

## Newton's Laws

- 1) Inertial frames exist
  - in which particles move with constant  $\vec{v}$  unless acted on by force  $\vec{F}$
- 2) In inertial frame  $\vec{F} = \frac{d\vec{p}}{dt}$   
 $\vec{p} = m\vec{v} = \text{momentum}$
- 3) If particle 1 exerts force  $\vec{F}$  on particle 2, then particle 2 exerts force  $-\vec{F}$  on particle 1

For simple problems, apply directly  
 - assume you know how to do that

Often better to be more sophisticated  
 Example: conservation laws

### Momentum:

In absence of forces,  $\vec{p} = \text{constant}$

### Angular Momentum:

Choose origin, such that particle has position  $\vec{r}$

Define  $\vec{L} = \vec{r} \times \vec{p} = m\vec{r} \times \vec{v}$

$$\text{Then } \frac{d\vec{L}}{dt} = m \frac{d}{dt} \left( \vec{r} \times \vec{v} \right) + m\vec{r} \times \frac{d\vec{v}}{dt}$$

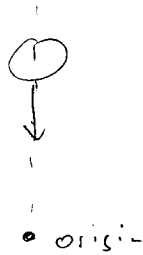
$$\text{Use } m\frac{d\vec{v}}{dt} = \vec{F}$$

$$\boxed{\frac{d\vec{L}}{dt} = \vec{r} \times \vec{F} \equiv \vec{\tau} = \text{torque}}$$

If  $\vec{\tau} = 0$ ,  $\vec{L} = \text{constant}$

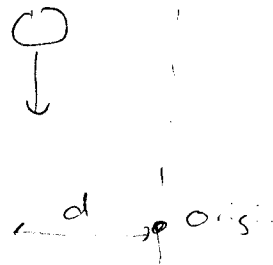
Note that  $\vec{L}$  &  $\vec{\Gamma}$  depend on choice of origin

Example: ball falling in gravity



$$\vec{\Gamma} = 0$$

$$\vec{L} = \text{const}$$



$$\vec{\Gamma} = mgd$$

$$\vec{L} = \text{varying}$$

### Energy

Particle moves from  $\vec{r}_1$  to  $\vec{r}_2$ , force  $\vec{F}(\vec{r})$

$$\text{Work } W_{1 \rightarrow 2} = \int_{\vec{r}_1}^{\vec{r}_2} \vec{F}(\vec{r}) \cdot d\vec{s}$$

↑ line element of path

$$d\vec{s} = \vec{v} dt, \quad \vec{F} = m \frac{d\vec{v}}{dt}$$

$$W_{1 \rightarrow 2} = \int_{t_1}^{t_2} m \frac{d\vec{v}}{dt} \cdot \vec{v} dt = \int_{t_1}^{t_2} \frac{d}{dt} \left( \frac{1}{2} m v^2 \right) dt$$

$$= \frac{1}{2} m v_2^2 - \frac{1}{2} m v_1^2$$

Kinetic energy  $T = \frac{1}{2} m v^2$

$$W_{1 \rightarrow 2} = T_2 - T_1$$

If  $\vec{F}(\vec{r}) = -\vec{\nabla} u(\vec{r})$  for some  $u$ :

$$W_{1 \rightarrow 2} = - \int_1^2 d\vec{s} \cdot \vec{\nabla} u = - \int_1^2 du = -u_2 + u_1$$

$$\text{So } W_{1 \rightarrow 2} = T_2 - T_1 = U_1 - U_2$$

$$\Rightarrow T_1 + U_1 = T_2 + U_2$$

Total energy  $\boxed{E = T + U}$  conserved

Conservation laws really useful when multiple particles

$$\text{Use center of mass: } \vec{R} = \frac{1}{M} \sum_i m_i \vec{r}_i$$

$$M = \sum_i m_i = \text{total mass}$$

$$\text{Force on particle } i: \vec{F}_i = \underbrace{\vec{F}_i^{(e)}}_{\text{external}} + \sum_{j \neq i} \underbrace{\vec{F}_{ji}}_{\text{internal}}$$

$$M \ddot{\vec{R}} = \sum_i m_i \ddot{\vec{r}}_i = \sum_i \vec{F}_i$$

$$= \sum_i \vec{F}_i^{(e)} + \underbrace{\sum_i \sum_{j \neq i} \vec{F}_{ji}}_{\text{each } \vec{F}_{ji} \text{ has } \vec{F}_{ji} = -\vec{F}_{ij}, \text{ cancels}}$$

$$\boxed{M \ddot{\vec{R}} = \vec{F}^{(e)} = \sum_i \vec{F}_i^{(e)}}$$

If don't care about relative motion, acts like one big particle mass  $M$

Define  $\vec{L} = \sum_i \vec{r}_i \times \dot{\vec{p}}_i$  total ang momentum

$$\begin{aligned} \frac{d}{dt} \vec{L} &= \sum_i \dot{\vec{r}}_i \times \dot{\vec{p}}_i + \sum_i \vec{r}_i \times \ddot{\vec{p}}_i = \sum_i \vec{r}_i \times \dot{\vec{p}}_i \\ &= \sum_i \vec{r}_i \times \left[ \vec{F}_i^{(e)} + \sum_j \vec{F}_{ji} \right] \end{aligned}$$

Consider 
$$\begin{aligned} \sum_{i,j} \vec{r}_i \times \vec{F}_{ji} &= \frac{1}{2} \sum_{i,j} (\vec{r}_i \times \vec{F}_{ji} + \vec{r}_j \times \vec{F}_{ij}) \\ &= \frac{1}{2} \sum_{i,j} (\vec{r}_i - \vec{r}_j) \times \vec{F}_{ji} \quad (\text{3rd law}) \end{aligned}$$

If force between  $i$  &  $j$  is directed along line between them, then  $\Sigma = 0$

Usually true. When not, have a field that itself carries ang. momentum, would need to include

If true, have 
$$\vec{L} = \sum_i \vec{r}_i \times \vec{F}_i^{(e)} \equiv \vec{L}^{(e)}$$

Particularly simple if origin located at  $\vec{R}$ .

$$\begin{aligned} \vec{r}_i &= \vec{R} + \vec{r}_i' \\ \vec{v}_i &= \vec{V} + \vec{v}_i' \end{aligned}$$

$$\begin{aligned} \vec{L} &= \sum_i (\vec{R} + \vec{r}_i') \times m_i (\vec{V} + \vec{v}_i') \\ &= M \vec{R} \times \vec{V} + \left( \sum_i m_i \vec{r}_i' \right) \times \vec{V} + \vec{R} \times \left( \sum_i m_i \vec{v}_i' \right) + \sum_i m_i \vec{r}_i' \times \vec{v}_i' \end{aligned}$$

So 
$$\begin{aligned} \vec{L} &= \vec{R} \times \vec{P} + \sum_i \vec{r}_i' \times \vec{p}_i' \\ &\equiv \vec{L}_{cm} + \vec{L}' \end{aligned}$$

Decompose ang momentum as external (ie, orbital)  
and internal (ie, spin)

Note  $\vec{L}_{cm}$  depends on choice of origin  
 $\vec{L}'$  always relative to center of mass

Consider it as a whole

$$\dot{\vec{L}}_{cm} = \vec{R} \times \dot{\vec{P}} = \vec{R} \times \vec{F}^{(e)}$$

just like single particle

$$\begin{aligned} \dot{\vec{L}}' &= \dot{\vec{L}} - \dot{\vec{L}}_{cm} = \sum_i (\vec{r}_i - \vec{R}) \times \vec{F}_i^{(e)} \\ &= \sum_i \vec{r}_i' \times \vec{F}_i^{(e)} \\ &= \text{torque relative to center of mass} \end{aligned}$$

So  $\vec{L}' = \text{const}$  if no torque about CM  
(ie, gravity)

Note, this holds regardless of how COM moves

Finally, energy of system

$$\text{Total } T = \sum_i T_i = \sum_i \frac{1}{2} m v_i^2$$

$$\vec{v}_i = \vec{V} + \vec{v}_i'$$

$$v_i^2 = v^2 + v_i'^2 + 2\vec{V} \cdot \vec{v}_i'$$

$$T = \frac{1}{2} M V^2 + \sum_i \frac{1}{2} m v_i'^2 + \vec{V} \cdot \sum_i m_i \vec{v}_i'$$

$$T = T_{cm} + T' \quad = 0$$

Conservative force  $F_i^{(e)} = -\nabla_i U(r_i)$   
 $F_{ji} = -\nabla_i V(r_i - r_j) = -\nabla_{ij} V(r_{ij})$   
 for  $r_{ij} = r_i - r_j$

Then  $W_{1 \rightarrow 2} = \sum_i \int_1^2 d\vec{s}_i \cdot \vec{F}_i$   
 $= \underbrace{\sum_i \int d\vec{s}_i \cdot \vec{F}_i^{(e)}}_{\sum_i U(r_i^{(2)}) - U(r_i^{(1)})} + \sum_{ij} \int d\vec{s}_i \cdot \vec{F}_{ji}$

on 2<sup>nd</sup> term: use dummy variable trick

$$\sum_{ij} \int d\vec{s}_i \cdot \vec{F}_{ji} = \frac{1}{2} \sum_{ij} \int (d\vec{s}_i - d\vec{s}_j) \cdot \vec{F}_{ji}$$

Note  $d\vec{s}_i - d\vec{s}_j = d\vec{r}_{ij}$

So get  $-\frac{1}{2} \sum_{ij} d\vec{r}_{ij} \cdot \nabla_{ij} V(r_{ij})$   
 $= -\frac{1}{2} \sum_{ij} [V(r_{ij}^{(2)}) - V(r_{ij}^{(1)})]$

All together,

$$E = T + \sum_i U(\vec{r}_i) + \frac{1}{2} \sum_{i \neq j} V(\vec{r}_{ij}) = \text{const}$$

Again, can separate center of mass and internal motions