

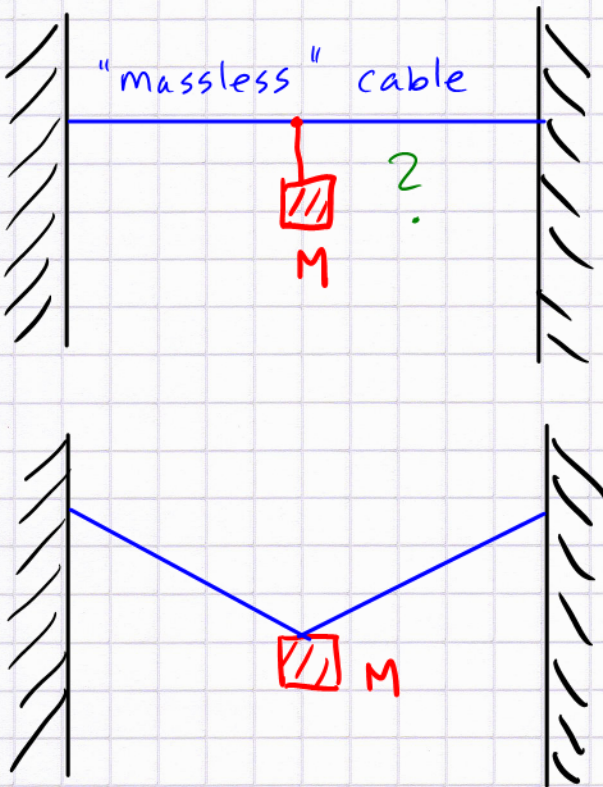
# Statics

Newton's 2nd law  $\vec{F} = m\vec{a}$  takes care of dynamics (determining motion from the net force)

Special case:  $a = 0$ , or  $F_{net} = 0$

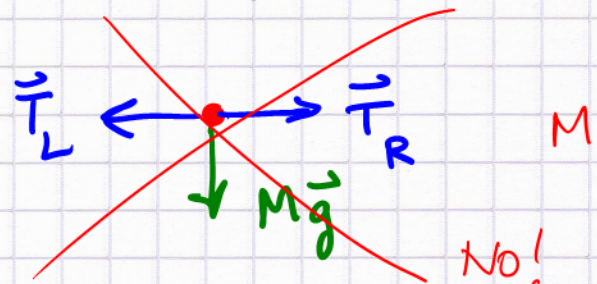
or  $F_{net,x} = 0$  and  $F_{net,y} = 0$

Example: cable suspended at both ends with a weight hanging from the middle



can this work?

→ free-body diagram



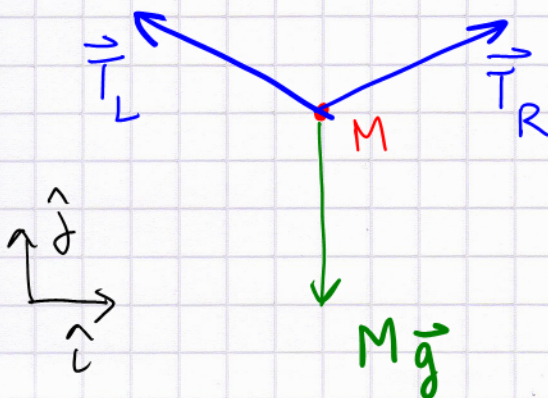
NO!  
Downward force has to be compensated by a vertical up!

Principle:

$$1) T_{L,y} + T_{R,y} - Mg = 0$$

$$2) T_{L,x} + T_{R,x} = 0$$

Now apply trigonometry.



why "-"?

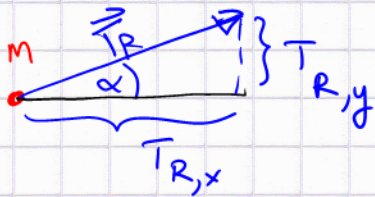
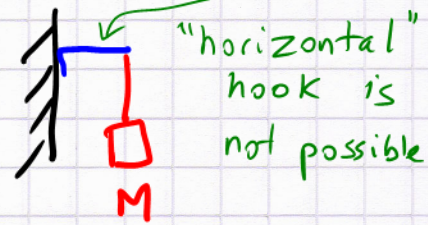


Note:  $\vec{T}_L, \vec{T}_R$  have to be aligned with the cable (or a rod) (2)

The magnitudes  $T_L = T_R$   
(for a symmetric set-up)

depend on the angle of the cable  
with the horizontal / vertical:

↳ bending occurs



$$\frac{T_{R,y}}{T_R} = \sin \alpha$$

$$T_{R,y} = \frac{1}{2} Mg$$

Note: we can also write

$$\vec{T}_R = \vec{T}_{R,x} + \vec{T}_{R,y}$$

↗ = → + ↑

$$\frac{1}{2} Mg = T_R \sin \alpha$$

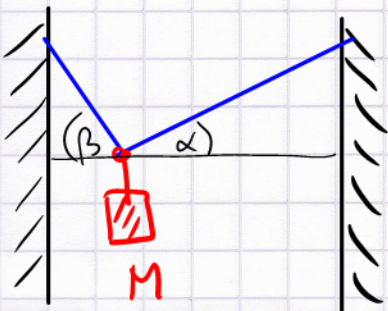
$$\therefore T_R = \frac{Mg}{2 \sin \alpha}$$

↳ if  $\alpha \rightarrow 0$   $T_R \rightarrow \infty$  !  
consequence

∴ it is impossible to hang something from a perfectly horizontal cable!

Generalize the problem: hanging M not at the middle

between the walls, but using  $\alpha, \beta$  angles



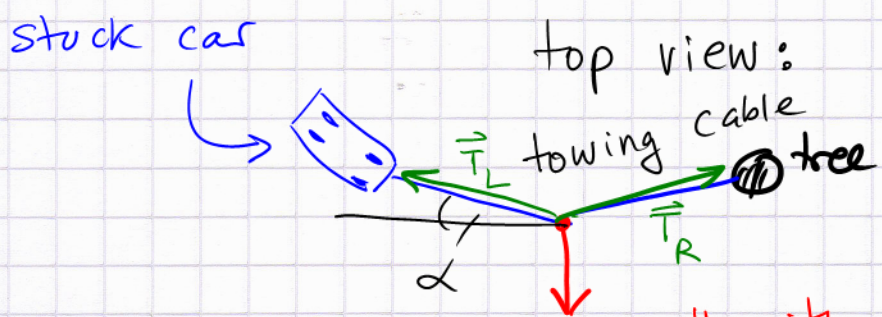
$$T_L \neq T_R \text{ now}$$

$$T_{L,y} + T_{R,y} = Mg$$

$$T_{L,x} + T_{R,x} = 0$$



# Application "magnify" your pull



pull with  $\vec{F}$ , where  $|\vec{F}|$  is not sufficient to get the car moving

Note:  $T_L > F$  when  $\alpha$  is small

$$T_{Ly} = \frac{1}{2} F$$

$$T_L \sin \alpha = \frac{1}{2} F$$

$$T_L = \frac{F}{2 \sin \alpha} \quad \frac{1}{2 \sin \alpha} = \text{amplification factor}$$

of course, we need the tree to be in the right position and strong enough to withstand  $T_R = T_L$ !

"Force magnification" is not a crazy idea:

we use it in the lever principle

In our example the knot where  $\vec{F}$  applies travels a longer distance than the towed car.

Note:  $\alpha$  will not remain constant.

