

Lecture 5 - 1/25/03

This lecture introduces potential and continues to work rectilinear problems.

## Section 5.1 - Homework

I used the following math all the time on the last homework set.

$$(1) \quad \vec{v} \cdot \vec{v} = v^2 = \cancel{v^2}$$

$$(2) \quad v = \sqrt{v_x^2 + v_y^2 + v_z^2}$$

$$(3) \quad \frac{d}{dt} \vec{v}_1 \cdot \vec{v}_2 = \vec{v}_1 \cdot \frac{d\vec{v}_2}{dt} + \vec{v}_2 \cdot \frac{d\vec{v}_1}{dt}$$
$$\left( \frac{dv_1}{dt} \right) \cdot v_2$$

$$(4) \quad \vec{v}_1 \cdot \vec{v}_2 = \vec{v}_2 \cdot \vec{v}_1$$

(5)  $v, \alpha$  in cylindrical + spherical

(6)  $\vec{A} \cdot \vec{B} = 0$  if  $\perp$        $\vec{A} \cdot \vec{B} = AB$  if  $\parallel$

I will help with math on first test

## Hockey Pucks

Approximation I - Earth fixed. (Good dynamics)

$\vec{L}, \vec{E}$  conserved.       $P$  not conserved

Approximation II - Earth point charge

$\vec{L}, \vec{E}, \vec{p}$  conserved, but torque that isn't balanced.

Approximation III - Earth sphere, conserve everything

but what a mess.

## Section 5.1 - Potential

Forces that depend only on  $x$  can be expressed in terms of a potential.

$$F(x) = - \frac{dU}{dx}$$

$$T(x) - T(x_0) = \int_{x_0}^x - \frac{dU}{dx} dx = U(x_0) - U(x)$$

Total Energy  $E = T + U = \text{const.}$

- $T = \frac{1}{2} m v^2$

Problem - Consider the force  $F = -A \sin \omega x$  where a particle of mass  $m$  has kinetic energy  $T_0$  at  $t=0$   $x=0$ . Solve for the trajectory.

(a) Find the turning points and a condition the particle must satisfy to be bound.

(b) Solve for the velocity of the particle as a function of time.

(c) Solve for the trajectory.

Solve for the potential

$$F = -A \sin \omega x = -\frac{dU}{dx}$$

$$\int A \sin \omega x = \int dU$$

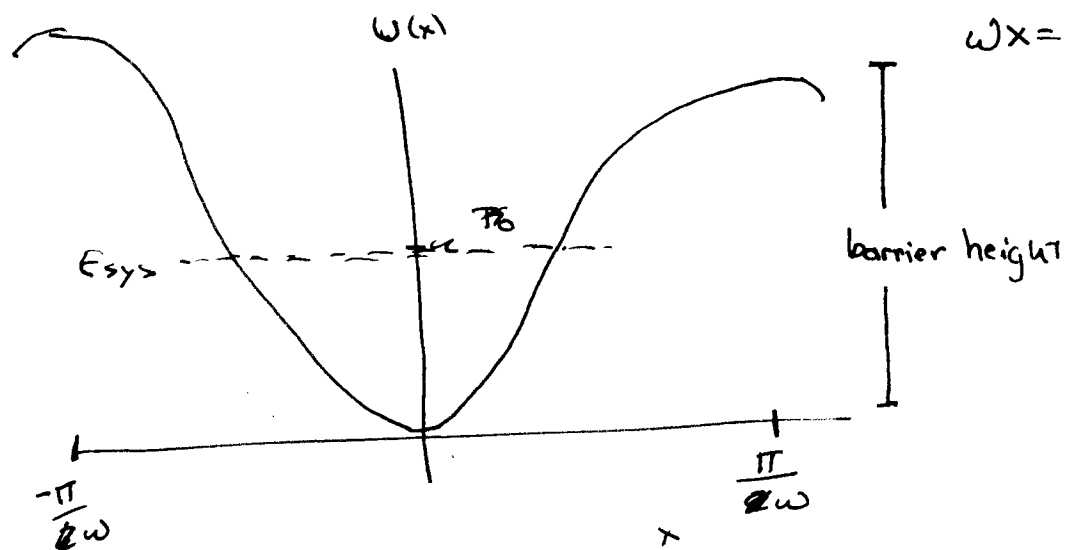
$$-\frac{A}{\omega} \cos \omega x = U(x) + C$$

Select  $U(0) = 0$

$$U(x) = \frac{A}{\omega} (1 - \cos \omega x)$$

$$\omega = \frac{2\pi}{\lambda}$$

$$\omega x = \frac{\pi}{\lambda}$$



$$U_{max} = \frac{2A}{\omega}$$

The condition to be bound is  $E < U_{max}$

The total energy of the system is  $E = T_0$  since  $U(0) = 0$ .

So to be bound,  $T_0 < U_{\max} = \frac{2A}{\omega}$

(b) -The particle turns when  $v = 0$   
 $\Rightarrow T = 0$

$$T_0 = E_{\text{sys}} = U(x) = \frac{A}{\omega} (1 - \cos \omega x)$$

~~$$\frac{A}{\omega} T_0 =$$~~

$$1 - \frac{\omega T_0}{A} = \cos \omega x$$

$$x = \cos^{-1} \left[ 1 - \frac{\omega T_0}{A} \right]$$

Note when  $T_0 = \frac{2A}{\omega}$

$$x = \cos^{-1} [1 - 2] = \cos^{-1} [-1]$$

if  $T_0$  is larger, this can't be solve.

(c) Solve for  $v$  as a function of time -

$$E_{\text{sys}} = T_0 = T + U$$

$$= \frac{1}{2} m v^2 + \frac{A}{\omega} [1 - \cos \omega x]$$

$$T_0 - \frac{A}{\omega} [1 - \cos \omega x] = \frac{1}{2} m v^2$$

$$\frac{2}{m} \left[ T_0 - \frac{A}{\omega} + \frac{A}{\omega} \cos \omega x \right] = v^2$$

$$\text{Let } a = \frac{2}{m} \left( T_0 - \frac{A}{\omega} \right)$$

$$\frac{2A}{m\omega} \left[ \frac{T_0 \omega}{A} - 1 + \cos \omega x \right] = v^2$$

$$v(x) = \sqrt{\frac{2A}{m\omega} (a + \cos \omega x)}$$

$$\text{where } a = \frac{T_0 \omega}{A} - 1$$

Turning Points  
ensure  $\sqrt{\text{positive}}$

(a) Trajectory

$$\frac{dx}{dt} = v = \sqrt{\frac{2A}{m\omega} (a + \cos \omega x)}$$

$$\int_0^x \frac{dx}{\sqrt{\frac{2A}{m\omega} (a + \cos \omega x)}} = \int dt = t$$

$$\int_0^x \frac{dx}{\sqrt{a + \cos \omega x}} = \left( \sqrt{\frac{2A}{m\omega}} \right) t$$

Math Hand book

$$\int_0^x \frac{dx}{\sqrt{a + b \cos x}} = \frac{z}{\sqrt{a+b}} F\left(\frac{x}{z}, r\right)$$


$$r = \sqrt{\frac{zb}{a+b}}$$

So you were done, if you get an integral you can't do ask in class.

$F \equiv$  Complete elliptic integral of first kind

## Section 5.4

Suppose  $T_0 \ll E_{\text{sys}}$

Expand the potential about equilibrium, 

$$U(x) = U(x_0) + \left. \frac{dU}{dx} \right|_{x_0} (x-x_0) + \frac{1}{2} \left. \frac{d^2U}{dx^2} \right|_{x_0} (x-x_0)^2$$

$$U(x_0) = 0 \quad x_0 = 0$$

$$\left. \frac{dU}{dx} \right|_{x_0} = 0 \quad \frac{d}{dx} A \left[ 1 - \cos \omega x \right] = -F$$

$$= \frac{A}{\cancel{\omega}} \sin \omega x \Big|_0 = 0$$

$\Rightarrow$  Good Force at equilibrium both be zero.

$$\frac{d^2U}{dx^2} = A \omega \cos \omega x \Big|_0 = A \omega$$

$$U(x) \approx \frac{A \omega}{2} x^2$$

$\Rightarrow$  Reduced the problem to a simple harmonic oscillation  $k = A \omega$



## Section 5.5

Playball blown without rolling is regime where quadratic air drag dominates.

$$F = c_2 (v - v_w)^2$$

### Method I

$$\text{Use } F = m \frac{dv}{dt} = c_2 (v - v_w)^2$$

$$\int_0^v \frac{dv}{(v - v_w)^2} = \int_0^t \frac{c_2 dt}{m}$$

### Method II

$$F = m \frac{dv}{dx} \frac{dx}{dt} = m v \frac{dv}{dx} = c_2 (v - v_w)^2$$

$$\frac{c_2 x}{m} = \int_0^x \frac{c_2 dx}{m} = \int \frac{v dv}{(v - v_w)^2}$$

=

## Section 4.4 - Example

A playball is blown over a frictionless icy surface by a wind with velocity  $v_w$ . Assume quadratic term dominates in drag. Compute everything.

$$F = c_2 (v - v_w)^2$$

(1) Terminal velocity -  $F = 0 \Rightarrow v_t = v_w$

(2) ~~At~~  $v(x)$

$$F = m v \frac{dv}{dx} = c_2 (v - v_w)^2$$

$$\int_0^x dx = x = \frac{m}{c_2} \int \frac{v dv}{(v - v_w)^2}$$

$$u = v - v_w \quad du = dv$$

$$\frac{c_2 x}{m} = \int_{u_0}^u \frac{(u + v_w) du}{u^2} = \int_{u_0}^u \frac{du}{u} + \int_{u_0}^u \frac{v_w du}{u^2}$$

$$= \ln\left(\frac{u}{u_0}\right) - v_w \left[\frac{1}{u}\right]_{u_0}^u$$

$$= \ln\left(\frac{u}{u_0}\right) + \frac{v_w}{u_0} - \frac{v_w}{u}$$

$$= \ln\left(\frac{v - v_w}{-v_w}\right) + \frac{v_w}{-v_w} \neq \frac{v_w}{v - v_w}$$

## Method 2

$$F = m \frac{dv}{dt} = c_2 (v - v_w)^2$$

$$\frac{c_2}{m} \int_0^t dt = \frac{c_2}{m} t = \int_0^v \frac{dv}{(v - v_w)^2}$$

$$u = v - v_w \quad du = dv$$

$$\frac{c_2}{m} t = \int_{v_0}^u \frac{du}{u^2} = -\frac{1}{u} \Big|_{v_0}^u$$

$$= \frac{1}{v_0} - \frac{1}{u} = \frac{1}{-v_w} - \frac{1}{v - v_w}$$

$$= -\frac{1}{v_w} \left[ 1 - \frac{1}{1 - v/v_w} \right]$$

$$1 + \frac{v_w c_2 t}{m} = \frac{1}{1 - v/v_w}$$

$$\frac{1}{1 + \frac{v_w c_2 t}{m}} = 1 - v/v_w$$

$$v = v_w \left[ 1 - \frac{1}{1 + \frac{v_w c_2 t}{m}} \right]$$