




Friction, Springs and Scales

Where shoes make a difference

Day 6:
Friction
Springs

Reminders:
Homework 3 due Monday
No HW or new reading next week!
Review lecture Tuesday – email topics to me ASAP
HW sessions: Thurs & Monday
And possibly Wed if y'all wish...

Summary

Last time

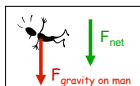
- Net force
 - Terminal velocity
 - (- Car Crashes)

Today

- All about force of friction
 - How big is it?
 - What causes it
- All about springs
 - How is spring force related to extension of spring
 - How to make a spring scale

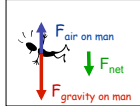
(- Car Crashes)

Terminal velocity summary



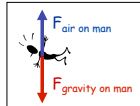
1. Just left plane: Velocity zero, so air resistance zero

$F_{net} = F_{grav}$
 $a = 9.8 \text{ m/s}^2$ downwards



2. Short time after leaving plane: Velocity > 0 so air resistance partially cancels force of gravity

$0 < F_{net} < F_{grav}$ downwards
 $0 < a < 9.8 \text{ m/s}^2$ downwards

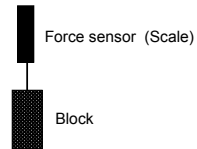


3. Some time later: Terminal velocity
Air resistance exactly cancels force of gravity
You can't fall faster than this

$F_{net} = 0$
 $a = 0$



Starting to Investigate Friction: begin with weight

Block has a *mass* of 2.5 kg.
It weighs approx. how many N? (How much force needed to lift it?)
a. 2.5 b. 25 c. 1.5/2.5 d. (1.5/2.5) x 9.8



Newton and Real Life

- Newton (and physicists since) say that an object in motion stays in motion until acted on by a Force
- (this is what $F = ma$ means)

<http://phet.colorado.edu/en/simulation/ramp-forces-and-motion>


Newton and Real Life

- So why do objects stop when I slide them across the desk?
- What does this mean?
- $F = ma$!!!
- There must be a force pushing it backward...

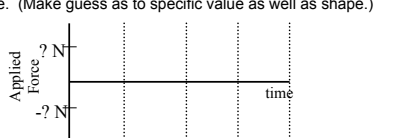
So what do I have to do in order to keep an object moving at constant speed normally?

Investigating friction

Block weight = 25N




Friction between table and block.
 Predict graph of force which we must apply by pulling on sensor in order to move block along table at a **constant speed** ... prediction should include force from **before** starting to pull until block is moving at constant speed across the table. (Make guess as to specific value as well as shape.)

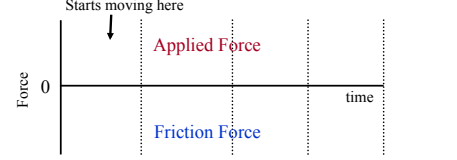


Hint: think about your real life moving a heavy object across the floor

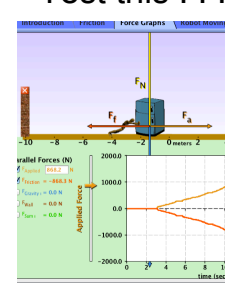
Block weight = 25N



Starts moving here



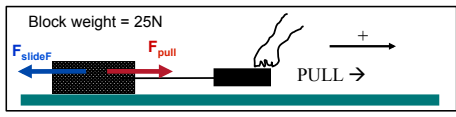
Test this . . .



<http://phet.colorado.edu/en/simulation/ramp-forces-and-motion>

Sliding (kinetic) friction

Block weight = 25N



Balancing sliding friction:
 How much force is required to keep it moving along table at constant speed if weight of block = $mg = 25\text{ N}$?
 a. Weight x 0.3, b. Weight x 0.7, c. Weight x 1.5 d. Weight x 5

Sliding (kinetic) friction

Increase the mass of the block from 2.5kg to 5 kg, what pulling force (approx) is needed to keep block moving at a constant speed?
 a. 0 N, b. 4N c. 15N d. 49N c. 100N

It takes a pulling force of ~7N to keep the block moving in a straight line across the table at a constant speed of 0.2 m/s. Now I double the speed to a steady 0.4 m/s. What constant pulling force is required now?
 a. 0N b. less than 7N c. about 7N d. more than 7N

Microscopic details of static and sliding friction

- Atoms of same material (color) all hooked together by forces like tiny springs
- Viewed at atomic level surfaces are never perfectly smooth
- The atoms from the two surfaces catch and drag against each other producing a force that opposes motion called friction

Friction and heat

Dragging surfaces across each other causes atoms to start vibrating= heat!
 Heat energy produced = work done = $F_{\text{friction}} \times \text{distance moved}$.

Examples:

- Rubbing hands together to keep warm
- Rubbing 2 sticks to start a fire
- Spinning tires on car

Why is maximum static friction force greater than sliding friction force?

- When stationary, atoms at surfaces can get embedded and stuck more than when sliding.
- ⇒ So maximum *static* friction force bigger than *sliding* friction force.

What if you increase the weight of an object?

- Frictional force increases proportional to weight
- More force pushing surfaces together
 ⇒ atoms at surface mesh together more
 ⇒ more friction
- Size of frictional force also depends on material in each surface

How does a lubricant affect friction?

A lubricant is:

- A layer of slimy stuff between surfaces
- Doesn't stick to either surface, flows out of way of surface atoms
- Keeps surfaces apart
- e.g. oil, snow, water
- Reduces friction between the 2 surfaces

Springs – another kind of force

Everything you need to know about springs

- Hand holding spring at distance x
- Hand pulling to right
- Spring pulling to left
- In equilibrium: $F_{hand} = F_{spring}$

From experiment we know:
 $F_{spring} \propto x$ (force proportional to dist)

$F_{spring} = -kx$

Extension (m)
 Force of spring (N)
 Minus sign: Spring force opposes extension
 Vectors in opposite directions
 Spring constant
 Positive number
 Units: N/m
 Property of spring

Investigating springs

Pull down on spring with 2N of force ... measured by probe
 Spring stretches 0.05m
 Force Probe

How much would it stretch if pull down on spring with force of 4 N?

- 0.02m
- 0.05m
- 0.10m
- 0.15m
- 0.20m

Investigating springs

Attach 0.2 kg mass
 Spring stretches ??? meters.
 0.2 kg mass

How much would it stretch if we hang a 0.2 kg mass on the spring (compared to the initial 2N force case)?

- same distance as for 2 N force
- $\frac{1}{2}$ as far
- 2 times as far
- more than 2 times as far
- Less than $\frac{1}{2}$ as far

Practicing with Springs...

http://phet.colorado.edu/sims/mass-spring-lab/mass-spring-lab_en.html

Scales

- Scales (eg bathroom scales) are just calibrated springs.
- On scales, mass is stationary and in eqm.
 \Rightarrow Net force = 0
 \Rightarrow Spring force balances weight force

In equilibrium:
 $\Rightarrow F_{net} = 0$
 $\Rightarrow F_{net} = mg - kx = 0$
 $\Rightarrow mg = kx$

x directly related to weight force, mg .

Scale relates x to weight (N)
 Weight (N)
 Mass

So if you have a spring and measure the value of k (calibrate it), then you can hang any weight on it, and from x can calculate the weight (mg) and (if on earth) the mass (m)

Example

I hang a 2 kg mass from a spring and it stretches 2cm.
 What is the spring constant (k) of the spring? (assume $g = 10\text{m/s}^2$)

- 10 N/m
- 100 N/m
- 1000N/m
- 10000 N/m
- None of these.

Example

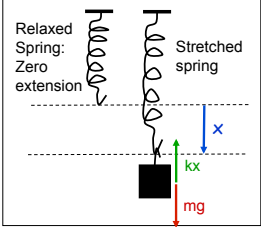
I hang a 2 kg mass from a spring and it stretches 2cm. This implies that $k = 1000\text{N/m}$.
 I remove the first mass and hang a different, unknown mass off the same spring. It stretches 8cm from its natural length.
 What is the second mass in kg?

- 2 kg
- 2/3 kg
- 4kg
- 8kg
- Not enough information given

Example

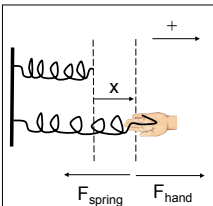
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(remember $1\text{N} = 1\text{kg m/s}^2$)

Important note about vectors in diagrams and equations



In diagrams:

- Always define the + (positive) direction
- Arrow represents direction (sign of vector)
- Letter is the **MAGNITUDE** so always represents a **POSITIVE** number

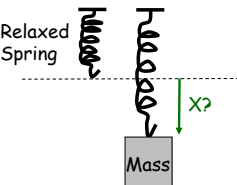
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In equations:

- Arrow in diagram relates to sign in front of letter in equation (\pm)
- Letter represents a positive number

In equilibrium:
 Net force = $F_{\text{hand}} - F_{\text{spring}} = 0$
 $F_{\text{hand}} = F_{\text{spring}}$

More spring questions

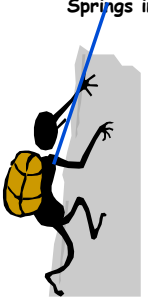


Now hang 0.05 kg mass (0.5N of force) off 2 different springs. They are both initially the same length but one is made of thick stiff wire and the other is made of thin bendy wire.

Which spring will stretch more?

- They will stretch the same distance
- Thick wire spring stretches less
- Thick wire spring stretches more

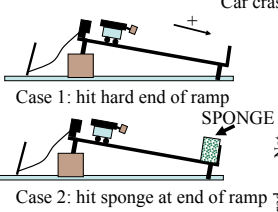
Springs in ropes ... what's good choice of rope



For climbing, best to use ...

- rope with soft spring (lots of stretch)
- rope with stiff spring (not much stretch)
- doesn't matter... any spring is good.

Car crashes



	Velocity							time
Case 1: hit hard end of ramp	Net Force							time
Case 2: hit sponge at end of ramp	Measured Force							time
	Acceleration							time

Sketch your predictions of the velocity, acceleration, net force, and measured force (by probe) vs time for this motion. Starting when we let go and ending after crash.
 Plot CASE 1 AND 2 on same graph.