

M99M.3

Solution to M99M.3 — Drum Head

1. The force on a ring with width dr :

$$F = 0 = -2\pi r \rho g dr + \tau 2\pi(r + dr) \sin(\theta(r + dr)) - \tau 2\pi r \sin(\theta) \quad (1)$$

Manipulate a little.

$$\frac{d(r \sin(\theta))}{dr} = \frac{\rho g r}{\tau} \quad (2)$$

Where $\sin(\theta) = \tan(\theta) = \frac{dz}{dr}$, because the tension is large and angles are small. Then I got

$$\frac{d}{dr} \left(r \frac{dz}{dr} \right) = \frac{\rho g r}{\tau} \quad (3)$$

After integrating once, I got

$$r \frac{dz}{dr} = \frac{\rho g r^2}{2\tau} + C_1 \quad (4)$$

Where C_1 is a constant. Integrate again, I got

$$z = \frac{\rho g r^2}{4\tau} + C_1 \ln(r) + C_2 \quad (5)$$

Now, consider the boundary conditions we have. $z(0)$ must be finite, so $C_1 = 0$. $z(R) = 0$, so $C_2 = -\frac{\rho g R^2}{4\tau}$. Finally, I got $z(0) = -\frac{\rho g R^2}{4\tau}$.

2. Apply Newton's law to get the equation of motion.

$$2\pi r \rho \partial r \partial_t^2 z = \tau 2\pi(r + \partial r) \sin(\theta(r + \partial r)) - \tau 2\pi r \sin(\theta) \quad (6)$$

Consequently

$$\frac{r\rho}{\tau} \partial_t^2 z = \partial_r (r \partial_r z) = \partial_r z + r \partial_r^2 z \quad (7)$$

I expect z to be in form of $z(r, t) = z(r) \exp(-i\omega t)$ So $\partial_t^2 z = -\omega^2 z$. Define $\lambda = \frac{\omega^2 \rho}{\tau}$.

$$\partial_r^2 z + \frac{1}{r} \partial_r z + \lambda z = 0 \quad (8)$$

To get standard partial form of Bessel function, I define $x = \sqrt{\lambda} r$. Now we have

$$\partial_x^2 z + \frac{1}{x} \partial_x z + z = 0 \quad (9)$$

The solution to the Bessel function is $z(x) = J_0(x)$. Write x in terms of r $z(\sqrt{\lambda} r) = J_0(\sqrt{\lambda} r)$. Consider the boundary condition, we have $J_0(\sqrt{\lambda} R) = 0$. $J_0(0.766\pi) = 0$ is given by the problem. So I got $\sqrt{\lambda} R = 0.766\pi$. Write λ in terms of ω , I finally got $\omega = \frac{0.766\pi}{R} \sqrt{\frac{\tau}{\rho}}$.

One thought on "M99M.3"



October 26, 2013 at 10:07 pm

Good, everything is correct.

I don't really like your notation ∂r for the infinitely small change in r , but otherwise it's OK.