

Monday start here.

2.3 Improved velocity models: velocity-dependent drag forces

For particle motion along a line, with

$$\begin{aligned} &\text{position } x(t) \text{ (or } y(t) \text{) ,} \\ &\text{velocity } x'(t) = v(t) \text{ , and} \\ &\text{acceleration } x''(t) = v'(t) = a(t) \end{aligned}$$

We have Newton's 2nd law

$$m v'(t) = F$$

where F is the net force.

- We're very familiar with constant force $F = m \alpha$, where α is a constant:

$$\begin{aligned} v'(t) &= \alpha \\ v(t) &= \alpha t + v_0 \\ x(t) &= \frac{1}{2} \alpha t^2 + v_0 t + x_0 \end{aligned}$$

Examples we've seen a lot of:

- $\alpha = -g$ near the surface of the earth, if up is the positive direction, or $\alpha = g$ if down is the positive direction.
- boats or cars or "particles" subject to constant acceleration or deceleration.

New today !!! Combine a constant force with a velocity-dependent drag force, at the same time. The text calls this a "resistance" force:

$$m v'(t) = m \alpha + \underbrace{F_R}_{\text{today.}}$$

Empirically/mathematically the resistance forces F_R depend on velocity, in such a way that their magnitude is

$$|F_R| \approx k |v|^p, \quad 1 \leq p \leq 2.$$

- $p = 1$ (linear model, drag proportional to velocity):

$$m v'(t) = m \alpha - k v$$

This linear model makes sense for "slow" velocities, as a linearization of the frictional force function, assuming that the force function is differentiable with respect to velocity...recall Taylor series for how the velocity resistance force might depend on velocity:

$$F_R(v) = F_R(0) + F_R'(0) v + \frac{1}{2!} F_R''(0) v^2 + \frac{1}{3!} F_R'''(0) v^3 + \dots$$

$F_R(0) = 0$ and for small enough v the higher order terms might be negligible compared to the linear term.
so

$$F_R(v) \approx F_R'(0) v \approx -k v.$$

We write $-k v$ with $k > 0$, since the frictional force opposes the direction of motion, so sign opposite of the velocity's.

[http://en.wikipedia.org/wiki/Drag_\(physics\)#Very_low_Reynolds_numbers:_Stokes.27_drag](http://en.wikipedia.org/wiki/Drag_(physics)#Very_low_Reynolds_numbers:_Stokes.27_drag)

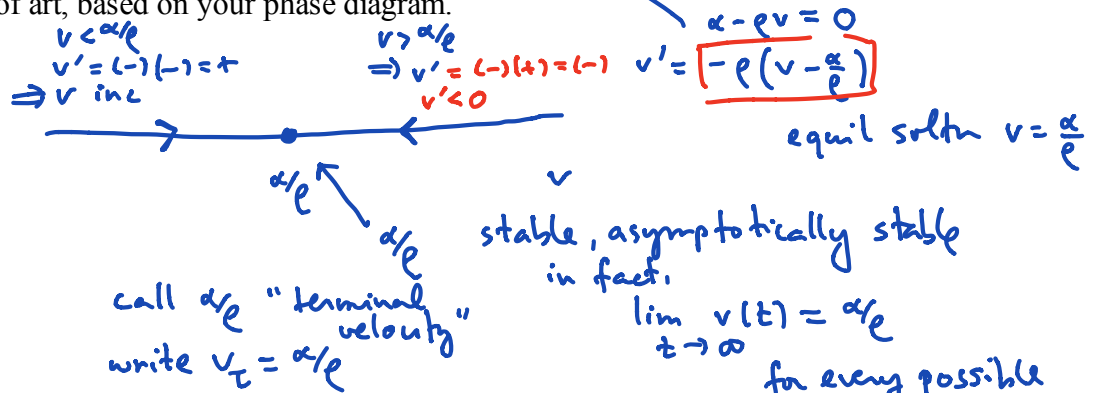
$$m v'(t) = m \alpha - k v$$

Exercise 1a: Rewrite the linear drag model as

$$v'(t) = \alpha - \rho v$$

$$\rho = \frac{k}{m}$$

where the $\rho = \frac{k}{m}$. Construct the phase diagram for v . Notice that $v(t)$ has exactly one constant (equilibrium) solution, and find it. Its value is called the *terminal velocity*. Explain why *terminal velocity* is an appropriate term of art, based on your phase diagram.



1b) Solve the IVP

$$v'(t) = \alpha - \rho v$$

$$v(0) = v_0$$

and verify your phase diagram analysis. (This is, once again, our friend the first order constant coefficient linear differential equation.)

linear, constant coefficients:

$$v' + \rho v = \alpha$$

$$e^{\rho t} [v' + \rho v] = \alpha e^{\rho t}$$

$$\frac{d}{dt} (e^{\rho t} v) = \alpha e^{\rho t}$$

$$e^{\rho t} v = \int \alpha e^{\rho t} dt = \frac{\alpha}{\rho} e^{\rho t} + C$$

$$v = \frac{\alpha}{\rho} + C e^{-\rho t}$$

IVP, $v(0) = v_0 = \frac{\alpha}{\rho} + C \Rightarrow C = v_0 - \frac{\alpha}{\rho}$

1c) integrate the velocity function above to find a formula for the position function $y(t)$.

$$y(t) = \int v(t) dt$$

$$y(t) = v_T t + \frac{(v_0 - v_T)}{-\rho} e^{-\rho t} + C$$

@ $t=0$: $y_0 = 0 - \frac{(v_0 - v_T)}{\rho} + C \Rightarrow C = y_0 + \frac{(v_0 - v_T)}{\rho}$

$$y(t) = y_0 + v_T t + \frac{v_0 - v_T}{\rho} (1 - e^{-\rho t})$$

initial value moving with constant velocity v_T correction term in case $v_0 \neq v_T$

consistent with phase portrait.

"5g" numerically

Application: We consider the bow and deadbolt example from the text, page 102-104. It's shot vertically into the air (watch out below!), with an initial velocity of $49 \frac{m}{s}$. In the no-drag case, this could just be the vertical component of a deadbolt shot at an angle. With drag, one would need to study a more complicated system of DE's for the horizontal and vertical motions, if you didn't shoot the bolt straight up.

Exercise 3: First consider the case of no drag, so the governing equations are

$$v'(t) = -g \approx -9.8 \frac{m}{s^2}$$

$$v(t) = -g t + v_0 = -g t + 5g = g(-t + 5)$$

$$x(t) = -\frac{1}{2} g t^2 + v_0 t + x_0 = -\frac{1}{2} g t^2 + 5g t = -\frac{1}{2} g (t^2 - 10t) = -\frac{1}{2} g t(t-10)$$

Find when $v=0$ and deduce how long the object rises, how long it falls, and its maximum height.

↓
5 sec.

↓
5 sec.

↓
x(5)
||
122.5 meters

Maple check:

```
> restart;
Digits := 5;
```

```
> g := 9.8;
v0 := 49.0;
v1 := t -> -g*t + v0;
y1 := t -> -1/2*g*t^2 + v0*t;
```

```
g := 9.8
```

```
v0 := 49.0
```

```
v1 := t -> -g*t + v0
```

```
y1 := t -> -1/2*g*t^2 + v0*t
```

(7)

Exercise 4: Now consider the linear drag model for the same deadbolt, with the same initial velocity of $5g = 49 \frac{m}{s}$. We'll assume that our deadbolt has a measured terminal velocity of $v_\tau = -245 \frac{m}{s} = -25g$,

so $|v_\tau| = 25g = \frac{g}{\rho} \Rightarrow \rho = .04$ (convenient). So, from our earlier work:

$$v = v_\tau + (v_0 - v_\tau) e^{-\rho t}$$

$$y = y_0 + t v_\tau + \frac{(v_0 - v_\tau)(1 - e^{-\rho t})}{\rho}$$

So,

$$v = -\frac{g}{\rho} + \left(v_0 + \frac{g}{\rho}\right) e^{-\rho t} = -245 + 294 e^{-.04 t}.$$

$$y = 0 - 245 t + \frac{294}{.04} (1 - e^{-.04 t}).$$

When does the object reach its maximum height, what is this height, and how long does the object fall? Compare to the no-drag case with the same initial velocity, in Exercise 3.

Maple check, and then work:

```
[>
with(DEtools):
> g := 9.8; rho := .04; v0 := 49;
                                g := 9.8
                                rho := 0.04
                                v0 := 49                                (8)

> dsolve({v'(t) = -g - rho*v(t), v(0) = v0}, v(t));
                                v(t) = -245 + 294 e^(-1/25 t)                                (9)

> v2 := t -> -245.0 + 294 e^(-1/25 t);
                                v2 := t -> -245.0 + 294 e^(-1/25 t)                                (10)

> solve(v2(t) = 0, t);
                                4.5580                                (11)

> y2 := t -> y0 + int(-g/rho + e^(-rho*s) (v0 + g/rho) ds,
                                y2 := t -> y0 + int((-g/rho + e^(-rho*s) (v0 + g/rho)) ds                                (12)
```

```

> v2(t);
  294
  .04
;
y0 := 0;
y2(t);

```

$$-245.0 + 294 e^{-\frac{1}{25} t}$$

$$7350.0$$

$$y0 := 0$$

$$7350. - 245. t - 7350. e^{-0.040000 t}$$

(13)

```

> solve(v2(t) = 0, t);
  solve(y2(t) = 0, t);
  y2(4.558);

```

$$4.5580$$

$$9.4110, 0.$$

$$108.28$$

(14)

picture:

```

> with(plots) :
  plot1 := plot(y1(t), t = 0..10, color = green) :
  plot2 := plot(y2(t), t = 0..9.4110, color = blue) :
  display( {plot1, plot2}, title = `comparison of linear drag vs no drag models`);

```

