

$\ddot{x} = ax$ First, Ansatz is $x(t) = A \cdot e^{at}$

$$A a^2 e^{at} = a A e^{at}$$

$$a = \pm \sqrt{a} \Rightarrow x(t) = A e^{\sqrt{a}t} + B e^{-\sqrt{a}t} \quad (\text{general solution})$$

From here we have two choices.

① if $a < 0 \Rightarrow$ more physical system (SHO)

Then, we can define smth like $\omega^2 \equiv -a$

$$a = \pm \sqrt{-\omega^2} = \pm i\omega \Rightarrow x(t) = A e^{i\omega t} + B e^{-i\omega t}$$

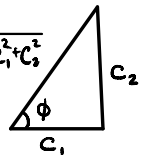
Using $e^{i\theta} = \cos(\theta) + i\sin(\theta)$

We get $A(\overset{\text{even}}{\cos(\omega t)} + i\overset{\text{odd functions}}{\sin(\omega t)}) + B(\overset{\text{even}}{\cos(\omega t)} - i\overset{\text{odd functions}}{\sin(\omega t)})$

$$x(t) = C_1 \cos(\omega t) + C_2 \sin(\omega t) \Rightarrow \text{fully "Real" equation.}$$

From here, we can "dance" further: $A \equiv \sqrt{c_1^2 + c_2^2}$

$$x(t) = A \cdot (\cos\phi \cos\omega t + \sin\phi \sin\omega t)$$



$$\cos\phi = \frac{c_1}{A}$$

$$x(t) = A \cdot \cos(\omega t - \phi)$$

② if $a > 0$ (less physical case) $\Rightarrow a^2 = a \Rightarrow x(t) = A \cdot e^{+at} + B e^{-at}$

$$\hookrightarrow x(t) = C_1 \cosh(at) + D \sinh(at) \quad \& \quad C_2 \cosh(at + \phi)$$

For $\ddot{x} + 2\gamma\dot{x} + \alpha x = 0$ Ansatz: $x(t) = A \cdot e^{\alpha t}$

$$A\alpha^2 e^{\alpha t} + 2\gamma A\alpha e^{\alpha t} + \alpha A e^{\alpha t} = 0 \Rightarrow \alpha^2 + 2\gamma\alpha + \alpha = 0$$

$$D: 4\gamma^2 - 4 \cdot \alpha = 4(\gamma^2 - \alpha) \Rightarrow \alpha_{1,2} = \frac{-2\gamma \pm \sqrt{4(\gamma^2 - \alpha)}}{2} = -\gamma \pm \sqrt{\gamma^2 - \alpha}$$

$$x(t) = A \cdot e^{(-\gamma + \sqrt{\gamma^2 - \alpha})t} + B e^{(-\gamma - \sqrt{\gamma^2 - \alpha})t} = e^{-\gamma t} \cdot (A e^{\Omega t} + B e^{-\Omega t})$$

where $\Omega^2 = \gamma^2 - \alpha$

Simple harmonic Motion

$-Kx = m\ddot{x} \Rightarrow \ddot{x} + \frac{K}{m}x = 0$ we solved it already!

$x(t) = A \cos \omega t + B \sin \omega t$, where $\omega = \sqrt{\frac{K}{m}}$
 $A = x_0$
 $B = v_0 / \omega$

Damped SHM

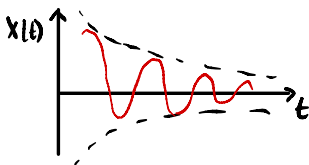
$m\ddot{x} + b\dot{x} + Kx = 0 \Rightarrow \ddot{x} + \frac{b}{m}\dot{x} + \frac{K}{m}x = 0$, $\underline{2\gamma \equiv \frac{b}{m}}$ $\underline{\omega^2 \equiv \frac{K}{m}}$

We know the solution: $x(t) = e^{-\gamma t} (A e^{\Omega t} + B e^{-\Omega t})$
 with $\Omega = \sqrt{\gamma^2 - \omega^2}$

Depending on $\gamma^2 - \omega^2$ ($>, <, =$) we have 3 cases.

Underdamping: $\gamma < \omega \Rightarrow \underline{\Omega \text{ is imaginary.}}$

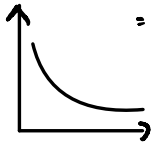
$\tilde{\omega}^2 \equiv \omega^2 - \gamma^2 \Rightarrow \Omega = \tilde{\omega}i \Rightarrow x(t) = C \cdot e^{-\gamma t} \cdot \cos(\tilde{\omega}t + \phi)$



Overdamping $\Rightarrow \Omega$ is real $\Rightarrow \Omega = \sqrt{\gamma^2 - \omega^2}$, $\gamma > \omega$

$x(t) = e^{-\gamma t} (Ae^{\Omega t} + Be^{-\Omega t}) \Rightarrow$ just goes to zero with large t .

$= A \cdot e^{-(\gamma - \Omega)t}$ $\gamma - \sqrt{\gamma^2 - \omega^2} > 0$, so $x(t) \rightarrow 0$ for \uparrow



This makes sense. $\gamma > \omega$ means damping wins.

Critical damping $\Omega^2 = 0$. Our initial $x(t)$ solution

is not valid! The real solution has $+t \cdot e^{-\gamma t}$

$x(t) = e^{-\omega t} (C + t) \Rightarrow$ fastest to go to zero

Compare it to Under/Overdamped cases
for a fixed ω .