

Introduction to Classical Mechanics

This textbook covers all the standard introductory topics in classical mechanics, including Newton's laws, oscillations, energy, momentum, angular momentum, planetary motion, and special relativity. It also explores more advanced topics, such as normal modes, the Lagrangian method, gyroscopic motion, fictitious forces, 4-vectors, and general relativity.

It contains more than 250 problems with detailed solutions so students can easily check their understanding of the topic. There are also over 350 unworked exercises, which are ideal for homework assignments. Password-protected solutions are available to instructors at www.cambridge.org/9780521876223. The vast number of problems alone makes it an ideal supplementary book for all levels of undergraduate physics courses in classical mechanics. The text also includes many additional remarks which discuss issues that are often glossed over in other textbooks, and it is thoroughly illustrated with more than 600 figures to help demonstrate key concepts.

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To Allen Gerry and Neil Tame,
who took the time
to give a group of kids
some really cool problems

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There once was a classical theory,
Of which quantum disciples were leery.
They said, “Why spend so long
On a theory that’s wrong?”
Well, it works for your everyday query!

Contents

<i>Preface</i>	<i>page xiii</i>
1 Strategies for solving problems	1
1.1 General strategies	1
1.2 Units, dimensional analysis	4
1.3 Approximations, limiting cases	7
1.4 Solving differential equations numerically	11
1.5 Problems	14
1.6 Exercises	15
1.7 Solutions	18
2 Statics	22
2.1 Balancing forces	22
2.2 Balancing torques	27
2.3 Problems	30
2.4 Exercises	35
2.5 Solutions	39
3 Using $F = ma$	51
3.1 Newton's laws	51
3.2 Free-body diagrams	55
3.3 Solving differential equations	60
3.4 Projectile motion	65
3.5 Motion in a plane, polar coordinates	68
3.6 Problems	70
3.7 Exercises	75
3.8 Solutions	84
4 Oscillations	101
4.1 Linear differential equations	101
4.2 Simple harmonic motion	105

4.3	Damped harmonic motion	107
4.4	Driven (and damped) harmonic motion	109
4.5	Coupled oscillators	115
4.6	Problems	120
4.7	Exercises	122
4.8	Solutions	127
5 Conservation of energy and momentum		138
5.1	Conservation of energy in one dimension	138
5.2	Small oscillations	147
5.3	Conservation of energy in three dimensions	148
5.4	Gravity	152
5.5	Momentum	156
5.6	The center of mass frame	161
5.7	Collisions	164
5.8	Inherently inelastic processes	167
5.9	Problems	173
5.10	Exercises	180
5.11	Solutions	194
6 The Lagrangian method		218
6.1	The Euler–Lagrange equations	218
6.2	The principle of stationary action	221
6.3	Forces of constraint	227
6.4	Change of coordinates	229
6.5	Conservation laws	232
6.6	Noether’s theorem	236
6.7	Small oscillations	239
6.8	Other applications	242
6.9	Problems	246
6.10	Exercises	251
6.11	Solutions	255
7 Central forces		281
7.1	Conservation of angular momentum	281
7.2	The effective potential	283
7.3	Solving the equations of motion	285
7.4	Gravity, Kepler’s laws	287
7.5	Problems	296
7.6	Exercises	298
7.7	Solutions	300

8 Angular momentum, Part I (Constant \hat{L})	309
8.1 Pancake object in x - y plane	310
8.2 Nonplanar objects	316
8.3 Calculating moments of inertia	318
8.4 Torque	322
8.5 Collisions	328
8.6 Angular impulse	331
8.7 Problems	333
8.8 Exercises	339
8.9 Solutions	349
9 Angular momentum, Part II (General \hat{L})	371
9.1 Preliminaries concerning rotations	371
9.2 The inertia tensor	376
9.3 Principal axes	383
9.4 Two basic types of problems	388
9.5 Euler's equations	393
9.6 Free symmetric top	396
9.7 Heavy symmetric top	399
9.8 Problems	415
9.9 Exercises	421
9.10 Solutions	428
10 Accelerating frames of reference	457
10.1 Relating the coordinates	458
10.2 The fictitious forces	460
10.3 Tides	471
10.4 Problems	477
10.5 Exercises	482
10.6 Solutions	486
11 Relativity (Kinematics)	501
11.1 Motivation	502
11.2 The postulates	509
11.3 The fundamental effects	511
11.4 The Lorentz transformations	523
11.5 Velocity addition	529
11.6 The invariant interval	533
11.7 Minkowski diagrams	536
11.8 The Doppler effect	539
11.9 Rapidity	543
11.10 Relativity without c	546

11.11 Problems	549
11.12 Exercises	556
11.13 Solutions	565
12 Relativity (Dynamics)	584
12.1 Energy and momentum	584
12.2 Transformations of E and p	594
12.3 Collisions and decays	596
12.4 Particle-physics units	600
12.5 Force	601
12.6 Rocket motion	606
12.7 Relativistic strings	609
12.8 Problems	611
12.9 Exercises	615
12.10 Solutions	619
13 4-vectors	634
13.1 Definition of 4-vectors	634
13.2 Examples of 4-vectors	635
13.3 Properties of 4-vectors	637
13.4 Energy, momentum	639
13.5 Force and acceleration	640
13.6 The form of physical laws	643
13.7 Problems	645
13.8 Exercises	645
13.9 Solutions	646
14 General Relativity	649
14.1 The Equivalence Principle	649
14.2 Time dilation	650
14.3 Uniformly accelerating frame	653
14.4 Maximal-proper-time principle	656
14.5 Twin paradox revisited	658
14.6 Problems	660
14.7 Exercises	663
14.8 Solutions	666
<i>Appendix A Useful formulas</i>	675
<i>Appendix B Multivariable, vector calculus</i>	679
<i>Appendix C $F = ma$ vs. $F = dp/dt$</i>	690
<i>Appendix D Existence of principal axes</i>	693
<i>Appendix E Diagonalizing matrices</i>	696
<i>Appendix F Qualitative relativity questions</i>	698

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David Morin
Frontmatter
[More information](#)

Contents xi

<i>Appendix G</i>	<i>Derivations of the Lv/c^2 result</i>	704
<i>Appendix H</i>	<i>Resolutions to the twin paradox</i>	706
<i>Appendix I</i>	<i>Lorentz transformations</i>	708
<i>Appendix J</i>	<i>Physical constants and data</i>	711
<i>References</i>		713
<i>Index</i>		716

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978-0-521-87622-3 - Introduction to Classical Mechanics: With Problems and Solutions
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Frontmatter
[More information](#)

Preface

This book grew out of Harvard University's honors freshman mechanics course. It is essentially two books in one. Roughly half of each chapter follows the form of a normal textbook, consisting of text, along with exercises suitable for homework assignments. The other half takes the form of a "problem book," with all sorts of problems (and solutions) of varying degrees of difficulty. I've always thought that doing problems is the best way to learn, so if you've been searching for a supply to puzzle over, I think this will keep you busy for a while.

This book is somewhat of a quirky one, so let me say right at the start how I imagine it being used:

- As the primary text for honors freshman mechanics courses. My original motivation for writing it was the fact that there didn't exist a suitable book for Harvard's freshman course. So after nine years of using updated versions in the class, here is the finished product.
- As a supplementary text for standard freshman courses for physics majors. Although this book starts at the beginning of mechanics and is self contained, it doesn't spend as much time on the introductory material as other freshman books do. I therefore don't recommend using this as the only text for a standard freshman mechanics course. However, it will make an extremely useful supplement, both as a problem book for all students, and as a more advanced textbook for students who want to dive further into certain topics.
- As a supplementary text for upper-level mechanics courses, or as the primary text which is supplemented with another book for additional topics often covered in upper-level courses, such as Hamilton's equations, fluids, chaos, Fourier analysis, electricity and magnetism applications, etc. With all of the worked examples and in-depth discussions, you really can't go wrong in pairing up this book with another one.
- As a problem book for anyone who likes solving physics problems. This audience ranges from advanced high-school students, who I think will have a ball with it, to undergraduate and graduate students who want some amusing problems to ponder, to professors who are looking for a new supply of problems to use in their classes, and finally to anyone with a desire to learn about physics by doing problems. If you want, you can consider this to be a problem book that also happens to have comprehensive

introductions to each topic's set of problems. With about 250 problems (with included solutions) and 350 exercises (without included solutions), in addition to all the examples in the text, I think you'll get your money's worth! But just in case, I threw in 600 figures, 50 limericks, nine appearances of the golden ratio, and one cameo of $e^{-\pi}$.

The prerequisites for the book are solid high-school foundations in mechanics (no electricity and magnetism required) and single-variable calculus. There are two minor exceptions to this. First, a few sections rely on multivariable calculus, so I have given a review of this in Appendix B. The bulk of it comes in Section 5.3 (which involves the curl), but this section can easily be skipped on a first reading. Other than that, there are just some partial derivatives, dot products, and cross products (all of which are reviewed in Appendix B) sprinkled throughout the book. Second, a few sections (4.5, 9.2–9.3, and Appendices D and E) rely on matrices and other elementary topics from linear algebra. But a basic understanding of matrices should suffice here.

A brief outline of the book is as follows. Chapter 1 discusses various problem-solving strategies. This material is extremely important, so if you read only one chapter in the book, make it this one. You should keep these strategies on the tip of your brain as you march through the rest of the book. Chapter 2 covers statics. Most of this will likely be familiar, but you'll find some fun problems. In Chapter 3, we learn about forces and how to apply $F = ma$. There's a bit of math here needed for solving some simple differential equations. Chapter 4 deals with oscillations and coupled oscillators. Again, there's a fair bit of math needed for solving linear differential equations, but there's no way to avoid it. Chapter 5 deals with conservation of energy and momentum. You've probably seen much of this before, but it has lots of neat problems.

In Chapter 6, we introduce the Lagrangian method, which will most likely be new to you. It looks rather formidable at first, but it's really not all that rough. There are difficult concepts at the heart of the subject, but the nice thing is that the technique is easy to apply. The situation here is analogous to taking a derivative in calculus; there are substantive concepts on which the theory rests, but the act of taking a derivative is fairly straightforward.

Chapter 7 deals with central forces and planetary motion. Chapter 8 covers the easier type of angular momentum situations, where the direction of the angular momentum vector is fixed. Chapter 9 covers the more difficult type, where the direction changes. Spinning tops and other perplexing objects fall into this category. Chapter 10 deals with accelerating reference frames and fictitious forces.

Chapters 11 through 14 cover relativity. Chapter 11 deals with relativistic kinematics – abstract particles flying through space and time. Chapter 12 covers relativistic dynamics – energy, momentum, force, etc. Chapter 13 introduces the important concept of “4-vectors.” The material in this chapter could alternatively be put in the previous two, but for various reasons I thought it best to create a

separate chapter for it. Chapter 14 covers a few topics from General Relativity. It's impossible for one chapter to do this subject justice, of course, so we'll just look at some basic (but still very interesting) examples. Finally, the appendices cover various useful, but slightly tangential, topics.

Throughout the book, I have included many "Remarks." These are written in a slightly smaller font than the surrounding text. They begin with a small-capital "REMARK" and end with a shamrock (♣). The purpose of these remarks is to say something that needs to be said, without disrupting the overall flow of the argument. In some sense these are "extra" thoughts, although they are invariably useful in understanding what is going on. They are usually more informal than the rest of the text, and I reserve the right to use them to occasionally babble about things that I find interesting, but that you may find tangential. For the most part, however, the remarks address issues that arise naturally in the course of the discussion. I often make use of "Remarks" at the ends of the solutions to problems, where the obvious thing to do is to check limiting cases (this topic is discussed in Chapter 1). However, in this case, the remarks are *not* "extra" thoughts, because checking limiting cases of your answer is something you should *always* do.

For your reading pleasure (I hope!), I have included limericks throughout the text. I suppose that these might be viewed as educational, but they certainly don't represent any deep insight I have into the teaching of physics. I have written them for the sole purpose of lightening things up. Some are funny. Some are stupid. But at least they're all physically accurate (give or take).

As mentioned above, this book contains a huge number of problems. The ones with included solutions are called "Problems," and the ones without included solutions, which are intended to be used for homework assignments, are called "Exercises." There is no fundamental difference between these two types, except for the existence of written-up solutions. I have chosen to include the solutions to the problems for two reasons. First, students invariably want extra practice problems, with solutions, to work on. And second, I had a thoroughly enjoyable time writing them up. But a warning on these problems and exercises: Some are easy, but many are very difficult. I think you'll find them quite interesting, but don't get discouraged if you have trouble solving them. Some are designed to be brooded over for hours. Or days, or weeks, or months (as I can attest to!).

The problems (and exercises) are marked with a number of stars (actually asterisks). Harder problems earn more stars, on a scale from zero to four. Of course, you may disagree with my judgment of difficulty, but I think that an arbitrary weighting scheme is better than none at all. As a rough idea of what I mean by the number of stars, one-star problems are solid problems that require some thought, and four-star problems are really, really, *really* hard. Try a few and you'll see what I mean. Even if you understand the material in the text backwards and forwards, the four-star (and many of the three-star) problems will still be extremely challenging. But that's how it should be. My goal was to create an unreachable upper bound on the number (and difficulty) of problems, because

it would be an unfortunate circumstance if you were left twiddling your thumbs, having run out of problems to solve. I hope I have succeeded.

For the problems you choose to work on, be careful not to look at the solution too soon. There's nothing wrong with putting a problem aside for a while and coming back to it later. Indeed, this is probably the best way to learn things. If you head to the solution at the first sign of not being able to solve a problem, then you have wasted the problem.

REMARK: This gives me an opportunity for my first remark (and first limerick, too). A fact that often gets overlooked is that you need to know more than the correct way(s) to do a problem; you also need to be familiar with many *incorrect* ways of doing it. Otherwise, when you come upon a new problem, there may be a number of decent-looking approaches to take, and you won't be able to immediately weed out the poor ones. Struggling a bit with a problem invariably leads you down some wrong paths, and this is an essential part of learning. To understand something, you not only have to know what's right about the right things; you also have to know what's wrong about the wrong things. Learning takes a serious amount of effort, many wrong turns, and a lot of sweat. Alas, there are no shortcuts to understanding physics.

The ad said, For one little fee,
You can skip all that course-work ennui.
So send your tuition,
For boundless fruition!
Get your mail-order physics degree! ♣

Any book that takes ten years to write is bound to contain the (greatly appreciated) input of many people. I am particularly thankful for Howard Georgi's help over the years, with his numerous suggestions, ideas for many problems, and physics sanity checks. I would also like to thank Don Page for his entertaining and meticulous comments and suggestions, and an eye for catching errors in earlier versions. Other friends and colleagues who have helped make this book what it is (and who have made it all the more fun to write) are John Bechhoefer, Wes Campbell, Michelle Cyrier, Alex Dahlen, Gary Feldman, Lukasz Fidkowski, Jason Gallicchio, Doug Goodale, Bertrand Halperin, Matt Headrick, Jenny Hoffman, Paul Horowitz, Alex Johnson, Yevgeny Kats, Can Kilic, Ben Krefetz, Daniel Larson, Jaime Lush, Rakhi Mahbubani, Chris Montanaro, Theresa Morin, Megha Padi, Dave Patterson, Konstantin Penanen, Courtney Peterson, Mala Radhakrishnan, Esteban Real, Daniel Rosenberg, Wolfgang Rueckner, Aqil Sajjad, Alexia Schulz, Daniel Sherman, Oleg Shpyrko, David Simmons-Duffin, Steve Simon, Joe Swingle, Edwin Taylor, Sam Williams, Alex Wissner-Gross, and Eric Zaslow. I'm sure that I have forgotten others, especially from the earlier years where my memory fades, so please accept my apologies.

I am also grateful for the highly professional work done by the editorial and production group at Cambridge University Press in transforming this into an actual book. It has been a pleasure working with Lindsay Barnes, Simon Capelin, Margaret Patterson, and Dawn Preston.

Finally, and perhaps most importantly, I would like to thank all the students (both at Harvard and elsewhere) who provided input during the past decade.

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Frontmatter

[More information](#)

Preface

xvii

The names here are literally too numerous to write down, so let me simply say a big thank you, and that I hope other students will enjoy what you helped create.

Despite the painstaking proofreading and all the eyes that have passed over earlier versions, there is at most an exponentially small probability that the book is error free. So if something looks amiss, please check the webpage (www.cambridge.org/9780521876223) for a list of typos, updates, etc. And please let me know if you discover something that isn't already posted. I'm sure that eventually I will post some new problems and supplementary material, so be sure to check the webpage for additions. Information for instructors will also be available on this site.

Happy problem solving – I hope you enjoy the book!