

# Task of 20<sup>th</sup> IYPT – example 3

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## **Slinky**

***Suspend a Slinky vertically and let it fall freely. Investigate the characteristics of the Slinky's free-fall motion.***

### **1. Analysis of the problem**

What is slinky? Slinky [1] is a continuous spring system, Fig. 1, with uniformly distributed mass  $m$  and spring toughness  $k$ . For Slinky is typical that it extended itself because of its low spring toughness. Naval engineer Richard James invented Slinky in 1945. Slinky is a typical toy for children, too. Object of our solution is physical description of Slinky's free-fall motion (e.g.: amplitude, acceleration, velocity, air resistance...). First, we resume current information about slinky, then we observe free-fall motion (use camera). After then we want mathematically proof our observation (explain theoretical model) and write conclusions.

### **2. Observation**

We suspend a slinky vertically and let it fall freely. As you can see on the pictures 3 **the lowest part not moved after dropping**. Our solution is based on this observation. There is damping oscillation. If the upper part crashes to the lower, transfer its momentum and there is going „miss out“ energy (energy loss about 20%).

### **3. Slinkys used in our experiments**

There are many materials, which we used to make a slinky (metal spring etc.). However we use only plastic Slinky. We work with 3 Slinkys with different length and spring toughness (165,130,60 cm).

## **Parameters**

	Symbol	Slinky 1/2/3	Unity
Length	$L_0$	165/60/130	cm
Number of threads	$N$	39/20/40	
Mass	$M$	77/40/80	g
Material	Plastic		
Half of period	$T/2$	0,3/0,2/0,3	s
Frequency	$f$	1,67/2,5/1,67	Hz
Angular velocity	$\omega$	$3,33\pi/5\pi/3,33\pi$	$\text{rad.s}^{-1}$

#### 4. Before dropping

As you can see on Fig.2, there are different amplitude for individual thread.

$(l_1, l_2, \dots, l_n)$  ....is set all members of arithmetical progression.

This material is homogenous – all threads have the same mass.

#### In equilibrium state:

$$F_k = F_g$$

$$kl_n = nmg$$

$$l_n = \frac{nmg}{k}$$

$$l = \frac{n}{2}(l_1 + l_n) l_1$$

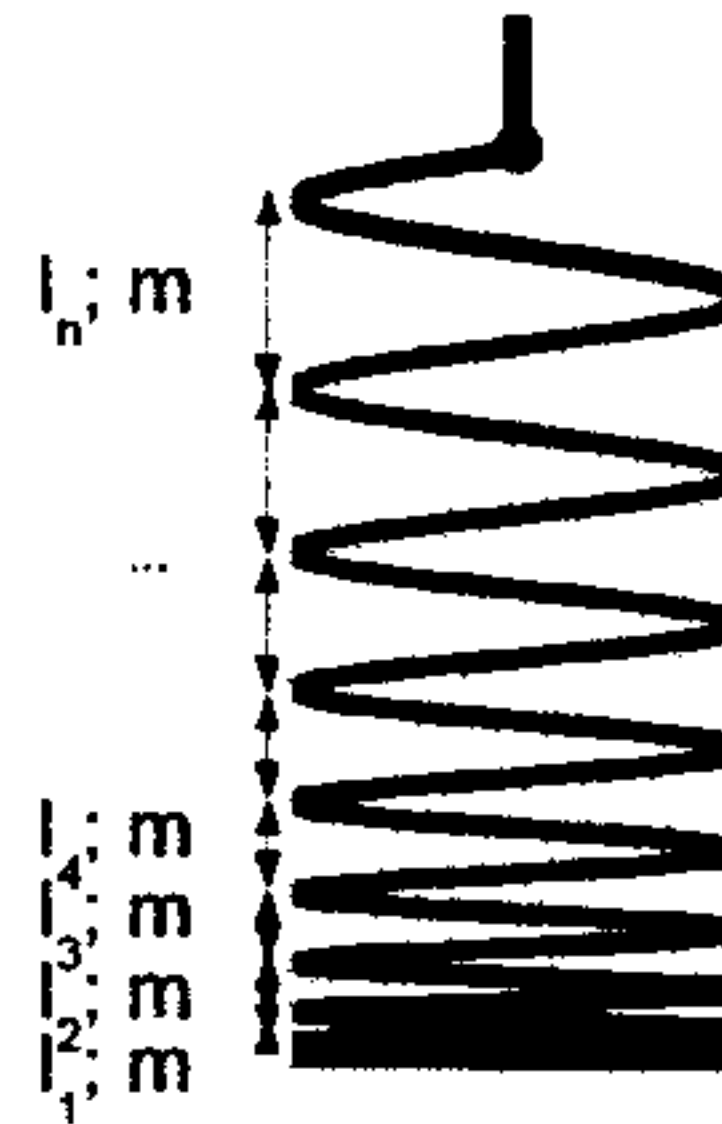


Fig. 1: Slinky's threads

- $F_k$  ...force of elasticity
- $F_g$  ...gravity force
- $n$  ...numbers of threads
- $l$  ...length of slinky
- $l_n$  ...length of one of threads

#### Simplified slinky

We can simplify this spring by using concentrated parameters.

Two masses  $m$ , connected with mass-less spring length  $l_0$  and spring toughness  $k$  and with its centre of masses  $T$  exactly in the middle of this system.

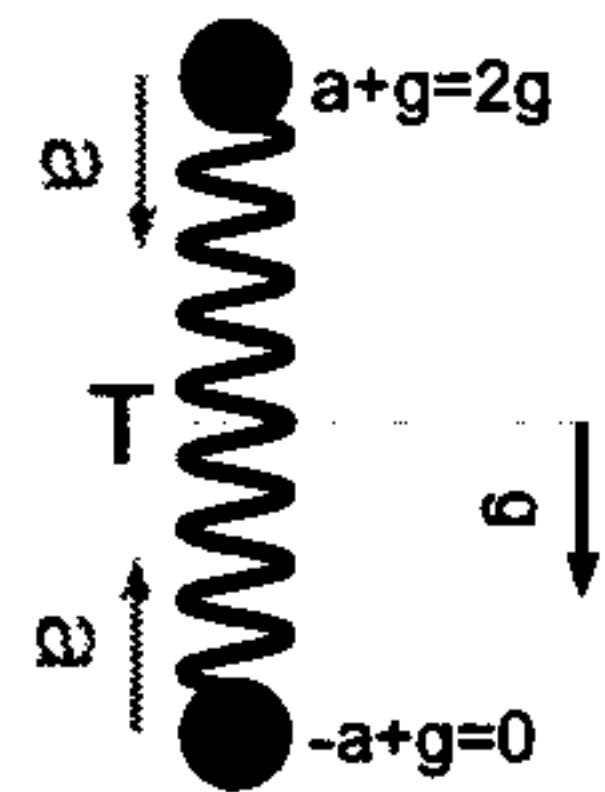


Fig.2: Simplified Slinky

## 5. Gedanken experiments

Imagine, that I am holding a slinky in an Einstein lift. And the lift is in a gravitational field. Now, the Einstein lift starts falling with an acceleration  $g$  and in the same moment I release the Slinky. So, the Slinky's centre of masses starts falling with  $g$  too and the Slinky's masses start to oscillate. We find out that both masses is moving with the same acceleration but opposite direction. Indicate acceleration, Fig. 3, of upper mass as  $a_u$  and acceleration of lower mass as  $a_d$ . Next, we found out these accelerations. Now we have to add gravity acceleration to every point. (Ass you can see on the picture)

In lift we observe only the oscillation. However the is falling with gravitational acceleration  $g$ .

If we take one half of simplified Slinky and suspend it, we can say that the half of this spring has spring toughness doubled in comparison with original spring.

Of course, the deviation of half spring is half of  $\Delta l$ . From this result equilibrium:

$$a = F_k/m, F_k = k u$$

$$a_{\max} = \frac{2k}{m} \frac{\Delta l}{2} = \frac{k\Delta l}{m} = g$$

$\Rightarrow$  Maximum acceleration of the lower mass equals with gravity acceleration but in opposite direction. Final acceleration of lower mass is zero. That means that the upper mass gives the lower its dynamics. This agrees with observation. Upper part move with acceleration equals with  $2g$ .





Fig. 3: experiments: Slinky 3

### 6. Mathematical proof – theory

For half of Slinky apply:

$$a = -\frac{2k}{m}u$$

$$a = \frac{dv}{dt} \quad \wedge \quad v = \frac{du}{dt} \quad \rightarrow \quad a = \frac{d^2u}{dt^2} \quad (1)$$

$$F = F_k$$

$$ma = -2ku \quad (2) \quad \wedge \quad 2k = K \dots \text{spring toughness of half Slinky}$$

If we substitute (1) to (2):

$$m \frac{d^2u}{dt^2} = -Ku$$

$$\frac{d^2u}{dt^2} = -\frac{K}{m}u \quad \wedge \quad \frac{K}{m} = \omega^2$$

$$\frac{d^2u}{dt^2} = -\omega^2 u(t)$$

From this result:

$$u(t) = C_1 \cos \omega t + C_2 \sin \omega t \quad (3)$$

To find out constants of integration  $C_1$  and  $C_2$  we have to know initial conditions then:

$$u(t) = \frac{\Delta l}{2} = \delta \quad \rightarrow \quad C_1 = \delta$$

$$v(0) = \frac{du}{dt}(0) = 0 \quad \rightarrow \quad C_2 = 0$$

$C_1, C_2 \rightarrow (3) \rightarrow$  deviation relative to centre of gravity dependence on time:

$$u(t) = \delta \cos \omega t \quad (4)$$

Velocity & acceleration equations:

$$v = \frac{du}{dt} = -\delta \omega \sin \omega t$$

$$a = \frac{dv}{dt} = -\delta \omega^2 \cos \omega t$$

Now we substitute amplitude of acceleration with  $g$

$$a_{\max} = -\delta \omega^2 = \frac{mg}{2k} \frac{2k}{m} = g$$

Final equations:

$$v = -\delta \omega \sin \omega t \quad (5)$$

$$a = -g \cos \omega t \quad (6)$$

In acceleration equation we substitute time zero. Acceleration in this time is really  $-g$ .

### 7. Comparison - graph of dependence on time

If we calculate Slinky's amplitudes dependence, Fig. 4, on time (lengths of Slinky after dropping) we use modified equation:

$$l(t) = \delta \cos 2\pi \frac{t}{T} + \delta = \delta \left( 1 + \cos 2\pi \frac{t}{T} \right)$$

l ... Slinky's amplitude dependence on time  $t$

$\delta$  ... half of Slinky's amplitude

T ... period - we establish it from fraps. The accuracy is thousandth second.

## Deviation dependence on time

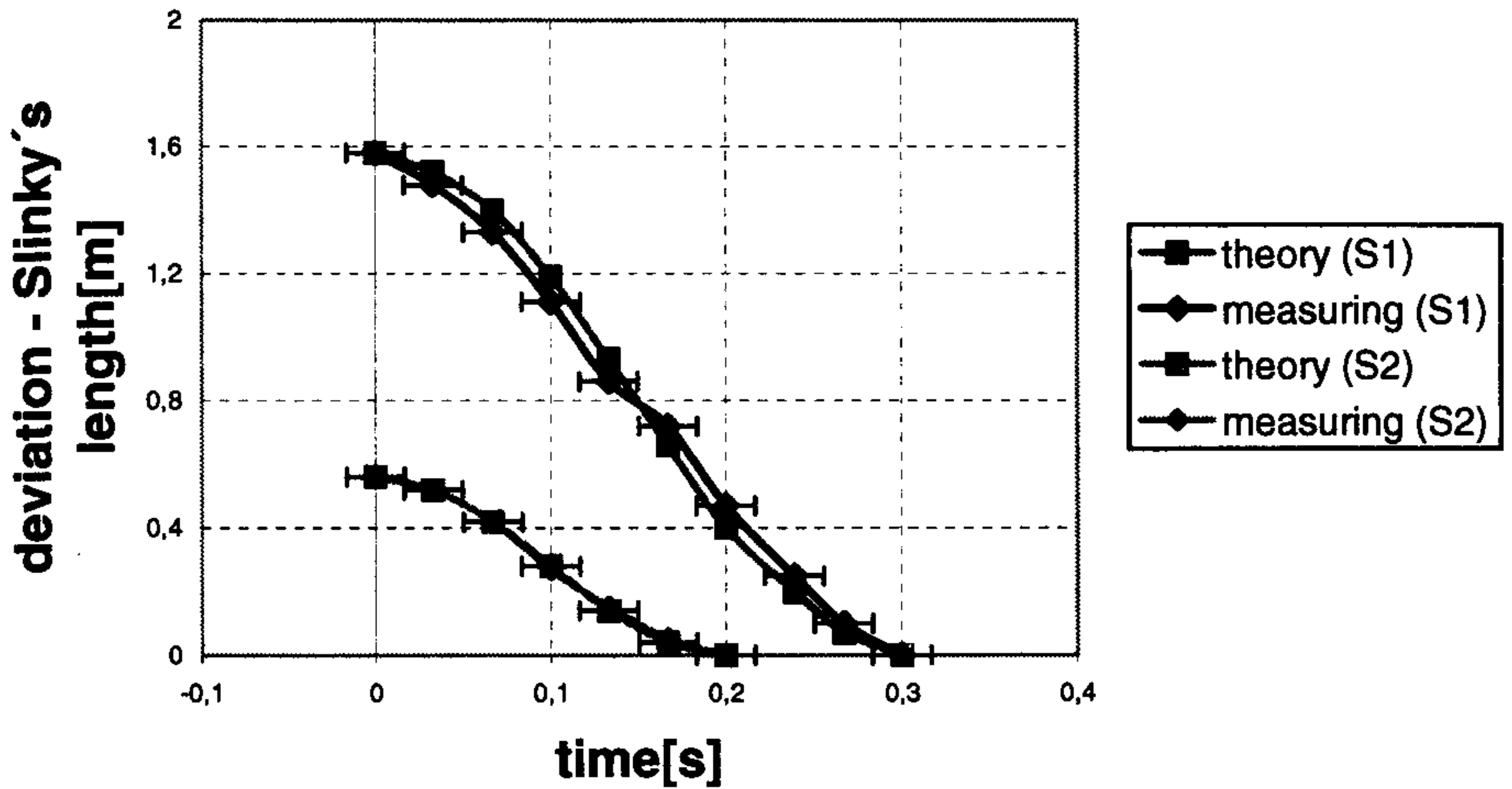


Fig. 4: deviation dependence on time: Slinky 1, Slinky 2

### Damping oscillation

We measured the 60cm length Slinky. We observed, Fig. 5, the motion after crash

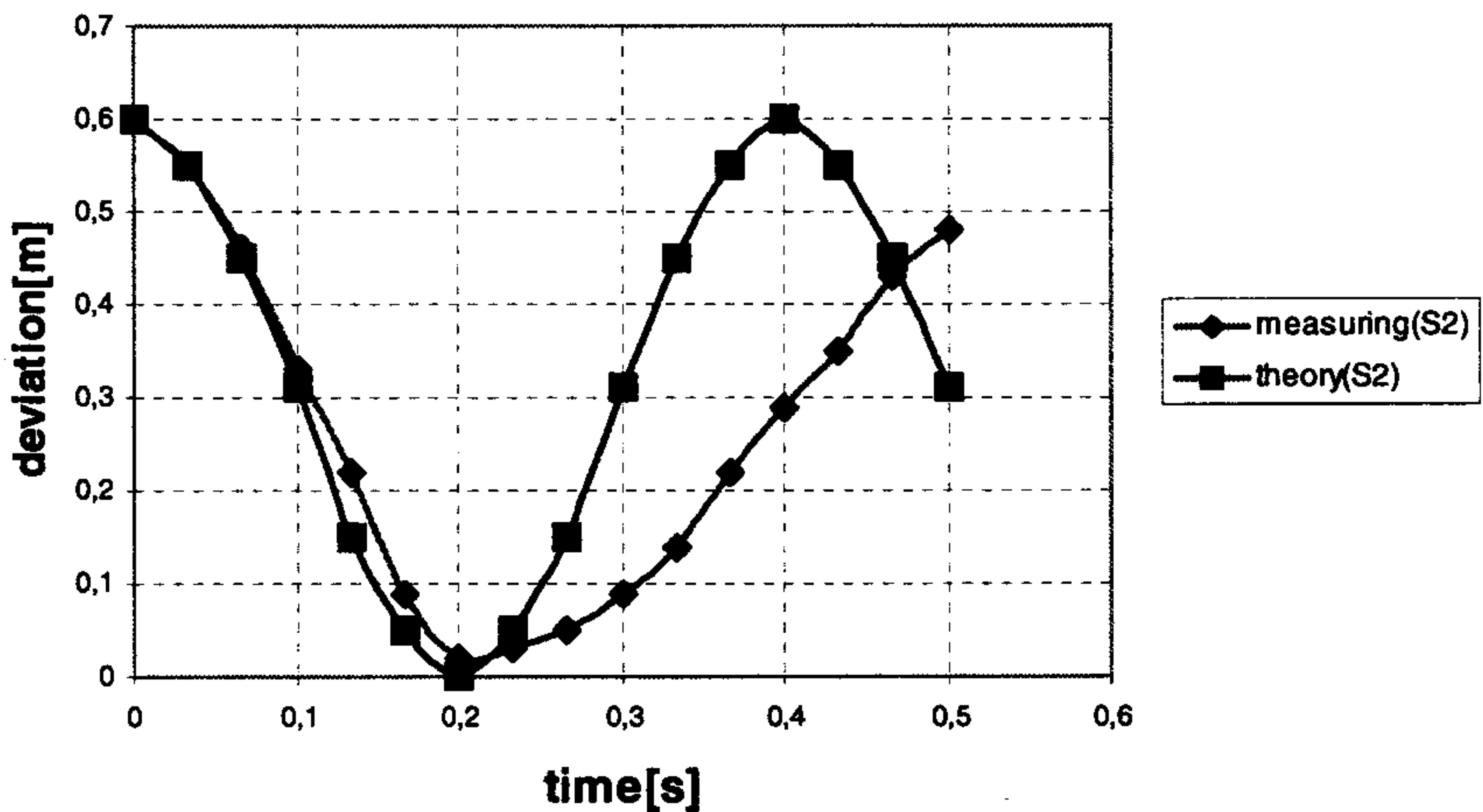


Fig. 5.: graph 1 Damping oscillation: Slinky 2



### 8. Comparison between slinky and classical spring

		SPRING	SLINKY
Deviation	$y$	$y_m \sin \omega t$	$\delta \cos \omega t$
Velocity	$v = y'$	$v_m \cos \omega t$	$-\delta \omega \sin \omega t$
Acceleration	$a = y''$	$-a_m \sin \omega t$	$-g \cos \omega t$

Note: Symbol (') express derivation

### 9. Conclusions

We observe and measure this phenomenon with use of digital camera. On computer we measure deviation dependence on time in a special program (kamera-30fps). Then we mathematical proof our observation. As you can see on graph our theoretical model adequate to reality. We proof why the Slinky's lower part not moved after dropping (The acceleration of lower part is zero,  $a = -g$ ,  $g + (-g) = 0 \text{ m.s}^{-1}$ ).

Other conclusions: We work only with plastic slinky. We approximate the air resistance. We compare the equations for a classical spring and for Slinky.

Amplitude:  $u(t) = \delta \cos \omega t$  [m]

Velocity:  $v = -\delta \omega \sin \omega t$  [m.s<sup>-1</sup>]

Acceleration:  $a = -g \cos \omega t$  [m.s<sup>-2</sup>]

### References:

[1] <http://en.wikipedia.org/wiki/Slinky>