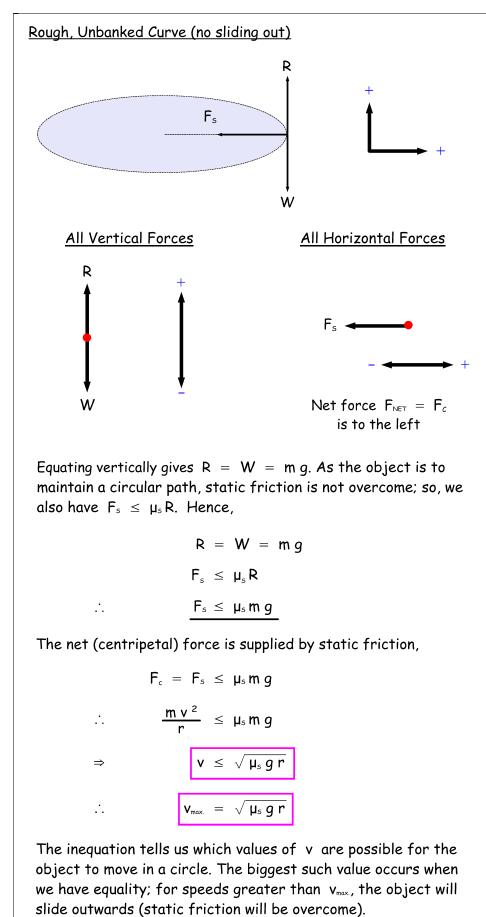
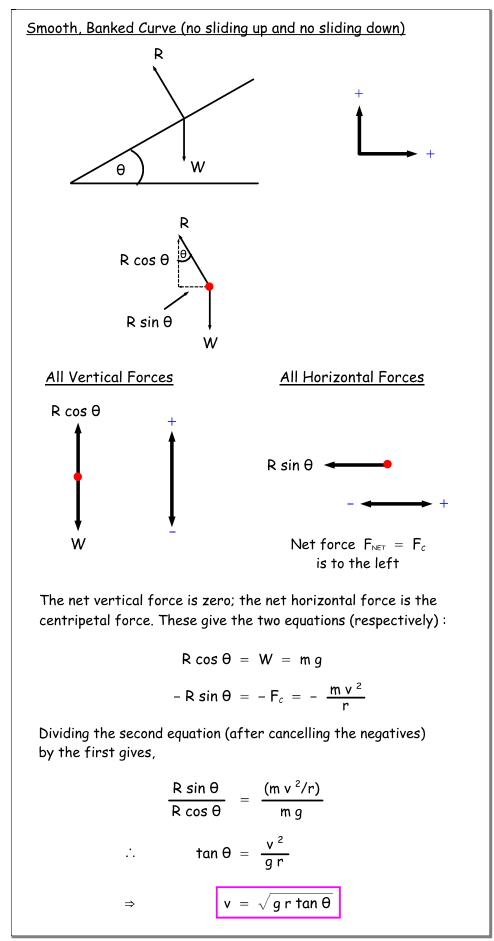
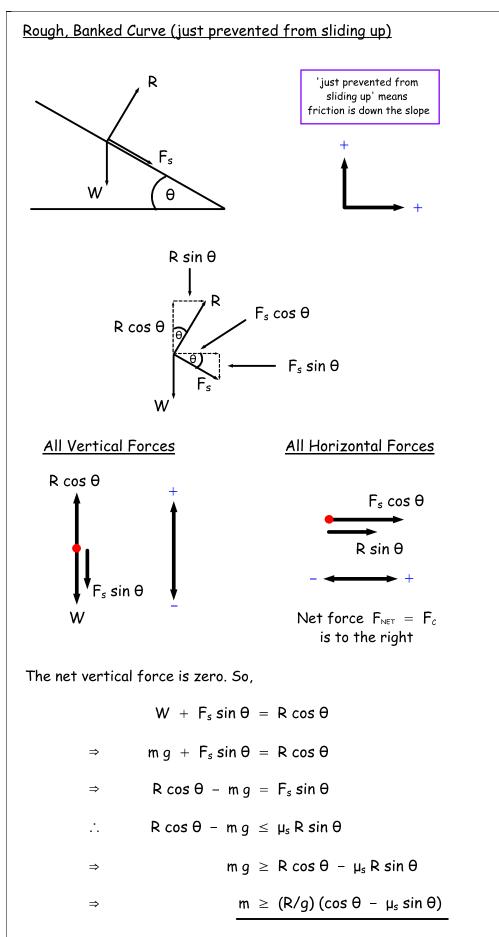


horizontal and gravity is vertical.







The net horizontal force is the centripetal force, provided by $F_s \cos \theta$ and $R \sin \theta$. So, $\frac{m v^2}{r} = R \sin \theta + F_s \cos \theta$ $\frac{m v^2}{r} - R \sin \theta = F_s \cos \theta$ ⇒ $\frac{m v^{2}}{r} - R \sin \theta \leq \mu_{s} R \cos \theta$. [.] . $\frac{m v^2}{r} \leq R \sin \theta + \mu_s R \cos \theta$ \Rightarrow $m \leq (R r/v^2) (\sin \theta + \mu_s \cos \theta)$ \Rightarrow Combining the two inequations for m gives, $(R/q)(\cos \theta - \mu_s \sin \theta) \le m \le (R r/v^2)(\sin \theta + \mu_s \cos \theta)$ $(R/q)(\cos \theta - \mu_s \sin \theta) \leq (R r/v^2)(\sin \theta + \mu_s \cos \theta)$. [.] . $v^{2}(\cos \theta - \mu_{s} \sin \theta) \leq g r (\sin \theta + \mu_{s} \cos \theta)$ \Rightarrow $\sqrt{\frac{g r (\sin \theta + \mu_s \cos \theta)}{(\cos \theta - \mu_s \sin \theta)}}$ $v \leq 1$ \Rightarrow $\frac{1}{g r (\sin \theta + \mu_s \cos \theta)}{(\cos \theta - \mu_s \sin \theta)}$. . $V_{max.} =$

The inequation tells us which values of v are possible for the object to move in a circle. The biggest such value occurs when we have equality; for speeds greater than v_{max} , the object will slide upwards (static friction will be overcome).

Also note that, when $\mu_s = 0$, we have $v \leq \sqrt{g r \tan \theta}$.

Rough, Banked Curve (just prevented from sliding down)

In a similar way, it can be shown that the speed required to just prevent the object from sliding down is,

$$v \geq \sqrt{\frac{g r (\sin \theta - \mu_s \cos \theta)}{(\cos \theta + \mu_s \sin \theta)}}$$

The minimum such speed will be,

$$v_{min.} = \sqrt{\frac{g r (\sin \theta - \mu_s \cos \theta)}{(\cos \theta + \mu_s \sin \theta)}}$$

Note that, for both situations (preventing sliding up and preventing sliding down), when $\mu_s = 0$, we have $v \leq \sqrt{g r \tan \theta}$ and $v \geq \sqrt{g r \tan \theta}$, respectively. Hence, to move in a circle, we must have $v = \sqrt{g r \tan \theta}$, which reduces to a previous case (Smooth, Banked Curve (no sliding down or sliding up)).

Also, when $\theta = 0$, only the first of the cases applies ('sliding downwards' becomes 'sliding inwards', but this can't happen when $\theta = 0$). This then reduces to a previous case (Rough, Unbanked Curve (no sliding out)).

The results on the previous 5 pages need not be memorised; rather, they illustrate general techniques for solving specific problems.

For any given question, decide if it's a friction/no friction problem. Then decide if it's a banked/unbanked problem.

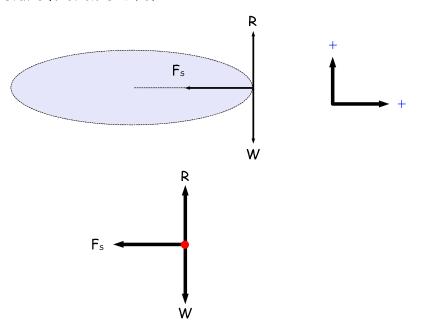
It is essential to draw a FBD, once positive directions have been chosen.

There are always 2 forces present, namely, weight (W) and normal reaction (N or R). Then there may be friction.

Vertical forces are balanced, and there is a net horizontal force (centripetal force).

Example 1

A vehicle travels on a rough road describing a horizontal circle. If the radius of the track is 100 m and there is no tendency for the vehicle to slip outwards, find the maximum speed that the vehicle can negotiate the curve if the coefficient of static friction is 0.3.



Equating vertically gives R = W = m g. The maximum speed will occur when the object is on the point of slipping outwards. Then we have, $(F_s)_{max.} = \mu_s R$. Hence,

$$R = W = mg$$
$$(F_s)_{max.} = \mu_s R$$
$$(F_s)_{max.} = \mu_s mg$$

÷.,

The net (centripetal) force is supplied by static friction,

$$F_{c} = (F_{s})_{max} = \mu_{s} m g$$

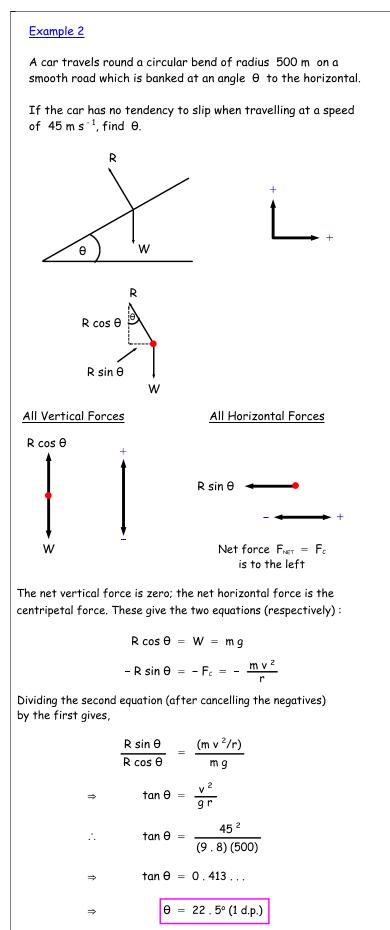
$$\therefore \qquad \frac{m v^{2}}{r} = \mu_{s} m g$$

$$\Rightarrow \qquad v = \sqrt{\mu_{s} g r}$$

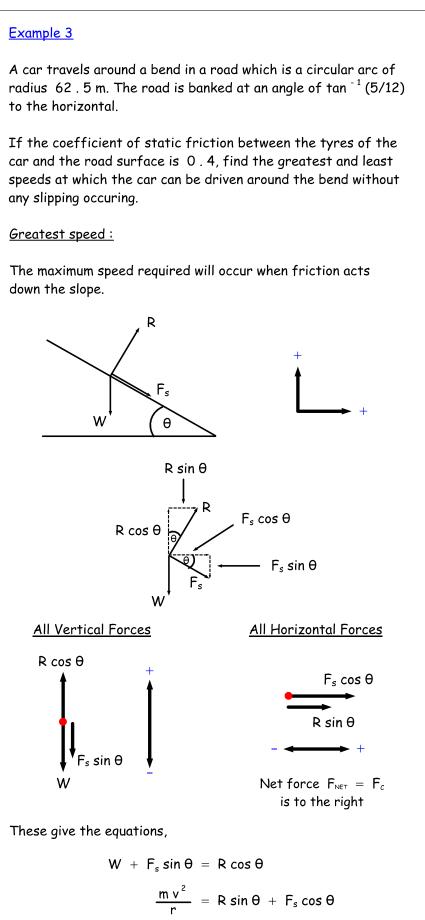
$$\therefore \qquad v = \sqrt{(0.3)(9.8)(100)}$$

$$\Rightarrow \qquad v = 17.14...$$

$$\therefore \qquad v = 17.1 m s^{-1}(1 d.p.)$$



Sep 12-13:28



July 06, 2017

 $m q + \mu_s R \sin \theta = R \cos \theta$ $\frac{mv^{2}}{r} = R\sin\theta + \mu_{s}R\cos\theta$ Solving each of the above equations for R gives, respectively, $R = \frac{mg}{\cos \theta - \mu \sin \theta}$ $R = \frac{m v^2}{r (\sin \theta + \mu_c \cos \theta)}$ Equating these expressions and solving for v gives, $v = \sqrt{\frac{g r (\sin \theta + \mu_s \cos \theta)}{(\cos \theta - \mu_s \sin \theta)}}$ $\Rightarrow \qquad v = \sqrt{\frac{gr(\tan\theta + \mu_s)}{(1 - \mu_s)}}$ $\therefore \quad v = \sqrt{\frac{(9.8)(62.5)(5/12 + 0.4)}{(1 - (0.4)(5/12))}}$ \Rightarrow v = 24.5 m s⁻¹ Least speed : The minimum speed required will occur when friction acts up the slope. This small difference gives, $v = \sqrt{\frac{g r (\sin \theta - \mu_s \cos \theta)}{(\cos \theta + \mu_s \sin \theta)}}$ $\Rightarrow \qquad v = \sqrt{\frac{gr(\tan\theta - \mu_s)}{(1 + \mu_s + \cos\theta)}}$ $\therefore \quad v = \sqrt{\frac{(9.8)(62.5)(5/12 - 0.4)}{(1 + (0.4)(5/12))}}$ \Rightarrow v = 2.96 m s⁻¹ (2 d.p.) Greatest speed is 25 m s⁻¹; least speed is 2 . 96 m s⁻¹ (2 d.p.) Jul 5-11:17

To just prevent slipping up (maximum speed), $F_s = \mu_s R$. So,

