TODAT: We'll solve differential equations modeling: 1) the notions of vibrations producing sound 2) oscillations of waves of periodic motions.

31 Simple Harmonic Motion:

Definition: It an object raparticle mores back & frith in a stranight line (say the x-axis), so that the free required to move it back to equilibrium (x=0) is propretimal to the distance away from equilibrium, we say we have a simple harmonic motion (SHM) $F(t) = m a(t) = m \frac{d^2x}{dt^2} = -k X(t)$ (instantine force) $f(t) = m \frac{d^2x}{dt^2} = -k X(t)$ lif k=0, no morement) gives $\frac{d^2x}{dt^2} = -\frac{k}{m} \times (t)$ we write $c = a^2 > 0$ france, Now: le, m>0 so c= k >0 to ensure it is proitive ! Conclusion: The equation governing the SHM is (*) $\frac{d^2x}{dt^2} + a^2 X(t) = 0$ $\int \pi a > 0$ (deque 2) Initial conditions: { X(to) = x o (initial position) X'(to) = vo (initial relative, typically v=0) EXAMPLE: Q=1 gives x"+x=0 ~ > 2 building blocks for volutions ramly: sent 4 cost. General solution: x = d sint + 1 cost (a, 13 parameters)

Theorem: The solutions to the SHM aquation (x) and the fram:

$$x_{(t)} = A \sin (at + b) \qquad \text{for some a bin TR}$$
Name: $|A| = amplitud$
 $T = \frac{att}{a} = geniod (= smallest time it takes to estima to a given pointion.
Indeed, $x(t + T) = A \sin (a(t + T) + b) = A \sin (at + b) = x(t)$
 $= A \sin (at + b)$$

Next, we use the initial conditions to determine
$$C \in S = V$$
:
At t=to we get $v_0^2 + a^2 \times a^2 = 2C$
So $v_{(x)}^2 = v_0^2 + a^2 \times a^2 - a^2 \times a^2 = v_0^2 + a^2 (x_0^2 - x)$
 $= a^2 \left(\left(\frac{(v_0)}{a} \right)^2 + x_0^2 - x^2 \right) \quad \text{mo } \times \text{ cannot exceed [A]}$
 $= : A^2$

Then $\frac{dx}{dt} = U = \pm \alpha \sqrt{A^2 - X^2}$ (sign depends on the delection!)

Once again, ue can une repenation of variables to solve for X:

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

$$\int \frac{dx}{\sqrt{A^{2}-x^{2}}} = \int \pm a dt = \pm at + b$$

(LHS) can be computed by substitution $u = \frac{x}{A}$ $\int \frac{dx}{\sqrt{A^2 - x^2}} = \int \frac{dx}{\sqrt{A^2 (1 - (x)^2)^2}} = \int \frac{du}{\sqrt{1 - u^2}} = \operatorname{anc} \sin(u) = \operatorname{anc} \sin(\frac{x}{A})$ $u = \frac{x}{A}$ $du = \frac{dx}{A}$

<u>(include</u>: $\operatorname{aucsin}(\underline{x}) = \pm \operatorname{at} + \operatorname{b} \xrightarrow{} x = \operatorname{Asin}(\pm \operatorname{at} + \operatorname{b})$. If v > 0, then $x = \operatorname{Asin}(\operatorname{at} + \operatorname{b})$. If v < 0, then $x = \operatorname{Asin}(-\operatorname{at} + \operatorname{b}) = (-\operatorname{A}) \sin(\operatorname{at} - \operatorname{b})$ $\operatorname{bsin}(-\omega) = -\sin(\omega)$ So the sign of A depends in the direction of the movement, but the formula for x(t) looks the same in both situations.

(2) For our 2^{nk} approch we need the following claim: <u>CLAIM</u>: Any solution to (*) has the form $X_{[f]} = \alpha \sin(at) + \beta \cos(at)$ Since we don't want the trivial solution $X_{[f]} \equiv 0$, we can assume either $\alpha \in \beta \neq 0$.

We set
$$A = \sqrt{\alpha^2 + \beta^2} > 0$$
, so the point $(\frac{\alpha}{A}, \frac{\beta}{A})$ lies in the
unit circle $\frac{(\frac{\alpha}{A}, \frac{\beta}{A})}{(\frac{\alpha}{A}, \frac{\beta}{A})}$ with $\frac{\alpha}{A} = \cos b$ so $\frac{\beta}{A} = \sin b$
with $\frac{\alpha}{A} = \cos b$ so $\frac{\beta}{A} = \sin b$
 $\frac{(\operatorname{include}: X(t) = \alpha \sin (\alpha t) + \beta \cos (\alpha t))}{= A(\frac{\alpha}{A} \sin (\alpha t) + \frac{\beta}{A} \cos (\alpha t)))}$
 $= A(\frac{\alpha}{A} \sin (\alpha t) + \sin b \cos (\alpha t))$
 $= A(\frac{\alpha}{A} \sin (\alpha t) + \sin b \cos (\alpha t))$
 $= A \sin (\alpha t + b)$

Note: The may thing we need is $A \neq 0$. This expression will also we a solution to (SHM) even if A < 0.

Kuy:
$$A = \sqrt{d^2 + \beta^2}$$
 if $x_{(t)} = d \sin(at) + \beta \cos(at)$ is a
solution to (SHM) $m_p T = \frac{2\pi}{a}$ & $f = \frac{1}{T} = \frac{a}{2\pi}$
§ 2. An alternative solution:

$$\frac{Papposition:}{Papposition:} Aug solution to g''+a^2g=0 \ fr a \neq 0 \ has the form
g(t) = x & (at) + x & cos(at)
Q: Why? We argue in 9 steps
STEP I: If $f_{(t)}$, $g_{(t)}$ are solutions & x, x are real numbers,
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$$\frac{\ln c \ln c \ln c h}{\ln c} = \frac{1}{2} \frac{\sqrt{10}}{100} \sin(at) + \frac{\sqrt{100}}{100} \cos(at) = \frac{1}{2} \frac{1}{3} \frac{1}{3$$