## **Friction- Part 2:**

Wedges: Wedges are a useful engineering tool, and the approach used for wedges also finds its way into other engineering applications. A wedge is in general <u>a triangular</u> <u>object</u> which is placed between two objects to either <u>hold</u> <u>them</u> in place or is used <u>to move</u> one relative to the other. For example, the following shows a wedge under a block that is supported by the wall.

A good rule to stick to is that when a wedge is in use, the <u>forces</u> on the faces will both be <u>in the same direction</u>. That is either towards, or away from the point of the wedge.

If the force P is large enough to push the wedge forward, then the block will rise and the following is an appropriate free-body diagram. Note that for the wedge to move one needs to have slip on all three surfaces. The direction of the <u>friction force</u> on each surface will <u>oppose the slipping</u>.

Since before the wedge can move each surface must overcome the resistance to slipping, one can assume that

$$F_1 = \mu N_1$$
$$F_2 = \mu N_2$$
$$F_3 = \mu N_3$$

These equations and the equations of equilibrium are combined to solve the problem.

If the force <u>P is not large enough</u> to hold the top block from coming down, then the wedge will be pushed <u>to the left</u> and the appropriate free-body diagram is the following. Note that the only change is the <u>direction of the frictional forces</u>. A similar analysis to the above yield the solution to the problem. Remember:

Number of unknowns is 7: P, F<sub>1</sub>, F<sub>2</sub>, F<sub>3</sub>, N<sub>1</sub>, N<sub>2</sub>, & N<sub>3</sub>

Number of equilibrium equations is 4:

 $\sum F_x = 0$ ,  $\sum F_y = 0$  for block & wedge

Number of frictional forces' equations is 3:

 $F_1 = \mu_1 N_1, \quad F_2 = \mu_2 N_2, \quad F_3 = \mu_3 N_3$ 

If P=0 and F1, F2 and F3 hold the block in place, then the wedge is self-locked.





