

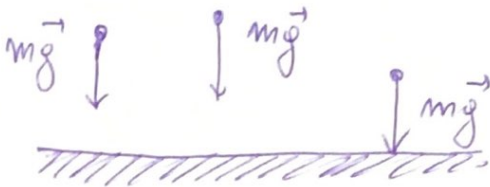
Campo di forze

(1)

Regione dello spazio, all'interno della quale, in ogni punto agisce un certo tipo di interazione su un punto materiale, cioè $\vec{F}(\vec{r})$

Es 1

Campo delle forze peso

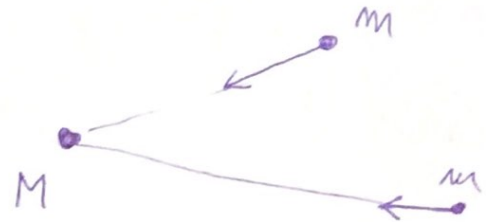


tale campo è detto uniforme

$$\boxed{\vec{F}(\vec{r}) = m\vec{g}}$$

Es 2

Campo gravitar.

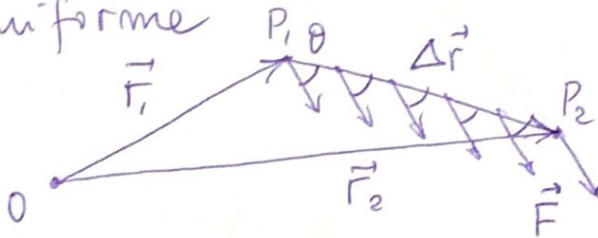


$$\boxed{\vec{F}(\vec{r}) = -G \frac{Mm}{r^3} \vec{r}}$$

Lavoro

Grandezza fisica scalare associata allo spostam. in un campo di forze

(a) Percorso rettilineo in un campo di forze uniforme



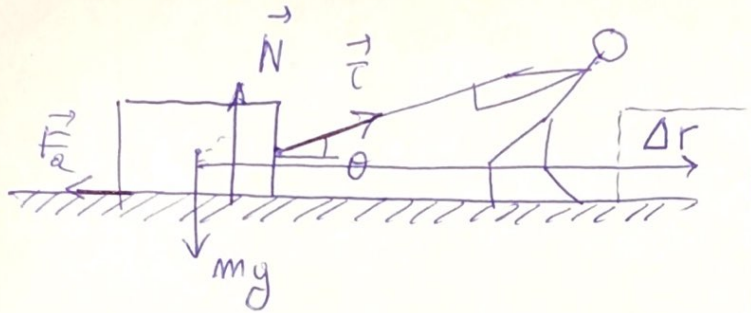
$$\mathcal{L} = \vec{F} \cdot \Delta\vec{r} = |\vec{F}| |\Delta\vec{r}| \cos\theta$$

$$[\mathcal{L}] = [F] [|\Delta\vec{r}|] = [L]^2 [T]^{-2} [M]^1 = [Nm] = [Joule] = [J]$$

$\mathcal{L} > 0$ lavoro motore

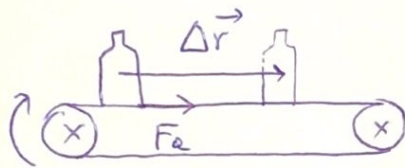
$\mathcal{L} < 0$ lavoro resistente

Es 1



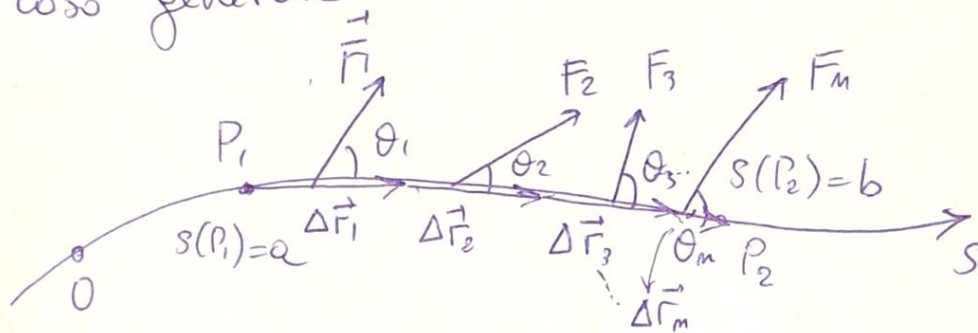
$$\begin{aligned} \mathcal{L}_{mg} &= 0 \\ \mathcal{L}_N &= 0 \\ \mathcal{L}_{\vec{F}} &= |\vec{F}| |\Delta \vec{r}| \cos \theta > 0 \\ \mathcal{L}_{\vec{F}_a} &= |\vec{F}_a| |\Delta \vec{r}| (-1) < 0 \end{aligned} \quad (2)$$

Es 2



La forza di attrito può compiere lavoro motore

(b) caso generale



$\mathcal{L}_J =$ lavoro lungo il J -esimo segmento della spezzata $= \vec{F}_J \cdot \Delta \vec{r}_J = F_J |\Delta \vec{r}_J| \cos \theta_J$

$\sum_{J=1}^n \mathcal{L}_J =$ lavoro lungo la spezzata

$$\begin{aligned} \mathcal{L} &= \lim_{n \rightarrow \infty} \sum_{J=1}^n \mathcal{L}_J = \lim_{n \rightarrow \infty} \sum_{J=1}^n F_J |\Delta \vec{r}_J| \cos \theta_J = \\ &= \int_a^b F(s) ds \cos \theta(s) \end{aligned}$$

$$\mathcal{L}(P_1 \rightarrow P_2) = \int_a^b F(s) \cos \theta(s) ds = \int_{P_1}^{P_2} \vec{F} \cdot d\vec{r} \leftarrow \begin{array}{l} \text{integrale} \\ \text{di linee} \\ \text{di } \vec{F}(\vec{r}) \end{array}$$

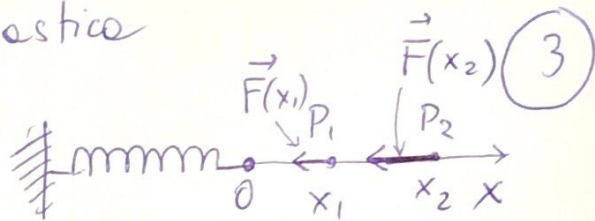
Es 3



La reazione vincolare può compiere lavoro motore o resist.

Es1 lavoro di una forza elastica

$$\vec{F}(x) = -kx \vec{i}$$



$$\begin{aligned} \bullet \quad \mathcal{L}(P_1 \rightarrow P_2) &= \mathcal{L}(x_1 \rightarrow x_2) = \int_{x_1}^{x_2} kx \, dx \, (-1) = -k \int_{x_1}^{x_2} x \, dx = \\ &= \frac{1}{2} k x_1^2 - \frac{1}{2} k x_2^2 \end{aligned}$$

Il lavoro non dipende da come si arriva a x_2 partendo da x_1 ; se $x_2 > x_1 \Rightarrow \mathcal{L} < 0$
 $x_2 < x_1 \Rightarrow \mathcal{L} > 0$

$$\bullet \quad \mathcal{L}(P_1 \rightarrow P_2) = \int_{P_1}^{P_2} \vec{F} \cdot d\vec{r} = \int_{P_1}^{P_2} -kx \vec{i} \cdot dx \vec{i} = - \int_{x_1}^{x_2} kx \, dx$$

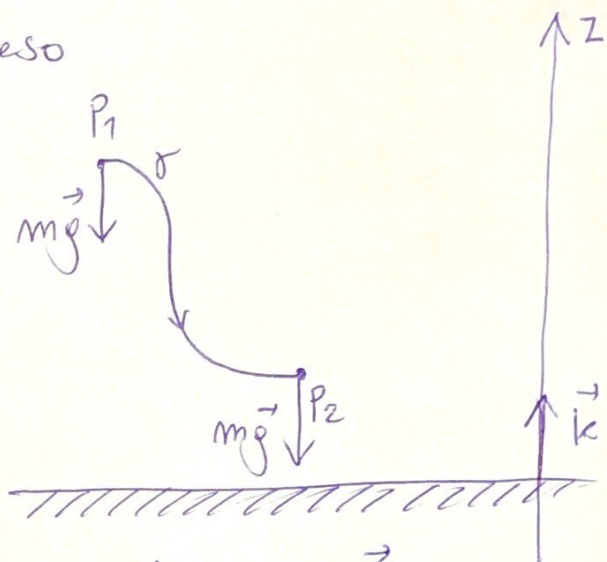
si ricorda che $d\vec{r} = dx \vec{i} + dy \vec{j} + dz \vec{k}$

Es2 lavoro delle forze peso

$$\begin{aligned} \mathcal{L}_g(P_1 \rightarrow P_2) &= \int_{P_1}^{P_2} m\vec{g} \cdot d\vec{r} = \\ &= m\vec{g} \cdot \int_{P_1}^{P_2} d\vec{r} = m\vec{g} \cdot \Delta\vec{r} = \\ &= -mg \Delta z = mg z_1 - mg z_2 \end{aligned}$$

$$\mathcal{L}_g(P_1 \rightarrow P_2) > 0 \quad z_1 > z_2$$

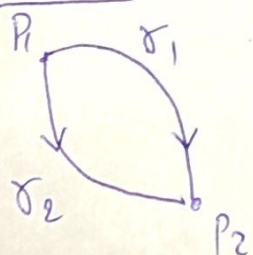
$$\mathcal{L}_g(P_1 \rightarrow P_2) < 0 \quad z_1 < z_2$$



$$m\vec{g} = -mg \vec{k}$$

↳ modulo di \vec{g}

Oss 1



$$\begin{aligned} \mathcal{L}_{\sigma_1}(P_1 \rightarrow P_2) &= \\ &= \mathcal{L}_{\sigma_2}(P_1 \rightarrow P_2) \end{aligned}$$

$$\vec{P}_1 P_2 = \Delta\vec{r} = \Delta x \vec{i} + \Delta y \vec{j} + \Delta z \vec{k}$$