

# PHYC10003 Physics I

## Lecture 6: Force

### Newton's Third Law of Motion

# SSLC-Staff-Student Liaison Committee

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- ▶ Each Lecture Stream elects a student representative
- ▶ Student rep reports on lectures, practicals, tutorials, teaching materials or anything of concern
- ▶ Committee meets twice a Semester
- ▶ Report goes direct to Head of School of Physics
- ▶ We really do want to make the entire subject as effective as possible.
- ▶ There's pizza.



# Last Lecture

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- ▶ Relative frames
- ▶ Force and superposition
- ▶ Newton's First Law
- ▶ Inertial frames, mass and motion
- ▶ Newton's Second Law
- ▶ Force and acceleration
- ▶ Free body diagrams
- ▶ Gravitational force



## 5-2 Force – normal forces

- **The normal force:**

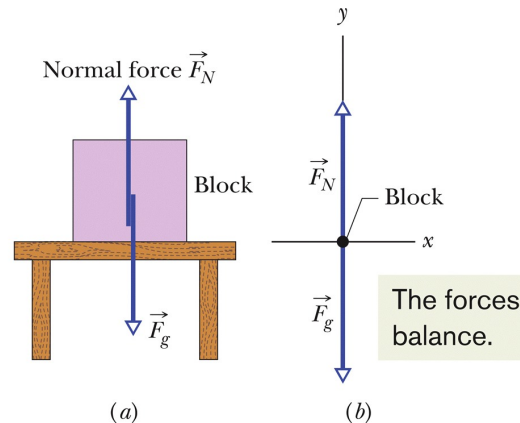
- If you are standing on a surface, the push back **on** you from the surface (due to deformation) is the normal force
- Normal means perpendicular



When a body presses against a surface, the surface (even a seemingly rigid one) deforms and pushes on the body with a normal force  $\vec{F}_N$  that is perpendicular to the surface.

The normal force is the force on the block from the supporting table.

The gravitational force on the block is due to Earth's downward pull.



**Figure 5-7**

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## 5-2 Force – normal forces

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**Example** Normal force for a block resting on a horizontal surface that is:

- Accelerating vertically at  $a_y$ :  $F_N = mg + ma_y = m(g + a_y)$  **Eq. (5-13)**
- Vertically at rest:  $F_N = mg$ . **Eq. (5-14)**



### Checkpoint 3

In Fig. 5-7, is the magnitude of the normal force  $\vec{F}_N$  greater than, less than, or equal to  $mg$  if the block and table are in an elevator moving upward (a) at constant speed and (b) at increasing speed?

Answer: (a) equal to  $mg$  (no acceleration)

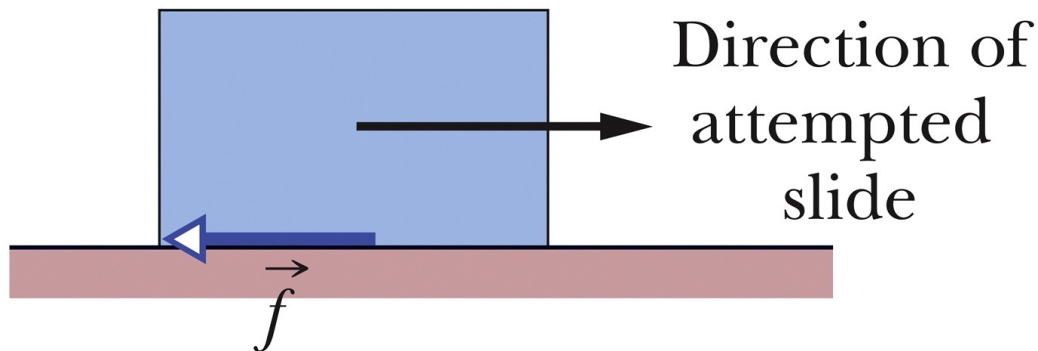
(b) greater than  $mg$  (see 5-13, with positive acceleration)



## 5-2 Force - friction

- **Frictional force or friction:**

- Occurs when one object slides or attempts to slide over another
- Directed along the surface, opposite to the direction of intended motion



**Figure 5-8**

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## 5-2 Force - Tension

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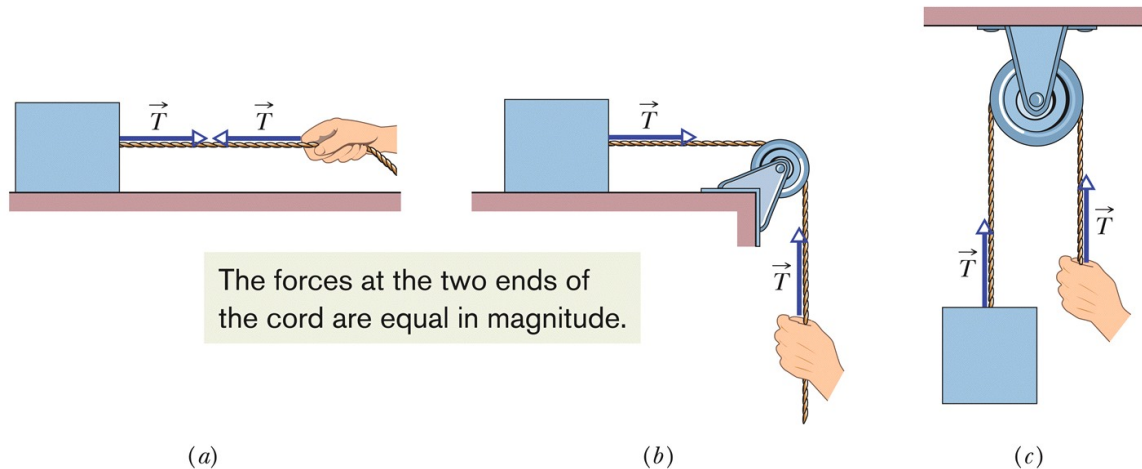
- **Tension force:**

- A cord (or rope, etc.) is attached to a body and pulled taut
- Cord pulls on the body with force  $T$  directed along the cord
- The cord is said to be *under tension*
- The tension in the cord is  $T$

- A massless and unstretchable cord exists only as a connection between two bodies

- It pulls on both with the same force,  $T$
- True even if the bodies and cord are accelerating, and even if the cord runs around a *massless, frictionless pulley*
- These are useful simplifying assumptions

## 5-2 Force - tension



**Figure 5-9**

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### Checkpoint 4

The suspended body in Fig. 5-9c weighs 75 N. Is  $T$  equal to, greater than, or less than 75 N when the body is moving upward (a) at constant speed, (b) at increasing speed, and (c) at decreasing speed?

$$T < 75 \text{ N}$$

$$T = 75 \text{ N}$$

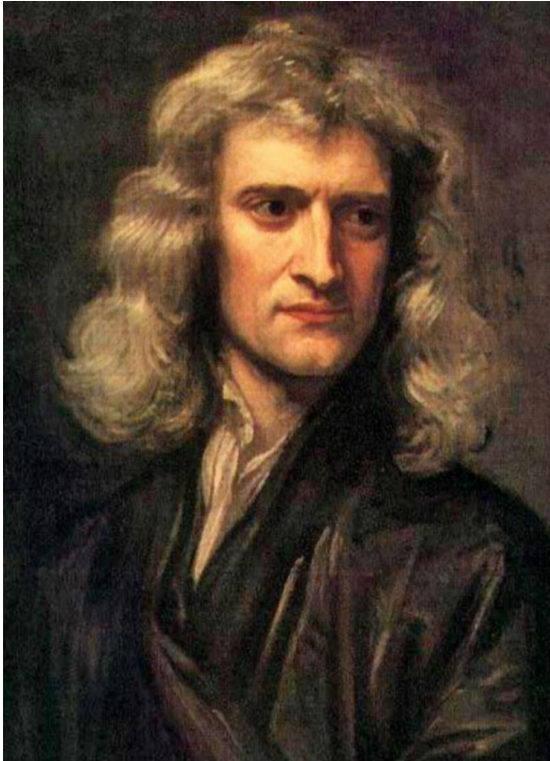
$$T > 75 \text{ N}$$

Answer: (a) equal to 75 N (b) greater than 75 N (c) less than 75 N



## 5-3 Newton's Third Law of Motion

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“For every action  
there is an equal and  
opposite reaction”

Isaac Newton by Godfrey Kneller (1646) :  
(Image-WikiCommons)

## 5-3 Action and reaction

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- Objects *interact* when they push or pull on each other:



**Newton's Third Law:** When two bodies interact, the forces on the bodies from each other are always equal in magnitude and opposite in direction.

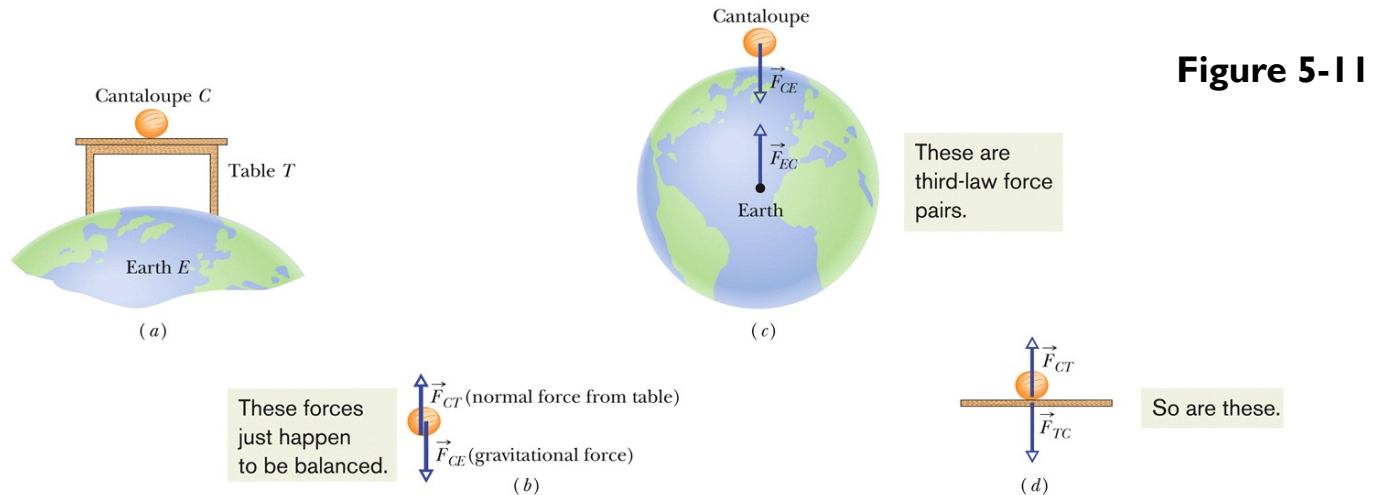
- We can write this law as a scalar or vector relation:

$$F_{BC} = F_{CB} \qquad \vec{F}_{BC} = -\vec{F}_{CB} \qquad \text{Eq. (5-15)}$$

- We call these two forces a **third-law force pair**
- Any time any two objects interact, there is a third-law force pair



## 5-3 Forces – Newton's Third Law of Motion



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- Third-law force pairs:

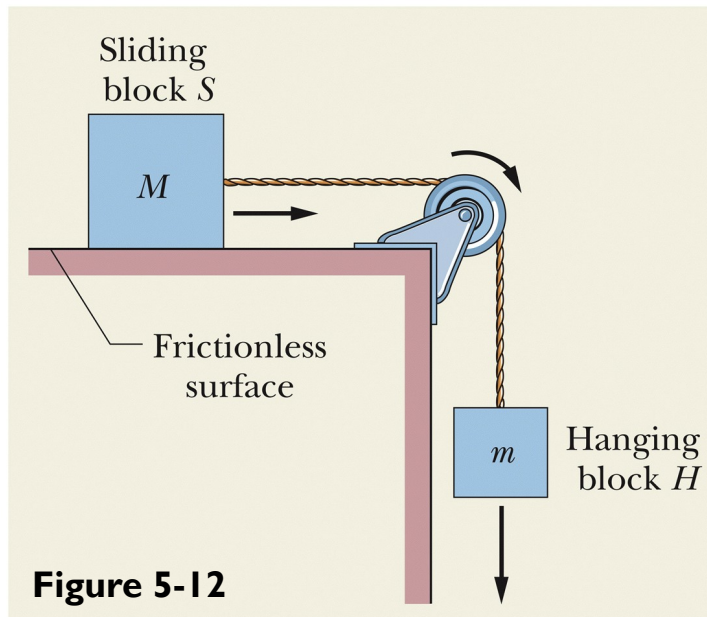
$$\vec{F}_{CT} = -\vec{F}_{TC} \quad (\text{cantaloupe-table interaction}).$$

$$\vec{F}_{CE} = -\vec{F}_{EC} \quad (\text{cantaloupe-Earth interaction}).$$

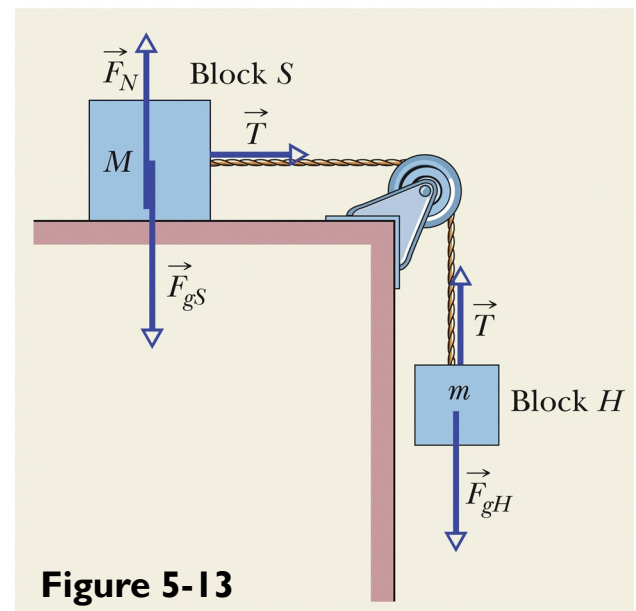
- Reciprocal gravitational forces between Earth and the cantaloupe

## 5-3 Forces – action and reaction

**Sample Problem** A block of mass  $M = 3.3$  kg, connected by a cord and pulley to a hanging block of mass  $m = 2.1$  kg, slides across a frictionless surface



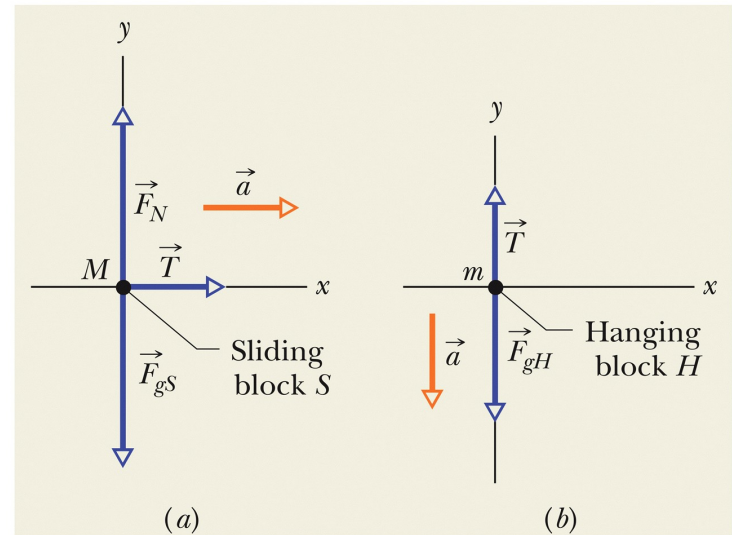
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## 5-3 Forces – resolution of forces

- Draw the forces involved
- Treat the string as unstretchable, the pulley as massless and frictionless, and each block as a particle
- Draw a free-body diagram for each mass
- Apply Newton's 2nd law ( $F = ma$ ) to each block  $\rightarrow$  2 simultaneous eqs.
- Eliminate unknowns ( $T$ ) that are the same, and solve for the acceleration



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**Figure 5-14**

## 5-3 Forces – resolution of forces

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- For the sliding block:

$$T = Ma. \quad \text{Eq. (5-18)}$$

- For the hanging block:

$$T - mg = -ma. \quad \text{Eq. (5-20)}$$

- Combining we get:

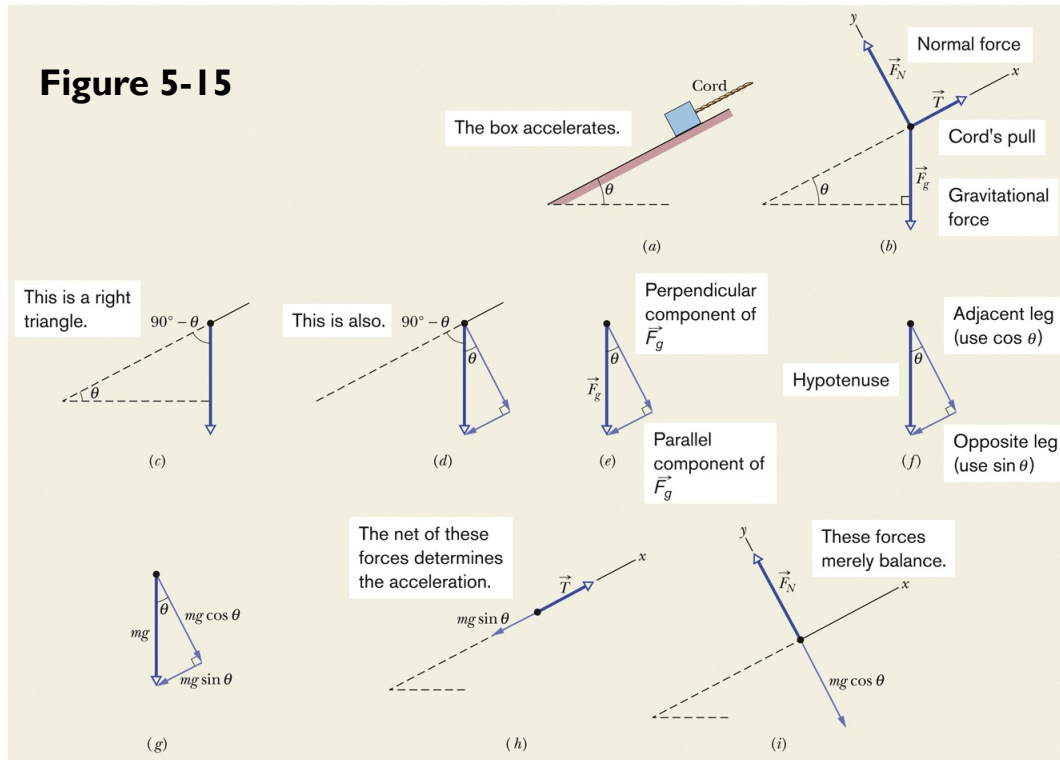
$$a = \frac{m}{M + m} g. \quad \text{Eq. (5-21)}$$

$$T = \frac{Mm}{M + m} g. \quad \text{Eq. (5-22)}$$

- Plugging in we find  $a = 3.8 \text{ m/s}^2$  and  $T = 13 \text{ N}$
- **Check!** Check that dimensions are correct, check that  $a < g$ , check that  $T < mg$  (otherwise acceleration would be upward), check limiting cases (e.g.,  $g = 0$ ,  $M = 0$ ,  $m = \infty$ )

# 5-3 Forces –resolution of forces

## Sample Problem A block being pulled up a ramp:



## 2-6 Motion: Graphical Approach

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Given a graph of an object's acceleration  $a$  versus time  $t$ , we can integrate to find velocity

- The Fundamental Theorem of Calculus gives:

$$v_1 - v_0 = \int_{t_0}^{t_1} a \, dt \quad \text{Eq. (2-27)}$$

- The definite integral on the right can be evaluated from a graph:

$$\int_{t_0}^{t_1} a \, dt = \left( \begin{array}{c} \text{area between acceleration curve} \\ \text{and time axis, from } t_0 \text{ to } t_1 \end{array} \right) \quad \text{Eq. (2-28)}$$





## 2-6 Motion: Graphical Approach

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- **Integrating velocity:**
  - Given a graph of an object's velocity  $v$  versus time  $t$ , we can integrate to find position
- The Fundamental Theorem of Calculus gives:

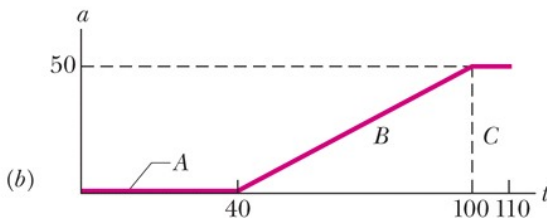
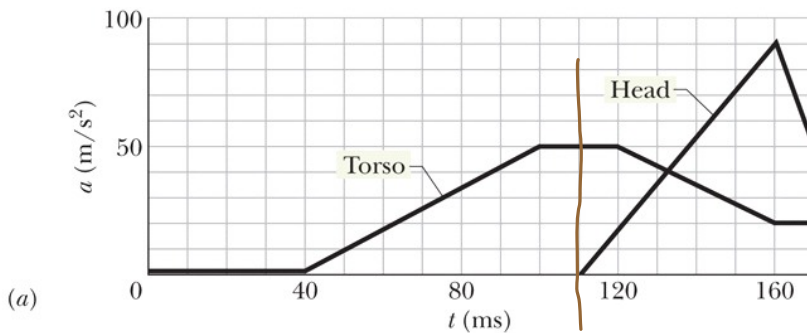
$$x_1 - x_0 = \int_{t_0}^{t_1} v \, dt \quad \text{Eq. (2-29)}$$

- The definite integral on the right can be evaluated from a graph:

$$\int_{t_0}^{t_1} v \, dt = \left( \begin{array}{l} \text{area between velocity curve} \\ \text{and time axis, from } t_0 \text{ to } t_1 \end{array} \right) \quad \text{Eq. (2-30)}$$

# 2-6 Motion: Graphical Approach

## Example



The total area gives the change in velocity.

- The graph shows the acceleration of a person's head and torso in a whiplash incident.
- To calculate the torso speed at  $t = 0.110$  s (assuming an initial speed of 0), find the area under the pink curve:

$$\text{area A} = 0$$

$$\text{area B} = 0.5 (0.060 \text{ s}) (50 \text{ m/s}^2) = 1.5 \text{ m/s}$$

$$\text{area C} = (0.010 \text{ s}) (50 \text{ m/s}^2) = 0.50 \text{ m/s}$$

$$\text{total area} = 2.0 \text{ m/s}$$

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## 2-6 Motion: Algebraic approach

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A particle of mass,  $m$ , moves in one dimension. It is subjected to a force,  $F$ . The force could be  $F(t)$  or even  $F(x(t))$ , where  $x(t)$  defines the motion of the particle.

Sample the motion at regular times,  $t_i$ , for  $i = 0, 1, 2, \dots$  such that  $t_{i+1} - t_i = \Delta t$ . Set  $t_0 = 0$ .

If  $\Delta t$  is sufficiently small, then we may write

$$v_i = \frac{x_{i+1} - x_i}{\Delta t}$$

$$a_i = \frac{v_i - v_{i-1}}{\Delta t} = \frac{x_{i+1} + x_{i-1} - 2x_i}{(\Delta t)^2}$$

We can express the velocity and the acceleration *directly* in terms of the sample values of the position,  $x_i$  at the time samples,  $t_i$ , provided that  $\Delta t$  is small enough.



## 2-6 Motion: Algebraic approach

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$$F_i = ma_i$$

Substituting for  $a_i$  leads to

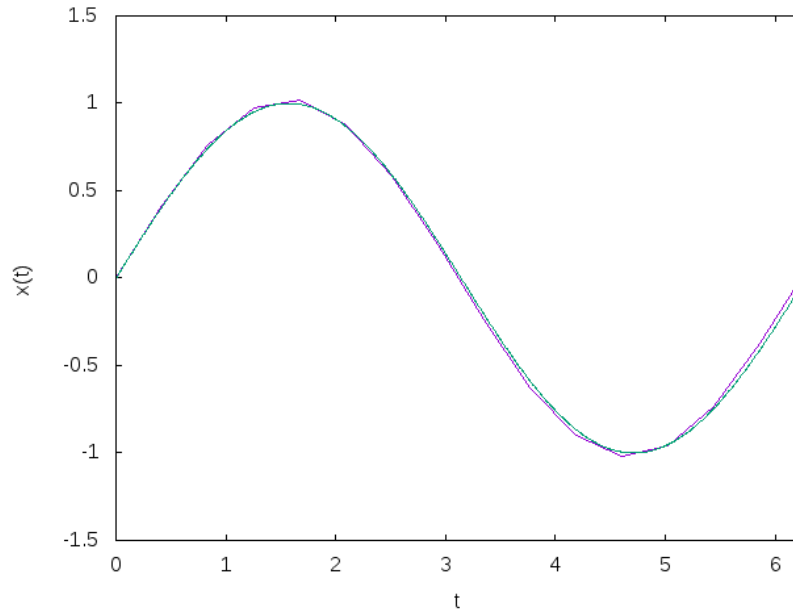
$$x_{i+1} = 2x_i - x_{i-1} + \frac{F_i}{m} (\Delta t)^2$$

- If we know  $x_0$  and  $v_0$  we may determine  $x_1$
- If we know  $x_0, x_1$  and  $F_1$  we may determine  $x_2$
- If we know  $x_1, x_2$  and  $F_2$  we may determine  $x_3$
- ...and so on!



## 2-6 Motion: Algebraic approach

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Algebraic solution (purple, 15 points) for  $F = -kx$ , assuming  $x_0=0$ ,  $v_0 = 1.0 \text{ m/s}$ ,  $t_{max} = 2\pi \text{ s}$ ,  $m=1.0 \text{ kg}$ ,  $k=1.0 \text{ N/m}$ . The exact solution is shown in green (the two solutions are essentially indistinguishable) .

This was a simple problem and more sophisticated methods are used in practice, but they are generally based on the same algebraic method (Euler's method).

# Summary

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## Newtonian Mechanics

- Forces are pushes or pulls
- Forces cause acceleration

## Newton's First Law

- If there is no net force on a body, the body remains at rest if it is initially at rest, or moves in a straight line at constant speed if it is in motion.

## Force

- Vector quantities
- $1 \text{ N} = 1 \text{ kg m/s}^2$
- Net force is the sum of all forces on a body

## Inertial Reference Frames

- Frames in which Newtonian mechanics holds



# Summary

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$$\vec{F}_{\text{net}} = m\vec{a}$$

Eq. (5-1)

## Some Particular Forces

- Weight:
- Normal force from a surface
- Friction along a surface
- Tension  $W = mg$  Eq. (5-12)

## Newton's Third Law

- Law of force-pairs
- If there is a force **by B on C**, then there is a force **by C on B**:

$$\vec{F}_{BC} = -\vec{F}_{CB}$$

Eq. (5-15)

## Graphical and algebraic representation of motion

# Preparation for the next lecture

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1. Read 6-1 to 6-3 of the text
2. You will find short answers to the odd-numbered problems in each chapter at the back of the book and further resources on LMS. You should try a few of the simple odd numbered problems from each section (the simple questions have one or two dots next to the question number).

