Carousels and Roller Coasters 1

#### Carousels and Roller Coasters

Carousels and Roller Coasters 2

#### Question:

 You are a passenger in a car that is turning left and you find yourself thrown against the door to your right. Is there a force pushing you toward the door?

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# Observations About Carousels & Roller Coasters

- · You can feel motion with your eyes closed
- · You feel pulled in unusual directions
- · You sometimes feel weightless
- You often can't tell when you're inverted

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#### The Experience of Weight

- · When you are at equilibrium,
  - a support force balances your weight
  - support force acts on your lower surface
  - your weight is spread throughout your body
- You feel internal supporting stresses
- You identify these stresses as weight

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# The Experience of Acceleration

- · When you are accelerating,
  - a support force causes acceleration
  - support force acts on your surface
  - your mass is spread throughout your body
- · You feel internal supporting stresses
- · You misidentify these stresses as weight

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# Acceleration and Weight

- Acceleration produces fictitious "force"
  - Not a real force at all
  - Just a feeling caused by your body's inertia
  - Directed opposite your acceleration
  - Proportional to the acceleration
- · Gives rise to "apparent weight"
  - Feeling of real weight plus fictitious "force"

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#### Carousels, Part 1

- Riders undergo "uniform circular motion"
  - Riders follow a circular path
  - Riders move at constant speed
- UCM involves centripetal acceleration
  - Acceleration points toward the circle's center
  - Depends on speed and circle size

Acceleration = velocity<sup>2</sup> / radius

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#### Carousels, Part 2

- · Centripetal acceleration requires
  - force directed toward circle's center
  - This centripetal force is a true force
- · Centripetal acceleration yields
  - a fictitious "force" called "centrifugal force"
  - "Force" is directed away from circle's center
  - An experience of inertia, not a real force

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#### Question:

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#### Roller Coasters, Part 1 – Hills

- · During hill descent,
  - acceleration is downhill
  - fictitious "force" is uphill
  - apparent weight is weak and into the track
- At bottom of hill,
  - acceleration is approximately upward
  - fictitious "force" is approximately downward
  - apparent weight is very strong and downward

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### Roller Coasters, Part 2 - Loops

- At top of loop-the-loop,
  - acceleration is strongly downward
  - fictitious "force" is strongly upward
  - apparent weight is weak but upward!

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# Choosing a Seat

- As you go over cliff-shaped hills,
  - acceleration is downward
  - fictitious "force" is upward
  - higher speed  $\rightarrow$  more acceleration and "force"
- First car goes over cliff slowly
- · Last car goes over cliff quickly
- · Last car has best weightless feeling!

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# Summary About Carousels & Roller Coasters

- You are often accelerating on these rides
- Feel fictitious "force" opposite acceleration
- Your apparent weight isn't always down
- Your apparent weight can become small
- Your apparent weight can even point up