

Dynamics

Aristotle: stop pushing \Rightarrow motion stops

Newton: stop pushing \Rightarrow motion continues with $\vec{v} = \text{const}$

In practice: push to overcome friction, etc.

"push"/"pull" \Rightarrow force, a vector

Newton's laws of motion: a summary of experimental observations, + a point of view

N1L no force \Rightarrow no change in \vec{v}

contained within N1L is the postulate about the existence of inertial frames of reference

- N1L only works in the i.f.o.f.r.

- i.f.o.f.r. are the ones where N1L holds

N2L $\vec{a} = \frac{\vec{F}}{m}$ or $\sum_i \vec{F}_i = m\vec{a}$

net applied force determines $\vec{a} \propto \vec{F}$

Experiment: same \vec{F} \rightarrow large $m \Rightarrow |\vec{a}|$ is small
 \rightarrow small $m \Rightarrow |\vec{a}|$ is large

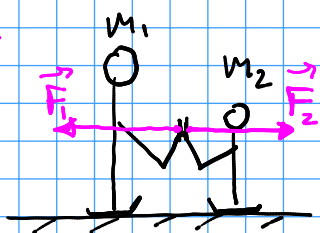
contained within N2L is the postulate that the objects have mass, a measure of inertia of the object

inertia \equiv how an object responds to an applied force

N3L all forces are due to interactions

$$\vec{F}_{A \text{ on } B} = -\vec{F}_{B \text{ on } A} \quad (\vec{F}_B = -\vec{F}_A)$$

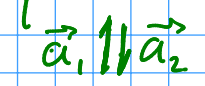
Ex



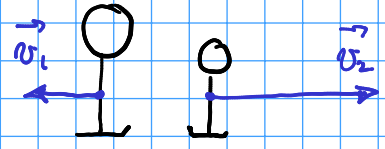
father and daughter on skates

N3L: $\vec{F}_{1on2} = -\vec{F}_{2on1}$ or $\vec{F}_2 = -\vec{F}_1$
 N2L: $\vec{a}_1 = \frac{\vec{F}_1}{m_1}$ $\vec{a}_2 = \frac{\vec{F}_2}{m_2} = -\frac{\vec{F}_1}{m_2}$

$m_1 > m_2 \Rightarrow |\vec{a}_1| < |\vec{a}_2|$ or $a_1 < a_2$



Kinematics (during contact):



$$\begin{cases} \vec{v}_1 = \vec{v}_{01} + \vec{a}_1 t = \vec{a}_1 \cdot t_{\text{contact}} \\ \vec{v}_2 = \vec{v}_{02} + \vec{a}_2 t = \vec{a}_2 \cdot t_{\text{contact}} \end{cases}$$

$a_1 < a_2 \Rightarrow v_1 < v_2$

$v_i = |\vec{v}_i|$
etc.

Note: for $t > t_{\text{contact}}$, $a_1 = a_2 = \emptyset \Rightarrow \begin{cases} v_1 = \text{const} \\ v_2 = \text{const} \end{cases}$

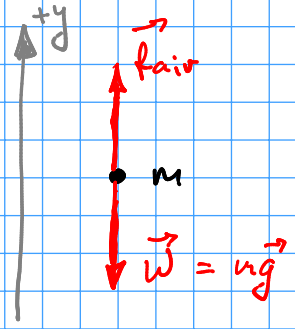
Ex. a skydiver

$v = \text{const} \Rightarrow a = \emptyset \Rightarrow \text{net } F = \emptyset \Rightarrow \text{Eq.} - m.$

Identify: gravity = $-mg$
air resistance = $+f_{\text{air}}$

$\sum_i \vec{F}_i = \emptyset$

$\Rightarrow +f_{\text{air}} - mg = ma = \emptyset \Rightarrow \underline{f_{\text{air}} = mg}$

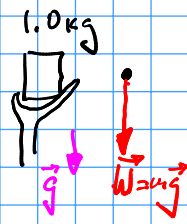


Note: $\vec{W} = m\vec{g}$ (or $w = |\vec{W}| = |m\vec{g}| = mg$) = weight

weight \neq mass

weight = force due to gravity
mass = measure of inertia

$-g = -9.80 \frac{m}{s^2}$
 $-mg = -9.80 N$
 $1 N = 1 \frac{kg \cdot m}{s^2}$



fundamental derived

Si $[m] = kg$
 $[t] = s$
 $[l] = m$ } $\rightarrow [a] = \frac{m}{s^2}$ } $[F] = N = \frac{kg \cdot m}{s^2}$

Bi $[F] = lb$
 $[t] = s$
 $[l] = ft$ } $\rightarrow [m] = 1 \frac{lb \cdot s^2}{ft} = 1 \text{ slug}$

Supermarket "conversion" :

1 lb " = " 0.45 kg ??
force mass



Ex "weight-loss" program

200 lb to 0 lb in 2 mins
SpaceX launch

vs. 200 lb to 199 lb in 2 weeks
exercise.

$$\begin{matrix} (g) \\ (m) \end{matrix} \left. \vphantom{\begin{matrix} (g) \\ (m) \end{matrix}} \right\} w = mg$$

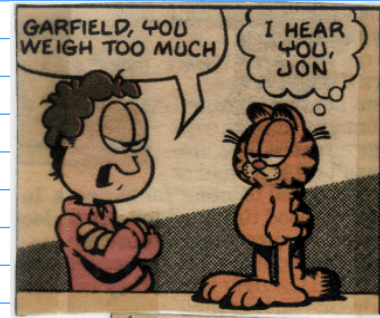
Ex a problem with no numbers

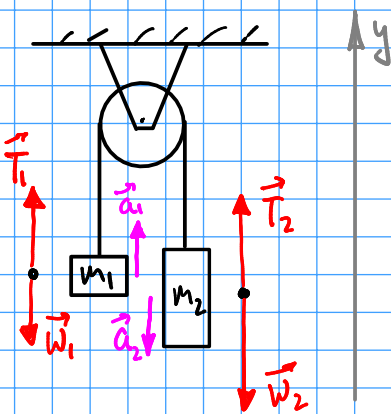
N2L: $\vec{a} = \frac{\vec{F}}{m_1}$

$\frac{1}{3} \vec{a} = \frac{\vec{F}}{m_1 + m_2}$

$$\Rightarrow \frac{1}{m_1} = \frac{3}{m_1 + m_2} \Rightarrow \frac{m_1 + m_2}{m_1} = 3 \Rightarrow 1 + \frac{m_2}{m_1} = 3 \Rightarrow \frac{m_2}{m_1} = 2$$



Ex Atwood machine



$m_1 = 0.55 \text{ kg}$
 $m_2 = 0.80 \text{ kg}$
 $|\vec{a}_1| = |\vec{a}_2| = a$
(or $\vec{a}_1 = -\vec{a}_2$)
 $|\vec{T}_1| = |\vec{T}_2| = T$

$$\sum_i \vec{F}_i = m \vec{a}$$

For m_1 : $\begin{cases} +T_1 - m_1 g = m_1 a \\ m_2: \begin{cases} +T_2 - m_2 g = -m_2 a \end{cases} \end{cases}$
 \Rightarrow 2 eqns, 2 unknowns

$$\Rightarrow (T - m_1 g) - (T - m_2 g) = m_1 a - (-m_2 a)$$

$$(m_2 - m_1) g = (m_2 + m_1) a$$

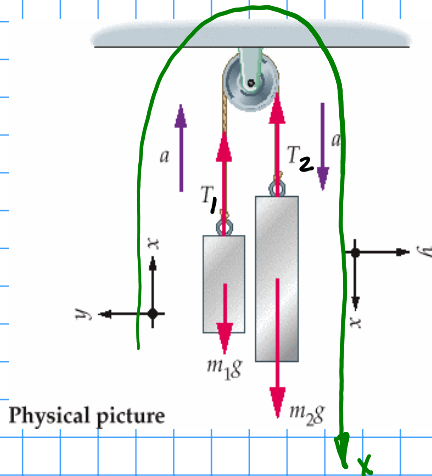
$$a = \frac{m_2 - m_1}{m_2 + m_1} g$$

$$a = \frac{0.80 \cancel{\text{kg}} - 0.55 \cancel{\text{kg}}}{0.80 \cancel{\text{kg}} + 0.55 \cancel{\text{kg}}} \cdot 9.80 \frac{\text{m}}{\text{s}^2} = 1.8148 \dots \frac{\text{m}}{\text{s}^2} \approx 1.8 \frac{\text{m}}{\text{s}^2}$$

$$T = m_1 a + m_1 g = m_1 (a + g) = m_1 \left[\frac{m_2 - m_1}{m_2 + m_1} g + g \right] = m_1 \left[\frac{m_2 - m_1}{m_2 + m_1} + 1 \right] g$$

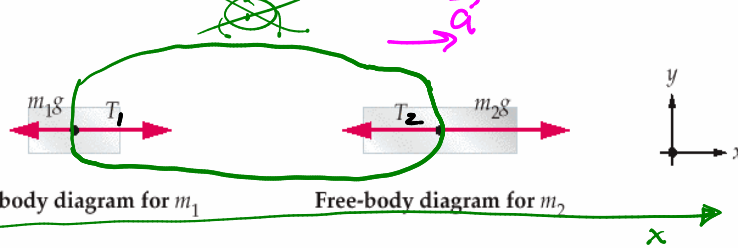
$$= m_1 \frac{(m_2 - m_1) + (m_2 + m_1)}{m_2 + m_1} g = \frac{2m_1 m_2}{m_1 + m_2} g = 6.388 \dots \frac{\text{kg m}}{\text{s}^2} \approx 6.4 \text{ N}$$

$= \text{N}$



Physical picture

treat this as one "body"



Free-body diagram for m_1

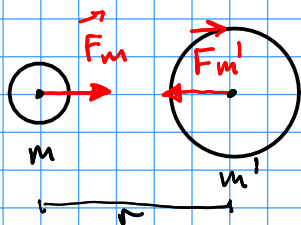
Free-body diagram for m_2

\vec{T}_1, \vec{T}_2 are internal to this "body"

$$(m_1 + m_2) a = +m_2 g - m_1 g = (m_2 - m_1) g$$

$$a = \frac{m_2 - m_1}{m_2 + m_1} g \quad \checkmark \text{ same.}$$

Gravity is a non-contact force



$$F = G \frac{m m'}{r^2}$$

NL of Universal Gravitation
NLUG

$$G = 6.67 \times 10^{-11} \frac{\text{N m}^2}{\text{kg}^2}$$

$$\text{N3L: } \vec{F}_m = -\vec{F}_{m'}$$

Ex. Earth $M_E = 5.98 \times 10^{24} \text{ kg}$
 $R_E = 6.38 \times 10^6 \text{ m} = 6380 \text{ km}$

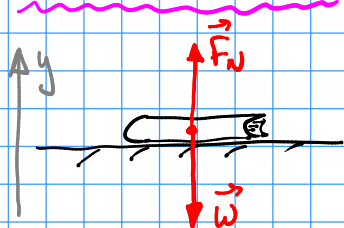
$$F = m \frac{G M_E}{R_E^2} \text{ for an object of mass } m \text{ on Earth's surface}$$

$$g = \frac{G M_E}{R_E^2} = \frac{6.67 \times 10^{-11} \text{ Nm}^2}{\text{kg}^2} \cdot \frac{5.98 \times 10^{24} \text{ kg}}{(6.38 \times 10^6 \text{ m})^2} = 9.80 \frac{\text{N}}{\text{kg}} = 9.80 \frac{\text{m}}{\text{s}^2}$$

& $F = mg$, as usual

This is an extension of NLUG to large spheres of uniform density. When $r = R_E$ we call this $F = W = \text{weight}$, $\boxed{W = mg}$

• contact forces between two bodies

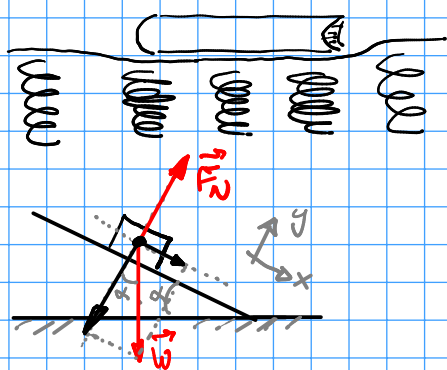


\vec{F}_N normal force is \perp to the contact surface
 \vec{F}_N is exerted by the table on the book
 \vec{W} is (exerted by the Earth) weight of the book

Book is in eq-m: $\vec{a} = \emptyset$

$\Rightarrow \vec{F}_{\text{Total}} = \vec{F}_N + \vec{W} = \emptyset \Rightarrow +F_N - W = \emptyset, \boxed{F_N = W = mg}$

Physical origin of \vec{F}_N : a molecular "mattress" model of atoms in solids:

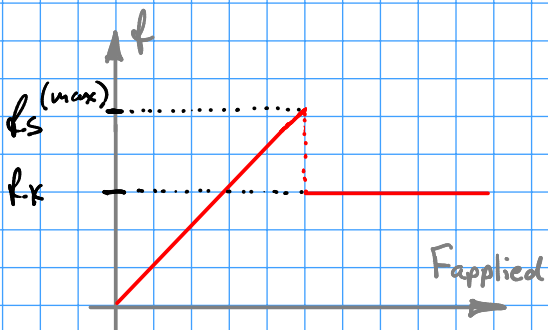


Note: "normal" = \perp surface, not necessarily "up"

y-part of \vec{W} presses block into the surface

$\Rightarrow \boxed{F_N = W \cos \alpha}$

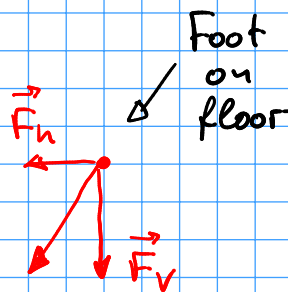
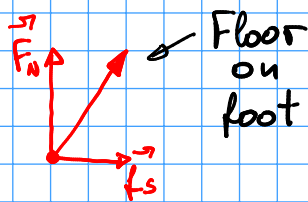
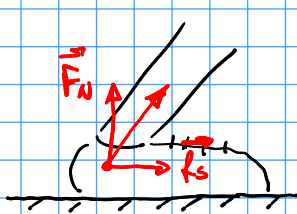
• tangential component of contact force = static friction f_s



$\boxed{f_s^{(\text{max})} = \mu_s F_N}$

μ_s = coefficient of static friction

Origin: molecular welds



Increase $\vec{F}_h \rightarrow \vec{f}_s$ increases to match \Rightarrow no acceleration of foot rel. to floor

When \vec{F}_h grows too large \rightarrow foot slips $\Rightarrow a \neq \emptyset$ anymore

Experimental fact: $f_s = \mu_s F_N$ (magnitudes only $\vec{f}_s \perp \vec{F}_N$)

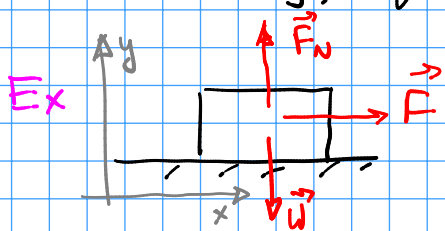
$[\mu_s] = 1$, dimensionless $\mu_s \lesssim 0.01$ "smooth", $\mu_s \gtrsim 1$ "rough"

Once slipping starts, friction changes over to kinetic friction

Experimental fact: $f_k = \mu_k F_N$, \vec{f}_k opposes motion

$\mu_k =$ coefficient of kinetic friction

- μ_s, μ_k do not depend on contact area
- f_k does not depend on speed (for small speeds)
- normally, $\mu_k \leq \mu_s$, i.e. $f_k \leq f_s^{(max)}$



$$W = 45.0 \text{ N}$$

$$\mu_s = 0.650$$

$$F = 36.0 \text{ N}$$

$$\mu_k = 0.420$$

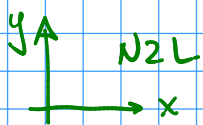
① Move? $f_s^{(max)} = \mu_s F_N = \mu_s W = \dots = 29.25 \text{ N}$

$$y: +F_N - W = \emptyset \Rightarrow F_N = W$$

$$f_s^{(max)} < F \Rightarrow F \text{ overcomes friction, block moves}$$

② How?

$$\left. \begin{array}{l} +F_N - W = \emptyset \rightarrow F_N = W \text{ (as before)} \\ +F - f_k = F - \mu_k F_N = a_x \end{array} \right\} \boxed{f_k = \mu_k F_N}$$



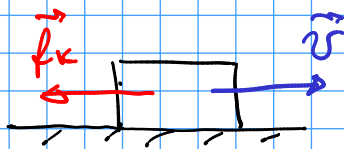
$$\Rightarrow W = mg \Rightarrow m = \frac{W}{g}$$

$$\Rightarrow \frac{W}{g} a_x = F - \mu_k F_N = F - \mu_k W$$

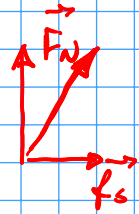
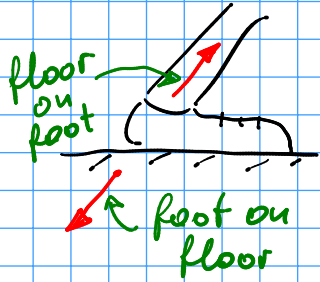
$$\Rightarrow a_x = \frac{g}{W} (F - \mu_k W) = g \left(\frac{F}{W} - \mu_k \right)$$

$$a_x = 9.80 \frac{\text{m}}{\text{s}^2} \left(\frac{36.0 \text{ N}}{45.0 \text{ N}} - 0.420 \right) = \dots = 3.72 \frac{\text{m}}{\text{s}^2}$$

Note: f_k opposes motion

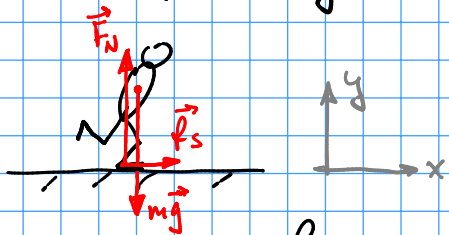


if \vec{v} = "forward"
 \vec{f}_k = "back"



\Rightarrow here f_s propels us forward
 no friction \Leftrightarrow no ability to move forward (or to stop)

Ex accelerating on ice



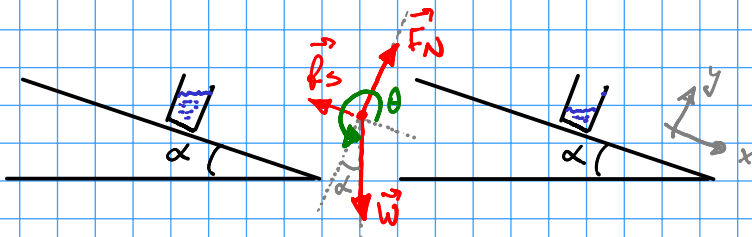
$$y: +F_N - mg = ma_y = 0 \rightarrow F_N = mg$$

$$x: +f_s = ma_x$$

$$\Rightarrow a_x = \frac{f_s}{m} \leq \frac{f_s^{(max)}}{m} = \frac{\mu_s F_N}{m} = \frac{\mu_s mg}{m} = \mu_s g$$

$$a_x \leq a_x^{(max)} = 1.57 \frac{m}{s^2}$$

Ex



In standard notation:

$$\theta = 270^\circ + \alpha$$

$$x: W \cos \theta \dots$$

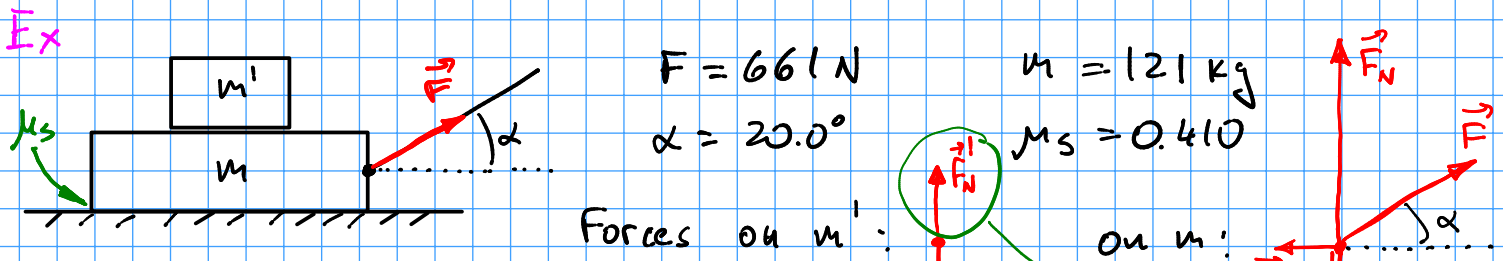
$$y: W \sin \theta \dots$$

$$\text{Eq-m: } \left. \begin{array}{l} x: W \sin \alpha - f_s = 0 \\ y: -W \cos \alpha + F_N = 0 \end{array} \right\} 0 \Rightarrow \text{eq-m (no acceleration)}$$

$$\Rightarrow F_N = W \cos \alpha \Rightarrow W \sin \alpha = f_s \leq f_s^{(max)} = \mu_s F_N = \mu_s W \cos \alpha$$

$$\Rightarrow \frac{\sin \alpha}{\cos \alpha} \leq \mu_s \quad \underline{\tan \alpha \leq \mu_s}$$

! Eq-n does not contain W (or m) \rightarrow both glasses start slipping at the same time!



Eq-m: no motion in y-direction:

$$m' : +F_N' - m'g = 0 \Rightarrow F_N' = m'g$$

$$m : +F_N + F \sin \alpha - F_N' - mg = 0$$

$$\Rightarrow \underline{F_N + F \sin \alpha - (m + m')g = 0} \quad (\text{I})$$

and no motion in x-direction: $\rightarrow +x$

$$m : F \cos \alpha - f_s = 0$$

$$\Rightarrow \underline{F \cos \alpha = f_s \leq f_s^{(\max)} = \mu_s F_N} \quad (\text{II})$$

Express F_N from (I), sub. into (II)

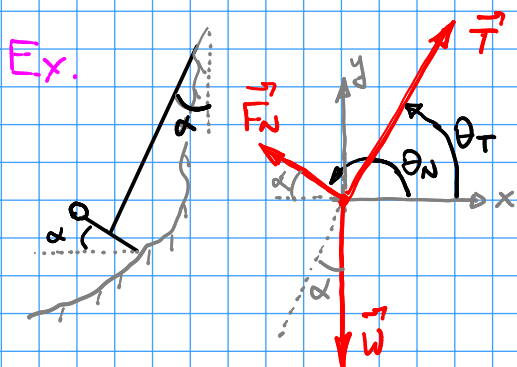
$$\Rightarrow F \cos \alpha \leq \mu_s [(m + m')g - F \sin \alpha]$$

$$\frac{F \cos \alpha}{\mu_s} + F \sin \alpha \leq (m + m')g$$

$$\underline{\frac{F}{g} \left[\frac{\cos \alpha}{\mu_s} + \sin \alpha \right] - m \leq m'}$$

$$\text{min}(m') = \frac{661 \text{ N}}{9.80 \frac{\text{m}}{\text{s}^2}} \left[\frac{\cos 20.0^\circ}{0.410} + \sin 20.0^\circ \right] - 121 \text{ kg} = \underline{56.7 \text{ kg}}$$

$$\Rightarrow \underline{m' \geq 56.7 \text{ kg}}$$



$$W = 650 \text{ N}$$

$$\theta_T = 90 - \alpha = 72.0^\circ$$

$$\alpha = 18.0^\circ$$

$$\theta_N = 180 - \alpha = 162^\circ$$

Eq-m:

$$x: F_N \cos \theta_N + T \cos \theta_T = 0 \quad (\text{I})$$

$$y: F_N \sin \theta_N + T \sin \theta_T - W = 0 \quad (\text{II})$$

Sub (I) into (II):

$$F_N = -T \frac{\cos \theta_T}{\cos \theta_N}$$

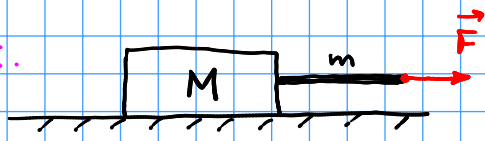
$$\Rightarrow -T \frac{\cos \theta_T}{\cos \theta_N} \cdot \sin \theta_N + T \sin \theta_T = W$$

$$T = \frac{W}{-\cos \theta_T \tan \theta_N + \sin \theta_T} = \frac{650N}{\sin 72^\circ - \cos 72^\circ \cdot \tan 16^\circ}$$

$$T = 618 N$$

This is an example of tension, a contact force

Ex.



NSL { rope on block \rightarrow F'_s
block on rope \rightarrow F'_s

Eq. - m : $a_{\text{block}} = \phi \Rightarrow a_{\text{rope}} = \phi$

$$\Rightarrow \vec{F}'_s + \vec{F}' = \phi \Rightarrow +F - F' = \phi$$

$$\vec{f}_s + (-\vec{F}') = \phi \Rightarrow -f_s + (-F') = \phi$$

$$F = F' = f_s$$

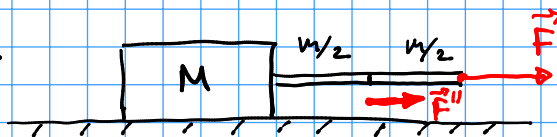
In general, $\vec{a} \neq \phi$

$$\Rightarrow \vec{a} = \frac{\vec{T}}{M+m} \triangle \text{ block + rope together}$$

$$\Rightarrow \vec{T}'_1 = M\vec{a} = M \frac{\vec{F}}{M+m} = \frac{M}{M+m} \vec{F}$$

and $\vec{F}'_1 = \vec{F}$ only if $m = \phi$ (i.e. a massless rope)

Note:

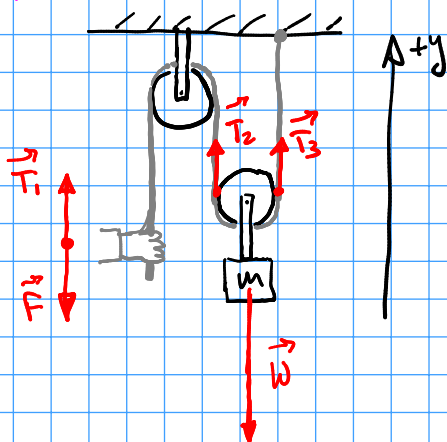


$\vec{F}'' =$ force on the left $\frac{1}{2}$ rope

$$\vec{F}'' = (M + \frac{m}{2}) \vec{a} = \frac{M + \frac{m}{2}}{M+m} \vec{F} = \vec{F} \text{ iff } m = \phi$$

Generalize: any point along the rope: tension is the same everywhere within a massless rope.

Ex



Hand is motionless:

$$\vec{F} + \vec{T}_1 = \phi$$

$$\Rightarrow -F + T_1 = \phi \Rightarrow F = T_1 = T (= T_2 = T_3)$$

Pulley + mass is motionless:

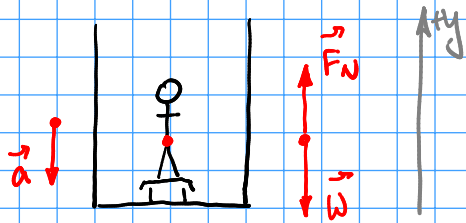
$$\vec{T}_2 + \vec{T}_3 + \vec{W} = \phi$$

$$\Rightarrow +T_2 + T_3 - W = \phi \Rightarrow W = 2T$$

for massless rope

$F = \frac{1}{2} W$
 $\frac{1}{2}$ force of straight lifting

Ex non-equilibrium applications of N2L



$$+F_N - mg = -ma$$

← non-zero R.H.S.

$$F_N = m(g-a)$$

e.g. down with $a = \frac{1}{3}g$: $F_N = m(g - \frac{1}{3}g) = \frac{2}{3}mg$ (33% under weight)

\vec{a} up with $a = \frac{1}{3}g$: $F_N = m(g + \frac{1}{3}g) = \frac{4}{3}mg$ (33% over weight)