

# Physics 1a Lecture 8 10/21/11

- Different reference frames
- "Inertial" forces
- Gravity as inertial force
- Centrifugal force
- Coriolis force

position of object

in S:  $\vec{r}$   
in S':  $\vec{r}'$

$$\vec{r} = \vec{r}' + \vec{r}_0$$

( $\vec{r} \neq \vec{r}'$ )

velocity

$$\frac{d\vec{r}}{dt} = \frac{d\vec{r}'}{dt} + 0$$

$$\vec{v} = \vec{v}'$$

accel.

$$\frac{d^2\vec{r}}{dt^2} = \frac{d^2\vec{r}'}{dt^2}$$

$$\vec{a} = \vec{a}'$$

position of object

$$\vec{r} = \vec{r}' + \vec{r}_0 + \vec{v}_0 t$$

( $\vec{r} \neq \vec{r}'$ )

velocity

$$\frac{d\vec{r}}{dt} = \frac{d\vec{r}'}{dt} + 0 + \vec{v}_0$$

$$\vec{v} = \vec{v}' + \vec{v}_0$$

( $\vec{v} \neq \vec{v}'$ )

accel.

$$\frac{d^2\vec{r}}{dt^2} = \frac{d^2\vec{r}'}{dt^2} + 0 + 0$$

$$\vec{a} = \vec{a}'$$

position of object

$$\vec{r} = \vec{r}' + \vec{r}_0 + \vec{v}_0 t + \frac{1}{2} \vec{a}_0 t^2$$

velocity

$$\vec{v} = \vec{v}' + \vec{v}_0 + \vec{a}_0 t$$

accel.

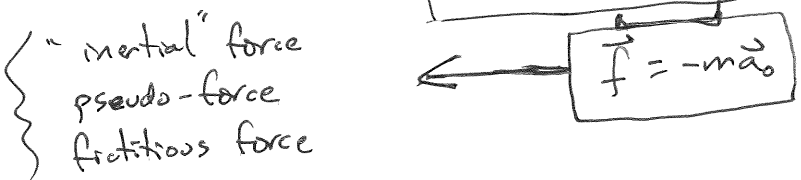
$$\vec{a} = \vec{a}' + \vec{a}_0$$

In accel. frame:  $\vec{a}'$        $\Rightarrow$       inertial frame  $\vec{F} = m\vec{a}$

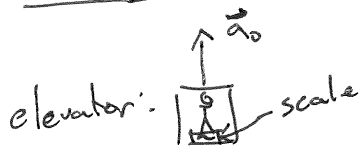
In inertial frame:  $\vec{a}$       accel. frame  $\vec{F}' = m\vec{a}'$

$$= m(\vec{a} - \vec{a}_0)$$

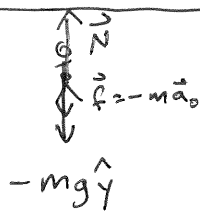
$$\vec{F}' = \vec{F} - m\vec{a}_0$$



Examples



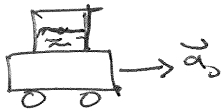
in elevator frame



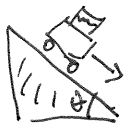
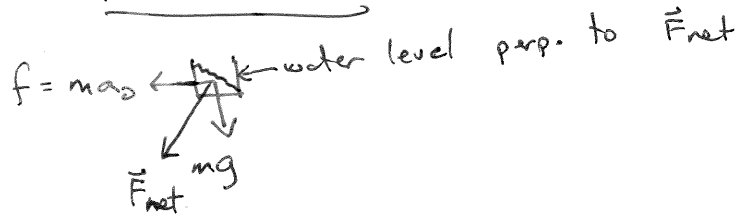
$$\vec{F}_{net} = 0 = (-mg\hat{y} - ma_0\hat{y} + N\hat{y})$$

$$\Rightarrow N = m(g + a_0)$$

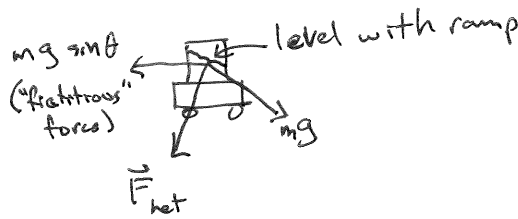
↳ scale reads more than  $mg$



in car frame

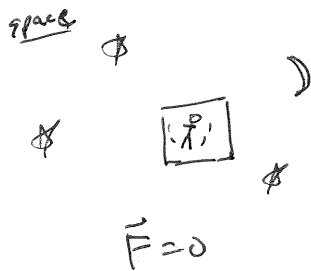


in car frame



Demo: ramp & pendulum

Aside: gravity as inertial force



$$a = 9.8 \text{ m/s}^2$$



in box frame

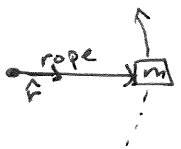


gravity?



SAME situation

# Centrifugal force



inertial frame

$$\vec{a}_0 = -m\omega^2 \vec{r}$$

≠

$$\vec{F}_{net} = \vec{T} \neq 0$$

explains this accel.



frame of object

$$a = 0$$

≠

$$\vec{F}_{net} = \vec{T} + \vec{f}_c = 0$$

$$\vec{f}_c = m\omega^2 \vec{r}$$



"centrifugal force"

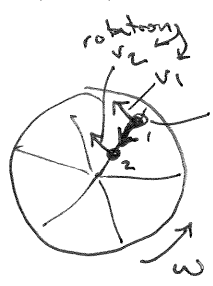
present; explains  $a=0$  by balancing T.

experience in cars, merry-go-rounds, etc.

# Coriolis force

[Qualitative treatment]

→ Due to motion within a rotating frame.



bug walks inward along a radial line

$$v_1 = \omega r_1$$

$$v_2 = \omega r_2 \neq v_1$$

⇒ needs to accelerate himself to stay along line.

Explains this as due to a force pushing him to the right (of his motion)

[Demo]

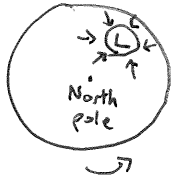
$$\vec{F}_{coriolis} = 2 \vec{v} \times \vec{\Omega}$$

(pseudo-) force he feels

bug's velocity in his frame

$\omega$  (axis of rotation)

- storms:



like the bug:

$$\delta v \sim \frac{2\pi}{1 \text{ day}} (Rr)$$

$$\sim \frac{2\pi}{1 \text{ day}} (R_{\text{storm}} \sin \theta)$$

$\swarrow$  500 mi      $\nwarrow$  latitude

$$\sim 60 \text{ mph}$$

significant compared  
 to air speed (wind)  
 inward

- sinks: ?

$$\delta v \sim \frac{2\pi}{1 \text{ a}} (30 \text{ cm} \sin \theta)$$

$$\sim 10^{-3} \text{ cm/s}$$

nominal velocity of water draining  $v \sim \frac{30 \text{ cm}}{10 \text{ s}} \sim \boxed{\frac{3 \text{ cm}}{\text{s}} \gg 10^{-3} \text{ cm/s}}$

$\Rightarrow$  Coriolis effect is very tiny  
for your sink.

Drainage direction governed by  
 initial angular momentum  
 imparted during filling, etc.