

# Chapter 6 - Force and Motion II

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Friction

Drag

Uniform Circular Motion

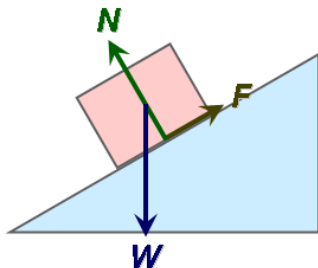


“Only in the frictionless vacuum of a nonexistent abstract world can movement or change occur without that abrasive friction of conflict.”

- *Saul Alinsky*

David J. Starling  
Penn State Hazleton  
PHYS 211

*Frictional forces affect almost every situation and tend to oppose motion.*

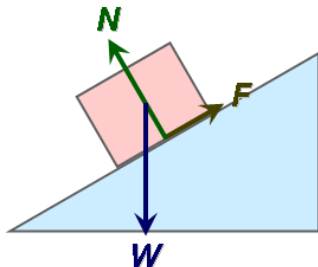


Friction

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Uniform Circular Motion

*Frictional forces affect almost every situation and tend to oppose motion.*



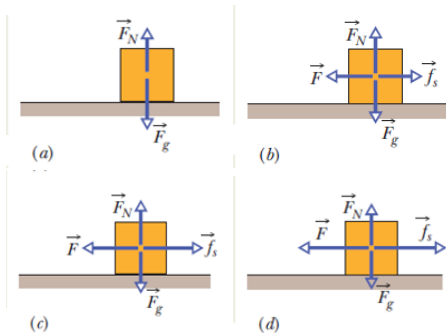
The block wants to slide down the incline so friction opposes this motion.

**Static friction**  $\vec{f}_s$  is a force that holds an object in place (so  $\vec{v} = 0$ ).

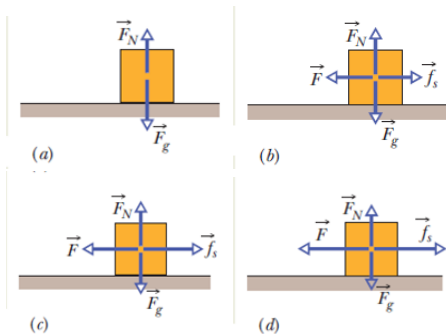
Friction

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Uniform Circular Motion

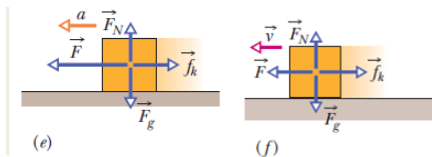


**Static friction**  $\vec{f}_s$  is a force that holds an object in place (so  $\vec{v} = 0$ ).



Even if the applied force  $\vec{F}$  increases, the frictional force balances it.

**Kinetic friction**  $\vec{f}_k$  is a force that opposes motion after an object begins to slide.



Friction

Drag

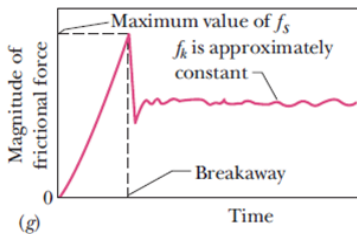
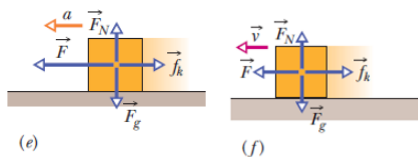
Uniform Circular Motion

**Kinetic friction**  $\vec{f}_k$  is a force that opposes motion after an object begins to slide.

Friction

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Uniform Circular Motion



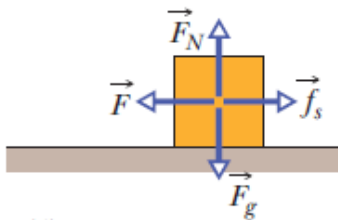
The kinetic friction force is less than the static friction force and the motion is jerky.

Friction

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Uniform Circular Motion

**Property 1:** *For a motionless object,  $\vec{f}_s$  points parallel to the contact surface and balances the sum of the other forces in the plane of that surface.*



(b)



**Property 2:** *For motionless objects, the frictional force has a **maximum value** of*

$$f_{s,max} = \mu_s F_N,$$

*where  $\mu_s$  is the coefficient of static friction and  $F_N$  is the magnitude of the normal force.*

**Property 2:** *For motionless objects, the frictional force has a **maximum value** of*

$$f_{s,max} = \mu_s F_N,$$

*where  $\mu_s$  is the coefficient of static friction and  $F_N$  is the magnitude of the normal force.*

If the other forces in that plane exceed  $f_{s,max}$ , then the object slides.

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**Property 3:** *For objects in motion, the frictional force is*

$$f_k = \mu_k F_N,$$

*where  $\mu_k$  is the coefficient of kinetic friction.*

Friction

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Uniform Circular Motion

**Property 3:** *For objects in motion, the frictional force is*

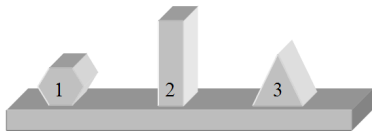
$$f_k = \mu_k F_N,$$

where  $\mu_k$  is the coefficient of kinetic friction.

Materials	$\mu_s$	$\mu_k$
Steel on steel	0.74	0.57
Aluminum on steel	0.61	0.47
Copper on steel	0.53	0.36
Rubber on concrete (dry)	1.0	0.8
Rubber on concrete (wet)	0.3	0.25
Wood on wood	0.25-0.5	0.2
Glass on glass	0.94	0.4
Teflon on Teflon	0.04	0.04
Teflon on steel	0.04	0.04
Waxed wood on wet snow	0.14	0.1
Waxed wood on dry snow	0.10	0.04
Metal on metal (lubricated)	0.15	0.06
Ice on ice	0.1	0.03
Synovial joints in humans	0.01	0.003
Very rough surfaces		1.5

## Lecture Question 6.1

Three pine blocks of mass  $m$  are sitting on a rough surface as shown. If the same horizontal force is applied to each block, which one of the following statements is false?



- (a) The coefficient of kinetic friction is the same for all three.
- (b) The magnitude of the force of kinetic friction is greater for block 3.
- (c) The normal force exerted by the surface is the same for all.
- (d) Block 3 has the greatest area in contact with the surface.
- (e) If the force is the minimum to start block 1 moving, then that same force could be used to start any block.

Friction

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Uniform Circular Motion

*A blunt object experiences a drag force when it moves through a fluid such as air.*

Friction

Drag

Uniform Circular Motion



$$F_D = \frac{1}{2} C \rho A v^2$$

Friction

Drag

Uniform Circular Motion

*A blunt object experiences a drag force when it moves through a fluid such as air.*



$$F_D = \frac{1}{2} C \rho A v^2$$

$C$ : drag coefficient,  $\rho$ : density of fluid,  $A$ : cross-sectional area,  $v$ : velocity of object

TABLE 6-1

## Some Terminal Speeds in Air

Object	Terminal Speed (m/s)	95% Distance <sup>a</sup> (m)
Shot (from shot put)	145	2500
Sky diver (typical)	60	430
Baseball	42	210
Tennis ball	31	115
Basketball	20	47
Ping-Pong ball	9	10
Raindrop (radius = 1.5 mm)	7	6
Parachutist (typical)	5	3

<sup>a</sup>This is the distance through which the body must fall from rest to reach 95% of its terminal speed.

Source: Adapted from Peter J. Brancazio, *Sport Science*, 1984, Simon & Schuster, New York.



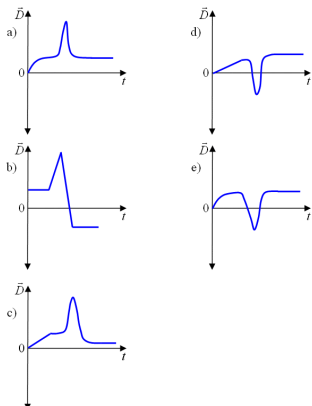
## Lecture Question 6.2

A sky diver jumps from a flying airplane and falls for several seconds before she reaches terminal velocity. She then opens her parachute, reaches a new terminal velocity, and continues her descent to the ground. Which graph of the drag force versus time best represents this situation?

Friction

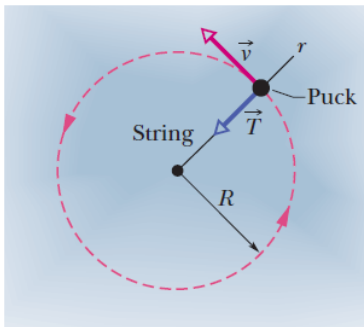
Drag

Uniform Circular Motion



# Uniform Circular Motion

*Objects moving in uniform circular motion experience an acceleration toward the center of the circle given by  $a_r = v^2/r$ .*



Friction

Drag

Uniform Circular Motion

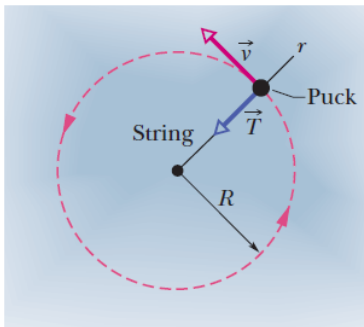
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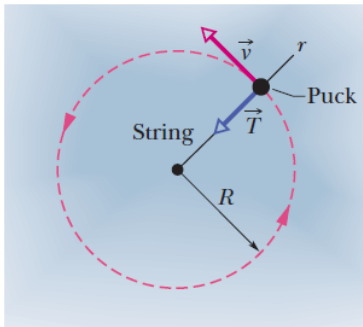


The tension  $\vec{T}$  in the string is the **centripetal force**.

# Uniform Circular Motion

*The equation of motion for an object in uniform circular motion is just:*

$$F_{net} = ma \rightarrow F_{net} = m \frac{v^2}{r}$$



Friction

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Uniform Circular Motion

Friction

Drag

Uniform Circular Motion

**Lecture Question 6.3** A ball is whirled on the end of a string in a horizontal circle of radius  $R$  at constant speed  $v$ . By which one of the following means can the centripetal acceleration of the ball be increased by a factor of two?

- (a) Keep radius fixed and increase the period by a factor of 2.
- (b) Keep radius fixed and decrease the period by a factor of 2.
- (c) Keep radius fixed and increase the speed by a factor of 2.
- (d) Keep speed fixed and increase the radius by a factor of 2.
- (e) Keep speed fixed and decrease the radius by a factor of 2.