

## Reference Frames - Newton's laws of Motion - Galilean Invariance

Let us try to understand the some important terms.

- (i) **Particle** :- A particle is ideally a piece of a quantity of matter having practically no linear dimensions but only a position. Such idealised particles or point bodies are, of course, just a hypothetical assumption and have no real existence.
- (ii) **Event** :- An event stands for the anything that occurs suddenly or instantaneously at a point in space. It involves both, a position and a time of occurrence.
- (iii) **observer** :- A person or an equipment which can locate, record, measure or interpret an event is called an observer.

### Rest and motion :-

In relative reference frame, A particle is taken to be at rest or in motion in relation to the observer.

Reference frame :- A system of coordinate axes which defines the position of a particle or an event in two or three dimensional space is called a frame of reference.

The simplest frame of reference is cartesian system of coordinates, in which the position of

Particles given by:

$$\vec{r} = x\hat{i} + y\hat{j} + z\hat{k}$$

so that, velocity of the particle is given by:

$$\vec{v} = \frac{d\vec{r}}{dt} \Rightarrow \frac{dx}{dt}\hat{i} + \frac{dy}{dt}\hat{j} + \frac{dz}{dt}\hat{k}$$

and its acceleration,  $\vec{a} = \frac{d\vec{v}}{dt} = \frac{d^2\vec{r}}{dt^2}$

A reference frame with such four coordinates  $x, y, z$  and  $t$  is referred to as a space-time frame. The four axes defining a four dimensional continuum called space-time.

## Newton's law & their limitations

1) First law: A body must continue in its state of rest or of uniform motion along a straight line unless acted upon by an external force.

2) Second law: It states that rate of change of momentum is proportional to the force and takes place in the direction of force.

3) Third law: To every action, there is an equal and opposite reaction.

obviously, the first law states that

$$\text{If } \vec{F} = 0 \text{ then } \vec{a} = 0$$

whereas, second law gives

$$\vec{F} = \frac{d\vec{p}}{dt} = \frac{d(m\vec{v})}{dt} \text{ and}$$

again, If  $\vec{F} = 0$  then  $\vec{a} = 0$ .