

8/27/18 Assignment Set 2 - Read Unit 1 Ch. 3 thru Ch.5 Due 9/05/18 (after Labor Day) Name \_\_\_\_\_

Basic IBM† Physics

1. Many are surprised by a little “explosion” that occurs when a 90gm superball is dropped with a 10gm pen on top.

(a) Under ideal† conditions the pen is fired upward with a speed that is \_\_\_\_\_ †† times the speed with which the two hit the floor and rises \_\_\_\_\_ †† times the height from which they were dropped.

(They usually don’t notice that the ball rises only \_\_\_\_\_ †† times that drop height.)

† “Ideal” means negligible internal friction and air drag and valid Independent Bang Model (IBM).

†† Use geometry or algebra to give factors to 2-figure precision.

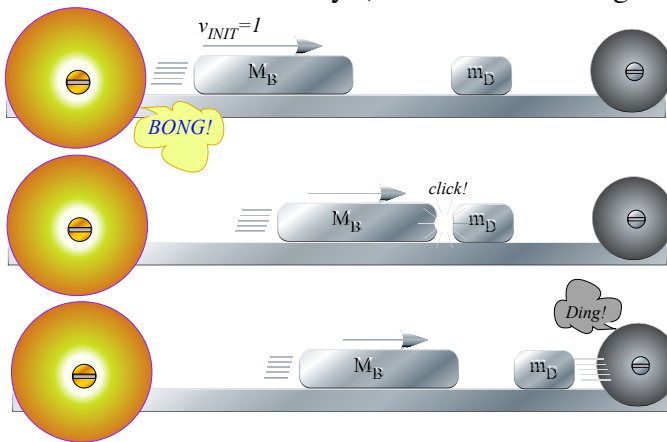
(b) Under less ideal conditions an evil student might spoil the professor’s demo toy by putting a drop of Sticky-Stuff® between the ball and pen. Assuming that drop wastes as much energy as possible, derive the final speed and height factors that may result.

$$V_{BALL} = \text{_____} \cdot v_{INIT} \quad V_{PEN} = \text{_____} \cdot v_{INIT} \quad h_{BALL} = \text{_____} \cdot h_{INIT} \quad h_{PEN} = \text{_____} \cdot h_{INIT}$$

Discuss briefly why the approximate IBM† works so well in “superball theory.”

Random Banging Around

2. These same people might not be so surprised by what goes on in a low-temperature high-vacuum atomic vapor chamber that has a mixture of Hydrogen (atomic weight 1.0) and Beryllium (atomic weight 9.0). On the average the H atoms have a speed that is \_\_\_\_\_ times that of the Be atoms. If the chamber is opened to a large enclosing ultra-high vacuum chamber, then H atoms could rise \_\_\_\_\_ times as high as the Be atoms, on the average. Compare to answers in 1 and discuss briefly. (Discussion after Fig. 5.2(d-e) is important here.)



Woo-Pig and Click-Ding-a-ling

3. Physics has decided to spend another \$10,000 to design a ... BONG!, Click-Ding, Click-Ding, ...(some number N of Click-Dings)...Click-BONG!-...(repeat) toy to add to our contraption that currently greets visitors. The idea (as silly as it sounds) is to have exactly N Click-Dings (M<sub>B</sub> hits m<sub>D</sub>=1gm with a click and m<sub>D</sub> hits right bell with a Ding!) after a first BONG! is heard when mass M<sub>B</sub> initially bounces off the huge left bell with velocity v<sub>INIT</sub> = 10m/s toward the initially stationary little mass m<sub>D</sub> that makes N trips between M<sub>B</sub>(Click!) and right bell (Ding!). Finally, M<sub>B</sub> returns with final velocity v<sub>FIN</sub>=-v<sub>INIT</sub> after a final M<sub>B</sub>-m<sub>D</sub> Click! and a Bong! to start over.

Can you save the department a high design fee? What mass M<sub>B</sub> will give exactly N-Click-Ding-Click trips?

Is this possible for N=4? ... for N=3? ... for N=2? ... for N=1?... for N=0? (Hint: start with lower N.)

Plot (v<sub>B</sub>,v<sub>D</sub>) velocity-velocity diagrams in Lagrangian and/or l’Etranguian form for each allowed N and give M<sub>B</sub>.

Plot corresponding (x<sub>B</sub>,x<sub>D</sub>) position-position diagrams for N=2 case.

Within each allowed N-sequence plot&write peak speed v<sub>Dmax</sub> of Ding-ing mass m<sub>D</sub>.

Within each allowed N-sequence plot&write minimum speed v<sub>Bmin</sub> of Bong-ing mass M<sub>B</sub>.

Give a convenient general formula for allowed M<sub>B</sub>(N).

