

$$\dot{x}(t) = \alpha (A \cos \alpha t - B \sin \alpha t)$$

$$\ddot{x}(t) = \alpha^2 (-A \sin \alpha t - B \cos \alpha t)$$

so, $m \ddot{x} = -kx$

means $-m \alpha^2 (A \sin \alpha t + B \cos \alpha t)$

$$= -k (A \sin \alpha t + B \cos \alpha t)$$

$$\alpha^2 = + \frac{k}{m}$$

$$\alpha = \pm \sqrt{\frac{k}{m}} \quad \leftarrow \text{"absorb" - by } A \rightarrow -A$$

change notation : $\alpha = \omega$

solution of

$$m \ddot{x} = -kx$$

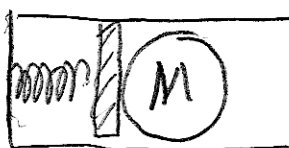
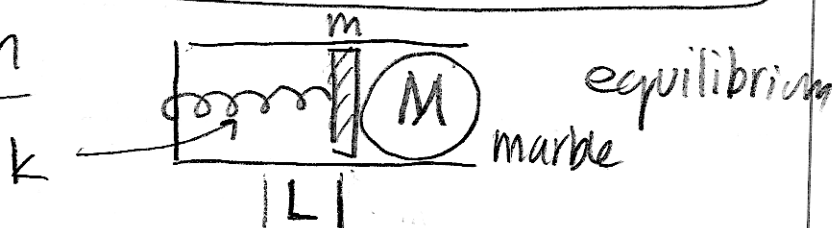
is

$$x(t) = A \sin(\omega t) + B \cos(\omega t)$$

with $\omega = \sqrt{\frac{k}{m}}$

and $A + B$ determined by initial conditions

Spring Gun



release...
what is marble speed at release?

$$\omega = \sqrt{\frac{k}{m+M}} \leftarrow \begin{array}{l} \text{total mass} \\ \text{driven by spring} \end{array}$$

Conditions : $t = 0$

$$x(0) = -L \quad (\text{displacement})$$

$$v(0) = 0 \quad (\text{released from rest})$$

$$x(t) = A \sin(\omega t) + B \cos(\omega t)$$

$$x(0) = \boxed{B = -L}$$

$$\dot{x}(t) = v(t) = \omega(A \cos \omega t - B \sin \omega t)$$

$$v(0) = \omega A = 0$$

$$\boxed{A = 0}$$

so
$$\boxed{\begin{array}{l} x(t) = -L \cos \omega t \\ v(t) = \omega L \sin \omega t \end{array}}$$

$$v_{\max}(t) \quad \text{when} \quad \sin \omega t = 1 \quad (\omega t = \pi/2)$$

$$\text{then} \quad v_{\max}\left(\frac{\pi}{2\omega}\right) = \omega L = \sqrt{\frac{k}{m+M}} L$$

later: spring pulls back.
marble doesn't

Momentum

Actually, Newton did not say,

$$\sum \vec{F}_i = m \cdot \vec{a} = m \frac{d\vec{v}}{dt} \quad \leftarrow \begin{array}{l} \text{true} \\ \text{only} \\ \text{when} \\ \underline{m \text{ is constant}} \end{array}$$

$$\sum \vec{F}_i = \frac{d}{dt} (m\vec{v}) \quad \leftarrow \begin{array}{l} \text{What Newton} \\ \text{really said.} \end{array}$$

$$= \underbrace{\frac{dm}{dt} \vec{v}} + m \frac{d\vec{v}}{dt}$$

only matters when $\frac{dm}{dt} \neq 0$

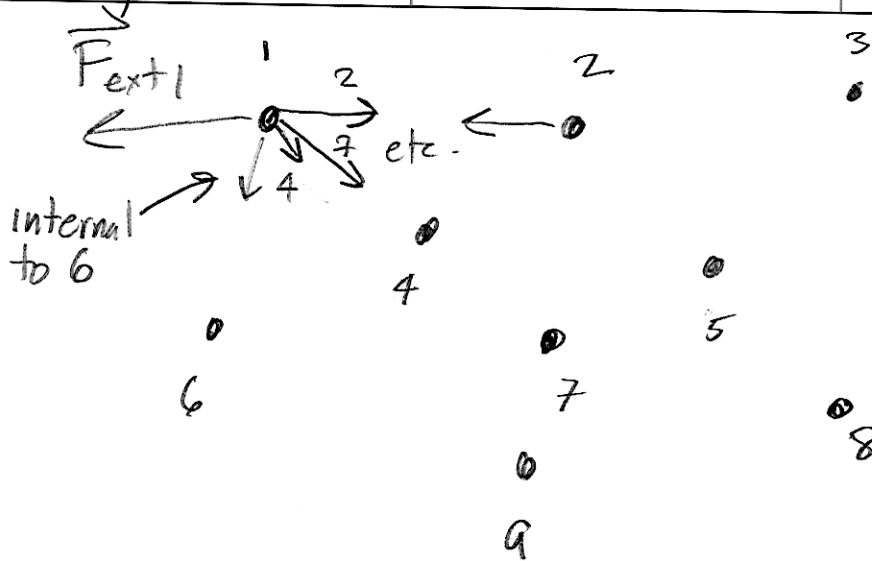
example: rocket ships

The quantity $\vec{p} \equiv m\vec{v}$ is known as the momentum of a body.

First point: when $\sum_{i=1}^n \vec{F}_i = 0$

then $0 = \frac{d\vec{p}}{dt} \quad \vec{p} = \text{constant}$
(Newton #1)

Now look at a system of bodies...



could be atoms in a solid

Categorize forces: internal external

when adding up; focus on #1

$$\frac{d\vec{p}_1}{dt} = \underbrace{\sum_i \vec{F}_{i1}}_{\substack{\text{include all} \\ \text{forces, internal} \\ \text{+ external}}} = \sum \vec{F}_{\text{internal},1} + \underbrace{\vec{F}_{\text{ext},1}}_{\substack{\text{net} \\ \text{external} \\ \text{force.}}}$$

$$\frac{d\vec{p}_2}{dt} = \sum_i \vec{F}_{i2} = \sum \vec{F}_{\text{internal},2} + \vec{F}_{\text{ext},2}$$

add up all ...

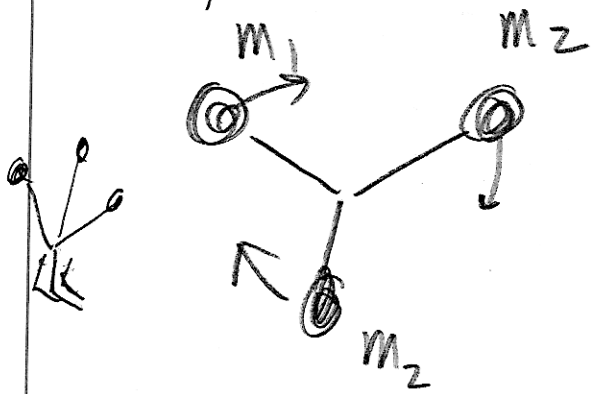
$$\sum \frac{d\vec{p}_i}{dt} = \underbrace{\sum_{i,j} \vec{F}_{ij}}_0 + \sum_j \vec{F}_{\text{ext},j}$$

internal forces cancel in pairs by Newton 3

$$\sum_i \frac{d\vec{p}_i}{dt} = \sum_i \vec{F}_{ext,j}$$

can neglect internal forces.

Flying "bola"



$$\frac{d}{dt} (\vec{p}_1 + \vec{p}_2 + \vec{p}_3) = m_1 \vec{g} + m_2 \vec{g} + m_3 \vec{g}$$

neglect string!

$$\vec{p} \equiv \vec{p}_1 + \vec{p}_2 + \vec{p}_3 \quad \frac{d\vec{p}}{dt} = \underbrace{(m_1 + m_2 + m_3)}_M \vec{g} = M \vec{g}$$

↑
motion ($\vec{p}_i(t)$)
of individual
is complicated

but → motion of $\frac{\vec{p}}{\text{sum}}$
is that of a single
particle, mass M .

Center of mass

Trajectory of precisely what follows that of something with mass M ?

Find an \vec{R} such that

$$\vec{F} = M \ddot{\vec{R}} = \frac{d}{dt} \sum \vec{p}_i = \frac{d}{dt} \sum m_i \vec{v}_i = \sum m_i \ddot{\vec{r}}_i$$

assume $\frac{dm_i}{dt} = 0$