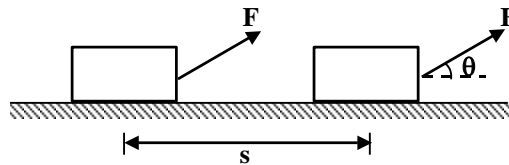


WORK, ENERGY & POWER

WORK

The work W done by a constant force F when its *point of application* undergoes a displacement s is defined to be

$$W = F s \cos\theta$$



The work W done by the force F when its point of application undergoes a displacement s is $W = \vec{F} \cdot \vec{s} = F s \cos\theta$

Where θ is the angle between \vec{F} and \vec{s} as indicated in figure (1). Only the component of \vec{F} along s , that is, $F \cos\theta$, contributes to the work done.

Work Done by Friction

There is a misconception that the force of friction always does negative work. In reality, the work done by friction may be *zero*, *positive* or *negative* depending upon the situation.

Work Done by Gravity

If the block moves in the upward direction, then the work done by gravity is *negative* and is given by

$$W_g = -mgh$$



Work Done by a Variable Force

When the *magnitude* and *direction* of a force vary in three dimensions, it can be expressed as a function of the position vector $\vec{F}(\mathbf{r})$, or in terms of the coordinates $\vec{F}(x, y, z)$. The work done by such a force in an *infinitesimal* displacement $d\mathbf{s}$ is

$$dW = \vec{F} \cdot d\vec{s}$$

Work Energy Theorem

$$W = K_f - K_i = \Delta K$$

The work done by a force changes the kinetic energy of the particle. This is called the

Work-Energy Theorem.

In general

The *net work done* by the resultant of all the force acting on the particle is equal to the change in *kinetic energy* of a particle.

$$W_{net} = \Delta K$$



POTENTIAL ENERGY

Potential energy is the energy associated with the relative positions of two or more interacting particles.

Gravitational Potential Energy (Near the Earth's Surface)

Potential energy is given by

$$U = mgh$$

Spring Potential Energy

The work done by the spring force when the displacement of the free end changes from x_i to x_f is given by

$$U_S = \frac{1}{2}kx^2$$

Conservation of Mechanical Energy

The quantity $E = K + U$ is called the *total mechanical energy*.

When only conservative forces act, the change in total mechanical energy of a system is zero

POWER

Power is defined as *the rate at which work is done*. If an amount of work ΔW is done in a time interval Δt , then the average power is defined to be

$$P_{av} = \frac{\Delta W}{\Delta t}$$

The SI unit of power is J/s which is given the name watt (W) in the honor of *James Watt*.

Thus, $1 \text{ W} = 1 \text{ J/s}$.

The *instantaneous* power is the limiting value of P_{av} as



$\Delta t \rightarrow 0$; that is

$$P = \frac{dW}{dt}$$

IMPULSE

Impulse is defined as the integral of force with respect to time.

$$\vec{I} = \int_{t_i}^{t_f} \vec{F} dt$$

IMPULSE - MOMENTUM THEOREM

According to *Newton's second law*, the *net force* acting on a particle is equal to the product of *mass* and *acceleration*.

$$\vec{F}_{\text{net}} = m\vec{a}$$

$$\vec{I}_{\text{net}} = \Delta \vec{p}$$

CONSERVATION OF LINEAR MOMENTUM

When the sum of the forces on an object is zero,

$$\vec{F}_{\text{net}} = \frac{d\vec{p}}{dt}$$

That is, $\frac{d\vec{p}}{dt} = 0$

This implies $\vec{p} = \text{constant}$

Law of Conservation of Momentum

In the absence of a net external force, the momentum of a system is conserved.

$$\vec{P}_{\text{initial}} = \vec{P}_{\text{final}}$$

$$\sum_{i=1}^N \vec{p}_i = \sum_{f=1}^N \vec{p}_f$$



COLLISION

A collision is an event in which two or more bodies exert force on each other in a relatively short period of time. The two types of collisions are either *elastic or inefficient*. In elastic, both momentum and kinetic energy are conserved and inelastic collisions occur, only linear motion is conserved.

Coefficient of Restitution (e)

$$\text{Coefficient of restitution } (e), \quad e = \frac{v_2 - v_1}{u_1 - u_2}$$

For an *elastic* collision $e = 1$

For an *inelastic* collision $0 < e < 1$

For *completely inelastic* collision: $e = 0$