

A Tale of Friction

Basic Rollercoaster Physics



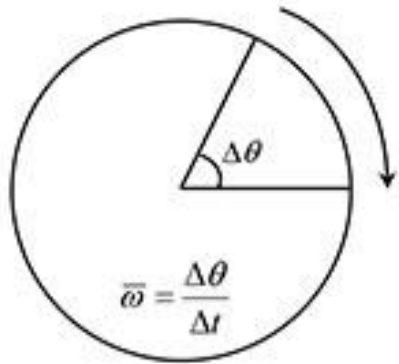
Fahrenheit Rollercoaster, Hershey, PA | max height = 121 ft | max speed = 58 mph



Rotational Movement Kinematics

Similar to how linear velocity is defined, angular velocity is the angle swept by unit of time. Tangential velocity is the equivalent of linear velocity for a particle moving on a circumference.

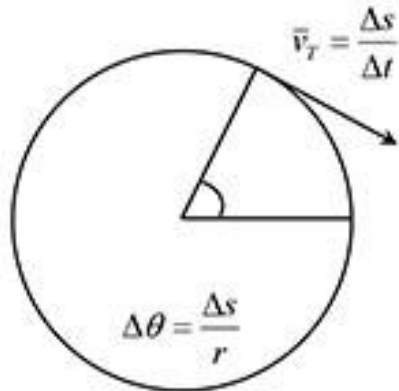
Angular Velocity Definition



Average angular velocity: $\bar{\omega} = \frac{\Delta\theta}{\Delta t}$

Instantaneous angular velocity: $\omega = \frac{d\theta}{dt}$
angle θ : radians

Tangential Velocity



Average tangential velocity: $\bar{v}_T = \frac{\Delta s}{\Delta t}$

Instantaneous tangential velocity: $v_T = \frac{ds}{dt}$
s: length of arc

$$s = \theta \cdot r$$

$$v_T = r \frac{d\theta}{dt} \quad \text{or} \quad v_T = r \cdot \omega$$

$$\alpha = \frac{d\omega}{dt} \quad a_T = \frac{dv_T}{dt}$$

$$\alpha = \frac{d^2\theta}{dt^2} \quad a_T = r \frac{d^2\theta}{dt^2}$$

$$a_T = \alpha \cdot r$$

Rotational Kinetic Energy and Momentum of Inertia of a Rigid Body

- **For a single particle:**

Tangential kinetic energy: $K = \frac{1}{2}mv_T^2$

Rotational kinetic energy: $K = \frac{1}{2}I\omega^2$

Momentum of inertia: $I = mr^2$

- **For a system of particles:**

Momentum of inertia: $I = \sum mr_i^2$

- **For a rigid body:**

Momentum of inertia: $I = \int r^2 dm$

Angular Momentum and Torque of a Rigid Body

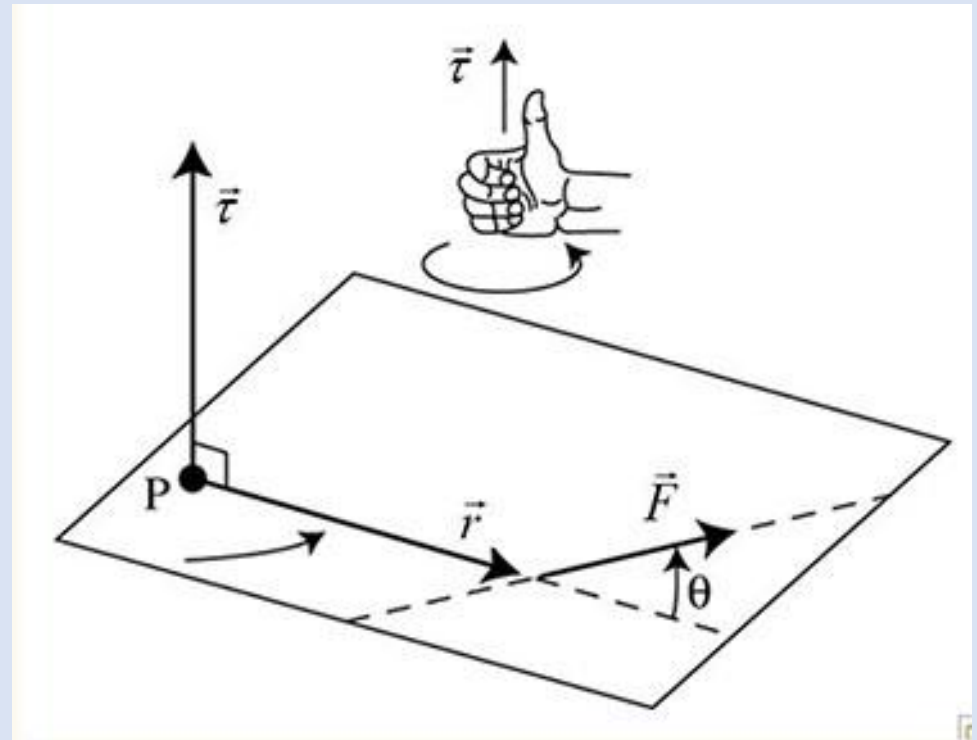
- **Law of lever:** $\tau = F \cdot d$

- **Torque:** $\vec{\tau} = \vec{r} \times \vec{F}$

Magnitude: $\tau = r \cdot F \cdot \sin \theta$

- **Newton's second law:**

$$\vec{F} = m \cdot \vec{a}$$
$$= m \cdot \frac{d\vec{v}}{dt}$$



Torque is a measure of how much a force acting on an object causes that object to rotate. It is formally defined as *a vector coming from the special product of the position vector of the point of application of the force, and the force vector*. Its magnitude depends on the angle between position and force vectors. If these vectors are parallel, the torque is zero.

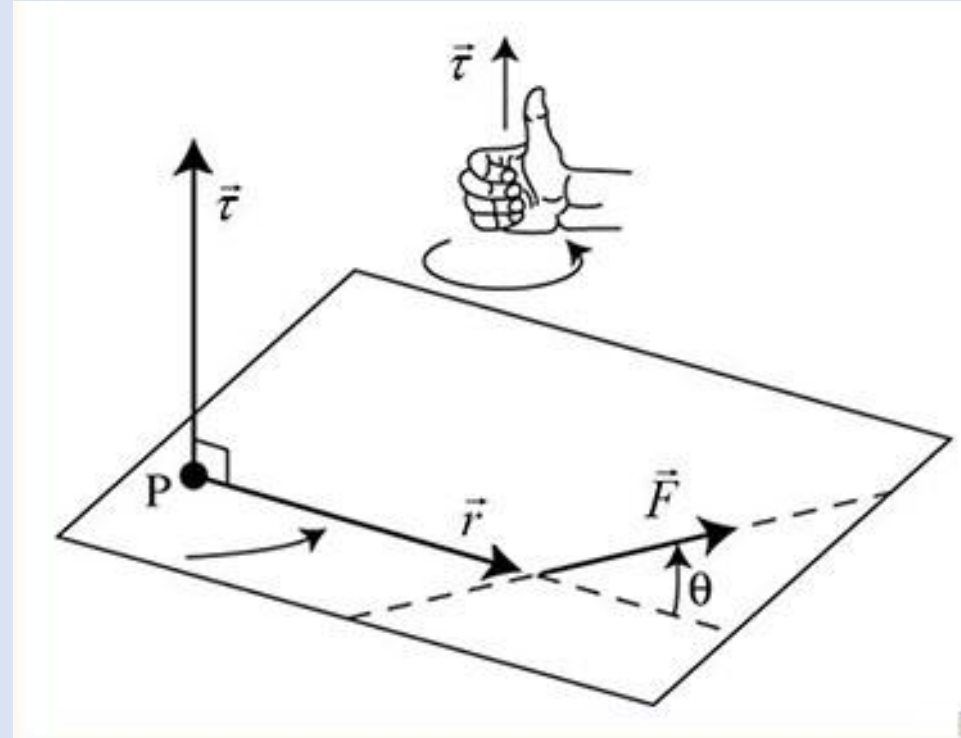
Angular Momentum and Torque of a Rigid Body

- **Linear momentum:** $\vec{P} = m \cdot \vec{v}$
- **Force definition:** $\vec{F} = \frac{d}{dt}(m \cdot \vec{v})$
For $m = \text{constant}$: $= m \cdot \frac{d\vec{v}}{dt}$
 $= m \cdot \vec{a}$
- **Angular momentum:** $\vec{L} = \vec{r} \times \vec{p}$
 $= m \cdot \vec{r} \times \vec{v}$

$$\text{If } \vec{r} \perp \vec{F}: \quad L = m \cdot r \cdot v_T$$

Defining torque (force producing rotation) in a circular movement (r constant) as the change in time of the angular momentum:

$$\tau = \frac{dL}{dt} = m \cdot r \cdot \frac{dv_T}{dt} = m \cdot r \cdot a_T$$



Angular Momentum and Torque of a Rigid Body

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 $= m \cdot \vec{r} \times \vec{v}$

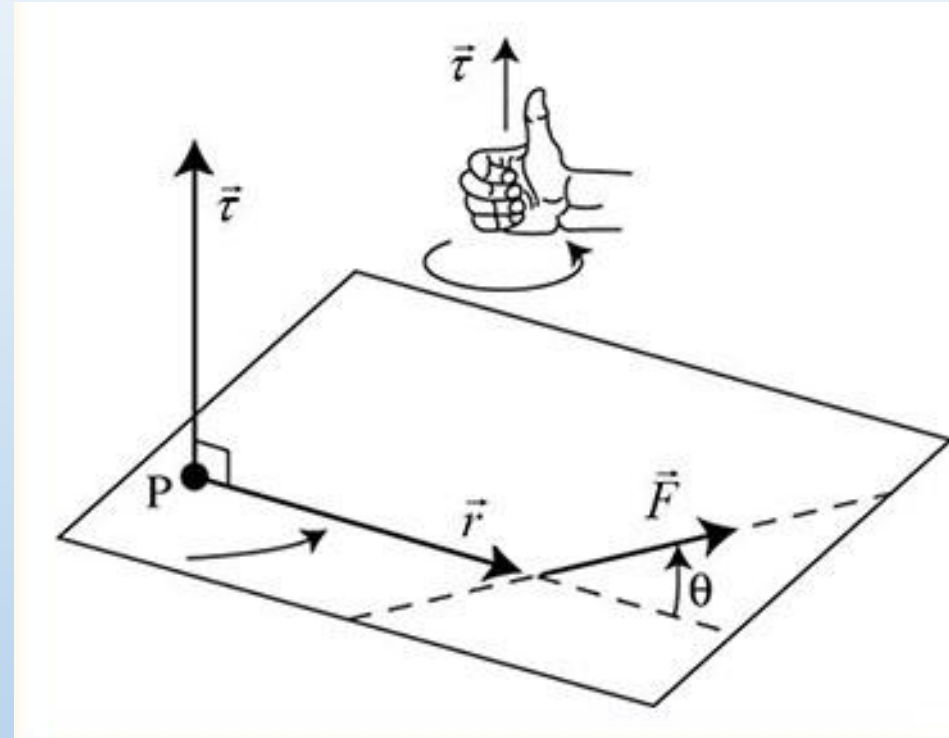
If $\vec{r} \perp \vec{F}$: $L = m \cdot r \cdot v_T$

Taking $a_T = \alpha \cdot r$, and making $I = m \cdot r^2$:

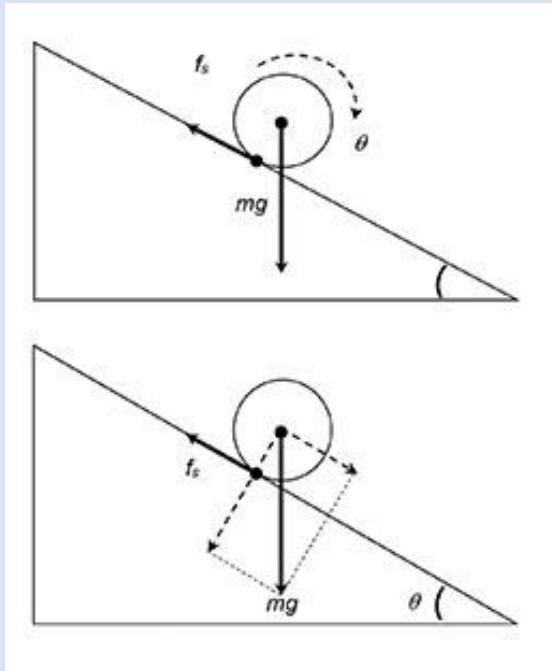
$$\tau = m \cdot r \cdot a_T = m \cdot r^2 \cdot \alpha$$

or

$$\tau = I \cdot \alpha$$



Friction Force for a Rigid Sphere Rolling on an Incline



The sphere rolls because of the torque produced by the friction force f_s and the weight's component parallel to the incline:

$$F = m \cdot a = m \cdot g \cdot \sin \theta - f_s \quad \text{and} \quad \tau = f_s \cdot r = I \cdot \alpha$$

If the sphere's momentum of inertia is $I = 2/5 \cdot m \cdot r^2$ and $\alpha = a/r$:

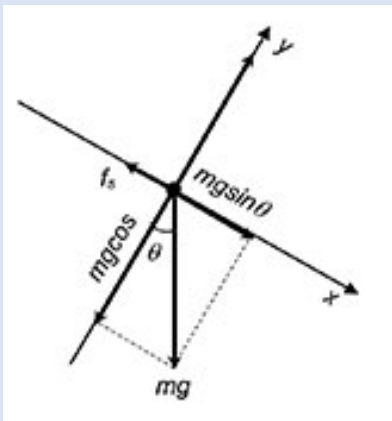
$$f_s \cdot r = \frac{2}{5} m \cdot r^2 \cdot \frac{a}{r} \quad \text{or} \quad f_s = \frac{2}{5} m \cdot a$$

With this value:

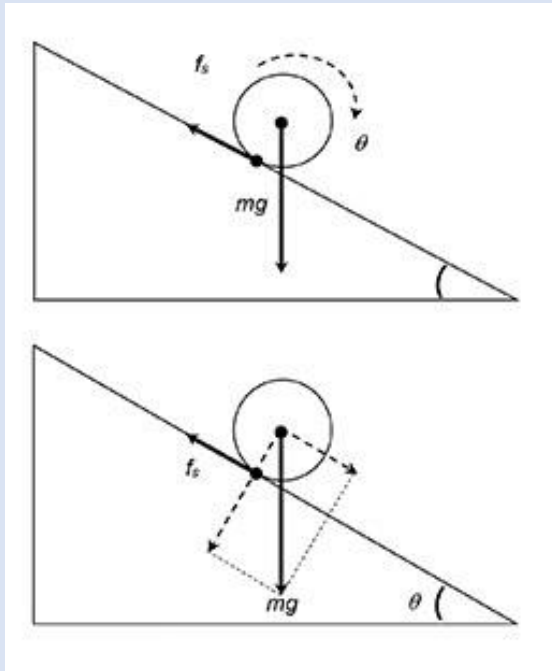
$$m \cdot a = m \cdot g \cdot \sin \theta - \frac{2}{5} m \cdot a$$

Solving for a in the above equation, the acceleration of the sphere rolling on the incline is:

$$a = \frac{5}{7} \cdot g \cdot \sin \theta$$



Friction Force for a Rigid Sphere Rolling on an Incline



Combining: $f_s = \frac{2}{5} m \cdot a$ and $a = \frac{5}{7} \cdot g \cdot \sin \theta$

the static friction force is now:

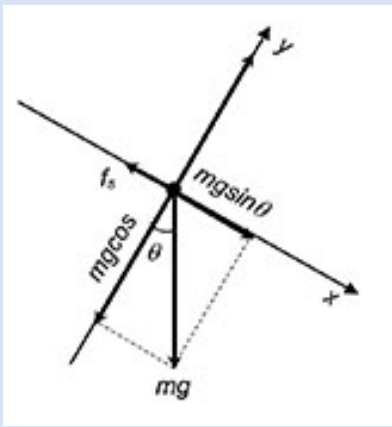
$$f_s = \frac{2}{7} m \cdot g \cdot \sin \theta$$

But by definition, the static friction force is proportional to the normal force the body exerts on the surface :

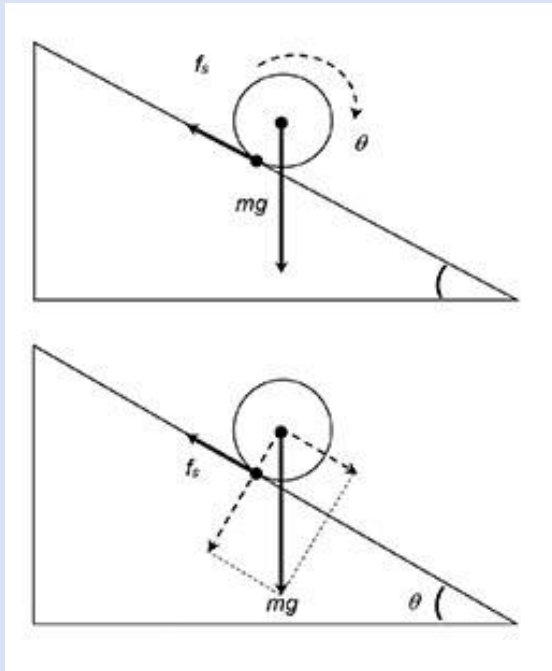
$$f_s = \mu_s \cdot F_n$$

Taking F_n from the free-body diagram:

$$f_s = \mu_s \cdot m \cdot g \cdot \cos \theta$$



Friction Force for a Rigid Sphere Rolling on an Incline

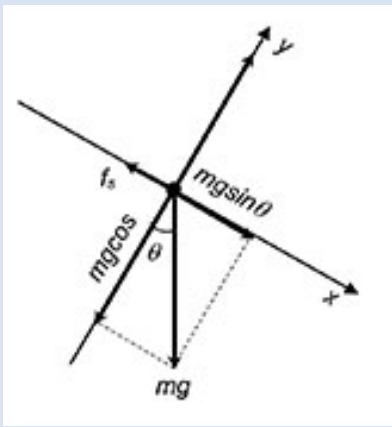


Combining the two expressions for f_s :

$$\mu_s \cdot m \cdot g \cdot \sin \theta = \frac{2}{7} m \cdot g \cdot \sin \theta$$

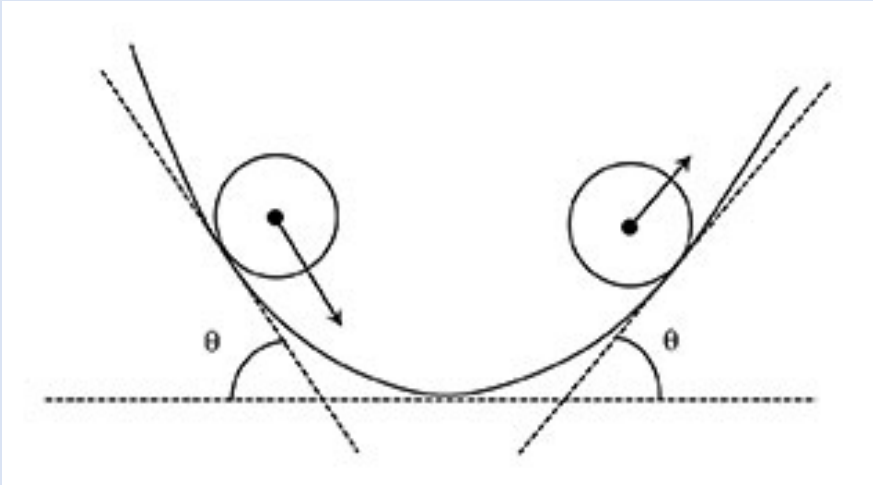
the coefficient of static friction can be expressed as:

$$\mu_s = \frac{2}{7} \tan \theta$$



This expression states that the coefficient of static friction is a function of the incline's angle only, specifically, a function of the slope of this surface.

Friction Force for a Rigid Sphere Rolling on a Variable Slope Path



At any point of a curved path $f(x)$, a tangent line can be visualized as a portion of an incline.

The slope m of this incline is the tangent of the angle between this line and the horizontal, $\tan \theta$.

In calculus, this slope is given by the value of $f'(x)$, the derivative of the function $f(x)$ at that point.

Let $f(x)$ a differentiable function. If:

$$m = \frac{dy}{dx} = f'(x) \quad \text{and} \quad m = \tan \theta$$

$$\text{then: } \tan \theta = f'(x)$$

The coefficient of static friction μ_s can be expressed as:

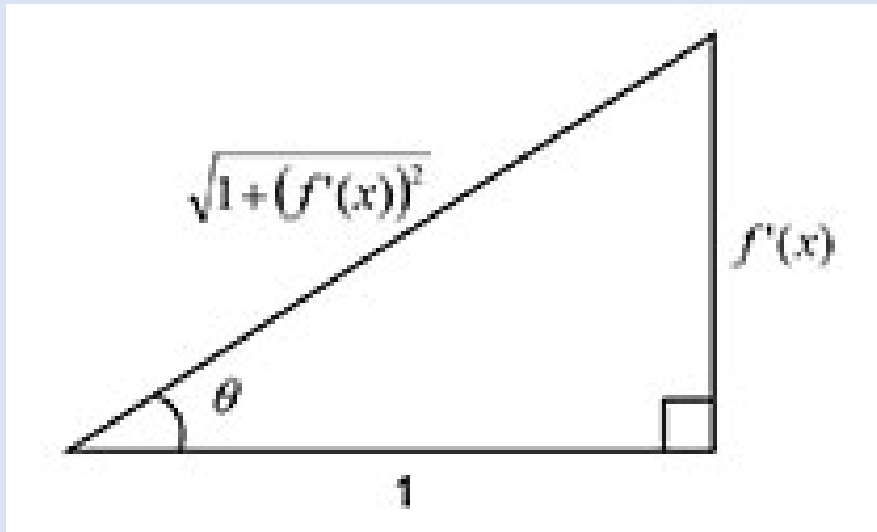
$$\mu_s = \frac{2}{7} f'(x)$$

The static friction force f_s is now:

$$f_s = \frac{2}{7} m \cdot g \cdot f'(x) \cdot \cos \theta$$

Friction Force for a Rigid Sphere Rolling on a Variable Slope Path

Because $\tan \theta = f'(x)$, it is possible to define a right triangle with sides in terms of $f'(x)$:



The static friction force is now:

$$\tan \theta = \frac{f'(x)}{1} = \frac{\textit{opposite}}{\textit{adjacent}}$$

If: $\theta = \arctan(f'(x))$, then:

$$f_s = \frac{2}{7} m \cdot g \cdot f'(x) \cdot \cos(\arctan(f'(x)))$$

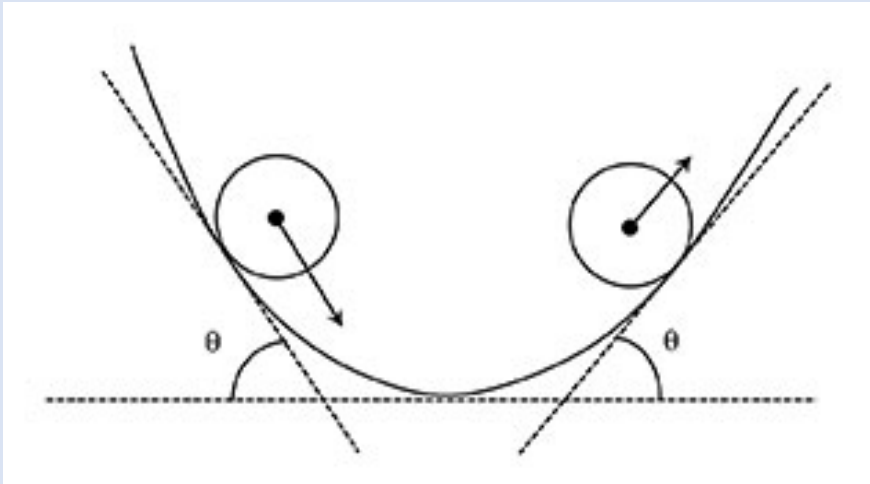
Using basic trigonometry:

$$\cos \theta = \frac{\textit{adjacent}}{\textit{hypotenuse}} = \frac{1}{\sqrt{1 + (f'(x))^2}}$$

$$f_s = \frac{2}{7} m \cdot g \cdot \frac{f'(x)}{\sqrt{1 + (f'(x))^2}}$$

Friction Force for a Rigid Sphere Rolling on a Variable Slope Path

But, something needs to be fixed in this procedure. By definition, the static friction coefficient μ_s must always be positive, while the slope of a path may be positive or negative.



So the required corrections must be:

$$\mu_s = \frac{2}{7} |f'(x)|$$

$$f_s = \frac{2}{7} m \cdot g \cdot \frac{|f'(x)|}{\sqrt{1 + (f'(x))^2}}$$

Where: $|f'(x)|$ denotes the absolute value of the function $f'(x)$

Work-Energy for a Sphere Rolling on a Variable Slope Path with Friction

The **work-energy theorem** states that the mechanical energy (kinetic energy + potential energy) of an isolated system under only conservative forces remains constant:

$$E_f = K_f + U_f = K_i + U_i = E_i$$

or

$$\Delta E = \Delta K + \Delta U = 0$$

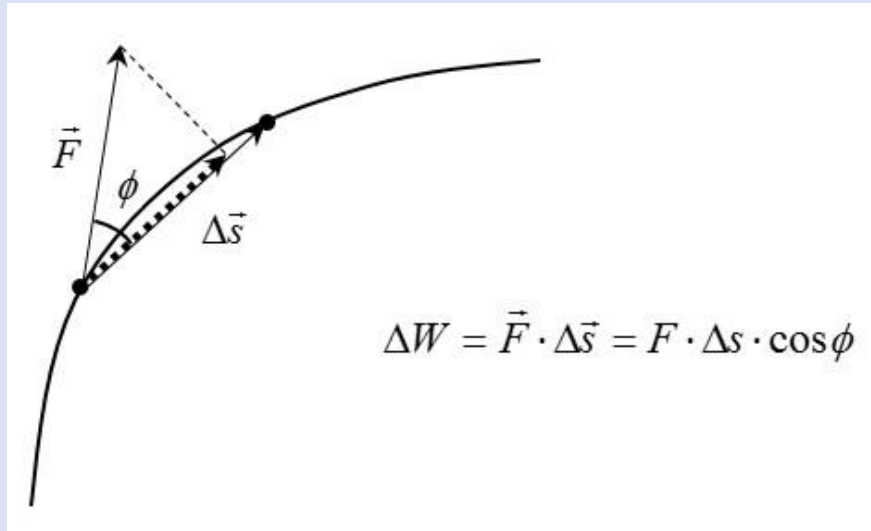
In a system under non-conservative forces, like friction, the work-energy theorem states that work done by these forces is equivalent to the change in the mechanical energy:

$$\Delta W_f = \Delta E = \Delta K + \Delta U$$

Additionally, the work done by non-conservative forces depends on the path or trajectory of the system, or in the time these forces affect the system.

Friction Force for a Rigid Sphere Rolling on a Variable Slope Path

By definition, **mechanical work** is the product of the displacement and the force component along the displacement:



For a variable slope path $y = f(x)$, the work done by the friction f_s over a portion Δs of the path is:

$$\begin{aligned} \Delta W &= f_s \cdot \Delta s \\ &= \frac{2}{7} m \cdot g \cdot \frac{|f'(x)|}{\sqrt{1 + (f'(x))^2}} \cdot \Delta s \end{aligned}$$

For a differential portion of the path:

$$dW = \frac{2}{7} m \cdot g \cdot \frac{|f'(x)|}{\sqrt{1 + (f'(x))^2}} \cdot ds$$

Friction Force for a Rigid Sphere Rolling on a Variable Slope Path

Expressing ds in terms of the differentials dx and dy , the differential arc can be expressed in terms of the $f'(x)$:

$$ds = \sqrt{(dx)^2 + (dy)^2} = \sqrt{\left(1 + \left(\frac{dy}{dx}\right)^2\right)}(dx) = \sqrt{1 + (f'(x))^2} \cdot dx$$

The work along the differential portion of the path can be expressed as:

$$\begin{aligned} dW &= \frac{2}{7} m \cdot g \cdot \frac{|f'(x)|}{\sqrt{1 + (f'(x))^2}} \cdot ds \\ &= \frac{2}{7} m \cdot g \cdot \frac{|f'(x)|}{\sqrt{1 + (f'(x))^2}} \cdot \sqrt{1 + (f'(x))^2} \cdot dx \end{aligned}$$

$$dW = \frac{2}{7} m \cdot g \cdot |f'(x)| \cdot dx$$

Friction Force for a Rigid Sphere Rolling on a Variable Slope Path

Because $dx > 0$, using properties of the absolute value and the definition of differential of a function:

$$\begin{aligned}dW &= \frac{2}{7} m \cdot g \cdot |f'(x)| \cdot dx \\ &= \frac{2}{7} m \cdot g \cdot |f'(x) \cdot dx| \\ &= \frac{2}{7} m \cdot g \cdot |df(x)|\end{aligned}$$

Friction forces always acts against the movement, so the work done by them must always be negative:

$$dW = -\frac{2}{7} m \cdot g \cdot |df(x)|$$

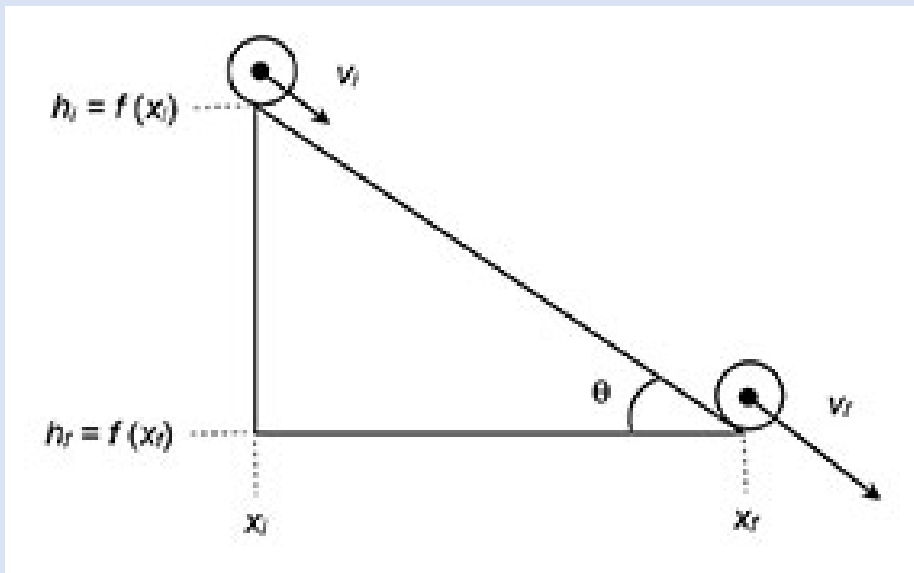
Friction Force for a Rigid Sphere Rolling on a Variable Slope Path

Taking small displacements instead differentials:

$$\Delta W = -\frac{2}{7} m \cdot g \cdot |\Delta f(x)| \qquad \Delta W_f = \Delta K + \Delta U$$

Using this expression in the work-energy theorem:

$$-\frac{2}{7} m \cdot g \cdot |\Delta f(x)| = \frac{1}{2} m \cdot v_f^2 - \frac{1}{2} m \cdot v_i^2 + m \cdot g \cdot h_f - m \cdot g \cdot h_i$$



This expression relates the work done by friction with the mechanical energy of a sphere rolling **on a little portion of a curved path**.

Visualize this portion as a **little incline**.

Height h is given by the function $f(x)$.

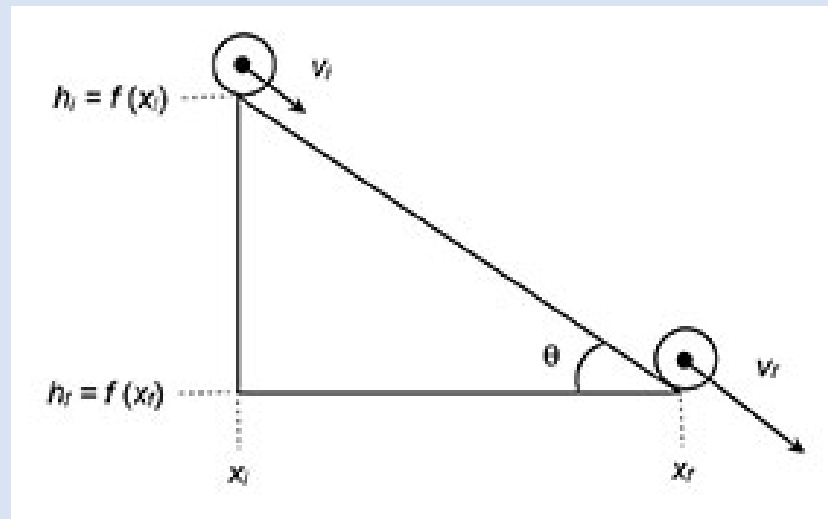
Friction Force for a Rigid Sphere Rolling on a Variable Slope Path

Then, dividing by m :

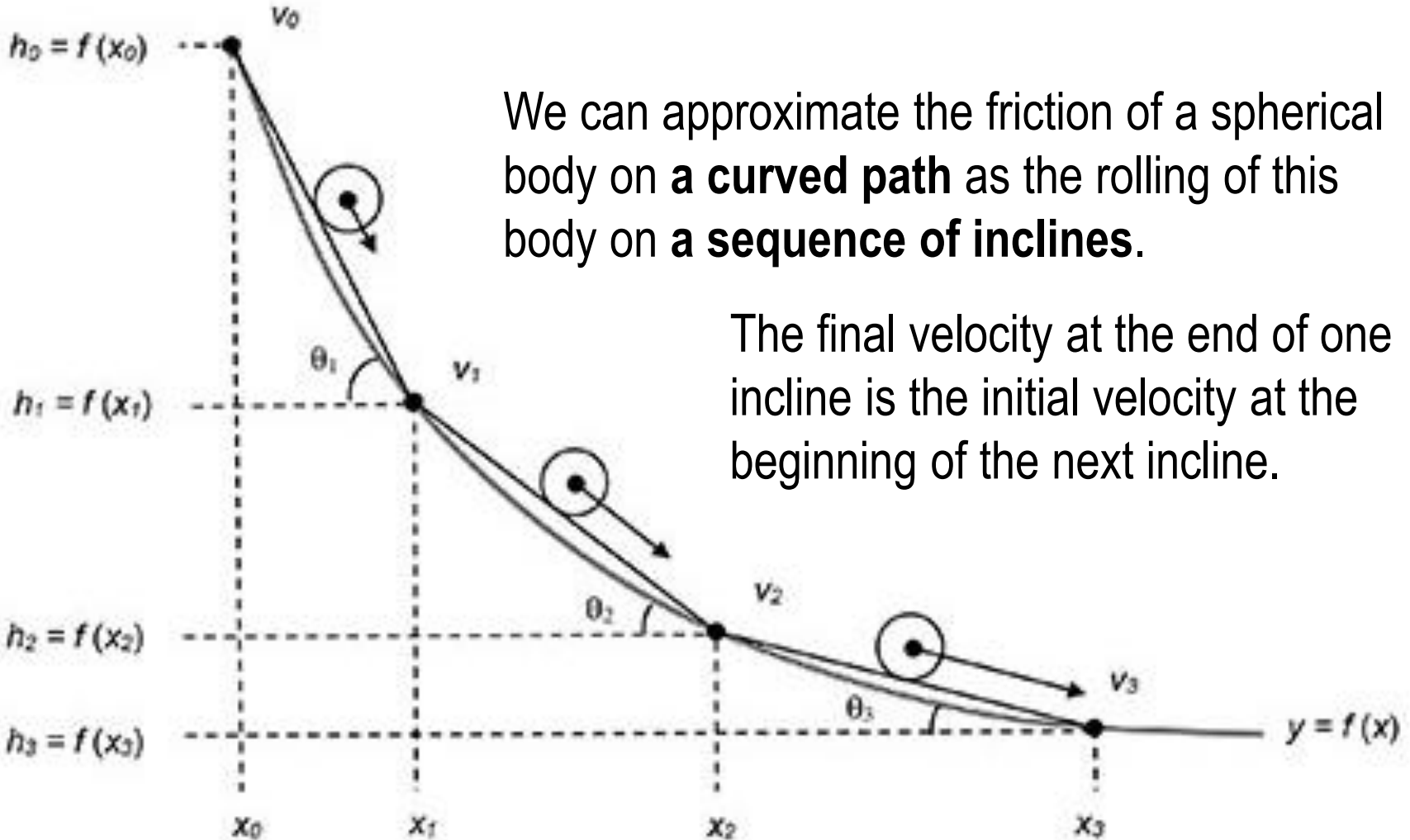
$$-\frac{2}{7} \cdot g \cdot |f(x_f) - f(x_i)| = \frac{1}{2} \cdot v_f^2 - \frac{1}{2} \cdot v_i^2 + g \cdot f(x_f) - g \cdot f(x_i)$$

From this expression, we can determine final velocity at the end of the incline:

$$v_f = \sqrt{\frac{1}{2} \cdot v_i^2 - 2g \cdot (f(x_f) - f(x_i)) - \frac{4}{7} \cdot g \cdot |f(x_f) - f(x_i)|}$$



Friction Force for a Rigid Sphere Rolling on a Variable Slope Path



We can approximate the friction of a spherical body on a **curved path** as the rolling of this body on a **sequence of inclines**.

The final velocity at the end of one incline is the initial velocity at the beginning of the next incline.

Are you ready to apply what you have learned?

