

LECTURE 9

- In this lecture we study Newton's 2nd Law and how to apply it. Vector addition plays important role for two or three dimensional examples.

E1 A mass $m = m_0$ has position at time t

$$\vec{r}(t) = x_0 e^{-\alpha t} \hat{i} + (y_0 - \frac{1}{2} g t^2) \hat{j}$$

for some constants x_0, α, y_0 and $g = 9.81 \text{ m/s}^2$.

What net-force causes this motion?

We know $\vec{F}_{\text{net}} = m_0 \vec{a} = m_0 \frac{d^2 \vec{r}}{dt^2}$. We simply need to twice differentiate $\vec{r}(t)$,

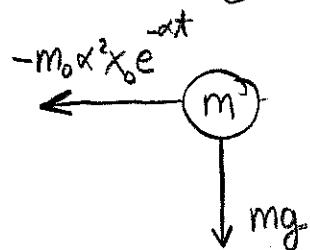
$$\frac{d\vec{r}}{dt} = -\alpha x_0 e^{-\alpha t} \hat{i} + gt \hat{j} = \underbrace{v_x(t) \hat{i} + v_y(t) \hat{j}}_{\text{for conversational purposes}}$$

$$\frac{d^2 \vec{r}}{dt^2} = -\alpha^2 x_0 e^{-\alpha t} \hat{i} - g \hat{j}$$

$$\therefore \vec{F}_{\text{net}} = -m_0 \alpha^2 x_0 e^{-\alpha t} \hat{i} - mg \hat{j}$$

a bizarre
frictional force gravity

The free body diagram would look like:

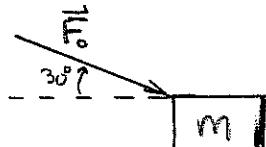


Remark: problems like [E1] are easier to see through if we omit units. For example,

$$\begin{aligned}\vec{r}(t) &= t\hat{i} + t^2\hat{j} + t^3\hat{k} \rightarrow \vec{v}(t) = \hat{i} + 2t\hat{j} + 3t^2\hat{k} \\ &\rightarrow \vec{a}(t) = 2\hat{j} + 6t\hat{k} \\ &\rightarrow \vec{F}_{\text{net}} = m(2\hat{j} + 6t\hat{k})\end{aligned}$$

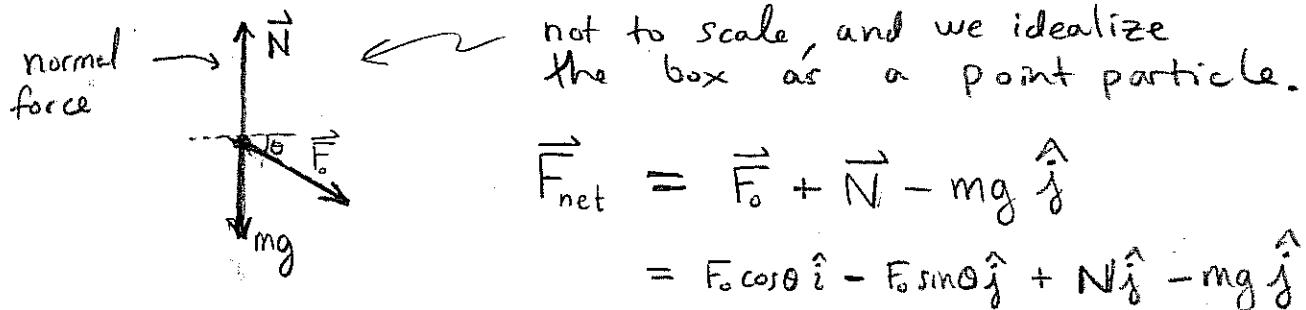
(problem technically is we can't add 2 and $6t$ because they don't have same units... we ignore this physical objection throughout calculus)

[E2] Suppose we push a $m = 20\text{kg}$ box along a frictionless plane. If the force is applied at $\theta = 30^\circ$ above the horizon results



in an acceleration along the plane of 4m/s^2 then what is the magnitude F_0 ?

To begin we draw the free-body diagram on m which illustrates all the forces which are present,



We have $\vec{F}_{\text{net}} = m\vec{a} = (20\text{kg})(4\text{m/s}^2)\hat{i}$ thus we find two eq's by equating x & y components of $\vec{F}_{\text{net}} = m\vec{a}$,

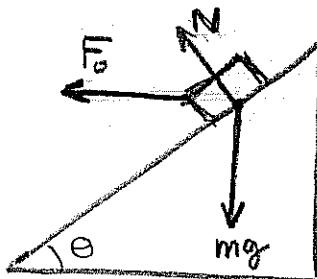
$$\hat{i}: 80\text{N} = F_0 \cos\theta$$

$$\hat{j}: 0 = -F_0 \sin\theta + N - (20\text{kg})(9.81\frac{\text{m}}{\text{s}^2}) \leftarrow \text{it turns out we didn't need this for my given question.}$$

$$\text{Thus } F_0 = \frac{80\text{N}}{\cos 30^\circ} = \boxed{\frac{160}{\sqrt{3}}\text{N} = F_0}$$

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E3 Suppose a force \vec{F}_0 pulls a box horizontally as the box slides down an inclined plane with negligible friction. Find the resulting acceleration \parallel to the plane which is at an angle θ

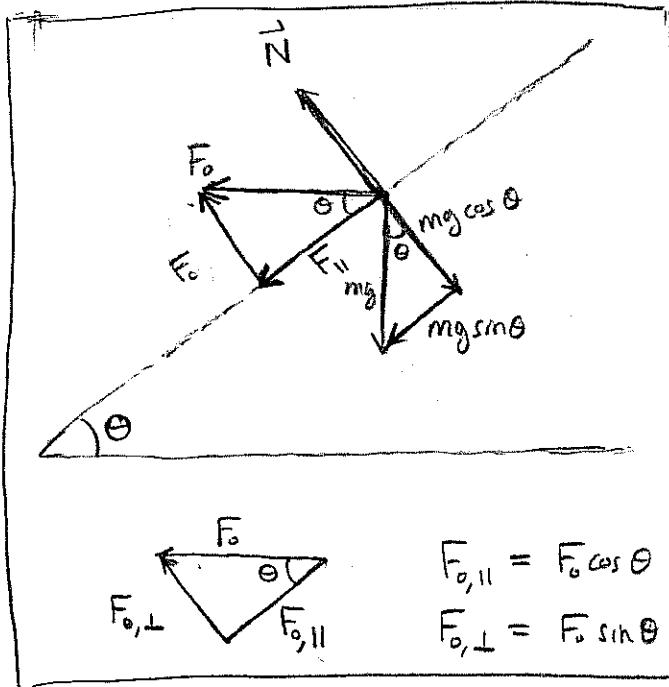


there are three forces at play here.

- the pulling \vec{F}_0
- gravity $-mg\hat{j}$
- normal force.

We like to introduce new coordinates relative to the inclined plane. For

this problem $a_{\perp} = 0$ whereas $\underbrace{a_{\parallel}}_{\text{perpendicular}} \neq 0$ $\underbrace{a_{\parallel}}_{\text{parallel}} \neq 0$.



we'll take down as (+) direction here.

	\perp	\parallel
\vec{N}	N	0
$-mg\hat{j}$	$-mg \cos \theta$	$mg \sin \theta$
\vec{F}_0	$F_0 \sin \theta$	$F_0 \cos \theta$

Newton's Law says $\vec{F}_{\text{net}} = m\vec{a}$ and $\vec{F}_{\text{net}} = \vec{F}_0 + \vec{N} - mg\hat{j}$ hence, as $\vec{a} = a_{\perp} \hat{u}_{\perp} + a_{\parallel} \hat{u}_{\parallel}$ we find two eqns:



(4)

Continuing: Notice $a_{\perp} = 0$ since box slides on plane,

$$0 = ma_{\perp} = N - mg \cos \theta + F_0 \sin \theta \quad \left. \begin{array}{l} \\ \end{array} \right\} \text{together}$$

$$ma_{\parallel} = mg \sin \theta + F_0 \cos \theta \quad \left. \begin{array}{l} \\ \end{array} \right\} \text{these make}$$

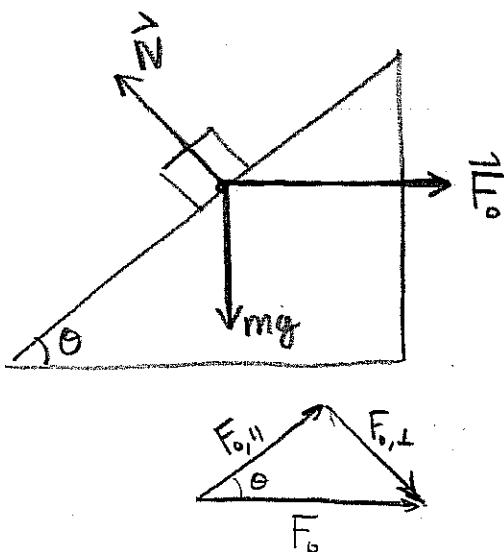
$$\therefore a_{\parallel} = g \sin \theta + (F_0/m) \cos \theta \quad \boxed{\vec{m}\vec{a} = \vec{F}_{\text{net}}}$$

Limiting Cases?

1.) If $F_0 = 0$ and $\theta = 90^\circ$ we get $a_{\parallel} = g$.
This makes perfect sense. Note, $N = 0$ in this case.

2.) If $\theta = 0^\circ$ then $a_{\parallel} = F_0/m$
which is also nice. Note, $N = mg$ in this case

E4 Draw freebody diagram for E3 if F_0 is pushing instead of pulling.



	\perp	\parallel
N	N	0
f_L	$-mg \cos \theta$	$mg \sin \theta$
F_0	$-F_0 \sin \theta$	$-F_0 \cos \theta$

down was (+) in our E3 convention
the plane.