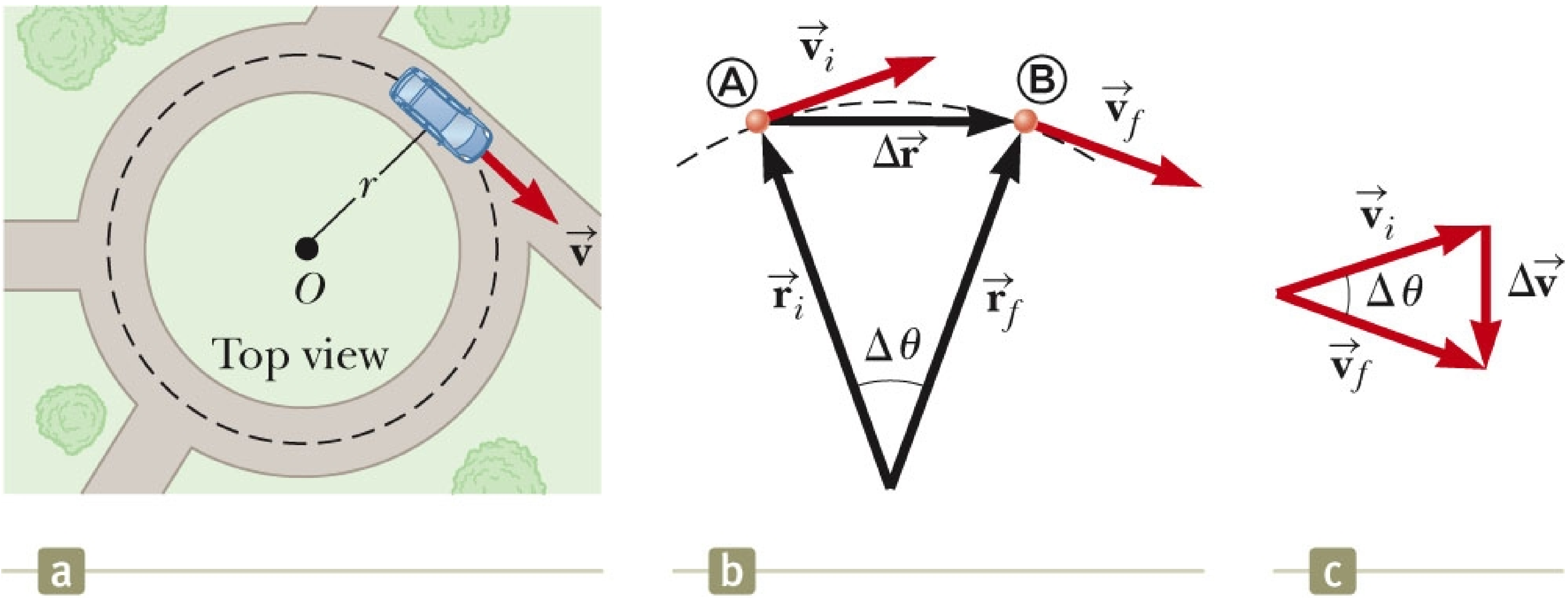
Week 4 outline

Chapter 4. Review circular motion
Chapter 5. The Laws of Motion

Uniform circular motion = object moves at constant speed in a circular path.



Time to make one cycle = period = T = circumf/speed

Fig. 4.15, p. 86

Total acceleration – sum of tangential and centripetal components

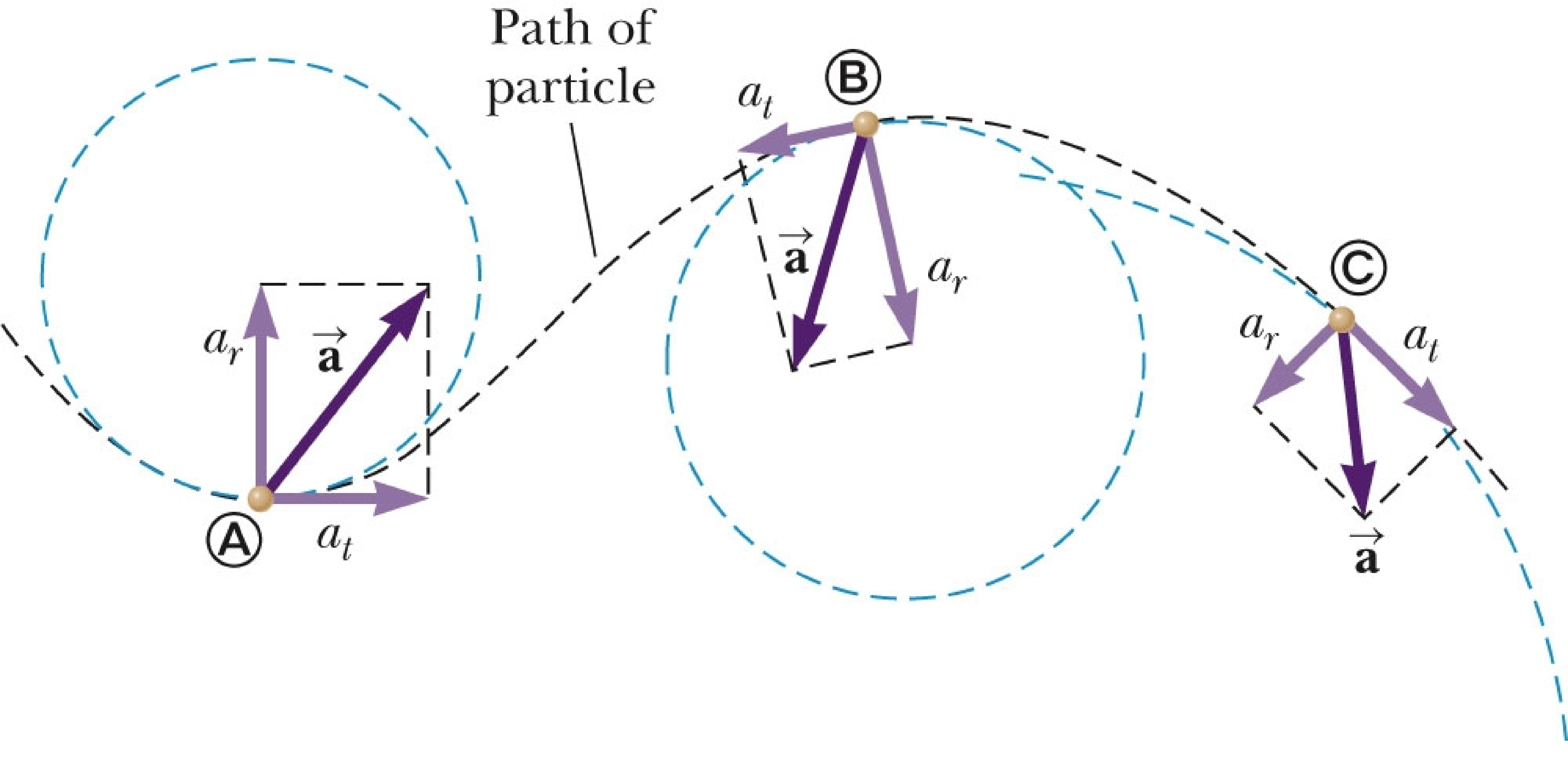
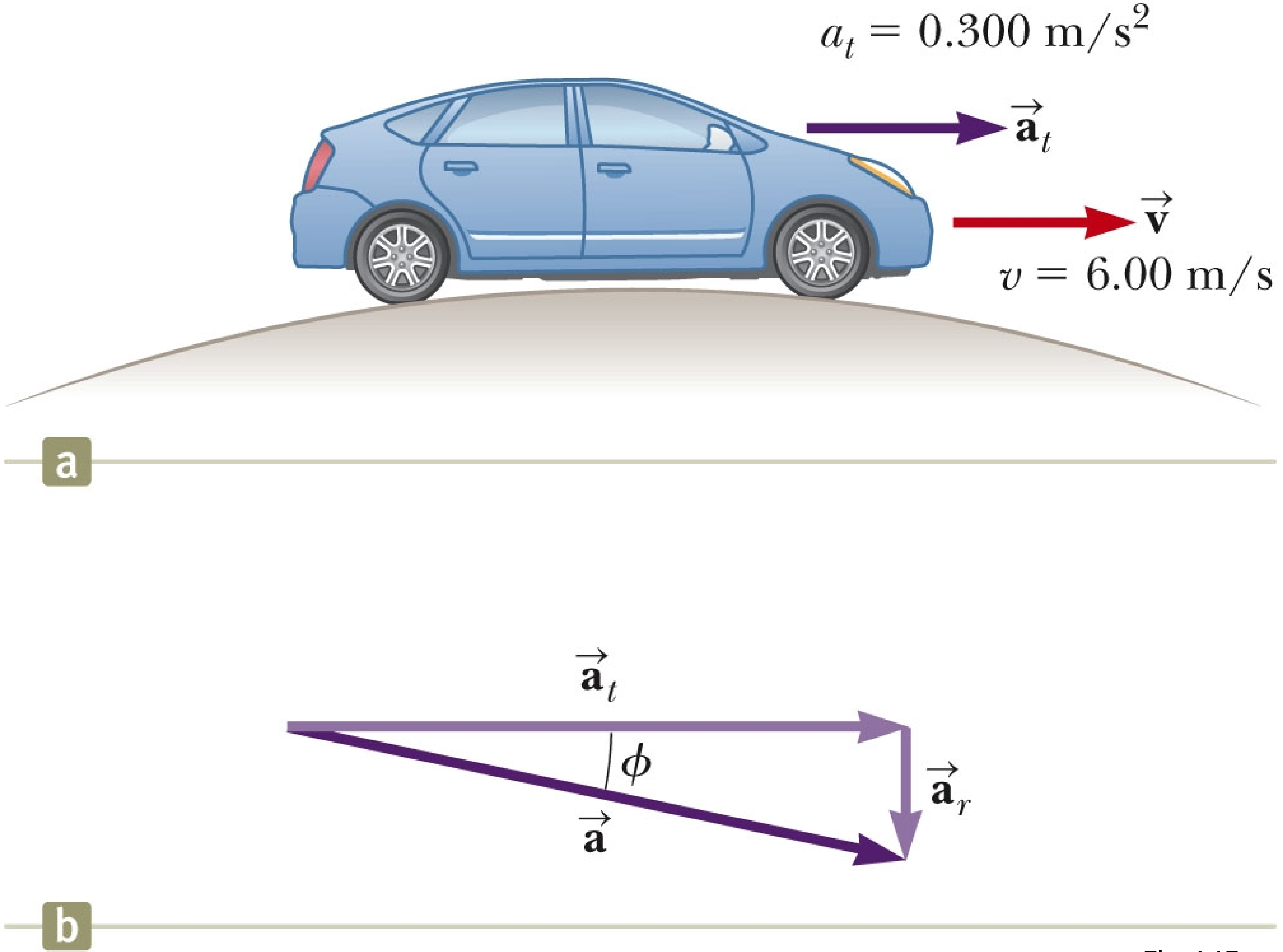


Fig. 4.16, p. 88



$a_t = 0.300 \text{ m/s}^2$
$\vec{\mathbf{a}}_t$
$\vec{\mathbf{v}}$
$v = 6.00 \text{ m/s}$
a
$\vec{\mathbf{a}}_t$
ϕ
$\vec{\mathbf{a}}_r$
$\vec{\mathbf{a}}$
b

Fig. 4.17, p. 89

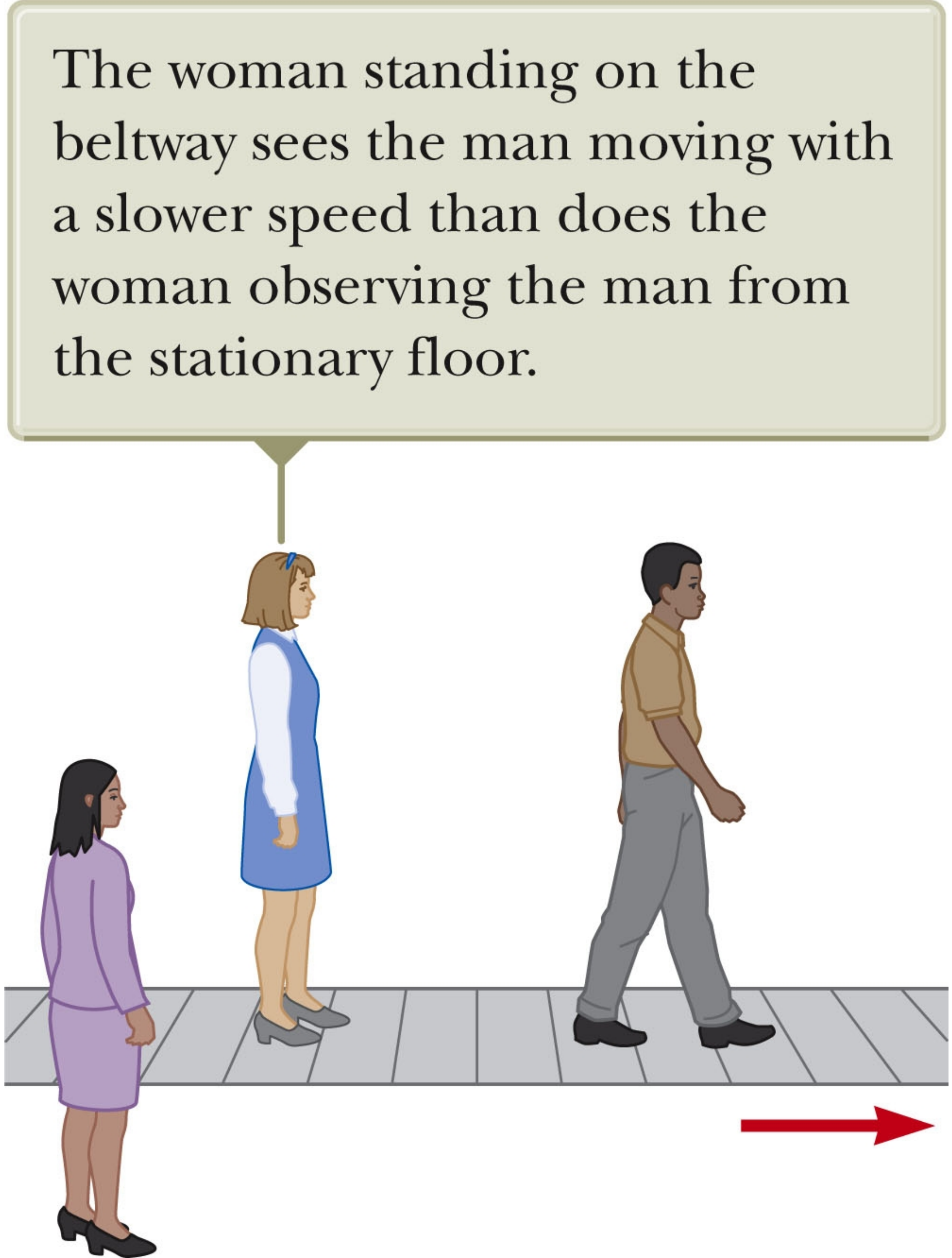

The woman standing on the beltway sees the man moving with a slower speed than does the woman observing the man from the stationary floor.

Fig. 4.19, p. 90

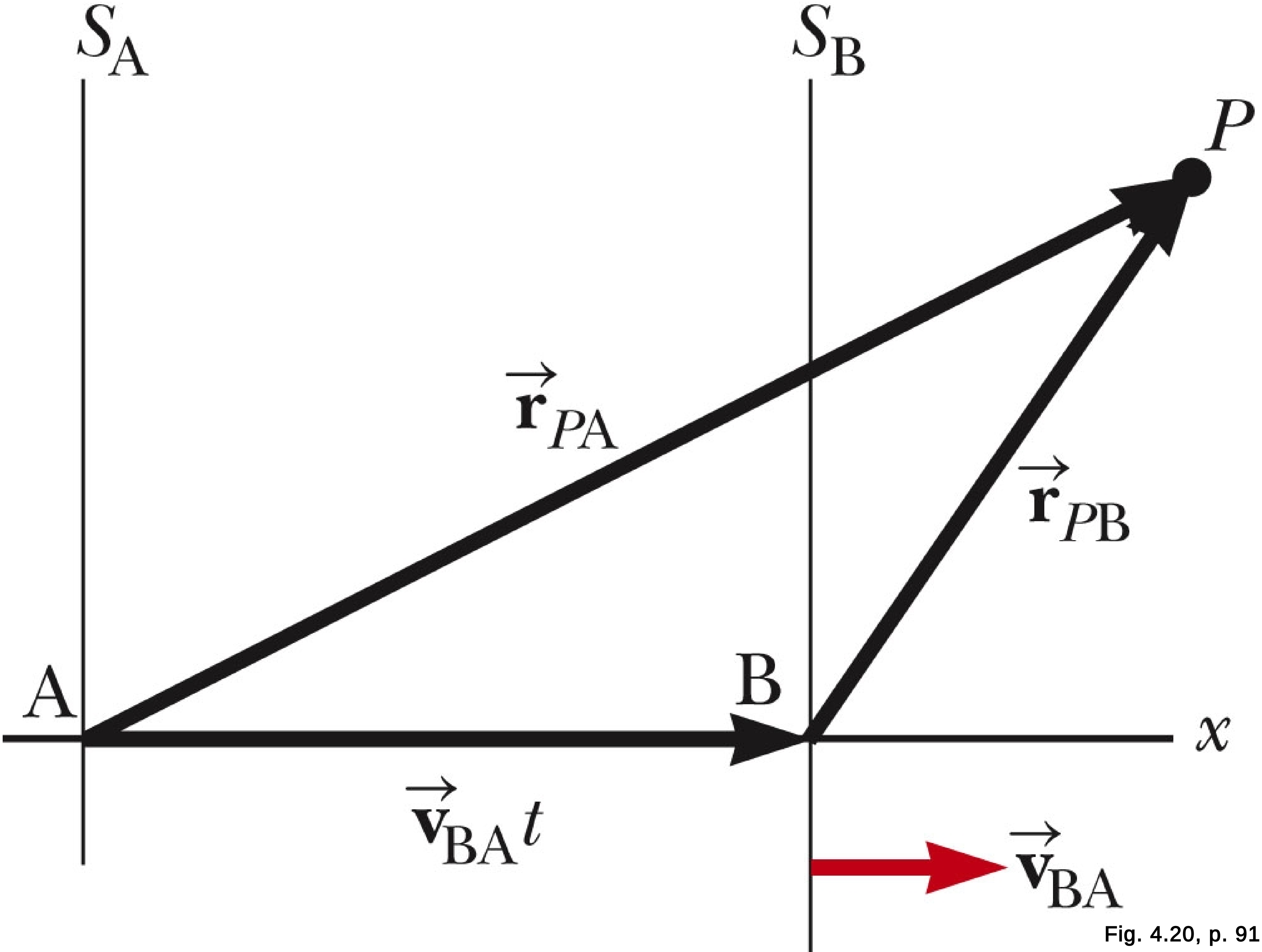

S_A
S_B
P
$\vec{\mathbf{r}}_{PA}$
$\vec{\mathbf{r}}_{PB}$
A
B
x
$\vec{\mathbf{v}}_{BA}t$
$\vec{\mathbf{v}}_{BA}$

Fig. 4.20, p. 91

Forces

Forces are vectors

Forces act between systems (the dashed boxes)

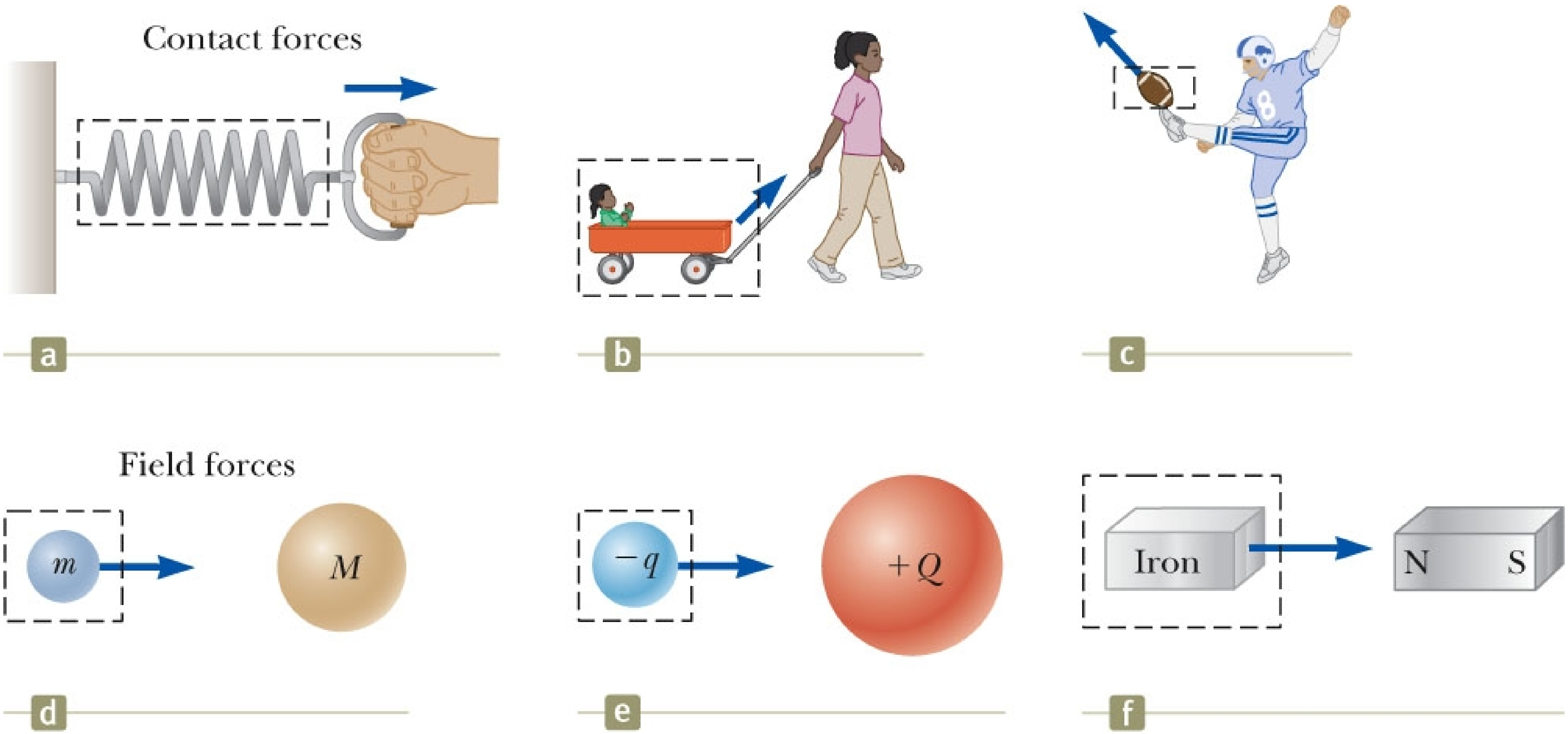
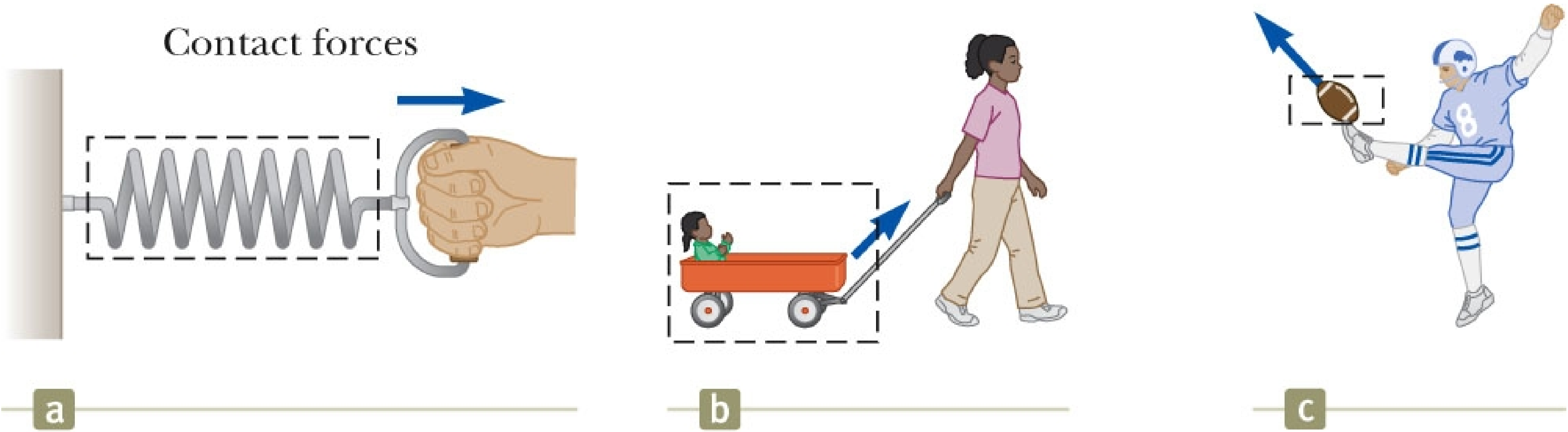


Fig. 5.1, p. 104

Types of forces

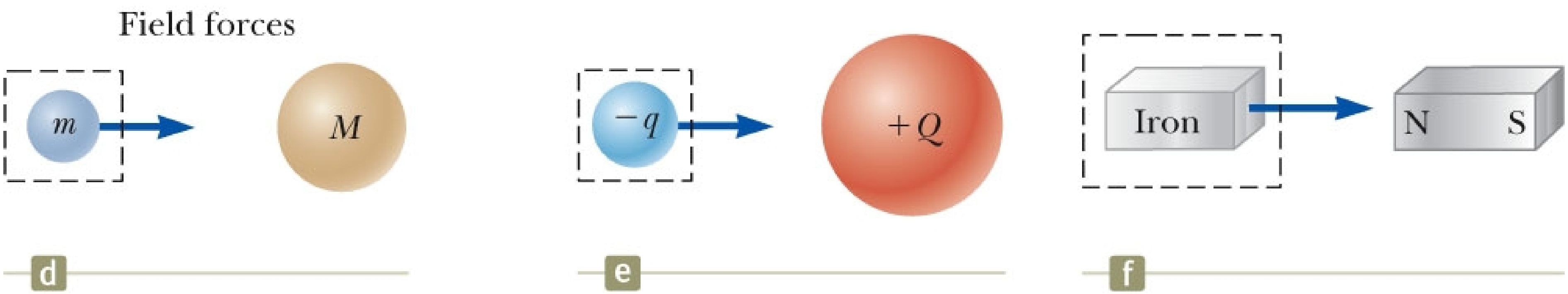


contact forces

- tension – pulling apart
- compression – pushing together
- shear – pushing tangentially
- torsion - twisting

Fig. 5.1, p. 104

Types of forces



Field forces

gravitational electric magnetic

Fig. 5.1, p. 104

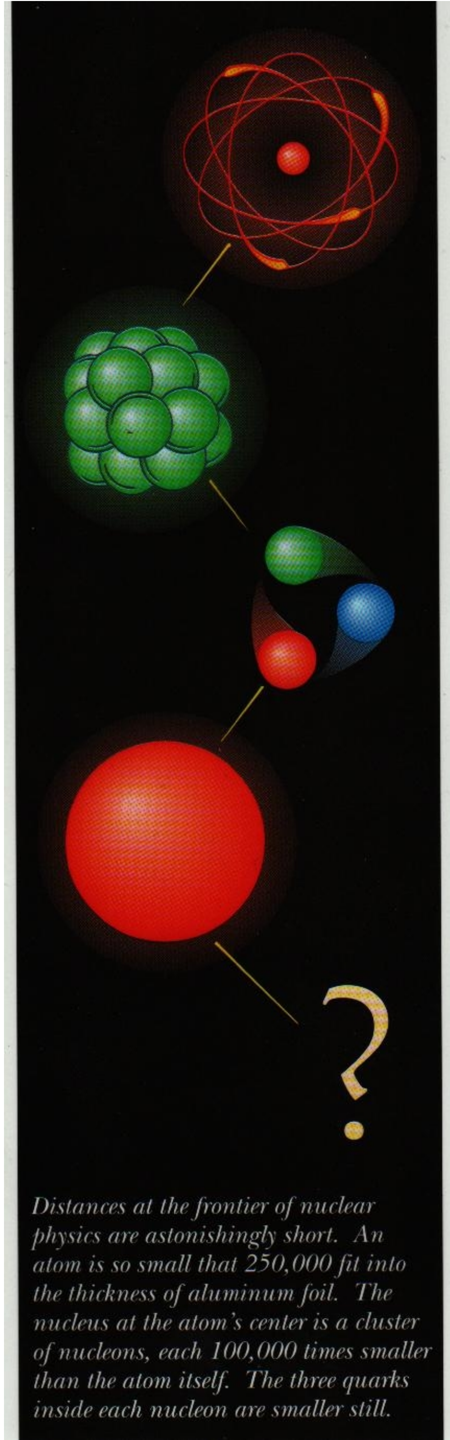
The 4 Fundamental forces

Gravity

Electromagnetic Force

Nuclear Strong Force – holds nuclei together

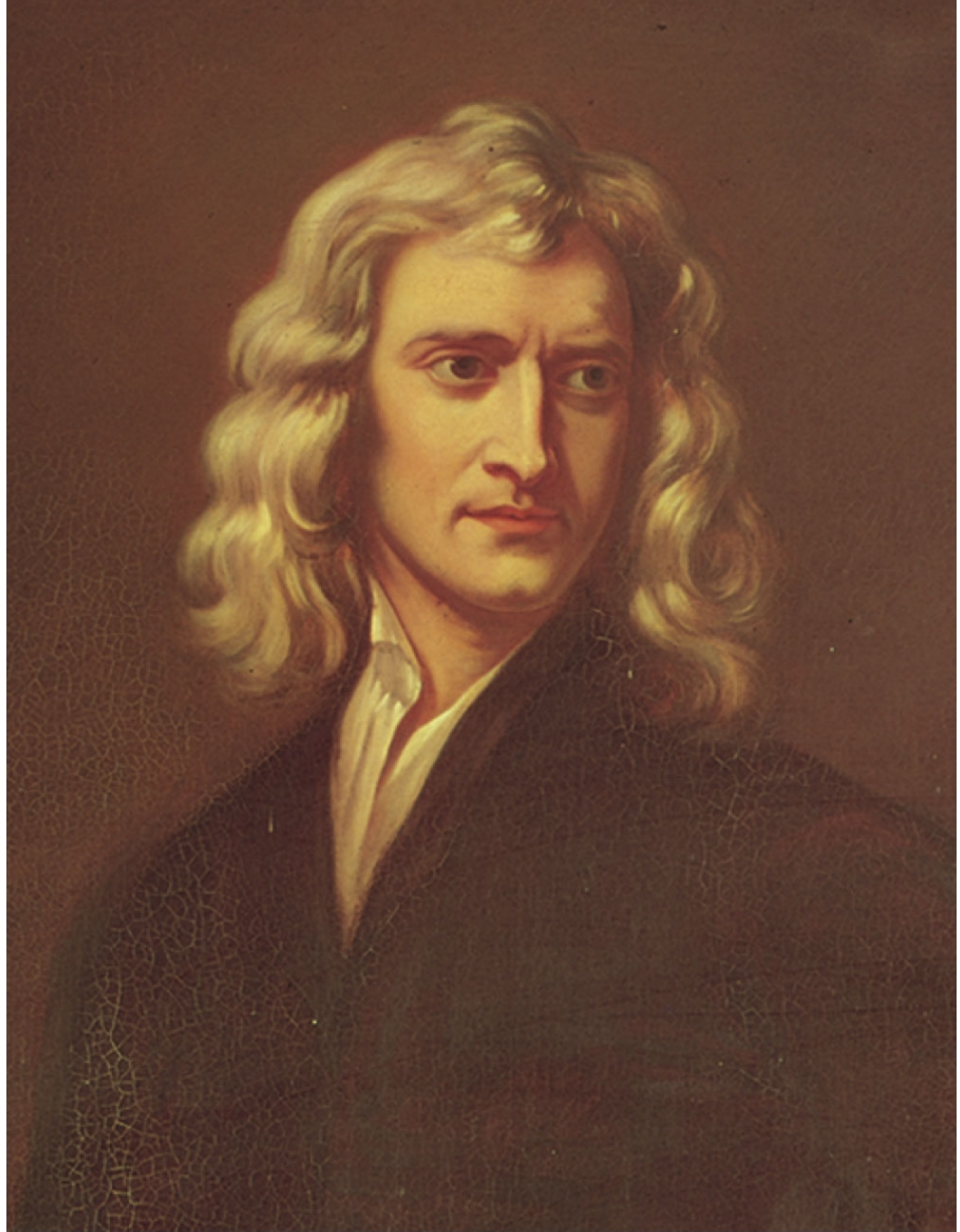
Nuclear Weak force – decay of n and p



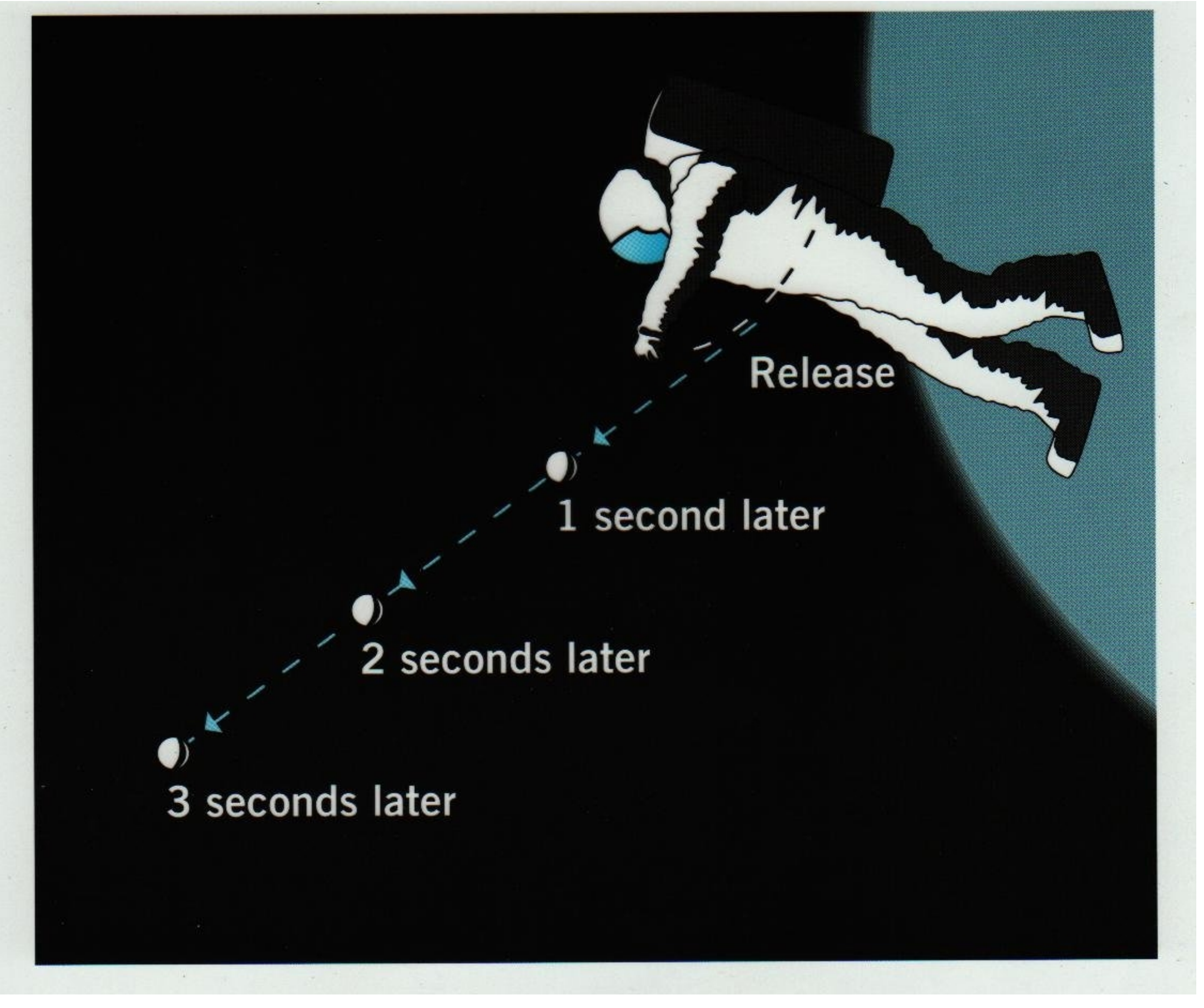
Isaac Newton
(1642 - 1727)

3 laws of motion

1 law of Universal
Gravitation



Newton's 1st law = inertial frames of reference exist such that an object will move with a constant velocity if no forces act upon it.

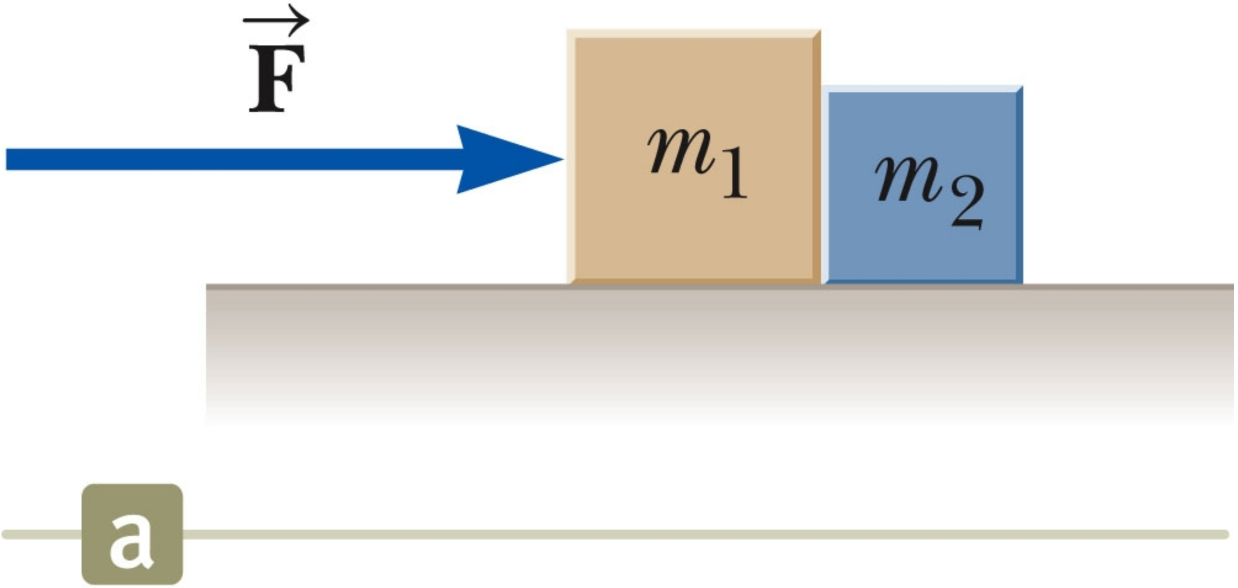


Overthrows Aristotle and medieval thought:

“natural state” is at rest

“impetus” pushes an arrow along

Newton's 2nd law = the acceleration of an object is proportional to the net force and inversely proportional to the mass.

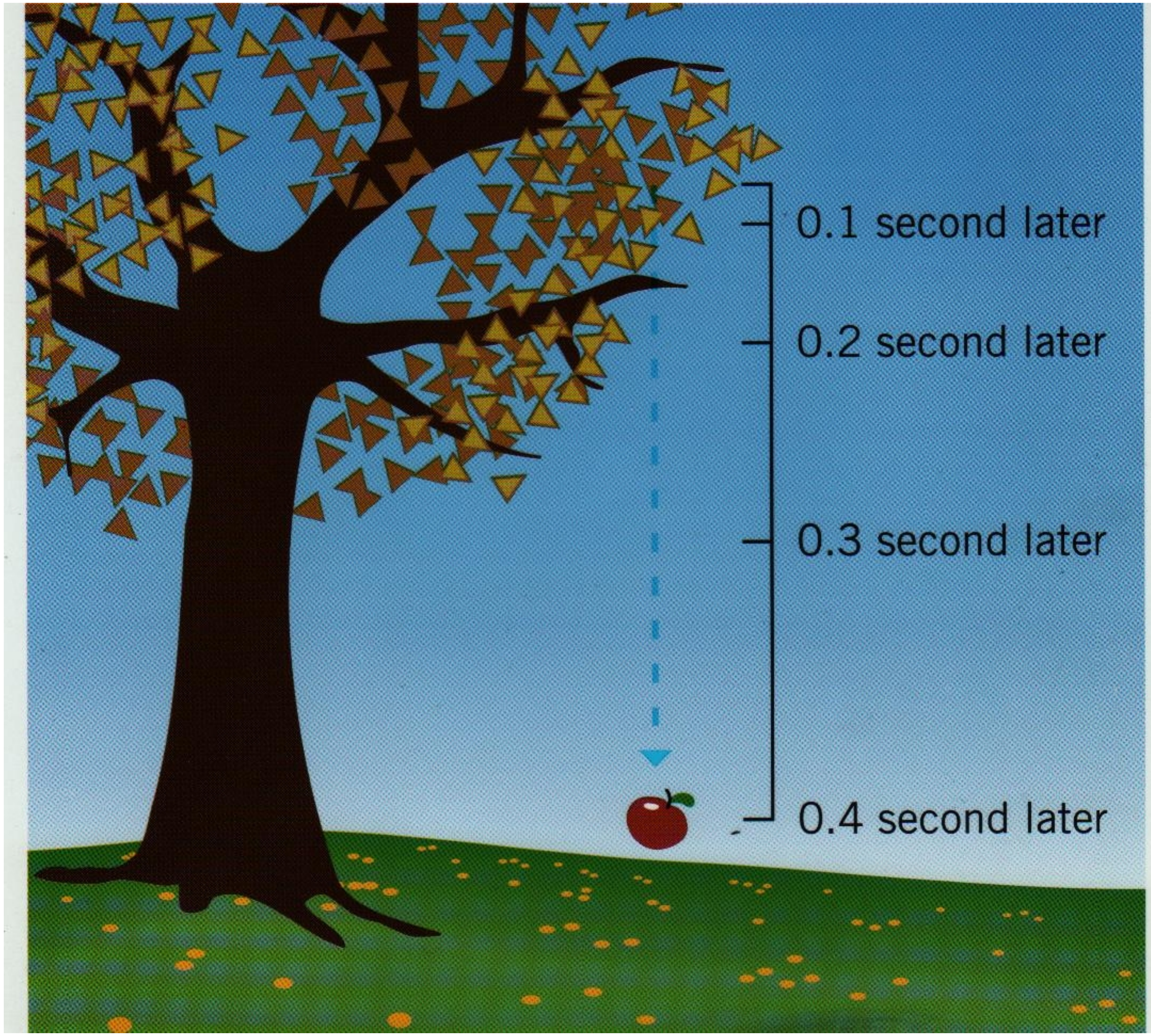


$$\vec{a} = \frac{\vec{F}_{net}}{m}$$

If same force acts on m1, m2, and m1+m2, the accelerations are different.

Newton's 2nd law (cont.)

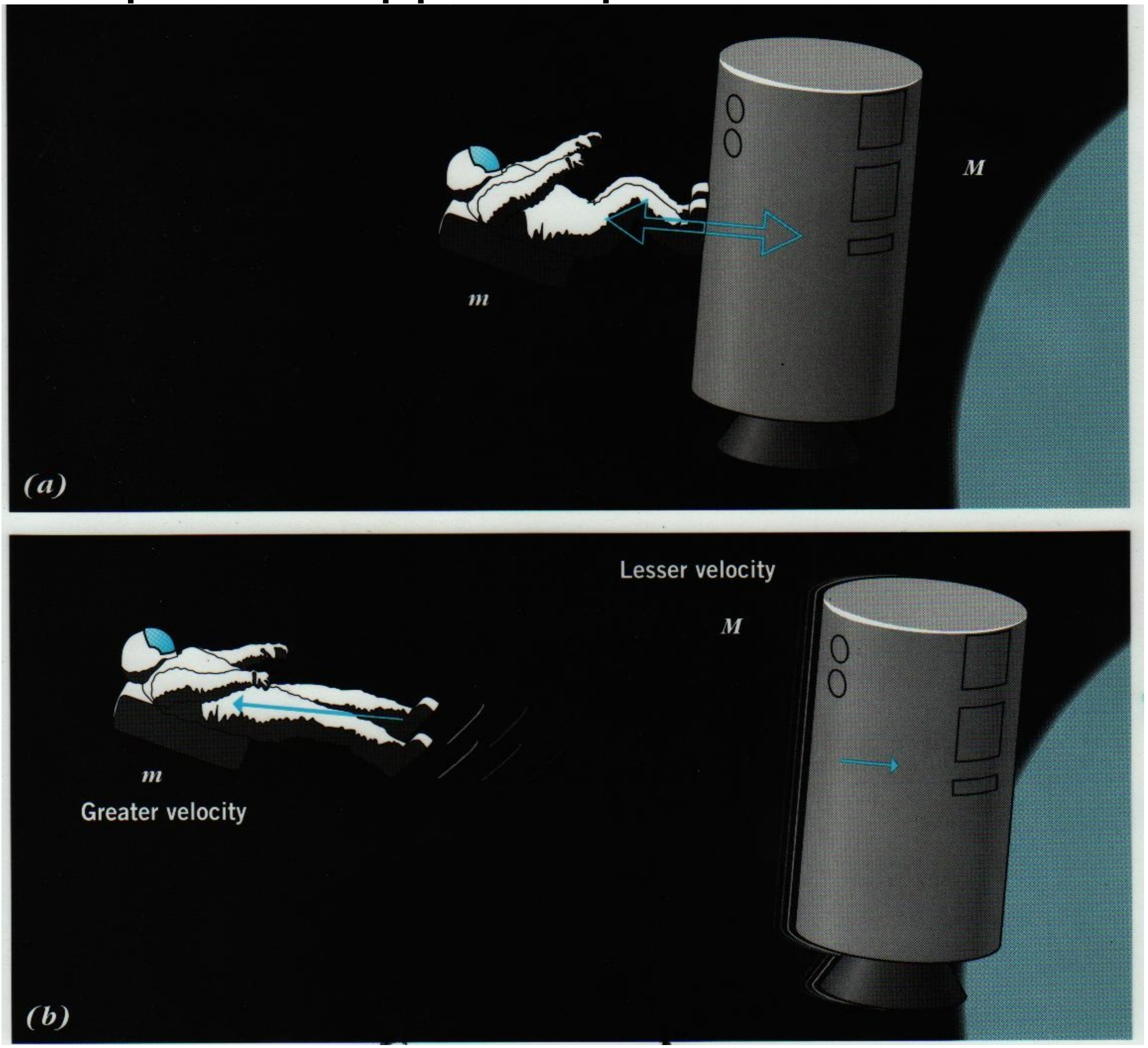
Example: gravity



Newton's 3rd law (cont.)

“For every action there is an equal but opposite reaction.”
“Forces come in equal but opposite pairs.”

$F_{12} = -F_{21}$



Newton's 3rd law   (cont.)

Gravity and the electromagnetic forces obey Newton's 3rd.

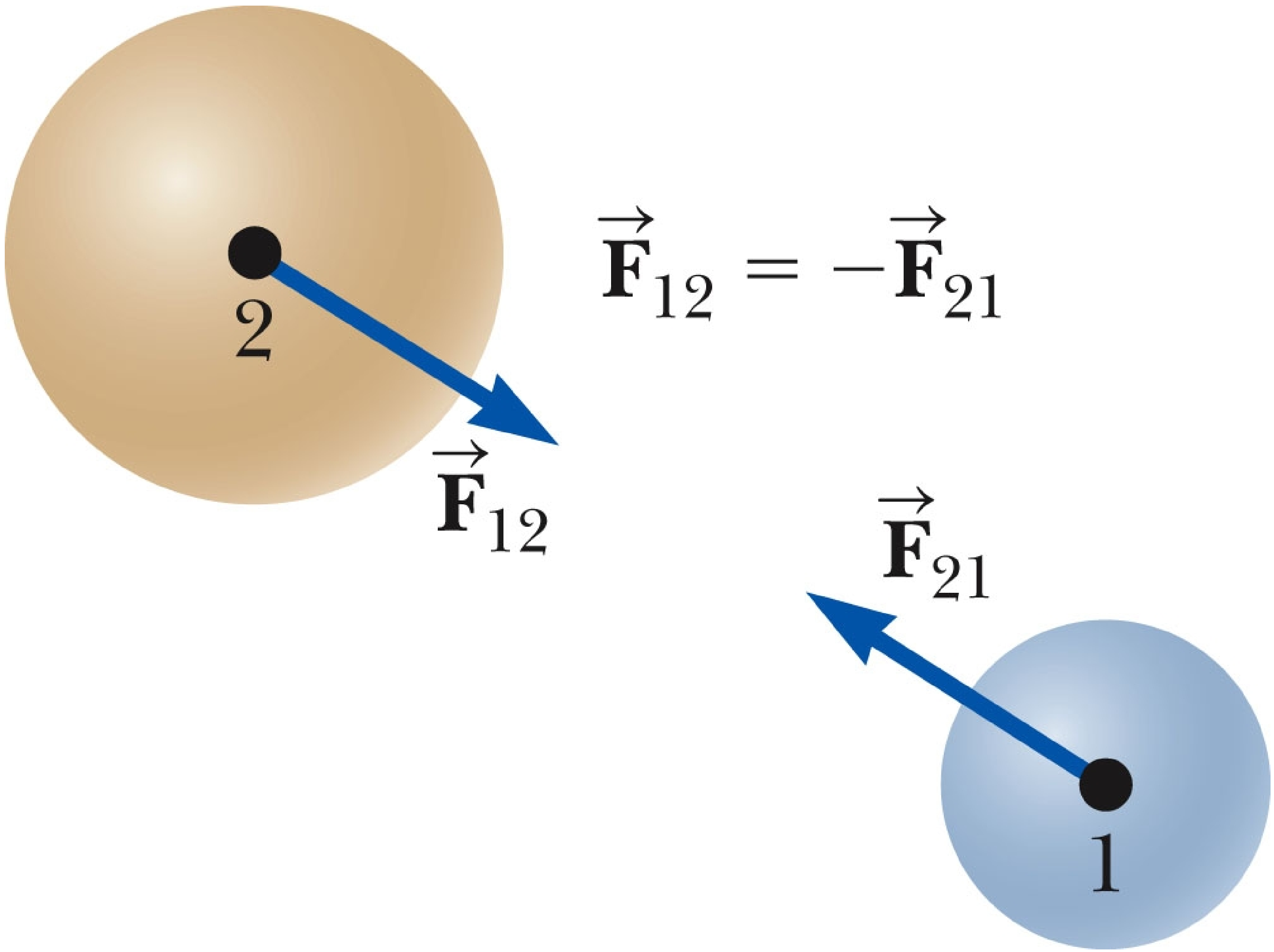
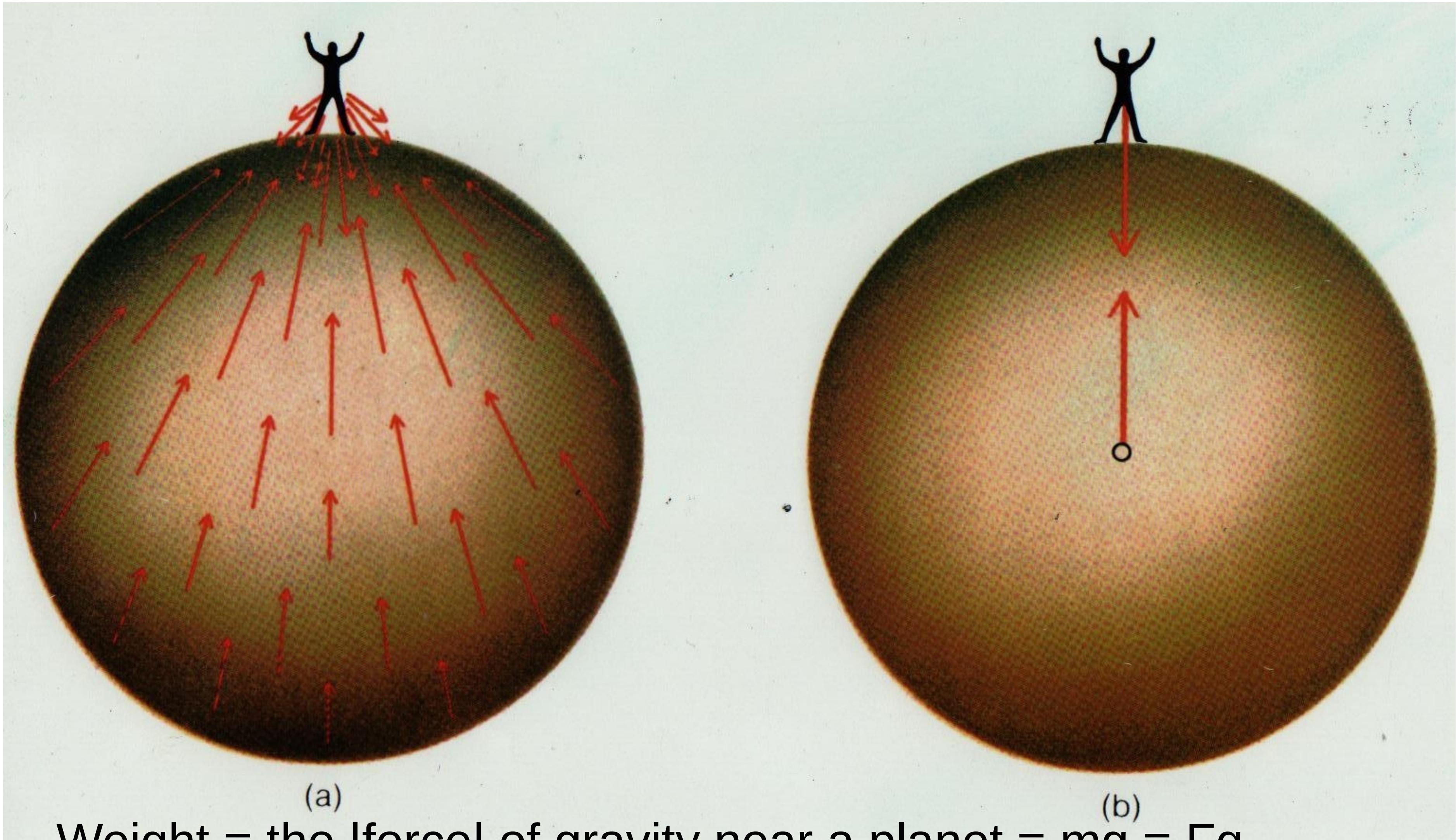
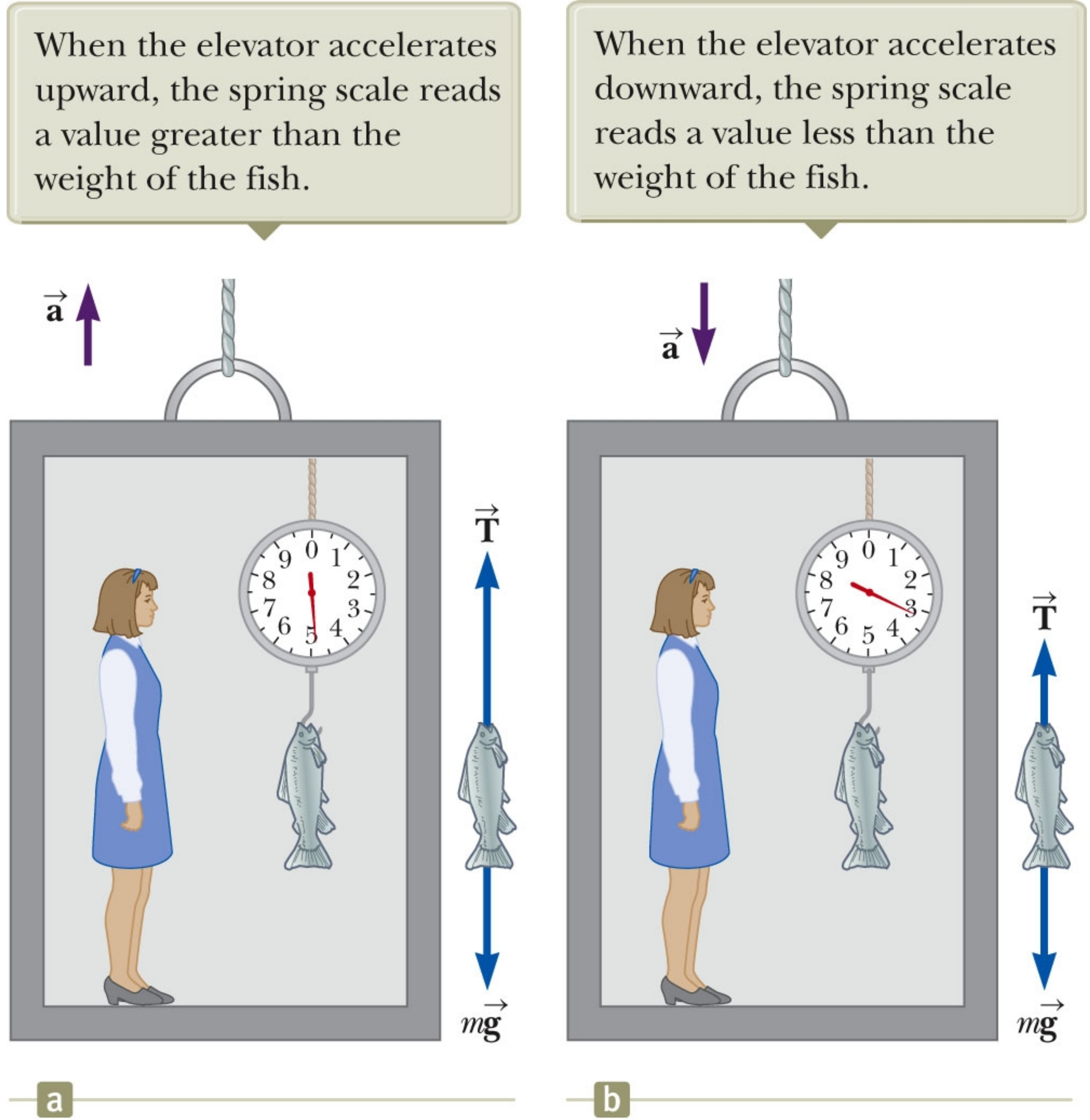


Fig. 5.5, p. 111

Newton's 3rd law (cont.)



Weight = the |force| of gravity near a planet = mg = Fg
Apparent weight may differ in accelerating reference frames or when buoyant forces are present.



When the elevator accelerates upward, the spring scale reads a value greater than the weight of the fish.
When the elevator accelerates downward, the spring scale reads a value less than the weight of the fish.
$\vec{a}$
$\vec{T}$
$m\vec{g}$
$\vec{a}$
$\vec{T}$
$m\vec{g}$
a
b

Fig. 5.13, p. 119

The Application of Newton's Laws

Problem solving method

1. Conceptualize
- What is problem asking for?
- Write down knowns and unknowns.
- Draw picture.

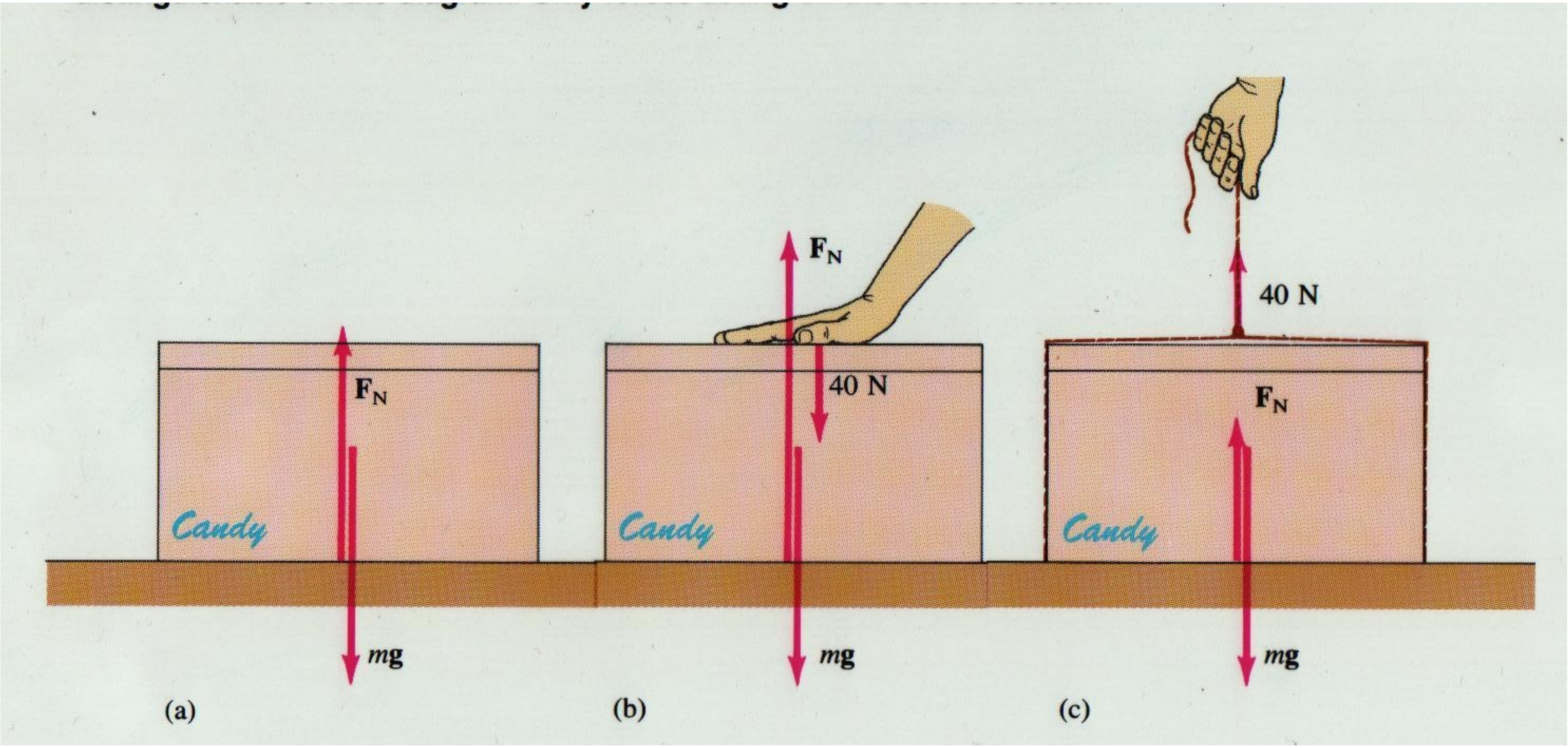
2. Categorize
- Equilibrium problem – object stationary (or constant velocity)
- Newton's 2^{nd} law problem – object's accelerate

3. Analyze
- Isolate object of interest and draw forces acting on it.
- Don't draw the forces object exerts on surroundings (usually).
- Form equations for x and y components independently.
- Plug and chug.

4. Finalize – check units, dimensions, etc.

The Application of Newton's Laws

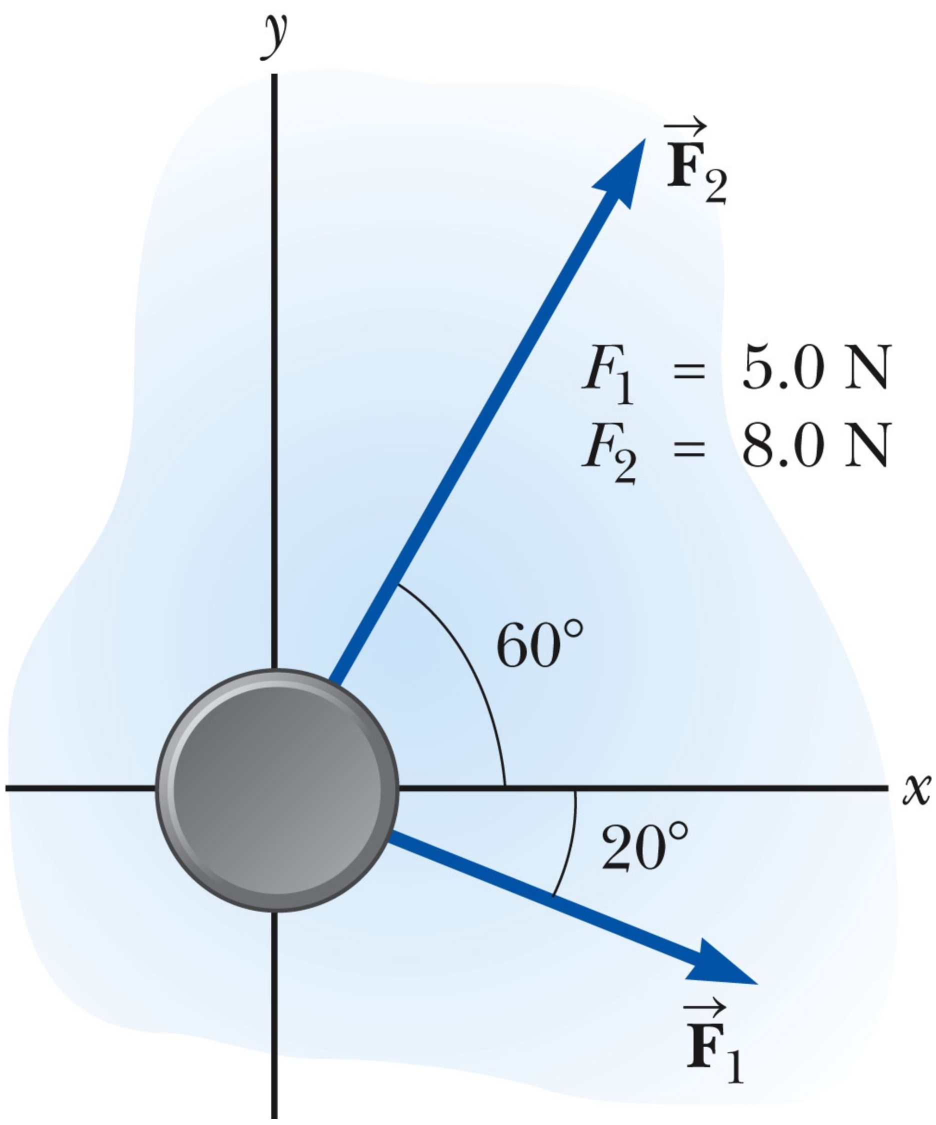
Find the normal force in each case if m=1 kg. (Use g=10 m/s^2)



Note: if m=5 kg, you get a more realistic normal force in (c).

The Application of Newton's Laws

Find the acceleration vector for the 0.2 kg hockey puck.



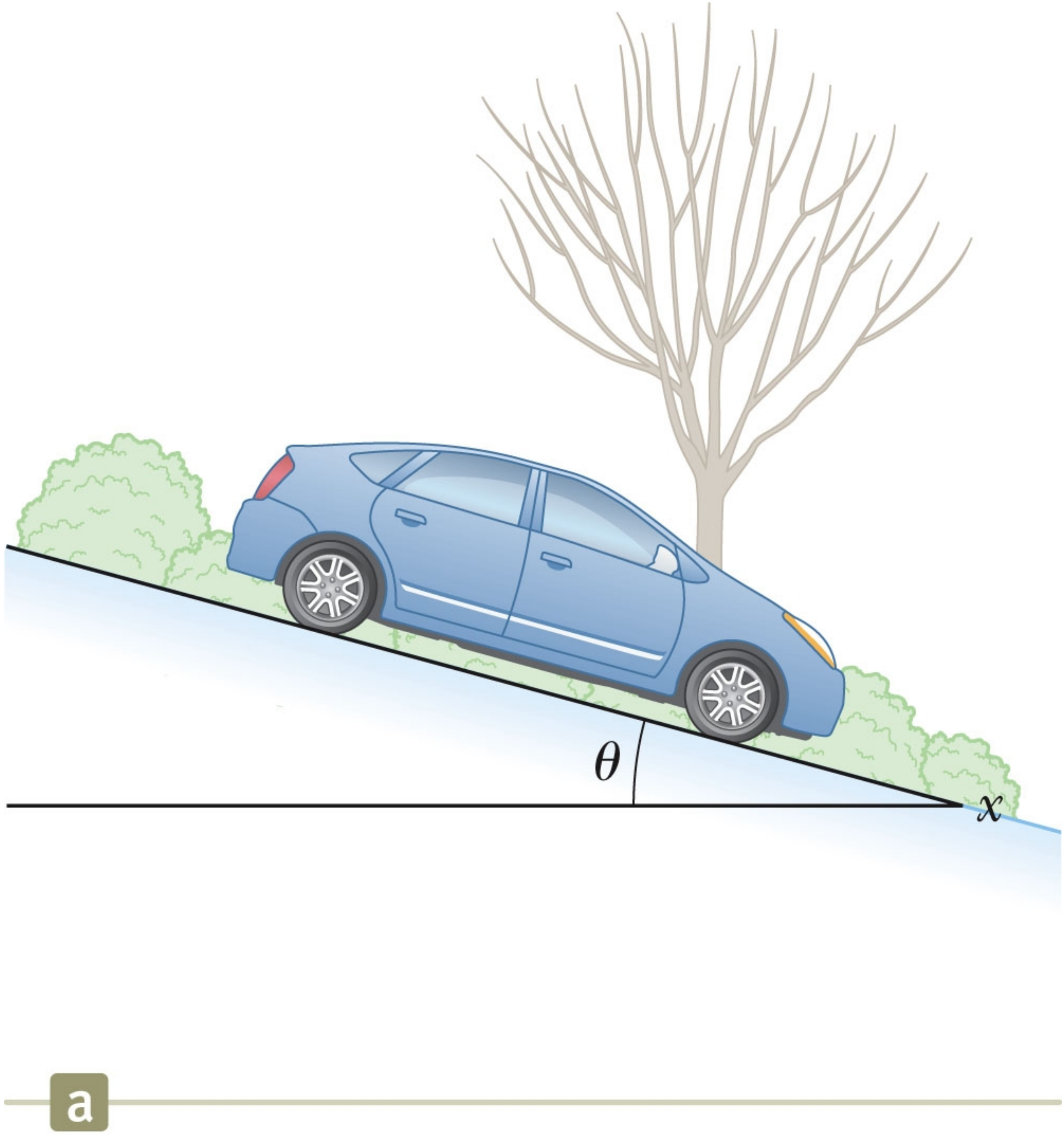
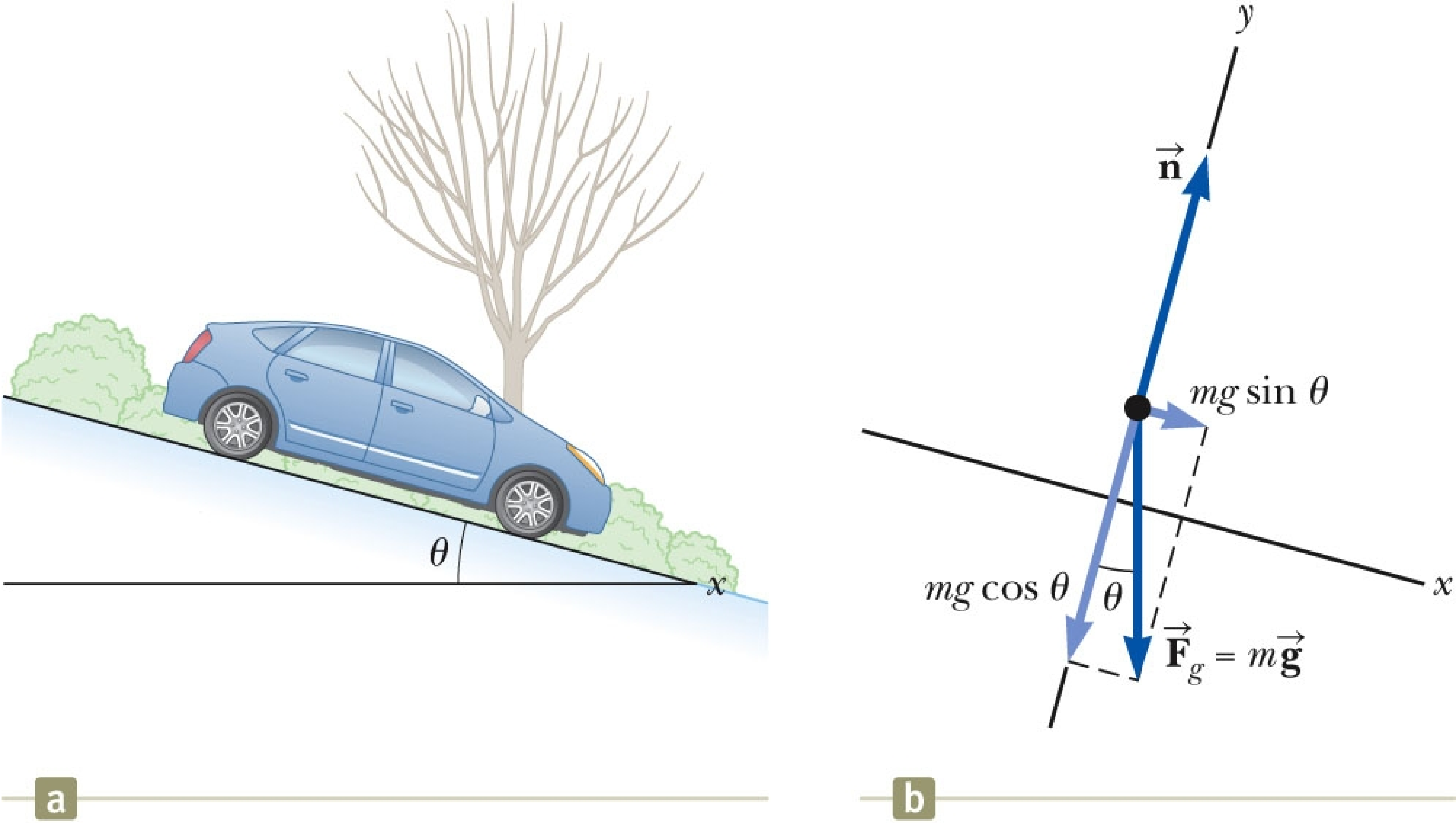


Fig. 5.11, p. 116



θ
x
y
$\vec{\mathbf{n}}$
mg sin θ
mg cos θ
θ
$\vec{\mathbf{F}}_g = m\vec{\mathbf{g}}$
x
a
b

Fig. 5.11, p. 116

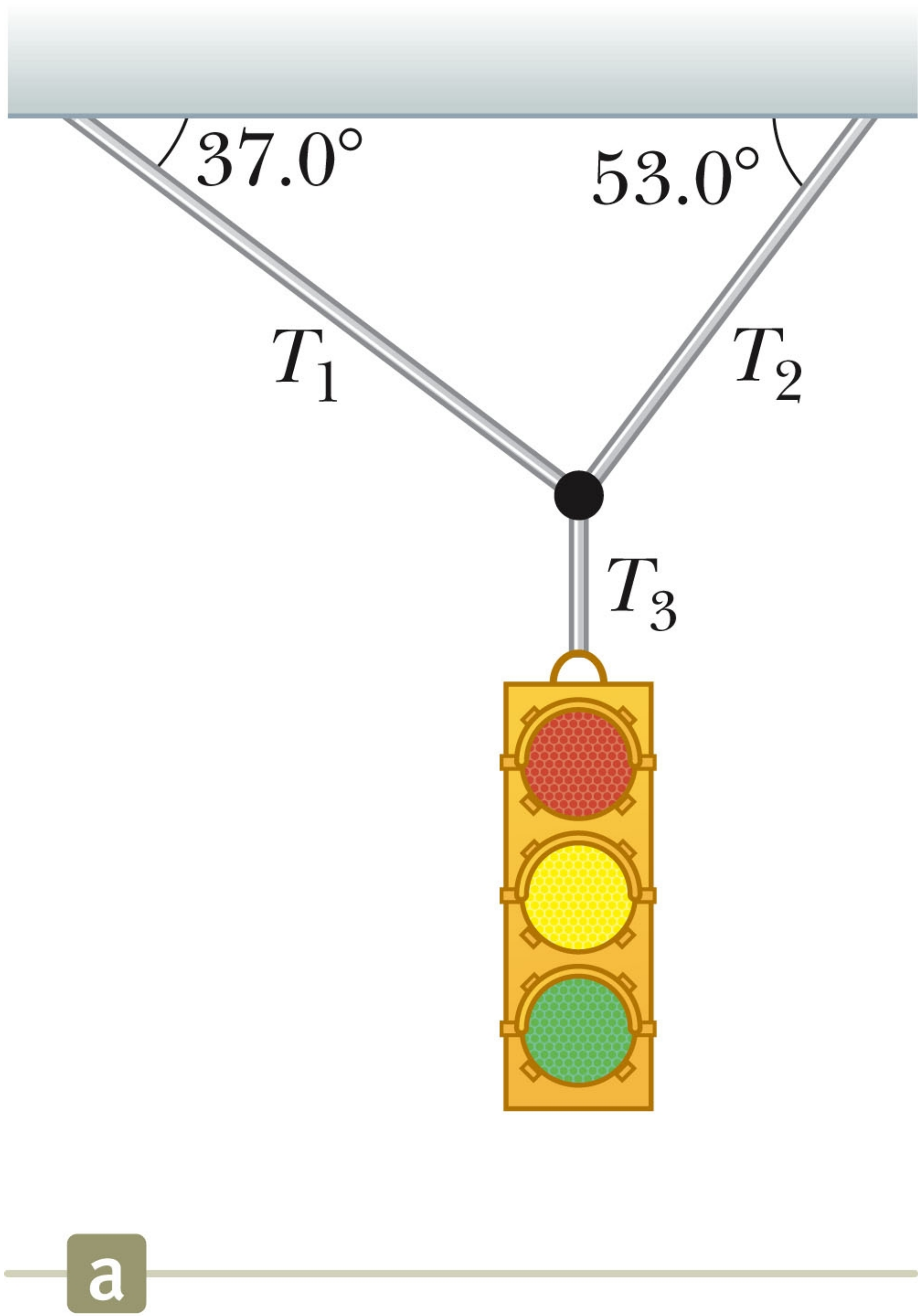
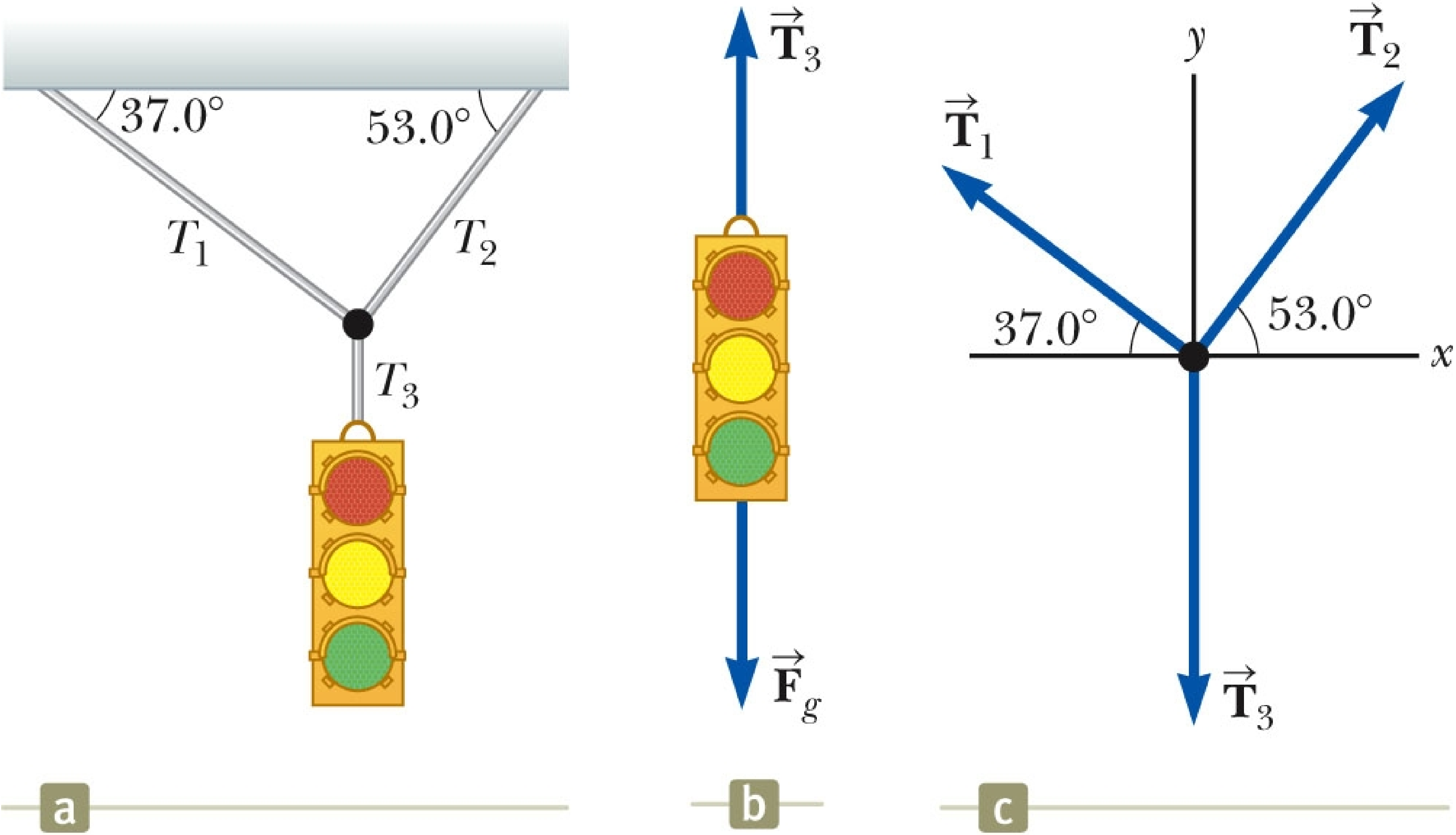
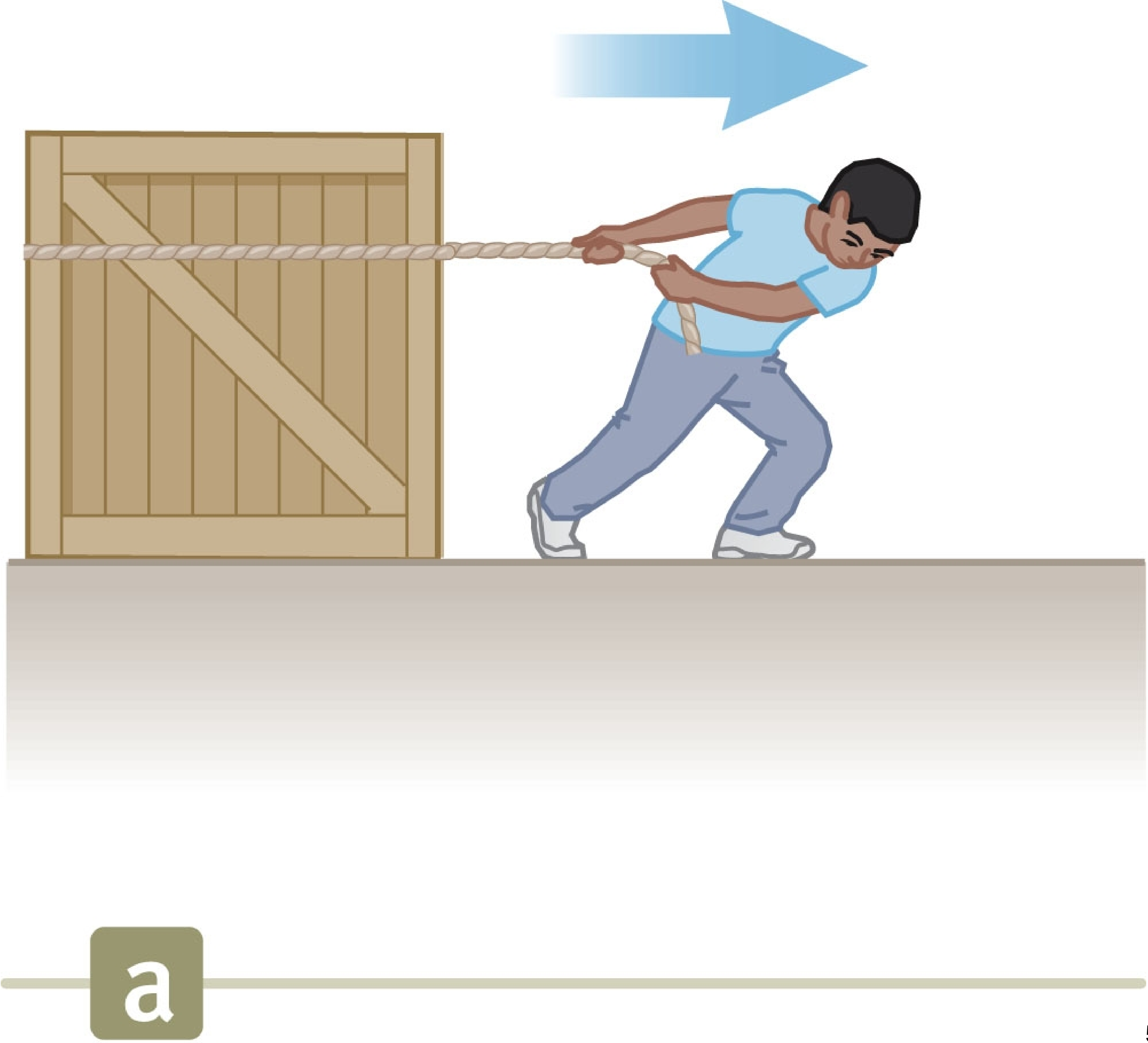


Fig. 5.10, p. 114



37.0°
53.0°
T_1
T_2
T_3
a
$\vec{\mathbf{T}}_3$
$\vec{\mathbf{F}}_g$
b
$\vec{\mathbf{T}}_1$
$\vec{\mathbf{T}}_2$
y
x
37.0°
53.0°
$\vec{\mathbf{T}}_3$
c

Fig. 5.10, p. 114



5.8, p. 113

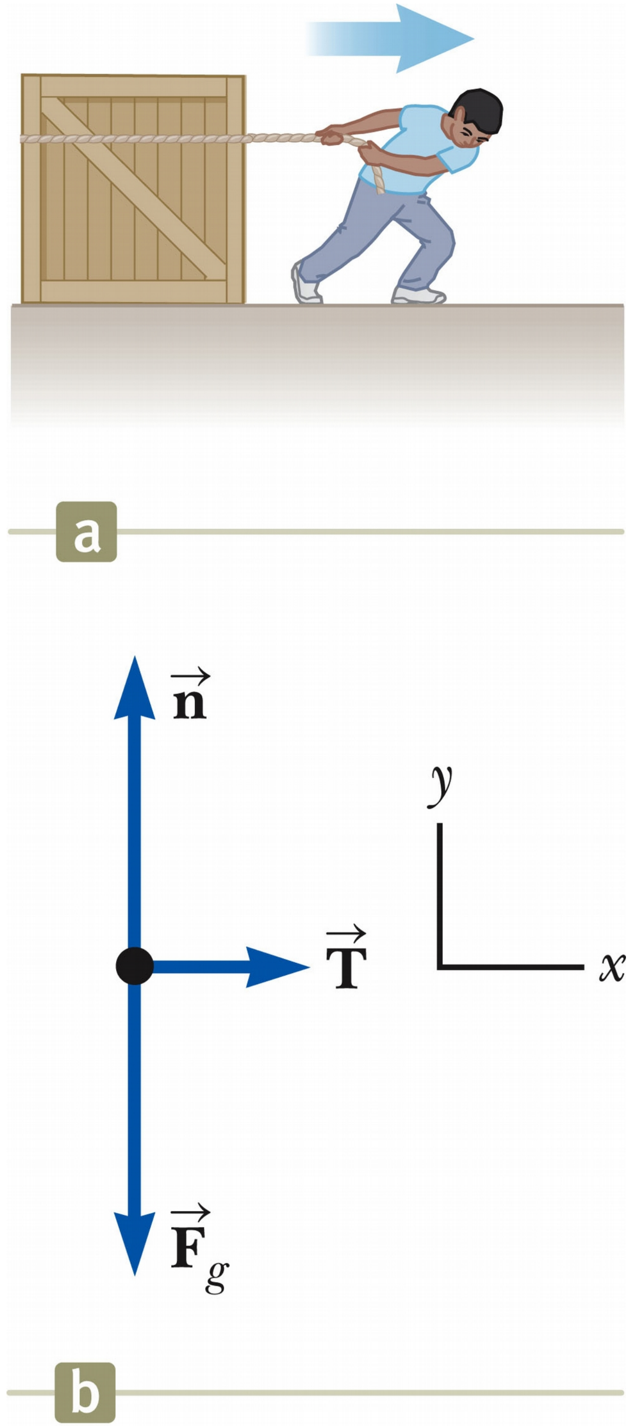


Fig. 5.8, p. 113

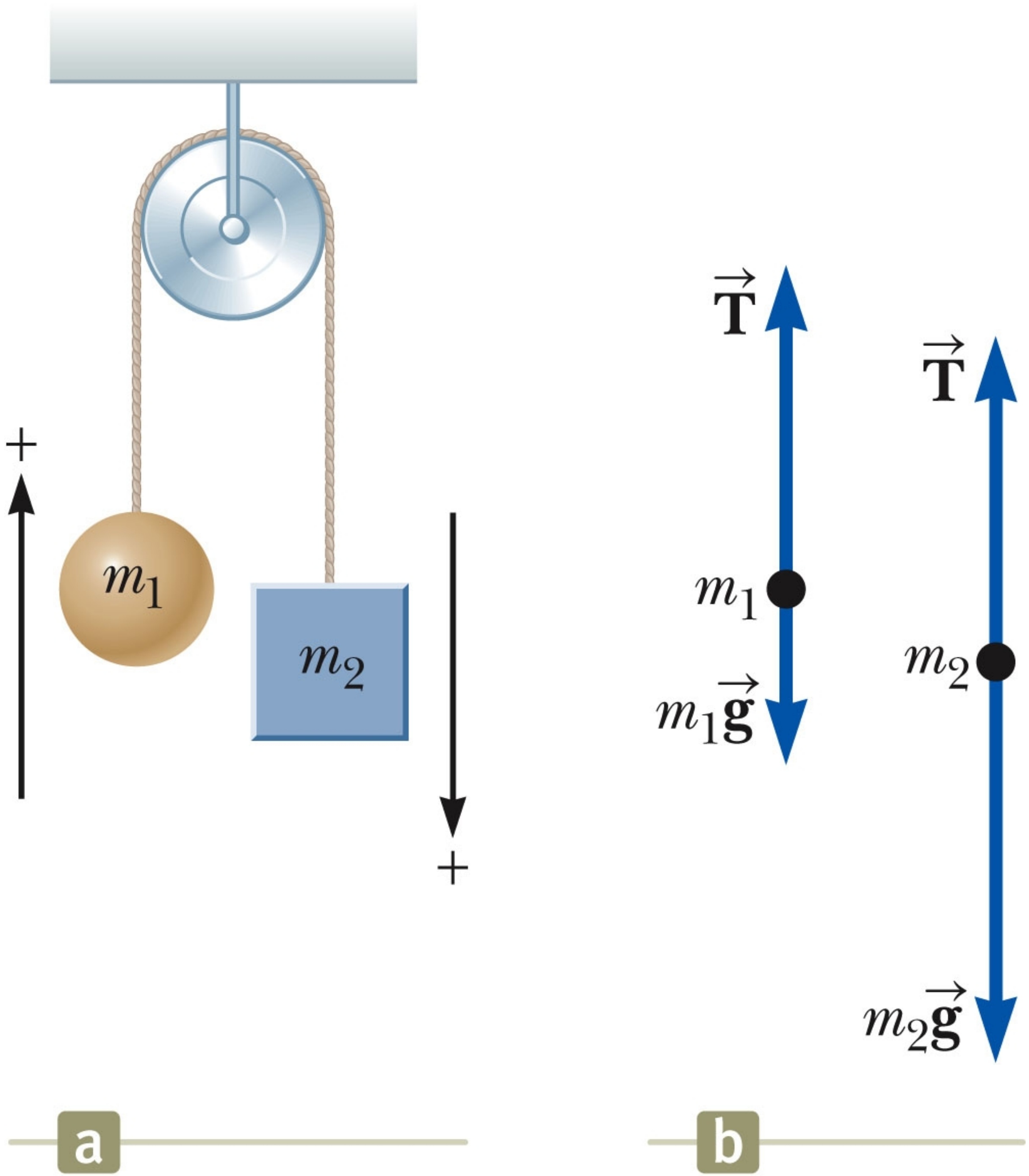

+
m_1
m_2
+
$\vec{\mathbf{T}}$
m_1
$m_1\vec{\mathbf{g}}$
$\vec{\mathbf{T}}$
m_2
$m_2\vec{\mathbf{g}}$
a
b

Fig. 5.14, p. 120

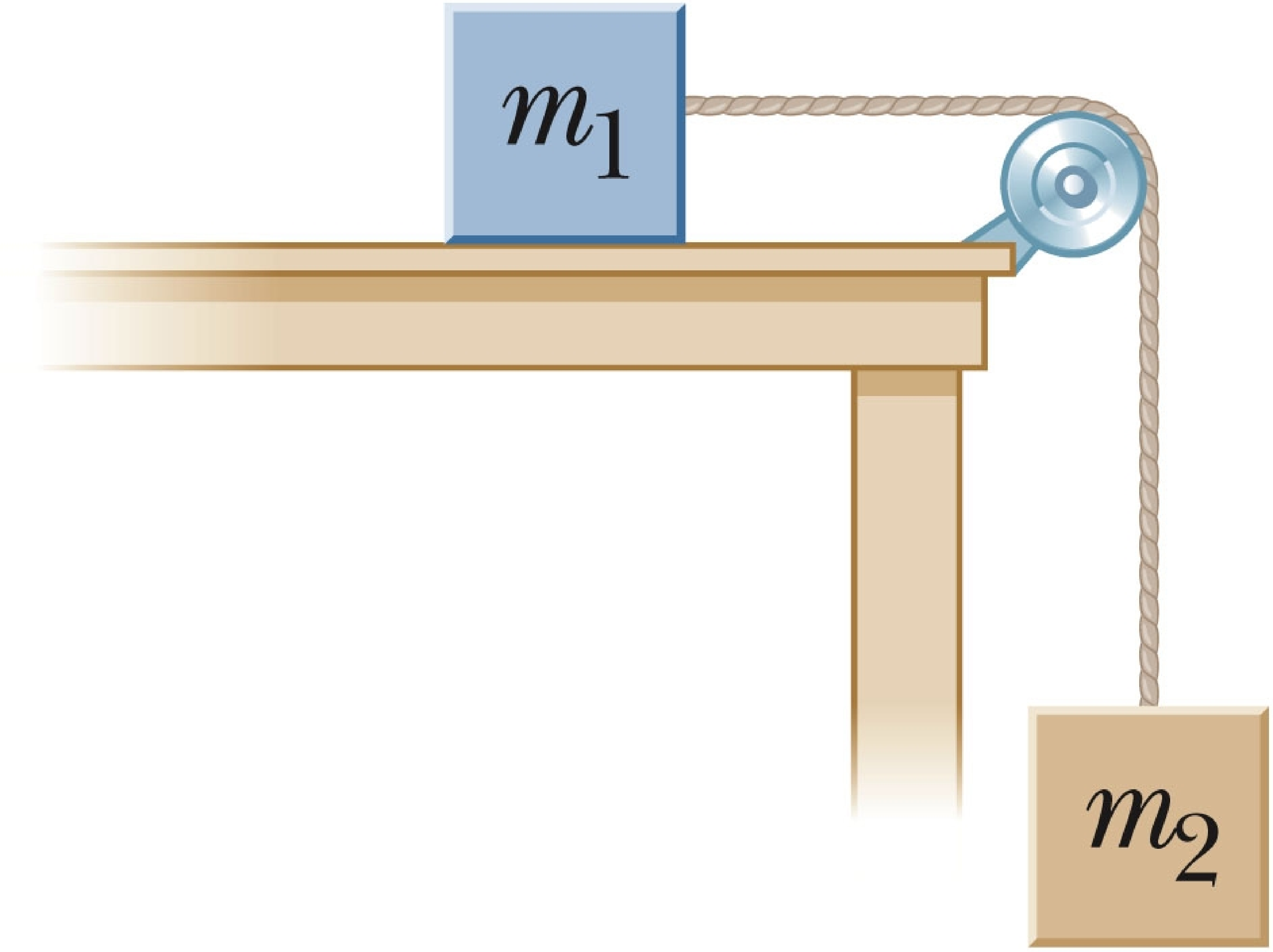


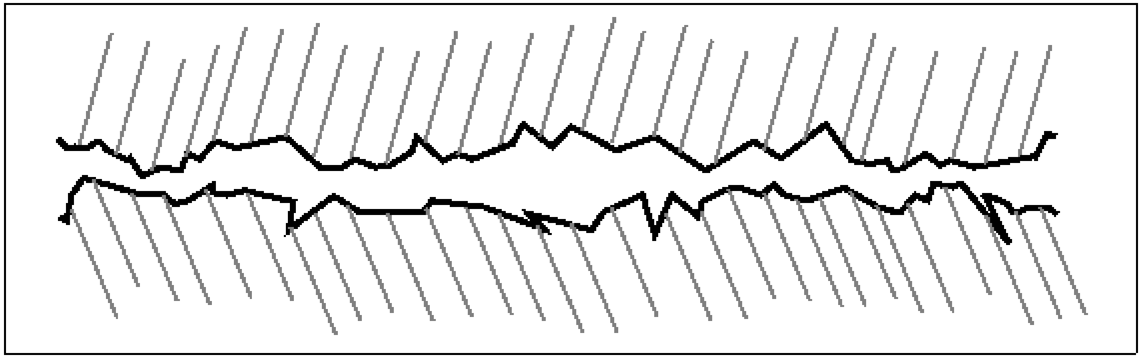
Fig. P5.28, p. 133

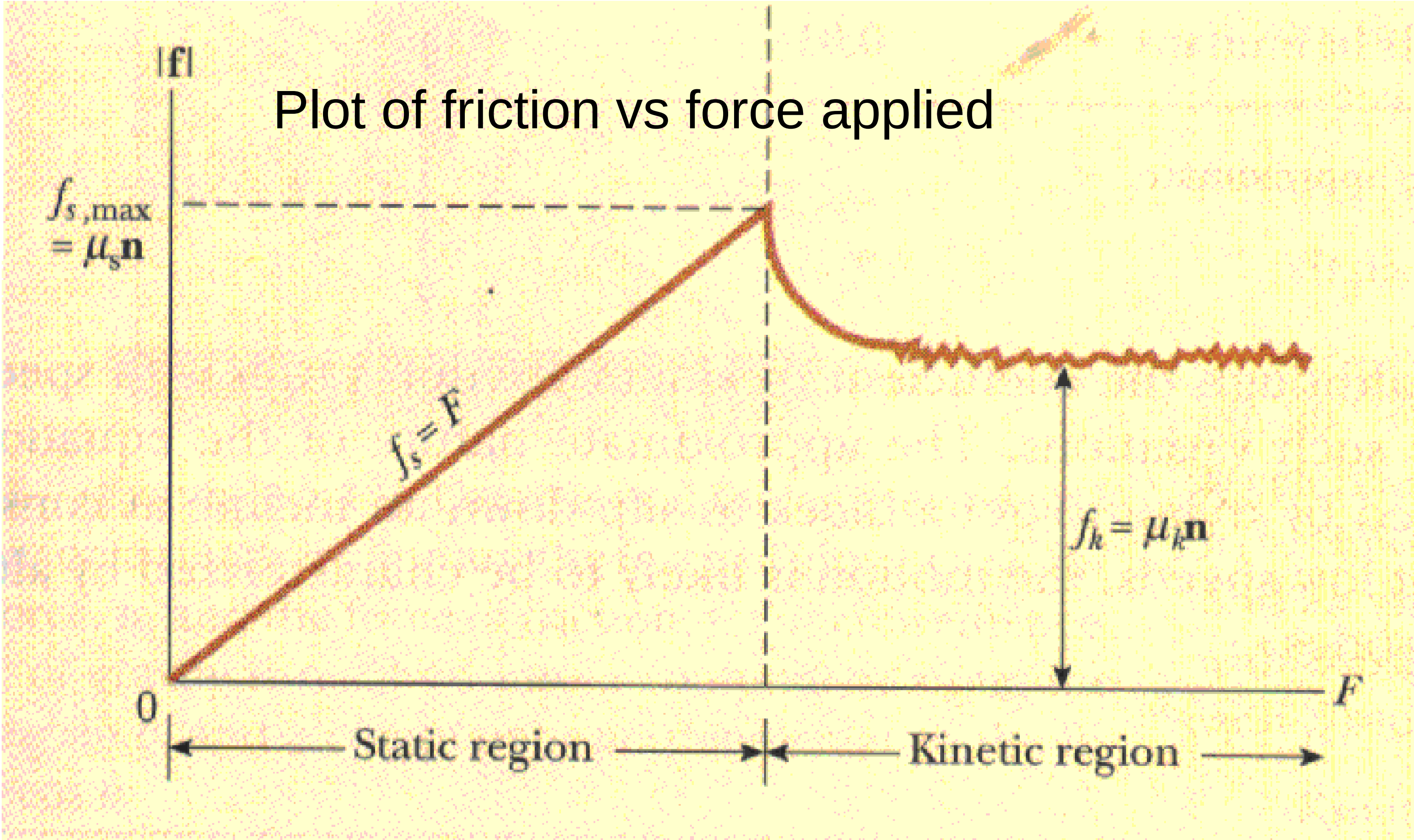
TABLE 5.1 *Coefficients of Friction*

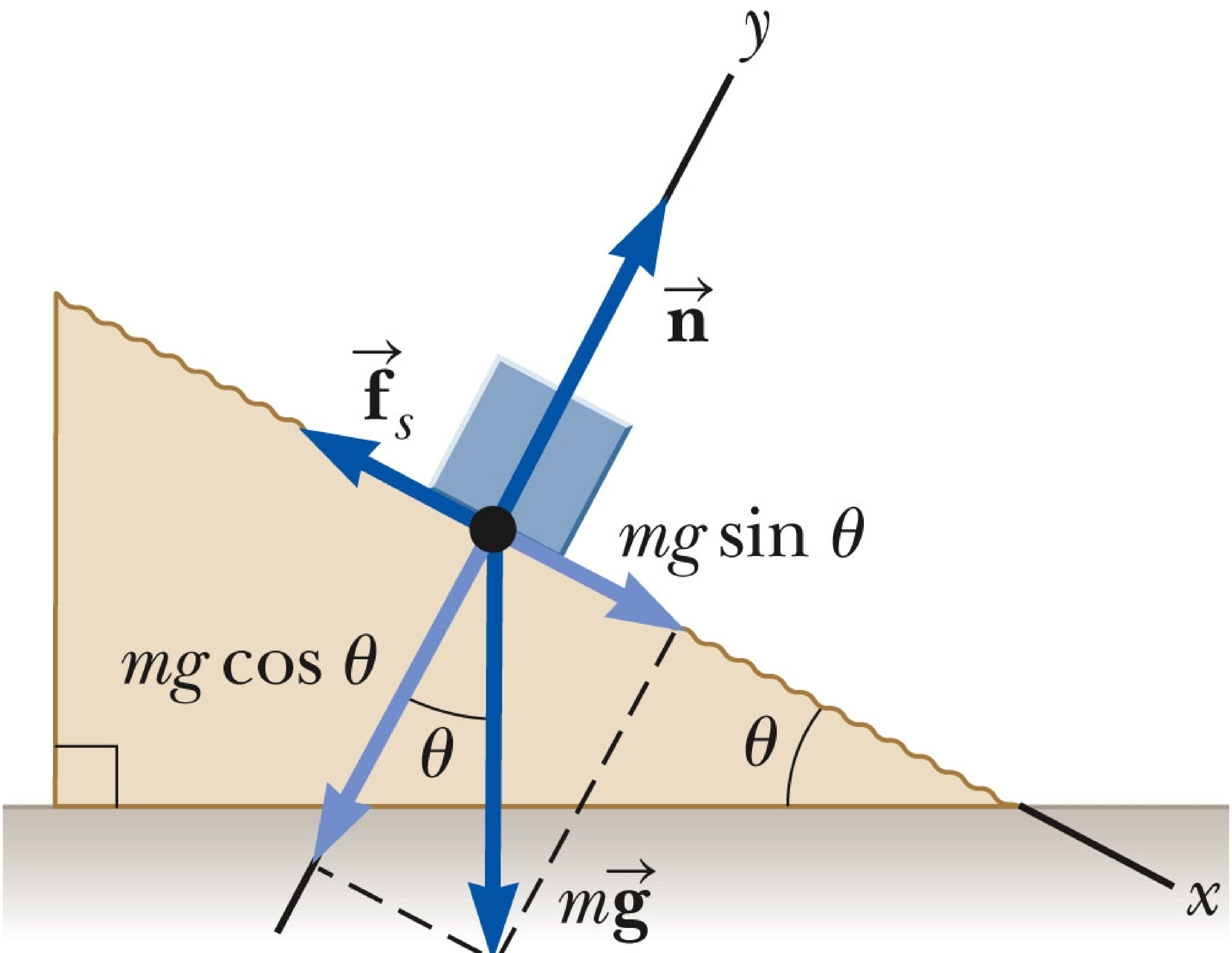
	μ_s	μ_k
Rubber on concrete	1.0	0.8
Steel on steel	0.74	0.57
Aluminum on steel	0.61	0.47
Glass on glass	0.94	0.4
Copper on steel	0.53	0.36
Wood on wood	0.25–0.5	0.2
Waxed wood on wet snow	0.14	0.1
Waxed wood on dry snow	—	0.04
Metal on metal (lubricated)	0.15	0.06
Teflon on Teflon	0.04	0.04
Ice on ice	0.1	0.03
Synovial joints in humans	0.01	0.003

Note: All values are approximate. In some cases, the coefficient of friction can exceed 1.0.

Close-up of
surfaces.







y
$\vec{\mathbf{n}}$
$\vec{\mathbf{f}}_s$
$mg \sin \theta$
$mg \cos \theta$
θ
θ
$m\vec{\mathbf{g}}$
x

Fig. 5.18, p. 124