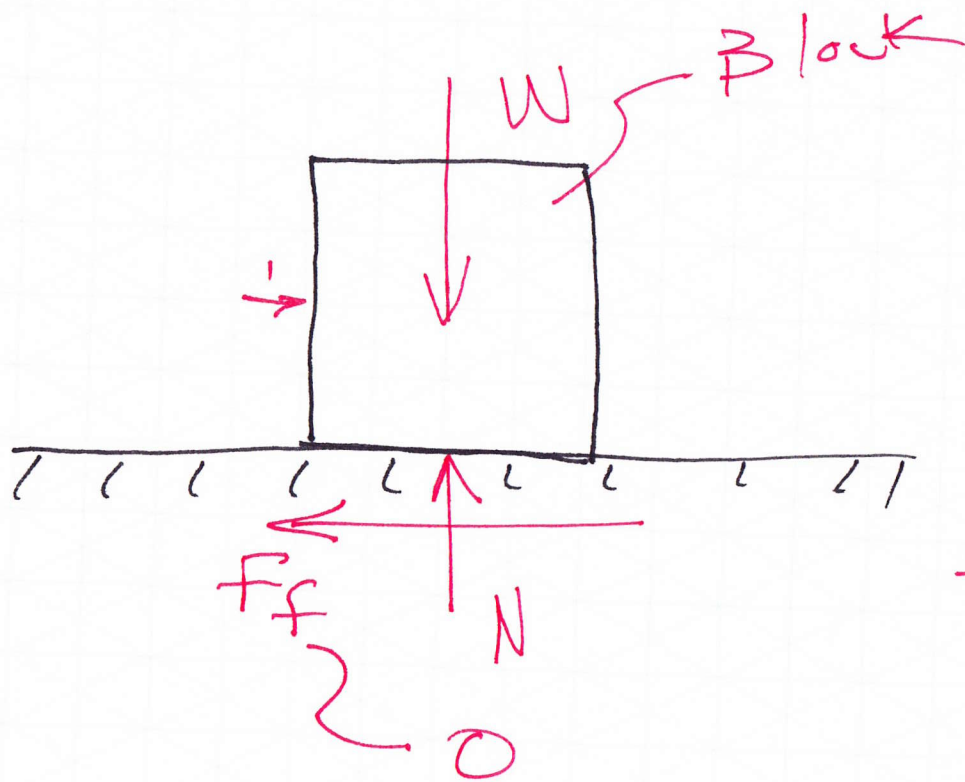


Dry Friction

Coulomb Friction



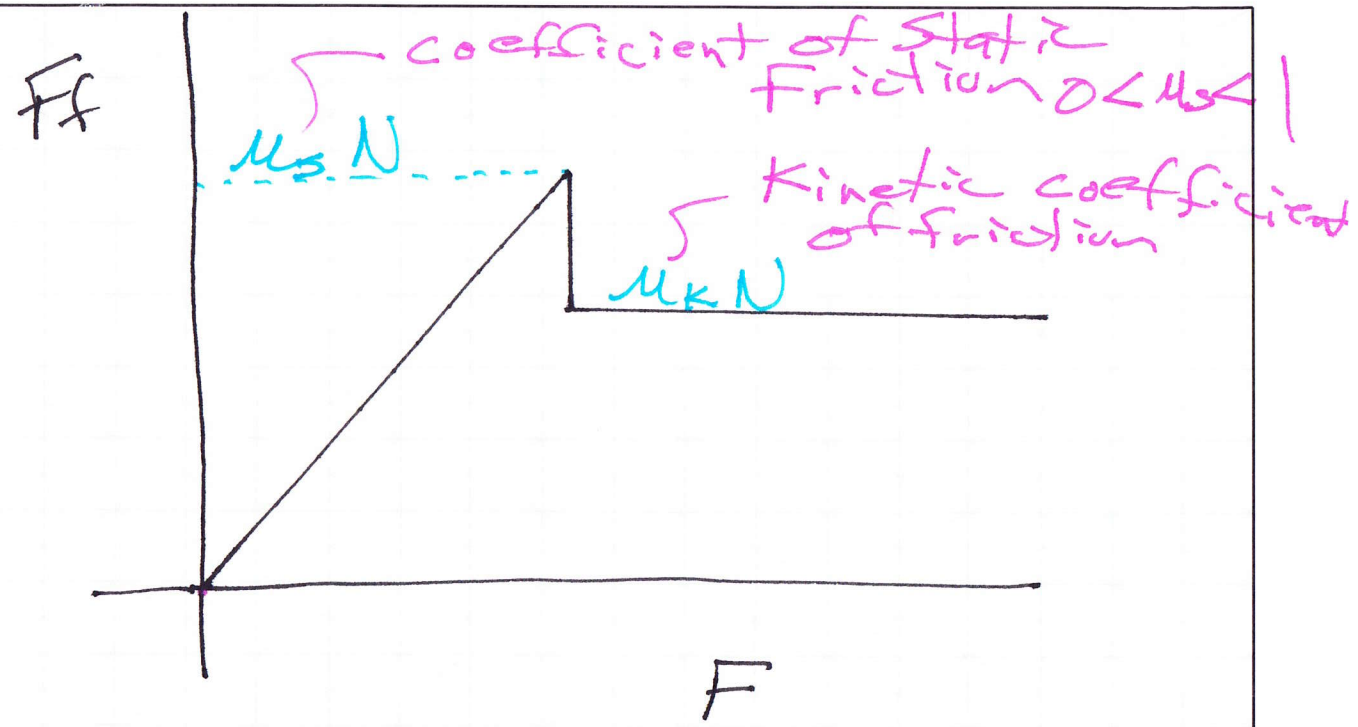
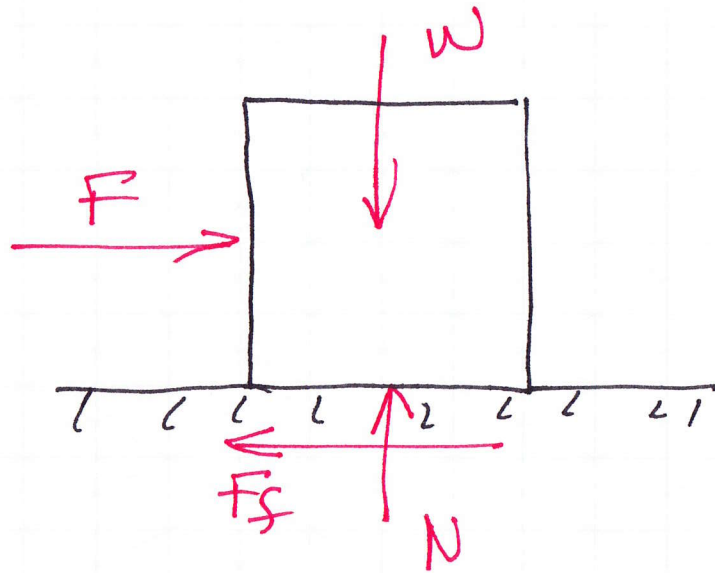
μ - coefficient of friction

$$F_f = \mu N$$

F_f - always resists motion.

Impending Motion

$F_f = \mu N$ The maximum that the Friction could be



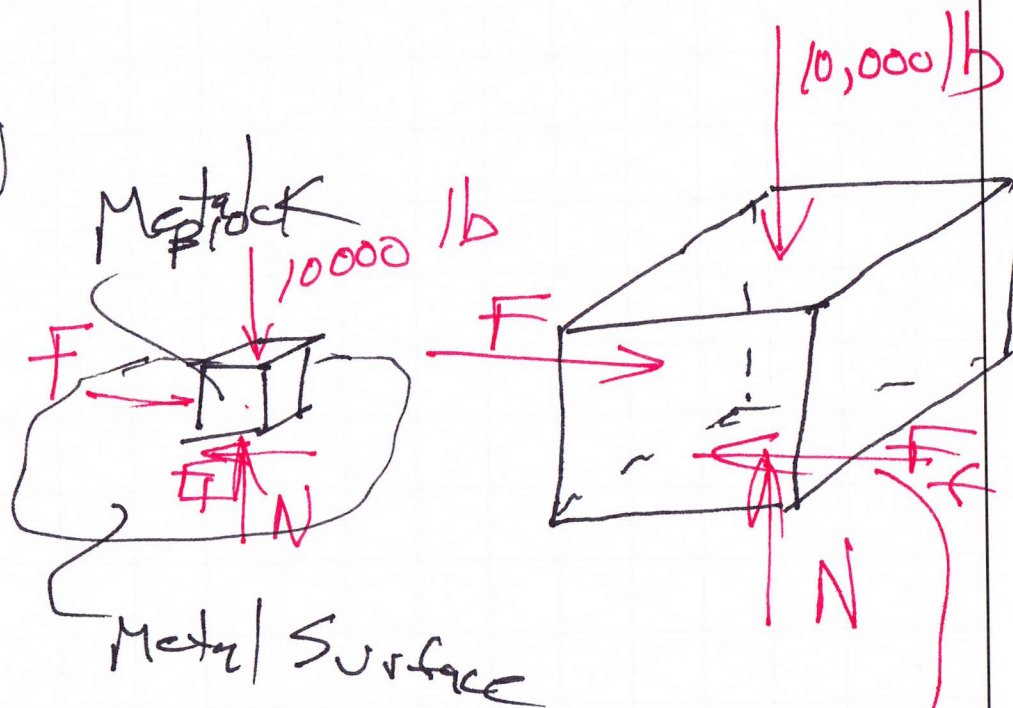
Assume Equilibrium

$\uparrow \sum F_y = 0$ $-W + N = 0$ $\underline{N = W}$	$\rightarrow \sum F_x = 0$ $F - F_f = 0$ $\underline{F_f = F}$
----------------------------------------------------------	----------------------------------------------------------------

$$F_f \leq \mu_s N$$

Tables

Metal on Metal	0.15 - 0.60
Metal on Wood	0.20 - 0.60
Stone on Stone	0.40 - 0.70
Earth on Earth	0.20 - 1.00
Rubber on Concrete	0.60 - .90

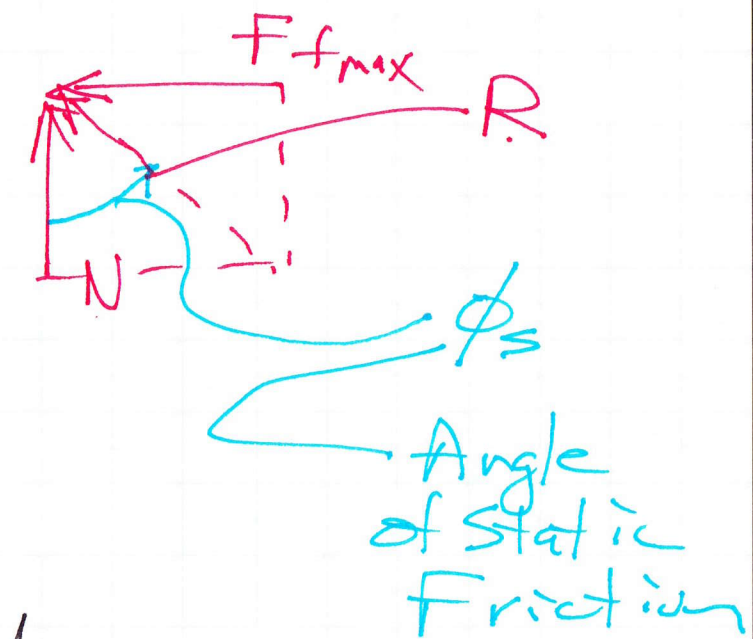
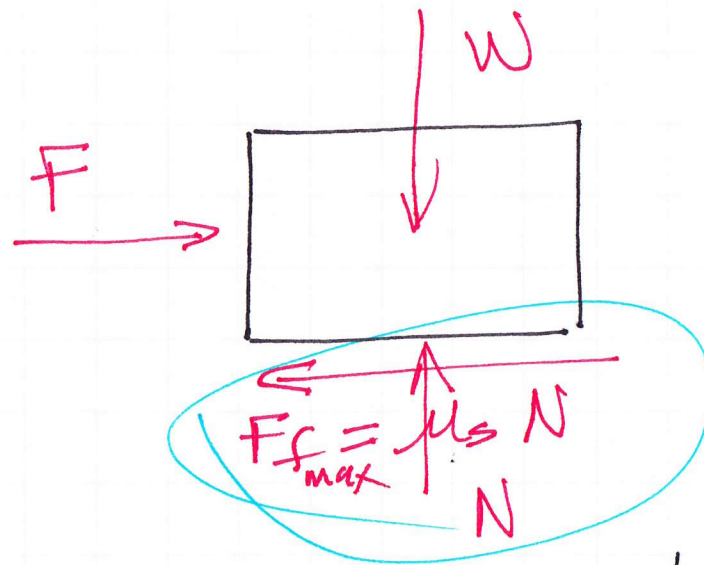


$$F_{f_{max}} = \mu_s 10,000/b$$

Area of Contact is irrelevant

$$F_{f_{max}} = \mu_s 10,000/b$$

Angles of Friction



$$\tan \phi_s = \frac{\mu_s N}{N} = \mu_s$$

$$\tan \phi_s = \mu_s$$

$$\tan \phi_k = \mu_k$$

Angle of Kinetic Friction

1. Nothing

2. Slip

$$\sum F_y = 0$$

$$-W + N = 0$$

$$N = W \rightarrow \sum F_x = 0$$

$$F - \mu_s N = 0$$

$$F = \mu_s N$$

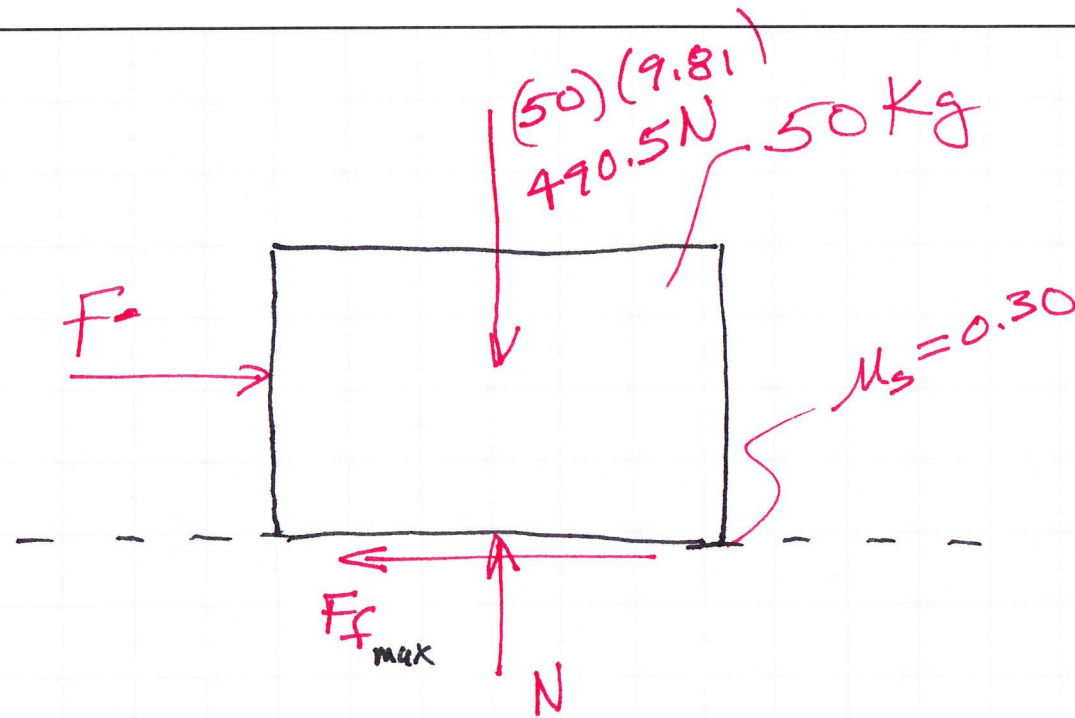
3. Tip

$$\sum M_{corner} = 0$$

$$W \frac{b}{2} - F h = 0$$

$$\frac{W b}{2} \leq F h$$

Impending Motion



What is the maximum value of F without inducing motion

Impending Motion

$$\uparrow \sum F_y = 0$$

$$-490.5 + N = 0$$

$$N = 490.5 \text{ N}$$

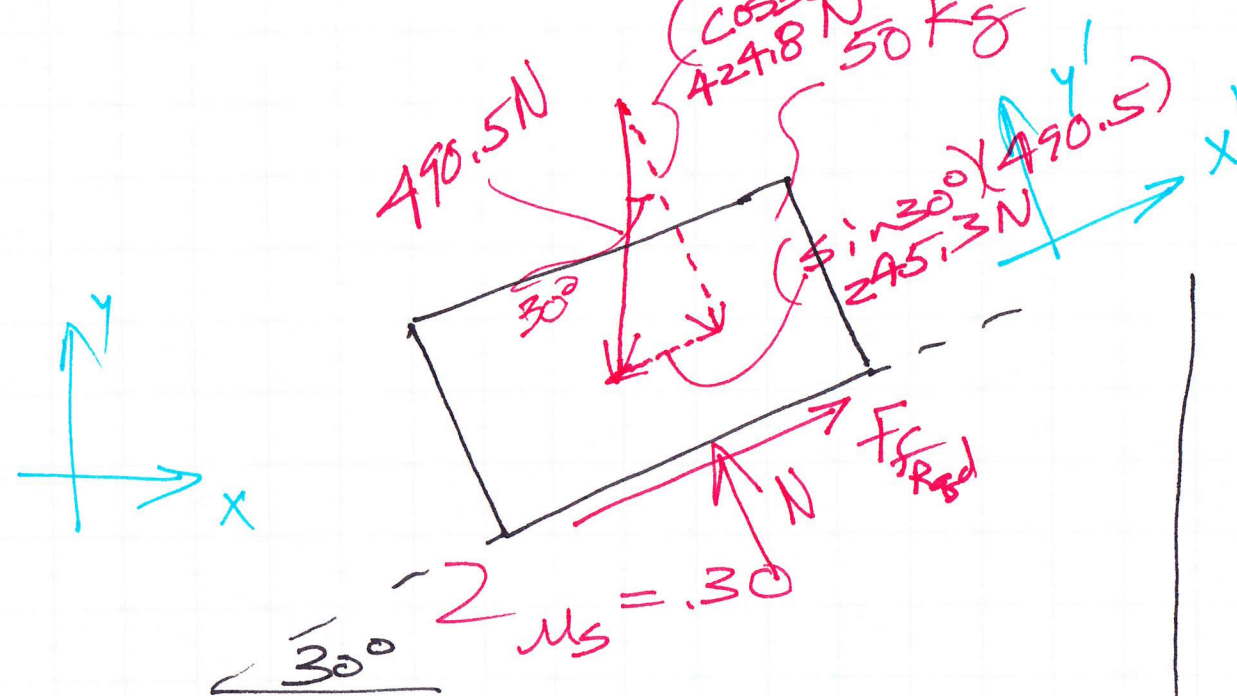
$$F_{f \max} = \mu_s N = 0.30(490.5)$$

$$\underline{F_{f \max} = 147.15 \text{ N}}$$

$$\rightarrow \sum F_x = 0 \quad 147.15 \text{ N}$$

$$F - F_{f \max} = 0$$

$$\underline{F = 147.15 \text{ N}}$$



What happens?

Assume Equilibrium in this Position

$$\begin{aligned} \uparrow \sum F_{y'} &= 0 \\ -424.8 + N &= 0 \\ N &= 424.8\text{ N} \end{aligned}$$

$$\begin{aligned} \rightarrow \sum F_{x'} &= 0 \\ -245.3 + F_{frd} &= 0 \\ F_{frd} &= 245.3\text{ N} \end{aligned}$$

$$127.4 < 245.3$$

$$F_{fmax} < F_{frd}$$

The Block Slips - Dynamics Problem

Reality

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

$$F_{fmax} = (0.30)(424.8\text{ N})$$

$$F_{fmax} = 127.4\text{ N}$$