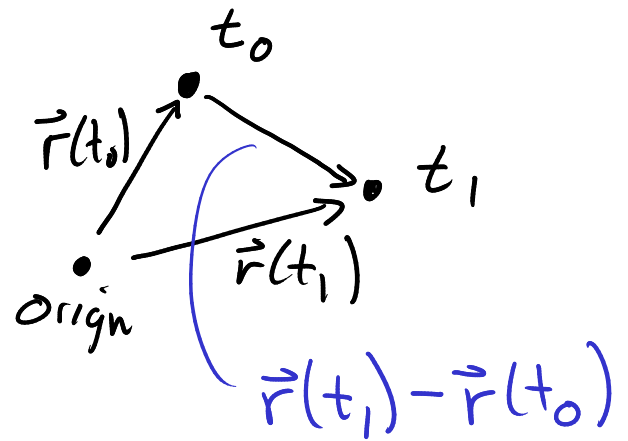
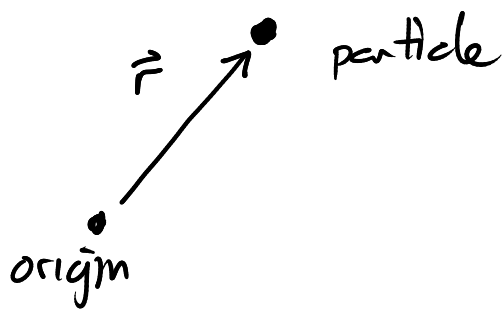


Velocity and Acceleration (Kinematics)

Position:



Displacement doesn't depend on what origin you pick.

displacement vector between t_0 and t_1

Average velocity = $\frac{\text{displacement}}{\text{time}}$

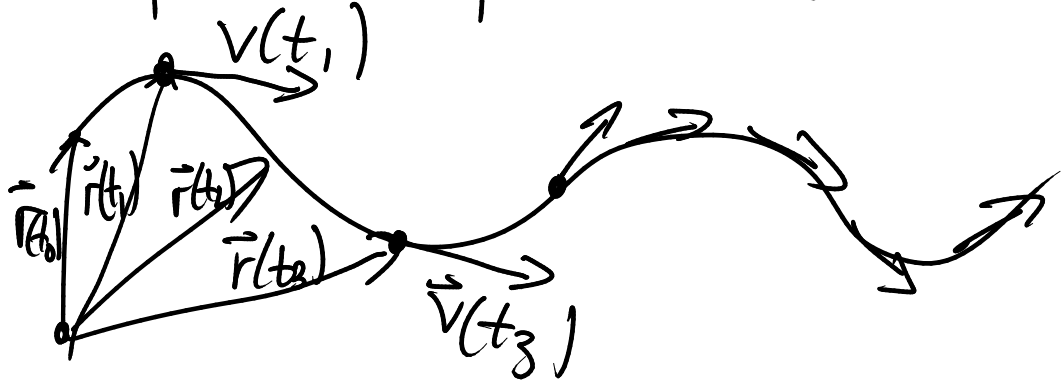
$$\vec{V}_{\text{average}, t_0, t_1} = \frac{\vec{r}(t_1) - \vec{r}(t_0)}{t_1 - t_0} \quad \begin{matrix} \text{units} \\ \text{length/time} \end{matrix}$$

instantaneous velocity = limit of average velocities as time interval goes to zero.

$$\vec{V} = \lim_{t_1 \rightarrow t_0} \frac{\vec{r}(t_1) - \vec{r}(t_0)}{t_1 - t_0} = \lim_{h \rightarrow 0} \frac{\vec{r}(t_0 + h) - \vec{r}(t_0)}{h} \quad (h = t_1 - t_0)$$

$$\vec{V}(t) = \vec{r}'(t) = \frac{d\vec{r}}{dt}$$

Geometrically, $\vec{v}(t)$ is a tangent vector to the path the particle moves along

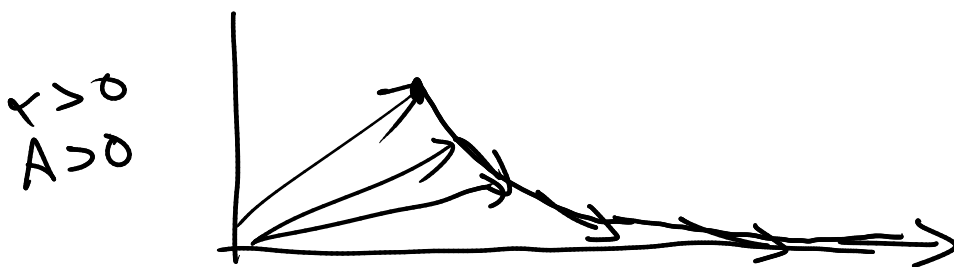


derivative of velocity is acceleration

$$\vec{a}(t) = \frac{d\vec{v}}{dt} = \frac{d^2\vec{r}}{dt^2} \quad (\text{instantaneous acceleration})$$

Ex $\vec{r}(t) = A (e^{\alpha t} \vec{i} + e^{-\alpha t} \vec{j})$

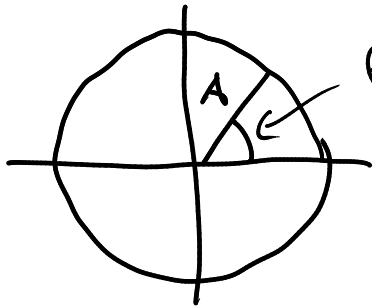
Find $\vec{v}(t) = A (\alpha e^{\alpha t} \vec{i} - \alpha e^{-\alpha t} \vec{j})$



Uniform circular motion

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

$\omega = \text{omega} = \text{angular frequency}$



$$\theta = \omega t$$

let $T = \text{period} = \text{time for a complete rotation}$

$$\text{complete rotation} \quad \boxed{2\pi = \omega T}$$

$f = \text{ordinary frequency} = \# \text{ rotations per unit time}$

$$f = \frac{1}{T}$$

$$2\pi = \frac{\omega}{f}$$

$$2\pi f = \omega$$

$$\boxed{f = \frac{\omega}{2\pi}}$$

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

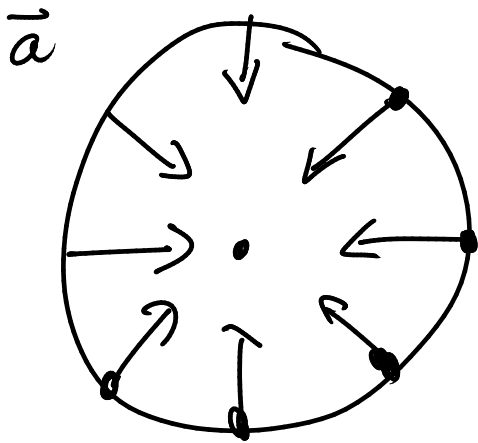
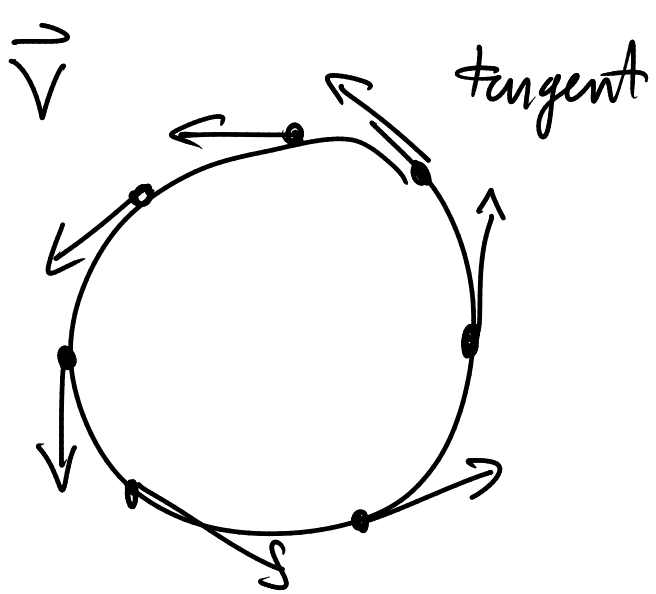
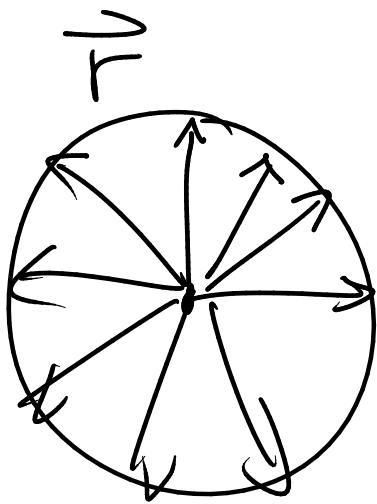
$$\vec{v}(t) = A (-\omega \sin \omega t \vec{i} + \omega \cos \omega t \vec{j})$$

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

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

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

$$\vec{a} = -\omega^2 \vec{r} \quad \text{for all } t$$



\vec{a} points toward center
 \vec{a} = centripetal acceleration
 (coming from centripetal force)

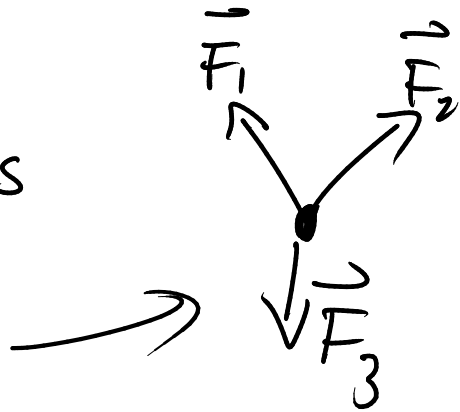
Newton's 2nd law \Leftrightarrow can write it as a vector equation

$$\vec{F} = m\vec{a} \quad m = \text{mass} \quad \vec{a} = \text{acceleration}$$

\vec{F} = total force acting

Forces add like vectors

$$\vec{F} = \vec{F}_1 + \vec{F}_2 + \vec{F}_3$$



If you know the forces, you can determine the motion.

$$\vec{F} = m\vec{a} \quad \Rightarrow \quad \vec{a} = \frac{\vec{F}}{m} \quad \begin{array}{l} \text{Know force} \\ \Rightarrow \text{know } \vec{a} \end{array}$$

Know $\vec{a} = \frac{d\vec{v}}{dt} \Rightarrow$ compute \vec{v} by integration

$$\vec{v}(t_1) - \vec{v}(t_0) = \int_{t_0}^{t_1} \frac{d\vec{v}}{dt} dt = \int_{t_0}^{t_1} \vec{a}(t) dt$$

$$\vec{v}(t_1) = \vec{v}(t_0) + \int_{t_0}^{t_1} \vec{a}(t) dt$$

if you know initial velocity $\vec{v}(t_0)$ and $\vec{a}(t)$, then you know $\vec{v}(t_1)$ for any other value of t_1

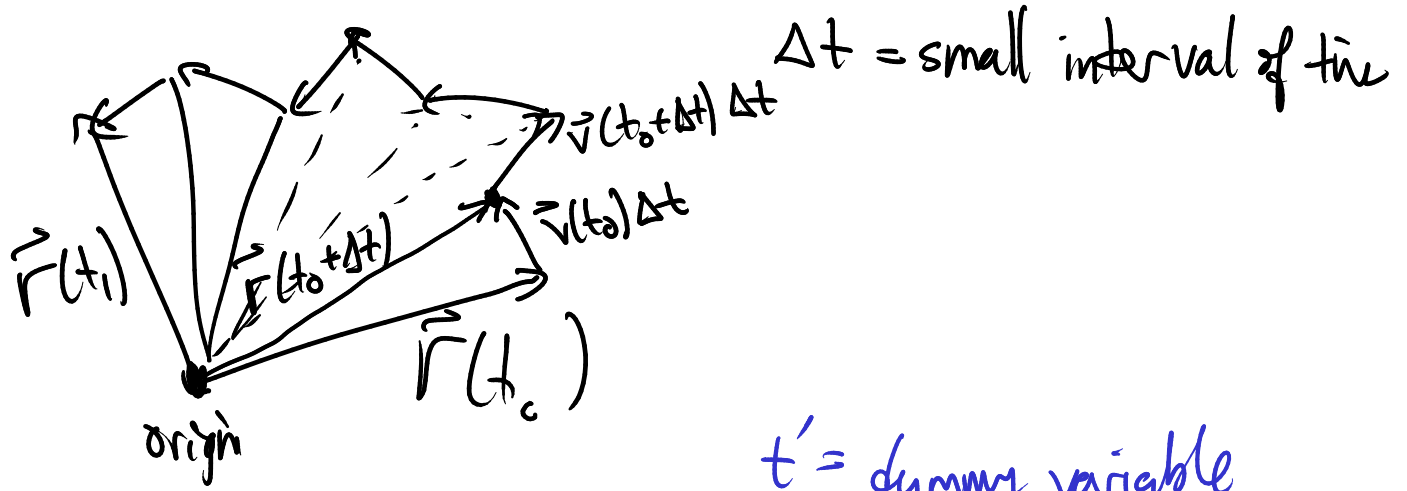
if $\vec{v}_0 =$ initial velocity

$$\vec{v}(t) = \vec{v}_0 + \int_{t_0}^t \vec{a}(t') dt' \quad \left. \vphantom{\int_{t_0}^t} \right\} \text{another notation.}$$

Same process yields \vec{r} from \vec{v} , once we know initial position $\vec{r}_0 = \vec{r}(t_0)$

$$\vec{r}(t_1) - \vec{r}(t_0) = \int_{t_0}^{t_1} \frac{d\vec{r}}{dt} dt = \int_{t_0}^{t_1} \vec{v}(t) dt$$

$$\vec{r}(t) = \vec{r}_0 + \int_{t_0}^t \vec{v}(t') dt'$$



Example: No acceleration; initial position \vec{r}_0
 $\vec{a}(t) = 0$ initial velocity \vec{v}_0

(Assume $t_0 = 0$)

$$\vec{v}(t) = \vec{v}_0 + \int_0^t \vec{a}(t') dt' = \vec{v}_0 + \int_0^t 0 dt' = \vec{v}_0$$

$$\begin{aligned} \vec{r}(t) &= \vec{r}_0 + \int_0^t \vec{v}(t') dt' = \vec{r}_0 + \int_0^t \vec{v}_0 dt' \\ &= \vec{r}_0 + \vec{v}_0 \int_0^t dt' = \vec{r}_0 + \vec{v}_0 [t']_{t'=0}^{t'=t} \end{aligned}$$

$$\vec{r}(t) = \vec{r}_0 + \vec{v}_0 t \quad \leftarrow \text{a line} \quad \begin{array}{l} \vec{r}_0 = \text{point on line} \\ \vec{v}_0 = \text{direction vector.} \end{array}$$

• constant acceleration $\vec{a}(t) = \vec{a}$

$$\vec{v}(t) = \vec{v}_0 + \int_0^t \vec{a}(s) ds = \vec{v}_0 + \int_0^t \vec{a} ds = \vec{v}_0 + \vec{a}t$$

$$\vec{r}(t) = \vec{r}_0 + \int_0^t \vec{v}(s) ds = \vec{r}_0 + \int_0^t (\vec{v}_0 + \vec{a}s) ds$$

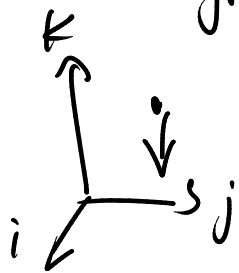
$$= \vec{r}_0 + \int_0^t \vec{v}_0 ds + \int_0^t \vec{a} s ds$$

$$= \vec{r}_0 + \vec{v}_0 \int_0^t ds + \vec{a} \int_0^t s ds$$

$$= \vec{r}_0 + \vec{v}_0 t + \left(\frac{1}{2}t^2\right) \vec{a}$$

$$\vec{r}(t) = \vec{r}_0 + \vec{v}_0 t + \frac{1}{2} \vec{a} t^2$$

Constant gravitational acceleration $\vec{a} = -g\vec{k}$



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

$$\vec{r}(t) = \vec{r}_0 + \vec{v}_0 t + \frac{1}{2} (-g\vec{k}) t^2$$

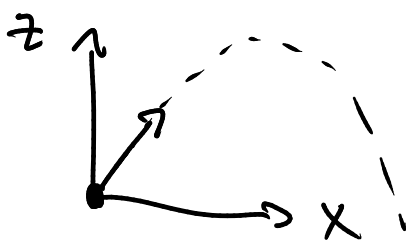
$$\vec{r}_0 = \langle r_{0x}, r_{0y}, r_{0z} \rangle \quad \vec{v}_0 = \langle v_{0x}, v_{0y}, v_{0z} \rangle$$

$$x = r_{0x} + v_{0x} t$$

$$y = r_{0y} + v_{0y} t$$

$$z = r_{0z} + v_{0z} t - \frac{1}{2} g t^2$$

Assume $\vec{r}_0 = 0$, $v_{0y} = 0$



parabolic trajectory.

Non constant acceleration: electron (e^-)
charge $-e$ mass m

Electron is subjected to an electrical field

$$\vec{E} = \vec{E}_0 \sin \omega t \quad \vec{a} = \frac{-e \vec{E}}{m}$$

↑
constant
vector.

$$\vec{a}_0 = \frac{-e \vec{E}_0}{m}$$

$$\vec{a}(t) = \frac{-e \vec{E}_0}{m} \sin \omega t = \vec{a}_0 \sin \omega t$$

Assume $\vec{v}_0 = 0$ $\vec{r}_0 = 0$ $t_0 = 0$

$$\vec{v}(t) = \int_0^t \vec{a}(s) ds = \int_0^t \vec{a}_0 \sin \omega s ds$$

$$= \vec{a}_0 \left[-\frac{1}{\omega} \cos \omega s \right]_0^t = -\frac{\vec{a}_0}{\omega} [\cos \omega t - 1]$$

$$\vec{r}(t) = \int_0^t \vec{v}(s) ds = \int_0^t -\frac{\vec{a}_0}{\omega} [\cos \omega s - 1] ds$$

$$= -\frac{\vec{a}_0}{\omega} \left[\frac{1}{\omega} \sin \omega s - s \right]_0^t = -\frac{\vec{a}_0}{\omega} \left[\frac{1}{\omega} \sin \omega t - t \right]$$

$$\vec{r}(t) = \underbrace{\frac{\vec{a}_0}{\omega} t}_{\text{drift.}} - \underbrace{\frac{\vec{a}_0}{\omega^2} \sin \omega t}_{\text{oscillation}}$$