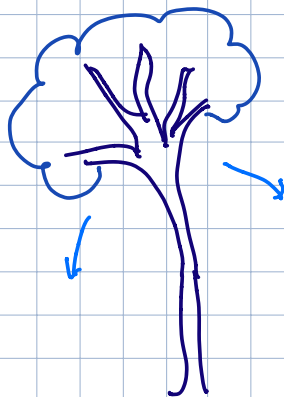


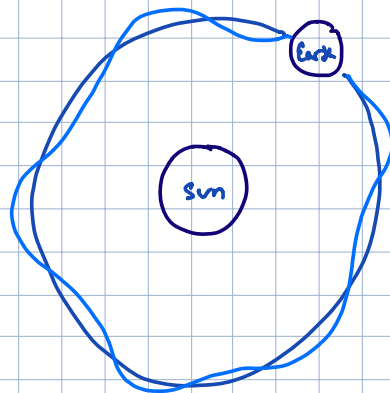
Lecture 12: Oscillatory Motion I

Oscillatory motion is ubiquitous in the natural world.

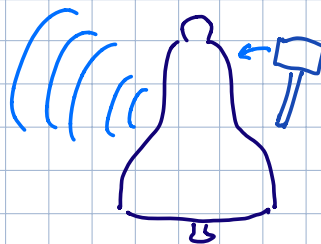
trees :



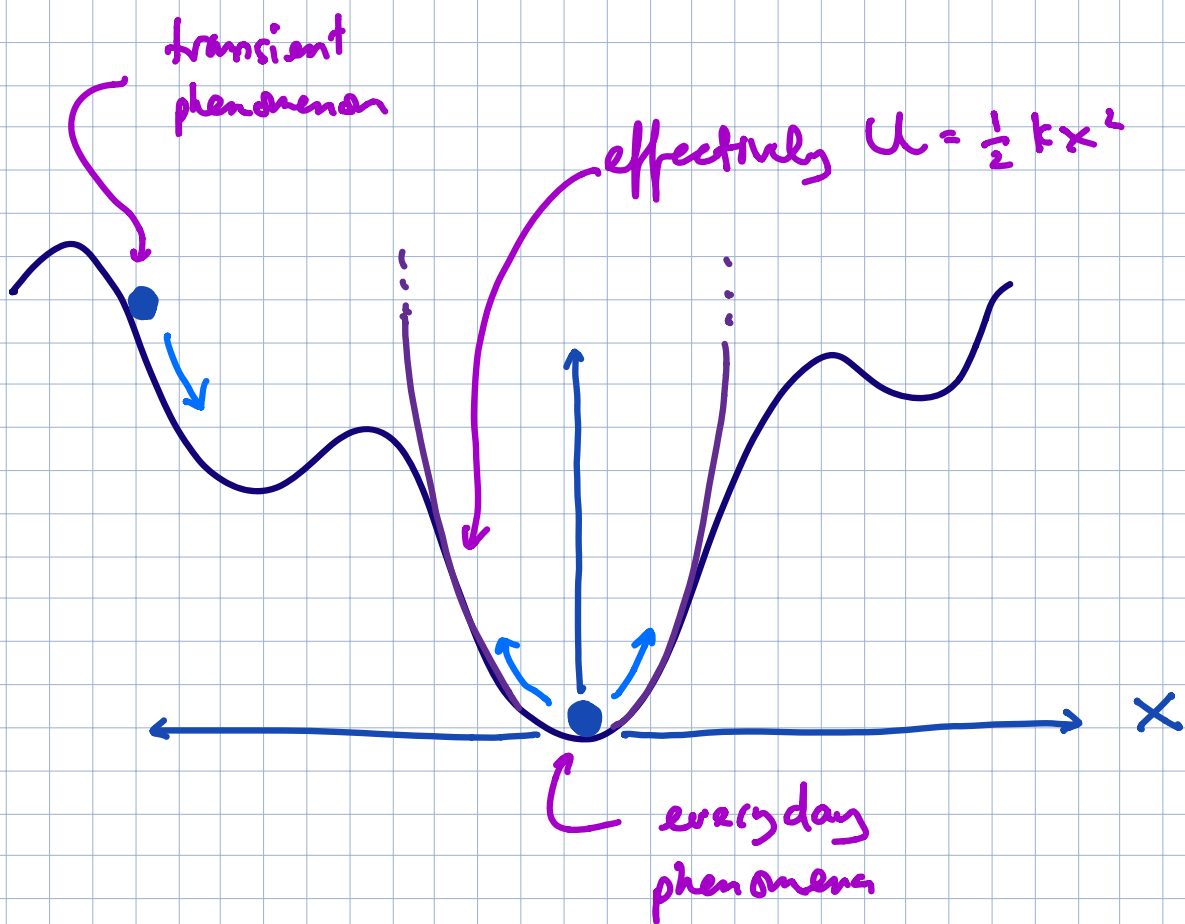
planets :



sound :



⇒ why does everything oscillate/vibrate???



Super Deep Fact
#4

oscillators are everywhere because
we encounter objects in equilibrium!

demo: "simple & spring pendulum"

Harmonic Oscillator

$$U = \frac{1}{2} kx^2$$

$$m\ddot{x} = F = -\frac{dU}{dx} = -kx$$

→ $\ddot{x} = -\frac{k}{m} x$

harmonic oscillator
equation of motion

Let's solve this equation by guessing.

- What function is proportional to itself after applying $\frac{d^2}{dt^2}$???

t^n } — NO

$\left. \begin{array}{l} \cos(t) \\ \sin(t) \\ \exp(t) \end{array} \right\} \text{YES, but let's check the equation}$

- If x_1 and x_2 are both solutions of

$\ddot{x} = -\frac{k}{m} x$, then $A_1 x_1 + A_2 x_2$

is also a solution!

arbitrary constants

A natural guess is then

$$x(t) = A \cos \omega_0 t$$

overall constant

oscillation freq

$$\rightarrow \dot{x} = -\omega_0 A \sin \omega_0 t$$

$$\rightarrow \ddot{x} = -\omega_0^2 A \cos \omega_0 t = -\omega_0^2 x$$

\Rightarrow
this
requires

$$\omega_0 = \sqrt{\frac{k}{m}}$$

The same works for

$$x(t) = B \sin \omega_0 t$$

So the general solution is

$$x(t) = A \cos \omega_0 t + B \sin \omega_0 t$$

two not yet determined parameters

Given the two initial conditions,

$$X(0) = X_0$$

$$X(0) = A$$

$$\dot{X}(0) = v_0$$

↔

compare

$$\dot{X}(0) = \omega_0 B$$

So we deduce that

$$A = X_0 \quad \text{and} \quad B = v_0 / \omega_0$$

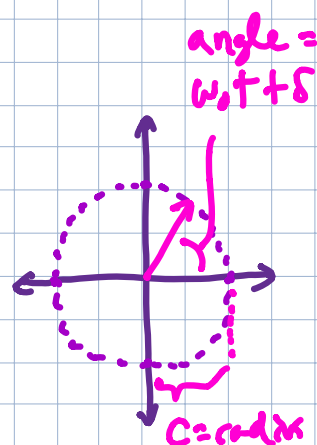
Finally, note that $X(t)$ can be recast as

$$X(t) = \overset{\text{normalization}}{C} \cos(\omega_0 t + \underbrace{\delta}_{\text{phase shift}})$$

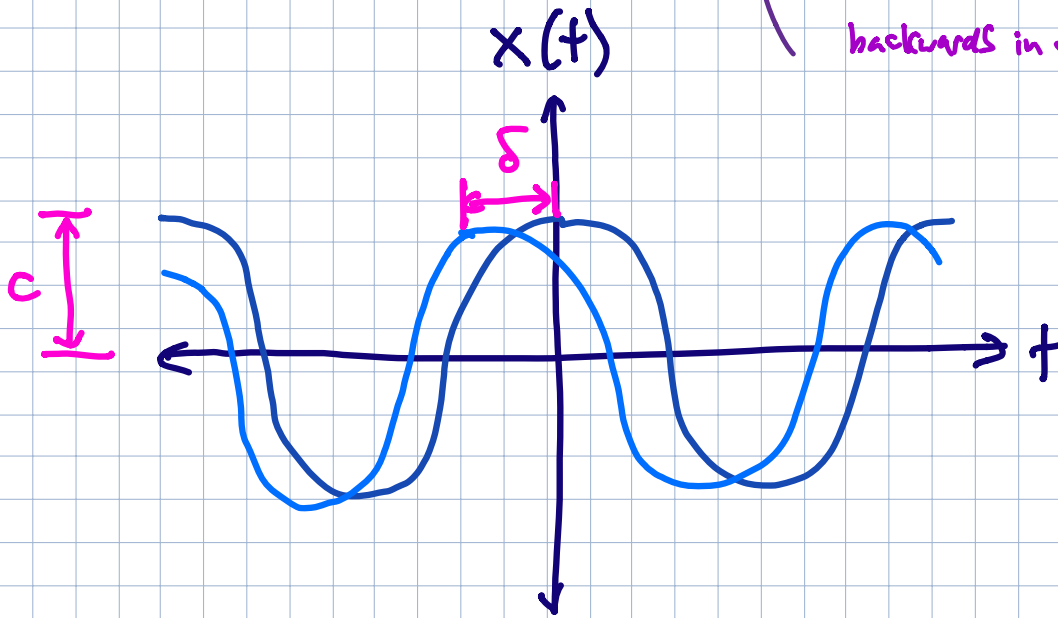
$$= C (\cos \omega_0 t \cos \delta - \sin \omega_0 t \sin \delta)$$

$$= \underbrace{(C \cos \delta)}_{= A} \cos \omega_0 t + \underbrace{(-C \sin \delta)}_{= B} \sin \omega_0 t$$

demo: "rotator viewed from side" >>>>



(Note: oscillations look similar forward vs backwards in time)



Damped Harmonic Oscillator

$$m\ddot{x} = F = -kx - \gamma \dot{x}$$

friction
↑
fights the direction of motion

$$\rightarrow \ddot{x} + \beta \dot{x} + \omega_0^2 x = 0$$

$\beta \equiv \frac{\gamma}{m}$

$\omega_0 \equiv \sqrt{\frac{k}{m}}$

Again, let's guess our way to the answer. We will deduce from various limits.

$$\beta = 0 : x(t) = A \cos \omega_0 t + B \sin \omega_0 t$$

$$\omega_0 = 0 : x(t) = C e^{-\beta t} \text{ (pure exponential decay)}$$

So a natural guess that interpolates between limits is

$$x(t) = C e^{-bt} \cos(\omega_1 t + \delta)$$

not yet known

$$\dot{x} = C \left(-b e^{-bt} \cos(\dots) - e^{-bt} \omega_1 \sin(\dots) \right)$$

$$\ddot{x} = C \left(b^2 e^{-bt} \cos(\dots) + b \omega_1 e^{-bt} \sin(\dots) \right. \\ \left. + b \omega_1 e^{-bt} \sin(\dots) - \omega_1^2 e^{-bt} \cos(\dots) \right)$$

$$\ddot{X} + \beta \dot{x} + \omega_0^2 X = 0$$

||

$$C e^{-bt} \sin(\dots) \times \left\{ 2b\omega_1 + \beta(-\omega_1) \right\}$$

$$= 0 \rightarrow b = \beta/2$$

+

$$C e^{-bt} \cos(\dots) \times \left\{ (-\omega_1^2 + b^2) + \beta(-b) + \omega_0^2 \right\}$$

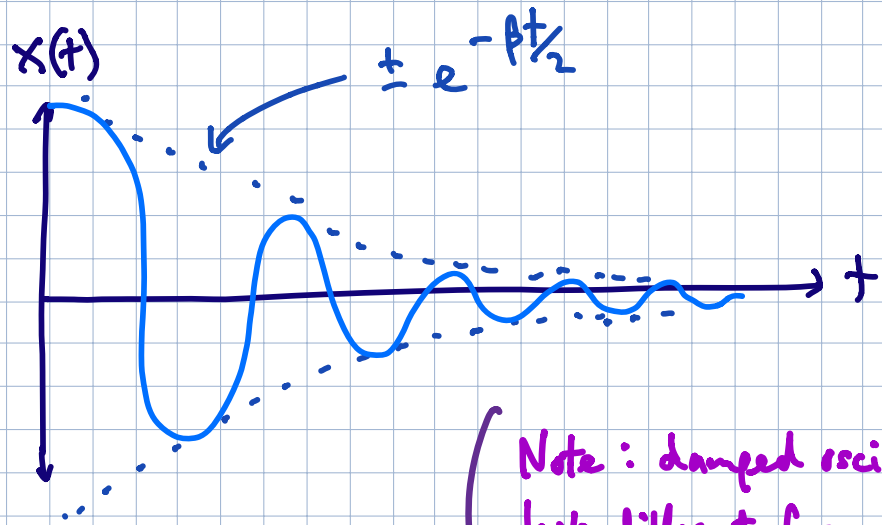
$$0 = \omega_0^2 - \omega_1^2 - \frac{\beta^2}{4} \rightarrow \omega_1 = \sqrt{\omega_0^2 - \frac{\beta^2}{4}}$$

Thus we obtain the solution to the damped oscillator:

$$X(t) = C e^{-\beta t/2} \cos\left(\sqrt{\omega_0^2 - \frac{\beta^2}{4}} t + \delta\right)$$

applies when $\omega_0 \geq \beta/2$

underdamped
 $\beta < 2\omega_0$

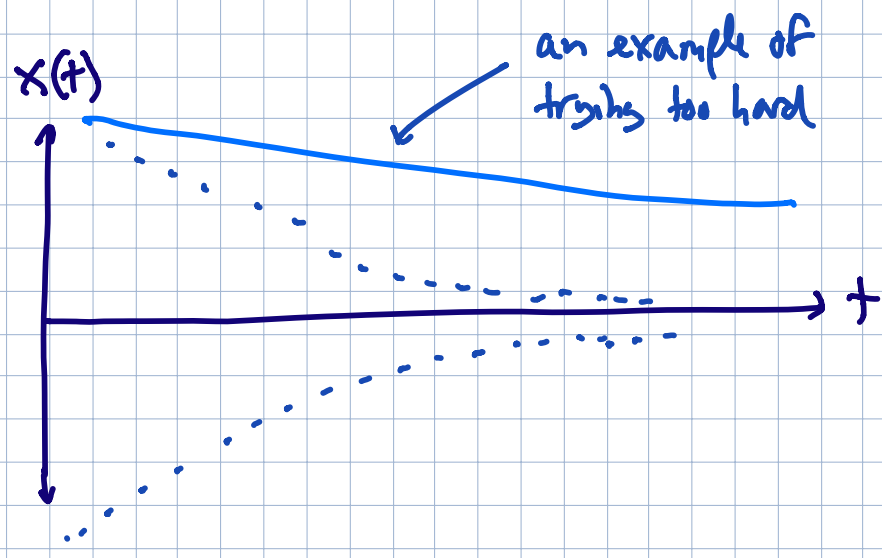


Note: damped oscillations look different forward versus backward in time

critically damped
 $\beta = 2\omega_0$



over damped
 $\beta > 2\omega_0$



demo: "tuning fork"