

Unit-5

Friction

When one body slides over another body a resistance force is developed by the contact surfaces which opposes the motion called friction force.

Types of friction:

1. Dry friction

static friction

sliding friction

Dynamic friction

rolling friction

Limiting friction

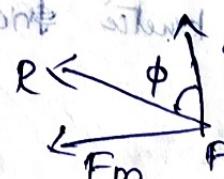
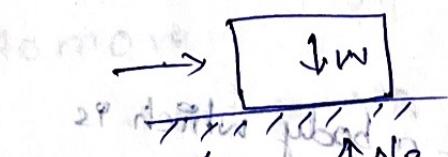
The max resistance offered by the body is called "limiting friction".

Co-efficient of friction:

It is the ratio of limiting friction to Normal reaction is known as co-eff of friction.

$$\mu = \frac{F_m}{N_r}$$

Angle of friction:



$$R = \sqrt{N_r^2 + F_m^2}$$

the angle b/w the resultant 'R' and the normal reaction 'N_r' is called angle of friction.

$$\tan \phi = \frac{F_m}{N_r}$$

$$\tan \phi = \mu$$

$$\mu = \frac{F_m}{N_r}$$

$$F_m = M \times N_r$$

$$F_{ms} = M_s \cdot N_r$$

$$F_{mk} = M_k \cdot N_r$$

Laws of dry friction: law of dry friction

① static friction:

- (i) The frictional force always acts in the opposite direction to meet the body tends more.
- (ii) frictional force does not depend on the shape and area of contact of the bodies.
- (iii) The frictional force depends on the degree of roughness of the contact area b/w two bodies.
- (iv) The frictional force ~~depends on the force applied to the body, so long as the body is at rest.~~
- (v) $F_m \propto N_R$
- $$F_m = \mu_s \cdot N_R$$

2) laws of Dynamic friction:

- (i) The frictional force acts in the opposite direction to that body moves.

(ii) The magnitude of dynamic friction bears a constant ratio to the normal reaction b/w two surfaces.

(iii) Coefficient of kinetic friction is less than the co-efficient of static friction.

Impending motion: the state of motion of a body which is

just about to move (or) slide is called

Impending motion of the body.

$$m \cdot g \cdot M = m \cdot a$$

$$M \cdot g \cdot m = m \cdot a$$

$$M \times m = m \cdot a$$

$$A = \phi \cdot a$$

$$M = a$$

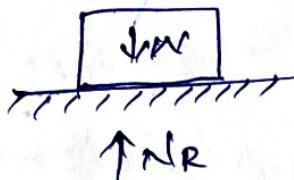
Contact Surfaces	Range of μ_c
Wood on wood	0.2 - 0.6
Leather on wood	0.2 - 0.5
Metal on ice	0.03 - 0.05
Leather on metal	0.3 - 0.6
Mild steel on Mild steel	0.5 - 0.6
Rubber on pavement	0.6 - 0.8

Basic Concepts:

case (i)

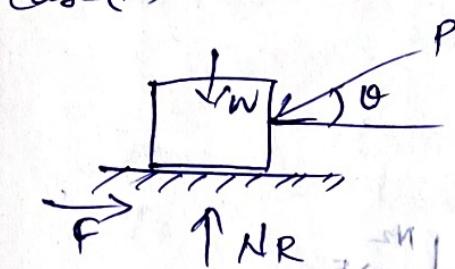
$$F = 0$$

Body is in the condition of
equilibrium.



$$\sum F_x = 0 \quad \sum F_y = 0$$

case (ii)



$$\sum H = 0, \quad F = P \cos \theta$$

$$\sum V = 0, \quad NR = W + P \sin \theta$$

case (iii)

When the applied force reaches the limit of friction, then the block is said to be in impending motion, i.e., just start to move.

$$F_m = \mu \cdot NR \quad \text{is applied.}$$

$$\sum H = 0, \quad F_m = P \cos \theta$$

$$NR = W + P \sin \theta$$

case (iv) $F > F_m$

$F = \mu N$ not be applied

$F = \mu_k N$ is applied.