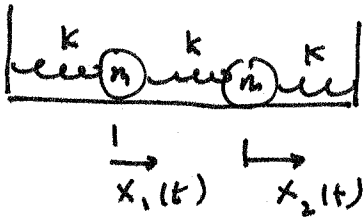


Normal mode

Wed. July 9, 08

Last time, we solved the EOMs of this system and found:



$$\begin{pmatrix} x_1(t) \\ x_2(t) \end{pmatrix} = C_1 \begin{pmatrix} 1 \\ 1 \end{pmatrix} \cos(\omega_0 t - \phi_1) + C_2 \begin{pmatrix} 1 \\ -1 \end{pmatrix} \cos(\sqrt{3} \omega_0 t - \phi_2)$$

- * The normal coordinates are: $V_1 \equiv \begin{pmatrix} 1 \\ 1 \end{pmatrix}$ and $\begin{pmatrix} 1 \\ -1 \end{pmatrix} \equiv V_2$ ← call these 2 vectors V_1 and V_2 .
- * Corresponding normal angular frequencies are: $\omega_0 \equiv \omega_1$ and $\sqrt{3} \omega_0 \equiv \omega_2$ ← call these 2 ω_1 and ω_2

- * The 2 normal modes are: $C_1 \begin{pmatrix} 1 \\ 1 \end{pmatrix} \cos(\omega_0 t - \phi_1)$ (symmetric motion) and $C_2 \begin{pmatrix} 1 \\ -1 \end{pmatrix} \cos(\sqrt{3} \omega_0 t - \phi_2)$ (Anti-symmetric motion).

* Recall that we obtained above solution by deriving the EOMs, then writing it in matrix form, (the \mathbb{R} - \mathbb{R} equivalent), and obtained a matrix eqn that looked like:

$$\begin{pmatrix} \ddot{z}_1 \\ \ddot{z}_2 \end{pmatrix} = \begin{pmatrix} a & b \\ c & d \end{pmatrix} \begin{pmatrix} z_1 \\ z_2 \end{pmatrix}$$

a, b, c, d are some \mathbb{R} numbers.

Then by guessing: $\begin{pmatrix} z_1(t) \\ z_2(t) \end{pmatrix} = \begin{pmatrix} A \\ B \end{pmatrix} e^{i\alpha t}$

(where α will turn out to be the normal angular frequency)

we got:

$$-\alpha^2 \begin{pmatrix} A \\ B \end{pmatrix} = \begin{pmatrix} a & b \\ c & d \end{pmatrix} \begin{pmatrix} A \\ B \end{pmatrix}$$

A, B ← constants.

Then we found $\alpha_{1,\pm} = \pm\omega_1$, and $\alpha_{2,\pm} = \pm\omega_2$.

So the boxed eqn on previous page becomes:

$$-\omega_1^2 \begin{pmatrix} A \\ B \end{pmatrix} = \begin{pmatrix} a & b \\ c & d \end{pmatrix} \begin{pmatrix} A \\ B \end{pmatrix} \quad \leftarrow \text{for normal mode: } \omega_1$$

and

$$-\omega_2^2 \begin{pmatrix} A \\ B \end{pmatrix} = \begin{pmatrix} a & b \\ c & d \end{pmatrix} \begin{pmatrix} A \\ B \end{pmatrix} \quad \leftarrow \text{for normal mode: } \omega_2.$$

(A, B are #'s) ~~that~~ you

Then solving for A & B in each of the 2 matrix eqns shown above, we get:

$$A = B \quad \text{(for normal mode: } \omega_1)$$

$$\text{and } A = -B \quad \text{(for normal mode: } \omega_2)$$

All of this is just a recap of what we did last (Wed.) class..

Today, we want to get a deeper understanding of normal modes.

To motivate this, notice that the 2 normal coordinates in this problem: $V_1 = \begin{pmatrix} 1 \\ 1 \end{pmatrix}$ and $V_2 = \begin{pmatrix} 1 \\ -1 \end{pmatrix}$ are orthogonal vectors.

That is, taking the dot product of V_1 & V_2 :

$$\text{Dot product: } V_1 \cdot V_2 = \begin{pmatrix} 1 \\ 1 \end{pmatrix} \cdot \begin{pmatrix} 1 \\ -1 \end{pmatrix} = 1 \cdot 1 + (1) \cdot (-1) = 1 - 1 = 0.$$

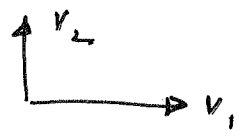
↓
so V_1 is indeed perpendicular to V_2 .

As we will learn, when we study waves in depth, any general, arbitrary motion executed by coupled oscillators can be described by a superposition of normal modes.

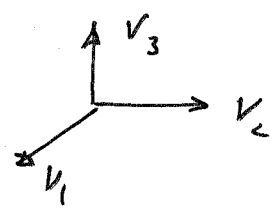
The idea is that any 2 normal coordinates (say V_1, V_2) are orthogonal to each other, just like basis vectors.

(e.g. If we have a coupled oscillation of N particles, we'd have N normal modes, described by N normal coordinates $V_1, V_2, V_3, \dots, V_N$)
Then, $V_i \cdot V_j = 0$ for any pair (i, j) ($i \neq j$)
 $1 \leq i, j \leq N$)

Recall that in 2 Dimensions, you need 2 orthogonal (perpendicular) vectors to describe all vectors in 2D plane:



In 3 Dimensional space, you need 3 orthogonal (perpendicular) vectors to describe all vectors in 3D plane :

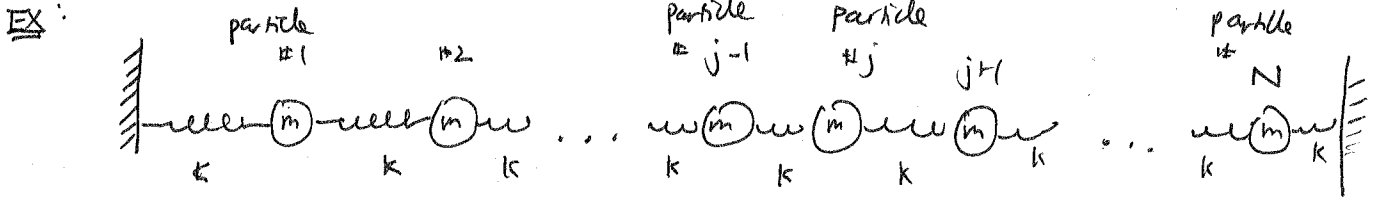


Similarly, for N particles in a coupled oscillator system, you need N orthogonal "basis states of motion" (what we call normal modes) w/ normal coordinates V_1, V_2, \dots, V_N to describe ~~all~~ any arbitrary motion of these N particles as a linear combination of these N basis vectors.

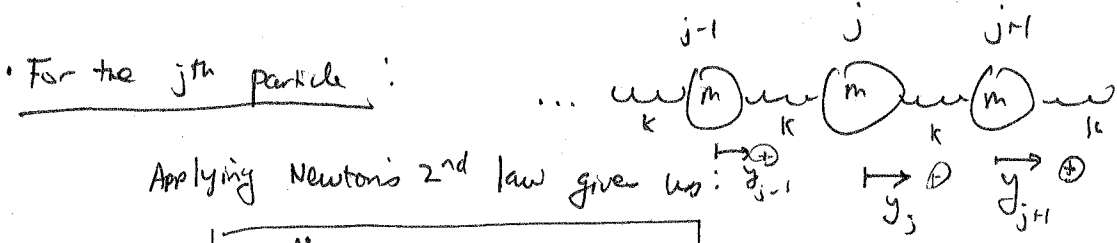
Again,
This will become clearer when we study Fourier Series in waves. 4

Coupled oscillations of many particles

So far, we studied oscillation of one, or coupled oscillations of 2 or 3 particles. What happens if we have a coupled oscillations of N particles where N is very large?



Goal: Find the equation of motion for this system. (Notice that there are N EOMs!! (one for each particle))
 To do so, focus on the j^{th} particle and find its EOM:

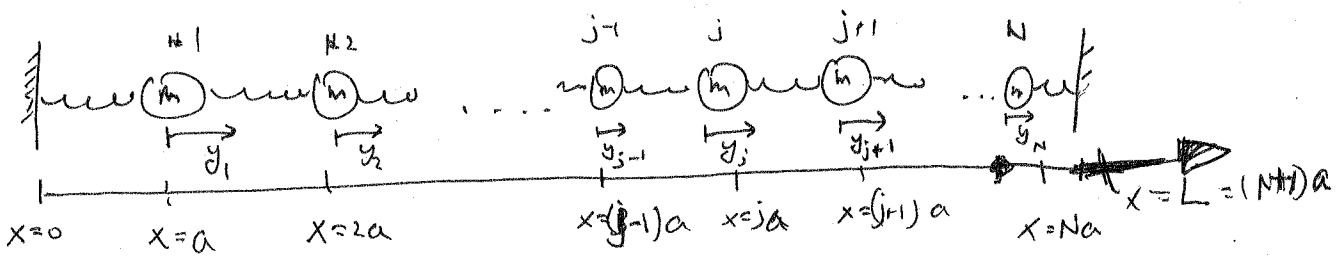


Applying Newton's 2nd law gives us:

$$m \ddot{y}_j = -k(y_j - y_{j-1}) + k(y_{j+1} - y_j)$$

--- EOM for j^{th} particle

Coordinate system we're using it:



- x = distance (position) measured from left wall.
- a = Equilibrium (rest) length of spring \Rightarrow a is thus the separation distance between 2 adjacent particles.
- y_j = displacement of j -th particle from its equilibrium position.
- $j=1, 2, \dots, N$ N = total # of particles
- $L = (N+1)a$ = Length of the entire spring-atom system. (Distance between the 2 walls.)

so, we've found EOM for j^{th} particle ($j=1, \dots, N$)

\Rightarrow We've effectively found EOM for all N particles.

Notice that typically N is a very large #. ($N \approx$ Avogadro # $\sim 10^{23}$ particles.)

Finding the solution to 10^{23} equations is neither illuminating nor technically feasible in many cases.

Ci.e. solving the system of 10^{23} EOMs means we will be able to write

down

$$\left\{ \begin{array}{l} y_1(t) = \text{some function of } t \quad \leftarrow \text{motion of particle \#1} \\ y_2(t) = \text{some function of } t \quad \leftarrow \text{motion of particle \#2} \\ \vdots \\ y_N(t) = \text{some function of } t \quad \leftarrow \text{motion of particle \#N} \end{array} \right.$$

But, when we study objects made up of N atoms / smaller objects, what we're really concerned with is not the behavior of each of the individual atoms / smaller objects making up the object, but ~~how~~ rather we're interested in how the macroscopic object behaves as a result of collective motion/behavior of all N particles.

Idea: Perhaps we can turn the N eqns (N EOMs) all into a single eqn that ~~describes~~ describes the collective ~~oscillations~~ of all N particles. \leftarrow This will turn out to be "Wave eqn"

\uparrow We can do this for large N and small "a".

($N \equiv$ # particles, $a \equiv$ ~~equilibrium~~ separation distance between adjacent particles in equilibrium.)

So, going back to the example on pg 76 :

(pg 78)

we had EOM of j^{th} particle: $m\ddot{y}_j = -k(y_j - y_{j-1}) + k(y_{j+1} - y_j)$

Now, N is very large. (on the order of Avogadro #.)

(m is pretty small (mass of single atom, let's say).)

Then m is hard to measure, but $Nm \equiv M \leftarrow$ total mass of ~~spring~~ slinky is easy to measure. (Using a scale in your bathroom, for example.)

We want to express our equations in terms of quantities we can easily measure. So, let's replace " m " in above eqn with

M by:

$$m = \frac{M}{N} ; \text{ but } N \text{ is also typically difficult to measure (i.e. Not easy to count the large \# of atoms making up slinky.)}$$

But notice that:

$$m = \frac{Ma}{Na} = \left(\frac{M}{Na}\right)a$$

$$= \left(\frac{M}{L}\right)a$$

$$= \rho a$$

$$\leftarrow L = (N+1)a \approx Na \quad (\because N \gg 1)$$

where $\rho = \text{mass density / length}$.

So: EOM becomes:

\leftarrow easy to measure.

$$\rho a \ddot{y}_j = -k(y_j - y_{j-1}) + k(y_{j+1} - y_j)$$

$$\Rightarrow \ddot{y}_j = \frac{+k}{\rho} \left\{ \frac{(y_{j+1} - y_j)}{a} - \frac{(y_j - y_{j-1})}{a} \right\}$$

But, L is fixed while N large $\Rightarrow \frac{L}{N+1} \approx \frac{L}{N} = a$
($N \gg 1$) \leftarrow v. small since N large.

This is a bit subtle: what we're saying is that N is sufficiently large so that a is very small. (~~continuous limit~~)

[called: continuum limit]

So, $a \equiv \delta x \leftarrow$ v. small.

\Rightarrow particles j and $j+1$ are very close to each other.

And we expect y_{j+1} and y_j to be very close to each other as well.

(i.e. $y_{j+1} - y_j = \delta y$.) (we're examining only small vibrations in this problem)

So:
$$\frac{y_{j+1} - y_j}{a} \approx \left. \frac{\delta y}{\delta x} \right|_{x=ja}$$
 means " $\frac{\delta y}{\delta x}$ evaluated at $x=ja$ ".

and
$$\frac{y_j - y_{j-1}}{a} \approx \left. \frac{\delta y}{\delta x} \right|_{x=(j-1)a}$$

So EOM becomes:

$$\ddot{y}_j \approx \frac{k}{\rho} \left\{ \left. \frac{\delta y}{\delta x} \right|_{x=ja} - \left. \frac{\delta y}{\delta x} \right|_{x=(j-1)a} \right\}$$

Now, from Pset #1, we learned that when N identical springs are connected in series, the effective spring constant of the conglomerate spring is $k_{eff} = \frac{k}{N}$.

Now, assuming that rest length of spring is small compared to L ,

$k_{eff} L \approx$ force felt by both ends of the wall. \leftarrow something we can easily measure.

So let's write EOM in terms of this force.

$\Rightarrow k_{eff} L = \frac{k}{N} L = \frac{k}{N} Na = ka$

$\therefore \ddot{y}_j = \frac{k}{\rho} \left\{ \left. \frac{\delta y}{\delta x} \right|_{x=ja} - \left. \frac{\delta y}{\delta x} \right|_{x=(j-1)a} \right\}$

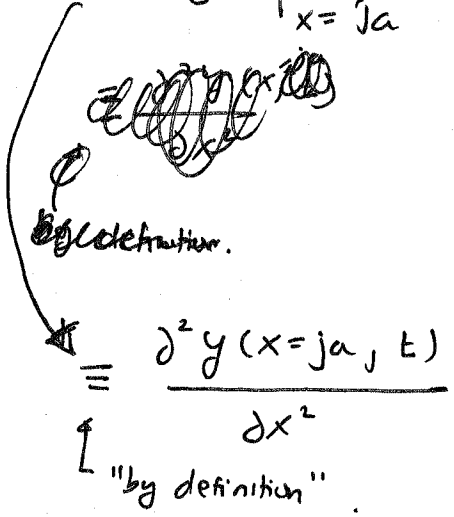
$\Rightarrow \ddot{y}_j = \left[\frac{(ka)}{\rho} \cdot \frac{1}{a} \right] \left\{ \left. \frac{\delta y}{\delta x} \right|_{x=ja} - \left. \frac{\delta y}{\delta x} \right|_{x=(j-1)a} \right\}$

force felt by both ends of wall.

But
$$\frac{\left\{ \frac{\delta y}{\delta x} \Big|_{x=ja} - \frac{\delta y}{\delta x} \Big|_{x=(j-1)a} \right\}}{a} = \frac{\frac{\delta y}{\delta x} \Big|_{x=ja} - \frac{\delta y}{\delta x} \Big|_{x=(j-1)a}}{\delta x}$$
 (a small) δx

Notice that this is, by definition, the 2nd derivative of y with respect to x .

$\approx \frac{\delta^2 y}{\delta x^2} \Big|_{x=ja}$ ← means "evaluated" at $x=ja$



So, EOM becomes:

$$\frac{\partial^2 y(x=ja, t)}{\partial t^2} = \frac{(ka)}{\rho} \frac{\partial^2 y(x=ja, t)}{\partial x^2}$$

This should hold for any j . And in fact since N is large and ' a ' is v. small, atoms are really closely packed. so ~~we~~ we can treat " x " to be a

continuous variable. (position from the wall.) $x=0$ $x=L$

∴ Drop the " ja " and write:

$$\frac{\partial^2 y(x, t)}{\partial t^2} = \left(\frac{ka}{\rho} \right) \frac{\partial^2 y(x, t)}{\partial x^2}$$

← "wave" eqn.