

Ch. 3 - Small Oscillations

* The Simple Harmonic Oscillator

Consider a mass free to move in 1D about a position of stable equilibrium x_0 . I.e., if it moves away from x_0 , then it's subject to a restoring force that

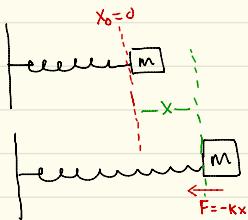
- i) depends on $x - x_0$
- ii) tries to push/pull it back to x_0 .

Without loss of generality, take $x_0 = 0$.

$$F(x) = -kx \quad [\text{Hooke's Law}] \Rightarrow \text{Oscillatory Motion}$$

"Spring stiffness const"

* The classic example is a spring:



$$(V_0 = \frac{\omega_0}{2\pi} \text{ sec}^{-1} \text{ or Hz})$$
$$(T = \frac{1}{V_0} = \frac{2\pi}{\omega_0} = \text{period in Sec})$$

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

$$\ddot{x} = -\frac{k}{m}x = -\omega_0^2 x \quad \omega_0 = \text{"Natural frequency"}$$

NOTE: Now is a good time to read Appendix C if you're a bit rusty on how to solve simple 2nd-order ODEs.

Guess: $X = e^{\lambda t}$ $\lambda = \text{const}$

$$\dot{X} = \lambda e^{\lambda t}$$

$$\ddot{X} = \lambda^2 e^{\lambda t} = \lambda^2 X$$



$$\ddot{X} + \omega_0^2 X = 0 \Rightarrow (\lambda^2 + \omega_0^2) X = 0$$

$$\therefore \text{need } \lambda^2 = -\omega_0^2 \quad (\text{recall, } \omega_0 > 0)$$

$$\underline{\underline{\lambda = \pm i \omega_0}}$$

* Therefore, we have two linearly independent solutions

$$X_1(t) = e^{i\omega_0 t} \quad \text{and} \quad X_2(t) = e^{-i\omega_0 t}$$

* Recall that our ODE is Linear. That is, if $\ddot{X}_1 = -\omega_0^2 X_1$
 $\ddot{X}_2 = -\omega_0^2 X_2$

then any linear combination of $X_1 + X_2$

$$\text{e.g., } X = A_1 X_1 + A_2 X_2 \text{ also obeys } \ddot{X} = -\omega_0^2 X$$



* This is a good thing, as formal (see App C) ODE theory tells us we can fix A_1, A_2 to the 2 independent initial conditions needed to uniquely specify the solution of a 2nd-order ODE.

* So, our general solution takes the form

$$X(t) = A_1 e^{i\omega_0 t} + A_2 e^{-i\omega_0 t}$$

Note: $A_1 + A_2$ are arbitrary complex coeffs.

* We can cast this in several equivalent forms that can be more convenient for calculations.

e.g., recall $e^{i\omega_0 t} = \cos \omega_0 t + i \sin \omega_0 t$

$$e^{-i\omega_0 t} = \cos \omega_0 t - i \sin \omega_0 t$$

$$\Rightarrow X(t) = A_1 \cos \omega_0 t + i A_1 \sin \omega_0 t + A_2 \cos \omega_0 t - i A_2 \sin \omega_0 t$$

$$= (A_1 + A_2) \cos \omega_0 t + i (A_1 - A_2) \sin \omega_0 t$$

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

$$X = X^* \Rightarrow A_1 = A_2^*$$

A, B = arbitrary (real) constants

* Still yet another way to write it:

$$\text{Let } A_1 = a e^{-i\delta} \quad A_2 = a e^{i\delta} \quad a, \delta = \text{real const.}$$

$$X(t) = a e^{i(\omega_0 t - \delta)} + a e^{-i(\omega_0 t - \delta)} = a (\cos(\omega_0 t - \delta) + i \cancel{\sin(\omega_0 t - \delta)} + \cos(\omega_0 t - \delta) - i \cancel{\sin(\omega_0 t - \delta)})$$

$$= 2a \cos(\omega_0 t - \delta)$$

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

* Will find the explicitly real forms (i.e., using trig functions) are more convenient

Question: How to pin down $A+B$ (or $C+\delta$)?

Use 2 IC's, usually taken at $t=0$ (i.e., $X(0)$ & $\dot{X}(0)$ are assumed to be known)

$$X(0) = A \cos^0 + B \sin^0$$

$$\dot{X}(0) = -Aw_0 \sin^0 + Bw_0 \cos^0$$

$$\Rightarrow A = X(0)$$

$$B = \frac{\dot{X}(0)}{w_0}$$

* Energy for Simple Harmonic Motion

* Assume $X(0)=0$

$$\Rightarrow A=0 \quad \text{and} \quad X(t) = B \sin w_0 t$$

$$\dot{X}(t) = Bw_0 \cos w_0 t$$

* Spring PE ($F = -kx = -\frac{dU}{dx} \Rightarrow U = \frac{1}{2} kx^2$)

$$U = \frac{1}{2} k B^2 \sin^2 w_0 t$$

* KE of System (note: we assume the spring is nearly massless, so to good accuracy the only KE is from the oscillating mass)

$$T = \frac{1}{2} m \dot{x}^2 = \frac{1}{2} m B^2 \omega_0^2 \cos^2 \omega_0 t$$

*but $\omega_0^2 = \frac{k}{m}$

$$\therefore \underline{\underline{T = \frac{1}{2} k B^2 \cos^2 \omega_0 t}}$$



* Total Energy

$$E = T + U$$

$$= \frac{1}{2} k B^2 \sin^2 \omega_0 t + \frac{1}{2} k B^2 \cos^2 \omega_0 t$$

$$= \frac{1}{2} k B^2 (\sin^2 \omega_0 t + \overset{1}{\cos^2 \omega_0 t})$$

$$\therefore E = \frac{1}{2} k B^2 = \text{constant!}$$

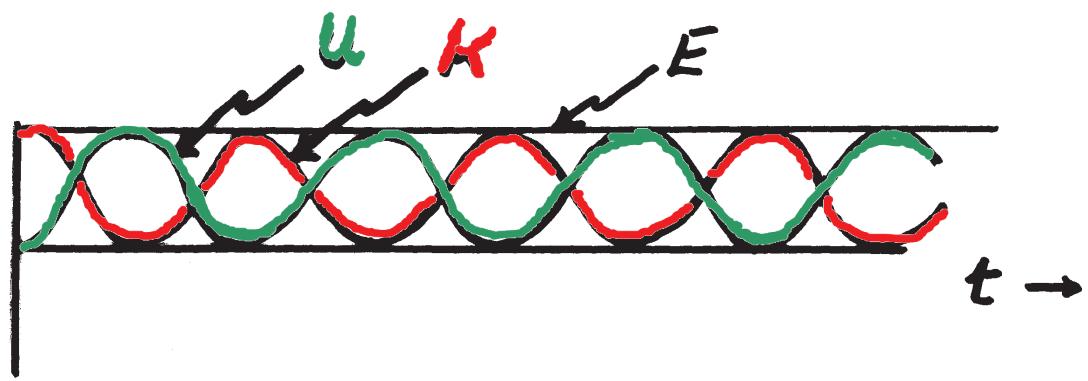
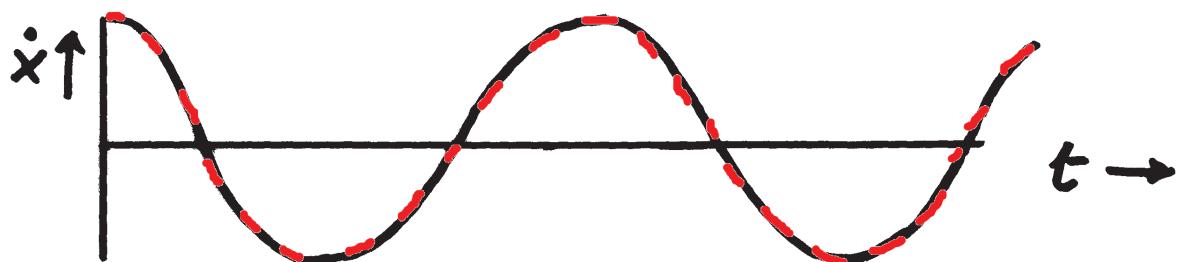
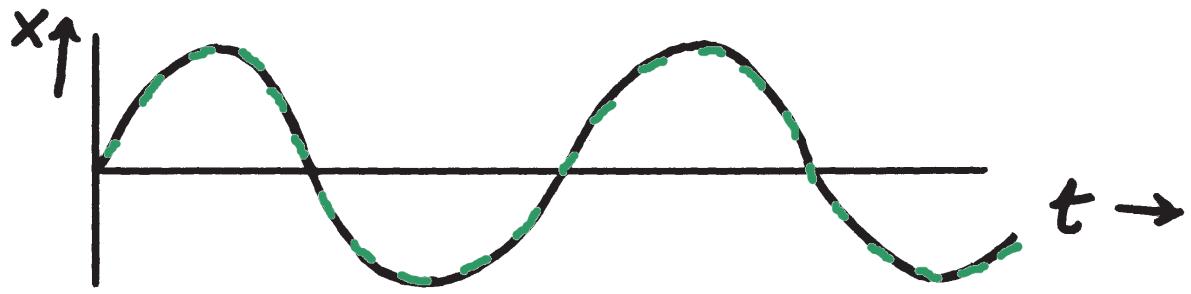
Note: $T = \frac{1}{2} k B^2 \cos^2 \omega_0 t = \frac{1}{4} k B^2 (1 + \cos(2\omega_0 t))$

$$U = \frac{1}{2} k B^2 \sin^2 \omega_0 t = \frac{1}{4} k B^2 (1 - \cos(2\omega_0 t))$$

i.e., $T + U$ each have oscillating pieces (that cancel against each other)

that individual oscillate at twice ($2\omega_0$) the frequency

that $x(t) + \dot{x}(t)$ oscillate at.



Energy oscillates back and forth
between U and K but with
twice the frequency of oscillation.

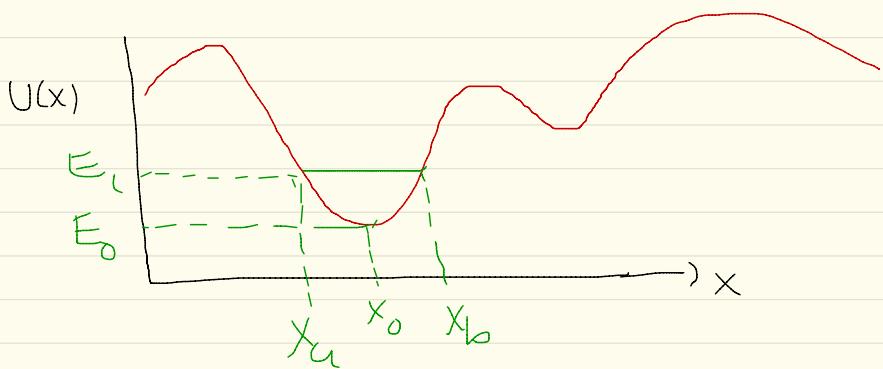
* Simple Harmonic Oscillators are everywhere in Physics (i.e., much more than just masses on springs!)

Ex: 1D motion w/conservative forces

$$F = -\frac{dU}{dx} \quad \text{and} \quad T + U = E = \text{constant}$$

* since $T = \frac{1}{2}mv^2 > 0$, we see physically allowable motion has $E \geq U$

* Qualitative insight about the motion is possible from $U(x)$ curve



e.g.: for E_0 , particle at x_0 stays there forever (Why? $T(x)=0 \Rightarrow \dot{x}=0$ and $F(x_0) = -\frac{dU}{dx}\Big|_{x_0} = 0$)

e.g.: for E_1 , particle motion is bounded & oscillatory between x_a & x_b

$$U(x_a) = U(x_b) = 0 \quad (\text{since } T=0 \text{ here})$$

$$F(x_a) = -\frac{dU}{dx}\Big|_{x_a} = > 0 \Rightarrow \text{force to the right}$$

$$F(x_b) = -\frac{dU}{dx}\Big|_{x_b} < 0 \Rightarrow \text{force to the left.}$$

$$\text{Near } x_0: U(x) \approx U(x_0) + (x-x_0) \left. \frac{dU}{dx} \right|_{x_0} + \frac{1}{2} (x-x_0)^2 \left. \frac{d^2 U}{dx^2} \right|_{x_0} + \dots$$

just a constant #.

We can ignore it
since PE arbitrary
up to a constant

For x close to x_0 ,

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

$U''(x_0) > 0$ for stable equilibrium (i.e., local minimum in U)

i.e. call $U''(x_0) = k$

Therefore, in the neighbourhood of x_0 , we have

$$U(x) \approx \frac{1}{2} k(x-x_0)^2$$

$$F(x) \approx -k(x-x_0) \quad (\text{Hooke's Law!})$$

∴ near x_0 , we have simple harmonic motion

$$m\ddot{x} = -k(x-x_0) \quad \Rightarrow \text{let } y = x-x_0 \quad \Rightarrow \ddot{x} = \ddot{y}$$

$$m\ddot{y} = -ky$$

$$\ddot{y} = -\omega_0^2 y \quad \text{where } \omega_0^2 = \frac{k}{m} = \frac{U''(x_0)}{m}.$$