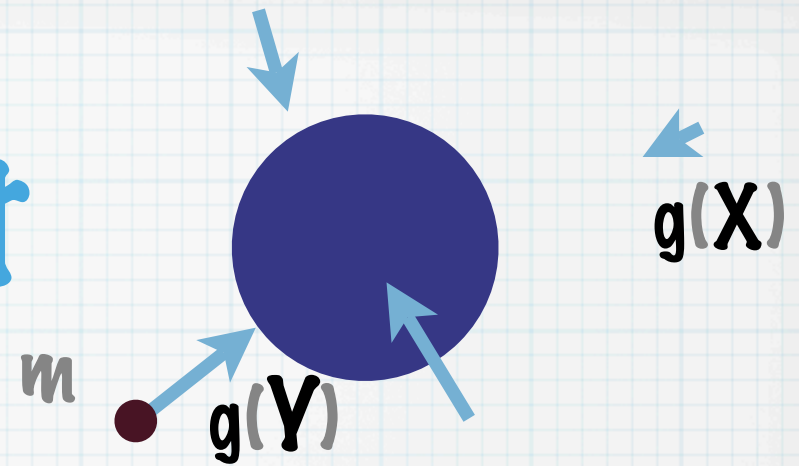


# Dynamics I

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Motion along a line

# Weight

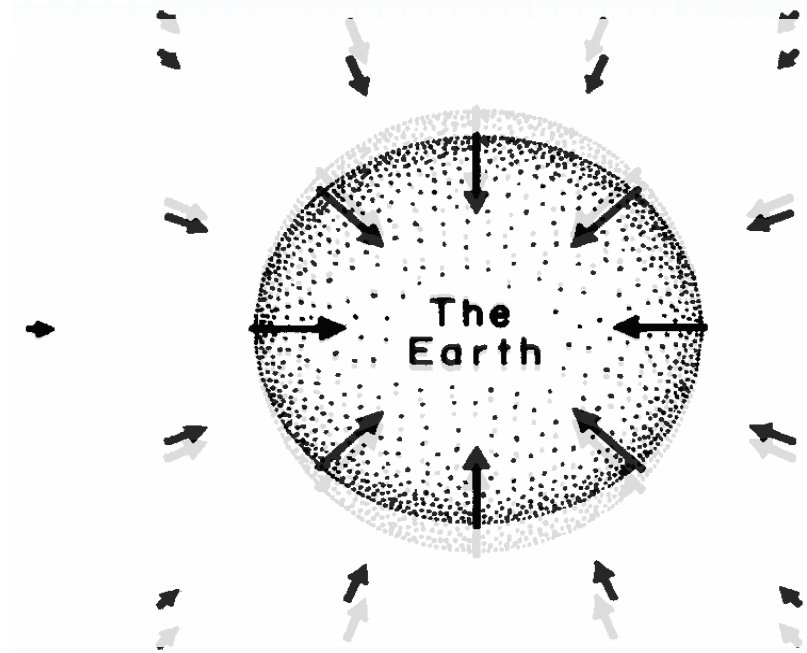


- \* The earth pulls all objects towards its centre.
- \* The force is its weight,  $\mathbf{F}_{\text{grav}}$ , or  $\mathbf{w}$ . It depends on
  1.  $m$ , the object's mass (doesn't depend on location)
  2.  $\mathbf{g}(\mathbf{r})$ , the gravitational strength where it is
- \*  $\mathbf{F}_{\text{grav}} = m \mathbf{g}(\mathbf{r})$
- \* Thus if we know  $\mathbf{g}(\mathbf{r})$  at a location  $\mathbf{X}$  and we know  $m$  of an object at  $\mathbf{Y}$ , we can predict the object's weight at  $\mathbf{X}$ .

# g at different places

## *Gravitational Field of the Earth*

PLACE	LATITUDE	ALTITUDE, METERS	MAGNITUDE OF THE FIELD, NEWTONS/KG
North Pole	90°	0	9.832
Greenland	70°	20	9.825
Stockholm	59°	45	9.818
Brussels	51°	102	9.811
Banff	51°	1376	9.808
New York	41°	38	9.803
Chicago	42°	182	9.803
Denver	40°	1638	9.796
San Francisco	38°	114	9.800
Canal Zone	9°	6	9.782
Java	6° South	7	9.782
New Zealand	37° South	3	9.800

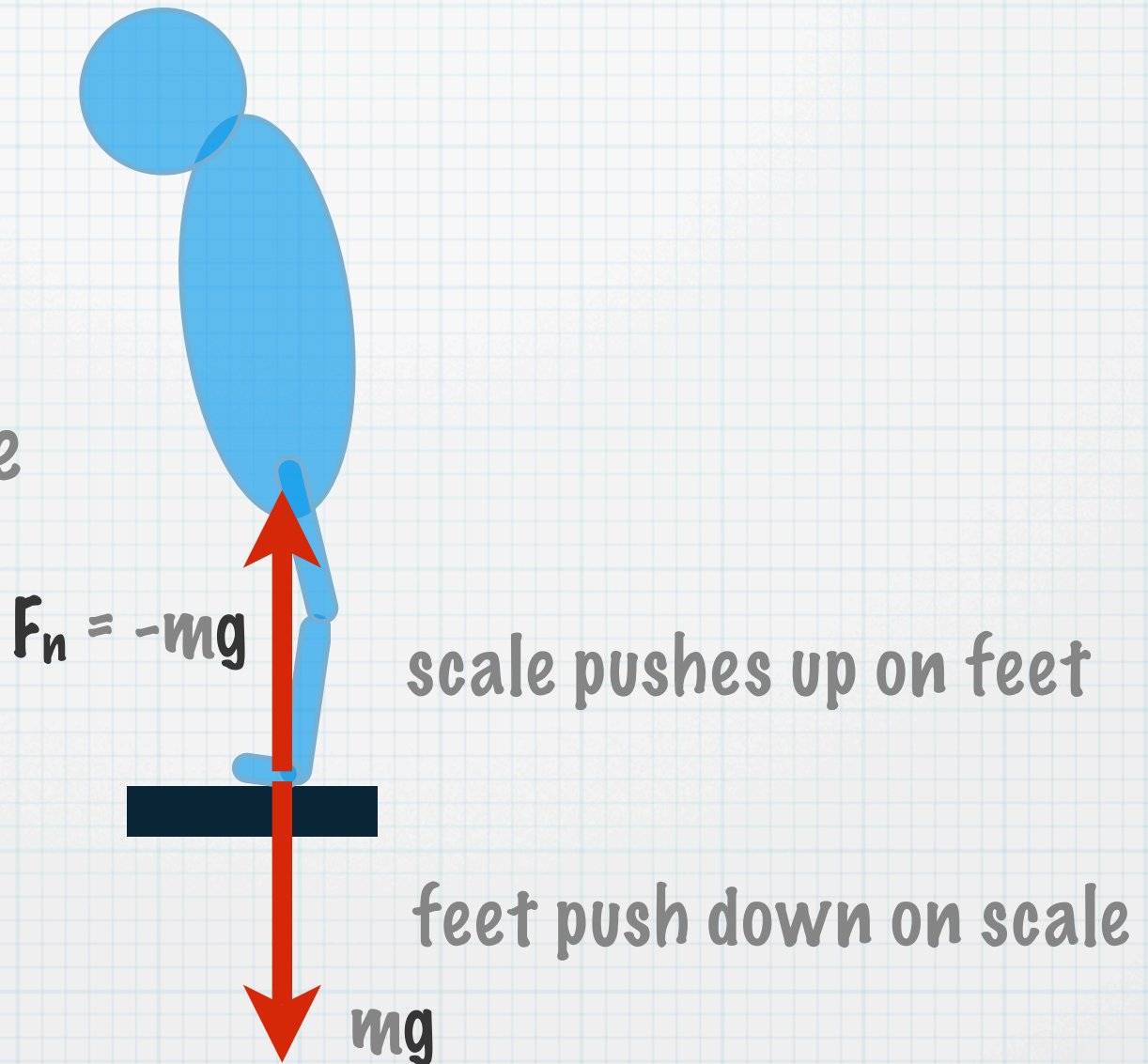


g is not uniform because earth is not spherical and it rotates

# How scales weigh

equilibrium

- \* A scale reads the magnitude of the normal force.

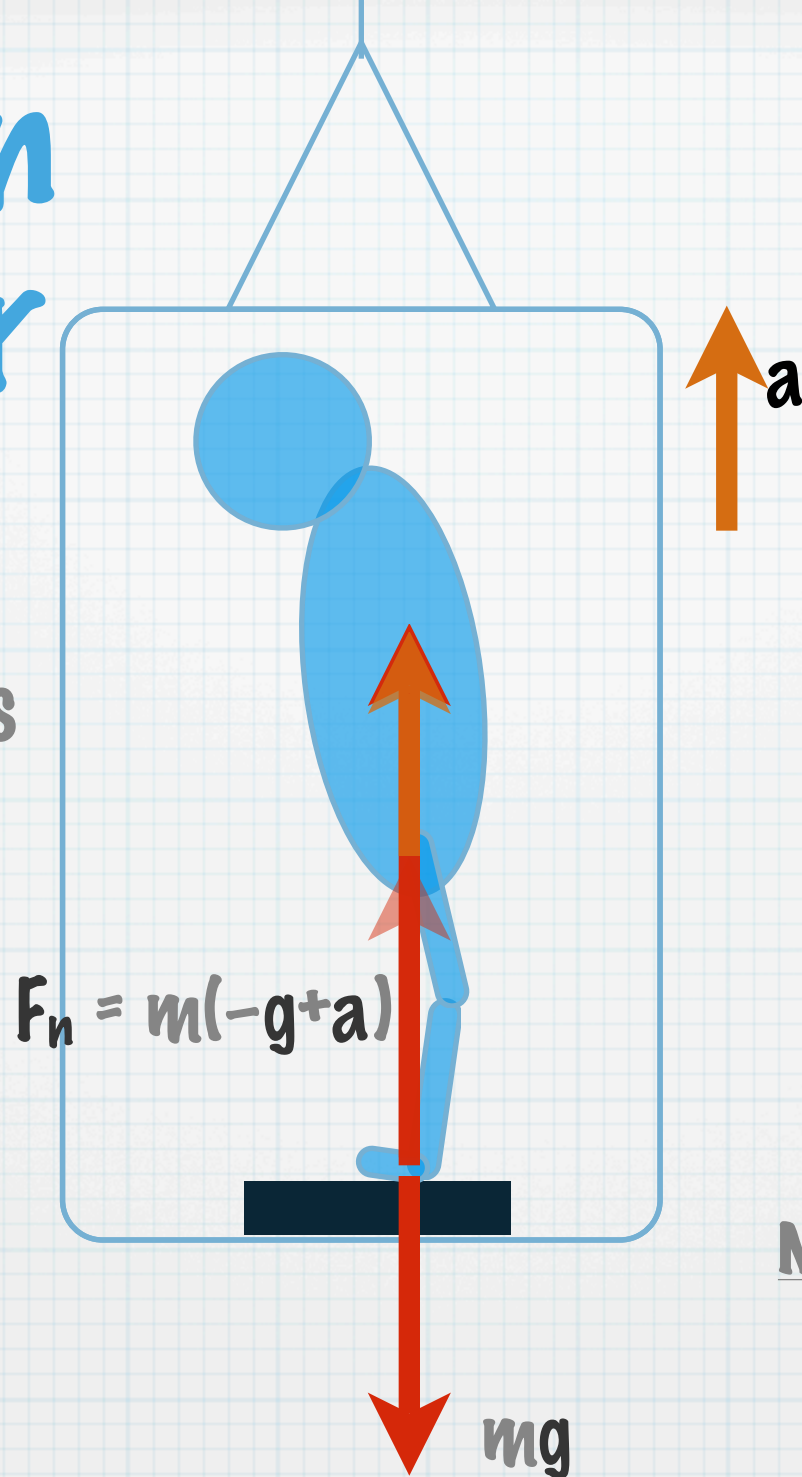


# Scales in elevator

not equilibrium

- \* If an elevator acceleration is upward, the scale reads more.

- \* Apparent weight is  $m(g+a)$



Note on conventions:

$g$  is  $9.8 \text{ m/s}^2$

$g$  is  $9.8 \text{ m/s}^2$ , down

$-g$  is  $9.8 \text{ m/s}^2$ , up

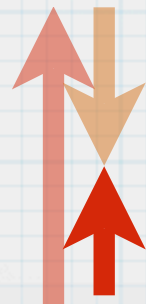
$a$  is up or down, look at the arrow

# Scales in elevator

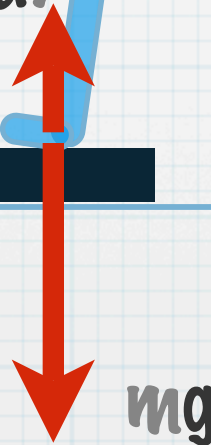
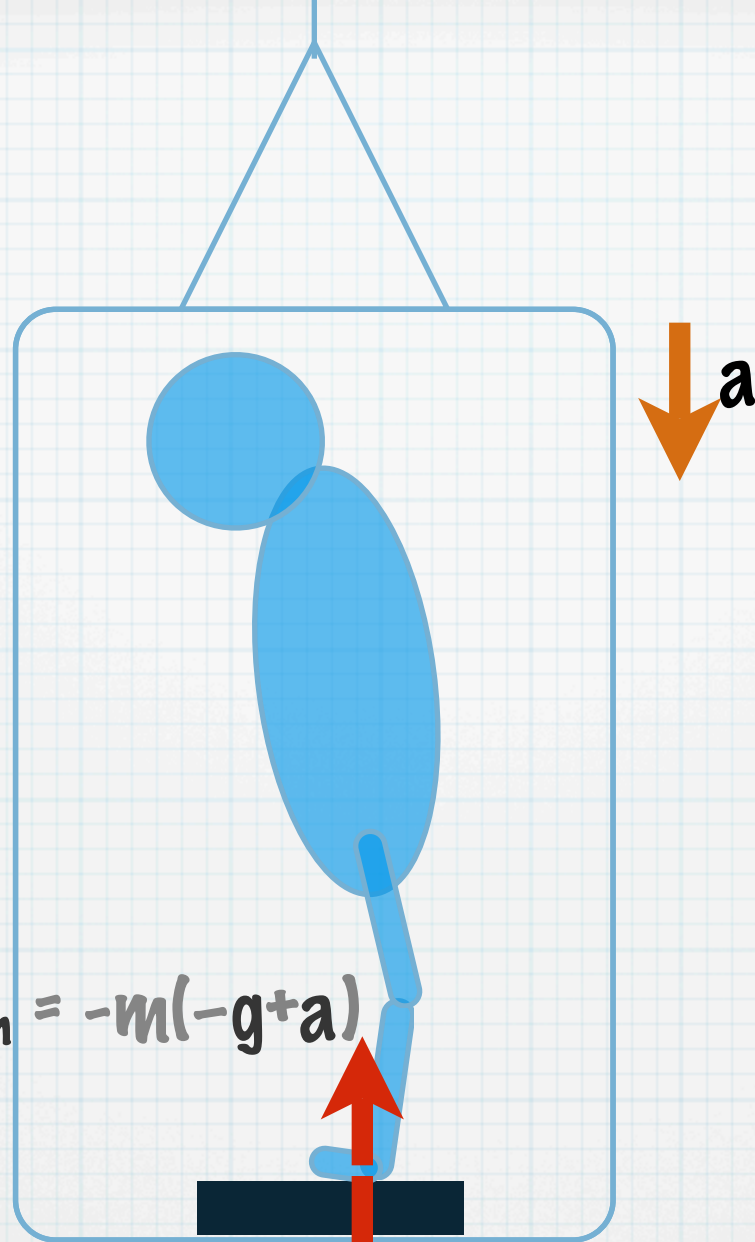
not equilibrium

- \* If an elevator acceleration is downward, the scale reads less.

- \* Apparent weight is  $m(g-a)$ .



$$F_n = -m(-g+a)$$

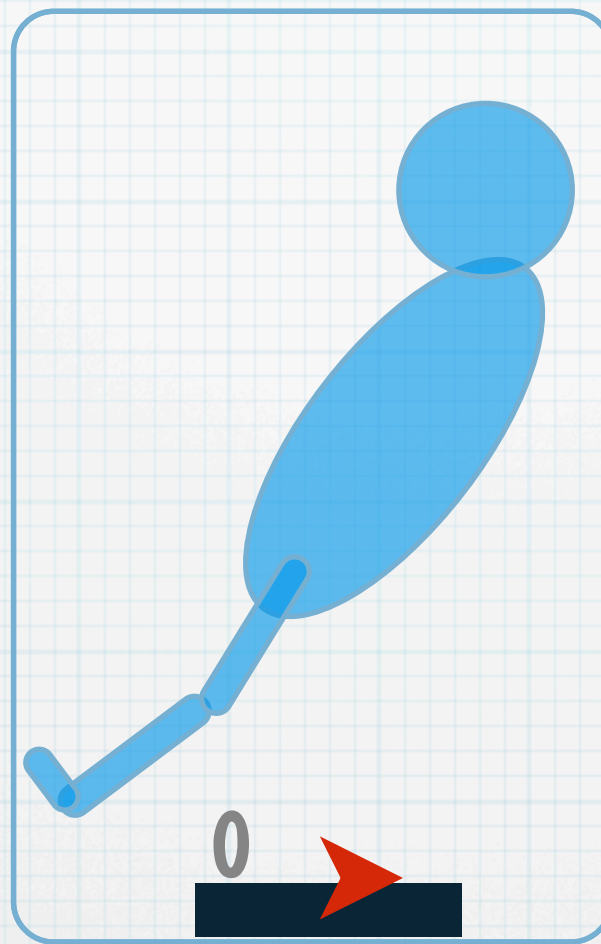
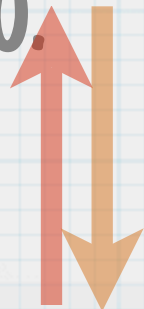


# Free Fall

not equilibrium

- \* If an elevator is in free fall.

- \* Apparent weight is 0.

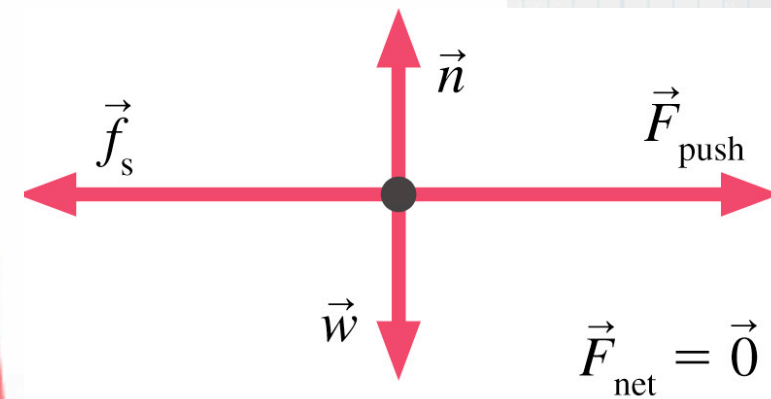
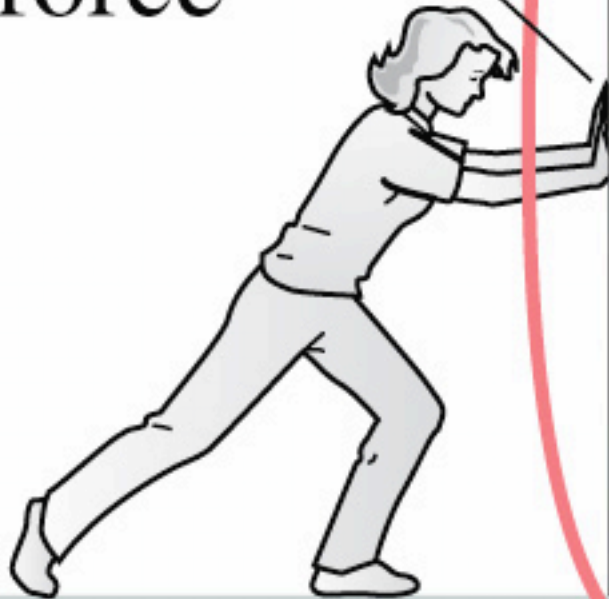


$$F_n = -m(-g+g) = 0$$

**Our friend is weightless!**

# Static Friction

Pushing  
force



Free-body diagram

$$\vec{v} = \vec{0}$$

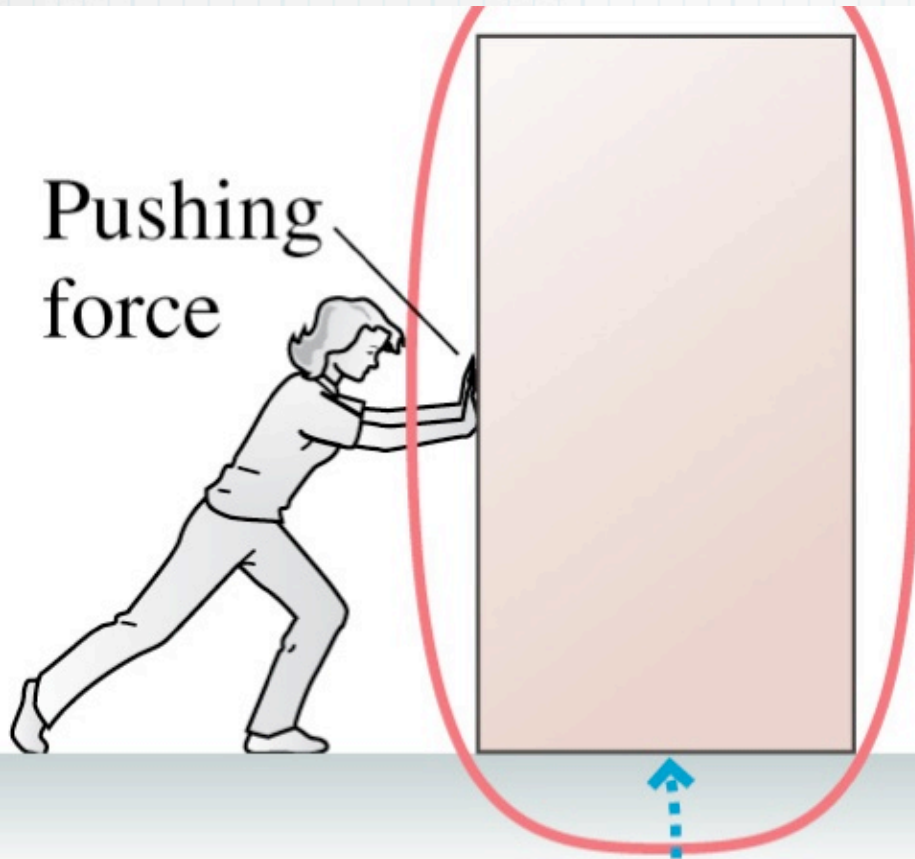
Object  
is at rest.

$$f_{s \text{ max}} = \mu_s n = \mu_s mg$$

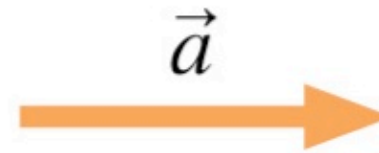
for rubber on concrete  
 $\mu_s$  is about 1

Static friction is opposite  
the push to prevent motion.

# kinetic Friction

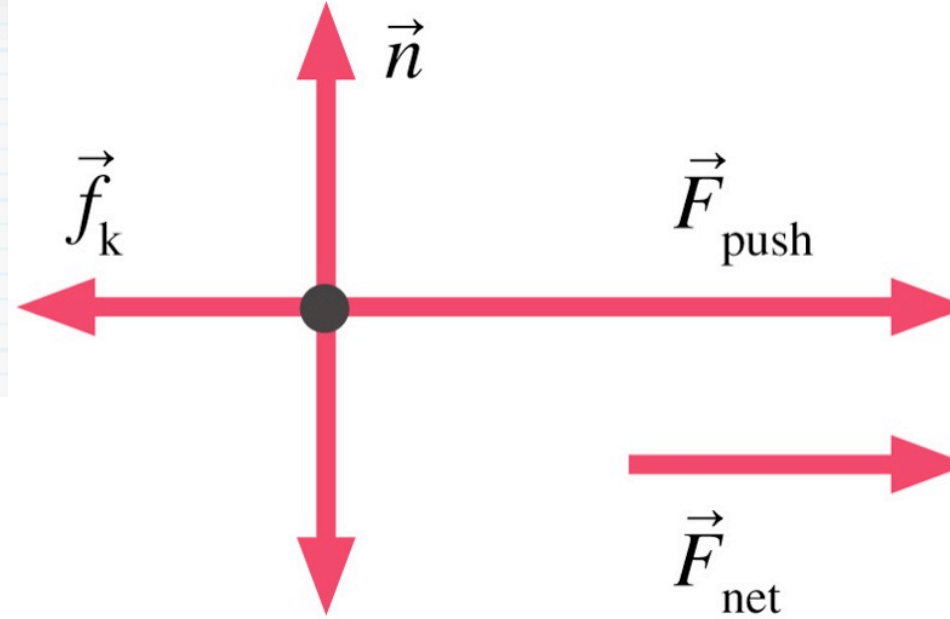


Pushing  
force



Object is  
accelerating.

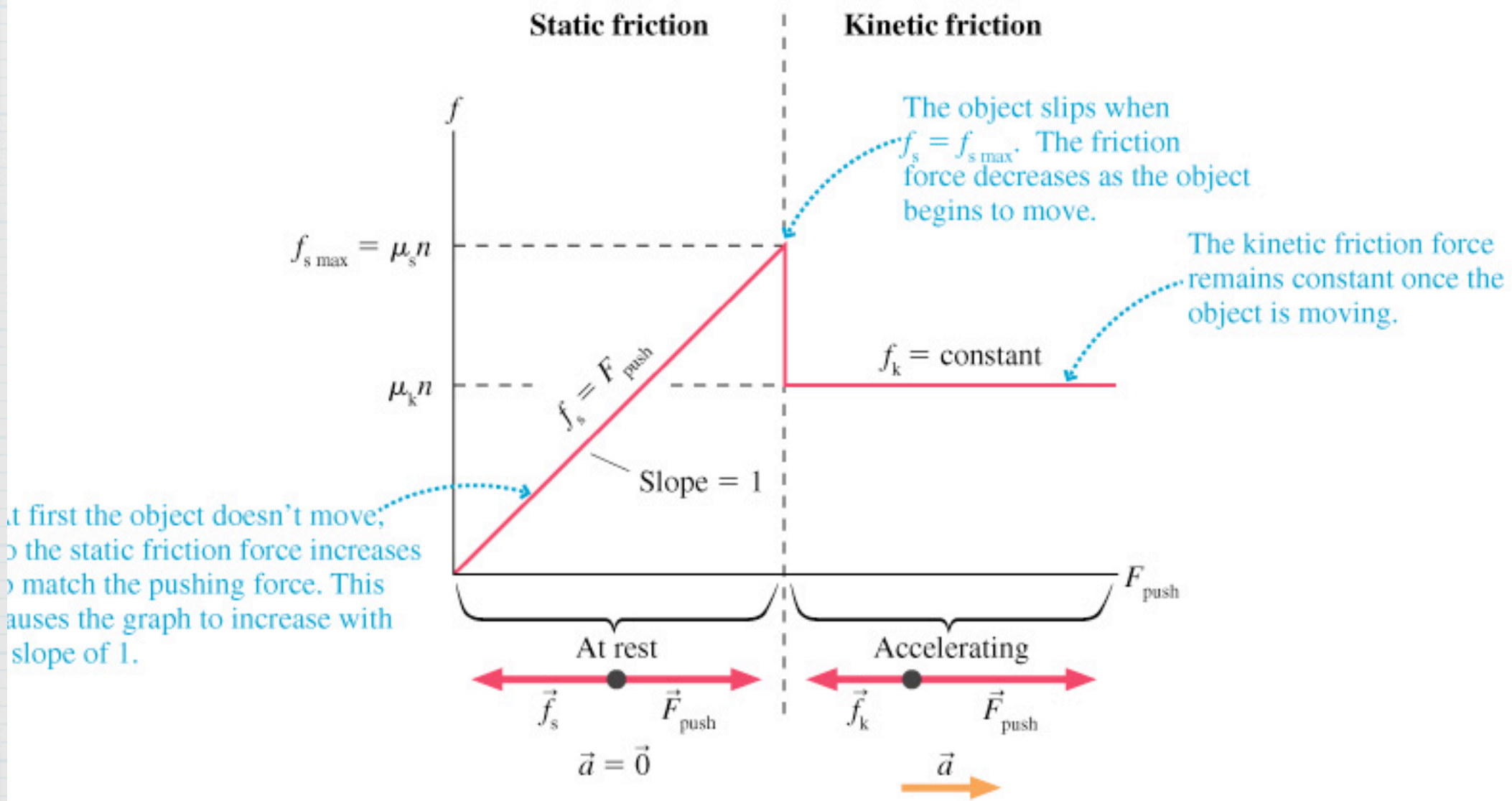
Kinetic friction is opposite the motion.



$$f_k = \mu_k n = \mu_k mg$$

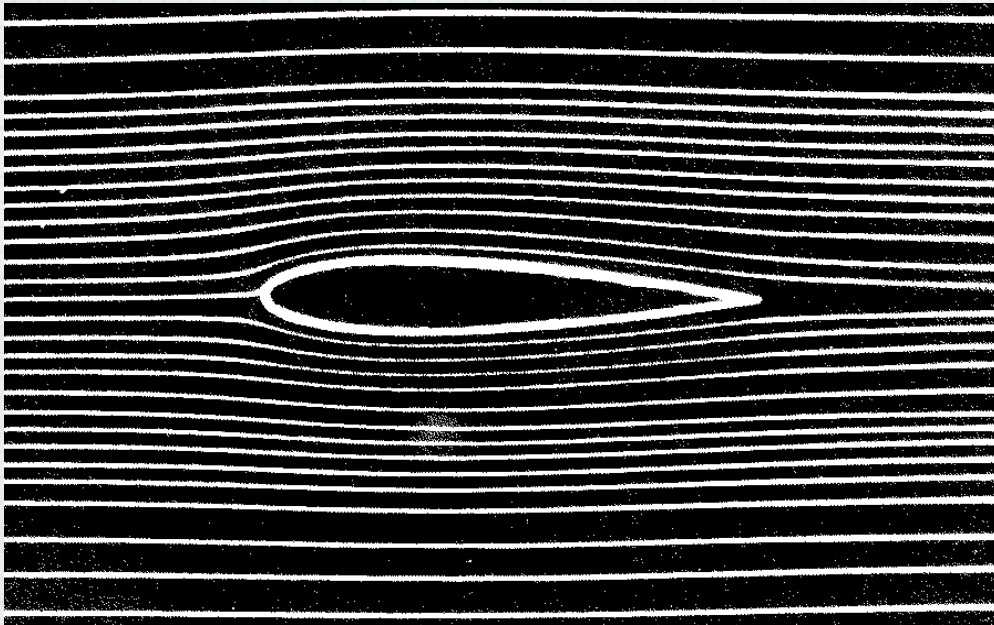
for rubber on concrete  
 $\mu_k$  is about 0.8

# Static Friction • Kinetic Friction

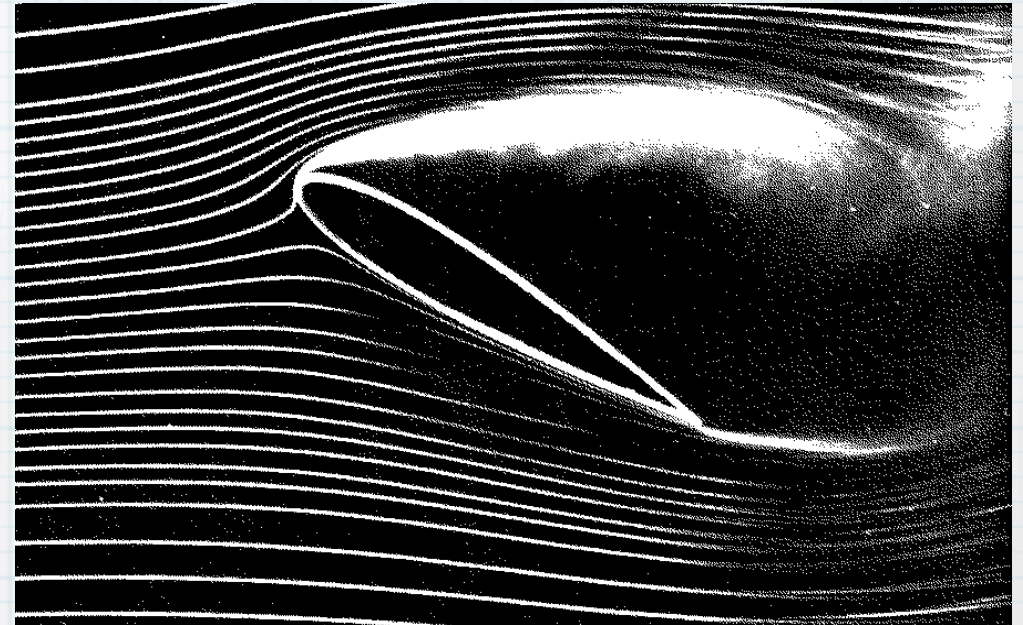


# Drag

Not your normal force!



**Figure 2 (a)** Laminar flow



**(b)** Turbulent flow

Pictures from *Shape and Flow* by Ascher Shapiro , Science Study Series #S21.

$$D \approx k v$$

$$D \approx k v^2$$

$$\text{in air: } D \approx \frac{1}{4} A v^2$$

# Terminal Speed

