

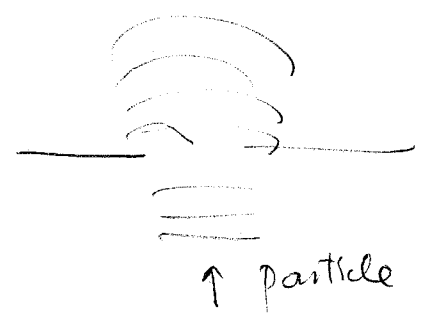
PHY 248 Lecture 7

Gary Shiu

Waves

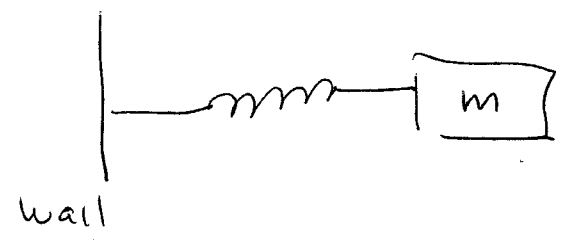
- oscillations (e.g. pendulum, spring-mass system)
  - Waves - space & time dependent oscillations)
  - light waves - interference & diffraction
- ↳ lead us to Quantum Theory = particles are waves!

In fact, the uncertainty principle can be understood in terms of diffraction



$\Delta p \Delta x \geq \frac{h}{2}$

Simplest example of oscillations



$F = -kx$   
 ↑  
 displacement of spring  
 Hooke's law

$$ma = -kx$$

$$m \frac{d^2x}{dt^2} = -kx$$

$$\frac{d^2x}{dt^2} = -\frac{k}{m}x \equiv -\omega^2x \quad \omega \equiv \sqrt{\frac{k}{m}} = \text{angular freq}$$

To solve this equation, let's recall that sine and cosine have the property that their 2nd derivatives are proportional to themselves

$$\frac{d^2}{dx^2} \sin x = -\sin x$$

$$\frac{d^2}{dx^2} \cos x = -\cos x$$

Guess :  $x(t) = A \cos(\omega t + \delta)$

$A$  = amplitude (arbitrary set by initial conditions)

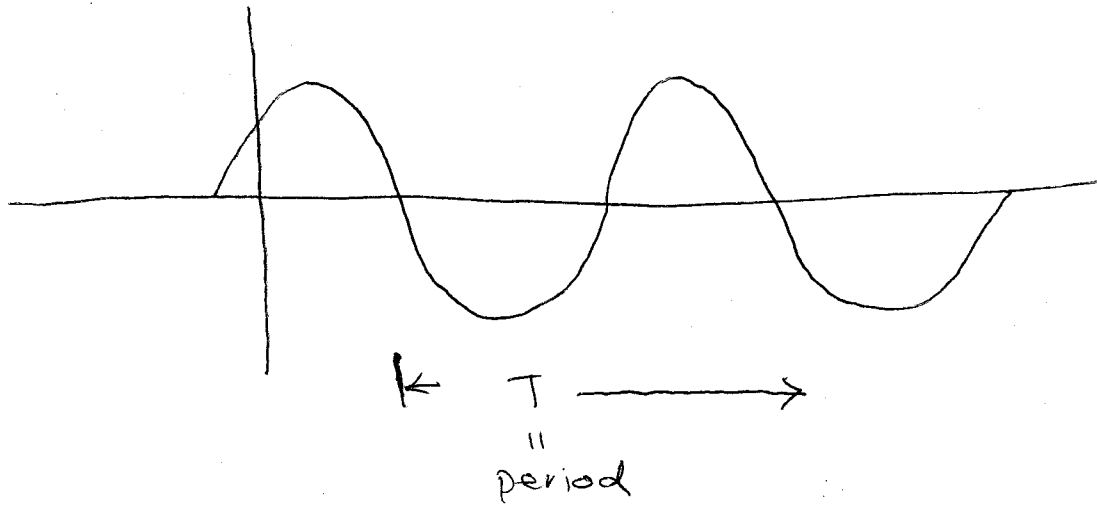
$\delta$  = phase

Note that by including  $\delta$ , we cover both the cases of sine & cosine

Check :  $\frac{dx}{dt} = -A\omega \sin(\omega t + \delta)$

$$\frac{d^2x}{dt^2} = -A\omega^2 \cos(\omega t + \delta) = -\omega^2 A \quad \checkmark$$

Picture



$$\omega T = 2\pi \quad \text{cosine repeats}$$

$$\omega = \frac{2\pi}{T}$$

$$\text{Frequency} = f = \frac{1}{T} = \# \text{ of cycles per unit time}$$

$$= \frac{\omega}{2\pi}$$

Initial conditions:

$$\text{say } x(t=0) = x_0$$

$$\dot{x}(t=0) = 0$$

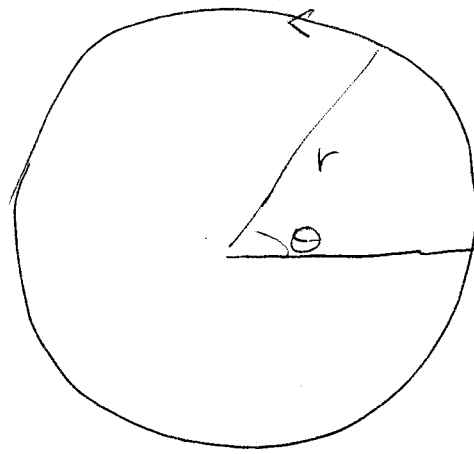
$$\Rightarrow A \cos \delta = x_0$$

$$-A \omega \sin \delta = 0$$

$$\Rightarrow \delta = 0 \quad (\text{actually integer multiple of } \pi)$$

$$A = x_0$$

Example: Circular motion



$\theta = \omega t$  constant speed

$x = r \cos \theta = r \cos \omega t$

$y = r \sin \theta = r \sin \omega t$

Solution is exactly the type  $x = A \cos(\omega t + \delta)$  discussed before.

Energy of an oscillatory system

$E = K + U$

$= \frac{1}{2} m v^2 + \frac{1}{2} k x^2$

$= \frac{1}{2} m (-\omega A \sin(\omega t + \delta))^2 + \frac{1}{2} (m \omega^2) [A \cos(\omega t + \delta)]^2$

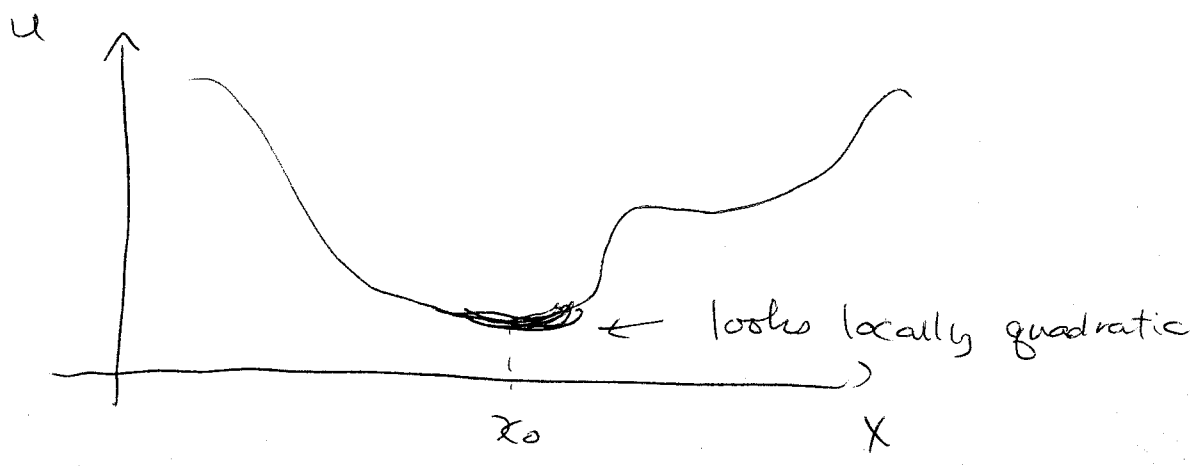
$= \frac{1}{2} m \omega^2 A^2 [\sin^2(\omega t + \delta) + \cos^2(\omega t + \delta)]$

kinetic                      potential  
 ↙                                      ↘  
 trading but holding total fixed

$= \frac{1}{2} m \omega^2 A^2 = \text{fixed}$   
 ↑  
 amplitude<sup>2</sup>

# Simple Harmonic Oscillation (SHO)

Very common in physics.



$$F = - \frac{du}{dx}$$

$$m \frac{d^2x}{dt^2} = - \frac{du}{dx}$$

Expand around minimum  $x_0$

$$u(x) = u(x_0) + u'(x_0)(x-x_0) + \frac{1}{2} u''(x_0)(x-x_0)^2 + \dots$$

↓  
0 if  $x_0$  is a minimum

$$= u(x_0) + \frac{u''(x_0)}{2} (x-x_0)^2$$

$$F = - \frac{du}{dx} = -u''(x_0)(x-x_0) \quad \text{just like Hooke's law}$$

Small oscillations about  $x_0$

$$k = \left. \frac{d^2 U}{dx^2} \right|_{x=x_0}$$

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

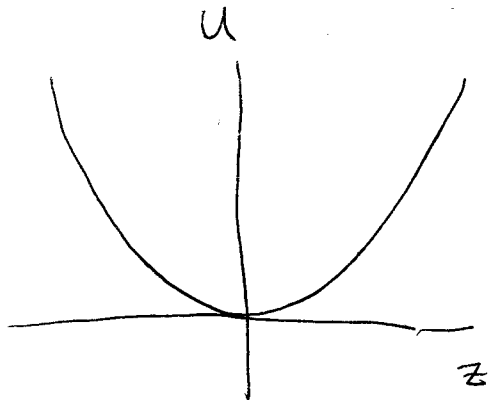
To increase  $\omega$ , we can increase the curvature of  $U$   
Damped?

Example vertical Spring

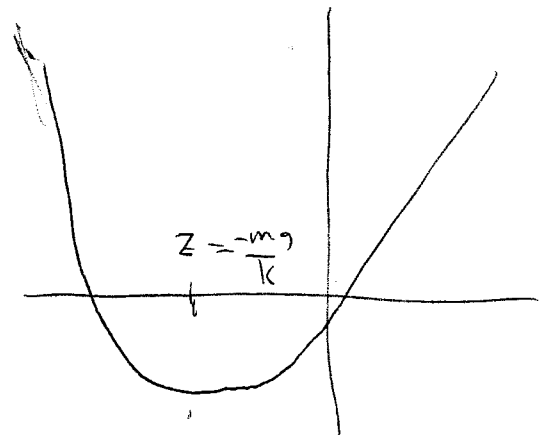
$$U = \frac{1}{2} k z^2 + mg z$$

Equilibrium  $\frac{dU}{dz} = 0 = kz + mg$

$$\Rightarrow z = -\frac{mg}{k}$$



No gravity



w/ Gravity