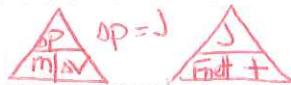


Topic 3A: Newton's Laws, Force Vectors and Equilibrium Equations



Equilibrium Equations



Skill 20: Inertia, Momentum, Impulse, Newton's Laws

Force is a push or pull due to interactions (contact or fields) between two objects. Force is a vector quantity, measured in Newtons

$$1 \text{ Newton} = 1 \text{ kg m/s}^2 \quad (\text{units})$$

Mass is measured in kg

Weight is force due to gravity measured in Newtons

Newton's Laws of Motion summarize how objects interact

1st Law - Objects remain in motion, or at rest, unless acted upon by an unbalanced force. [remain in constant, straight line motion; or rest]
AKA "Law of INERTIA"

→ ie; Objects do NOT speed up, slow down or change direction unless they experience a net Force (F_{Net})

Inertia - the tendency of an object to keep doing the same thing. INERTIA IS MASS in quantitative problems

2nd Law - For any given mass, the acceleration is directly related to the net force.

$$F_{\text{Net}} = ma \quad \frac{\Delta y}{\Delta x} = \frac{F_{\text{Net}}}{a} = \text{mass} \rightarrow \text{slope (constant)} \quad \begin{array}{l} \text{If } F_{\text{Net}} = 0 \text{ then } a = 0 \text{ (Equilibrium)} \\ \text{If } F_{\text{Net}} \text{ is positive? right, up acc is positive} \\ \text{If } F_{\text{Net}} \text{ is negative? left, down acc is negative} \end{array}$$

Main idea: WHATEVER HAPPENS to NET FORCE HAPPENS TO ACCELERATION (And Vice Versa)

If F_{Net} is zero, acc is zero; If F_{Net} is constant, acc is constant

3rd Law - For every force, there exists an equal and opposite force (Regardless of difference in objects)

Note: The resulting accelerations are a function of mass and therefore only equal for interactions between two objects of equal mass

The Earth & Moon exert equal force on each other but the Moon's small mass causes circular orbit around Earth

Momentum (symbolized by " p ") is a measure of mass & velocity. $p = mv$ (vector)

Change in momentum (Δp) is a change in velocity during a time interval (ie an acceleration) which requires a F_{Net} applied for a time. AKA an IMPULSE symbolized by "J" (vector)

Change in momentum is Impulse (J)

by "J" (vector)

When time of interaction changes, the impulse and momentum does not change → the size of the net force changes

$$\Delta p = J \quad m \Delta v = F_{\text{Net}} t$$

Units: $\text{kg} \cdot \text{m/s} = \text{N} \cdot \text{s}$
 $= \text{kg m/s}$
 $= \text{kg m/s}$

$$\Rightarrow F_{\text{Net}} = \frac{m \Delta v}{t} \Rightarrow F_{\text{Net}} = ma$$

$$\Rightarrow F_{\text{Net}} = \frac{\Delta p}{t} \quad \text{or} \quad F_{\text{Net}} = \frac{J}{t}$$

Net force is the rate of change in momentum or impulse

F_{Net} and t are inversely related for a constant Δp

REVIEW SKILLS 9 & 12 for Kinematic Graphs
for Constant acc & equilibrium drst, net, avst

Net force is ma or rate of change in momentum

$$F_{\text{Net}} = ma = \frac{mv_f - mv_i}{t} = \frac{\Delta p}{t}$$