PHYS 206 Lecture 12
12.1) Reference frames with constant velocity
12.2) Accelerating reference frames
12.3) Fictional forces
12.1) Reference frames with constant velocity
(*) Until now we have been able to choose the location of the origin and orientation of the $x, y, z$ axes, but we have always implicitly assumed they were stationary.

* Once the origin is chosen, all vectors $\{\vec{r}, \vec{v}, \vec{a}, \vec{F}, \vec{L}, \vec{\tau}, \ldots\}$ can be defined and physical laws relating them can be derived $\left\{\vec{F}=m \vec{a}, \vec{L}=\vec{r} \times \vec{p}, \vec{\tau}=\frac{d \vec{L}}{d t}, \ldots\right\}$.
* You might ask yourself: "What if I had chosen a moving origin or coordinate system? Would the fundamental laws of physics have to be modified?"
(i) Coordinate system moving with constant velocity $\longrightarrow$ Laws of physics unchanged
(ii) Accelerating coordinate system
$\longrightarrow$ Laws of physics change
Example: Suppose you are sitting on a train which travels at a constant velocity $\vec{V}=V_{0} \hat{\imath}_{x}$. At time $t=0$ you pass person $A$ outside. Define two coordinate systems: $\theta$ is centered on person $A$ and $\theta^{\prime}$ is centered on you in the train:
(a) Your position is given by:

$$
\begin{aligned}
& \theta: \vec{a}=0, \vec{v}=v_{0} \hat{v}_{x}, \vec{x}=v_{0} t \hat{\imath}_{x} \\
& \theta^{\prime}: \vec{a}^{\prime}=0, \vec{v}^{\prime}=0, \vec{x}^{\prime}=0
\end{aligned}
$$

(b) Throw an apple at horizontal speed $v_{a}$ to your friend on opposite end of train car. Apple's trajectory is given by:

$$
\begin{aligned}
& \theta: \vec{a}=-g \hat{v}_{y}, x=\left(v_{0}+v_{a}\right) t, y=-\frac{1}{2} g t^{2} \\
& \theta^{\prime}: \vec{a}^{\prime}=-g \hat{v}_{y}, x^{\prime}=v_{a} t, y^{\prime}=-\frac{1}{2} g t^{2}
\end{aligned}
$$

*) In both reference frames, the normal laws of physics can be applied. In particular, we used:

$$
\begin{aligned}
& F_{x}=m a_{x}=0 \Rightarrow a_{x}=0 \text { and } \\
& F_{y}=m a_{y}=-m g \Rightarrow a_{y}=-g .
\end{aligned}
$$

* Constant velocity reference frames introduce no important complications.
12.2) Accelerating reference frames

Example: Now suppose that the train starts from rest and has acceleration $a_{x}=\alpha$. Your trajectory in the two frames is:
$\theta: a_{x}=\alpha, v=\alpha t, x=\frac{1}{2} \alpha t^{2}$
$\theta^{\prime}: a_{x}^{\prime}=0, v^{\prime}=0, x^{\prime}=0$

* In $\theta$ we see that Newton's Ind law holds:

*) In $\theta^{\prime}$ there is the same normal force $N$, but you don't accelerate $\square \rightarrow N$
$\vec{F}=m \vec{a}$ is no longer valid!
* In an accelerating frame, you must introduce fictional forces in order to apply Newton's ind Law.

In the previous train example, it would "feel" to you that some mystery force $F_{m}$ is is pushing you against your seat:

$$
\begin{aligned}
F_{\text {total }} & =N-F_{m}=0 \\
\text { But } N & =m \alpha \text { (from above) } \\
& \Rightarrow \vec{F}_{m}=-m \alpha \hat{l}_{x}
\end{aligned}
$$

* Note that $\vec{F}_{m}$ is opposite to the direction of acceleration. This is a general feature of fictitious forces in accelerating reference frames.

Example: Suppose you hang a ball of mass $m$ from the ceiling of your train that travels at constant speed $v_{0}$ around a circular track of radius $R$. What will be the tension in the string and at what angle will it hang?


In your reference frame, it appears there is a mysterious force pushing ball to right.

In reality, there must be a centripetal force $\vec{F}_{c}=-m \omega^{2} \hat{\iota}_{r}=-m\left(\frac{V_{0}}{R}\right)^{2} \hat{\imath}_{r}$ pointing
inward toward the center of circle. This is produced by the physical tension force

x) $T \sin \theta=m a=m\left(\frac{V_{0}}{R}\right)^{2}$
y) $T \cos \theta-m g=0$

$$
\Rightarrow T \cos \theta=m g
$$

x) $T \sin \theta=m\left(\frac{V_{0}}{R}\right)^{2}$
y) $T \cos \theta=m g$

Divide equations: $\tan \theta=\frac{V_{0}^{2}}{g R^{2}}$
Sum squares of both equations:

$$
\begin{aligned}
& T^{2} \sin ^{2} \theta+T^{2} \cos ^{2} \theta=m^{2}\left(\frac{V_{0}}{R}\right)^{4}+m^{2} g^{2} \\
& \Rightarrow T=m \sqrt{\left(\frac{V_{0}}{R}\right)^{4}+g^{2}}
\end{aligned}
$$

In your reference frame, the fictitious force to the right is called the "centrifugal force".
12.3) Fictional forces

General derivation:
(1) Define $\vec{r}_{0}$ as the location of the $\theta^{\prime}$ (accelerating) origin in the $\theta$ frame.
(2) The position of some object is $\vec{r}$ in the $\theta$ frame and $\vec{r}^{\prime}$ in the $\theta^{\prime}$ frame.
(3) Then


$$
\begin{aligned}
& \vec{r}=\vec{r}_{0}+\vec{r}^{\prime} \\
& \frac{d \vec{r}}{d t}=\frac{d \vec{r}_{0}}{d t}+\frac{d \vec{r}^{\prime}}{d t} \\
& \frac{d^{2} \vec{r}}{d t^{2}}=\frac{d^{2} \vec{r}_{0}}{d t^{2}}+\frac{d^{2} \vec{r}^{\prime}}{d t^{2}} \\
& \vec{a}=\frac{d^{2} \vec{r}_{0}}{d t^{2}}+\vec{a}^{\prime} \\
& \frac{\vec{F}}{m}=\frac{d^{2} \vec{r}_{0}}{d t^{2}}+\vec{a}^{\prime}
\end{aligned}
$$

$$
\Rightarrow \vec{F}^{\vec{F}}-m \frac{d^{2} \vec{r}_{o}}{d t^{2}}=m \vec{a}^{\prime}
$$

Real forces Fictional forces
Acceleration in moving frame.
(*) Fictional forces always act opposite to true acceleration of $\theta^{\prime}$ in $\theta$ "inertial frame".

Case 1 Suppose $\theta^{\prime}$ system rotates with constant angular velocity $\omega$ at distance $d$ from origin $\theta$. Then

$$
\begin{aligned}
& F_{r}-\left(-m d \omega^{2}\right)=m a_{r^{\prime}} \\
\Rightarrow & F_{r}+m d \omega^{2}=m a_{r^{\prime}} \\
& \quad C_{\text {Centrifugal force radially outward }}
\end{aligned}
$$

Case 2$]$ Suppose $\theta^{\prime}$ system rotates with constant angular velocity $\omega$ and has constant radial velocity $v_{r}=\frac{d r_{0}}{d t}$. Then

$$
\begin{aligned}
& F_{r}+m r_{0} \omega^{2}=m a_{r^{\prime}} \\
& F_{\theta}-m(\underbrace{r_{0} \alpha}_{0}+2 \omega \frac{d r_{0}}{d t})=m a_{\theta^{\prime}} \\
& \Rightarrow F_{\theta}-2 m \omega v_{r}=m a_{\theta^{\prime}}
\end{aligned}
$$

$\uparrow$ "Coriolis force" acts tangentially.

Example: Hurricanes in the northern hemisphere rotate counterclockwise, and those in the southern hemisphere rotate clockwise.

Eye of hurricane is a low-pressure area that sucks air in.


In northern hemisphere, top air actually flows radially outward


Result is counterclockwise rotation


