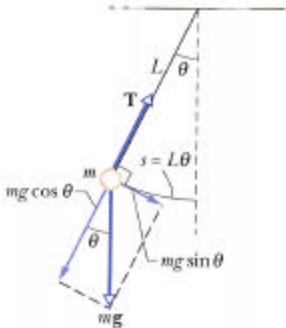
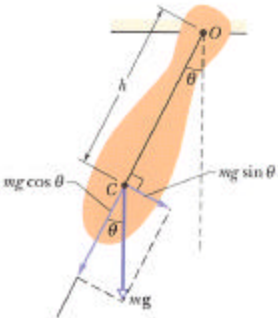


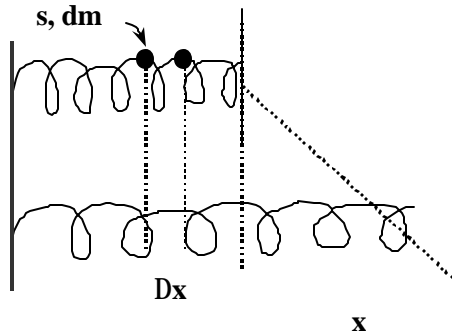
## Comments

### 1) Simple vs. physical pendulums

<p style="text-align: center;"><u>Simple pendulum</u></p> 	<p style="text-align: center;"><u>Physical pendulum</u></p> 
<p>Rotational</p> $I \frac{d^2\theta}{dt^2} + mgL\theta = 0$ <p><math>I = mL^2</math> mass - string</p> $\ddot{\theta} + \frac{g}{L}\theta = 0$	<p>Rotational</p> $I \frac{d^2\theta}{dt^2} + mgh\theta = 0$ <p><math>I</math> has different expressions</p> $\ddot{\theta} + \frac{mgh}{I}\theta = 0$
<p>Linear</p> $m \frac{d^2s}{dt^2} + mg\theta = 0$ <p><math>s = L\theta</math> is the displacement</p> $\ddot{\theta} + \frac{g}{L}\theta = 0$ <p><math>m</math> is a point mass</p>	<p>Linear</p> <p>Cannot use: cannot replace <math>I</math> by <math>m</math> situated at distance <math>h</math> from the point of suspension. Different parts of the body will have different displacements with respect to the equilibrium position</p>

## 2) Velocity at different points along a spring with mass M

Spring with mass M, unstretched length l



$$\frac{\Delta x}{s} = \frac{x}{l}$$

$$\frac{d}{dt} \frac{\Delta x}{s} = \frac{d}{dt} \frac{x}{l} \quad \text{P} \quad \frac{1}{s} \frac{d(\Delta x)}{dt} = \frac{1}{l} \frac{d(x)}{dt} \quad \text{P} \quad \frac{1}{s} v_{\text{int}} = \frac{1}{l} v_{\text{end}}$$

Velocity of any intermediate point on the spring (at distance s from the fixed end) is s/l of end-of-the-spring velocity