

### 13.1-2 Newton's Laws

**First Law:** if  $\sum \vec{F}_i = 0$  then  $\vec{a} = 0$

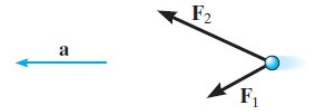
**Second Law:**  $\sum \vec{F}_i = m\vec{a}$

**Third Law:** for two particles (*i* and *j*)  $\vec{F}_{ij} = -\vec{F}_{ji}$

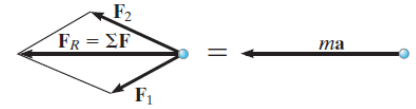
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### 13.1-2 Newton's Laws

free body diagram



kinetic diagram



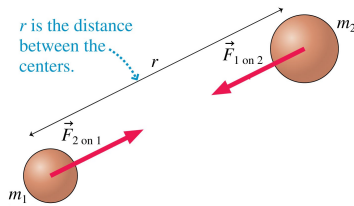
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### 13.1-2 Force of Gravity

Newton's Universal Gravity Law:

$$F = G \frac{m_1 m_2}{r^2}$$

$$G = 6.67 \times 10^{-11} \frac{\text{m}^3}{\text{kg} \cdot \text{s}^2}$$



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### 13.1-2 Force of Gravity

Newton's Universal Gravity Law:

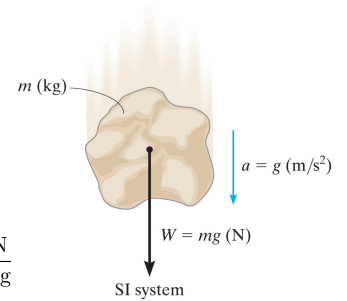
$$F = G \frac{m_1 m_2}{r^2}$$

This is often written as

$$F = W = m \left( \frac{GM}{r^2} \right) = mg$$

$$W = mg \quad g = 9.81 \frac{\text{m}}{\text{s}^2} = 9.81 \frac{\text{N}}{\text{kg}}$$

on Earth's surface



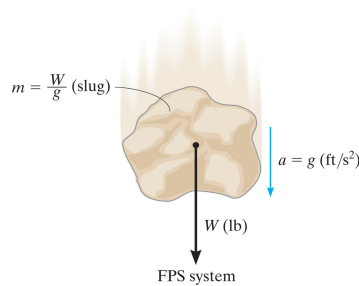
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### 13.1-2 Force of Gravity

In the Foot-Pound-Second (FPS) unit system, we usually define mass with

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

$$W = mg \quad g = 32.2 \frac{\text{ft}}{\text{s}^2}$$



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### 13.3 Systems of Particles

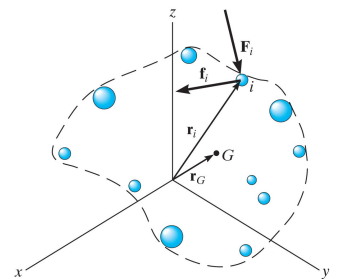
For a particle:  $\sum \vec{F}_i = m\vec{a}$

For a system of particles:

forces external to system

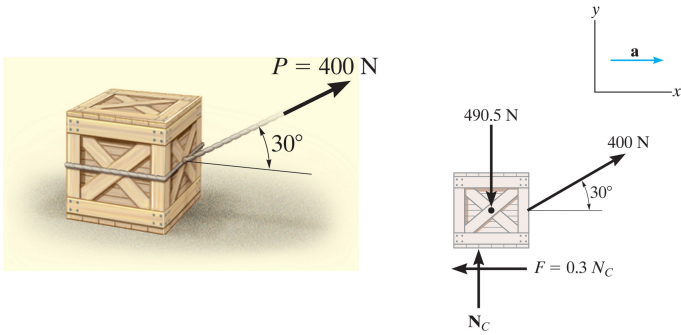
$$\sum \vec{F}_i = m\vec{a}_G$$

acceleration of the system's center of mass



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### 13.1-4 Free Body Diagrams



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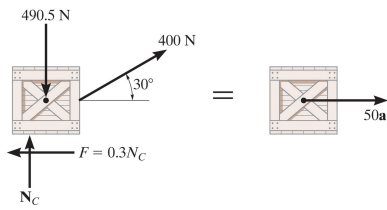
### 13.1-4 Free Body Diagrams

- Select the **coordinate system** (rectangular,  $n-t$ , cylindrical, etc) and sketch it.
- Identify the body you wish to analyze.
  - **Outline the body.** Imagine it is to be cut free from its environment.
- **Show all external forces** acting on the isolated body.
  - (a) all forces that cross the boundary of the cut (contact points)
  - (b) gravity.
- **Identify and label each external force.**  
Use letters to represent unknown magnitudes and angles.
- The **direction and sign (+/-)** of the particle's acceleration  **$a$**  should be established.  
If unknown, assume its components are in the same direction as the positive coordinate axes. Sketch the acceleration on the coordinate system.

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### 13.4 Equations of Motion

Use the FBD with  $\sum \vec{F}_i = m\vec{a}$  to obtain the equations of motion.



Knowing the acceleration and initial conditions (position and velocity), the particle's future motion can be completely determined.

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