

Dynamics

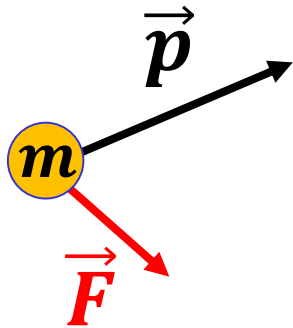
Dynamics is the branch of physics concerned with the study of forces and torques and their effect on motion.

The basic quantities

1) **mass** – m (bring about the **Inertia** – the resistance of any physical object to any change in its state of motion)

2) **momentum** – $\vec{p} = m\vec{V}$ (describe the state of motion)

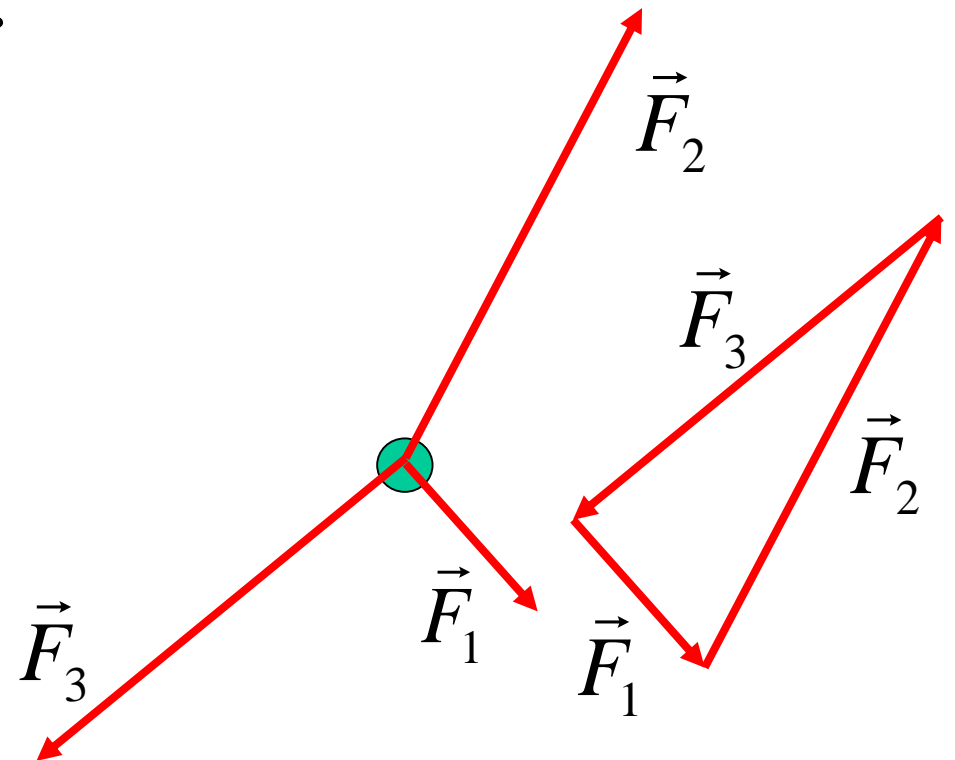
3) **force** – \vec{F} (the quantity changing the state of motion)



Newton's First Law

The state of motion remain constant
(the body remains at rest or continues to move at a
constant velocity)
if the net force is equal zero.

$$\vec{p} = \overline{\text{const}} \Leftrightarrow \vec{F}_w = \vec{0}$$
$$(\vec{a} = \vec{0})$$



Newton's First Law

Exist at least one frame of reference called an **inertial reference frame**, relative to which the motion of a particle not subject to net force is a straight line at a constant speed or rest.



$$\begin{array}{ll} \vec{V}_c = \vec{V}_0 & \vec{V}_c = \vec{0} \\ \vec{V}_p = \vec{V}_0 & \vec{V}_p = \vec{0} \end{array}$$



$$\begin{array}{ll} \vec{V}_c = \vec{0} & \vec{V}_c = \vec{0} \\ \vec{V}_p = \vec{V}_0 & \vec{V}_p = \vec{V}_0 \end{array}$$

Newton's Second Law

The rate of change of the momentum is equal to the net force acting on the particle.

$$\vec{F}_w = \frac{d\vec{p}}{dt}$$

$$\vec{F}_w = \frac{d\vec{p}}{dt} = \frac{d(m\vec{V})}{dt} = \frac{dm}{dt}\vec{V} + m\frac{d\vec{V}}{dt} = m\vec{a}$$

$$\frac{d\vec{V}}{dt} = \vec{a} \text{ – the rate of change of the velocity}$$

$$\frac{dm}{dt} \text{ – the rate of change of the mass}$$

In the majority of nonrelativistic cases the mass remain constant, and then:

$$\frac{dm}{dt} = 0$$

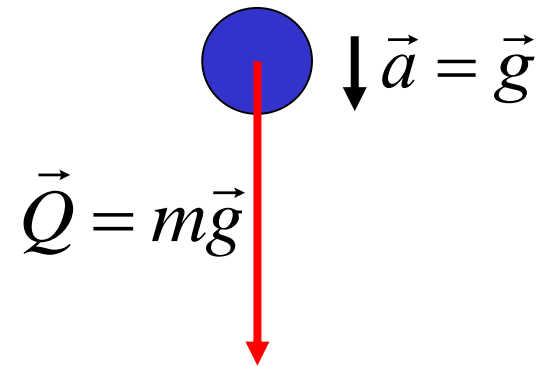
Newton's Second Law

The rate of change of the momentum
is equal to the net force acting on the particle.

$$\vec{F}_w = \frac{d\vec{p}}{dt} \underset{m=\text{const}}{=} m\vec{a}$$



$$\vec{a} = \frac{1}{m} \cdot \vec{F}_w$$



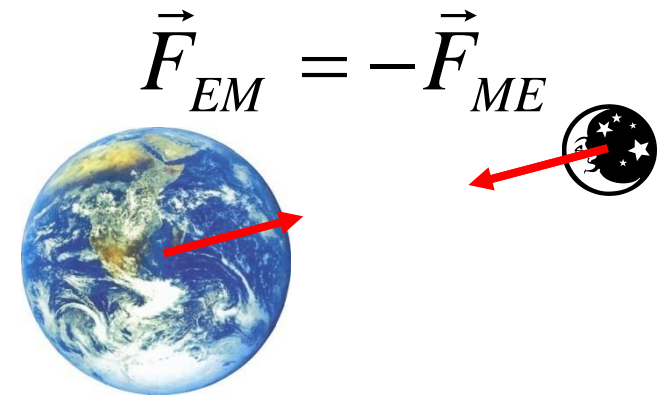
$$\left. \begin{array}{l} \vec{F}_w = \vec{Q} = m\vec{g} \\ \vec{F}_w = m\vec{a} \end{array} \right\} \Rightarrow \vec{a} = \vec{g}$$

Newton's Third Law

Forces are caused by the interactions of pair of bodies.

The force exerted by body B upon body A
has the same magnitude and is in the same straight line
but acts in opposite direction
to the force exerted by body A upon body B.

$$\vec{F}_{AB} = -\vec{F}_{BA}$$



FORCES AT MECHANICS

Gravitation

Newton's law of universal gravitation (1687):

Every particle attracts every other particle

with a force \vec{F}

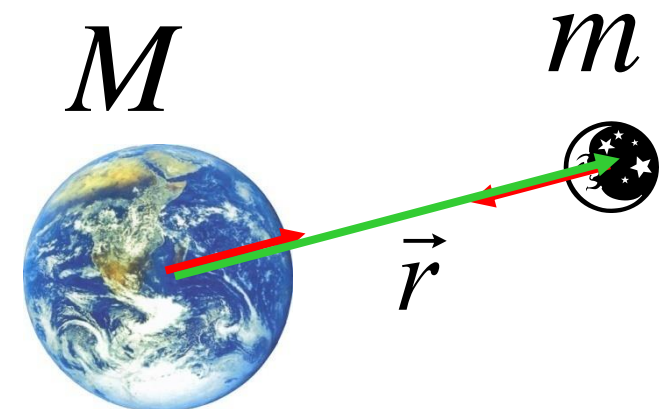
proportional

to the product of the masses M and m

and inversely proportional to the square of the distance between them.

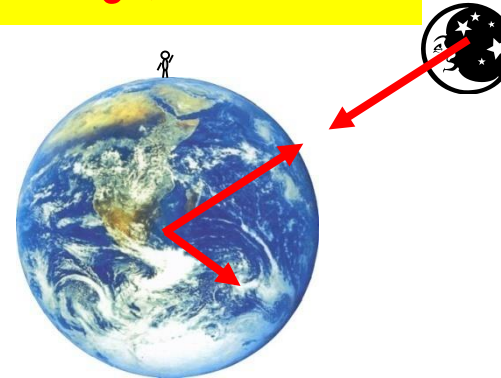
$$\vec{F} = -G \frac{M \cdot m}{r^2} \frac{\vec{r}}{r}$$

$$G = 6,67 \cdot 10^{-11} \frac{\text{m}^3}{\text{kg} \cdot \text{s}^2}$$



Gravitational acceleration (standard gravity)

$$\vec{F} = -G \frac{Mm}{r^2} \frac{\vec{r}}{r}$$



$$r \approx R_E \Rightarrow F = G \frac{M}{R_E^2} m$$
$$Q = mg$$

$$g = G \frac{M}{R_E^2}$$

$$G = 6,67408(31) \cdot 10^{-11} \frac{\text{m}^3}{\text{kg} \cdot \text{s}^2}$$

$$M_E \approx 5,97 \cdot 10^{24} \text{ kg}$$

$$R_E \approx 6378 \text{ km}$$

$$\Rightarrow g = 9,79 \text{ m/s}^2$$



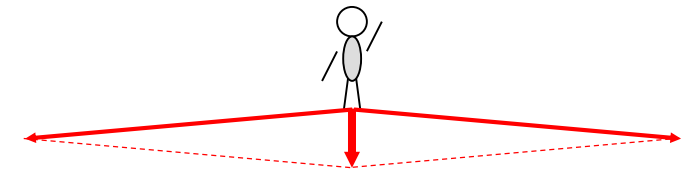
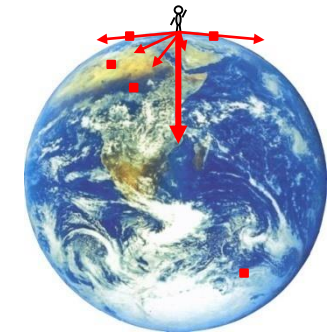
$$F = -G \frac{Mm}{R_E^2}$$

$$\vec{F}_i = -G \frac{dM \cdot m}{r_i^2} \frac{\vec{r}_i}{r_i}$$

According to the principle of superposition:

$$\vec{F} = \sum \vec{F}_i = \sum -G \frac{dM \cdot m}{r_i^2} \frac{\vec{r}_i}{r_i}$$

$$\vec{F} = \int d\vec{F} = \int -G \frac{m}{r_i^2} \frac{\vec{r}_i}{r_i} dM$$

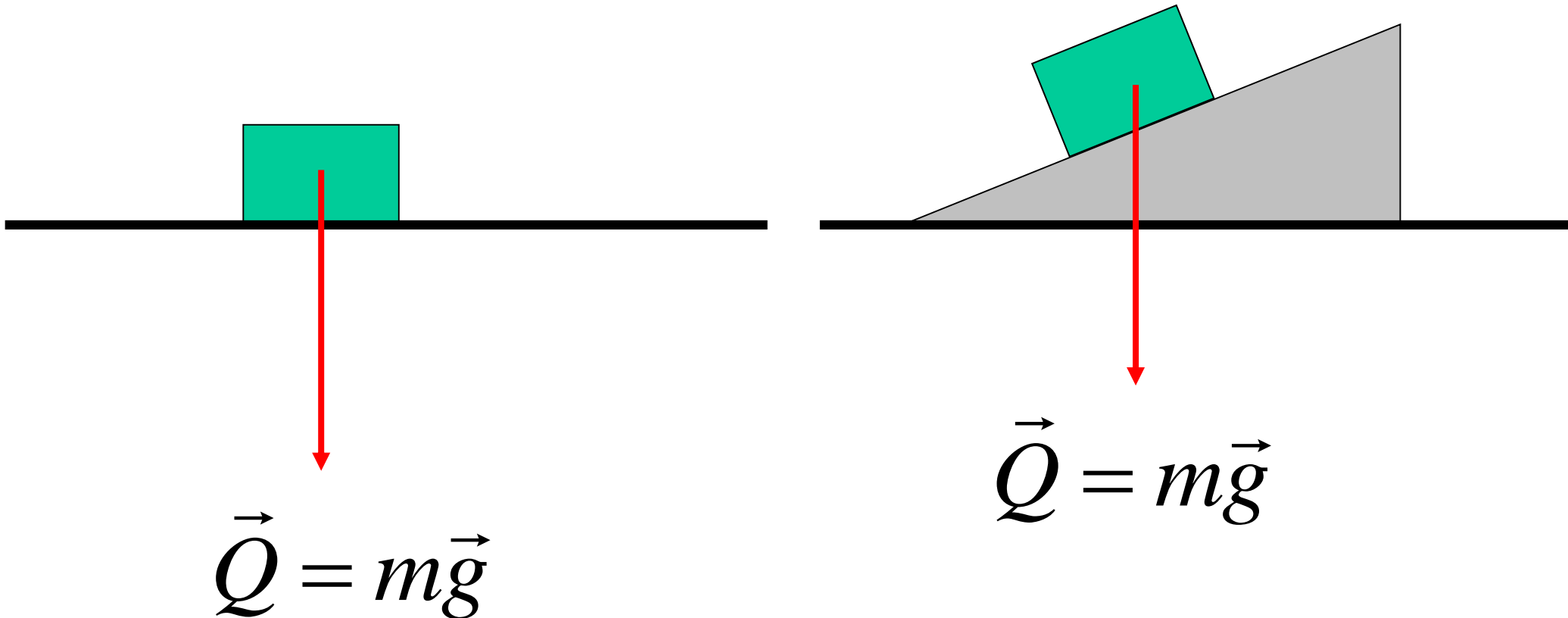


A uniform spherical shell of matter attracts a particle that is outside the shell as if all the shell's mass were concentrated at its centre.

Gravitation ⊥ Earth

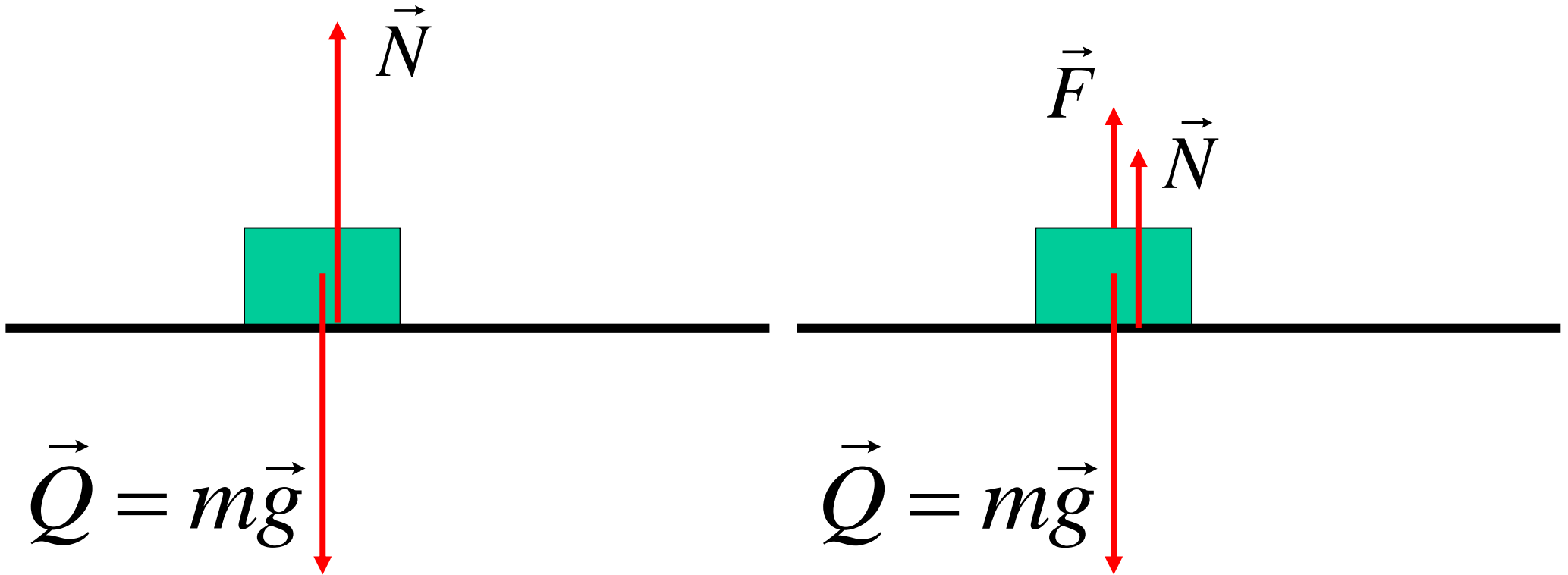
A uniform spherical shell of matter attracts a particle that is outside the shell as if all the shell's mass were concentrated at its centre.

Gravitation \perp Earth



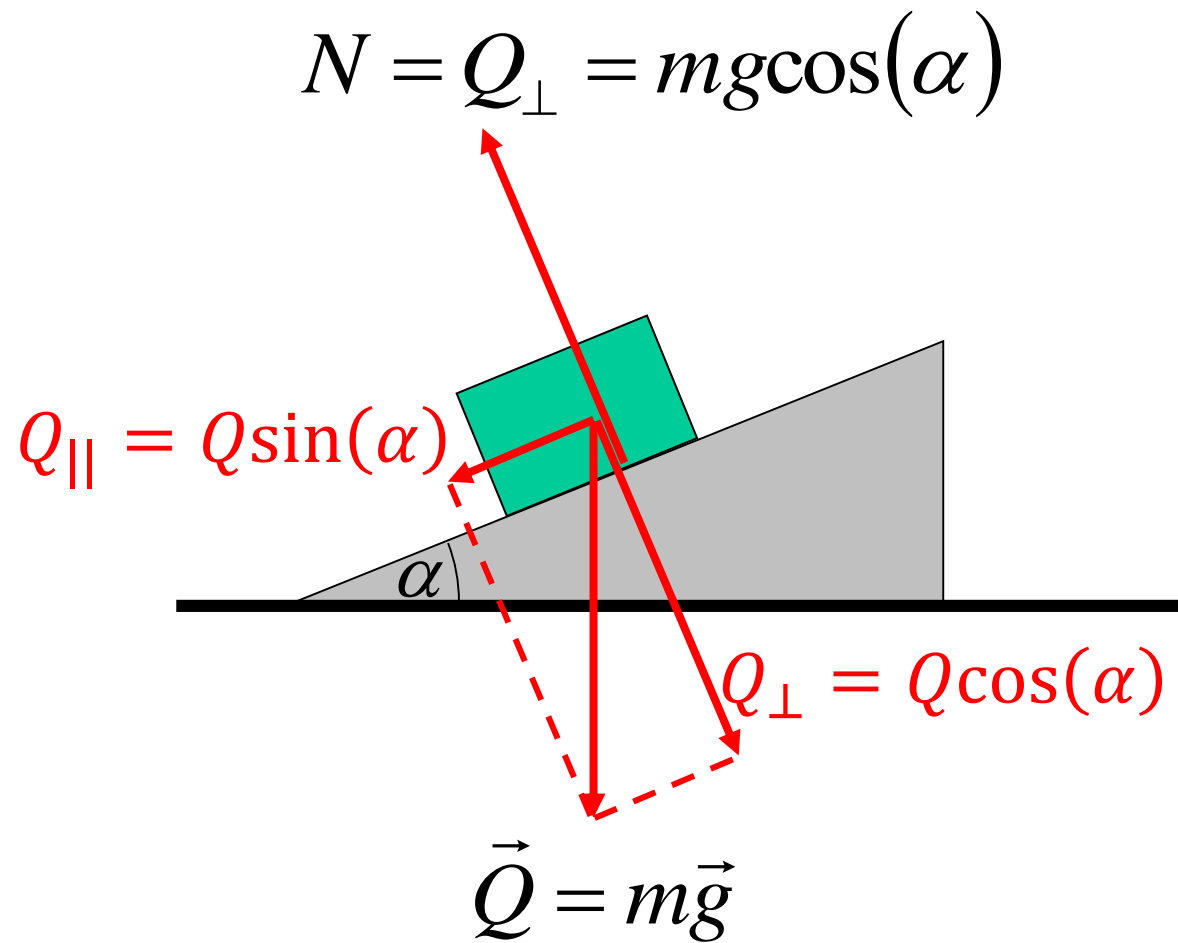
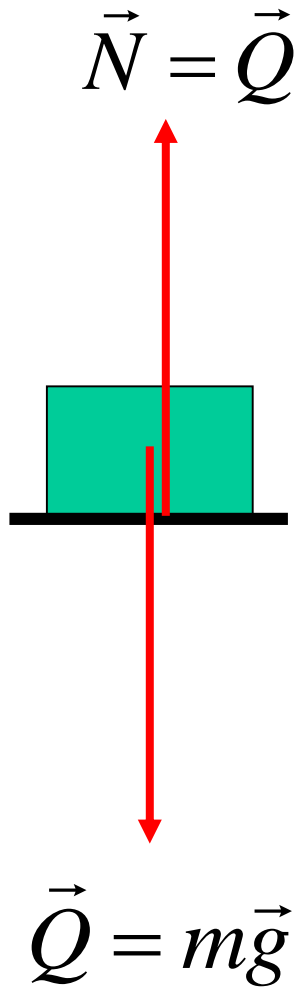
Normal force

Normal force \perp surface



$$\vec{N} + \vec{Q} = \vec{0} \Rightarrow \vec{N} = -\vec{Q}$$
$$N = mg$$

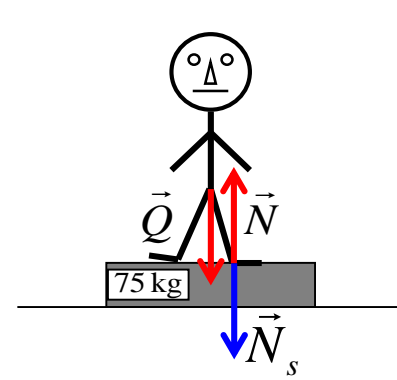
$$\vec{N} + \vec{Q} + \vec{F} = \vec{0} \Rightarrow \vec{N} = -\vec{Q} - \vec{F}$$
$$N = mg - F$$
$$N < mg \text{ !!!!}$$



Q_{\perp} - press the body to the inclined plane

Q_{\parallel} - slip down the body from the inclined plane

Body on a scale



$$m = 75\text{kg}$$

$$\vec{Q} \Rightarrow \vec{N}_s \Rightarrow \vec{N} = -\vec{N}_s$$

$$\vec{a} = \vec{0} \Rightarrow \vec{F}_w = \vec{0}$$

$$\vec{Q} + \vec{N} = \vec{0}$$

$$-Q + N = 0$$

$$N = Q$$

$$N = mg$$

$$N_s = mg$$

$$\frac{N_s}{g} = m$$

A weighting scale indicates the force applied, calibrated in kilograms!!!!

Static friction



$$\vec{T}_s = -\vec{F}$$



$$\vec{T}_s = -\vec{F}$$



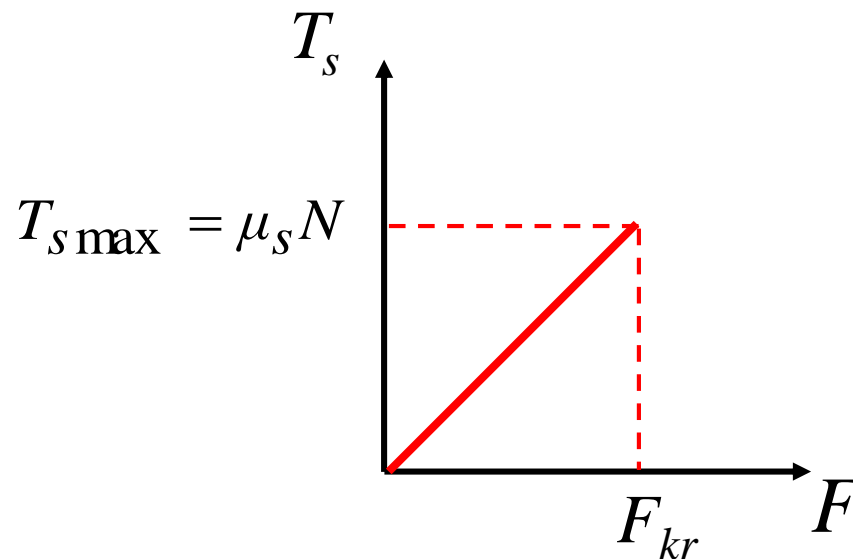
$$\vec{T}_s = -\vec{F}$$



$$T_{s \max} = F_{kr} = \mu_s N$$

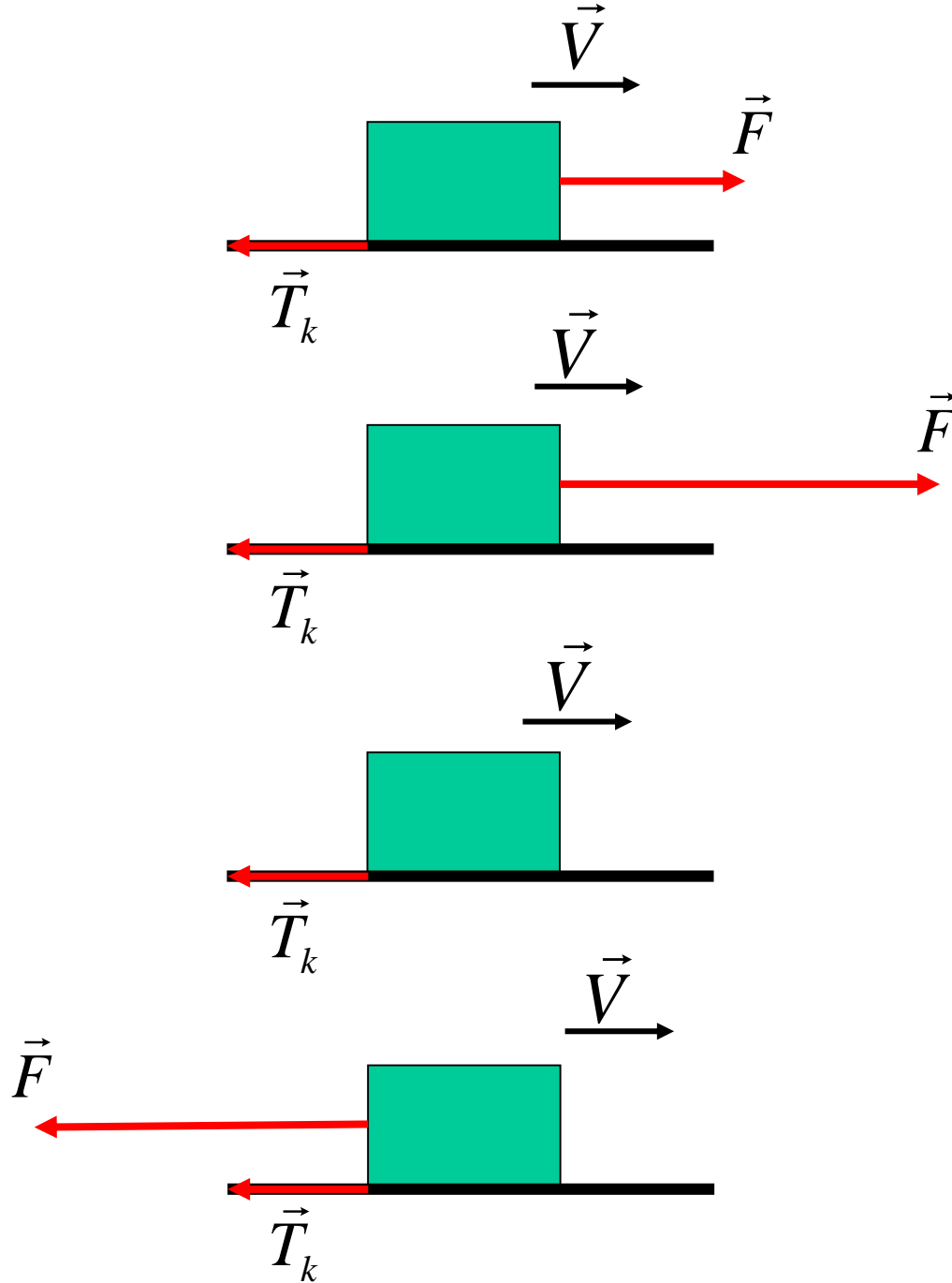
$$F_{kr} = \mu_s N$$

$$T_s \leq \mu_s N$$



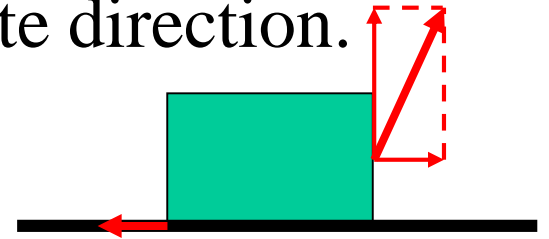
Kinetic friction

$$T_k = \mu_k N$$



Properties of friction

1) If the body does not move relative to the surface, then the static frictional force \vec{T}_s is equal in magnitude to the parallel to the surface component of total force \vec{F} , but has opposite direction.



2) The maximum magnitude of static friction \vec{T}_s is:

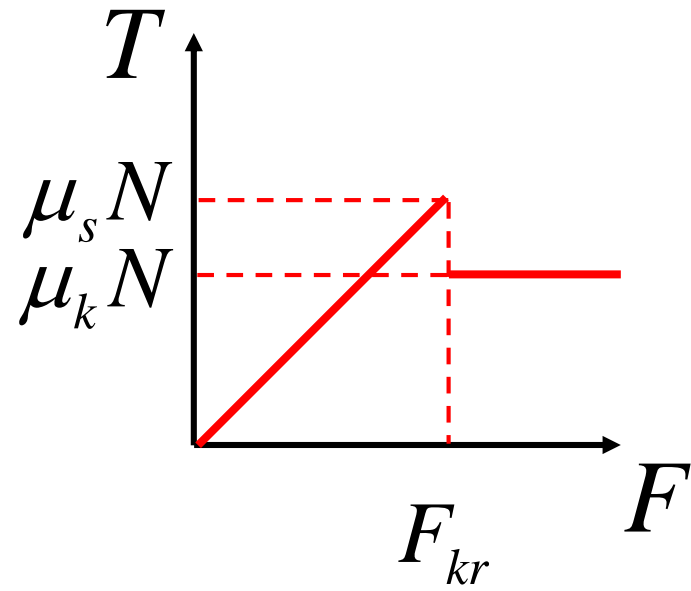
$$T_{smax} = \mu_s N$$

where μ_s is the coefficient of static friction N is the magnitude of the normal force.

3) If the body slide along the surface, then the kinetic friction \vec{T}_k has the direction opposite to the velocity and the magnitude

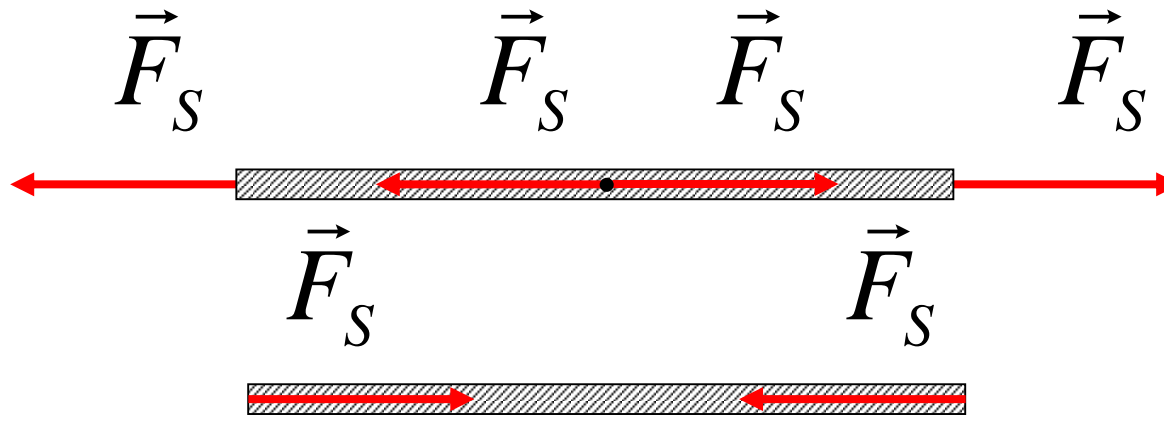
$$T_k = \mu_k N$$

where μ_k is the coefficient of kinetic friction and N is the magnitude of the normal force.



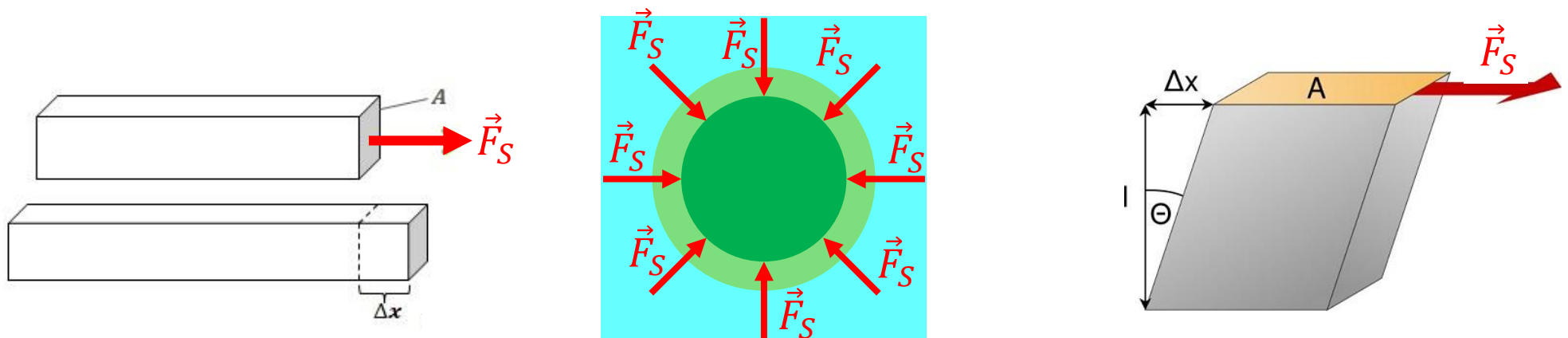
$$\mu_s > \mu_k$$

Stress

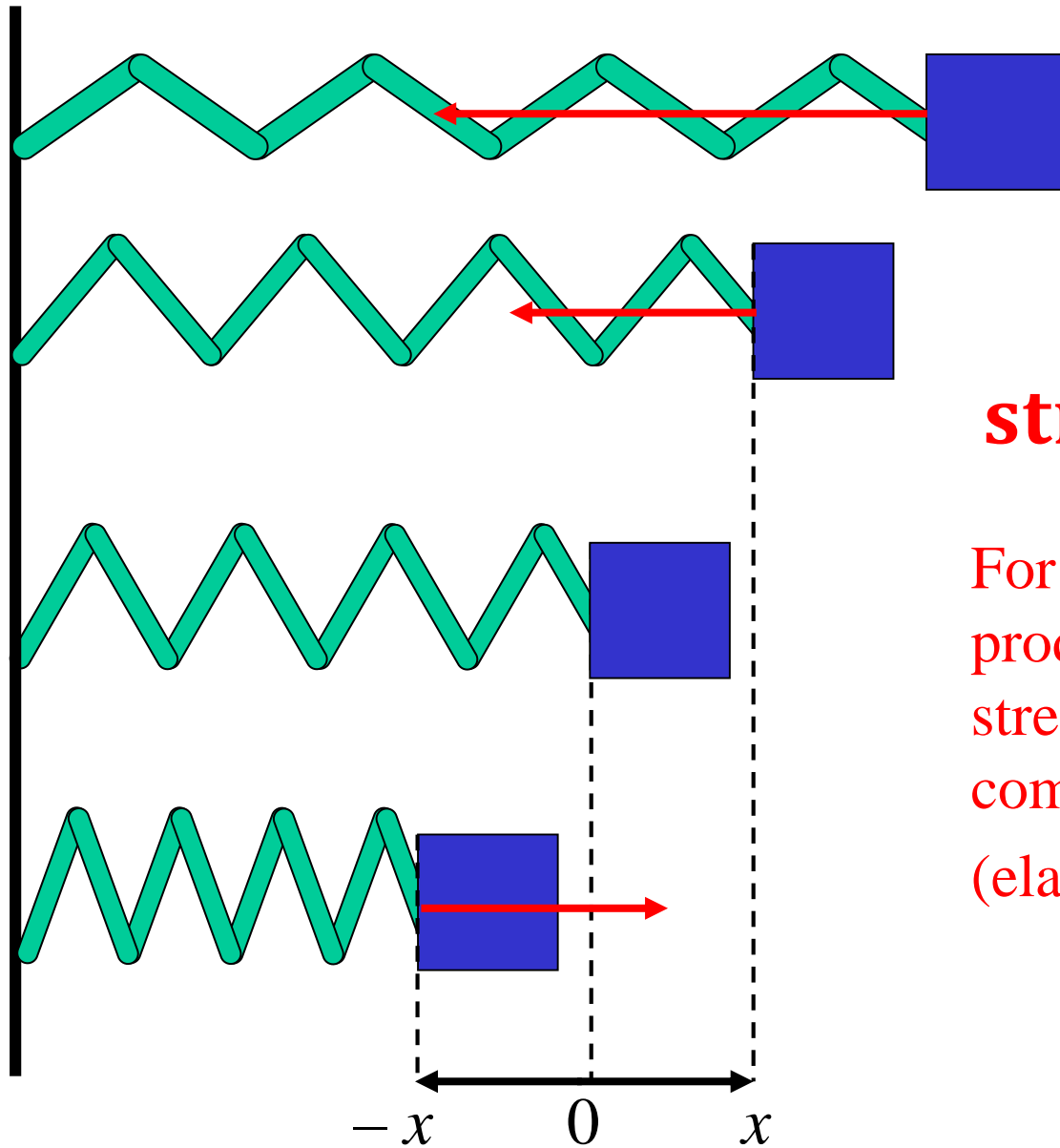


Stress – a system of forces in equilibrium producing in a body:

- tensile stress → linear strain: the change in length per unit length
- hydraulic stress → volume (bulk) strain: the change in volume per unit volume
- shearing stress → shear strain: angular deformation without change in volume



Hooke's law (1676)

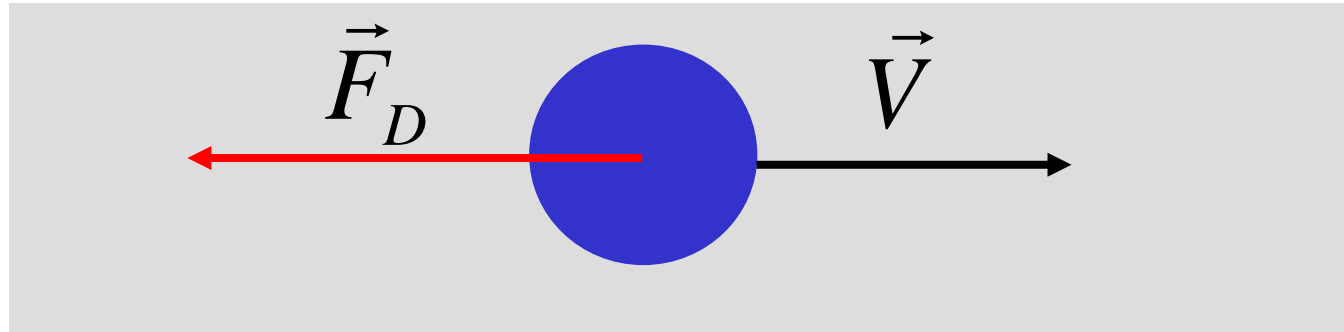


$$\vec{F}_s = -k \cdot \vec{x}$$

stress = modulus · strain

For a certain range of stresses, the produced strain is proportional to the stress applied, and disappears completely on removal of the stress.
(elastic limit, spring force)

Drag force



When a body and a fluid (gas or liquid) are in relative motion, the body experiences a **drag force**, parallel to the direction of relative motion but in opposite direction and magnitude:

- at low speed:

$$\vec{F}_D = -bV \frac{\vec{V}}{V}$$

- at higher speed:

$$\vec{F}_D = -\frac{1}{2} C \rho A V^2 \frac{\vec{V}}{V}$$

C – the drag coefficient (0.4 ÷ 1)

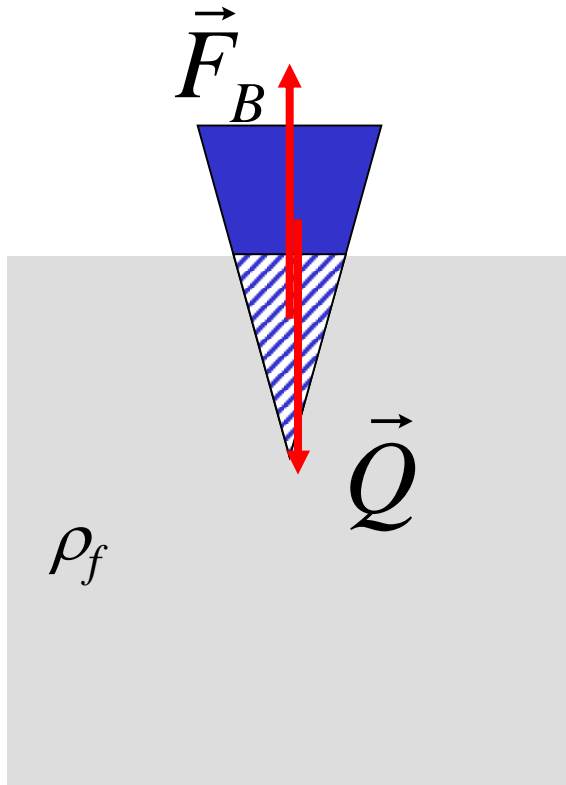
ρ – the fluid density

A – the effective cross-section area of the body

V – the relative velocity

Buoyant force

Buoyancy – the tendency of a fluid (gas or liquid) to exert a lifting force on a body wholly or partly immersed in it.



$$\vec{F}_B = -\rho_f V_d \vec{g}$$

$$\rho = \frac{m}{V} \Rightarrow \rho V = m$$

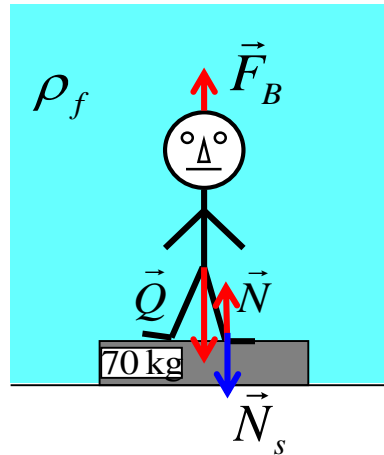
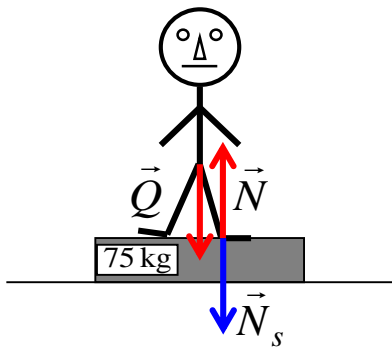
$$\rho_f V_d = m_{fd}$$

↑
the mass of the fluid that
the body displaced

$$\vec{F}_B = -m_{fd} \vec{g}$$

The weight of an object acts effectively at the object's **centre of mass**.

The buoyant force acts effectively at a point called the **centre of buoyancy**.



$$\vec{a} = \vec{0} \Rightarrow \vec{F}_w = \vec{0}$$

$$\vec{Q} + \vec{N} + \vec{F}_B = \vec{0}$$

$$-Q + N + F_B = 0$$

$$N = Q - F_B$$

$$N_s = N = mg - \rho_f V_d g$$

$$N_s = mg - m_{fd} g$$

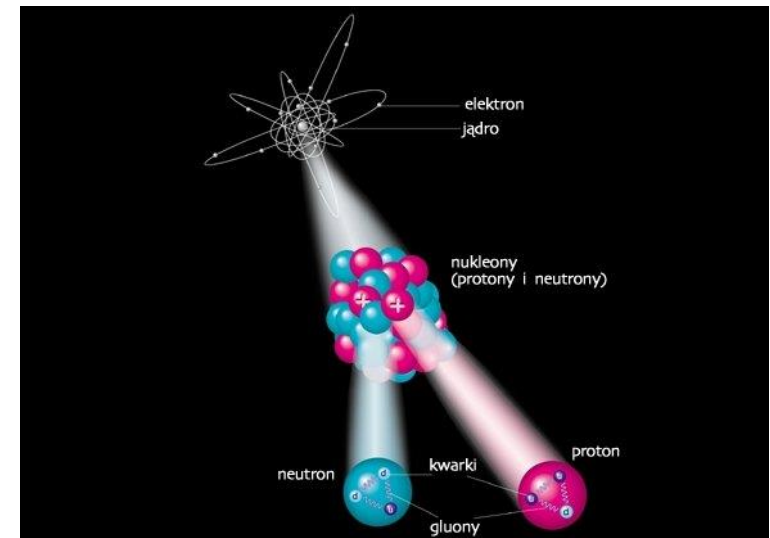
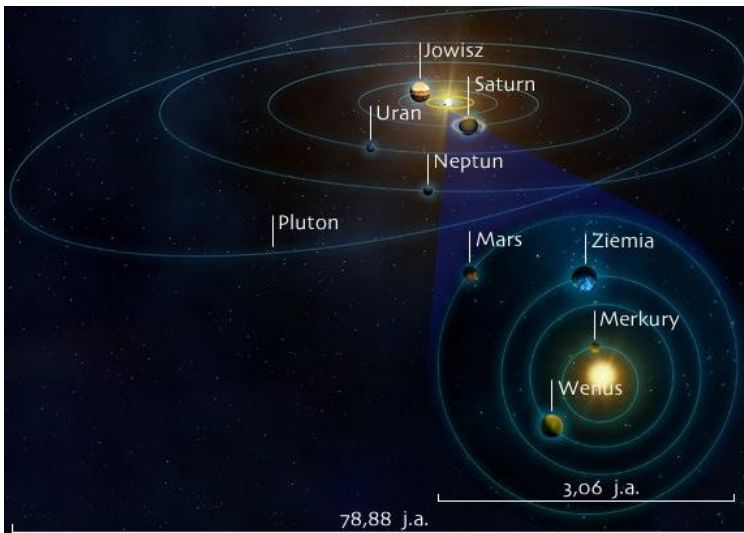
$$N_s = mg - Q_{fd}$$

$$N_s = Q = mg$$

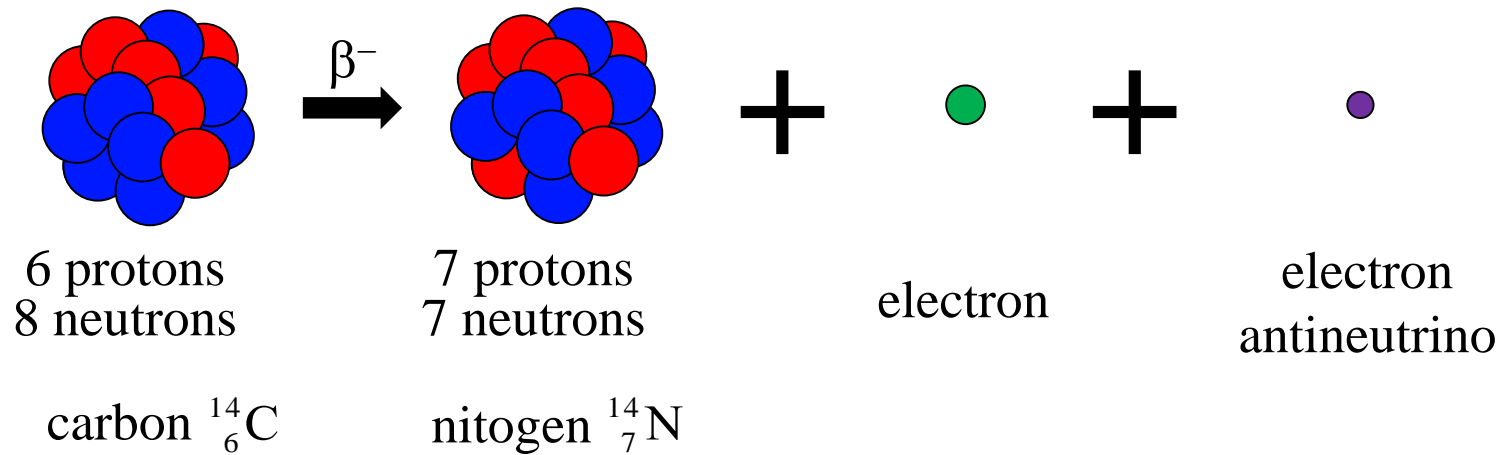
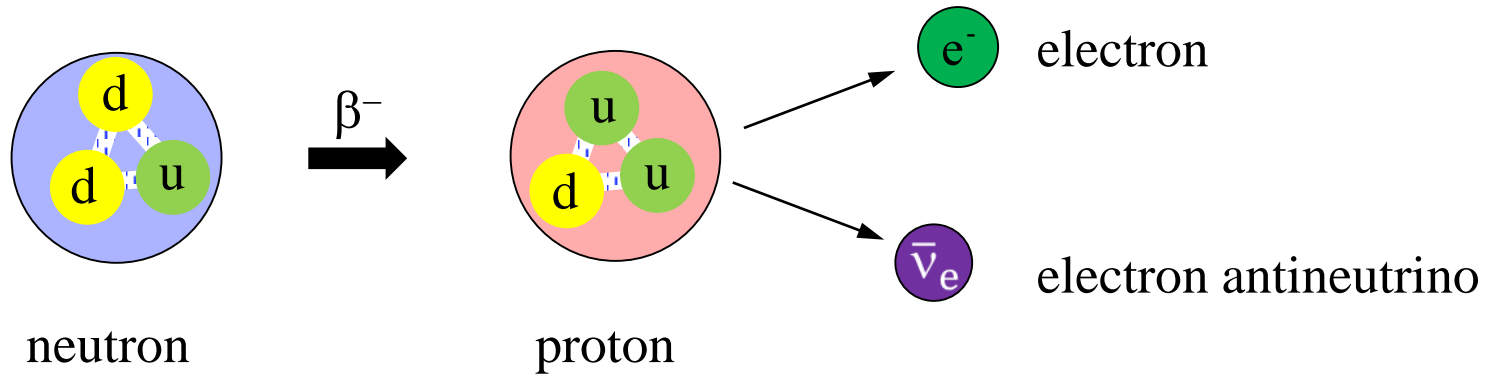
A body fully or partially immersed in a fluid is buoyed up by a force equal to the weight of the fluid that the body displaced.
(Archimedes' principle)

Fundamental interaction

| Interaction | Relative strength | Range | Particle experiencing | Example |
|------------------------|-------------------|------------|------------------------|-----------------------|
| Gravitation | 10^{-38} | ∞ | massive particles | Solar System |
| Weak | 10^{-14} | 10^{-18} | gauge bosons, leptons | β decay |
| Electromagnetic | 10^{-2} | ∞ | electrically charged | chemical bonds, atoms |
| Strong | 1 | 10^{-15} | quarks, hadrons (p, n) | atomic nucleus |



β^- decay



Fundamental interaction

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