

## Newton's Laws

So far we have been describing motion, and now we want to understand its causes.

The 1st law says that if the net force on an object is zero it does not accelerate

$$\boxed{\text{If } \vec{F}_{\text{net}} = 0 \quad \vec{a} = 0} \quad \textcircled{1}$$

Note that  $\vec{a} = 0$  does not necessarily mean that the object is at rest.

$$\boxed{\vec{a} = 0 \Rightarrow \frac{d\vec{v}}{dt} = 0 \Rightarrow \vec{v} = \text{constant}} \quad \textcircled{2}$$

This seems to run against our intuition, which suggests that objects that don't feel a net force eventually come to rest. This intuition is wrong, because it ignores friction. So objects that come to rest do have a net force acting on them.

Galileo discovered this law, and here's how he thought of it.

Remember the Principle of Relativity: The laws of Physics should be the same in two frames moving at constant velocity with respect to each other. Now imagine you are on a ship and a smooth ball is

resting on a smooth table inside the ship. The ship is moving at constant velocity, so you don't feel any vibration or other cues that you are moving. Your experience on a plane tells you that the ball will remain at its position on the table, in the moving ship.

Now consider an observer who is "stationary" on the ground, watching the ship go by. With X-ray vision, he can see into the ship. To him it appears that the ball is moving at constant velocity.

Both observers agree that  $\bar{F}_{\text{tot}} = 0$  on the ball. This shows that  $\vec{F}_{\text{tot}} = 0$  implies constant velocity.

Newton's second law tells us what happens when  $\bar{F}_{\text{tot}}$  is not zero. It says

$$\bar{F}_{\text{tot}} = m \ddot{a} \quad (3)$$

It is very important to take the vector sum of all the forces acting on a body to find the total, or net, force.

What kinds of forces do we know about?

First there are contact forces, basically pulling and pushing. Then there are forces that act

at a distance, and do not need contact. Gravity is just such a force. Next semester you will learn about other such forces, electric and magnetic.

An important class of forces is friction. This comes in several types. Static friction is applicable when two surfaces are in contact with each other and at rest with respect to each other.

Kinetic friction applies when two surfaces move with respect to each other while in contact.

There are yet other types such as rolling friction and viscous friction.

The force of gravity is simple near the Earth's surface.

$$\vec{F}_g = -mg\hat{j} \quad (4)$$

where  $\hat{j}$  is the unit vector upwards and

$$g = 9.8 \text{ m/s}^2 \quad (5) \quad (\text{approximately})$$

Friction is more complicated, because it is "self-adjusting", so let us leave it for later.

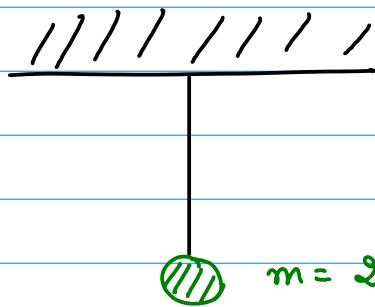
An important contact force is the force of normal reaction  $\vec{n}$ . This is the force with

which two surfaces are pressing each other.  
It acts normal to the surface of contact.

Now we turn to the most important tool that you will use to solve problems in this course

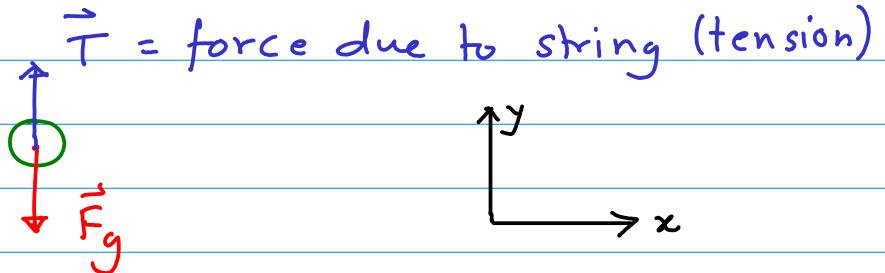
### Free body diagrams (FBDs)

Consider Example 1: A bob of mass 2kg is hanging vertically from the ceiling by a string.



In the FBD you will replace the environment by forces. Only the body itself appears explicitly in the FBD.

In this case there are two forces acting on the bob, the force of gravity vertically down and the force due to the string vertically up. Here is the FBD



Choose a convenient coordinate system

$$\vec{F}_g = -mg\hat{j}$$

(6)

$$\vec{T} = T\hat{j}$$

(7)

Total force on the bob and apply Newton II

$$\vec{F}_{\text{tot}} = \hat{j}(-mg + T) = m\vec{a}$$

(8)

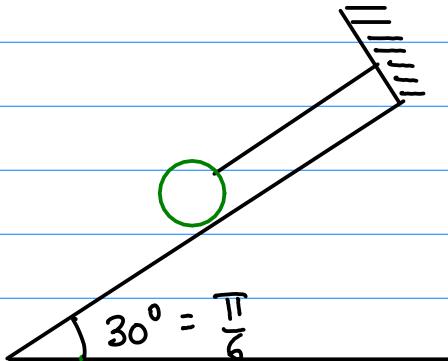
We know that the bob is at rest and remains at rest. So  $\vec{a} = 0 \Rightarrow \vec{F}_{\text{tot}} = 0$

So, in this case

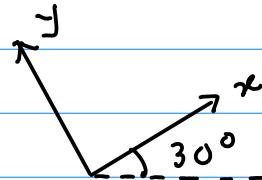
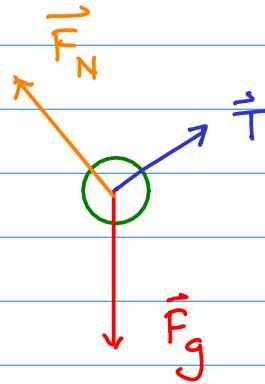
$$T = mg$$

(9)

Let us complicate this a bit in Example 2:  
The bob is at rest on a frictionless inclined plane



Now in addition to  $\vec{F}_g$  and  $\vec{F}_s$  there is a force of normal reaction from the plane acting on the bob.



It is more convenient to choose the coordinates as shown

$$\vec{T} = T \hat{i}$$

(10)

$$\vec{n} = n \hat{j}$$

(11)

$$\vec{F}_g = -mg \sin\left(\frac{\pi}{6}\right) \hat{i} - mg \cos\left(\frac{\pi}{6}\right) \hat{j}$$

(12)

$$= -\frac{mg}{2} \hat{i} - \frac{mg\sqrt{3}}{2} \hat{j}$$

$$\vec{F}_{\text{tot}} = \vec{F}_g + \vec{T} + \vec{n} = -\frac{mg}{2} \hat{i} - \frac{mg\sqrt{3}}{2} \hat{j} + T \hat{i} + n \hat{j}$$

$$\vec{F}_{\text{tot}} = \left(-\frac{mg}{2}\right) \hat{i} + \left(n - \frac{mg\sqrt{3}}{2}\right) \hat{j}$$

(13)

We know that the bob is not accelerating

$$\ddot{a} = 0 \Rightarrow a_x = 0, a_y = 0$$

(14)

$$\text{So, } \vec{F}_{\text{tot}} = 0 \Rightarrow F_{\text{tot},x} = 0, F_{\text{tot},y} = 0$$

(15)

$$\text{So, } T = \frac{mg}{2}$$

(16)

$$n = \frac{mg\sqrt{3}}{2}$$

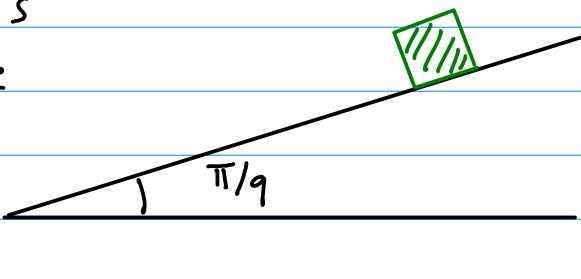
(17)

So far we have talked about cases where  $\ddot{a} = 0$ .

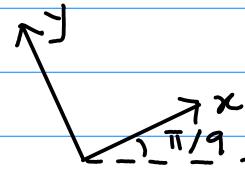
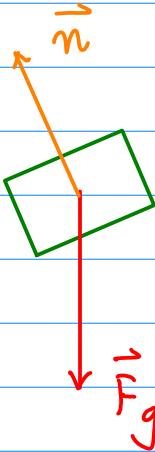
Let us move on to a case where  $\ddot{a} \neq 0$  in

**Example 3:** The block slides frictionlessly.

The only forces  
are  $F_g$  and the  
force of  
normal reaction



Here is the FBD . Choose the coordinates below



$$\vec{n} = n \hat{j}$$

(18)

$$\vec{F}_g = -mg \sin\left(\frac{\pi}{9}\right) \hat{i} - mg \cos\left(\frac{\pi}{9}\right) \hat{j}$$
(19)

(20)

$$\vec{F}_{\text{tot}} = \vec{F}_g + \vec{n} = -mg \sin\left(\frac{\pi}{9}\right) \hat{i} + \hat{j} \left(n - mg \cos\left(\frac{\pi}{9}\right)\right)$$
(21)

What do we know about  $\vec{a}$ ? We know that since the block accelerates along the plane

$$a_y = 0$$
(21)

$\Rightarrow$

$$F_{\text{tot},y} = 0 \Rightarrow n = mg \cos\left(\frac{\pi}{9}\right)$$
(22)

So

$$\vec{a} = a_x \hat{i}$$
(23)

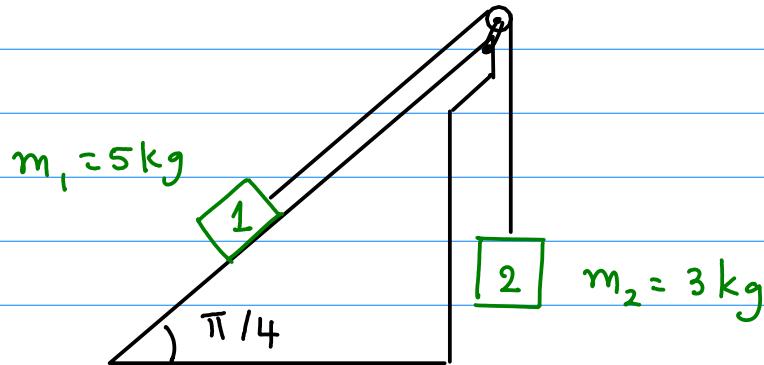
and  $\vec{F}_{\text{tot}} = -mg \sin\left(\frac{\pi}{9}\right) \hat{i} = m a_x \hat{i}$

(24)

$$a_x = -g \sin\left(\frac{\pi}{9}\right) = -9.8 \times \sin\left(\frac{\pi}{9}\right) = -3.35 \text{ m/s}^2$$

Minus because down slope is in the  $-x$  direction.

Sometimes there are two or more bodies involved, which leads us to Example 4:

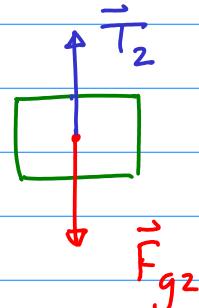
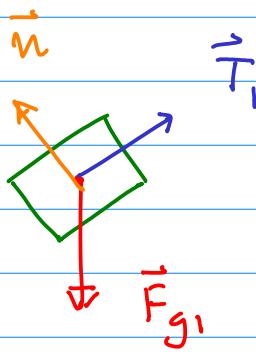


The string is massless and cannot be stretched and the pulley is massless and frictionless. The plane is also frictionless. Since the string is inextensible the two masses must always remain the same distance apart, and must therefore have the same magnitude of velocity and acceleration.

$$(\vec{a}_1) = (\vec{a}_2)$$

(2S)

The 1st step is always to draw the FBDs



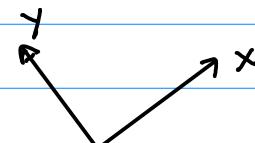
Since the string is massless, no force is "used up" in accelerating it. So

$$|\vec{T}_1| = |\vec{T}_2| = T$$

(26)

Let us choose convenient coordinates for the two bodies separately

Body 1:



(27)

$$\vec{n} = n \hat{j} \quad \vec{T}_1 = T \hat{i}$$

$$\vec{F}_{g_1} = -\frac{m_1 g}{\sqrt{2}} \hat{i} - \frac{m_1 g}{\sqrt{2}} \hat{j}$$

(28)

$$\vec{F}_{tot,1} = \hat{i} \left( T - \frac{m_1 g}{\sqrt{2}} \right)$$

(29)

$$+ \hat{j} \left( n - \frac{m_1 g}{\sqrt{2}} \right)$$

(30)

$$a_{1y} = 0 \quad (\text{does not acc.} \\ \perp \text{to plane})$$

$$\vec{\alpha}_1 = +a \hat{i}$$

Same  
a

(31)

=)

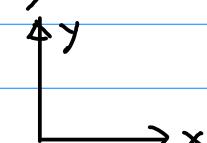
$$n = \frac{m_1 g}{\sqrt{2}}$$

(32)

$$T - \frac{m_1 g}{\sqrt{2}} = m_1 a$$

(33)

Body 2



$$\vec{T}_2 = T \hat{j}$$

(34)

$$\vec{F}_{g_2} = -m_2 g \hat{j}$$

(35)

$$\vec{F}_{tot,2} = \hat{j} (T - m_2 g) \\ = m_2 \vec{\alpha}_2$$

(36)

Assume mass 2 accelerates down-

$$\vec{\alpha}_2 = -a \hat{j}$$

(37)

$$T - m_2 g = -m_2 a$$

(38)

So we have the simultaneous eq<sup>n</sup>s

$$\boxed{T - \frac{m_1 g}{\sqrt{2}} = m_1 a} \quad (39)$$
$$-T + m_2 g = m_2 a$$

add the two eq<sup>n</sup>s

$$\boxed{m_2 g - \frac{m_1 g}{\sqrt{2}} = (m_1 + m_2) a} \quad (40)$$

Plug in numbers

$$9.8 \left( 3 - \frac{5}{\sqrt{2}} \right) = (3+5) a$$

Solve

$$\boxed{a = -0.656 \text{ m/s}^2} \quad (41)$$

The minus sign tells us that we guessed wrong about the **direction** of the acceleration.

The answer is still correct. The mass  $m_1$  accelerates down the slope at  $0.656 \text{ m/s}^2$  while the mass  $m_2$  accelerates vertically up at  $0.656 \text{ m/s}^2$ .

Now we can find  $T = m_1 a + \frac{m_1 g}{\sqrt{2}}$

$$= 5(-0.656) + \frac{5 \times 9.8}{\sqrt{2}}$$

$$\boxed{T = 31.37 \text{ N}} \quad (42)$$

## Newton's III Law

This is an extremely important law, and is difficult to understand and internalize at first. Define  $\vec{F}_{12}$  to be the force due to object 1 on object 2 and  $\vec{F}_{21}$  the force due to object 2 on object 1.

Then, Newton's III Law says

$$\vec{F}_{21} = -\vec{F}_{12}$$

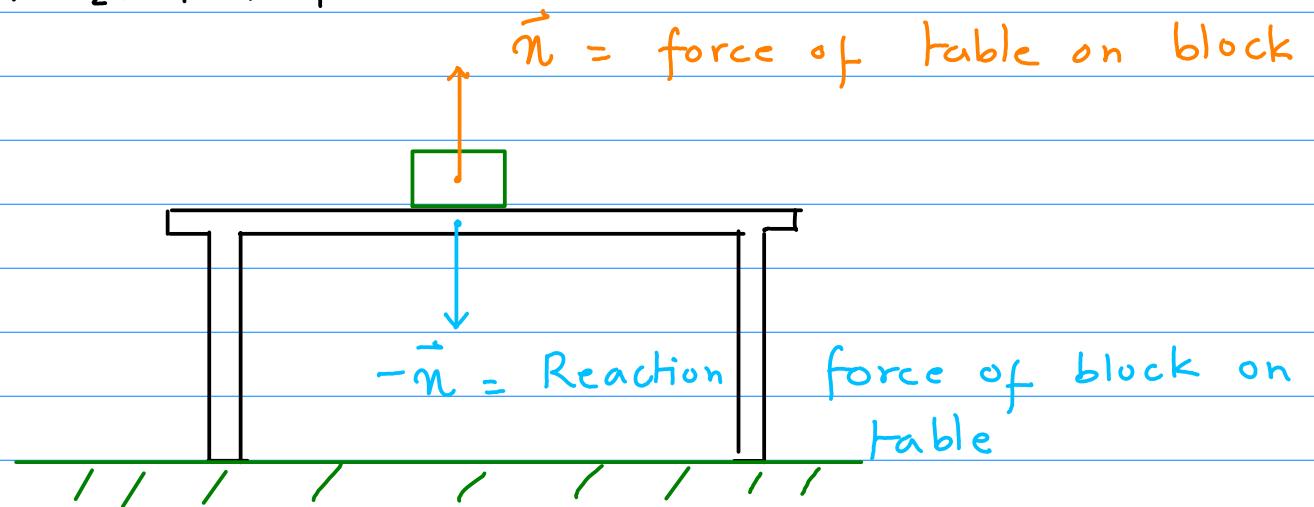
(43)

Imagine a baseball comes towards me and I hit it with a bat. According to Newton III the force exerted by the bat on the ball is equal and opposite to the force exerted by the ball on the bat.

How can this be? The ball shoots off very fast in a direction opposite to its initial velocity, whereas the bat continues moving in the same direction.

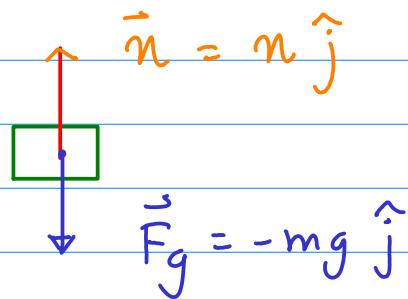
The key to understanding this is that the masses of the ball and bat are very different. The same magnitude of force will cause a much greater acceleration in the ball than it will on the bat.

Another example. Suppose a block of mass  $m$  rests at equilibrium on a horizontal table.

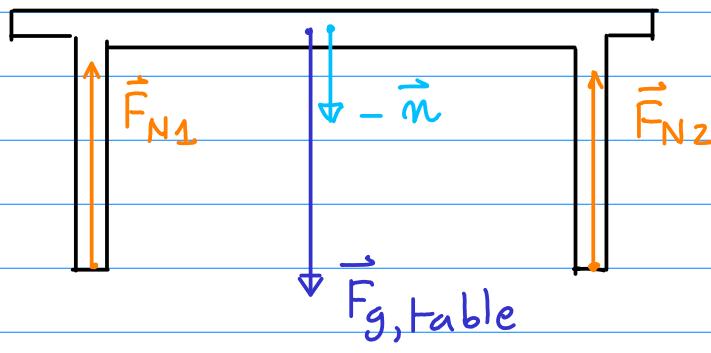


Of course, these are not the only forces acting on either the block or the table.

The FBD for the block looks like this



while the FBD for the table is



$\vec{F}_{N1}, \vec{F}_{N2}$  are the normal forces acting on the legs due to the ground.

Here is an argument to see why Newton III has to be true.

Let us imagine that Newton III is not true for a pair of objects 1 and 2. In other words, let us assume that

$$\vec{F}_{12} \neq -\vec{F}_{21}$$

Let us take these two objects far away from our galaxy, so that there are no gravitational or other forces acting on them. Let us attach them to each other. The total force on them is

$$\vec{F}_{12} + \vec{F}_{21} \neq 0 \quad (\text{by assumption})$$

So, for the combined object, there is a self-generated net force, and it will start accelerating! So we could extract infinite amounts of energy if Newton III were not true.

Let us now do some simple examples where one needs both Newton II and Newton III

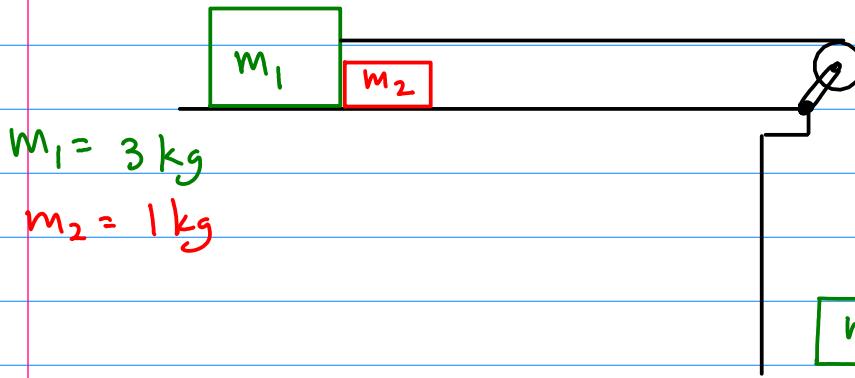
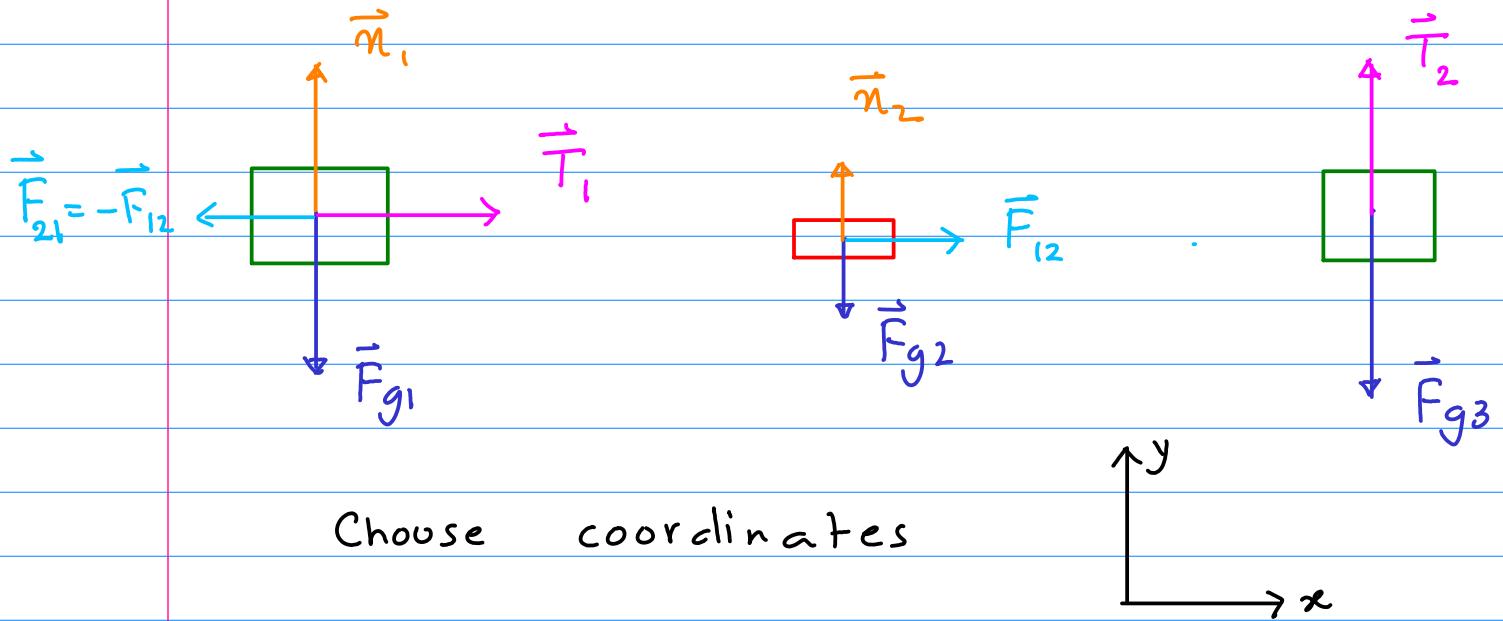


Table frictionless.  
Pulley massless,  
frictionless. String  
massless, and  
inextensible

Now we have to draw three FBDs. The key is that because mass  $m_1$  is pushing mass  $m_2$  to the right, there must be a reaction force on  $m_1$  due to  $m_2$ , pushing  $m_1$  to the left



Choose coordinates

Because the string is inextensible

$$|\vec{a}_1| = |\vec{a}_3| \quad (44)$$

Because  $m_1, m_2$  move together

$$\vec{a}_1 = \vec{a}_2 \quad (45)$$

From the directions it is clear that

$$\vec{a}_1 = \vec{a}_2 = \hat{a}_i \quad (46)$$

and

$$\vec{a}_3 = -\hat{a}_j \quad (47)$$

Since the string is massless, no force is "used up" in accelerating it, so

$$|\vec{T}_1| = |\vec{T}_3| = T \quad (48)$$

$$\vec{T}_1 = T \hat{i} \quad (49)$$

$$\vec{T}_3 = T \hat{j} \quad (50)$$

Total force on  $m_1$  is (51)

$$\hat{i}(T - F_{12}) + \hat{j}(n_1 - m_1 g) = \vec{F}_{\text{tot},1} = m_1 \vec{a}_1 = m_1 a \hat{i}$$

since

$$a_{y1} = 0 \quad (52)$$

$$n_1 = m_1 g \quad (53)$$

$$\Rightarrow T - F_{12} = m_1 a \quad (54)$$

Total force on  $m_2$  is (55)

$$\hat{i} F_{12} + \hat{j}(n_2 - m_2 g) = m_2 \vec{a}_2 = m_2 a \hat{i}$$

since

$$a_{y2} = 0 \quad (56)$$

$$n_2 = m_2 g \quad (57)$$

$$F_{12} = m_2 a \quad (58)$$

Total force on  $m_3$  is

$$\hat{j}(T - m_3 g) = m_3 \vec{a}_3 = -m_3 a \hat{j} \quad (59)$$

$$\Rightarrow T - m_3 g = -m_3 a \quad (60) \text{ or}$$

$$m_3 g - T = m_3 a \quad (61)$$

Rewrite the three simultaneous eq<sup>n</sup>s

$$T - F_{12} = m_1 a$$

$$F_{12} = m_2 a$$

$$m_3 g - T = m_3 a$$

(62)

Add all three to get

$$m_3 g = (m_1 + m_2 + m_3) a$$

(63)

or

$$a = \frac{m_3}{m_1 + m_2 + m_3} g$$

(64)

(65)

Plug in numbers

$$a = \frac{9.8 \times 4}{4 + 3 + 1} = 4.9 \frac{\text{m}}{\text{s}^2}$$

Now we can go back and find T and  $F_{12}$

$$F_{12} = m_2 a = 4.9 \text{ N}$$

(66)

$$T = m_3 g - m_3 a = 4 \text{ kg} \times 4.9 \frac{\text{m}}{\text{s}^2} = 19.6 \text{ N}$$

(67)