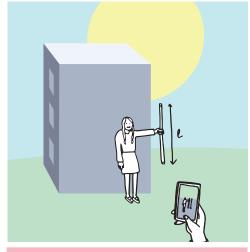


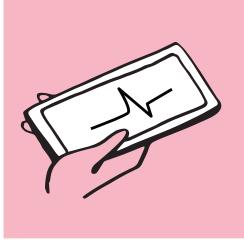


# Theme: **MECHANICS**

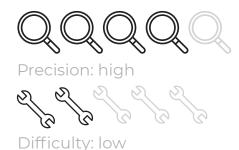
All the methods using mechanics principles and smartphones to determine the height of a building.







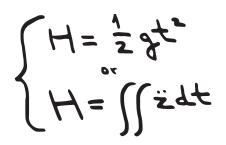
Discover The Smartphone Physics Challenge at VULGARISATION.FR



## Nº1. Free Fall of the Smartpone

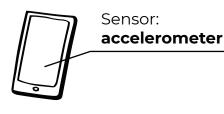
**Formula** 

#### **Material**

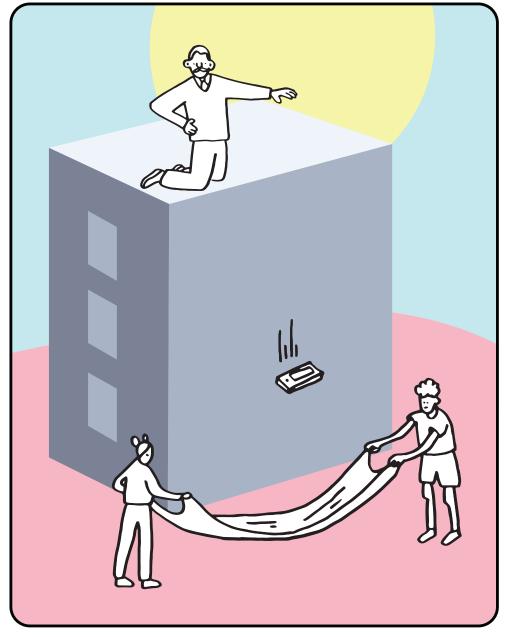




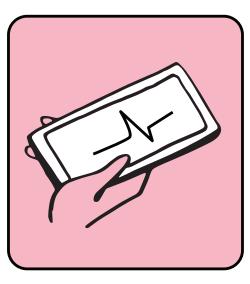




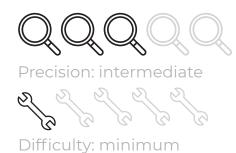
two friends 1 smartphone



Drop your smartphone from the top of the building, your friends receiving it down in a sheet, like firefighters. The recording of the accelerometer data makes it possible to determine the time of fall, and if needed the value of the acceleration can be used to take air drag into account.



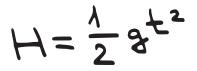
t = fall time of the smartphone,  $\ddot{z}$  = smartphone's acceleration, g = 9.8 ms<sup>-2</sup>



## Nº2. Free Fall & Stopwatch

#### **Formula**

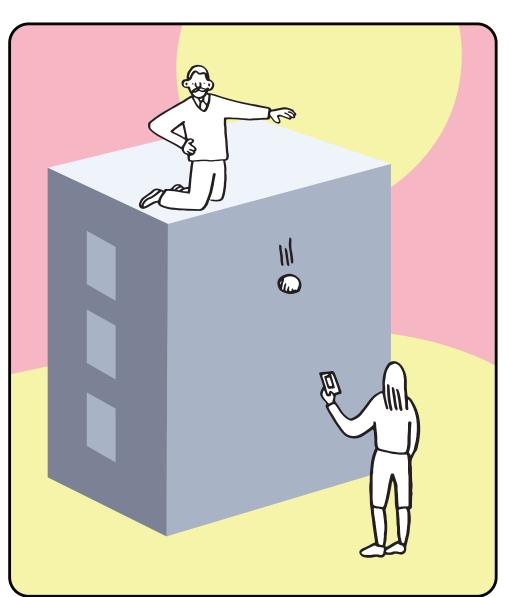
#### **Material**

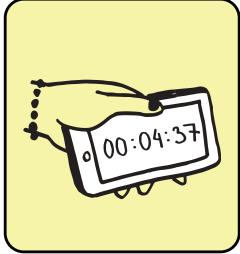






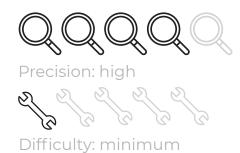
1 smartphone





Drop the ball from the top of the building. Time the fall.

t = fall time of the ball, $g = 9.8 ms^{-2}$ 



## Nº3. Free Fall Filmed

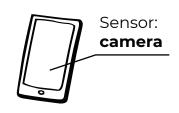
#### **Formula**

#### **Material**

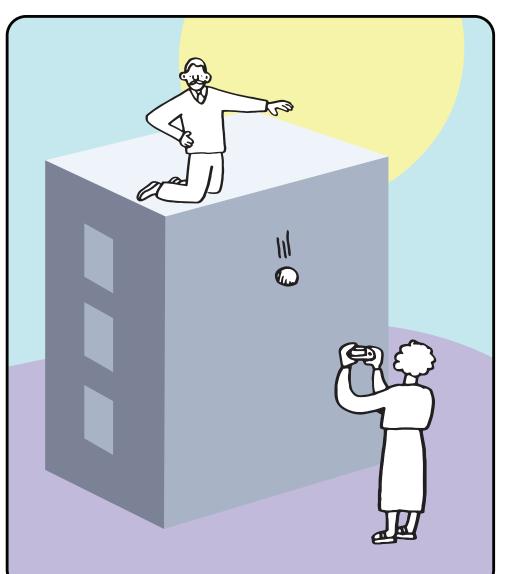
$$H = \frac{1}{2} g^{+2}$$

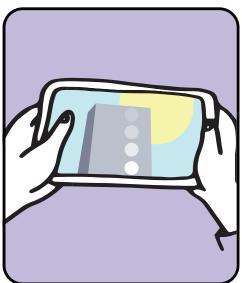


1 ball



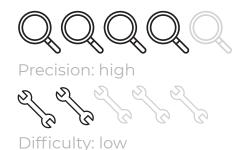
1 smartphone





Drop the ball from the top of the building. Film the fall and determine its duration.

t = fall time of the ball, g = 9.8 ms<sup>-2</sup>



## Nº4. Sound of a Free Fall

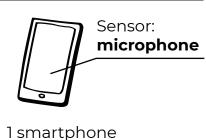
#### **Formula**

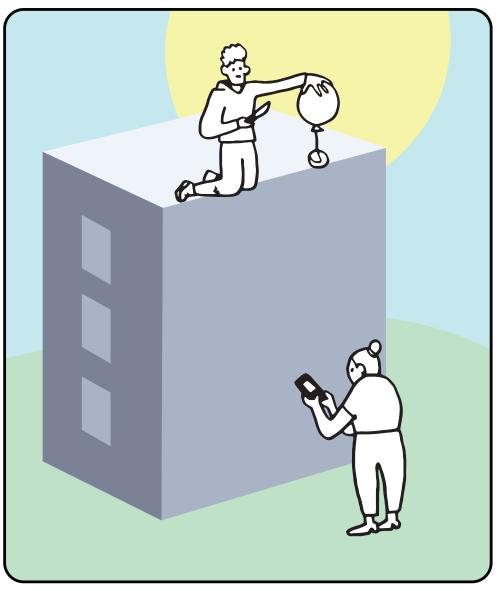
#### **Material**

$$H = \frac{1}{2} g^{+2}$$



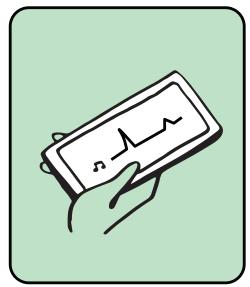


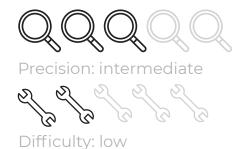




Attach the ball to the balloon. Go to the top of the building, and let the ball fall by popping the balloon. The smartphone is at the bottom of the building and records the sound to determine the time of fall.

t = fall time of the ball, q = 9.8 ms<sup>-2</sup>

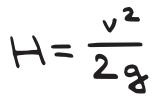


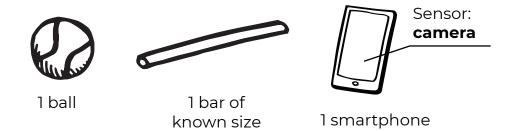


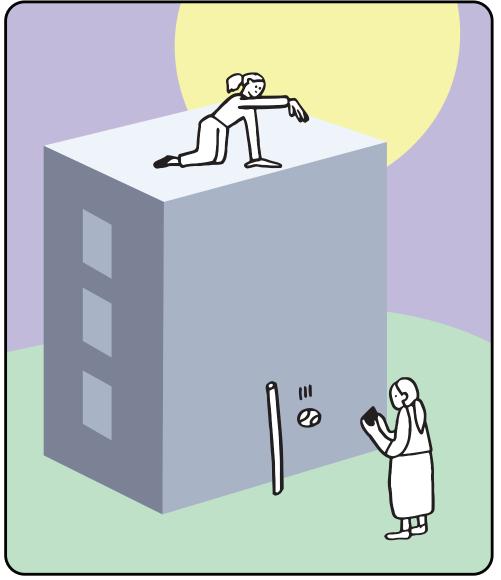
## Nº5. End of the Fall Filmed

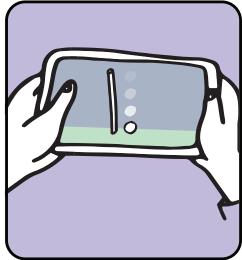
#### **Formula**

#### **Material**



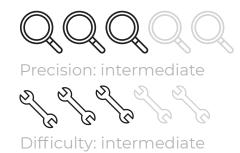






Drop the ball from the top of the building. Film the last meters of the ball's fall, using the bar as a scale. Determine the final velocity of the ball.

v = ball's final velocity,g = 9.8 ms<sup>-2</sup>

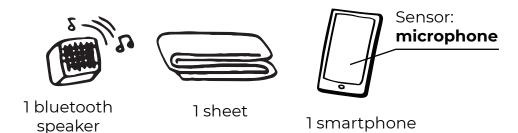


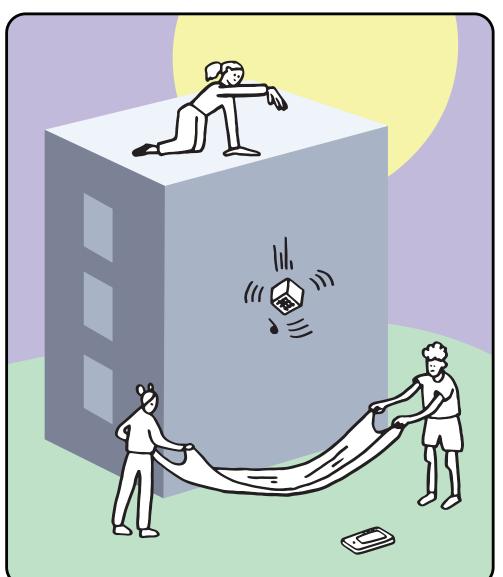
## Nº6. End of the Fall & Doppler

#### **Formula**

#### **Material**

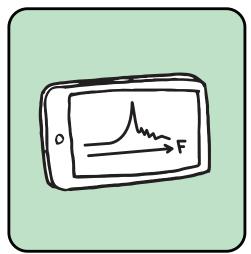
$$H = \frac{v^2}{2g}$$





Let the loudspeaker fall from the top of the building, making it sound a continuous note. At the bottom, the smartphone records the sound to determine the speed of fall by Doppler effect. (Catch the speaker in a sheet stretched between two people.)

v = speaker's final velocity, g = 9.8 ms<sup>-2</sup>



The formula does not consider air drag.

### QQQQ

Nº7. Parabola

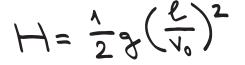
Precision: intermediate



Difficulty: intermediate

#### **Formula**

#### **Material**





1 tape measure



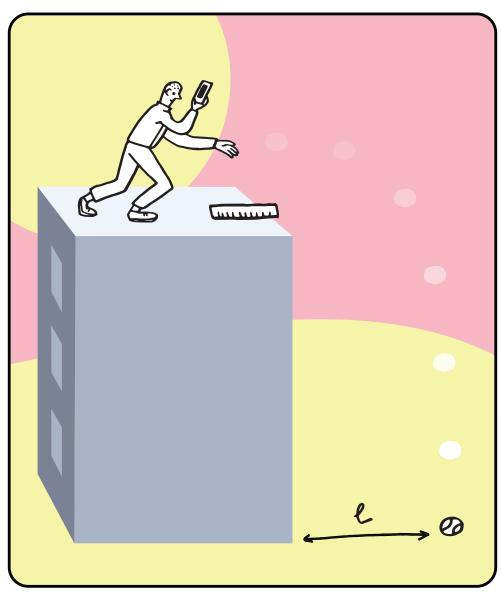
1 bar of known size



1 ball



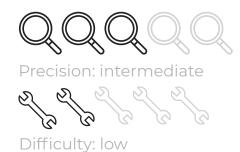
1 smartphone



From the top of the building, the ball is thrown horizontally. Film the throw to determine the initial velocity of the ball (the bar gives the scale). Measure the distance to the building where the ball is landing.

 $v_0$  = horizontal velocity of the ball, I = distance to the building where the ball touches the ground, g = 9.8 ms<sup>-2</sup>

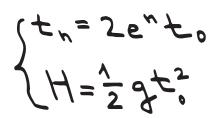




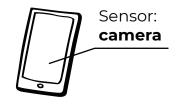
## Nº8. Filmed Bounces

#### **Formula**

#### **Material**

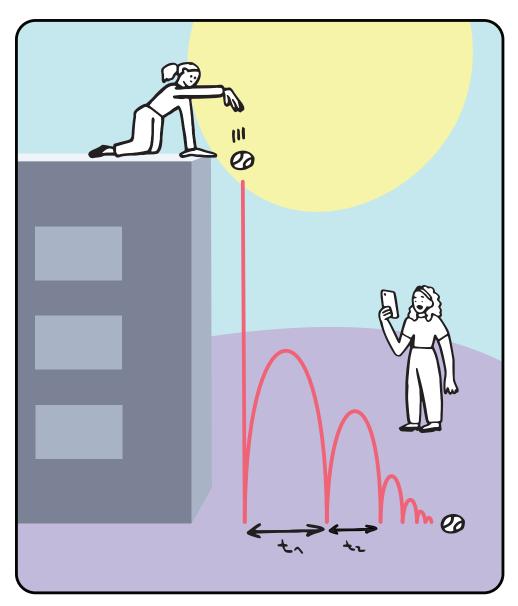






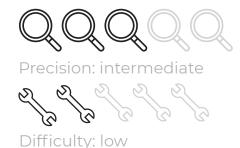
1 ball

1 smartphone



Drop the ball from the top of the building. Shoot the successive rebounds of the ball to determine the coefficient of restitution (supposed constant) and the duration of rebounds.

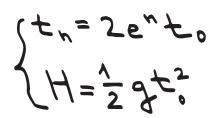
 $t_n$  = duration of the nth rebound, e = coefficient of restitution,  $t_0$  = duration of the fall from the top of the building, g = 9.8 ms<sup>-2</sup>



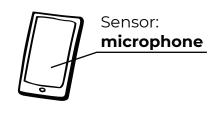
## Nº9. Sound of Bounces

#### **Formula**

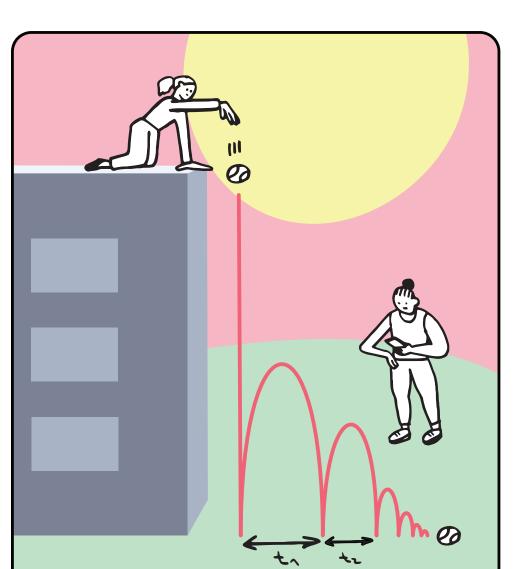
#### **Material**







1 smartphone



Drop the ball from the top of the building. Record the sound of the successive rebounds of the ball to determine their durations (the coefficient of restitution is assumed constant).

 $t_n$  = duration of the nth rebound, e = coefficient of restitution,  $t_0$  = duration of the fall from the top of the building, g = 9.8 ms<sup>-2</sup> QQQQ

Precision: maximum



Difficulty: intermediate

### Nº10. Giant Pendulum Timed

#### **Formula**

#### **Material**

 $H = 3\left(\frac{L}{2u}\right)_{2}$ 



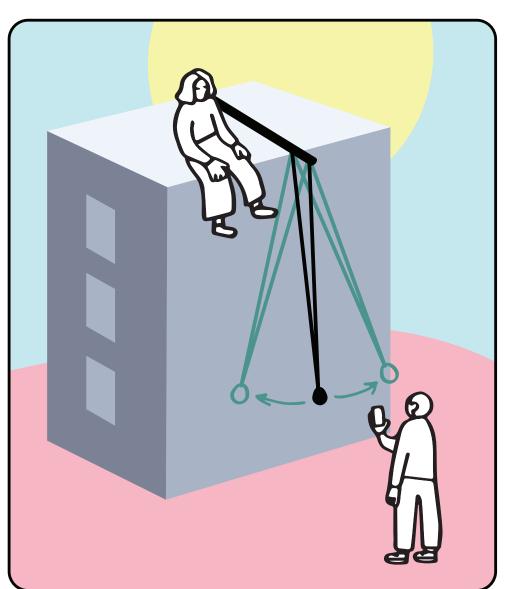
1 long rope

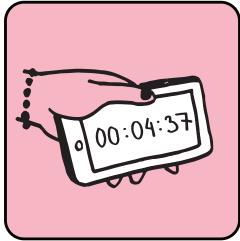






1 smartphone





Make a giant pendulum the size of the building. Use the smartphone timer to determine the period.

T = pendulum period,  $q = 9.8 \text{ ms}^{-2}$ 



Precision: maximum



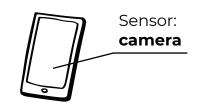
Difficulty: intermediate

### Nº11. Giant **Pendulum Filmed**

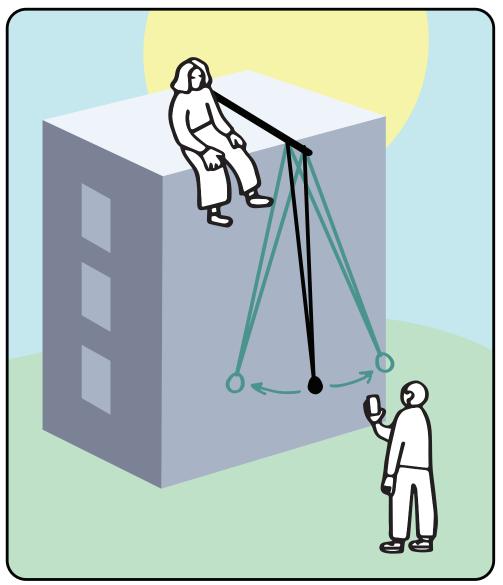
#### **Formula**

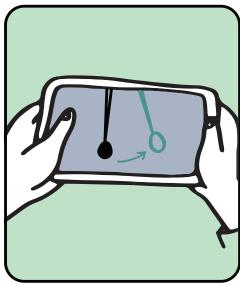
#### **Material**

 $H = g\left(\frac{T}{2\pi}\right)^2$ 



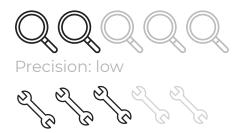
1 smartphone





Make a giant pendulum the size of the building. Film the oscillations of the pendulum to determine the period.

T = pendulum period,  $g = 9.8 \text{ ms}^{-2}$ 



Difficulty: intermediate

### Nº12. Giant Pendulum & Accelerometer

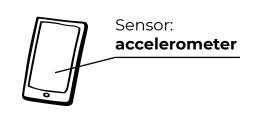
#### **Formula**

#### **Material**

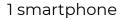
 $H = 3\left(\frac{L}{2u}\right)^2$ 

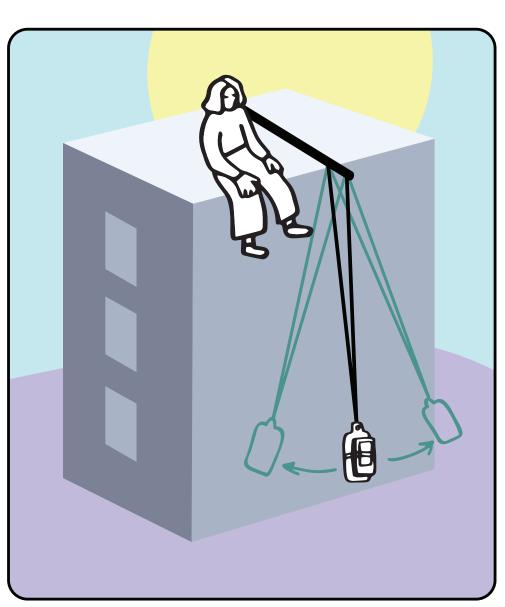




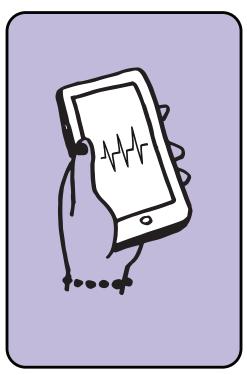


1 long rope

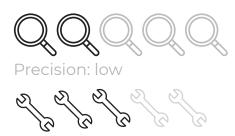




Make a giant pendulum the size of the building. Attach the smartphone to the pendulum, and use the accelerometer to determine the period.



T = pendulum period, q = 9.8 ms<sup>-2</sup>



Difficulty: intermediate

### Nº13. Giant Pendulum & Gyroscope

#### **Formula**

#### **Material**

 $H = g\left(\frac{T}{2\pi}\right)^2$ 

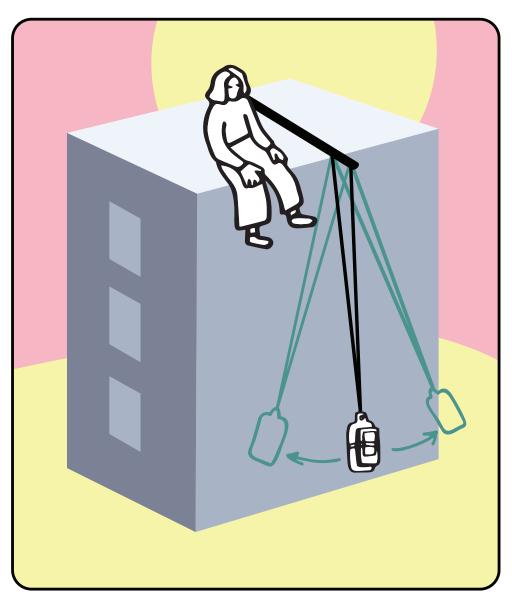


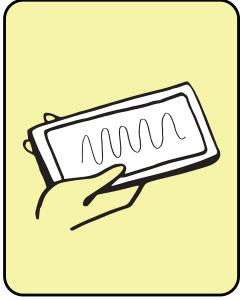




1 long rope

1 smartphone





Make a giant pendulum the size of the building. Attach the smartphone to the pendulum, and use the gyroscope to determine the period.

T = pendulum period, q = 9.8 ms<sup>-2</sup> QQQQ

Precision: high



Difficulty: intermediate

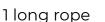
### Nº14. Giant Pendulum & Magnet

#### **Formula**

#### **Material**

 $H = g\left(\frac{T}{2\pi}\right)^2$ 







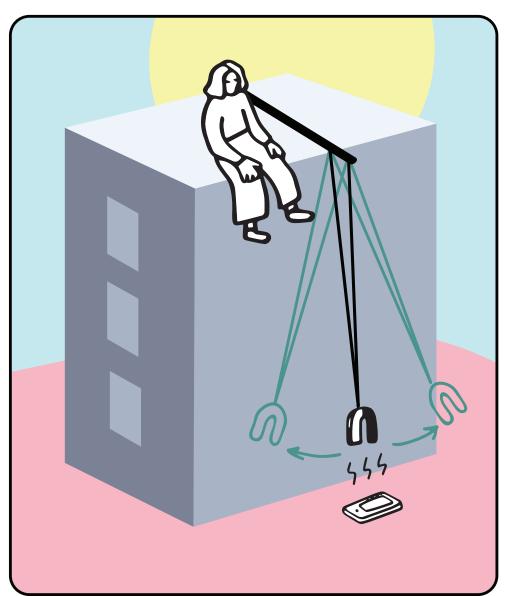
1 mass

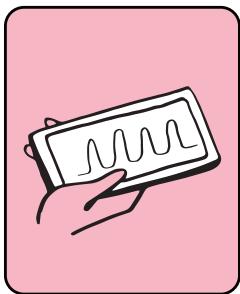


1 magnet



1 smartphone





Make a giant pendulum the size of the building. Attach a magnet to the pendulum. Position the smartphone vertically to detect the passage of the magnet.

T = pendulum period,  $g = 9.8 \text{ ms}^{-2}$ 

The Earth's magnetic field can be used in place of the magnet; the smartphone must then be fixed on the pendulum.



### Nº15. Giant Pendulum & Light

#### Difficulty: intermediate

#### **Formula**

## $H = g\left(\frac{T}{2\pi}\right)^2$

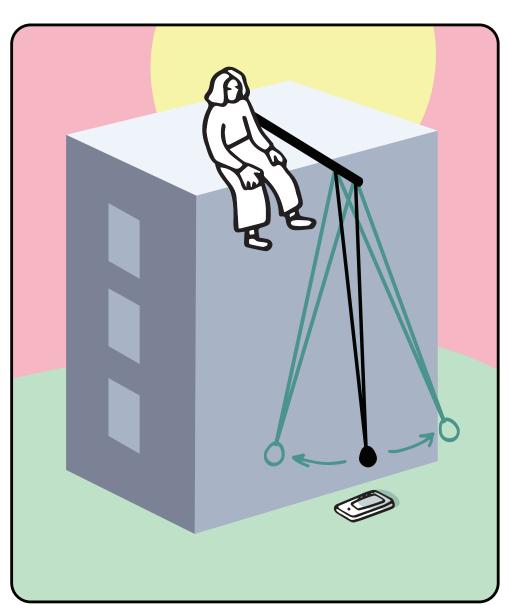
#### **Material**



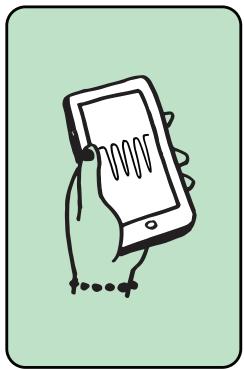




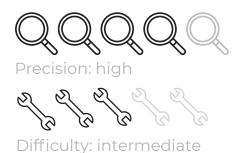
1 smartphone



Make a giant pendulum the size of the building. Position the smartphone vertically to detect the shadow of the pendulum.



T = pendulum period,  $g = 9.8 \text{ ms}^{-2}$ 



# Nº16. Giant Pendulum by Proximity

#### **Formula**

#### **Material**

 $H = 3\left(\frac{L}{2\pi}\right)^2$ 

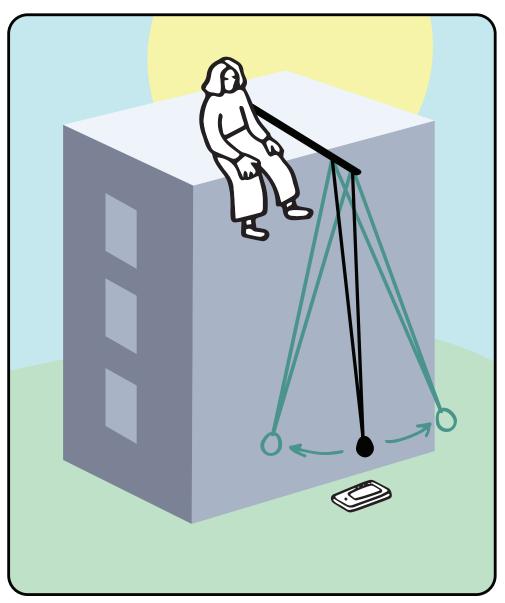


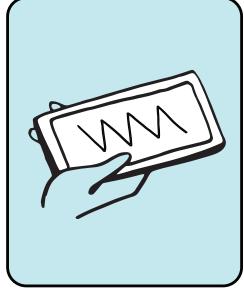






1 smartphone





Make a giant pendulum the size of the building. Position the smartphone vertically, very close to the pendulum to detect its passage.

T = pendulum period, q = 9.8 ms<sup>-2</sup>



Precision: high



Difficulty: intermediate

### Nº17. Giant Pendulum with Sound

#### **Formula**

#### **Material**

 $H = g\left(\frac{T}{2\pi}\right)^2$ 



1 long rope

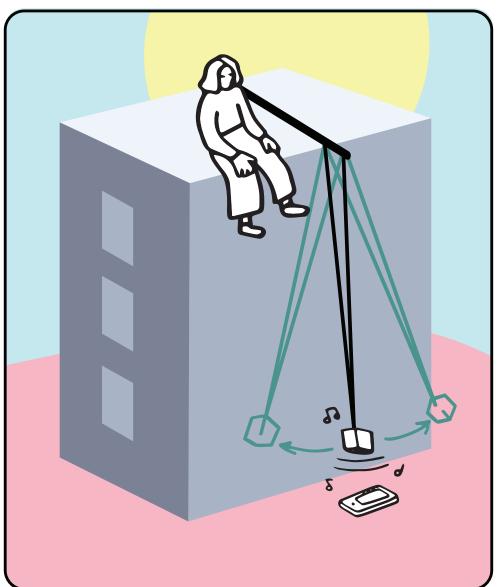




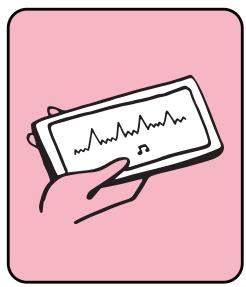




1 smartphone



Make a giant pendulum the size of the building. Attach the speaker to the pendulum, and send a constant sound. Position the smartphone vertically, and use the variation in the amplitude of the recorded sound to determine the period.



T = pendulum period, g = 9.8 ms<sup>-2</sup>

QQQQQ Precision: low

Lafafa Jah

Difficulty: intermediate

### Nº18. Giant Torsional Pendulum

#### **Formula**

#### **Material**

HXTZ



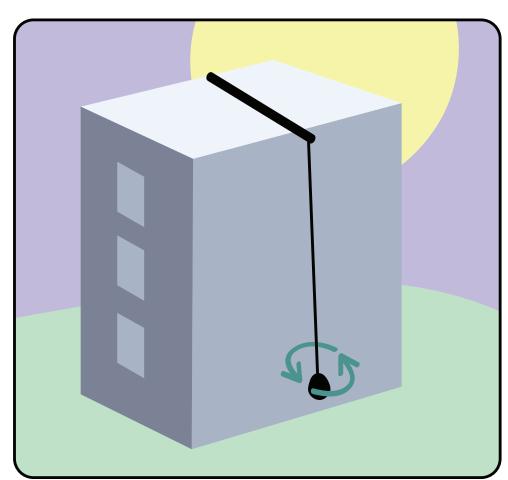
1 long rope



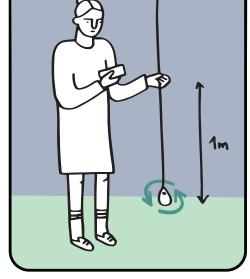
1 smartphone

Sensors: stopwatch, camera, accelerometer, gyroscope, magnetometer, light sensor, proximity sensor,

microphone



Make a giant torsional pendulum the size of the building. Measure the period using one of the giant pendulum methods. Calibrate the torsion constant by measuring the period for a 1 m rope length.





T = pendulum period

QQQQQ

Precision: low

al al al al

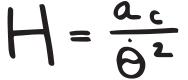
Difficulty: high

### Nº19. Centripetal

Acceleration

#### **Material**

#### **Formula**





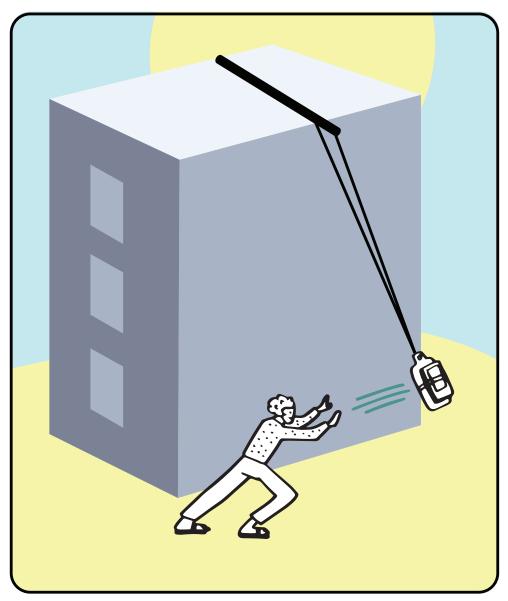
1 longue corde



1 mass



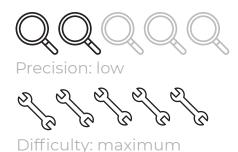
1 smartphone





Make a giant pendulum the size of the building. Attach the smartphone to the pendulum, and use the accelerometer to determine the centripetal acceleration and the gyroscope to determine the angular velocity.

The higher the building, the smaller the acceleration, and the harder the measure will be. Throw the pendulum as hard as you reasonably can.

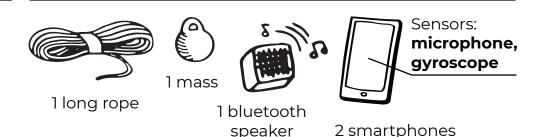


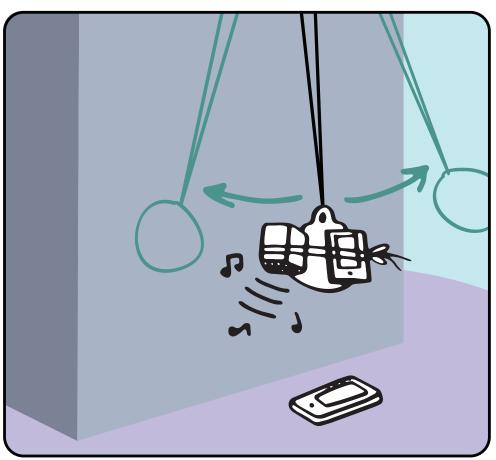
## Nº20. Angular Velocity

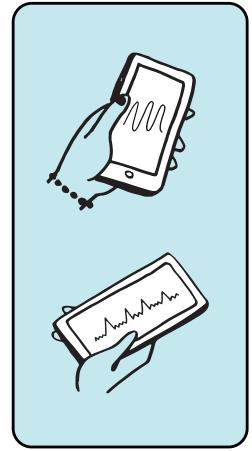
**Formula** 

#### **Material**

H= v

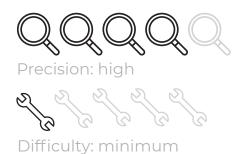






Make a giant pendulum the size of the building. Attach the smartphone to the pendulum, and use the gyroscope to determine the angular velocity. Attach the speaker to the pendulum, and send a single note. Position the second smartphone vertically, and use the recorded sound to determine the speed of the pendulum by Doppler effect.

 $v = \text{speed}, \dot{\Theta} = \text{angular velocity}$ 

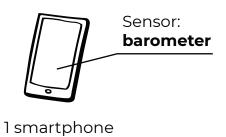


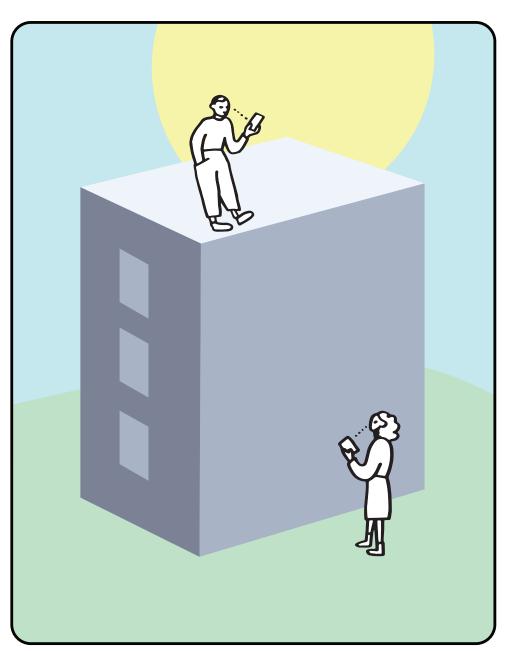
## Nº36. Pressure Variation

#### **Formula**

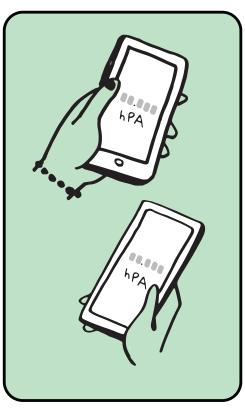
#### **Material**

$$H = \frac{P_2 - P_1}{\rho \%}$$





Measure the atmospheric pressure at the top and bottom of the building. The pressure variation depends directly on the height and density of air.



 $P_1$  = pressure at the top,  $P_2$  = pressure at the bottom, P = density of air, g = 9.8 ms<sup>-2</sup>



Nº37. Elevator

Precision: high

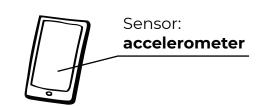
Late of the

Difficulty: low

#### **Formula**

#### **Material**





1 smartphone

Lay your smartphone flat in the elevator on the ground floor and then press the top floor button. Integrate the accelerometer measurements twice to obtain the height.





This project was imagined by Frédéric Bouquet (Paris-Saclay University) and Giovanni Organtini (Sapienza Università di Roma, Italy).

Physics: Frédéric Bouquet, Giovanni

Organtini, Julien Bobroff

Videos, photos, gifs: Amel Kolli

Graphic design and illustrations: Anna Khazina

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