

# Lecture 7

Revised 12.21.12 from 9.11.2012

## *Geometry and Motion of Isotropic Harmonic Oscillators*

*(Ch. 9 and Ch. 11 of Unit 1)*

### *Geometry of idealized “Sophomore-physics Earth”*

*Coulomb field outside                      Isotropic Harmonic Oscillator (IHO) field inside*

*Contact-geometry of potential curve(s)*

*“Crushed-Earth” models: 3 key energy “steps” and 4 key energy “levels”*

*Earth matter vs nuclear matter:*

*Introducing the “neutron starlet” and **Black-Hole-Earth**”*

### *Isotropic harmonic oscillator dynamics in 1D, 2D, and 3D*

*Sinusoidal space-time dynamics derived by geometry*

*Isotropic harmonic oscillator orbits in 1D and 2D (You get 3D for free!)*

*Constructing 2D Isotropic harmonic oscillator orbits using phasor plots*

*Examples with x-y **phase lag** :  $\alpha_{x-y} = \alpha_x - \alpha_y = 15^\circ, 30^\circ, \text{ and } \pm 75^\circ$*

# *Geometry of idealized “Sophomore-physics Earth”*

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# Coulomb force vanishes inside-spherical shell (Gauss-law)

Shell mass element  
 $m = (\text{solid-angle factor } A) d^2$

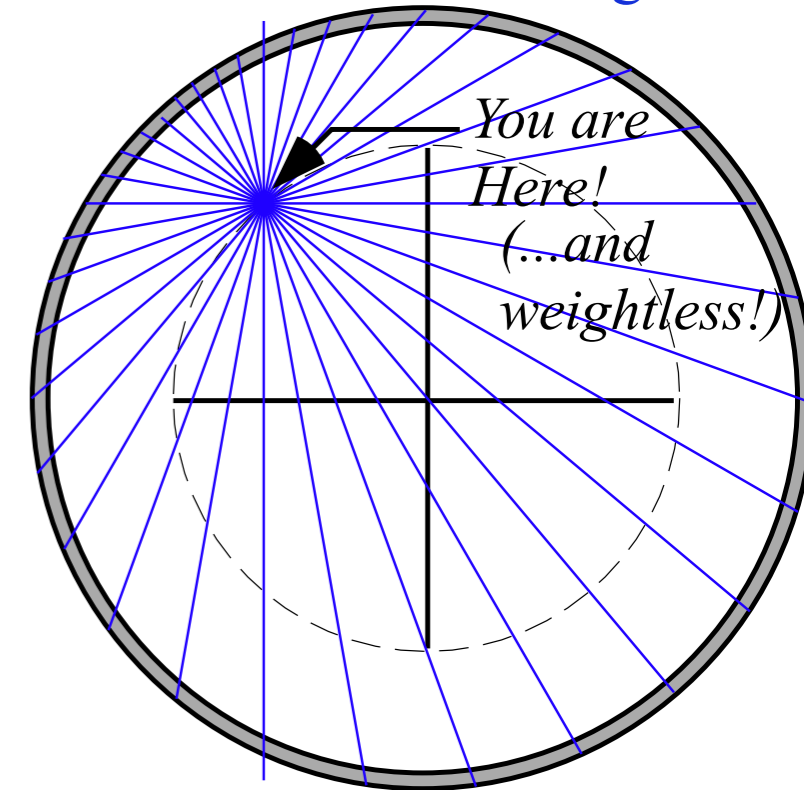
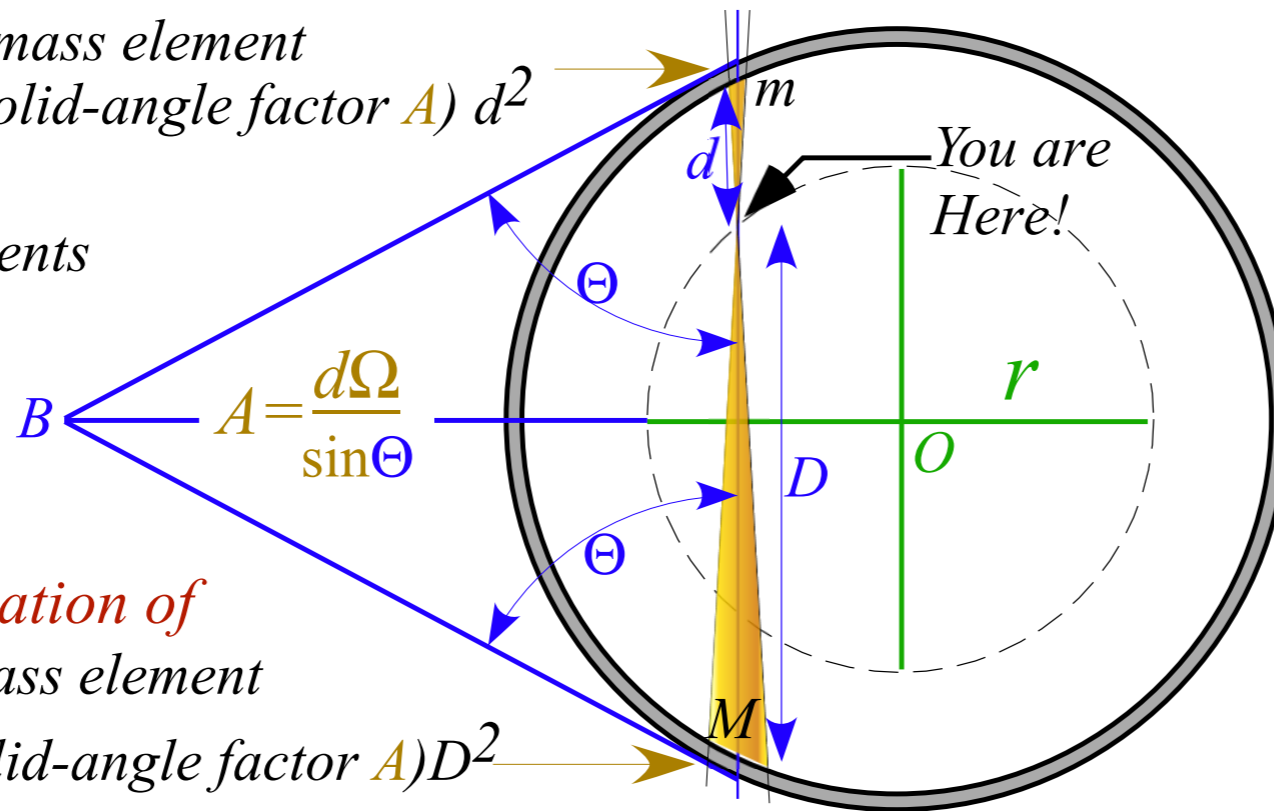
Gravity at  $r$   
 due to shell mass elements

$$\frac{GM}{D^2} - \frac{Gm}{d^2} =$$

$$\left(\frac{D^2}{D^2} - \frac{d^2}{d^2}\right)A = 0$$

*Cancellation of  
 Shell mass element*

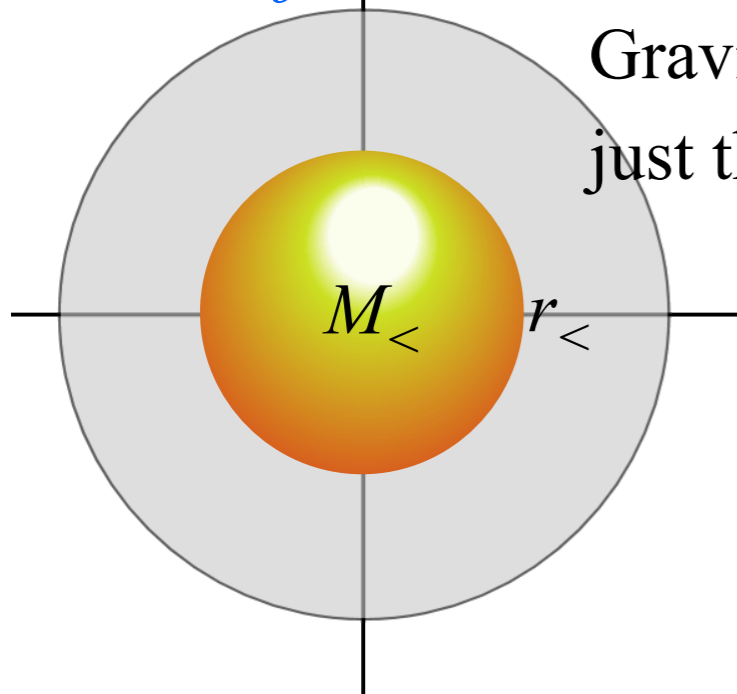
$M = (\text{solid-angle factor } A)D^2$



You are Here!  
 (...and weightless!)

## Coulomb force inside-spherical body due to stuff below you, only.

Gravitational force at  $r_<$  is  
 just that of planet  $M_<$  below  $r_<$



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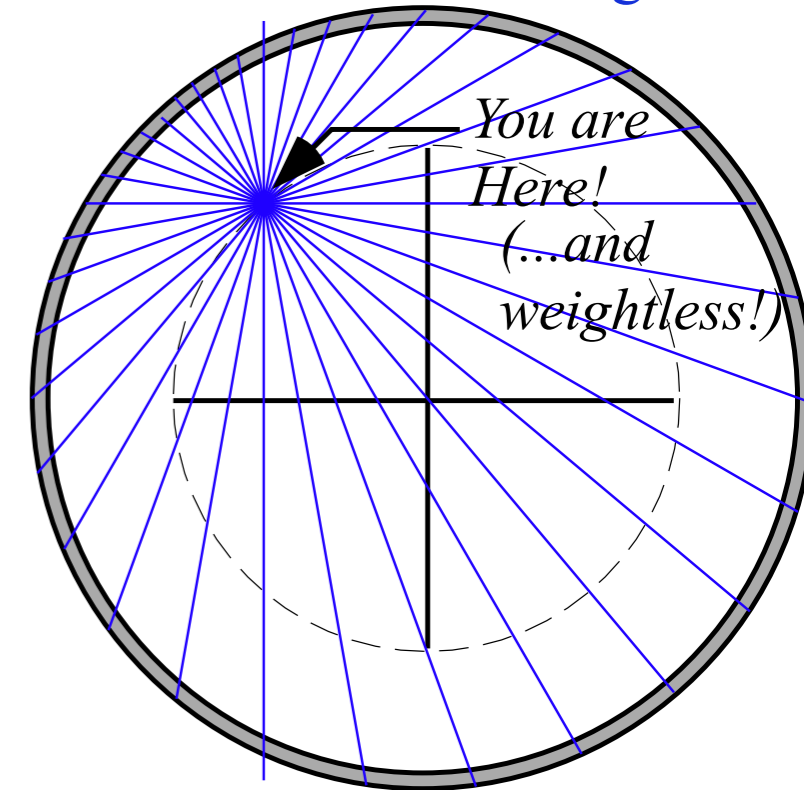
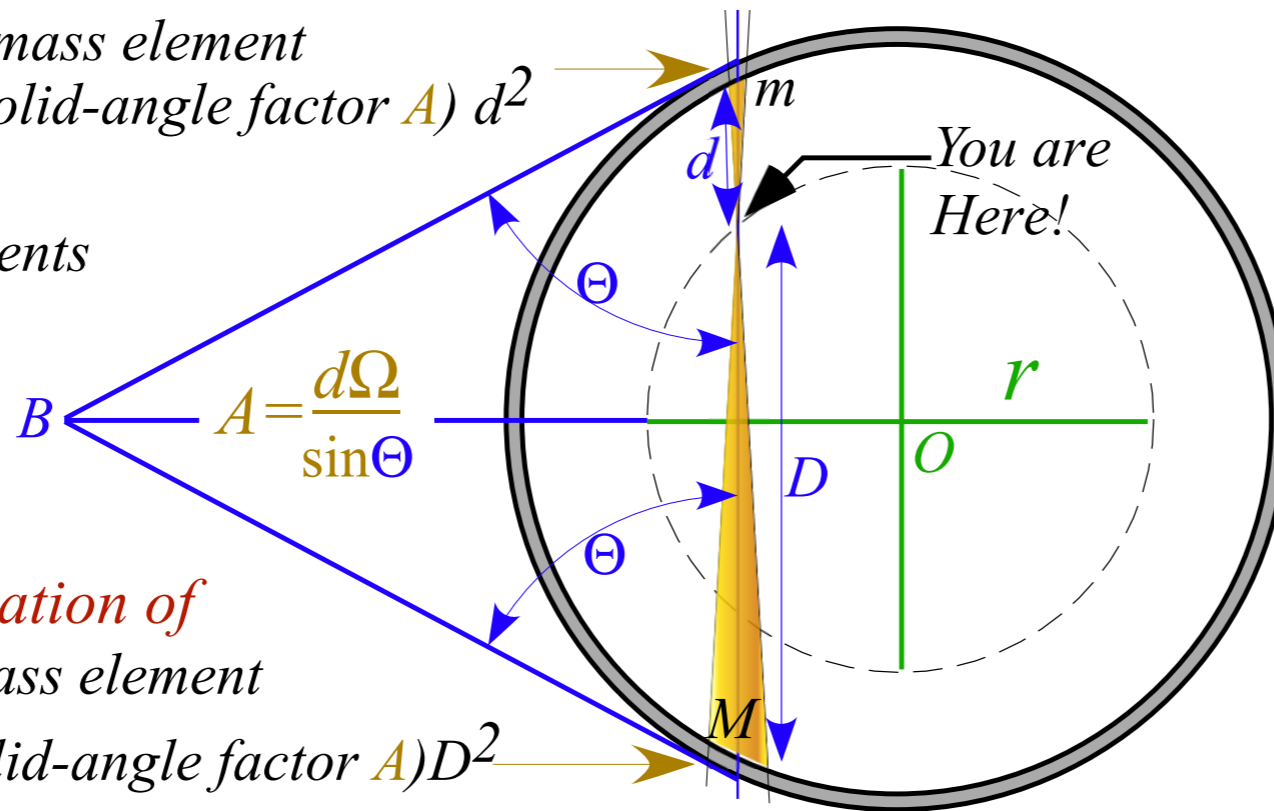
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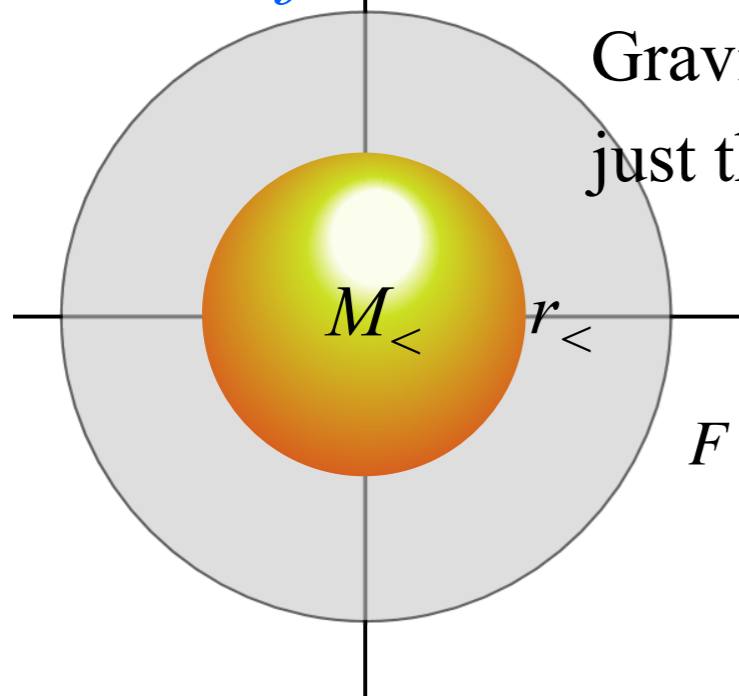
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Note:  
Hooke's (linear) force law  
for  $r_<$  inside uniform body

$$F^{inside}(r_<) = G \frac{mM_<}{r_<^2} = Gm \frac{4\pi}{3} \frac{M_<}{\frac{4\pi}{3} r_<^3} r_< = Gm \frac{4\pi}{3} \rho_{\oplus} r_< = mg \frac{r_<}{R_{\oplus}} \equiv mg \cdot x$$

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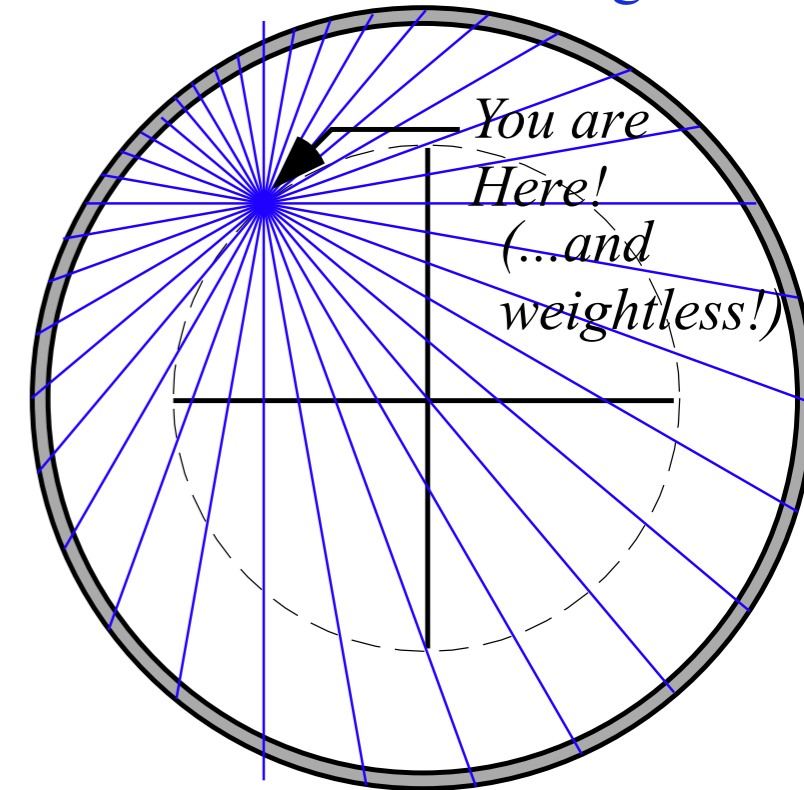
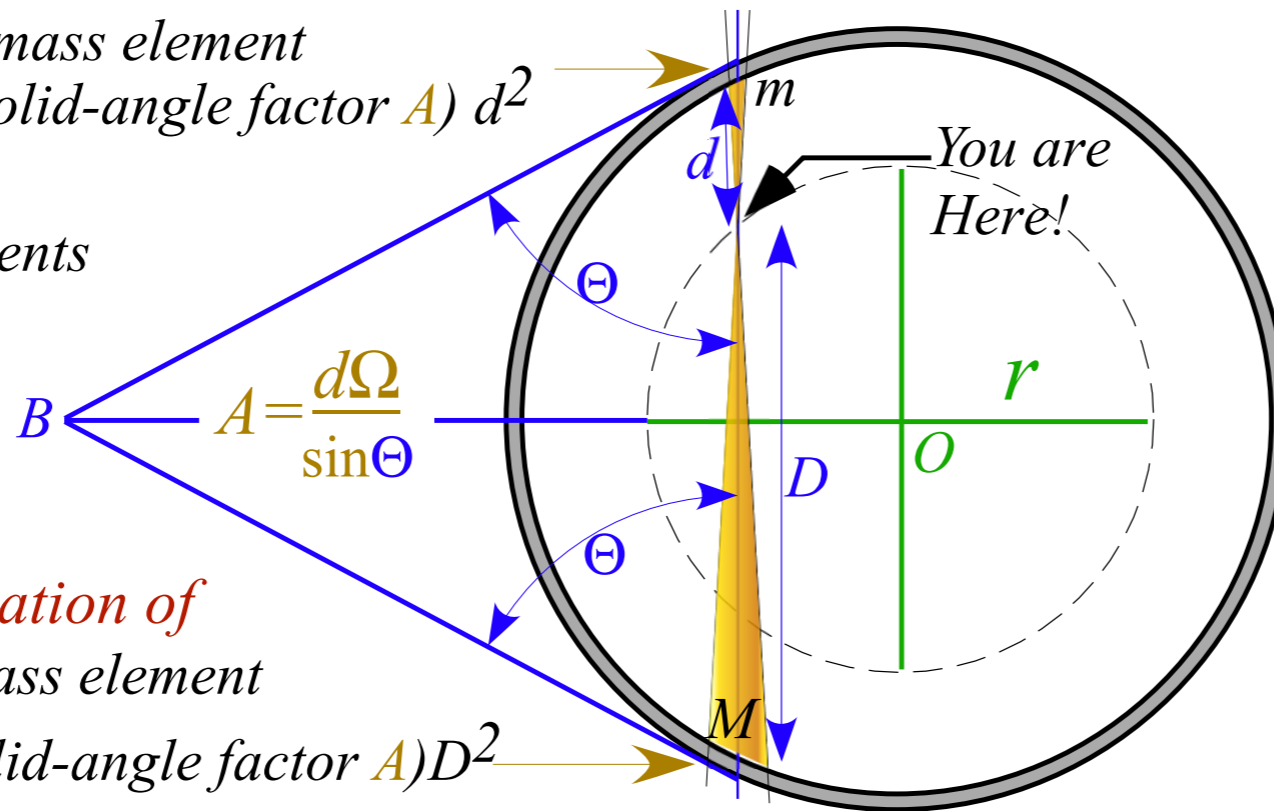
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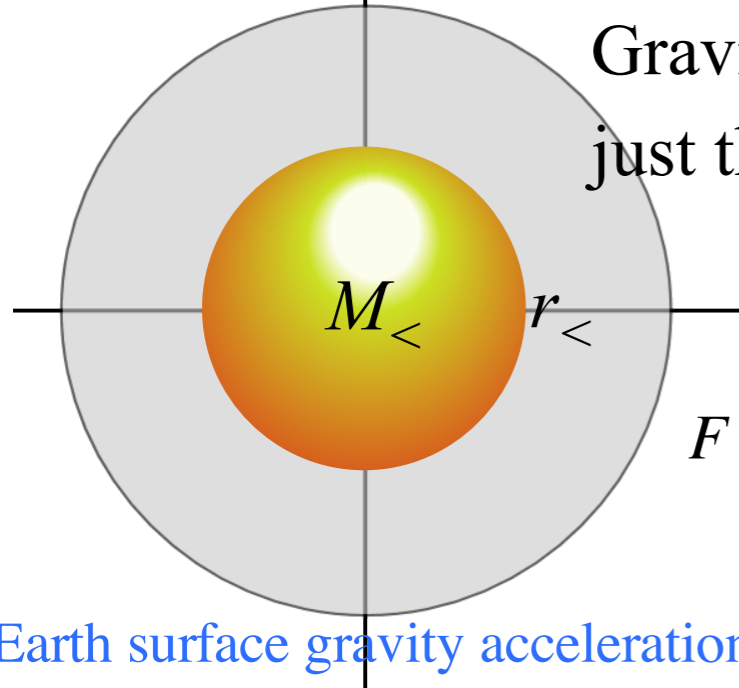
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Earth surface gravity acceleration:  $g = G \frac{M_{\oplus}}{R_{\oplus}^2} = G \frac{M_{\oplus}}{R_{\oplus}^3} R_{\oplus} = G \frac{4\pi}{3} \frac{M_{\oplus}}{4\pi R_{\oplus}^3} R_{\oplus} = G \frac{4\pi}{3} \rho_{\oplus} R_{\oplus} = 9.8 \text{ m/s}^2$

$G = 6.67384(80) \cdot 10^{-11} \text{ Nm}^2/\text{C}^2 \sim (2/3) 10^{-10}$

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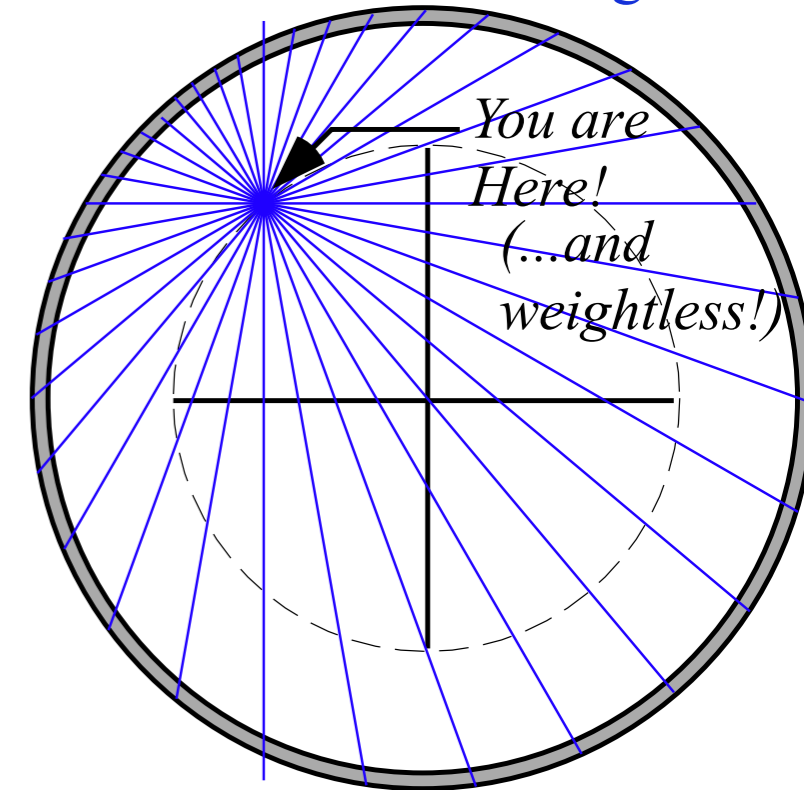
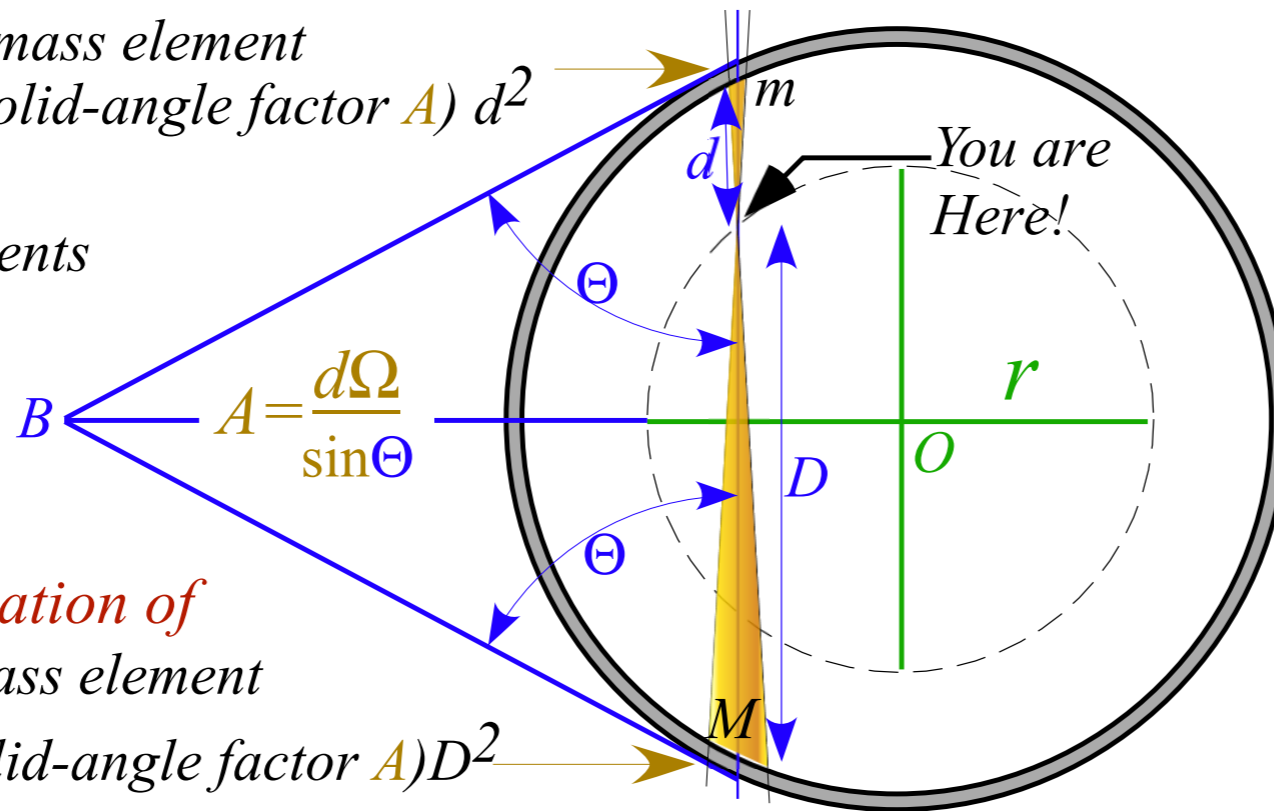
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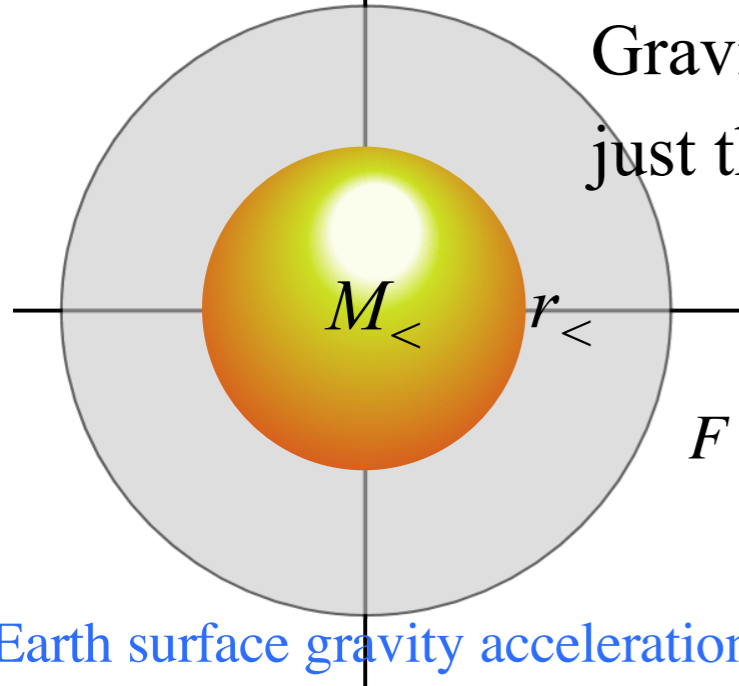
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Earth radius:  $R_{\oplus} = 6.371 \cdot 10^6 \text{ m} \approx 6.4 \cdot 10^6 \text{ m}$

Earth mass:  $M_{\oplus} = 5.9722 \times 10^{24} \text{ kg} \approx 6.0 \cdot 10^{24} \text{ kg}$

Solar radius:  $R_{\odot} = 6.955 \times 10^8 \text{ m} \approx 7.0 \cdot 10^8 \text{ m}$

Solar mass:  $M_{\odot} = 1.9889 \times 10^{30} \text{ kg} \approx 2.0 \cdot 10^{30} \text{ kg}$

# *Geometry of idealized “Sophomore-physics Earth”*

*Coulomb field outside*

*Isotropic Harmonic Oscillator (IHO) field inside*

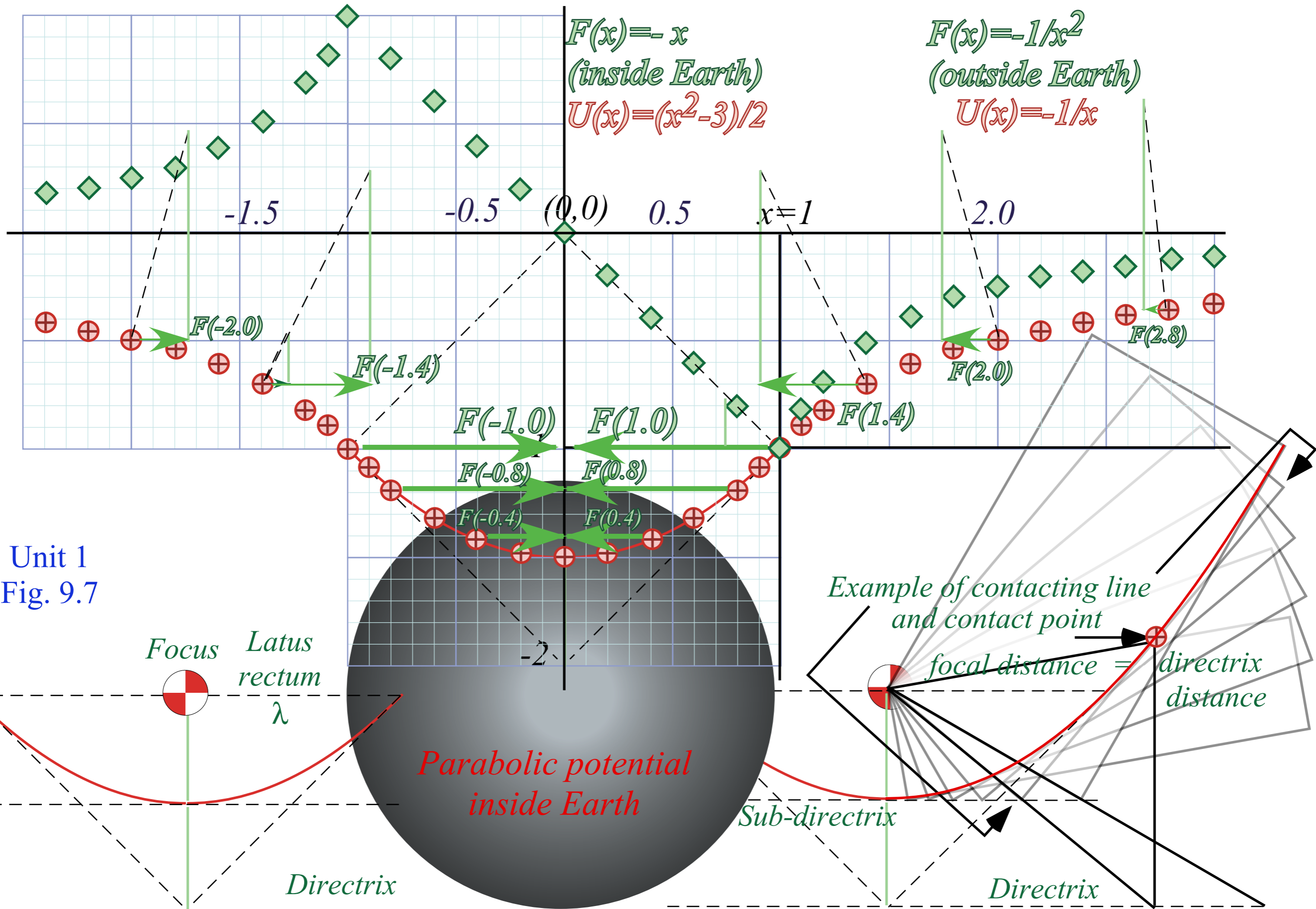
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# The ideal "Sophomore-Physics-Earth" model of geo-gravity

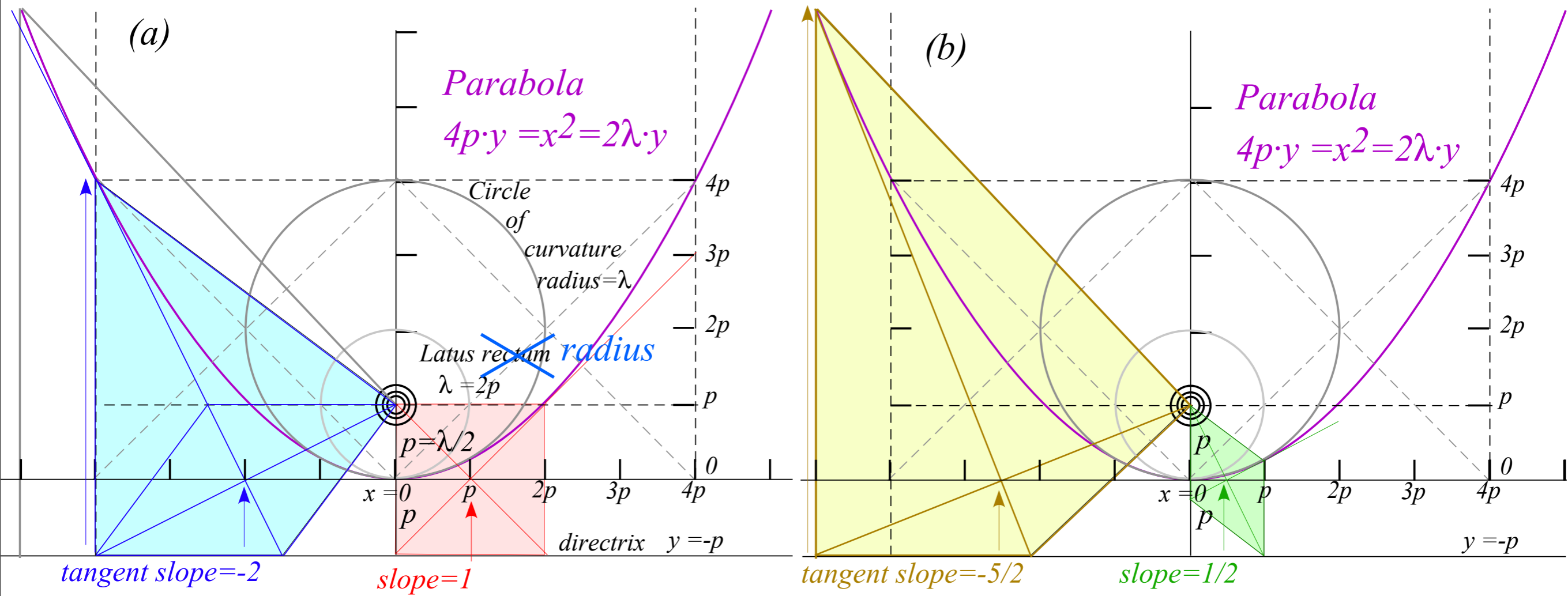


Unit 1  
Fig. 9.7



...conventional parabolic geometry...carried to extremes...

(Review of Lect. 6 p.29)



Unit 1  
Fig. 9.4

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*Coulomb field outside*

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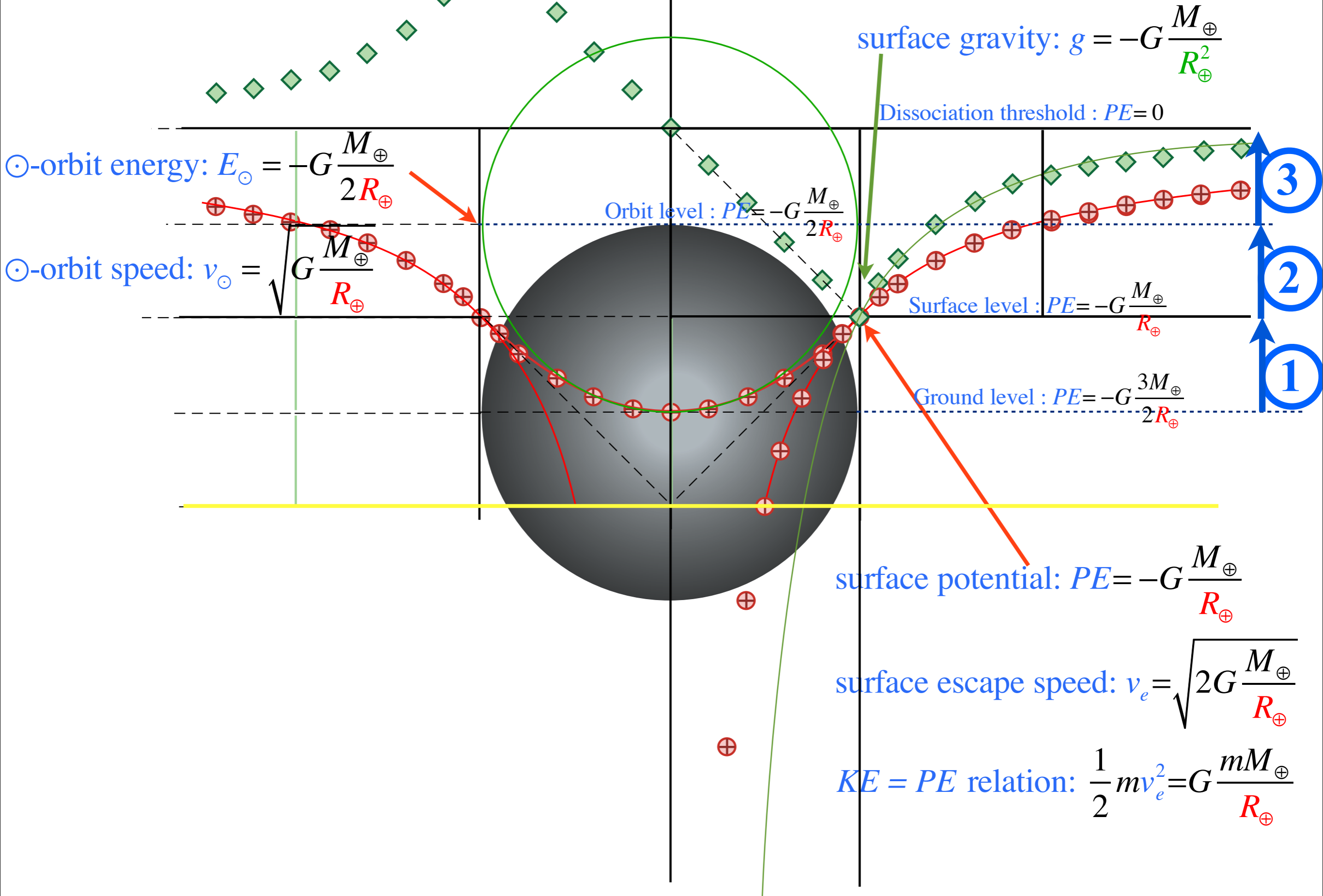
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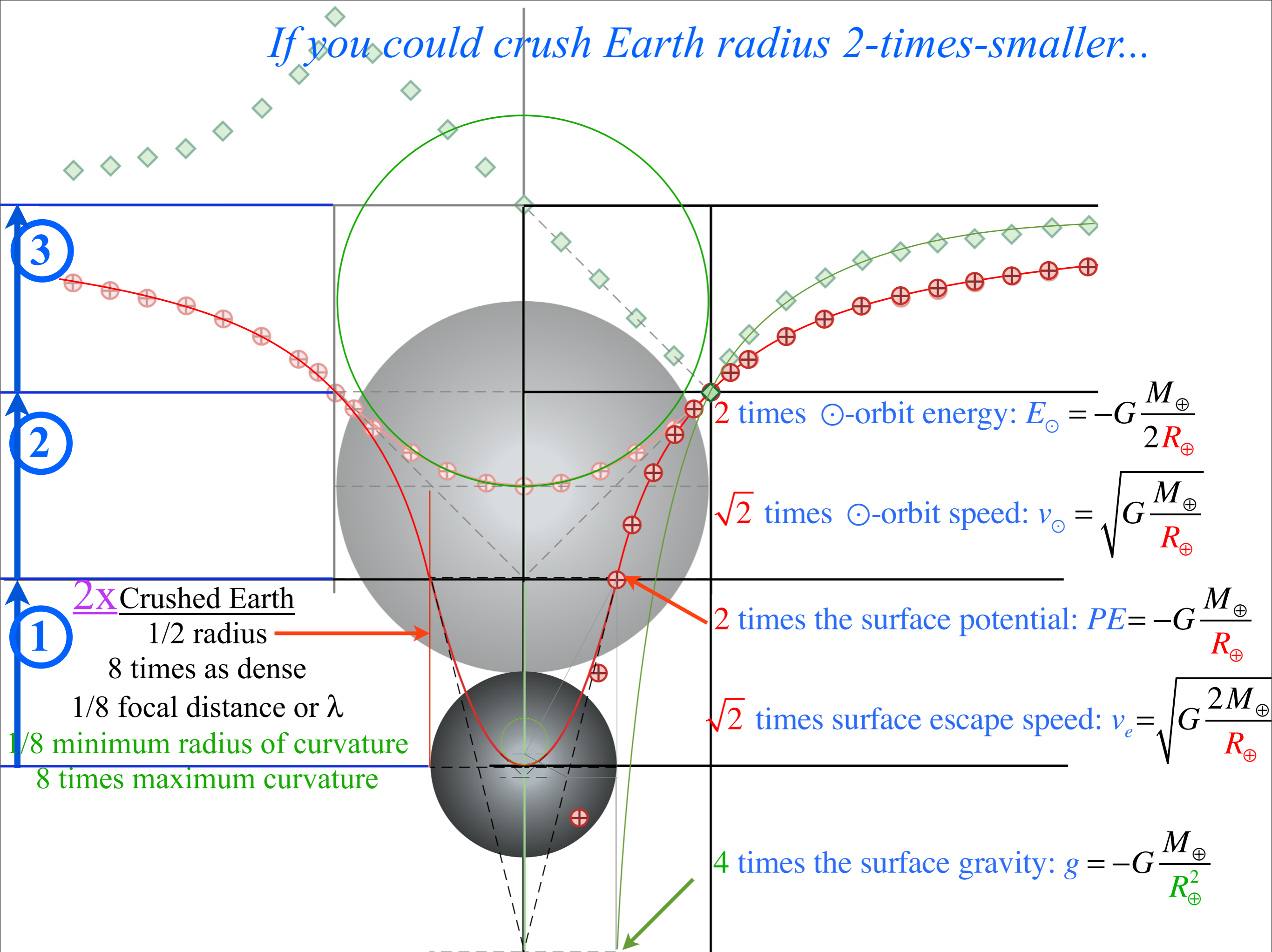
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# The "Three (equal) steps from Hell"



If you could crush Earth radius 2-times-smaller...



3

2

1

2x Crushed Earth

1/2 radius

8 times as dense

1/8 focal distance or  $\lambda$

1/8 minimum radius of curvature

8 times maximum curvature

2 times  $\odot$ -orbit energy:  $E_{\odot} = -G \frac{M_{\oplus}}{2R_{\oplus}}$

$\sqrt{2}$  times  $\odot$ -orbit speed:  $v_{\odot} = \sqrt{G \frac{M_{\oplus}}{R_{\oplus}}}$

2 times the surface potential:  $PE = -G \frac{M_{\oplus}}{R_{\oplus}}$

$\sqrt{2}$  times surface escape speed:  $v_e = \sqrt{G \frac{2M_{\oplus}}{R_{\oplus}}}$

4 times the surface gravity:  $g = -G \frac{M_{\oplus}}{R_{\oplus}^2}$

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## *Examples of “crushed” matter*

*Earth matter* Earth mass :  $M_{\oplus} = 5.9722 \times 10^{24} \text{ kg} \approx 6.0 \cdot 10^{24} \text{ kg}$ . Density  $\rho_{\oplus} \sim 6.0 \cdot 10^{24-21} \sim 6 \cdot 10^3 \text{ kg/m}^3$

Earth radius :  $R_{\oplus} = 6.371 \cdot 10^6 \text{ m} \approx 6.4 \cdot 10^6 \text{ m}$  Earth volume :  $(4\pi / 3)R_{\oplus}^3 \approx 4 \cdot 260 \cdot 10^{18} \sim 10^{21} \text{ m}^3$

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**Nuclear matter** Nucleon mass =  $1.67 \cdot 10^{-27} \text{ kg} \sim 2 \cdot 10^{-27} \text{ kg}$ .

Say a nucleus of atomic weight 50 has a radius of 3 fm, or 50 nucleons each with a mass  $2 \cdot 10^{-27} \text{ kg}$ .

That's  $100 \cdot 10^{-27} = 10^{-25} \text{ kg}$  packed into a volume of  $\frac{4\pi}{3}r^3 = \frac{4\pi}{3} (3 \cdot 10^{-15})^3 \text{ m}^3$  or about  $10^{-43} \text{ m}^3$ .

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Nuclear density is  $10^{-25+43} = 10^{18} \text{ kg/m}^3$  or a trillion ( $10^{12}$ ) kilograms in the size of a fingertip.

Earth radius crushed by a factor of  $0.5 \cdot 10^{-5}$  to  $R_{\text{crush}\oplus} \approx 300 \text{ m}$  would approach neutron-star density.



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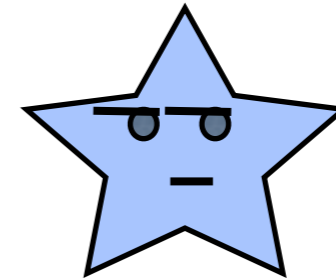
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**Introducing the “Neutron starlet”**  $1 \text{ cm}^3$  of nuclear matter: mass =  $10^{12} \text{ kg}$ .



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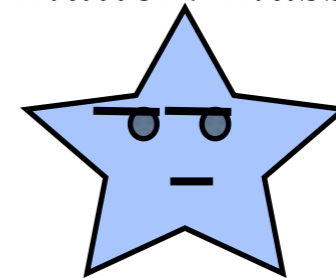
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**Introducing the “Black Hole Earth”** Suppose Earth is crushed so that its

surface escape velocity is the speed of light  $c = 3.0 \cdot 10^8 \text{ m/s}$ .

$$c = \sqrt{2GM/R_{\otimes}}$$

$$R_{\otimes} = 2GM/c^2 = 9 \text{ mm} \sim 1 \text{ cm} \quad (\text{fingertip size!})$$

## *Isotropic harmonic oscillator dynamics in 1D, 2D, and 3D*



*Sinusoidal space-time dynamics derived by geometry*

*Isotropic harmonic oscillator orbits in 1D and 2D (You get 3D for free!)*

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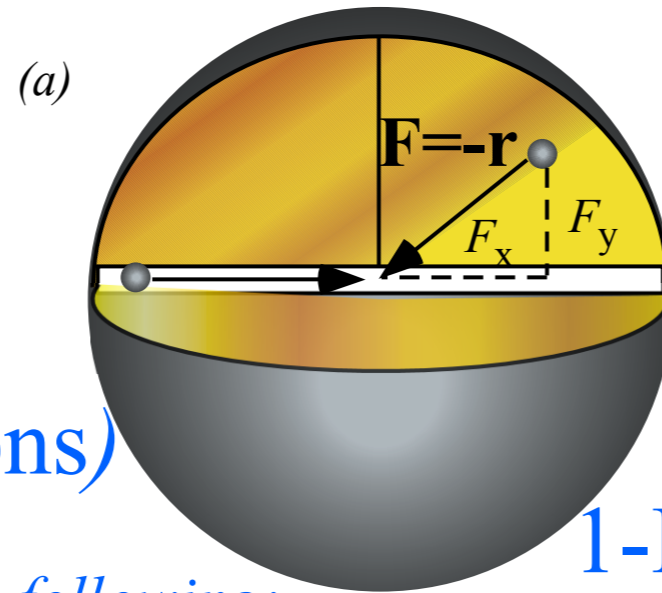
# Isotropic Harmonic Oscillator *phase dynamics in uniform-body*

Unit 1  
Fig. 9.10

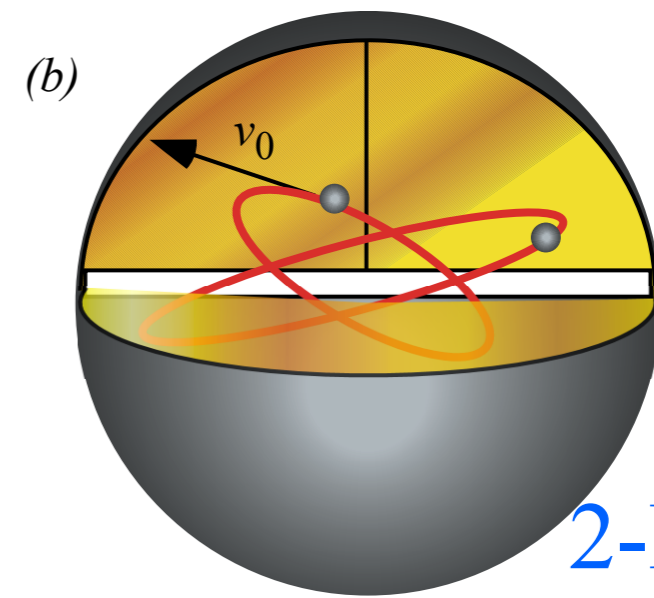
## I.H.O. Force law

$F = -x$  (1-Dimension)

$\mathbf{F} = -\mathbf{r}$  (2 or 3-Dimensions)



1-D



2-D

(Paths are *always*  
2-D ellipses if  
viewed right!)

Each dimension  $x$ ,  $y$ , or  $z$  obeys the following:

$$\text{Total } E = KE + PE = \frac{1}{2}mv^2 + U(x) = \frac{1}{2}mv^2 + \frac{1}{2}kx^2 = \text{const.}$$

Equations for  $x$ -motion

$[x(t)$  and  $v_x=v(t)]$  are

given first. They apply

as well to dimensions

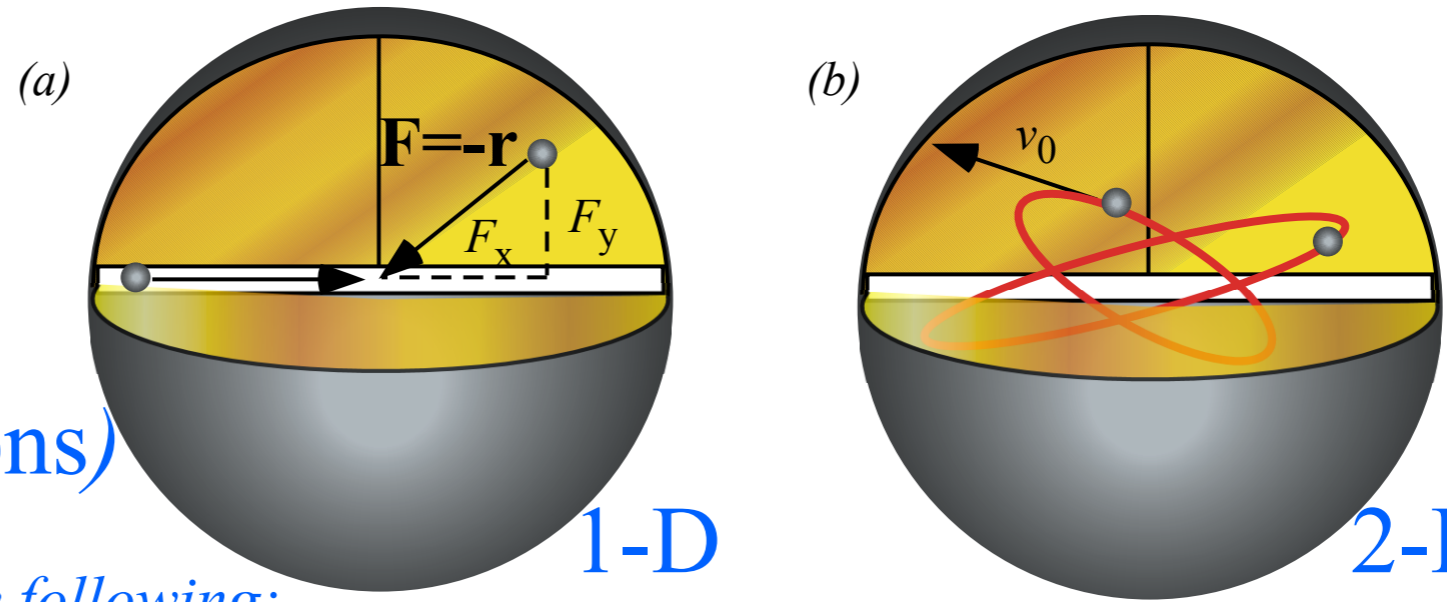
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# Isotropic Harmonic Oscillator *phase dynamics in uniform-body*

Unit 1  
Fig. 9.10



1-D

2-D

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$$1 = \frac{mv^2}{2E} + \frac{kx^2}{2E} = \left( \frac{v}{\sqrt{2E/m}} \right)^2 + \left( \frac{x}{\sqrt{2E/k}} \right)^2$$

$$1 = \frac{mv^2}{2E} + \frac{kx^2}{2E} = (\cos\theta)^2 + (\sin\theta)^2$$

Another example of the old “scale-a-circle” trick...

Let : **(1)**  $v = \sqrt{2E/m} \cos\theta$ , and : **(2)**  $x = \sqrt{2E/k} \sin\theta$

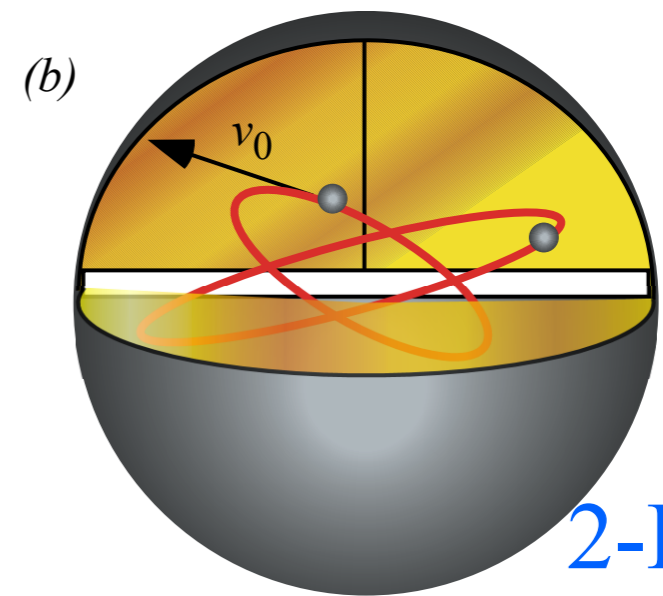
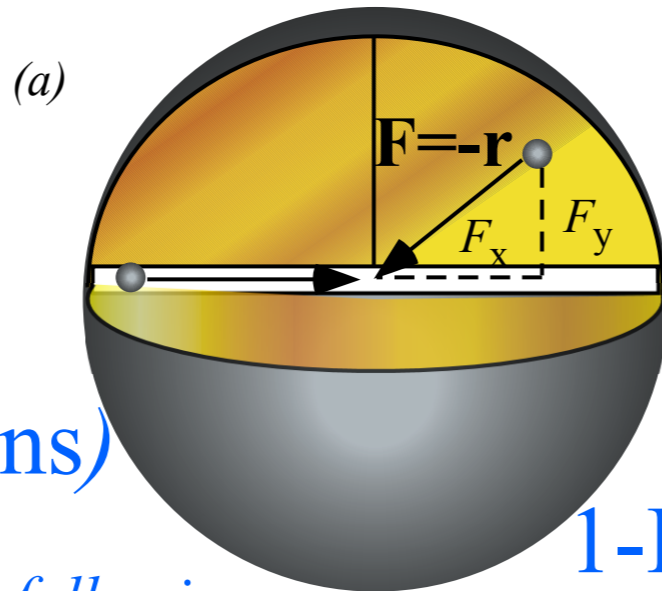
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Unit 1  
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Let : **(1)**  $v = \sqrt{2E/m} \cos\theta$ , and : **(2)**  $x = \sqrt{2E/k} \sin\theta$

$$\sqrt{\frac{2E}{m}} \cos\theta \underset{\text{by (1)}}{=} v = \frac{dx}{dt} \underset{\text{by def. (3)}}{=} \frac{d\theta}{dt} \frac{dx}{d\theta} \underset{\text{by (2)}}{=} \omega \frac{dx}{d\theta} = \omega \sqrt{\frac{2E}{k}} \cos\theta$$

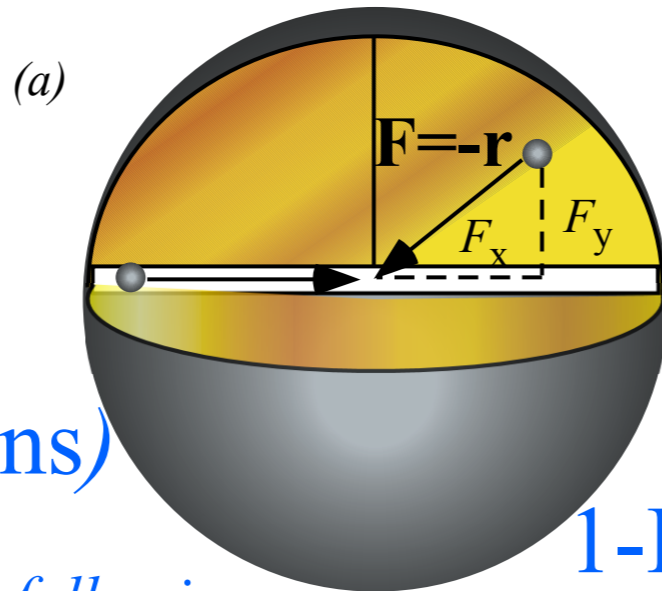
# Isotropic Harmonic Oscillator *phase dynamics* in uniform-body

Unit 1  
Fig. 9.10

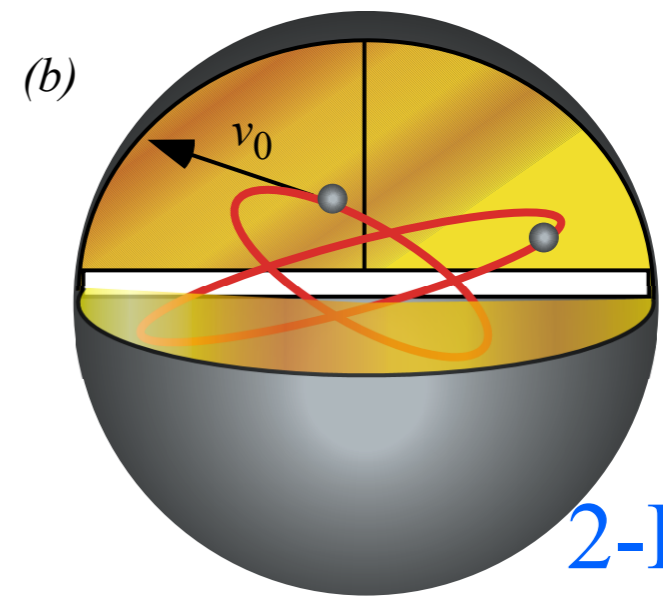
## I.H.O. Force law

$F = -x$  (1-Dimension)

$\mathbf{F} = -\mathbf{r}$  (2 or 3-Dimensions)



1-D



2-D

(Paths are *always* 2-D ellipses if viewed right!)

Each dimension  $x$ ,  $y$ , or  $z$  obeys the following:

$$\text{Total } E = KE + PE = \frac{1}{2}mv^2 + U(x) = \frac{1}{2}mv^2 + \frac{1}{2}kx^2 = \text{const.}$$

Equations for  $x$ -motion

$[x(t)$  and  $v_x=v(t)]$  are given first. They apply

as well to dimensions

$[y(t)$  and  $v_y=v(t)]$  and

$[z(t)$  and  $v_z=v(t)]$  in the ideal isotropic case.

$$1 = \frac{mv^2}{2E} + \frac{kx^2}{2E} = \left( \frac{v}{\sqrt{2E/m}} \right)^2 + \left( \frac{x}{\sqrt{2E/k}} \right)^2$$

$$1 = \frac{mv^2}{2E} + \frac{kx^2}{2E} = (\cos\theta)^2 + (\sin\theta)^2$$

Another example of the old “scale-a-circle” trick...

Let : **(1)**  $v = \sqrt{2E/m} \cos\theta$ , and : **(2)**  $x = \sqrt{2E/k} \sin\theta$

$$\sqrt{\frac{2E}{m}} \cos\theta = v = \frac{dx}{dt} = \frac{d\theta}{dt} \frac{dx}{d\theta} = \omega \frac{dx}{d\theta} = \omega \sqrt{\frac{2E}{k}} \cos\theta$$

by (1)
by def. (3)
by (2)

by def. (3)

$$\omega = \frac{d\theta}{dt} = \sqrt{\frac{k}{m}}$$

by (1)/(2)

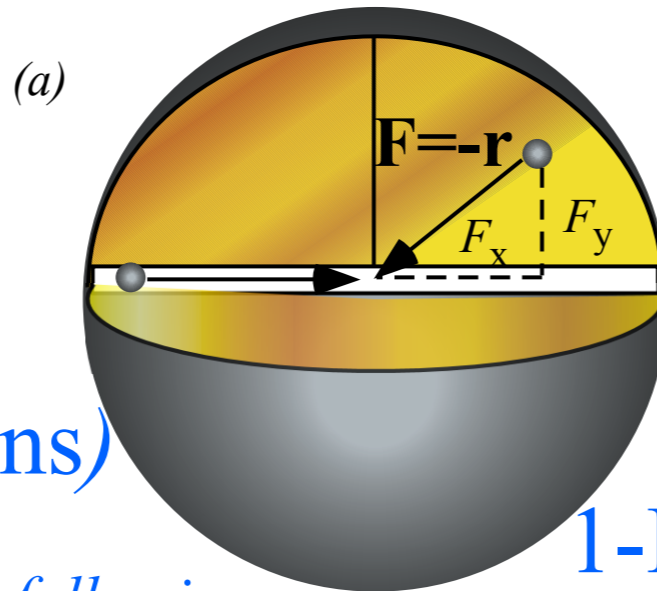
# Isotropic Harmonic Oscillator *phase dynamics in uniform-body*

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Fig. 9.10

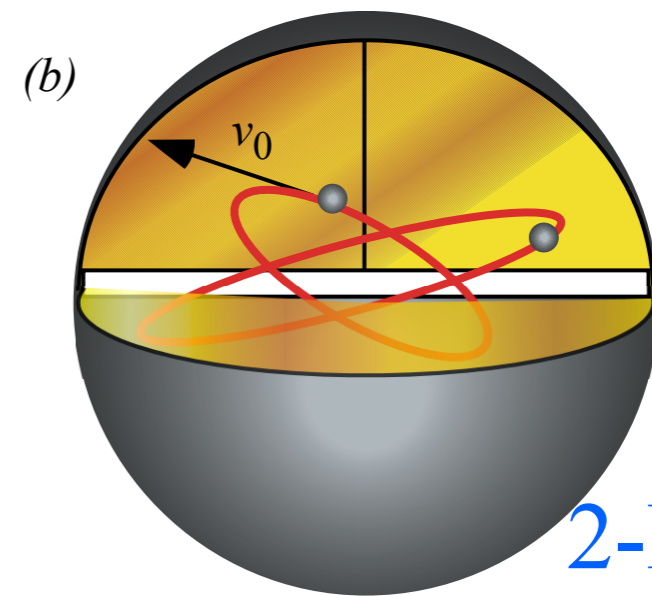
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by (1)
by def. (3)
by (2)

by def. (3)

$$\omega = \frac{d\theta}{dt} = \sqrt{\frac{k}{m}}$$

by (1)/(2)

by integration given constant  $\omega$ :

$$\theta = \int \omega \cdot dt = \omega \cdot t + \alpha$$



## *Isotropic harmonic oscillator dynamics in 1D, 2D, and 3D*

*Sinusoidal space-time dynamics derived by geometry*

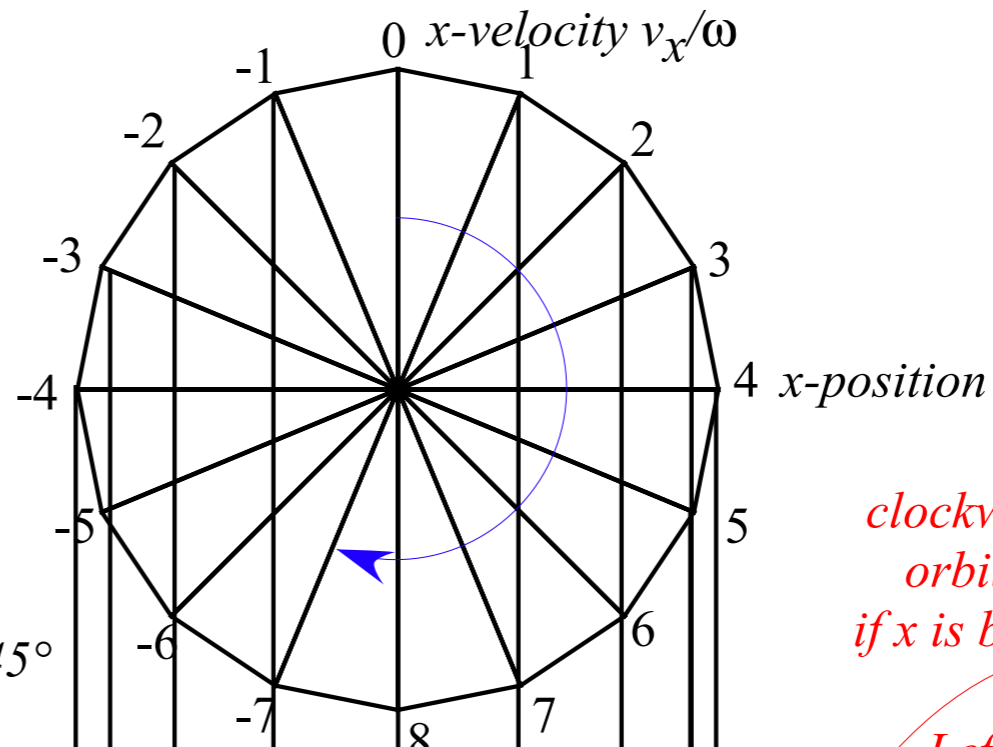
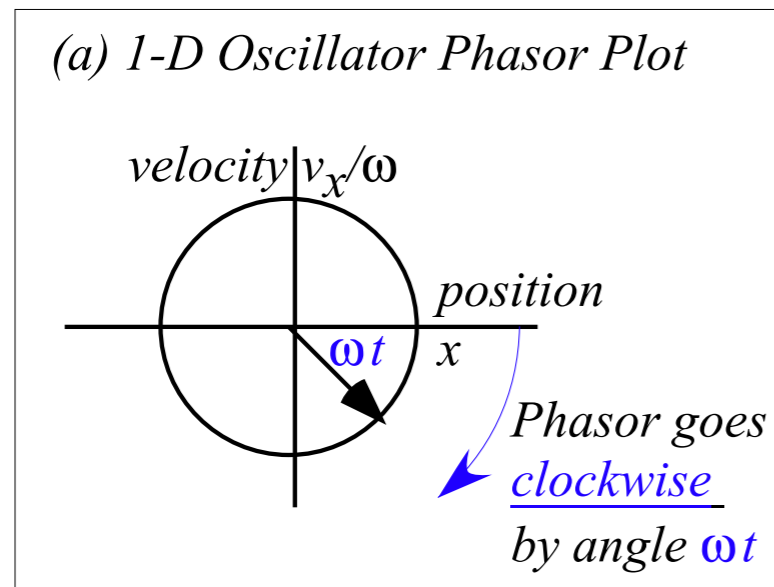
*Isotropic harmonic oscillator orbits in 1D and 2D (You get 3D for free!)*

 *Constructing 2D Isotropic harmonic oscillator orbits using phasor plots*

*Examples with x-y **phase lag** :  $\alpha_{x-y} = \alpha_x - \alpha_y = 15^\circ, 30^\circ, \text{ and } \pm 75^\circ$*

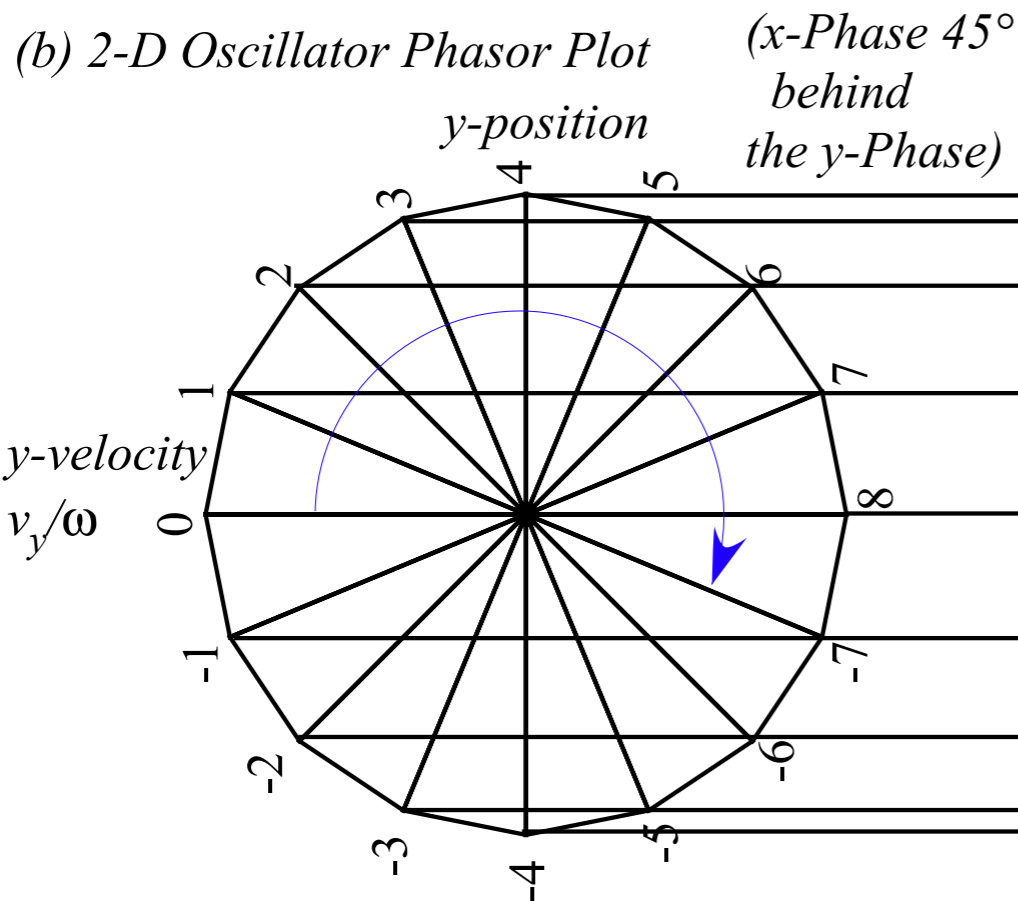
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Unit 1  
Fig. 9.10



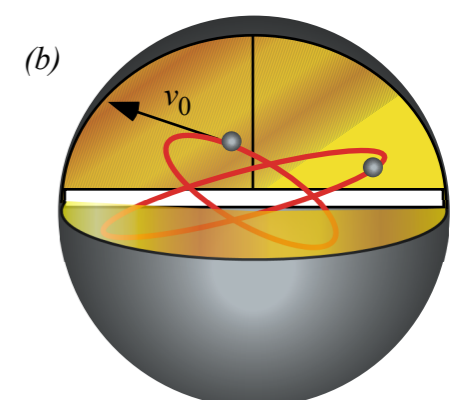
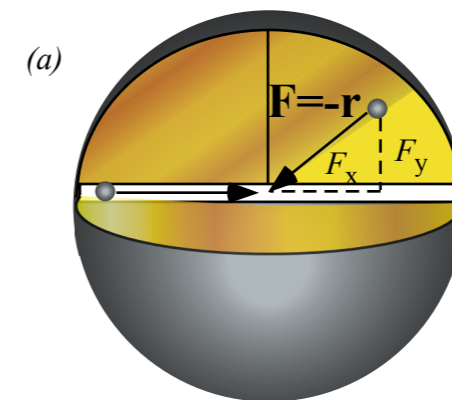
*clockwise orbit if x is behind y*

*Left-handed*

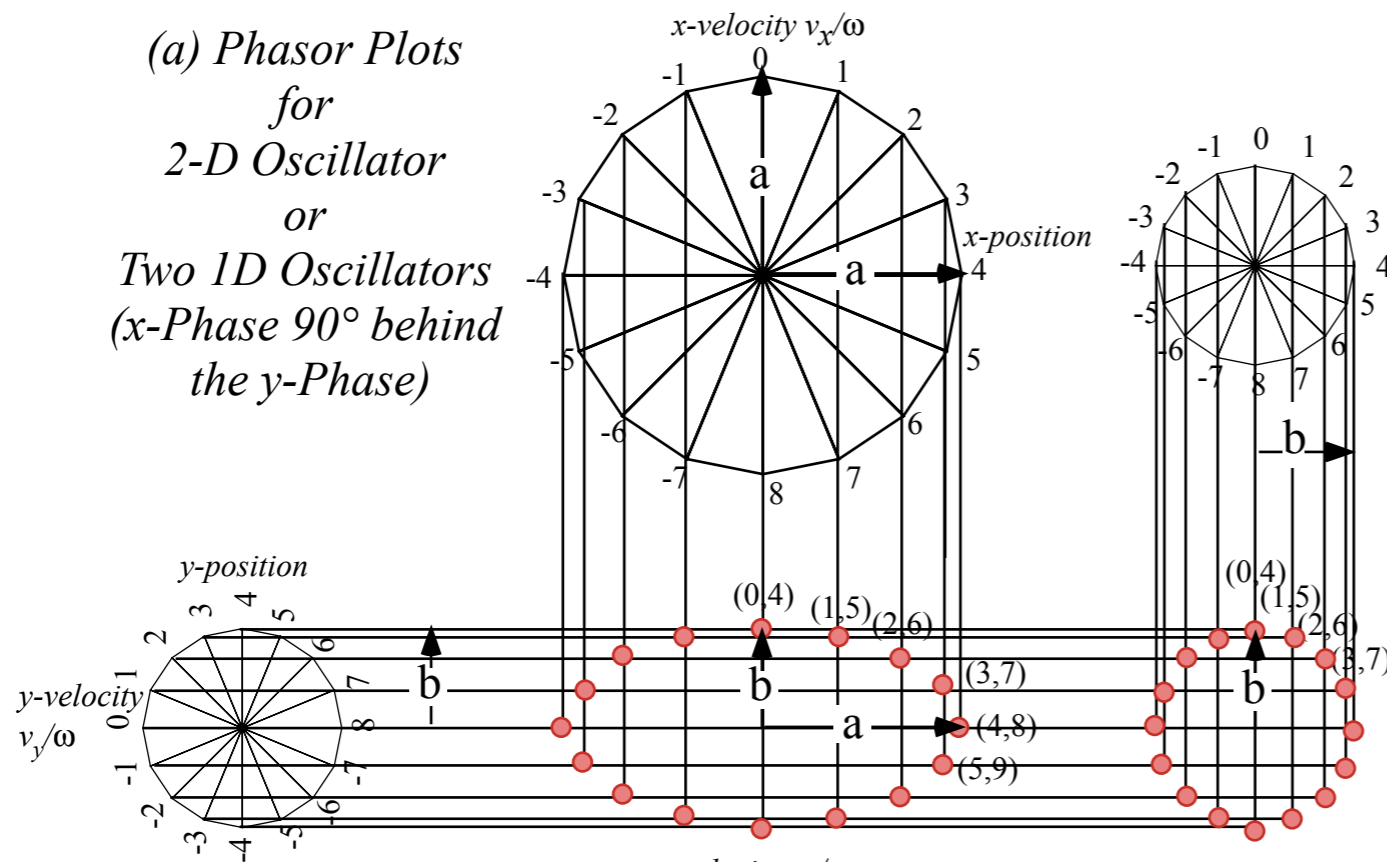


*counter-clockwise if y is behind x*

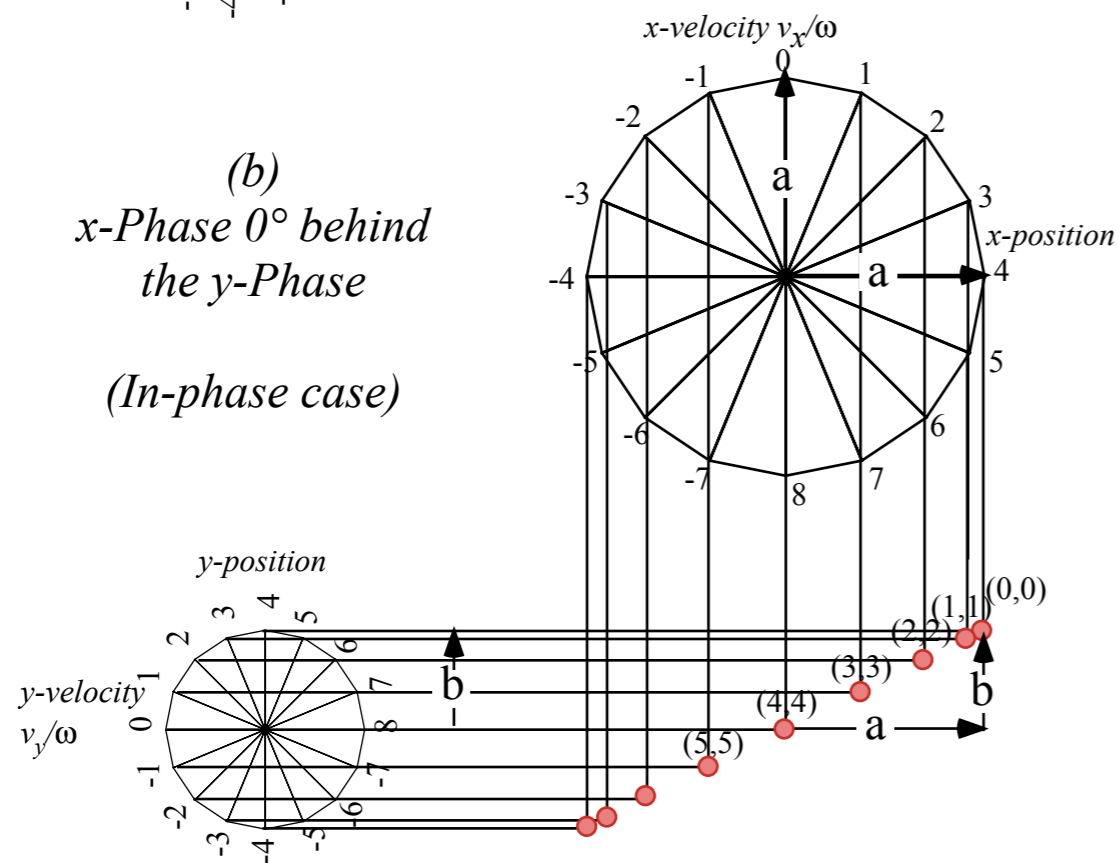
*Right-handed*



(a) Phasor Plots  
for  
2-D Oscillator  
or  
Two 1D Oscillators  
( $x$ -Phase  $90^\circ$  behind  
the  $y$ -Phase)



(b)  
 $x$ -Phase  $0^\circ$  behind  
the  $y$ -Phase  
(In-phase case)



*These are more generic examples  
with radius of  $x$ -phasor differing  
from that of the  $y$ -phasor.*

## *Isotropic harmonic oscillator dynamics in 1D, 2D, and 3D*

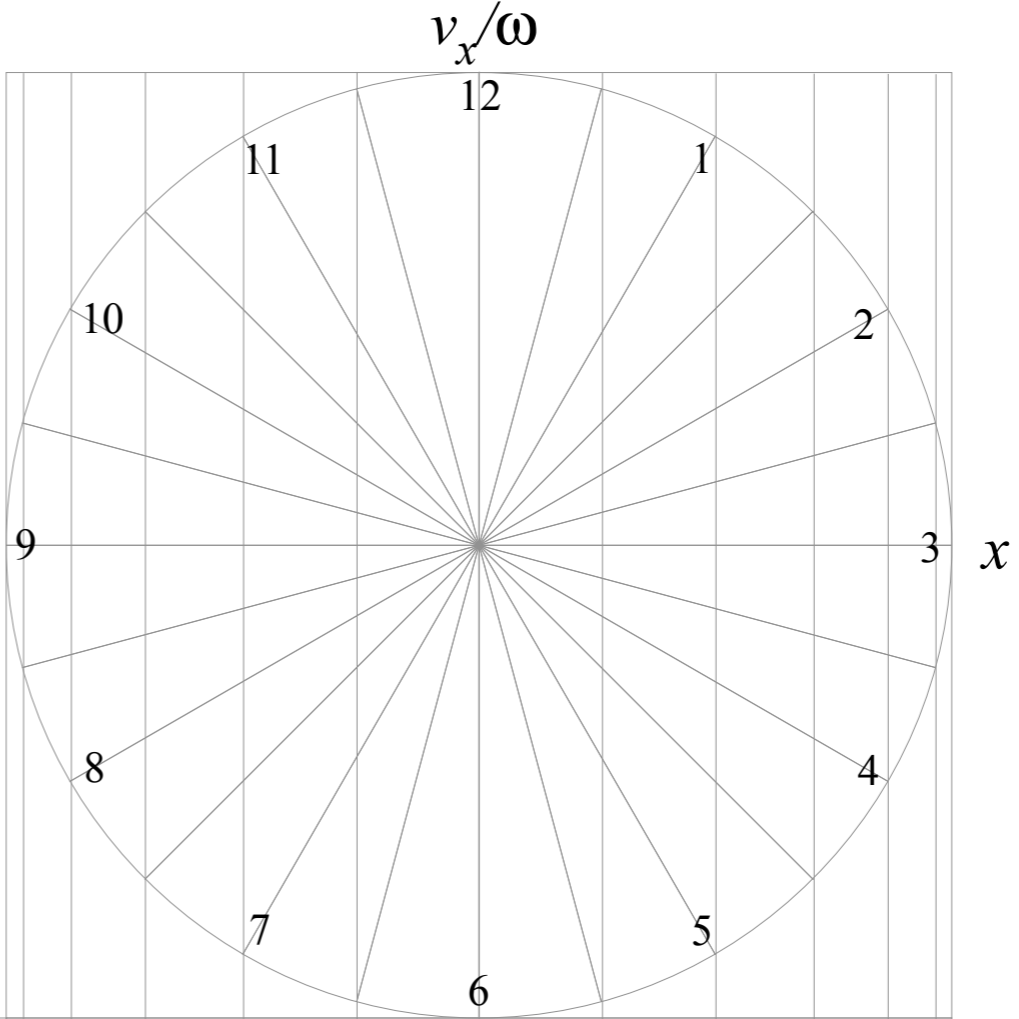
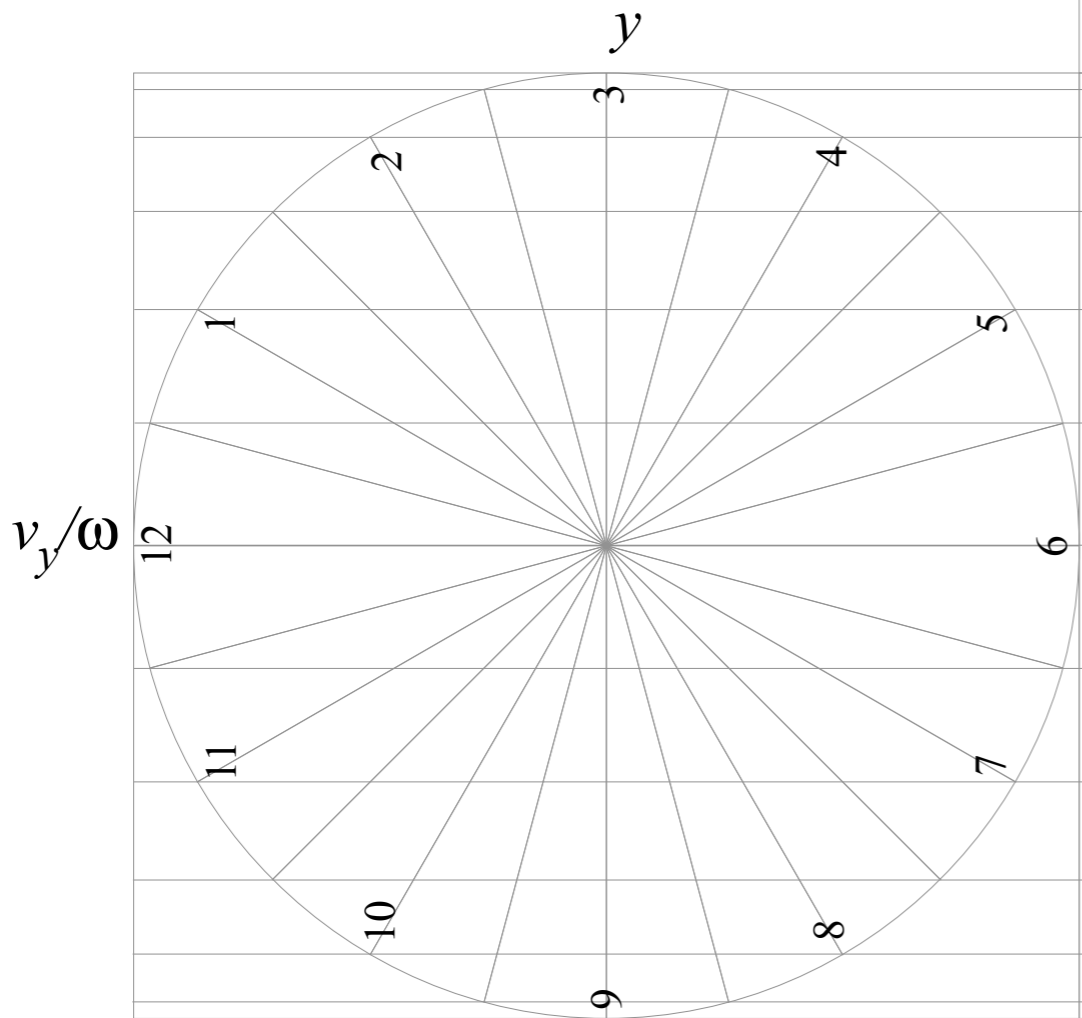
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$v_y/\omega$

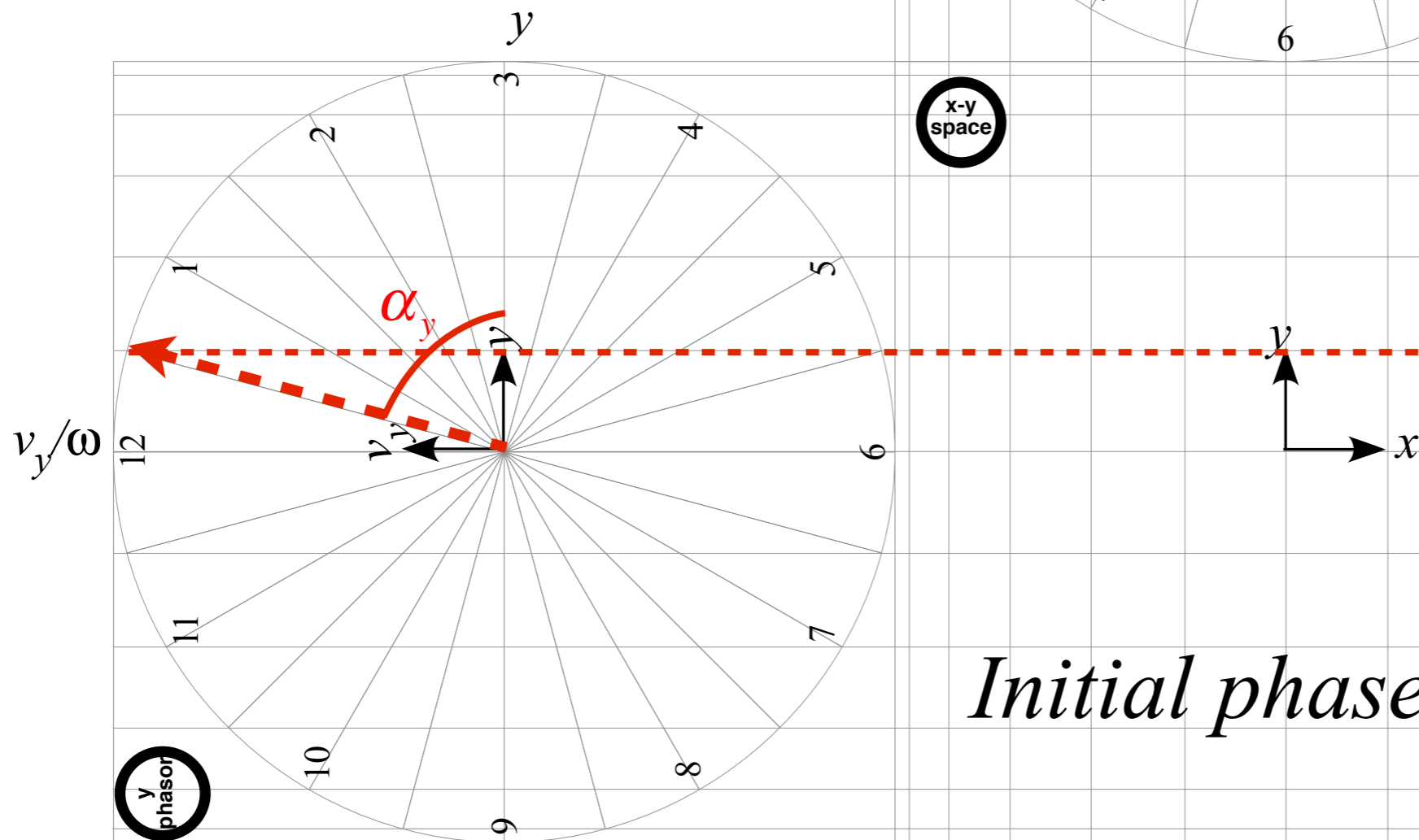
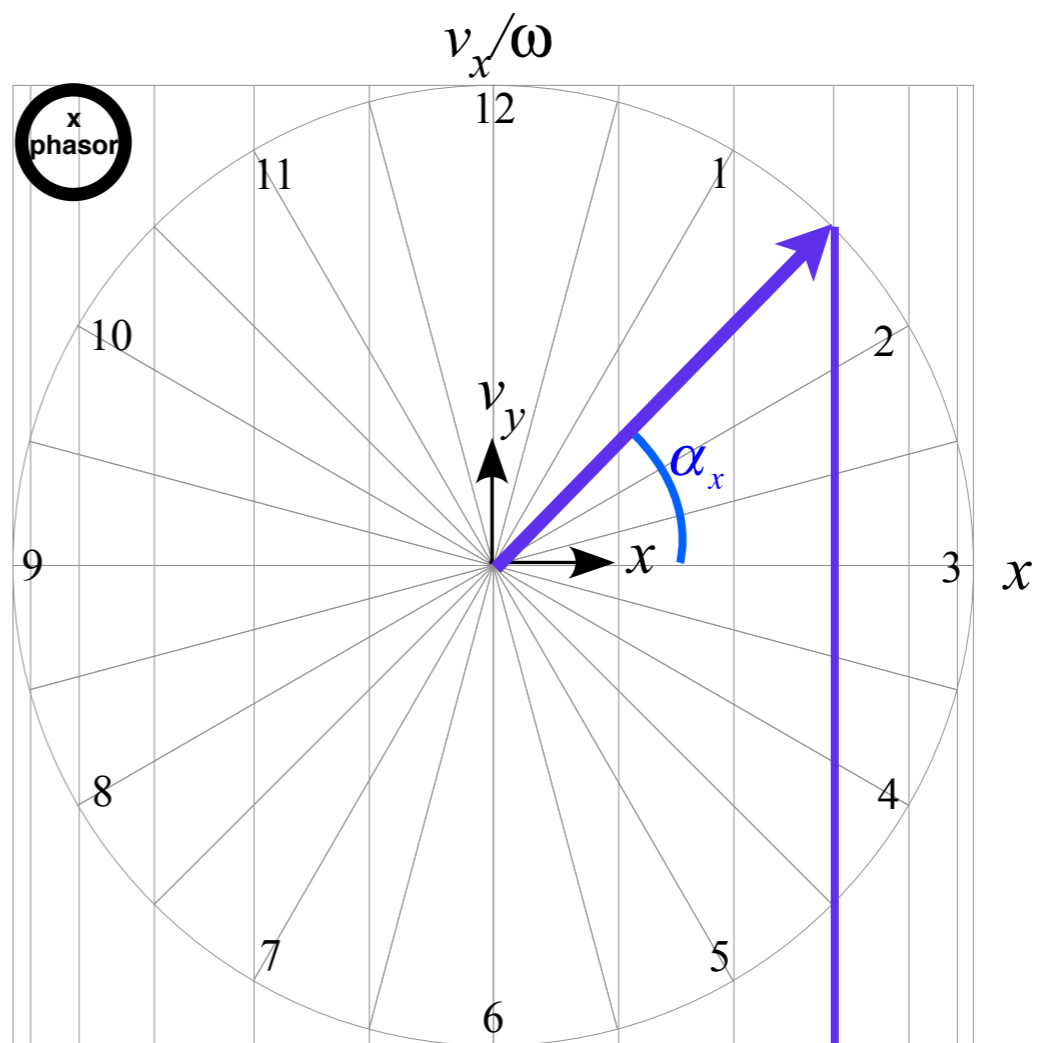
$v_x/\omega$

$$x(t) = A_x \cos(\omega \cdot t - \alpha_x) = A_x \cos(\alpha_x - \omega \cdot t)$$

$$\frac{v_x(t)}{\omega} = -A_x \sin(\omega \cdot t - \alpha_x) = A_x \sin(\alpha_x - \omega \cdot t)$$

$$y(t) = A_y \cos(\omega \cdot t - \alpha_y) = A_y \cos(\alpha_y - \omega \cdot t)$$

$$\frac{v_y(t)}{\omega} = -A_y \sin(\omega \cdot t - \alpha_y) = A_y \sin(\alpha_y - \omega \cdot t)$$



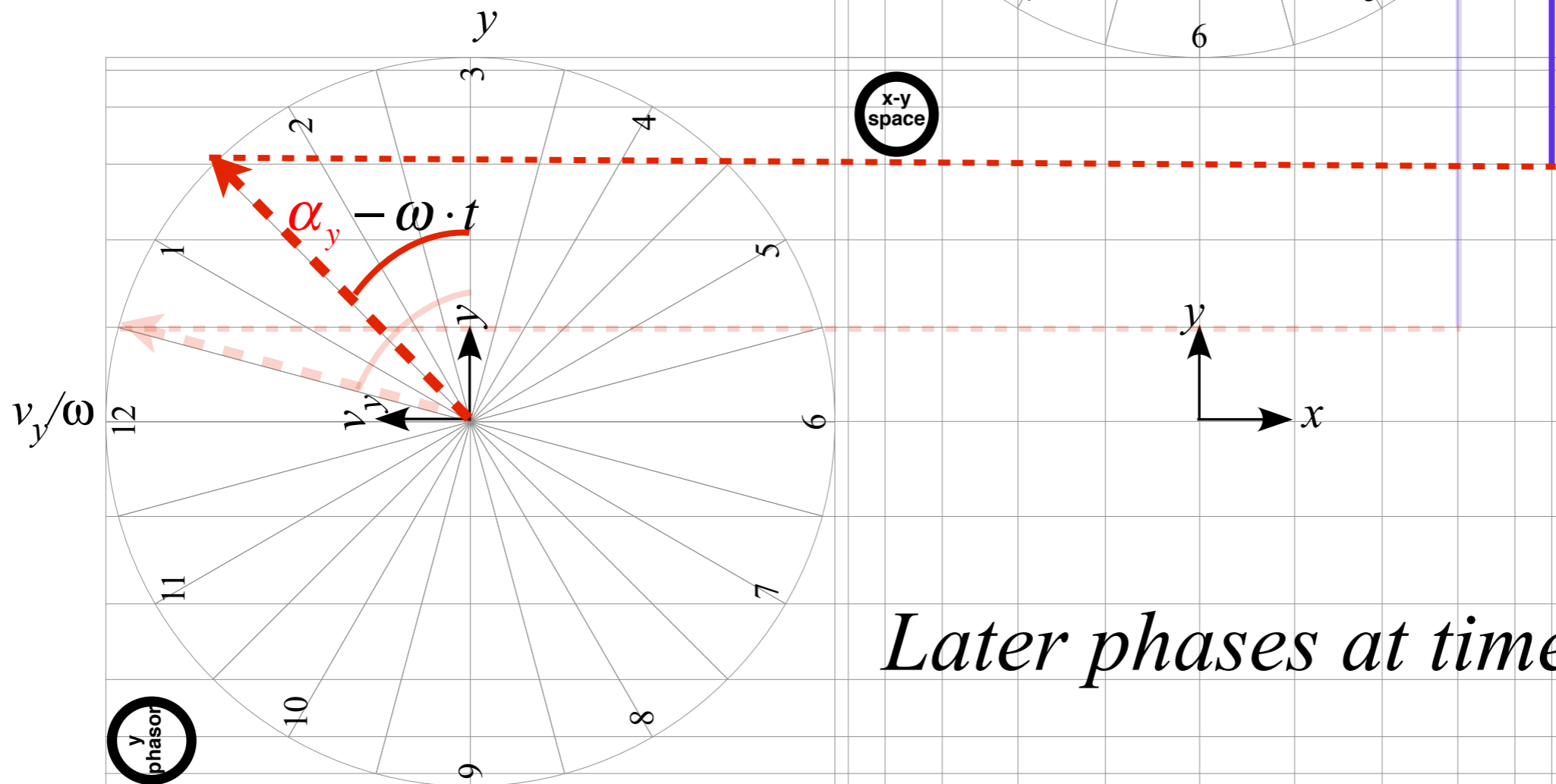
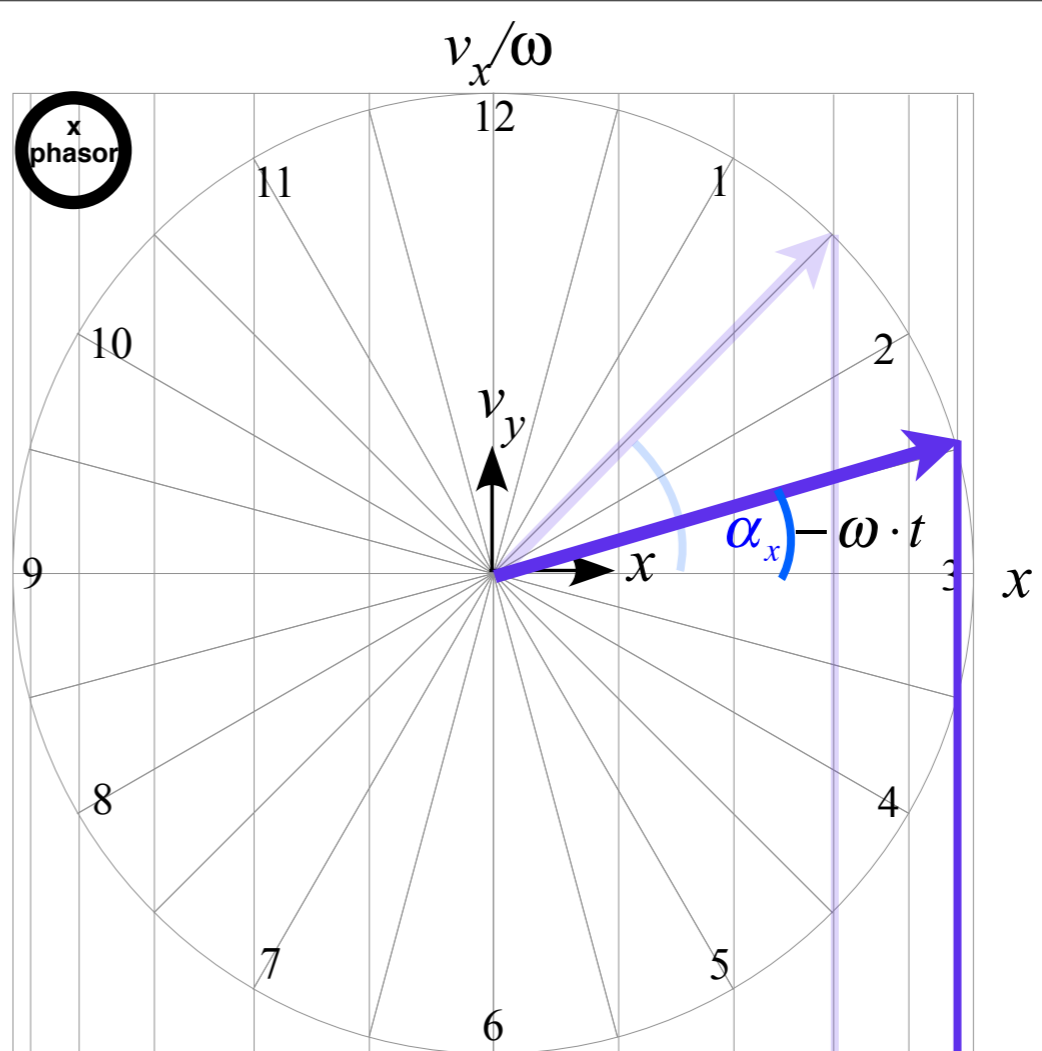
*Initial phases at  $t=0$*

$$x(t) = A_x \cos(\omega \cdot t - \alpha_x) = A_x \cos(\alpha_x - \omega \cdot t)$$

$$\frac{v_x(t)}{\omega} = -A_x \sin(\omega \cdot t - \alpha_x) = A_x \sin(\alpha_x - \omega \cdot t)$$

$$y(t) = A_y \cos(\omega \cdot t - \alpha_y) = A_y \cos(\alpha_y - \omega \cdot t)$$

$$\frac{v_y(t)}{\omega} = -A_y \sin(\omega \cdot t - \alpha_y) = A_y \sin(\alpha_y - \omega \cdot t)$$



*Later phases at time t*

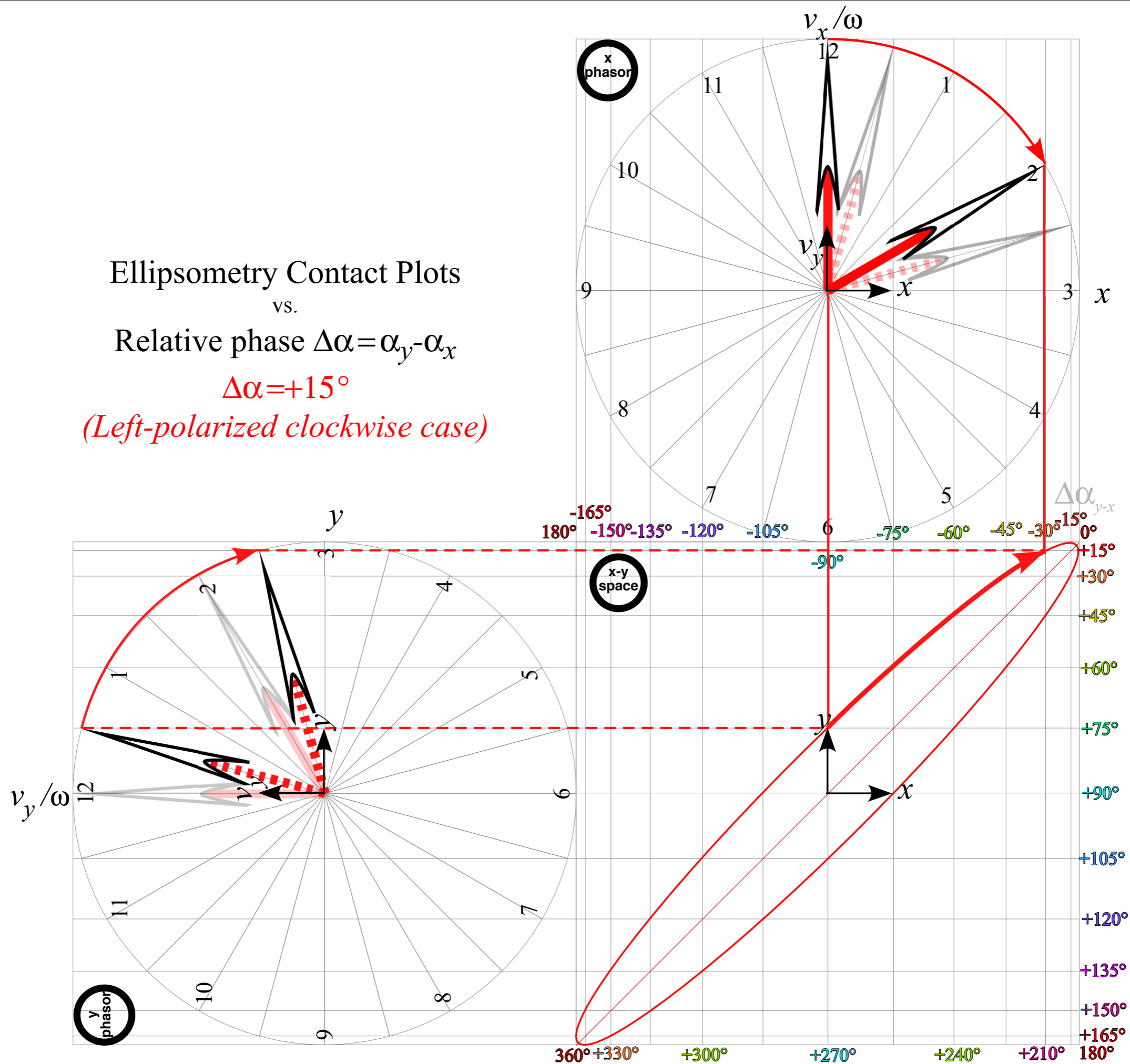
# Ellipsometry Contact Plots

vs.

Relative phase  $\Delta\alpha = \alpha_y - \alpha_x$

$\Delta\alpha = +15^\circ$

*(Left-polarized clockwise case)*





+30° case

# Ellipsometry Contact Plots

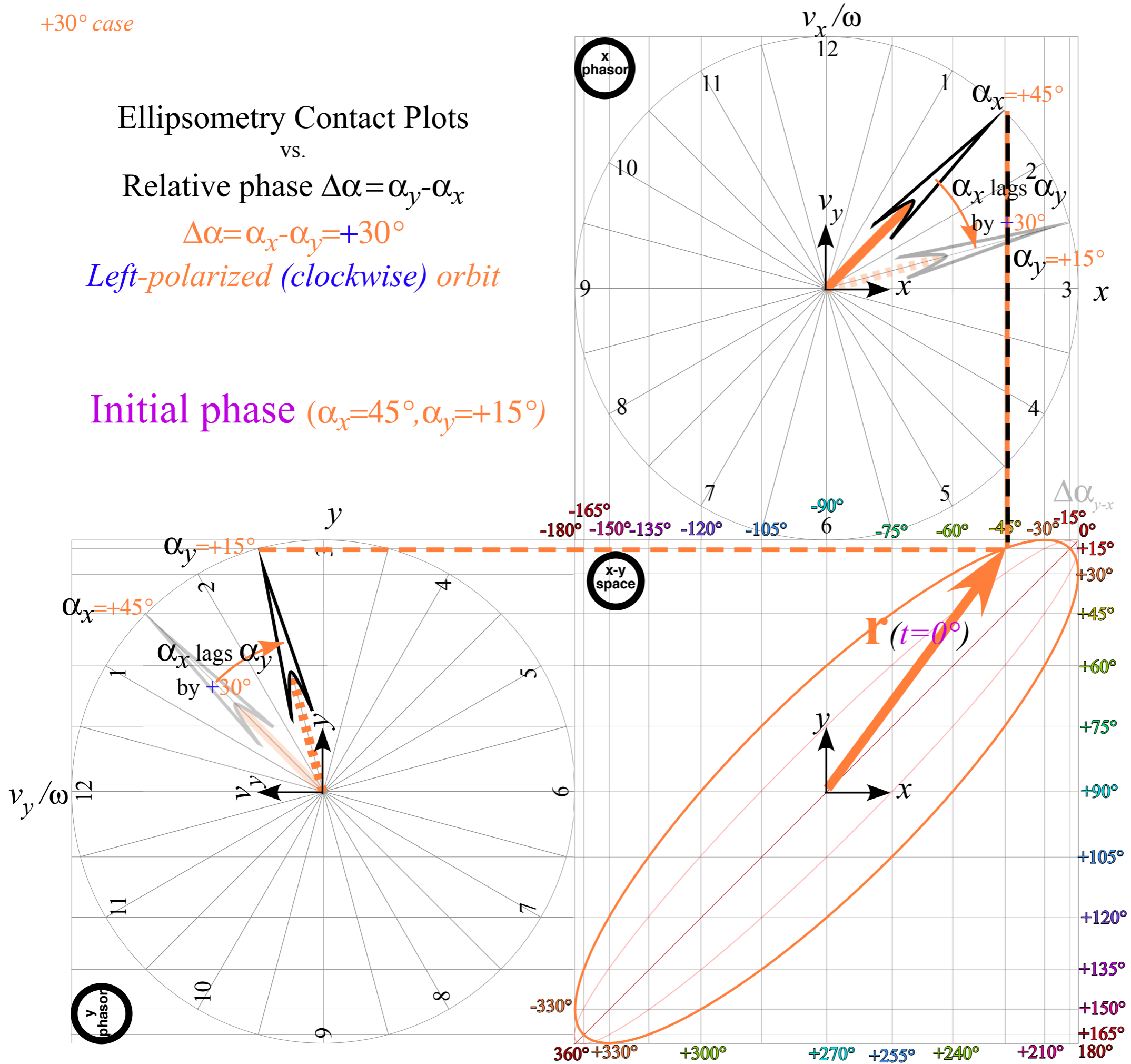
vs.

Relative phase  $\Delta\alpha = \alpha_y - \alpha_x$

$$\Delta\alpha = \alpha_x - \alpha_y = +30^\circ$$

*Left-polarized (clockwise) orbit*

Initial phase ( $\alpha_x = 45^\circ, \alpha_y = +15^\circ$ )



+30° case

# Ellipsometry Contact Plots

vs.

Relative phase  $\Delta\alpha = \alpha_y - \alpha_x$

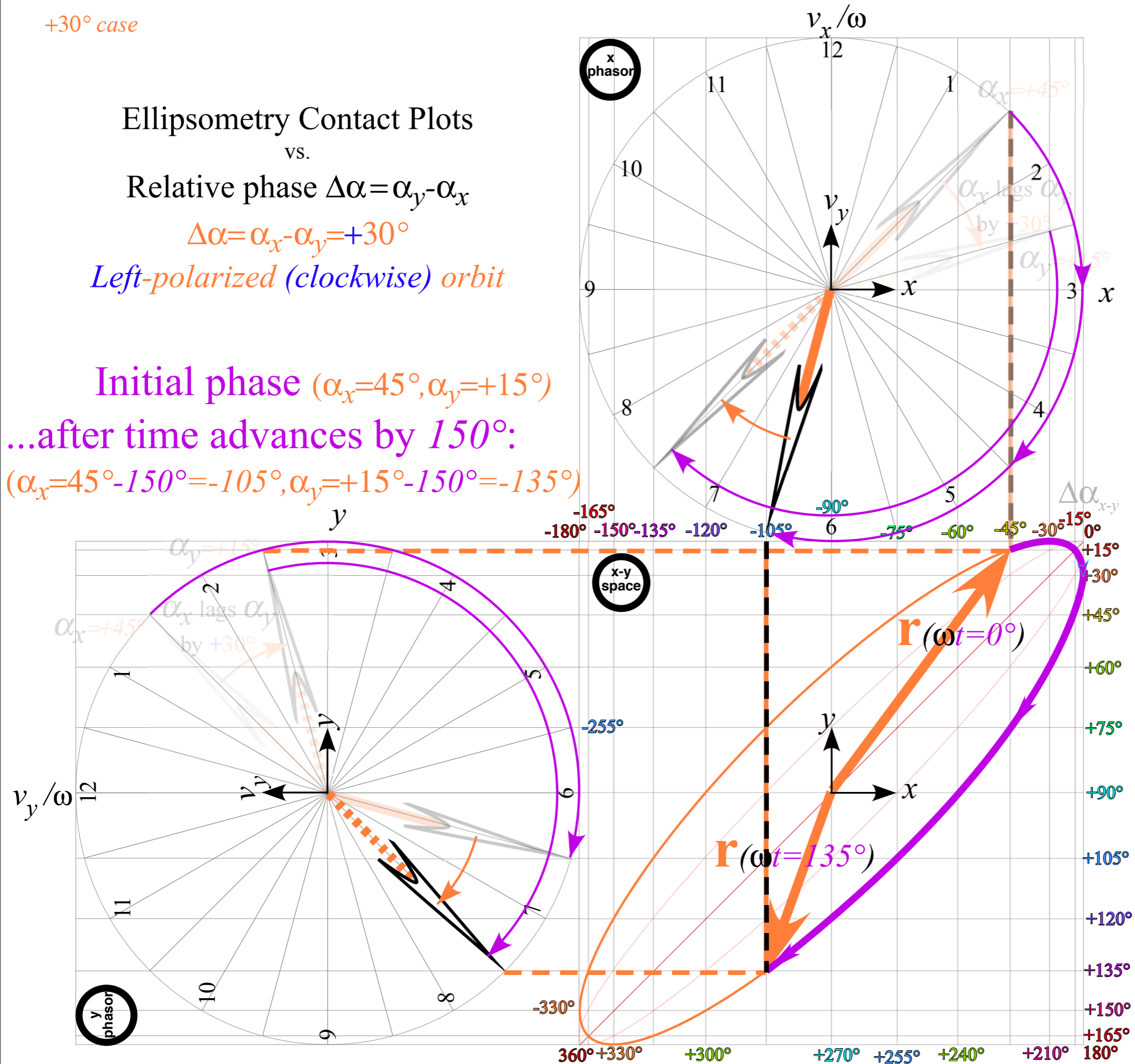
$$\Delta\alpha = \alpha_x - \alpha_y = +30^\circ$$

*Left-polarized (clockwise) orbit*

Initial phase ( $\alpha_x = 45^\circ, \alpha_y = +15^\circ$ )

...after time advances by  $150^\circ$ :

$$(\alpha_x = 45^\circ - 150^\circ = -105^\circ, \alpha_y = +15^\circ - 150^\circ = -135^\circ)$$



-75° case

# Ellipsometry Contact Plots

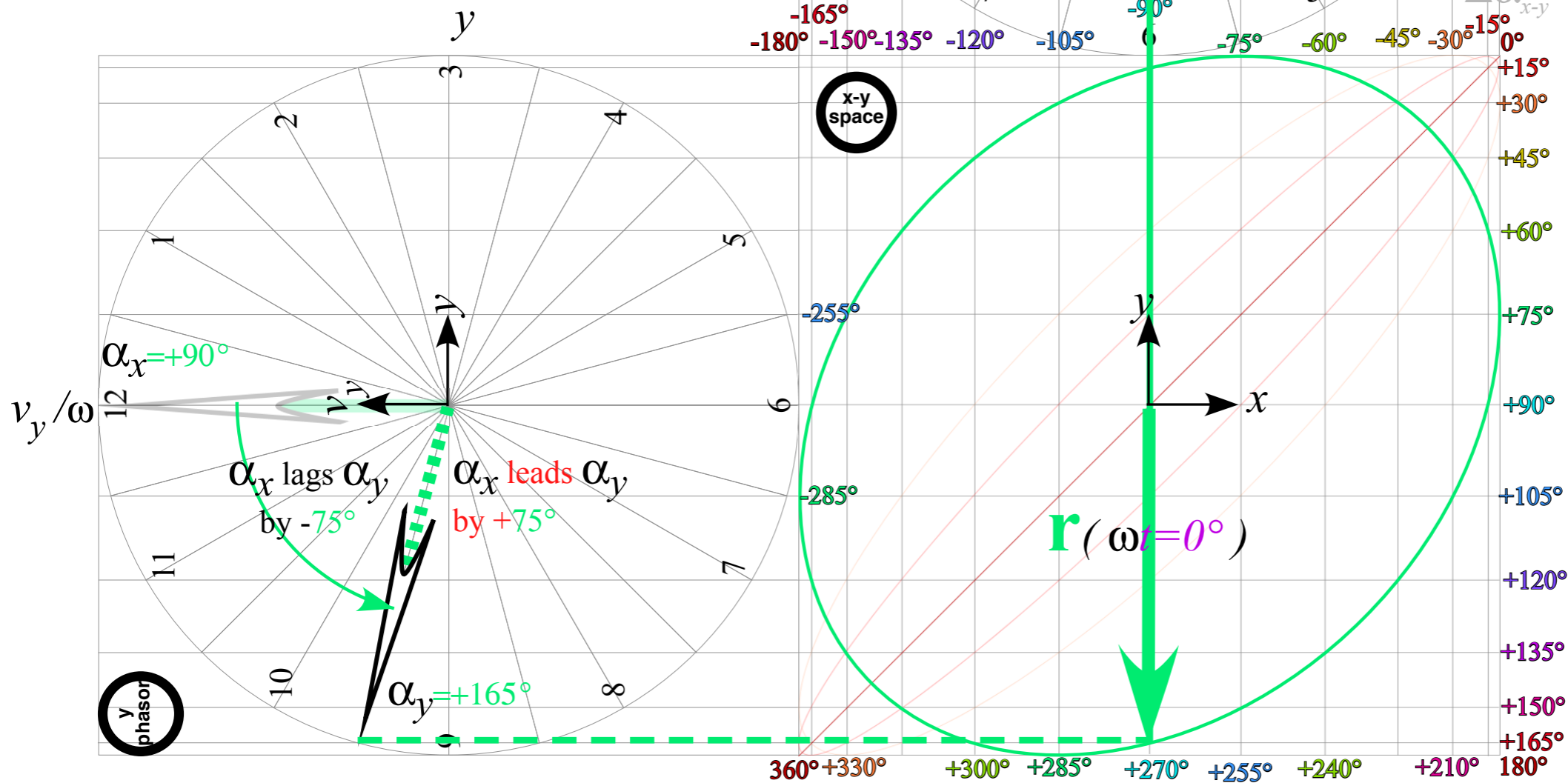
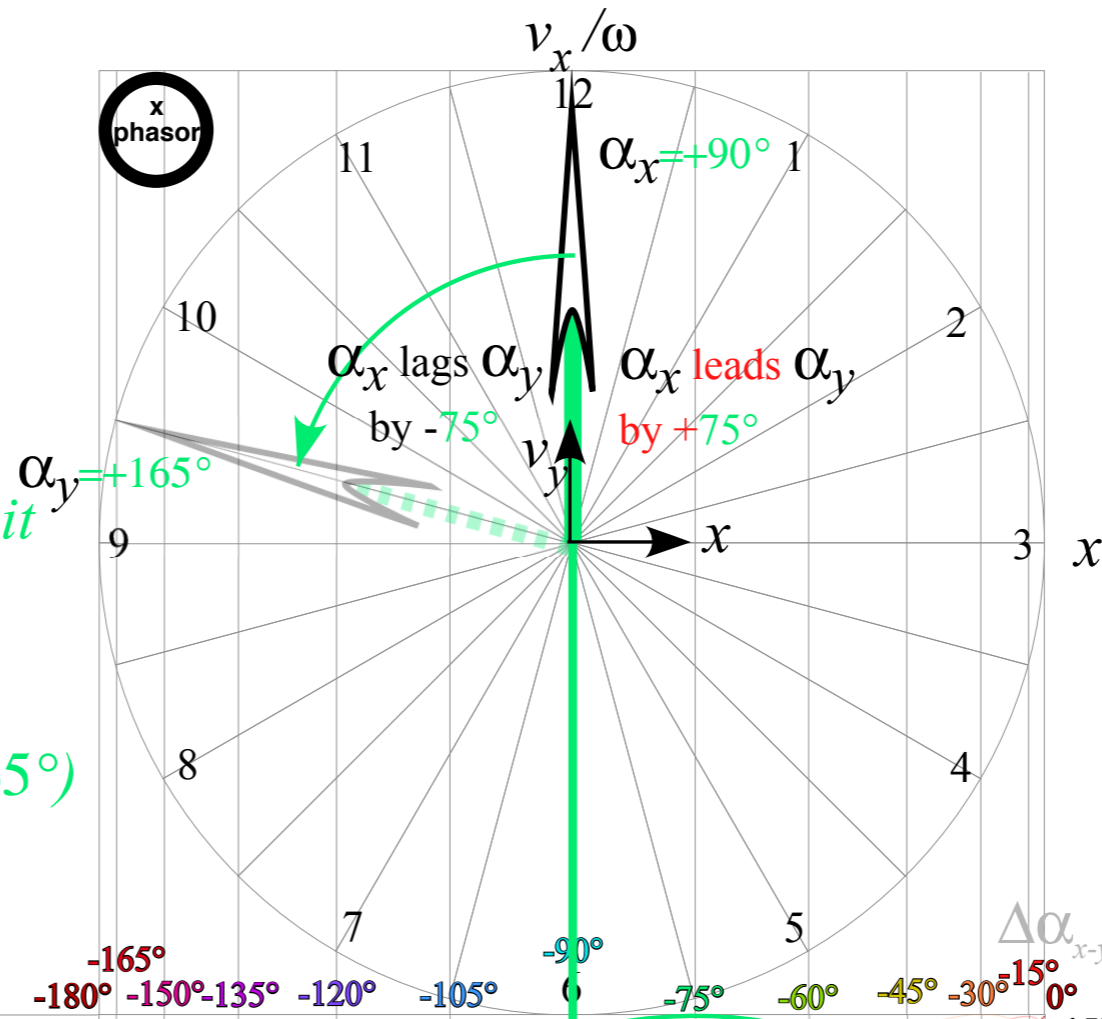
vs.

Relative phase  $\Delta\alpha = \alpha_y - \alpha_x$

$$\Delta\alpha = \alpha_x - \alpha_y = -75^\circ$$

Right-polarized (anti-clockwise) orbit

Initial phase ( $\alpha_x = 90^\circ, \alpha_y = +165^\circ$ )



-75° case

# Ellipsometry Contact Plots

vs.

Relative phase  $\Delta\alpha = \alpha_y - \alpha_x$

$$\Delta\alpha = \alpha_x - \alpha_y = -75^\circ$$

Right-polarized (anti-clockwise) orbit

Initial phase ( $\alpha_x = 90^\circ, \alpha_y = +165^\circ$ )

...after time advances by  $135^\circ$ :

$$(\alpha_x = 90^\circ - 135^\circ = -45^\circ, \alpha_y = +165^\circ - 135^\circ = +30^\circ)$$

