

Notes 14.4: Motion in Space: Velocity and Acceleration

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Particle moving through space position vector $\vec{r}(t)$.

Definition:

- The velocity vector $\vec{v}(t) = \vec{r}'(t)$.
- The acceleration vector is $\vec{a}(t) = \vec{v}'(t) = \vec{r}''(t)$.
- The speed is the norm of the velocity vector. $v = |\vec{v}(t)|$.

Example 1: The position vector of an object is given by $\vec{r}(t) = t^3\mathbf{i} + t^2\mathbf{j}$. Find \vec{v} , \vec{a} , v at time $t = 1$

$$\vec{r}'(t) = 3t^2\mathbf{i} + 2t\mathbf{j} = \vec{v}(t)$$

$$\vec{r}''(t) = 6t\mathbf{i} + 2\mathbf{j} = \vec{a}(t)$$

$$v = \sqrt{9t^4 + 4t^2}$$

At $t = 1$:

$$\begin{aligned}\vec{v}(1) &= \langle 3, 2 \rangle \\ \vec{a}(1) &= \langle 6, 2 \rangle \\ v &= \sqrt{13}\end{aligned}$$

Example 2: A particle starts moving at position $\vec{r}(0) = \langle 1, 0, 0 \rangle$ with initial velocity $\vec{v}(0) = \mathbf{i} - \mathbf{j} + \mathbf{k}$. Its acceleration is $\vec{a}(t) = 4t\mathbf{i} + 6t\mathbf{j} + \mathbf{k}$. Find its position at time t .

$$\begin{aligned}\vec{v}(t) &= \int \vec{a}(t) du \\ &= \int 4t\mathbf{i} + 6t\mathbf{j} + \mathbf{k} du \\ &= 2t^2\mathbf{i} + 3t^2\mathbf{j} + t\mathbf{k} + \vec{C}\end{aligned}$$

Plug in \vec{C}

$$\vec{C} = \vec{v}(0) = \mathbf{i} - \mathbf{j} + \mathbf{k}$$

$$\vec{v}(t) = \int \vec{a}(t) dt + \vec{v}(0)$$

$$\vec{v}(t) = (2t^2 + 1)\mathbf{i} + (3t^2 - 1)\mathbf{j} + (t + 1)\mathbf{k}$$

$$\vec{r}(t) = \int \vec{v}(t) + \vec{r}(0)$$

$$\vec{r}(t) = \left(\frac{2}{3}t^3 + t \right) \mathbf{i} + \left(t^3 - t \right) \mathbf{j} + \left(\frac{1}{2}t^2 + t \right) \mathbf{k}$$

$$\left(\frac{2}{3}t^2 + t + 1 \right) \mathbf{i} + (t^3 - t) \mathbf{j} + \left(\frac{1}{2}t^2 + t \right) \mathbf{k}$$

$$\left(\frac{2}{3}t^2 + t + 1 \right) \mathbf{i} + (t^3 - t) \mathbf{j} + \left(\frac{1}{2}t^2 + t \right) \mathbf{k}$$

Newton's 3 Laws:

1. Inertia
2. $F = ma$ (force = mass x acceleration)
3. Equal and opposite force

$$\boxed{\vec{F} = m\vec{a}}$$

$$\boxed{\vec{F}(t) = m\vec{a}(t)}$$

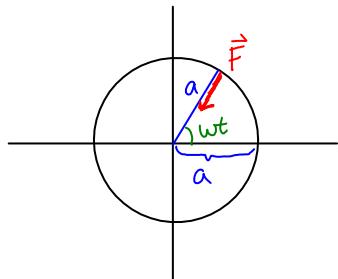
Example 3: An object with a mass m that moves in a circular path with constant angular speed ω (omega) has position vector $\vec{r}(t) = a \cos(\omega t) \mathbf{i} + a \sin(\omega t) \mathbf{j}$
Find the force acting on the object.

$$\vec{v}(t) = -a\omega \sin(\omega t) \mathbf{i} + a\omega \cos(\omega t) \mathbf{j}$$

$$\vec{a}(t) = -a\omega^2 \cos(\omega t) \mathbf{i} - a\omega^2 \sin(\omega t) \mathbf{j}$$

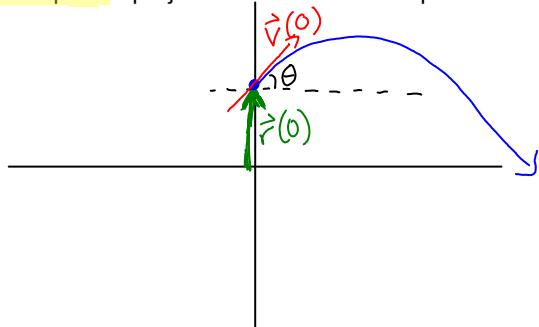
$$\vec{F}(t) = m\vec{a}(t) = -ma\omega^2 (\cos(\omega t) \mathbf{i} + \sin(\omega t) \mathbf{j})$$

Which direction is the force pointing?



Force at time t is pointing toward the origin.
(Centripetal force)

Example 4: A projectile is fired... answer questions about it.



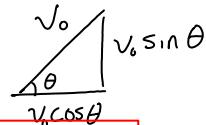
$$\vec{a}(t) = -g \mathbf{j}$$

$$\vec{v}(t) = -gt \mathbf{j} + \vec{v}(0)$$

$$\vec{r}(t) = \frac{1}{2}gt^2 \mathbf{j} + \vec{v}(0)t + \vec{r}(0)$$

$$|\vec{v}(0)| = v_0 \quad (\text{initial speed})$$

$$\vec{v}(0) = v_0 \cos \theta \mathbf{i} + v_0 \sin \theta \mathbf{j}$$



$$\boxed{\vec{v}(t) = v_0 \cos \theta \mathbf{i} + (v_0 \sin \theta - gt) \mathbf{j}}$$

$$\boxed{\vec{r}(t) = v_0 t \cos \theta \mathbf{i} + (v_0 t \sin \theta - \frac{1}{2}gt^2) \mathbf{j}}$$

Examples:

- Speed when the particle hits the ground?
- What is the maximum elevation of trajectory?
 - ◆ When y velocity = 0

Tangential and Normal Components of Acceleration:

We look more closely at the acceleration vector $\vec{a}(t)$.

$$\text{Tangent Vector } T(t) = \frac{\vec{r}(t)}{|\vec{r}'(t)|} = \frac{\vec{v}(t)}{v} \text{ so } \vec{v}(t) = v T(t)$$

Take derivatives:

$$* \vec{a}(t) = v' T(t) + v T'(t)$$

$$\text{Recall: Curvature } K = \frac{|T'|}{|r'|} = \frac{|T'|}{v} \text{ so } |T'| = v K$$

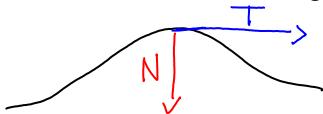
$$N = \frac{T'}{|T'|} = \frac{T'}{vK} \Rightarrow v K N$$

$$* \text{becomes } \vec{a} = v' T + v^2 K N$$

v' \uparrow $a_T, \text{ Tangential component}$

$v^2 K N$ $\curvearrowright a_N, \text{ normal component}$

Acceleration occurs in the osculating plane.



Let's express a_T, a_N in terms of $\vec{r}, \vec{r}', \vec{r}''$.

To do this, note:

$$\begin{aligned} \vec{v} \cdot \vec{a} &= v T \cdot (v' T + v^2 K N) \\ &= v v' (T \cdot T) + (v^3 K) (T \cdot N) \end{aligned}$$

$\cancel{T \cdot T}$ as $T + N$

T is a unit vector

$$\text{So, } a_T = v' = \frac{\vec{v} \cdot \vec{a}}{v} = \frac{\vec{r}' \cdot \vec{r}''}{|\vec{r}'|}$$

$$a_N = v^2 K = |\vec{r}'|^2 \frac{|\vec{r}' \times \vec{r}''|}{|\vec{r}'|^3}$$

$$a_N = \frac{|\vec{r}' \times \vec{r}''|}{|\vec{r}'|}$$

Example 5: A particle moves with position function $r(t) = \langle t^2, t^2, t^3 \rangle$. Find a_T, a_N .

$$\vec{r}'(t) = \langle 2t, 2t, 3t^2 \rangle$$

$$\vec{r}''(t) = \langle 2, 2, 6t \rangle$$

$$a_T = |\vec{r}' \cdot \vec{r}''| = \underline{4t + 4t + 18t^3} = \boxed{8t + 18t^3}$$

$$\overline{|\vec{r}'|}$$

$$\sqrt{4t^2 + 4t^2 + 9t^4}$$

$$\boxed{\sqrt{8t^2 + 9t^4}}$$