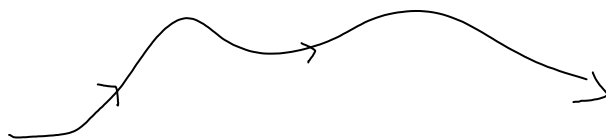


Notes 14.4: Motion in Space: Velocity and Acceleration

Wednesday, July 11, 2007

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

Definition:

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

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

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

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

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

At $t=1$:

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

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 .

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

Plug in $\vec{0}$

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

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

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

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

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

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

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

Newton's 3 Laws:

1. Inertia

2. $F = ma$ (force = mass x acceleration)

3. Equal and opposite force

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

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

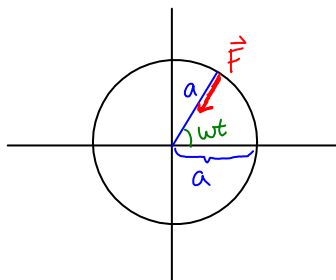
Example 3: An object with a mass m that moves in a circular path with constant angular speed ω (omega) has position vector $\vec{r}(t) = a\cos(\omega t)i + a\sin(\omega t)j$. Find the force acting on the object.

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

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

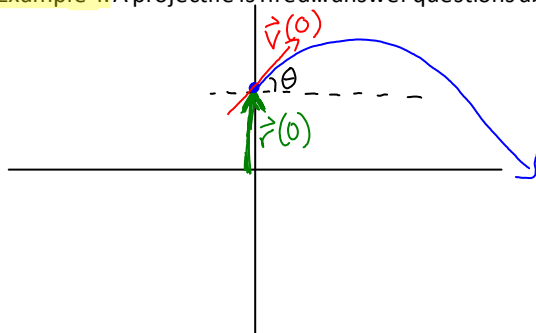
$$\vec{F}(t) = m\vec{a}(t) = -ma\omega^2(\cos(\omega t)i + \sin(\omega t)j)$$

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.



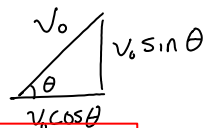
$$\vec{a}(t) = -g\mathbf{j}$$

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

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

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

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



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

$$\vec{r}(t) = v_0t\cos\theta\mathbf{i} + (v_0t\sin\theta - \frac{1}{2}gt^2 + h)\mathbf{j}$$

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 $\vec{a}(t)$.

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

Take derivatives:

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

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

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

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

a_N , normal component

a_T , Tangential 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:

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

T is a unit vector \circ as $T \perp N$

$$= v v'$$

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

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

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

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

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

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

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

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

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

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