

Weds: Group Exercise

Fri: MW 5pm

## Energy

Newton's system of mechanics provides the tools to understand the behavior and workings of any (classical) system. Examples include:

1) projectiles

DEMO: PhET Projectile Motion  $\rightarrow$  frictionless case: Phys III, 131

2) objects sliding on tracks

DEMO: PhET Energy Skate Park (~~Basics~~)  $\rightarrow$  straight ramp Phys III, 131

$\rightarrow$  curve ramp ??

$\rightarrow$  loop ??

3) springs/mass

DEMO: PhET Spring /mass  $\rightarrow$  general Phys 230

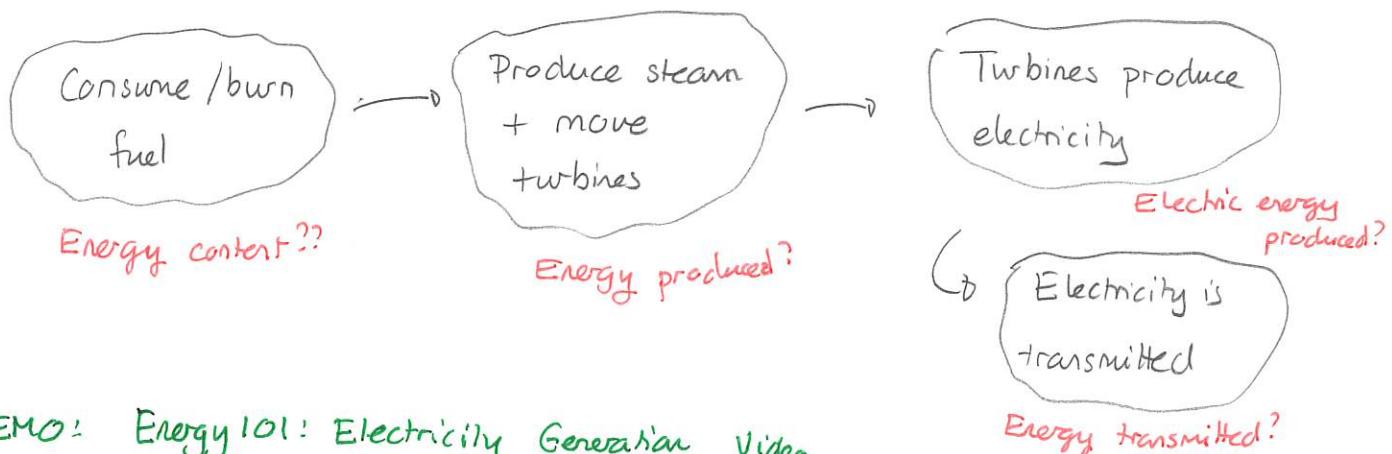
4) gases

DEMO: PhET Gas Properties  $\rightarrow$  few particles ??  
- many particles ??

DEMO: Chain Fountain

Some of these situations are fairly easy to describe thoroughly using basic mechanics (and perhaps electricity + magnetism). Others are more difficult and some are seemingly impossible.

Certain practical situations can be extremely complex. For example our energy generation process involves



### DEMO! Energy 101: Electricity Generation Video.

Despite the complication of such systems we can account for what is going on in terms of a physical quantity called energy.

Conceptually we will have:

Energy ~ a (bookkeeping/accounting) quantity that allows one to track / assess / predict physical situations.

Energy conservation ~ a rule for doing the bookkeeping

We will start by describing energy in simple physical systems.

## Energy in Mechanics

Consider a situation where an object slides down a track. In principle, we could analyze this using Newton's Second Law. But the analysis is difficult when the track curves.

Fortunately one can show that there is an alternative.

### DEMO: PHET Energy Skate Park (Basics)

- \* Intro Tab → Track  → Friction none
- \* Observe → Motion
- \* Observe → Bar Graph

The bar graph shows three types of energy: kinetic, potential and total.

KE      PE

### Quiz 1

Starting with Newton's Second Law one can derive (for this situation)

#### KINETIC ENERGY

- \* associated with moving mass

$$\text{Kinetic Energy} = \frac{1}{2} \times \text{mass} \times \text{speed}^2$$

$$KE = \frac{1}{2} m \times v^2$$

$\frac{m}{\text{in Joules}}$        $\frac{v}{\text{in kg}}$        $\frac{v^2}{\text{in m/s}^2}$

#### POTENTIAL ENERGY

- \* associated with vertical position of mass

$$\text{Potential Energy} = \text{mass} \times 9.8 \times \text{vertical height above ground}$$

$$PE = m \times g \times h$$

$m$        $g$        $h$        $\text{in m/s}^2$

### DEMO: PHET ESP (Basics)

- Observe in relation to previous quiz

### Quiz 2 30% - 70%

These combine to give

### TOTAL (MECHANICAL) ENERGY

- \* add all types of energy

$$\boxed{\text{Total energy} = \text{kinetic energy} + \text{potential energy}}$$

Then, for objects that slide along tracks / slopes / ramps and where there is no friction:

At all times while the object moves, the total energy stays constant (always has the same value)

This is an example of the Law of Energy Conservation

DEMO: PHET ESP - show bar graph fluctuating

### Quiz 3

Note that in these situations

- \* KE increases as object speeds up // decreases as object slows
- \* PE " as object ascends // decreases as object descends
- \* energy constantly shifts from one type to another.

## 1 Energy and a skating dog

A dog rides a skateboard (combined mass 20 kg) up and down a curved track. The dog starts from rest at the top of the track which is 4.0 m above the ground. The lowest point on the track is at ground level.

- Determine the kinetic energy, the potential energy and the total energy of the dog at the top of the track.
- Determine the kinetic energy, the potential energy and the total energy of the dog when it is halfway down the track (2.0 m above the ground).
- Determine the kinetic energy, the potential energy and the total energy of the dog when it is at the bottom of the track.
- Determine the kinetic energy, the potential energy and the total energy of the dog when it is a quarter way up the track (1.0 m above the ground).

Instant	KE	PE	Total Energy
Top	0 J	784 J	784 J
2.0 m above ground	392 J	392 J	784 J
At ground	784 J	0 J	784 J
1.0 m above ground	588 J	196 J	784 J

These are  
always the  
same

$$a) KE = \frac{1}{2} \times m \times v^2 = \frac{1}{2} \times 20 \text{ kg} \times 0 \text{ m/s}^2 = 0$$

$$PE = m \times g \times h = 20 \text{ kg} \times 9.8 \text{ m/s}^2 \times 4.0 \text{ m} = 784 \text{ J}$$

$$\} = 0 \text{ total} = 784 \text{ J}$$

$$b) PE = m \times g \times h = 20 \text{ kg} \times 9.8 \text{ m/s}^2 \times 2.0 \text{ m} = 392 \text{ J}$$

$$KE + PE = 784 \text{ J} \Rightarrow KE + 392 \text{ J} = 784 \text{ J} \Rightarrow KE = 784 \text{ J} - 392 \text{ J} = 392 \text{ J}$$

$$\therefore KE = \text{Total} - PE$$

$$c) PE = 20 \text{ kg} \times 9.8 \text{ m/s}^2 \times 0 \text{ m} = 0 \text{ J} \dots$$

$$d) PE = 20 \text{ kg} \times 9.8 \text{ m/s}^2 \times 1 \text{ m} = 196 \text{ J}$$