

# **Problem Solving Methodologies for Two Dimensional Kinematics**

8.01T

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# **1: Understand – a get conceptual grasp of the problem**

- How many objects are involved in the problem?
- How many different stages of motion occur?
- For each object, how many independent directions are needed to describe the motion of that object?

# **1: Understand – a get conceptual grasp of the problem**

- What choice of coordinate system best suits the problem?
- What information can you infer from the problem?

## **2. Devise a Plan - set up a procedure to obtain the desired solution**

- Sketch the problem
- For each object in the problem, choose a coordinate system
- Write down the complete set of equations for the position and velocity functions; identify any specified quantities; clean up the equations.

# Equations of Motion: y-direction

- Acceleration y-component:

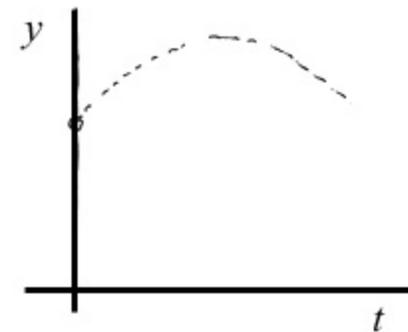
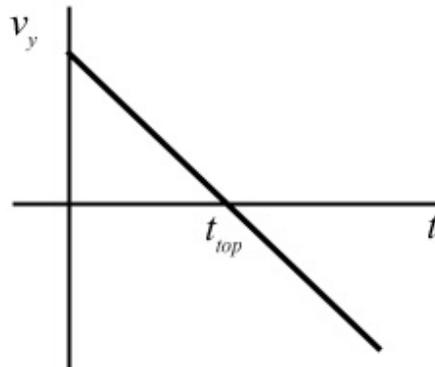
$$a_y = -g$$

$$v_y(t) = v_{y,0} - gt$$

- Velocity y-component:

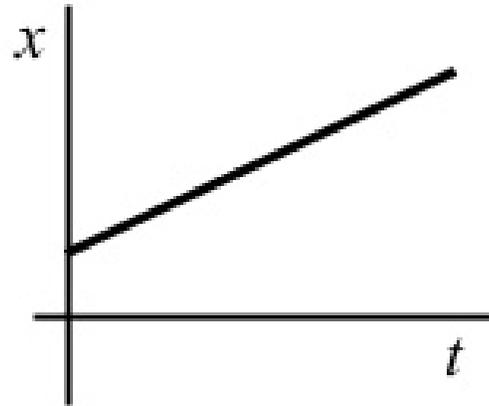
$$y(t) = y_0 + v_{y,0}t - \frac{1}{2}gt^2$$

- Position y-component:



# Equations of Motion: x-direction

- Acceleration x-component:  $a_x = 0$
- Velocity x-component:  $v_x(t) = v_{x,0}$
- Position x-component:  $x(t) = x_0 + v_{x,0}t$



## 2. Devise a Plan - set up a procedure to obtain the desired solution

- Identify given information
- Identify 'initial state' with initial conditions
- Initial position depends on choice of origin

$$\vec{r}_0 = x_0 \hat{i} + y_0 \hat{j}$$

- Identify any other 'state' of the system, possibly the 'final state' with appropriate conditions for kinematic quantities

# Initial Conditions: velocity

- Initial velocity  $\vec{V}_0(t) = v_{x,0} \hat{\mathbf{i}} + v_{y,0} \hat{\mathbf{j}}$

with components:  $v_{x,0} = v_0 \cos \theta_0$

$$v_{y,0} = v_0 \sin \theta_0$$

- Magnitude  $v_0 = (v_{x,0}^2 + v_{y,0}^2)^{1/2}$

- direction  $\theta_0 = \tan^{-1} \left( \frac{v_{y,0}}{v_{x,0}} \right)$

## 2. Devise a Plan - set up a procedure to obtain the desired solution

- Design a strategy for solving the system of equations.
- You can solve a system of  $n$  independent equations if you have exactly  $n$  unknowns.
- These quantities are specified as numbers
- While these quantities vary
- Look for constraint conditions

$$x_0, y_0, v_{x,0}, v_{y,0}, a_x, a_y$$

$$x(t), y(t), v_x(t), v_y(t), t$$

**Design a strategy for solving the system of equations.**

**3. Carry out your plan**

**solve the problem!**

## **4. Look Back – check your solution and method of solution**

- Check your algebra and units.
- Substitute in numbers.
- Check any possible limiting behavior
- Think about the result
- Solved problems act as models for thinking about new problems.

## In-Class Problem 2: Throwing a Stone Down a Hill

- A person is standing on top of a hill which slopes downwards uniformly at an angle  $\Phi$  with respect to the horizontal. The person throws a stone at an initial angle  $\theta_0$  from the horizontal with an initial speed of  $v_0$ . You may neglect air resistance. How far below the top of the hill does the stone strike the ground?

# Class Problem 3

- A person is standing on a ladder holding a pail. The person releases the pail from rest at a height,  $h_1$ , above the ground. As second person standing some distance away aims and throws a small ball in order to hit the first ball with an initial velocity that has magnitude,  $v_0$ , and thrown at an angle,  $\theta_0$ , with respect to the horizontal. The second person releases the ball at a height,  $h_2$ , above the ground and a horizontal distance,  $s_2$ , from the line of flight of the first ball. You may ignore air resistance.

# Class Problem 3: Continued

- a) Find an expression for the angle that the person aims the ball in order to hit the pail as a function of the other variables given in the problem
  
- b) If the person aims correctly, find an expression for the range of speeds that the ball must be thrown at in order to hit the pail?