

Lecture 6 2/2/26Last week:Monday: Newton's 2nd law in polar coordinates:Cartesian

$$x = r \cos \phi$$

$$y = r \sin \phi$$

Polar

$$r = \sqrt{x^2 + y^2}$$

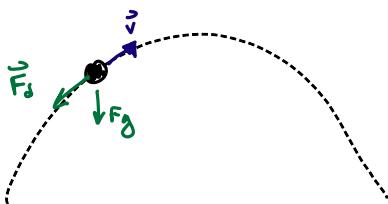
$$\phi = \tan^{-1} \left(\frac{y}{x} \right)$$

$$\begin{aligned}\vec{r} &= x\hat{x} + y\hat{y} \\ \vec{v} &= \dot{\vec{r}} = \dot{x}\hat{x} + \dot{y}\hat{y} \\ \vec{a} &= \ddot{\vec{r}} = \ddot{x}\hat{x} + \ddot{y}\hat{y}\end{aligned}$$

$$\vec{F} = m(\ddot{x}\hat{x} + \ddot{y}\hat{y})$$

$$\begin{aligned}\vec{r} &= r\hat{r} \\ \vec{v} &= \dot{\vec{r}} = \dot{r}\hat{r} + r\dot{\phi}\hat{\phi} \\ \vec{a} &= \ddot{\vec{r}} = (\ddot{r} - r\dot{\phi}^2)\hat{r} + (2\dot{r}\dot{\phi} + r\ddot{\phi})\hat{\phi}\end{aligned}$$

$$\vec{F} = m(\ddot{r} - r\dot{\phi}^2)\hat{r} + m(2\dot{r}\dot{\phi} + r\ddot{\phi})\hat{\phi}$$

From taking $\frac{d\hat{r}}{dt}$ Wednesday & Friday:Introduced Drag Force
Opposes \vec{v} :

Linear drag: $\vec{F}_d = -b\vec{v}$

Quadratic drag: $\vec{F}_d = -c\vec{v}^2$ (From the Activity on Friday)

$$\vec{F} = m\vec{a} = m\frac{d\vec{v}}{dt} = -b\vec{v} \quad (\text{for example})$$

First order differential equation, use separation of variables

Example: vertical quadratic drag for falling object:

$$\begin{aligned}\vec{F} &= m\vec{a} \\ -c\vec{v}^2\hat{v} - mg\hat{y} &= m\dot{\vec{v}} \\ -c\vec{v}^2(-\hat{y}) - mg\hat{y} &= -m\dot{v}\hat{y}\end{aligned}$$

$$+ cv^2 - mg = -m \frac{dv}{dt}$$

$$\int dt = \int \frac{-m dv}{cv^2 - mg} \Rightarrow \text{see Activity 2}$$

Back to Linear Drag: $\vec{F} = -b\vec{v}$

Last Wednesday we found that, for linear drag:

$$x(t) = +\tau v_{x_0} (1 - e^{-t/\tau}) + x_0$$

where $\tau = \frac{y}{k}$
 $k = b/m$
 $v_{term} = g/k$

$$y(t) = y_0 - v_{term} t + \tau (v_{oy} + v_{term}) (1 - e^{-t/\tau})$$

let $x_0 = 0$

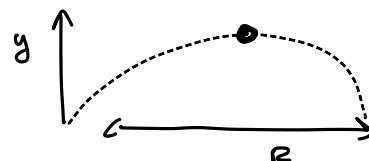
isolate t : $\frac{x(t)}{v_{x_0}\tau} = 1 - e^{-t/\tau} \Rightarrow -\frac{t}{\tau} = \ln\left(1 - \frac{x(t)}{v_{x_0}\tau}\right)$

$$\Rightarrow y(t) = y_0 - v_{term} t + \tau (v_{oy} + v_{term}) \left[1 - \left[1 - \frac{x(t)}{v_{x_0}\tau} \right] \right]$$

$$y(t) = y_0 + v_{term} \tau \ln\left(1 - \frac{x(t)}{v_{x_0}\tau}\right) + \frac{v_{oy} + v_{term}}{v_{x_0}} x(t)$$

Find range R of the projectile. ($\text{Let } x_0 = y_0 = 0$)

In a vacuum, $R = \frac{2v_{ox}v_{oy}}{g}$



With drag,

$$y(t) = 0 = y_0 + v_{term} \tau \ln\left(1 - \frac{R}{v_{x_0}\tau}\right) + \frac{v_{oy} + v_{term}}{v_{x_0}} R$$

If $R \ll v_{x_0}\tau$ use $\ln(1 - \varepsilon) \approx -(\varepsilon + \frac{1}{2}\varepsilon^2 + \frac{1}{3}\varepsilon^3 + \dots)$

$$\Rightarrow 0 = 0 + v_{term} \tau \left(-\frac{R}{v_{x_0}\tau} - \frac{R^2}{2v_{x_0}^2\tau^2} - \frac{R^3}{3v_{x_0}^3\tau^3} - \dots \right) + \frac{v_{oy} + v_{term}}{v_{x_0}} R$$

$$0 = 0 - \frac{v_{term} R}{v_{x_0}} - \frac{v_{term} R^2}{2v_{x_0}^2\tau} - \frac{v_{term} R^3}{3v_{x_0}^3\tau^2} + \frac{v_{oy} R}{v_{x_0}} + \frac{v_{term} R}{v_{x_0}}$$

$$0 = \frac{R}{V_{ox}} \left[-\frac{V_{term} R}{2V_{ox} \tau} - \frac{V_{term} R^2}{3V_{ox}^2 \tau^2} + \frac{V_{oy}}{V_{term}} \right]$$

$$0 = \frac{V_{term}}{2V_{ox} \tau} \left[-R - \frac{2R^2}{3V_{ox} \tau} + \frac{2V_{oy} V_{ox} \tau}{V_{term}} \right]$$

$$R = \frac{\frac{2V_{oy} V_{ox} \tau}{V_{term}}}{\frac{2R^2}{3V_{ox} \tau}}$$

Remember $\tau = \frac{1}{k} = \frac{m}{b}$

$$V_{term} = \frac{mg}{b}$$

$$\Rightarrow V_{term} = \tau g$$

$$R = \frac{\frac{2V_{oy} V_{ox}}{g}}{\frac{2}{3} \frac{R^2}{V_{ox} \tau}}$$

$\underbrace{R_{vac}}$

and $R \approx R_{vac}$

$$\Rightarrow R = R_{vac} \left(1 - \frac{2}{3} \frac{R_{vac}}{V_{ox} \tau} \right)$$

$$R = R_{vac} \left(1 - \frac{4V_{oy}}{3g\tau} \right) = R \left(1 - \frac{4}{3} \frac{V_{oy}}{V_{term}} \right) \quad \square$$

You practice quadratic force in the Friday Activity.

$$\vec{F} = -c v^2 \hat{v} = -c |v| |v| \hat{v} = -c |v| \vec{v}$$

$$m \ddot{\vec{r}} = -c |v| (v_x \hat{x} + v_y \hat{y}) \quad |v| = \sqrt{v_x^2 + v_y^2}$$

$$m \ddot{v}_x \hat{x} + m \ddot{v}_y \hat{y} = -c v_x \sqrt{v_x^2 + v_y^2} \hat{x} - c v_y \sqrt{v_x^2 + v_y^2} \hat{y}$$

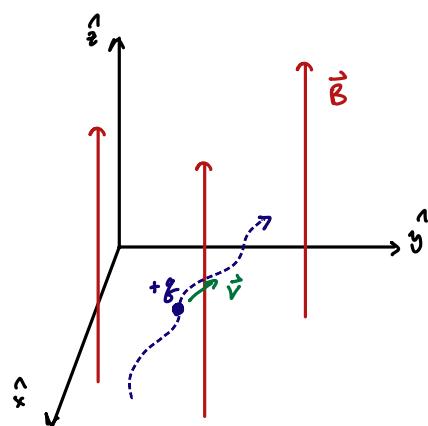
$$\Rightarrow m \ddot{v}_x = -c v_x \sqrt{v_x^2 + v_y^2} \quad \left. \begin{array}{l} \\ \end{array} \right\} \text{coupled! Very difficult to solve}$$

$$m \ddot{v}_y = -c v_y \sqrt{v_x^2 + v_y^2}$$

Next, we'll consider a system with coupled diff eq's that we can solve!

Motion of a Charge in a uniform \vec{B} field

Lorentz force: $\vec{F} = q\vec{v} \times \vec{B}$



$$\vec{B} = B\hat{z}$$

$$\vec{v} = v_x\hat{x} + v_y\hat{y} + v_z\hat{z}$$

To find \vec{a} using $\vec{F} = m\vec{a}$, we first need $\vec{v} \times \vec{B}$

$$\vec{F} = \vec{v} \times \vec{B}$$

$$(\vec{v} \times \vec{B})_i = \epsilon_{ijk} v_j B_k \quad \vec{B} = B\hat{z} \Rightarrow B_1 = B_x = 0, B_2 = B_y = 0, B_3 = B_z = B$$

$$(\vec{v} \times \vec{B})_x = \epsilon_{1jk} v_j B_3 = \epsilon_{123} v_z B_3 = +v_y B$$

$$(\vec{v} \times \vec{B})_y = \epsilon_{2jk} v_j B_3 = \epsilon_{213} v_z B_3 = -v_x B$$

$$(\vec{v} \times \vec{B})_z = \epsilon_{3jk} v_j B_3 = 0$$

$$\vec{F} = q(\vec{v} \times \vec{B}) = q(v_y B\hat{x} - v_x B\hat{y})$$

$$\vec{F} = q(\vec{v} \times \vec{B}) = q(v_y B\hat{x} - v_x B\hat{y})$$

$$\Rightarrow m\ddot{x} = qv_y B \Rightarrow m\dot{v}_x = qv_y B \quad \left. \begin{array}{l} \\ \end{array} \right\} \text{1st order coupled dif eq's!}$$

$$m\ddot{y} = -qv_x B \Rightarrow m\dot{v}_y = -qv_x B \quad \left. \begin{array}{l} \\ \end{array} \right\} \text{These can be solved through!}$$

$$m\ddot{z} = 0 \Rightarrow v_z = \text{constant}$$

Rewrite: $\dot{v}_x = \frac{qB}{m} v_y$

$$\dot{v}_y = -\frac{qB}{m} v_x$$

$$\left. \begin{array}{l} \dot{v}_x = \omega v_y \\ \dot{v}_y = -\omega v_x \end{array} \right.$$

$$\text{where } \omega \equiv \frac{qB}{m}$$

"cyclotron frequency"

Let $\eta = v_x + i v_y$ (This is weird, I know, but it will work out)

$$\dot{\eta} = \dot{v}_x + i \dot{v}_y = (\omega v_y) + i(-\omega v_x) = \omega v_y - i\omega v_x = -i\omega(i v_y + v_x) = -i\omega\eta$$

Plug in dif-eqs

$$\dot{\eta} = -i\omega\eta \rightarrow \text{we can solve this!}$$

$$\frac{d\eta}{dt} = -i\omega\eta$$

$$\eta = A e^{-i\omega t}$$

Let's take a closer look