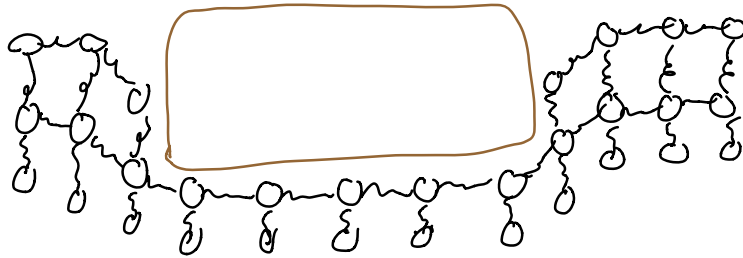
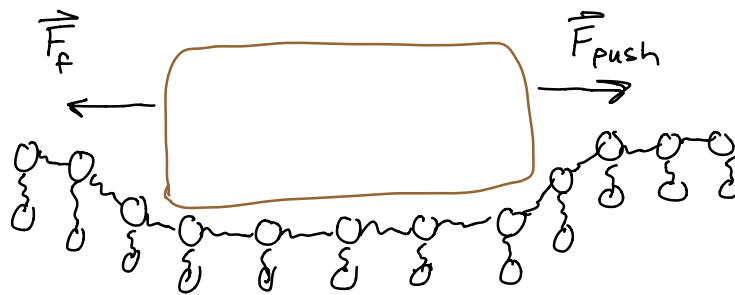


When we last left our table brick



IF I push on the brick



IF I push the brick, it runs into uncompressed Springs ahead of it

These springs will push back and oppose the force

The magnitude of this force depends on:

- The material of the surface AND the object
 - the object is also just a bunch of springs
- The force of the object against the surface

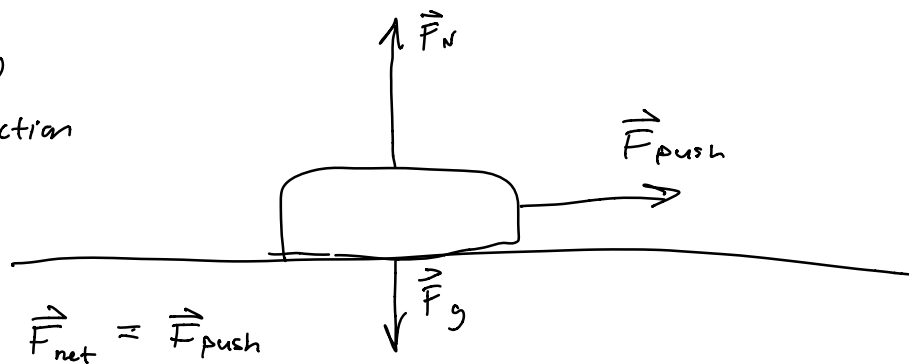
Force of sliding friction

$$|\vec{F}_{\text{friction}}| \approx \mu_k |\vec{F}_N|$$

- Does not depend on speed
- Size
- Only an approximation

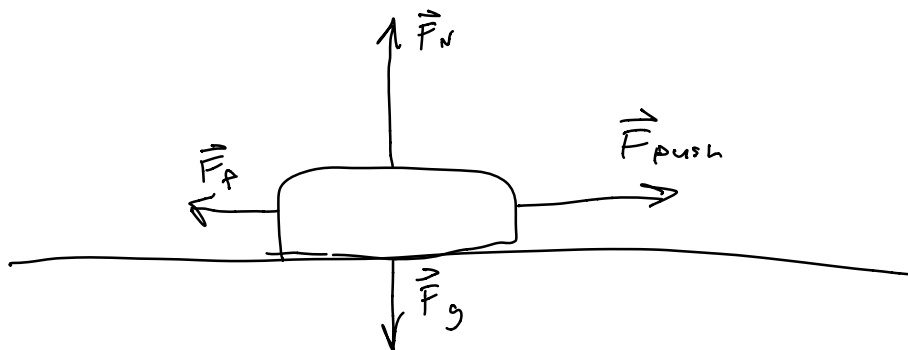
w/o

Friction



$$\Delta \vec{p} = \vec{F}_{\text{push}} \Delta t$$

Block will continually accelerate



$$\vec{F}_{\text{net}} = \vec{F}_{\text{push}} - \vec{F}_f$$

$$\Delta \vec{p} = (\vec{F}_{\text{push}} - \vec{F}_f) \Delta t$$

$\vec{F}_{\text{push}} > \vec{F}_f$: block accelerates

$\vec{F}_{\text{push}} = \vec{F}_f$: constant velocity

$\vec{F}_{\text{push}} < \vec{F}_f$: block slows down

Eventually, block comes to rest

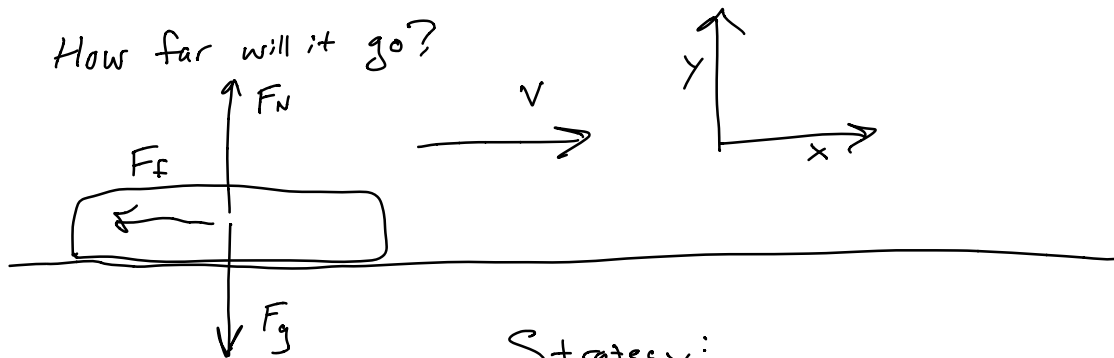
No more friction force now!

Friction won't spontaneously move the block if it is motionless

Ex: I release this book @ $v_0 = 4 \text{ m/s}$ ($m = 5 \text{ kg}$)

$$\mu_k = 0.4$$

How far will it go?



System: Book

Surf: Earth, table

$$\Delta \vec{p} = \vec{F}_{\text{net}} \Delta t$$

$$\Delta p_x = -F_f \Delta t$$

Strategy:

constant force motion

$$x(t) = x_i + v_{x,i} t + \frac{1}{2} \frac{F_x}{m} t^2$$

Find $t = \Delta t$, time to come to a stop, then find $x(\Delta t)$

$$F_f = \mu_k F_N$$

$$F_N = ?$$

$$\Delta p_y = 0 = F_N - mg$$

$$F_N = mg = (5 \text{ kg})(9.8 \text{ m/s}^2) = 49.0 \text{ N}$$

$$F_f = \mu_k F_N = (0.4)(49.0 \text{ N}) = 19.6 \text{ N}$$

$$\Delta p_x = -F_f \Delta t = -19.6 \Delta t$$

$$p_{xf} = p_{xi} - 19.6 \Delta t$$

$$p_{xi} = mv_{xi} = (5 \text{ kg})(4 \text{ m/s}) = 20 \text{ kg m/s}$$

$$p_{xf} = 20 \frac{\text{kg m}}{\text{s}} - 19.6 \text{ N } \Delta t$$

$$0 = 20 - 19.6 \Delta t \quad ; \quad \Delta t = 1.02 \text{ s}$$

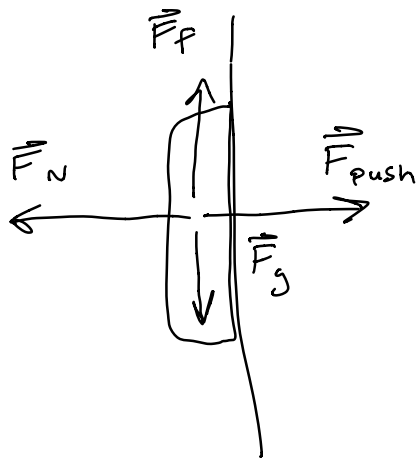
$$x(t) = x_i + v_{xi}t + \frac{1}{2} \frac{F_x}{m} t^2, \quad x_i = 0$$

$$x(1.02 \text{ s}) = 0 + (4)(1.02) + \frac{1}{2} \left(\frac{-19.6}{5} \right) (1.02)^2$$

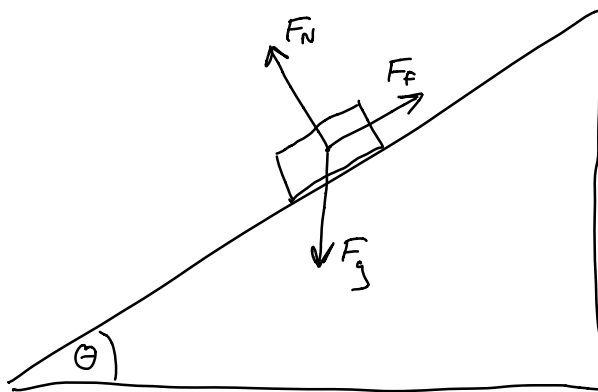
$$x = 2.04 \text{ m}$$

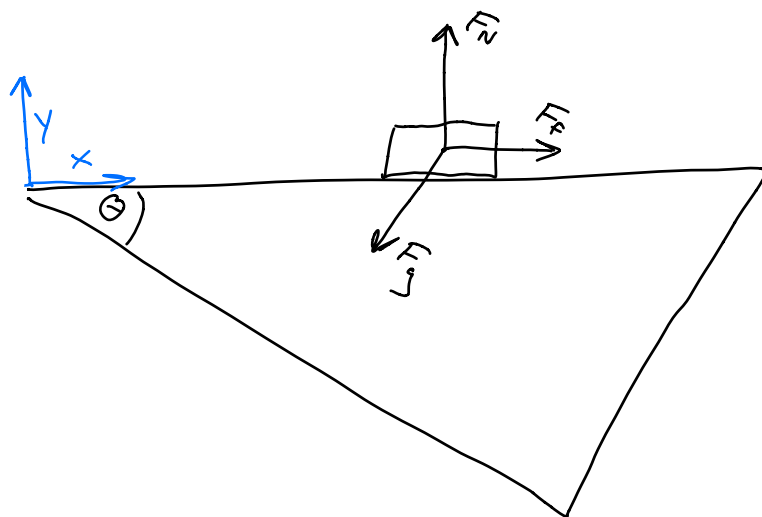
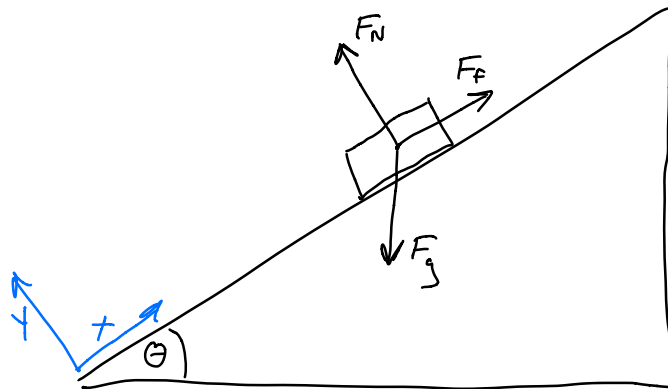
Danger! Normal force is not always the same as gravity

Ex: Pressing the book against the wall

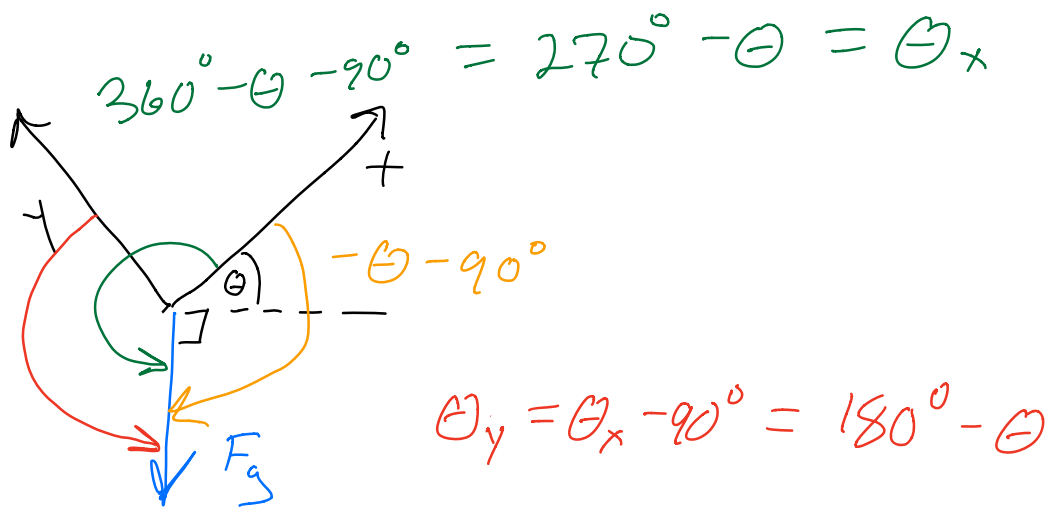
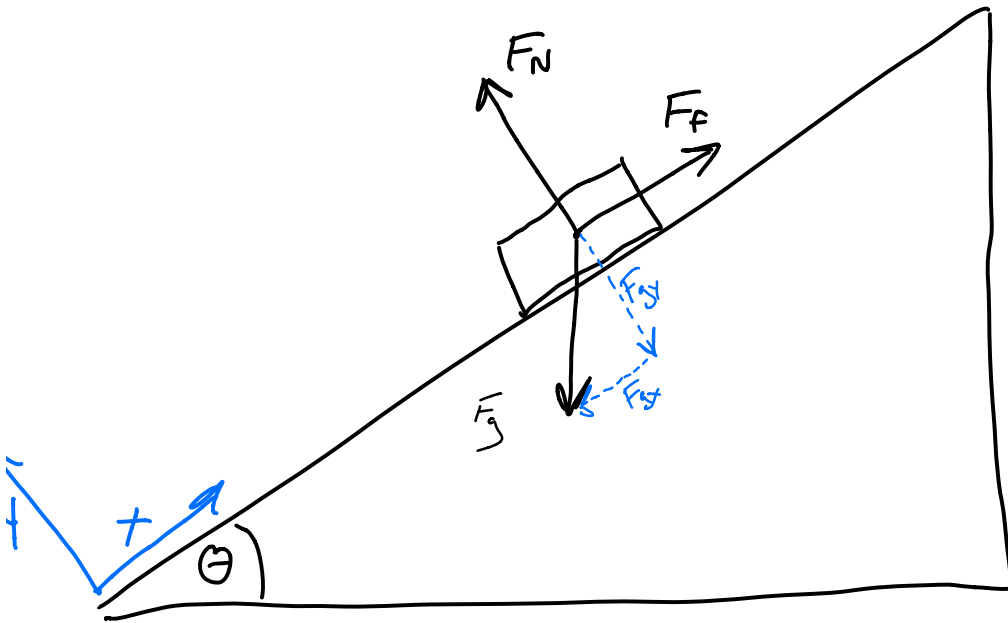


Ex: Block sliding down a ramp





\vec{F}_g pushes against
the surface & also pulls the block down
the slope



$$\hat{F}_g = (\cos \theta_x, \cos \theta_y)$$

$$\vec{F}_g = \langle \cos(270^\circ - \theta), \cos(180^\circ - \theta) \rangle$$

$$\vec{F}_g = mg \langle \cos(270^\circ - \theta), \cos(180^\circ - \theta) \rangle$$

$$\vec{F}_g = mg \langle -\sin\theta, -\cos\theta \rangle$$

$$F_{\text{net},x} = F_{gx} + F_f$$

$$F_{\text{net},x} = -mg \sin\theta + \mu_k F_N$$

$$\begin{aligned} F_{\text{net},y} = 0 &= F_{gy} + F_N \\ &= -mg \cos\theta + F_N \end{aligned}$$

$$F_N = mg \cos\theta$$

$$F_{\text{net},x} = \mu_k F_N - mg \sin\theta$$

$$F_{\text{net},x} = \mu_k mg \cos\theta - mg \sin\theta$$

$$F_{\text{net},x} = mg (\mu_k \cos \theta - \sin \theta)$$

What if the book is initially at rest?

We can exert a force without causing the book to move.

I exert force on book, book compresses springs, springs push back on book, $F_{\text{net}} = 0$, book doesn't move.

As I increase the force, the springs compress more, until eventually the book breaks loose & begins to move. The force required to start moving:

$$F_F = \mu_s F_N ; \mu_s \text{ is coeff of static friction}$$

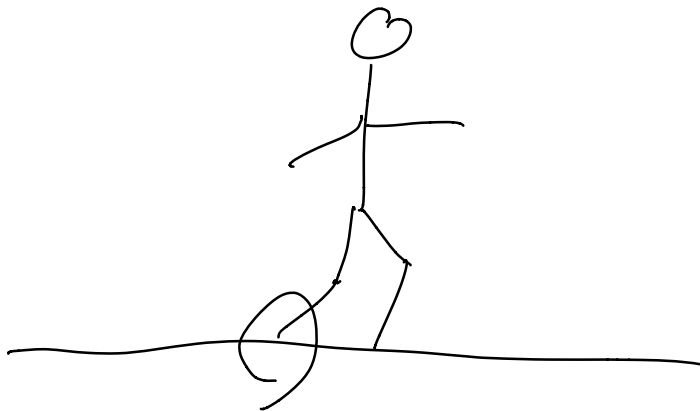
$$F_{\text{static}} = \mu_s F_N \quad \leftarrow \text{Force needed to } \underline{\text{start}} \text{ moving}$$

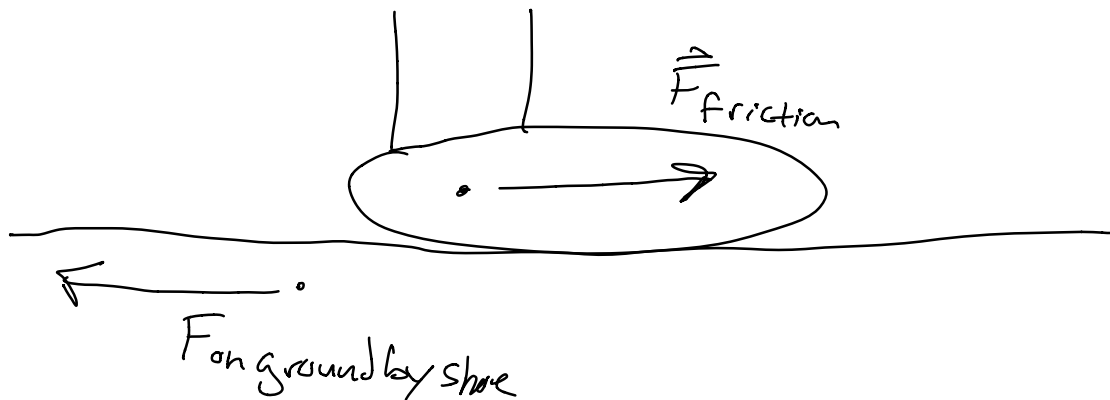
$$F_{\text{kinetic}} = \mu_k F_N \quad \leftarrow \text{Force needed to } \underline{\text{keep}} \text{ moving}$$

In general, $\mu_s \geq \mu_k$

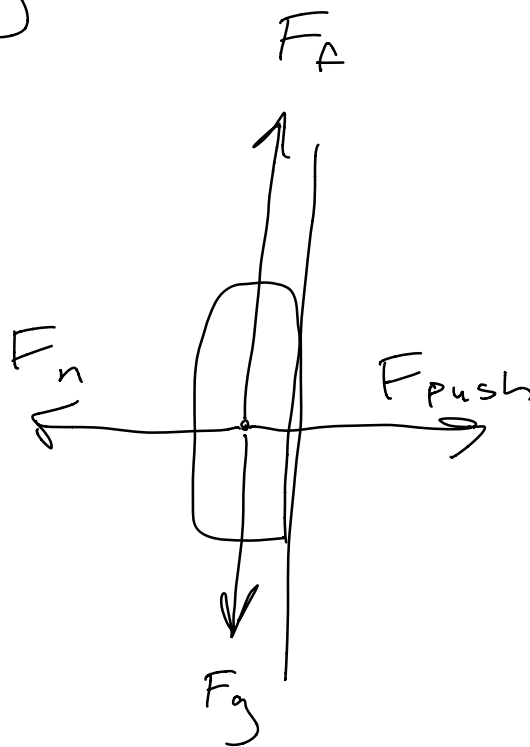
Pull really hard to get an object to start moving; once it starts you don't need to pull as hard

Static Friction is how we walk!





It's also how I can hold this book
against the wall w/o it
slipping



In order to keep it here,

$$I \text{ need } F_{\text{net},y} = 0$$

$$F_f + F_g = 0$$

$$\mu_s F_N - mg = 0$$

$$F_{\text{net},x} = 0$$

$$F_N = F_{\text{push}}$$

$$\mu_s F_{\text{push}} - mg = 0$$

$$F_{\text{push}} = \frac{mg}{\mu_s}$$

$$m = 5 \text{ kg}$$

$$g = 9.8 \text{ m/s}^2 \quad \mu_s = 0.5$$

$$F_{\text{push}} = 98 \text{ N}$$

$$(22 \text{ lbs})$$