

SAMPLE 10.1 Time derivatives: The position of a particle varies with time as $\vec{r}(t) = (C_1 t + C_2 t^2)\hat{i}$, where $C_1 = 4 \text{ m/s}$ and $C_2 = 2 \text{ m/s}^2$.

1. Find the velocity and acceleration of the particle as functions of time.
2. Sketch the position, velocity, and acceleration of the particle against time from $t = 0$ to $t = 5 \text{ s}$.
3. Find the position, velocity, and acceleration of the particle at $t = 2 \text{ s}$.

Solution

1. We are given the position of the particle as a function of time. We need to find the velocity (time derivative of position) and the acceleration (time derivative of velocity).

$$\vec{r} = (C_1 t + C_2 t^2)\hat{i} = (4 \text{ m/s } t + 2 \text{ m/s}^2 t^2)\hat{i} \quad (10.9)$$

$$\begin{aligned} \vec{v} &\equiv \frac{d\vec{r}}{dt} = \frac{d}{dt}(C_1 t + C_2 t^2)\hat{i} \\ &= (C_1 + 2C_2 t)\hat{i} = (4 \text{ m/s} + 4 \text{ m/s}^2 t)\hat{i} \end{aligned} \quad (10.10)$$

$$\begin{aligned} \vec{a} &\equiv \frac{d\vec{v}}{dt} = \frac{d}{dt}(C_1 + 2C_2 t)\hat{i} \\ &= 2C_2 \hat{i} = (4 \text{ m/s}^2)\hat{i} \end{aligned} \quad (10.11)$$

$$\vec{v} = (4 \text{ m/s} + 4 \text{ m/s}^2 t)\hat{i}, \quad \vec{a} = (4 \text{ m/s}^2)\hat{i}.$$

Thus, we find that the velocity is a linear function of time and the acceleration is time-independent (a constant).

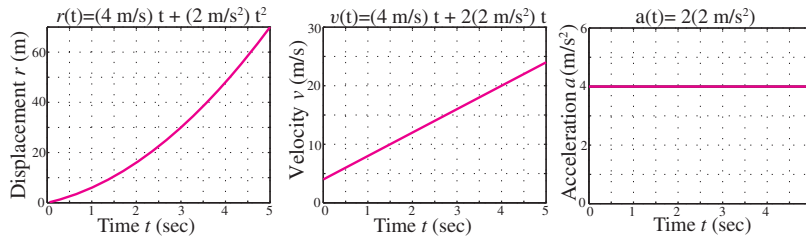


Figure 10.7:

2. We plot eqns. (10.9, 10.10, and 10.11) against time by taking 100 points between $t = 0$ and $t = 5 \text{ s}$, and evaluating $\vec{r}$, $\vec{v}$ and $\vec{a}$ at those points. The plots are shown in fig. 10.7.
3. We can find the position, velocity, and acceleration at $t = 2 \text{ s}$ by evaluating their expressions at the given time instant:

$$\begin{aligned} \vec{r}|_{t=2 \text{ s}} &= [(4 \text{ m/s}) \cdot (2 \text{ s}) + (2 \text{ m/s}^2) \cdot (2 \text{ s})^2]\hat{i} \\ &= (16 \text{ m})\hat{i} \end{aligned}$$

$$\begin{aligned} \vec{v}|_{t=2 \text{ s}} &= [(4 \text{ m/s}) + (4 \text{ m/s}^2) \cdot (2 \text{ s})]\hat{i} \\ &= (12 \text{ m/s})\hat{i} \end{aligned}$$

$$\vec{a}|_{t=2 \text{ s}} = (4 \text{ m/s}^2)\hat{i} = \vec{a} \text{ (for all } t)$$

$$\text{At } t = 2 \text{ s, } \vec{r} = (16 \text{ m})\hat{i}, \quad \vec{v} = (12 \text{ m/s})\hat{i}, \quad \vec{a} = (4 \text{ m/s}^2)\hat{i}.$$

SAMPLE 10.2 Math review: Solving simple differential equations.

For the following differential equations, find the solution for the given initial conditions.

1. $\frac{dv}{dt} = a$, $v(t = 0) = v_0$, where a is a constant.
2. $\frac{d^2x}{dt^2} = a$, $x(t = 0) = x_0$, $\dot{x}(t = 0) = \dot{x}_0$, where a is a constant.

Solution

1.

$$\begin{aligned} \frac{dv}{dt} &= a \Rightarrow dv = a dt \\ \text{or} \quad \int dv &= \int a dt = a \int dt \\ \text{or} \quad v &= at + C, \quad \text{where } C \text{ is a constant of integration} \end{aligned}$$

Now, substituting the initial condition into the solution,

$$v(t = 0) \equiv v_0 = a \cdot 0 + C \Rightarrow C = v_0.$$

Therefore,

$$v = at + v_0.$$

$$v = v_0 + at$$

Alternatively, we can use definite integrals:

$$\int_{v_0}^v dv = \int_0^t a dt \Rightarrow v - v_0 = at \Rightarrow v = v_0 + at.$$

2. This is a second order differential equation in x . We can solve this equation by first writing it as a first order differential equation in $v \equiv dx/dt$, solving for v by integration, and then solving again for x in the same manner.

$$\begin{aligned} \frac{d^2x}{dt^2} &= a \quad \text{or} \quad \frac{dv}{dt} = a \\ \text{or} \quad \int dv &= \int a dt \\ \Rightarrow v \equiv \dot{x} &= at + C_1 \end{aligned} \tag{10.12}$$

$$\begin{aligned} \text{but, } v \equiv \frac{dx}{dt}, \quad \Rightarrow \int dx &= \int at dt + \int C_1 dt \\ \text{or} \quad x &= \frac{1}{2}at^2 + C_1t + C_2, \end{aligned} \tag{10.13}$$

where C_1 and C_2 are constants of integration. Substituting the initial condition for $\dot{x}$ in Eqn. (10.12), we get

$$\dot{x}(t = 0) = \dot{x}_0 = a \cdot 0 + C_1 \Rightarrow C_1 = \dot{x}_0.$$

Similarly, substituting the initial condition for x in Eqn. (10.13), we get

$$x(t = 0) = x_0 = \frac{1}{2}a \cdot 0 + \dot{x}_0 \cdot 0 + C_2 \Rightarrow C_2 = x_0.$$

Therefore,

$$x(t) = x_0 + \dot{x}_0 t + \frac{1}{2}at^2.$$

$$x(t) = x_0 + \dot{x}_0 t + \frac{1}{2}at^2$$

SAMPLE 10.3 Constant speed motion: A ship cruises at a constant speed of 15 knots (15 nautical miles per hour) due Northeast. It passes a lighthouse at 8:30 am. The next lighthouse is approximately 35 nautical miles straight ahead. At what time does the ship pass the next lighthouse?

Solution We are given the distance s and the speed of travel v . We need to find how long it takes to travel the given distance.

$$\begin{aligned} s &= vt \\ \Rightarrow t &= \frac{s}{v} = \frac{35 \text{ nautical miles}}{15 (\text{nautical miles})/\text{hour}} = 2.33 \text{ hrs.} \end{aligned}$$

Now, the time at $t = 0$ is 8:30 am. Therefore, the time after 2.33 hrs (2 hours 20 minutes) will be 10:50 am.

10 : 50 am

SAMPLE 10.4 Constant velocity motion: A particle travels with constant velocity $\vec{v} = 5 \text{ m/s} \hat{i}$. The initial position of the particle is $\vec{r}_0 = 2 \text{ m} \hat{i} + 3 \text{ m} \hat{j}$. Find the position of the particle at $t = 3 \text{ s}$.

Solution Here, we are given the velocity, *i.e.*, the time derivative of position:

$$\vec{v} \equiv \frac{d\vec{r}}{dt} = v_0 \hat{i}, \quad \text{where } v_0 = 5 \text{ m/s.}$$

We need to find $\vec{r}$ at $t = 3 \text{ s}$, given that $\vec{r}$ at $t = 0$ is $\vec{r}_0$.

$$\begin{aligned} d\vec{r} &= v_0 \hat{i} dt \\ \Rightarrow \int_{\vec{r}_0}^{\vec{r}(t)} d\vec{r} &= \int_0^t v_0 \hat{i} dt = v_0 \hat{i} \int_0^t dt \\ \vec{r}(t) - \vec{r}_0 &= v_0 \hat{i} t \\ \vec{r}(t) &= \vec{r}_0 + v_0 t \hat{i} \\ \vec{r}(3 \text{ s}) &= (2 \text{ m} \hat{i} + 3 \text{ m} \hat{j}) + (5 \text{ m/s}) \cdot (3 \text{ s}) \hat{i} \\ &= 17 \text{ m} \hat{i} + 3 \text{ m} \hat{j}. \end{aligned}$$

$$\vec{r} = 17 \text{ m} \hat{i} + 3 \text{ m} \hat{j}$$

Comments: We could solve this problem more compactly by working with scalars or components. It is given that the velocity is constant and is only in the x -direction. Therefore, the y -component of particle position will remain the same, *i.e.*, $r_y = r_{0y} = 3 \text{ m}$, and $r_x = r_{0x} + v_x t = 2 \text{ m} + (5 \text{ m/s}) \cdot (3 \text{ s}) = 17 \text{ m}$. Thus, $\vec{r}(3 \text{ s}) = r_x \hat{i} + r_y \hat{j} = 17 \text{ m} \hat{i} + 3 \text{ m} \hat{j}$.

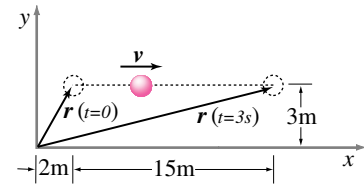


Figure 10.8

SAMPLE 10.5 Constant acceleration: A 0.5 kg mass starts from rest and attains a speed of $20 \text{ m/s}\hat{i}$ in 4 s. Assuming that the mass accelerates at a constant rate, find the force acting on the mass.

Solution Here, we are given the initial velocity $\vec{v}(0) = \vec{0}$ and the final velocity $\vec{v}$ after $t = 4 \text{ s}$. We have to find the force acting on the mass. The net force on a particle is given by $\vec{F} = m\vec{a}$. Thus, we need to find the acceleration $\vec{a}$ of the mass to calculate the force acting on it. Now, the velocity of a particle under constant acceleration is given by

$$\vec{v}(t) = \vec{v}_0 + \vec{a}t.$$

Therefore, we can find the acceleration $\vec{a}$ as

$$\begin{aligned}\vec{a} &= \frac{\vec{v}(t) - \vec{v}(0)}{t} \\ &= \frac{20 \text{ m/s}\hat{i} - \vec{0}}{4 \text{ s}} \\ &= 5 \text{ m/s}^2\hat{i}.\end{aligned}$$

The force on the particle is

$$\vec{F} = m\vec{a} = (0.5 \text{ kg}) \cdot (5 \text{ m/s}^2\hat{i}) = 2.5 \text{ N}\hat{i}.$$

$$\vec{F} = 2.5 \text{ N}\hat{i}$$

SAMPLE 10.6 Time of travel for a given distance: A ball of mass 200 gm falls freely under gravity from a height of 50 m. Find the time taken to fall through a distance of 30 m, given that the acceleration due to gravity $g = 10 \text{ m/s}^2$.

Solution The entire motion is in one dimension — the vertical direction. We can, therefore, use scalar equations for distance, velocity, and acceleration. Let y denote the distance travelled by the ball. Let us measure y vertically downwards, starting from the height at which the ball starts falling (see fig. 10.9). Under constant acceleration g , we can write the distance travelled as

$$y(t) = y_0 + v_0t + \frac{1}{2}gt^2.$$

Note that at $t = 0$, $y_0 = 0$ and $v_0 = 0$. We are given that at some instant t (that we need to find) $y = 30 \text{ m}$. Thus,

$$\begin{aligned}y &= \frac{1}{2}gt^2 \\ t &= \sqrt{\frac{2y}{g}} = \sqrt{\frac{2 \times 30 \text{ m}}{10 \text{ m/s}^2}} = 2.45 \text{ s}.\end{aligned}$$

$$t = 2.45 \text{ s}$$

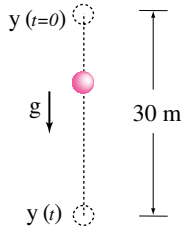


Figure 10.9

SAMPLE 10.7 Time varying acceleration: A force $F(t) = F_0 \sin \lambda t$ acts on an initially still cart of mass m in a particular direction. Find the speed and the distance travelled by the cart as functions of time. Plot the acceleration, the speed and the displacement of the cart against time for $0 \leq t \leq \pi$ s, assuming $\lambda = 1/\text{s}$. What are the speed and the displacement of the cart at $t = \pi$ s if $F_0 = 1$ N and $m = 1$ kg?

Solution We are given the applied force and the mass of the cart. Therefore, we know the acceleration ($a = F/m$). Thus,

$$\begin{aligned} a \equiv \frac{dv}{dt} &= \frac{F_0}{m} \sin \lambda t \\ \Rightarrow dv &= a_0 \sin \lambda t dt \end{aligned}$$

where $a_0 = F_0/m$. Hence,

$$\begin{aligned} \int_0^{v(t)} dv &= \int_0^t a_0 \sin \lambda \tau d\tau \\ \Rightarrow v(t) &= -\frac{a_0}{\lambda} (\cos \lambda t - 1) \\ &= \frac{a_0}{\lambda} (1 - \cos \lambda t). \end{aligned}$$

Since the speed $v = \frac{dx}{dt}$, we have,

$$\begin{aligned} dx &= \frac{a_0}{\lambda} (1 - \cos \lambda t) dt \\ \int_0^{x(t)} dx &= \int_0^t \frac{a_0}{\lambda} (1 - \cos \lambda \tau) d\tau \\ \Rightarrow x(t) &= \frac{a_0}{\lambda} \left(t - \frac{1}{\lambda} \sin \lambda t \right). \end{aligned}$$

$$v(t) = \frac{F_0/m}{\lambda} (1 - \cos \lambda t), \quad x(t) = \frac{F_0/m}{\lambda} \left(t - \frac{1}{\lambda} \sin \lambda t \right)$$

Substituting $a_0 = F_0/m = 1 \text{ N}/1 \text{ kg} = 1 \text{ m/s}^2$, $\lambda = 1/\text{s}$ and $t = \pi$ s in the expressions for v and x above, we find the speed and the displacement (distance travelled by the cart) at $t = \pi$ seconds as follows.

$$\begin{aligned} v(t = \pi \text{ s}) &= \frac{1 \text{ m/s}^2}{1/\text{s}} (1 - \cos \pi) \\ &= 2 \text{ m/s}, \\ x(t = \pi \text{ s}) &= 1 \text{ m/s} \left(\pi \text{ s} - \frac{1}{1/\text{s}} \sin\left(\frac{1}{\text{s}} \cdot \pi \text{ s}\right) \right) \\ &= \pi \text{ m}. \end{aligned}$$

$$\text{At } t = \pi \text{ s}, \quad v = 2 \text{ m/s}, \quad x = \pi \text{ m}$$

The graph of $a(t)$, $v(t)$, and $x(t)$ are shown in fig. 10.10 for $0 \leq t \leq \pi$ s assuming the given values of m , λ , and F_0 . Note the behavior of $v(t)$ and $x(t)$ close to $t = 0$. Since the cart starts from rest, the speed builds up slowly, and the displacement builds up even more slowly because the speed is very low in the beginning.

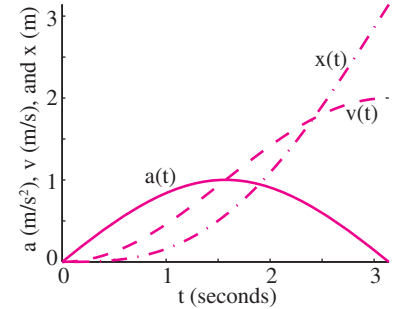


Figure 10.10: Plots of acceleration $a(t)$, speed $v(t)$ and displacement $x(t)$ as functions of time: $a(t) = a_0 \sin \lambda t$, $v(t) = \frac{a_0}{\lambda} (1 - \cos \lambda t)$, and $x(t) = \frac{a_0}{\lambda} \left(t - \frac{1}{\lambda} \sin \lambda t \right)$ where $a_0 = 1 \text{ m/s}^2$ and $\lambda = 1/\text{s}$.

SAMPLE 10.8 Numerical integration of ODE's:

1. Write the second order linear nonhomogeneous differential equation, $\ddot{x} + c\dot{x} + kx = a_0 \sin \omega t$, as a set of first order equations that can be used for numerical integration.
2. Write the second order nonlinear homogeneous differential equation, $\ddot{x} + c\dot{x}^2 + kx^3 = 0$, as a set of first order equations that can be used for numerical integration.
3. Solve the nonlinear equation given in (b) by numerical integration taking $c = 0.05$, $k = 1$, $x(0) = 0$, and $\dot{x}(0) = 0.1$. Compare this solution with that of the linear equation in (a) by setting $a_0 = 0$ and taking other values to be the same as for (b).

Solution

1.

$$\begin{aligned} \text{If we let } \dot{x} &= y, \\ \text{then } \dot{y} &= \ddot{x} = -c\dot{x} - kx + a_0 \sin \omega t \\ &= -cy - kx + a_0 \sin \omega t \end{aligned}$$

$$\text{or } \begin{Bmatrix} \dot{x} \\ \dot{y} \end{Bmatrix} = \begin{bmatrix} 0 & 1 \\ -k & -c \end{bmatrix} \begin{Bmatrix} x \\ y \end{Bmatrix} + \begin{Bmatrix} 0 \\ a_0 \sin \omega t \end{Bmatrix}. \quad (10.14)$$

Equation (10.14) is written in matrix form to show that it is a set of *linear* first-order ODE's. In this case linearity means that the dependent variables only appear linearly, not as powers *etc.*

2.

$$\begin{aligned} \text{If } \dot{x} &= y \\ \text{then } \dot{y} &= \ddot{x} = c\dot{x}^2 - kx^3 = -cy^2 - kx^3 \\ \text{or } \begin{Bmatrix} \dot{x} \\ \dot{y} \end{Bmatrix} &= \begin{Bmatrix} y \\ -cy^2 - kx^3 \end{Bmatrix}. \end{aligned} \quad (10.15)$$

Equation (10.15) is a set of *nonlinear* first order ODE's. It cannot be arranged as Eqn. 10.14 because of the nonlinearity in x and y . It is, however, in an appropriate form for numerical integration.

3. Now we solve the set of first order equations obtained in (b) using a numerical ODE solver with the following pseudocode.

```
ODEs = {xdot = y, ydot = -c y^2 - k x^3}
IC = {x(0) = 0, y(0) = 0.1}
Set k=1, c=0.05
Solve ODEs with IC for t=0 to t=200
Plot x(t) and y(t)
```

The plot obtained from numerical integration using a Runge-Kutta based integrator is shown in fig. 10.12. A similar program used for the equation in (a) with $a_0 = 0$ gives the plot shown in fig. 10.11. The two plots show how a simple nonlinearity changes the response drastically.

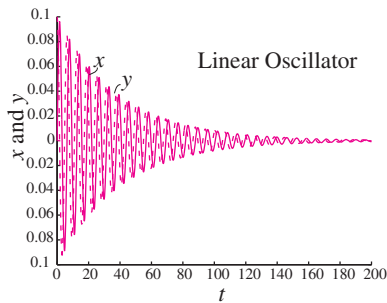


Figure 10.11: Numerical solution of the linear ODE $\ddot{x} + c\dot{x} + kx = 0$ with initial conditions $x(0) = 0$ and $\dot{x}(0) = 0.1$.

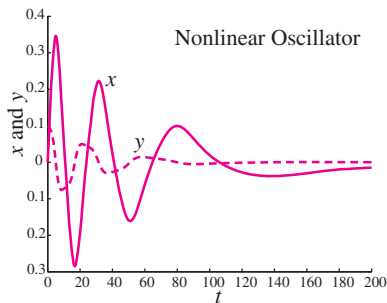


Figure 10.12: Numerical solution of the nonlinear ODE $\ddot{x} + c\dot{x}^2 + kx^3 = 0$ with initial conditions $x(0) = 0$ and $\dot{x}(0) = 0.1$.