

# Physics With A Purpose: Forensic Science Applications

Kathy Mirakovits

IB Physics, IB Biology & Forensic Science Teacher

Portage Northern High School

Portage, Michigan

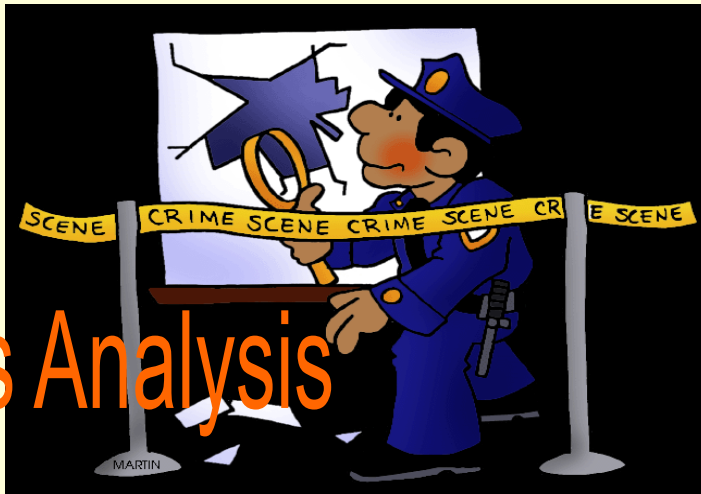
[kmirakovits@gmail.com](mailto:kmirakovits@gmail.com)

PDF of PowerPoint and Handouts Available At:

[www.forensicscience-ed.com](http://www.forensicscience-ed.com)

# Crime Scene Physics

Glass Analysis



Accident Reconstruction



Bloodstain Analysis





# Analyzing Broken Glass

- Broken glass analysis is forensically important to the reconstruction of events in a criminal act
- Analysis can include:
  - The sequence of the fractures – order of events
  - The direction of the force which caused the fracture – did the break occur from the inside or outside
  - The identity (type) of a small piece of glass – soda lime glass, borosilicate, tempered, or lead crystal



# Force on Glass: Analyzing Fractures

Bullet Traveling Through Glass: Analyze Entry vs. Exit

<F:\Videos\bullet - slow motion animation - YouTube.flv>

Sequence Fractures for Multiple Breaks



Determine Direction of Force

3R: **R**adial, **R**ight, **R**everse



# Projectiles & Glass: Analyzing Entry and Exit



Projectile Movie



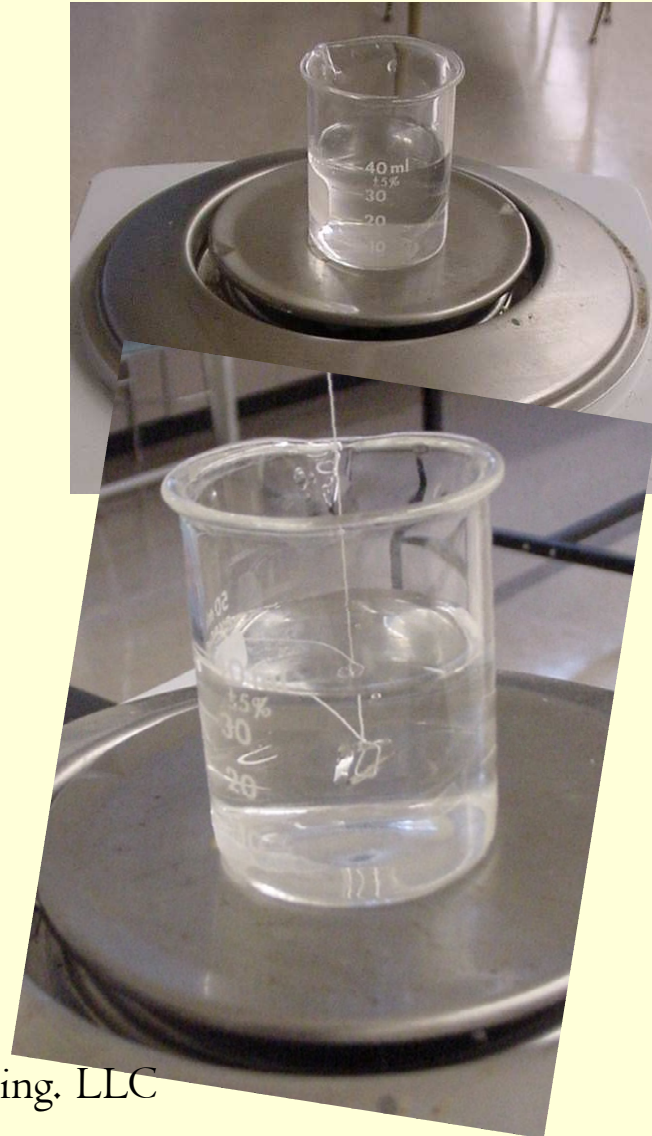
# Class Characteristics of Glass

- Class characteristics of glass are limited because glass is so inert—difficult to dissolve in solvents
- Exception is the *Inductively Coupled Plasma Mass Spectrometer* (ICP/MS)—digests glass and performs elemental analysis to determine chemical composition
- ICP/MS in few crime labs and probably no high schools
- Old analytical techniques—look at class characteristics:
  - Physical appearance – size, shape, thickness
  - Color
  - Density
  - Refractive index

# Measuring The Density Of A Small Piece of Glass

1. Mass the piece of glass.
2. Find Volume of glass.
  - a. Tare beaker with water.
  - b. Tie thread around glass.
  - c. SUSPEND the glass in water.
  - d. Take mass reading.
  - e. Mass of water displaced =  
Volume of water displaced =  
Volume of piece of glass.
3. Calculate density of the glass.

Window Glass	2.53-2.54 g/ml (2.5)
Pyrex Glass	2.29-2.39 g/ml (2.2)
Leaded Glass	2.65-2.92 g/ml (2.8)



# Refractive Index

- Refractive Index (RI) is the ratio of the velocity of light in a vacuum to its velocity in a medium
- Equation:  $RI = c/v_{\text{medium}}$       $c = 3 \times 10^8 \text{ m/s}$
- As light passes from one medium to a different medium, it changes speed, causing it to bend or refract



The straw appears bent due to refraction of light



# Glass ID Using Properties of Refraction

- If two transparent materials have the same RI, light will not refract as it passes from one to the other.
- If solid is placed in liquid with same RI, it will disappear.
- Demonstrations of similar RI  
Ghost Crystals: cross-linked polyacrylamide  
Vegetable Oil and Pyrex



Solid is visible in air.



Solid has same RI as liquid. Starts to disappear.



Solid immersed in liquid. Not visible.

# Refractive Index Determination of a Small Glass Fragment

- Refractive index of small pieces of glass can be determined using commercially available liquids whose refractive indexes are known

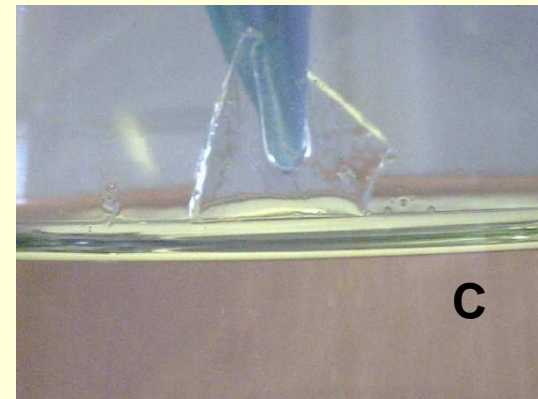
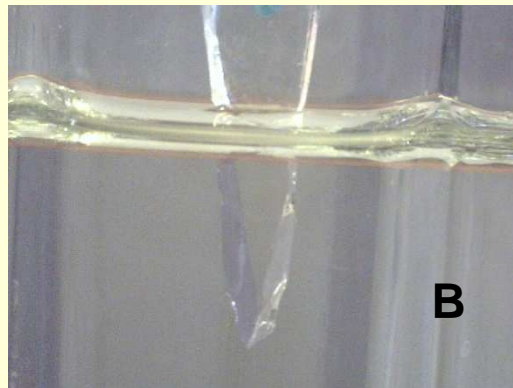
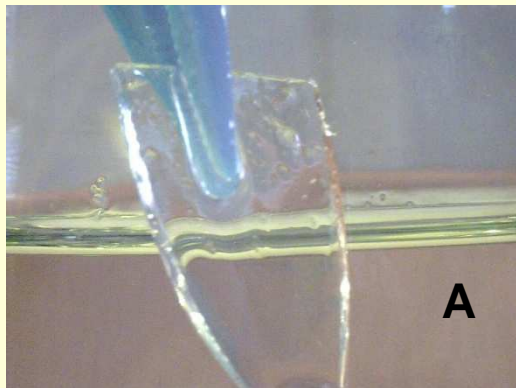


Photo A shows a small piece of Pyrex glass *not immersed* in a liquid.

Photo B shows the same piece of glass *immersed in water*.

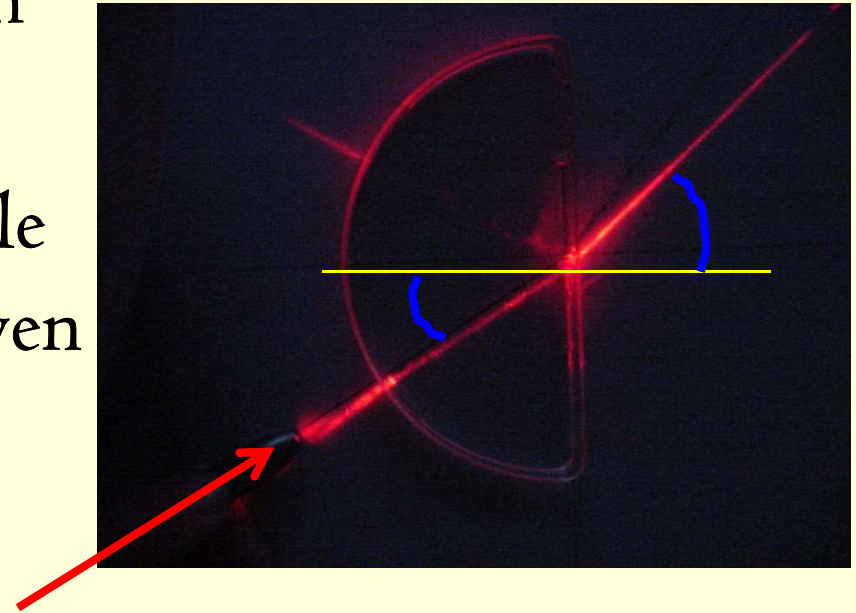
Photo C shows the piece *immersed in vegetable oil*. Pyrex and vegetable oil have similar indices of refraction as shown by the disappearance of the glass in the oil.

# Refractive Index Determination of a Small Glass Fragment

Glass Type	RI
Window Glass (soda lime)	1.51
Pyrex	1.47
Tempered Glass (auto)	1.52
Leaded Glass (29%-55%)	1.57-1.67
Liquid Medium	RI
Water	1.33
Vegetable Oil	1.47
Clove Oil	1.53

# Measure the RI of Comparison Liquids

- Use plastic dishes filled with liquid to be tested
- Laser light or light box single beam through liquid at a given angle ( $30^{\circ}$ ).
- Trace refracted beam.
- Calculate RI using Snell's Law



$$n_1 = n_2(\sin \theta_2) / \sin \theta_1 \quad n_2 = 1.00 \text{ (air)}$$

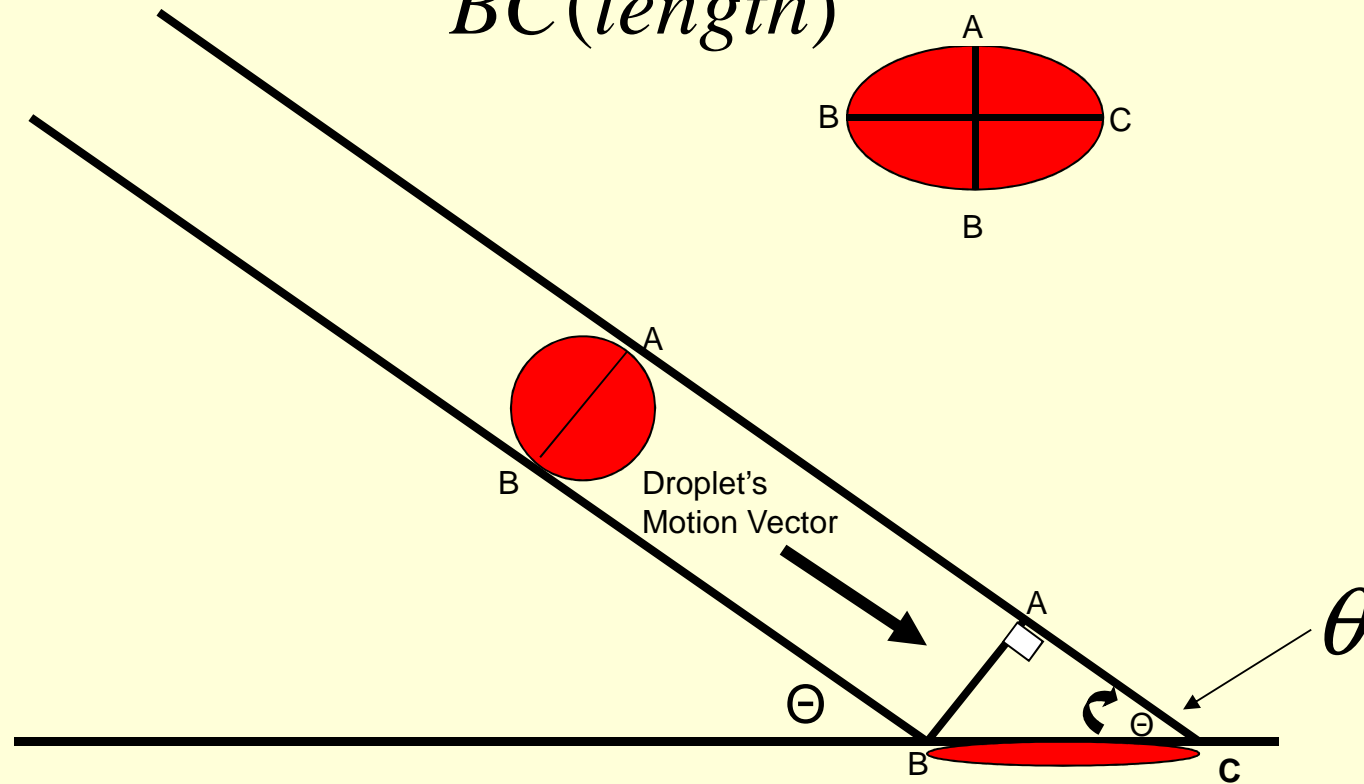
# Projectile Motion: Blood In Flight

- Blood in flight obeys laws of gravity
- Impact spatter due to blunt force trauma
- Use trigonometry to locate position of source



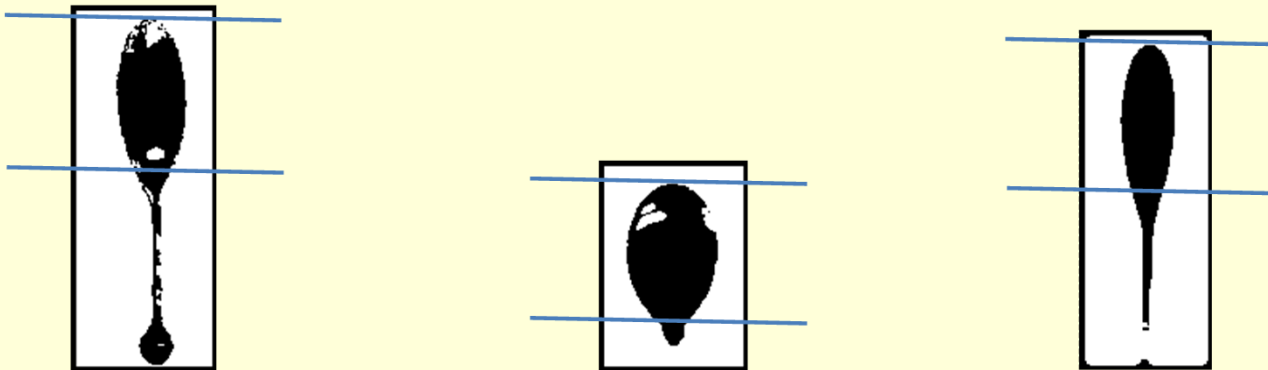
# Analyzing the Motion of a Blood Droplet

$$\theta = \sin^{-1} \frac{AB(\text{width})}{BC(\text{length})}$$



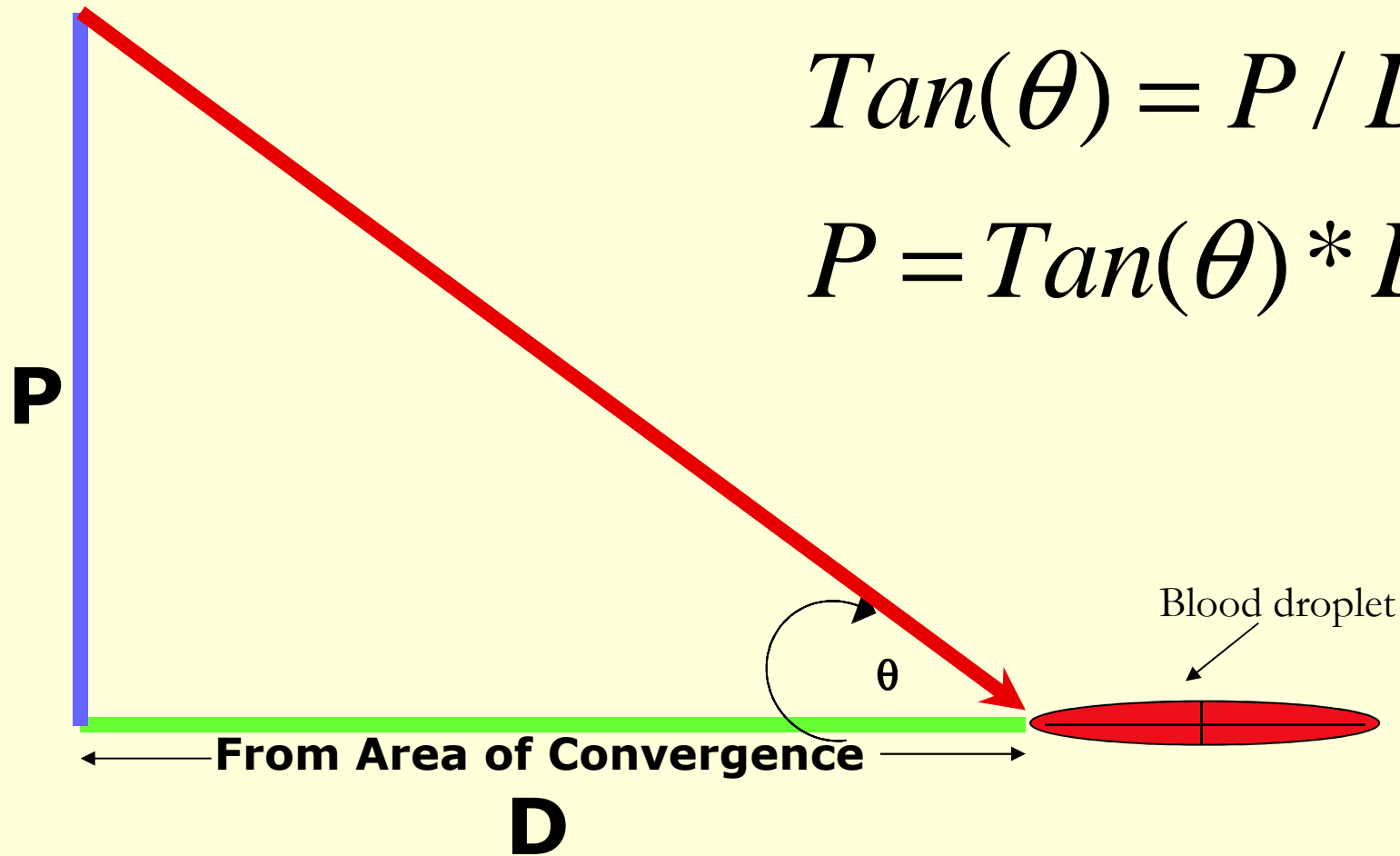
# Calculating Impact Angle

- Impact Angle ( $\theta$ ) =  $(\sin^{-1})$  width/length
- Practice Sheet.



- Blood Drop A:  $W/L=0.9\text{cm}/2\text{cm}$   $27^{\circ}$
- Blood Drop B:  $W/L=1.2\text{cm}/1.9\text{cm}$   $39^{\circ}$
- Blood Drop C:  $W/L=0.7\text{cm}/2\text{cm}$   $20^{\circ}$

# Finding the Third Dimension



$$\text{Tan}(\theta) = P / D$$

$$P = \text{Tan}(\theta) * D$$



# Projectile Motion: Blood In Flight

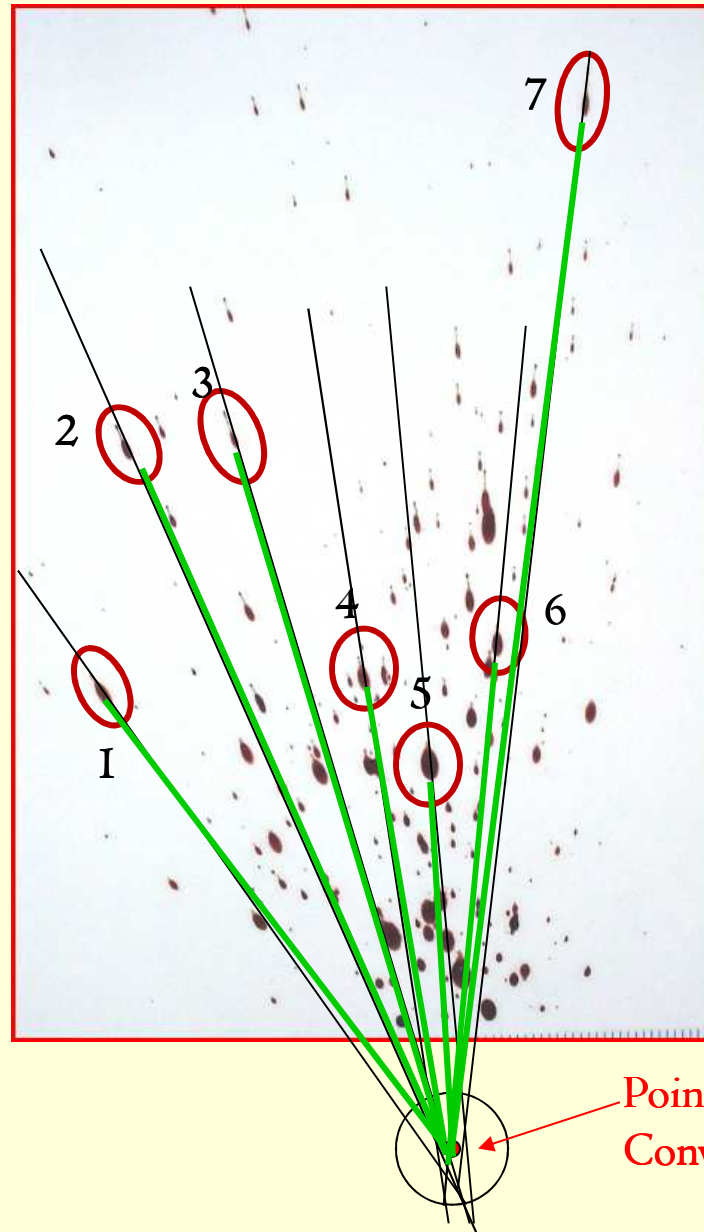
## Impact Angles

1. 2/5    24°
2. 1.5/4    22°
3. 1/3    20°
4. 2/4.5    26°
5. 3/6    30°
6. 2/4    30°
7. 1/4    14°

$\text{Tan } \theta = P/D$

## D (point to stain)

1. 11 cm
2. 15 cm
3. 14.5 cm
4. 9.3 cm
5. 7.3 cm
6. 9.7 cm
7. 20.6 cm



$P = D (\text{Tan } \theta)$

1. 4.9 cm
2. 6.1 cm
3. 5.3 cm
4. 4.5 cm
5. 4.2 cm
6. 5.6 cm
7. 5.1 cm

## Conclusion:

The source was 4.2 to 6.1 cm above the Point of Convergence

# Accident Reconstruction

To determine the speed of the vehicle—Use coefficient of friction (drag factor) & length of skid marks.

- $W = E_k$  (Work Done =  $\Delta$  Kinetic Energy)
- $F_f d = E_k$  (Work is done by braking—friction)
- $\mu mgd = \frac{1}{2} mv^2$
- ~~$\mu mgd = \frac{1}{2} mv^2$~~
- $v^2 = 2\mu gd$

$v$  = speed ( $s$ )

$\mu$  = drag factor ( $f$ )

$s^2 = 2fgd$  ( $d$  in feet,  $s$  in mi/hr,  $g$  in ft/s<sup>2</sup>)

# Accident Reconstruction

Simplifying the equation and dealing with units:

$$\bullet s^2 = 2fd \cancel{(ft)} \left( \frac{1 \cancel{mile}}{5280 \cancel{ft}} \right) \times 32 \frac{\cancel{ft}}{\cancel{sec}^2} \times \frac{1 \cancel{mile}}{5280 \cancel{ft}} \times \frac{3600^2 \cancel{sec}^2}{1 \cancel{hr}^2}$$

$$\bullet s^2 = 29.75(miles^2/hr^2)df$$

$$s = \sqrt{30 df}$$

$$s = \sqrt{30df}$$

## Accident Reconstruction



### Determining “f”

- Drag Sled—force of friction between tire and road surface.

Determine weight of drag sled. Use formula  $f = F_f/F_g$

- Test Skids. Use car to lay down skids, note speed at start of skid.

Measure length of all 4 skids. Use  $f = s^2/30d$

### Actual Skid

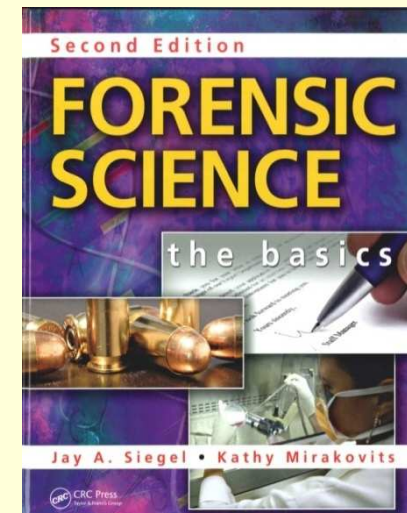
- Find  $d_{ave}$  by measuring all 4 skidmarks.
- Use the “f” found by one or both of the methods above.
- Calculate the speed (s) going into the skid.

# Test Skids



# Thank You—Questions?

- Contact Information: Kathy Mirakovits  
[www.forensicscience-ed.com](http://www.forensicscience-ed.com)
- Forensic Science Workshops Summer 2012
  - Atlanta, GA                      June 12-15
  - Portland, OR                      June 26-29
  - LTU (Southfield, MI)          July 9-13
  - IUPUI (Indianapolis)          July 17-20
  - Portage, MI                      July 30-Aug 3
- Textbook? [www.crcpress.com](http://www.crcpress.com)



# Supplies for Activities

My recommendations for supplies:

1. Blood Spatter Kits from Wards Natural Science

Introduction to Blood Spatter Analysis: 36 V 0047

Advanced Techniques in Blood Spatter Analysis. 36 V 0048

Simulated Drip & Projected Blood. 37 V 5310

Simulated Transfer Blood. 37V5311

2. Glass Analysis from Wards Natural Science

Forensic Analysis of Glass. 36 V 6240

3. Accident Investigation & Drag Sled. 36 V 6268 & 15 V 6268