



Laws of dry friction: law of dry friction

(1) static friction: at rest

- i) The frictional force always acts in the opposite direction to that in which the body tends to move.
- 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 is equal to the force applied to the body, so long as the body is at rest.

$$V) F_m \leq \mu_s N_R$$

$$F_m = \mu_s \cdot N_R$$

2) laws of Dynamic friction:

- i) The frictional force acts in the opposite direction to that in which the 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 coefficient 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.

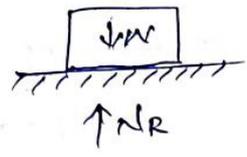


Range of μ_s

Contact Surfaces	Range of μ_s
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:

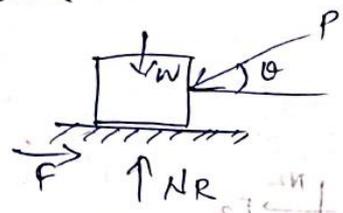
case (i) $F=0$



Body is in the condition of equilibrium.

$\sum V = 0$
 $NR = W$

case (ii) $F < F_m$



Body is still in equilibrium

$\sum H = 0$, $F = P \cos \theta$
 $\sum V = 0$, $NR = W + P \sin \theta$

case (iii) $F = F_m$

When the limiting friction is attained, then the block is in impending motion, i.e. just start to move.

$F_m = \mu \cdot NR$ applied.

$\sum H = 0$, $F_m = P \cos \theta$
 $NR = W + P \sin \theta$

case (iv) $F > F_m$

$F = \mu N$ not be applied
 $F = \mu_k N$ is applied.



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