Chapter 4 Forces, density and pressure

4.1 Turning effects of forces

Candidates should be able to:

- 1 understand that the weight of an object may be taken as acting at a single point known as its centre of gravity
- 2 define and apply the moment of a force
- 3 understand that a couple is a pair of forces that acts to produce rotation only
- 4 define and apply the torque of a couple
 - The centre of gravity of an object is the point at which the weight of the object may be considered to act.
 - A moment is the turning effect of a force
 - Think of moments as a force that causes an object to **rotate** instead of moving in a straight line
 - The equation for moment is
 Moment = Force x perpendicular distance from the pivot
 - The SI unit for moment is Nm



4.2 Equilibrium of forces

Candidates should be able to:

- 1 state and apply the principle of moments
- 2 understand that, when there is no resultant force and no resultant torque, a system is in equilibrium
- 3 use a vector triangle to represent coplanar forces in equilibrium
 - The principle of moment states that for a system to be balanced, the resultant moment must be equal to zero
 - Recall Clockwise Moment = Counter Clockwise Moment
 - Recall earlier that for a system to be in equilibrium it must satisfy two criteria:
 - 1) The resultant force must be equal to zero
 - 2) The resultant moment must be equal to zero
 - You can show an object is in equilibrium if there are 3 coplanar (same plane) forces acting on the object, you can draw a scale diagram and if the scale diagram forms a closed triangle (see below), then the object is in equilibrium.

Vectors in equilibrium



4.3 Density and pressure

Candidates should be able to:

- 1 define and use density
- 2 define and use pressure
- 3 derive, from the definitions of pressure and density, the equation for hydrostatic pressure $\Delta p = \rho g \Delta h$
- 4 use the equation $\Delta p = \rho g \Delta h$
- 5 understand that the upthrust acting on an object in a fluid is due to a difference in hydrostatic pressure
- 6 calculate the upthrust acting on an object in a fluid using the equation $F = \rho g V$ (Archimedes' principle)
 - Density is the mass per unit volume of an object

$$o = \frac{m}{v}$$

- The SI unit for density is kg/m³
- Pressure is defined as force per unit area

$$P = \frac{F}{A}$$

- The SI unit for pressure is N/m² or Pa
- Hydrostatic pressure is the pressure exerted by a fluid at equilibrium at a given point within the fluid, due to the force of gravity
- The magnitude of the pressure depends on the depth (h) the object is submerged in the fluid, the density of the fluid (ρ) and the gravitational acceleration (g)
- The equation of hydrostatic pressure is given by

$$p = h\rho g$$

• The derivation is shown below:

Rewrite the pressure formula in terms of ρ , h and g.

Hint 1 Write out the "original" pressure formula

Hint 2 What is the equation for weight (or force)?

Hint 3 Mass is equal to density x volume

Hint 4 Volume is equal to area x height of the fluid.

Hint 5 Assume both area are the same.

• You can measure pressure by using a manometer When both arms are not connected to anything

When one arm is connected to a gas supply and the gas pressure > atmospheric pressure

When one arm is connected to a gas supply and the gas pressure < atmospheric pressure

There are several steps in order to find pressure using a manometer.

Step 1 Draw equal pressure lines. Remember the pressure is only the same for same

fluids.

Step 2 Draw arrows showing the direction of force caused by the weight of the Fluids on the equal pressure lines.

Step 3 Write the relevant equations down.

Step 4 Solve the problem

• Don't forget that

Total pressure = Hydrostatic pressure + Atmospheric pressure (101325 Pa)

• Try the problem below using the steps above:



- Upthrust is a force which pushes upwards on an object submerged in a fluid
- Think boat or submarine
- Another name for upthrust is buoyancy force
- Buoyancy is caused by the difference in hydrostatic pressure at the top and bottom of a submerge vessel



• Archimedes' principle states that an object submerged in a fluid at rest has an upthrust equal to the weight of the fluid displaced by the object.



• An example is shown below

