

Summary 11: Motion in R^3

<p>Motion or path of a particle: $r(t) = \langle x(t), y(t), z(t) \rangle$</p> <p>Velocity: $v(t) = r'(t) = \langle x'(t), y'(t), z'(t) \rangle$</p> <p>Speed: $s = \ v(t)\$</p> <p>Acceleration: $a(t) = v'(t) = r''(t) = \langle x''(t), y''(t), z''(t) \rangle$</p> <p>Also: $a = a_t T + a_n N$</p> <p>where: $a_t = \frac{v \cdot a}{s} \text{ (tangential component)}$ $a_n = \frac{\ v \times a\ }{s} \text{ (normal component)}$ $\vec{T}(t) = \frac{v}{s} \text{ (unit tangent vector)}$ $\vec{N}(t) = \frac{\vec{T}'(t)}{\ \vec{T}'(t)\ } \text{ (principle normal vector)}$</p>	<p>For $r(t) = \langle 2 \cos(t), 2 \sin(t), 3t \rangle$ find tang. and normal comp. of accel.:</p> <p>$v(t) = \langle -2 \sin(t), 2 \cos(t), 3 \rangle$</p> <p>$s = \ v\ = \sqrt{13}$</p> <p>$a(t) = -2 \langle \cos(t), \sin(t), 0 \rangle$</p> <p>$v \cdot a = 0$</p> <p>$v \times a = \begin{vmatrix} i & j & k \\ -2 \sin(t) & 2 \cos(t) & 3 \\ -2 \cos(t) & -2 \sin(t) & 0 \end{vmatrix} =$</p> <p>$= \langle 6 \sin(t), -6 \cos(t), 4 \rangle$</p> <p>Thus: $a_t = \frac{v \cdot a}{s} = 0$</p> <p>$a_n = \frac{\ v \times a\ }{s} = \frac{\sqrt{52}}{\sqrt{13}} = 2$</p>
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