

# Newton's Law

#1,  $\vec{F} = 0 \rightarrow \vec{a} = 0 \quad \vec{a} = \dot{\vec{v}} \text{ so } \frac{d\vec{v}}{dt} = 0 \text{ so } \vec{v} = \text{constant}$

Something has to happen for something to happen

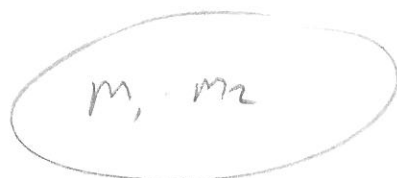
#2,  $\vec{F}_{\text{net}} = \frac{d(\vec{p})}{dt} \quad \text{cause} = \text{effect} \quad \vec{p} = m\vec{v}$

$\rightarrow \vec{F}_{\text{net}} = \sum \vec{F}_i = m \frac{d\vec{v}}{dt} + \vec{v} \frac{dm}{dt}$   
generally 0

#3,  $\vec{F}_{12} = -\vec{F}_{21} \quad \frac{d\vec{p}_1}{dt} = -\frac{d\vec{p}_2}{dt} \quad \text{or, why more physics is nonsense}$

For  $\frac{dm}{dt} = 0 \quad m_1 \frac{d\vec{v}_1}{dt} = -m_2 \frac{d\vec{v}_2}{dt} \quad \left[ \frac{m_1}{m_2} = -\frac{\vec{a}_1}{\vec{a}_2} \right]$

Tangent  $\rightarrow$  System  $\rightarrow$  enclose a group of interacting objects within a circle which encompasses anything that can exert an influence



$\leftarrow$  System



$m_2$  NOT a system

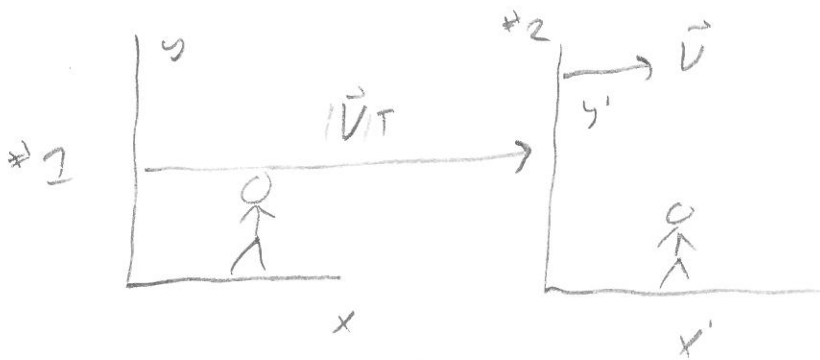
Then  $\frac{d}{dt}(\vec{p}_1 + \vec{p}_2) = 0$  or  $\vec{p}_1 + \vec{p}_2 = \text{constant}$

more generically  $\sum \vec{p}_i = \text{constant}$

## Inertial Reference Frames

Laws of physics are the same in inertial (non-accelerating) reference frames

Galilean invariance



$$x + (\vec{v})T = x'$$

$$y = y'$$

$$z = z'$$

$$t = t'$$

#1 Watching a Train

#2 On a Train

is Earth inertial frame?

Locally "ok"

globally "not ok"

# Equations of Motion

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1. Coordinate System
  2. Freebody
  3. Newton's 2nd Law
  4. Math
- 

Uniform  $\rightarrow$  constant  $\vec{a}$

$$\vec{F} = m \vec{\ddot{r}} \quad \vec{\ddot{r}} = (a_x, a_y, a_z)$$

$$\int \vec{F} d\tau = m \int \frac{d\vec{v}}{d\tau} d\tau = m \int (a_x \hat{i} + a_y \hat{j} + a_z \hat{k}) d\tau$$

$$\int d\vec{v} = a_x \tau \hat{i} + a_y \tau \hat{j} + a_z \tau \hat{k} + v_x \hat{i} + v_y \hat{j} + v_z \hat{k}$$

$$\vec{v} = [(v_{0x} + a_x \tau) \hat{i} + (v_{0y} + a_y \tau) \hat{j} + (v_{0z} + a_z \tau) \hat{k}]$$

just 2d Now, you get the point

$$\vec{v} = \frac{d\vec{r}}{d\tau} \quad \int \vec{v} d\tau = \int d\vec{r}$$

$$\int (v_{0x} + a_x \tau) d\tau = \int dx$$

$$x_0 + v_{0x} \tau + \frac{1}{2} a_x \tau^2 = x(\tau)$$

Can I make this a perfect differential

$$2\dot{x}\ddot{x} = \underbrace{|\dot{q}| [\sin\theta - \mu_r \cos\theta]}_{\alpha} 2\dot{x}$$

Integrating factor

$$\frac{d(\dot{x}^2)}{dt} = 2\dot{x}\ddot{x} \quad \checkmark$$

$$\frac{d(\dot{x}^2)}{dt} = 2\dot{x}\alpha$$

$$d(\dot{x}^2) = 2 \frac{dx}{dt} \alpha dt = 2\alpha dx$$

$$\int d(\dot{x}^2) = \int 2\alpha dx \rightarrow \dot{x}^2 + C = 2\alpha x$$

$\downarrow$   
 $\dot{x}(0) = 0$

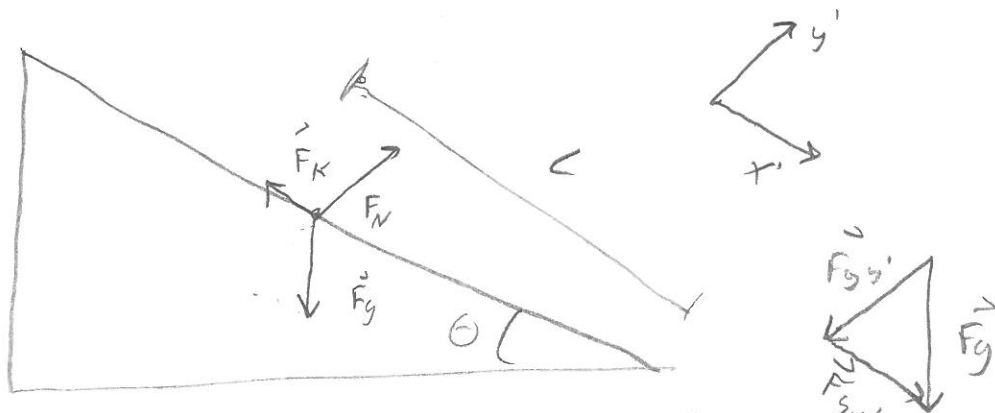
$$\dot{x}^2 = 2\alpha x \rightarrow \text{more generally } C = \dot{x}^2 - (\dot{x}(0))^2 = 2\alpha x$$

$$v_F^2 = v_i^2 + 2a\Delta x ?$$

$$\text{So } \dot{x}(x) = \sqrt{2|\dot{q}| (\sin\theta - \mu_r \cos\theta) x}$$

Ex.

$$\vec{F} = \vec{N} + \vec{F}_g + \vec{F}_k$$



$$\vec{F} = [|\vec{F}_g| \sin \theta - |\vec{F}_k|] \hat{i}' + [|\vec{N}| - |\vec{F}_g| \cos \theta] \hat{j}'$$

$$x'(0) = 0 \quad \vec{v}(0) = 0$$

$$y(0) = H = L \sin \theta \quad \text{but } y'(0) = 0$$

$$|\vec{N}| - m|\vec{g}| \cos \theta = 0 \rightarrow a_y = 0 \quad v_y(t) = 0$$

$$m|\vec{g}| \sin \theta - \mu_k m|\vec{g}| \cos \theta = m\ddot{x}$$

$$|\vec{g}| [\sin \theta - \mu_k \cos \theta] = \ddot{x}$$

$$\vec{a}_x = \alpha$$

#1.

$$\int \alpha dt = \int \frac{dv_x}{dt} dt \rightarrow v_x = \alpha T = \dot{x}$$

$$\int \alpha T dt = \int \frac{dx}{dt} dt = x(T) = \frac{1}{2} \alpha T^2 = \frac{1}{2} [|\vec{g}|] (\sin \theta - \mu_k \cos \theta) T^2$$

#2.  $v(x)$ ?

$$\frac{dx}{dt} = \dot{x}$$

$$2\dot{x}\ddot{x} = 2 \frac{dx}{dt} \vec{a}_x \quad \text{for } \ddot{x} = c$$

$$\frac{d(\dot{x}^2)}{dt} = 2\vec{a}_x \frac{dx}{dt} \quad \text{for } \vec{a}_x = \ddot{x} = c$$

$$\int d(\dot{x}^2) = 2\vec{a}_x \int dx$$

else

$$\int d(\dot{x}^2) = \int 2\vec{a}_x dx \rightarrow \text{looks like } \frac{1}{2} m v_f^2 - \frac{1}{2} m v_i^2 = \int \vec{F} dx$$

What if  $v = v(x)$ ?

$$\frac{dv}{dt} = \frac{dv}{dx} \frac{dx}{dt} = \dot{x} \frac{dv}{dx}$$

What is the tipping angle?

$$\vec{a}_x: |g| \{ \sin \theta - \mu_k \cos \theta \} \geq 0$$

$$\tan \theta \geq \mu_k \quad \text{or} \quad \theta = \tan^{-1}(\mu_k)$$

## Retarding Forces

$$\vec{F} = \vec{F}_g + \vec{F}_r = -m\vec{g} + \vec{F}_r(v)$$

$$\vec{F}_r(v) = mkv^n \frac{\vec{v}}{|v|}$$

For  $v \sim 25 \frac{m}{s}$  or less and small  $n \sim 1$

$v \sim 25 \frac{m}{s}$  vs Sound Speed  $330 \frac{m}{s}$   $n=2$

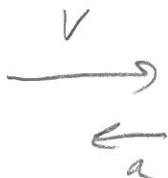
One D ✓ ok

$$m\vec{g} - mk(v_y)^2 \frac{\vec{v}_y}{|v_y|} = m\vec{g} - mk|v_y| \vec{v}_y \quad \leftarrow$$

Two D? Nope  $m\vec{g} - mk(v_x^2 + v_y^2)^{1/2} [v_y \hat{j} + v_x \hat{i}]$

often we say 
$$\vec{F}_{drag} = \frac{1}{2} \underset{\substack{\uparrow \\ \text{drag coefficient}}}{C_d} \rho \underset{\substack{\swarrow \text{density}}}{\rho} A |\vec{v}|^2 \frac{\vec{v}}{|v|}$$

Ex riding a bike? Pedal then stop so  $v \neq 0$



$$\vec{F} = m \frac{d\vec{v}}{dt} = -k m v \hat{i}$$

$$\frac{d\vec{v}}{dt} = -k v$$

$$\int \frac{dv}{v} = - \int k dt$$

$$\ln(v) \Big|_{v_0}^{v(t)} = -kT$$

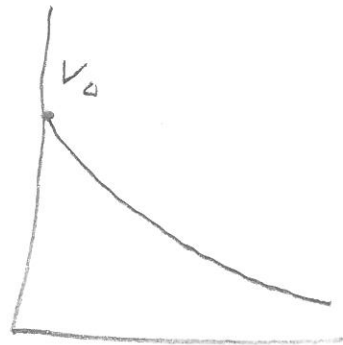
$$\ln(v(t)) - \ln(v_0) = -kT$$

$$\ln\left(\frac{v(t)}{v_0}\right) = -kT$$

$$\frac{v(t)}{v_0} = e^{-kT}$$

$$v(t) = v_0 e^{-kT}$$

$$T = \frac{1}{k} \ln\left(\frac{v_0}{v}\right) = \frac{1}{k} \ln\left(\frac{v_0}{v}\right)$$



Ⓢ Folding time  $k = \frac{1}{T}$

$v(t)$  ?



$$V = \frac{dx}{dt} = V_0 e^{-kt}$$

$$x = V_0 \int e^{-kt} dt \rightarrow x(t) = \left( -\frac{1}{k} e^{-kt} + C \right) V_0$$

$$\text{Let } x(0) = 0 \text{ Then } C = +\frac{V_0}{k}$$

$$\text{So } x(t) = \frac{V_0}{k} (1 - e^{-kt})$$

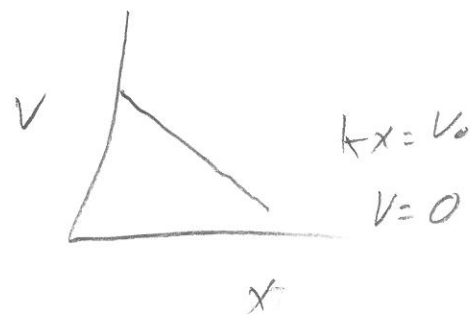
$$x(\infty) ? \rightarrow \frac{V_0}{k} (1 - e^{-\infty}) = \frac{V_0}{k}$$

$$\frac{dV}{dx} ? \quad V(x) ? \quad \frac{dV}{dx} = \frac{dV}{dt} \frac{dt}{dx} = \frac{dV}{dt} \cdot \frac{1}{V} \text{ So}$$

$$V \frac{dV}{dx} = \frac{dV}{dt} = -kV(t) \quad \text{or}$$

$$\frac{dV}{dx} = -k$$

$$\text{So } V = V_0 - kx$$



$$\downarrow m\vec{g} \quad \uparrow \vec{F}_d$$

$$m \frac{d\vec{v}}{dt} = -m|\vec{g}| + km\vec{v}$$

$$\vec{v} = -|\vec{v}|\hat{j}$$

$$m \frac{d\vec{v}}{dt} = -(m|\vec{g}| + km|\vec{v}|)$$

$$\frac{dv}{|\vec{g}| + k|v|} = -dt \quad u = |\vec{g}| + k|v| \quad du = kdv$$

$$\frac{du}{u} = -k dt \rightarrow \ln(u) = -kt + C$$

$$u = e^C e^{-kt}$$

$$|\vec{g}| + k|v| = e^{-kt} e^C$$

$$v(t) = \frac{e^{-kt} e^C - |\vec{g}|}{k}$$

Now  $v(0) = \frac{e^C - |\vec{g}|}{k} = v_0 \quad kv_0 + |\vec{g}| = e^C$

$$\frac{e^{-kt} [kv_0 + |\vec{g}|]}{k} - \frac{|\vec{g}|}{k} = v(t)$$

$\uparrow$  Positive                       $\uparrow$  negative

$$\text{Now } v = \frac{dz}{dt} \quad \text{or} \quad v dt = dz$$

$$v dt = dz$$

$$\left( \frac{-g}{k} + \underbrace{\left( \frac{k v_0 + g}{k} \right)}_{\alpha} e^{-k t} \right) dt = dz$$

$$-\frac{g}{k} t + \alpha \int e^{-k t} dt = z + C$$

$$-\frac{g}{k} t - \frac{1}{k} \alpha e^{-k t} = z(t) + C$$

$$z(0) = h - \frac{\alpha}{k} = z(0) + C$$

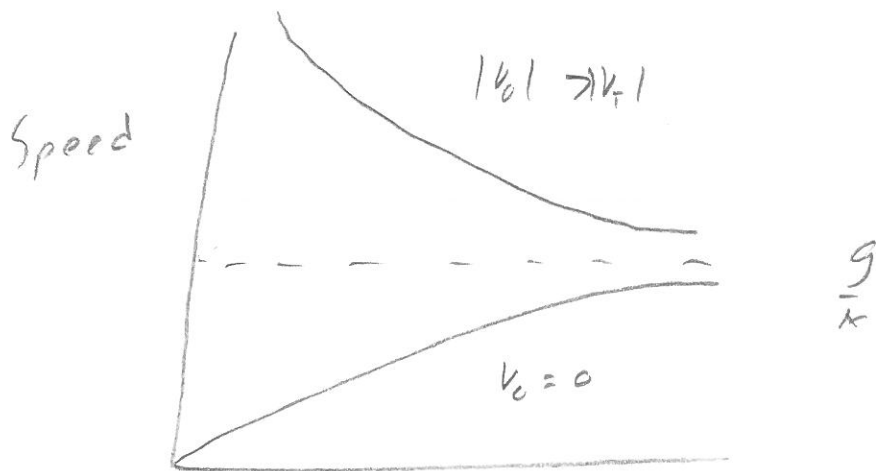
$$\frac{1}{k} h - \frac{\alpha}{k} = C \quad \text{or} \quad -C = h + \frac{\alpha}{k}$$

$$\text{give } z = h + \frac{\alpha}{k} - \frac{\alpha}{k} e^{-k t}$$

$$z(t) = h - \frac{g}{k} t + \left( \frac{k v_0 + g}{k^2} \right) (1 - e^{-k t})$$

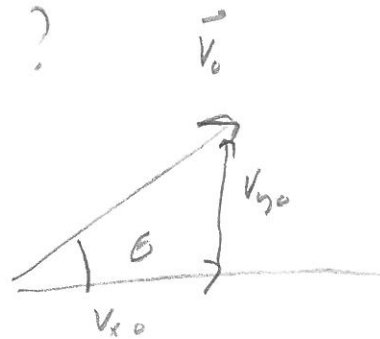
$$S_0 \quad V(T) = -\frac{g}{k} + \left( \frac{kV_0 + g}{k} \right) e^{-kT}$$

$$V(T) = -\frac{g}{k}$$



Projectile Motion?

$$\vec{F} = m\vec{g} = 0\hat{i} - m|\vec{g}|\hat{j}$$



$$m\ddot{x} = 0$$

$$\dot{x} = \text{constant} = v_{x0}$$

$$x(T) = v_{x0}T + x_0$$

$$m\ddot{y} = -m|\vec{g}| \quad \ddot{y} = -|\vec{g}|$$

$$\dot{y} = v_{y0} - |\vec{g}|T$$

$$y = v_{y0}T - \frac{1}{2}|\vec{g}|T^2 + y_0$$

$$|V|^2 = \dot{x}^2 + \dot{y}^2 = v_0^2 \cos^2 \theta + v_0^2 \sin^2 \theta + g^2 t^2 - 2gtv_0 \sin \theta$$

$$|V|^2 = v_0^2 + g^2 t^2 - 2v_0 g t \sin \theta$$

$$|r|^2 = x^2 + y^2 = v_0^2 t^2 + \frac{g^2 t^4}{4} - v_0 g t^3 \sin \theta$$

R?  $T_{\text{Flight}}$ ?  $2T \uparrow$ ?  $v_y(T \uparrow) = 0$  or  $v_0 \sin \theta - gt = 0$   
 $\uparrow$   
 $t_{\text{top}}$

$$T \uparrow = \frac{v_0 \sin \theta}{g} \quad R \rightarrow 2T \uparrow = \frac{2v_0 \sin \theta}{g}$$

$$x(2T \uparrow) = x_0 + v_0 \cos \theta \left( \frac{2v_0 \sin \theta}{g} \right) = \frac{2v_0^2 \sin \theta \cos \theta}{g}$$

$$R = \frac{v_0^2}{g} \sin(2\theta) \quad \theta = 45^\circ = \text{max}$$

B.g Bertha  $1450 \frac{m}{s}$   $\theta = 55^\circ$

$$R = 262 \text{ km}$$

$$Y_{\text{max}} = 72 \text{ km}$$

$$T = 242 \text{ Seconds}$$

2D Projectile with  $\vec{F} = m\vec{g} + \vec{F}_r$

$$\vec{F} = (-km\dot{x}\hat{i} + (km\dot{y} + m|g|)\hat{j})$$

$$m\ddot{x} = -km\dot{x} \quad m\ddot{y} = -(km\dot{y} + m|g|)$$

Solved  $x = \frac{U}{k}(1 - e^{-k\tau})$       $y = -\frac{g\tau}{k} + \frac{kU + g}{k^2}(1 - e^{-k\tau})$

With  $v_{x0} = U$       $v_{y0} = V$

For  $y=0$   $T = \frac{kU + g}{gk}(1 - e^{-kT}) \rightarrow$  put into

$$x = \frac{U}{k}(1 - e^{-kT}) \quad \text{For range} \rightarrow \text{Ignore } T=0 \text{ solutions}$$

2 Methods to solve  $T = a(1 - e^{-bT}) \rightarrow$  Transcendental

1. Perturbative  $\rightarrow$  look at 2-9  $\rightarrow$  Stupid but we'll see later

2. Numerical  $\rightarrow$  21st century, do it this way.

1. Expand  $e^{-k\tau} \rightarrow e^x = \sum \frac{x^n}{n!}$  with  $x = -k\tau$

Expand  
Expand  
1st order  
Sub

Then  $T = \frac{kU + g}{k^2} \left( 1 - \left( 1 - kT + \frac{1}{2}k^2T^2 - \frac{1}{6}k^3T^3 + \dots \right) \right)$

$$T = \frac{kU + g}{k^2} \left( kT - \frac{1}{2}k^2T^2 + \frac{1}{6}k^3T^3 + \dots \right)$$

$$T = \frac{2V}{g} + \frac{1}{3}kT^2 \rightarrow \tau_c \text{ 3rd order}$$

Still too messy Expand  $\frac{1}{1 + \frac{kV}{g}} = 1 - \frac{kV}{g} + \left(\frac{kV}{g}\right)^2 - \dots$

To First order

$$T = \frac{2V}{g} + \left(\frac{T^2}{3} - \frac{2V^2}{g}\right)k + o(k^2) \equiv$$

If  $k=0$   $T_0 = \frac{2V}{g} = \frac{2V \sin \theta}{g}$  ✓ Put  $T_0$  into rhs for  $T$

Then let  $T = \frac{2V}{g} + \left(\frac{4V^2}{3g^2} - \frac{2V^2}{g^2}\right)k = \frac{2V}{g} + \left(\frac{2V^2}{3g^2}\right)k \equiv$

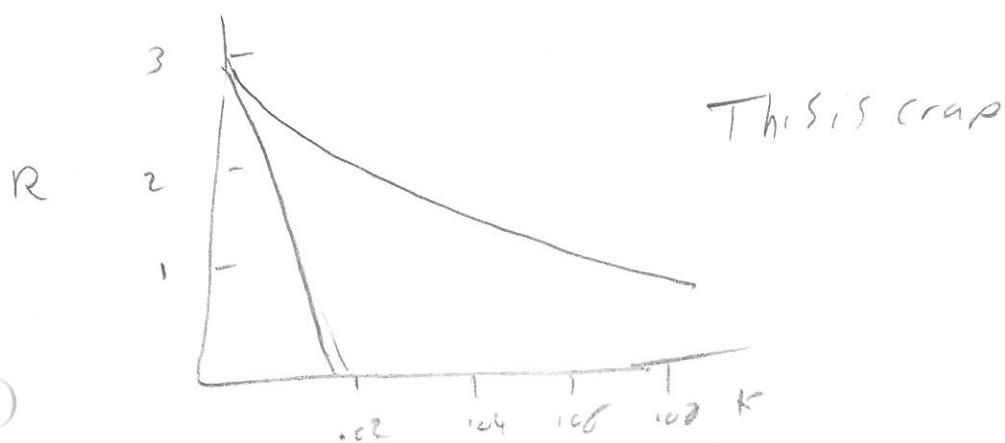
Then  $T = \frac{2V}{g} - \frac{2V^2}{3g^2}k = \boxed{\frac{2V}{g} \left(1 - \frac{V}{3g}k\right)} \equiv$

Next  $x = \frac{U}{k} (1 - e^{-kT}) = \frac{U}{k} \left(kT - \frac{1}{2}k^2T^2 + \frac{1}{6}k^3T^3 + \dots\right)$

$x(T=T) = R \quad R \approx U \left(T - \frac{1}{2}kT^2\right) \rightarrow$  keep only linear terms in  $k$

$$R' \approx \frac{2UV}{g} \left( 1 - \frac{4kV}{g} \right) = \underbrace{\frac{2V_0^2}{g} \sin \theta \cos \theta}_{R \text{ for } \vec{r}=0} \left( 1 - \frac{4kV}{3g} \right)$$

$$R' \approx R \left( 1 - \frac{4kV}{3g} \right)$$



1. We kept only the 2nd order term in  $e^{-kT}$
2. We kept only the 2nd order term in  $\frac{1}{1 + \frac{kV}{g}}$
3. We used the zeroth order approximation for  $T = T_0$
4. We linearized  $x(t)$  in  $k$  after keeping only 2nd order terms.

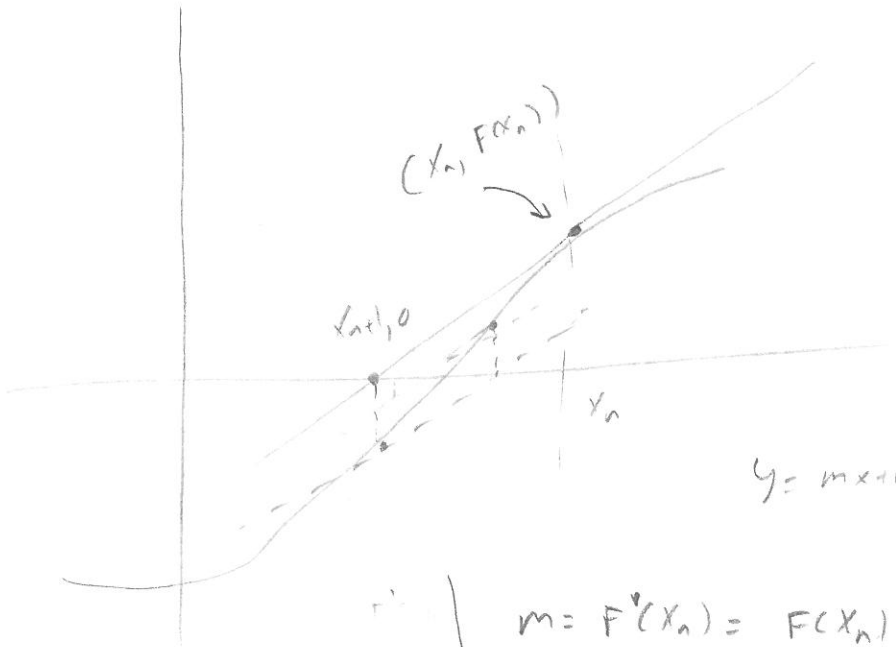
Stop doing this



Take 2

$$\rightarrow T = \frac{kv+y}{gr} (1 - e^{-kr}) \rightarrow \underbrace{a(1 - e^{-br}) - T = 0}_{F(r)} \quad \underbrace{abe^{-br} - 1}_{F'(r)}$$

$$y = F'(T_n)(T - T_n) + F(T_n)$$



$$y = mx + b \quad m = F'(x) \quad b = x \text{ s.t. } y = 0$$

$$m = F'(x_n) = \frac{F(x_n) - 0}{x_n - x_{n+1}}$$

$$x_n - x_{n+1} = \frac{F(x_n)}{F'(x_n)}$$

$$x_{n+1} = x_n - \frac{F(x_n)}{F'(x_n)}$$

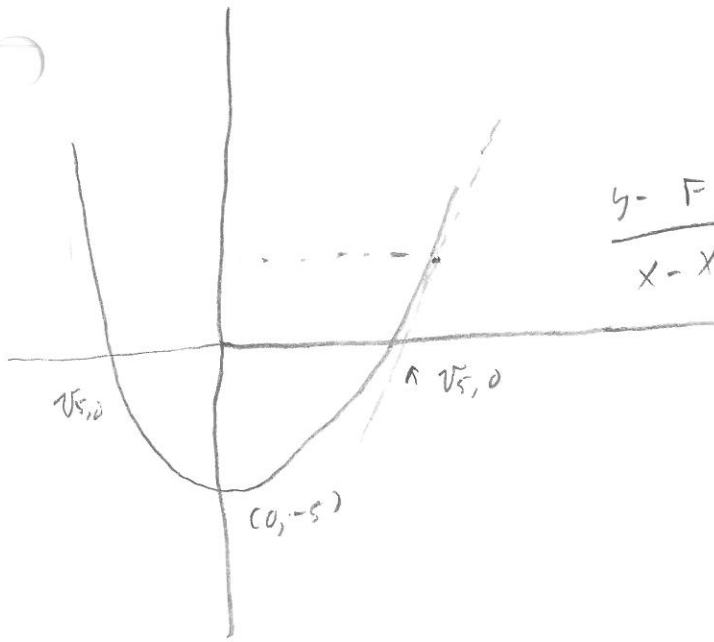
$$y = F'(x_n)(x - x_n) + F(x_n)$$

1. Google this  $\rightarrow$  check 3-5 iterations

get T use T

2. or just plot  $\rightarrow$  use computers

Ex.  $F(x) = x^2 - 5 = 0$   $F'(x) = 2x$



$$\frac{y - F(x_n)}{x - x_n} = F'(x_n)$$

$$y = F'(x_n)(x - x_n) + F(x_n)$$

$$0 = F'(x_n)(x_{n+1} - x_n) + F(x_n)$$

$$x_n - x_{n+1} = \frac{F(x_n)}{F'(x_n)}$$

$$x_{n+1} = x_n - \frac{F(x_n)}{F'(x_n)}$$

guess root  $\sqrt{4} < \sqrt{5} < \sqrt{9}$   
 $2 < \sqrt{5} < 3$   
 $2.5?$

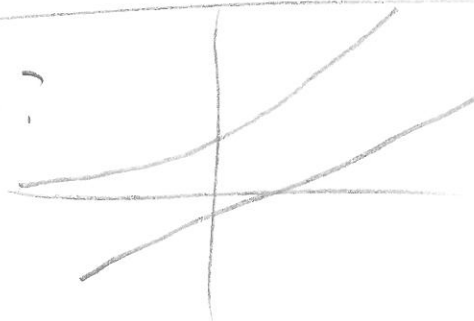
$$x_{n+1} = 2.5 - .25 = 2.25 \rightarrow \frac{x_{n+1}}{\text{real}} = 1.00623$$

$$x_{n+1} = 2.25 - .013889 = 2.23611 \rightarrow \frac{x_{n+1}}{\text{real}} = 1.00002$$

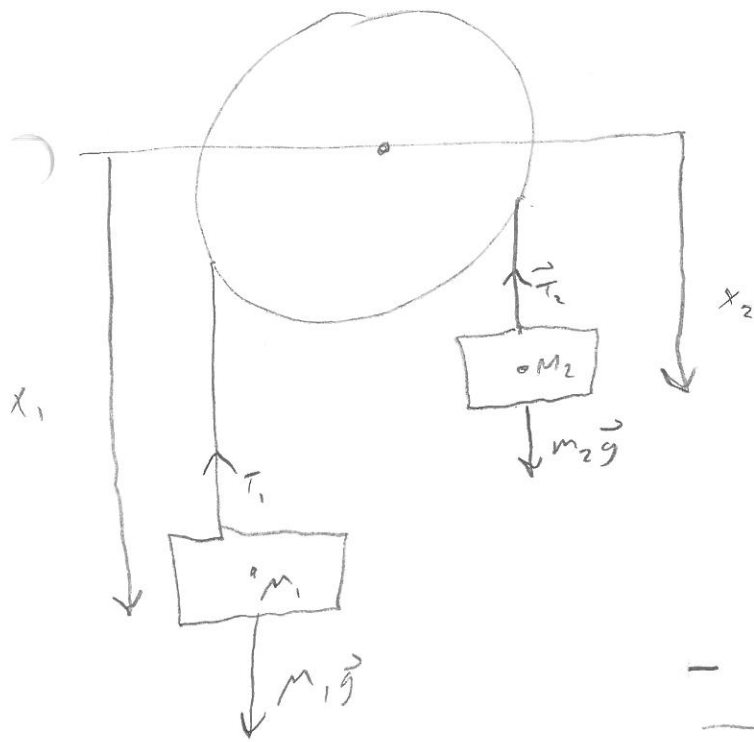
just get  $\sqrt{5}$

depends on sensible choice of  $x_n$

Pathological Ex  $e^x = 2x?$



No intersection



$$M_1 > M_2$$

$$m_1 \ddot{x}_1 = |\vec{T}_1| - m_1 g$$

$$- m_2 \ddot{x}_2 = |\vec{T}_2| - m_2 g$$

$$|\vec{T}_1| = |\vec{T}_2|$$

$$\ddot{x}_1 = -\ddot{x}_2$$

$$m_1 \ddot{x}_1 + m_2 \ddot{x}_1 = -m_1 g + m_2 g$$

$$(m_1 + m_2) \ddot{x}_1 = (m_2 - m_1) g$$

$$\ddot{x}_1 = \frac{(m_2 - m_1) g}{m_1 + m_2}$$

$$m_1 + m_2$$

Note  $m_2 - m_1 < 0$  So  $\downarrow \ddot{x}_1 = \frac{-(m_2 - m_1)}{m_1 + m_2} g = -\ddot{x}_2 \uparrow$

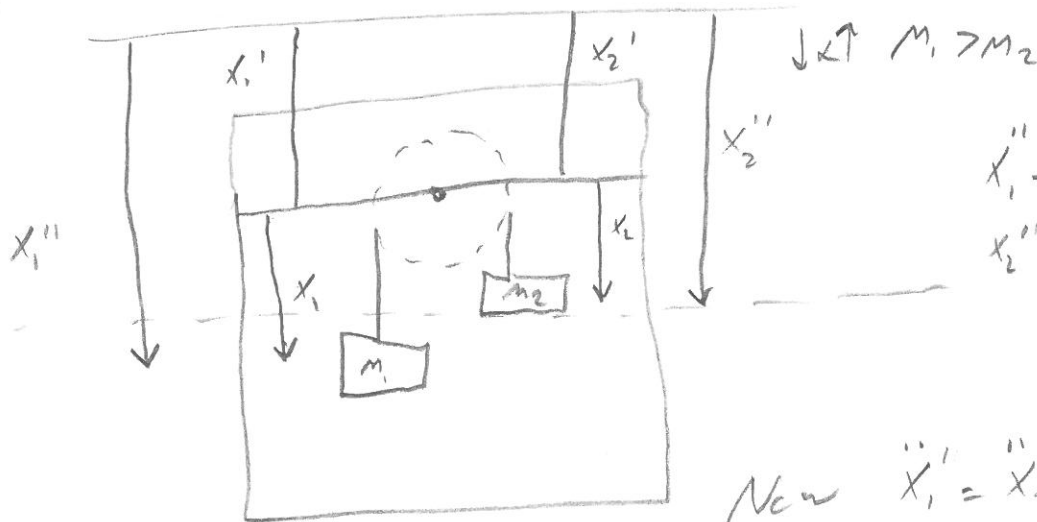
$$m_1 \ddot{x}_1 = |\vec{T}_1| - m_1 g \Rightarrow T = \frac{2m_1 m_2 g}{m_1 + m_2}$$

$$\frac{m_1}{m_1 + m_2} (m_2 - m_1) g + m_1 g = T$$

$$\frac{m_1 m_2 - m_1^2 / g + m_1^2 / g + m_1 m_1 g}{m_1 + m_2} = T = \frac{2m_1 m_2 g}{m_1 + m_2}$$

Non-Inertial ?

Newton's Laws work wRT Inertial System



$$x_1'' = x_1 + x_1'$$

$$x_2'' = x_2 + x_2'$$

Now  $\ddot{x}_1' = \ddot{x}_2'$  either up or down  
call this  $\alpha$  constant

and  $\ddot{x}_1' = -\ddot{x}_2'$

$$m_1 \ddot{x}_1'' = m_1 (\ddot{x}_1' + \ddot{x}_2') = |T| - m_1 g$$

$$m_2 \ddot{x}_2'' = m_2 (\ddot{x}_2' + \ddot{x}_2) = |T| - m_2 g$$

$$m_1 \ddot{x}_1'' = m_1 (\ddot{x}_1' + \ddot{x}_2') = |T| - m_1 g \quad m_1 \ddot{x}_1' = |T| - m_1 |g| - m_1 \alpha$$

$$m_2 \ddot{x}_2'' = m_2 (\ddot{x}_1' - \ddot{x}_2') = |T| - m_2 g$$

$$g = |g|$$

$$m_1 (\alpha + \ddot{x}_1) = |T| - m_1 g$$

$$m_2 (\alpha - \ddot{x}_1) = |T| - m_2 g$$

$$m_1 \alpha + m_1 \ddot{x}_1 - m_2 \alpha + m_2 \ddot{x}_1 = m_2 g - m_1 g$$

$$m_1 (\alpha + \ddot{x}_1) + m_2 (\ddot{x}_1 - \alpha) = (m_2 - m_1) g$$

$$m_1 \alpha + m_1 \ddot{x}_1 + m_2 \ddot{x}_1 - m_2 \alpha = (m_1 + m_2) \ddot{x}_1 + (m_1 - m_2) \alpha = (m_2 - m_1) g$$

$$(m_1 + m_2) \ddot{x}_1 = (m_2 - m_1) \alpha + (m_2 - m_1) g$$

ascending  
d. ✓

$$\ddot{x}_1 = \frac{(m_2 - m_1) (\alpha + g)}{m_1 + m_2}$$

Now  $m_2 < m_1$  &  $\ddot{x}_1 = \frac{-|m_2 - m_1| (\alpha + g)}{m_1 + m_2}$

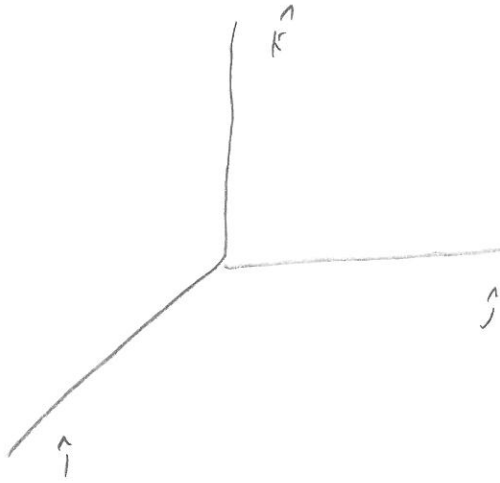
Lorentz Force

$$\vec{F} = q\vec{v} \times \vec{B}$$

$$\vec{v} = \dot{x}\hat{i} + \dot{y}\hat{j} + \dot{z}\hat{k}$$

$$\vec{a} = \ddot{x}\hat{i} + \ddot{y}\hat{j} + \ddot{z}\hat{k}$$

$$\vec{B} = B_0\hat{j}$$



$$m(\ddot{x}\hat{i} + \ddot{y}\hat{j} + \ddot{z}\hat{k}) = q \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ \dot{x} & \dot{y} & \dot{z} \\ 0 & B_0 & 0 \end{vmatrix} = qB_0(\dot{x}\hat{k} - \dot{z}\hat{i})$$

$$m\ddot{x} = -qB_0\dot{z} \quad m\ddot{y} = 0 \quad m\ddot{z} = qB_0\dot{x}$$

$$\dot{y} = C = v_{y0} \quad y = v_{y0}t + y_0$$

$$\ddot{x} = -\alpha\dot{z} \quad \ddot{z} = \alpha\dot{x} \quad \rightarrow \quad \alpha = \frac{qB_0}{m}$$

$$\ddot{x} = -\alpha\dot{z} \quad \ddot{z} = \alpha\dot{x}$$

$$\dddot{x} = -\alpha^2\dot{x} \quad \dddot{z} = -\alpha^2\dot{z}$$

$$\text{Let } \dot{x} = u \quad \text{and} \quad \dot{z} = v$$

$$\text{Then } \ddot{u} = -\alpha^2 u \quad \text{and} \quad \ddot{v} = -\alpha^2 v$$

$$\text{So the } \ddot{u} + \alpha^2 u = (D^2 u + \alpha^2 u) = 0 \quad \text{or} \quad (D^2 + \alpha^2) u = 0$$

$$(D + i\alpha)(D - i\alpha) u = 0 \quad \rightarrow \text{Integrate } \left(\frac{d}{dt} + i\alpha\right) u = 0$$

$$u = A_1 e^{i\alpha t} + B_1 e^{-i\alpha t} \rightarrow A_2 \cos(\alpha t) + B_2 \sin(\alpha t)$$

$$\text{or } \dot{x} = \frac{dx}{dt} = A_2 \cos(\alpha t) + B_2 \sin(\alpha t)$$

$$x = \frac{A_2}{\alpha} \sin(\alpha t) - \frac{B_2}{\alpha} \cos(\alpha t) + x_0$$

$$x(t) = \underbrace{A_3}_{-\frac{B_2}{\alpha}} \cos(\alpha t) + \underbrace{B_3}_{\frac{A_2}{\alpha}} \sin(\alpha t) + x_0$$

$$\text{Similarly } z(t) = C \cos(\alpha t) + D \sin(\alpha t) + z_0$$

$$\text{Or } (X - X_0) = \overset{A_3}{\downarrow} A \cos(\omega t) + \overset{B_3}{\downarrow} B \sin(\omega t)$$

$$\rightarrow (y - y_0) = V_{y0} T$$

$$(z - z_0) = \underset{\downarrow}{A'} \cos(\omega t) + \underset{\downarrow}{B'} \sin(\omega t)$$

$$\text{but } \ddot{x} = -\omega^2 x$$

$$\ddot{z} = \omega^2 z$$

$$\ddot{x} = -\omega^2 A \cos(\omega t) - \omega^2 B \sin(\omega t)$$

$$-\omega^2 z = \omega^2 A' \sin(\omega t) - \omega^2 B' \cos(\omega t)$$

$$\text{Or } A = B'$$

$$B = -A'$$

$$(X - X_0) = A \cos(\omega t) + B \sin(\omega t)$$

$$(y - y_0) = V_{y0} T$$

$$(z - z_0) = -B \cos(\omega t) + A \sin(\omega t)$$

Need IC'S for  $T=0 \quad \dot{z} = V_{z0} \quad \dot{x} = 0$

$$\left. \dot{z} = B\omega \sin(\omega t) \right|_{T=0} + \left. A\omega \cos(\omega t) \right|_{T=0} = V_{z0} \quad \& A = V_{z0}$$

$$\dot{x} \Big|_{t=0} = -A\alpha \sin(\alpha t) \Big|_{t=0} + B\alpha \cos(\alpha t) = 0$$

$$\downarrow$$

$$0 \quad B\alpha = 0$$

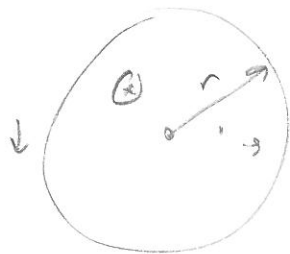
$$\underline{B=0} \quad A = \frac{v_{z0}}{\alpha}$$

Now  $(x-x_0) = \frac{v_{z0}}{\alpha} \cos(\alpha t)$

$$(y-y_0) = v_{y0} t$$

$$(z-z_0) = \frac{v_{z0}}{\alpha} \sin(\alpha t)$$

How meaning?  $\alpha = \frac{qB}{m}$



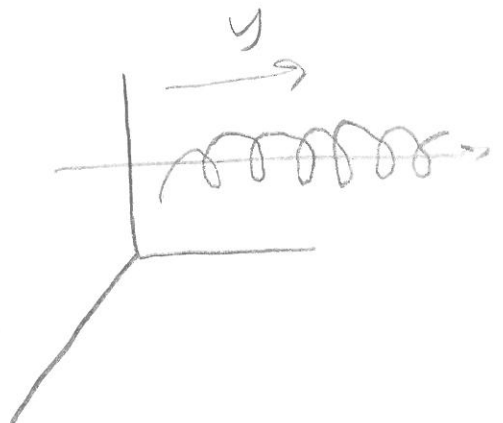
$$q v B = \frac{m v^2}{r} \quad \frac{qB}{m} = \frac{v}{r} \rightarrow r = \frac{v m}{qB} \rightarrow \frac{v_{z0}}{\alpha} = \frac{v m}{qB}$$

Larmor radius =  $R_L$

$$(x-x_0)(t) = R_L \cos(\alpha t)$$

$$(y-y_0)(t) = v_{y0} t$$

$$(z-z_0)(t) = R_L \sin(\alpha t)$$

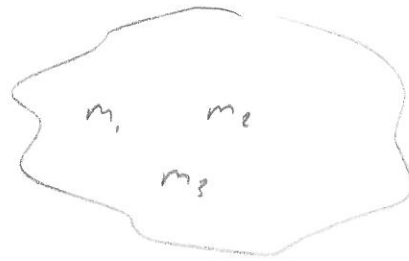




# Conservation Theorems

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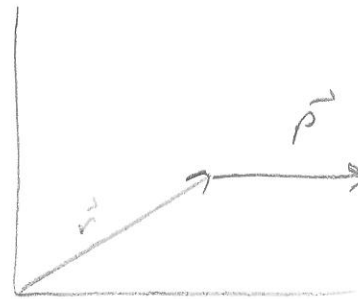
$$F_{12} + F_{21} + F_{13} + F_{31} + F_{32} + F_{23} = 0$$



$$\text{If } \vec{F}_{net} = 0$$

$$\text{So } \dot{\vec{p}} = 0 \text{ or } \vec{p}_{net} = \text{constant}$$

$$\vec{L} = \vec{r} \times \vec{p}$$



→

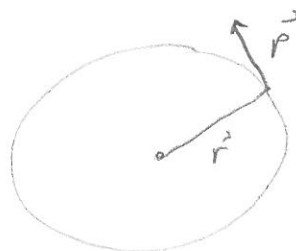
$$\vec{N} = \vec{r} \times \vec{F} = \frac{d\vec{L}}{dt}$$

$$= \frac{d\vec{r}}{dt} \times \vec{p} + \vec{r} \times \frac{d\vec{p}}{dt} \quad \frac{d\vec{r}}{dt} \parallel \vec{p}$$

$\downarrow 0$                        $\nwarrow$

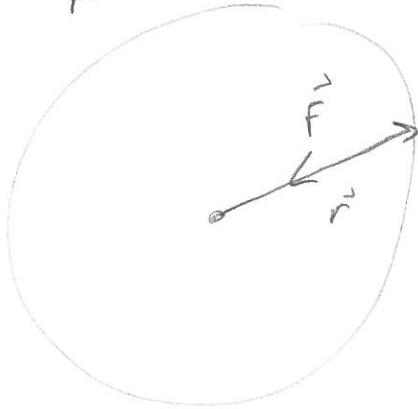
$$\text{if } \vec{N}_{net} = 0 \quad \dot{\vec{L}} = \vec{r} \times \dot{\vec{p}} = \vec{N} \quad \text{Then } \vec{L} = \text{constant}$$

Why do planets orbit?



$$\dot{\vec{p}} = \vec{F} = \frac{GmM_s}{r^2} \hat{r}$$

z  
①

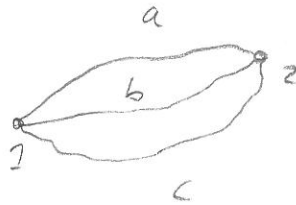


$$-\vec{F} \parallel \vec{r}$$

$$\text{So } |\vec{r}| \hat{r} \times \frac{GmM_s}{r^2} \hat{r} = \vec{N} = 0$$

$$\text{So } \vec{L} = \text{constant} = mr^2 \dot{\phi} \hat{z} \\ = \text{orbit}$$

$$W_{12} = \int_1^2 \vec{F} \cdot d\vec{r}$$



$$\vec{F} \cdot d\vec{r} = m \frac{d\vec{v}}{dt} \cdot d\vec{r} = m \frac{d\vec{v}}{dt} \cdot \frac{d\vec{r}}{dt} dt = m \frac{d\vec{v}}{dt} \cdot \vec{v} dt$$

$$\vec{F} \cdot d\vec{r} = \frac{m}{2} \frac{d}{dt} (\vec{v} \cdot \vec{v}) dt = \frac{m}{2} \frac{d}{dt} (v^2) dt = \frac{m}{2} d(v^2)$$

$$\vec{F} \cdot d\vec{r} = d \left( \frac{mv^2}{2} \right)$$

$$W_{12} = \left. \frac{mv^2}{2} \right|_1^2 = \frac{1}{2} m (v_2^2 - v_1^2) = T_2 - T_1 \rightarrow \Delta KE_{12}$$

For  $\vec{F} \cdot d\vec{r}$  independent of path

$$\oint \vec{F} \cdot d\vec{r} = U_1 - U_2 \quad \text{where} \quad \vec{F} = -\nabla U$$

$$\int_{\vec{r}_1, \vec{q}_1}^{\vec{r}_2, \vec{q}_2} \vec{F} \cdot d\vec{r} = - \int (\nabla U) \cdot d\vec{r} = - \int dU = U_1 - U_2$$

definition of Potential energy

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

$$\frac{d\bar{E}}{dt} = \frac{dT}{dt} + \frac{dU}{dt}$$

$$\vec{F} \cdot d\vec{r} = d\left(\frac{1}{2}mv^2\right) = dT$$

$$\frac{dT}{dt} = \vec{F} \cdot \frac{d\vec{r}}{dt} = \vec{F} \cdot \vec{v} = \vec{F} \cdot \dot{\vec{r}}$$

$$\frac{dU}{dt} = \frac{dU(x, y, z, t)}{dt} = \frac{\partial U}{\partial x} \frac{dx}{dt} + \frac{\partial U}{\partial y} \frac{dy}{dt} + \frac{\partial U}{\partial z} \frac{dz}{dt} + \frac{\partial U}{\partial t}$$

$$\frac{dU}{dt} = (\nabla U) \cdot \dot{\vec{r}} + \frac{\partial U}{\partial t}$$

$$\frac{dE}{dt} = \vec{F} \cdot \dot{\vec{r}} + (\nabla U) \cdot \dot{\vec{r}} + \frac{\partial U}{\partial t} \quad \text{For } \vec{F} = -\nabla U$$

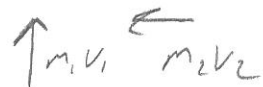
$$\frac{dE}{dt} = (\vec{F} + \nabla U) \cdot \dot{\vec{r}} + \frac{\partial U}{\partial t} = \frac{\partial U}{\partial t}$$

If  $U$  is independent of time

Energy is conserved

---

Ex: 2D collision



Ex: mouse mass  $m$  jumps on edge of record with

Moment of inertia  $I$ , radius  $R$   $\omega_{\text{new}} = ?$

$$\vec{L}_0 = I\omega_0 \quad \vec{L}' = (I + MR^2)\omega_{\text{new}}$$

$$\omega_{\text{new}} = \left( \frac{I}{I + MR^2} \right) \omega_0 = \vec{\omega}' + \omega_0$$


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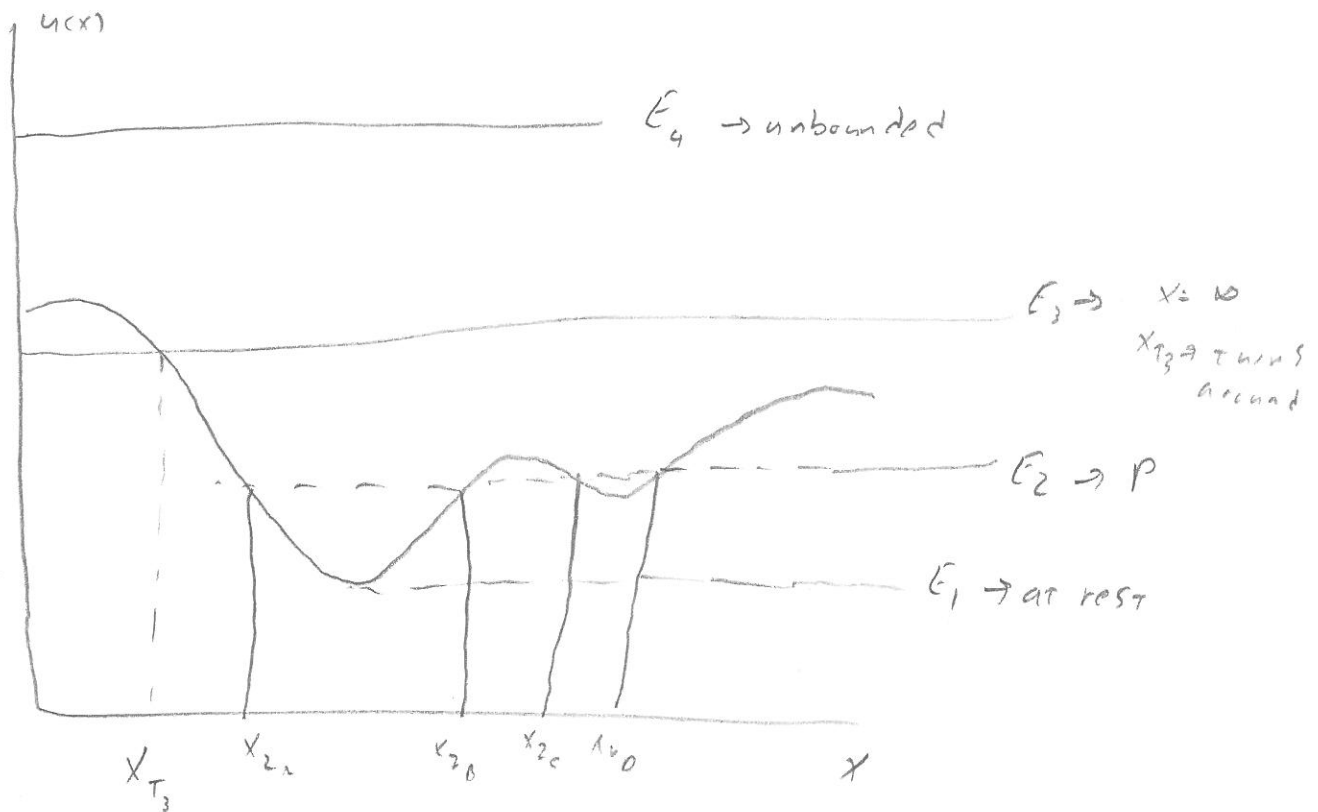
Ex. Orbits  $E < 0$   
 $E > 0$

# Energy

$$E = T + U = \frac{1}{2}mv^2 + U(x)$$

$$v(x) = \left( \frac{2}{m} (E - U(x)) \right)^{1/2} = \frac{dx}{dt}$$

$$T - T_0 = \int_{x_0}^x \frac{\pm dx}{\sqrt{\frac{2}{m} (E - U(x))}} \quad \rightarrow \quad E - U(x) \geq 0 \quad T = \frac{1}{2}mv^2$$



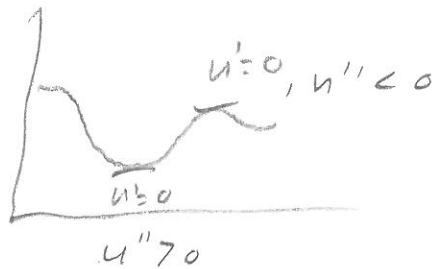
$x_{2a, 2b, 2c, 2d} \rightarrow$  turning points, periodic

$$\vec{F} = -\frac{dU}{dx} \hat{i}$$

$$U(x) = U_0 + x \left. \frac{dU}{dx} \right|_0 + \frac{x^2}{2!} \left. \frac{d^2U}{dx^2} \right|_0 + \frac{x^3}{3!} \left. \frac{d^3U}{dx^3} \right|_0$$

$\left. \frac{dU}{dx} \right|_{x=0} \rightarrow$  equilibrium point also place where  $\vec{F} = 0$

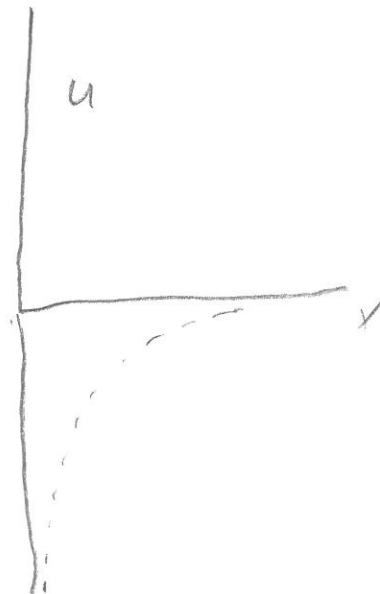
Then  $U(x) \approx \frac{x^2}{2!} U'' \Big|_{x=0}$  if  $U'' > 0$  Stable  
 $U'' < 0$  Unstable



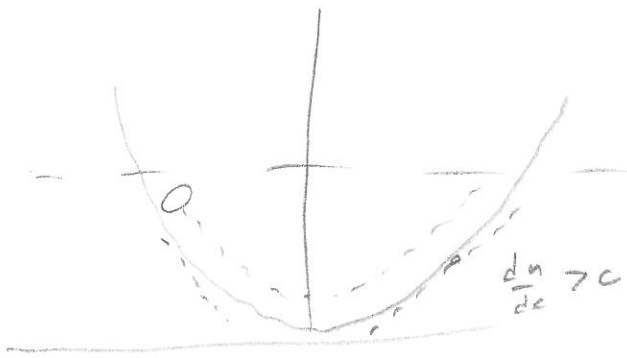
$$E_x \quad \vec{F} = -\frac{Gm_1 m_2}{x^2} \hat{i}$$

$$U = -\int F dx = Gm_1 m_2 \int \frac{1}{x^2} dx$$

$$U(x) = -\frac{Gm_1 m_2}{x}$$



$$F = -kx \quad x \in [-a, a]$$



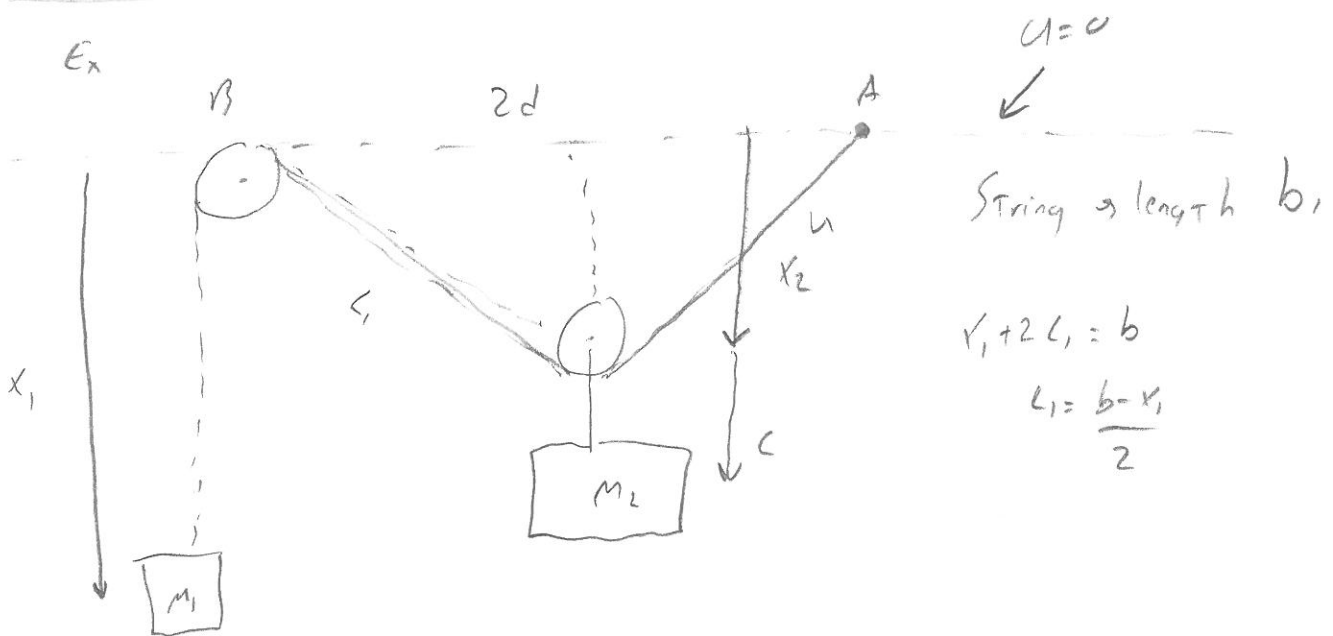
$$-F dx = dU$$

$$U = \frac{1}{2} kx^2$$

$$-\frac{dU}{dx} < 0 \quad \vec{F} \rightarrow$$

$$\frac{dU}{dx} < 0$$

$$-\frac{dU}{dx} > 0 \quad \vec{F} \rightarrow$$



$$U = 0$$

String  $\rightarrow$  length  $b$ ,

$$l_1 + 2l_2 = b$$

$$l_2 = \frac{b - l_1}{2}$$

$$U = -m_1 g x_1 - m_2 g (x_2 + c)$$



$$\left(\frac{b-x_1}{2}\right)^2 - d^2 = x_2^2$$

Equilibrium?

$$U = -m_1 g x_1 - m_2 g \sqrt{(b-x_1)^2/4 - d^2} - m_2 g c$$

$$\frac{dU}{dx_1} = 0 \quad -m_1 g - \frac{m_2 g}{2 \sqrt{(b-x_1)^2/4 - d^2}} \cdot \frac{2(b-x_1)(-1)}{4} = 0$$

$$-m_1 g + \frac{m_2 g (b-x_1)}{4 \sqrt{(b-x_1)^2/4 - d^2}} = 0$$

$$\frac{4m_1 g}{m_2 g} = \frac{b-x_1}{((b-x_1)^2/4 - d^2)^{1/2}}$$

$$\frac{16m_1^2}{m_2^2} = \frac{(b-x_1)^2}{\frac{(b-x_1)^2}{4} - d^2}$$

$$16m_1^2 \frac{(b-x_1)^2}{4} - 16m_1^2 d^2 = m_2^2 (b-x_1)^2$$

$$(4m_1^2 - m_2^2)(b-x_1)^2 = 16m_1^2 d^2$$

$$(b-x_1)^2 = \frac{16m_1^2 d^2}{4m_1^2 - m_2^2}$$

$$b - x_1 = \pm \frac{4m_1 d}{\sqrt{4m_1^2 - m_2^2}}$$

$$x_1 = b \mp \frac{4m_1 d}{\sqrt{4m_1^2 - m_2^2}}$$

not physical

only good

$$4m_1^2 - m_2^2 > 0$$



$$u'' = \frac{g(4m_1^2 - m_2^2)^{3/2}}{4m_1^2 d} \quad \text{but } 4m_1^2 - m_2^2 > 0$$

$\therefore u'' > 0$  and equilibrium is stable

Example:  $u(x) = \frac{-wd^2(x^2 + d^2)}{x^4 + 8d^4}$

Let  $y = \frac{x}{d} \rightarrow u(x) = \frac{-wd^2 \cdot d^2 \left( \frac{x^2}{d^2} + 1 \right)}{d^4 \left( \frac{x^4}{d^4} + 8 \right)}$

$$d^4 \left( \frac{x^4}{d^4} + 8 \right)$$

$$\frac{u(x)}{w} = - \frac{y^2 + 1}{y^4 + 8} = z(y) \quad \frac{dz}{dy} = \frac{d}{dy} (-1) (y^2 + 1) (y^4 + 8)^{-1}$$

$$\frac{dz}{dy} = (-1) \left[ 2y (y^4 + 8)^{-1} - (y^2 + 1) (y^4 + 8)^{-2} 4y^3 \right]$$

$$\frac{dz}{dy} = (-1) \left[ \frac{2y}{y^4 + 8} - \frac{4y^3 (y^2 + 1)}{(y^4 + 8)^2} \right] = 0$$

$$2y(y^4 + 8) = 4y^3(y^2 + 1) \rightarrow y = 0, \text{ is one}$$

$$y^4 + 8 = 2y^2(y^2 + 1)$$

$$y^4 + 8 = 2y^4 + 2y^2$$

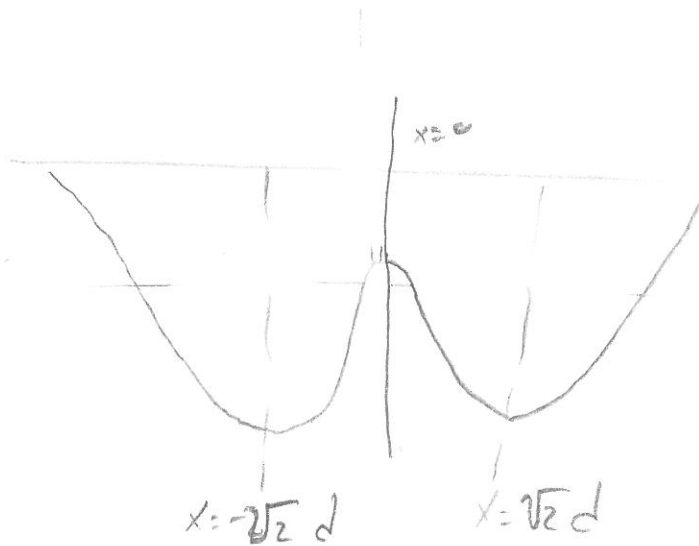
$$y^4 + 2y^2 - 8 = 0 \quad (y^2 + 4)(y^2 - 2) = 0$$

↑ imaginary

$$y = \pm \sqrt{2}, 0 \rightarrow \text{equilibrium}$$

$$y = \frac{x}{d} \quad x = \pm (2)^{1/2} d \text{ stable}$$

$$x = 0 \text{ unstable}$$



$$E = U(x) = U(\pm \sqrt{2}d, 0)$$

$$-\frac{W}{8} = U(\pm \sqrt{2}d, 0)$$

$$x = -\sqrt{2}d, +\sqrt{2}d, 0$$

Done (h, #2)

Read 6.1-6.4