Math Models, Spring 2016: HW 4

Note that some problems or parts of problems may not be graded.

1. In class, we derived the governing equation for the motion of a bead sliding on a rotating hoop. We assumed the hoop was circular. Here we derive the governing equation for the motion of a bead sliding on a rotating hoop but assume instead that the hoop is elliptic. Specifically, we assume that the shape of the hoop is described by the equation

(1)
$$\frac{x^2}{c^2} + \frac{y^2}{d^2} = 1.$$

(a) As we did in class, we set up our coordinates with \mathbf{i} pointing straight down, so that \mathbf{j} and \mathbf{k} define a horizontal plane. The hoop rotates around the x-axis with the center of the ellipse at the origin. We define

$$\lambda_1(\beta) = \cos(\beta)\mathbf{k} + \sin(\beta)\mathbf{j}, \quad \lambda_2(\beta) = -\sin(\beta)\mathbf{k} + \cos(\beta)\mathbf{j}.$$

We assume that at time t the hoop is contained in the plane defined by \mathbf{i} and $\lambda_1(\omega t)$. We let $\mathbf{p}(t)$ denote the position vector for the bead at time t. Show that

(2)
$$\mathbf{p}(t) = c\cos(\phi(t))\mathbf{i} + d\sin(\phi(t))\boldsymbol{\lambda}_1(\omega t)$$

for some function ϕ . In other words, show that $\mathbf{p}(t)$ is the position vector for a point on the ellipse.

(b) Show that the acceleration of the bead is

(3)
$$\ddot{\mathbf{p}}(t) = -c[\cos(\phi(t))(\dot{\phi}(t))^{2} + \sin(\phi(t))\ddot{\phi}(t)]\mathbf{i}$$

$$+ d[-\sin(\phi(t))\dot{\phi}(t)^{2} + \cos(\phi(t))\ddot{\phi}(t) - \omega^{2}\sin(\phi(t))]\boldsymbol{\lambda}_{1}(\omega t)$$

$$+ 2d\omega\cos(\phi(t))\dot{\phi}(t)\boldsymbol{\lambda}_{2}(\omega t).$$

- (c) Assume that the forces that act on the bead are the following. There is gravity, which acts straight down. There is a frictional force, whose magnitude is proportional to $\dot{\phi}$ (with coefficient b) and which acts tangential to the hoop. And there is a reaction force, which always acts perpendicular to the hoop. Write down Newton's Second Law for the bead. This will be a vector equation. (To do this, you need to find a unit vector tangent to the hoop and a unit vector perpendicular to the hoop.)
- (d) By taking the dot product of both sides of the vector equation from (c) with an appropriate vector, derive a scalar equation for ϕ that does not involve the reaction force.
- (e) Assume if c = d. Show that the scalar equation you derived in (d) reduces to the second-order equation for ϕ that we derived in class for a circular hoop. (Note that if c = d, then this common value is the radius of the hoop, which we called r in class.)

Additional Instructions

To facilitate the HW grading, please do the following.

- Write your HW solutions double spaced.
- Write your HW solutions in the same order in which the problems are assigned above.
- Clearly label each problem. Draw a dark box or circle around the label—the point is that I should be able to quickly flip through your HW solution and find a given problem.