

Work + Energy

What is energy?

What is Work?

Push a car for 1 mile ... is that work? ... yes

$$(\text{Force})(\text{distance}) \sim \text{Work}$$

↑ We'll define more carefully soon

Energy ... ~~loose~~ loosely ... Ability to do work.

Energy is Conserved. That is to say ~~this~~ cannot be neither created OR destroyed!

Ask ... can energy be created or destroyed?

IT can take on many different forms

Mechanical Energy

Mass energy - $E=mc^2$

heat energy

Kinetic energy - Energy associated w/ Motion

Potential energy - Energy stored in systems due to configuration

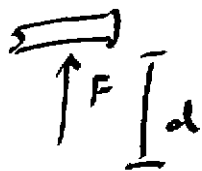
Work, Energy ... different faces of the same thing

Same units \rightarrow MKS Joule

$$\text{Joule} \sim (\text{force})(\text{distance}) = N \cdot m = \text{kg} \frac{m}{s^2} \cdot m = \text{kg} \frac{m^2}{s^2}$$

Consider book ... Pick it up

do work against gravity



Suppose I carry it w/out
a'ing height

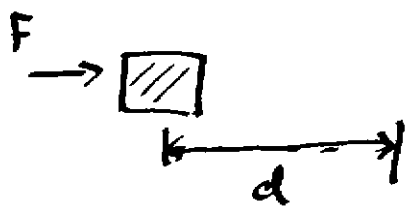
is this work?

It may seem so ... but in physics we say no.

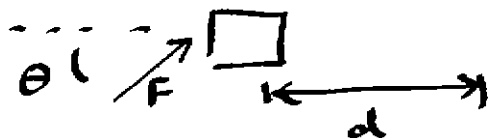
You're NOT ~~changing~~ ^{changed} ability of book to do work
i.e. changed its energy.

whereas you did when you picked it up

Work \equiv The work done by a force on a particle
(or object) is equal to the force times the distance
through which that particle (or object) is moved
along the line of the force

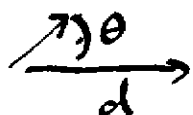


$$\text{work} = Fd$$



$$\text{work} = F \cos \theta d$$

\vec{d} is a vector ... displacement \vec{F} \vec{d} work = Fd



$$\text{work} = F \cos \theta d$$

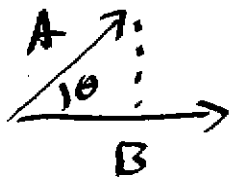
or

$$Fd \cos \theta$$

Work \equiv component of force along direction of movement
times the distance moved

- or -

\equiv Force times component of distance moved
along the direction of force.



2 vectors w/ angle between

$$|\vec{A}| \text{ along } B = A \cos \theta$$

$$|\vec{B}| \text{ along } A = B \cos \theta$$

use this very often ... let's define a vector dot product

$$\vec{A} \cdot \vec{B} = |\vec{A}| |\vec{B}| \cos \theta$$

gives the (projection of \vec{A} along \vec{B}) \times ($|\vec{B}|$)

or ($|\vec{A}|$) \times (projection of \vec{B} along \vec{A})

Also

$$\vec{A} \cdot \vec{B} = A_x B_x + A_y B_y + A_z B_z$$

NOTE These are Scalars, NOT vectors

DOT product also called Scalar product

Projection p 19, 20
of text

$$\vec{A} \cdot \vec{A} = ?$$

$$= |\vec{A}| |\vec{A}| \cos 0 = |\vec{A}| |\vec{A}|$$



$$\vec{A} \cdot \vec{B} = |\vec{A}| |\vec{B}| \cos 90 = 0$$

No projection possible here!

Example

$$\vec{A} = 3\hat{i} + 4\hat{j} + 2\hat{k}$$

$$\vec{B} = 1\hat{i} + 0\hat{j} + 9\hat{k}$$



Ask for
Arbitrary
(bet 0 + 10)
components
from
class

$$\vec{A} \cdot \vec{B} = (3)(1) + (4)(0) + (2)(9) = 4 + 18 = 22$$

What is angle between \vec{A} and \vec{B} ?

opening

$$\vec{A} \cdot \vec{B} = |\vec{A}| |\vec{B}| \cos \theta$$

$$|\vec{A}| = \sqrt{3^2 + 4^2 + 2^2} = \sqrt{29}$$

~~$$22 = \sqrt{29} \sqrt{82} \cos \theta$$~~

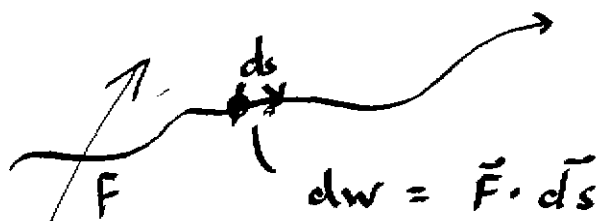
$$22 = \sqrt{29} \sqrt{82} \cos \theta$$

$$|\vec{B}| = \sqrt{82}$$

Solve for θ $\theta \sim 63^\circ$

Since work uses the projected component of Force along distance \Rightarrow conveniently defined in terms of vector scalar or dot product

$$W \equiv \vec{F} \cdot \vec{s} \quad \text{for constant vectors}$$



$$W = \int \vec{F} \cdot d\vec{s} \quad \text{for varying force/path}$$

$$W = \int (F_x dx + F_y dy + F_z dz)$$

NOTE

$$\hat{i} \cdot \hat{i} = \hat{j} \cdot \hat{j} = \hat{k} \cdot \hat{k} = (1)(1) \cos 0 = 1$$
$$\hat{i} \cdot \hat{j} = \hat{i} \cdot \hat{k} = \hat{j} \cdot \hat{k} = (1)(1) \cos 90^\circ = 0$$

$$\vec{A} \cdot \vec{B} = (A_x \hat{i} + A_y \hat{j} + A_z \hat{k}) \cdot (B_x \hat{i} + B_y \hat{j} + B_z \hat{k})$$

EXPAND

$$= A_x \hat{i} \cdot B_x \hat{i} + A_x \hat{i} \cdot B_y \hat{j} + A_x \hat{i} \cdot B_z \hat{k}$$

$$+ A_y \hat{j} \cdot B_x \hat{i} + A_y \hat{j} \cdot B_y \hat{j} + A_y \hat{j} \cdot B_z \hat{k}$$

$$+ A_z \hat{k} \cdot B_x \hat{i} + A_z \hat{k} \cdot B_y \hat{j} + A_z \hat{k} \cdot B_z \hat{k}$$

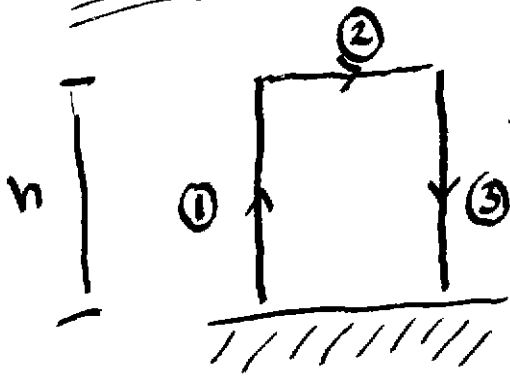
$$= A_x B_x \hat{i} \cdot \hat{i} + A_x B_y \hat{i} \cdot \hat{j} + A_x B_z \hat{i} \cdot \hat{k}$$

+

$$\vec{A} \cdot \vec{B} = A_x B_x + A_y B_y + A_z B_z$$

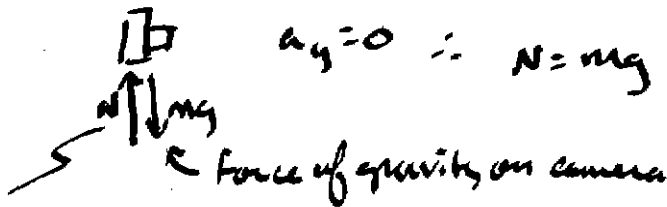
Scalar or dot product in terms of components

Example



Rock climber's path on a cliff climber carries a ~~water~~ 35 am camera. How much work does the climber perform to lug camera on trip. Assume movement at constant velocity $\rightarrow a=0$
 \Rightarrow hell of a good rock climber!!

Free body diagram



force rock climber exerts to support camera

① \vec{N} \vec{S} \sim displacement $|\vec{S}| = h$

$$\text{Work}_1 = \vec{N} \cdot \vec{S} = |\vec{N}| |\vec{S}| \cos\theta = mgh$$

$|\vec{N}| = mg$
 $|\vec{S}| = h$

② \vec{N} \vec{S}

$$\text{Work}_2 = \vec{N} \cdot \vec{S} = |\vec{N}| |\vec{S}| \cos\theta = 0$$

③ \vec{N} \vec{S}

$$\text{Work}_3 = \vec{N} \cdot \vec{S} = |\vec{N}| |\vec{S}| \cos\theta = -mgh$$

NET
 $\text{Total work} = \text{Work}_1 + \text{Work}_2 + \text{Work}_3 = 0 \text{ J}$

Negative work! ... don't you wish you could get a job doing that!

What work does gravity do in part ①?

① ↑ m climb up ... there is NET work
where did it go?

Lift camera up a distance h ... can let it go ... it can fall
and can do work! ... So by lifting camera
up you've increased its energy \equiv ability to do work

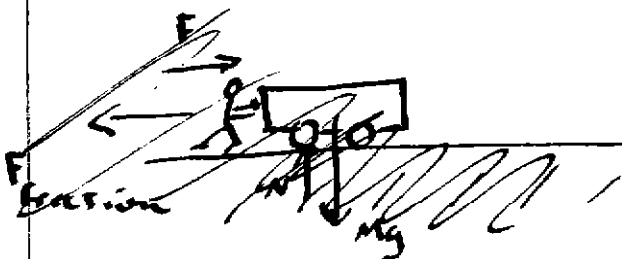
We say you have increased its "Potential Energy"

Converted chemical energy in body to perform work
on camera to increase its potential energy.

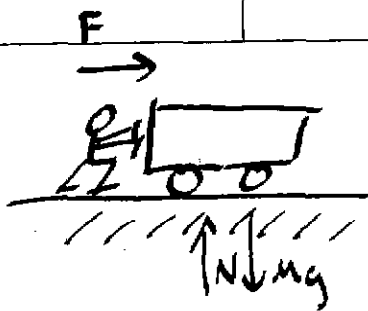
② → NOT increasing or decreasing
potential energy ... NO WORK

③ ↓ decreasing potential energy
Negative Work

$$\text{Net work} = \text{Net potential energy change} = 0$$



You push cart with
~~hand to~~
 F



Push a frictionless cart on a frictionless horizontal surface.

Net horizontal force $F = m_{\text{cart}} a_{\text{cart}}$

Say you push w/ const force F over Distance D

$$W = FD$$

You put work into the system ... where has energy gone? You've NOT changed the Potential Energy of the system.

However $v^2 = v_0^2 + 2a(x-x_0)$

$$v^2 = 2 \frac{F}{m} D$$

$\Rightarrow \frac{1}{2}mv^2 = FD \leftarrow \text{work input}$

Kinetic Energy

The work is converted into "Kinetic energy" - Energy of Motion.

Kinetic Energy of an object $\equiv \frac{1}{2}mv^2$ / Important + General

mass m , moving w/ velocity $|\vec{v}|$ of magnitude
