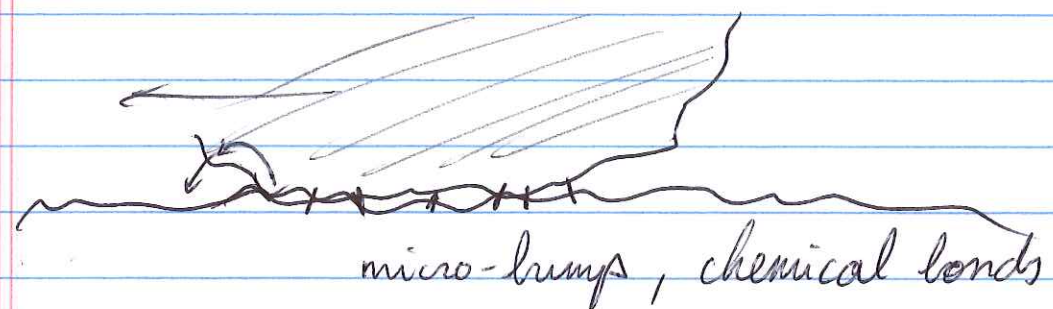
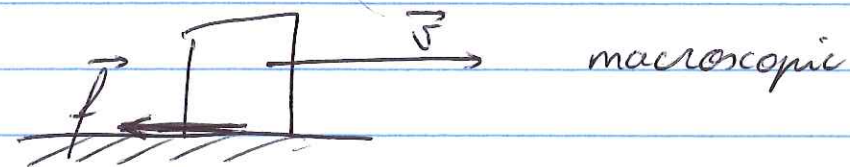


* Friction: resistance against motion,
direction is against velocity



Is friction useful?

No - tear & wear

- inefficiency in mechanical system

20% of energy in fuel is there to
overcome friction

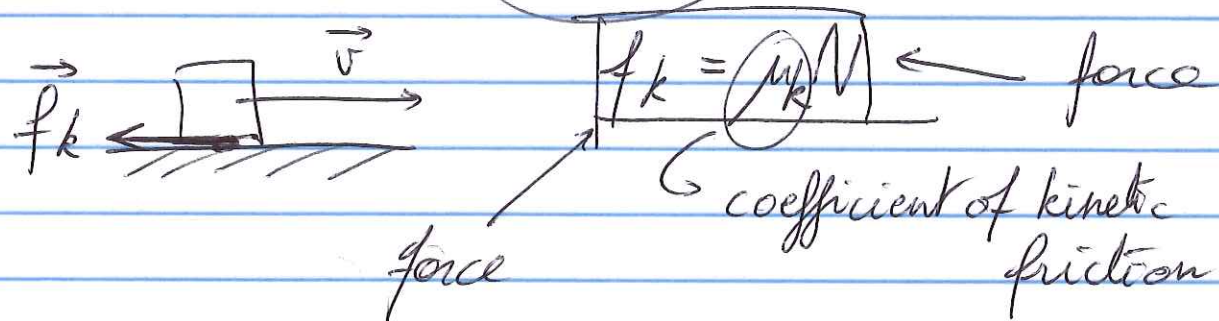
Yes: - walk




Study of friction = tribology
da Vinci (1600)

- 1) independent of contact area
- 2) independent of relative velocity ($\vec{v} > 0$)
- 3) proportional to normal force

* Kinetic friction ($\vec{v} > 0$)



μ_k dimensionless, no units, just a number
0.01 - 1 or larger



μ_k depends on surface and object

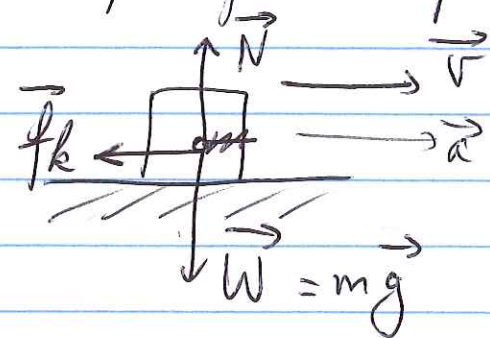
* Static friction ($\vec{v} = 0$)

$$0 \leq f_s \leq \mu_s N$$

coefficient of static friction

f_s is as large as needed to maintain $a=0$
and if f_s needs to be larger than $\mu_s N$
→ object will start moving

Example of kinetic friction:



what will be \vec{a} ?

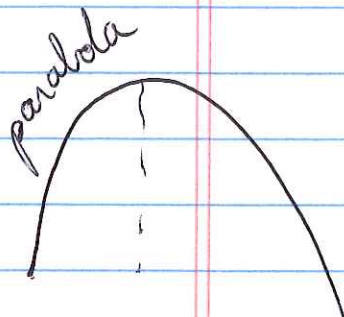
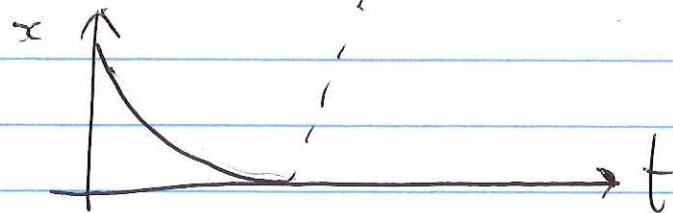
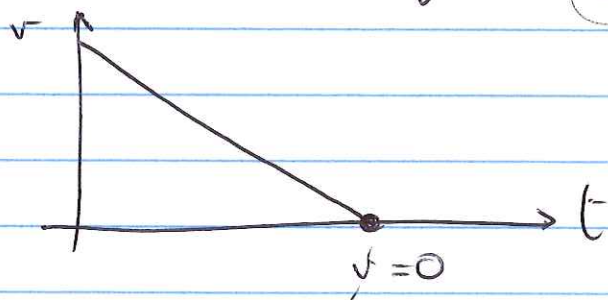
$$\vec{F}_{\text{net}} = m\vec{a}$$

$$\begin{cases} x: -f_k = ma_x \\ y: N - mg = ma_y = 0 \end{cases} \quad (\text{2nd law})$$

$$\hookrightarrow \underline{N = mg}$$

$$a_x = -\frac{1}{m} f_k \quad f_k = \mu_k N = \mu_k mg$$

$$a_x = -\frac{1}{m} (\mu_k mg) = -\underline{\mu_k g}$$



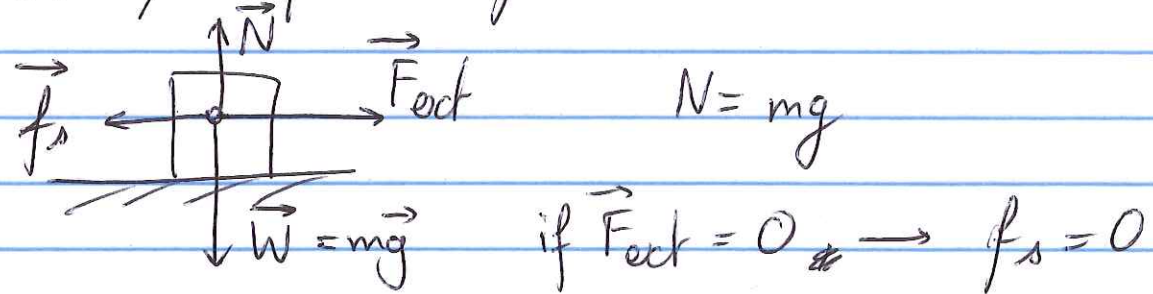
* Connection between μ_k and μ_s

μ_s : chemical ~~as~~ bonds exist, and they need to be broken

μ_k : bonds are already broken

$$\mu_s \geq \mu_k$$

* Example of static friction



if $\vec{F}_{ext} \neq 0$, then $f_s \neq 0$

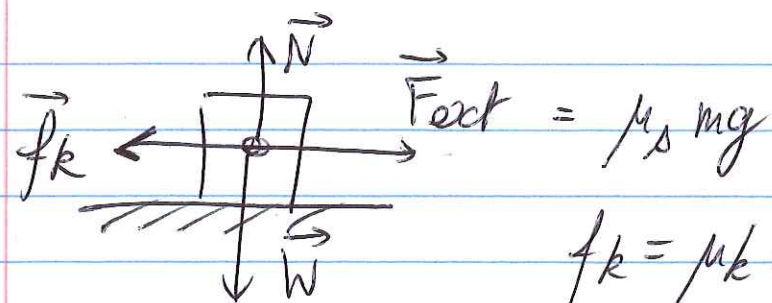
$$F_{ext} - f_s = m a_x = 0$$

$$\underline{f_s} = F_{ext}$$

$$0 \leq f_s \leq \mu_s N = \underline{\mu_s} mg$$

as long as $F_{ext} \leq \mu_s mg$, object will remain stationary

if $F_{ext} > \mu_s mg$, object will start moving



$$\vec{F}_{ext} = \mu_s mg$$

$$f_k = \mu_k mg \leq \mu_s mg$$

$$ma_x = F_{ext} - f_k = \mu_s mg - \mu_k mg$$

$$= (\mu_s - \mu_k) mg$$

$$a = (\mu_s - \mu_k) g$$

* Example: a block of wood on a wooden floor
with $\mu_s = 0.5$ and $\mu_k = 0.3$, mass = 1 kg
I push with a force of 10 N

- 1) will the block move?
- 2) yes? what is the acceleration
no? how much harder should I push?

