



First Common Quiz
 8:30 to 9:45 am
 Friday, Oct. 2, 2009
 211 KUPF
 Cover Weeks 1-4's material




Chapter 5

The Laws of Motion





- An object moving at a constant speed requires 6.0 s to go once around a circle with a diameter of 4.0 m. What is the magnitude of the instantaneous acceleration of the particle during this time?

- 2.2 m/s²
- 2.7 m/s²
- 3.3 m/s²
- 3.8 m/s²
- 4.4 m/s²




Sir Isaac Newton

- 1642 – 1727
- Formulated basic laws of mechanics
- Discovered Law of Universal Gravitation
- Invented form of calculus
- Many observations dealing with light and optics

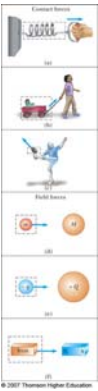

Force

- Forces are what cause any change in the velocity of an object
 - Newton's definition
 - A force is that which causes an acceleration



Classes of Forces

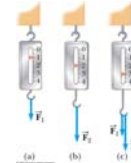
- Contact forces involve physical contact between two objects
 - Examples a, b, c
- Field forces act through empty space
 - No physical contact is required
 - Examples d, e, f

Fundamental Forces

- Gravitational force
 - Between objects
- Electromagnetic forces
 - Between electric charges
- Nuclear force
 - Between subatomic particles
- Weak forces
 - Arise in certain radioactive decay processes
- Note: These are all field forces

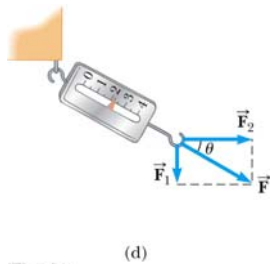
More About Forces



- A spring can be used to calibrate the magnitude of a force
- Doubling the force causes double the reading on the spring
- When both forces are applied, the reading is three times the initial reading

Vector Nature of Forces

- The forces are applied perpendicularly to each other
- The resultant (or net) force is the hypotenuse
- Forces are vectors, so you must use the rules for vector addition to find the net force acting on an object



Newton's First Law

- If an object does not interact with other objects, it is possible to identify a reference frame in which the object has zero acceleration
 - This is also called the *law of inertia*
 - It defines a special set of reference frames called *inertial frames*
 - We call this an *inertial frame of reference*

Inertial Frames

- Any reference frame that moves with constant velocity relative to an inertial frame is itself an inertial frame
- A reference frame that moves with constant velocity relative to the distant stars is the best approximation of an inertial frame
 - We can consider the Earth to be such an inertial frame, although it has a small centripetal acceleration associated with its motion

Newton's First Law – Alternative Statement

- In the absence of external forces, when viewed from an inertial reference frame, an object at rest remains at rest and an object in motion continues in motion with a constant velocity
 - Newton's First Law describes what happens in the absence of a force
 - Does not describe zero net force
 - Also tells us that when no force acts on an object, the acceleration of the object is zero

Inertia and Mass

- The tendency of an object to resist any attempt to change its velocity is called **inertia**
- **Mass** is that property of an object that specifies how much resistance an object exhibits to changes in its velocity
- Masses can be defined in terms of the accelerations produced by a given force acting on them:

$$m_1/a_1 = m_2/a_2$$

- The magnitude of the acceleration acting on an object is inversely proportional to its mass

Mass vs. Weight

- Mass and weight are two different quantities
- Weight is equal to the magnitude of the gravitational force exerted on the object
 - Weight will vary with location
- Example:
 - $w_{\text{earth}} = 180 \text{ lb}$; $w_{\text{moon}} \sim 30 \text{ lb}$
 - $m_{\text{earth}} = 2 \text{ kg}$; $m_{\text{moon}} = 2 \text{ kg}$

Clicker Question

What is the gravitational acceleration at the surface of the Moon?

- A. 9.8 m/s^2
- B. 1.63 m/s^2
- C. 58.8 m/s^2
- D. 0 m/s^2
- E. 4.9 m/s^2

Newton's Second Law

- When viewed from an inertial reference frame, the acceleration of an object is directly proportional to the net force acting on it and inversely proportional to its mass
 - Force is the cause of change in motion, as measured by the acceleration
- Algebraically,

$$\vec{a} \propto \frac{\sum \vec{F}}{m} \rightarrow \sum \vec{F} = m\vec{a}$$

- With a proportionality constant of 1 and speeds much lower than the speed of light

More About Newton's Second Law

- $\sum \vec{F}$ is the net force
 - This is the vector sum of all the forces acting on the object
- Newton's Second Law can be expressed in terms of components:
 - $\sum F_x = m a_x$
 - $\sum F_y = m a_y$
 - $\sum F_z = m a_z$

Units of Force

- The SI unit of force is the **newton (N)**
 - $1 \text{ N} = 1 \text{ kg}\cdot\text{m} / \text{s}^2$
- The US Customary unit of force is a **pound (lb)**
 - $1 \text{ lb} = 1 \text{ slug}\cdot\text{ft} / \text{s}^2$
- $1 \text{ N} \sim \frac{1}{4} \text{ lb}$

Gravitational Force

- The gravitational force, \vec{F}_g , is the force that the earth exerts on an object
- This force is directed toward the center of the earth
- From Newton's Second Law
 - $\vec{F}_g = m\vec{g}$
- Its magnitude is called the weight of the object
 - Weight = $F_g = mg$

Lecture Quiz

- A ball is thrown horizontally from the top of a building 0.10 km high. The ball strikes the ground at a point 65 m horizontally away from and below the point of release. What is the speed of the ball just before it strikes the ground?
 - 43 m/s
 - 47 m/s
 - 39 m/s
 - 36 m/s
 - 14 m/s

Newton's Third Law

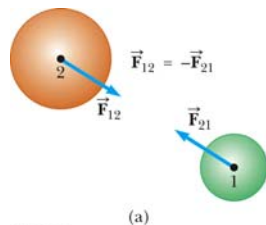
- If two objects interact, the force \vec{F}_{12} exerted by object 1 on object 2 is equal in magnitude and opposite in direction to the force \vec{F}_{21} exerted by object 2 on object 1
- $\vec{F}_{12} = -\vec{F}_{21}$
 - Note on notation: \vec{F}_{AB} is the force exerted by A on B

Newton's Third Law, Alternative Statements

- Forces always occur in pairs
- A single isolated force cannot exist
- The action force is equal in magnitude to the reaction force and opposite in direction
 - One of the forces is the action force, the other is the reaction force
 - It doesn't matter which is considered the action and which the reaction
 - The action and reaction forces must act on different objects and be of the same type

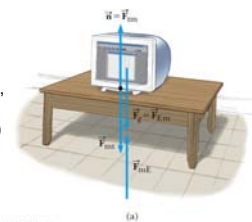
Action-Reaction Examples, 1

- The force \vec{F}_{12} exerted by object 1 on object 2 is equal in magnitude and opposite in direction to \vec{F}_{21} exerted by object 2 on object 1
- $\vec{F}_{12} = -\vec{F}_{21}$



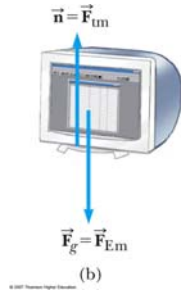
Action-Reaction Examples, 2

- The normal force (table on monitor) is the reaction of the force the monitor exerts on the table
 - Normal means perpendicular, in this case
- The action (Earth on monitor) force is equal in magnitude and opposite in direction to the reaction force, the force the monitor exerts on the Earth



Free Body Diagram

- In a free body diagram, you want the forces acting on a particular object
 - Model the object as a particle
- The normal force and the force of gravity are the forces that act on the monitor



Free Body Diagram, cont.

- The most important step in solving problems involving Newton's Laws is to draw the free body diagram
- Be sure to include only the forces acting on the object of interest
- Include any field forces acting on the object
- Do not assume the normal force equals the weight

Particles in Equilibrium

- If the acceleration of an object that can be modeled as a particle is zero, the object is said to be in **equilibrium**
 - The model is the *particle in equilibrium model*
- Mathematically, the net force acting on the object is zero

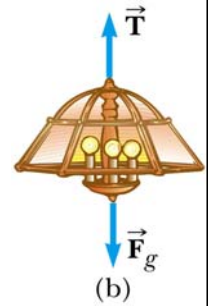
$$\sum \vec{F} = 0$$

$$\sum F_x = 0 \text{ and } \sum F_y = 0$$

Equilibrium, Example 1a

- A lamp is suspended from a chain of negligible mass
- The forces acting on the lamp are
 - the downward force of gravity
 - the upward tension in the chain
- Applying equilibrium gives

$$\sum F_y = 0 \rightarrow T - F_g = 0 \rightarrow T = F_g$$



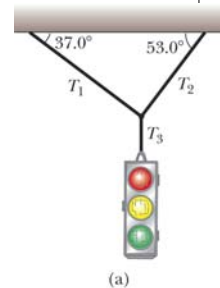
Equilibrium, Example 1b

- \vec{T} and \vec{F}_g
 - Not an action-reaction pair
 - Both act on the lamp
- \vec{T} and \vec{T}'
 - Action-reaction forces
 - Lamp on chain and chain on lamp
- \vec{T}' and \vec{T}''
 - Action-reaction forces
 - Chain on ceiling and ceiling on chain
- Only the forces acting on the lamp are included in the free body diagram



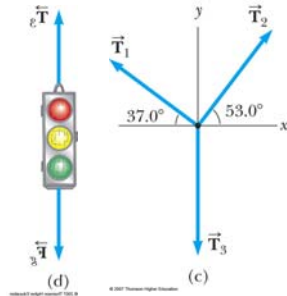
Equilibrium, Example 2a

- Example 5.4
- Conceptualize the traffic light
 - Assume cables don't break
 - Nothing is moving
- Categorize as an equilibrium problem
 - No movement, so acceleration is zero
 - Model as a particle in equilibrium



Equilibrium, Example 2b

- Analyze
 - Need two free-body diagrams
 - Apply equilibrium equation to the light
 - Apply equilibrium equations to the knot



Equilibrium, Example 2 c

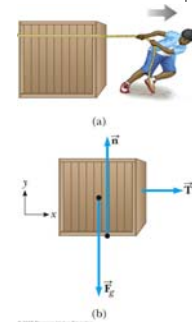
- Analyze, cont.
 - Find T_3 from applying equilibrium in the y-direction to the light
 - Find T_1 and T_2 from applying equilibrium in the x- and y-directions to the knot
- Finalize
 - Think about different situations and see if the results are reasonable

Particles Under a Net Force

- If an object that can be modeled as a particle experiences an acceleration, there must be a nonzero net force acting on it
 - Model is *particle under a net force model*
- Draw a free-body diagram
- Apply Newton's Second Law in component form

Newton's Second Law, Example 1a

- Forces acting on the crate:
 - A tension, acting through the rope, is the magnitude of force \vec{T}
 - The gravitational force, \vec{F}_g
 - The normal force, \vec{n} , exerted by the floor



Newton's Second Law, Example 1b

- Apply Newton's Second Law in component form:

$$\sum F_x = T = ma_x$$

$$\sum F_y = n - F_g = 0 \rightarrow n = F_g$$
- Solve for the unknown(s)
- If the tension is constant, then a is constant and the kinematic equations can be used to more fully describe the motion of the crate

Note About the Normal Force

- The normal force is **not** always equal to the gravitational force of the object
- For example, in this case

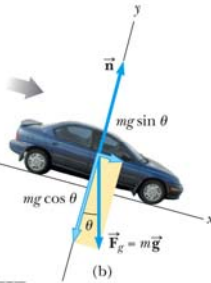
$$\sum F_y = n - F_g - F = 0$$

$$\text{and } n = F_g + F$$
- \vec{n} may also be less than \vec{F}_g



Inclined Planes

- Forces acting on the object:
 - The normal force acts perpendicular to the plane
 - The gravitational force acts straight down
- Choose the coordinate system with x along the incline and y perpendicular to the incline
- Replace the force of gravity with its components

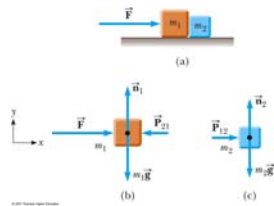


Multiple Objects

- When two or more objects are connected or in contact, Newton's laws may be applied to the system as a whole and/or to each individual object
- Whichever you use to solve the problem, the other approach can be used as a check

Multiple Objects, Conceptualize

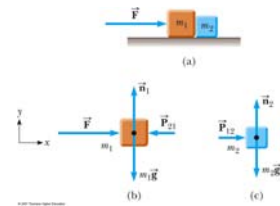
- Observe the two objects in contact
- Note the force
- Calculate the acceleration
- Reverse the direction of the applied force and repeat



Multiple Objects, Example 1

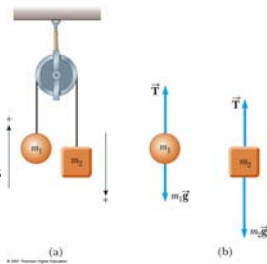
- First treat the system as a whole:

$$\sum F_x = m_{\text{system}} a_x$$
- Apply Newton's Laws to the individual blocks
- Solve for unknown(s)
- Check: $|P_{12}| = |P_{21}|$



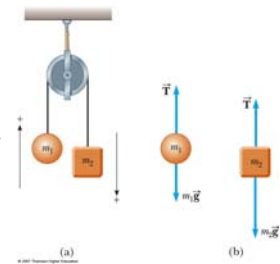
Multiple Objects, Example 2 – Atwood's Machine

- Forces acting on the objects:
 - Tension (same for both objects, one string)
 - Gravitational force
- Each object has the same acceleration since they are connected
- Draw the free-body diagrams
- Apply Newton's Laws
- Solve for the unknown(s)



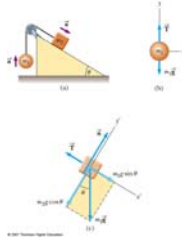
Exploring the Atwood's Machine

- Vary the masses and observe the values of the tension and acceleration
 - Note the acceleration is the same for both objects
 - The tension is the same on both sides of the pulley as long as you assume a massless, frictionless pulley



Multiple Objects, Example 3

- Draw the free-body diagram for each object
 - One cord, so tension is the same for both objects
 - Connected, so acceleration is the same for both objects
- Apply Newton's Laws
- Solve for the unknown(s)



Problem-Solving Hints Newton's Laws

- *Conceptualize*
 - Draw a diagram
 - Choose a convenient coordinate system for each object
- *Categorize*
 - Is the model a particle in equilibrium?
 - If so, $\Sigma F = 0$
 - Is the model a particle under a net force?
 - If so, $\Sigma F = m a$

Problem-Solving Hints Newton's Laws, cont

- Analyze
 - Draw free-body diagrams for each object
 - Include only forces acting on the object
 - Find components along the coordinate axes
 - Be sure units are consistent
 - Apply the appropriate equation(s) in component form
 - Solve for the unknown(s)
- Finalize
 - Check your results for consistency with your free-body diagram
 - Check extreme values