

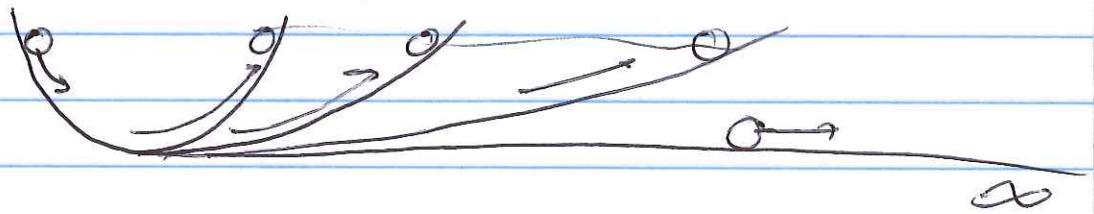
kinematics: description of motion, without consideration of the causes

↓
dynamics: causes of motion = forces

force: "push" or "pull" action on an object
↳ vector quantity: magnitude and direction

Aristotle: - natural state of an object is at rest
- any motion requires a force,
if no force is applied → motion will come to rest

↓
Galileo (1609): - objects in motion will stay in motion unless there is a force applied

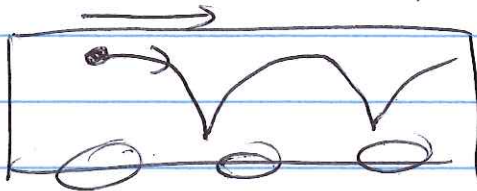


↓
Newton (1685-1686): 3 laws of motion

Newton's first law < Galileo

Objects have a constant velocity
unless acted upon by a net force

$\vec{v} = 0$ is not a special case



Moving reference frames \rightarrow laws of motion are valid
in these frames when \vec{v} of reference frame is
constant

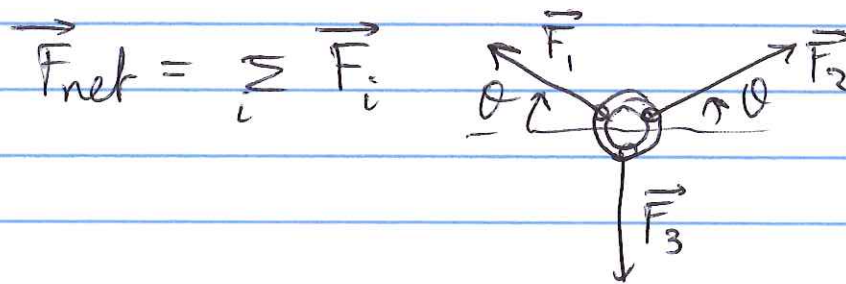
Newton's second law

Acceleration of an object that is acted upon by a
net external force \vec{F}_{net} is directly proportional
to the force \vec{F}_{net} , is inversely proportional to
the mass of the object, m .

$$\begin{array}{c} \vec{a} = \frac{\vec{F}_{\text{net}}}{m} \leftarrow \text{cause (dynamics)} \\ \begin{array}{l} \nearrow \text{effect} \\ \text{(kinematics)} \end{array} \end{array}$$

m inertial mass

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



Units: $\vec{F}_{\text{net}} = m\vec{a}$
 $\text{kg} \cdot \text{m/s}^2 = \text{unit of force}$
 N, Newton

$$1 \text{ N} = 1 \text{ kg m/s}^2$$

mg: $(0.1 \text{ kg})(10 \text{ m/s}^2) \approx 1 \text{ N}$

$\begin{cases} \mu\text{N}, \text{mN} \\ \text{kN} \end{cases}$

Mass m versus weight W

mass = measure of the inertia of an object
 reluctance of an object
 to change its velocity



- scalar quantity
- intrinsic to the object, depends on numbers and type of atoms

weight = force due to gravity
 - vector quantity \rightarrow downwards

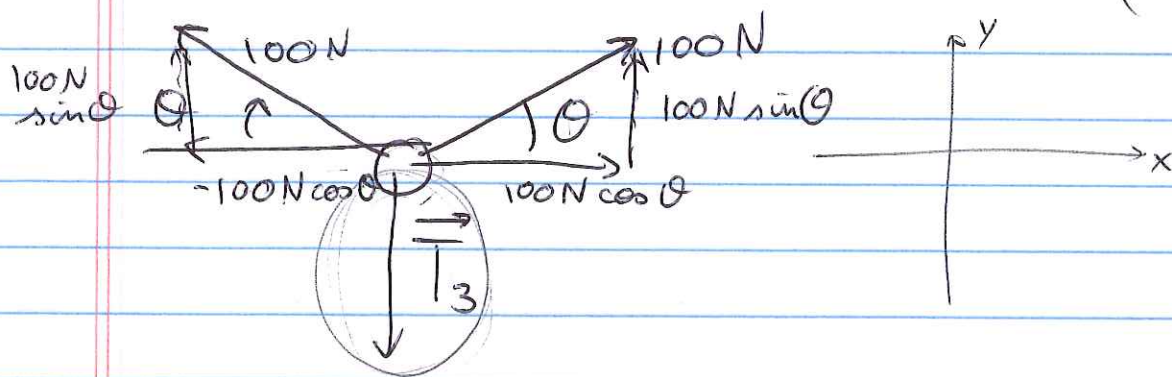
$$\underline{\underline{\vec{W}}} = \vec{F}_{\text{net}} = \underbrace{(m\vec{a})}_{\vec{a} = -g} = -mg, \text{ downwards}$$

* Newton's Third law:

If an object A exerts a force on object B, then object B exerts a force on object A that is equal in magnitude, opposite in direction

$$\vec{F}_{BA} = -\vec{F}_{AB}$$

Force is a vector $\vec{F}_{\text{net}} = m\vec{a} \rightarrow \begin{cases} F_x = ma_x \\ F_y = ma_y \\ (F_z = ma_z) \end{cases}$

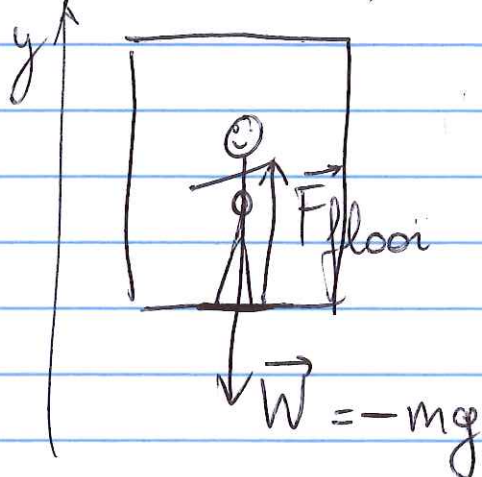


$$T_{3,y} + T_{1,y} + T_{2,y} = 0$$

$$T_{3,y} + 2(100\text{ N}) \sin \theta = 0$$

$$\hookrightarrow T_3 = -2(100\text{ N}) \sin \theta$$

Elevator standing still (moving at constant velocity)
(person inside) $\hookrightarrow \vec{a} = 0$



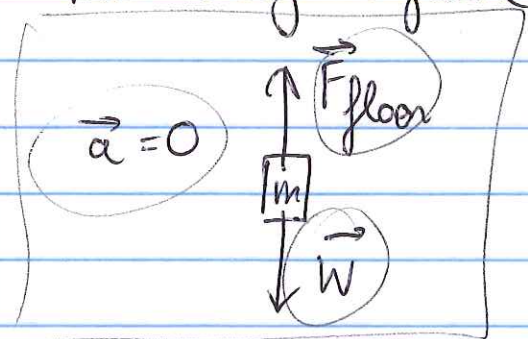
$$\vec{F}_{\text{net}} = m\vec{a} = 0$$

$$\hookrightarrow \vec{W} + \vec{F}_{\text{floor}} = 0$$

$$-mg + F_{\text{floor}} = 0$$

$$\underline{F_{\text{floor}} = +mg, \text{ upwards}}$$

Free-body diagram



$$\rightarrow \vec{F}_{\text{floor}} + \vec{W} = m\vec{a}$$

Elevator falling



$$\vec{a} = -g$$

$$\vec{F}_{\text{floor}}$$

$$\vec{a} = -g$$

$$\vec{W} = -mg$$

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

$$\vec{F}_{\text{floor}} + \vec{W} = -mg$$

$$F_{\text{floor}} - mg = -mg$$

$$\underline{F_{\text{floor}} = 0}$$

