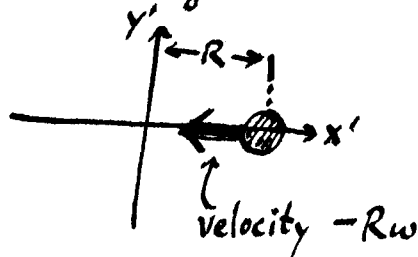
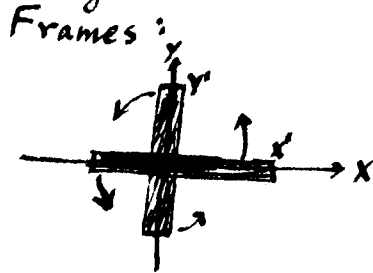


I think I have a lot of things to say...first, for the least important, quiz 1: this one looked like a tough but good test--if you haven't done it, or didn't get very far on it, you really should try to work it or a variation of it (for example, change the initial condition on  $\vec{v}'$  to  $\vec{v}'(t=0) = -R\omega\hat{x}'/\pi$ ). Answers that I got (not checked yet with anyone else): (1) since the coordinates coincide, position vectors are the same,  $\vec{F} = R\hat{x}$ . For velocity observed in the inertial frame, ~~XXXXXXXXXX XXXX XXXX~~ add the velocity of the rotating frame to the puck velocity. It helps a lot to draw a picture here:

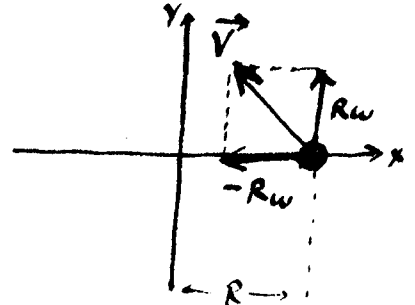
In rotating frame:



Rotating & Inertial

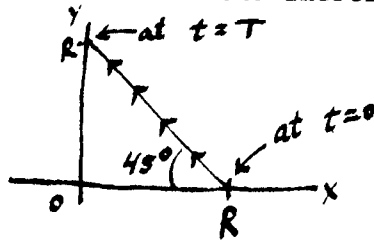


In Inertial Frame:



The net puck velocity is  $\vec{v} = -R\omega\hat{x} + R\omega\hat{y}$ .

(2) Well, easiest is to work in the inertial frame where motion is very simple, a straight line.



The distance to go is  $1.414R$ , puck's speed is  $1.414\omega R$ , so it gets back to a distance  $R$  from the origin (in both frames, of course) at time  $T=1/\omega$ .

In time  $T$ , the rotating frame has turned an angle  $T = 1$  radian ( $=57.2957795...^\circ$  for you calculator freaks), and so the

angle that the puck was observed to have moved through in the rotating frame is  $\theta' = -1 + (\pi/2)$  radians.

(3) "Equations of motion" means  $\vec{F} = m\vec{a}$ ; since  $\vec{F}$  in the inertial frame is zero, we just have (using the eqn that they "remind" us of at the bottom of the test, with  $\vec{F}/m = \vec{a}$ ):

$\vec{a}_R = -2\vec{\omega} \times \vec{v}_R - \vec{\omega} \times (\vec{\omega} \times \vec{r}_R)$ , where subscript  $R$  means "measured in rotating frame". We can write this out in terms of  $\hat{x}'$  &  $\hat{y}'$  since  $\vec{\omega} = \omega\hat{z}'$  and (by right hand rule)  $\hat{z}' \times \hat{x}' = \hat{y}'$  &  $\hat{z}' \times \hat{y}' = -\hat{x}'$ . So, work out the cross products;  $\vec{a}_R = \frac{d^2x'}{dt^2}\hat{x}' + \frac{d^2y'}{dt^2}\hat{y}'$ ;  $\vec{\omega} \times \vec{v}_R = \omega\hat{z}' \times (\frac{dx'}{dt}\hat{x}' + \frac{dy'}{dt}\hat{y}') = (\omega\frac{dx'}{dt})\hat{y}' + (\omega\frac{dy'}{dt})(-\hat{x}')$ ;  $\vec{\omega} \times \vec{r} = \omega\hat{z}' \times (x'\hat{x}' + y'\hat{y}') = (\omega x')\hat{y}' + (\omega y')(-\hat{x}')$ ;  $\vec{\omega} \times (\vec{\omega} \times \vec{r}) = (\omega^2 x')(-\hat{x}') + (\omega^2 y')(-\hat{y}')$ . So, grand result is:

$$\frac{d^2x'}{dt^2}\hat{x}' + \frac{d^2y'}{dt^2}\hat{y}' = -2\omega\frac{dx'}{dt}\hat{y}' + 2\omega\frac{dy'}{dt}\hat{x}' + \omega^2x'\hat{x}' - \omega^2y'\hat{y}'$$

We can split this into  $\hat{x}'$  and  $\hat{y}'$  equations; using  $\dot{x}' \equiv dx'/dt$ , the equations are:

$$\ddot{x}' = 2\omega\dot{y}' + \omega^2x' \quad \& \quad \ddot{y}' = -2\omega\dot{x}' + \omega^2y'$$

I'm almost out of space, so will make other comments in class or in next newsletter. One item: David Finkelstein, who's fairly famous in the field of relativity, is giving a seminar at 4<sup>PM</sup> today, in 114 Bridge. It will probably be incomprehensible to me, but these things are good to go to, for entertainment & culture... you're all invited....

Mark Z.