

$$① m_A a_A = T - m_A g$$

$$② m_B a_B = 2T - m_B g$$

$$m_A = 5.0 \text{ kg}$$

$$m_B = 3.0 \text{ kg}$$

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

$$③ a_A = -2 a_B$$

$$m_A a_A = T - m_A g \rightarrow 2m_A a_A = 2T - 2m_A g$$

$$m_B a_B = 2T - m_B g \rightarrow m_B a_B = 2T - m_B g$$

$$a_A = -2 a_B$$

$$2m_A a_A - m_B a_B = -2m_A g + m_B g$$

$$2m_A (-2 a_B) - m_B a_B = -2m_A g + m_B g$$

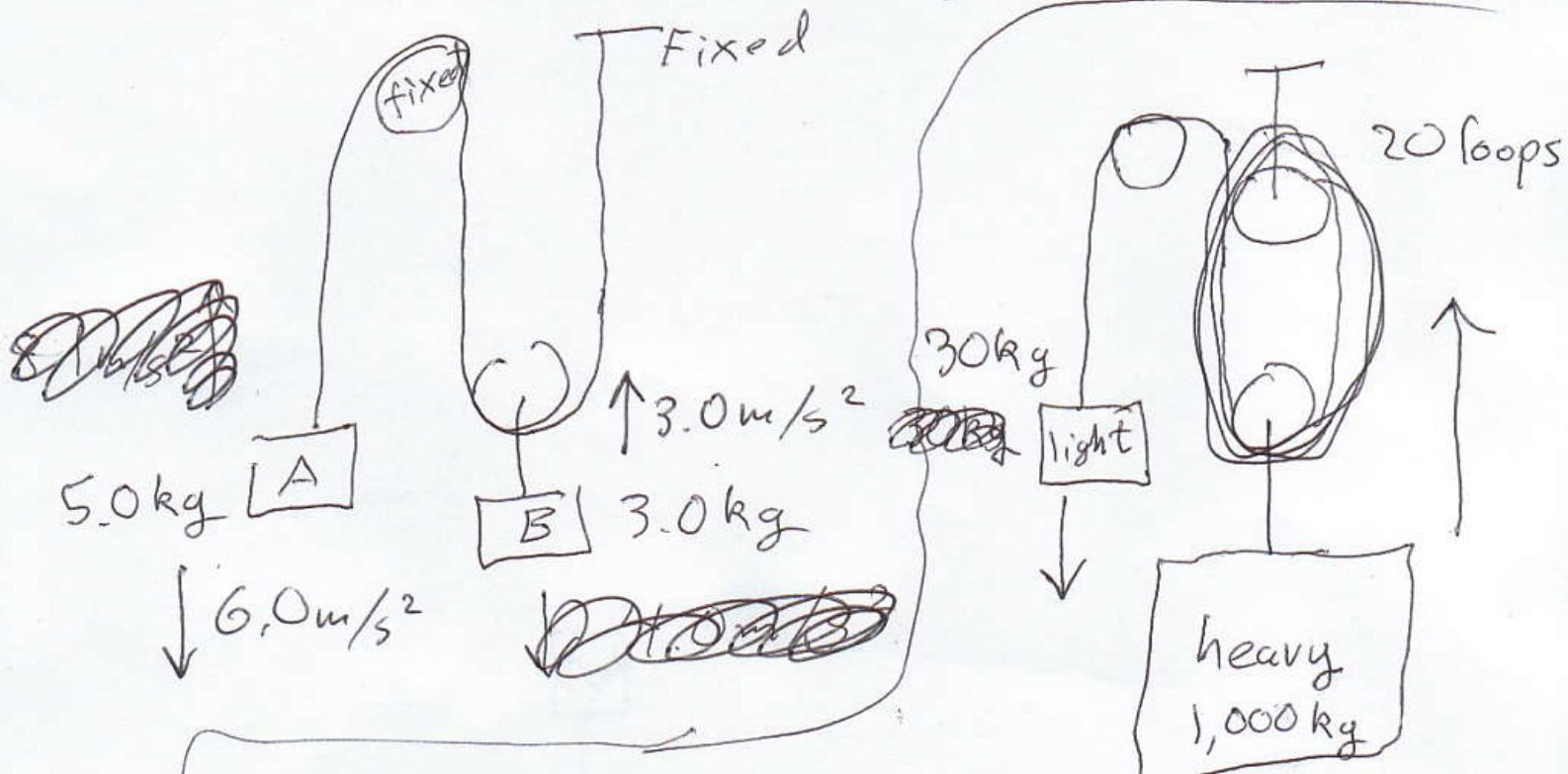
$$(-4m_A - m_B)a_B = (m_B - 2m_A)g$$

$$a_B = \frac{-m_B + 2m_A}{4m_A + m_B} g$$

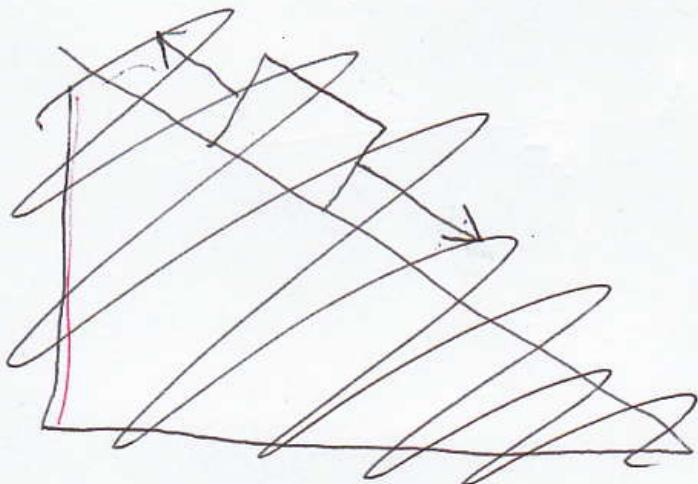
$$a_A = -2 a_B = \frac{+2m_B - 4m_A}{4m_A + m_B} g$$

$$a_B = \frac{-3 + 2(5)}{4(5) + 3} \frac{\text{kg}}{\text{kg}} \quad 9.8 \text{ m/s}^2 = +3.0 \text{ m/s}^2$$

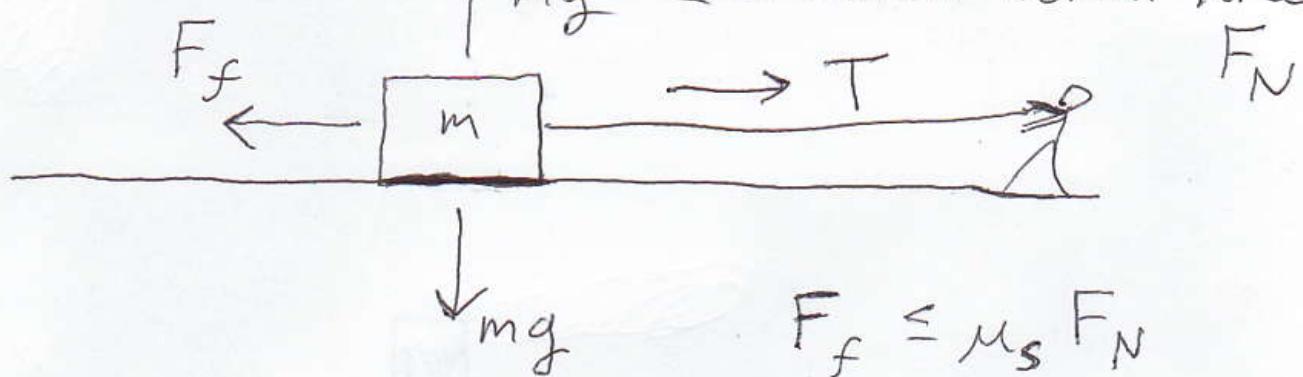
$$a_A = \frac{+2(3) - 4(5)}{4(5) + 3} \frac{\text{kg}}{\text{kg}} \quad 9.8 \text{ m/s}^2 = -6.0 \text{ m/s}^2$$



HW #1 Find the accelerations
of the light & heavy blocks.



static friction: $\uparrow mg$ ← floor pushes back
called normal force



μ_s = "mu s"
= coefficient
of static
friction

E.g.

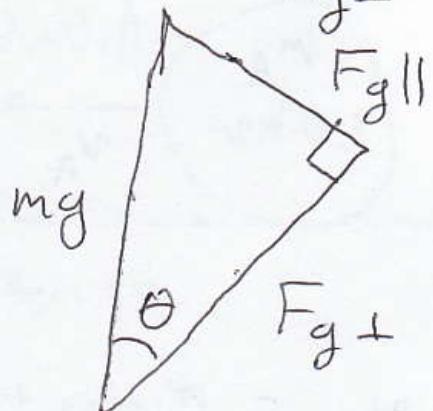
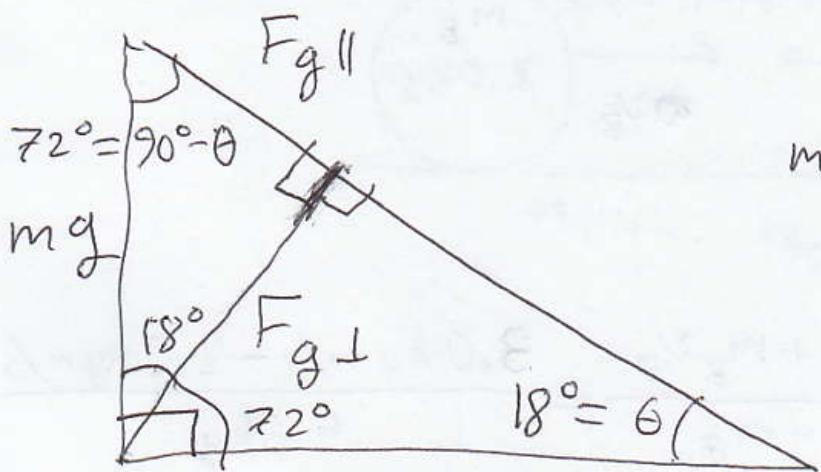
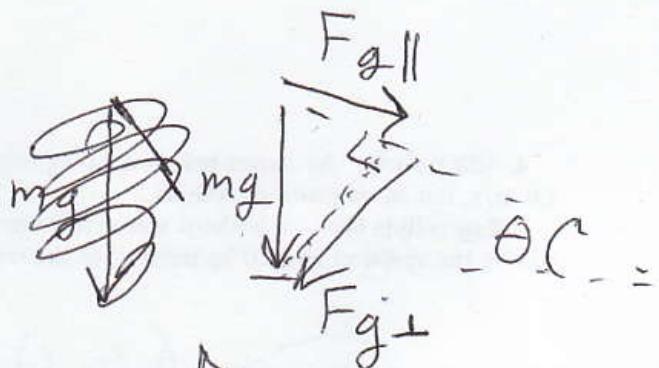
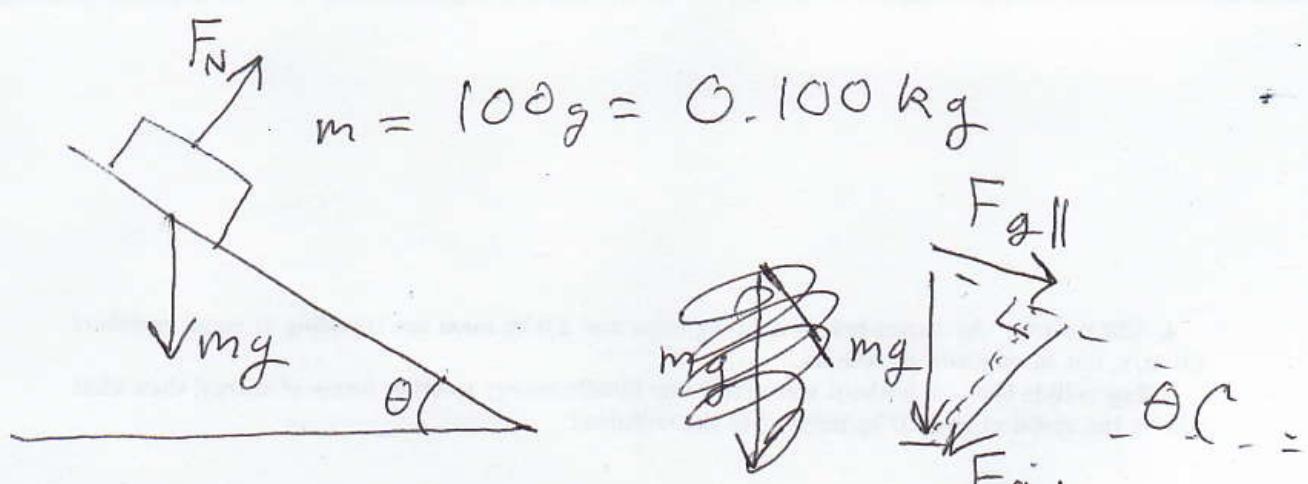
$$F_f \leq \mu_s F_N$$

$$\mu_s = 0.2 \quad m = 100\text{kg}$$

$$F_f \leq (0.2)(980\text{N})$$

$$\text{kg} \cdot \text{m/s}^2$$

If $T > \mu_s F_N$, then
it will move, otherwise
not.

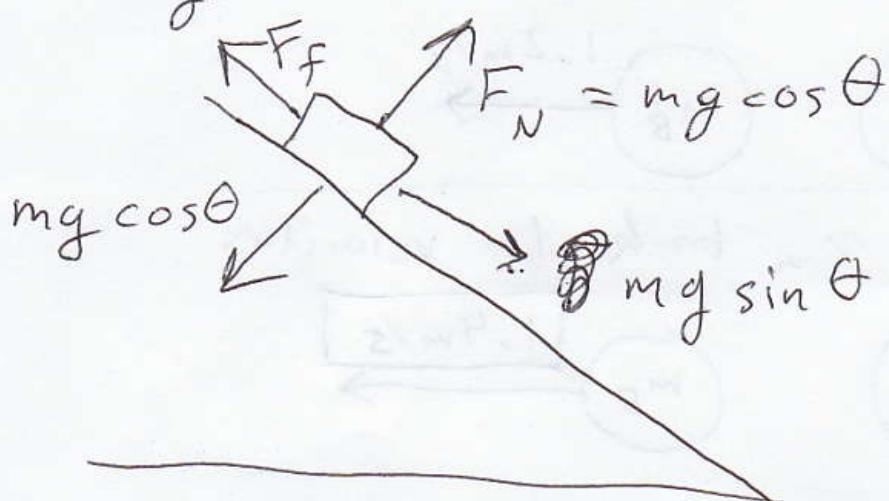


$$\cos \theta = \frac{F_{g\perp}}{mg}$$

$$F_N = F_{g\perp} = mg \cos \theta$$

$$F_{g\parallel} = mg \sin \theta$$

$$\sin \theta = \frac{F_{g\parallel}}{mg}$$



$$mg \sin \theta \leq F_f ?$$

At critical angle:

$$F_f = mg \sin \theta$$

$$F_f = \mu_s F_N = \mu_s mg \cos \theta$$

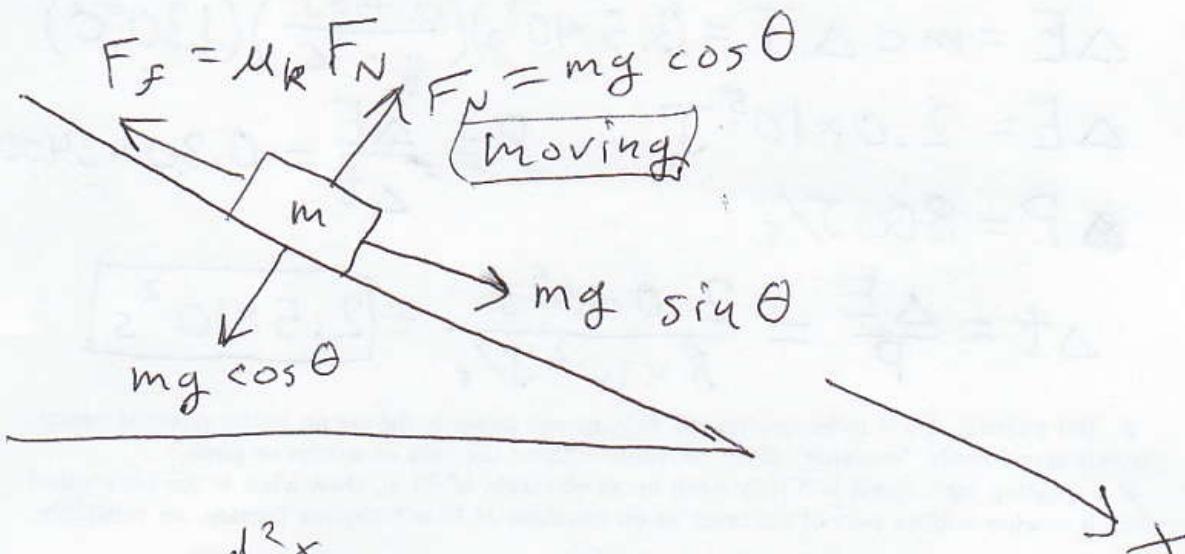
$$\frac{mg \sin \theta}{\cancel{mg \cos \theta}} = \frac{\cancel{F_f}}{\cancel{mg \cos \theta}} = \frac{\mu_s mg \cos \theta}{mg \cos \theta}$$

$$\tan \theta = \mu_s$$

$$\mu_s = \tan 18^\circ = \tan \frac{18\pi}{180} = 0.32$$

What about friction during motion?

"kinetic friction"



$$a = \frac{d^2x}{dt^2}$$

$$ma = mg \sin \theta - F_f$$

$$ma = mg \sin \theta - \mu_k mg \cos \theta$$

$$a = g(\sin \theta - \mu_k \cos \theta)$$

initial

For acceleration constant { recall $\bullet 2a \Delta x = v_f^2 - v_i^2$

$$\text{and } \Delta x = \frac{1}{2} a t^2 + v_i \Delta t$$

$$F = -\frac{dU}{dx}, \quad F = \frac{dK}{dx}, \quad F = ma, \quad F = \frac{dp}{dt}$$

Energy lost to friction during slide is $\int F_f dx$.

$$F_f \text{ is constant} = \mu_k mg \cos \theta$$

$$\int F_f dx = F_f \underbrace{\Delta x}_{\text{distance slid.}}$$

Let block slide from rest ($v_i = 0$)

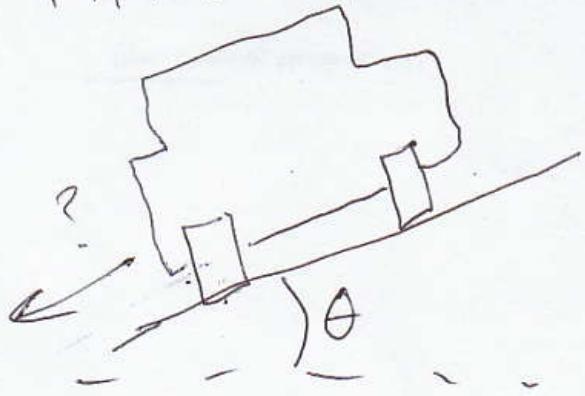
Measure length slid (say, the whole ramp), to get Δx . Measure Δt with a stopwatch. Solve for a .

Measure θ ; recall $g = 9.8 \text{ m/s}^2$.

Solve for μ_k

Hw #2. If $\Delta x = 75 \text{ cm}$ and Δt is 0.85 s and $\theta = 30^\circ$, then estimate μ_k .

Tilted road



HW #3

Look ~~up~~ up μ_s
for rubber on
asphalt (or concrete)
that is wet.

Find the maximum
 θ ~~below~~ that
a parked car
won't slide down.

HW #4 : #8 of Ch. 3.

Read 3.4.