

## 13.4 Velocity and Acceleration

Suppose the position of a particle at time  $t$  is  $\vec{r}(t)$ .

After  $h$  seconds, the distance

it travels is  $|\vec{r}(t+h) - \vec{r}(t)|$

$\therefore$  The speed is roughly

$$\frac{|\vec{r}(t+h) - \vec{r}(t)|}{h} \approx \left| \frac{\dot{r}(t+h) - \dot{r}(t)}{h} \right|$$

As  $h \rightarrow 0$ , the limit is the speed

$\left\{ \vec{\pi}'(t) \right\}$ . If we focus on

$\vec{\pi}'(t)$ , we get a vector

that gives the direction of

motion and its speed.

Thus,  $\vec{\pi}'(t)$  is the velocity of

the particle.

Similarly,  $\vec{v}'(t) = \vec{a}(t)$  is

the acceleration of the particle.

We can rewrite this as

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

Also  $|\vec{v}(t)| = |\vec{r}'(t)|$  is

the speed.

Ex. Suppose  $\vec{r}(t) = (2t+1, 3t^2)$

is the position at time  $t$ .

Compute its velocity, speed, and acceleration at time  $t$ :

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

$$|\vec{v}(t)| = \sqrt{4 + 36t^2} = \text{speed}$$

$$\vec{a}(t) = \vec{r}''(t) = \langle 0, 6 \rangle = \text{acceleration}$$

Ex. If  $\vec{r}(t) = (t^2+1)\vec{i} - t^3\vec{j} + 2t^2\vec{k}$

is the position of a particle,

compute the velocity vector, the speed, and the acceleration

$$\vec{v}(t) = \vec{r}'(t) = 2t\vec{i} - 3t^2\vec{j} + 4t\vec{k}$$

$$\therefore \text{Speed} = \sqrt{4t^2 + 9t^4 + 16t^2}$$

$$= \sqrt{20t^2 + 9t^4}$$

$$\vec{a}(t) = \vec{r}''(t) = 2\vec{i} - 6t\vec{j} + 4\vec{k}$$

is the acceleration

We can go in the other direction  
and assume we know the  
acceleration:

Ex. Suppose the acceleration  
of a particle is

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

and also that  $\vec{v}(0) = \vec{i} + 2\vec{j}$

These are and  $\vec{r}(0) = \vec{j} - \vec{k}$   
the initial conditions.



Find the position  $\vec{r}(t)$ .

$$\vec{v}'(t) = \vec{a}(t), \quad \text{so } \vec{v}(t) = \int \vec{a}(t) dt$$

$$\text{Hence } \vec{v}(t) = (t^2 - t)\vec{i} + t^3\vec{j} + \left(2t - \frac{t^2}{2}\right)\vec{k} + \vec{c}$$

$$\vec{v}(0) = \vec{0} + \vec{c}$$

$$\therefore \vec{c} = \vec{i} + 2\vec{j}$$

$$\begin{aligned} \rightarrow \vec{v}(t) &= (t^2 - t + 1)\vec{i} + (t^3 + 2)\vec{j} \\ &\quad + \left(2t - \frac{t^2}{2}\right)\vec{k} \end{aligned}$$

Similarly,

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

$$= \left( \frac{t^3}{3} - \frac{t^2}{2} + t \right) \vec{i} + \left( \frac{t^4}{4} + 2t \right) \vec{j} + \left( t^2 - \frac{t^3}{6} \right) \vec{k} + \vec{C}$$

$$\vec{C} = \vec{r}(0) = \vec{j} - \vec{k}, \text{ so}$$

$$\vec{r}(t) = \left( \frac{t^3}{3} - \frac{t^2}{2} + t \right) \vec{i} + \left( \frac{t^4}{4} + 2t + 1 \right) \vec{j} + \left( t^2 - \frac{t^3}{6} - 1 \right) \vec{k}$$



In general, many problems in physics start with the force  $\vec{F}$

known. Since  $\vec{F} = m\vec{a}$ ,

this leads to knowing  $\vec{a}$ .

Ex Suppose  $\vec{r}(t) = a \cos \omega t \vec{i} + a \sin \omega t \vec{j}$

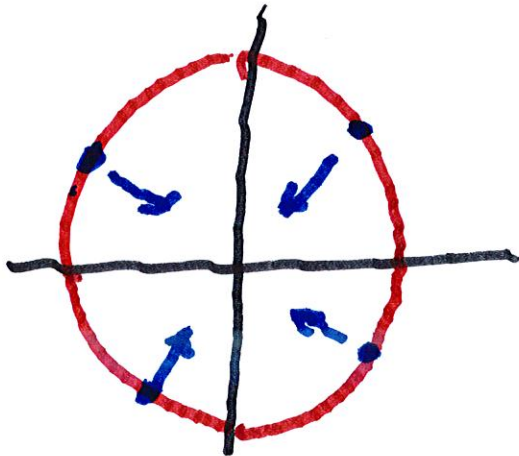
Find  $\vec{a}(t)$ .

$$\vec{r}'(t) = -a\omega \sin \omega t \vec{i} + a\omega \cos \omega t \vec{j}$$

Hence .

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

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



We see that

$$\vec{a}(t) = -\omega^2 \vec{r}(t)$$

This indicates that force

acting on the particle points

inward.

Motion on earth.

Suppose a projectile is fired

at  $t=0$ , with  $\vec{r}(0) = \vec{0}$

Its initial velocity is

$$(1) \quad \underline{\vec{v}(0) = v_0 (\cos \alpha \vec{i} + \sin \alpha \vec{j})}$$

The force acting on the particle

$$\text{is } \vec{F} = m\vec{a} = -mg\vec{j}$$

$$\therefore \text{acceleration} = \vec{a} = -g\vec{j}$$

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

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

$$\text{Since } \vec{r}(0) = \vec{0}, \quad \vec{D} = \vec{0}.$$

Recall (1), we get

$$\vec{r}(t) = v_0 t \cos \alpha \vec{i} + \left\{ v_0 t \sin \alpha - \frac{gt^2}{2} \right\} \vec{j}$$

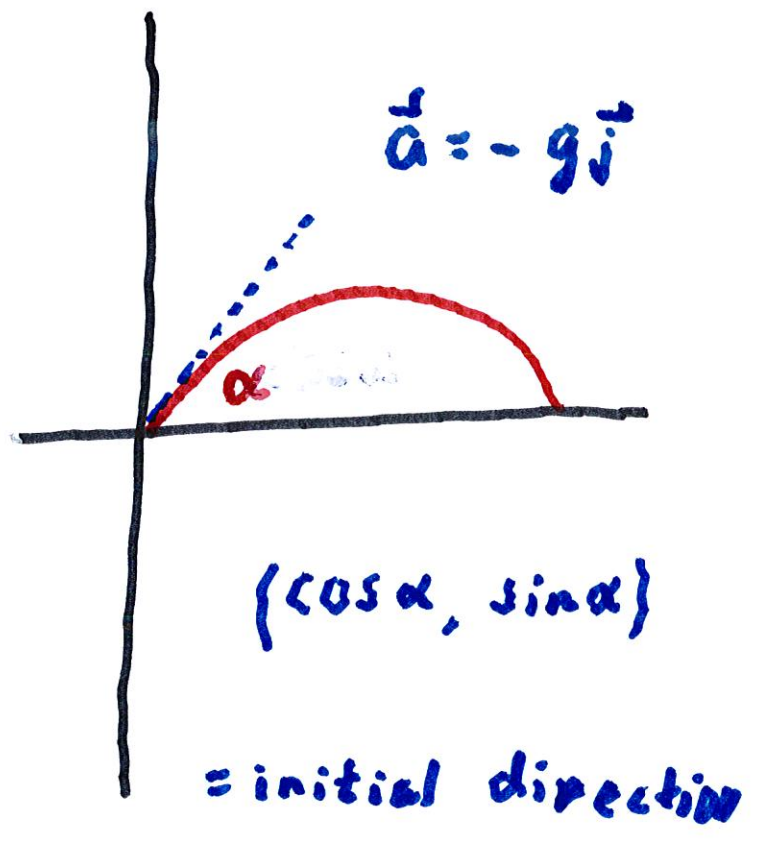
We obtain

$$x(t) = v_0 t \cos \alpha \vec{i}$$

$$y(t) = \left( v_0 t \sin \alpha - \frac{gt^2}{2} \right) \vec{j}$$

Ex. 1 Re

Motion in the plane.



## Review Problem

$$\text{Suppose } \vec{r}(t) = \langle t, t^2, t^3 \rangle$$

$$K = \text{Curvature} = \frac{|\vec{r}'(t) \times \vec{r}''(t)|}{|\vec{r}'(t)|^3}$$

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

$$\vec{r}''(t) = \langle 0, 2, 6t \rangle$$



$$\left\{ \begin{array}{ccc} \vec{i} & \vec{j} & \vec{k} \\ 1 & 2t & 3t^2 \\ 0 & 2 & 6t \end{array} \right\}$$

$$= 6t^2 \vec{i} - 6t \vec{j} + 2 \vec{k}$$

$$\left\{ \begin{array}{c} \text{"} \\ \text{"} \end{array} \right\} = \sqrt{36t^4 + 36t^2 + 4}$$

$$\left\{ \vec{n}'(t) \right\} = \sqrt{1 + 4t^2 + 9t^4}$$

$$\therefore K = \sqrt{36t^4 + 36t^2 + 9}$$

$$\left(1 + 4t^2 + 9t^4\right)^{3/2}$$

A circle of radius  $a$  has



$$K = \frac{1}{a}$$

$$K = \left| \frac{d\vec{T}}{ds} \right| = \left| \frac{\vec{T}'(t)}{|\vec{r}'(t)|} \right|$$

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

Ex. Find length of  $\vec{r}(t) = \langle 1, t^2, t^3 \rangle$   
for  $0 \leq t \leq 1$

$$\vec{r}'(t) = \langle 0, 2t, 3t^2 \rangle$$

$$|\vec{r}'(t)| = \sqrt{4t^2 + 9t^4}$$

$$L = \int_0^1 \sqrt{4t^2 + 36t^4} \, dt$$

$$= \int_0^1 \sqrt{4 + 36t^2} \, t \, dt$$

$$v = 4 + 36t^2 \quad v(0) = 4 \quad v(1) = 40$$

$$dv = 72t \, dt$$

$$\therefore t \, dt = \frac{1}{72} \, dv$$

$$\int_0^1 = \int_4^{40} \sqrt{v} \cdot \frac{dv}{72}$$

$$= \frac{2}{3 \cdot 72} v^{3/2} \Big|_4^{40}$$

$$= \frac{1}{108} \{ 40^{3/2} - 8 \}$$

Ex. Reparameterize w.r.t arc length

$$\vec{r}(t) = 2t\vec{i} + (1-3t)\vec{j} + (1+4t)\vec{k}$$

$$\vec{r}'(t) = \langle 2, -3, 4 \rangle$$

$$|\vec{r}'(t)| = \sqrt{4+9+16} = \sqrt{29}$$

$$\therefore s(t) = \int_0^t \sqrt{29} \, du = \sqrt{29} t$$

$$\Rightarrow s = \sqrt{29} t$$

$$\text{or } t = \frac{s}{\sqrt{29}}$$

$$\vec{r}(t(s)) = \left\langle \frac{25}{\sqrt{29}}, \left(1 - \frac{35}{\sqrt{29}}\right), 5 + \frac{45}{\sqrt{29}} \right\rangle$$

$$= s \left\langle \frac{2}{\sqrt{29}}, \frac{-3}{\sqrt{29}}, \frac{4}{\sqrt{29}} \right\rangle$$

$$+ \langle 0, 1, 5 \rangle$$