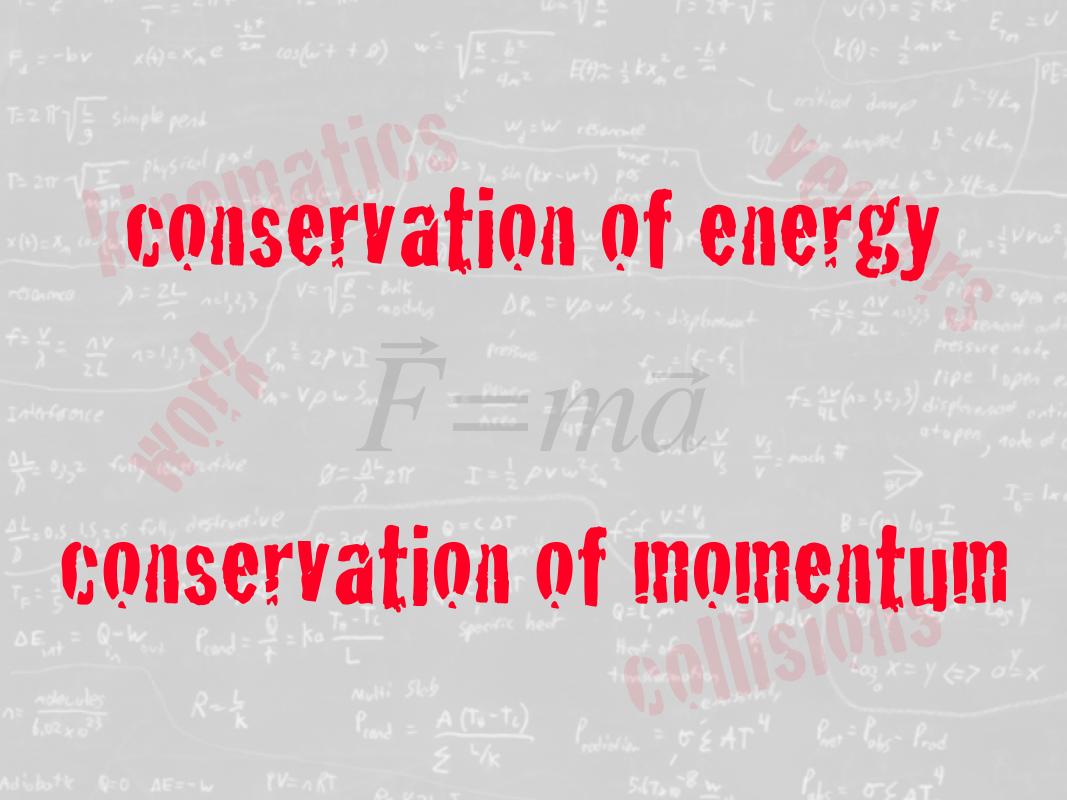
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## conservation of energy

## Just algebra!

## conservation of momentum

# conservation of energy

Why not START the easy way?

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### The historical approach

- Newton's laws
- Collisions
- Momentum (and conservation)
- Work and energy
- Conservation of energy

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#### Ernst Mach (1838–1916)

- Collisions
- COLLEGE PHYSICS
- Conservation of momentum
- Newton's laws
- Work and energy
- Conservation of energy

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#### Ernst Mach (1838-1916)

- Collisions (experimental)
- Conservation of momentum (experimental)
- Newton's laws
- Work and energy
- Conservation of energy

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Halliday / Resnick / Walker
PHYSICS

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### COLLEGE PHYSICS

### wouldn't it be nice if we could start simple?

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## PHYSICS FOR SCIENTISTS AND ENGINEERS

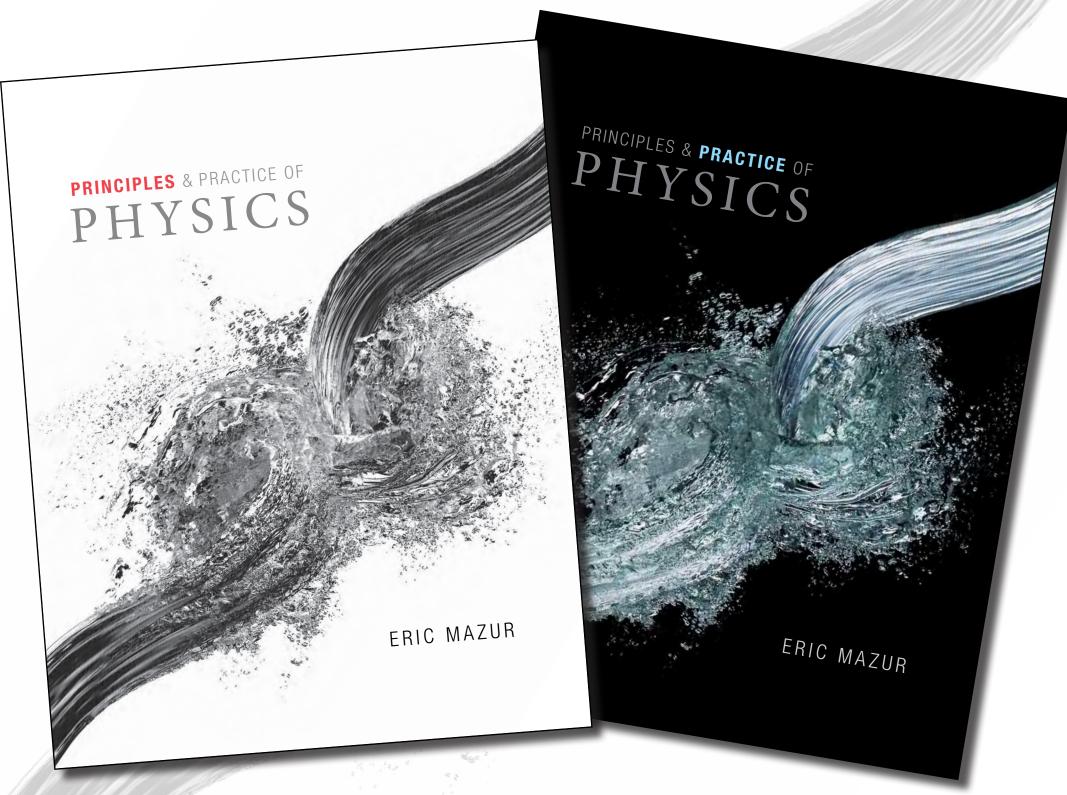
Eighth Edition

Volume 1

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# we can!



## **Principles and Practice of Physics**

PRINCIPLES & PRACTICE OF

- Conservation of momentum
  - Conservation of energy
  - Interactions
  - Force
  - Work

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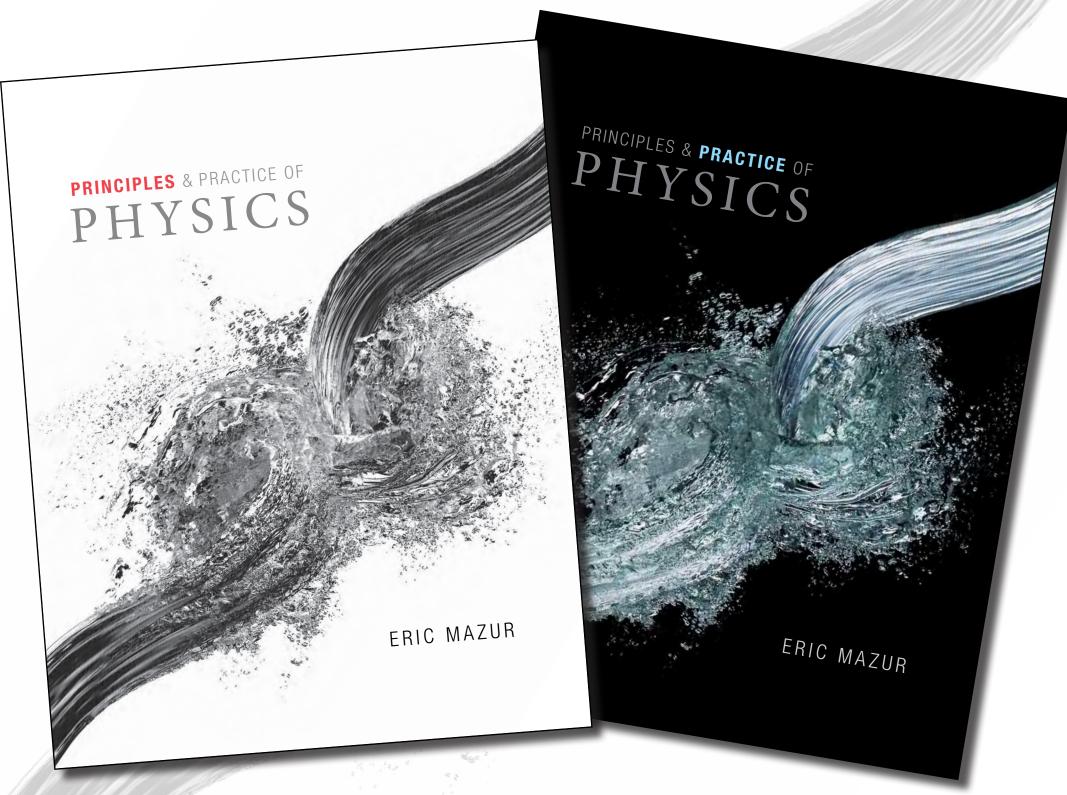
### **Principles and Practice of Physics**

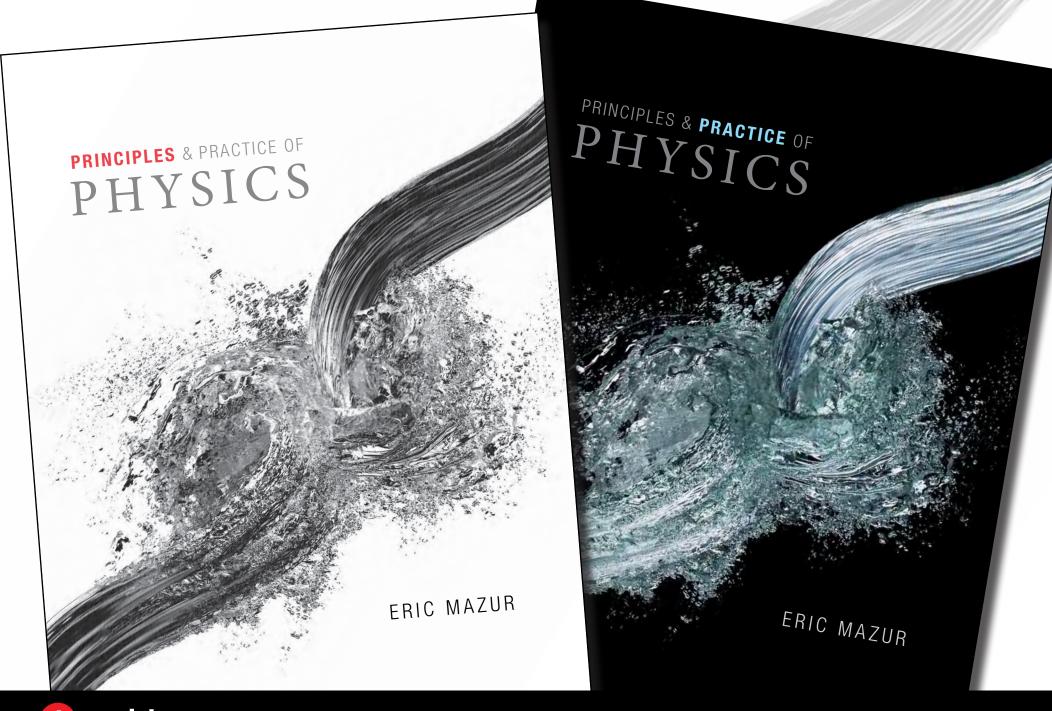
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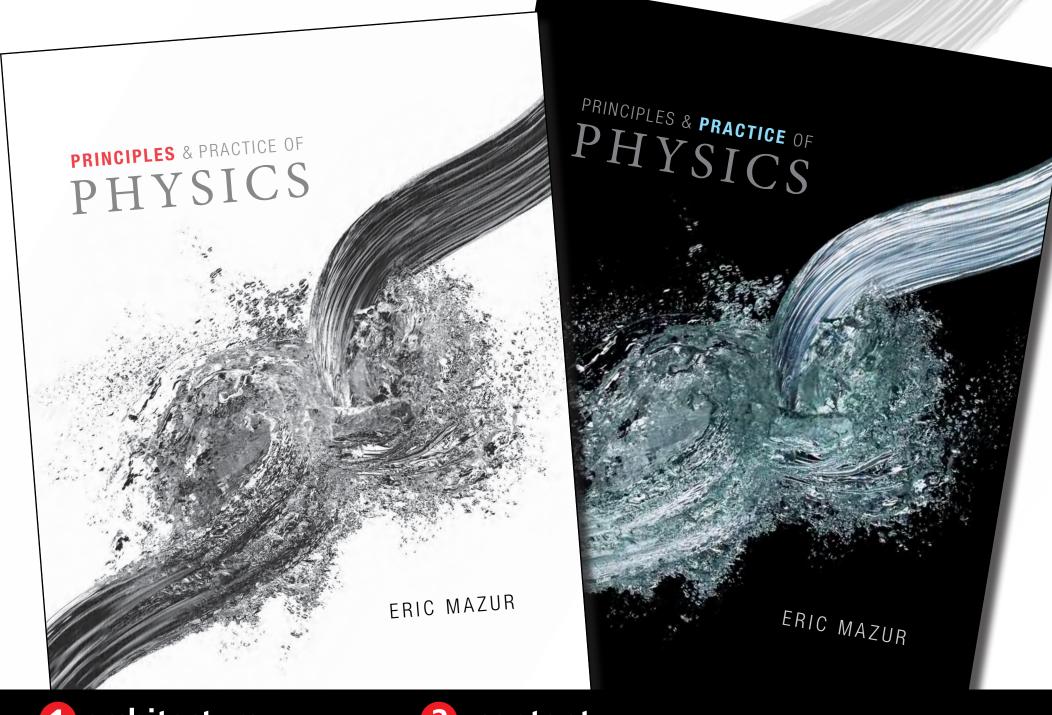
- Conservation of momentum (experimental)
  - Conservation of energy (experimental)
  - Interactions
  - Force
  - Work

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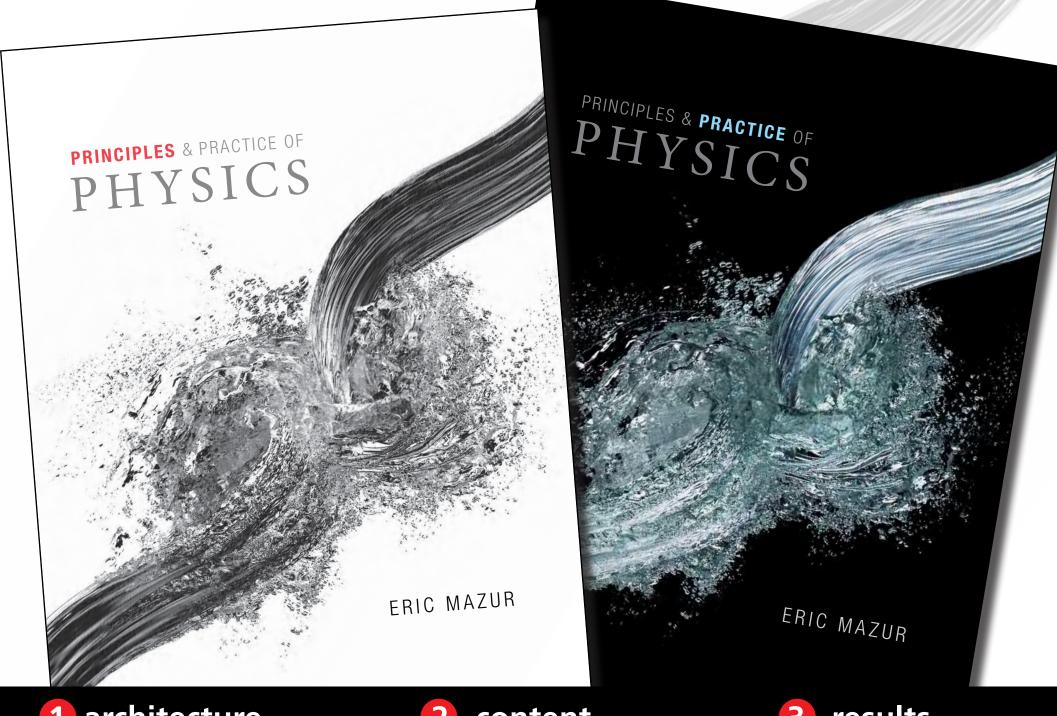
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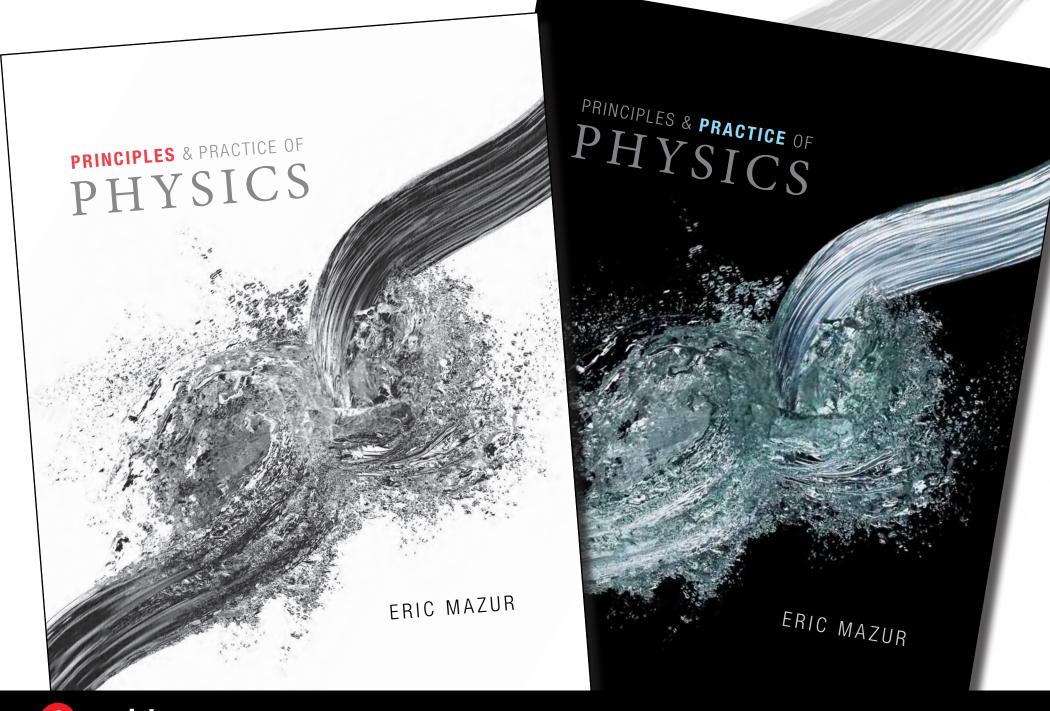


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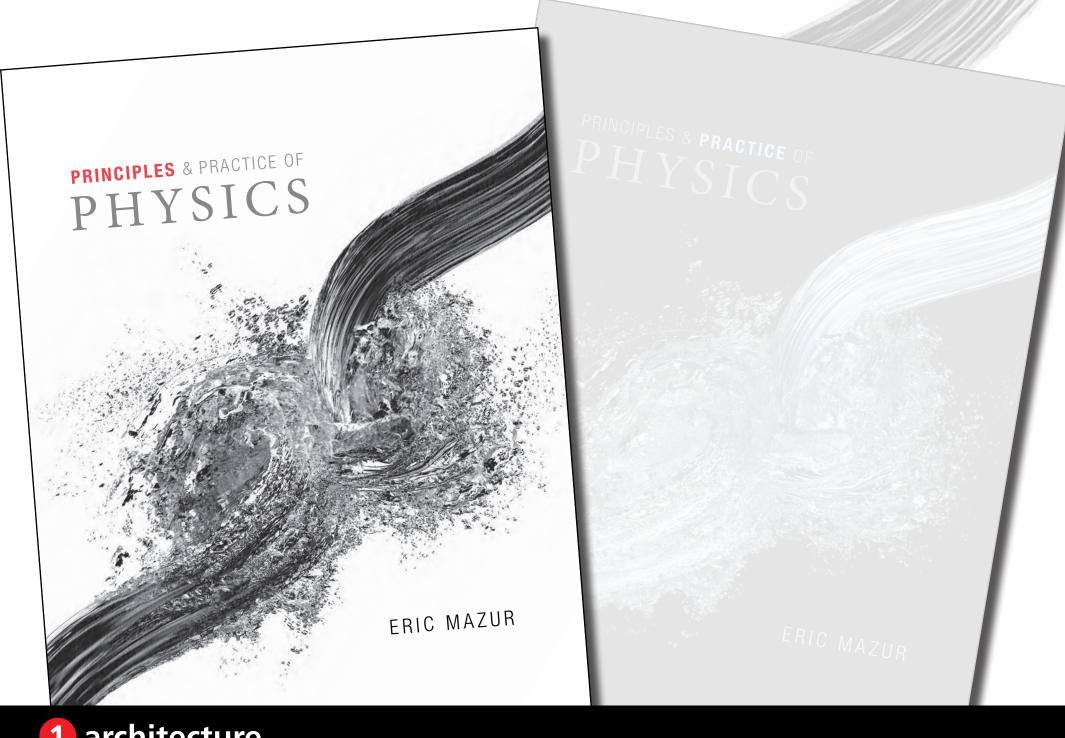
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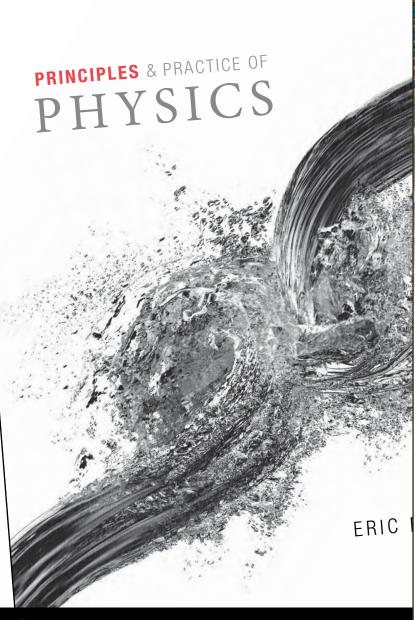
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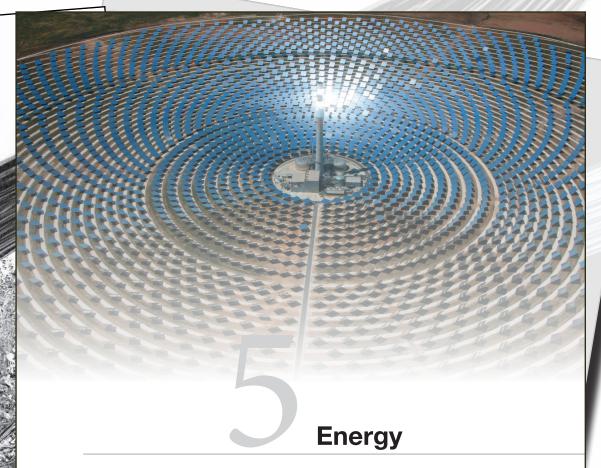


why 2 books?









- 5.1 Classification of collisions
- 5.2 Kinetic energy
- 5.3 Internal energy
- 5.4 Closed systems
- 5.5 Elastic collisions
- 5.6 Inelastic collisions
- 5.7 Conservation of energy
- 5.8 Explosive separations

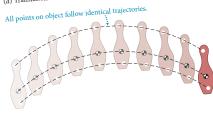
CONCEPTS

The motion we have been dealing with so far in this text is called translational motion (Figure 11.1a). This type of motion involves no change in an object's orientation; in other words, all the particles in the object move along identical parallel trajectories. During rotational motion, which we begin to study in this chapter, the orientation of the object changes, and the particles in an object follow different circular paths centered on a straight line called the axis of rotation (Figure 11.1b). Generally, the motion of rigid objects is a combination of these two types of motion (Figure 11.1c), but as we shall see in Chapter 12 this combined motion can be broken down into translational and rotational parts that can be analyzed separately. Because we already know how to describe translational motion, knowing how to describe rotational motion will complete our description of the motion of rigid objects.

As Figure 11.1*b* shows, each particle in a rotating object traces out a circular path, moving in what we call circular

Figure 11.1 Translational and rotational motion of a rigid object.

(a) Translational motion

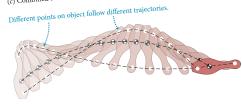


(b) Rotational motion

All points on object trace circles centered on axis of rotation.



(c) Combined translation and rotation

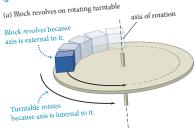


motion. We therefore begin our analysis of rotational motion by describing circular motion. Circular motion occurs all around us. A speck of dust stuck to a spinning CD, a stone being whirled around on a string, a person on a Ferris wheel—all travel along the perimeter of a circle, repeating their motion over and over. Circular motion takes place in a plane, and so in principle we have already developed all the tools required to describe it. To describe circular and rotational motion we shall follow an approach that is analogous to the one we followed for the description of translational motion. Exploiting this analogy, we can then use the same results and insights gained in earlier chapters to introduce a third conservation law.

#### 11.1 Circular motion at constant speed

Figure 11.2 shows two examples of circular motion: a block dragged along a circle by a rotating turntable and a puck constrained by a string to move in a circle. The block and puck are said to revolve around the vertical axis through the center of each circular path. Note that the axis about which they revolve is external to the block and puck and perpendicular to the plane of rotation. This is the definition of revolve—to move in circular motion around an external center. Objects that turn about an internal axis, such as the turntable in Figure 11.2a, are said to rotate. These two types of motion are closely related because a rotating object can be considered as a system of an enormous number of particles, each revolving around the axis of rotation.

Figure 11.2 Examples of circular motion.



(b) Tethered puck revolves on air table



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The motion we have been dealing with so far in this text is called translational motion (Figure 11.1a). 11.1 Circular motion at constant speed

As Figure 11.16 shows, the particle in a rotating object et each circular motion at the case of the control of a rigid object.

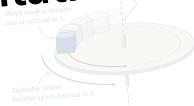
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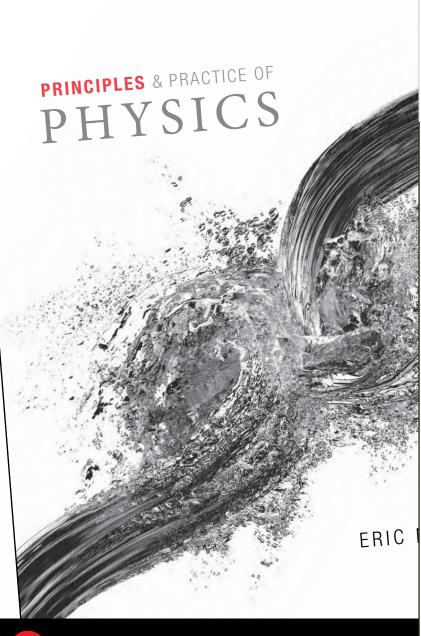








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### **Energy**

- 5.1 Classification of collisions
- 5.2 Kinetic energy
- 5.3 Internal energy
- 5.4 Closed systems

- 5.5 Elastic collisions
- 5.6 Inelastic collisions
- 5.7 Conservation of energy
- 5.8 Explosive separations

QUANTITATIVE TOOLS

# 6.5 Galilean relativity

Consider two observers, A and B, moving at constant velocity relative to each other. Suppose they observe the same event and describe it relative to their respective reference frames and clocks (Figure 6.13). Let the origins of the two observers' reference frames coincide at t = 0 (Figure 6.13*a*). Observer A sees the event as happening at position  $\vec{r}_{Ae}$  at clock reading  $t_{Ae}$  (Figure 6.13b).\* Observer B sees the event at position  $\vec{r}_{\text{Be}}$  at clock reading  $t_{\text{Be}}$ . What is the relationship between these clock readings and positions?

If, as we discussed in Chapter 1, we assume time is absolute—the same everywhere—and if the two observers have synchronized their (identical) clocks, they both observe the event at the same clock readings, which means

$$t_{Ae} = t_{Be}. ag{6.1}$$

Because the clock readings of the two observers always agree, we can omit the subscripts referring to the reference frames:

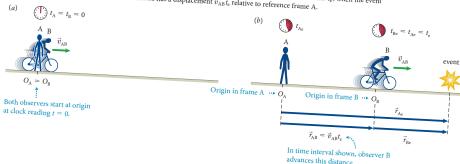
$$t_{\rm A} = t_{\rm B} = t. \tag{6.2}$$

From Figure 6.13 we see that the position  $\vec{r}_{AB}$  of observer B in reference frame A at instant  $t_e$  is equal to B's displacement over the time interval  $\Delta t = t_e - 0 = t_e$ , and so  $\vec{r}_{AB} = \vec{v}_{AB} t_e$  because B moves at constant velocity

$$\vec{r}_{Ae} = \vec{r}_{AB} + \vec{r}_{Be} = \vec{v}_{AB} t_e + \vec{r}_{Be}.$$
 (6.3)

Equations 6.2 and 6.3 allow us to relate event data collected in one reference frame to data on the same event e collected in a reference frame that moves at constant velocity relative to the first one (neither of these has to be at rest relative to Earth, but their origins must coincide at t=0). To this end we rewrite these equations so that they give the values of time and position in reference frame B

**Figure 6.13** Two observers moving relative to each other observe the same event. Observer B moves at constant velocity  $\vec{v}_{AB}$ relative to observer A. (a) The origins O of the two reference frames overlap at instant t = 0. (b) At instant  $t_e$ , when the event occurs, the origin of observer B's reference frame has a displacement  $\vec{v}_{AB}t_{\rm e}$  relative to reference frame A.



<sup>\*</sup>Remember our subscript form: The capital letter refers to the reference frame; the lowercase e is for "event." Thus the vector  $\vec{r}_{Ae}$  represents observer  $\underline{A}$ 's measurement of the position at which the event

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where—and if the two observers have synchronized their (identical) clocks, they both observe the event at the same clock readings, which means

# build to on conceptual Because the clock readings of the two observers always agree, we can omit the

$$t_{A} = t_{B} = t. \tag{6.2}$$

From Figure 6 inderso pointings to  $\Delta t = t_r - 0 = t_r$ , and so  $r_{AR} = v_{AR} t_r$  because moves at constant velocity  $\sigma$ 

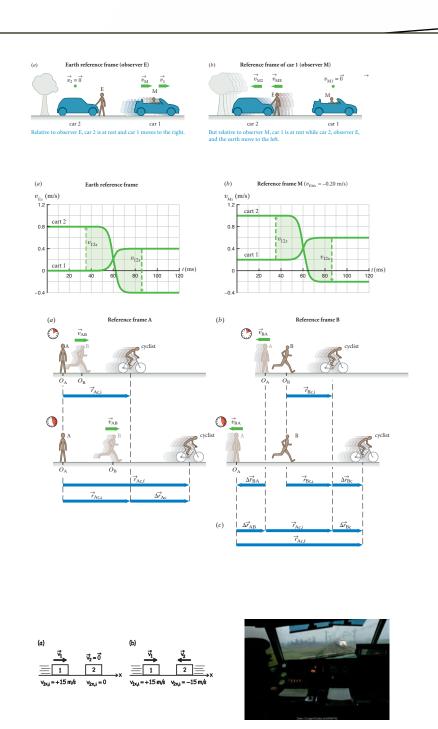
$$\vec{r}_{Ae} = \vec{r}_{AB} + \vec{r}_{Be} = \vec{v}_{AB} t_e + \vec{r}_{Be}.$$
 (63)

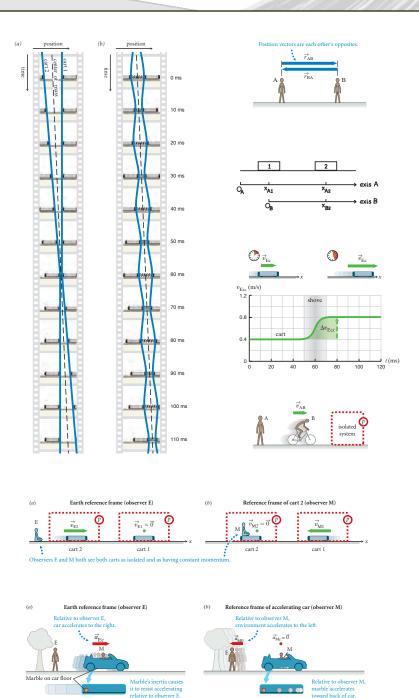
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# PRINCIPLES VOLUME

respective reference frames and clocks (Figure 6.13). Let the origins observers' reference frames coincide at t = 0 (Figure 6.13a). Observe event as happening at position  $\vec{r}_{Ae}$  at clock reading  $t_{Ae}$  (Figure 6.13b).\* sees the event at position  $\vec{r}_{Be}$  at clock reading  $t_{Be}$ . What is the relatitiveen these clock readings and positions?

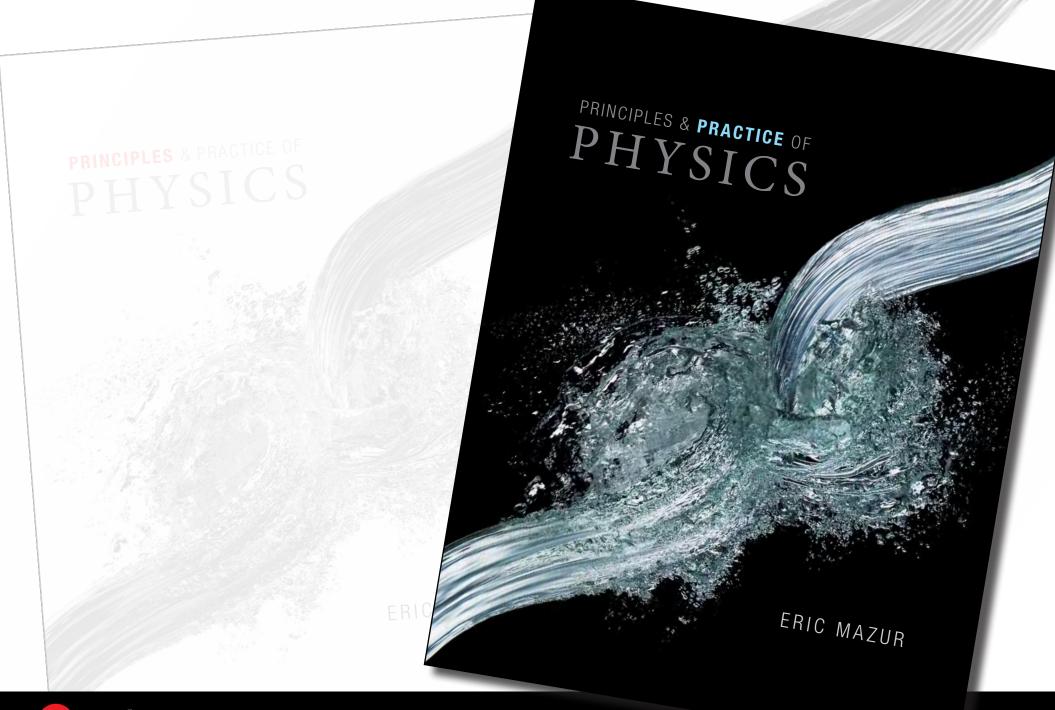
It, as we discussed in Chapter 1, we assume time is absolute—the same everwhere—and if the two observers have synchronized their (identical) clocks. the

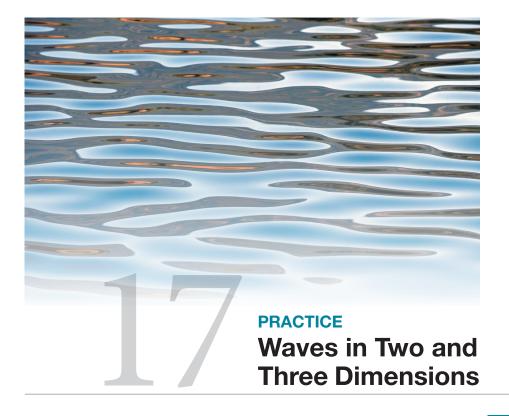
- concepts before quantitative tools
  - Because the clock readings of the two observers always agree, we can omit the subscripts referring to the reference frames:
- checkpoints to thinking on  $\vec{r}_{AB}$  of observer B in reference frame A at instant  $t_k$  is equal to the constant velocity  $\Delta t = t_k 0 = t_k$ , and so  $\vec{r}_{AB} = \vec{v}_{AB} t_k$  because B moves at constant velocity
- 4-step worked examples to letter in a reference frame to data on the same even collected in a reference frame that moves at constant velocity relative to the first one (neither of these has to be at rest relative to Earth, but their origins must coincide at t = 0). To this end we rewrite these
- research-based illustrations
- research-based pedagogy



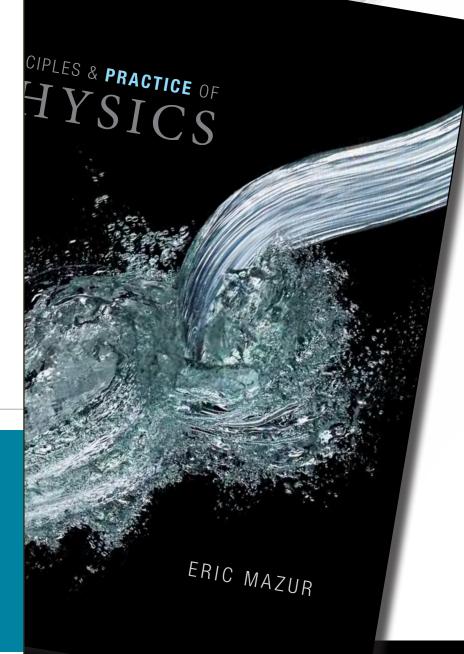
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\*Remember our subscript form: The capital letter refers to the reference frame; the lowercase e is for





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# **Waves in Two Three Dimens**

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192 CHAPTER 11 PRACTICE MOTION IN A CIRCLE

# Developing a Feel

Make an order-of-magnitude estimate of each of the following quantities. Letters in parentheses refer to hints below. Use them as needed to guide your thinking:

- 1. The speed v of a point on the equator as Earth rotates (D, P)
- 2. The rotational inertia of a bowling ball about an axis tangent to
- 3. Your rotational inertia as you turn over in your sleep (V, C)
- 4. The angular momentum around the axle of a wheel/tire combination on your car as you cruise on the freeway (E, I, O, AA, S)
- 5. The angular momentum of a spinning ice skater with each arm held out to the side and parallel to the ice (G, X, N, U)
- 6. The speed you would need to orbit Earth in a low orbit (F,P)
- 7. The magnitude of the force exerted by the Sun on Earth to hold
- 8. The kinetic energy associated with Earth's rotation (Z, P, D)
- 9. The angular momentum, about a vertical axis through your house, of a large car driving down your street (H, Y, M) 10. The kinetic energy of a spinning yo-yo (K, W, J, Q)

If needed, see Key for answers to these guiding questions.

- A. What is the inertia of a bowling ball? B. How long a time interval is needed for Earth to make one revolu-
- C. What simple geometric shape is an appropriate model for a sleeping person?
- D. What is Earth's rotational speed?
- E. What is the combined inertia of the wheel and tire?
- F. What is the relationship between force and acceleration for this
- G. How can you model the skater's shape during her spin?
- H. What is the inertia of a midsize car?
- I. What is the radius of the tire? J. How many turns are needed to rewind the yo-yo?
- K. What is the yo-yo's rotational inertia?
- L. What is the radius of Earth's orbit?
- M. What is the perpendicular distance from the house to the car's
- N. What is the skater's rotational inertia with arms held out?
- O. How can you model the combined rotational inertia of the wheel and tire?
- P. What is Earth's radius?
- Q. What is the final rotational speed?
- R. What is the radius of a bowling ball?
- S. What is the rotational speed of the tire?
- T. What is the required centripetal acceleration?

- U. What is the skater's initial rotational speed?
- W. When thrown, how long a time interval does the yo-yo take to X. What is needed in addition to the formulas in Principles
- Table 11.3 in order to determine this quantity? Y. What is a typical speed for a car moving on a city street?
- Z. What is Earth's inertia?
- AA. What is a typical freeway cruising speed?

# Key (all values approximate)

A. 7 kg; B. 1 y =  $3 \times 10^7$  s; C. solid cylinder of radius 0.2 m; D. period = 24 h, so  $\omega = 7 \times 10^{-5} \text{ s}^{-1}$ ; E.  $10^1 \text{ kg}$ ; F. from Eqs. 8.6, 8.17, and 11.16,  $\Sigma \vec{F} = m\vec{a}$ , so  $mg = mv^2/r$ ; G. a solid cylinder with two thin-rod arms of inertia 4 kg held out perpendicularly; H.  $2 \times 10^3$  kg; I. 0.3 m; J.  $2 \times 10^1$  turns; K.  $6 \times 10^{-5}$  kg·m² (with yo-yo modeled as solid cylinder);  $L.2 \times 10^{11}$  m;  $M.2 \times 10^{1}$  m; N.4 kg·m<sup>2</sup>; O. between  $MR^2$ (cylindrical shell representing tire) and  $MR^2/2$  (solid cylinder representing wheel)—say,  $3MR^2/4$ ; P.  $6 \times 10^6$  m; Q. about twice the average rotational speed, or  $\omega = 5 \times 10^2 \text{ s}^{-1}$ ; R. 0.1 m; S. no slipping, so  $\omega = v/r \approx 10^2 \, \text{s}^{-1}$ ; T. 8 × 10<sup>-3</sup> m/s<sup>2</sup>; U.  $\omega \approx 10~{\rm s}^{-1};~{\rm V.7}\times 10^1~{\rm kg};~{\rm W.0.5~s;}~{\rm X.~the~parallel-axis}$ theorem; Y. 3  $\times$  10  $^{1}$  mi/h; Z. 6  $\times$  10  $^{24}$  kg; AA. 3  $\times$  10  $^{1}$  m/s

# **Waves in Two Three Dimens**

**Chapter Summary 304 Review Questions 305** 

Developing a Feel 306

Worked and Guided Problems 307 Questions and Problems 311 **Answers to Review Questions 316 Answers to Guided Problems 316** 

192 CHAPTER 11 PRACTICE MOTION IN A CIRCLE

# Developing a Feel

Make an order-of-magnitude estimate of each of the following quantities. Letters in parentheses refer to hints below. Use them as needed to guide your thinking:

- 1. The speed v of a point on the equator as Earth rotates (D, P)
- 2. The rotational inertia of a bowling ball about an axis tangent to
- 3. Your rotational inertia as you turn over in your sleep (V, C)
- 4. The angular momentum around the axle of a wheel/tire combination on your car as you cruise on the freeway (E, I, O, AA, S)
- 5. The angular momentum of a spinning ice skater with each arm held out to the side and parallel to the ice (G, X, N, U)
- 6. The speed you would need to orbit Earth in a low orbit (F,P)
- 7. The magnitude of the force exerted by the Sun on Earth to hold
- 8. The kinetic energy associated with Earth's rotation (Z, P, D)
- 9. The angular momentum, about a vertical axis through your house, of a large car driving down your street (H, Y, M)
- 10. The kinetic energy of a spinning yo-yo (K, W, J, Q)

If needed, see Key for answers to these guiding questions.

- A. What is the inertia of a bowling ball? B. How long a time interval is needed for Earth to make one revolu-
- C. What simple geometric shape is an appropriate model for a sleeping person?
- D. What is Earth's rotational speed?
- E. What is the combined inertia of the wheel and tire?
- F. What is the relationship between force and acceleration for this
- G. How can you model the skater's shape during her spin?
- H. What is the inertia of a midsize car?
- I. What is the radius of the tire? J. How many turns are needed to rewind the yo-yo?
- K. What is the yo-yo's rotational inertia?
- L. What is the radius of Earth's orbit? M. What is the perpendicular distance from the house to the car's
- N. What is the skater's rotational inertia with arms held out?
- O. How can you model the combined rotational inertia of the wheel
- P. What is Earth's radius?
- Q. What is the final rotational speed?
- R. What is the radius of a bowling ball?
- S. What is the rotational speed of the tire?
- T. What is the required centripetal acceleration?

- U. What is the skater's initial rotational speed?
- W. When thrown, how long a time interval does the yo-yo take to X. What is needed in addition to the formulas in Principles
- Table 11.3 in order to determine this quantity? Y. What is a typical speed for a car moving on a city street?
- Z. What is Earth's inertia?
- AA. What is a typical freeway cruising speed?

# Key (all values approximate)

A. 7 kg; B. 1 y =  $3 \times 10^7$  s; C. solid cylinder of radius 0.2 m; D. period = 24 h, so  $\omega = 7 \times 10^{-5} \text{ s}^{-1}$ ; E.  $10^1 \text{ kg}$ ; F. from Eqs. 8.6, 8.17, and 11.16,  $\Sigma \vec{F} = m\vec{a}$ , so  $mg = mv^2/r$ ; G. a solid cylinder with two thin-rod arms of inertia 4 kg held out perpendicularly; H.  $2 \times 10^3$  kg; I. 0.3 m; J.  $2 \times 10^1$  turns; K.  $6 \times 10^{-5}$  kg·m² (with yo-yo modeled as solid cylinder);  $L.2 \times 10^{11}$  m;  $M.2 \times 10^{1}$  m; N.4 kg·m<sup>2</sup>; O. between  $MR^2$ (cylindrical shell representing tire) and  $MR^2/2$  (solid cylinder representing wheel)—say,  $3MR^2/4$ ; P.  $6 \times 10^6$  m; Q. about twice the average rotational speed, or  $\omega = 5 \times 10^2 \text{ s}^{-1}$ ; R. 0.1 m; S. no slipping, so  $\omega = v/r \approx 10^2 \, \text{s}^{-1}$ ; T. 8 × 10<sup>-3</sup> m/s<sup>2</sup>; U.  $\omega \approx 10~{\rm s}^{-1};~{\rm V.7}\times 10^1~{\rm kg};~{\rm W.0.5~s;}~{\rm X.~the~parallel-axis}$ theorem; Y. 3  $\times$  10  $^{1}$  mi/h; Z. 6  $\times$  10  $^{24}$  kg; AA. 3  $\times$  10  $^{1}$  m/s

# **Waves in Two Three Dimens**

**Chapter Summary 304 Review Questions 305** 

Developing a Feel 306

Worked and Guided Problems 307 Questions and Problems 311 **Answers to Review Questions 316 Answers to Guided Problems 316** 

192 CHAPTER 11 PRACTICE MOTION IN A CIRCLE

# Developing a Feel

Make an order-of-magnitude estimate of each of the following quantities. Letters in parentheses refer to hints below. Use them as needed to guide your thinking:

- 1. The speed v of a point on the equator as Earth rotates (D, P)
- 2. The rotational inertia of a bowling ball about an axis tangent to
- 3. Your rotational inertia as you turn over in your sleep (V, C)
- 4. The angular momentum around the axle of wheel/tire combination on your car as you cruise on the Geeway (E, I, O, AA, S)
- 5. The angular momentum of a spinning ice skater with each arm held out to the side and parallel to the ice (G, X, N, U)
- 6. The speed you would need to orbit Earth in a low orbit (F, P)  $\bar{}$
- 7. The magnitude of the force exerted by the Sun on Earth to hold
- 8. The kinetic energy associated with Earth's rotation (Z, P, D)
- 9. The angular momentum, about a vertical axis through your house, of a large car driving down your street (H, Y, M)
- 10. The kinetic energy of a spinning yo-yo (K, W, J, Q)

If needed, see Key for a swers to these guiding questions.

- A. What is the nertia of a bowling ball? a time interval is needed for Earth to make one revolu-
- at simple geometric shape is an appropriate model for a
- D. What is Earth's rotational speed?
- E. What is the combined inertia of the wheel and tire?
- F. What is the relationship between force and acceleration for this
- G. How can you model the skater's shape during her spin?
- H. What is the inertia of a midsize car?
- I. What is the radius of the tire? J. How many turns are needed to rewind the yo-yo?
- K. What is the yo-yo's rotational inertia?
- L. What is the radius of Earth's orbit? M. What is the perpendicular distance from the house to the car's
- N. What is the skater's rotational inertia with arms held out?
- O. How can you model the combined rotational inertia of the wheel
- P. What is Earth's radius?
- Q. What is the final rotational speed?
- R. What is the radius of a bowling ball?
- S. What is the rotational speed of the tire?
- T. What is the required centripetal acceleration?

- U. What is the skater's initial rotational speed?
- W. When thrown, how long a time interval does the yo-yo take to X. What is needed in addition to the formulas in Principles
- Table 11.3 in order to determine this quantity?
- Y. What is a typical speed for a car moving on a city street?
- Z. What is Earth's inertia?
- AA. What is a typical freeway cruising speed?

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# **Waves in Two Three Dimens**

**Chapter Summary 304 Review Questions 305** 

Developing a Feel 306

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192 CHAPTER 11 PRACTICE MOTION IN A CIRCLE

# Developing a Feel

Make an order-of-magnitude estimate of each of the following quantities. Letters in parentheses refer to hints below. Use them as needed to guide your thinking:

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- 6. The speed you would need to orbit Earth in a low orbit (F, P)  $\bar{}$
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- 8. The kinetic energy associated with Earth's rotation (Z, P, D)
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- 10. The kinetic energy of a spinning yo-yo (K, W, J, Q)

If needed, see Key for a swers to these guiding questions.

- A. What is the nertia of a bowling ball?
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- K. What is the yo-yo's rotational inertia?
- L. What is the radius of Earth's orbit?
- M. What is the perpendicular distance from the house to the car's
- N. What is the skater's rotational inertia with arms held out?
- O. How can you model the combined rotational inertia of the wheel and tire?
- P. What is Earth's radius?
- Q. What is the final rotational speed?
- R. What is the radius of a bowling ball?
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- T. What is the required centripetal acceleration?

- U. What is the skater's initial rotational speed?
- W. When thrown, how long a time interval does the yo-yo take to
- X. What is needed in addition to the formulas in Principles Table 11.3 in order to determine this quantity?
- Y. What is a typical speed for a car moving on a city street?
- Z. What is Earth's inertia?
- AA. What is a typical freeway cruising speed?

# Key (all values approximate)

.7 kg; B. 1 y =  $3 \times 10^7$  s; C. solid cylinder of radius 0.2 m; D. period = 24 h, so  $\omega = 7 \times 10^{-5} \text{ s}^{-1}$ ; E. 10 kg; F. from Eqs. 8.6, 8.17, and 11.16,  $\Sigma \dot{F} = m\vec{a}$ , so  $mg = mv^2/r$ ; G. a solid cylinder with two thin-rod arms of inertia 4 kg held out perpendicularly; H.  $2 \times 10^3$  kg; I. 0.3 m; J.  $2 \times 10^1$  turns; K.  $6 \times 10^{-5}$  kg·m² (with yo-yo modeled as solid cylinder); L.  $2 \times 10^{11}$  m; M.  $2 \times 10^{1}$  m; N.  $4 \text{ kg} \cdot \text{m}^2$ ; O. between MR<sup>2</sup> (cylindrical shell representing tire) and  $MR^2/2$  (solid cylinder representing wheel)—say,  $3MR^2/4$ ; P.  $6 \times 10^6$  m; Q. about twice the average rotational speed, or  $\omega = 5 \times 10^2 \text{ s}^{-1}$ ; R. 0.1 m; S. no slipping, so  $\omega = v/r \approx 10^2 \, \text{s}^{-1}$ ; T. 8 ×  $10^{-3} \, \text{m/s}^2$ ; U.  $\omega \approx 10~{\rm s}^{-1};~V.7 \times 10^1$  kg; W. 0.5 s; X. the parallel-axis theorem; Y. 3  $\times$  10  $^{1}$  mi/h; Z. 6  $\times$  10  $^{24}$  kg; AA. 3  $\times$  10  $^{1}$  m/s

# **Waves in Two Three Dimens**

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192 CHAPTER 11 PRACTICE MOTION IN A CIRCLE

# Developing a Feel

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- 5. The angular momentum of a spinning ice skater, ith each arm held out to the side and parallel to the ice (G,
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If needed, see Key for answers to these guiding questions.

- A. What is the inertia of a bowling by
- B. How long a time interval is needed for Earth to make one revolue is an appropriate model for a tion around the Sun?
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- D. What is Earth's rotationa
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- F. What is the relations p between force and acceleration for this
- G. How can you model the skater's shape during her spin
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- K. What is the yo-yo's rotational inertia?
- L. What is he radius of Earth's orbit? M. What the perpendicular distance from the house to the car's
- at is the skater's rotational inertia with arms held out? by can you model the combined rotational inertia of the wheel

# What is Earth's radius?

- Q. What is the final rotational speed?
- R. What is the radius of a bowling ball?
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- T. What is the required centripetal acceleration?

- U. What is the skater's initial rotational speed?
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- X. What is needed in addition to the formulas in Principles Table 11.3 in order to determine this quantity?
- Y. What is a typical speed for a car moving on a city street?
- Z. What is Earth's inertia?
- AA. What is a typical freeway cruising speed?

### Key (all values approximate)

A. 7 kg; B. 1  $y = 3 \times 10^7$  s; C. solid cylinder of radius 0.2 m; D. period = 24 h, so  $\omega = 7 \times 10^{-5} \text{ s}^{-1}$ ; E.  $10^1 \text{ kg}$ ; F. from Eqs. 8.6, 8.17, and 11.16,  $\Sigma \vec{F} = m\vec{a}$ , so  $mg = mv^2/r$ ; G. a solid cylinder with two thin-rod arms of inertia 4 kg held out perpendicularly; H.  $2 \times 10^3$  kg; I. 0.3 m; J.  $2 \times 10^1$  turns; K.  $6 \times 10^{-5}$  kg·m² (with yo-yo modeled as solid cylinder);  $L.2 \times 10^{11}$  m; M.  $2 \times 10^{1}$  m; N.  $4 \text{ kg} \cdot \text{m}^2$ ; O. between MR<sup>2</sup> (cylindrical shell representing tire) and  $MR^2/2$  (solid cylinder representing wheel)—say,  $3MR^2/4$ ; P.  $6 \times 10^6$  m; Q. about twice the average rotational speed, or  $\omega = 5 \times 10^2 \text{ s}^{-1}$ ; R. 0.1 m; S. no slipping, so  $\omega = v/r \approx 10^2 \, \text{s}^{-1}$ ; T. 8 ×  $10^{-3} \, \text{m/s}^2$ ; U.  $\omega \approx 10~{\rm s}^{-1};~V.7 \times 10^1$  kg; W. 0.5 s; X. the parallel-axis theorem; Y. 3  $\times$  10  $^{1}$  mi/h; Z. 6  $\times$  10  $^{24}$  kg; AA. 3  $\times$  10  $^{1}$  m/s

# **Waves in Two Three Dimens**

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192 CHAPTER 11 PRACTICE MOTION IN A CIRCLE

# Developing a Feel

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- 5. The angular momentum of a spinning ice skater, ith each arm held out to the side and parallel to the ice (G,
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- 10. The kinetic energy of a spinning yo-yo (K, W, J, Q)

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- A. What is the inertia of a bowling by B. How long a time interval is needed for Earth to make one revolu-
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- Q. What is the final rotational speed?
- R. What is the radius of a bowling ball?
- S. What is the rotational speed of the tire?
- T. What is the required centripetal acceleration?

- U. What is the skater's initial rotational speed?
- W. When thrown, how long a time interval does the yo-yo take to X. What is needed in addition to the formulas in Principles
- Table 11.3 in order to determine this quantity? Y. What is a typical speed for a car moving on a city street?
- Z. What is Earth's inertia?
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### Key (all values approximate)

A. 7 kg; B. 1  $y = 3 \times 10^7$  s; C. solid cylinder of radius 0.2 m; D. period = 24 h, so  $\omega = 7 \times 10^{-5} \text{ s}^{-1}$ ; E.  $10^1 \text{ kg}$ ; F. from Eqs. 8.6, 8.17, and 11.16,  $\Sigma \vec{F} = m\vec{a}$ , so  $mg = mv^2/r$ ; G. a solid cylinder with two thin-rod arms of inertia 4 kg held out perpendicularly; H.  $2 \times 10^3$  kg; I. 0.3 m; J.  $2 \times 10^1$  turns; K.  $6 \times 10^{-5}$  kg·m² (with yo-yo modeled as solid cylinder); L.  $2 \times 10^{11}$  m; M.  $2 \times 10^{1}$  m; N.  $4 \text{ kg} \cdot \text{m}^2$ ; O. between MR<sup>2</sup> (cylindrical shell representing tire) and  $MR^2/2$  (solid cylinder the average rotational speed, or  $\omega = 5 \times 10^2 \text{ s}^{-1}$ ; R. 0.1 m; S. no slipping, so  $\omega = v/r \approx 10^2 \, \text{s}^{-1}$ ; T. 8 ×  $10^{-3} \, \text{m/s}^2$ ; U.  $\omega \approx 10~\text{s}^{-1};~V.7 \times 10^1$  kg; W. 0.5 s; X. the parallel-axis theorem; Y. 3  $\times$  10  $^{1}$  mi/h; Z. 6  $\times$  10  $^{24}$  kg; AA. 3  $\times$  10  $^{1}$  m/s

# **Waves in Two Three Dimens**

**Chapter Summary** 304 **Review Questions 305** 

**Developing a Feel** 

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192 CHAPTER 11 PRACTICE MOTION IN A CIRCLE

# Developing a Feel

Make an order-of-magnitude estimate of each of the following quantities. Letters in parentheses refer to hints below. Use them as needed to guide your thinking:

- 1. The speed v of a point on the equator as Earth rotates (D, P)
- 2. The rotational inertia of a bowling ball about an axis tangent to its surface (A, R, X)
- 3. Your rotational inertia as you turn over in your sleep
- 4. The angular momentum around the axle of a wheel/y nation on your car as you cruise on the freeway (E, O, AA, S)
- 5. The angular momentum of a spinning ice skater ith each arm held out to the side and parallel to the ice (G,
- 6. The speed you would need to orbit Earth in a low orbit (F, P)  $\overline{\phantom{a}}$
- 7. The magnitude of the force exerted by the Sun on E Earth in orbit (B, L, T, Z)
- 8. The kinetic energy associated with Earth's rotation (
- 9. The angular momentum, about a vertical axis thr house, of a large car dri
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- A. What is the inertia of a bowling by
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# What is Earth's radius?

- Q. What is the final rotational speed?
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- S. What is the rotational speed of the tire?
- T. What is the required centripetal acceleration?

initial rota

- ong a time interval does the yo-yo take to
- is needed in addition to the formulas in Principles 11.3 in order to determine this quantity?
- What is a typical speed for a car moving on a city street? Z. What is Earth's inertia?
- AA. What is a typical freeway cruising speed?

# Key (all values approximate)

A. 7 kg; B. 1  $y = 3 \times 10^7$  s; C. solid cylinder of radius 0.2 m; D. period = 24 h, so  $\omega = 7 \times 10^{-5} \text{ s}^{-1}$ ; E.  $10^1 \text{ kg}$ ; F. from Eqs. 8.6, 8.17, and 11.16,  $\Sigma \vec{F} = m\vec{a}$ , so  $mg = mv^2/r$ ; G. a solid cylinder with two thin-rod arms of inertia 4 kg held out perpendicularly; H.  $2 \times 10^3$  kg; I. 0.3 m; J.  $2 \times 10^1$  turns; K.  $6 \times 10^{-5}$  kg·m² (with yo-yo modeled as solid cylinder); L.  $2 \times 10^{11}$  m; M.  $2 \times 10^{1}$  m; N.  $4 \text{ kg} \cdot \text{m}^2$ ; O. between MR<sup>2</sup> (cylindrical shell representing tire) and  $MR^2/2$  (solid cylinder the average rotational speed, or  $\omega = 5 \times 10^2 \text{ s}^{-1}$ ; R. 0.1 m; S. no slipping, so  $\omega = v/r \approx 10^2 \, \text{s}^{-1}$ ; T. 8 ×  $10^{-3} \, \text{m/s}^2$ ; U.  $\omega \approx 10~{\rm s}^{-1};~V.7 \times 10^1$  kg; W. 0.5 s; X. the parallel-axis theorem; Y. 3  $\times$  10  $^{1}$  mi/h; Z. 6  $\times$  10  $^{24}$  kg; AA. 3  $\times$  10  $^{1}$  m/s

# Waves in Two and Three Dimensions

**Chapter Summary 304** 

**Review Questions 305** 

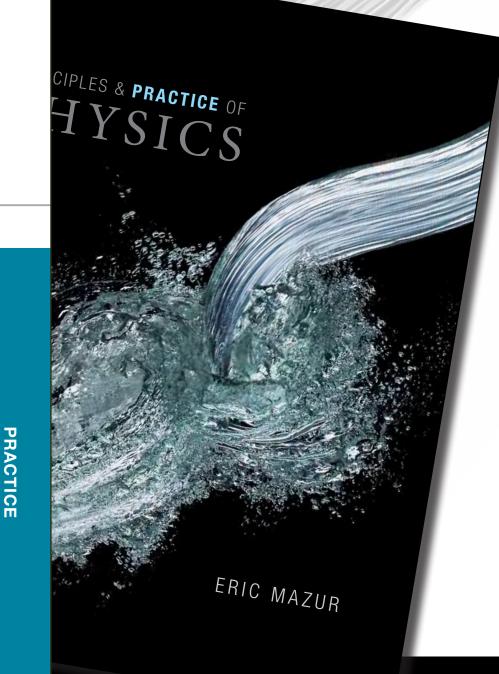
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**Questions and Problems 311** 

**Answers to Review Questions 316** 

**Answers to Guided Problems 316** 



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**Worked and Guided Problems** 

Questions and Problems 311

**Answers to Review Questions** 

**Answers to Guided Problems 316** 

238 CHAPTER 13 PRACTICE GRAVITY

# Worked Problem 13.3 Escape at last

The Mars Colony wants to launch a deep-space probe, but they have no rocket engines. They decide to launch a probe with an electromagnetic cannon, which means they must launch at escape speed.

**1 GETTING STARTED** Let us do a quick sketch to help our thinking (Figure WG13.3). We select the Mars-probe system for analysis. In order to reach "deep space," the probe must attain a very great distance from Mars. This will require a significant amount of initial kinetic energy, which the probe must acquire during launch. After launch, the kinetic energy immediately begins to decrease, and the potential energy of the Mars-probe system increases as the separation distance increases. We assume a reference frame where Mars is fixed and only the probe moves. When the probe is far enough away (infinity, really, but practically it doesn't need to go quite this far), the kinetic energy has its minimum value, which we can take to be zero because the colonists presumably do not want to supply any more energy than needed to get the probe out there. The gravitational potential energy has its maximum value, which is also zero. (Remember that universal gravitational potential energy is negative.) We also assume that the Sun and other planets have a negligible influence on our system, and we ignore the rotation of Mars.



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**3 EXECUTE PLAN** Let us use  $r_i$  for the initial Mars-probe radial center-to-center separation distance,  $r_1 = \infty$  for the final separation distance,  $R_{\rm M}$  for the radius of Mars, and  $m_{\rm M}$  and  $m_{\rm p}$  for the two masses. We begin with Eq. 13.23:

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$$= 5.02 \times 10^3 \,\text{m/s} = 5 \,\text{km/s}. \text{ w}$$

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**Chapter Summary** 

**Review Questions 305** 

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**Worked and Guided Problems** 

Questions and Problems 311

**Answers to Review Questions** 

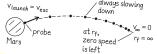
**Answers to Guided Problems 316** 

238 CHAPTER 13 PRACTICE GRAVITY

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Chapter mmar Review Q tions Developin

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Questions and Problems 311 **Answers to Review Questions Answers to Guided Problems 316**  238 CHAPTER 13 PRACTICE GRAVITY

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**Chapter Sum** 

**Guided Problems** 

Questions and Problems 311

**Answers to Review Questions** 

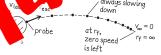
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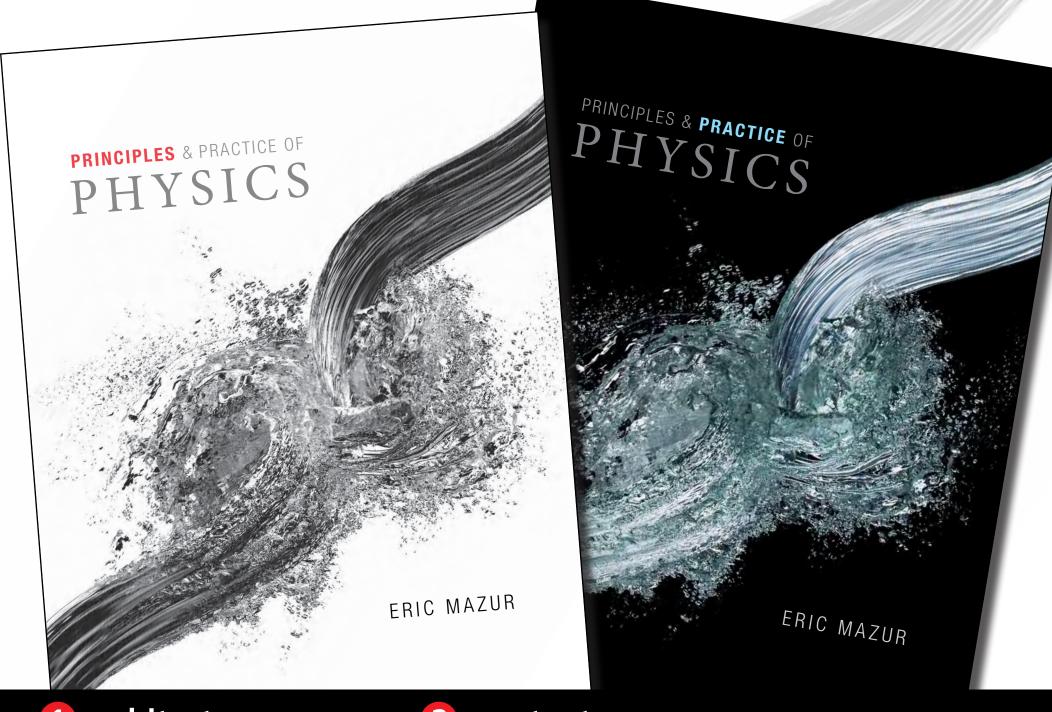
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not just end-of-chapter material

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2 content

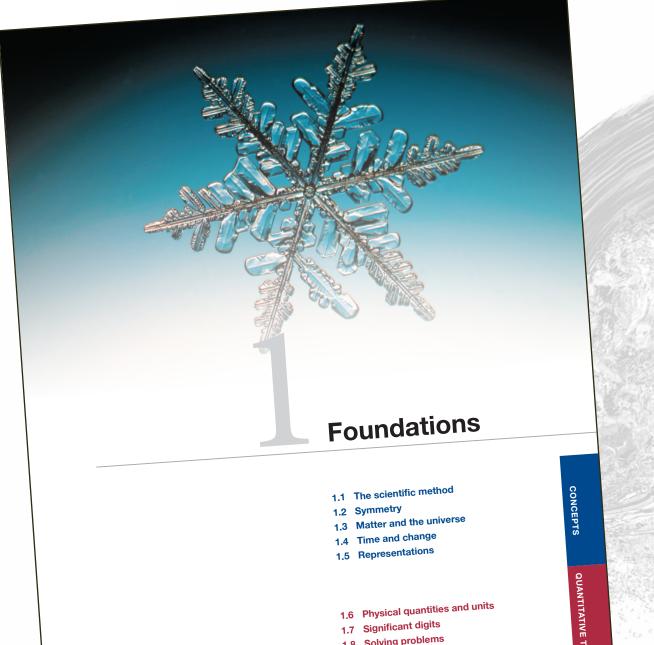
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# conservation principles before force laws?

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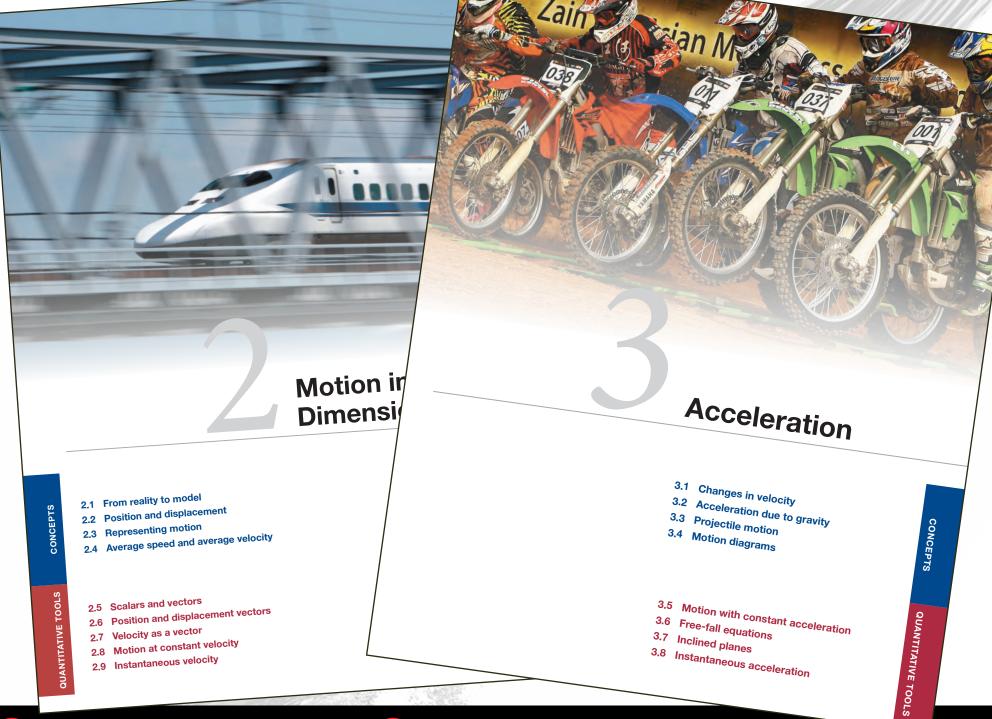


- 1.8 Solving problems
- 1.9 Developing a feel



- 1.1 The scientific method
- 1.2 Symmetry
- 1.3 Matter and the universe
- 1.4 Time and change
- 1.5 Representations

- 1.6 Physical quantities and units
- 1.7 Significant digits
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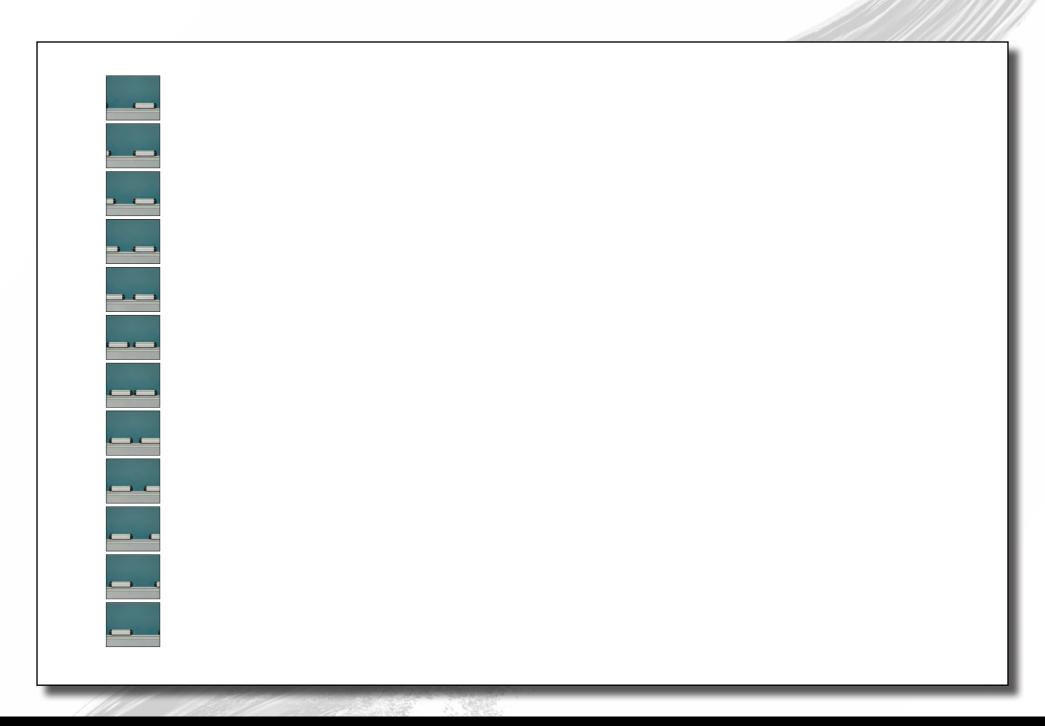


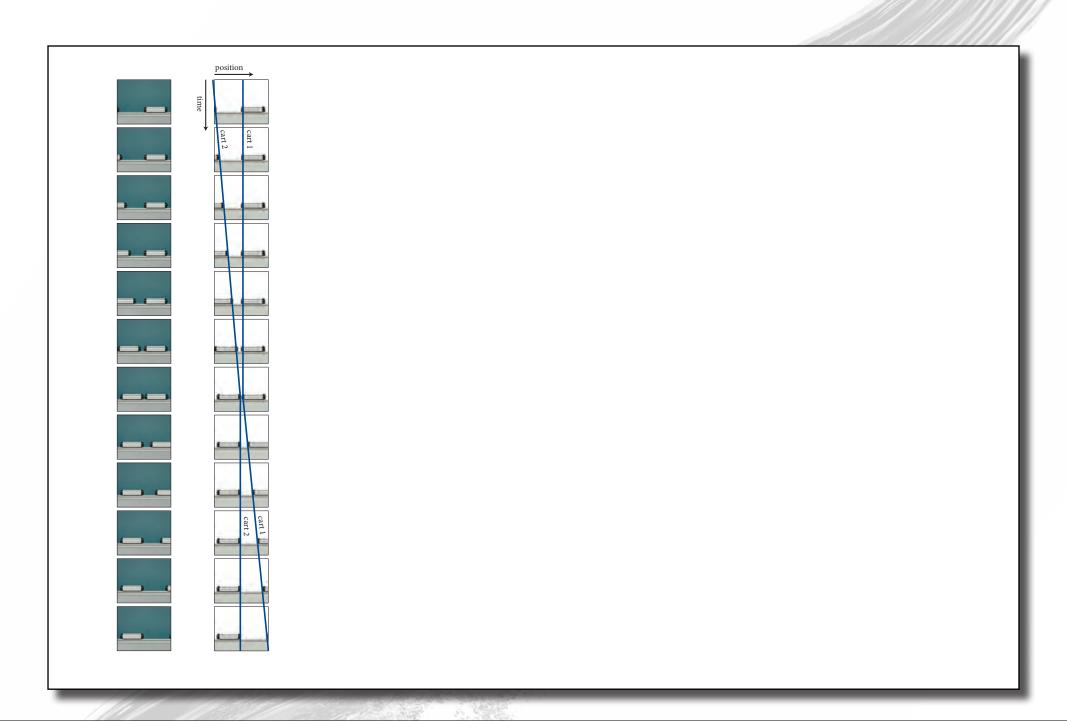
- 4.6 Momentum
- 4.7 Isolated systems
- 4.8 Conservation of momentum

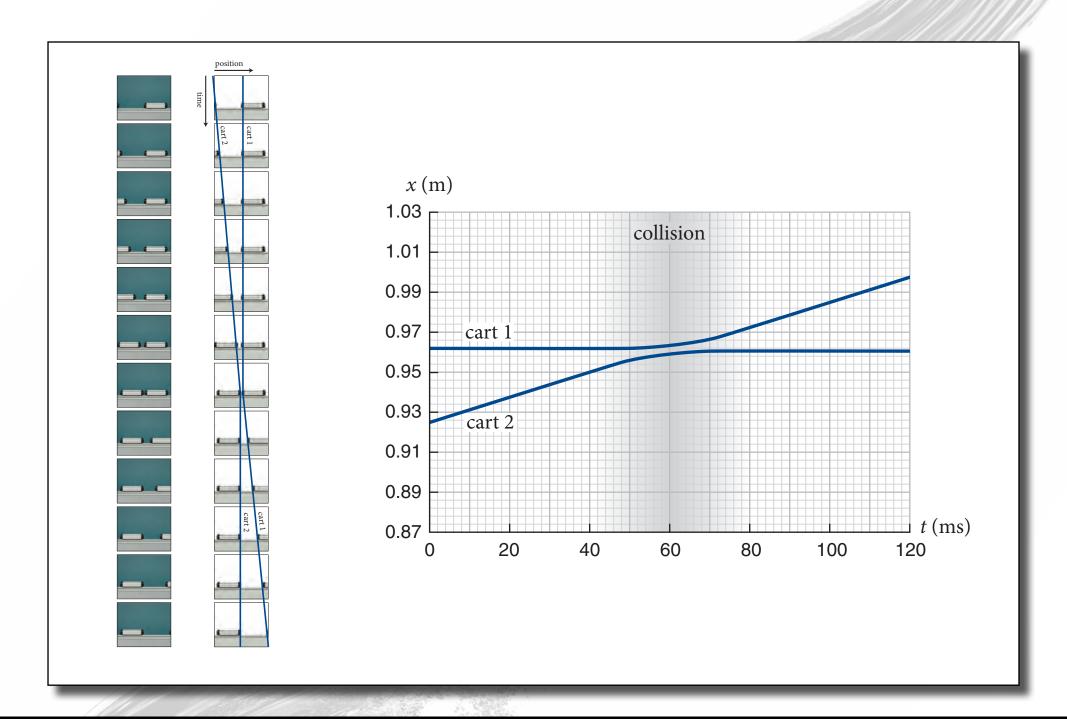
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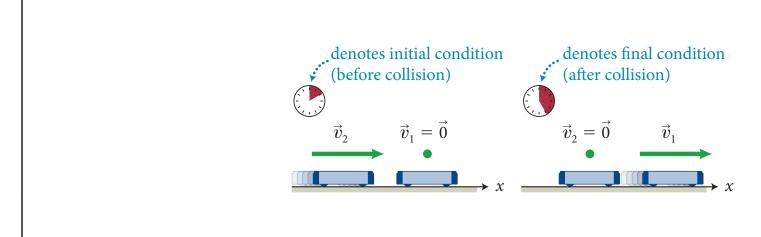
- 4.1 Friction
- 4.2 Inertia
- 4.3 What determines inertia?
- 4.4 Systems

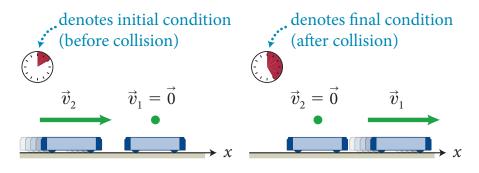
- 4.5 Inertial standard
- 4.6 Momentum
- 4.7 Isolated systems
- 4.8 Conservation of momentum

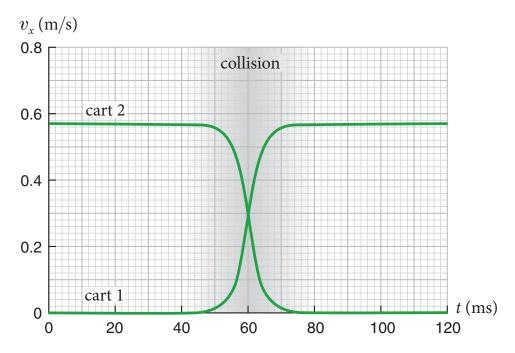


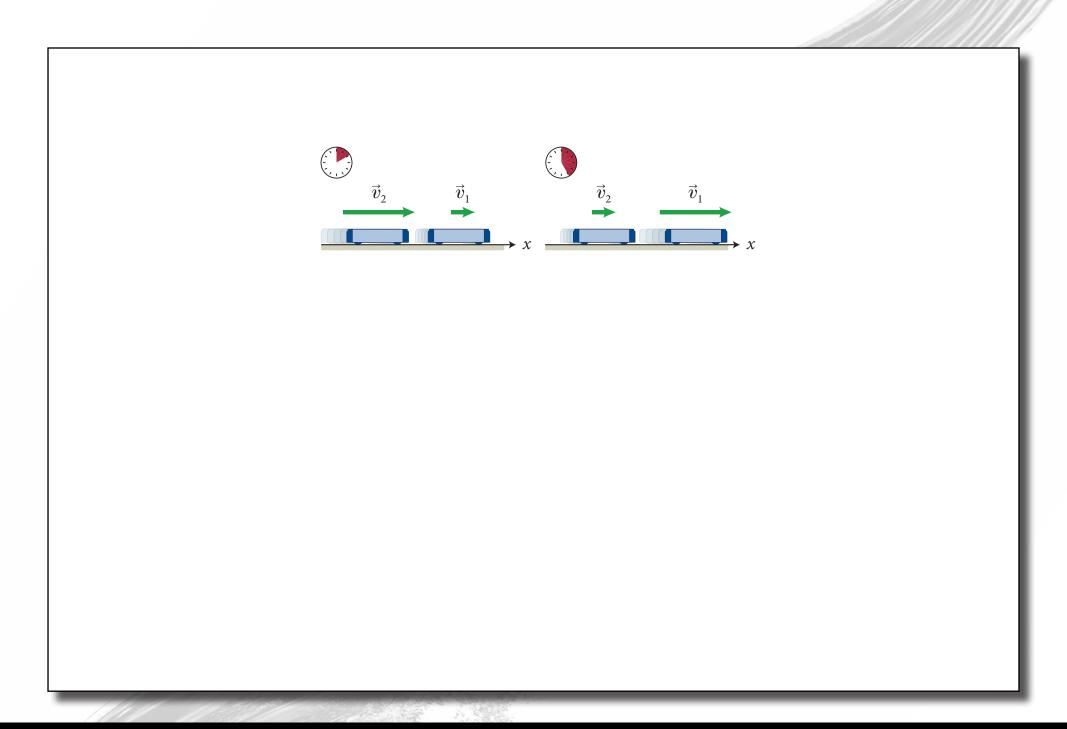


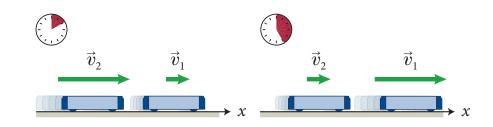


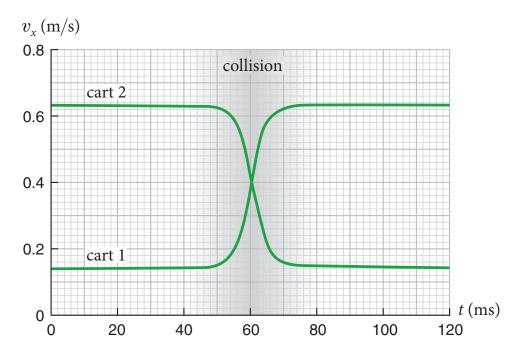


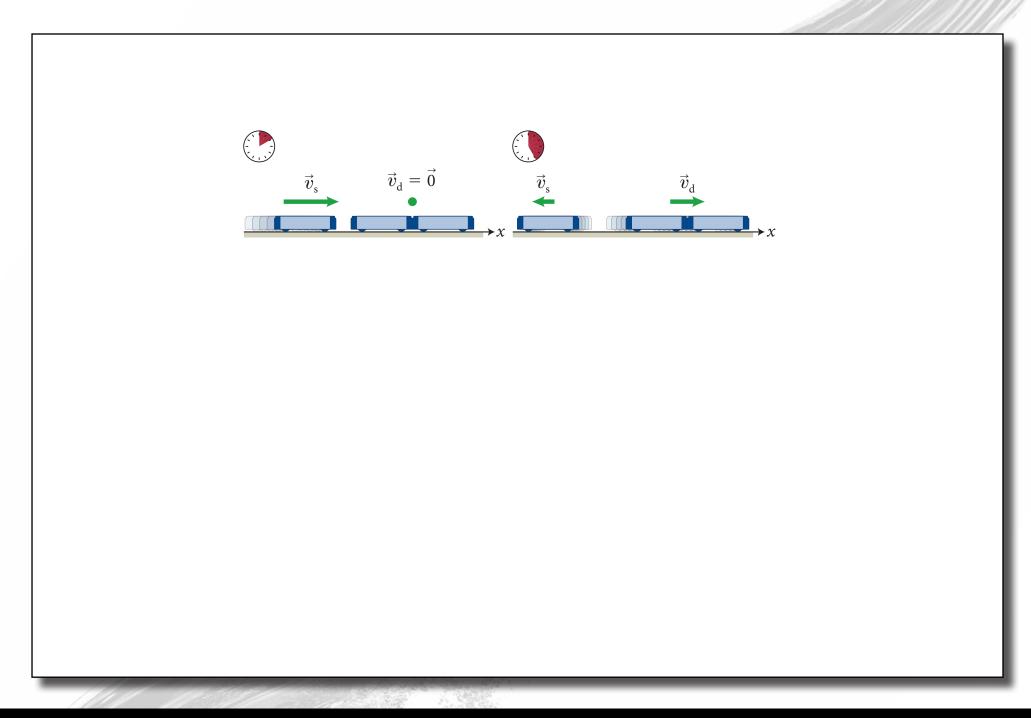


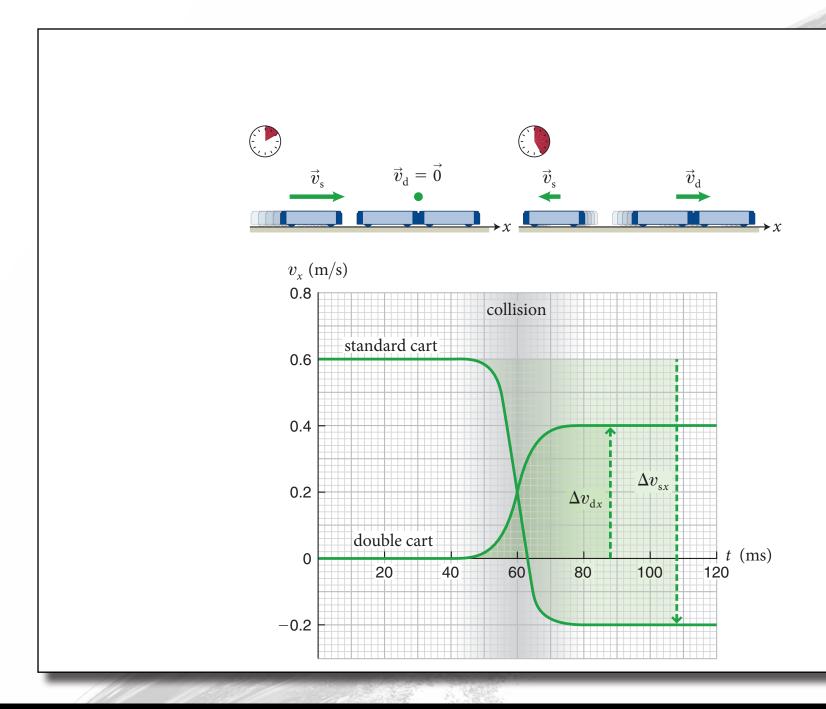


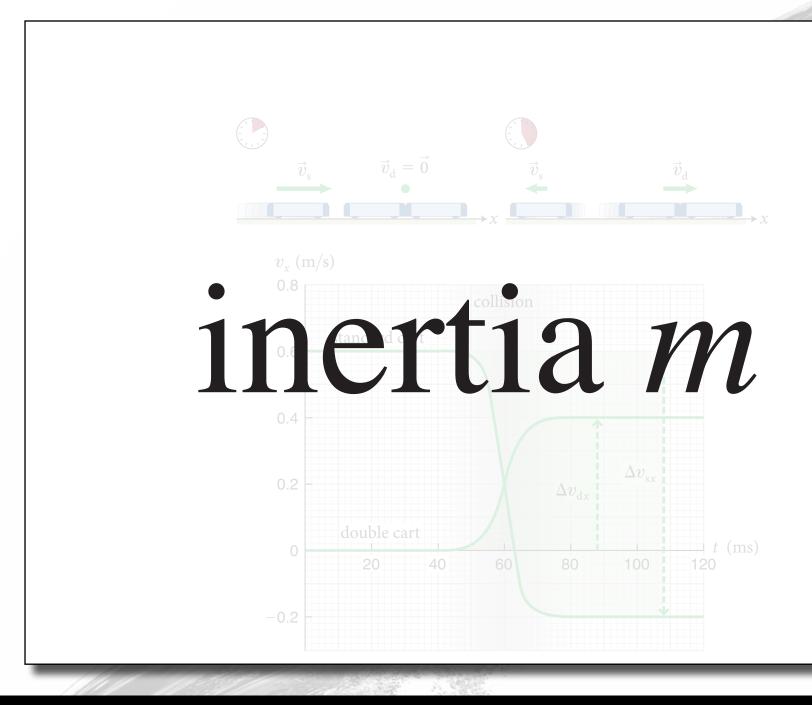




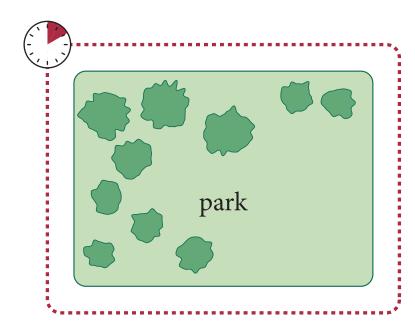


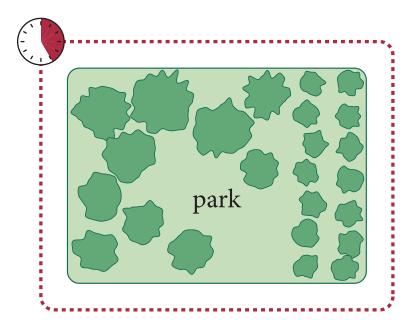




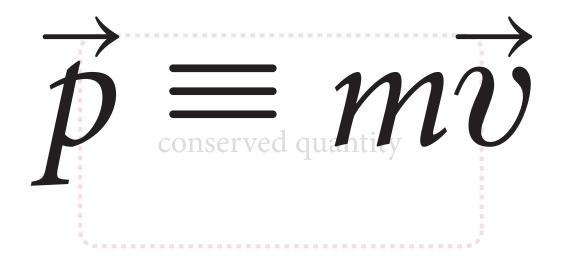


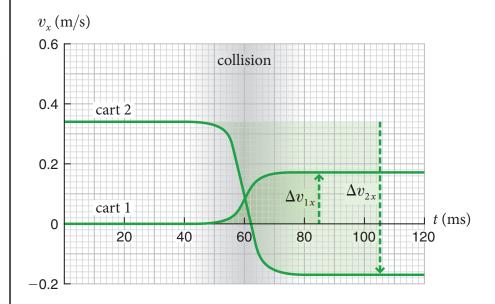
## systems & extensive quantities

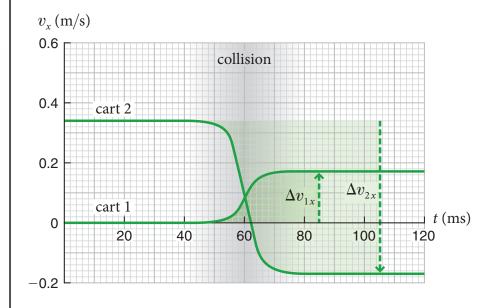


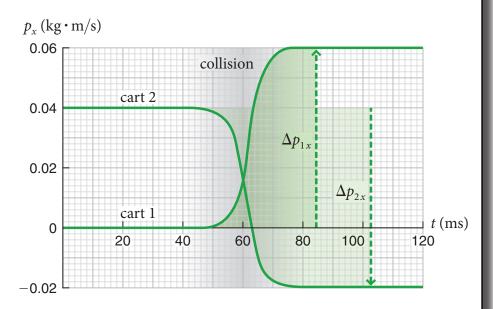


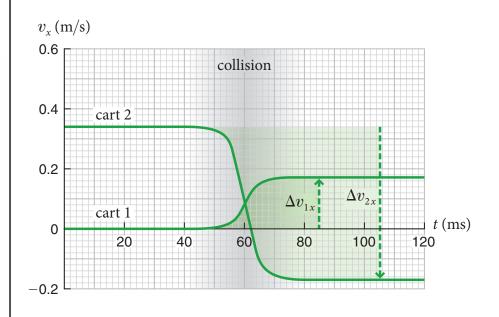
## systems & extensive quantities

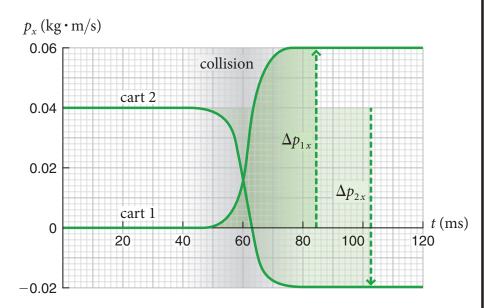




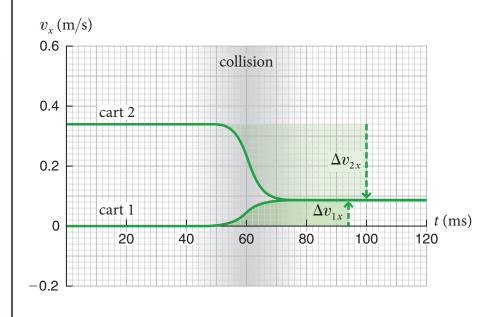


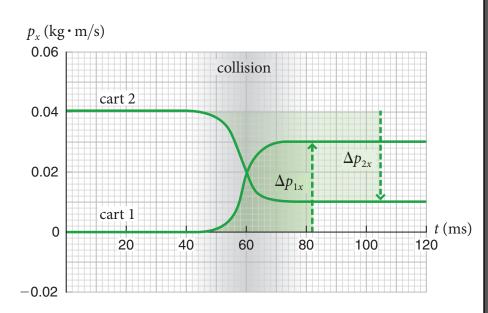




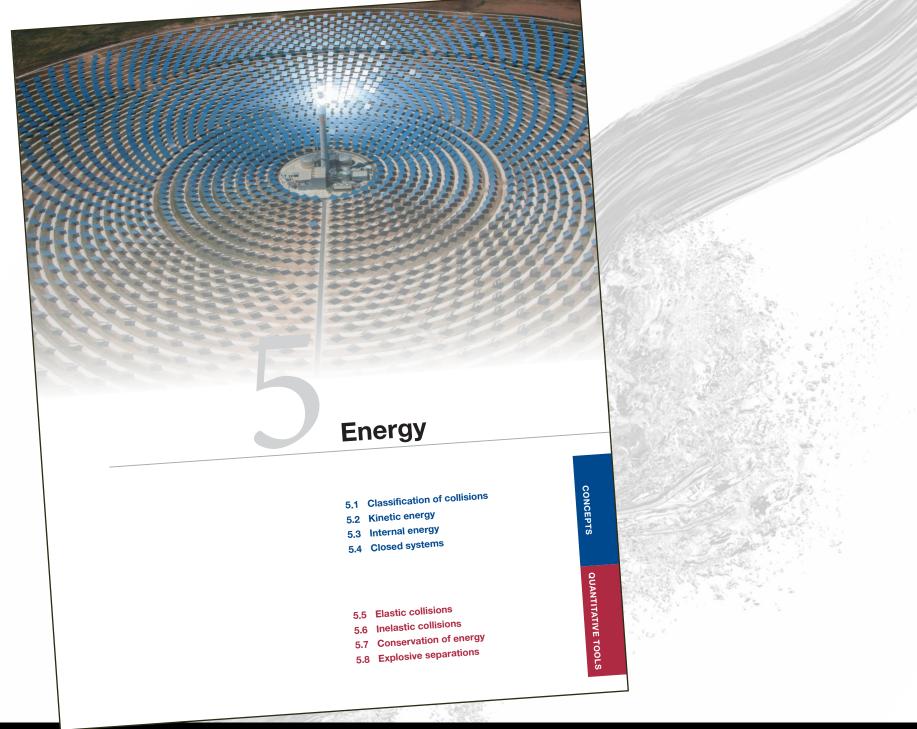


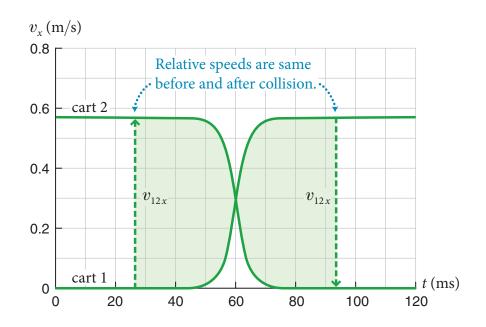
$$\Delta \vec{p} \equiv \Delta \vec{p}_1 + \Delta \vec{p}_2 = \vec{0}.$$

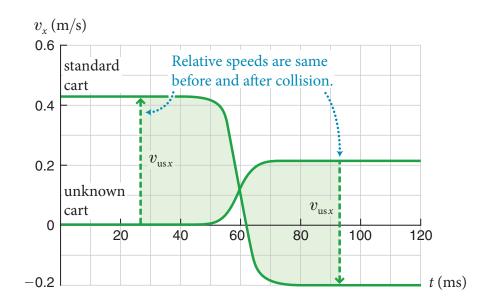




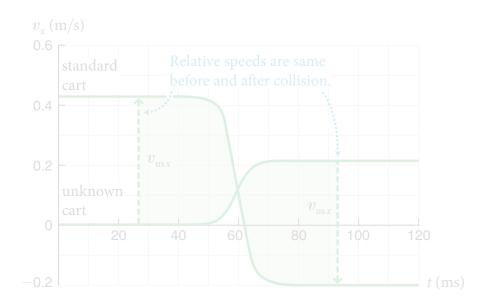
$$\Delta \vec{p} = \Delta \vec{p}_1 + \Delta \vec{p}_2 = \vec{0}.$$



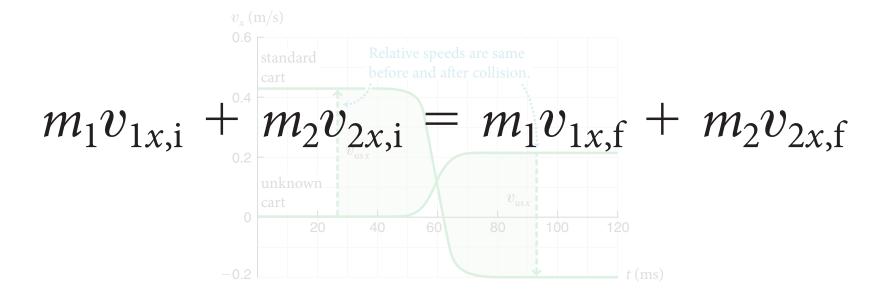




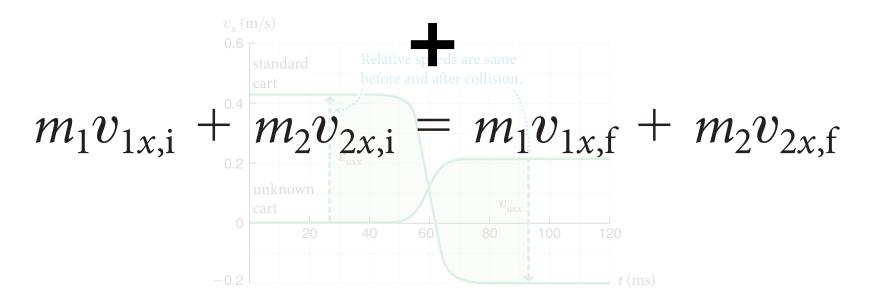
$$v_{12i} = v_{12f}$$



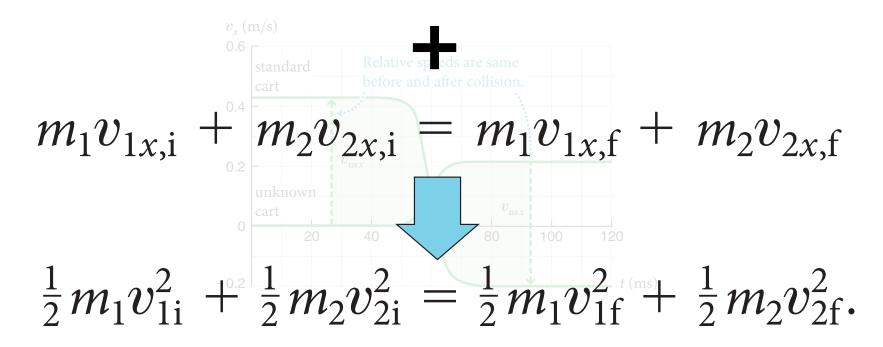
$$v_{12i} = v_{12f}$$



$$v_{12i} = v_{12f}$$



$$v_{12i} = v_{12f}$$









elastic: reversible

inelastic: irreversible

type	relative speed	state
elastic	unchanged	unchanged
inelastic	changed	changed

type	relative speed	state
elastic	unchanged	unchanged
inelastic	changed	changed
	$\Delta K$	

type	relative speed	state
elastic	unchanged	unchanged
inelastic	changed	changed
	$\Delta K$	$\Delta E_{int}$

## conservation of energy

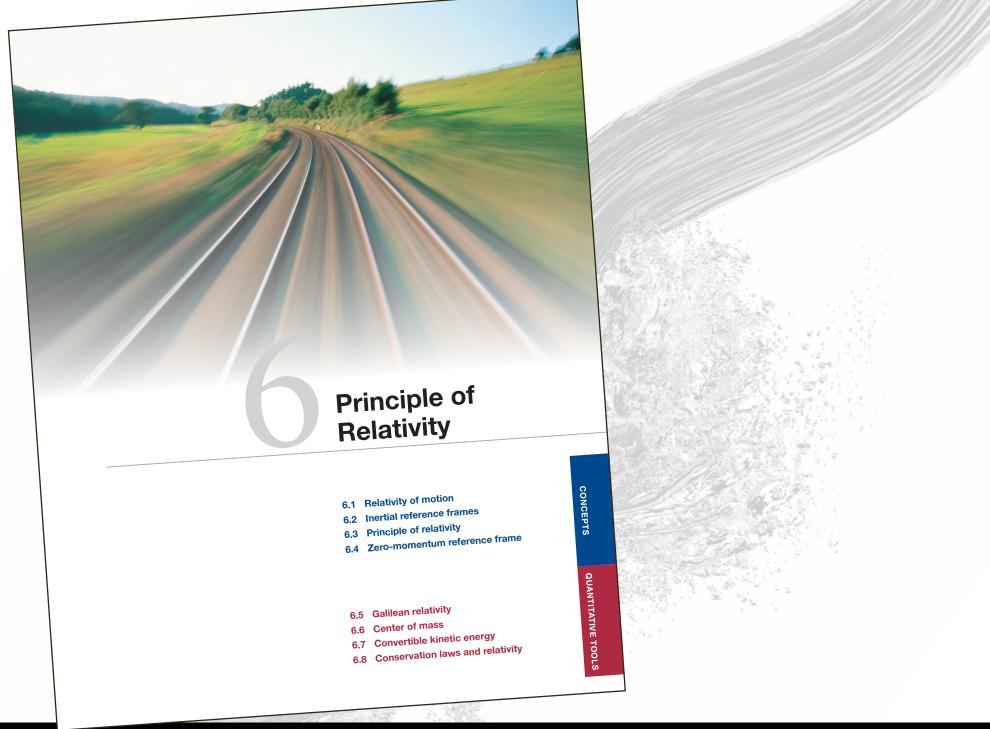
$$E = K + E_{\text{int}}$$

## conservation of energy

$$E = K + E_{\text{int}}$$

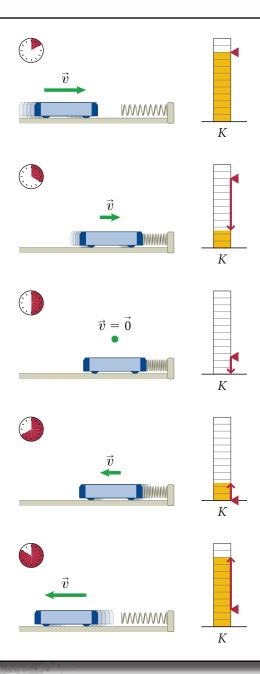
closed system:

$$\Delta E = 0$$

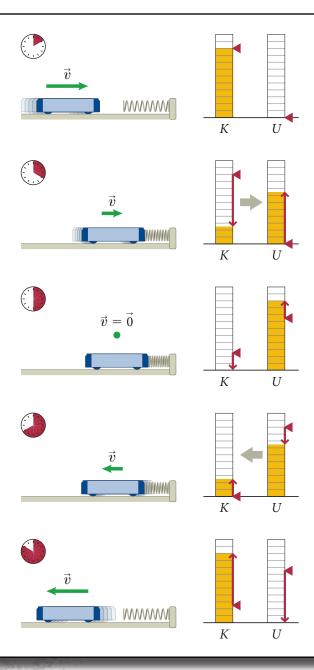


- 7.8 Nondissipative interactions
- 7.9 Potential energy near Earth's surface
- 7.10 Dissipative interactions

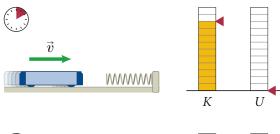
# potential energy

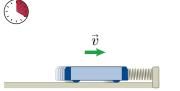


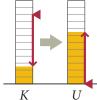
# potential energy

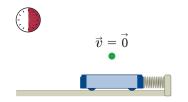


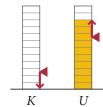
## potential energy



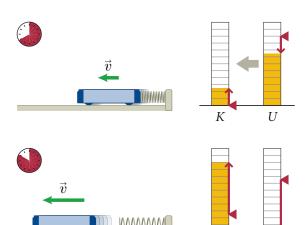














- 8.3 Identifying forces
- 8.4 Translational equilibrium
- 8.5 Free-body diagrams
- 8.6 Springs and tension
- 8.7 Equation of motion
- 8.8 Force of gravity
- 8.9 Hooke's law
- 8.10 Impulse
- 8.11 Systems of two interacting objects
- 8.12 Systems of many interacting objects



dt

- 9.4 Choice of system
- 9.5 Work done on a single particle
- 9.6 Work done on a many-particle system

Work

- 9.7 Variable and distributed forces
- 9.8 Power

# how much work is it to switch?

#### **Principles and Practice**

- 1. Physics and measurement
- 2. Motion in one dimension
- 3. Vectors
- 4. Motion in two dimensions
- 5. The laws of motion
- 6. Circular motion
- 7. Work and kinetic energy
- 8. Potential energy and CoE
- 9. Momentum and collisions
- 10. Rotation about a fixed axis
- 11. Rolling motion and angular momentum
- 12. Static equilibrium and elasticity
- 13. Oscillatory motion
- 14. The law of gravity
- 15. Fluid mechanics
- 16. Wave motion
- 17. Sound waves
- 18. Superposition and standing waves

- 1. Foundations
- 2. Motion in one dimension
- 3. Acceleration
- 4. Momentum
- 5. Energy
- 6. Principle of relativity
- 7. Interactions
- 8. Force
- 9. Work
- 10. Motion in a plane
- 11. Motion in a circle
- 12. Torque
- 13. Gravity
- 14. Special Relativity
- 15. Periodic Motion
- 16. Waves in one dimension
- 17. Waves in 2 and 3 dimensions
- 18. Fluids

#### **Principles and Practice**

1. Physics and measurement	1. Foundations	
2. Motion in one dimension	2. Motion in one dimension	
3. Vectors	3. Acceleration	
4. Motion in two dimensions	4. Momentum	
5. The laws of motion	5. Energy 1D	
6. Circular motion	6. Principle of relativity	
7. Work and kinetic energy	7. Interactions	
8. Potential energy and CoE	8. Force	
9. Momentum and collisions	9. Work	
10. Rotation about a fixed axis	10. Motion in a plane	
11. Rolling motion and angular momentum	11. Motion in a circle	
12. Static equilibrium and elasticity	12. Torque	
13. Oscillatory motion	13. Gravity	
14. The law of gravity	14. Special Relativity	
15. Fluid mechanics	15. Periodic Motion	
6. Wave motion 16. Waves in one dimension		
17. Sound waves	17. Waves in 2 and 3 dimensions	

18. Superposition and standing waves

18. Fluids

#### **Principles and Practice**

1D

**3D** 

1. Physics and measurement

2. Motion in one dimension

3. Vectors

4. Motion in two dimensions

5. The laws of motion

6. Circular motion

7. Work and kinetic energy

8. Potential energy and CoE

9. Momentum and collisions

10. Rotation about a fixed axis

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4. Momentum

5. Energy

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#### **Principles and Practice**

1D

**3D** 

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17. Waves in 2 and 3 dimensions

18. Fluids

**1** architecture



#### **Principles and Practice**

1. Foundations 1. Physics and measurement 2. Motion in one dimension 2. Motion in one dimension 3. Acceleration 3. Vectors 4. Motion in two dimensions 4. Momentum 5. The laws of motion 5. Energy 1D 6. Circular motion 6. Principle of relativity 7. Work and kinetic energy 7. Interactions 8. Potential energy and CoE 8. Force 9. Momentum and collisions 9. Work 10. Rotation about a fixed axis 10. Motion in a plane 11. Rolling motion and angular momentum 11. Motion in a circle **3D** 12. Static equilibrium and elasticity 12. Torque 13. Oscillatory motion 13. Gravity 14. The law of gravity 14. Special Relativity 15. Fluid mechanics 15. Periodic Motion 16. Waves in one dimension 16. Wave motion 17. Sound waves 17. Waves in 2 and 3 dimensions 18. Superposition and standing waves 18. Fluids

#### **Traditional**

#### **Principles and Practice**

1. Foundations	
2. Motion in one dimension	
3. Acceleration	
4. Momentum	
5. Energy conser	vation
6. Principle of relativity	vacion
7. Interactions	
8. Force	amicc
9. Work	namics
10. Motion in a plane	
11. Motion in a circle	
12. Torque	
13. Gravity	
14. Special Relativity	
15. Periodic Motion	
16. Waves in one dimension	
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18. Fluids	
	<ul> <li>2. Motion in one dimension</li> <li>3. Acceleration</li> <li>4. Momentum</li> <li>5. Energy</li></ul>

#### **Traditional**

#### **Principles and Practice**

1. Physics and measurement	1. Foundations	
2. Motion in one dimension	2. Motion in one dimension	
3. Vectors	3. Acceleration	
4. Motion in two dimensions	4. Momentum	
5. The laws of motion	5. Energy	
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7. Work and kinetic energy	7. Interactions	
8. Potential energy and CoE	8. Force	
9. Momentum and collisions	9. Work	
10. Rotation about a fixed axis	10. Motion in a plane	
11. Rolling motion and angular momentum	11. Motion in a circle	
12. Static equilibrium and elasticity	12. Torque rotation	
13. Oscillatory motion	13. Gravity	
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17. Sound waves	17. Waves in 2 and 3 dimensions	
18. Superposition and standing waves	18. Fluids	

#### **Traditional**

#### **Principles and Practice**

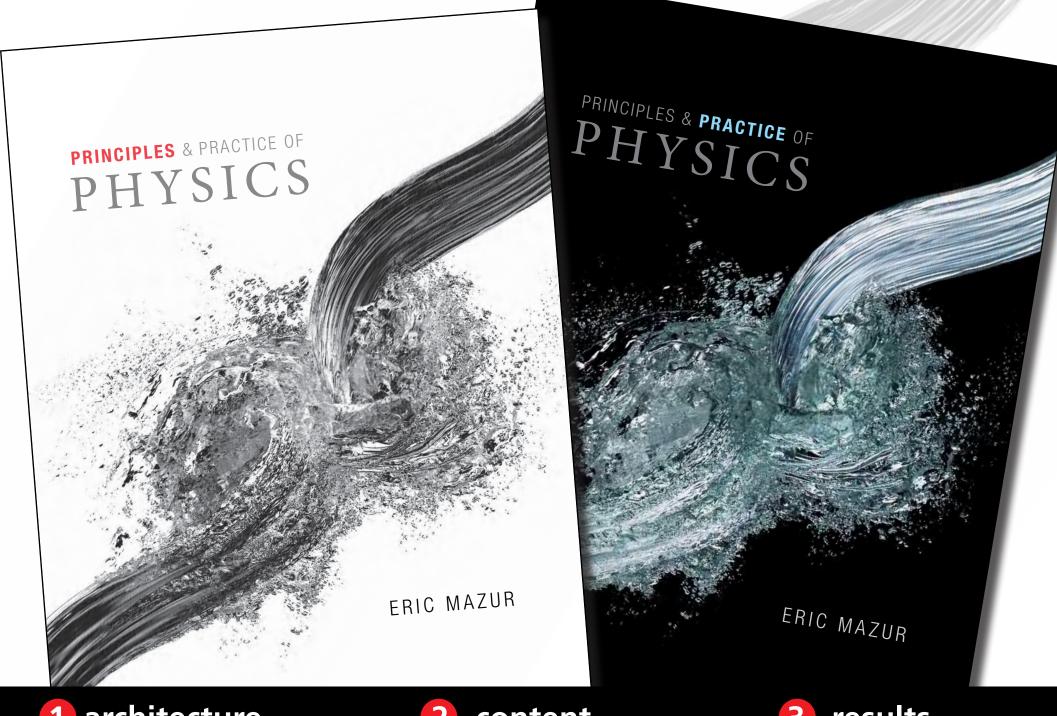
1. Physics and meas	urement
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- 2. Motion in one dimension
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#### periodic

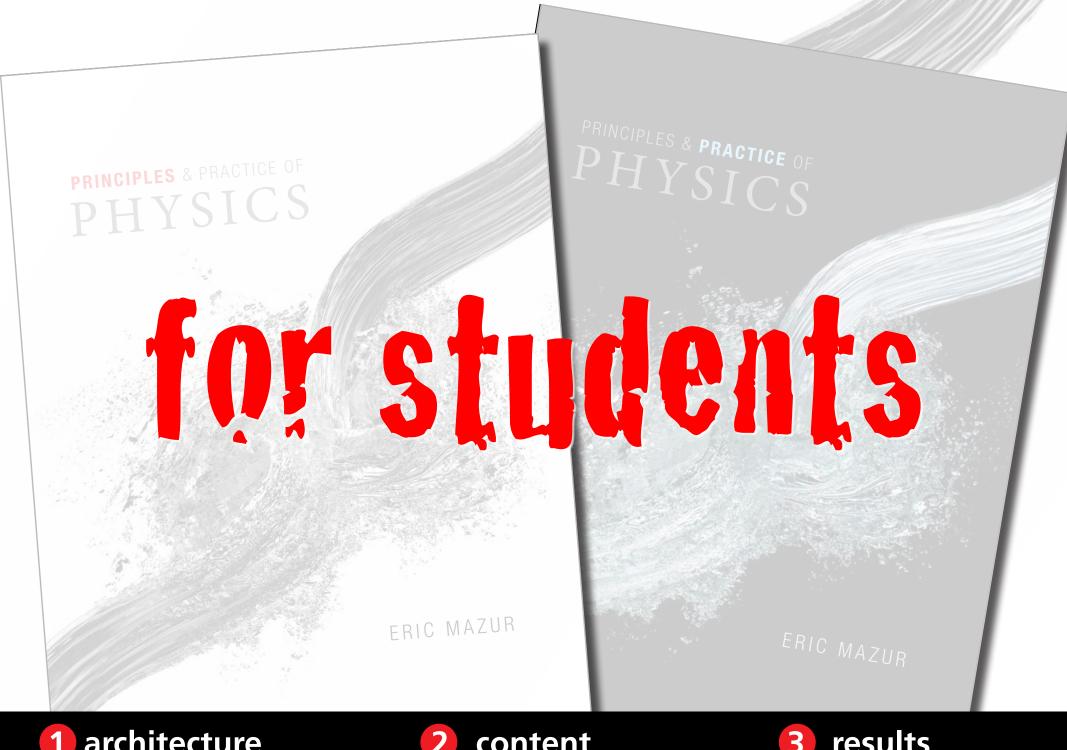
# mostly minor rearrangements!



architecture

content

results

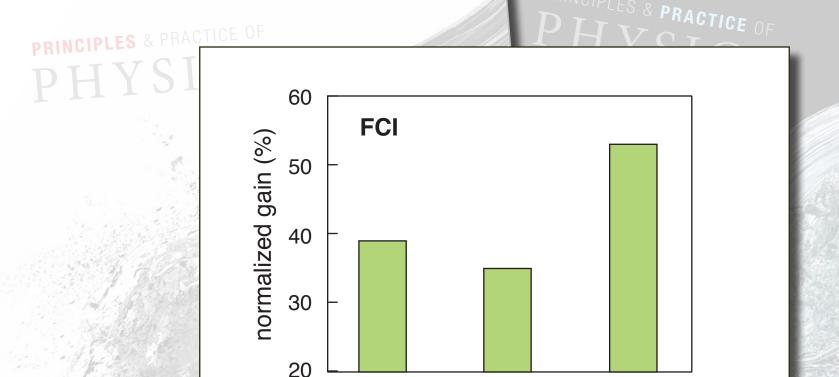


architecture

content

results

## AP50: no lectures, students read book only



PS2

largest conceptual gain in any course past 6 yrs!

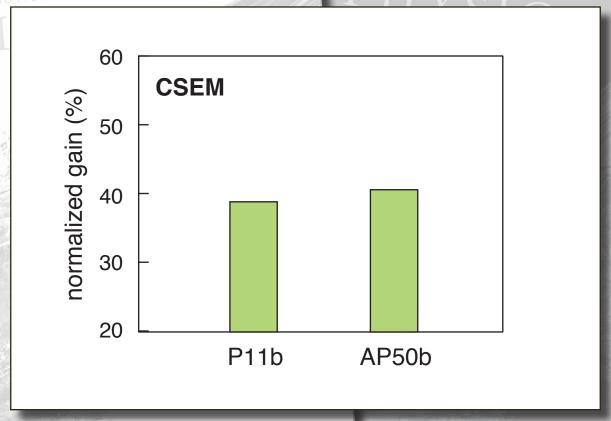
P11a

AP50a

## AP50: no lectures, students read book only

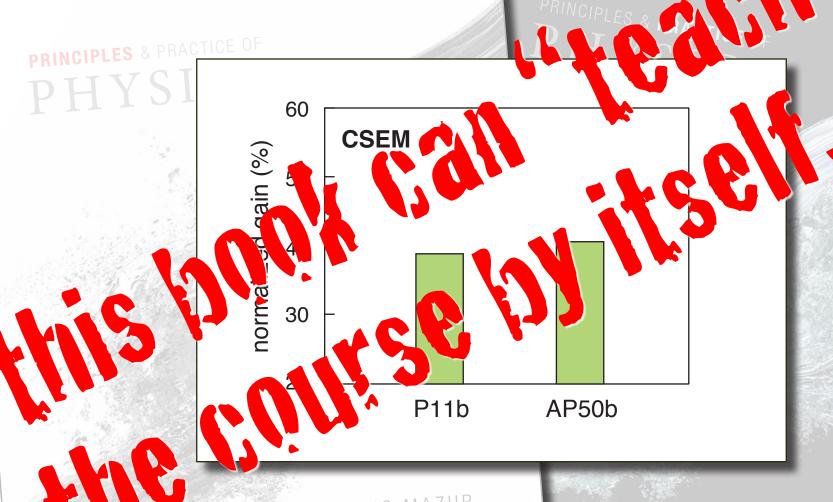


PHYS.

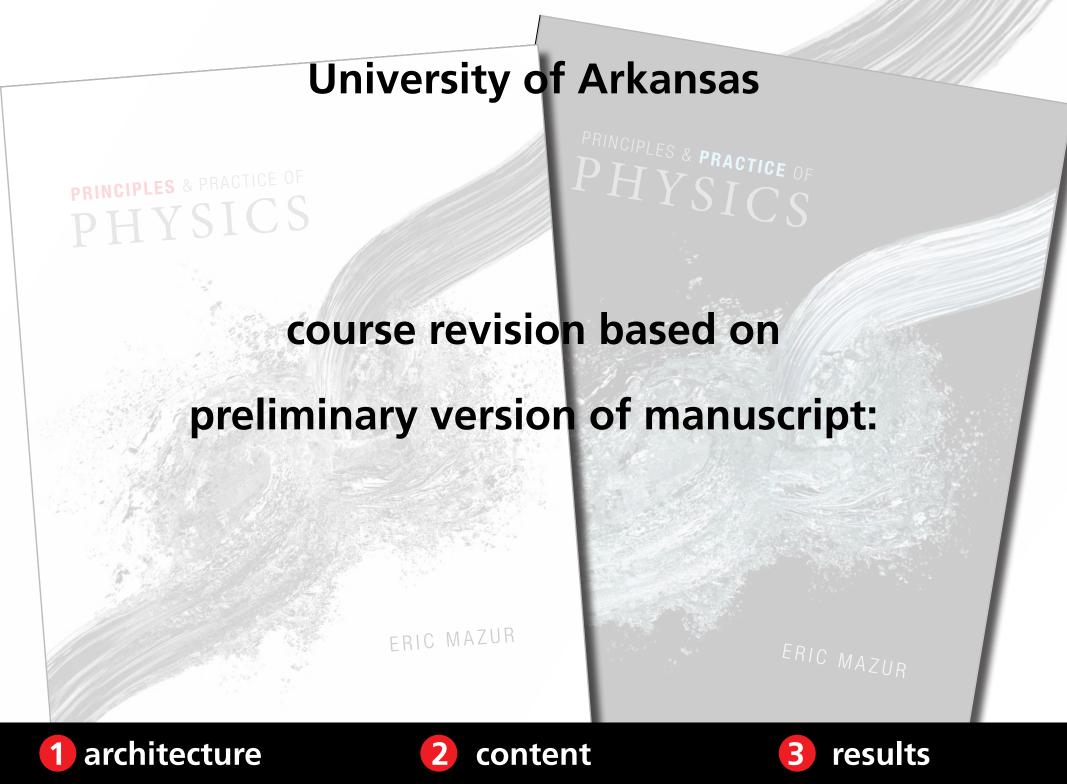


as good as when I do my best teaching!

# AP50: no lectures, students read book only



as good as when I do my best teaching!



# **University of Arkansas**

PRINCIPLES & PRACTICE OF PHYSICS

PHYSICS & PRACTICE OF

course revision based on preliminary version of manuscript: normalized FCI gain DOUBLED

ERIC MAZUR

ERIC MAZIL

#### **Current Adoptions**

Abilene Christian University Bellingham Technical College Bethany Lutheran College

**Chaffey College** 

**Eastfield College** 

**Embry-Riddle Aera Universit-Prescott** 

**Evergreen State College** 

Florida State University

**Gallaudet University** 

**Gogebic Community College** 

**Harvard University** 

**Highline Community College** 

**Hope College** 

**Ithaca College** 

**James Madison University** 

**Laramie County Community College** 

**Louisiana State University** 

**Monmouth Univiversity** 

**Normandale Community College** 

**Northeastern University** 

**Otterbein University** 

**Penn State University** 

Siena College

**Southwestern Illinois College** 

Spokane Falls Community College

St Olaf College

Suffolk University RACTI

**University of Arkansas** 

**University of Central Florida** 

**University of Florida** 

**University of Connecticut–Storrs** 

**University of Maine at Orono** 

**University of Minnesota** 

**University of Pennsylvania** 

**University of Washington** 

Victoria College

Virginia Tech University

**Washington University** 

Williams College

John Abbott College (Canada)

**Helsinki University (Finland)** 

**McMaster University (Canada)** 

**Monash University (Australia)** 

**Mount Saint Vincent University (Canada)** 

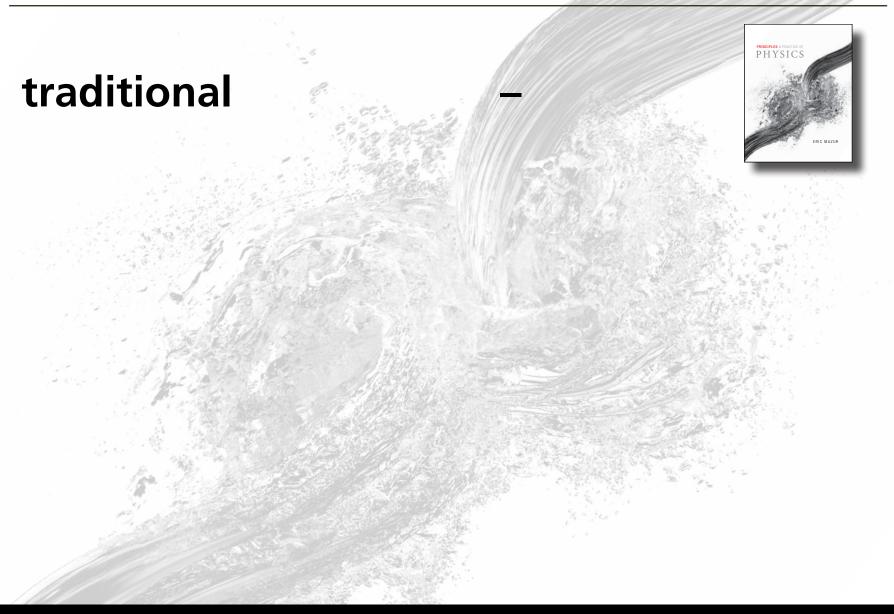
**University of British Columbia (Canada)** 

**University of Toronto (Canada)** 

**University of Waterloo (Canada, 2016)** 

ERIC MAZUR

# approach before class in class



#### before class

## in class

traditional



partially flipped

#### before class

## in class

traditional

partially flipped





#### before class

## in class

traditional

partially flipped

fully flipped







#### before class

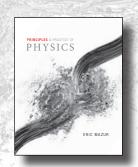
## in class

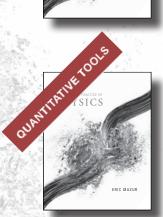
traditional

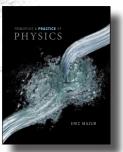
partially flipped

fully flipped









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ericmazur.com

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