

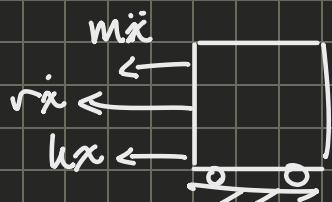
Lesson 4 -

(We will look at what to do with the linearized equation
 (we linearize around
 the equilibrium position))
 ↳ Add to last notes

We are taking the system:



Dynamic equilibrium



Free motion

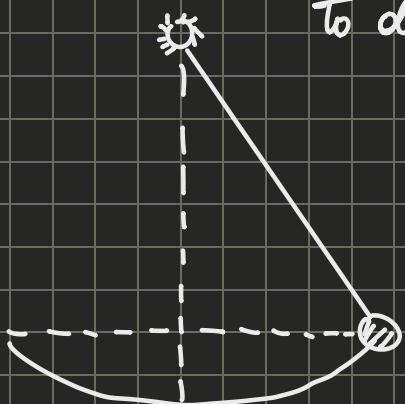
Equation of motion
 without force.

$$m\ddot{x} + r\dot{x} + lx = 0$$

To define the motion we need to define the initial conditions.

$$\begin{cases} \theta(0) = \theta_0 \\ \dot{\theta}(0) = \omega_0 \end{cases}$$

since we need to solve the differential.



The equation we know: $\ddot{\theta} + k_\tau \theta = 0$

With the initial condition

$$\begin{cases} \theta(0) = \theta_0 \\ \dot{\theta}(0) = 0 \end{cases}$$

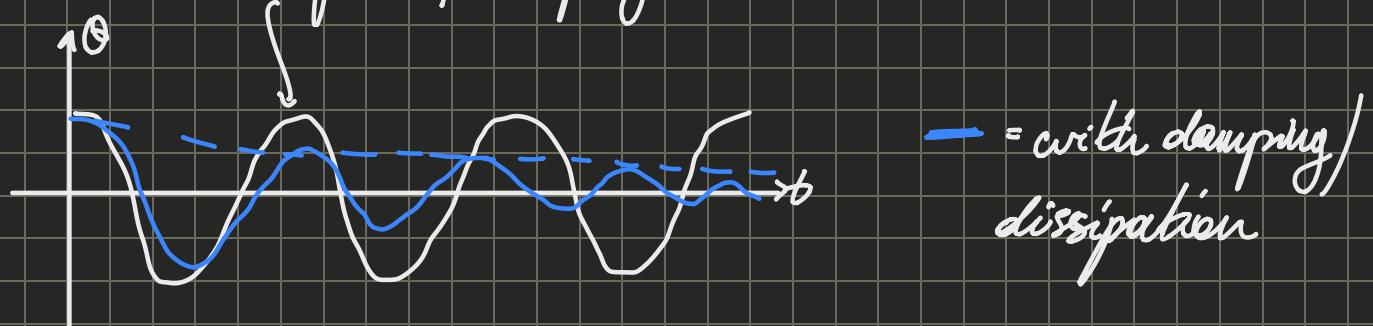
→ we put work to deviate the system from it's equilibrium.

This work becomes stored in the potential energy of the system which in this case is mgh_0 , while the kinetic energy is 0.

At the lowest point, all the potential energy is that of kinetic energy, and then back.

If there is no dissipation we have perpetual motion.

Without dissipation / damping.



Every cycle the mechanical energy reduces.

or free motion

Equation without damping or force:

$$m\ddot{x} + kx = 0 \rightarrow (\lambda^2 m + k)x_0 e^{\lambda t} = 0$$

True for every t

The tentative solution is:

$$x(t) = x_0 e^{\lambda t}$$

$$\dot{x}(t) = \lambda x_0 e^{\lambda t}$$

$$\ddot{x}(t) = \lambda^2 x_0 e^{\lambda t}$$

The solution $x_0 = 0 \Rightarrow$ static solution

$$\text{The other } \lambda^2 m + k = 0 \Rightarrow \lambda^2 = -\frac{k}{m}$$

$$\Rightarrow \lambda_{1,2} = \pm i \sqrt{\frac{k}{m}} = \pm i\omega_0$$

rad
s

$\omega_0 \rightarrow$ circular frequency, it's a mechanical property since it's linked to the system and in no way to the initial condition.

High mass \Rightarrow low frequency. Higher stiffness are higher frequency.

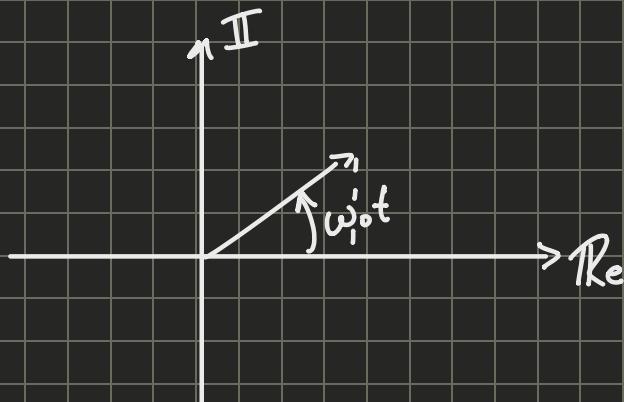
Substituting 1

$$x(t) = x_1 e^{i\omega t} + x_2 e^{-i\omega t}$$

To find x_1 and x_2 we need to use the initial condition.

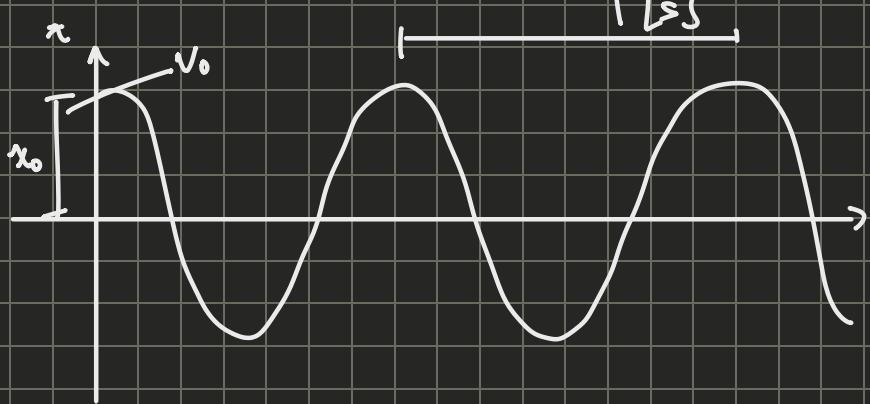
$$x(t) = A \cos(\omega_0 t + \varphi)$$

\hookrightarrow Amplitude \hookrightarrow phase



We can see the vibration
as a rotation on the gauss plane

So we get the time history as:



$$T = \frac{2\pi}{\omega_0}$$

\overbrace{T} period

$$T = \frac{1}{f}$$

\overbrace{f} natural frequency

$$f = [Hz] = [\frac{1}{s}]$$

We can change A but T is always the same if T is the same

System with damping

$$\begin{cases} x(0) = x_0 \\ \dot{x}(0) = v_0 \end{cases}$$

$$(\lambda^2 m + \lambda r + k) x_0 e^{\lambda t} = 0 \rightarrow x_0 = 0 \Rightarrow \text{static}$$

Other solution $\lambda^2 m + \lambda r + k = 0$

$$\lambda^2 + \lambda \frac{r}{m} + \frac{k}{m} = 0$$

$$\lambda_{1,2} = -\frac{r}{2m} \pm \sqrt{\left(\frac{r}{2m}\right)^2 - \omega_0^2}$$

Different solutions:

$$-\Delta=0 \rightarrow \text{where } \frac{r}{2m} = \omega_0 \Rightarrow r = 2m\omega_0$$

↳ we once again get a mechanical solution to the system.

$$\Rightarrow r_{\text{crit}} = 2m\omega_0$$

$$\frac{r}{r_{\text{crit}}} = h \rightarrow \text{to define something dimensionless}$$

$$\begin{aligned} \lambda_{1,2} &= -\frac{rw_0}{2mw_0} \pm \sqrt{\left(\frac{rw_0}{2mw_0}\right)^2 - \omega_0^2} \\ &= -hw_0 \pm \sqrt{h^2w_0^2 - w_0^2} \\ &= w_0(-h \pm \sqrt{h^2 - 1}) \end{aligned}$$

$\Rightarrow \lambda$ can relate to relationship between the real damping and the critical damping.

$$\Rightarrow \Delta > 0 \quad h > 1 \Rightarrow r > r_{\text{crit}}$$

$$\Delta = 0 \quad h = 1 \Rightarrow r = r_{\text{crit}}$$

$$\Delta < 0 \quad h < 1 \Rightarrow r < r_{\text{crit}}$$

Let's start solving

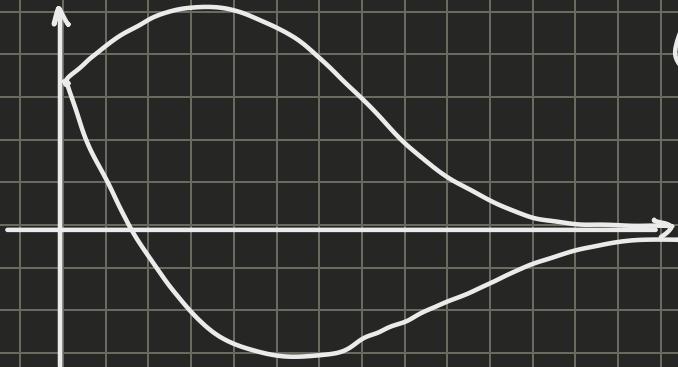
$\Delta > 0 \Rightarrow h > 1$, there is so much damping that it's more than r_{crit}

$$\Rightarrow \lambda_1, \lambda_2 \in \mathbb{R}^-$$

Our solution is therefore:

$$x(t) = x_1 e^{\lambda_1 t} + x_2 e^{\lambda_2 t}$$

for $t \rightarrow \infty$, since $\lambda_1, \lambda_2 < 0 \Rightarrow x(t) \rightarrow 0$



The system will tend to 0, without oscillation, and will cross the 0 line at most once.

The system will directly go to the equilibrium position. We don't care for these since they are not vibrations

$$\Delta = 0, h = 1, r = r_{\text{crit}}$$

$$\Rightarrow \lambda_1 = \lambda_2 = -h\omega_0$$

$x(t) = x_1 t e^{\lambda t} + x_2 e^{\lambda t} \rightarrow$ among all the solutions it's the fastest to go to equilibrium position.

$$\Delta < 0, h < 1, r < r_{\text{crit}}$$

$$\lambda_1, \lambda_2 = -\alpha \pm i\omega$$

$\omega \neq \omega_0$ mathematically, $= \omega_0$ engineering wise.

$$\omega_0 \sqrt{\mu^2 - 1}$$

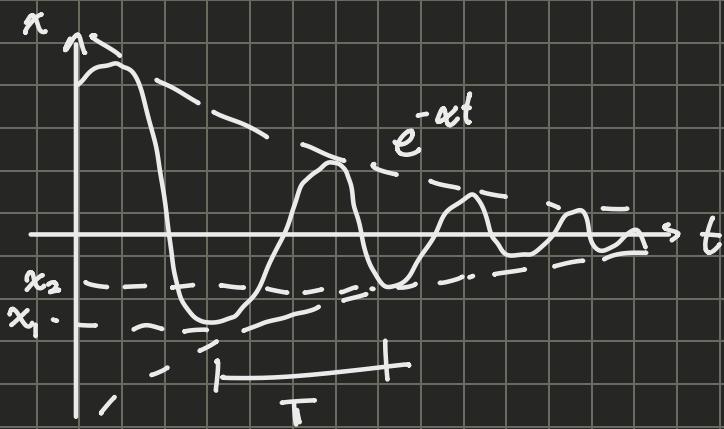
↳ since $\mu < 1$, we can confuse ω and ω_0

$$x(t) = x_1 e^{(-\alpha + i\omega_0)t} + x_2 e^{(-\alpha - i\omega_0)t}$$

Manipulating it we get

$$x(t) = e^{-\alpha t} \underbrace{\left(x_1 e^{i\omega_0 t} + x_2 e^{-i\omega_0 t} \right)}_{\text{Solution for the undamped system}}$$

This causes the damping, modulating $x(t)$



It takes a number of what time to return to equilibrium.

Damping is difficult to define, since it's the combination of many factors.

Brake dampers work by making porous plate pass through oil.

The damping is usually not constant since it itself is dependent on x , and also many other factors.

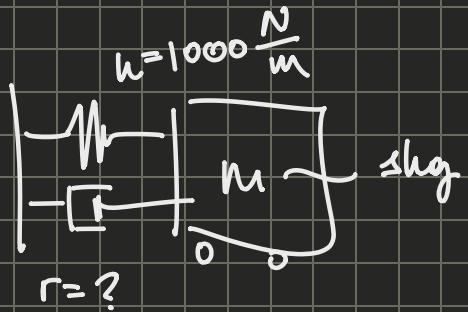
In many cases $\mu \ll 1$

Every mechanical system has its own natural frequency which is a property of the mechanical system.

Mechanical systems also have a sort, the real damping on the mechanical system.

To get the free motion we need to define $x(0)$ and $\dot{x}(0)$

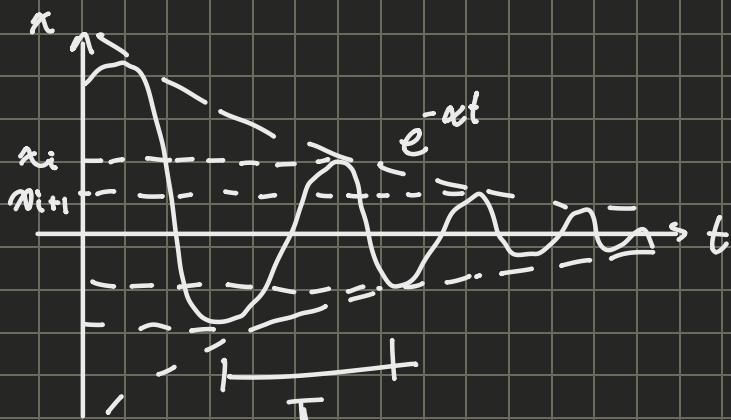
Damping is difficult to define so it's also hard to find.



How do we get r ? Assuming $b < \omega_0$

$$x(t) = |X| e^{-\frac{b}{m} \omega_0 t} \cos(\omega_0 t + \phi)$$

If we know T , and x_1 and x_2



$$\begin{aligned} S &= \frac{x_t}{x_{t+T}} = \ln \left(\frac{x_t}{x_{t+T}} \right) = \ln \left(\frac{|x_t| e^{-\frac{b}{m} \omega_0 t} \cos(\omega_0 t + \phi)}{|x_{t+T}| e^{-\frac{b}{m} \omega_0 (t+T)} \cos(\omega_0 (t+T) + \phi)} \right) \\ &= \ln \left(e^{\frac{b}{m} \omega_0 T} \right) \end{aligned}$$

$$\delta = b \omega_0 T \Rightarrow b = \frac{\delta}{\omega_0 T} = \frac{\delta}{2\pi}$$

In reality we do an average over more peaks so to have less measurement error.