

#### **PHYS 2211 K**

Week 5, Lecture 1 2022/02/08 Dr Alicea (ealicea@gatech.edu)

#### 4 clicker questions today

#### On today's class...

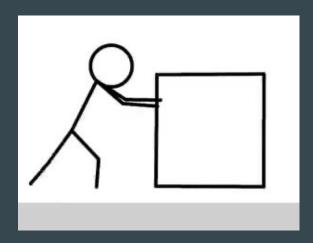
- 1. Contact and non-contact forces
- 2. Tension, normal, friction
- 3. Free body diagrams
- 4. Static and Dynamic Equilibrium (continued Thursday)

#### **CLICKER 1: How was the test?**



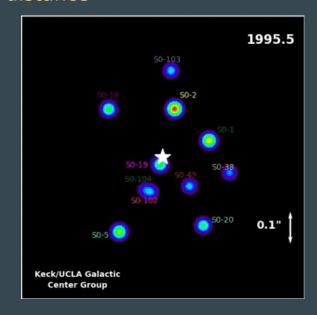
#### **Contact and Non-Contact Forces**

Contact forces need the system to be in physical contact with the objects in the surroundings causing the forces



(examples: spring force, tension, friction, normal force, pushing something, pulling something)

Non-contact forces cause their effects at a distance



(examples: gravity, electric force)

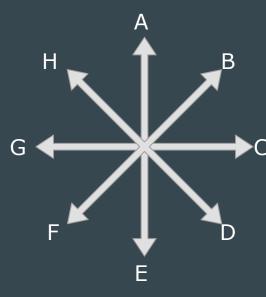
# Tension Force ( $ec{F}_T$ or $ec{T}$ )

- Always pulls on the system directly along the length of the rope/string
- Constant in magnitude throughout the entire length of the rope
- You can't push using a rope!
- Microscopically caused by spring-like interactions between atoms (the "ball-andspring model" of solids)



# CLICKER 2: What is the (best approximate) direction of the tension force on the rock climber due to the rope?

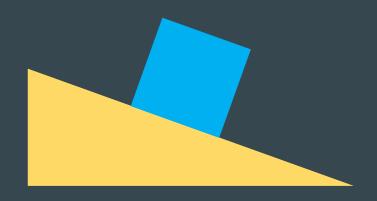




I - zero magnitude

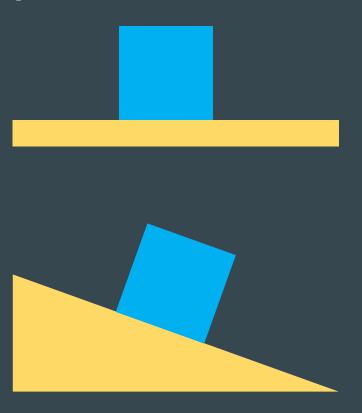
## Surface Contact Forces $\dot{F_C}$

- When the system is in contact with a surface, there is a contact force acting on the system
- This contact force has a component perpendicular to the surface, which we call the <u>normal force</u>, and a component parallel to the surface, which we call the <u>friction force</u>



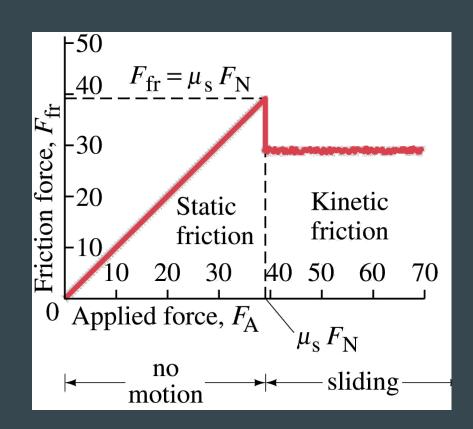
## Normal Force ( $\vec{F}_N$ or $\vec{N}$ )

- Always pushes on the system, perpendicular to the surface exerting the force
- Prevents things from sinking into surfaces
- Microscopically caused by electric repulsion between electrons in the system and the surface



## Friction Force $\bar{f}$

- Tries to prevent sliding between surfaces
- Can be static (system not moving relative to the surface exerting the force) or kinetic (system sliding across the surface exerting the force)
- Microscopically caused by little 'hooks' (roughness) in the surfaces that get caught on each other as they slide



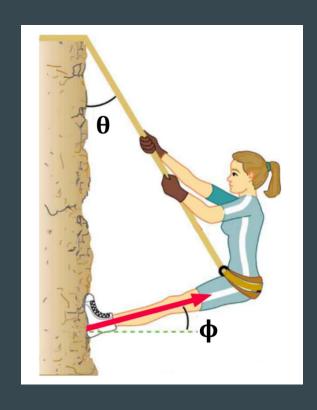
# Friction Force $\vec{f}$

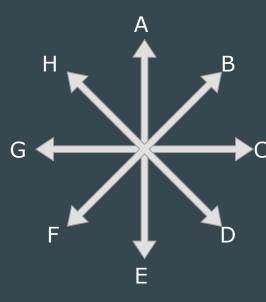
- The magnitude of the friction force is proportional to the magnitude of the normal force
- The proportionality constant is called the coefficient of friction; its value depends on the surfaces, and it will be different for static friction and for kinetic friction

$$|\vec{f_s}| \leq \mu_s |\vec{N}|$$
  $|\vec{f_k}| = \mu_k |\vec{N}|$  Static friction Kinetic friction

$$\underset{\text{static friction}}{\operatorname{Maximum}} |\vec{f}_{\mathrm{S},\mathrm{max}}| = \mu_s |\vec{N}|$$

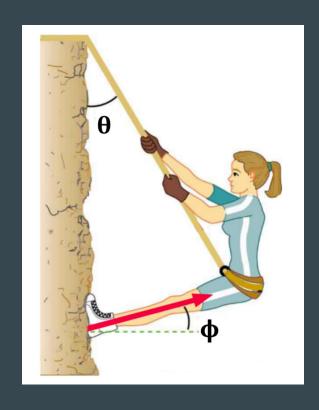
CLICKER 3: The red arrow is the contact force on the climber's feet due to the rock wall. If the climber's feet are motionless, what is the direction of the normal force?

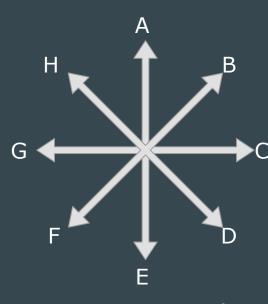




I - zero magnitude

CLICKER 4: The red arrow is the contact force on the climber's feet due to the rock wall. If the climber's feet are motionless, what is the direction of the friction force?





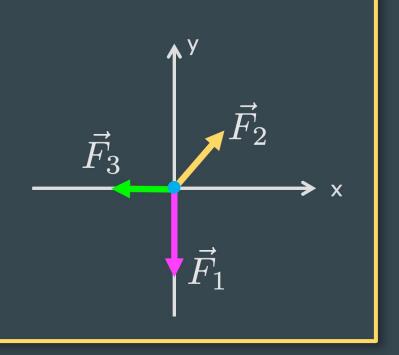
I - zero magnitude

### Free Body Diagrams (FBD)

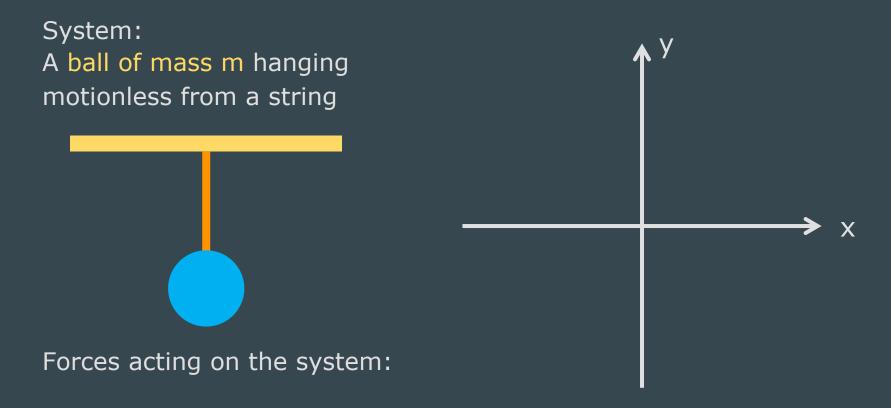
Also known as "force diagrams" – see this slide from January 18:

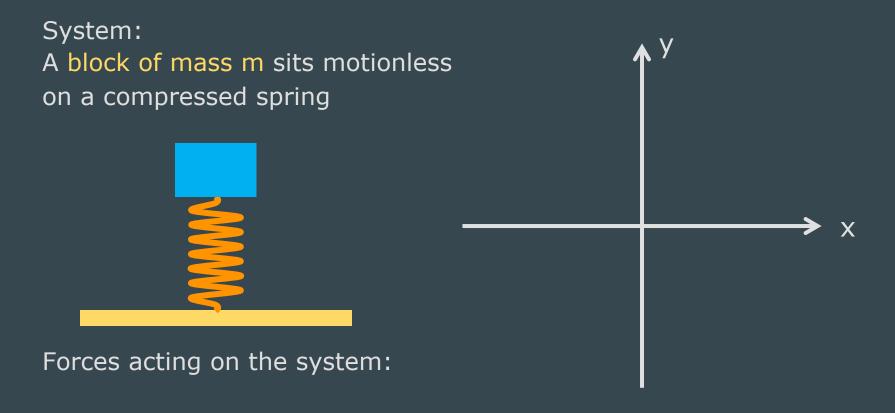
#### **Force Diagrams**

- Represent system as a point, and put it at the origin of the coordinate system
- Represent each force with an arrow, pointing in the direction of the force (angles are important!
- The relative lengths of the arrows represent the relative strengths of the forces



System: A block of mass m sitting motionless on a table Forces acting on the system:





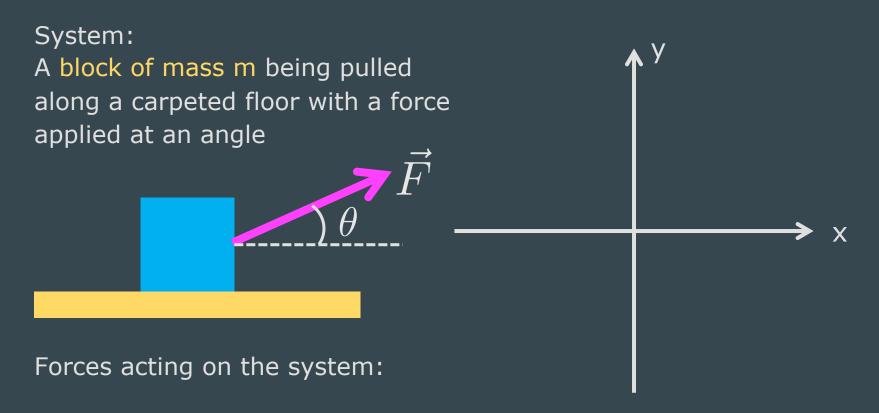
System: A block of mass m slides down a rough inclined plane Forces acting on the system:

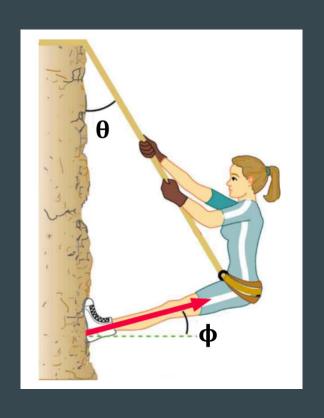
#### System:

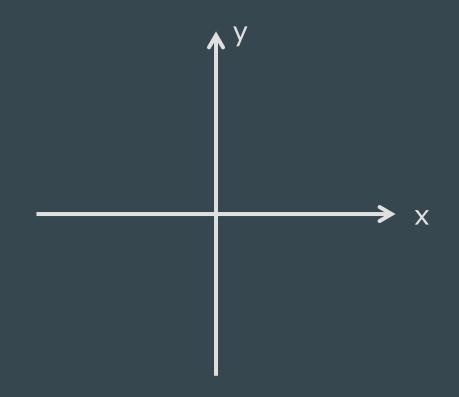
A block of mass m being pulled along a frictionless table with a force applied at an angle

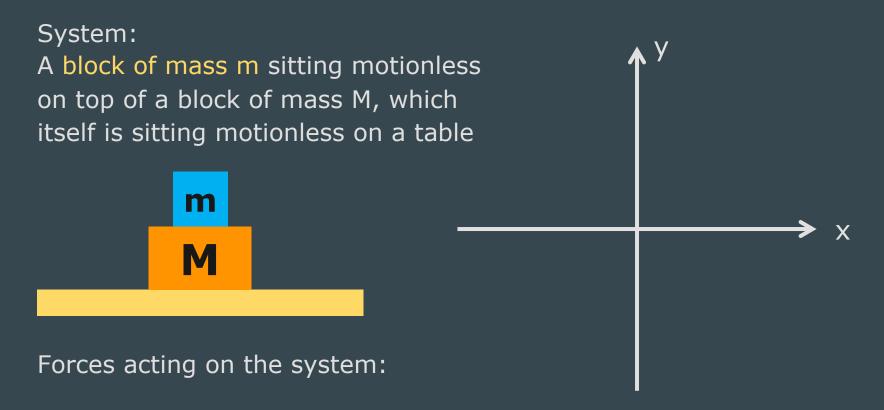


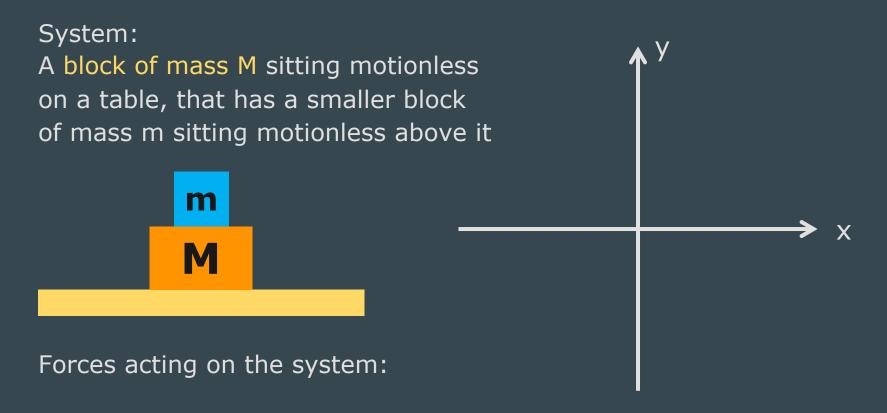
Forces acting on the system:







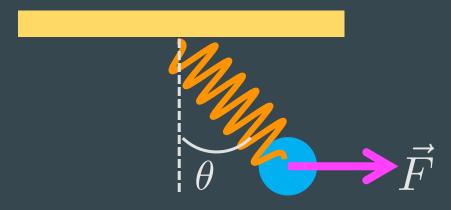




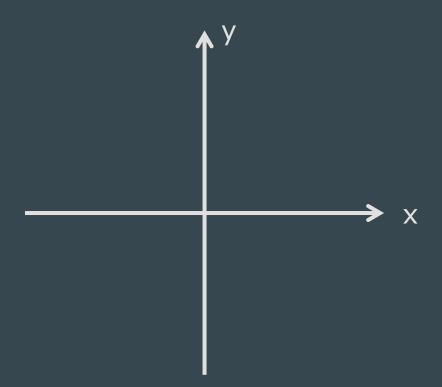
System: A block of mass M sits on a rough surface and is being pushed to the right, making it touch another block that has mass m Forces acting on the system:

System: A block of mass m sits on a rough surface and is being pushed to the right by a block of mass M, which is itself being pushed to the right Forces acting on the system:

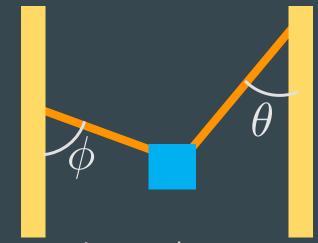
System: A ball of mass m attached to a stretched spring and to a rope pulling it to the right



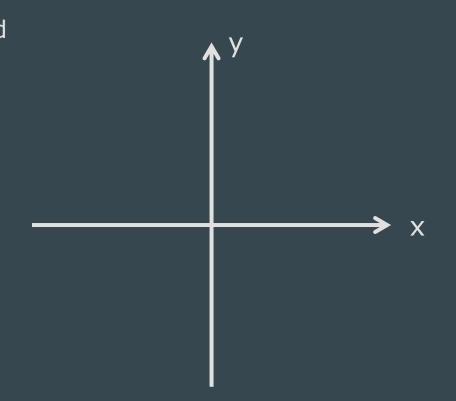
Forces acting on the system:

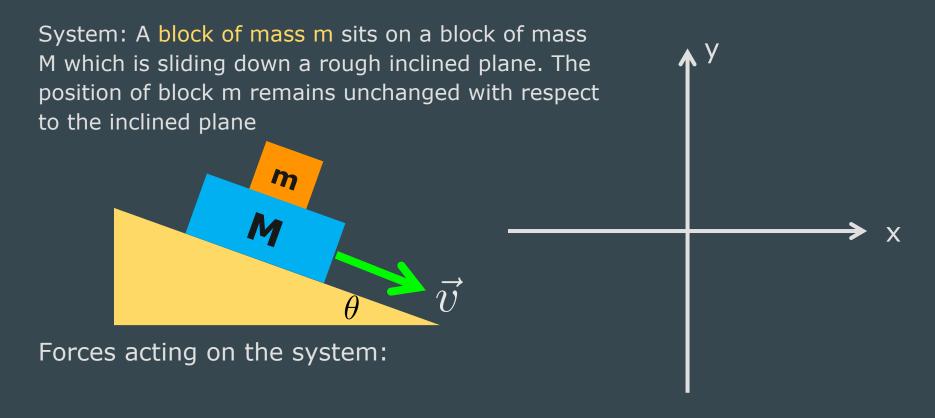


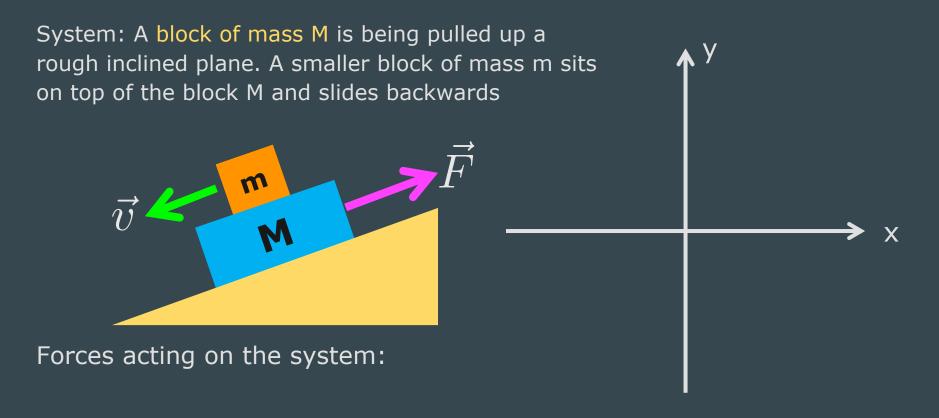
System: A block of mass m attached to two ropes that make different angles on two parallel walls



Forces acting on the system:



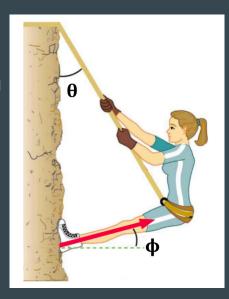




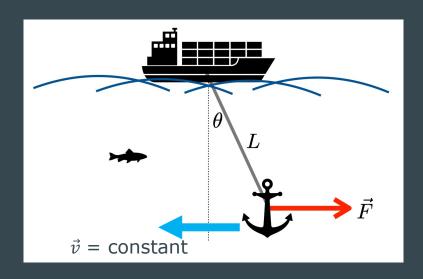
### Static & Dynamic Equilibrium

A system is in static equilibrium when Fnet = 0 and v = 0

Engineering students may take a class that's all about this, called "Statics"



A system is in dynamic equilibrium when Fnet = 0 but  $v = constant \neq 0$ 



If Fnet  $\neq$  0, then the system is **NOT** in equilibrium

We'll do lots of equilibrium problems on Thursday!