PH101 Lecture14

28.08.14

How to predict motion of a system from known interactions

For a known force, one can use Newton's 2nd law to obtain acceleration, which after two integrations would yield velocity and position

Problem: **F** is normally given as a function of position e.g. spring force or gravitational force and not as a function of time

Thus one needs to find e.g. $\vec{v}(t)$ from

$$m\frac{d\vec{v}}{dt} = \vec{F}(\vec{r})$$

Force is known as a function of position

In 1-D it is not difficult through integration of the eq of motion

For example, in 1-D harmonic oscillator problem one deals with

$$m\frac{d^2x}{dt^2} = F(x) \Longrightarrow m\frac{dv}{dt} = F(x)$$

By algebraic manipulation through integration w.r.t \cdot x and change of

variables

$$m \int_{x_a}^{x_b} \left(\frac{dv}{dt} \right) dx = \int_{x_a}^{x_b} F(x) dx$$

$$m\int_{x_{a}}^{x_{b}} \frac{dv}{dt} \left(\frac{dx}{dt} \right) dt = \int_{x_{a}}^{x_{b}} F(x) dx$$

$$\Rightarrow \int_{t_{a}}^{t_{b}} \frac{d}{dt} \left(\frac{1}{2} m v^{2} \right) dt = \frac{1}{2} m v^{2} \Big|_{t_{a}}^{t_{b}} = \frac{1}{2} m v_{b}^{2} - \frac{1}{2} m v_{a}^{2} = \int_{x_{a}}^{x_{b}} F(x) dx$$

One could also write it in a form where upper limit is indefinite:

$$\frac{1}{2}mv_{\downarrow}^{2} - \frac{1}{2}mv_{a}^{2} = \int_{x_{a}}^{x} F(x)dx$$

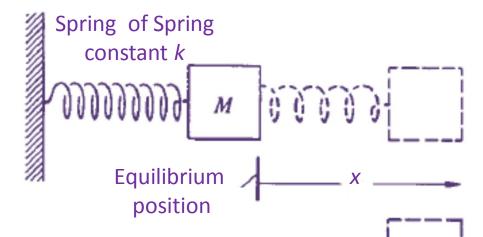
v is the velocity at a position x

From

$$v = \frac{dx}{dt}$$

x(t) can be obtained

Example: Solution for SHM in 1-D



Spring obeys linear restoring force: $F = -\frac{1}{K} \frac{M}{X}$

Hook's law: F = -kx

It is always in a direction to restore to its equilibrium position

$$\Rightarrow \frac{1}{2}mv^2 - \frac{1}{2}mv_0^2 = -k\int_{x_0}^x x dx = -\frac{1}{2}k \cdot x^2\Big|_{x_0}^x$$
$$= -\frac{1}{2}kx^2 + \frac{1}{2}kx_0^2$$

$$\frac{M}{2}(v^2 - v_0^2) = -\frac{1}{2}kx^2 + \frac{1}{2}kx_0^2$$

If we assume initial conditions to be that at t = 0, the mass is released from rest $\Rightarrow v_0 = 0$ at distance x_0 from the origin

Thus
$$v^{2} = -\frac{k}{M}x^{2} + \frac{k}{M}x_{0}^{2}$$
& since
$$\frac{dx}{dt} = v$$

$$\Rightarrow \frac{dx}{dt} = v = \left[\frac{k}{M}(x_{0}^{2} - x^{2})\right]^{\frac{1}{2}}$$

$$\Rightarrow \int_{x_{0}}^{x} \frac{dx}{\sqrt{(x_{0}^{2} - x^{2})}} = \left[\frac{k}{M}\right]^{\frac{1}{2}} \int_{0}^{t} dt = \sqrt{\frac{k}{M}}t$$

$$\sin^{-1}\left(\frac{x}{x_0}\right)\Big|_{x_0}^x = \omega t$$

$$\sin^{-1}\left(\frac{x}{x_0}\right) - \sin^{-1}(1) = \omega t$$

$$= \frac{\pi}{2}$$

$$\Rightarrow x = x_0 \cos(\omega t)$$

One can check that it indeed satisfies initial conditions:

At
$$t = 0$$
, $x = x_0$, & $\frac{dx}{dt} = v_0 = \omega \sin 0 = 0$

In the eq.

$$\frac{1}{2}mv_{b}^{2} - \frac{1}{2}mv_{a}^{2} = \int_{x_{a}}^{x} F(x)dx$$

Physically the quantity

$$\frac{1}{2}mv^2$$

Represents K.E. K

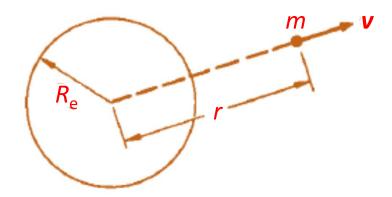
$$\Rightarrow K_{b} - K_{a} = \Delta K = \int_{x_{a}}^{x_{b}} F(x) dx = W_{ba}$$

Work done by the force on the particle as it moves from x_a to x_b

Above relation is known as work-energy theorem (in 1-D)

In SI units, work & energy is expressed in Joules; $1 J = 1 \text{ kg-m}^2/\text{s}^2$

A mass m is shot vertically upward from the surface of the earth with an initial speed v_0 . Assuming that the only force is gravity, find its maximum altitude and escape velocity and also energy needed to eject A 100 kg spacecraft from the surface of earth



Gravity is an inverse square force field

force on *m* is

$$F = -G \frac{M_e m}{r^2}$$

Problem is equivalently 1-D in the variable r!

Let at $r = R_e$ Initial vel. of the particle is v_0

As per work-energy theorem,

$$K(r) - K(r_e) = \Delta K = \int_{R_e}^r F(r) dr$$

$$\Delta K = \frac{1}{2} m \left[v (r)^2 - v_0^2 \right] = -G M_e m \int_{R_e}^{r} \frac{dr}{r^2}$$

$$=-GM_{e}m\frac{1}{r}\bigg|_{R_{e}}^{r}=GM_{e}m\left(\frac{1}{r}-\frac{1}{R_{e}}\right)$$

Naturally at the highest point,

$$v(r) = 0$$

 \Rightarrow

$$v_0^2 = -\frac{2GM_e m}{m} \left(\frac{1}{r_{\text{max}}} - \frac{1}{R_e} \right)$$

$$\Rightarrow v_0^2 = 2GM_e \left(\frac{1}{R_e} - \frac{1}{r_{\text{max}}}\right) = 2\frac{GM_e R_e^2}{R_e^2} \left(\frac{1}{R_e} - \frac{1}{r_{\text{max}}}\right)$$

$$= g$$

$$\Rightarrow v_0^2 = 2gR_e^2 \left(\frac{1}{R_e} - \frac{1}{r_{\text{max}}}\right)$$

$$\Rightarrow r_{\text{max}} = \frac{R_e}{\left(1 - \frac{v_0^2}{2gR_e}\right)}$$

Escape velocity implies $r_{\text{max}} \rightarrow \infty$

$$\Rightarrow \left(1 - \frac{v_{\text{escape}}^2}{2gR_{\text{e}}}\right) = 0$$

$$v_{\text{escape}} = \sqrt{2gR_{\text{e}}}$$

$$= \sqrt{2 \times 9.8 \times 6.4 \times 10^6} \text{ m/s}$$

$$= \sqrt{1.25 \times 10^8}$$

$$= 1.1 \times 10^4 \text{ m/s}$$

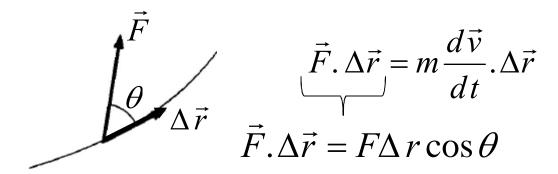
Energy reqd to eject 100 kg satellite:

$$W = \frac{1}{2}M v_{\text{escape}}^2$$
$$= \frac{1}{2}(100)(1.1 \times 10^4)^2 = 6 \times 10^9 \text{ J}$$

Generalization of the problem to find $m \frac{d\vec{v}}{dt} = \vec{F}(\vec{r})$

Let us find out what happens when the particle moves through a short distance $\Delta\,\vec{r}$

If we assume that Δr is so small that effectively \vec{F} remains const.



For sufficiently small Δr , ${\bf v}$ is approximately const.

$$\Rightarrow \Delta \, \vec{r} \approx \vec{v} \Delta t$$
 Time reqd. to cover Δr
$$m \frac{d \, \vec{v}}{d \, t} . \Delta \vec{r} = m \frac{d \, \vec{v}}{d \, t} . \vec{v} \Delta t$$

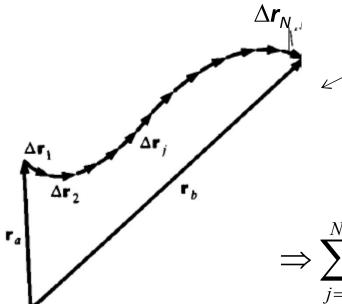
$$m\frac{d\vec{v}}{dt}.\Delta\vec{r} = m\frac{d\vec{v}}{dt}.\vec{v}\Delta t$$

$$\vec{v} \cdot \frac{d\vec{v}}{dt} = \frac{1}{2} \frac{d}{dt} (v^2)$$

Use of the vector identity
$$\vec{v} \cdot \frac{d\vec{v}}{dt} = \frac{1}{2} \frac{d}{dt} (v^2) = \frac{1}{2} \frac{d}{dt} (\vec{v} \cdot \vec{v}) = \frac{1}{2} \left(\vec{v} \cdot \frac{d\vec{v}}{dt} + \frac{d\vec{v}}{dt} \cdot \vec{v} \right) = \frac{1}{2} 2\vec{v} \cdot \frac{d\vec{v}}{dt}$$

will yield

$$\vec{F} \cdot \Delta \vec{r} = m \frac{d v}{d t} \cdot \vec{v} \Delta t = \frac{m}{2} \frac{d}{d t} (v^2) \Delta t$$



trajectory

r_a to **r**_a divide into *N* short Segments'; for each segment we can write

$$\vec{F}(\vec{r}_j) \cdot \Delta \vec{r}_j = m \frac{1}{2} \frac{d}{dt} (v_j^2) \Delta t_j$$

$$\Rightarrow \sum_{j=1}^{N} \vec{F}(\vec{r}_{j}) \cdot \Delta \vec{r}_{j} = \sum_{j=1}^{N} m \frac{1}{2} \frac{d}{dt} (v_{j}^{2}) \Delta t_{j}$$

$$\Rightarrow \sum_{j=1}^{N} \vec{F}(\vec{r}_j) \cdot \Delta \vec{r}_j = \sum_{j=1}^{N} m \frac{1}{2} \frac{d}{dt} (v_j^2) \Delta t_j$$

In the limit of each segment \rightarrow 0 & no. of segment $\rightarrow \infty$

$$\int_{r_{a}}^{r_{b}} \vec{F} \cdot d\vec{r} = \int_{t_{a}}^{t_{b}} \frac{m}{2} \frac{d}{dt} (v^{2}) dt$$

$$= \frac{m}{v_{c}^{2}} v^{2} \Big|_{v_{a}}^{v_{b}} = \frac{1}{2} m v_{b}^{2} - \frac{1}{2} m v_{a}^{2}$$

$$\int_{\vec{r}_a}^{\vec{r}_b} \vec{F} \cdot d\vec{r} = \frac{1}{2} m v_b^2 - \frac{1}{2} m v_a^2 : \text{is called line integral}$$

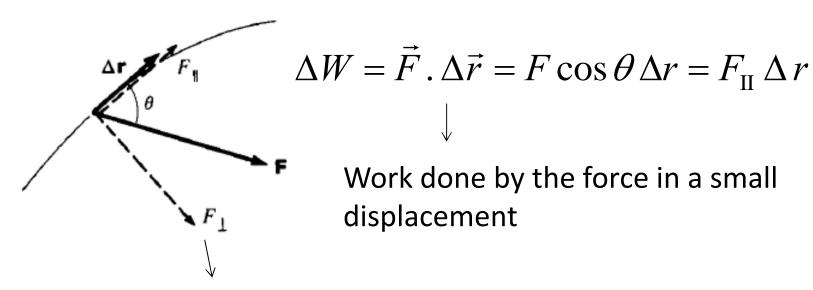
Recollect
$$v^2 = v_x^2 + v_y^2 + v_z^2$$
 In 1-D, it was
$$v^2 = v_x^2 + v_y^2 + v_z^2$$

$$\vec{F} = M \, \ddot{\vec{R}} = M \, \frac{dV}{dt}$$

 $V = \dot{\vec{R}}$: Vel of the center of mass

$$\int_{\vec{R}_a}^{\vec{R}_b} \vec{F} \cdot d\vec{R} = \frac{1}{2} M V_b^2 - \frac{1}{2} M V_a^2$$

Work-energy theorem



Perpendicular component does no work!

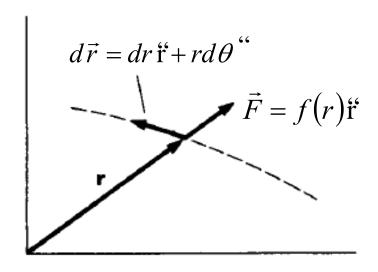
Work done for a finite displacement = sum of contributions from each ΔW from each segment of the path

If **F** is the sum of several forces:

$$\vec{F} = \sum_{i} \vec{F}_{i}$$

$$\Rightarrow \qquad (W_i)_{ba} = \int_{\vec{r}_a}^{r_b} \vec{F}_i \cdot d\vec{r}$$

Work done by a central force \Rightarrow It is a function of r alone



$$W_{ba} = \oint \vec{F} \cdot d\vec{r} = \int_a^b f(r) \vec{r} \cdot \left(dr \, \vec{r} + r d\theta \, \right) = \int_a^b f(r) dr$$

Work done depends only initial and final positions besides the functional dependence of f(r) and not on the particular path

This is in contrast to force of sliding friction, where work done would be different for different paths