

Translational Equilibrium & Newton's First law.

Newton's law

If an object is subject to no net force then (the object won't change how it moves) ^{won't accelerate} _(direction or speed)

If you observe an object not changing how it moves then you can conclude that the net force on the object is 0.

↑
this is the sum of
all forces on the
object

If $\sum \vec{F}$ on thing is 0

If $\sum \vec{F} = 0$ then translational
equilibrium

If translational equilibrium
then infer $\sum \vec{F} = 0$

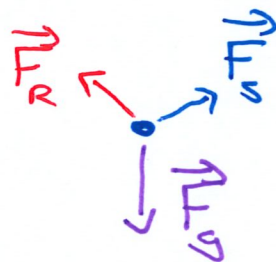
Important caveat:

True in an inertial reference frame. ie: One where the basis vectors don't change in time.

Useful tool for analysis

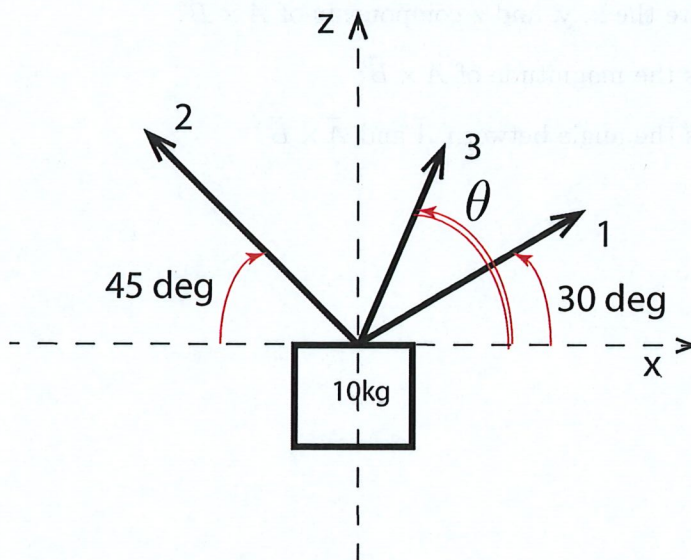
"Free-body diagram"

- Pretend object is point particle
- List & draw as vectors all forces on object



Translational Equilibrium - I

A 10kg box is supported by three ropes as shown in the figure.

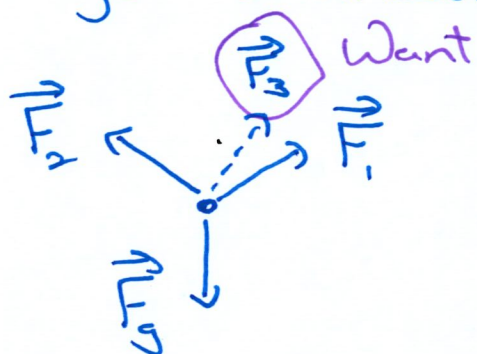


Rope 1 pulls with a force of magnitude 80N at an angle of 30° with \hat{i} as shown. Rope 2 pulls with a force of magnitude 50N at an angle of 45° with $-\hat{i}$ and 45° with \hat{k} as shown.

- What is the x -component of the force exerted by rope 3?
- What is the z -component of the force exerted by rope 3?
- What is the magnitude of the force exerted by rope 3?
- Rope 3 is in the xz plane; what angle does it make with \hat{i} measured counterclockwise from the x -axis as shown? ie what is θ ?

Equilibrium problem
Identify net force is 0

Way 1: Write all forces as vectors with specific components. Vector algebra \rightarrow get unknown components



b/c equilibrium determine
 $\vec{F}_{\text{net}} = 0$

$$0 = \vec{F}_1 + \vec{F}_2 + \vec{F}_3 + \vec{F}_g$$

$$\vec{F}_g = -mg\hat{k} = -10\text{kg} \cdot 9.8\frac{\text{N}}{\text{kg}} \hat{k} = -98\text{N} \hat{k}$$

$$\vec{F}_1 = 80\text{N} \cos 30^\circ \hat{i} + 80\text{N} \cos 60^\circ \hat{k}$$

\uparrow
 $\approx \sin 30$

$$= 69.3\text{N} \hat{i} + 40\text{N} \hat{k}$$

$$\begin{aligned} \vec{F}_2 &= 50\text{N} \cos 135^\circ \hat{i} + 50\text{N} \cos 45^\circ \hat{k} \\ &= -35.4\text{N} \hat{i} + 35.4\text{N} \hat{k} \end{aligned}$$

$$\vec{F}_3 = F_{3x} \hat{i} + F_{3z} \hat{k}$$

$$0 = (69.3N\hat{i} + 40N\hat{k}) + (-35.4N\hat{i} + 35.4N\hat{k}) \\ + (F_{3x}\hat{i} + F_{3z}\hat{k}) + (-98N\hat{k})$$

$$0 = (69.3N - 35.4N + F_{3x})\hat{i} \\ + (40N + 35.4N + F_{3z} - 98N)\hat{k}$$

x-comp $0 = 69.3N - 35.4N + F_{3x}$

$-33.9N = F_{3x}$

z-comp $0 = 40N + 35.4N - 98N + F_{3z}$

$22.6N = F_{3z}$

$$|\vec{F}_3| = \sqrt{(F_{3x})^2 + (F_{3y})^2 + (F_{3z})^2} = \sqrt{(-33.9N)^2 + 0^2 + (22.6N)^2}$$

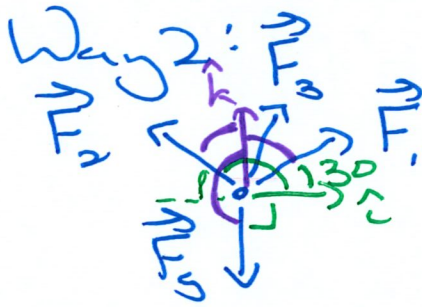
$$= 40.7N$$

$F_{3x} = |\vec{F}_3| \cos \Theta$ ← btw \vec{F}_3 & \hat{i}

$-33.9N = 40.7N \cos \Theta$

$\Theta \approx 146^\circ$





$$0 = \vec{F}_1 + \vec{F}_2 + \vec{F}_3 + \vec{F}_4$$

$$\vec{F}_3 = -\vec{F}_4 - \vec{F}_1 - \vec{F}_2$$

x-component

$$\vec{F}_3 \cdot \hat{i} = (-\vec{F}_4 - \vec{F}_1 - \vec{F}_2) \cdot \hat{i}$$

$$F_{3x} = -\vec{F}_4 \cdot \hat{i} - \vec{F}_1 \cdot \hat{i} - \vec{F}_2 \cdot \hat{i}$$

$$= -|\vec{F}_4| \cos 90 - 80 \text{ N} \cos 30 - 50 \text{ N} \cos 35$$

$$= -33.9 \text{ N}$$

z-component

$$\vec{F}_3 \cdot \hat{k} = (-\vec{F}_4 - \vec{F}_1 - \vec{F}_2) \cdot \hat{k}$$

$$F_{3z} = -\vec{F}_4 \cdot \hat{k} - \vec{F}_1 \cdot \hat{k} - \vec{F}_2 \cdot \hat{k}$$

$$= -98 \text{ N} \cos 180 - 80 \text{ N} \cos 60$$

$$- 50 \text{ N} \cos 45$$

$$= 22.6 \text{ N}$$

Contact Forces

The force two objects exert on each other when they touch.

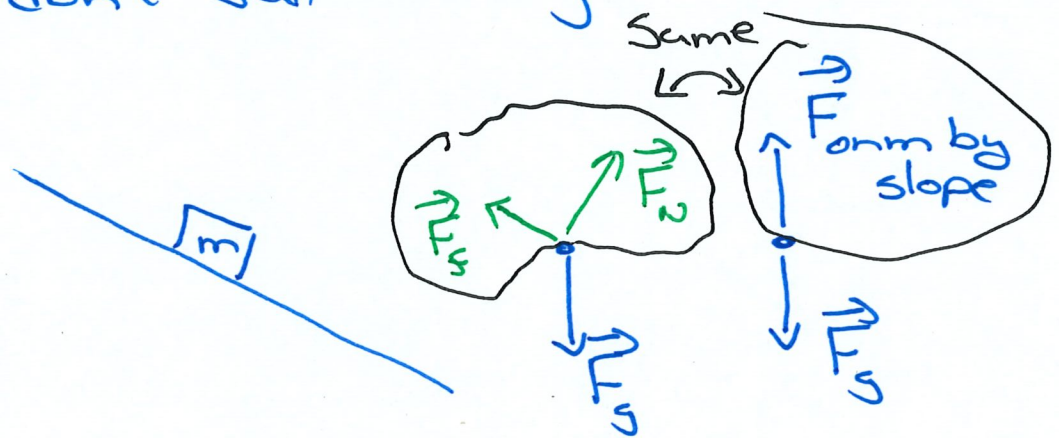
Obey Newton's 3rd law:

When two objects (A and B) interact the force A exerts on B is same magnitude & opposite direction to force B exerts on A.

$$\vec{F}_{A \text{ on } B} = -\vec{F}_{B \text{ on } A}$$

Contact forces are a "force of constraint" they are whatever they need to be to prevent things sliding through each other.

In this course when we talk about a "surface" we mean an ideal surface things don't fall through



Convention:

Call the component of force by a surface at 90° to surface

"normal force"

Call any part of $\vec{F}_{\text{by surface}}$

along surface

"friction force"