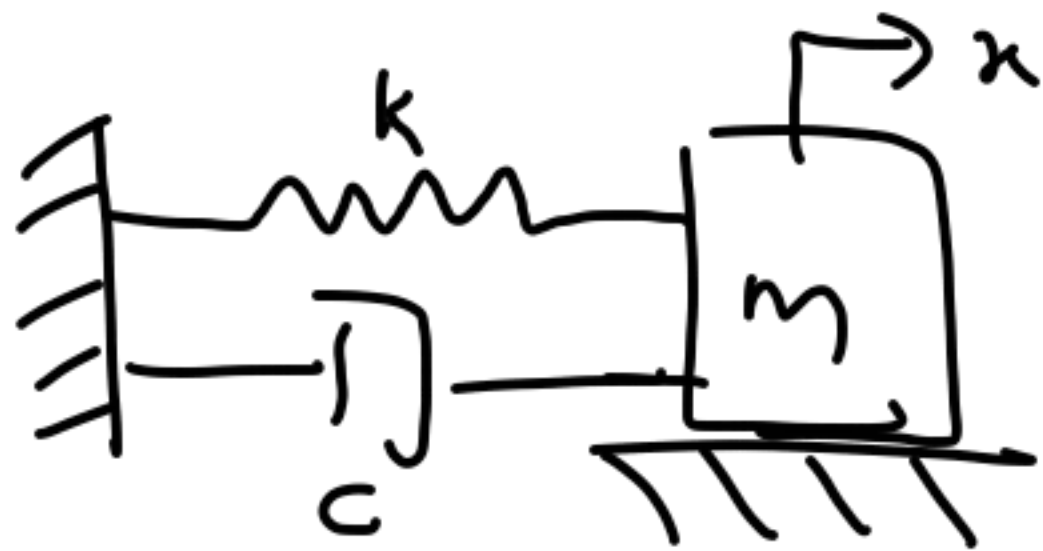


Damped free vibration



$$m\ddot{x} + c\dot{x} + kx = 0$$

Damping coefficient

$$\xi = \frac{c}{c_c} = \frac{c}{2m\omega_n} ; \omega_n = \sqrt{\frac{k}{m}}$$

$\xi < 1 \rightarrow$ Underdamped. ^{Damped natural}

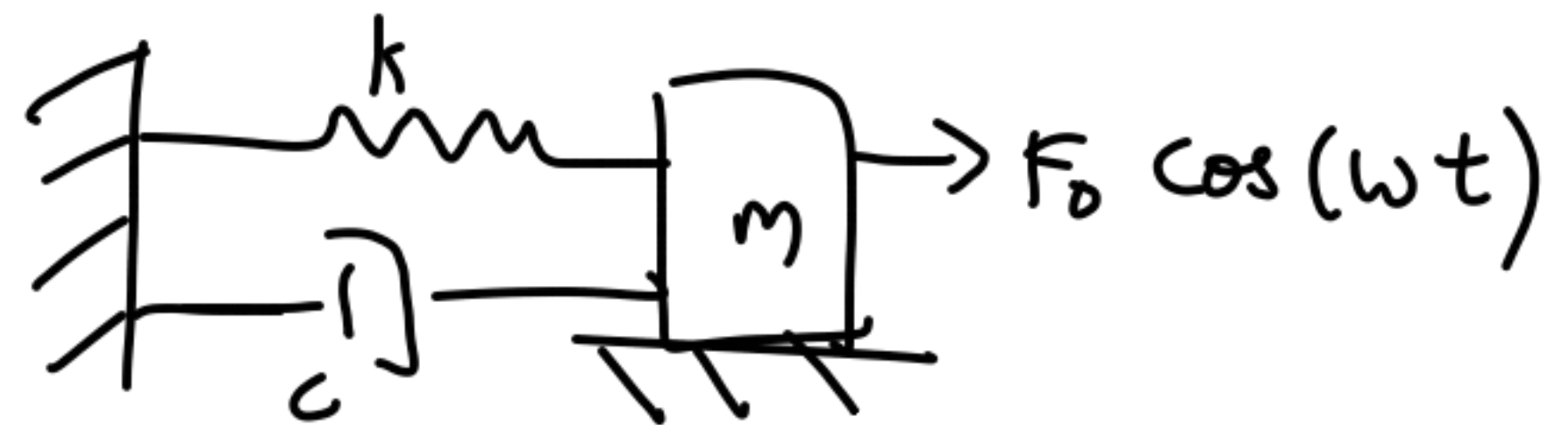
Response: $- \xi \omega_n t$ ^{freq.}

$$x(t) = e^{-\xi \omega_n t} X \cos(\omega_d t - \phi)$$

$$\omega_d = \omega_n \sqrt{1 - \xi^2}$$

Exponentially decaying yet oscillatory response.

(*) Addition of force:



$$m\ddot{x} + c\dot{x} + kx = F_0 \cos(\omega t)$$

$$x(t) = x_h(t) + x_p(t)$$

$$m\ddot{x}_h + c\dot{x}_h + kx_h = 0 \quad \rightarrow \quad m\ddot{x}_p + c\dot{x}_p + kx_p = F_0 \cos(\omega t)$$

$$\hookrightarrow x_p(t) = P \cos(\omega t) + Q \sin(\omega t)$$

$$\begin{aligned}
 & -m\omega^2 \left[\underline{P \cos(\omega t)} + \underline{Q \sin(\omega t)} \right] \\
 & + c\omega \left[-\underline{P \sin(\omega t)} + \underline{Q \cos(\omega t)} \right] \\
 & + k \left[\underline{P \cos(\omega t)} + \underline{Q \sin(\omega t)} \right] \\
 & = F_0 \cos(\omega t)
 \end{aligned}$$

$$\begin{aligned}
 & \cos(\omega t) \left[-Pm\omega^2 + Qc\omega + kP \right] \\
 & + \sin(\omega t) \left[-m\omega^2 P - Pc\omega + kQ \right] = F_0 \cos(\omega t)
 \end{aligned}$$

$$\begin{aligned}
 \Rightarrow & (k - m\omega^2)P + Qc\omega = F_0 \\
 & -(c\omega + m\omega^2)P + kQ = 0
 \end{aligned}$$

$$P = \frac{(k - m\omega^2) F_0}{(c\omega)^2 + (k - m\omega^2)^2}$$

$$Q = \frac{c\omega F_0}{(c\omega)^2 + (k - m\omega^2)^2}$$

$$x_p(t) = \frac{F_0}{\left[(c\omega)^2 + (k - m\omega^2)^2 \right]} \left\{ \begin{aligned} & (k - m\omega^2) \cos(\omega t) \\ & + (c\omega) \sin(\omega t) \end{aligned} \right\}$$

Total response:

$$\begin{aligned}
 x(t) &= x_h(t) + x_p(t) \\
 &= e^{-\xi \omega_n t} X \cos(\omega_d t - \phi) + x_p(t)
 \end{aligned}$$

The unknowns X and ϕ are found using the initial conditions $x(0)$ and $\dot{x}(0)$;

At large times, contribution of $x_h(t)$ becomes negligible and can be ignored. The corresponding response is called "Steady state response".

So for large t : $x(t) \approx x_p(t)$

Eventually the initial conditions will not matter. Response purely governed by the forcing.

Rewriting the particular solution in terms of frequency ratio $r = \frac{\omega}{\omega_n}$

and damping coefficient $\zeta = \frac{c}{c_c}$ as,

$$x_p(t) = X_p \cos(\omega t - \psi)$$

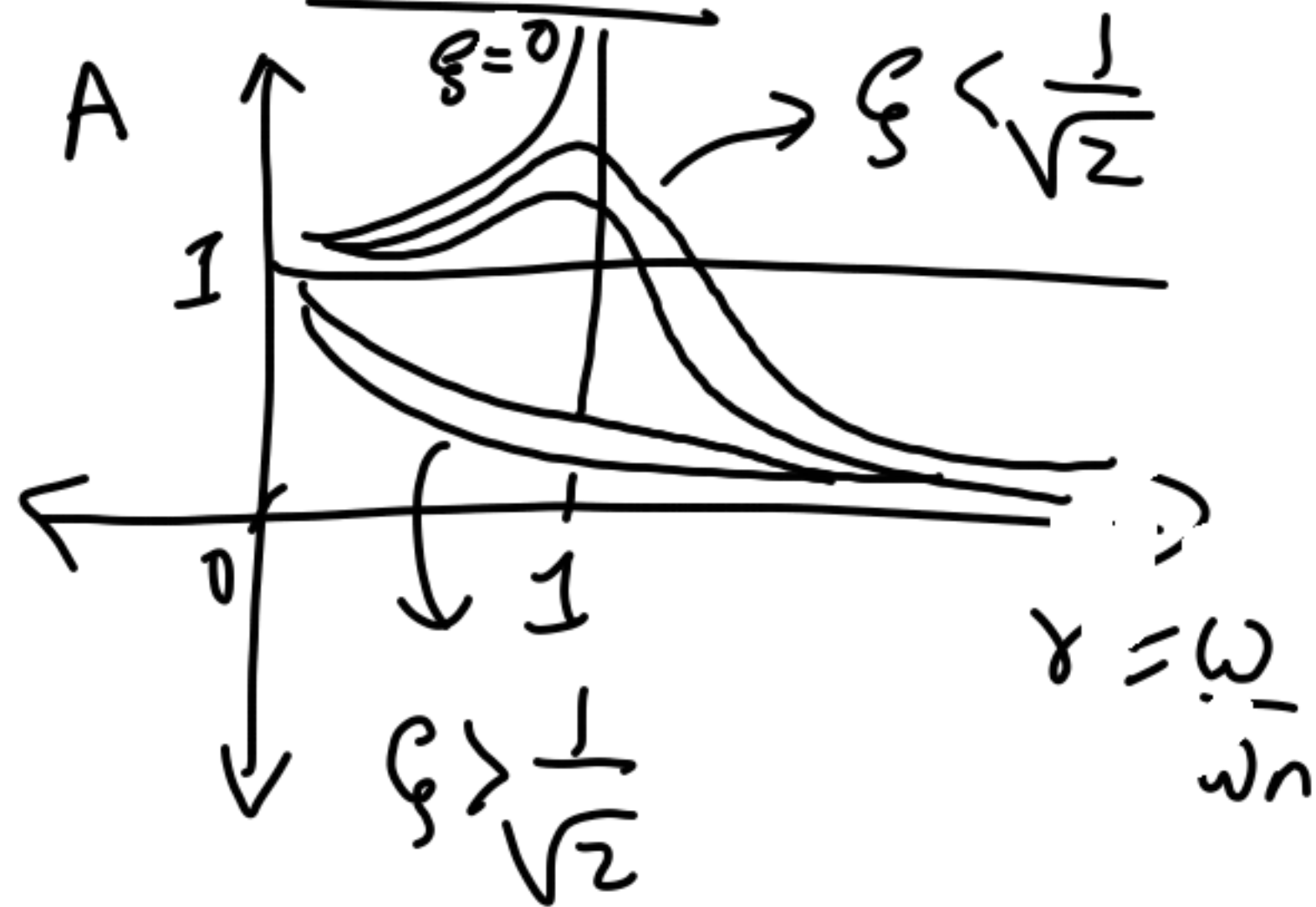
$$\psi = \tan^{-1}\left(\frac{c\omega}{k - m\omega^2}\right) = \tan^{-1}\left(\frac{2\zeta r}{1 - r^2}\right)$$

$$X_p = \frac{(F_0/k)}{[(1 - r^2)^2 + (2\zeta r)^2]^{1/2}}$$

$$\frac{X_p}{F_0(k)} = A = \text{Amplification ratio}$$

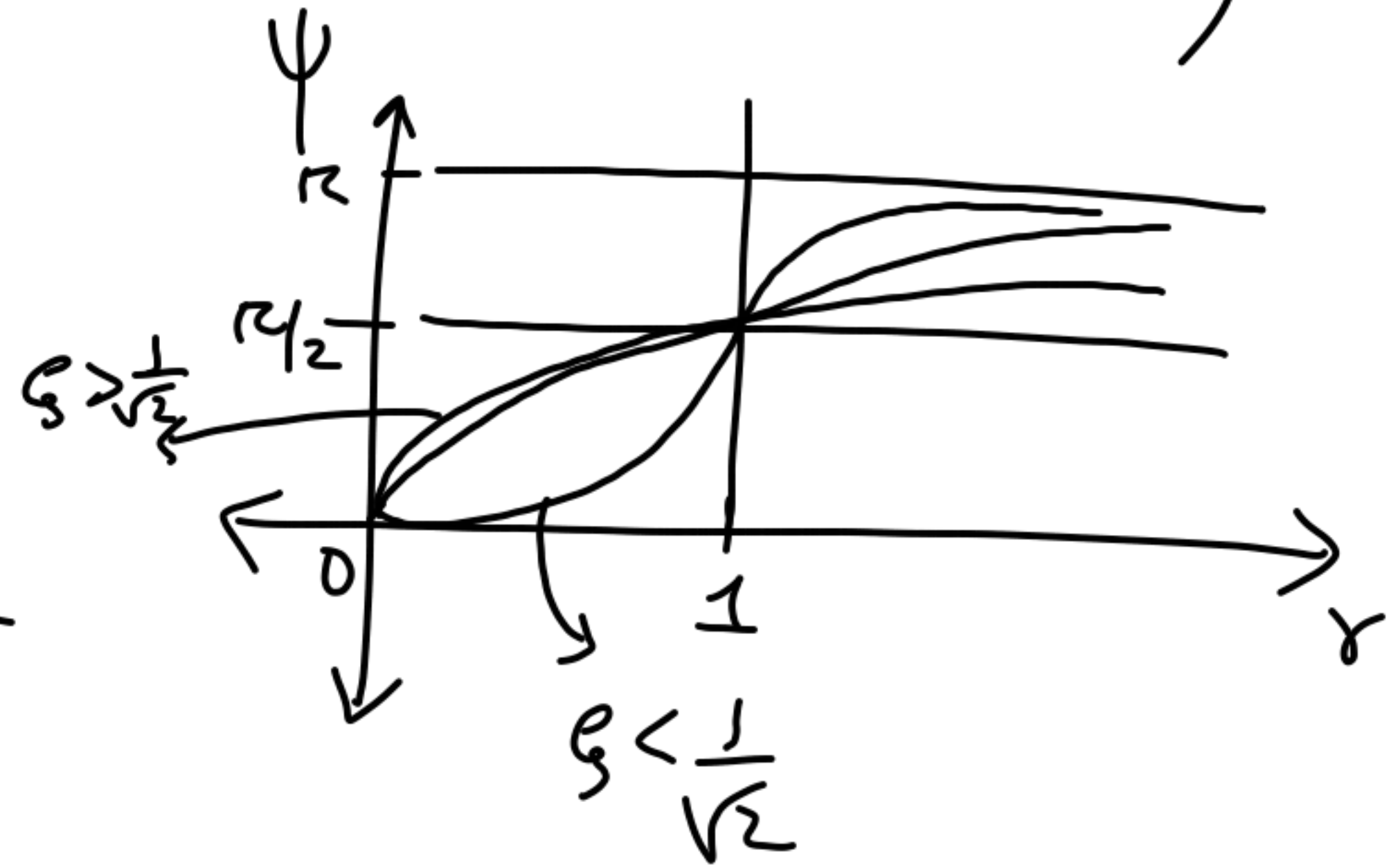
$$A = \frac{1}{[(1-r^2)^2 + (2\zeta r)^2]^{1/2}}$$

Plot of A and ψ as a function of r and ζ ; $0 < \zeta < 1$

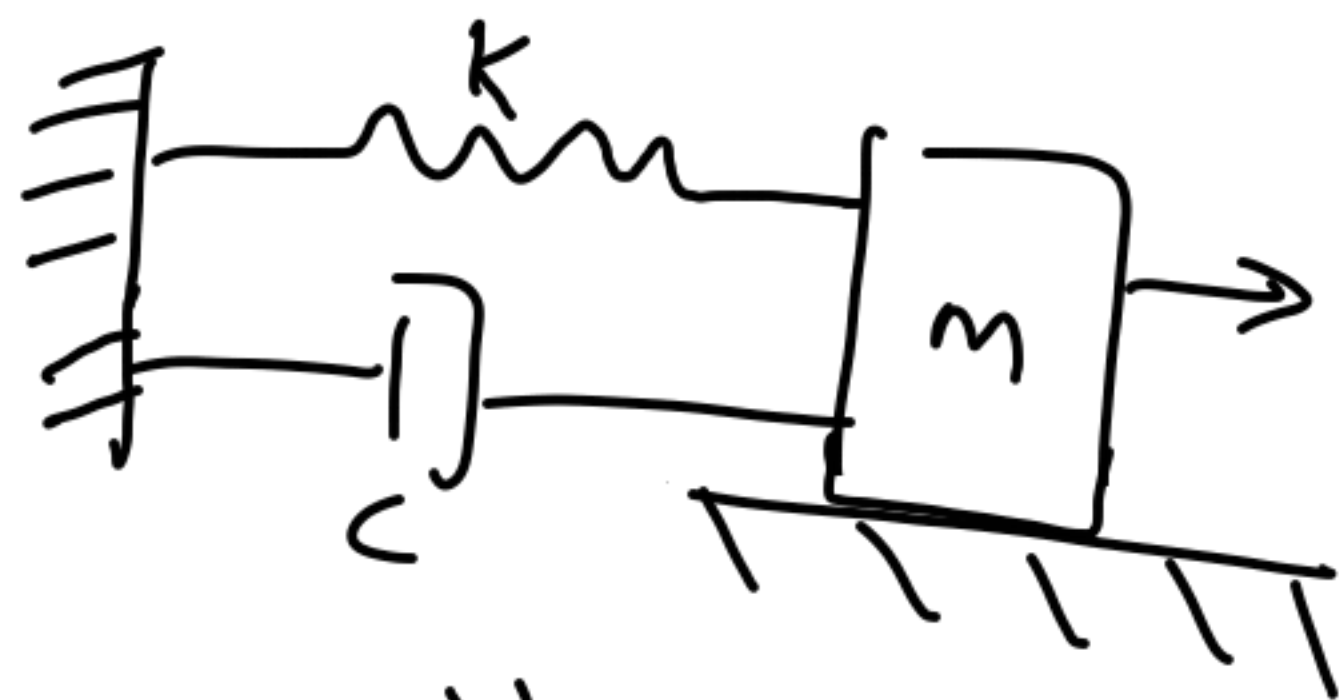


Phase angle plot

$$\psi = \tan^{-1} \left(\frac{2\zeta r}{1-r^2} \right)$$



Phase angle plot



$$F(t) = F_1 \cos(\omega_1 t) + F_2 \cos(\omega_2 t)$$

$$m\ddot{x} + c\dot{x} + kx = F(t) \\ = F_1 \cos(\omega_1 t) + F_2 \cos(\omega_2 t)$$

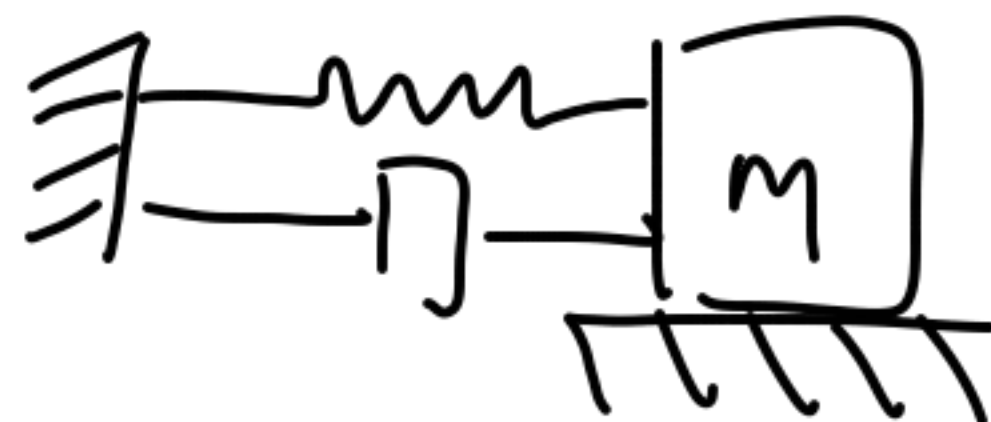
Periodic function as a forcing.

$$f(t) = f_0(t) + \sum_{n=1}^{\infty} f_n^c \cos(\omega_n t) + \sum_{n=1}^{\infty} f_n^s \sin(\omega_n t)$$

Principle of superposition

Forcing as a non-periodic function

e.g.



Projectile
impacting
the mass

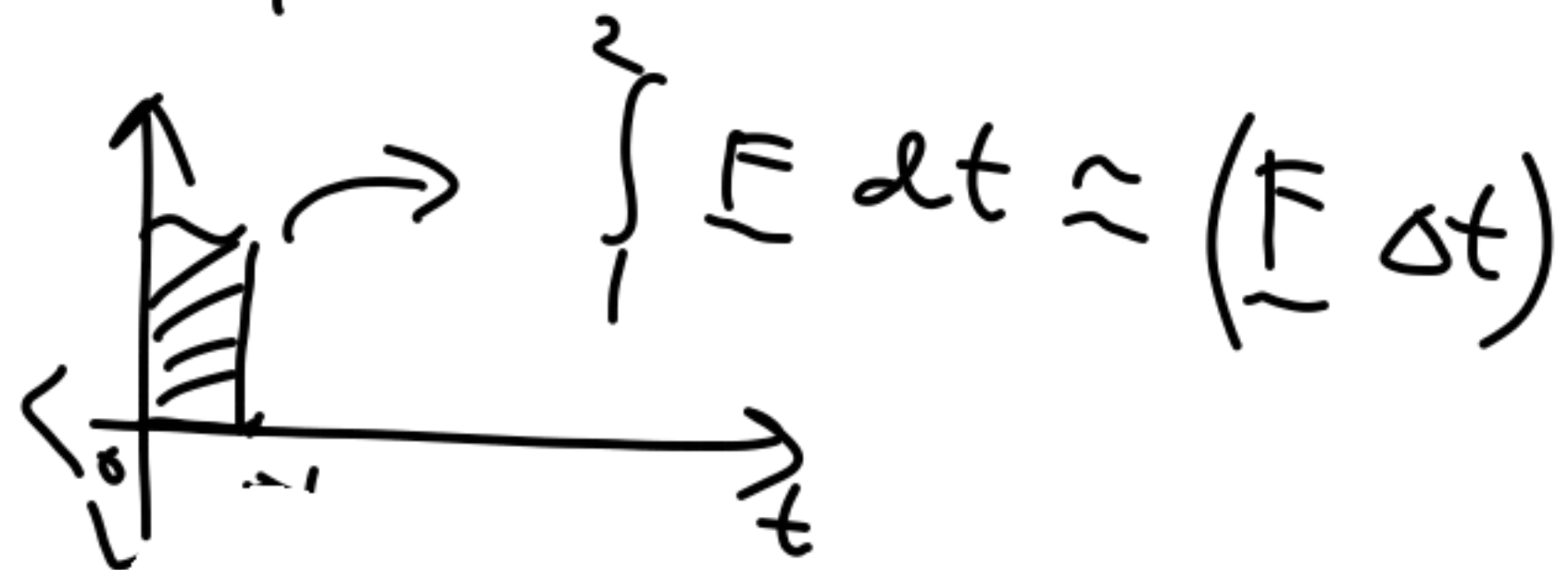
Example of impulse causing vibration:

Newton's law: $\vec{G} = m\vec{v}$

$$\vec{G} = \vec{F} \\ \Delta \vec{G} = \int \vec{F} dt$$

Impulse

Let $\int_1^2 F dt = I_m$ (Impulse)



$\Delta G = \int_1^2 F dt$ (along the x-axis)

$m v^+ - m v^- = I_m$

v^+ = velocity just after impulse

v^- = velocity just before impulse

Before impact, system is at rest,

$v^- = 0$

$v^+ = \frac{I_m}{m}$

So the initial conditions are;

$x(0) = 0;$

$\dot{x}(0) = v^+ = \frac{I_m}{m}$

Free vibration response

$x(t) = e^{-\xi \omega_d t} \left[E \cos(\omega_d t) + F \sin(\omega_d t) \right]$

$x(0) = 0 \Rightarrow E = 0$

$\dot{x}(0) = \frac{I_m}{m} \Rightarrow \frac{I_m}{m} = F \omega_d$

$\therefore F = \left(\frac{I_m}{m \omega_d} \right)$

$$x(t) = \frac{I_m}{m\omega_d} e^{-\xi\omega_n t} \sin(\omega_d t)$$

Response post
impulse