Physics Beyond - Modelling Problems in Mechanics

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1 Modelling Problems in Mechanics

<u>Problem:</u> Knowing the interactions modelled by forces find the motion of a particle.

Analyse:

$$\vec{a} = \frac{\vec{F}}{m}$$

1.1 Q: Link acceleration and position?

$$\vec{a} = \ddot{\vec{x}}$$

$$\ddot{\vec{x}} = \frac{\vec{F}}{m}\vec{x}(t) \leftarrow \text{but } \vec{F} \text{ needs to depend on position!}$$
 $\vec{x}(t) = \ddot{\vec{x}}(t)$

 \leadsto Vector model fails! replace with a vector field \vec{F}

$$\vec{F}$$
: positions \rightarrow vectors $x \rightarrow \vec{F}(x)$

Use reference frame

$$\vec{F}: R^3 \to R^3$$

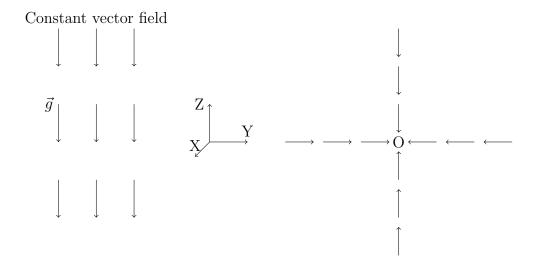
 $\vec{x} \mapsto \vec{F}(\vec{x})$

Example: Force of gravity (Close to Earth surface)

1)
$$\ddot{\vec{x}} = \frac{m\vec{g}}{m} = \vec{g}$$
2)
$$\ddot{\vec{x}} = \frac{M_{Earth}}{|\vec{x}(t) - \vec{x}_0|^3}$$

$$x_0 = \text{centre of the earth}$$
in case of 1)
$$\vec{g} : R^3 \to R^3, \vec{x} \mapsto \vec{g}(\text{Constant vector field})$$

$$O = \text{centre of the Earth}$$



1.2 Q: What are we dealing with mathematically?

 \rightarrow 2nd order differential equation

$$\vec{v}(t+dt) = \dot{\vec{x}}(t+dt)$$

$$= \dot{\vec{x}}(t) + \ddot{\vec{x}}(t)dt$$

$$= \vec{v}(t) + \dot{\vec{v}}(t)dt$$

$$(=)\vec{v}(t+dt) - \vec{v}(t) = \dot{\vec{v}}(t)dt$$

$$d\vec{v} = \dot{\vec{v}}(t)dt = \frac{\vec{F}(\vec{x}(t))}{m}dt$$

1.3 Q: How do we go about this?

 \rightarrow Suppose we are given an initial position: $\vec{x}(t=0) = \vec{x_0}$

$$\dot{x}(t=0) = \vec{v_0}$$

$$\vec{v}(0+dt) = \vec{v}(0) + \dot{\vec{v}}(0)dt$$

$$= \vec{v_0} + \frac{\vec{F}(\vec{x}(0))}{m}dt$$

$$= \vec{v_0} + \frac{\vec{F}(\vec{x_0})}{m}dt$$

$$\vec{x}(0+dt) = \vec{x_0} + \dot{\vec{x}}(0)dt$$
$$= \vec{x_0} + \vec{v_0}dt$$

$$\vec{x}(0+dt+dt_2) = \vec{x}(0+dt) + \dot{\vec{x}}(dt)dt_2$$

$$= \vec{x_0} + \vec{v_0}dt + \vec{v_0}dt_2 + \frac{\vec{F}(\vec{x_0})}{m}dtdt_2$$

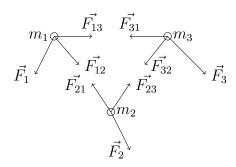
$$= \vec{x_0} + \vec{v_0}(dt + dt_2) + \frac{\vec{F}(\vec{x_0})}{m}dtdt_2$$

2 Solving Equations of motion

2.1 Method: (for N particles)

- 1) Free body diagram of each particle
- 2) Find the resultant forces
- 3) Set up equations of motion
- 4) Solve equations of motion

1)



2) Resultant force:

$$\vec{F_i} = \sum_{f=1, i \neq j}^{N} \vec{F_{ij}} + \vec{F_{ext,i}}$$
 for all particles i

$$m_i \ddot{\vec{x}}_i = \vec{F}_i$$

4) Task: find particles as a function of time $\vec{x_i}(t)$ for all particles based on the knowledge of forces.

 \rightarrow last time: force \vec{F}_{ij} are modelled as vector fields.

$$\vec{F}_{ij}: R^3 \times \mathbb{R}^3 \to \mathbb{R}^3$$

 $(\underbrace{\vec{x_i}}_{\text{Position of i-th particle}}, \underbrace{\vec{x_j}}_{\text{Position of i-th particle}}) \mapsto \vec{F_{ij}}(\vec{x_i}, \vec{x_j}) \leftarrow \underset{\text{to j-th particle}}{\text{adding force on i-th particle}}$

$$m_i\ddot{\vec{x}_i} = \vec{F}_i(\vec{x_1}, \cdots, No.\vec{x_i}, \cdots, \vec{x_N})$$

Example:

2.2 Newton's law of gravity

$$\vec{F_{EM}}(\vec{x_E}, \vec{x_M})$$

$$F = G \frac{M_E M_M}{R^2}$$

$$= \frac{G M_E M_M}{|\vec{x_M} - \vec{x_E}|^2} \cdot \frac{(\vec{x_M} - \vec{x_E})}{|\vec{x_M} - \vec{x_E}|}$$

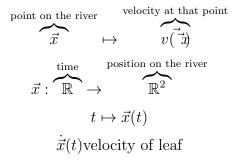
$$= \frac{G M_E M_M}{|\vec{x_M} - \vec{x_E}|^3} \cdot (\vec{x_M} - \vec{x_E})$$

Mathematically, the problem we are facing is to solve a system of 2nd order ordinary differential equation that is coupled.

3 Ordinary Differential Equations(ODE):

3.1 First Order Differential Equations

$$\vec{v}: R^2 \to \mathbb{R}^2$$

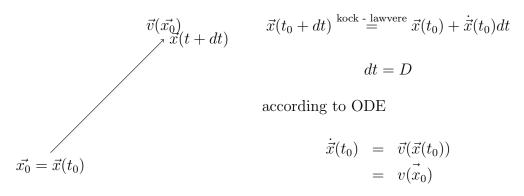


Since the leaf follows the flow of the river

$$\dot{\vec{x}}(t) = \vec{v}(\vec{x}(t))$$

First order differential equation

3.2 ODE from an infinitesimal viewpoint



$$\rightsquigarrow \vec{x}(t_0 + dt) = \vec{x_0} + \vec{v}(\vec{x_0})dt$$

 $dt_1, dt_2 \leftarrow D$

$$\vec{x}((t_0 + dt_1) + dt_2) \stackrel{\text{K-L}}{=} \vec{x}(t_0 + dt_1) + \dot{\vec{x}}(t_0 + dt_1)dt_2$$

$$ODE \dot{\vec{x}}(t_0 + dt_1) = \vec{v}(\vec{x}(t_0 + dt_1))$$

$$\vec{x}(t_0 + dt_1 + dt_2) = \vec{x}(t_0 + dt_1) + \vec{v}(\vec{x}(t_0 + dt_1))dt_2$$

 \rightarrow Iterating this method leads to what is called the infinitesimal <u>Euler method</u>.

3.3 Numerical Euler Method

Instead of infinitesimal time steps $dt \leftarrow D$, use finite but small time steps, $\Delta t > 0$.

$$\vec{v}(x_0)$$

$$\vec{x}(t_0 + \Delta t) = \vec{x_0} + \vec{v}(x_0)\Delta t$$

This allows you to find an approximate solution $\vec{x}(t)$ of the 1st order ODE $\dot{\vec{x}} = \vec{v}(x)$

3.3.1 Method:

1)
$$\vec{x}(t_0) = \vec{x_0}$$
 (initial conditions)

2)
$$t_1=t_0+\Delta t$$

$$\vec{x}(t_1)=\vec{x}(t_0+\Delta t)=\vec{x}(t_0)+\vec{v}(\vec{x}(t_0))\Delta t$$

3) after time

$$t_n$$

$$t_{n+1} = t_n + \Delta t$$

$$\vec{x}(t_{n+1}) = \vec{x}(t_n) + \vec{v}(\vec{x}(t_n))\Delta t$$

4 1st Order ODEs from the differential point of view

4.1 Consider ODE

for
$$v: \overbrace{R^n}^{\text{point}} \to \overbrace{R^n}^{\text{Velocity vector at point}}$$

$$\dot{x} = v(x)$$

i.e we are looking for a curve/trajectory $x:R\to R^n, t\mapsto x(t)$

$$\dot{x}(t) = v(x(t))$$

for a solution to be uniquely determined we need an initial value $x(t_0) = x_0$

Infinitesimal point of view 4.2

for an infinitesimal time: dt and dx are both infinitesimal differences. for $dt \leftarrow D$

$$x(t+dt) \stackrel{\text{K-L}}{=} x(t) + \dot{x}(t)dt$$

$$\Rightarrow \underbrace{x(t+dt) - x(t)}_{dx} = \dot{x}(t)dt$$

This is the differential of x (dx), it is the infinitesimal displacement along x(t).

(Reminder from multivariable calculus $dx \leftarrow D(n)$) Using this notation and substituting ODE we find:

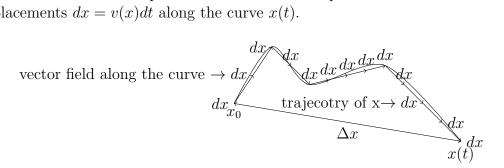
$$dx = v(x)dt$$

→ an equation between differentials.

→ strategy to find the <u>finite</u> difference in displacement:

$$\Delta x = x(t) - x(t_0)$$

from the differential equation we have to sum up all the infinitesimal displacements dx = v(x)dt along the curve x(t).



Integration: (Here along the curve!)

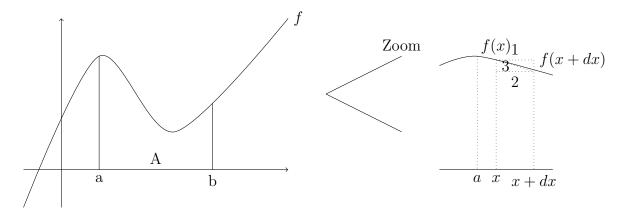
Is the idea to sum up all the infinitely many infinitesimal contributions (here along a curve) to get a finite result.

stands for s like
$$\underline{\text{sum}} \to \int_{x_0}^{x(t)} dx = \int_{t_0}^t v(\tau) d\tau$$

need to develop a theory of integration sufficiently strong to integrate vectorvalued infinitesimal contributions.

4.3 Theory of integration from the infinitesimal viewpoint

Basic Probelm:



Area of rectangle 1: dA = f(x)dx

Area of rectangle 2: dA = f(x + dx)dx = (f(x) + f'(x)dx)dx = f(x)dx

Area of trapezium 3: $dA = \frac{1}{2}(f(x) + f(x + dx))dx = \frac{1}{2}(f(x) + f(x) + dx)$

f'(x)dx)dx = f(x)dxQ: How to define

$$A = \int_a^b dA = \int_a^b f(x)dx?$$

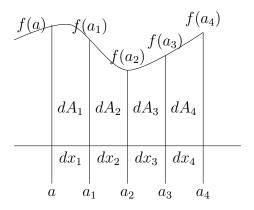
 \leadsto problem: are not able to give a <u>direct intuitive</u> definition, as the theory has not been developed so far!

Q: Can you find a way to evaluate $\int_a^b f(x)dx$ and use that as an effective definition?

Observation:

$$F(x + dx) \stackrel{\text{K-L}}{=} F(x) + F'(x)dx$$
$$F(x + dx) - F(x) = F'(x)dx$$

Suppose I can find $F: R \to R$ such that $F'(x) = f(x), vx \leftarrow R$ then I get F(x + dx) - F(x) = F'(x)dx = f(x)dx.



Total Area =
$$dA_1 + dA_2 + dA_3 + dA_4 + ...$$

= $f(a)dx_1 + f(a_1)dx_2 + f(a_2)dx_3 + f(a_3)dx_4 + ...$
= $F(a_1) - F(a) + F(a_2) - F(a_1) + F(a_3) - F(a_2) + F(a_4) - F(a_3)$
= $F(a_4) - F(a)$

<u>Idea:</u> No matter how you would define an infinite sum of infinitesimals this cancellation process when summing up

$$f(x)dx = dF = F(x + dx) - F(x)$$

should only depend on the boundary values. (Fudge)<u>definition:</u>

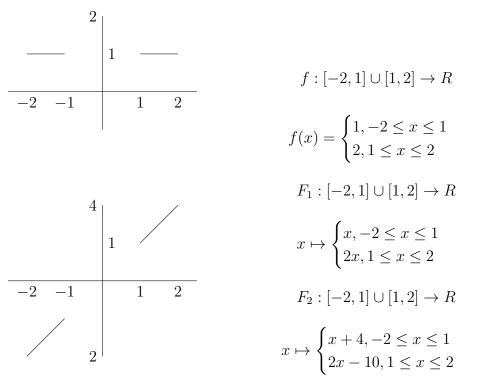
$$\int_a^b f(x)dx = F(b) - F(a) \text{ for an } \underline{\text{antiderivative}} \ F: R \to R \text{ of } f$$

 $\underline{\mathbf{Q}}$: How do we know an antiderivative exists? \rightarrow we don't, so we postulate it in the theory.

4.4 Integration axiom

- For every $f: R \to R$ there is an antiderivative $F: R \to R$, i.e F' = f
- If F and F are antiderivatives of f then F-F is a constant function

Why difference constant?



We have $F_2' = f$ but $F_2(x) - F_1(x) = \begin{cases} 4, -2 \le x \le 1 \\ -10, 1 \le x \le 2 \end{cases}$ is <u>not</u> constant.

intuition: (has gaps)

On a domain that is 'connected' the antiderivatives do not have to differ by a constant!

4.5 Differentiation rules

4.5.1 Linearity

$$(f+g)' = f' + g'$$
 (pointwise sum)
 $(f+g)'(x) = f'(x) + g'(x)$
 $(\lambda f)' = \lambda f'$
 $(\lambda f)'(x) = \lambda f'(x)$

4.5.2 Product Rule

$$(f \cdot g)' = f' \cdot g + f \cdot g'$$
 (pointwise product)
 $(f \cdot g)(x) = f(x) \cdot g(x)$
 $(f \cdot g)'(x) = f'(x) \cdot g(x) + f(x) \cdot g'(x)$

4.5.3 Chain Rule

$$(f \circ g)' = (f' \circ g)'$$
$$(f \circ g)(x) = f(g(x))$$
$$(f \circ g)'(x) = f'(g(x)) \cdot g'(x)$$

4.6 Integration rules

4.6.1 additivity

$$\int_{a}^{c} f(x)dx + \int_{c}^{b} f(x)dx = \int_{a}^{b} f(x)dx$$

Proof:

$$F(x) = \int f(x)dx$$

$$= [F(x)]_a^c + [F(x)]_c^b$$

$$= F(c) - F(a) + F(b) - F(c)$$

$$= F(b) - F(a)$$

$$= \int_a^b f(x)dx$$

4.6.2 linearity

$$\int_{a}^{b} \lambda f(x) + g(x)dx = \lambda \int_{a}^{b} f(x)dx + \int_{a}^{b} g(x)dx$$

Proof:

$$\begin{split} \int_a^b \lambda f(x) + g(x) dx &= \\ &= \left[\int \lambda f(x) + g(x) dx \right]_a^b \\ &= \left[\int \lambda f(x) + g(x) dx \right]^b - \left[\int \lambda f(x) + g(x) dx \right]_a \\ &= \left[\int \lambda f(x) dx \right]^b - \left[\int \lambda f(x) dx \right]_a + \left[\int g(x) dx \right]^b - \left[\int g(x) dx \right]_a \\ &= \left[\int \lambda f(x) dx \right]_a^b + \left[\int g(x) dx \right]_a^b \\ &= \lambda \left[\int f(x) dx \right]_a^b + \int_a^b g(x) dx \\ &= \lambda \int_a^b f(x) dx + \int_a^b g(x) dx \end{split}$$

4.6.3 partial differentiation

$$\int_{a}^{b} f'(x)g(x)dx = [f(x)g(x)]_{a}^{b} - \int_{a}^{b} f(x)g'(x)dx$$

Proof:

Intergrate product rule:
$$(f \cdot g)'(x) = f'(x) \cdot g(x) + f(x) \cdot g'(x)$$

$$\int_a^b (f \cdot g)'(x) dx = \int_a^b f'(x) \cdot g(x) dx + \int_a^b f(x) \cdot g'(x) dx$$

$$\left[(f \cdot g)(x) \right]_a^b = \int_a^b f'(x) \cdot g(x) dx + \int_a^b f(x) \cdot g'(x) dx$$

$$\leadsto \int_a^b f'(x) \cdot g(x) dx = \left[(f \cdot g)(x) \right]_a^b - \int_a^b f(x) \cdot g'(x) dx$$

Example:

$$\int_{0}^{1} x \sin(x) dx = \int_{0}^{1} g(x) f'(x) dx$$

$$= [-\cos(x) \cdot x]_{0}^{1} - \int_{0}^{1} -\cos(x) \cdot 1 dx$$

$$= -\cos(1) + 0 + \int_{0}^{1} \cos(x) dx$$

$$= -\cos(1) + \sin(1) - \sin(0)$$

$$= \sin(1) - \cos(1)$$

4.6.4 substitution rule

$$\int_{a}^{b} f(g(x)) \cdot g'(x) dx = \int_{g(a)}^{g(b)} f(u) du$$

I do the substitution u = g(x)

$$du = g(x + dx) - g(x) = g(x) + g'(x)dx - g(x) = g'(x)dx$$

Example:

$$\int_0^1 \sin(x^2) 2x dx, u = x^2, (x^2)^1 = 2x$$

$$= \int_0^1 \sin(u) du$$

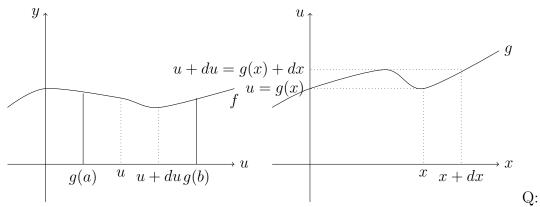
$$= [-\cos(u)]_0^1 = \cos(0) - \cos(1) = 1 - \cos(1)$$

Example: Let F be an antiderivative of f(F' = f) (Exists due to integration axiom)

Consider $(F \circ g)' = F' \circ g \cdot g' = f \circ g \cdot g'$ $\Rightarrow F \circ g$ is the antiderivative of $f \circ g$

$$\rightsquigarrow \int_a^b (f(g(x))g'(x)dx = F(g(b)) - F(g(a)) = \int_{g(a)}^{g(b)} f(u)du$$
 (by definition)

<u>Remark:</u> Although the proof of integration by substitution is straight forward with the definitions we made, geometrically it is <u>not</u> straight forward.



What if g(x) = g(x + dx)? (i.e. x is a stationary point) $\rightsquigarrow du = 0$, but dx is not probably equal to 0. This is not a problem as:

$$du = g'(x)dx$$
 and $g'(x) = 0$

Note:

$$\int_a^a f(x)dx = F(a) - F(a) = 0$$

$$\int_a^{a+d} f(x)dx = F(a+d) - F(a) = f(a)d \text{ (K-L)}$$

5 Vector Valued Integration

Reminder: For ODEs we had to consider

$$dx = v(x)dt$$

5.1 $\underline{\mathbf{Q}}$: How do we link this back to the integral we just $\underline{\mathbf{discussed}}$?

 \leadsto Introduce coordinates

Assume $x: R \to R^n$ is the solution to our ODE dx = v(x)dt

$$dx = x(t + dt) - x(t) = \dot{x}(t)dt = v(x(t))dt$$
$$x(t) = \begin{pmatrix} x_1(t) \\ \vdots \\ x_n(t) \end{pmatrix}$$

$$dx = \begin{pmatrix} x_1(t+dt) - x_1(t) \\ \vdots \\ x_n(t+dt) - x_n(t) \end{pmatrix} = \begin{pmatrix} v_1(x_1(t) & \cdots & x_n(t))dt \\ \vdots & \ddots & \vdots \\ v_n(x_1(t) & \cdots & x_n(t))dt \end{pmatrix}$$

 \rightsquigarrow we can sum up the infinitely many infinitesimal vectors v(x(t))dt in 1D summing over f(x)dx, v(x(t))dt

5.2 <u>Definition</u>: (vector valued integral)

$$\gamma: R \to R^n, t \mapsto \gamma(t) = \begin{pmatrix} \gamma_1(t) \\ \vdots \\ \gamma_n(t) \end{pmatrix} \text{ (a curve)}$$

$$\int_{t_0}^{t_n} \gamma(t) dt = \begin{pmatrix} \int_{t_0}^{t_n} \gamma_1(t) dt \\ \vdots \\ \int_{t_0}^{t_n} \gamma_n(t) dt \end{pmatrix}$$

5.3 Q: Is that well defined?

Let $T_j: R \to R$ be the antiderivative of γ_j for all $1 \le j \le n$

Consider
$$T: R \to R^n$$
, $t \mapsto \begin{pmatrix} T_1(t) \\ \vdots \\ T_n(t) \end{pmatrix}$ (a curve)

$$\dot{T}(t) = \begin{pmatrix} \dot{T}_1(t) \\ \vdots \\ \dot{T}_n(t) \end{pmatrix} = \begin{pmatrix} \gamma_1(t) \\ \vdots \\ \gamma_n(t) \end{pmatrix} = \gamma(t)$$

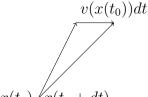
 $\rightsquigarrow T$ is an antiderivative for γ .

$$\int_{t_0}^{t_1} \gamma(t)dt = T(t_1) - T(t_0) \begin{pmatrix} T_1(t_1) - T_1(t_0) \\ \vdots \\ T_n(t_1) - T_n(t_0) \end{pmatrix} = \begin{pmatrix} \int_{t_0}^{t_1} \gamma_1(t)dt \\ \vdots \\ \int_{t_0}^{t_1} \gamma_2(t)dt \end{pmatrix}$$

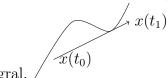
Can we apply vector valued integrals to ODEs? Kind of.

5.4 Q: What is the problem?

 \rightarrow We need to integrate v(x(t))dt to get $x(t) \rightarrow$ but we need to know the



curve x in advance to do this. $x(t_0) / x(t_0 + dt)$ (we were constructing the curve x each infinitesimal time step at a time from the intial value $x(t_0)$) Like in 1D what we really get is an equation involving a vector valued inte-



gral. / integral or the RHS.

But now we have a definition of the vector valued

6 Separation of variables

6.1 Example: 1D

 $v: R \to R, x \mapsto x, \dot{x} = x, x(0) = x_0$ (Initial Value Problem - IVP) rewrite this as a differential equation:

$$\dot{x} = \frac{dx}{dt}$$

$$dx = x(t+dt) - x(t) \underbrace{=}_{\text{K-L}} \dot{x} dt \underbrace{=}_{\text{ODE}} x dt \to dx = x dt$$

$$\frac{1}{x}dx = dt \xrightarrow{\sum_{\text{Integrate}}} \int_{x_0}^{x(t)} \frac{1}{x}dx = \int_0^t d\tau$$

$$(=) \quad [\ln x]_{x_0}^{x(t)} = [\tau]_0^t$$

$$(=) \quad \ln \frac{x(t)}{x_0} = t$$

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

$$(=) \quad x(t) = x_0 e^t$$

Check:

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

$$x(0) = x_0 e^0 = x_0 \cdot t = x_0 \checkmark$$

If x(0) = 0 initially, x(t) = 0

6.2 Method 1:

(separation of variables $v: R \to R$, $x \mapsto f(x)$, f(x) = xAssume: For each $x \leftarrow R$ f(x) has a multiplicative inverse.

dx = f(x)dt (differential form of the ODE x = f(x))

1. Separate the variables x and t

$$\frac{1}{f(x)}dx = dt$$

2. Integrate both sides (IVP $\dot{x} = f(x), x(t_0) = x_0$)

$$\int_{x_0}^{x_t} \frac{1}{f(x)} dx = \int_{t_0}^{t} dt = t - t_0$$

3. Solve this equation for x(t).

6.3 Q: Does the equation have a solution? Is this solution unique?

$$G: R \to R, y \mapsto \int_{x_0}^{y} \frac{1}{f(x)} dx$$

 \rightsquigarrow the equation becomes $G(x(t)) = t - t_0$

We notice

$$G(x_0) = \int_{x_0}^{x_0} \frac{1}{f(x)} dx = 0$$
$$t_0 - t_0 = 0$$

We have a solution for $t_0 - t_0 = 0$:

$$G'(y) = \frac{1}{f(y)}$$

This is different for zero \rightsquigarrow No stationary points.

- \rightarrow It is either increasing or decreasing (won't change monotonicity).
- \rightarrow Will always be able to find solution and solution is unique as G is one to one (locally, for t close to t_0).

6.4Method 2:

 $v: R \times R \to R$ (time dependent vector field) $(x,t) \mapsto v(x,t) = f(x)g(t)(g(t) = 1 \text{ in method } 1)$ Assumption: f(x) has a multiplicative inverse in R Consider the IVP $\dot{x} = v(x,t), x(0) = x_0, \dot{x}(t) = v(x(t),t)$

- 1. dx = v(x,t)dt = f(x)g(t)dt
- 2. Separate the variables: $\frac{1}{f(x)}dx = g(t)dt$
- 3. Integrate $\int_{x_0}^{x(t)} \frac{1}{f(x)} dx = \int_{t_0}^{t} g(\tau) d\tau$

Solve for x(t)

7 2nd Order ODEs

$$\ddot{x} = F(x, \dot{x}, t)$$
$$F: R^n x R^n \times R \to R^n$$

Q: How to make it relate to 1st order ODEs? 7.1

is a system of two 1st order ODEs $\begin{cases} \dot{x} = v \leftarrow \text{introduce a 'velocity'}. \\ \dot{v} = \ddot{x} = F(x, v, t) \end{cases}$

Q: How to turn this into one 1st order ODE?

$$\underbrace{\begin{pmatrix} \dot{x} \\ \dot{v} \end{pmatrix}}_{\dot{z}} = \underbrace{\begin{pmatrix} v \\ F(x,v,t) \end{pmatrix}}_{\tilde{F}(z,t)}$$
$$z = \begin{pmatrix} x \\ v \end{pmatrix}, \tilde{F} : R^{2n} \times R \to R^{2n}, (z,t) \mapsto \begin{pmatrix} v \\ F(z,t) \end{pmatrix}$$

A solution: $z: R \to R^{2n}, t \mapsto z(t)$ of $\dot{z} = \tilde{F}(z,t)$ i.e.

7.3 Example: (Free Fall)

$$\ddot{x} = -g, F: R \to R, x \mapsto -g(\text{constant})$$

Systen if 1st order ODEs
$$\begin{pmatrix} \dot{x} \\ v \end{pmatrix} = \begin{pmatrix} v \\ -g \end{pmatrix} \begin{cases} \dot{x} = v(I) \\ \dot{v} = -g(II) \end{cases}$$

Integrate:

$$(I)v(t) - v(0) = -gt \leadsto v(t) = v(0) - gt$$

Substitute in (I):

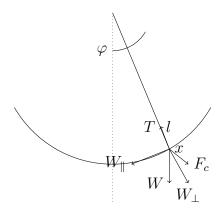
$$\dot{x} = v(t) = v(0) - gt(w : R \times R \to R, (x, t) \mapsto v(0) - gt, \dot{x} = w(x, t))$$

Integrate:

$$x(t) - x(0) = v(0)t - \frac{1}{2}gt^2$$

$$x(t) = x(0) + v(0)t - \frac{1}{2}gt^2$$

7.4 Example: Pendulum



(We ignore centripetal force due to constraint)

T = tension

 $F_c = \text{centrifugal force}$

W = weight

contraint: rod is rigid

 \rightsquigarrow bob of mass m is going to move on a circle of radius l.

 \rightsquigarrow resulting force:

$$W_{\parallel} = -mgsin\varphi$$

$$m\ddot{x} = W_{\parallel} = -mgsin\varphi$$

(use
$$x=\varphi l$$
)
$$\ddot{x}=\ddot{\varphi}l=-gsin\varphi$$

$$\leadsto \ddot{\varphi}=-\frac{g}{l}sin\varphi$$

Step $1 \rightarrow$ rewrite this as a system of 1st order ODEs:

$$\phi = \nu$$

$$\dot{\nu} = -\frac{g}{l} \sin \varphi$$

Try separation of variables:

$$d\nu = \frac{-g}{l}sin\varphi dt, d\varphi = \nu dt$$

Doesn't work as per method. Try further:

$$dt = \frac{d\varphi}{\nu}$$
 (careful $\nu = 0$ is possible)
 $\rightsquigarrow d\nu = \frac{-g}{l} sin\varphi \frac{d\varphi}{\nu}$

Now we can separate:

$$\nu d\nu = -\frac{g}{l} sin\varphi d\varphi$$

(We have lost the time variable) Integrate:

$$\int_{\nu(\varphi_0)}^{\nu(\varphi)} \nu d\nu = -\frac{g}{l} \int_{\nu(\varphi_0)}^{\nu(\varphi)} \sin\varphi d\varphi$$

 $(\varphi_0$ - pulled up the bob an angle of φ_0 and release from rest $\nu(\varphi_0)=0$

$$\rightsquigarrow \frac{1}{2}\nu(\varphi)^2 = \frac{g}{l}(\cos\varphi - \cos\varphi_0)$$

$$(=)\nu(\varphi) = \sqrt{\frac{2g}{l}(\cos\varphi - \cos\varphi_0)}$$

7.5 Q: What have we figured out?

We found the angular velocity as a function of the angle not the time. This gives us an ODE:

$$\dot{\varphi} = \nu(\varphi) = \sqrt{\frac{2g}{l}(\cos\varphi - \cos\varphi_0)}$$

(Apply separation of variables:)

$$\frac{1}{\sqrt{\frac{2g}{l}(\cos\varphi - \cos\varphi_0)}}d\varphi = dt$$

$$\sqrt{\frac{1}{2g}} \int_{\varphi_0}^{\varphi(t)} \frac{1}{\sqrt{\cos\varphi - \cos\varphi_0}} d\varphi = t$$

Solve for t: (problem: this is an integral that has not got an elementary function as an antiderivative)

$$E(z) = \int_{\varphi_0}^{z} \frac{1}{\sqrt{\cos\varphi - \cos\varphi_0}} d\varphi(\text{eliptic integral})$$