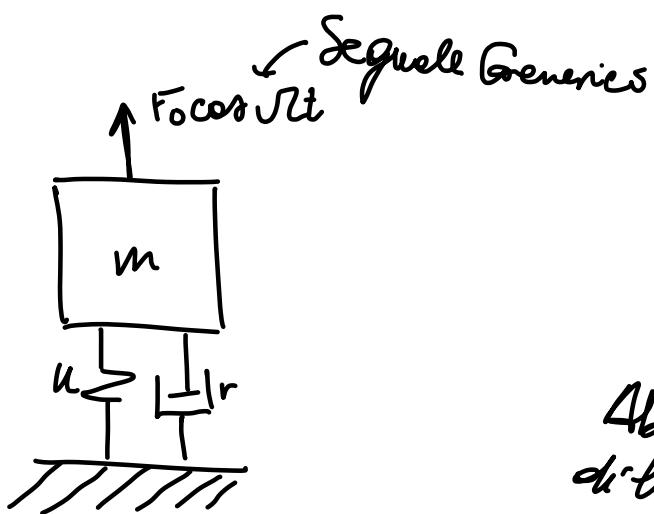


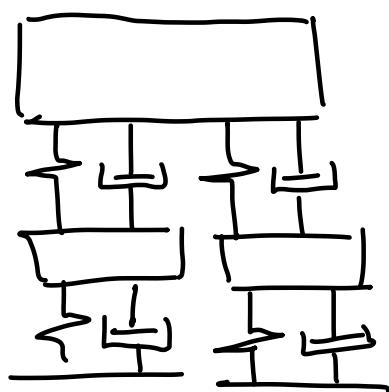
Esercitazione 21 - Vibrazioni



$r \rightarrow$ Assorbe

\hookrightarrow dissipare energia

Mecanismo più reale

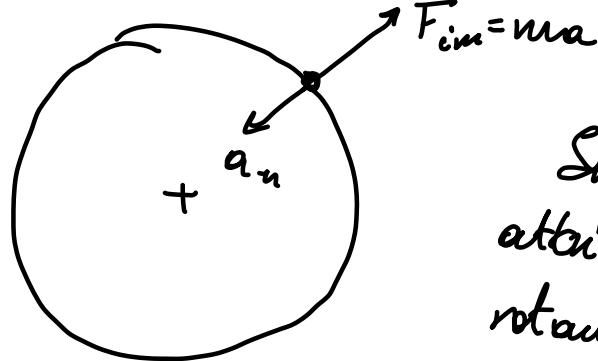


Abbiamo il solo grado di libertà in realtà i meccanismi hanno tanti corpi e più gradi di libertà

Il dissolto tra dell' r reale e in globiamo in r , per fare un modello più semplice

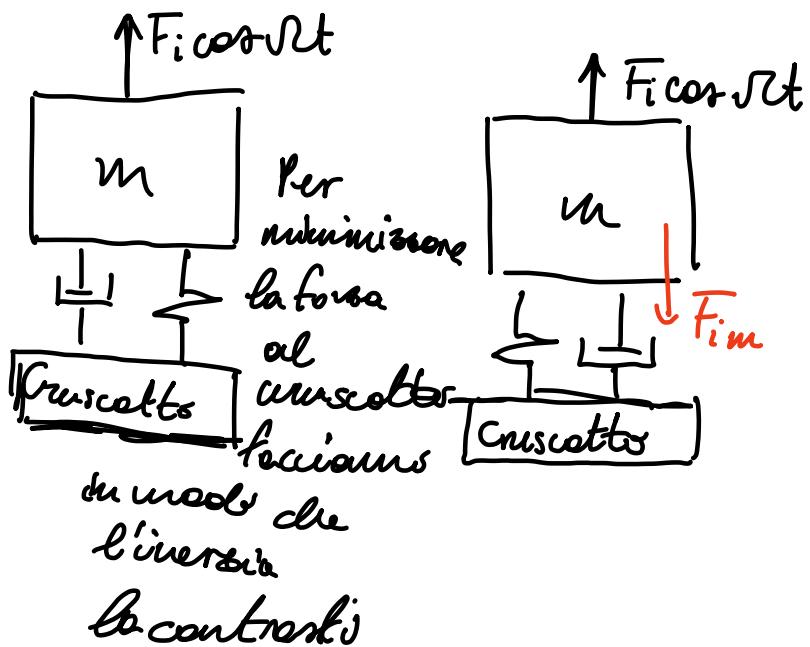
Per semplificare consideriamo sempre un sistema come lineare.
Applichiamo r lineare che dissipia lo stesso dell' r reale.

Consideriamo $\cos(\omega t)$ perché per esempio un motore genera forze di vibrazione che occorrono periodicamente

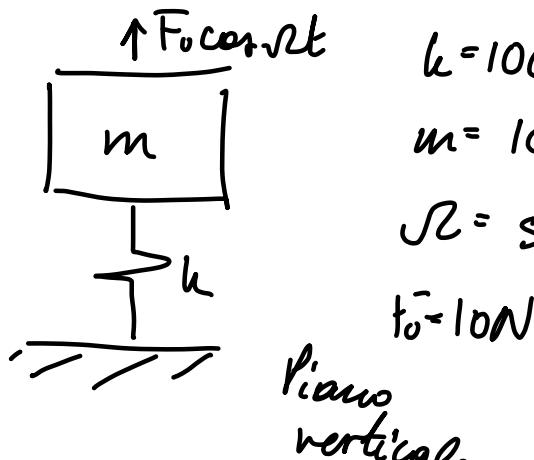


In genere $\cos(\omega t)$ è attribuito a forze d'inerzia rotanti.

Un altro esempio è nei ponti i cui sono investiti dal vento e periodicamente generano dei vertici.



Esercizio 2

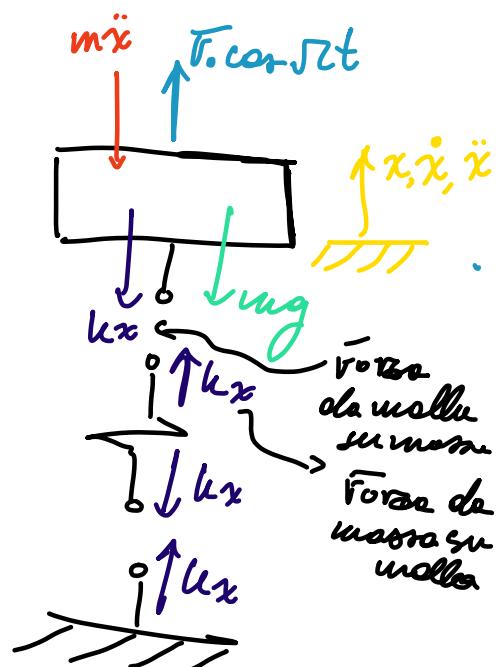


$$k = 1000 \text{ N/m}$$

$$m = 10 \text{ kg}$$

$$\mathcal{R} = 5 \frac{\text{rad}}{\text{s}}$$

$$F_0 = 10 \text{ N}$$



$$\sum F_v = 0$$

$$m\ddot{x} + k_x x + mg - F_{cos\sqrt{t}} = 0$$

Equazione $\rightarrow m\ddot{x} + k_x x = F_{cos\sqrt{t}} - mg$
differenziale di secondo ordine

da risolvere.
per $x(t)$

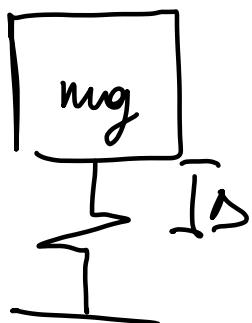
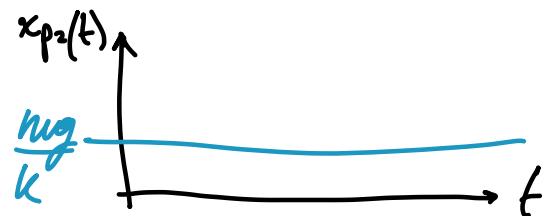
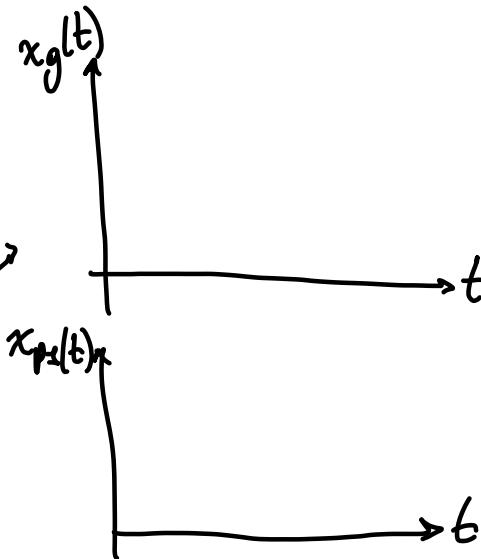
$$m\ddot{x} + kx = F_0 \cos \sqrt{k}t - mg$$

$$m\ddot{x}_g + kx_g = 0$$

$$m\ddot{x}_{ps} + kx_p = F_0 \cos \sqrt{k}t$$

$$m\ddot{x}_{pe} + kx_p = -mg$$

$$x(t) = x_g(t) + x_{ps}(t) + x_{pe}(t)$$



$$D = \frac{mg}{k}$$

si schiaccia di una sdelta
costante e non si

$$m\ddot{x}_{ps} + kx_{ps} = F_0 \cos \sqrt{k}t$$

$$x_{ps}(t) = C_1 \cos \sqrt{k}t + C_2 \sin \sqrt{k}t$$

\Rightarrow che la forzante angolica
il v. lus della vibrazione
la forzante non ha sin solo cor. quindi
rimane solo quelle

$$\dot{x}_{ps}(t) = -C_1 \sqrt{k} \sin \sqrt{k}t$$

$$\ddot{x}_{ps}(t) = -C_1 k^2 \cos \sqrt{k}t$$

$$-mC_1 \sqrt{\omega^2} \cos \sqrt{\omega t} + kC_1 \cos \sqrt{\omega t} = F_0 \cos \sqrt{\omega t}$$

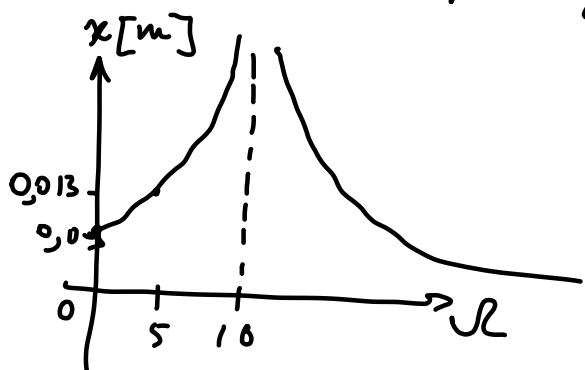
$$C_1(k - m\omega^2) = F_0$$

$$C_1 = \frac{F_0}{(k - m\omega^2)}$$

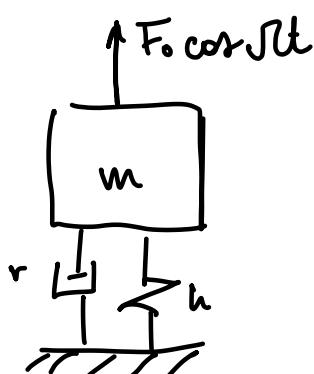
$$\Rightarrow x_{ps}(t) = \left(\frac{F_0}{k - m\omega^2} \right) \cos \sqrt{\omega t} \xrightarrow{\text{Ampresso di oscillazione } \approx \omega} = \frac{10}{1000 - 10 \cdot 5^2} = 0,013 \cos \sqrt{\omega t} = 13 \text{ mm} \cos \sqrt{\omega t}$$

Gli potremmo dare più significato graficamente

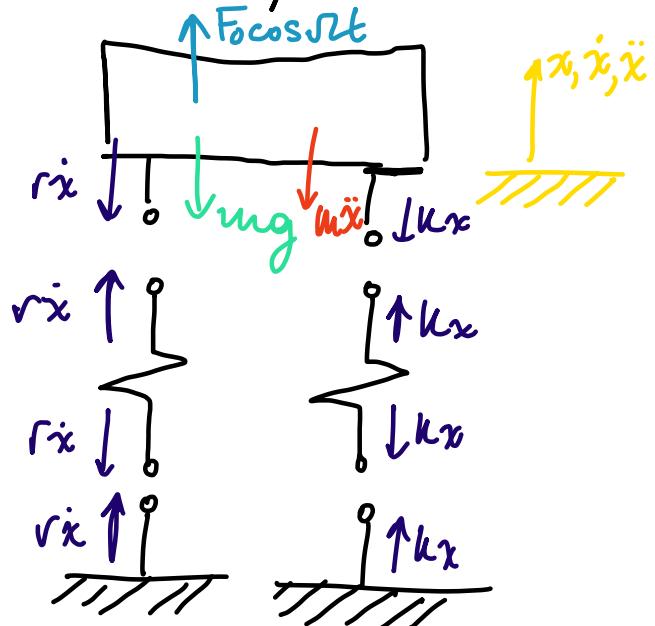
Infatti



Viene amplificata al più
alla sua frequenza
propria



$$\begin{aligned} k &= 1000 \text{ N/m} \\ m &= 10 \text{ kg} \\ \omega &= 5 \text{ rad/s} \\ r &= 100 \frac{\text{Ns}}{\text{m}} \\ F_0 &= 10 \text{ N} \end{aligned}$$



$$\sum F_v = 0$$

$$m\ddot{x} + r\dot{x} + kx + mg - F_0 \cos \sqrt{2}t = 0$$

$$m\ddot{x} + r\dot{x} + kx = F_0 \cos \sqrt{2}t - mg$$

$$x(t) = x_g(t) + x_{p1}(t) + x_{p2}(t)$$

$$\begin{cases} m\ddot{x}_g + r\dot{x}_g + kx_g = 0 & \text{Ona germe associata} \\ m\ddot{x}_{p2} + r\dot{x}_{p2} + kx_{p2} = F_0 \cos \sqrt{2}t \\ m\ddot{x}_{p2} + r\dot{x}_{p2} + kx_{p2} = -mg \end{cases}$$

$$m\ddot{x}_{p2} + r\dot{x}_{p2} + kx_{p2} = F_0 \cos \sqrt{2}t$$

$$x_{p2}(t) = C_1 \cos \sqrt{2}t$$

$$= X \cos(\sqrt{2}t - \varphi)$$

$$\dot{x}_{p2} = -X \sqrt{2} \sin(\sqrt{2}t - \varphi)$$

$$\ddot{x}_{p2} = -X \sqrt{2}^2 \cos(\sqrt{2}t - \varphi)$$

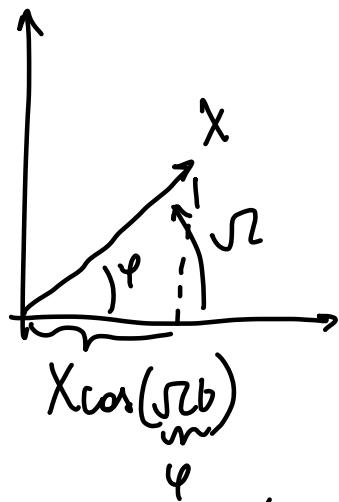
$$-mX \sqrt{2}^2 \cos(\sqrt{2}t - \varphi) - rX \sqrt{2} \sin(\sqrt{2}t - \varphi) + kX \cos(\sqrt{2}t - \varphi) \cdot F_0 \cos \sqrt{2}t = 0$$

$$\sqrt{2}t - \varphi = \sqrt{2}\tau \quad \sqrt{2}t = \sqrt{2}\tau + \varphi$$

$$F_0 \cos(\sqrt{2}\tau + \varphi) - kX \cos \sqrt{2}t + rX \sqrt{2} \sin \sqrt{2}\tau + mX \sqrt{2}^2 \cos \sqrt{2}t = 0$$

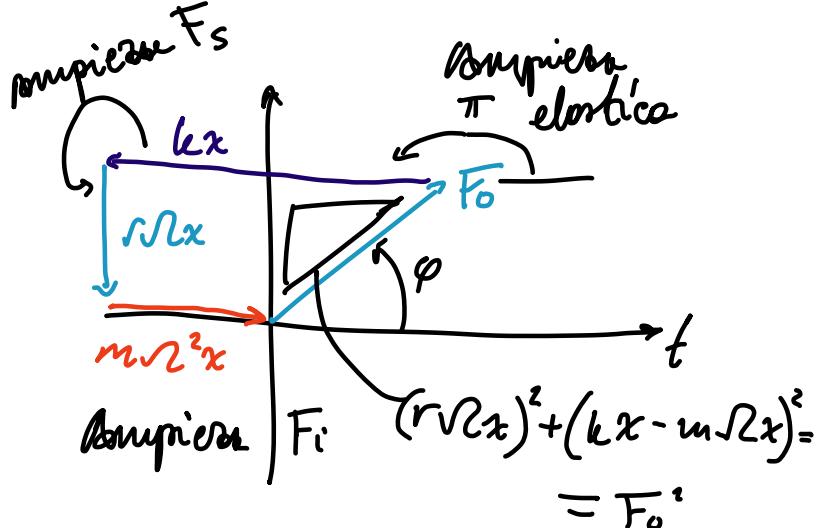
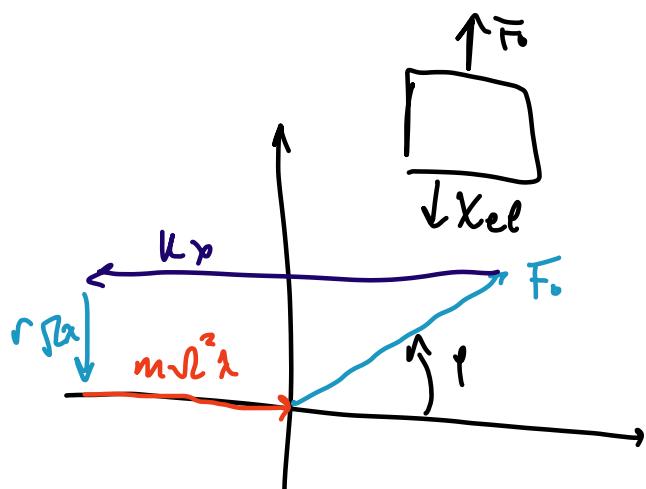
$$F_0 \cos(\sqrt{2}\tau + \varphi) + kX \cos(\sqrt{2}\tau + \pi) + rX \cos(\sqrt{2}\tau + \frac{3}{2}\pi) + mX \sqrt{2}^2 \cos \sqrt{2}t = 0$$

$X \cos \sqrt{b} t$

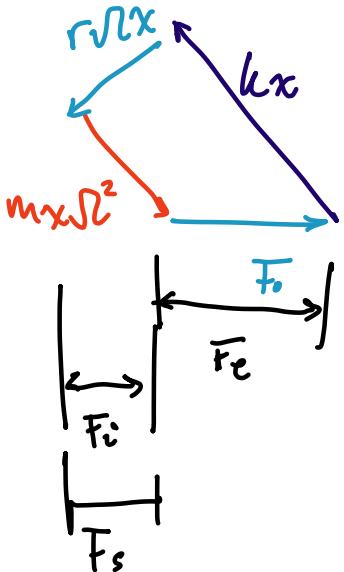


Come abbiamo visto i toroni

F_0 è un vettore
che sta rotando
ed ha risposte
diverse dipendendo da

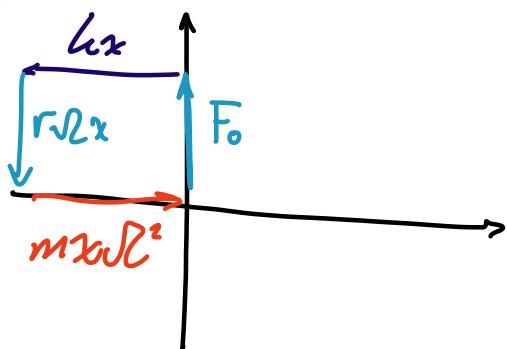


$$X^2 [(k - m\sqrt{2}^2) + (r\sqrt{2})^2] = F_0^2$$



$$X = \frac{F_0}{\sqrt{(k - m\sqrt{2}^2)^2 + (r\sqrt{2})^2}}$$

da condizione di
resonanza è $\phi = \phi_0$



Supponiamo la n'oscillazione

