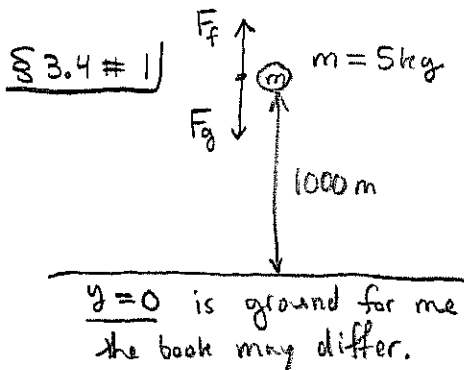


Classical Mechanics says that the motion of particles is governed by Newton's 2nd law which states

$$\frac{d\vec{P}}{dt} = \vec{F}$$

for the momentum $\vec{P} = m\vec{v}$ and net-external force \vec{F} with respect to a particle with mass m at position \vec{r} and velocity $\vec{v} = \frac{d\vec{r}}{dt}$. If $\frac{dm}{dt} = 0$ then $\frac{d\vec{P}}{dt} = m\vec{a}$ where $\vec{a} = \frac{d\vec{v}}{dt}$. All of these vector quantities are measured with respect to a particular Cartesian coordinate system. We can also consider frames which are in motion. In § 3.4 we'll consider essentially one-dimensional problems. In general $\frac{d\vec{P}}{dt} = \vec{F}$ is a system of three ODEs.



$$F_f = -\left(50 \frac{\text{Ns}}{\text{m}}\right) \frac{dy}{dt}, \quad b = 50 \frac{\text{Ns}}{\text{m}}, \quad v = \frac{dy}{dt}$$

$$F = F_f + F_g = -bv - mg$$

$$\frac{dm}{dt} = 0 \text{ thus } m \frac{dv}{dt} = -bv - mg$$

$$\int \frac{m dv}{bv + mg} = \int - dt$$

$$\frac{m}{b} \ln(bv + mg) = -t + c_1$$

$$bv + mg = \frac{b}{m} e^{-\frac{bt}{m}} e^{c_2}$$

$$v(t) = k e^{-\frac{bt}{m}} - mg/b$$

Velocity as function of time. However we know $v(0) = 0$ thus $k = mg/b$

Hence, $v(t) = \frac{mg}{b} (e^{-\frac{bt}{m}} - 1)$

Note $v = \frac{dy}{dt} = \frac{mg}{b} (e^{-\frac{bt}{m}} - 1)$

Continued \curvearrowright

$$\frac{dy}{dt} = \frac{mg}{b} \left(e^{-\frac{bt}{m}} - 1 \right)$$

$$y(t) = \frac{mg}{b} \left[-\frac{m}{b} e^{-\frac{bt}{m}} - t \right] + C_1 \quad \because \quad \frac{m}{b} = \frac{5}{50} = \frac{1}{10}$$

$$y(t) = -\frac{g}{100} e^{-10t} - \frac{gt}{10} + C_1$$

$$y(t) = -0.0981 e^{-10t} - 0.981t + C_1$$

The text puts $y=0$ mid-air which makes $C_1 = 0.0981$.
I put $y=0$ on the ground thus $y(0) = 1000$ then

$$1000 = -0.0981 + C_1 \quad \therefore \quad \underline{C_1 = 1000.0981}$$

$$\boxed{y(t) = -0.0981 e^{-10t} - 0.981t + 1000.0981}$$

We can find the time it hits the ground by solving $0 = y(t)$,

$$0 = -0.0981 e^{-10t} - 0.981t + 1000.0981$$

Notice $-t > 0$ for the physically interesting solⁿ and $e^{-10t} \approx 0$ relative to the other terms hence,

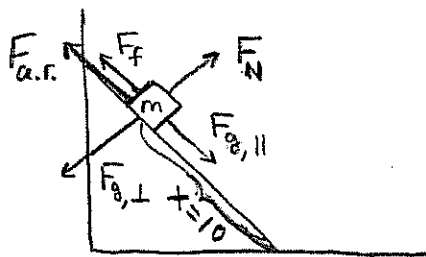
$$0.981t = 1000.0981$$

$$\Rightarrow t = \frac{1000.0981}{0.981} \approx 1019.47$$

Notice that $e^{-10(1019.47)} \approx 1.78 \times 10^{-443}$ so my approximation is quite valid. Finally put in the units,

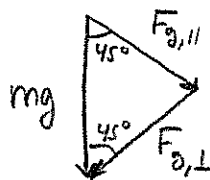
$$\boxed{t = 1019.47 \text{ seconds hits the ground}}$$

§ 3.4 #19 | $m = 60 \text{ kg}$.



$$F_{g,||} = \frac{mg}{\sqrt{2}}$$

$$F_{g,\perp} = \frac{mg}{\sqrt{2}}$$



Since m stays on plane must have $F_N = F_{g,\perp}$

thus $F_f = \mu F_N = \frac{0.05mg}{\sqrt{2}}$. $F_{a,r} = -3v$ (air resistance)

Let the mass initial position be at $x = 0$ and let $v = \frac{dx}{dt}$ where x is the distance pictured. Newton's

2nd Law for m in the x -direction

$$m \frac{dv}{dt} = \frac{mg}{\sqrt{2}} - \frac{0.05mg}{\sqrt{2}} - 3v$$

$$60 \frac{dv}{dt} = \frac{0.95}{\sqrt{2}} (60)(9.81) - 3v = 395.4 - 3v$$

$$\int \frac{20dv}{131.8 - v} = \int dt$$

$$-20 \ln(131.8 - v) = t + C_1$$

$$131.8 - v = C_2 \exp(-t/20)$$

$$v(t) = 131.8 - C_2 \exp(-t/20)$$

$$v(0) = 0 \Rightarrow C_2 = 131.8 \text{ thus } \underline{v(t) = 131.8 (1 - e^{-t/20})}$$

$$v(t) = \frac{dx}{dt} = 131.8 (1 - e^{-t/20})$$

$$\begin{aligned} x(t) &= \int_0^t 131.8 (1 - e^{-u/20}) du \\ &= 131.8t + 20(131.8) [e^{-t/20} - 1] \end{aligned}$$

We need to solve $10 = 131.8t + 2636e^{-t/20} - 2636$ this gives $2646 = 131.8t + 2636e^{-t/20}$ [note we cannot neglect $e^{-t/20}$ here].

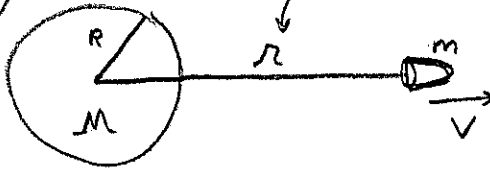
Thus, $x(t) = 131.8t + 2636e^{-t/20} - 2636$ and graphing \rightarrow or numerical solver $t = 1.768s$

§ 3.4 # 25

$r =$ distance from center, $r > 0$ by defⁿ.

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$r = R$



$$F_g = \frac{GMm}{r^2}$$

in direction to attract m & M

a.) $ma = F_{net} = -\frac{GMm}{r^2} = m \frac{d^2r}{dt^2}$

divide by $m \Rightarrow -\frac{GM}{r^2} = \frac{d}{dt} \left(\frac{dr}{dt} \right) = \frac{d}{dt}(v) = \frac{dv}{dt}$

Now at the surface of the earth $r = R$ and by defⁿ of g we have $F_{gravity} = mg = \frac{GMm}{R^2}$ thus we find $G = gR^2/M$ then

$$\frac{dv}{dt} = -\frac{GM}{r^2} = -\frac{gR^2}{M} \frac{M}{r^2} = \boxed{-\frac{gR^2}{r^2} = \frac{dv}{dt}}$$

b.) $\frac{dv}{dt} = \frac{dr}{dt} \frac{dv}{dr}$ (assuming radial motion!)

$$= \boxed{v \frac{dv}{dr} = -\frac{gR^2}{r^2}} \text{ using (a.)}$$

c.) $\int_{v_0}^{v_f} v dv = \int_{r_0}^{r_f} -gR^2 \frac{dr}{r^2} \Rightarrow \frac{1}{2}(v_f^2 - v_0^2) = gR^2 \left(\frac{1}{r_f} - \frac{1}{r_0} \right)$

separated variables and integrated from initial to final velocities & positions; note $r_0 = R, v_0 = v_0, v_f = v$ and $r_f = r$ in the language of the problem set up.

$$\begin{aligned} \frac{1}{2}(v^2 - v_0^2) &= gR^2 \left(\frac{1}{r} - \frac{1}{R} \right) \\ v^2 &= v_0^2 + 2gR^2 \left(\frac{1}{r} - \frac{1}{R} \right) \\ &= \boxed{v_0^2 - 2gR + 2gR^2/r = v^2} \end{aligned}$$

d.) For velocity to become negative (although strictly speaking since $r =$ distance $\Rightarrow \frac{dr}{dt} =$ speed, but we could have taken r to be position along the direction of motion) we need $v > 0 \rightarrow v < 0$ hence $v = 0$ for some r_c , but $KE = \frac{1}{2}mv_c^2 = 0$ for r_c notice that $\frac{1}{2}mv^2 = \frac{1}{2}m(v_0^2 - 2gR + 2gR^2/r)$

§ 3.4 # 25
continued

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$$K.E. = \frac{1}{2}m(v_0^2 - 2gR + \frac{2gR^2}{r})$$

And if v is to become negative it must be zero for some r as we assume $v > 0$ to begin. Notice that KE then will also be zero if that could happen. So how can KE be zero,

$$KE = \frac{1}{2}m(v_0^2 - 2gR + \frac{2gR^2}{r})$$

As $r \rightarrow \infty$ notice $KE \rightarrow \frac{1}{2}m(v_0^2 - 2gR)$

if this is positive then were free from concern that $KE \rightarrow 0$ (when r is smaller that just adds to KE .)

Thus need $v_0^2 - 2gR > 0$ to insure $KE > 0$ for $r \rightarrow \infty$.