Period:

## **Surface Friction**

**Friction**  $(F_f)$  - Friction opposes motion. If you are moving left, friction tries to stop you by pulling right and vice versa. We will be studying only the two types of surface friction.

## **Increasing Surface Friction**

If you wanted to increase the friction on an object you could either put the object on a rougher surface or push down on the object, grinding it into the surface.

 $\label{eq:me-oo} \begin{array}{l} \mu \mbox{ (pronouced "me-oo") is the coefficient of friction.} \\ \mbox{ Rougher surfaces have higher } \mu \mbox{'s.} \end{array}$ 



Ice has a very low coefficient of static friction of 0.1, so you slip easily.



Rubber on concrete has a high coefficient of friction of 1.0, so tires grip well.

CAUTION!

An object can't

be slipping and

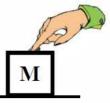
gripping at the

same time. Never

add  $F_S$  and  $F_K$ .

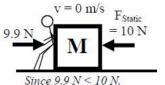
The greater  $F_N$  is, the more the object is being ground into the surface, causing more friction.

By pushing down you increase  $F_N$  and increase pressure of the object against the surface.



Static Friction (Fs)

Static friction is gripping friction.  $F_s$  tries to keep an object sticking to a surface. You must apply a force just greater than  $F_s$  to start the object sliding.



M won't slide.

10.1 N  $F_{\text{Static}} = 10 \text{ N}$ 

Since 10.1 N > 10 N, M breaks free and starts to slide.

## Use $\mathbf{F}_{s}$ to decide if the object slides.

If  $F > F_s$  it starts to slide. If  $F < F_s$  it doesn't slide.

Remember: Fs never causes an object to start sliding on its own.

Static Friction Normal Force (in N) (in N)  $\mathbf{F}_{s} \leq \mu_{s} \mathbf{F}_{N}$ Coefficient of static friction (no units)

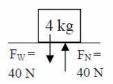
Example: Calculate static and kinetic friction for a 4 kg mass sitting on a table where  $\mu_s = 0.45$  and  $\mu_k = 0.25$ .

Solution:

Step 1) Calculate Normal Force (see "Normal Force" notes)

Since  $a_y = 0 \text{ m/s}^2$  and there are no other vertical forces, the normal force equals the weight of the object.

$$F_N = F_W = 4(10) = 40 N$$



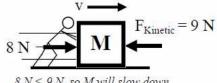
4 kg

 $\mu_{s} = 0.45$ 

 $\mu_{\rm k} = 0.25$ 

Kinetic Friction (F<sub>K</sub>)

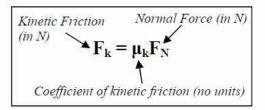
Kinetic friction is slipping friction.  $F_K$  tries to stop an object from slipping, to make it stop. Kinetic friction is usually less than static friction.



8 N < 9 N, so M will slow down and eventually stop.

Use  $F_k$  to calculate acceleration, since an object must be moving to be accelerating.

If  $F > F_k$  it keeps sliding and accelerates. If  $F < F_k$  it will slow down and stop. If  $F = F_k$  it will stay moving at constant speed.



## Step 2) Calculate Static and Kinetic Friction

$F_s = \mu_s F_N$	$F_k = \mu_k F_N$
$F_s = 0.45(40)$	$F_k = 0.25(40)$
$F_s = 18 N$	$F_k = 10 N$
It takes 18 N	It takes 10 N
to start M sliding.	to keep M sliding.
E	



$\Sigma F = ma$	-10 = 4a $a = -2.5 \text{ m/s}^2$	Use $F_k$ because it
-20 + 10 = 4a		is slipping when it accelerates.

