



Q.1/ Express the vector $\vec{A} = 4\hat{i} - 2\hat{j}$ in terms of the triad \hat{i}', \hat{j}' for rotation of the coordinate system through an angle 60° . What are the properties of the obtained rotation (transformation) matrix? [15 Marks]

Q.2/ [5+5+5 Marks]

- (a) Define position vector and displacement of a particle.
- (b) What is the corresponding point of $(1,1,1)$ in cylindrical coordinates?
- (c) What are the tangent and normal components of acceleration in $n-t$ coordinates?

Q.3/ For harmonic oscillator system with: $F(x) = -kx$: [15 Marks]

- (i) What is the solution of the system?
- (ii) Plot the graph of the position, velocity and acceleration as a function of time t .
- (iii) What are the potential energy, total energy and kinetic energy for a system?
- (iv) Plot the graph of the energies of (iii) as a function of time t .

Q.4/ [5+5+5 Marks]

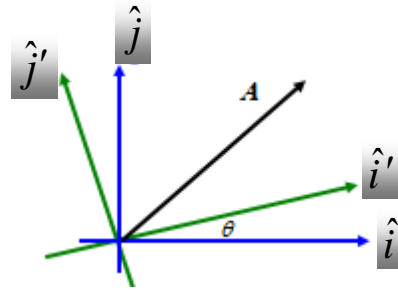
- (A) Given the velocity of a particle in rectilinear motion varies with the displacement x according to the equation: $x = v(x) = \frac{\alpha}{x}$ where α is a positive constant. Find the force acting on the particle as a function of x ?
- (B) What is the Mean life time in damping harmonic oscillator?
- (C) For variation of gravity with height: What is the magnitude of the free-fall acceleration at a point that is a distance R_e above the surface of the Earth, where R_e is the radius of the Earth?

Good Luck

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Ans. of Q.1:

$$\begin{bmatrix} A_1' \\ A_2' \end{bmatrix} = \begin{bmatrix} \hat{i} \cdot \hat{i}' & \hat{j} \cdot \hat{i}' \\ \hat{i} \cdot \hat{j}' & \hat{j} \cdot \hat{j}' \end{bmatrix} \begin{bmatrix} A_1 \\ A_2 \end{bmatrix}$$



$$\begin{bmatrix} A_1' \\ A_2' \end{bmatrix} = \begin{bmatrix} \cos 60 & \cos(\frac{\pi}{2} - 60) \\ \cos(\frac{\pi}{2} + 60) & \cos 60 \end{bmatrix} \begin{bmatrix} 4 \\ -2 \end{bmatrix}$$

$$\begin{bmatrix} A_1' \\ A_2' \end{bmatrix} = \begin{bmatrix} \cos 60 & \sin 60 \\ -\sin 60 & \cos 60 \end{bmatrix} \begin{bmatrix} 4 \\ -2 \end{bmatrix} = \begin{bmatrix} \frac{1}{2} & \frac{\sqrt{3}}{2} \\ -\frac{\sqrt{3}}{2} & \frac{1}{2} \end{bmatrix} \begin{bmatrix} 4 \\ -2 \end{bmatrix} = \begin{bmatrix} 2 - \sqrt{3} \\ -2\sqrt{3} - 1 \end{bmatrix} = \begin{bmatrix} 0.268 \\ -4.464 \end{bmatrix}$$

$$\bar{A} = A_1' \hat{i}' + A_2' \hat{j}' \quad \bar{A} = (2 - \sqrt{3}) \hat{i}' + (-2\sqrt{3} - 1) \hat{j}'$$

Properties of transformation matrix

1- Magnitude of the vectors: *Invariant* under a rotation:

$$|T\bar{A}| = |\bar{A}| = A = \sqrt{A_1^2 + A_2^2} = \sqrt{A_1'^2 + A_2'^2} = \dots$$

$$\begin{aligned} A^2 &= (2 - \sqrt{3})^2 + (-2\sqrt{3} - 1)^2 & A^2 &= (4)^2 + (-2)^2 \\ &= 4 + 3 - 4\sqrt{3} + 12 + 1 + 4\sqrt{3} = 20 & &= 16 + 4 = 20 \end{aligned}$$

2- T for a reverse rotation $(-\theta) = \tilde{T}$ (Transpose of T):

$$T(-\theta) = \begin{bmatrix} \cos(-\theta) & \sin(-\theta) \\ -\sin(-\theta) & \cos(-\theta) \end{bmatrix} = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} = \tilde{T} \quad \tilde{T} = \begin{bmatrix} \frac{1}{2} & -\frac{\sqrt{3}}{2} \\ \frac{\sqrt{3}}{2} & \frac{1}{2} \end{bmatrix}$$

3- $\tilde{T}T = I$, where I is the identity operator:

$$\begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} \begin{bmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{bmatrix} = \begin{bmatrix} \cos^2 \theta + \sin^2 \theta & \cos \theta \sin \theta - \sin \theta \cos \theta \\ \sin \theta \cos \theta - \cos \theta \sin \theta & \sin^2 \theta + \cos^2 \theta \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} = I$$

$$\tilde{T}T = \begin{bmatrix} \frac{1}{2} & -\frac{\sqrt{3}}{2} \\ \frac{\sqrt{3}}{2} & \frac{1}{2} \end{bmatrix} \begin{bmatrix} \frac{1}{2} & \frac{\sqrt{3}}{2} \\ -\frac{\sqrt{3}}{2} & \frac{1}{2} \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

Ans. of Q.2:

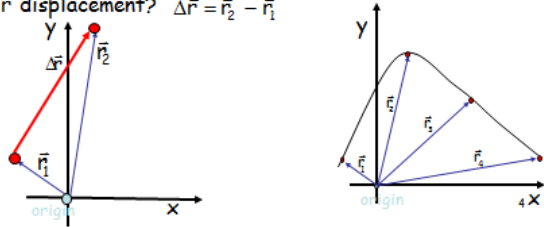
(a)

Position Vectors: A position vector is always measured from the ORIGIN.

Displacement: A change in position is called a **displacement**. The displacement vector is typically written as $\Delta \vec{r}$

• A displacement vector is always measured from the tip of the initial position vector to the tip of the final position vector.

• A person starts at position 1 and ends at position 2, what is their displacement? $\Delta \vec{r} = \vec{r}_2 - \vec{r}_1$



(b)

Ex.: What is the corresponding point of (1,1) in Cylindrical Coordinates.

Sol.: $r = \sqrt{x^2 + y^2} = \sqrt{1+1} = \sqrt{2}$
 $\theta = \tan^{-1}\left(\frac{y}{x}\right) = \tan^{-1}(1) = 45^\circ$
 $z = z = 1$

Thus, the corresponding point in Cylindrical Coordinates is: $(\sqrt{2}, 45^\circ, 1)$

Ex.: What is the corresponding point of $(\sqrt{2}, 45^\circ, 1)$ in Cartesian Coordinates. (H.W.)

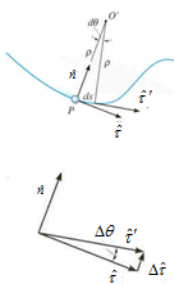
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(c) What are the tangent and normal components of acceleration in **n-t** coordinates?

Acceleration in the (n-t) Coordinate System

Acceleration is the time rate of change of velocity:

$$\vec{a} = \frac{d\vec{v}}{dt} = \frac{d}{dt}(v\hat{t}) = v\dot{\hat{t}} + \hat{t}\frac{dv}{dt}$$



Here $\dot{\hat{t}}$ represents the change in the magnitude of velocity and represents the rate of change in the direction of \hat{t} .

$$|\Delta \hat{t}| = 2 \sin(\Delta\theta/2)$$

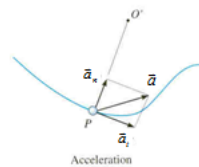
$$\lim_{\Delta\theta \rightarrow 0} \frac{\Delta \hat{t}}{\Delta\theta} = \lim_{\Delta\theta \rightarrow 0} \frac{\sin(\Delta\theta/2)}{\Delta\theta/2} \hat{n} = \hat{n}$$

$$\frac{d\hat{t}}{d\theta} = \hat{n}$$

$$\frac{d\hat{t}}{dt} = \frac{d\hat{t}}{d\theta} \frac{d\theta}{dt} = \frac{d\hat{t}}{d\theta} \frac{d\theta}{ds} \frac{ds}{dt} = \frac{v}{\rho} \hat{n}$$

where $\rho d\theta = ds$

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There are two components to the acceleration vector:

$$\vec{a} = v\dot{\hat{t}} + \frac{v^2}{\rho}\hat{n} = a_t\hat{t} + a_n\hat{n}$$

$$\vec{a} = \vec{a}_t + \vec{a}_n$$

- The **tangential component** is tangent to the curve and in the direction of increasing or decreasing velocity.
 $a_t = v$ or $a_t ds = v dv$
- The **normal or centripetal component** is always directed toward the center of curvature of the curve. $a_n = v^2/\rho$
- The **magnitude** of the acceleration vector is
 $a = [(a_t)^2 + (a_n)^2]^{1/2}$

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Ans. of Q.3:

2nd way Let the trial solution of Eq(1) is $x = e^{qt}$

Then: $\dot{x} = qe^{qt}$ & $\ddot{x} = q^2e^{qt}$

$$\ddot{x} + \frac{k}{m}x = 0$$

Substituting into Eq.(1), we obtain:

$$(q^2 + \frac{k}{m})e^{qt} = 0 \rightarrow e^{qt} \neq 0 \Rightarrow \therefore (q^2 + \frac{k}{m}) = 0 \quad \therefore q = \pm \sqrt{-\frac{k}{m}} = \pm i\omega$$

Thus, there are two solutions of Eq(1): $e^{+i\omega t}$ & $e^{-i\omega t}$

The general solution is a linear combination of them:

$$x = A_1 e^{i\omega t} + A_2 e^{-i\omega t}$$

Or $x = A \cos(\omega t + \phi) \rightarrow x = x_m \cos(\omega t + \phi)$

where $\omega = \sqrt{\frac{k}{m}}$ is the angular frequency of the motion

$$x = x_m \cos(\omega t + \phi)$$

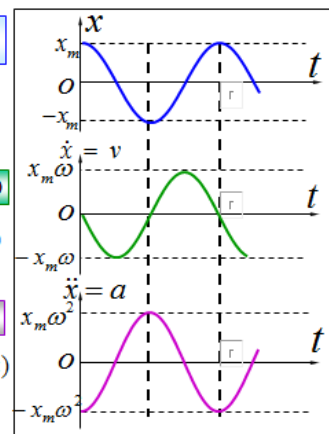
$$T = \frac{2\pi}{\omega} \quad \phi = 0$$

$$\dot{x} = v = -x_m \omega \sin(\omega t + \phi)$$

$$= x_m \omega \cos(\omega t + \phi + \frac{\pi}{2})$$

$$\ddot{x} = a = -x_m \omega^2 \cos(\omega t + \phi)$$

$$= x_m \omega^2 \cos(\omega t + \phi + \pi)$$



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Spring & SHM

Energy Consideration in SHM

$$x = x_m \cos(\omega t + \phi) \quad \dot{x} = -x_m \omega \sin(\omega t + \phi)$$

1. The potential energy

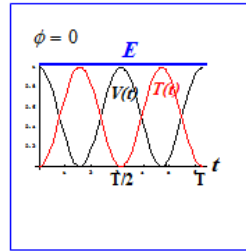
$$V = -\int F(x) dx = -\int -kx dx = \frac{1}{2} kx^2$$

$$V = \frac{1}{2} kx^2 = \frac{1}{2} kx_m^2 \cos^2(\omega t + \phi)$$

2. The kinetic energy

$$T = \frac{1}{2} m\dot{x}^2 = \frac{1}{2} m\omega^2 x_m^2 \sin^2(\omega t + \phi)$$

$$= \frac{1}{2} kx_m^2 \sin^2(\omega t + \phi)$$



3. The total energy is

$$E = T + V = \frac{1}{2} kx_m^2 = \frac{1}{2} kA^2 = \text{const.}$$

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Ans. of Q.4:

(A)

P.A1: Given the velocity of a particle in rectilinear motion varies with the displacement x according to the equation:

$$\dot{x} = v(x) = \frac{\alpha}{x}$$

where α is a positive constant. Find the force acting on the particle as a function of x .

$$F = m\ddot{x} = m\dot{x} \frac{d\dot{x}}{dx}$$

$$= m \frac{\alpha}{x} (-\alpha x^{-2}) = -\frac{m\alpha^2}{x^3}$$

P.4: Solve the above Problem for: $\dot{x} = v(x) = \frac{\alpha}{x^3}$
H.W

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(B)

Ex. What is the Mean life time in DHO?

When we add a small damping force, the amplitude gradually decreases to zero but the frequency changes by a negligible amount. In this case:

$$x(t) = Ae^{-\beta t} \cos(\omega t + \phi) = Ae^{-t/\tau} \cos(\omega t + \phi)$$

where τ is called the "damping time constant" or the "mean life time" of the oscillator:

$$\tau = \frac{1}{\beta} = \frac{2m}{c}$$

τ is the time necessary for the amplitude to drop to $1/e$ of its initial value.

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(C)

Consider an object of mass m at a height h above the Earth's surface.

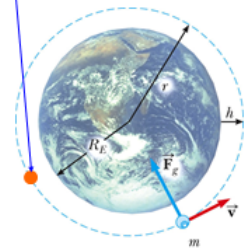
$$F = -G \frac{mM_E}{r^2} = -G \frac{mM_E}{(R_E + h)^2}$$

Acceleration g due to the gravity is:

$$F = -G \frac{mM_E}{(R_E + h)^2} = -mg$$

g will vary with altitude (height):

$$g = G \frac{M_E}{(R_E + h)^2}$$



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