



豪豬筆記

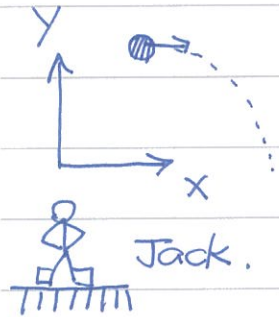
## HH0084 Newton's second law

The trajectory of a particle satisfies Newton's second law.

$$\vec{F} = m\vec{a} = m \frac{d^2\vec{r}}{dt^2} \quad \leftarrow \text{differential equation}$$

As long as we know how to solve the differential equation, we can obtain the trajectory.

For instance, the trajectory of a falling body satisfies the equations of motion:



$$\frac{d^2x}{dt^2} = 0$$
$$\frac{d^2y}{dt^2} = -g$$

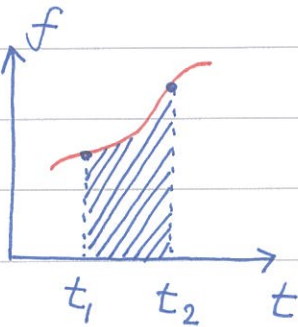
$$x(t) = a_0 + a_1 t$$

$$y(t) = b_0 + b_1 t - \frac{1}{2} g t^2$$

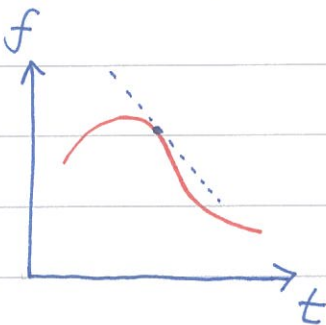
What are the meanings of these constants  $a_0, a_1, b_0, b_1$ ?

From this simple example, we know calculus is important.

## ⊙ Some basic calculus.



$$\text{shaded area} = \lim_{\Delta t \rightarrow 0} \sum_i f(t_i) \Delta t$$
$$\equiv \int_{t_1}^{t_2} f(t) dt$$



$$\text{slope} = \lim_{\Delta t \rightarrow 0} \frac{f(t+\Delta t) - f(t)}{\Delta t}$$
$$\equiv \lim_{\Delta t \rightarrow 0} \frac{\Delta f}{\Delta t} \equiv \frac{df}{dt}$$

The beauty of calculus is that "integration" and "differentiation" are related ☺



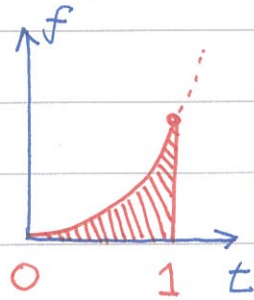


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The fundamental theorem of calculus,

$$\int_{t_1}^{t_2} f(t) dt = F(t_2) - F(t_1), \text{ where } \frac{dF}{dt} = f$$

Example:  $f(t) = t^2 \rightarrow F(t) = \frac{1}{3}t^3 + \text{const}$



$$\begin{aligned} \int_0^1 t^2 dt &= \left. \frac{1}{3}t^3 \right|_0^1 \\ &= \frac{1}{3}1^3 - \frac{1}{3}0^3 = \underline{\underline{\frac{1}{3}}} \# \end{aligned}$$

Another useful tool is Taylor expansion  $\ddot{\cup}$

$$\cos z = 1 - \frac{1}{2!}z^2 + \frac{1}{4!}z^4 - \frac{1}{6!}z^6 + \dots$$

$$\sin z = z - \frac{1}{3!}z^3 + \frac{1}{5!}z^5 - \frac{1}{7!}z^7 + \dots$$

$$e^z = 1 + z + \frac{1}{2!}z^2 + \frac{1}{3!}z^3 + \frac{1}{4!}z^4 + \dots$$

Knowing these series helps us to find the solution of differential equations. Some interesting properties you can derive ....

$$\frac{de^z}{dz} = 0 + 1 + \frac{1}{2!}(2z) + \frac{1}{3!}(3z^2) + \frac{1}{4!}(4z^3) + \dots$$

$$= 1 + z + \frac{1}{2!}z^2 + \frac{1}{3!}z^3 + \dots = \underline{\underline{e^z}}$$

The differentiation of  $e^z$  is again  $e^z$ !

$$\frac{d(\cos z)}{dz} = 0 - \frac{1}{2!}(2z) + \frac{1}{4!}(4z^3) - \frac{1}{6!}(6z^5) + \dots$$

$$= - \left[ z - \frac{1}{3!}z^3 + \frac{1}{5!}z^5 - \dots \right] = -\sin z$$

Thus,  $(\cos z)' = -\sin z$ . Similarly  $(\sin z)' = \cos z$





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① **Falling rain.** A rain drop of mass  $m$  experiences two forces - gravity and friction.



$$f = -bv$$

Now, write down the equation of

motion for the rain drop.  $\ddot{u}$

$$m \frac{du}{dt} = mg - bv$$

The physics part is done and

we only need to solve the differential equation.

Choose  $u(t) \equiv v(t) - v_T$ , where the terminal velocity

$v_T = mg/b$ . The EOM simplifies  $\frac{du}{dt} = \left(-\frac{b}{m}\right)u$

Solving for  $u(t)$ :

$$u(t) = u(0) e^{-(b/m)t} \longrightarrow v(t) = v_T + u(t)$$

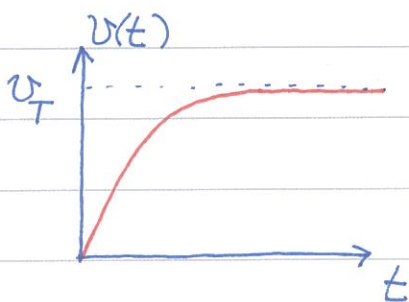
Work out the initial condition,

$$= v_T + u(0) e^{-(b/m)t}$$

$u(0) = v(0) - v_T$ , the final soln is

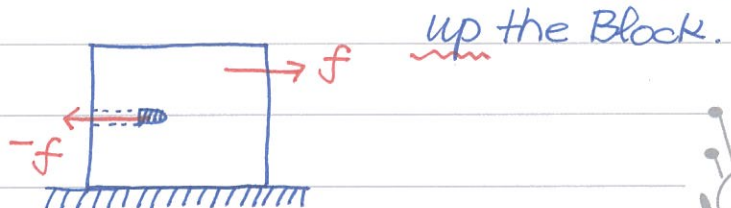
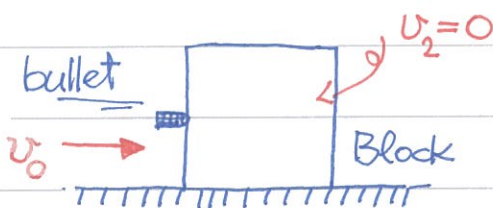
$$v(t) = v_T + [v(0) - v_T] e^{-(b/m)t}$$

$$v(t \rightarrow \infty) = v_T$$



For simplicity, choose  $v(0) = 0$ , the rain drop accelerates at the beginning but gradually approaches the terminal velocity  $v_T$ !

① **Shooting bullet.** Let us consider a slightly more complicated system as below. The friction actually speeds



up the Block.





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Let us write down the EOMs.

$$m_1 \frac{du_1}{dt} = -f, \quad m_2 \frac{du_2}{dt} = f$$

It is rather straightforward to solve the equations,

$$u_1(t) = u_0 - \frac{f}{m_1} t$$

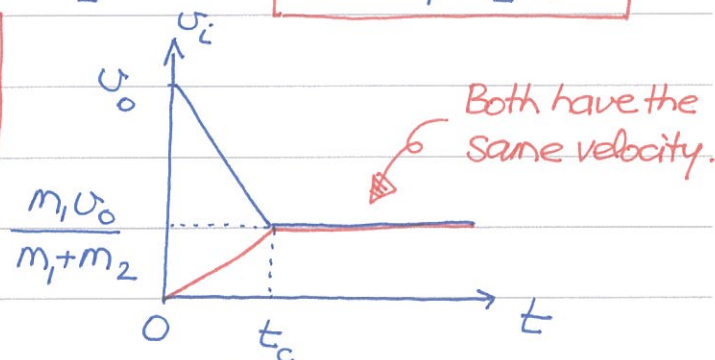
$$u_2(t) = \frac{f}{m_2} t$$

But, this is NOT the whole story. At  $t=t_c$ , both have the same velocity and the friction disappears. 

$$u_1(t_c) = u_2(t_c) \rightarrow u_0 - \frac{f}{m_1} t_c = \frac{f}{m_2} t_c$$

$$t_c = \frac{m_1 m_2}{m_1 + m_2} \frac{u_0}{f}$$

Thus,  $u_1(t_c) = u_2(t_c) = \frac{m_1 u_0}{m_1 + m_2}$



It is quite easy to check that the momentum is conserved before and after the inelastic "collision".

### ⊗ 2<sup>nd</sup> law and momentum.

Newton's 2<sup>nd</sup> law was originally written as

$$\vec{F} = \frac{d\vec{p}}{dt} \quad \text{For fixed mass } m, \text{ it becomes } \vec{F} = m\vec{a}.$$

There are dynamical systems better described by the momentum-derivative formalism. Consider a system of variable mass,



Let's compute the momentum change.





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$$d\vec{P} = (M + dM)(\vec{v} + d\vec{v}) - M\vec{v} - dM\vec{u}$$

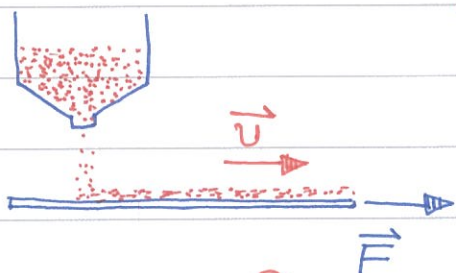
$$= M d\vec{v} + (\vec{v} - \vec{u}) dM$$

*coming from variable mass.*

According to Newton's second law,

$$\vec{F} = \frac{d\vec{P}}{dt} = M \frac{d\vec{v}}{dt} + (\vec{v} - \vec{u}) \frac{dM}{dt}$$


Example: Conveyor belt. One needs to provide an external force  $F$  to keep the belt moving.

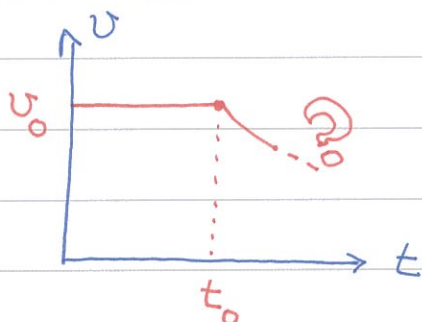


$$F = M \frac{dv}{dt} + (v - 0) \frac{dM}{dt}$$

$$F = v \frac{dM}{dt}$$

*simple!*

Question  Suppose we stop providing the force at  $t = t_0$ . The mass and velocity at this instant are  $M_0$  and  $v_0$ . Do you know how to solve  $v(t)$  for later time?



Try to find the equation of motion first. Then, find the solution  $v(t)$ .



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