

PHYS 310 - HW # 2

Q-1 Suppose that the force acting on a particle is factorable in the following form.

(a)  $F(x_i, t) = f(x_i) g(t)$

(b)  $F(\dot{x}_i, t) = f(\dot{x}_i) g(t)$

(c)  $F(x_i, \dot{x}_i) = f(x_i) g(\dot{x}_i)$

For which cases are these equations of motion integrable?

(a)  $F(x_i, t) = f(x_i) g(t)$

$F = m\ddot{x}_i$

$$f(x_i) g(t) = m\ddot{x}_i = m \frac{d\dot{x}_i}{dt}$$

$$g(t) dt = \frac{m}{f(x_i)} d\dot{x}_i \rightarrow \text{Non integrable}$$

(b)  $F = f(\dot{x}_i) g(t)$

$m\ddot{x}_i = f(\dot{x}_i) g(t)$

$$m \frac{d^2 x_i}{dt^2} = f(\dot{x}_i) g(t)$$

$$\frac{m}{f(\dot{x}_i)} d\dot{x}_i = g(t) dt$$

$\rightarrow$  integrable

(c)  $F = f(x_i) g(\dot{x}_i)$

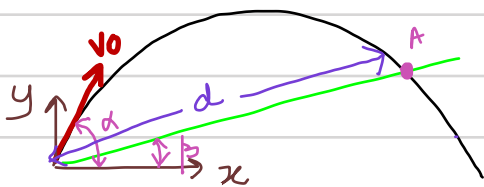
$m\ddot{x}_i = f(x_i) g(\dot{x}_i)$

$\rightarrow$  Non integrable

**20 points**

Q-2 If a projectile is fired from the origin of the coordinate system with an initial velocity  $v_0$ , and in a direction making an angle  $\alpha$  with the horizontal, calculate the time required for the projectile to cross a line passing through the origin and making an angle  $\beta \leq \alpha$  with the horizontal.

We need to know the time when the projectile is at A in the diagram.



Basically, we need to consider the motion of the projectile from the origin O to point A.

The only force acting on the particle is the gravitational force

i.e.  $F_x = 0$

$$F_y = -mg$$

Now let's apply the Newton's equations in the  $\hat{x}$  and  $\hat{y}$  directions.

$$F_x = m\ddot{x} \quad \& \quad F_y = m\ddot{y}$$

$\hat{x}$  direction:  $F_x = m\ddot{x}$

$$0 = m\ddot{x}$$

$$\ddot{x} = \text{constant}$$

$$\dot{x} = C \quad \text{--- (1)}$$

This equation basically says that the  $x$  component of the velocity of the projectile is a constant through out the motion.

(which makes sense as there is no force in the  $\hat{x}$  direction)

Using the boundary conditions in eq (1)

at  $t=0$   $v_x = v_0 \cos \alpha$

$$\dot{x} = v_0 \cos \alpha$$

In the  $\hat{y}$  direction,  $-mg = m\ddot{y}$

$$-g = \ddot{y}$$

Integrating:

$$-gt = \dot{y} + C_1$$

initial conditions  $t=0$   $\dot{y} = v_0 \sin \alpha$

$$C_1 = -v_0 \sin \alpha$$

$$\dot{y} = -gt + v_0 \sin \alpha$$

Now the two equations we have:

$$\dot{x}(t) = v_0 \cos \alpha \quad \text{--- (2)}$$

$$\dot{y}(t) = -gt + v_0 \sin \alpha \quad \text{--- (3)}$$

By integrating (2) & (3) and then using the initial conditions,

$t=0$   $x=0$ ,  $y=0$

$$x(t) = V_0 \cos \alpha t$$

$$y(t) = -\frac{gt^2}{2} + V_0 \sin \alpha t$$

We are looking for the condition  $x(t) = d \cos \beta$  and  $y(t) = d \sin \beta$

$$d \cos \beta = V_0 \cos \alpha t_0 \quad \text{--- (4)}$$

$$d \sin \beta = -\frac{gt_0^2}{2} + V_0 \sin \alpha t_0 \quad \text{--- (5)}$$

$$\textcircled{5}/\textcircled{4} \quad \tan \beta = \frac{-gt_0^2/2 + V_0 \sin \alpha t_0}{V_0 \cos \alpha t_0}$$

$$t_0 V_0 \cos \alpha \tan \beta = -\frac{gt_0^2}{2} + V_0 \sin \alpha t_0$$

$$t_0 \left[ \frac{gt_0}{2} + V_0 \cos \alpha \tan \beta - V_0 \sin \alpha \right] = 0$$

$$t_0 = 0 \quad \text{or} \quad \frac{gt_0}{2} + V_0 \cos \alpha \tan \beta - V_0 \sin \alpha = 0$$

$$t_0 = \frac{2V_0}{g} \left[ \sin \alpha - \cos \alpha \tan \beta \right]$$



**Q-3** A projectile is fired with a velocity  $V_0$  such that it passes through two points, both a distance  $h$  above the horizontal. Show that if the gun is adjusted for maximum range, the separation of the two points is  $d = \frac{V_0}{g} \sqrt{V_0^2 - 4gh}$ .

For this problem, (as we did in the problem #2) we can write

$$\left. \begin{aligned} x(t) &= V_0 t \cos \alpha \\ y(t) &= -\frac{gt^2}{2} + V_0 t \sin \alpha \end{aligned} \right\} \text{--- (1)}$$

Gun is adjusted for the maximum range. For finding the range, we make  $y(t) = 0$

$$\frac{gt^2}{2} = V_0 t \sin \alpha$$

$$t = T = \frac{2V_0 \sin \alpha}{g}$$

by putting this  $t = T$  in  $x(t)$

$$x(t=T) = \frac{2V_0^2}{g} \sin \alpha \cos \alpha = \frac{V_0^2}{g} \sin 2\alpha$$

$x(t)$  becomes max. at  $2\alpha = \pi/2$

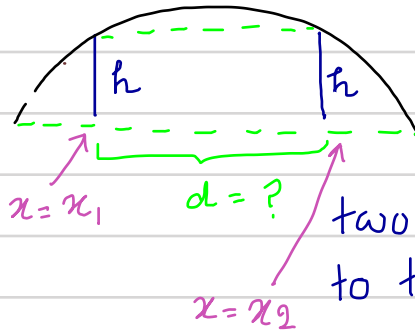
$$\alpha = \pi/4 \rightarrow$$

$$\alpha = \pi/4$$

When the gun is set at  $\alpha = \pi/4$ , equation (1) reduces to :

$$x(t) = \frac{V_0}{\sqrt{2}} t$$

$$y(t) = \frac{V_0}{\sqrt{2}} t - \frac{1}{2} g t^2$$



We need to find  $d$ .

We can find the time when  $y(t) = h$

Obviously there are two possibilities according to the diagram.

$$h = \frac{V_0 t}{\sqrt{2}} - \frac{g t^2}{2}$$

$$\frac{g t^2}{2} - \frac{V_0 t}{\sqrt{2}} + h = 0$$

$$t^2 - \frac{\sqrt{2} V_0}{g} t + \frac{2h}{g} = 0$$

$$t = \frac{\frac{\sqrt{2} V_0}{g} \pm \sqrt{\frac{2 V_0^2}{g^2} - 4 \frac{2h}{g}}}{2}$$

$$= \frac{V_0}{\sqrt{2} g} \pm \sqrt{\frac{V_0^2}{2 g^2} - \frac{2h}{g}} = \frac{V_0}{\sqrt{2} g} \pm \frac{V_0}{\sqrt{2} g} \left[ 1 - \frac{4gh}{V_0^2} \right]^{1/2}$$

Let's see the  $x$  coordinates at these possibilities for  $t$  :

$$x(t) = \frac{V_0}{\sqrt{2}} t \quad x_1 = \frac{V_0}{\sqrt{2}} \left[ \frac{V_0}{\sqrt{2} g} - \frac{V_0}{\sqrt{2} g} \sqrt{1 - \frac{4gh}{V_0^2}} \right] \quad \text{--- (2)}$$

$$x_2 = \frac{V_0}{\sqrt{2}} \left[ \frac{V_0}{\sqrt{2} g} + \frac{V_0}{\sqrt{2} g} \sqrt{1 - \frac{4gh}{V_0^2}} \right] \quad \text{--- (3)}$$

(3) - (2)

$$x_2 - x_1 = \frac{V_0^2}{2g} \cdot 2 \sqrt{1 - \frac{4gh}{V_0^2}}$$

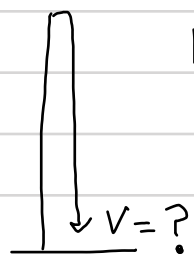
$$x_2 - x_1 = \frac{V_0^2}{g} \sqrt{1 - \frac{4gh}{V_0^2}} = \frac{V_0}{g} \sqrt{V_0^2 - 4gh}$$

$$x_2 - x_1 = d = \frac{V_0}{g} \sqrt{V_0^2 - 4gh}$$



**Q-5** A particle is projected vertically upward in a constant gravitational field, with an initial speed  $v_0$ . Show that, if there is a retarding force proportional to the square of the instantaneous speed, the speed of the particle when it return to the original position is:

$$\frac{v_0 v_t}{\sqrt{v_0^2 + v_t^2}} \quad \text{where } v_t \text{ is the terminal speed.}$$



Let's first work on the upward motion:

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

$$m v \frac{dv}{dy} = -mg - mkv^2$$

$$\begin{aligned} \frac{dv}{dt} &= \frac{dv}{dx} \frac{dx}{dt} \\ &= v \frac{dv}{dx} \end{aligned}$$

$$\frac{v}{g + kv^2} dv = -dy$$

$$\frac{1}{2k} \ln[g + kv^2] = -y + C$$

at  $y=0$   $v=v_0$

$$\frac{1}{2k} \ln \frac{g + kv^2}{g + kv_0^2} = -y \Rightarrow y = \frac{1}{2k} \ln \left[ \frac{g + kv_0^2}{g + kv^2} \right] \quad \text{--- (1)}$$

From eq. (1), we relate the position and velocity.

$v=0$  at the maximum reach.

$$H = \frac{1}{2k} \ln \left[ \frac{g + kv_0^2}{g} \right] \quad \text{--- (2)}$$

Now when the velocity of the particle becomes zero, gravity will pull it down.

Let's apply the Newton's equation for the downward motion:

$$m \ddot{y} = mg - mkv^2$$

Now we use a coordinate system like  $\left\{ \begin{array}{l} \downarrow \hat{y} \\ H \end{array} \right.$

$$\frac{dv}{dt} = g - kv^2$$

$$\frac{v dv}{dy} = g - kv^2 \quad \left\{ \begin{array}{l} -\frac{1}{2k} \ln [g - kv^2] = gy + C_2 \\ \text{at } y=0 \quad v=0 \quad C_2 = -\frac{1}{2k} \ln g \end{array} \right.$$

$$\frac{v}{g - kv^2} dv = g dy$$

$$y = \frac{1}{2k} \ln \left[ \frac{g}{g - kv^2} \right]$$

We need to find the velocity when  $y = H$

$$H = \frac{1}{2k} \ln \frac{g}{g - kv^2} \quad \text{--- (3)}$$

Now combining equations (2) & (3) = D

$$\frac{1}{2k} \ln \frac{g + kv_0^2}{g} = \frac{1}{2k} \ln \frac{g}{g - kv^2}$$

$$\frac{g + kv_0^2}{g} = \frac{g}{g - kv^2}$$

$$g - kv^2 = \frac{g^2}{g + kv_0^2}$$

$$kv^2 = g - \frac{g^2}{g + kv_0^2}$$

$$v^2 = \frac{g}{k} - \frac{g^2}{gk + k^2 v_0^2}$$

$$\begin{aligned} v^2 &= \frac{g^2 + gkv_0^2 - g^2}{k(gk + k^2 v_0^2)} \\ &= \frac{gkv_0^2}{gk + k^2 v_0^2} = \frac{\frac{g}{k} v_0^2}{\frac{g}{k} + v_0^2} \end{aligned}$$

$$V_t = \sqrt{\frac{g}{k}}$$

$$v^2 = \frac{V_t^2 v_0^2}{V_t^2 + v_0^2}$$

$$v = \sqrt{\frac{V_t^2 v_0^2}{V_t^2 + v_0^2}}$$

