

## Chapter 5 Force and Motion - I

- It's a **force** which *cause* an object to accelerate.
- The force is said to *act* on the object to change its velocity.

### Newtonian Mechanics

- The relation between a force and the acceleration it causes was first understood by Isaac Newton, and the study of that relation is called *Newtonian mechanics*.
- Newtonian mechanics **does not** apply to all situations:
  - (1) replaced with Einstein's special theory of relativity when the speeds of the interacting bodies are very large;
  - (2) replaced with quantum mechanics when the interacting bodies are on the scale of atomic structure.
- Although Newtonian mechanics is now regarded as a special case of more general theories, it is still important because it applies to the motion of objects ranging in size from the very small to the astronomical.

### Newton's 1<sup>st</sup> Law

**Newton's 1<sup>st</sup> Law:** If no force acts on a body, the body's velocity cannot change; that is, the body cannot accelerate.

- If the body is at rest, it stay at rest. If it is moving, it continues to move with the same velocity.

# Force

- define the unit of force in terms of the acceleration that a force gives to a standard reference body.

- a standard reference body: 1kg, an acceleration:  $1\text{m/s}^2$ , give the unit of force: 1 **newton** (abbreviated **N**).

- Since a force is measured by the acceleration it produces, force is also a vector quantity.

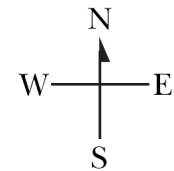
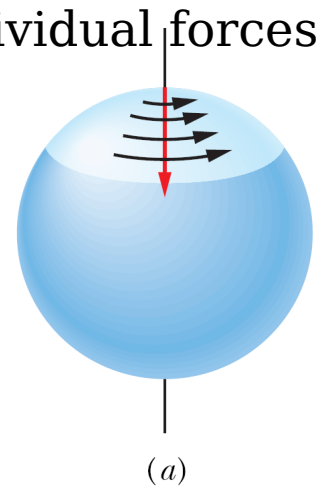
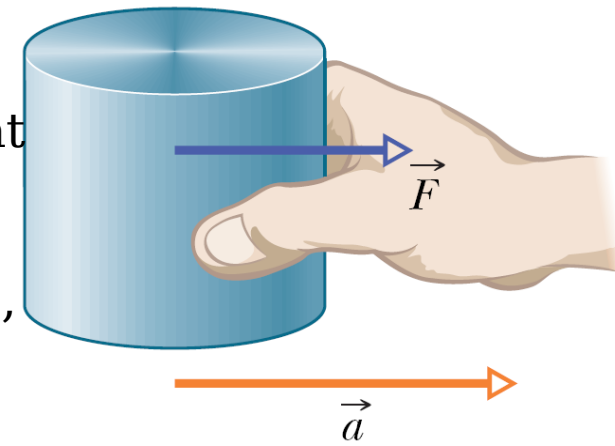
- A **net force** (or **resultant force**) can be found, by adding the individual forces vectorially, when 2 or more forces act on a body.

- **principle of superposition for forces**: a single force that has the magnitude and direction of the net force has the same effect on the body as all the individual forces together.

**Newton's 1<sup>st</sup> Law**: If no *net* force acts on a body ( $\vec{F}_{\text{net}} = 0$ ), the body's velocity cannot change; that is, the body cannot accelerate.

## Inertial Reference Frames

An inertial reference frame is one in which Newton's laws hold.



(b)  
**non-inertial frame**

## Mass

● The way of measuring mass in an inertial frame:

1) exert a force on a standard body with mass  $m_0$  defined to be 1.0 kg, and this standard body accelerates at  $1.0 \text{ m/s}^2$ . Then the force on the body is 1.0 N.

2) the conjecture:

The ratio of the masses of 2 bodies is equal to the inverse of the ratio of their accelerations when the same force is applied to both.

3) apply that same force to a 2<sup>nd</sup> body,  $X$ , whose mass is not known. For body  $X$  and the standard body,

$$\frac{m_X}{m_0} = \frac{a_0}{a_X} \quad \text{gives} \quad m_X = m_0 \frac{a_0}{a_X}$$

For  $a_X = 0.25 \text{ m/s}^2$ ,

$$m_X = (1.0 \text{ kg}) \frac{1.0 \text{ m/s}^2}{0.25 \text{ m/s}^2} = 4.0 \text{ kg}$$

4) it needs another experiment to check the correctness of the conjecture: applying an 8.0 N force to the standard body gets an acceleration of  $8.0 \text{ m/s}^2$  applying the 8.0 N force to body  $X$  get an acceleration of  $2.0 \text{ m/s}^2$ , then

$$m_X = (1.0 \text{ kg}) \frac{8.0 \text{ m/s}^2}{2.0 \text{ m/s}^2} = 4.0 \text{ kg} \quad \text{check!}$$

- mass is an *intrinsic* characteristic of a body, ie, a characteristic that automatically comes with the existence of the body.
- mass is a scalar quantity.
- *the mass of a body is the characteristic that relates a force on the body to the resulting acceleration.*
- We can have a physical sensation of mass only when you attempt to accelerate a body.

## Newton's 2<sup>nd</sup> Law

**Newton's 2<sup>nd</sup> Law:** The net force on a body is equal to the product of the body's mass and its acceleration.

In equation form

$$\vec{F}_{\text{net}} = m \vec{a} \quad \text{Newton's 2nd law}$$

and the 3 component equations

$$F_{\text{net}, x} = m a_x, \quad F_{\text{net}, y} = m a_y, \quad F_{\text{net}, z} = m a_z$$

- Be certain about which body we are applying it to.
- $\vec{F}_{\text{net}}$  must be the vector sum of *all* the forces that act on *that* body.

The acceleration component along a given axis is caused *only by* the sum of the force components along that *same* axis, and not by force components along any other axis.

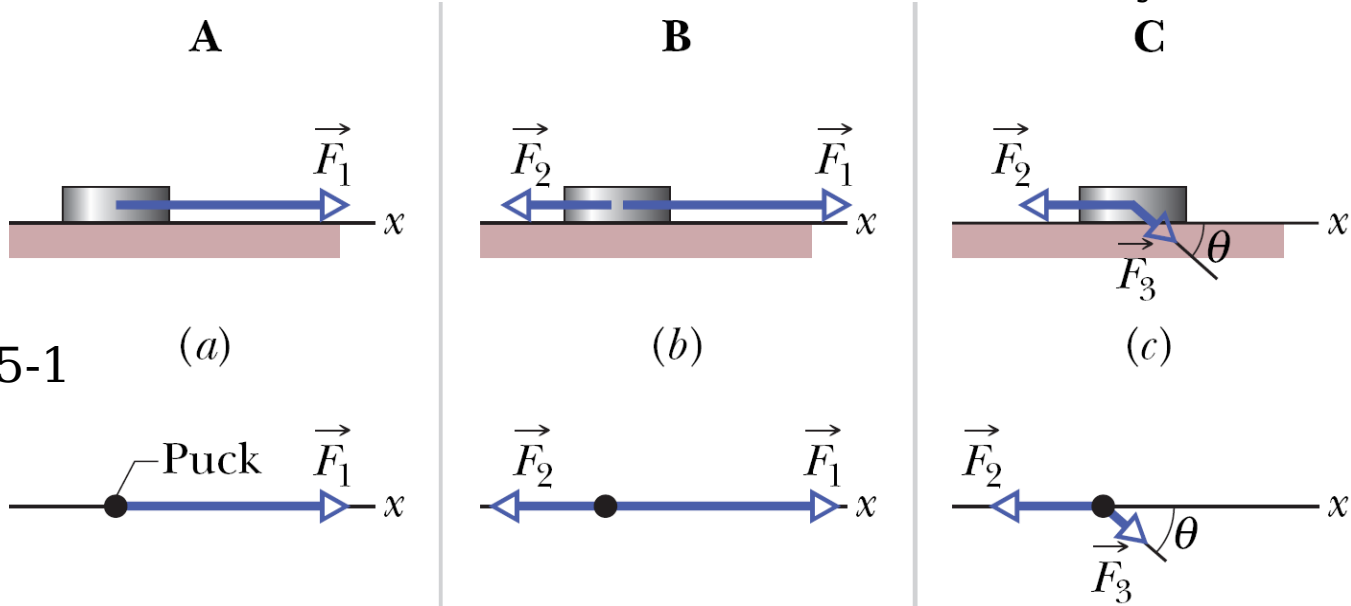
- if the net force on a body is 0, the body's acceleration is 0, too.  
(return to Newton's 1<sup>st</sup> law)
- In such a case, any forces on the body *balance* one another, and both the forces and the body are said to be in *equilibrium*.
- From Newton's 2<sup>nd</sup> law,  $1 \text{ N} = (1 \text{ kg})(1 \text{ m/s}^2) = 1 \text{ kg} \cdot \text{m/s}^2$

### Unit in Newton's 2<sup>nd</sup> Law

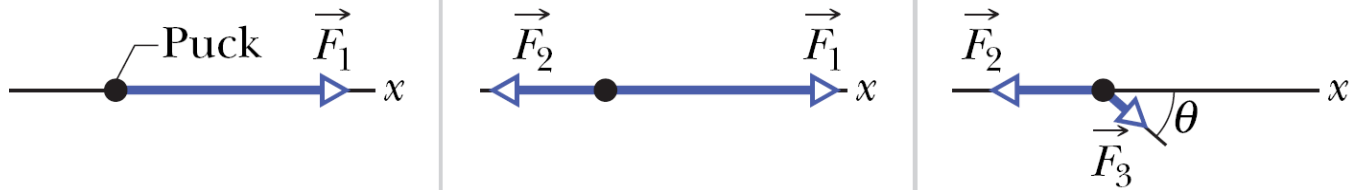
System	Force	Mass	Acceleration
SI	newton(N)	kilogram(kg)	m/s <sup>2</sup>
CGS	dyne	gram(g)	cm/s <sup>2</sup>
British	pound(lb)	slug	ft/s <sup>2</sup>

- A **system** consists of one or more bodies and any force on the bodies inside system from bodies outside the system is called an **external force**.

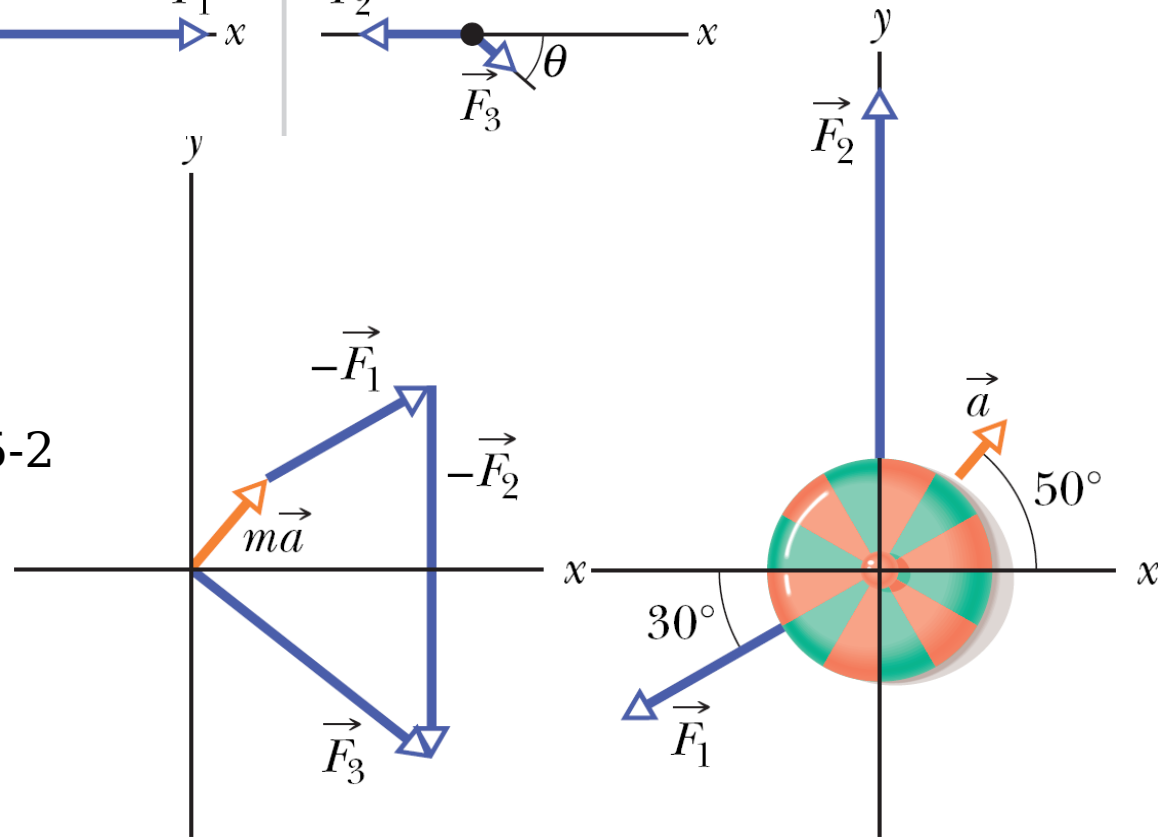
- **internal forces**: forces between 2 bodies inside the system



problem 5-1



problem 5-2



## Some Particular Forces

### The Gravitational Force

- A **gravitational force** on a body is a certain type of pull that is directed toward a 2<sup>nd</sup> body — Earth.
- in free fall with the free-fall acceleration, the only force acting on the body is the gravitational force.

$$\vec{F}_g = -F_g \hat{j} = -m g \hat{j} = m \vec{g}, \quad \text{and} \quad F_g = m g$$

the magnitude of the gravitational force is equal to the product  $mg$ .

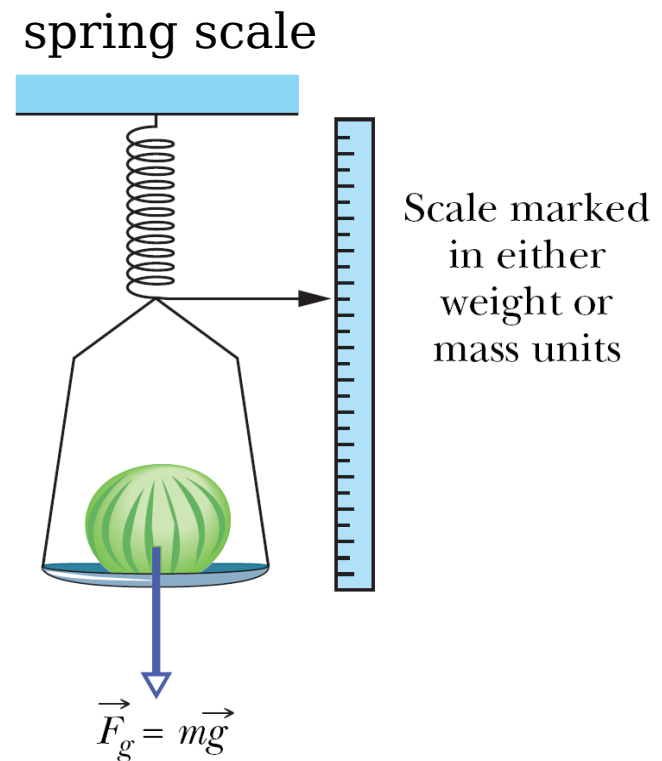
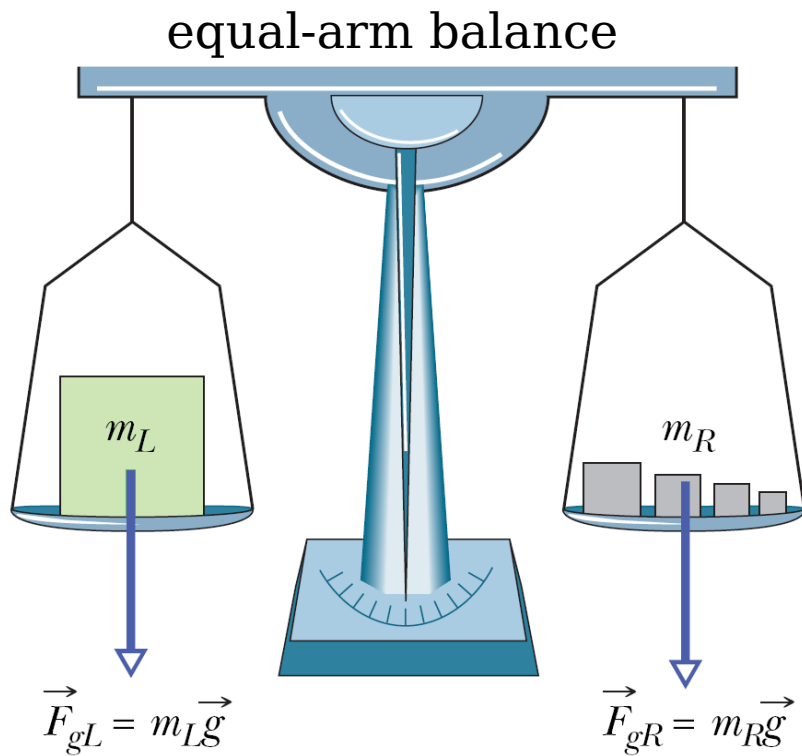
- This same gravitational force, with the same magnitude, still acts on the body even when the body is not in free fall.

### Weight

- The **weight**  $W$  of a body is the magnitude of the net force required to prevent the body from falling freely, as measured by someone on the ground.

The weight  $W$  of a body is equal to the magnitude  $F_g$  of the gravitational force on the body.

$$W = m g \quad \text{weight}$$



- The weight of a body must be measured when the body is not accelerating vertically relative to the ground.
- The weighting in an vertically accelerating situation will get a different reading. Such a measurement is called an *apparent weight*.
- *Caution:* A body's weight is not its mass.

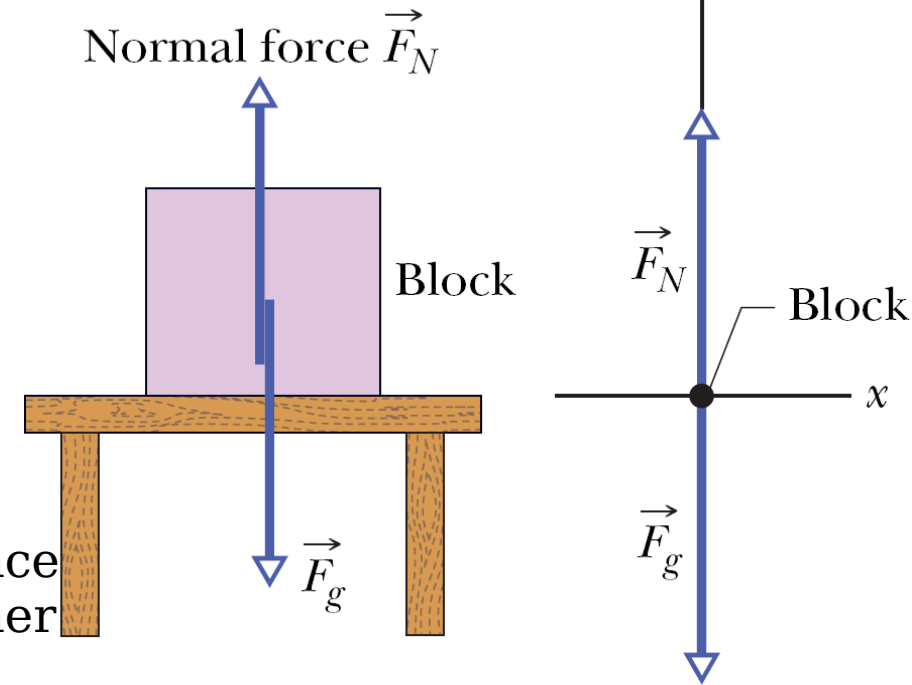
## The Normal Force

When a body presses against a surface, the surface (even a seemingly rigid one) deforms and pushes on the body with a **normal force**  $\vec{F}_N$  that is perpendicular to the surface.

$$F_N - F_g = F_N - m g = m a_y$$

$$\Rightarrow F_N = m (g + a_y)$$

$$\Rightarrow \text{For } a_y = 0, \quad F_N = m g$$

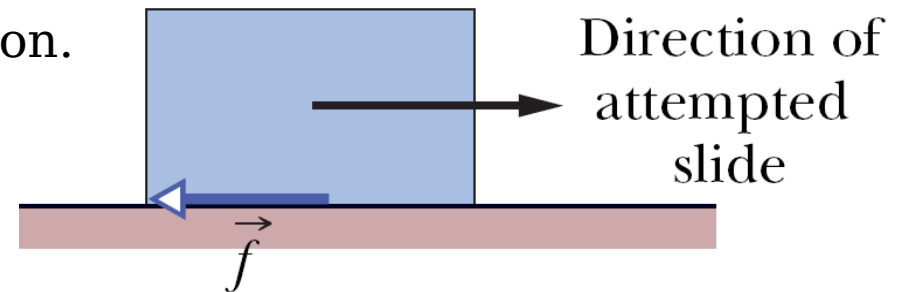


## Friction

- The resistance between a body and a surface is considered to be a single force, called either the **frictional force** or **friction**.

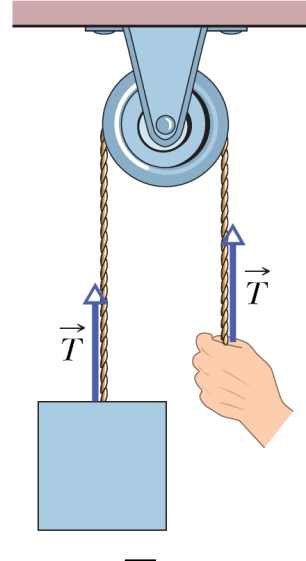
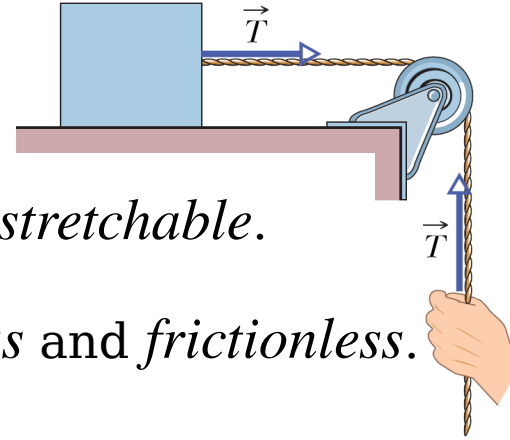
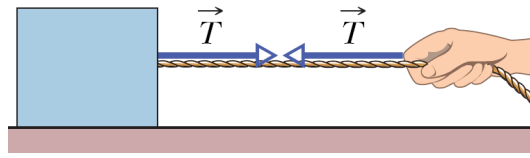
- This force is directed along the surface, opposite the direction of the intended motion.

- friction sometimes is assumed to be negligible (*frictionless*).



## Tension

- When a cord is attached to a body and pulled taut, the cord pulls on the body with a force directed away from the body and along the cord. The force is called a *tension force*.



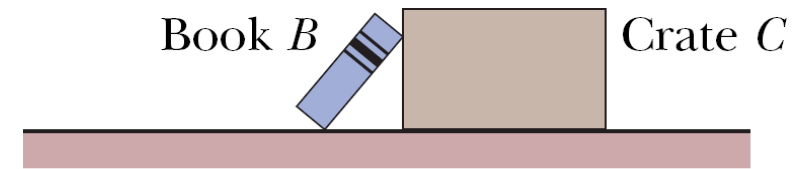
- A cord is often said to be *massless* and *unstretchable*.
- A pulley is often considered to be *massless* and *frictionless*.
- In Fig. c, the net force on the pulley from the cord has the magnitude  $2T$ .

## Applying Newton's Laws

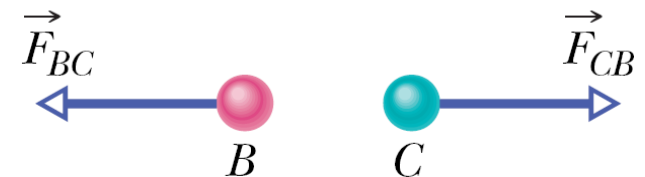
### Newton's 3<sup>rd</sup> Law

- 2 bodies are said to *interact* when a force acts on each body due to the other body.

**Newton's 3<sup>rd</sup> Law:** When 2 bodies interact, the forces on the bodies from each other are always equal in magnitude and opposite in direction.



(a)

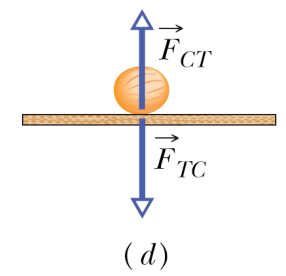
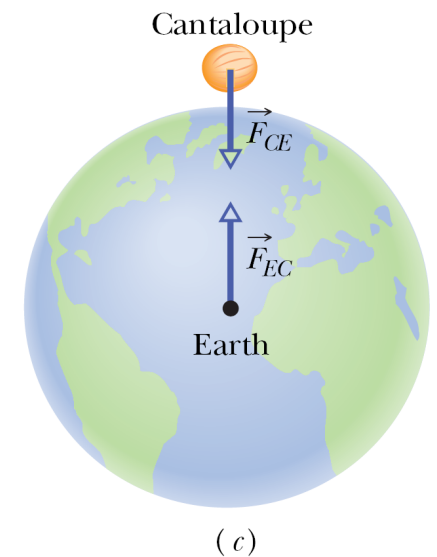
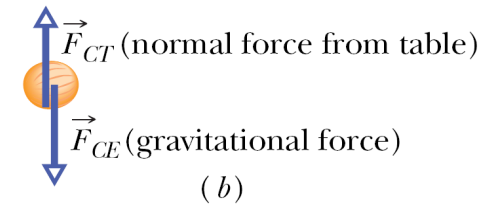
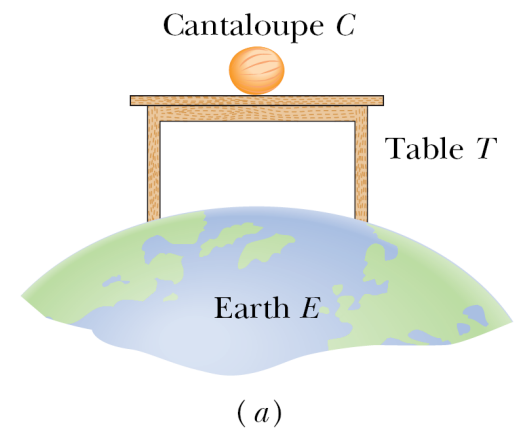
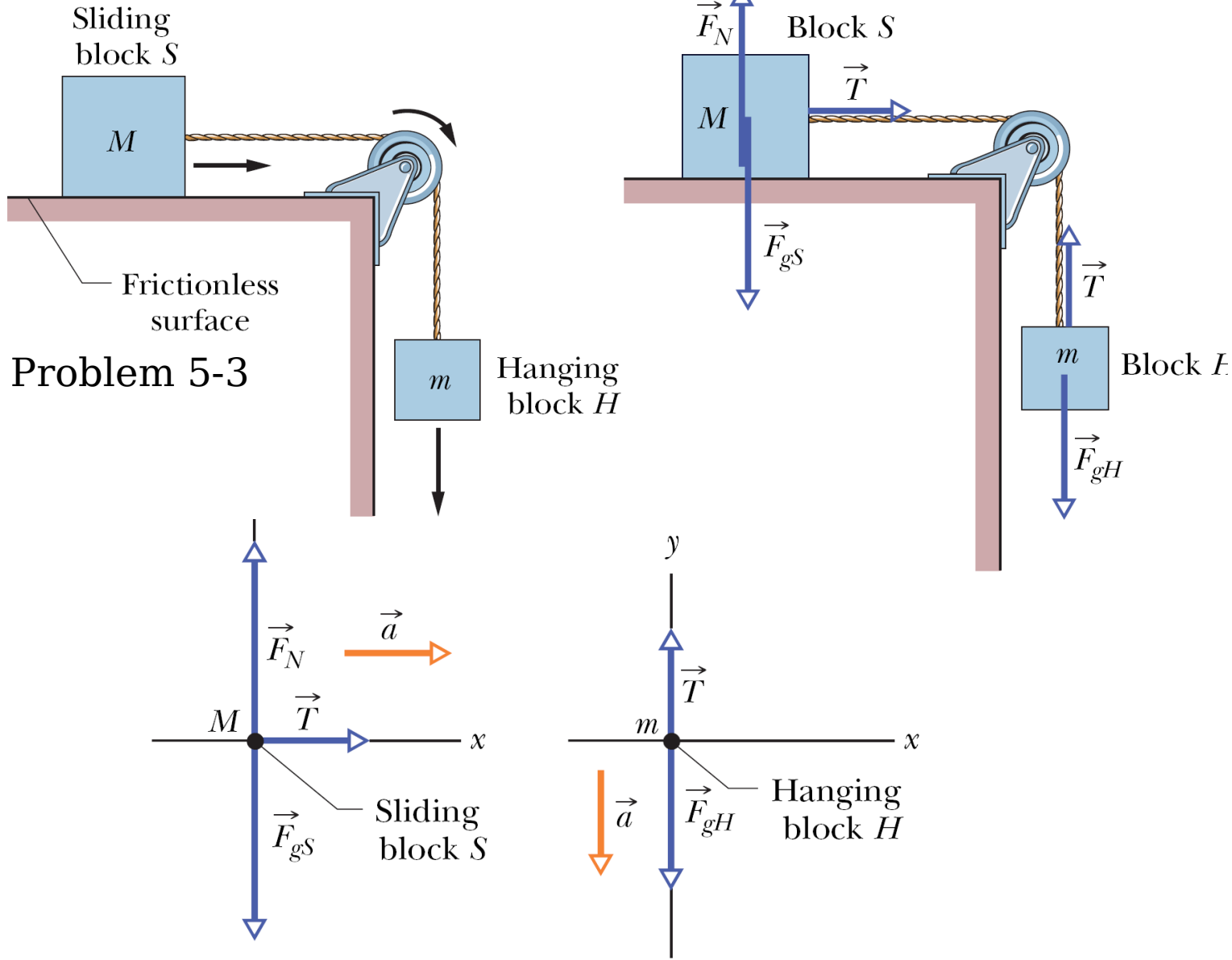


(b)

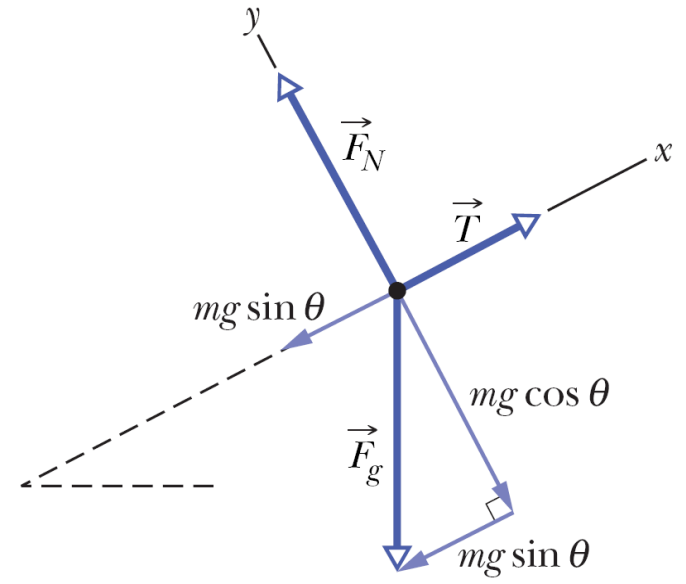
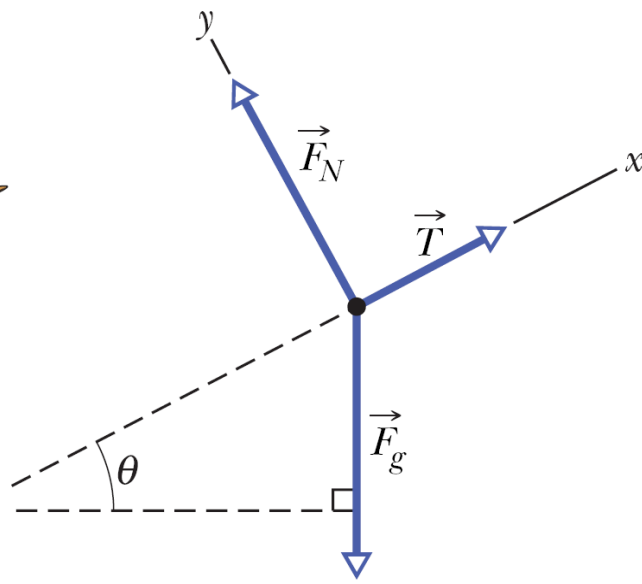
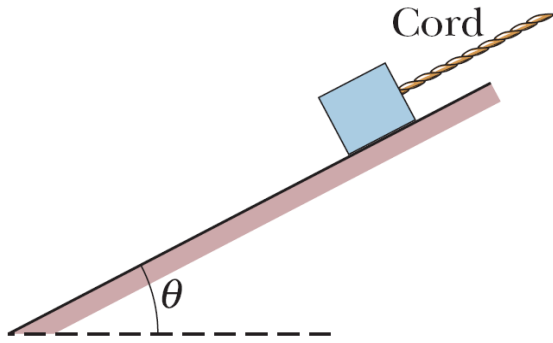
$$\vec{F}_{BC} = -\vec{F}_{CB} \quad \text{equal magnitudes and opposite directions}$$

- The forces between 2 interacting bodies are called a **3<sup>rd</sup>-law force pair**.

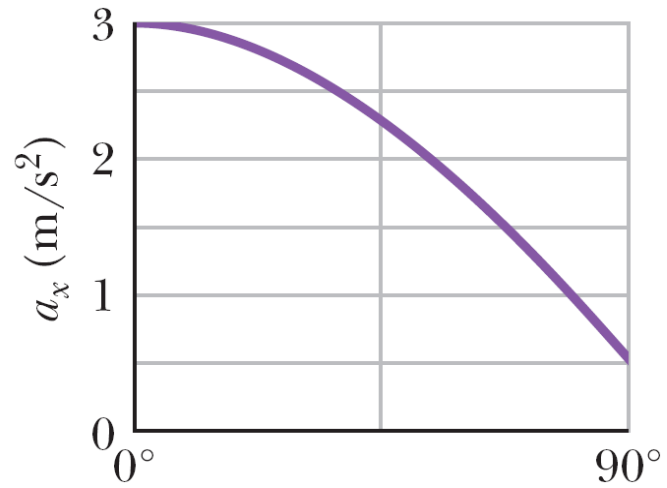
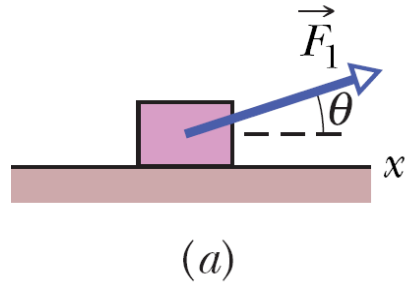
## Applying Newton's Laws



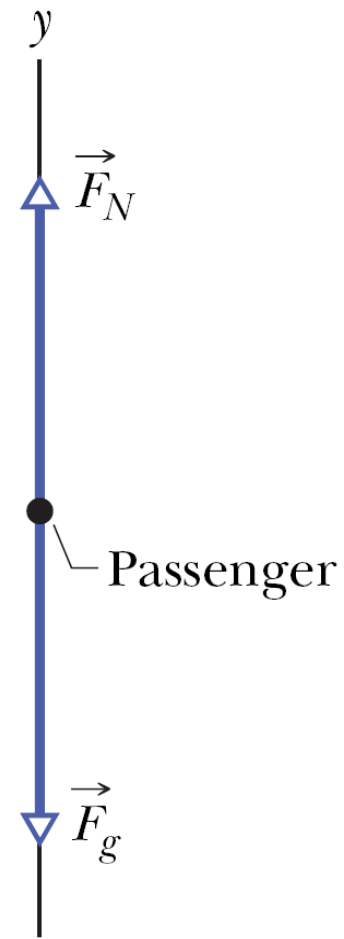
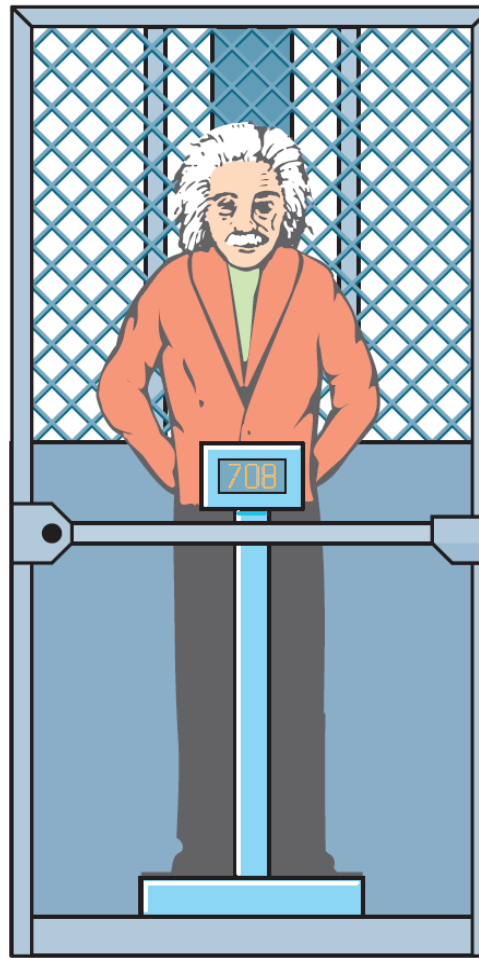
# Problem 5-4



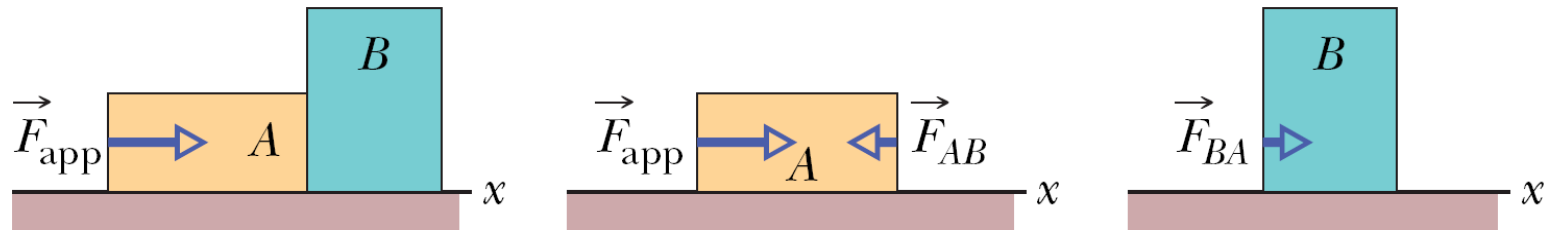
# problem 5-5



problem 5-6



Problem 5-7



The chosen problems: 16, 50, 64.