

Last time:

2nd order linear ODE with constant coeff

$$ay'' + by' + cy = \gamma(x)$$

→ we have learned how to solve a
homogeneous 2nd order ODE

$$ay'' + by' + cy = 0$$

steps for solving $ay'' + by' + cy = 0$

→ auxiliary eqⁿ

$$a\lambda^2 + b\lambda + c = 0$$

real distinct
roots

λ_1 λ_2

$$y = C_1 e^{\lambda_1 x} + C_2 e^{\lambda_2 x}$$

real & repeated
roots

λ

$$y = C_1 e^{\lambda x} + C_2 x e^{\lambda x}$$

roots are
complex

$$\lambda = \alpha \pm i\beta$$

$$y = e^{\alpha x} [C_1 \cos \beta x + C_2 \sin \beta x]$$

Initial Value Problem in the Case of Distinct Real Roots

Solve the initial value problem

$$y'' + y' - 2y = 0, \quad \underline{y(0) = 4, \quad y'(0) = -5.}$$

aux eqⁿ: $d^2 + d - 2 = 0$
 $(d+2)(d-1) = 0$
 $d = -2, 1$

↓
use these to
get C_1, C_2

general solⁿ: $y = C_1 e^{-2x} + C_2 e^x$
 $y' = -2C_1 e^{-2x} + C_2 e^x$

→ Particular solⁿ:

$$\boxed{y = 3e^{-2x} + e^x}$$

$$\begin{array}{l} C_1 + C_2 = 4 \\ -2C_1 + C_2 = -5 \end{array}$$

$$C_1 = 3$$

$$C_2 = 1$$

Initial Value Problem in the Case of a Double Root

Solve the initial value problem

$$y'' + y' + 0.25y = 0, \quad y(0) = 3.0, \quad y'(0) = -3.5.$$

$$d^2 + d + \frac{1}{4} = 0$$

$$4d^2 + 4d + 1 = 0$$

$$(2d+1)^2 = 0$$

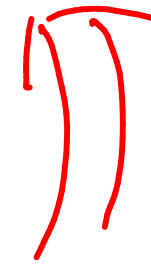
$$d = -\frac{1}{2}$$

general solⁿ:

$$y = c_1 e^{-x/2} + c_2 x e^{-x/2} \Big|_{x=0}$$

$$y' = -\frac{c_1}{2} e^{-x/2} + c_2 \left[-\frac{x}{2} e^{-x/2} + e^{-x/2} \right] \Big|_{x=0} = -3.5$$

$$\begin{cases} c_1 = 3 \\ c_2 = -2 \end{cases}$$



$$= 3$$

Complex Roots. Initial Value Problem

Solve the initial value problem

$$y'' + 0.4y' + 9.04y = 0, \quad y(0) = 0, \quad y'(0) = 3.$$

$$\lambda^2 + 0.4\lambda + 9.04 = 0$$

$$\lambda = \frac{-0.4 \pm \sqrt{(0.4)^2 - 4 \cdot (9.04)}}{2} = \frac{-0.4 \pm \sqrt{-36}}{2}$$

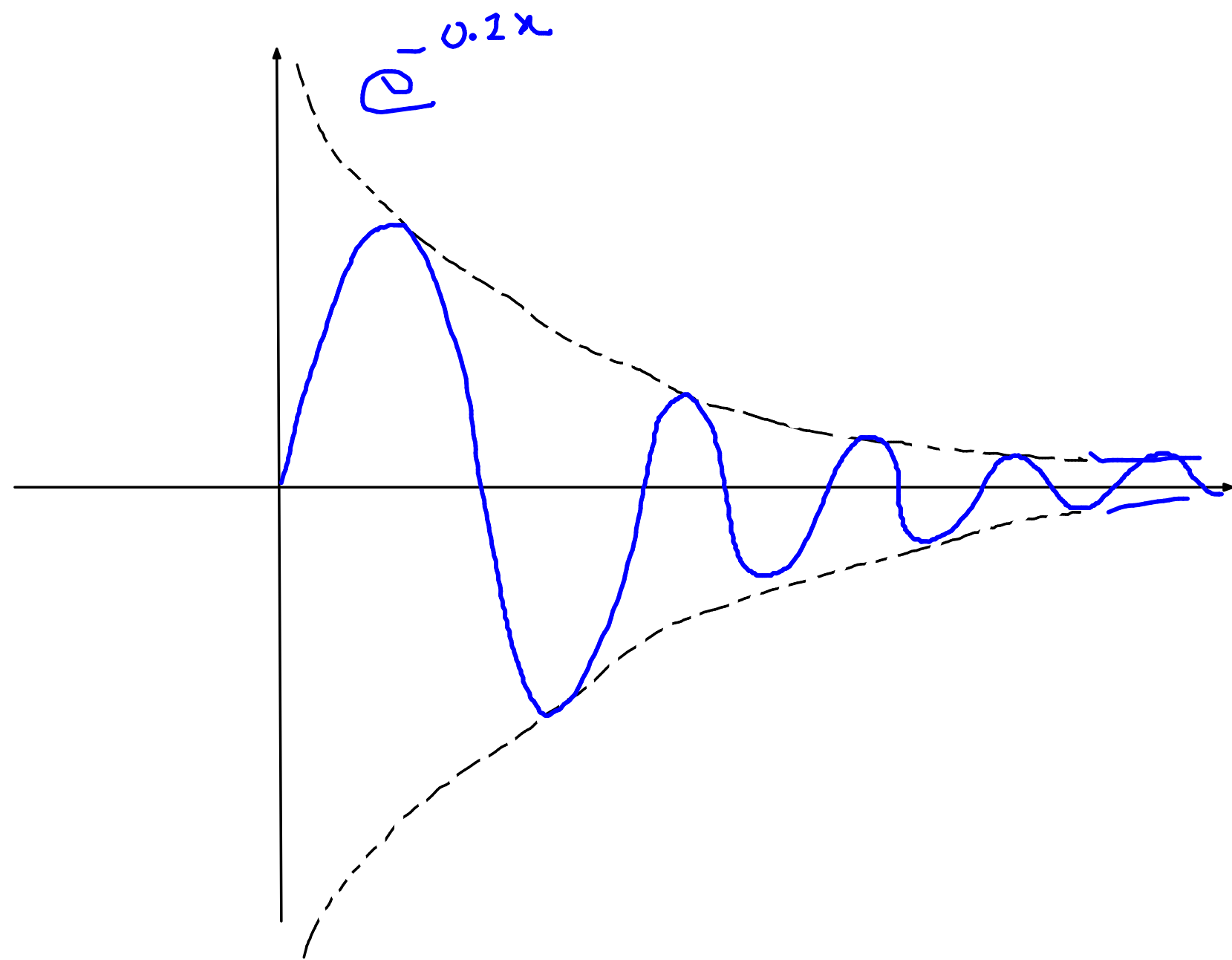
$$= -0.2 \pm 3i$$

$$y = e^{-0.2x} [C_1 \cos 3x + C_2 \sin 3x]$$

$$y(0) = 0 \quad \rightarrow \quad C_1 = 0$$

$$y'(0) = 3 \quad \rightarrow \quad 3C_2 - 0.2C_1 = 3 \quad \Rightarrow C_2 = 1$$

$$y = e^{-0.2x} \sin 3x \quad \text{graph ??}$$



Summary of Cases I–III

Case	Roots of (2)	Basis of (1)	General Solution of (1)
I	Distinct real λ_1, λ_2	$e^{\lambda_1 x}, e^{\lambda_2 x}$	$y = c_1 e^{\lambda_1 x} + c_2 e^{\lambda_2 x}$
II	Real double root $\lambda = -\frac{1}{2}a$	$e^{-ax/2}, xe^{-ax/2}$	$y = (c_1 + c_2 x)e^{-ax/2}$
III	Complex conjugate $\lambda_1 = -\frac{1}{2}a + i\omega,$ $\lambda_2 = -\frac{1}{2}a - i\omega$	$e^{-ax/2} \cos \omega x$ $e^{-ax/2} \sin \omega x$	$y = e^{-ax/2}(A \cos \omega x + B \sin \omega x)$

2.4 Modeling of Free Oscillations of a Mass–Spring System

Detailed application
& analysis of mechanical

using 2nd order ODEs

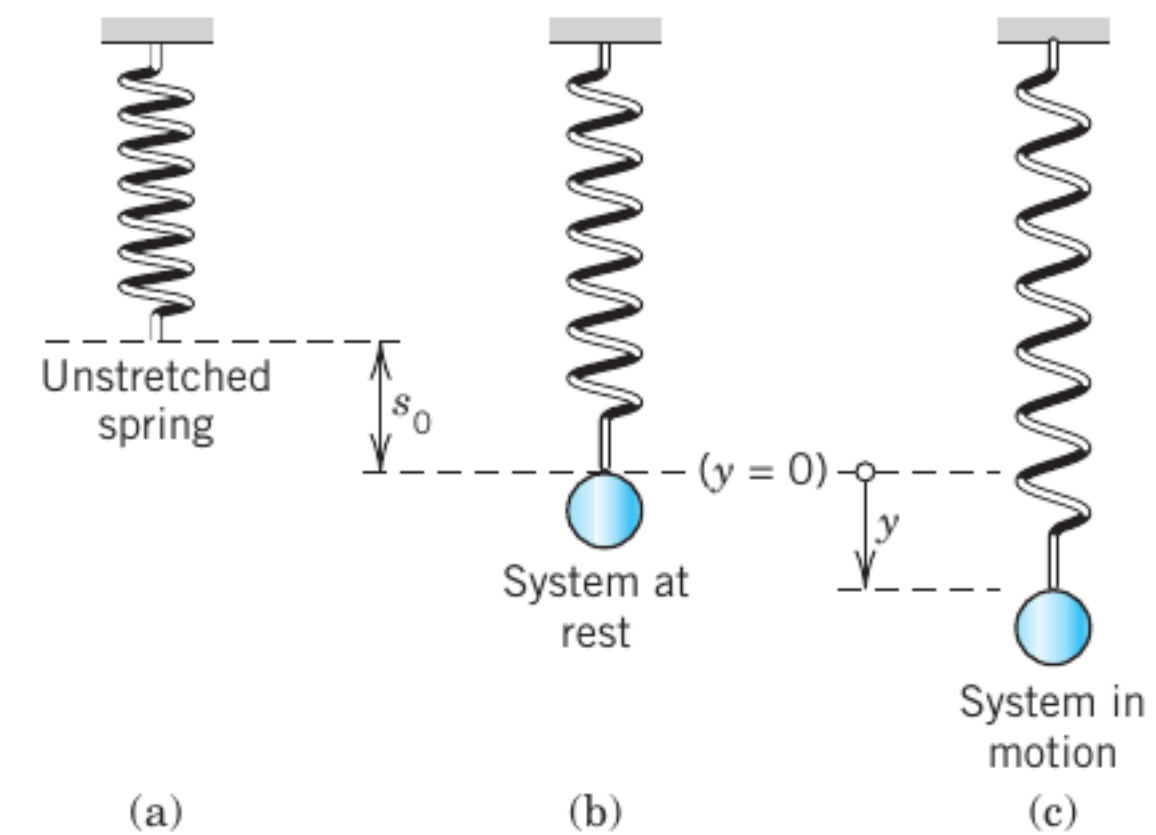


Fig. 33. Mechanical mass–spring system vibration

2.4 Modeling of Free Oscillations of a Mass-Spring System

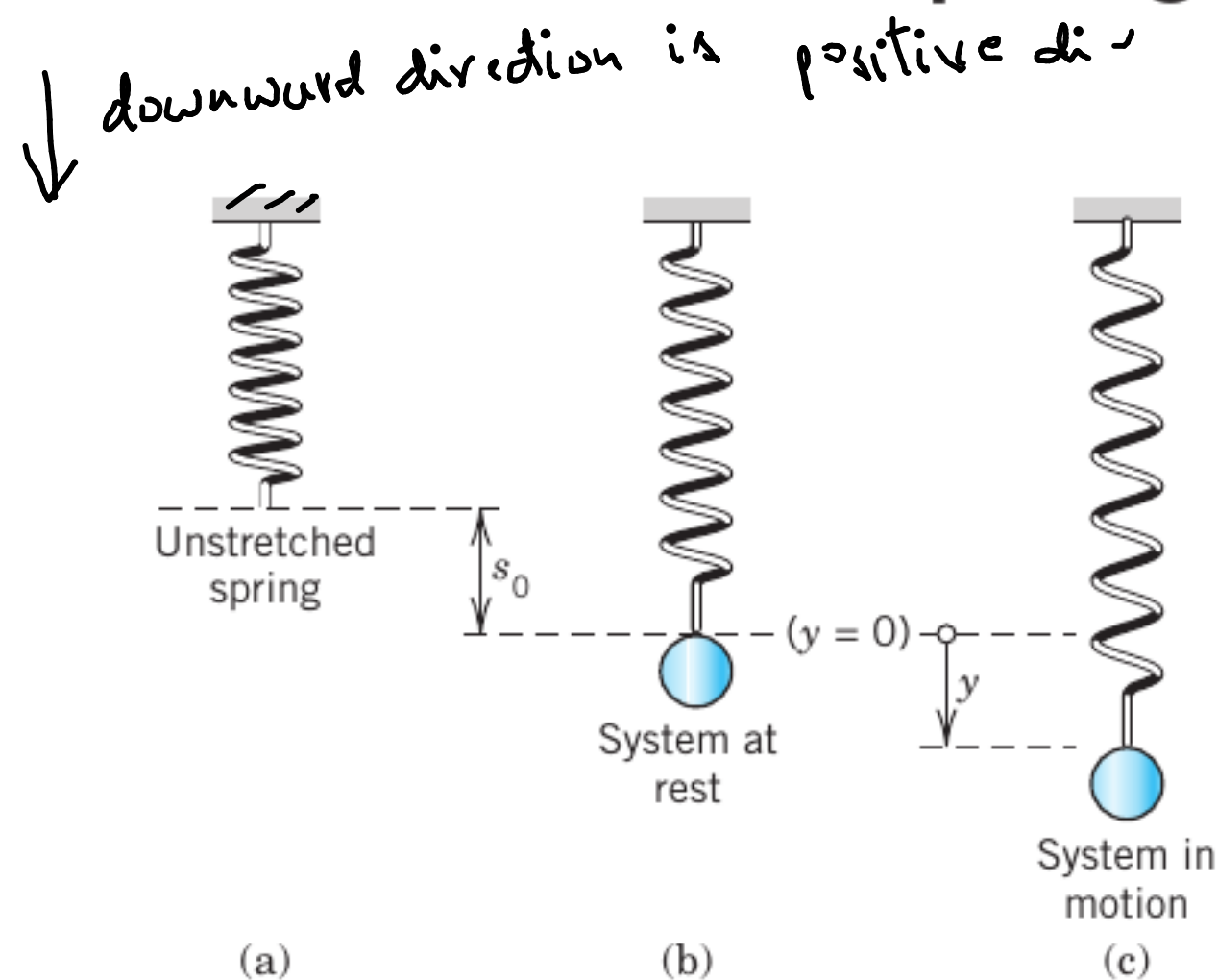


Fig. 33. Mechanical mass-spring system

$y(t)$: position of the body from equilibrium position at time t

↓ eqⁿ for $y(t)$

$$m \frac{d^2 y}{dt^2} = \text{net force on the body at time } t$$

$$m \frac{d^2 y}{dt^2} = \text{gravity} + \text{spring force} + \text{damping}$$

$$m \frac{d^2 y}{dt^2} = mg - k(y + s_0) - c \frac{dy}{dt}$$

$$m \frac{d^2 y}{dt^2} + c \frac{dy}{dt} + ky = \underbrace{mg - kS_0}_{=0} \quad \text{why??} \quad \left[\begin{array}{l} \text{So is the} \\ \text{equilibrium} \\ \text{stretch} \end{array} \right.$$

we see that $y(t)$ satisfied a homogenous
and order ODE

$$m \frac{d^2 y}{dt^2} + c \frac{dy}{dt} + ky = 0$$

$$m \frac{d^2 y}{dt^2} + c \frac{dy}{dt} + k y = 0$$

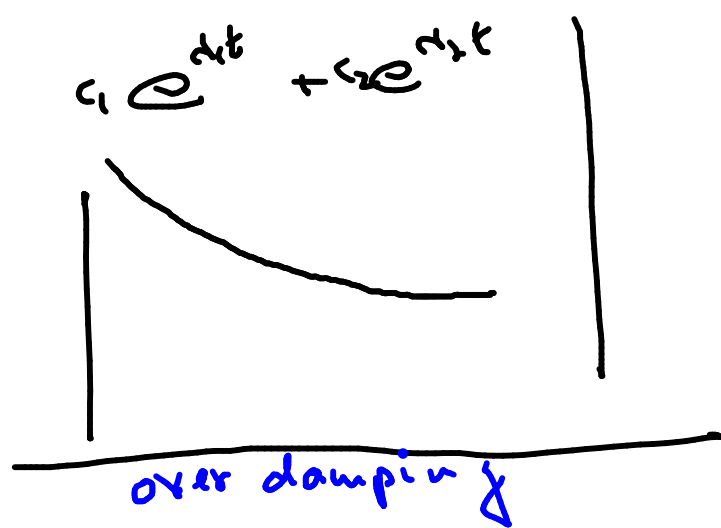
how much minimum damping you need to avoid oscillation

→ aux eqⁿ: $m d^2 + c d + k = 0$

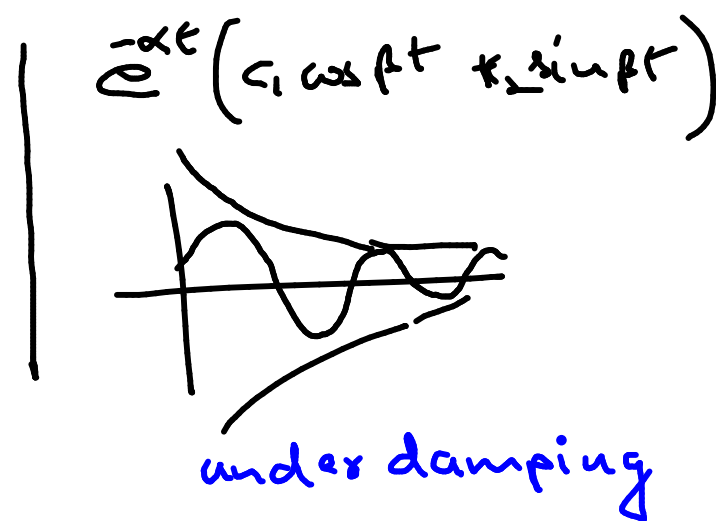
$$d = \frac{-c \pm \sqrt{c^2 - 4mk}}{2m}$$

$$c^2 > 4mk$$

$$\downarrow \text{ if } c^2 < 4mk$$



critical damping



Initial Value Problem in the Case of a Double Root

Solve the initial value problem

$$y'' + y' + 0.25y = 0, \quad y(0) = 3.0, \quad y'(0) = -3.5.$$

Q. is it over damped / underdamped / critical damped case

$m = 1$ $c = 1$ $k = 0.25$

$c^2 = 4mk$ critical damping

Q. verify the behaviour in the simulation app.

EXAMPLE 2 The Three Cases of Damped Motion

