

CLASSICAL MECHANICS (M.Sc. Ist YEAR)

①

Review of Newtonian Mechanics

We know eq. of motion

$$\vec{F} = m\vec{a} \quad (\text{valid for systems with constant mass})$$

$$= m\vec{\ddot{r}} = m \frac{d^2\vec{r}}{dt^2}$$

$$\vec{F} = m\vec{a} = m \frac{d\vec{v}}{dt}$$

$$\vec{F} = m \frac{d\vec{v}}{dt} = m \frac{d\vec{v}}{dt} \left(\frac{dt}{dr} \right)$$

(multiplying & dividing by dt)

$$\vec{F} = m\vec{v} \frac{d\vec{v}}{dr}$$

In 1-dimension motion $\vec{v} = \frac{dx}{dt}$, $\vec{r} = \hat{n}$

$$\vec{F} = m\vec{v} \frac{d\vec{v}}{dx}$$

$$F = m v \frac{dv}{dx}$$

Now, work done in moving mass 'm' from position 1 \rightarrow 2

$$\begin{aligned} W_{12} &= \int_1^2 \vec{F} \cdot d\vec{r} \\ &= \int_1^2 m \vec{v} \frac{d\vec{v}}{dx} dx \\ &= m \int_1^2 \vec{v} d\vec{v} \\ &= m \left| \frac{v^2}{2} \right|_1^2 \end{aligned}$$

$$W_{12} = \frac{1}{2} m (v_2^2 - v_1^2) \quad \text{--- (A)}$$

for conservative force \vec{F}

$$\vec{\nabla} \times \vec{F} = 0$$

The above relation is true

only if

$$\vec{F} = -\vec{\nabla} \phi$$

where ϕ = potential for

$$\Rightarrow \vec{\nabla} \times \vec{F} = \vec{\nabla} \times \vec{\nabla} \phi = 0$$

So. $W_{12} = \int_1^2 \vec{F} \cdot d\vec{r} = - \int_1^2 \vec{\nabla} \phi \cdot d\vec{r}$ } remember $d\vec{r} = dx\hat{i} + dy\hat{j} + dz\hat{k}$

$$= \int_1^2 \left(\frac{\partial \phi}{\partial x} dx + \frac{\partial \phi}{\partial y} dy + \frac{\partial \phi}{\partial z} dz \right) \quad (\phi = \text{u f of } x, y, z)$$

$$= \int_1^2 d\phi = (\phi_2 - \phi_1) \quad \text{--- (B)}$$

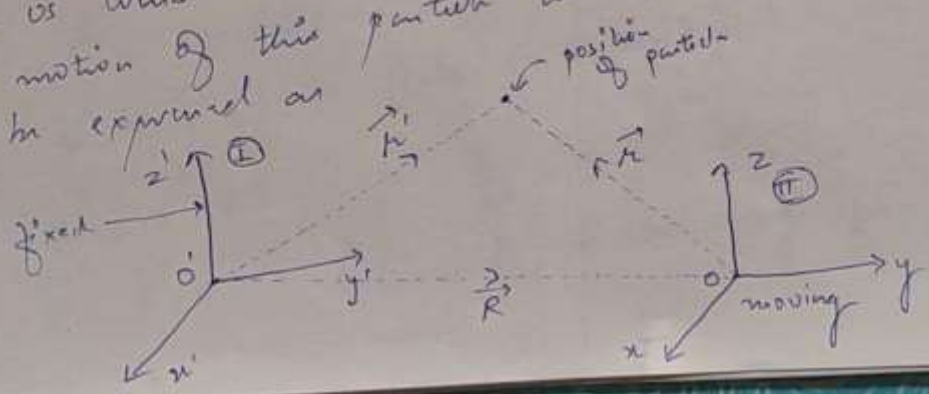
\Rightarrow from eq (A) & (B)

$$\frac{1}{2} m v_1^2 + \phi_1 = \frac{1}{2} m v_2^2 + \phi_2$$

\Rightarrow When a system of constant mass 'm' moves in a conservative field 'F' (or force) from position (1) to position (2) then total mechanical energy (K.E + P.E) at position (1) is same as on position (2)

Discussion About Inertial Frame :-

Let us consider a particle moving with force F. The motion of this particle in two inertial frames can be expressed as



Now we can write

$$\vec{r}' = \vec{R} + \vec{r}$$

$$\frac{d\vec{r}'}{dt} = \frac{d\vec{R}}{dt} + \frac{d\vec{r}}{dt}$$

Now as frame \textcircled{I} is fixed & frame \textcircled{II} is moving w.r.t \textcircled{I}

$$\vec{v}' = \vec{V} + \vec{v}$$

$$\vec{a}' = \vec{A} + \vec{a}$$

if \vec{V} is constant, then $\vec{A} = 0$
(\vec{a} = acceleration)

so $\vec{a}' = \vec{a}$

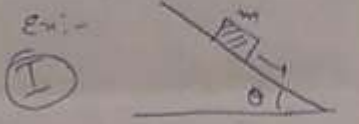
\Rightarrow If frame \textcircled{II} is moving with constant velocity w.r.t frame \textcircled{I} , then eq. of motion of particle will remain invariant w.r.t frame of reference.

Different types of forces

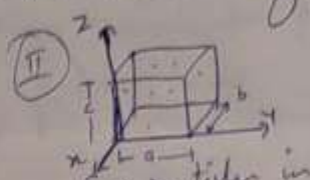
- 1) $\vec{F} = \text{constant}$
- 2) $\vec{F} = \vec{F}(t)$ (like $F = F_0 \cos \omega t$)
- 3) $\vec{F} = \vec{F}(r)$ ($\vec{F} = \frac{F}{r^3}$, central force)
- 4) $\vec{F} = \vec{F}(\vec{v})$ ($\vec{F} = k\vec{v}$, viscous drag force)

CONSTRAINTS

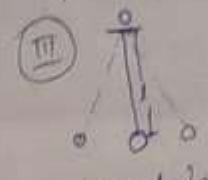
Anything restricts the motion of a particle in a constraint



Ex:-
 (I) mass on angular plane
 eq. of motion will be
 $mgsin\alpha + cz = F$



(II) Gas particles in a box.
 $0 \leq x \leq a$
 $0 \leq y \leq b$
 $0 \leq z \leq c$
 for particle lying on yz plane



(III) pendulum motion
 $x^2 + y^2 = l^2$ for rigid rod
 $x^2 + y^2 \leq l^2$ for string

Constraints which can be expressed in equations are called holonomic constraints.

In above examples case (I) (II) (III) are holonomic constraints.

Case (I) is non-holonomic constraints where constraints are expressed as inequalities & not equations.

Holonomic Constraints

Rheonomic
 (depend on time)

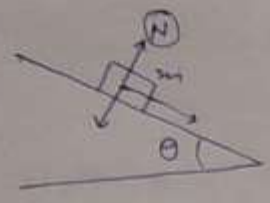
Scleronomic
 (independent of time)
 ex:- case (III)

$$\vec{F}_i = \dot{\vec{p}}_i \rightarrow \vec{F}_i - \dot{\vec{p}}_i = 0 \rightarrow \sum_i (\vec{F}_i - \dot{\vec{p}}_i) dt = 0$$

force momentum for i^{th} particle

$$\vec{F}_i^{\text{ext}} + \vec{F}_i^{\text{int}} = \dot{\vec{p}}_i$$

F^{ext} = External force
 F^{int} = Internal force



for a man on inclined plane
(N) is the normal reaction force
which contributes for \vec{F}_i^{int}

If there is friction present, it will also add to \vec{F}_i^{int} .
However, if we consider no friction force, \vec{F}_i^{int} is only due to (N) which is a constraint.

$$\vec{F}_i^{\text{ext}} + \vec{F}_i^{\text{int}} = \dot{\vec{p}}_i = m_i \frac{d^2 \vec{x}_i}{dt^2}$$

To solve problem like above, we need to know F^{int} information about F_i^{ext} , F_i^{int} , m_i , to determine $x_i(t)$

But there are problems sometime, where we don't know F_i^{int} . Ex- rigid body problem.

Rigid body is a collection of particles such that mutual distance between them is fixed.

ie $(\vec{r}_i - \vec{r}_j)^2 = C_i$ $C = \text{constant}$

take derivative

$2(\vec{r}_i - \vec{r}_j) \cdot d(\vec{r}_i - \vec{r}_j) = 0$ $r_{ij} = (\vec{r}_i - \vec{r}_j)$

or $F_{ij} \cdot dr_{ij} = 0$ for F to be central force



(3)

\Rightarrow Work done in a rigid body is always zero.

Forces of constraint in holonomic ^{constraints} systems do not perform any work. (as they are acting \perp to motion in most cases.)

\Rightarrow For, Holonomic + Scleronomic constraints

$$\vec{r} \perp \vec{F}$$

$$\text{so } dW = \vec{F} \cdot d\vec{r} = 0$$

Also For, Holonomic + Rheonomic constraints

$$\vec{r} \text{ not } \perp \vec{F}$$

$$\text{so } dW = \vec{F} \cdot d\vec{r} \neq 0$$

But we want work done (dW) to be zero for all holonomic systems.

This can be achieved by VIRTUAL DISPLACEMENT (VD)
and by VIRTUAL WORK (VW)

VD \dot{u}

(4)

- 1) Displacement consistent with constraint forces
- 2) There is no passage of time

Consider a pendulum of length $l(t)$ (which is $f(t)$ of time)

At any instant, the pendulum is at position as shown.

Since, at this instant time is not considered to be moving

$$l(t) = \text{constant}$$

And with $l(t) = \text{constant}$, consider this in small displacement (virtual) δl .

Now, since $l(t) = \text{constant}$, the displ. δl will be along the path of circle of fixed radius.

i.e. δl will always be \perp to tension T in the string

i.e. displ. is always \perp to force of constraint.

$$\therefore \text{Virtual Work (VW)} = F_{\text{con}} \times \text{displ. (virtual)}$$

$$\delta W = F^c \cdot \delta l$$

$$\delta W = T \cdot \delta l$$

Since $T \perp \delta l$

$$\delta W = 0$$



This is holonomic + rheonomic system i.e. why $l(t)$

In rheonomic constraint $l(t)$ is changing with time, so the motion of bob will not be in a circle of fixed radius but spirally revolving circle.

(5)

\Rightarrow Virtual displ. leads to virtual work which is always zero.

With virtual displ, the work done in holonomic constraint systems can be zero.

We know $\vec{F} = \dot{\vec{p}}$ $p = \text{momentum}$

for system of particles
 $\sum_i \vec{F}_i = \sum_i \dot{\vec{p}}_i$

$$\sum_i (\vec{F}_i - \dot{\vec{p}}_i) = 0$$

$\delta r_i = \text{virtual displ.}$

$$\sum_i (\vec{F}_i - \dot{\vec{p}}_i) \cdot \delta r_i = 0$$

Now $\vec{F}_i = \vec{F}^a + \vec{F}^c$

$\vec{F}^a = \text{applied force}$

$\vec{F}^c = \text{force of constraints}$

$$\sum_i (\vec{F}^a + \vec{F}^c - \dot{\vec{p}}_i) \cdot \delta r_i = 0$$

but $\vec{F}^c \cdot \delta r_i = 0$ (virtual work)

$$\Rightarrow \left[\sum_i (\vec{F}^a - \dot{\vec{p}}_i) \cdot \delta r_i = 0 \right] \rightarrow \text{D'Alembert's Principle}$$

\Rightarrow we don't have to worry about force of constraints & work done by them. Only work done by applied forces have significance.

$$\sum_{i=1}^{3N} (\vec{F}_i^a - \dot{\vec{p}}_i) \cdot \delta r_i = 0$$

$i=1, 2, 3, \dots$
 $\dots 3N$

Generalized Coordinates :-

Let us consider a system of N ~~part~~ particles.
So no. of co-ordinates required to specify N particles
in $3N$.

Let the system have k constraints. So the effective
no. of co-ordinates will be $3N - k$.

Suppose $3N - k = n$
Let this n no. of ^{independent} co-ordinates can be written as

$$q_1, q_2, q_3 \dots q_n$$

Now, this new set of co-ordinates $q_1, q_2 \dots q_n$
should have relation the $(3N - k)$ co-ordinates.

$$\text{Like } r_1 = r_1(q_1, q_2, \dots, q_n)$$

$$r_2 = r_2(q_1, q_2, \dots, q_n)$$

$$r_3 = r_3(q_1, q_2, \dots, q_n)$$

$$\dots \dots \dots$$
$$r_{3N} = r_{3N}(q_1, q_2, \dots, q_n)$$

CENTRAL FORCES

Family of force field with following properties

→ Force field pointing towards or out of a fixed point



→ Magnitude of force along the line towards or away from fixed point

$$|\vec{F}| = \vec{F}(r) \quad \text{i.e. magnitude of force will be } f \text{ of } r$$

→ Such forces are conservative by nature. (Energy, $E = \text{const}$)

→ Angular momentum is conserved i.e. $\vec{L} = \text{const}$

→ Motion is planar i.e. motion of particle under the influence of central force only, then is planar or confined to a plane.

Example:- 1) Gravitational force

2) Coulomb attraction/repulsion or Electrostatic force

3) Spring force or force due to a spring

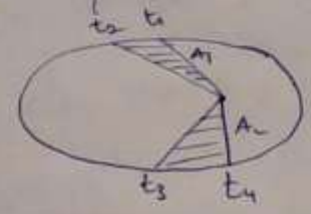
KEPLER'S LAWS

1) Path / orbit of each planet is an ellipse with sun at one focus



2) The line joining the sun with planet, sweeps out equal area in equal interval of time.

$$\frac{A_1}{t_2 - t_1} = \frac{A_2}{t_4 - t_3}$$



3) If a planet has time period T, then T is related to semi-major axis of ellipse by relation

$$T^2 \propto a^3$$

Proof of Kepler's Laws

1) In case of inverse sq. force law i.e. $F \propto \frac{1}{r^2}$ the most general case of closed orbit is ellipse. i.e. first law is correct

2) IInd law states that $\frac{dA}{dt} = \text{const.}$ i.e. areal velocity is constant

$$dA = \frac{1}{2} r \cdot r d\theta$$
$$\frac{dA}{dt} = \frac{1}{2} r^2 \frac{d\theta}{dt}$$



$$\frac{dA}{dt} = \frac{1}{2} r^2 \dot{\theta}$$

Now $r^2 \dot{\theta}$ for any central orbit is a constant equal to $\frac{L}{m}$

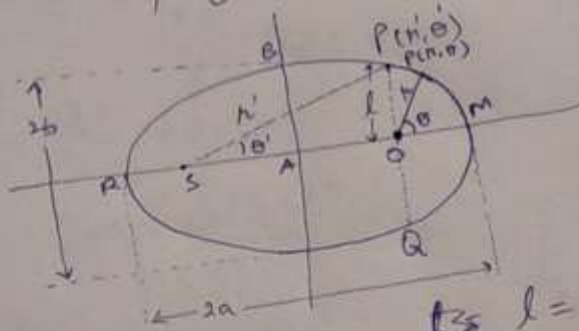
$$\frac{dA}{dt} = \frac{1}{2} \frac{L}{m} = \text{constant}$$

$$\frac{dA}{dt} = \text{constant}$$

3) Third law states that

$$T^2 \propto a^3$$

where a = semi-major axis



$$\frac{L}{r} = 1 + E \cos \theta$$

for $E = 0 \rightarrow$ circle

$0 < E < 1 \rightarrow$ ellipse

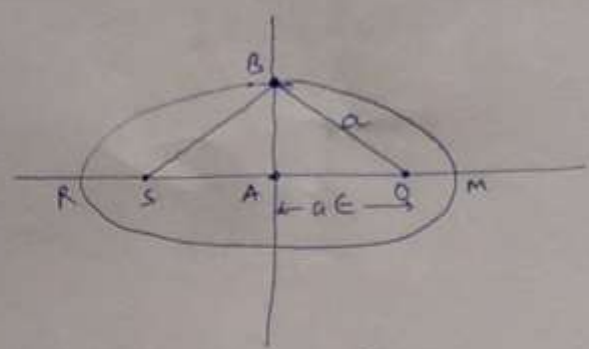
$E = 1 \rightarrow$ parabola

$E > 1 \rightarrow$ hyperbola

$l =$ semi-latus rectum

$PQ = 2l =$ latus rectum

At M , $r + r' = 2a$



$$OB + SB = 2OB = 2a$$

$$OB = a$$

$$OA = AM - OM$$

$$OA = a - OM \rightarrow$$

$$OM = \frac{l}{1+e}$$

$$\text{Similarly } OR = \frac{l}{1-e}$$

$$OM + OR = 2a$$

$$\frac{l}{1+e} + \frac{l}{1-e} = 2a$$

$$2a = \frac{2l}{1-e^2}$$

$$a = \frac{l}{1-e^2}$$

Now $OM = \frac{l}{1+e}$

and $a = \frac{l}{1-e^2}$

$$OM = \frac{a(1-e^2)}{1+e}$$

$$OM = a(1-e)$$

$$\Rightarrow OA = a - a(1-e)$$

$$OA = ae$$

So, $AB = \sqrt{a^2 - a^2e^2}$

$$AB = a\sqrt{1-e^2}$$

$$b = a\sqrt{1-e^2}$$

Now $T = \frac{\text{area}}{\text{areal velocity}}$

$$T = \frac{\pi ab}{L/2m}$$

$$T = \frac{\pi a^2 \sqrt{1-e^2}}{L/2m}$$

$$T^2 = \frac{4m^2 \pi^2}{L^2} a^4 (1-e^2)$$

Now $l = a(1 - e^2)$

$(1 - e^2) = \frac{l}{a}$

$T^2 = \left[\frac{4\pi^2 a^3}{G L^2} \right] a^3$

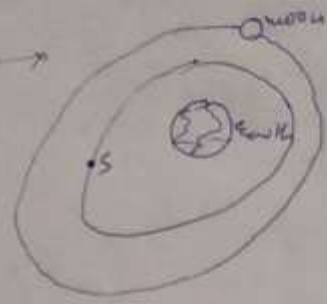
$T^2 \propto a^3$

$T_m \approx 28$ days

$T^2 \propto a^3$

$\left(\frac{T_m}{T_s} \right)^2 = \left(\frac{a_m}{a_s} \right)^3$

If we know three parameters, fourth one can be calculated



S = satellite