

# Recap: Energy and Work

Lecture 16

- Work: energy transferred to or from an object by force

for a constant force:  $W = \vec{F} \cdot \vec{d} = Fd \cos \phi = F_{\parallel} d = Fd_{\parallel}$

"dot" product      component of  $\vec{F}$  || to  $\vec{d}$       component of  $\vec{d}$  || to  $\vec{F}$

$$W = \vec{F} \cdot \vec{d} = F_x d_x + F_y d_y$$

for any coordinate system

- Work - Kinetic Energy Theorem:

$$\Delta K_{\text{of object}} = K_f - K_i = W_{\text{net done by all forces acting on object}}$$

need to include all forces here!

$$= W_1 + W_2 + W_3 + \dots = \left( \sum_i \vec{F}_i \right) \cdot \vec{d} = F_{\text{net}} d \cos \phi$$

Work/energy helps to solve some problems much easier than Newton's laws!

- Work by gravity:  $W_{\text{by } g \text{ on obj}} = -mg(y_f - y_i)$   
if +y ↑ up

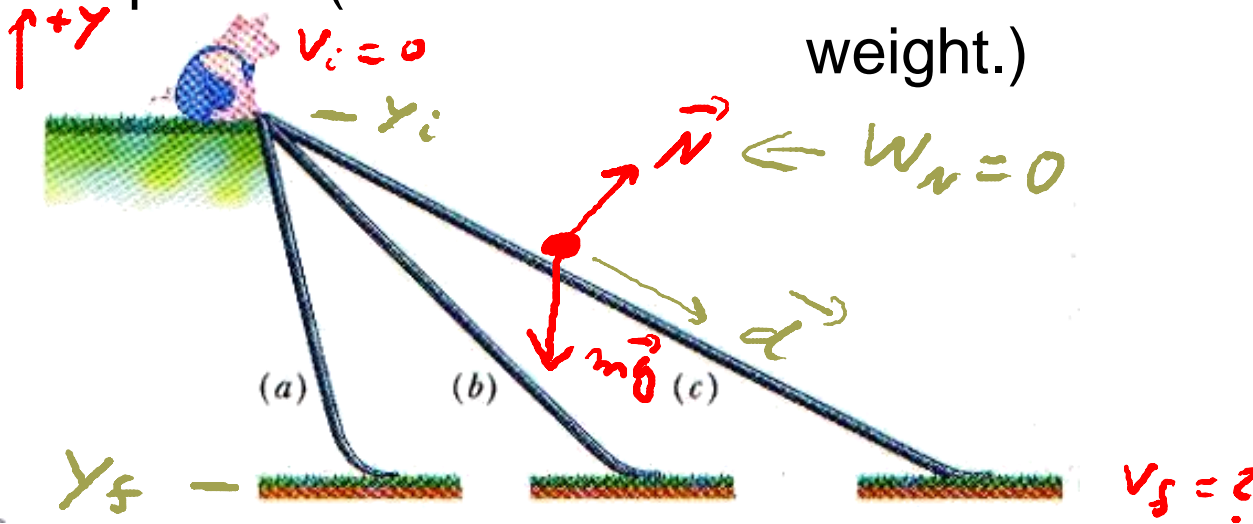
# Today:

- **Work done by friction, springs**
- **Compound bows**
- **Power**



A pig has a choice of three different frictionless slides as shown.

With which slide will the pig reach the ground with the greatest speed? (Think about the work done on the pig by the pig's weight.)

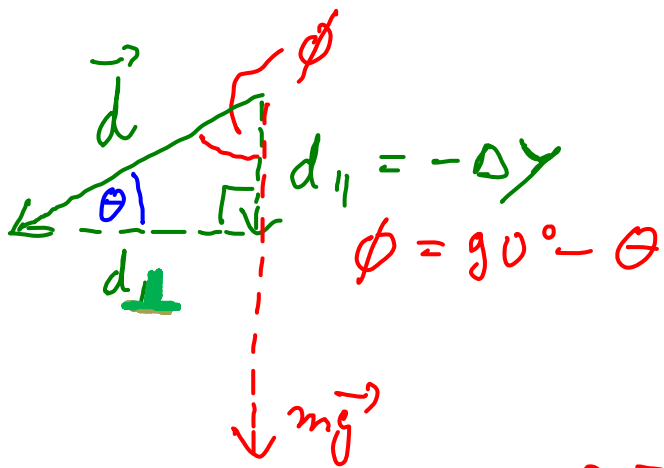
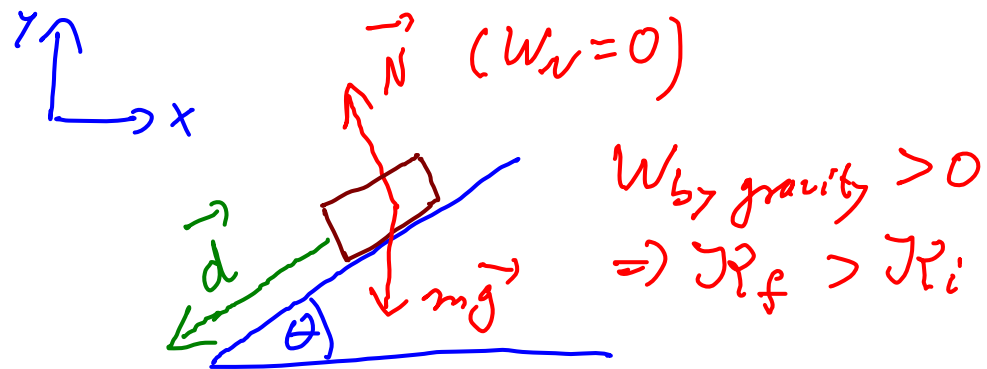


- A. (a)
- B. (b)
- C. (c)
- D. all the same**

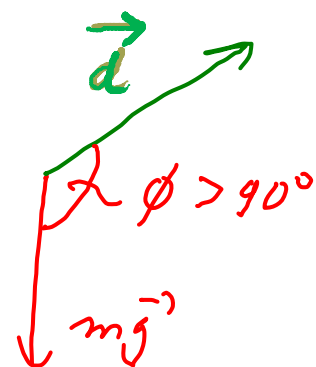
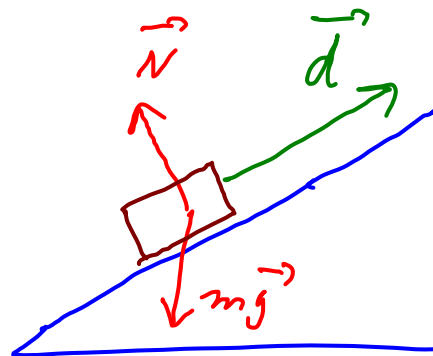
$$\Rightarrow \Delta K = K_f - K_i = \frac{1}{2} m v_f^2 = W_{\text{net}} = W_{\text{by gravity on pig}} = -mg(y_f - y_i)$$

$v_i = 0 \Rightarrow K_i = 0$

same for all 3 slides!

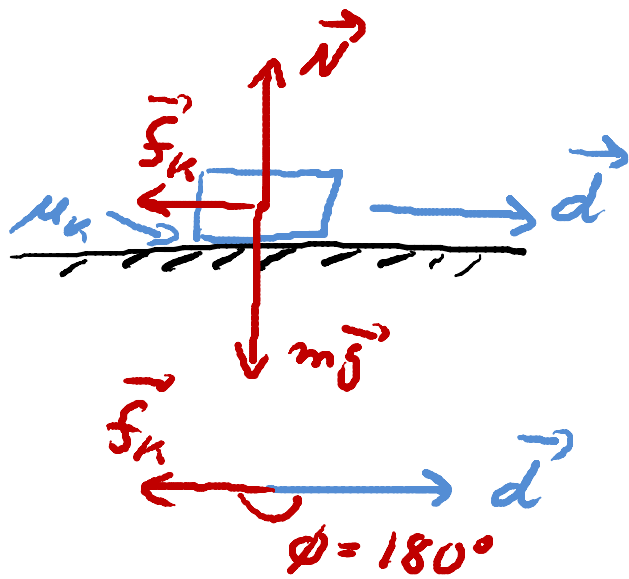


$$\begin{aligned}
 W_{\text{by gravity on object}} &= \vec{F} \cdot \vec{d} = F d_{\parallel} \\
 &= mg d \underbrace{\cos \phi}_{> 0} = mg d_{\parallel} \\
 &= -mg \Delta y = \underline{-mg (y_f - y_i)} \\
 &\text{as before, indep. of } \Delta x!
 \end{aligned}$$



$\cos \phi < 0$  here  
 $\Rightarrow W_{\text{by gravity}} < 0$   
 on object  
 $\Rightarrow K_f < K_i$  ( $W_N = 0$ )  
 (slows down)

② Work done by friction force  $\vec{f}$



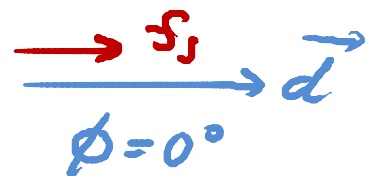
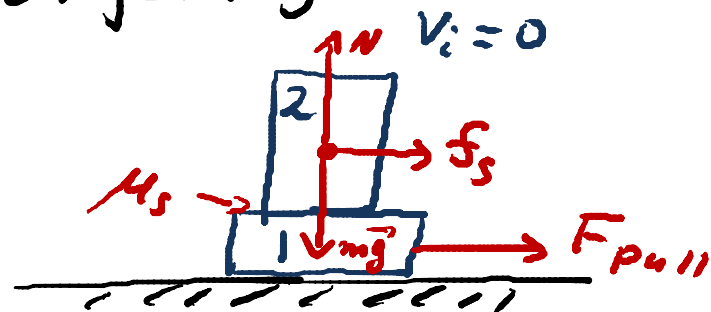
$$W_{\text{by } f_k \text{ on object}} = f_k d \cos(180^\circ)$$

$$= -f_k d < 0$$

$$\Rightarrow K_f < K_i \text{ here}$$

$$(W_g = 0, W_N = 0)$$

$\Rightarrow$  Friction forces always oppose relative motion, but can lead to a decrease or an increase in the kinetic energy of an object.

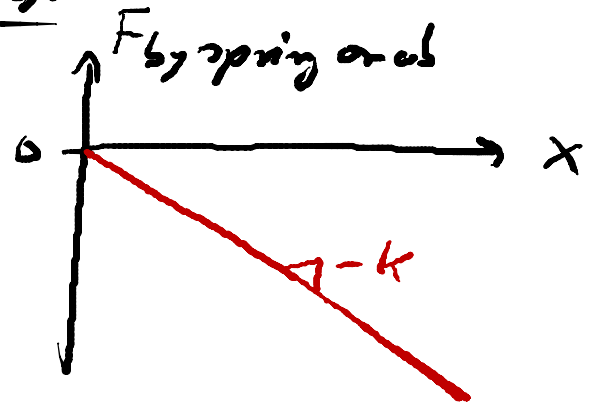
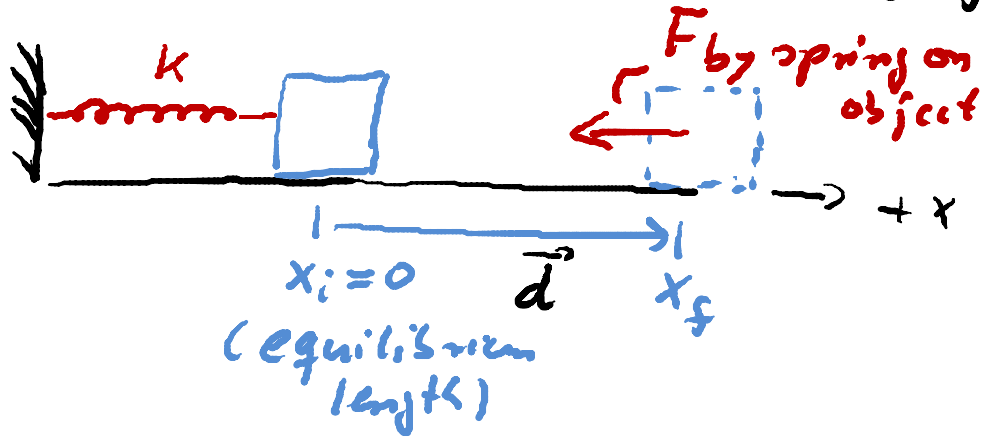


$$W_{\text{by } f_s \text{ on object "2"}} = f_s d \cos 0^\circ > 0$$

$$\Rightarrow K_{f,2} > K_{i,2} \text{ here}$$

$$(W_g = 0, W_N = 0)$$

### ③ Work by spring force:



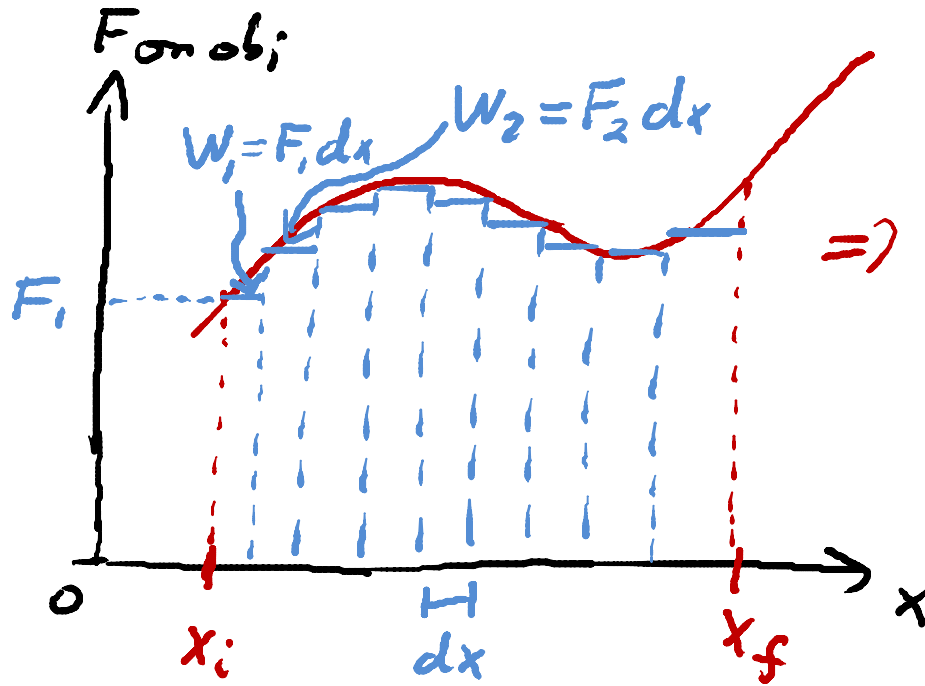
$F$  by spring on obj.  $= -kx$  ← force varies with  $x$ , i.e. along the path

$\Rightarrow$   $W$  by spring on obj  $\neq \vec{F} \cdot \vec{d} \neq (-kx) x_f$   
 only for a constant force!  
 ↑ what "x" to use here?

# ④ general case: Work done by a variable force:

for 1-D

force:



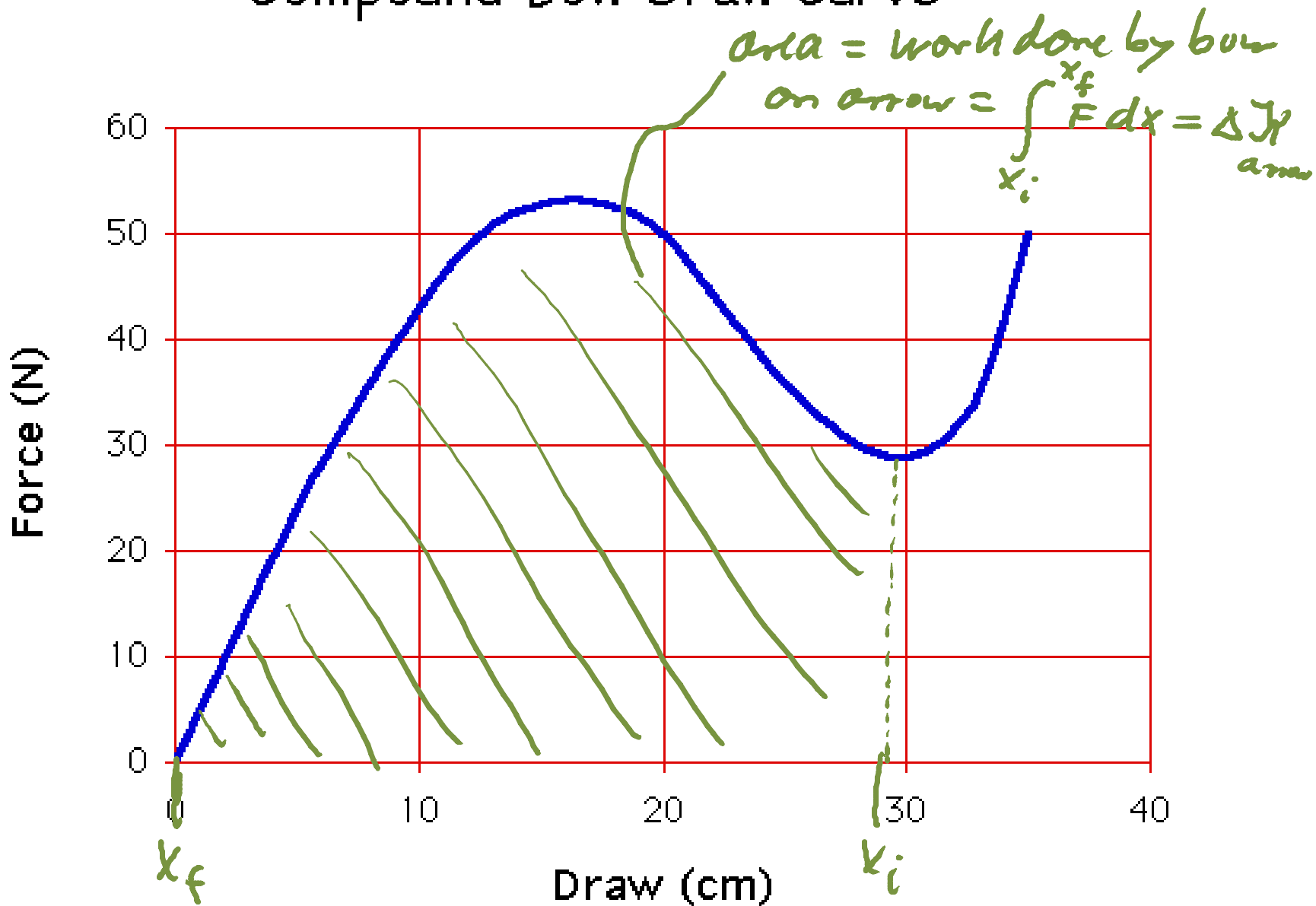
$$W = \sum_i W_i = \sum_i F_i dx$$

$$\Rightarrow W_{\text{on object}} = \int_{x_i}^{x_f} F(x) dx$$

= area "under"  $F(x)$   
curve!

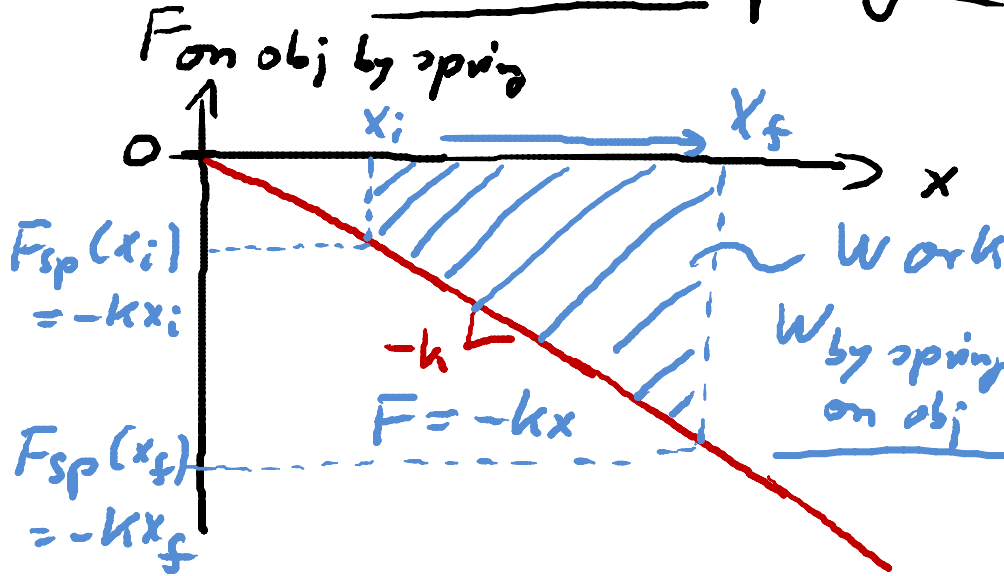
$\nearrow$   $d$   
break into small intervals  
with  $F \approx \text{const}$

# Compound Bow Draw Curve





# Back to spring:



Work = area of trapezoid

$$W_{\text{by spring on obj}} = \frac{1}{2} [F_{sp}(x_f) x_f - F_{sp}(x_i) x_i]$$

$$= -\frac{1}{2} k (x_f^2 - x_i^2)$$

$$W_{\text{by spring on obj}} = \int_{x_i}^{x_f} (-kx) dx = -\frac{1}{2} k \underbrace{(x_f^2 - x_i^2)}_{\neq \Delta x^2}$$

⇒ if  $x_i = 0$

$$W_{\text{by spring on obj}} = -\frac{1}{2} k x_f^2$$

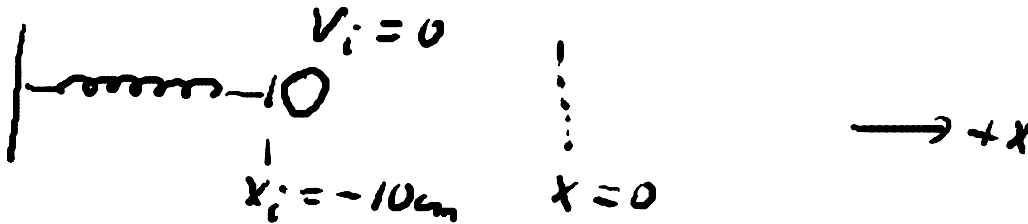
$$W_{\text{by object on spring}} = +\frac{1}{2} k x_f^2$$

$$\vec{F}_{AB} = -\vec{F}_{BA}$$

A toy gun has a spring with spring constant  $k=100 \text{ N/m}$ . The spring is **compressed a distance of 10 cm** and a **ball of mass  $m=10 \text{ g}$**  is inserted in the gun.

$$0.01 \text{ kg} = \frac{1}{100} \text{ kg}$$

After the trigger releases the spring, what will be the ball's **speed  $v$**  when the spring has returned to its equilibrium length?



$$\begin{aligned}
 W_{\text{by spring on ball}} &= -\frac{1}{2}k(x_f^2 - x_i^2) \\
 &= -\frac{1}{2}100 \frac{\text{N}}{\text{m}}(0^2 - (-0.1 \text{ m})^2) \\
 &= 0.5 \text{ J}
 \end{aligned}$$

$$\begin{aligned}
 \Rightarrow \Delta K_{\text{ball}} &= K_f - K_i = W_{\text{net}} = W_{\text{by spring}} = 0.5 \text{ J} = \frac{1}{2}mv_f^2 \\
 v_i = 0 &\Rightarrow K_i = 0 \qquad \qquad \qquad \Rightarrow v_f = 10 \text{ m/s}
 \end{aligned}$$

- $v_f = ?$
- A. 1 m/s
  - B. 5 m/s
  - C. 10 m/s**
  - D. 50 m/s
  - E. none of the above

# Power: What is power?

$P =$  rate at which work is done by a force

$$\bar{P} = \text{avg power} = \frac{W_{\text{by force}}}{\Delta t}$$

← time interval during which work was done

$$P = \text{instantaneous power} = \frac{dW}{dt} = \text{slope of the } W-t \text{ graph}$$

Units?  $[P] = \frac{J}{s} = \text{Watt} = W$

$$1 \text{ hp} = 746 W$$

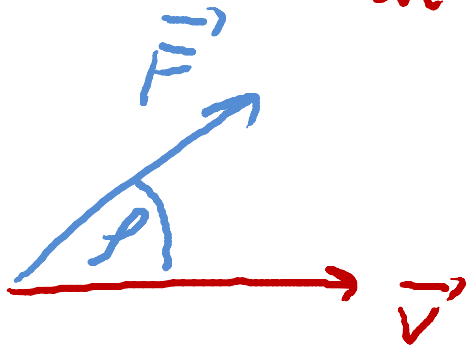
Example:  $100 \text{ hp} = 74,600 W = 1000 \times 75 W \text{ light bulbs}$

$$\Rightarrow \text{Power} = P = \frac{dW}{dt} = \frac{d}{dt} \left( \overbrace{\vec{F} \cdot \vec{d}}^{\text{for constant force}} \right) = \frac{d}{dt} (Fd \cos \phi)$$

↑  
displacement

$\Rightarrow$  if  $\vec{F} = \text{const}$ , then:

$$P = \vec{F} \cdot \frac{d\vec{d}}{dt}$$



$$= \vec{F} \cdot \vec{v}$$

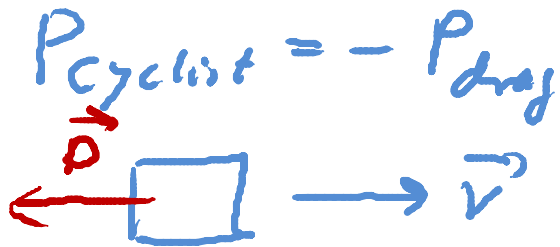
$$= Fv \cos \phi$$

↙ angle between  $\vec{F}$  and  $\vec{v}$

$$= F_x v_x + F_y v_y$$

A **cyclist** travels along a flat road at constant speed  $v$ . The power produced by the cyclist all goes to overcoming **air drag**.

How does the power the cyclist must produce to travel at **54 km/h** compare with that required to travel at **27 km/h**?



$$P_{\text{cyclist}} = -P_{\text{drag}} = -(\vec{D} \cdot \vec{v})$$
$$= +\left(\frac{1}{2} \rho A v^2\right) v \propto v^3$$

$$\Rightarrow \frac{P(54 \text{ km/h})}{P(27 \text{ km/h})} = \left(\frac{2}{1}\right)^3$$

$P(54 \text{ km/h})/P(27 \text{ km/h}) = ?$

- A. 1
- B. 2
- C. 4
- D. 8**
- E. 16

# Power and Energy in Cycling

Assume  $P_{\text{cyclist}} \approx \text{Drag force} \times \text{velocity}$  ( $P = Dv$ )

$$\therefore P_{\text{cyclist}} = 1/2 C \rho A v^2 \times v = \mathbf{1/2 C \rho A v^3}$$

- Assume  $C \sim 0.4$ ,  $r = 1.2 \text{ kg/m}^3$ ,  $A \sim 0.7 \text{ m}^2$
- Assume human body  $\sim 25\%$  efficient in converting food energy into mechanical energy.
- $1 \text{ Cal} = 4.2 \text{ J}$ ,  $1 \text{ food Calorie} = 1 \text{ kCal} = 4,200 \text{ J}$

## Prof. Liepe:

$v \sim 8 \text{ m/s}$  (17 mi/h)       $P \sim 86 \text{ W}$  (~0.12 hp)

Burns  $\sim 344 \text{ W}$ , 1.24 MJ/hour, **295 kCal/hour**

## Professional distance cyclist:

$v \sim 14 \text{ m/s}$  (~30 mi/h)       $P \sim 460 \text{ W}$  (~0.6 hp)

Burns  $\sim 1.8 \text{ kW}$ , 6.6 MJ/hour, **1580 kCal/hour**

## Professional sprint cyclist:

$v \sim 20 \text{ m/s}$  (~45 mi/h)       $P \sim 1340 \text{ W}$  (~1.8 hp)

Burns  $\sim 5.4 \text{ kW}$ , 19 MJ/hour, **4600 kCal/hour**

# Average daily food energy intake for Tour de France Cyclists:

**~10,000 kCal/ day**

(~7 lb of uncooked pasta)