

## Newton's Laws

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The ideal models of a particle or *point mass* constrained to move along the  $x$ -axis, or the motion of a projectile or satellite, have been studied from **Newton's second law**

$$(1) \quad \mathbf{F} = m\mathbf{a}.$$

In the *mks system* of units,  $\mathbf{F}$  is the force in **Newtons**,  $m$  is the mass in kilograms and  $\mathbf{a}$  is the acceleration in meters per second per second.

The closely-related **Newton universal gravitation law**

$$(2) \quad \mathbf{F} = G \frac{m_1 m_2}{R^2}$$

is used in conjunction with (1) to determine the system's constant value  $\mathbf{g}$  of gravitational acceleration. The masses  $m_1$  and  $m_2$  have centroids at a distance  $R$ . For the earth,  $\mathbf{g} = 9.8 \text{ m/s}^2$  is commonly used.

## Velocity and Acceleration

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The position, velocity and acceleration of a particle moving along an axis are functions of time  $t$ . Notations vary; we use the following symbols, where primes denote  $t$ -differentiation.

$$x = x(t)$$

$$v = x'(t)$$

$$a = x''(t)$$

$$x(0)$$

$$v(0)$$

The particle's **position** at time  $t$ .

The particle's **velocity** at time  $t$ .

The particle's **acceleration** at time  $t$ .

The **initial position**.

The **initial velocity**. Synonym  $x'(0)$  is also used.

## Free Fall with Constant Gravity

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*Falling bodies*, e.g., an object launched up or down from a tall building, are ideal cases, in which air resistance and other external forces are ignored. The acceleration of the body is assumed to be a constant  $g$ . The model is

$$(3) \quad x''(t) = -g, \quad x(0) = x_0, \quad x'(0) = v_0.$$

The initial position  $x_0$  and the initial velocity  $v_0$  must be specified. The value of  $g$  in *mks* units is  $g = 9.8 \text{ m/s}^2$ . The symbol  $x$  is the distance from the ground ( $x = 0$ ). The symbol  $t$  is the time in seconds.

## Solution of the falling body problem

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Equation (3) can be solved by the method of quadrature to give the explicit solution

$$(4) \quad x(t) = -\frac{g}{2}t^2 + x_0 + v_0t.$$

## Plotting

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Typical plots can be made by the following `maple` code.

```
X:=unapply(-9.8*t^2+100+(50)*t,t); #v(0)=50m/s, x(0)=100m
plot(X(t),t=0..7);
```

## Air Resistance Effects

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The inclusion in a differential equation model of terms accounting for air resistance has historically two distinct models. The first is *linear resistance*, in which the force  $\mathbf{F}$  due to air resistance is assumed to be proportional to the velocity  $\mathbf{v}$ :

$$(5) \quad \mathbf{F} \propto \mathbf{v}.$$

It is known that linear resistance is appropriate only for slowly moving objects. The second model is *nonlinear resistance*, modeled originally by Sir Isaac Newton himself as  $\mathbf{F} = k\mathbf{v}^2$ . The literature considers a generalized nonlinear resistance assumption

$$(6) \quad \mathbf{F} \propto \mathbf{v}|\mathbf{v}|^p$$

where  $0 < p \leq 1$  depends upon the *speed* of the object through the air;  $p \approx 0$  is a low speed and  $p \approx 1$  is a high speed. It will suffice for illustration purposes to treat just the two cases  $\mathbf{F} \propto \mathbf{v}$  and  $\mathbf{F} \propto \mathbf{v}|\mathbf{v}|$ .

## Linear Air Resistance

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The model is determined by the sum of the forces due to air resistance and gravity,  $F_{\text{air}} + F_{\text{gravity}}$ , which by *Newton's second law* must equal  $F = mx''(t)$ , giving the differential equation

$$(7) \quad mx''(t) = -kx'(t) - mg.$$

Equation (7) written in terms of the velocity  $v = x'(t)$  becomes

$$(8) \quad v'(t) = -(k/m)v(t) - g.$$

This equation has a solution  $v(t)$  which limits at  $t = \infty$  to a **finite terminal velocity**  $|v_{\infty}| = mg/k$ . Physically, this limit is the **equilibrium solution** of (8), which is the observable steady state of the model. A quadrature applied to  $x'(t) = v(t)$  solves (7).

Then

$$(9) \quad v(t) = -\frac{mg}{k} + \left( v(0) + \frac{mg}{k} \right) e^{-kt/m},$$
$$x(t) = x(0) - \frac{mg}{k}t + \frac{m}{k} \left( v(0) + \frac{mg}{k} \right) (1 - e^{-kt/m}).$$

**Nonlinear Air Resistance.** The model, which applies primarily to rapidly moving objects, is obtained by the same method as the linear model, replacing the linear resistance term  $kx'(t)$  by the nonlinear term  $kx'(t)|x'(t)|$ . The model:

$$(10) \quad mx''(t) = -kx'(t)|x'(t)| - mg.$$

The velocity  $v = x'(t)$  model is

$$(11) \quad v'(t) = -(k/m)v(t)|v(t)| - g.$$

The model applies in particular to parachute flight and to certain projectile problems, like an arrow or bullet fired straight up.

**Upward Launch.** Separable equation (11) in the case  $v(0) > 0$  for a launch upward becomes  $v'(t) = -(k/m)v^2(t) - g$ . The solution for  $v(0) > 0$  is given below in (12). The equation  $x'(t) = v(t)$  can be solved by quadrature. Then for some constants  $c$  and  $d$

$$(12) \quad \begin{aligned} v(t) &= \sqrt{\frac{mg}{k}} \tan \left( \sqrt{\frac{kg}{m}}(c - t) \right), \\ x(t) &= d + \frac{m}{k} \ln \left| \cos \left( \sqrt{\frac{kg}{m}}(c - t) \right) \right|. \end{aligned}$$

**Downward Launch.** The case  $v(0) < 0$  for an object launched downward or dropped will use the equation  $v'(t) = (k/m)v^2(t) - g$ . Then for some constants  $c$  and  $d$

$$(13) \quad \begin{aligned} v(t) &= \sqrt{\frac{mg}{k}} \tanh \left( \sqrt{\frac{kg}{m}}(c - t) \right), \\ x(t) &= d - \frac{m}{k} \ln \left| \cosh \left( \sqrt{\frac{kg}{m}}(c - t) \right) \right|. \end{aligned}$$

The **hyperbolic functions** appearing in (13) are *defined* by

$$\cosh u = \frac{1}{2} (e^u + e^{-u})$$

Hyperbolic cosine.

$$\sinh u = \frac{1}{2} (e^u - e^{-u})$$

Hyperbolic sine.

$$\tanh u = \frac{e^u - e^{-u}}{e^u + e^{-u}}$$

Hyperbolic tangent.  
Identity  $\tanh u = \sinh u / \cosh u$ .

The model applies to parachute problems in particular. Equation (13) and the limit formula  $\lim_{|x| \rightarrow \infty} \tanh x = 1$  imply a *terminal velocity*

$$|v_\infty| = \sqrt{\frac{mg}{k}}.$$

The value is exactly the square root of the linear model terminal velocity. Without air resistance effects, e.g., the falling body model (3), the velocity is allowed to increase to unrealistic speeds.