

Panel 1

Motion in Space

Suppose $\vec{r}(t)$ represents the motion of a particle in space over time t

$\vec{r}(t)$ = path (motion)

$\vec{v} = \vec{r}'(t)$ = velocity, $s = \|\vec{r}'\|$ = speed

$\vec{a} = \vec{r}''(t)$ = acceleration, $\vec{a} = \vec{v}'$

Panel 2

Ex: Suppose the path of a particle at time t is $\vec{r}(t) = \langle t^3, t^2 \rangle$. Find velocity, speed, and acceleration when $t=1$. Illustrate.

$$\vec{v}(1) = \vec{r}' = \langle 3t^2, 2t \rangle$$

$$\vec{v}(1) = \langle 3, 2 \rangle$$

$$s = \sqrt{9+4} = \sqrt{13}$$

$$= \sqrt{9t^4 + 4t^0}$$

$$\vec{a}'(1) = \langle 6t, 2 \rangle$$

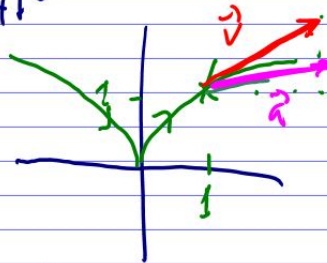
$$\vec{a}(1) = \langle 6, 2 \rangle$$

$$x = t^3, y = t^2$$

$$\sqrt[3]{x} = t, y = x^{2/3}$$

$$(y' = \frac{2}{3} x^{-1/3} = \frac{2}{3} \frac{1}{\sqrt[3]{x}})$$

$$\vec{r}(1) = \langle 1, 1 \rangle$$



Panel 3

Ex: A particle starts at $P(1,0,0)$ with initial velocity $\langle 1, -1, 1 \rangle$. The acceleration is $\vec{a}(t) = \langle 4t, 6t, 1 \rangle$. Find velocity, speed, and position.

$$\vec{a} = \langle 4t, 6t, 1 \rangle$$

$$\rightarrow \vec{v} = \int \vec{a} dt = \langle 2t^2, 3t^2, t \rangle + C$$

$$v(0) = \langle 1, -1, 1 \rangle = C$$

$$\vec{r}(t) = \langle \frac{2}{3}t^3, t^3, \frac{1}{2}t^2 \rangle + \langle t, -t, t \rangle + D$$

$$\vec{r}(0) = \langle 1, 0, 0 \rangle$$

$$\vec{r}(t) = \langle \frac{2}{3}t^3, t^3, \frac{1}{2}t^2 \rangle + \langle t, -t, t \rangle + \langle 1, 0, 0 \rangle$$

Panel 4

Ex: An object with mass m moves in a circle with constant angular speed ω . Find the force acting on the object and illustrate.

$$\vec{r}(t) = \langle \cos(\omega t), \sin(\omega t) \rangle \quad r = \langle \omega \cos(t), \omega \sin(t) \rangle$$

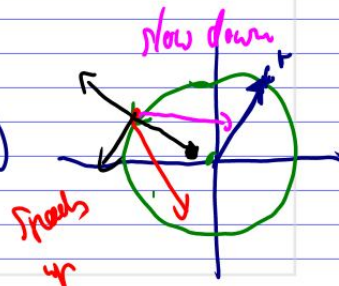
$$\vec{r}'(t) = \langle -\omega \sin(\omega t), \omega \cos(\omega t) \rangle \quad s = v$$

$$s = \omega$$

$$\vec{F} = m\vec{a} = m \langle -\omega^2 \cos(\omega t), -\omega^2 \sin(\omega t) \rangle$$

$$= -\omega^2 m \vec{r}$$

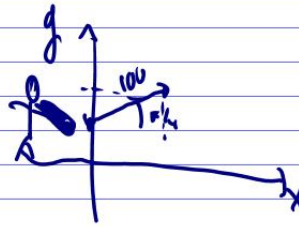
$$\vec{F} \sim -\vec{r}$$



Panel 5

Application of Motion

A baseball is hit 3 feet above ground at 100 feet per second and at an angle of $\pi/4$ with respect to the ground. Find the maximum height reached by the baseball. Will it clear a 10-foot high fence located 300 feet from home base?



$$\vec{a} = \langle 0, -g \rangle$$

$$g = \text{gravity} = 9.8 \text{ m/sec}^2$$

$$\vec{v} = \langle c_1, -gt + c_2 \rangle, \quad \vec{v}(0) = \langle 100 \cos(\frac{\pi}{4}), 100 \sin(\frac{\pi}{4}) \rangle$$

$$\textcircled{C} = \frac{1}{\sqrt{2}} \langle 100, 100 \rangle$$

$$\vec{v} = \langle \frac{1}{\sqrt{2}} 100, -gt + \frac{1}{\sqrt{2}} 100 \rangle$$

$$\vec{r}(t) = \langle \frac{1}{\sqrt{2}} 100t + d_1, -\frac{1}{2}gt^2 + \frac{100}{\sqrt{2}}t + d_2 \rangle, \quad \vec{r}(0) = \langle 0, 3 \rangle$$

Panel 6

$$\vec{r}(t) = \langle \frac{100}{\sqrt{2}}t, -\frac{1}{2}gt^2 + \frac{100}{\sqrt{2}}t + 3 \rangle$$

Max height. $h(t) = -\frac{1}{2}gt^2 + \frac{100}{\sqrt{2}}t + 3$ is max:

$$h'(t) = gt + \frac{100}{\sqrt{2}} = 0 \quad \Rightarrow \quad t_0 = \frac{100}{\sqrt{2} \cdot g}$$

Max height is $h(t_0)$

Home run: How high at 300 m distance?

$$\frac{100}{\sqrt{2}}t = 300 \quad \Rightarrow \quad t_1 = \frac{300}{100} \sqrt{2} = \underline{\underline{3\sqrt{2}}}$$

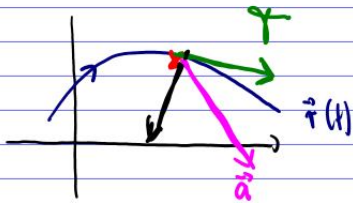
Height is $h(t_1) > 10$ Home run

< 10 Nope

Final check: HW

Panel 7

Tangential and Normal Components of Acceleration



Acceleration has two components:

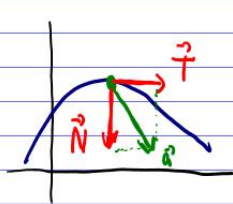
- a) tangential in dir. of \vec{T}
- b) normal in dir. of \vec{N}

$$\vec{a} = a_T \vec{T} + a_N \vec{N}$$

a_T = tangential comp. speeds up or slows down particle

a_N = normal comp. changes dir. of particle.

Panel 8



$$\vec{a} = a_T \vec{T} + a_N \vec{N}$$

$$\vec{T} = \frac{\vec{r}'}{\|\vec{r}'\|} = \frac{\vec{v}}{s} \Rightarrow \vec{v} = s \vec{T}$$

$$\frac{d}{dt} \vec{v} = \vec{a} = s' \vec{T} + (s \vec{T})'$$

$$\vec{N} = \vec{T}' / \|\vec{T}'\| \Rightarrow \vec{T}' = N \|\vec{T}'\|, \quad \kappa = \frac{\|\vec{T}'\|}{\|\vec{r}'\|} = \frac{\|\vec{T}'\|}{s}$$

$$\vec{T}' = (N s \kappa) \vec{N}$$

$$\vec{a} = s' \vec{T} + s^2 \kappa \vec{N}$$

Therefore

$$a_T = s'$$

$$a_N = s^2 \kappa$$

Panel 9

$$\vec{a} = a_T \vec{T} + a_N \vec{N} \quad \text{with}$$

$$a_T = \dot{s} \quad \text{and} \quad a_N = s^2 \chi$$

$$\chi = \frac{\|\vec{v}' \times \vec{v}''\|}{\|\vec{v}'\|^3} = \frac{\|\vec{v}' \times \vec{v}''\|}{s^3} \Rightarrow a_N = s^2 \cdot \frac{\|\vec{v}' \times \vec{v}''\|}{s^3} = \frac{\|\vec{v}' \times \vec{v}''\|}{s}$$

$$\vec{a} = \dot{s} \vec{T} + s^2 \chi \vec{N} \quad | \cdot \vec{v} = s \dot{s}$$


$$\vec{a} \cdot \vec{v} = \dot{s} \vec{T} \cdot (s \vec{T}) + s^2 \chi \vec{N} \cdot (s \vec{T}) =$$

$$= \dot{s} s \vec{T} \cdot \vec{T} + s^3 \chi \vec{N} \cdot \vec{T} \stackrel{0}{=} \dot{s} s$$

$$a_T = \frac{\vec{a} \cdot \vec{v}}{s}$$

$$\vec{a} \cdot \vec{v} = \dot{s} s$$

Panel 10

Theorem: $\vec{a} = a_T \vec{T} + a_N \vec{N}$ where 

tang. component $a_T = \frac{\vec{a} \cdot \vec{v}}{s}$ note: $a_N \geq 0$

normal component $a_N = \frac{\|\vec{a} \times \vec{v}\|}{s}$

Ex1 $\vec{r}(t) = \langle t^2, t^2, t^3 \rangle$ - find a_T and a_N

$$\vec{v} = \vec{r}'(t) = \langle 2t, 2t, 3t^2 \rangle \Rightarrow s = \sqrt{4t^2 + 4t^2 + 9t^4}$$

$$\vec{a} = \vec{v}'(t) = \langle 2, 2, 6t \rangle \quad a \cdot v = 4t + 4t + 18t^3$$

$$a_T = \frac{8t + 18t^3}{\sqrt{8t^2 + 9t^4}} = \frac{8 + 18t^2}{\sqrt{8 + 9t^2}}$$

$$a_N = \frac{\|\vec{v} \times \vec{a}\|}{\sqrt{8t^2 + 9t^4}}$$

Panel 11

Quiz 4

Suppose $\vec{r}(t) = \langle t^2, 2, t \rangle$ is a vector-valued function (aka space curve), representing the position of a particle. Find the following:

1. The velocity at $P(0, \dot{1}, 0)$
2. The speed at $P(0, \dot{1}, 0)$
3. The acceleration at $P(0, \dot{0}, 0)$
4. The unit tangent $\vec{T}(t)$ at $P(0, \dot{1}, 0)$
5. The unit normal vector $\vec{N}(t)$ at $P(0, \dot{1}, 0)$
6. The bi-normal vector $\vec{B}(t)$ at $P(0, \dot{1}, 0)$
7. The curvature k at $P(0, \dot{1}, 0)$
8. The tangential component of the acceleration a_T at $P(0, \dot{1}, 0)$
9. The normal component of the acceleration a_N at $P(0, \dot{1}, 0)$
10. The osculating plane at $P(0, \dot{1}, 0)$
11. The osculating circle at $P(0, \dot{1}, 0)$

HW

Panel 12

Functions of Several Variables

Knows: $f: \mathbb{R} \rightarrow \mathbb{R}$

e.g. $y = x^2$

$\tau: \mathbb{R} \rightarrow \mathbb{R}^2$

e.g. $r(t) = \langle t, t^3 \rangle$

$\tau: \mathbb{R} \rightarrow \mathbb{R}^3$

e.g. $r(t) = \langle t, t \cos(t), t \sin(t) \rangle$

Next: $f: \mathbb{R}^2 \rightarrow \mathbb{R}$

$f(x, y) = xy$

$f: \mathbb{R}^3 \rightarrow \mathbb{R}$

$f(x, y, z) = xz + yx + z^2$

Last: $f: \mathbb{R}^2 \rightarrow \mathbb{R}^2$