

PHYS 107 - Week 04 - Monday

* Dynamics of moving elevator: force = weight

Newton's first law: $\vec{a} = 0$ unless $\vec{F}_{\text{net}} \neq 0$

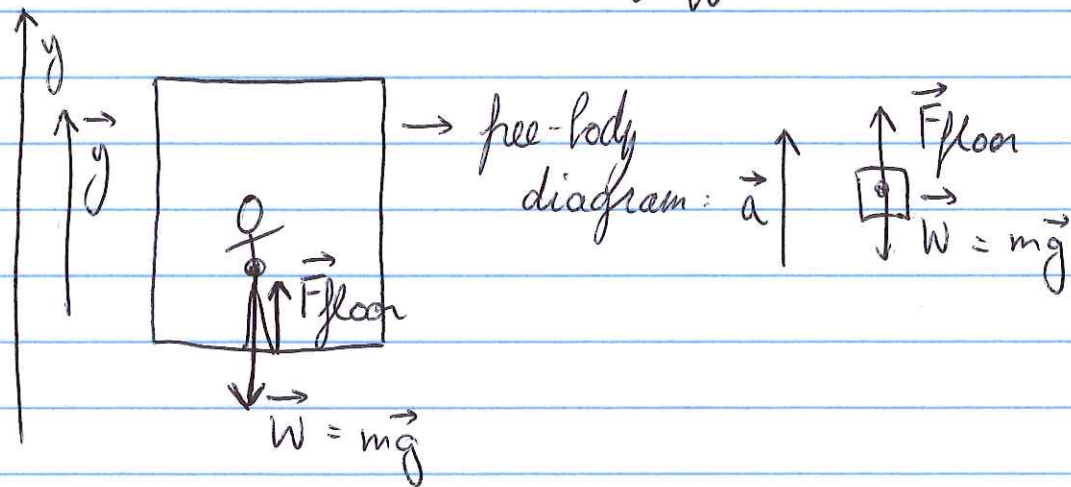
Newton's second law: $\vec{a} = \frac{\vec{F}_{\text{net}}}{m}$ or $\vec{F}_{\text{net}} = m\vec{a}$

Newton's Third law: $\vec{F}_{BA} = -\vec{F}_{AB}$

weight = force due to gravity by a mass m

$\hookrightarrow \vec{W} = m\vec{g}$, $\vec{g} = -9.80 \frac{m}{s^2}$, downwards
 $g = |\vec{g}| = 9.80 \frac{m}{s^2}$

free-body diagram: 



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

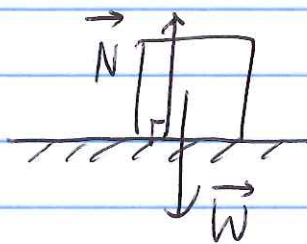
$$\hookrightarrow F_{\text{floor}} - mg = ma$$

$$\hookrightarrow F_{\text{floor}} = m(g+a)$$

- 1) $\vec{a} = 0 \rightarrow$ elevator not accelerating, $F_{\text{floor}} = mg$
- 2) $\vec{a} > 0 \rightarrow$ elevator accelerating up, $F_{\text{floor}} = m(g+a) > mg$
(upwards) \hookrightarrow heavier
- 3) $\vec{a} < 0 \rightarrow$ elevator accelerating down, $F_{\text{floor}} = m(g-a) < mg$
(downwards) \hookrightarrow lighter

* Contact forces: forces between macroscopic objects in contact with each other
(microscopically these are electrical, chemical forces)

example: \vec{F}_{floor} , more generally \vec{N}



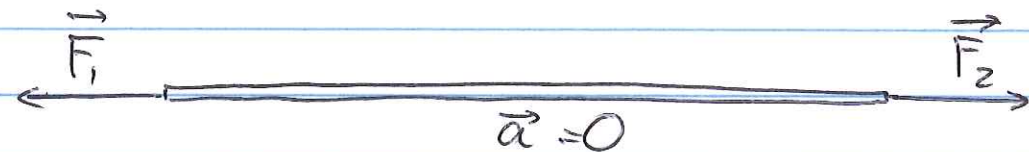
1) normal forces \vec{N} : perpendicular to the surface of an object

$$\vec{F}_{\text{net}} = \vec{N} + \vec{W} = m\vec{a} = 0 \rightarrow N = W = mg$$

- normal forces are "as large as the need to be" to result in the zero acceleration perpendicular to the surface
- normal forces can "push but not pull"

2) tension \vec{T} : parallel to the length of rope or chain
or muscle, tendon

- tension can "pull but not push"

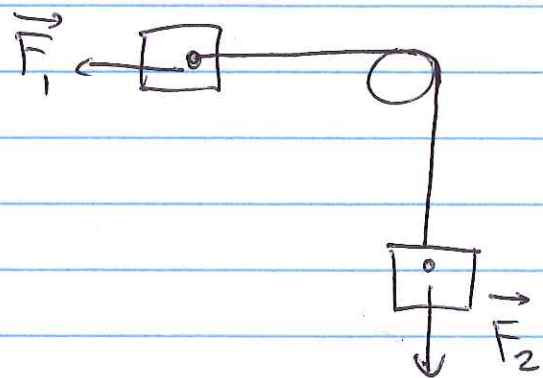


$$\hookrightarrow \vec{F}_{\text{net}} = \vec{F}_1 + \vec{F}_2 = m\vec{a} = \vec{0}$$

Even when $\vec{a} \neq 0$ and rope is light: $m=0$

$$\vec{F}_{\text{net}} = \vec{F}_1 + \vec{F}_2 = \vec{0} \rightarrow |\vec{F}_1| = |\vec{F}_2| = T$$

- tension can be used to change directions of forces.



example: shoulder muscles

3) air resistance, drag \rightarrow how much does the air affect the motion of an object

$$\vec{F}_{\text{air}} \sim -f(\vec{v})$$

always against direction of motion

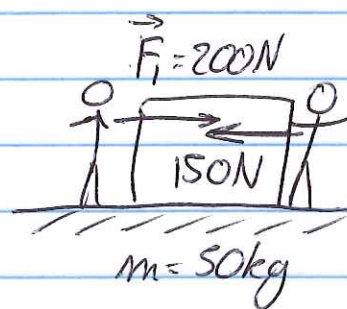


4) friction \vec{f}

\hookrightarrow see next chapter

* Examples of problems with forces:

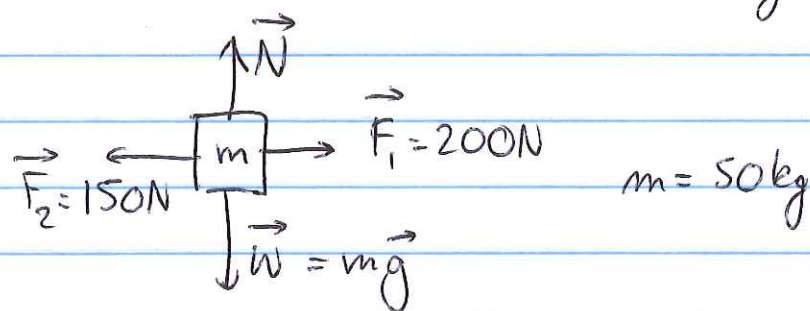
i) Moving:



* what is the acceleration of the object?

* what is the normal force from the ground on the object?

FBD:



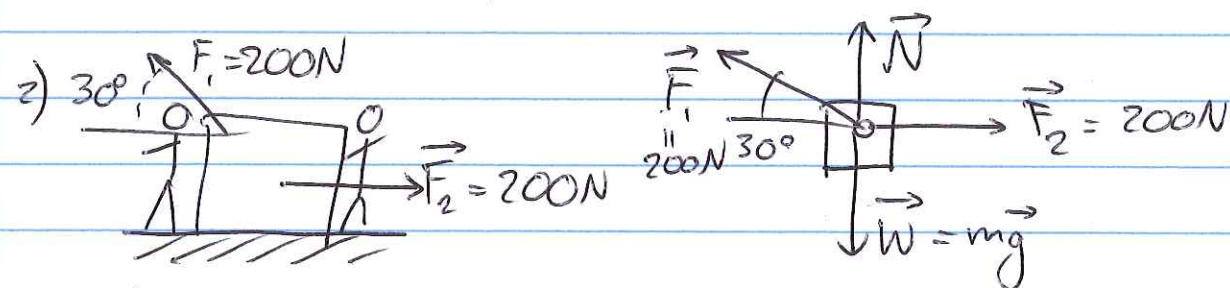
$$\vec{F}_{\text{net}} = m\vec{a} \Rightarrow x: F_1 - F_2 = ma_x$$

$$y: -mg + N = ma_y = 0$$

Q Moving 1

$$\rightarrow a_x = \frac{1}{m} (F_1 - F_2) = +1 \text{ m/s}^2$$

$$\rightarrow N = mg = 500 \text{ N}$$



$$\vec{F}_{\text{net}} = m\vec{a} \Rightarrow \begin{aligned} x: -F_1 \cos \theta + F_2 &= ma_x \\ y: N - mg + F_1 \sin \theta &= ma_y \end{aligned}$$

$$\rightarrow a_x = +0.54 \text{ m/s}^2$$

what about a_y ? could it be non-zero?

1) assume $a_y = 0 \rightarrow$ find N , must be positive

if $N \geq 0$, then $a_y = 0$ is OK

if $N < 0$, then $a_y \neq 0$, but $N = 0$

$$\rightarrow N = mg - F_1 \sin \theta = +390 \text{ N} \rightarrow \text{OK}$$

what if $F_1 = 1200 \text{ N}$? $\rightarrow N = -110 \text{ N} \rightarrow \text{not OK}$

$$ma_y = -mg + F_1 \sin \theta \rightarrow a_y = +2.2 \text{ m/s}^2$$

\rightarrow box lifts off the floor