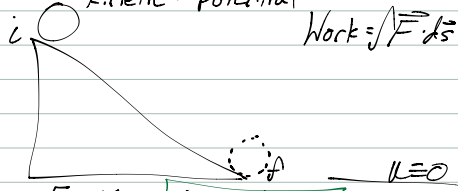


Continued...
Again with Energy Conservation
Total Mechanical Energy

$$E = K + U$$

kinetic + potential



$$E_i = E_f \Rightarrow K_i + U_i = K_f + U_f$$

$$(K_f - K_i) + (U_f - U_i) = 0$$

$$\Delta K + \Delta U = 0$$

$$\Delta E = 0$$

$$0 + Mgh = \frac{1}{2}Mv^2 + \frac{1}{2}I\omega^2 + 0$$

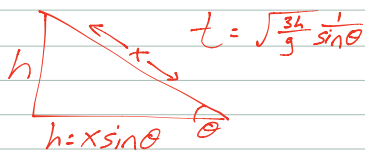
$$Mgh = \frac{1}{2}Mv^2 + \frac{1}{2}(\frac{1}{2}MR^2)(\frac{v}{R})^2$$

$$= \frac{3}{4}Mv^2$$

$$v = \sqrt{\frac{4gh}{3}}$$

$\omega = \frac{v}{R}$

What is time t ?
 $x = \frac{1}{3}g \sin \theta t^2 = \frac{h}{\sin \theta}$



$$v = \frac{2}{3}g \sin \theta t = \frac{2}{3}g \sin \theta \sqrt{\frac{3h}{g \sin \theta}}$$

$$v = \sqrt{\frac{4hg}{3}}$$

1) Newton: $\vec{F} = m\vec{a} = m \frac{d^2 \vec{r}}{dt^2}$

2) Energy Conservation: $\Delta E = 0$

3) Lagrange

Calculate the kinetic energy

$$K = \sum \frac{1}{2} m_i v_i^2 = T(t) - \text{time}$$

$$U(t) = \sum m_i g y_i + \text{constant}$$

$$\text{The quantity } T(t) - U(t) = L(t)$$

This is the Lagrangian

$$\text{The integral } \int_{-\infty}^{\infty} L(t) dt = \int_{\text{action}}$$

$$T(t) + U(t) = E = \text{constant}$$

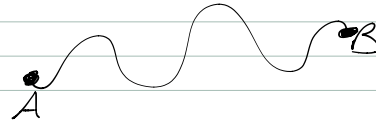
The actual path, speed, acceleration, etc., is the one that extremizing (usually, but not always, minimizes).

Remember

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

$\vec{F}$ is conservative

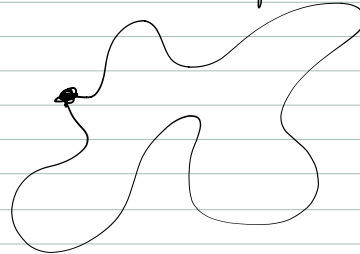
Work does not depend on path



Zero work if start and end at the same point

$$W = 0$$

same point



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

4) Hamilton

Define generalized coordinates

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

lengths, angles, energies, Fourier coefficients...

$$L = T - U = L(q_1, q_2, q_3, \dots, q_n)$$

Form the "conjugate momentum"

$$p_i = \frac{\partial L}{\partial \dot{q}_i}$$

Form Hamiltonian

$$H \equiv \left(\sum_i p_i \dot{q}_i \right) - L$$

$$\dot{q}_i = \frac{\partial H}{\partial p_i}; \quad \dot{p}_i = -\frac{\partial H}{\partial q_i}$$

Two 1st order differential equations for each coordinate q .

$$\vec{D} = \vec{A} \times \vec{B} = -\vec{B} \times \vec{A}$$

$$\vec{D} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix} \quad D_x = \begin{vmatrix} A_y & A_z \\ B_y & B_z \end{vmatrix} \quad D_x = A_y B_z - A_z B_y$$

$$D_z = A_z B_x - A_x B_z$$

$$\vec{A} \times \vec{B} \cdot \vec{C}$$

$$\vec{B} \times \vec{C} \cdot \vec{A}$$

$$\vec{C} \times \vec{A} \cdot \vec{B}$$

$$\vec{A} \cdot \vec{B} \times \vec{C}$$

$$\vec{B} \cdot \vec{C} \times \vec{A}$$

$$\vec{C} \cdot \vec{A} \times \vec{B}$$

A useful vector identity

$$\vec{A} \times (\vec{B} \times \vec{C}) = \vec{B}(\vec{A} \cdot \vec{C}) - \vec{C}(\vec{A} \cdot \vec{B})$$

Kronecker Delta Symbol

$$\delta_{ij} = \begin{cases} 1 & \text{if } i=j \\ 0 & \text{if } i \neq j \end{cases}$$

$$\delta_{11} = 1, \delta_{22} = 1, \delta_{13} = 0$$

$$\vec{r} = x\vec{e}_1 + y\vec{e}_2 + z\vec{e}_3$$

$$= x\vec{e}_x + y\vec{e}_y + z\vec{e}_z$$

$$= x\vec{i} + y\vec{j} + z\vec{k}$$

$$= x\vec{x} + y\vec{y} + z\vec{z}$$

$$v_1 = v_x = \frac{dx}{dt}; v_2 = v_y = \frac{dy}{dt}$$

$$\frac{dx}{dt} \quad \text{Leibnitz notation}$$

$$f \quad \text{Newton notation}$$

$$a_1 = a_x = \frac{d^2x}{dt^2}$$

$$a_3 = a_z = \frac{d^2z}{dt^2}$$

$$v = |\vec{v}| = |\dot{\vec{r}}| \neq \dot{r}$$

