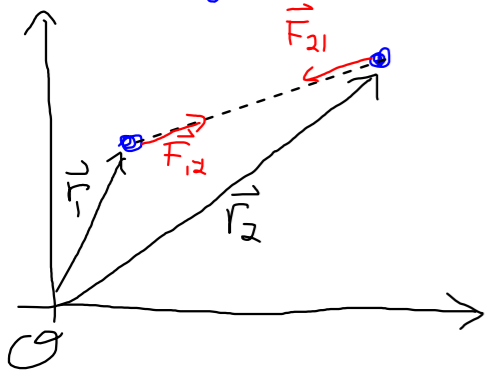


Lecture 03.2 - Physics 523

Energy of interaction

In absence of external forces, in closed system w/ 2 particles have $\vec{F}_{12} = -\vec{F}_{21}$



$\vec{F}_{12} = \vec{F}_{12}(\vec{r}_1, \vec{r}_2)$ this force must be independent of choice of origin

→ depends only on $\vec{r}_1 - \vec{r}_2$ $\vec{F}_{12} = \vec{F}_{12}(\vec{r}_1 - \vec{r}_2)$

Example: gravity $\vec{F}_{12} = -\frac{G m_1 m_2 \hat{r}_{21}}{|\vec{r}_1 - \vec{r}_2|^2} = -\frac{G m_1 m_2}{|\vec{r}_1 - \vec{r}_2|^3} (\vec{r}_1 - \vec{r}_2)$
↑ unit vector from 2 to 1

Lets say we fix $\vec{r}_2 = 0$ at origin, then $\vec{F}_{12} = \vec{F}_{12}(\vec{r}_1)$ if \vec{F}_{12} is conservative need $\vec{\nabla}_1 \times \vec{F}_{12}(\vec{r}_1) = 0$

↑ curl wrt. \vec{r}_1 coordinates

in cartesian: $\vec{\nabla}_1 = \hat{x} \frac{\partial}{\partial x_1} + \hat{y} \frac{\partial}{\partial y_1} + \hat{z} \frac{\partial}{\partial z_1}$

In this case, can define $U_1 = U_1(\vec{r}_1)$, w/ $\vec{F}_{12}(\vec{r}_1) = -\vec{\nabla}_1 U(\vec{r}_1)$ now restore the \vec{r}_2 dependence by shifting the origin

$\vec{F}_{12}(\vec{r}_1 - \vec{r}_2) = -\vec{\nabla}_1 U(\vec{r}_1 - \vec{r}_2)$ also, $\vec{F}_{12} = -\vec{F}_{21} \rightarrow \vec{F}_{21} = -\vec{\nabla}_2 U(\vec{r}_1 - \vec{r}_2)$ chain rule, $\vec{\nabla}_1 U(\vec{r}_1 - \vec{r}_2) = -\vec{\nabla}_2 U(\vec{r}_1 - \vec{r}_2)$
minus signs compensate

Conservation of Energy

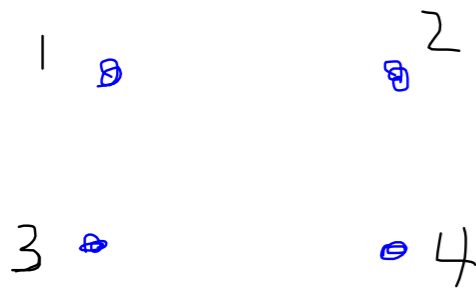
$$\begin{aligned} dT &= dT_1 + dT_2 = W_{on1} + W_{on2} = d\vec{r}_1 \cdot \vec{F}_{12} + d\vec{r}_2 \cdot \vec{F}_{21} = (d\vec{r}_1 - d\vec{r}_2) \cdot [-\vec{\nabla}_1 U(\vec{r}_1 - \vec{r}_2)] \\ &= d\vec{r} \cdot [-\vec{\nabla} U(\vec{r})] \quad \text{w/ } \vec{r} \equiv \vec{r}_1 - \vec{r}_2 \\ &= -dU \quad (\text{dr's cancel}) \end{aligned}$$

So: $dT = -dU$ and $dE = d(T+U) = dT + dU = 0$ (Energy is conserved, as expected)

$$E = T_1 + T_2 + U = \text{constant}$$

Energy of Multiparticle Systems

For no external forces, have $T_{\text{tot}} = \sum_{\alpha} T_{\alpha} = \sum_{\alpha} \frac{1}{2} m_{\alpha} v_{\alpha}^2$



$$U_{\text{tot}} = U_{12} + U_{13} + U_{14} + U_{23} + U_{24} + U_{34}$$

don't count U's twice!

$$U_{\text{tot}} = \sum_{\alpha} \sum_{\beta > \alpha} U_{\alpha\beta}$$

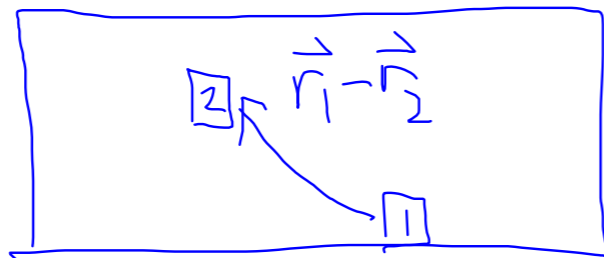
ensures against double-counting

$$E_{\text{tot}} = \sum_{\alpha} T_{\alpha} + \sum_{\alpha} \sum_{\beta > \alpha} U_{\alpha\beta} = \text{const}$$

Adding external conservative force $E_{\text{tot}} = \sum_{\alpha} T_{\alpha} + \sum_{\alpha} U_{\alpha}^{\text{ext}} + \sum_{\alpha} \sum_{\beta > \alpha} U_{\alpha\beta}^{\text{int}}$ is conserved

pot. from ext. forces internal potentials between particles

Rigid bodies



$\vec{r}_1 - \vec{r}_2$ is fixed $\Rightarrow U_{12}$ never changes

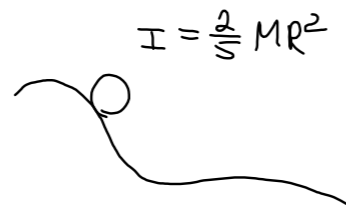
$$E_{\text{tot}} = \sum_{\alpha} \frac{1}{2} m_{\alpha} v_{\alpha}^2 + \sum_{\alpha} U_{\alpha}^{\text{ext}} + \sum_{\alpha} \sum_{\beta > \alpha} U_{\alpha\beta}^{\text{int}}$$

$$= \sum_{\alpha} \frac{1}{2} m_{\alpha} v_{\alpha}^2 + \sum_{\alpha} U_{\alpha}^{\text{ext}}$$

fixed, might as well be \emptyset

$$= \frac{1}{2} M v^2 + U_{\text{tot}}^{\text{ext}}$$

Rolling stone



$$T = \frac{1}{2} M v^2 + \frac{1}{2} I \omega^2 = \frac{1}{2} M v^2 + \frac{1}{2} \left(\frac{2}{5} M \right) (R\omega)^2 = \frac{7}{10} M v^2$$

$$U = Mgh$$

height of center of sphere

Say $v_0 = 0$

$$E = \frac{7}{10} M v^2 + Mgh \text{ constant}$$

$$Mg(h_0 - h_f) = -\frac{7}{10} M (v_0^2 - v_f^2)$$

Hooke's Law

Many physical systems exhibit linear restorative force:

$$F = -k(x - x_{eq})$$

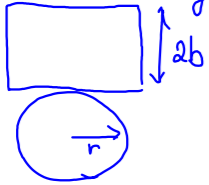
$x = x_{eq}$ is Stationary point

Note: 1D force dep. only on $x \Rightarrow$ conservative

force due to stretched/compressed spring

Associated U : $U(x) = \frac{1}{2} k(x - x_{eq})^2$

Recall Block on cylinder: $U''(\theta=0) = mg(r-b) = "k"$



Restorative $F = -mg(r-b)\theta$
($r > b$)

Crucial Aside

stationary point:

Can Taylor expand any potential in vicinity of

$$U(x_0 + \Delta x) = U(x_0) + \Delta x U'(x_0) + \frac{1}{2} (\Delta x)^2 U''(x_0)$$

can choose to be $0 = -F(x_0) = 0$ at SP

$$= \frac{1}{2} U''(x_0) (x - x_0)^2$$

$$= \frac{1}{2} k x^2$$

Nearly all systems are approximately springs!! (unless you go far from \Rightarrow)

Simple Harmonic Motion

If you learn only one thing, learn this

$$F = m\ddot{x} = -kx \quad \ddot{x} = -\omega^2 x \quad \text{with } \omega^2 = \frac{k}{m} \quad \text{Solutions}$$

(Also $A \sin \omega t + B \cos \omega t$)

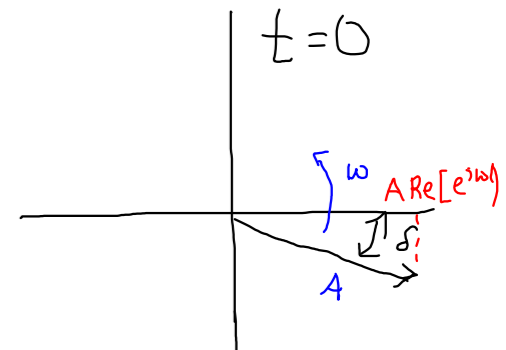
$$x = c_+ e^{i\omega t} + c_- e^{-i\omega t}$$

Arbitrary coefficients (initial conditions fix them)

Recall for linear eq's, have ^{angular} superposition principle

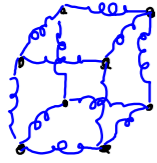
\rightarrow Solutions are periodic, w/ ^{angular} frequency ω

If we restrict to real-valued solutions, $c_- = (c_+)^*$ $\rightarrow x = c_+ e^{i\omega t} + c.c. = 2 \operatorname{Re} [c_+ e^{i\omega t}] = A \operatorname{Re} [e^{i(\omega t - \delta)}] = A \cos(\omega t - \delta)$



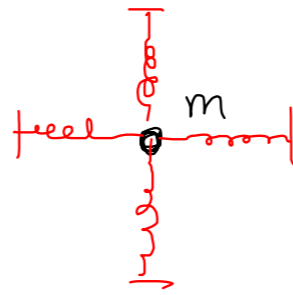
A 2D spring system

A very interesting system to study is a bunch of masses spread out on a lattice



repeated on ∞ lattice / eg, a crystal, ω masses = atoms, atomic bonds hold it together

As a step towards this, consider 1 mass in 2D:



ends are fixed, same constant, $k/2$ for each spring

$$F_x = -kx \quad F_y = -ky \quad \boxed{\vec{F} = -k\vec{r}}$$

Equations of motion:

$$\begin{cases} \ddot{x} = -\frac{k}{m}x = -\omega^2 x \\ \ddot{y} = -\omega^2 y \end{cases} \quad \vec{\ddot{r}} = -\omega^2 \vec{r}$$

$\omega = \sqrt{k/m}$

Note: k could be different for $x + y$ directions

($\omega_x \neq \omega_y$)

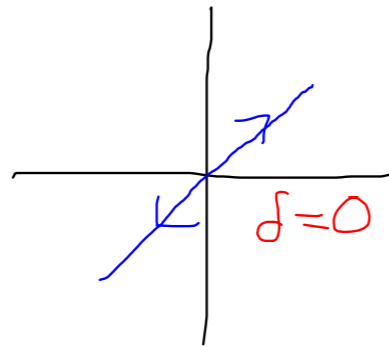
These are linear & uncoupled \Rightarrow solve separately & superpose!

$$\begin{cases} x(t) = X_0 \cos(\omega t - \delta_x) \\ y(t) = Y_0 \cos(\omega t - \delta_y) \end{cases}$$

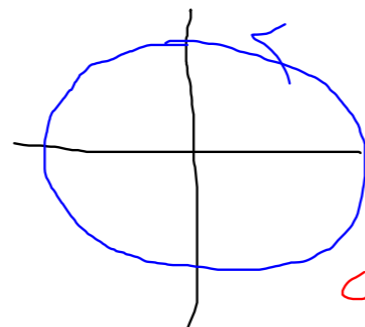
Pick $t=0$ s.t. $\delta_x = 0$

$\delta \equiv \delta_y$ is relative phase

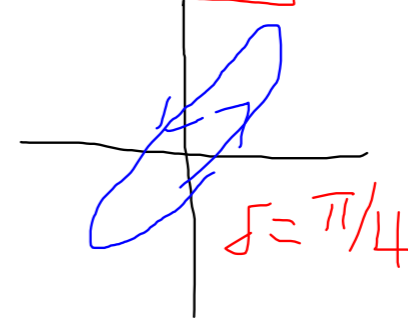
Types of motion:



line



circle



ellipse

What if $k_x \neq k_y$?

$$x(t) = X_0 \cos(\omega_x t)$$

$$y(t) = Y_0 \cos(\omega_y t - \delta)$$

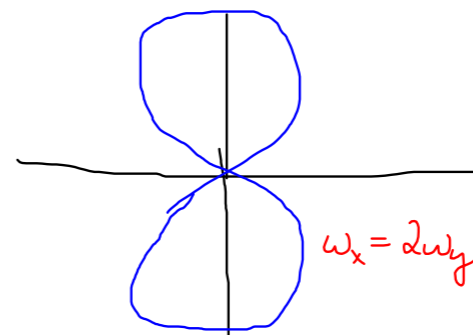
behavior depends crucially on ω_x/ω_y

$$\frac{\omega_x}{\omega_y} \text{ rational} \Rightarrow \frac{\omega_x}{\omega_y} = \frac{m}{n} \left\{ \begin{array}{l} \text{integers} \\ \text{reduced fraction} \end{array} \right.$$

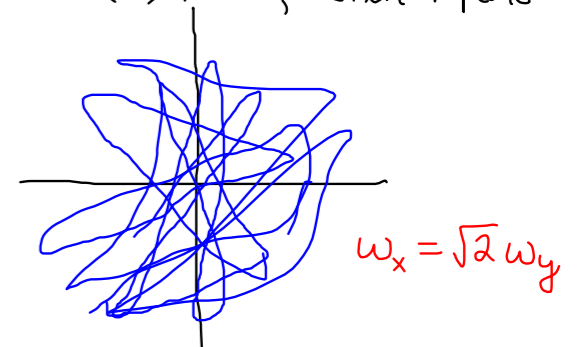
$$n\omega_x = m\omega_y$$

when $t = \min(m, n) \cdot 2\pi$, motion repeats

But if $\frac{\omega_x}{\omega_y}$ is irrational ($\pi, \sqrt{2}$, etc.) then motion never repeats



$\omega_x = 2\omega_y$



$\omega_x = \sqrt{2}\omega_y$