

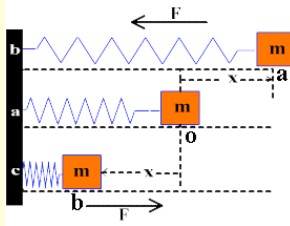
Spriny Things

Restoring Force
Oscillation and Resonance
Model for Molecules

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Springs: supplying restoring force

- When you pull on (stretch) a spring, it pulls back (top picture)
- When you push on (compress) a spring, it pushes back (bottom)
- Thus springs present a *restoring* force:



$$F = -k\Delta x$$

- Δx is the displacement (in meters)
- k is the "spring constant" in Newtons per meter (N/m)
- the negative sign means opposite to the direction of displacement

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Example

- If the springs in your 1000 kg car compress by 10 cm (e.g., when lowered off of jacks):
 - then the springs must be exerting $mg = 10,000$ Newtons of force to support the car
 - $F = -k\Delta x = 10,000$ N, $\Delta x = -0.1$ m
 - so $k = 100,000$ N/m (stiff spring)
 - this is the collective spring constant: they all add to this
- Now if you pile 400 kg into your car, how much will it sink?
 - $4,000 = (100,000)\Delta x$, so $\Delta x = 4/100 = 0.04$ m = 4 cm
- Could have taken short-cut:
 - springs are *linear*, so 400 additional kg will depress car an additional 40% (400/1000) of its initial depression

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Energy Storage in Spring

- Applied force is $k\Delta x$ (reaction from spring is $-k\Delta x$)
 - starts at zero when $\Delta x = 0$
 - slowly ramps up as you push
- Work is force times distance
- Let's say we want to move spring a total distance of Δx
 - would naively think $W = k\Delta x^2$
 - but force starts out small (not full $k\Delta x$ right away)
 - works out that $W = \frac{1}{2}k\Delta x^2$

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Work "Integral"

- Since work is force times distance, and the force ramps up as we compress the spring further...

Force from spring increases as it is compressed further

Area is a work: a force (height) times a distance (width)

Total work done is area of triangle under force curve

- takes more work (area of rectangle) to compress a little bit more (width of rectangle) as force increases (height of rectangle)
- if full distance compressed is $k\Delta x$, then force is $k\Delta x$, and area under force "curve" is $\frac{1}{2}(\text{base})(\text{height}) = \frac{1}{2}(\Delta x)k\Delta x = \frac{1}{2}k\Delta x^2$
- area under curve is called an integral: work is integral of force

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The Potential Energy Function

- Since the potential energy varies with the **square** of displacement, we can plot this as a **parabola**
- Call the low point zero potential
- Think of it like the drawing of a trough between two hillsides
- A ball would roll back and forth exchanging gravitational potential for kinetic energy
- Likewise, a compressed (or stretched) spring and mass combination will oscillate
 - exchanges **kinetic energy** for **potential energy** of spring

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Example of Oscillation

- Plot shows position (displacement) on the vertical axis and time on the horizontal axis
- Oscillation is clear
- Damping is present (amplitude decreases)
 - envelope is decaying exponential function

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Frequency of Oscillation

- Mass will execute some number of cycles per second (could be less than one)
- This is the frequency of oscillation (measured in Hertz, or cycles per second)
- The frequency is proportional to the square root of the spring constant divided by the mass:

$$f = \frac{1}{2\pi} \sqrt{\frac{k}{m}}$$

- Larger mass means more sluggish (lower freq.)
- Larger (stiffer) spring constant means faster (higher freq.)

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Natural Frequencies & Damping

- **Many physical systems exhibit oscillation**
 - guitar strings, piano strings, violin strings, air in flute
 - lampposts, trees, rulers hung off edge of table
 - buildings, bridges, parking structures
- **Some are “cleaner” than others**
 - depends on complexity of system: how many natural frequencies exist
 - a tree has many: many branches of different sizes
 - damping: energy loss mechanisms (friction, radiation)
 - a tree has a lot of damping from air resistance
 - cars have “shocks” (shock absorbers) to absorb oscillation energy
 - elastic is a word used to describe lossless (or nearly so) systems
 - “bouncy” also gets at the right idea

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Resonance



- **If you apply a periodic force to a system at or near its natural frequency, it may resonate**
 - depends on how closely the frequency matches
 - damping limits resonance
- **Driving below the frequency, it deflects with the force**
- **Driving above the frequency, it doesn’t do much at all**
- **Picture below shows amplitude of response oscillation when driving force changes frequency**

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Resonance Examples

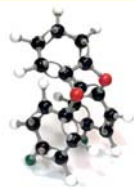
- **Shattering wine glass**
 - if “pumped” at natural frequency, amplitude builds up until it shatters
- **Swinging on swingset**
 - you learn to “pump” at natural frequency of swing
 - amplitude of swing builds up
- **Tacoma Narrows Bridge**
 - eddies of wind shedding of top and bottom of bridge in alternating fashion “pumped” bridge at natural oscillation frequency
 - totally shattered
 - big lesson for today’s bridge builders: include damping

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Wiggling Molecules/Crystals



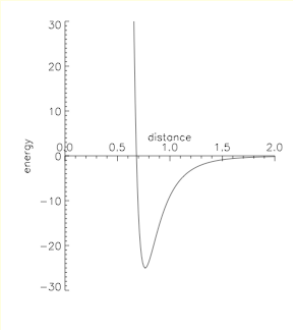

- **Now imagine models of molecules built out of spring connections**
- **Result is very wiggly**
- **Thermal energy (heat content) manifests itself as incessant wiggling of the atoms composing molecules and crystals (solids)**
- **This will be important in discussing:**
 - microwave ovens
 - colors of materials
 - optical properties
 - heat conduction

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A model for crystals/molecules

- We can think of molecules as masses connected by springs
- Even neutral atoms attract when they are close, but repel when they get *too* close
 - electrons “see” (and like/covet) the neighboring nucleus
 - but when the electrons start to overlap, repulsion takes over
 - try moving in with the neighbor you covet!
- The trough looks just like the spring potential
 - so the “connection” is spring-like



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Estimation: How fast do they wiggle?

- A 1 kg block of wood takes 1000 J to heat by 1 °C
 - just a restatement of heat capacity = 1000 J/kg/°C
 - so from 0 to 300 K, it takes 300,000 J
- If we assign some kinetic energy to each mass (atom), it must all add up to 300,000 J
- The velocities are randomly oriented, but we can still say that $\frac{1}{2}mv^2 = 300,000$ J
 - so $v^2 = 600,000$ (m/s)²
 - characteristic $v = 800$ m/s (very fast!)
- This is in the right ballpark for the velocities of atoms buzzing about within materials at room temperature
 - it's what we *mean* by *heat*

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Assignments

- HW1 due **today**
- First bi-weekly question/observation due tomorrow (4/14)
 - 6PM cutoff is strict; half credit for following week
- Reading: Chapter 10: 302–308, 324–330 for Tuesday
- HW2: 7.E.1, 7.E.4, 7.P.1, 7.P.2, 7.P.3, 3.P.2, 3.P.4, plus eight additional *required* problems available on assignments page

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