

(e) What must r and θ be if the particle is at rest?

Solutions

Solution to Problem 1.

(a) In the Cartesian basis:

$$\mathbf{r} = x\mathbf{E}_x + y\mathbf{E}_y$$
$$\mathbf{v} = \dot{\mathbf{r}} = \dot{x}\mathbf{E}_x + \dot{y}\mathbf{E}_y$$
$$\mathbf{a} = \dot{\mathbf{v}} = \ddot{x}\mathbf{E}_x + \ddot{y}\mathbf{E}_y.$$

In the polar basis:

$$\mathbf{r} = r\mathbf{e}_{r}$$

$$\mathbf{v} = \dot{\mathbf{r}}$$

$$= \dot{r}\mathbf{e}_{r} + r\dot{\mathbf{e}}_{r}$$

$$= \dot{r}\mathbf{e}_{r} + r\dot{\theta}\mathbf{e}_{\theta}$$

$$\mathbf{a} = \dot{\mathbf{v}}$$

$$= \ddot{r}\mathbf{e}_{r} + \dot{r}\dot{\theta}\mathbf{e}_{\theta} + \dot{r}\dot{\theta}\mathbf{e}_{\theta} + r\ddot{\theta}\mathbf{e}_{\theta} + r\dot{\theta}\dot{\mathbf{e}}_{\theta}$$

$$= \left(\ddot{r} - r\dot{\theta}^{2}\right)\mathbf{e}_{r} + \left(r\ddot{\theta} + 2\dot{r}\dot{\theta}\right)\mathbf{e}_{\theta}.$$

(b) The free-body diagram is:



The gravity force is

$$\mathbf{F}_{g} = -mg\mathbf{E}_{y} \tag{3}$$

$$= -mg(\sin(\theta)\mathbf{e}_r + \cos(\theta)\mathbf{e}_\theta). \tag{4}$$

The spring force is

$$\mathbf{F}_{s} = -K(||\mathbf{r}|| - L)\mathbf{r}/||\mathbf{r}||$$
(5a)

$$= -K(r-L)\mathbf{e}_r \ . \tag{5b}$$

(c) Using Newton's Second Law in polar coordinates:

$$\mathbf{F} = m\mathbf{a} \tag{6}$$
$$-L) - mg\sin(\theta) = m \begin{bmatrix} \ddot{r} - r\dot{\theta}^2 \\ r\ddot{\theta} + 2\dot{r}\dot{\theta} \end{bmatrix} . \tag{7}$$
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(d) We used Newton's Second Law (also known as Euler's First Law). Note that "gravitation" is incorrect because (1) it is not a law of motion but one of the fundamental forces of nature and (2) alone, it cannot give the equations of motion.

(e) All the time-derivatives must be zero. From (2b), $\theta = 90 \deg \pm n \times 180 \deg$, where $n \in \mathbb{Z}$. The solution only makes sense *physically* if $\theta = 270 \deg \pm n \times 360 \deg$. From (2a), r = L + mg/K.

Solution to Problem 2.

(a) A particle is an *abstraction* that *models* for us a body in spacetime, the internal structure of which we are ignoring.

(b) A force is an efficient cause of mechanical motion.

(c) A coordinate basis is a collection of vectors that span a vector space. Any vector in the space may be constructed as a linear combination of basis vectors. We have primarily used three bases for \mathbb{R}^3 : Cartesian, cylindrical polar, and Sennet-Frenet.

(d) The Sennet-Frenet basis associates points on a spacecurve to a set of three basis vectors \mathbf{e}_t (tangential to the path), \mathbf{e}_n (normal to the path), and \mathbf{e}_b (binormal to the path). This basis is often useful for problems along arbitrary paths, and those for which a convenient quantity is available or desired, like the tangential force or speed.

(e) Friction forces always oppose *relative motion* between a particle and a surface or spacecurve. We often model it as being proportional to the normal force. When static friction is overcome by a force, dynamic friction opposes the motion, typically with a different constant of proportionality.

Solution to Problem 3.

Kinematics Use the cylindrical polar basis. Set the origin at the center of the disk, with the $\mathbf{e}_r - \mathbf{e}_{\theta}$ plane coincident with its surface. The pertinent kinematics are:

$$\mathbf{r} = r\mathbf{e}_r = r_0\mathbf{e}_r \tag{8a}$$

$$\mathbf{v} = \dot{r}\mathbf{e}_r + r\dot{\theta}\mathbf{e}_\theta = r_0\dot{\theta}\mathbf{e}_\theta \tag{8b}$$

$$\mathbf{a} = \left(\ddot{r} - r\dot{\theta}^{2}\right)\mathbf{e}_{r} + \left(r\ddot{\theta} + 2\dot{r}\dot{\theta}\right)\mathbf{e}_{\theta}$$
$$= -r_{0}\dot{\theta}^{2}\mathbf{e}_{r} + r_{0}\ddot{\theta}\mathbf{e}_{\theta}.$$
 (8c)

Forces Gravitational $\mathbf{F}_g = -mg\mathbf{E}_z$, normal $\mathbf{N} = N\mathbf{E}_z$, and friction $\mathbf{F}_f = F_r \mathbf{e}_r + F_{\theta} \mathbf{e}_{\theta}$ forces act on the particle.

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We know that the threshold above which the particle t_{slip} slips is

$$||\mathbf{F}_{f}|| = \mu_{s}||\mathbf{N}|| = \mu_{s}|N|.$$
 (9)

Newton's Second Law In the cylindrical polar basis, F = ma can be written:

$$\begin{bmatrix} F_r \\ F_{\theta} \\ N - mg \end{bmatrix} = m \begin{bmatrix} -r_0 \dot{\theta}^2 \\ r_0 \ddot{\theta} \\ 0 \end{bmatrix}$$
(10)

Analysis We are given that $\dot{v} = r_0 \ddot{\theta} = a_0$, which, if we integrate, gives $\dot{\theta} = a_0 t/r_0$. This is always true, so if we know $\dot{\theta}_{slip}$, we know at what time t_{slip} this takes place. From the \mathbf{E}_z scalar equation, N = mg. At the moment the particle begins to slip,

$$\|\mathbf{F}_f\| = \mu_s |N| \tag{11a}$$

$$\sqrt{F_r^2 + F_\theta^2} = \mu_s mg \tag{11b}$$

$$m\sqrt{r_0^2\dot{\theta}_{\rm slip}^4 + a_0^2} = \mu_s mg$$
 (11c)

$$\dot{\theta}_{\rm slip} = \frac{\left((\mu_s g)^2 - a_0^2\right)^{1/4}}{r_0^{1/2}}$$
 (11d)

Therefore,

$$t_{\rm slip} = \left(\frac{r_0}{a_0}\right)^{1/2} \left(\left(\frac{\mu_s g}{a_0}\right)^2 - 1\right)^{1/4} \,. \tag{12}$$

The solution is only valid for

$$a_0 \le \mu_s g \tag{13}$$

because (11d) must be real. The physical interpretation is that the particle will slip immediately ($t_{slip} = 0$) if $a_0 > \mu_s g$. The plot below (with $g = 9.81 \text{ m/sec}^2$) shows the relationships between the variables. Notice that with larger friction coefficients, the acceleration can be greater for a longer time without slipping. And if we increase the radius, the particle slips *later*.



Solution to Problem 4. I want to see a discussion of *coor* dinate system (polar or Sennet-Frenet), origin (origin of r), kinematics, forces (e.g. free-body diagram and specific forces like gravity, friction, and normal forces from the rail), Newton's Second Law, and analysis leading to the equations of motions from $\mathbf{F} = m\mathbf{a}$. Specific mention that the equations of motion are, in general, differential equations is appreciated. For each step, justification should be given; e.g. "Newton's Second Law will yield the equation of motion."