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## FORCES, DENSITY AND PRESSURE

### Density

- Mass per unit volume of a substance.
- SI unit is  $\text{kgm}^{-3}$ .
- Compactness of molecules or particles in a substance.
- Represented by  $\rho$
- Relative density = Density of substance

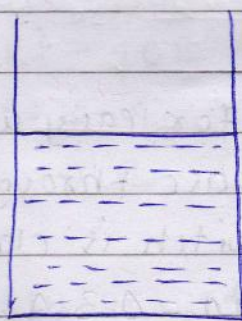
Density of  $4^\circ\text{C}$  pure water

- It is called specific gravity and is unitless.

### Pressure

- ~~Force applied~~ perpendicular force per unit area.
- SI unit is  $\text{Nm}^{-2}$ .

### Liquid pressure



$$P = F/A$$

Liquid exerts pressure because of its weight.

$$P = mg/A$$

$$P = mg/A$$

$$P = mgh/V$$

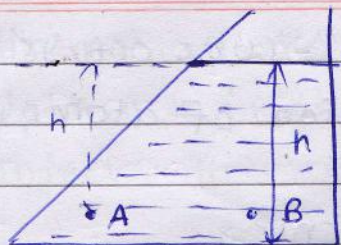
$$\therefore P = \rho gh \quad [\rho gh]$$

$\Delta P = \Delta h \rho g$  → This is applicable for most fluids, except for gas in closed containers.

For large change in  $h$ ,  $g$  will also change, which <sup>might</sup> change density of fluids as well.

Fluids have property to flow, so pressure in fluids are in all directions.





Pressure at A = Pressure at B  
If this wasn't true, liquid from B would flow to A, which isn't possible.

$$P_{\text{total}} = P_{\text{liquid}} + P_{\text{atmosphere}}$$

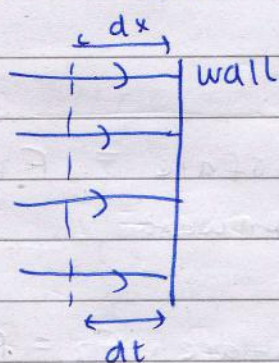
$$P_{\text{atmosphere}} = 760 \text{ mm of Hg}$$

$$\therefore P = \frac{760}{1000} \times 13600 \times 9.81 \quad [13600 = \rho_{\text{mercury}}]$$

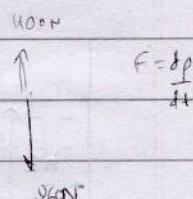
$$\therefore P \approx 10^5 \text{ Pa} \quad (1.01 \times 10^5 \text{ Pa})$$

# A wind of speed  $33 \text{ ms}^{-1}$  with  $1.2 \text{ kg m}^{-3}$  density hits wall of  $12 \text{ m}^2$  at right angles. What is the approximate force exerted by air on wall.

$$F = \frac{dp}{dt} = m \frac{dv}{dt} = \frac{m}{dt} \times 33 dv = v \times \rho \times \frac{dv}{dt}$$



$$\begin{aligned} F &= \frac{A \times dx \times dv \times \rho}{dt} \\ &= A \times v \times dv \times \rho \\ &= 12 \times 33 \times 1.2 \times 33 \\ &\approx 16000 \text{ N} \end{aligned}$$



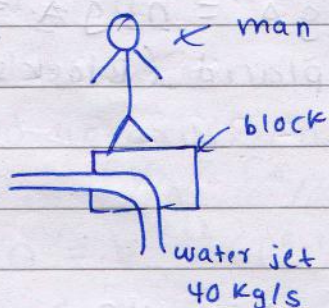
$$\therefore \frac{m dv}{dt} = 960$$

$$\therefore 40 dv = 960$$

$$v = 24 \text{ ms}^{-1}$$

$dx$  is distance travelled by wind in time  $dt$

#



Combined mass of man & block =  $96 \text{ kg}$ .

There is no resultant force on block.

Vel of water when leaving = ?

$$F_{\text{downwards}} = F_{\text{upwards}} = 960 \text{ N}$$

$$mv = 960 \quad \left[ \frac{m dv}{dt} = 960 \right]$$

$$\therefore 40 v = 960 \quad \left[ \frac{m}{dt} = 40 \text{ kg s}^{-1} \right]$$

$$\therefore v = 24 \text{ ms}^{-1}$$



# Titanium has  $4.5 \text{ g cm}^{-3}$  density. A cube of 48 g has  $6 \times 10^{23}$  atoms. Estimate separation of atoms in cube.

$$\text{Volume of cube} = \frac{48}{4.5} = 10.67 \text{ cm}^3$$

$$\text{Volume of each atom} = \frac{10.67}{6 \times 10^{23}} = 1.78 \times 10^{-23} \text{ cm}^3$$

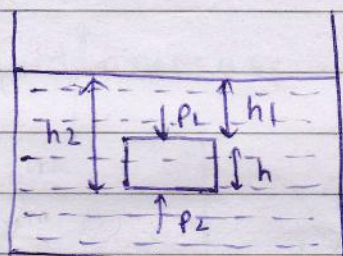
$$\frac{4}{3} \pi r^3 = 1.78 \times 10^{-23}$$

$$\therefore r = 1.61 \times 10^{-8} \text{ cm}$$

$$\therefore \text{Separation} = 3.24 \times 10^{-8} \text{ cm}$$

Upthrust (Buoyant force)

→ The net force in upward direction acting on a body when it is partially or completely immersed in a fluid. (The force in a fluid)



$$P_1 = h_1 \rho g$$

Force on upper surface  $= F_1 = P_1 A$

$$\therefore F_1 = h_1 \rho g A \text{ downwards}$$

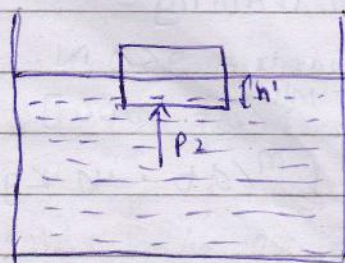
$$P_2 = h_2 \rho g$$

Force on lower surface  $= F_2 = P_2 A$

$$\therefore F_2 = h_2 \rho g A \text{ upwards}$$

$$\text{Upthrust} = F_2 - F_1 = h_2 \rho g A - h_1 \rho g A = h \rho g A = V \rho g$$

Where  $V$  is volume of fluid displaced. (Block's volume)



$$F_1 = 0$$

$$F_2 = h' \rho g A$$

$$\therefore \text{Upthrust} = h' \rho g A = V' \rho g$$

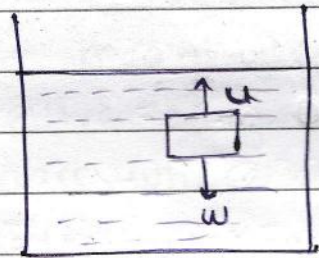
Where  $V$  is volume of immersed part of block / volume of displaced fluid.



g has  
in cube.

$U = mg$ , where  $m$  is mass of displaced fluid. [Vp]  
Upthrust is the weight of fluid displaced by an object. This is Archimedes principle.

(m<sup>3</sup>,



If  $W > U$ , sinking occurs.  
 $mg \rightarrow m_{\text{block}} > m_{\text{water}}$  [dividing by volume]  
density  $\rho_{\text{block}} > \rho_{\text{water}}$

If  $W < U$ , floating occurs  
 $\rho_{\text{block}} < \rho_{\text{water}}$ .

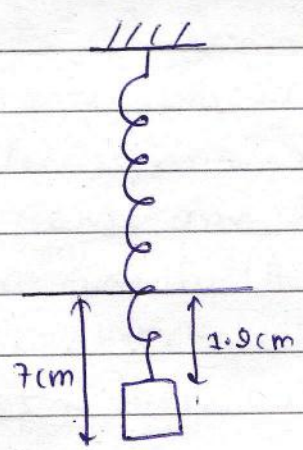
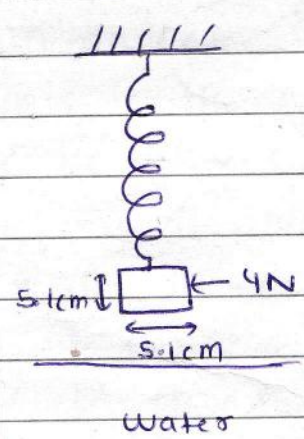
When  $W = U$ , true floating occurs. This is law of floatation.

# A spring is attached to a fixed point.

$P_2 A$

A

g  
(volume)



a) Calculate difference in pressure exerted by water on top and bottom face of cube.  
 $\Delta P = P_2 - P_1$   
 $= \rho g (h_2 - h_1)$   
 $= 1000 \times 9.81 \times \frac{(7 - 1.9)}{100}$   
 $= 500 \text{ Pa}$

b) Find upthrust on the cube.  
 $\Delta P = F_2/A - F_1/A = \Delta F/A$   
∴  $500 = U / (5.1/100)^2$   
∴  $U = 1.30 \text{ N}$

c) Calculate force exerted on spring by cube when its in equilibrium in water.  
 $F + U = W$   
∴  $F = 4 - 1.3$   
∴  $F = 2.70 \text{ N}$

art  
id.



- d) Spring has  $30 \text{ N m}^{-1}$  constant. Determine initial height above water surface of base of cube.

$$F_{\text{spring}} = 2.70 \text{ N}$$

$$\therefore e = 0.09 \text{ m} = 9 \text{ cm}$$

$$\therefore \text{Initial height} = 2.7 - 0.9 = 2.00 \text{ cm}$$

- e) Cube in water is released from spring. Determine initial acceleration of cube.

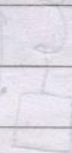
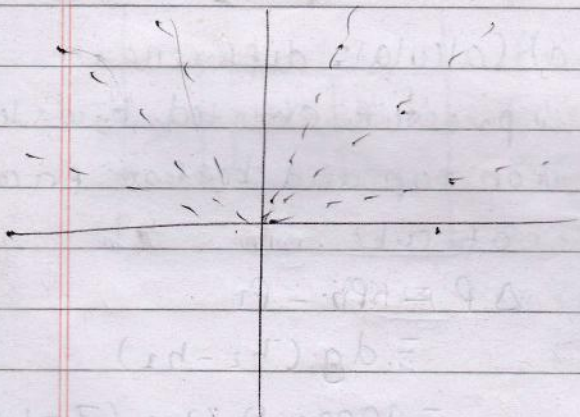
$$F_{\text{net}} = ma$$

$$4 - 1.3 = 4/9.81 a$$

$$\therefore a = 6.62 \text{ ms}^{-2}$$

Describe and explain variation of acceleration as cube sinks in water.

Decreases due to drag force.



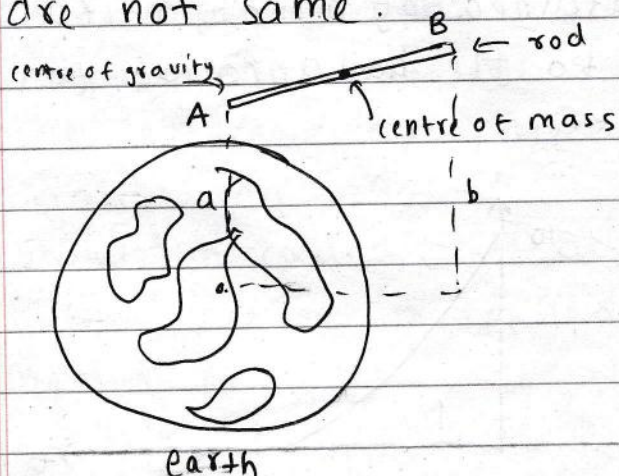


## GRAVITATIONAL FORCE

- Force between any two objects because of their masses.
- Attractive
- Has magnitude and direction.
- Centre of gravity is the hypothetical point on a mass where the entire of the gravitational force acts / where all the mass is concentrated.
- Centre of gravity:  $W_R = W_1 + W_2 + W_3 + \dots + W_n$   
A point / vector with reference to a body through which the total weight of the body appears to act.  
A point through which the resultant of the weight vectors of an object act together from.

## Centre of mass

- Point representing the mean position of the matter in an object.
- This is the point to which force may be applied to cause linear acceleration and not rotational acceleration.
- Centre of mass (CM) and centre of gravity (CG) for small objects coincide with each other.
- But for massive objects with ununiform gravitational field throughout, centre of gravity & centre of mass are not same.



Here point A experiences more force than B as  $a < b$ , so the more weight is concentrated at A.



## VISCOUS / DRAG FORCE

- A force that opposes the relative motion between the layers of fluid / or opposes the motion of any object that moves in the fluid.
- Airplane in flight, swimmers, air bubble moving up in water.
- In opposite direction of motion
- Due to intermolecular force.
- Depends on velocity and shape/size of object.  
 $R = Kv^2$
- Can be reduced by streamlined shape. Fish, airplane etc.

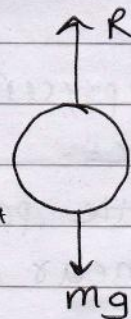
Effect of resistive force on motion.

$$R = Kv^2$$

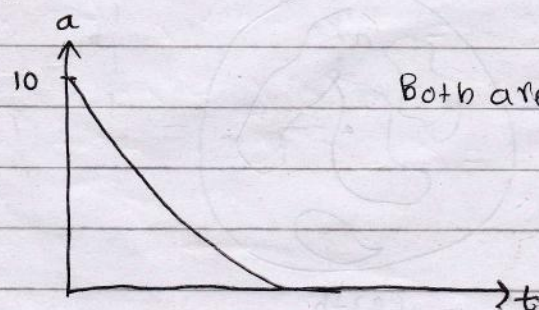
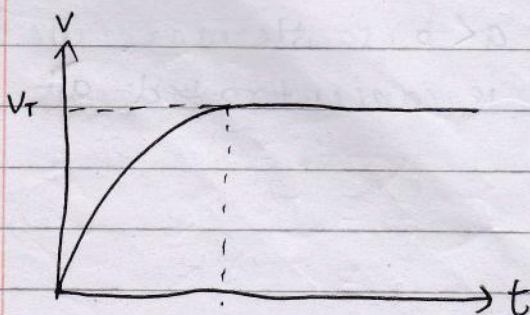
When  $R = mg$ , object stops its acceleration and moves in constant speed called terminal velocity.

$$Kv^2 = mg$$

$$\therefore V_{\text{terminal}} = \sqrt{\frac{mg}{K}}$$

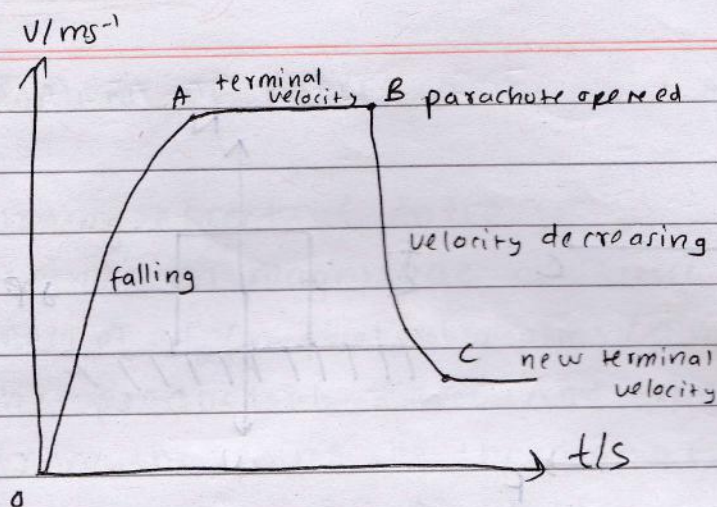


The constant velocity attained by an object falling through a fluid due to the balance of forces is called terminal velocity.



Both are curved.





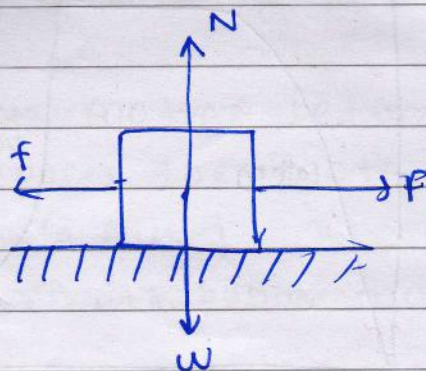
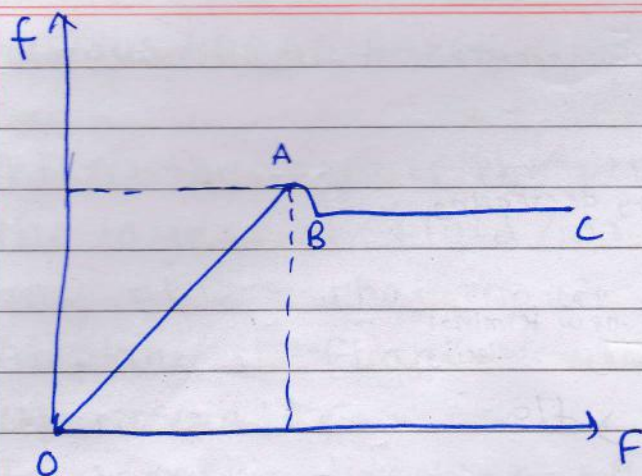
### NORMAL REACTION FORCE

- A force that a solid object / surface exerts to prevent solid objects from passing through the surface.
- It is a contact force which is perpendicular to the surface that produces it.
- Equal in magnitude to force object exerts but opposite in direction.

### FRICTIONAL FORCE

- Force that opposes the relative motion between two solid surfaces in contact, where one body tends to move in contact with another body.
- It also opposes the tendency of motion and not only motion. For instance, in an inclined plane the tendency of motion is due to component of weight  $\cdot mg \sin \theta$ .
- It is also called self adjusting force as it increases with increase in applied force to balance the motion force out.





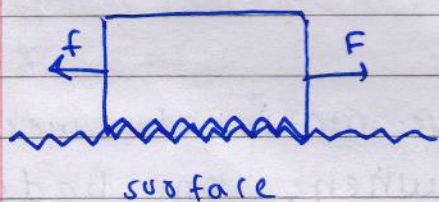
Upto OA  $\rightarrow$  a body is at rest but tends to move.  
(static friction)

At A  $\rightarrow$  max. value of static friction, also called limiting friction.

From B  $\rightarrow$  dynamic / kinetic friction.

Dynamic friction is always less than the limiting friction.

This is because friction is due to roughness of solid surfaces. Projections / depressions / and their interlocks. (at molecular level)



To move this object / change its state of rest, we first need to break interlocks.

But once interlocks are broken, it is slightly easier to move the object. However it takes more force to initially break interlocks.

Thus, dynamic friction is always slightly less than limiting friction.