

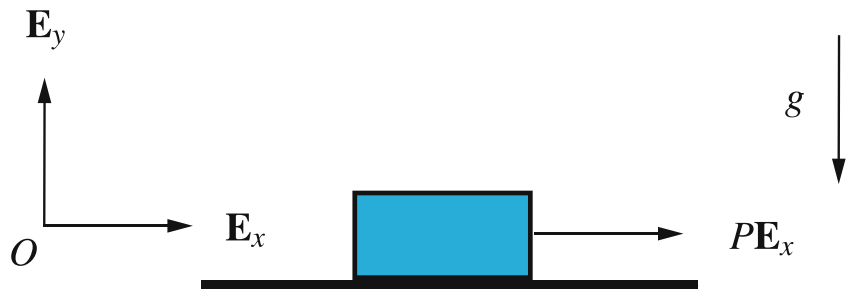
Chapter 4: Friction Forces and Spring Forces

Topics: - friction forces
- spring forces

4.1 An Experiment on Friction

A block of mass m on a surface with a force $P\bar{E}_x$.

What do we observe?



- small $P \longrightarrow$ block remains at rest
- beyond some $P = P^* \longrightarrow$ block starts to move
- once moving $\longrightarrow P = P^{**}$ required to keep it going at a constant speed
- P^* and P^{**} are proportional to the normal force \bar{N} .

Let's model these phenomena.

1) Kinematics

$$\bar{r} = x\bar{E}_x + y_0\bar{E}_y + z_0\bar{E}_z$$

$$\bar{v} = \dot{\bar{r}} = \dot{x}\bar{E}_x$$

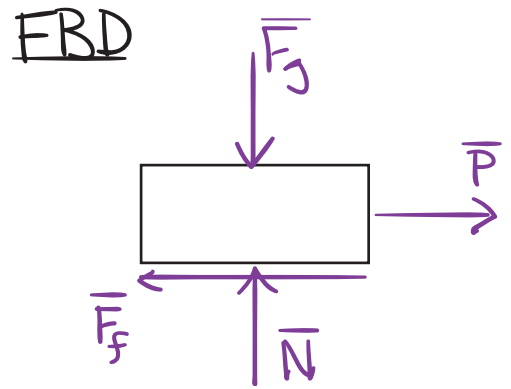
$$\bar{a} = \dot{\bar{v}} = \ddot{x}\bar{E}_x$$

2) Forces

$$\vec{F}_g, \vec{P}, \vec{F}_f, \vec{N}$$

$$\vec{F}_g = -mg \vec{E}_y$$

$$\vec{P} = P \vec{E}_x \\ P > 0$$



What do we know about \vec{N} and \vec{F}_f ?

$$\vec{N} = N \vec{E}_y$$

\vec{F}_f is proportional to \vec{N} and opposing motion in the x-direction:

$$\vec{F}_f = F_{fx} \vec{E}_x \quad (F_{fx} < 0)$$

The two cases give different coefficients:

Static ($P < P^*$): $\mu = \mu_s$

Dynamic ($P = P^{**}$): $\mu = \mu_d$

3) $\vec{F} = m\vec{a}$ in Cartesian coordinates

$$\begin{bmatrix} P + F_{fx} \\ N - mg \\ 0 \end{bmatrix} = m \begin{bmatrix} \ddot{x} \\ 0 \\ 0 \end{bmatrix}$$

4) Analysis

$$N = mg$$

$$F_{fx} = m\ddot{x} - P$$

If the block is not moving,

$$\ddot{x} = 0 \Rightarrow \overline{F_f} = -P\overline{E_x} \text{ while } P \leq P^* = \mu_s mg.$$

If the block is moving at a constant speed,

$$\ddot{x} = 0 \Rightarrow \overline{F_f} = -P\overline{E_x} = -\mu_d |N| \overline{E_x}$$

If the block is accelerating,

$$\overline{F_f} = (m\ddot{x} - P)\overline{E_x}.$$

The coefficients of static friction μ_s and dynamic friction μ_d depend on the nature of the surface and the block. They are determined experimentally.

4.2 Static and Dynamic Coulomb Friction Forces

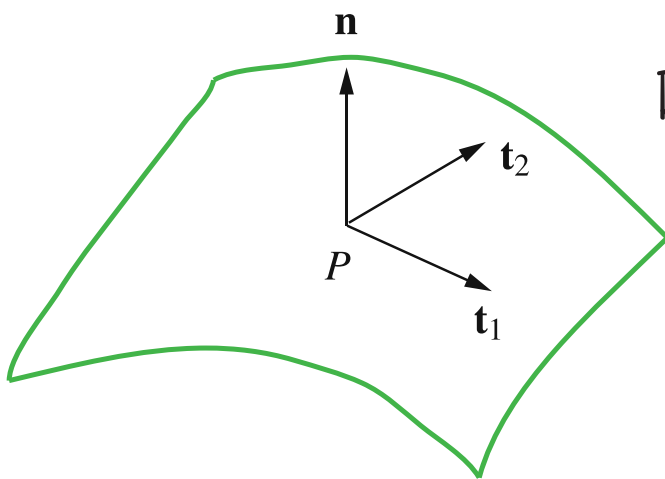
The above applies only to **flat, stationary surfaces**.
The following theory applies to:

- (a) cases where the surface is curved,
- (b) cases where the particle is moving on a space curve,
- (c) cases where the space curve or surface is moving.

Notation

- $\bar{r}, \bar{v}, \bar{a}$ - position, velocity, and acceleration of the particle
- \bar{v}_c - velocity of the space curve at the point-of-contact between the curve + particle
- \bar{v}_s - velocity of the surface at the point-of-contact between the surface + particle

4.2.1 Particle on a Surface



Define: \bar{n} - normal basis vec.
 \bar{t}_1 - tangential basis vec.
 \bar{t}_2 - tangential basis vec.

How can we model friction for a particle on this surface?

Define: $\bar{v}_{rel} = \bar{v} - \bar{v}_s$.

If $\bar{v}_{rel} = \bar{0} \rightarrow$ static friction.

If $\bar{v}_{rel} \neq \bar{0} \rightarrow$ dynamic friction.

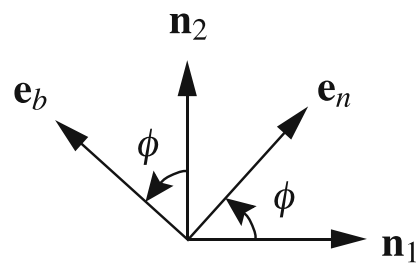
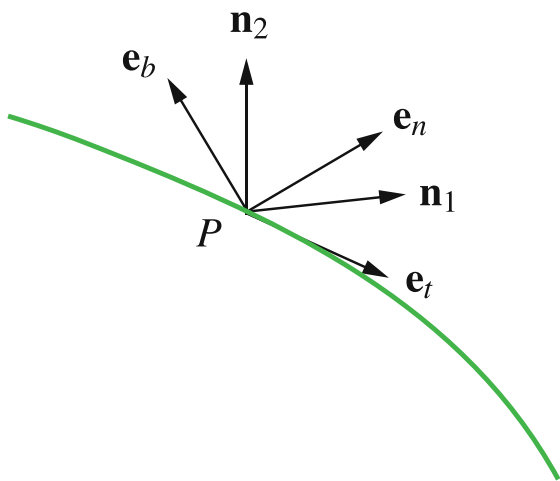
The amount of static friction force is limited by:

$$\|\bar{F}_f\| \leq \mu_s \|\bar{N}\|$$

If this is false, $\bar{v}_{rel} \neq \bar{0}$ and

$$\bar{F}_f = -\mu_d \|\bar{N}\| \frac{\bar{v}_{rel}}{\|\bar{v}_{rel}\|}$$

4.2.2 A Particle on a Space Curve



Define \bar{n}_1, \bar{n}_2 — normal basis vectors in the $\bar{e}_n - \bar{e}_b$ plane.

Define: $\bar{v}_{rel} = \bar{v} - \bar{v}_c$

If $\bar{v}_{rel} = \bar{0} \rightarrow$ static friction.

If $\bar{v}_{rel} \neq \bar{0} \rightarrow$ dynamic friction.

The amount of static friction force is limited by:

$$\|\bar{F}_f\| \leq \mu_s \|\bar{N}\| .$$

If this is false, $\bar{v}_{rel} \neq \bar{0}$ and

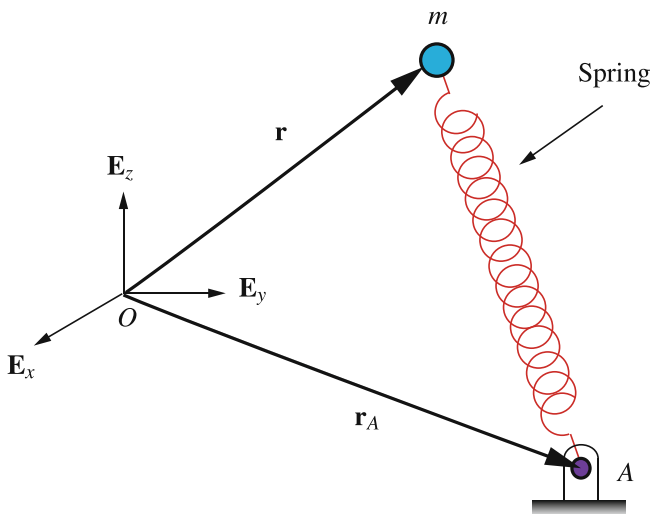
$$\bar{F}_f = -\mu_d \|\bar{N}\| \frac{\bar{v}_{rel}}{\|\bar{v}_{rel}\|} .$$

4.4 Hooke's Law and Linear Springs

Hooke's Law in modern terms:

The force from a spring is proportional to its extension. ("Ut tensio sic vis.")

We call the constant of proportionality K .



Let's explore the dynamics of springs in their "linear" regime.

Assume springs to be massless with unstretched length L .

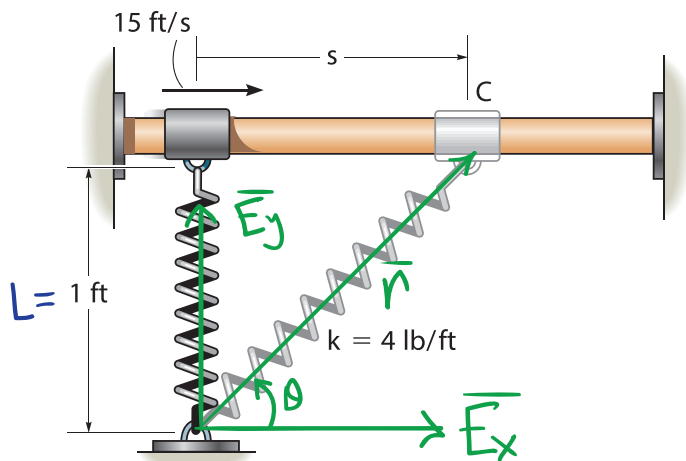
With position vectors as shown above, Hooke's Law can be written:

$$\|\vec{F}_s\| = |K(\|\vec{r} - \vec{r}_A\| - L)|.$$

The force vector is:

$$\vec{F}_s = -K(\|\vec{r} - \vec{r}_A\| - L) \frac{\vec{r} - \vec{r}_A}{\|\vec{r} - \vec{r}_A\|}.$$

13-36 (Hibbeler) Example



Given the collar on the smooth rod with the spring of unstretched length 1 ft, find $\hat{v}(s)$, the velocity as a function of arc length if $\hat{v}(s=0) = v_0$. Also find $\hat{N}(s)$, the force from the rod.

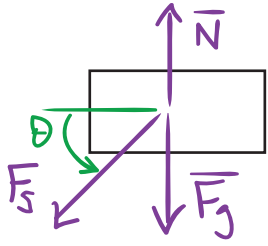
Kinematics

$$\vec{r} = x\vec{E}_x + y\vec{E}_y, \quad \vec{v} = \dot{x}\vec{E}_x + \dot{y}\vec{E}_y, \quad \vec{a} = \ddot{x}\vec{E}_x + \ddot{y}\vec{E}_y$$

$$\hat{r}(s) = s\vec{E}_x + L\vec{E}_y \quad \|\hat{r}(s)\| = \sqrt{s^2 + L^2}$$

$$\hat{v}(s) = \hat{r} = \dot{s}\vec{E}_x \quad \hat{a}(s) = \hat{v} = \ddot{s}\vec{E}_x$$

Forces



$$\vec{F}_g = -mg\vec{E}_y$$

$$\vec{F}_s = -K(\|\vec{r}\| - L)\frac{\vec{r}}{\|\vec{r}\|} \quad \text{where } L = 1 \text{ ft.}$$

$$= -K\frac{(\sqrt{s^2 + L^2} - L)}{\sqrt{s^2 + L^2}}(s\vec{E}_x + L\vec{E}_y)$$

$$\vec{F} = m\vec{a}$$

In the Cartesian basis,

$$\begin{bmatrix} -Ks(\sqrt{s^2 + L^2} - L)/\sqrt{s^2 + L^2} \\ N - mg - KL(\sqrt{s^2 + L^2} - L)/\sqrt{s^2 + L^2} \end{bmatrix} = m \begin{bmatrix} \ddot{s} \\ 0 \end{bmatrix}$$

Analysis

The \vec{E}_x equation is the equation of motion:

$$-Ks(\sqrt{s^2 + L^2} - L)/\sqrt{s^2 + L^2} = m\ddot{s} = m\frac{dv}{dt} = m\frac{dv}{ds}\frac{ds}{dt} = mv\frac{dv}{ds}$$

Separate and solve:

$$-K \int_0^s \frac{\sigma\sqrt{\sigma^2 + L^2} - L\sigma}{\sqrt{\sigma^2 + L^2}} d\sigma = m \int_{v_0}^v u du$$

$$-K\left(\frac{1}{2}s^2 - L\sqrt{s^2 + L^2}\right) - LK = m(v^2 - v_0^2)$$

$$\hat{v}(s) = \pm \left(v_0^2 - \frac{K}{m} \left(\frac{1}{2}s^2 - L\sqrt{s^2 + L^2} \right) - LK/m \right)^{1/2}$$

The \bar{E}_y equation gives

$$\hat{N}(s) = (mg + KL(\sqrt{s^2 + L^2} - L) / \sqrt{s^2 + L^2}) \bar{E}_y .$$