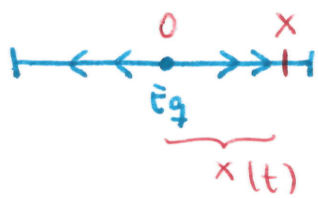


Lecture XXXIV §9.6 Simple Harmonic Motion. The Pendulum

TODAY: Diff'l eqn modelling: the motions of vibrations producing sound
 • oscillations or waves of periodic motions

§1 Simple Harmonic Motion

Def: If an object or point moves back & forth in a straight line (say the x -axis) so that the force required to move it back to equilibrium ($x=0$) is proportional to the distance from equilibrium, we say we have a simple harmonic motion.



$$F(t) = m \frac{d^2x}{dt^2} = -kx(t) \quad \text{for } k > 0$$

$$\text{gives } \frac{d^2x}{dt^2} = -\frac{k}{m}x(t)$$

Write $c = a^2 > 0$ to emphasize it's positive! $= c > 0$

Equation for SHM:
$$\boxed{\frac{d^2x}{dt^2} + a^2 x(t) = 0 \quad \text{for } a > 0} \quad (*)$$

Initial conditions:
$$\begin{cases} x(t_0) = x_0 & \text{(initial position)} \\ x'(t_0) = v_0 & \text{(initial velocity, typically } v_0 = 0) \end{cases}$$

Ex: $a=1$ gives $x'' + x = 0 \rightarrow$ Solns = $\sin(t), \cos(t)$.

In general $x = \alpha \sin(t) + \beta \cos(t)$ for 2 parameters α, β in \mathbb{R} (determined by initial conditions)

Thm: The solutions to SHM (*) are of the form:

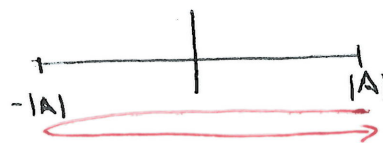
$$x(t) = A \sin(at + b) \quad \text{for some } A, b \text{ in } \mathbb{R}$$

Notes: $|A| =$ amplitude

$T = \frac{2\pi}{a} =$ period $[x(t+T) = x(t) \text{ for all } t.] =$ smallest time it takes to return to a position.

$f = \frac{1}{T} = \frac{a}{2\pi} =$ frequency = number of cycles per second.

Movement oscillated between $-|A|$ & $|A|$
 (Largest position = $|A|$, smallest position = $-|A|$)



It takes $\frac{2\pi}{a}$ seconds to finish this cycle

Proof 1: $\frac{d^2x}{dt^2} + a^2x = 0$ Write $\frac{d^2x}{dt^2} = \frac{dv}{dt}$ & use

Chain Rule $\frac{dv}{dt} = \frac{dv}{dx} \frac{dx}{dt} = \frac{dv}{dx} \cdot v$ [as in "Escape Velocity"]
 $x = x(t)$

(SHM) becomes: $\frac{dv}{dx} \cdot v + a^2x = 0 \implies v dv = -a^2x dx$

Use Separation of variables: $\int v dv = \int -a^2x dx$
 $\frac{v^2}{2} = -\frac{a^2}{2}x^2 + C$

Get $v^2 + a^2x^2 = 2C$ constant. Note: $2C \geq 0$

Use initial conditions $v^2(x_0) + a^2x_0^2 = 2C$

So $v^2(x) = v_0^2 + a^2(x_0^2 - x^2) = a^2 \left(\underbrace{\left(\frac{v_0}{a}\right)^2 + x_0^2}_{=: A^2} - x^2 \right)$

Get $\frac{dx}{dt} = v = \pm a \sqrt{A^2 - x^2}$ (sign depends on the direction)

Separation of variables $\int \frac{dx}{\sqrt{A^2 - x^2}} = \int \pm a dt$

(LHS) $u = \frac{x}{A}$: $\int \frac{dx}{\sqrt{A^2 - x^2}} = \frac{1}{A} \int \frac{A du}{\sqrt{1 - u^2}} = \arcsin(u) = \arcsin\left(\frac{x}{A}\right)$

(RHS) $\int \pm a dt = \pm at + b$

We get $\arcsin\left(\frac{x}{A}\right) = \pm at + b \implies x = A \sin(\pm at + b)$

- If $v > 0$: $x = A \sin(at + b)$
- If $v < 0$: $x = A \sin(-at + b) = (-A) \sin(at - b)$

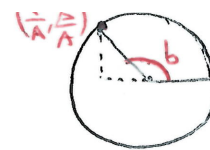
So the signs of A & b depends on the direction of the movement, but the formulas look the same. \square

Alternative (chain): Any solution has the form $x(t) = \alpha \sin(at) + \beta \cos(at)$. (why? see last page)

• We don't want the trivial solution ($x(t) \equiv 0$), so we can assume either α or $\beta \neq 0$.

Set $A = \sqrt{\alpha^2 + \beta^2} > 0$

The point $(\frac{\alpha}{A}, \frac{\beta}{A})$ lies in the unit circle



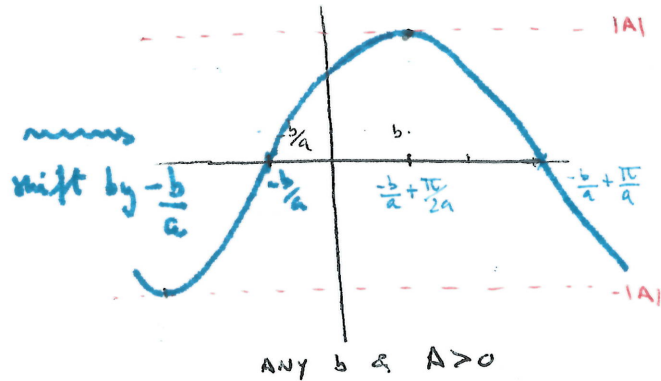
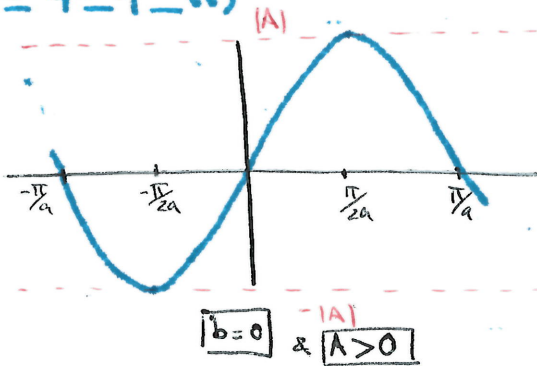
We can find $\cos b$

with $\frac{\alpha}{A} = \cos b$ & $\frac{\beta}{A} = \sin b$

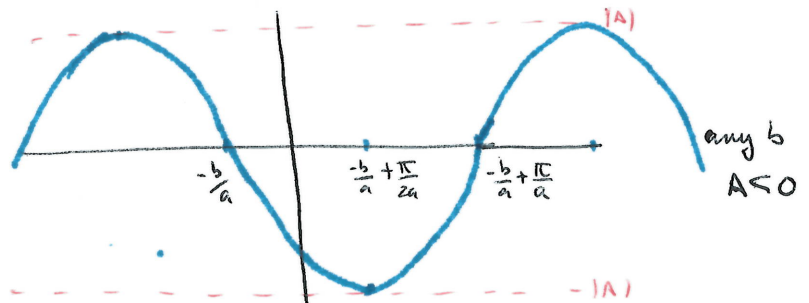
Now $x(t) = \alpha \sin at + \beta \cos at = A \cos b \sin(at) + A \sin b \cos(at)$
 $= A \sin(at + b)$
 (last time)

Note: Don't need $A > 0$. The expression will also be a solution to (SHM) if $A < 0$.

Graph of $x(t)$?



If $A < 0$, rotate about x-axis:



If $A = 0$. Soln is $x(t) = 0$ (boring!)

Remark $x(t) = A \sin(at + b) = A \cos(at + (b - \frac{\pi}{2}))$

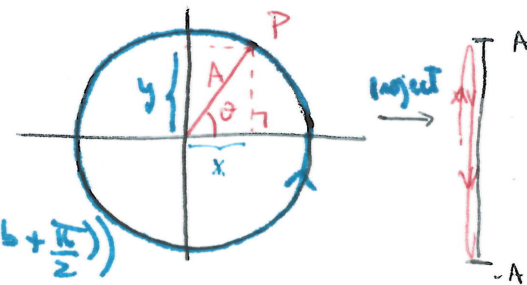
§2 Another perspective

Assume $A > 0$. The particle P moves around the circle of radius A with constant angular velocity $\frac{d\theta}{dt} = a \frac{\text{rad}}{\text{sec}}$

Soln: $\theta = at + b$ (by integration)

Write: $x = A \cos \theta = A \cos(at + b) = A \sin(at + (b + \frac{\pi}{2}))$

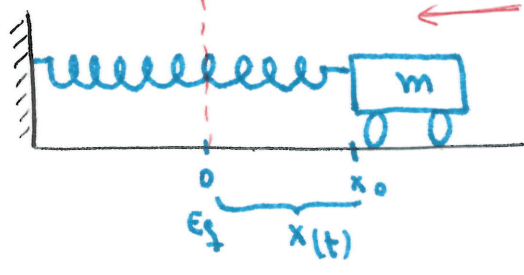
$y = A \sin \theta = A \sin(at + b)$



Projection to the y-axis describes (SHM)

§3 Examples:

I SHM for a spring. Assume: friction & air resistance are negligible.



$F = -kx$
 $k = \text{spring constant} > 0$
 (force against movement direction)
 • Pull cart away from the wall
 • Let go of the cart with initial velocity $v_0 = 0$

Newton's Law: $F = m \frac{d^2x}{dt^2} = -kx$ gives $\frac{d^2x}{dt^2} = -\frac{k}{m}x$
 let $a = \sqrt{\frac{k}{m}} > 0$
 (SHM)

Soln: $x(t) = \alpha \sin(at) + \beta \cos(at)$

Initial conditions $\begin{cases} x(0) = x_0 \\ \frac{dx}{dt}(0) = v_0 \end{cases}$

So $x'(t) = \alpha a \cos(at) - \beta a \sin(at)$

gives $v_0 = x'(0) = \alpha a$ so $\alpha = 0$

Also $x(0) = 0 + \beta$ gives $\beta = x_0$

Conclusion: $x(t) = x_0 \cos\left(\sqrt{\frac{k}{m}}t\right) = x_0 \sin\left(\sqrt{\frac{k}{m}}t + \frac{\pi}{2}\right)$

• Amplitude: $x_0 > 0$ (agrees with initial position)

• Period: $T = \frac{2\pi}{a} = 2\pi \sqrt{\frac{m}{k}}$

Frequency: $f = \frac{1}{T} = \frac{1}{2\pi} \sqrt{\frac{k}{m}}$

Observation: If stiffness k of the spring increases, then the frequency of the vibration increases

• If the mass m increases, then the frequency decreases

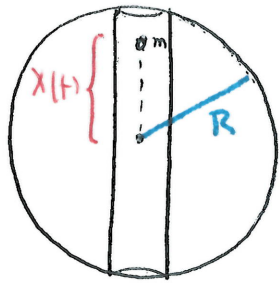
These 2 agree with the expectations from experimental evidence.

II Hole in the earth: Earth = sphere of radius $R = 4000$ mi

• Bore a tunnel straight through the center, from one side to the other

• Drop a body a mass m into the tunnel

GOAL: Motion of the body induced by gravity?



$$F = -m \frac{d^2x}{dt^2}$$

Force of gravity acts as if all the earth were concentrated at the center

Model: $F = -kx$ gives $x'' + \frac{k}{m}x = 0$

At the surface $F = -mg$ & $x = R$ so $-mg = -kR$ gives $k = \frac{mg}{R}$

Eqn is $x'' + \frac{g}{R}x = 0$ (independent of the mass m !)

Conclusion: The object will exhibit SHM (disregard air friction, etc.)

$a = \sqrt{\frac{g}{R}}$

Period: $\frac{2\pi}{a} = 2\pi \sqrt{\frac{R}{g}} \approx 89 \text{ min}$

$R \approx 8000 \text{ mi}$
 $g = 32 \text{ ft/s}^2$
 $1 \text{ mi} = 5280 \text{ ft}$

Time to get the center = $\frac{89}{4} \approx 22 \text{ min}$

Amplitude = ? A: Radius of earth

Why? $x(t) = A \sin(at + b)$

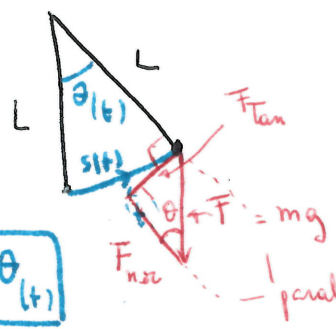
$x(0) = A \sin b = R$

$x'(t) = aA \cos(at + b) \implies x'(0) = aA \cos b = 0$
 so $\cos b = 0$

If $\cos b = 0$, then $\sin b = \pm 1$ so $|A| = \left| \frac{R}{\sin b} \right| = \left| \frac{R}{\pm 1} \right| = R$

Reason 2: If $v_0 = 0$, amplitude = initial position (same as for Spring).

III Pendulum



Bob (weight) suspended at the end of a light string of length L

Allowed to swing back and forth under the action of gravity.

$F = mg$, but not in the direction of the movement!

F has 2 components: F_{tan} = tangential to the movement

F_{norm} = perpendicular

$F_{tan} = -F \sin \theta = -mg \sin \theta$; $s(t) = L \theta(t)$

Equation: $\frac{d^2 s}{dt^2} = \frac{d^2}{dt^2} (L\theta(t)) = L \frac{d^2 \theta}{dt^2} = L \theta''$

Newton's law $F_{\text{tan}} = m \frac{d^2 s}{dt^2} = mL \theta''$

We get: $-mg \sin \theta = mL \theta'' \implies \boxed{\theta'' + \frac{g}{L} \sin \theta = 0}$

For small values of θ : $\sin \theta \approx \theta$ (because $\lim_{\theta \rightarrow 0} \frac{\sin \theta}{\theta} = 1$) so we get an eqn of SHM $\theta'' + \frac{g}{L} \theta = 0$ with period $= \frac{2\pi}{\sqrt{g/L}} = 2\pi \sqrt{\frac{L}{g}}$

⚠ This is ONLY an approximation! In reality, period depends on the amplitude. This gives the "circular error" in pendulum clocks.

§4 Alternative solution:

Prop: The general soln to $y'' + a^2 y = 0$ for $a \neq 0$ is $y(t) = \alpha \cos at + \beta \sin at$.

Why? We argue in 4 steps.

STEP 1: If $f(t), g(t)$ are solutions & α, β are real numbers then:
 $y = \alpha f(t) + \beta g(t)$ is also a solution.

Pf/ Easy check: $y'' = \alpha f'' + \beta g''$
 $+ a^2 y = a^2 \alpha f + a^2 \beta g$

$$\frac{y'' + a^2 y}{=} = \alpha \underbrace{(f'' + a^2 f)}_{=0} + \beta \underbrace{(g'' + a^2 g)}_{=0} = \alpha \cdot 0 + \beta \cdot 0 = 0 \quad \checkmark$$

STEP 2: If $y = f(t)$ is a solution, then $a^2 f(t)^2 + (f'(t))^2$ is constant

Pf/ Take derivative & check it's = 0.

$$\frac{d}{dt} (a^2 f(t)^2 + (f'(t))^2) = a^2 2f f' + 2f' f'' = 2f' (a^2 f + f'') \stackrel{=0}{=} 0 \quad \checkmark$$

STEP 3: If $y(t)$ is a solution & $y(0) = y'(0) = 0$, then $y(t) = 0$ for all t .

Pf/ We use STEP 2: $a^2 y(t)^2 + (y'(t))^2 \stackrel{\text{const}}{=} a^2 (y(0))^2 + (y'(0))^2 = 0 + 0 = 0$

So $\underbrace{a^2 y(t)^2}_{\geq 0} + \underbrace{y'(t)^2}_{\geq 0} = 0$ so $ay(t) = 0$ & $y'(t) = 0$ are the only options.

Since $a \neq 0$, we get $y(t) = 0$ for all t .

STEP 4: Write $f(t) = y(t) - \underbrace{\frac{1}{a} y'(0)}_{\in \mathbb{R}} \sin(at) - \underbrace{y(0)}_{\in \mathbb{R}} \cos(at)$

where $y(t)$ is a solution.

Since $\sin(at)$ & $\cos(at)$ are also solutions, we conclude $f(t)$ is also a soln (use STEP 1)

Now $f'(t) = y'(t) - y'(0) \cos(at) + a y(0) \sin(at)$

In particular: $f(0) = y(0) - 0 - y(0) = 0$
 $f'(0) = y'(0) - y'(0) + 0 = 0$

By STEP 3: $f(t) = 0$ for all t

We conclude $y(t) = \underbrace{\frac{1}{a} y'(0)}_{=\beta} \sin(at) + \underbrace{y(0)}_{=\alpha} \cos(at)$ for α, β const.

Exercise: Find the amplitude & frequency of the SHM of a particle with trajectory $x(t) = 3 \sin 2t + 4 \cos 2t$. Find its maximal velocity.

Soln: Want to write $x(t)$ as $A \sin(at+b)$

Diff'l eqn is $x'' + a^2 x = 0 \implies x'' = 6 \sin 2t + (-8) \cos 2t$
 $x'' = -12 \sin 2t - 8 \cos 2t = -4(3 \sin 2t + 4 \cos 2t) = -4x$
We get $a^2 = 4$ so take $\boxed{a=2}$

Period $T = \frac{2\pi}{a} = \pi$ a Frequency $f = \frac{1}{T} = \boxed{\frac{1}{\pi}}$

To solve for A & b we need to pick sample pts

$t=0$ gives $x(0) = 3 \cdot 0 + 4 \cos 0 = 4$
 $x(0) = A \sin b$

$t = \frac{\pi}{4}$ gives $x(\frac{\pi}{4}) = 3 \sin \frac{\pi}{2} + 4 \cos \frac{\pi}{2} = 3 + 4 \cdot 0 = 3$
 $x(\frac{\pi}{4}) = A \sin(\frac{\pi}{2} + b) = A \cos b$

So $\begin{cases} A \sin b = 4 \\ A \cos b = 3 \end{cases} \implies A^2 (\underbrace{\sin^2 b + \cos^2 b}_{=1}) = 16 + 9 = 25 \implies A = \pm 5$

Amplitude = $|A| = 5$.

Velocity: $x'(t) = 6 \cos 2t - 8 \sin 2t = 2A \sin(2t+b) \implies \text{max vel} = 10 = 2|A|$