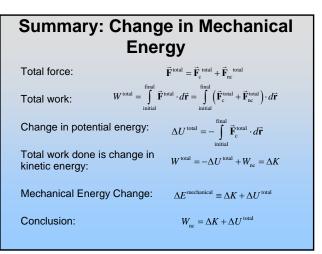
# Mechanical Energy and Simple Harmonic Oscillator

8.01 Week 09D1



## Modeling the Motion using Force and Energy Concepts

Force and Newton's Second Law:

•Draw all relevant free body force diagrams

•Identify non-conservative forces.

Calculate non-conservative work

 $W_{\rm nc} = \int_{0}^{\rm final} \vec{\mathbf{F}}_{\rm nc} \cdot d\vec{\mathbf{r}}.$ 

Change in Mechanical Energy:

•Choose initial and final states and draw energy diagrams.

•Choose zero point *P* for potential energy for each interaction in which potential energy difference is well-defined.

•Identify initial and final mechanical energy.

•Apply Energy Law.

 $W_{\rm nc} = \Delta K + \Delta U^{\rm total}$ 

# Mechanical Energy Accounting Initial state: • Total initial kinetic energy $K_{initial} = K_{1,initial} + K_{2,initial} + \cdots$

 • Total initial potential energy
  $U_{initial} = U_{1,initial} + U_{2,initial} + \cdots$  

 • Total initial mechanical energy
  $E_{imital}^{mechanical} = K_{unital} + U_{initial}$  

 Final state:
 •

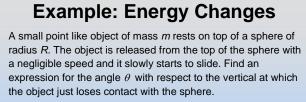
 • Total final kinetic energy
  $K_{final} = K_{1,final} + K_{2,final} + \cdots$  

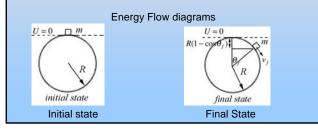
 • Total final potential energy
  $U_{final} = U_{1,final} + U_{2,final} + \cdots$  

 • Total final potential energy
  $U_{final} = U_{1,final} + U_{2,final} + \cdots$  

 • Total final mechanical energy
  $E_{final}^{mechanical} = K_{final} + U_{final}$  

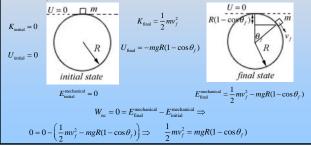
 • Apply Energy Law:
  $W_{pc} = E_{final}^{mechanical} - E_{inclenical}^{mechanical}$ 





# **Example: Energy Changes**

A small point like object of mass *m* rests on top of a sphere of radius *R*. The object is released from the top of the sphere with a negligible speed and it slowly starts to slide. Find an expression for the angle  $\theta$  with respect to the vertical at which the object just loses contact with the sphere.

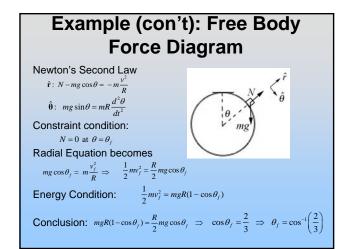


#### Recall Modeling the Motion: Newton 's Second Law

- Define system, choose coordinate system.
- Draw force diagram.
- Newton's Second Law for each direction.

 $\hat{\mathbf{i}}: F_x^{\text{total}} = m \frac{d^2 x}{dt^2}.$ 

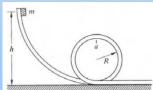
Example: x-direction



• Example: Circular motion  $\hat{\mathbf{r}}: F_r^{\text{total}} = -m \frac{v^2}{R}$ .

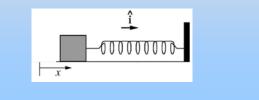
#### Table Problem: Loop-the-Loop

An object of mass m is released from rest at a height h above the surface of a table. The object slides along the inside of the loop-the-loop track consisting of a ramp and a circular loop of radius R shown in the figure. Assume that the track is frictionless. When the object is at the top of the track (point a) it pushes against the track with a force equal to three times it's weight. What height was the object dropped from?

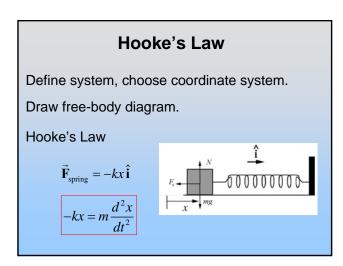


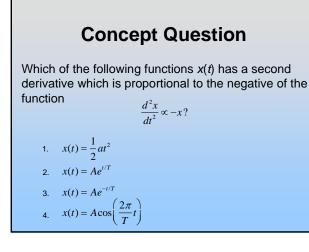
#### Table Problem: Block-Spring System with Friction

A block of mass *m* slides along a horizontal surface with speed  $v_{0}$ . At t = 0 it hits a spring with spring constant *k* and begins to experience a friction force. The coefficient of friction is variable and is given by  $\mu_{k} = bx$  where *b* is a constant. Find how far the spring has compressed when the block has first come momentarily to rest.



**Simple Harmonic Motion** 



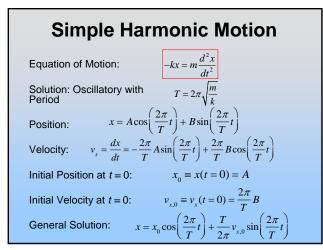


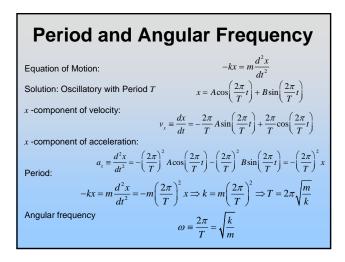
## **Concept Question**

The first derivative  $v_x = dx/dt$  of the sinusoidal function  $x = A\cos\left(\frac{2\pi}{\pi}t\right)$ 

is:  
1. 
$$v_x(t) = A\cos\left(\frac{2\pi}{T}t\right)$$
3.  $v_x(t) = -\frac{2\pi}{T}A\sin\left(\frac{2\pi}{T}t\right)$ 

**2.** 
$$v_x(t) = -A\sin\left(\frac{2\pi}{T}t\right)$$
 **4.**  $v_x(t) = \frac{2\pi}{T}A\cos\left(\frac{2\pi}{T}t\right)$ 





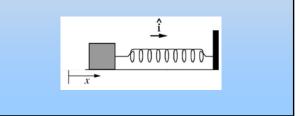
### Concept Question: Simple Harmonic Motion

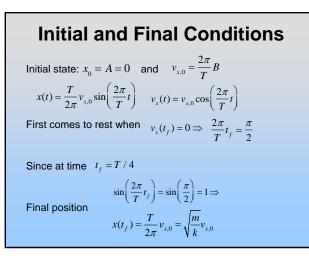
A block of mass *m* is attached to a spring with spring constant *k* is free to slide along a horizontal frictionless surface. At *t* = 0 the block-spring system is stretched an amount  $x_0 > 0$  from the equilibrium position and is released from rest. What is the *x* -component of the velocity of the block when it first comes back to the equilibrium?

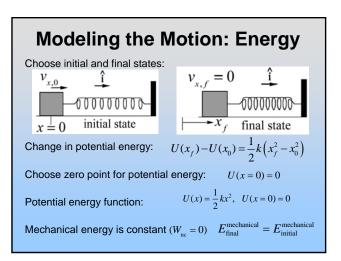
1. 
$$v_x = -x_0 \frac{T}{4}$$
  
2.  $v_x = x_0 \frac{T}{4}$   
3.  $v_x = -\sqrt{\frac{k}{m}} x_0$   
4.  $v_x = \sqrt{\frac{k}{m}} x_0$ 

#### Example: Block-Spring System with No Friction

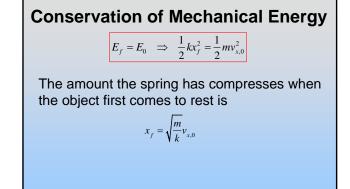
A block of mass *m* slides along a frictionless horizontal surface with speed  $v_{x,0}$ . At t = 0 it hits a spring with spring constant *k* and begins to slow down. How far is the spring compressed when the block has first come momentarily to rest?

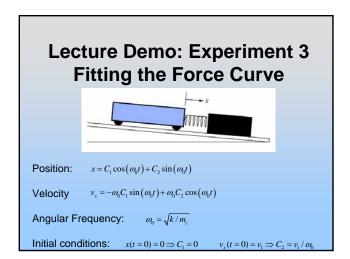


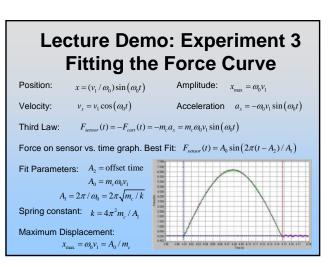


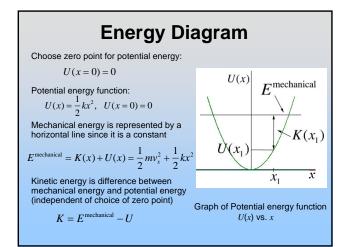


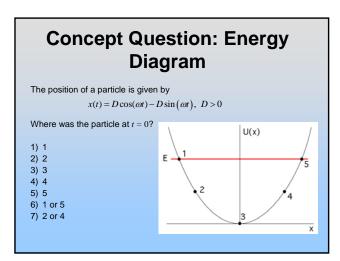
State	Kinetic energy	Potential energy	Mechanical energy
Initial $x_0 = 0$ $v_{x,0} > 0$	$K_0 = \frac{1}{2}mv_{x,0}^2$	$U_{0} = 0$	$E_{0} = \frac{1}{2}mv_{x,0}^{2}$
Final $x_f > 0$ $v_{x,f} = 0$	$K_f = 0$	$U_f = \frac{1}{2}kx_f^2$	$E_f = \frac{1}{2}kx_f^2$

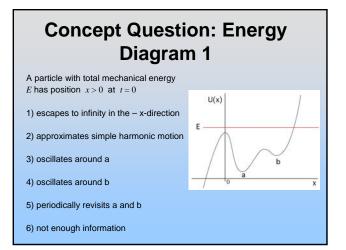


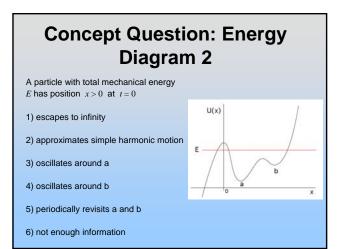


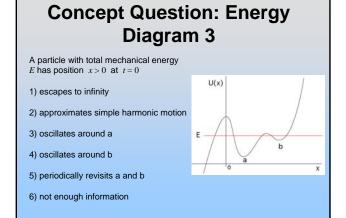


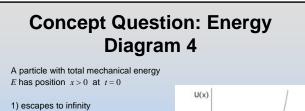












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2) approximates simple harmonic motion

3) oscillates around a

4) oscillates around b

5) periodically revisits a and b

6) not enough information

