

$$\ddot{x} = \alpha x \quad \text{First, Ansatz is } x(t) = A \cdot e^{\lambda t}$$

$$A\alpha^2 e^{\lambda t} = A\lambda^2 e^{\lambda t}$$

$$\lambda = \pm \sqrt{a} \Rightarrow x(t) = A e^{\sqrt{a}t} + B e^{-\sqrt{a}t} \quad (\text{general solution})$$

From here we have two choices.

if  $a < 0 \Rightarrow$  more physical system (SHO)

Then, we can define smth like  $\omega^2 = -a$

$$\lambda = \pm \sqrt{-\omega^2} = |\pm \omega i| \Rightarrow x(t) = A e^{i\omega t} + B e^{-i\omega t}$$

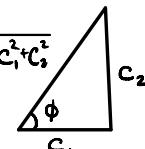
$$\text{Using } e^{i\theta} = \cos(\theta) + i\sin(\theta)$$

even      odd functions

$$\text{we get } A(\cos(\omega t) + i\sin(\omega t)) + B(\cos(\omega t) - i\sin(\omega t))$$

$$x(t) = C_1 \cos(\omega t) + C_2 \sin(\omega t) \Rightarrow \text{fully "Real" equation.}$$

From here, we can "dance" further:  $A = \sqrt{C_1^2 + C_2^2}$



$$x(t) = A \cdot (\cos\phi \cos\omega t + \sin\phi \sin\omega t)$$

$$\cos\phi = \frac{C_1}{A}$$

$$② \text{ if } a > 0 \text{ (less physical case)} \Rightarrow \lambda^2 = a \Rightarrow x(t) = A e^{+at} + B e^{-at}.$$

$$\hookrightarrow x(t) = C \cosh(at) + D \sinh(at) \quad \& \quad C_2 \cosh(at + \phi)$$

For  $\ddot{x} + 2\gamma \dot{x} + \alpha x = 0$  Ansatz:  $x(t) = A \cdot e^{\lambda t}$

$$A\dot{\lambda}e^{\lambda t} + 2\gamma A\lambda e^{\lambda t} + \alpha A e^{\lambda t} = 0 \Rightarrow \lambda^2 + 2\gamma\lambda + \alpha = 0$$

$$D: 4\gamma^2 - 4 \cdot \alpha = 4(\gamma^2 - \alpha) \Rightarrow \lambda_{1,2} = \frac{-2\gamma \pm \sqrt{4\gamma^2 - \alpha}}{2} = -\gamma \pm \sqrt{\gamma^2 - \alpha}$$

$$x(t) = A e^{(-\gamma + \sqrt{\gamma^2 - \alpha})t} + B e^{(-\gamma - \sqrt{\gamma^2 - \alpha})t} = e^{-\gamma t} \cdot (A e^{\sqrt{\gamma^2 - \alpha} t} + B e^{-\sqrt{\gamma^2 - \alpha} t})$$

$$\text{where } \Omega^2 = \gamma^2 - \alpha$$

### Simple harmonic Motion

$$-Kx = m\ddot{x} \Rightarrow \ddot{x} + \frac{K}{m}x = 0 \quad \text{we solved it already!}$$

$$x(t) = A \cos \omega t + B \sin \omega t, \text{ where } \omega = \sqrt{\frac{K}{m}}$$

$$A = x_0$$

$$B = \frac{v_0}{\omega}$$

### Damped SHM

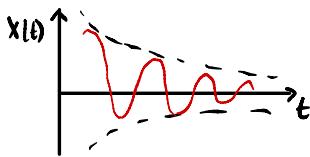
$$m\ddot{x} + b\dot{x} + Kx = 0 \Rightarrow \ddot{x} + \frac{b}{m}\dot{x} + \frac{K}{m}x = 0, \quad 2\gamma \equiv \frac{b}{m} \quad \underline{\underline{\omega^2 \equiv \frac{K}{m}}}$$

We know the solution:  $x(t) = e^{-\gamma t} (A e^{\sqrt{\gamma^2 - \omega^2} t} + B e^{-\sqrt{\gamma^2 - \omega^2} t})$   
 with  $\Omega \equiv \sqrt{\gamma^2 - \omega^2}$

Depending on  $\gamma \? \omega$  ( $>$ ,  $<$ ,  $=$ ) we have 3 cases.

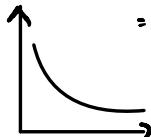
**Underdamping:**  $\gamma < \omega \Rightarrow \Omega$  is imaginary.

$$\tilde{\omega} \equiv \omega^2 - \gamma^2 \Rightarrow \Omega = \tilde{\omega} i \Rightarrow x(t) = C \cdot e^{-\gamma t} \cdot \cos(\tilde{\omega} t + \phi)$$



**Overshooting**  $\Rightarrow \underline{\omega}$  is real  $\Rightarrow \underline{\omega} = \sqrt{\gamma^2 - \omega^2}$ ,  $\gamma > \omega$

$$x(t) = e^{-\gamma t} (A e^{\underline{\omega} t} + B e^{-\underline{\omega} t}) \rightarrow \text{just goes to zero with large } t.$$
$$= A \cdot e^{-(\gamma - \underline{\omega})t} \quad \underline{\gamma - \sqrt{\gamma^2 - \omega^2}} > 0, \text{ so } x(t) \rightarrow 0 \text{ for } t \rightarrow \infty$$



This makes sense.  $\gamma > \omega$  means damping wins.

**Critical damping**  $\underline{\omega}^2 = 0$ . Our initial  $x(t)$  solution is not valid! The real solution has  $+t \cdot e^{-\gamma t}$

$$x(t) = e^{-\omega t} (C + t) \rightarrow \text{fastest to go to zero}$$

Compare it to Under/Overshadowed cases for a fixed  $\omega$ .