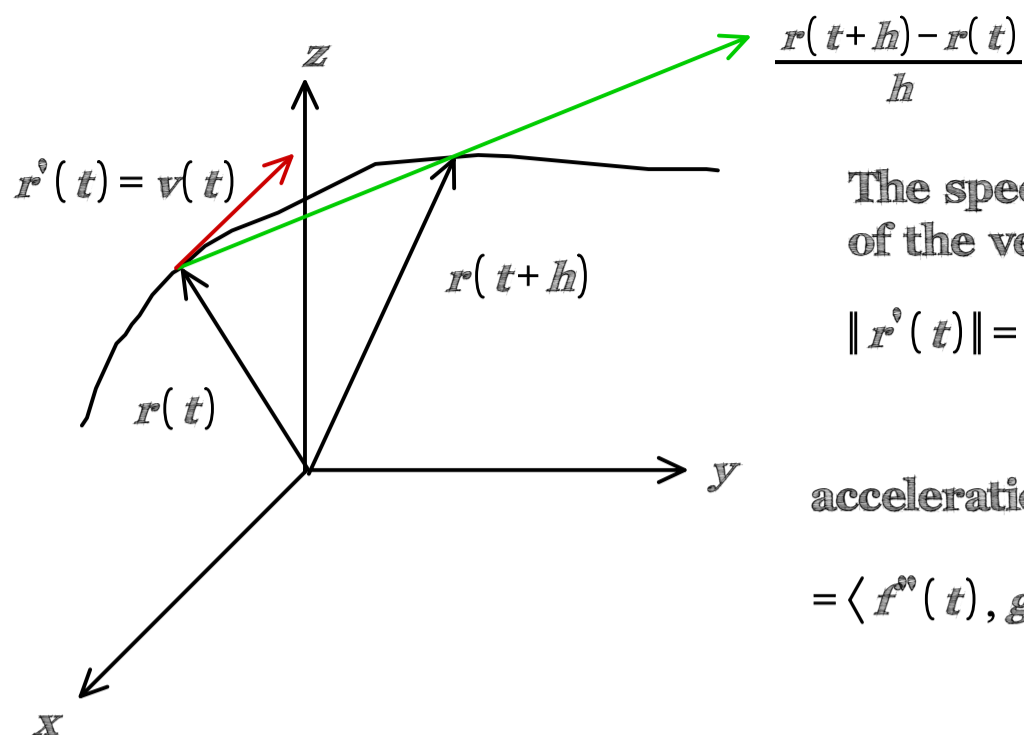


Velocity and Acceleration:

rate of change of distance with respect to time = $\lim_{h \rightarrow 0} \frac{r(t+h) - r(t)}{h}$ where $r = \langle f(t), g(t), h(t) \rangle$

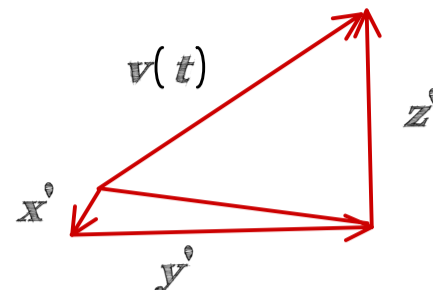


The speed of the particle is $\|r'(t)\| = \|v(t)\|$. It's the magnitude of the velocity vector.

$$\|r'(t)\| = \sqrt{\left(\frac{dx}{dt}\right)^2 + \left(\frac{dy}{dt}\right)^2 + \left(\frac{dz}{dt}\right)^2}$$

$$\text{acceleration} = \frac{d}{dt} r'(t) = r''(t)$$

$$= \langle f''(t), g''(t), h''(t) \rangle$$

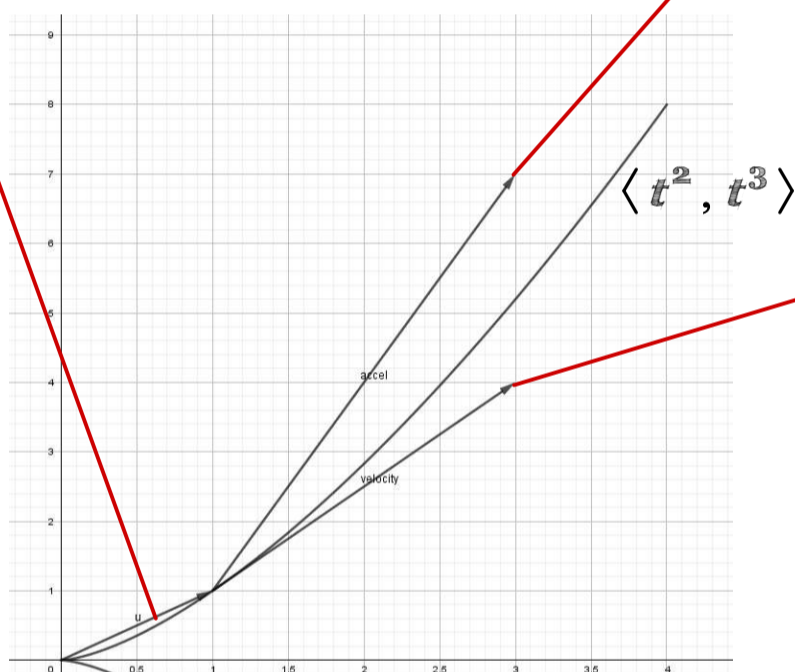


Example: The position of an object is given by $r(t) = \langle t^2, t^3 \rangle$. Find the velocity, speed and acceleration when $t=1$ and draw a picture.

$$r'(t) = \left\langle \frac{d}{dt} t^2, \frac{d}{dt} t^3 \right\rangle = \langle 2t, 3t^2 \rangle \Rightarrow r'(1) = \langle 2 \cdot 1, 3 \cdot 1^2 \rangle = \langle 2, 3 \rangle \quad \|r'(1)\| = \sqrt{2^2 + 3^2} = \sqrt{13} \approx 3.61 \text{ (speed)}$$

$$r''(t) = \left\langle \frac{d}{dt} 2t, \frac{d}{dt} 3t^2 \right\rangle = \langle 2, 6t \rangle \Rightarrow r''(1) = \langle 2, 6 \cdot 1 \rangle = \langle 2, 6 \rangle$$

$$r(1) = \langle 1^2, 1^3 \rangle = \langle 1, 1 \rangle$$



Find the velocity, acceleration and speed of a particle with position vector $r(t) = \langle t, e^t, te^t \rangle$

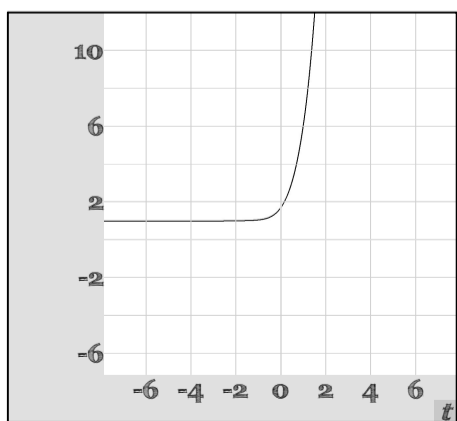
$$r'(t) = \frac{d}{dt} r(t) = \left\langle \frac{d}{dt} t, \frac{d}{dt} e^t, \frac{d}{dt} te^t \right\rangle = \langle 1, e^t, e^t + te^t \rangle = \langle 1, e^t, e^t[1+t] \rangle$$

$$\text{speed} = \|r'(t)\| = \sqrt{1^2 + (e^t)^2 + [e^t(1+t)]^2} = \sqrt{1 + e^{2t} + [e^{2t}(1+t)^2]}$$

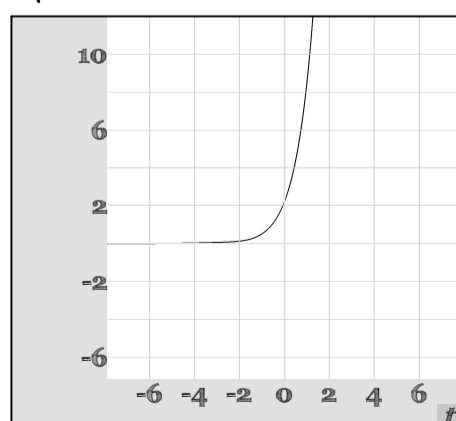
$$a(t) = \frac{d}{dt} r'(t) = r''(t) = \left\langle \frac{d}{dt} 1, \frac{d}{dt} e^t, \frac{d}{dt} e^t[1+t] \right\rangle = \langle 0, e^t, e^t + e^t[1+t] \rangle = \langle 0, e^t, e^t[1+1+t] \rangle$$

$$= \langle 0, e^t, e^t[2+t] \rangle$$

$$\|a(t)\| = \sqrt{e^{2t} + (e^t[2+t])^2}$$



speed vs. time



acceleration vs. time

A moving particle starts at an initial position $r(0) = \langle 2, 0, 0 \rangle$ with initial velocity $v(0) = \langle 0, -1, 1 \rangle$. Its acceleration is $a(t) = \langle 2t, 3t, 5 \rangle$. Find its velocity and position at time t .

$$v(t) = \int a(t) dt = \int \langle 2t, 3t, 5 \rangle dt = \left\langle t^2, \frac{3}{2}t^2, 5t \right\rangle + C$$

$$\text{Since } v(0) = \langle 0, -1, 1 \rangle, \text{ we get } \left\langle 0^2, \frac{3}{2}0^2, 5 \cdot 0 \right\rangle + C = \langle 0, -1, 1 \rangle$$

$$\langle 0, 0, 0 \rangle + C = \langle 0, -1, 1 \rangle$$

$$C = \langle 0, -1, 1 \rangle - \langle 0, 0, 0 \rangle$$

$$C = \langle 0, -1, 1 \rangle$$

So the complete velocity function is $v(t) = \left\langle t^2, \frac{3}{2}t^2 - 1, 5t + 1 \right\rangle$

$$r(t) = \int v(t) dt = \int \left\langle t^2, \frac{3}{2}t^2 - 1, 5t + 1 \right\rangle dt + D$$

$$= \left\langle \frac{t^3}{3}, \frac{1}{2}t^3 - t, \frac{5}{2}t^2 + t \right\rangle + D$$

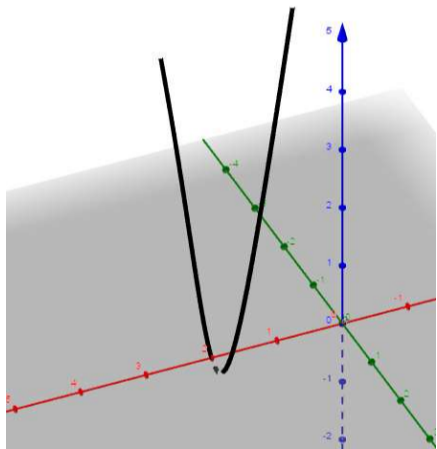
$$\text{Since } r(0) = \langle 2, 0, 0 \rangle, \text{ we get } \left\langle \frac{0^3}{3}, \frac{1}{2}0^3 - 0, \frac{5}{2}0^2 + 0 \right\rangle + D = \langle 2, 0, 0 \rangle$$

$$\langle 0, 0, 0 \rangle + D = \langle 2, 0, 0 \rangle$$

$$D = \langle 2, 0, 0 \rangle - \langle 0, 0, 0 \rangle$$

$$D = \langle 2, 0, 0 \rangle$$

So the complete position function is $r(t) = \left\langle \frac{t^3}{3}, \frac{1}{2}t^3 - t, \frac{5}{2}t^2 + t \right\rangle + \langle 2, 0, 0 \rangle$



$$= \left\langle \frac{t^3}{3} + 2, \frac{1}{2}t^3 - t, \frac{5}{2}t^2 + t \right\rangle$$

Newton's Law of Motion:

$$F(t) = m \cdot a(t), F = \text{force}, a = \text{acceleration}$$

In the case of circular motion, $r(t) = \langle a \cos(\omega t), a \sin(\omega t) \rangle$.

period = $\frac{2\pi}{\omega}$ (time to complete a cycle)

$$a(t) = \frac{d}{dt} \frac{d}{dt} \langle a \cos(\omega t), a \sin(\omega t) \rangle = \frac{d}{dt} \langle -a \sin(\omega t) \omega, a \cos(\omega t) \omega \rangle$$

$$= \frac{d}{dt} \langle -a \omega \sin(\omega t), a \omega \cos(\omega t) \rangle$$

$$= \langle -a \omega \cos(\omega t) \omega, -a \omega \sin(\omega t) \omega \rangle$$

$$= \langle -a \omega^2 \cos(\omega t), -a \omega^2 \sin(\omega t) \rangle$$

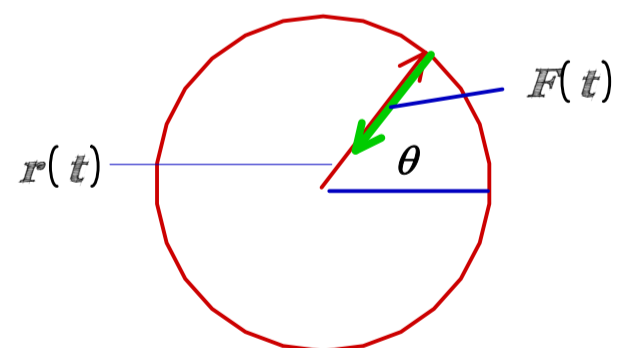
$$= -\omega^2 \langle a \cos(\omega t), a \sin(\omega t) \rangle$$

$$= -\omega^2 r(t)$$

Thus, the force is given by $F(t) = m[-\omega^2 r(t)] = -m\omega^2 r(t)$. So the force is a vector that points inward (b/c of the negative) and is a scalar multiple of the position vector for each t .

Here, both the mass, m and the angular speed, ω (*omega*), have an impact. The definition of

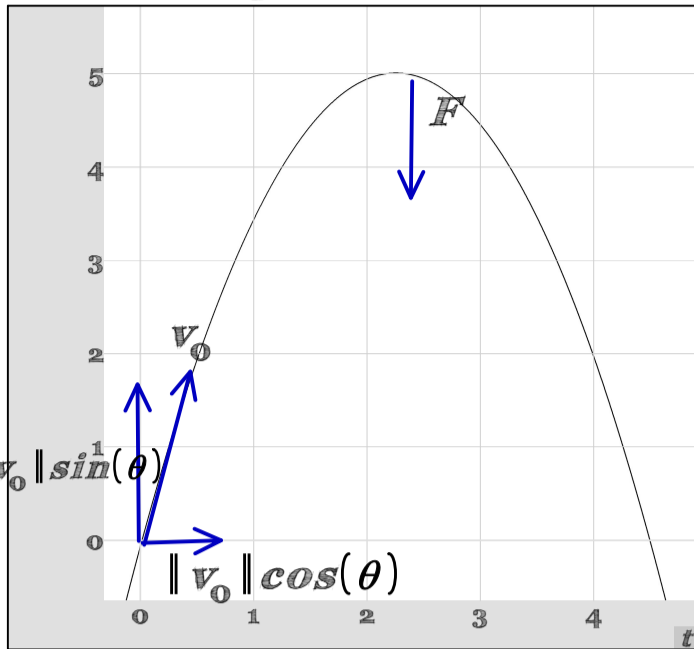
omega is $\frac{d\theta}{dt} = \omega$ (rate at which the angle changes with respect to time)



Projectile Motion:

In the absence of air resistance, an object moves only under the force of gravity.

Acceleration near the surface of the Earth is given by $g = -9.81 \text{ m/s}^2$. So the force acting on an object mass m is given by $F = -mgj$, where $j = \langle 0, 1 \rangle$ (F acts downward, hence the $-$).



From the graph, we see that the initial velocity can be written as $v_0 = \langle \|v_0\| \cos(\theta), \|v_0\| \sin(\theta) \rangle$

Since $a(t) = -gj$ (negative g since it's downward)

, we can integrate to get $v(t) = \int -g dt j = -gt j + v_0$

Integrating $v(t)$, we get

$$r(t) = \int v(t) dt = \int -g t dt j + \int v_0 dt = -\frac{g}{2} t^2 j + v_0 t + D$$

Remember from above that $v_0 = \langle \|v_0\| \cos(\theta), \|v_0\| \sin(\theta) \rangle$,

so we get $r(t) = -\frac{g}{2} t^2 j + \langle \|v_0\| \cos(\theta), \|v_0\| \sin(\theta) \rangle t + D$

$$r(t) = \left\langle 0, -\frac{g}{2} t^2 \right\rangle + \langle \|v_0\| \cos(\theta) t, \|v_0\| \sin(\theta) t \rangle + D$$

$$r(t) = \left\langle \|v_0\| \cos(\theta) t, -\frac{g}{2} t^2 + \|v_0\| \sin(\theta) t \right\rangle + D$$

If we assume that the object is launched from $(0, y_0)$, then

$$D = \langle 0, y_0 \rangle$$

From $r(t)$, we get the parametric equations of the motion of the object as

$$x(t) = \|v_0\| \cos(\theta) t, y(t) = -\frac{g}{2} t^2 + \|v_0\| \sin(\theta) t + y_0$$

How far does the object go down field? That occurs when $y=0$ (striking the ground)

So $y(t) = 0$

$$-\frac{g}{2} t^2 + \|v_0\| \sin(\theta) t = 0$$

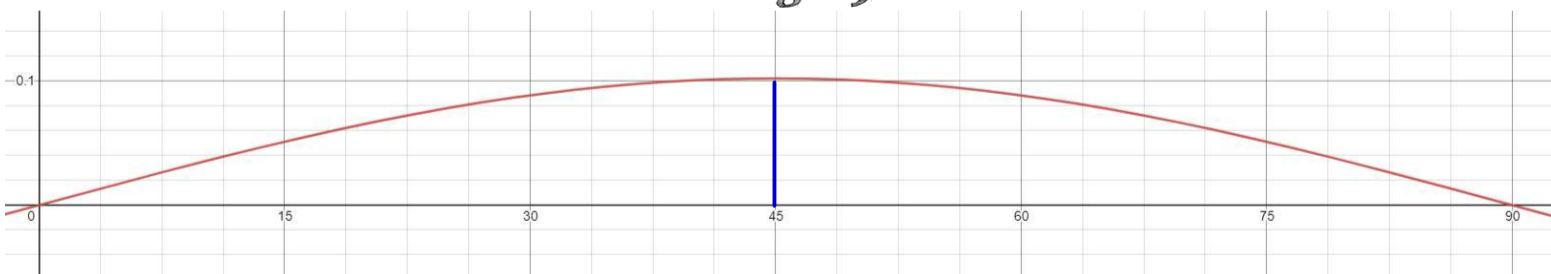
$$t \left[-\frac{g}{2} t + \|v_0\| \sin(\theta) \right] = 0$$

$$t = 0 \text{ (when it's first launched)} \quad -\frac{g}{2} t + \|v_0\| \sin(\theta) = 0 \rightarrow t = \frac{2 \|v_0\| \sin(\theta)}{g} \text{ (when it strikes the ground)}$$

$$\text{Thus we get } x \left(\frac{2 \|v_0\| \sin(\theta)}{g} \right) = \|v_0\| \cos(\theta) \cdot \frac{2 \|v_0\| \sin(\theta)}{g} = \frac{\|v_0\|^2 \cdot 2 \cos(\theta) \sin(\theta)}{g} = \frac{\|v_0\|^2 \sin(2\theta)}{g}$$

set $\|v_0\|^2 = 1$ (this is so we can focus on $\sin(2\theta)$)

$$g = 9.81$$



This is maximized when $\theta = 45^\circ$.

Thus, if a projectile is fired so it leaves the barrel at a speed of 200 m/s (meters per second) and from height of 2 meters, at an angle of 30 degrees, we get the equations

$$x(t) = 200 \cos(30) t, y(t) = -\frac{9.81}{2} t^2 + 200 \sin(30) t + 2$$

$$= 200 \frac{\sqrt{3}}{2} t = -4.9 t^2 + 200 \cdot \frac{1}{2} t + 2$$

$$= 100 \sqrt{3} t = -4.9 t^2 + 100 t + 2$$

By the Quadratic Formula, we get

$$t = \frac{-100 \pm \sqrt{100^2 - 4(-4.9) \cdot 2}}{2(-4.9)}$$

$$t = \frac{100 \mp 100.196}{9.8}$$

$$t = \frac{100 + 100.196}{9.8} \approx 20.428$$

Thus, the distance in meters is

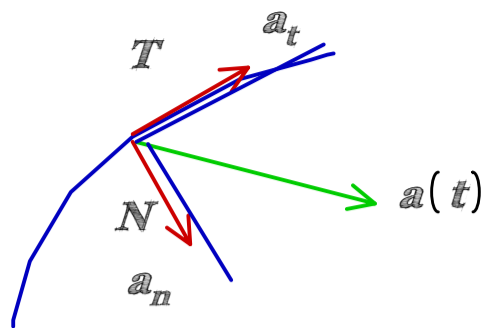
$$x(20.428) = 100 \sqrt{3} \cdot \frac{100 + 100.196}{9.8} \approx 3538.262 \text{ meters}$$

So it takes the projectile 20.428 seconds of time to hit the ground.

The velocity is $v(t) = \langle 100\sqrt{3}, -9.81t + 100 \rangle$ (just differentiate $r(t)$ part by part)

The speed on impact is $\|v(20.428)\| = \sqrt{(100\sqrt{3})^2 + (-0.81(20.428) + 100)^2} \approx 192.26143 \text{ m/s}$

Acceleration can be resolved into parallel and perpendicular components.



Remember that we can get a unit tangent vector by doing

$$T(t) = \frac{r'(t)}{\|r'(t)\|}$$

From this, we get $\|r'(t)\|T(t) = r'(t)$

$$a = \frac{d}{dt} r'(t) = \frac{d}{dt} \|r'(t)\| T(t) = \dot{\|r'(t)\|} T(t) + \|r'(t)\| T'(t)$$

(curvature, not developed here is given by $\kappa = \frac{\|T'(t)\|}{\|r'(t)\|} \Rightarrow \|T'(t)\| = \|r'(t)\| \kappa$)

(the unit normal vector is $N(t) = \frac{T'(t)}{\|T'(t)\|} \Rightarrow \|T'(t)\| N(t) = T'(t)$)

Thus we get $a = \dot{\|r'(t)\|} T(t) + \|r'(t)\| \|T'(t)\| N(t)$

$$a = \dot{\|r'(t)\|} T(t) + \|r'(t)\| \|r'(t)\| \kappa N(t)$$

writing $v = \|r'(t)\|$, we get $a = \dot{v} T(t) + v \kappa N(t)$

$$a = \dot{v} T(t) + v^2 \kappa N(t)$$

So we get the normal component of acceleration as $v^2 \kappa$ and we get the tangential component of acceleration as \dot{v} .

$$a_n = \kappa v^2, a_t = \dot{v}$$

Since we're often given $r(t)$, it would be helpful to get expressions for a_n and a_t in terms of r, r' and r'' . Notice that

(speed · direction = vT)

$a = \dot{v} T(t) + v^2 \kappa N(t)$ from above

$$\vec{v} \cdot a = vT \cdot (\dot{v} T + v^2 \kappa N) = v\dot{v} T \cdot T + v^3 \kappa T \cdot N \quad (\text{Remember that } T \cdot N = 0, \text{ they're } \perp, T \cdot T = 1)$$

$$= v\dot{v}$$

So now solve for $\dot{v} = a_t = \frac{\vec{v} \cdot \vec{a}}{v} = \frac{r'(t) \cdot r''(t)}{\|r'(t)\|}$ (remember that $\dot{v} = a_t$ from above)

Also, $a_n = \kappa v^2 = \frac{\|r'(t) \times r''(t)\|}{\|r'(t)\|^3} \|r'(t)\|^2 = \frac{\|r'(t) \times r''(t)\|}{\|r'(t)\|}$ curvature = $\kappa = \frac{\|r'(t) \times r''(t)\|}{\|r'(t)\|^3}$ (reason not shown here)

A particle moves with position given by $r(t) = \langle t, t^2, t^3 \rangle$ Find the normal and tangential components of acceleration:

$$a_t = \frac{r'(t) \cdot r''(t)}{\|r'(t)\|} = \frac{\langle 1, 2t, 3t^2 \rangle \cdot \langle 0, 2, 6t \rangle}{\|\langle 1, 2t, 3t^2 \rangle\|} = \frac{1 \cdot 0 + 2t(2) + 3t^2(6t)}{\sqrt{1^2 + (2t)^2 + (3t^2)^2}} = \frac{4t + 18t^3}{\sqrt{1 + 4t^2 + 9t^4}} \quad (\text{function of } t \text{ only})$$

wolfram alpha code

$$[d/dt \langle t, t^2, t^3 \rangle \cdot d/dt d/dt \langle t, t^2, t^3 \rangle] / \text{sqrt}(1^2 + (2t)^2 + (3t^2)^2)$$

$$r'(t) \times r''(t) = \begin{vmatrix} i & j & k \\ 1 & 2t & 3t^2 \\ 0 & 2 & 6t \end{vmatrix} = \langle 2t \cdot 6t - 2 \cdot 3t^2, -(1 \cdot 6t - 0 \cdot 3t^2), 1 \cdot 2 - 0 \cdot 2t \rangle$$

$$= \langle 12t^2 - 6t^2, -(6t), 2 \rangle = \langle 6t^2, -6t, 2 \rangle$$

So $a_n = \frac{\|r'(t) \times r''(t)\|}{\|r'(t)\|} = \frac{\|\langle 6t^2, -6t, 2 \rangle\|}{\|\langle 1, 2t, 3t^2 \rangle\|} = \frac{\sqrt{(6t^2)^2 + (-6t)^2 + 2^2}}{\sqrt{1^2 + (2t)^2 + (3t^2)^2}} = \frac{\sqrt{36t^4 + 36t^2 + 4}}{\sqrt{1 + 4t^2 + 9t^4}}$ (function of t only)

$$\|\{2t, 2t, 3t^2\} \cdot \{2, 2, 6t\}\| / \|\{2t, 2t, 3t^2\}\|$$

how to type into wolfram alpha