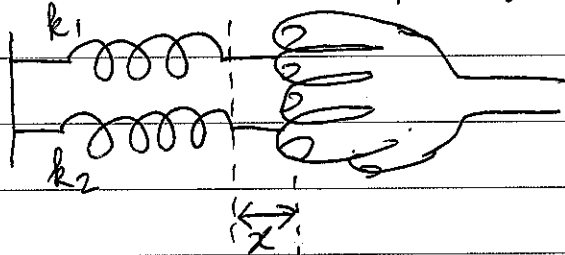


Springs in parallel (Compound springs)

effective spring constant? $k = k_1 + k_2$



What does "effective spring constant" mean?

Consider k_1 and k_2 as one ~~object~~ object

The diagram shows two parallel springs labeled k_1 and k_2 on the left, and a single spring labeled k on the right. The text "as one object" is written between them, with the word "object" crossed out and replaced by a scribble.

Why $k = k_1 + k_2$?

The total spring force exerted on hand
(magnitude)

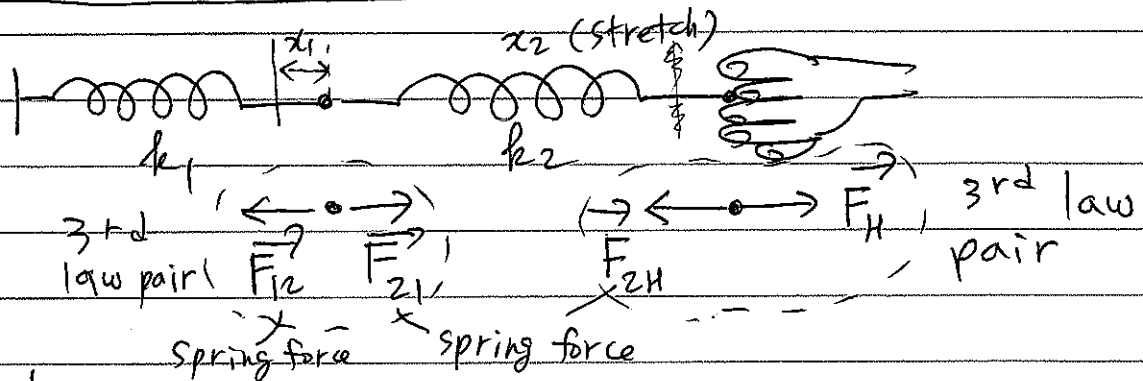
$$= k_1 x + k_2 x$$

$$= (k_1 + k_2) x$$

Thus

$$k = k_1 + k_2$$

Springs in series (Compound springs)



Magnitude of force

$$k_1 x_1 = k_2 x_2 \quad k_2 x_2 = F_H$$

equal by the 3rd law (1) equal by Hooke's law equal by the 3rd law (2)

The spring force on hand? magnitude = F_H

The total amount of elongation? $x_1 + x_2$

So, the effective spring constant

$$k = \frac{\text{spring force}}{\text{deformation}} = \frac{F_H}{x_1 + x_2} = \frac{k_2 x_2}{x_1 + x_2} \quad \dots (3)$$

use (2)

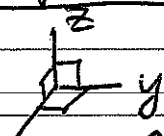
Using (1) $\Rightarrow x_1 = \frac{k_2}{k_1} x_2$

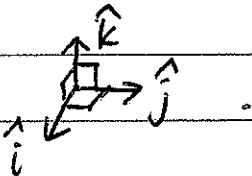
Plug this into (3) \Rightarrow

$$k = \frac{k_2 x_2}{\frac{k_2}{k_1} x_2 + x_2} = \dots = \frac{1}{\frac{1}{k_1} + \frac{1}{k_2}}$$

$$k = \frac{1}{\frac{1}{k_1} + \frac{1}{k_2}}$$

Vector product

Consider  coordinate system

Unit vectors  .

Define ① $\hat{i} \times \hat{j} = \hat{k}$, $\hat{j} \times \hat{k} = \hat{i}$, $\hat{k} \times \hat{i} = \hat{j}$
("cyclic permutations")

② $\vec{A} \times \vec{B} = -\vec{B} \times \vec{A}$ (non-commuting!)

Using these two definitions and the usual associative rules, one can show

for $\vec{A} = (A_x, A_y, A_z)$

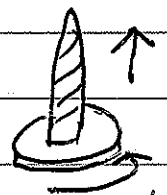
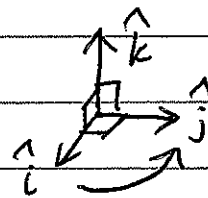
$\vec{B} = (B_x, B_y, B_z)$

How you can calculate $\vec{A} \times \vec{B}$ Components

$$\Rightarrow \vec{A} \times \vec{B} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix}$$

$$= (A_y B_z - B_y A_z, A_z B_x - B_z A_x, A_x B_y - B_x A_y)$$

① means "right-hand rule"

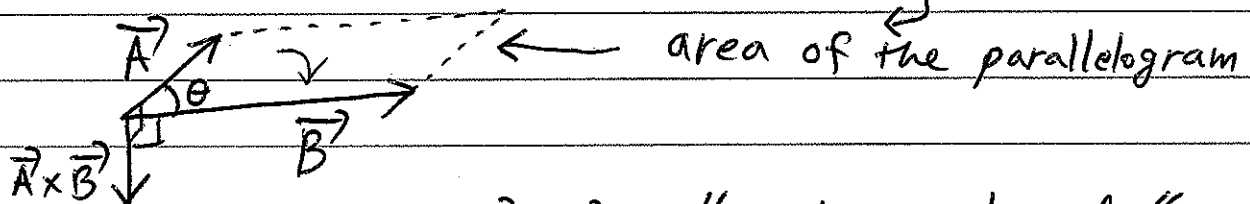


right handed screw

② means "anti-commutative"

One can show that $|\vec{A} \times \vec{B}| = AB \sin \theta$

geometric



The direction of $\vec{A} \times \vec{B}$: "right-hand rule"

Note that $\vec{A} \times \vec{B} \perp \vec{A}, \vec{B}$