13.4 Motion in Space: Velocity and Acceleration

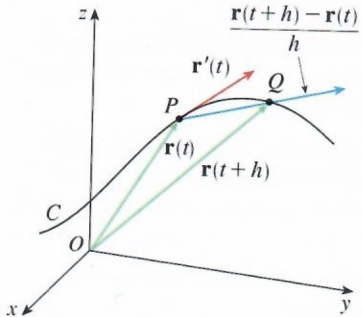

FIGURE 1

In this section we show how the ideas of tangent and normal vectors and curva… be used in physics to study the motion of an object, including its velocity … tion, along a space curve. In particular, we follow in the footsteps of Newton … these methods to derive Kepler's First Law of planetary motion.

Suppose a particle moves through space so that its position vector at time … Notice from Figure 1 that, for small values of h, the vector

1 $$\frac{\mathbf{r}(t+h)-\mathbf{r}(t)}{h}$$

approximates the direction of the particle moving along the curve $\mathbf{r}(t)$. Its mag… sures the size of the displacement vector per unit time. The vector (1) gives … velocity over a time interval of length h and its limit is the **velocity vector** …

2 $$\mathbf{v}(t)=\lim_{h\to 0}\frac{\mathbf{r}(t+h)-\mathbf{r}(t)}{h}=\mathbf{r}'(t)$$

Thus the velocity vector is also the tangent vector and points in the direction … gent line.

The **speed** of the particle at time t is the magnitude of the velocity vec… $|\mathbf{v}(t)|$. This is appropriate because, from (2) and from Equation 13.3.7, we have

$$|\mathbf{v}(t)|=|\mathbf{r}'(t)|=\frac{ds}{dt}=\text{rate of change of distance with respect to time}$$

As in the case of one-dimensional motion, the **acceleration** of the particle is defined as the derivative of the velocity:

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

EXAMPLE 1 The position vector of an object moving in a plane is given by $\mathbf{r}(t) = t^3\,\mathbf{i} + t^2\,\mathbf{j}$. Find its velocity, speed, and acceleration when $t = 1$ and illustrate geometrically.

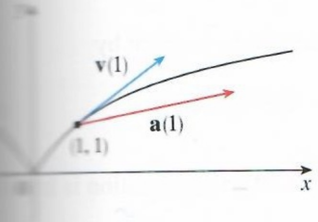

FIGURE 2

SOLUTION The velocity and acceleration at time t are

$$\mathbf{v}(t) = \mathbf{r}'(t) = 3t^2\,\mathbf{i} + 2t\,\mathbf{j}$$

$$\mathbf{a}(t) = \mathbf{r}''(t) = 6t\,\mathbf{i} + 2\,\mathbf{j}$$

and the speed is

$$|\mathbf{v}(t)| = \sqrt{(3t^2)^2 + (2t)^2} = \sqrt{9t^4 + 4t^2}$$

Visual 13.4 shows animated velocity and acceleration vectors for objects moving along various curves.

When $t = 1$, we have

$$\mathbf{v}(1) = 3\,\mathbf{i} + 2\,\mathbf{j} \qquad \mathbf{a}(1) = 6\,\mathbf{i} + 2\,\mathbf{j} \qquad |\mathbf{v}(1)| = \sqrt{13}$$

These velocity and acceleration vectors are shown in Figure 2. ■

Figure 3 shows the path of the particle in Example 2 with the velocity and acceleration vectors when $t = 1$.

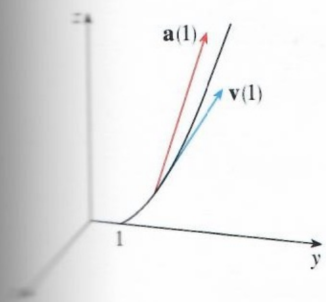

FIGURE 3

EXAMPLE 2 Find the velocity, acceleration, and speed of a particle with position vector $\mathbf{r}(t) = \langle t^2, e^t, te^t \rangle$.

SOLUTION

$$\mathbf{v}(t) = \mathbf{r}'(t) = \langle 2t, e^t, (1 + t)e^t \rangle$$

$$\mathbf{a}(t) = \mathbf{v}'(t) = \langle 2, e^t, (2 + t)e^t \rangle$$

$$|\mathbf{v}(t)| = \sqrt{4t^2 + e^{2t} + (1 + t)^2 e^{2t}}$$ ■

The vector integrals that were introduced in Section 13.2 can be used to find position vectors when velocity or acceleration vectors are known, as in the next example.

EXAMPLE 3 A moving particle starts at an initial position $\mathbf{r}(0) = \langle 1, 0, 0 \rangle$ with initial velocity $\mathbf{v}(0) = \mathbf{i} - \mathbf{j} + \mathbf{k}$. Its acceleration is $\mathbf{a}(t) = 4t\,\mathbf{i} + 6t\,\mathbf{j} + \mathbf{k}$. Find its velocity and position at time t.

SOLUTION Since $\mathbf{a}(t) = \mathbf{v}'(t)$, we have

$$\mathbf{v}(t) = \int \mathbf{a}(t)\,dt = \int (4t\,\mathbf{i} + 6t\,\mathbf{j} + \mathbf{k})\,dt$$

$$= 2t^2\,\mathbf{i} + 3t^2\,\mathbf{j} + t\,\mathbf{k} + \mathbf{C}$$

To determine the value of the constant vector $\mathbf{C}$, we use the fact that $\mathbf{v}(0) = \mathbf{i} - \mathbf{j} + \mathbf{k}$. The preceding equation gives $\mathbf{v}(0) = \mathbf{C}$, so $\mathbf{C} = \mathbf{i} - \mathbf{j} + \mathbf{k}$ and

$$\mathbf{v}(t) = 2t^2\,\mathbf{i} + 3t^2\,\mathbf{j} + t\,\mathbf{k} + \mathbf{i} - \mathbf{j} + \mathbf{k}$$

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

The expression for $\mathbf{r}(t)$ that we obtained in Example 3 was used to plot the path of the particle in Figure 4 for $0 \leqslant t \leqslant 3$.

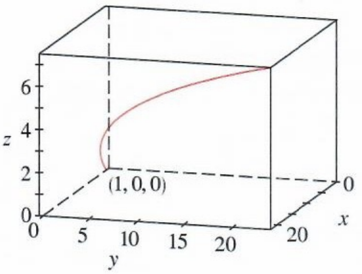

FIGURE 4

Since $\mathbf{v}(t) = \mathbf{r}'(t)$, we have

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

$$= \int [(2t^2 + 1)\,\mathbf{i} + (3t^2 - 1)\,\mathbf{j} + (t + 1)\,\mathbf{k}]\,dt$$

$$= \left(\tfrac{2}{3}t^3 + t\right)\mathbf{i} + (t^3 - t)\,\mathbf{j} + \left(\tfrac{1}{2}t^2 + t\right)\mathbf{k} + \mathbf{D}$$

Putting $t = 0$, we find that $\mathbf{D} = \mathbf{r}(0) = \mathbf{i}$, so the position at time t is given by

$$\mathbf{r}(t) = \left(\tfrac{2}{3}t^3 + t + 1\right)\mathbf{i} + (t^3 - t)\,\mathbf{j} + \left(\tfrac{1}{2}t^2 + t\right)\mathbf{k}$$

In general, vector integrals allow us to recover velocity when acceleration is known and position when velocity is known:

$$\mathbf{v}(t) = \mathbf{v}(t_0) + \int_{t_0}^{t} \mathbf{a}(u)\,du \qquad \mathbf{r}(t) = \mathbf{r}(t_0) + \int_{t_0}^{t} \mathbf{v}(u)\,du$$

If the force that acts on a particle is known, then the acceleration can be found from **Newton's Second Law of Motion**. The vector version of this law states that if, at any time t, a force $\mathbf{F}(t)$ acts on an object of mass m producing an acceleration $\mathbf{a}(t)$, then

$$\mathbf{F}(t) = m\mathbf{a}(t)$$

EXAMPLE 4 An object with mass m that moves in a circular path with constant angular speed ω has position vector $\mathbf{r}(t) = a\cos\omega t\,\mathbf{i} + a\sin\omega t\,\mathbf{j}$. Find the force acting on the object and show that it is directed toward the origin.

The object moving with position P has angular speed $\omega = d\theta/dt$, where θ is the angle shown in Figure 5.

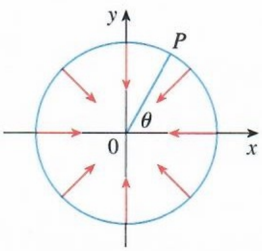

FIGURE 5

SOLUTION To find the force, we first need to know the acceleration:

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

$$\mathbf{a}(t) = \mathbf{v}'(t) = -a\omega^2\cos\omega t\,\mathbf{i} - a\omega^2\sin\omega t\,\mathbf{j}$$

Therefore Newton's Second Law gives the force as

$$\mathbf{F}(t) = m\mathbf{a}(t) = -m\omega^2(a\cos\omega t\,\mathbf{i} + a\sin\omega t\,\mathbf{j})$$

Notice that $\mathbf{F}(t) = -m\omega^2\mathbf{r}(t)$. This shows that the force acts in the direction opposite to the radius vector $\mathbf{r}(t)$ and therefore points toward the origin (see Figure 5). Such a force is called a *centripetal* (center-seeking) force.

Projectile Motion

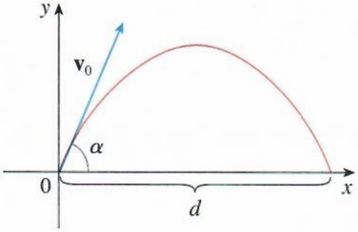

FIGURE 6

EXAMPLE 5 A projectile is fired with angle of elevation α and initial velocity $\mathbf{v}_0$. (See Figure 6.) Assuming that air resistance is negligible and the only external force is due to gravity, find the position function $\mathbf{r}(t)$ of the projectile. What value of α maximizes the range (the horizontal distance traveled)?

SOLUTION We set up the axes so that the projectile starts at the origin. Since the force due to gravity acts downward, we have

$$\mathbf{F} = m\mathbf{a} = -mg\,\mathbf{j}$$

where $g = |\mathbf{a}| \approx 9.8 \text{ m/s}^2$. Thus

$$\mathbf{a} = -g\,\mathbf{j}$$

Since $\mathbf{v}'(t) = \mathbf{a}$, we have

$$\mathbf{v}(t) = -gt\,\mathbf{j} + \mathbf{C}$$

where $\mathbf{C} = \mathbf{v}(0) = \mathbf{v}_0$. Therefore

$$\mathbf{r}'(t) = \mathbf{v}(t) = -gt\,\mathbf{j} + \mathbf{v}_0$$

Integrating again, we obtain

$$\mathbf{r}(t) = -\tfrac{1}{2}gt^2\,\mathbf{j} + t\,\mathbf{v}_0 + \mathbf{D}$$

But $\mathbf{D} = \mathbf{r}(0) = \mathbf{0}$, so the position vector of the projectile is given by

3 $$\mathbf{r}(t) = -\tfrac{1}{2}gt^2\,\mathbf{j} + t\,\mathbf{v}_0$$

If we write $|\mathbf{v}_0| = v_0$ (the initial speed of the projectile), then

$$\mathbf{v}_0 = v_0 \cos\alpha\,\mathbf{i} + v_0 \sin\alpha\,\mathbf{j}$$

and Equation 3 becomes

$$\mathbf{r}(t) = (v_0 \cos\alpha)t\,\mathbf{i} + \left[(v_0 \sin\alpha)t - \tfrac{1}{2}gt^2\right]\mathbf{j}$$

The parametric equations of the trajectory are therefore

...ate t from Equations 4, you ... y is a quadratic function ... path of the projectile is part ...

4 $$x = (v_0 \cos\alpha)t \qquad y = (v_0 \sin\alpha)t - \tfrac{1}{2}gt^2$$

The horizontal distance d is the value of x when $y = 0$. Setting $y = 0$, we obtain $t = 0$ or $t = (2v_0 \sin\alpha)/g$. This second value of t then gives

$$d = x = (v_0 \cos\alpha)\frac{2v_0 \sin\alpha}{g} = \frac{v_0^2(2 \sin\alpha \cos\alpha)}{g} = \frac{v_0^2 \sin 2\alpha}{g}$$

Clearly, d has its maximum value when $\sin 2\alpha = 1$, that is, $\alpha = 45°$. ■

EXAMPLE 6 A projectile is fired with muzzle speed 150 m/s and angle of elevation 45° from a position 10 m above ground level. Where does the projectile hit the ground, and with what speed?

SOLUTION If we place the origin at ground level, then the initial position of the projectile is (0, 10) and so we need to adjust Equations 4 by adding 10 to the expression for y. With $v_0 = 150$ m/s, $\alpha = 45°$, and $g = 9.8 \text{ m/s}^2$, we have

$$x = 150 \cos(45°)t = 75\sqrt{2}\,t$$

$$y = 10 + 150 \sin(45°)t - \tfrac{1}{2}(9.8)t^2 = 10 + 75\sqrt{2}\,t - 4.9t^2$$

Impact occurs when $y = 0$, that is, $4.9t^2 - 75\sqrt{2}\,t - 10 = 0$. Using the quadratic formula to solve this equation (and taking only the positive value of t), we get

$$t = \frac{75\sqrt{2} + \sqrt{11{,}250 + 196}}{9.8} \approx 21.74$$

Then $x \approx 75\sqrt{2}\,(21.74) \approx 2306$, so the projectile hits the ground about 2306 m away.

The velocity of the projectile is

$$\mathbf{v}(t) = \mathbf{r}'(t) = 75\sqrt{2}\,\mathbf{i} + \left(75\sqrt{2} - 9.8t\right)\mathbf{j}$$

So its speed at impact is

$$|\mathbf{v}(21.74)| = \sqrt{(75\sqrt{2}\,)^2 + (75\sqrt{2} - 9.8 \cdot 21.74)^2} \approx 151 \text{ m/s}$$

Tangential and Normal Components of Acceleration

When we study the motion of a particle, it is often useful to resolve the accele[...] two components, one in the direction of the tangent and the other in the direc[...] normal. If we write $v = |\mathbf{v}|$ for the speed of the particle, then

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

and so

$$\mathbf{v} = v\mathbf{T}$$

If we differentiate both sides of this equation with respect to t, we get

5 $$\mathbf{a} = \mathbf{v}' = v'\mathbf{T} + v\mathbf{T}'$$

If we use the expression for the curvature given by Equation 13.3.9, then we ha[...]

6 $$\kappa = \frac{|\mathbf{T}'|}{|\mathbf{r}'|} = \frac{|\mathbf{T}'|}{v} \qquad \text{so} \qquad |\mathbf{T}'| = \kappa v$$

The unit normal vector was defined in the preceding section as $\mathbf{N} = \mathbf{T}'/|\mathbf{T}'|$, so [...]

$$\mathbf{T}' = |\mathbf{T}'|\mathbf{N} = \kappa v \mathbf{N}$$

and Equation 5 becomes

7 $$\boxed{\mathbf{a} = v'\mathbf{T} + \kappa v^2 \mathbf{N}}$$

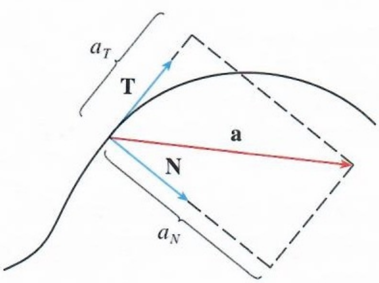

FIGURE 7

Writing a_T and a_N for the tangential and normal components of acceleration, we [...]

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

where

8 $$a_T = v' \qquad \text{and} \qquad a_N = \kappa v^2$$

This resolution is illustrated in Figure 7.

Let's look at what Formula 7 says. The first thing to notice is that the bi[...] **B** is absent. No matter how an object moves through space, its acceleration a[...] the plane of **T** and **N** (the osculating plane). (Recall that **T** gives the direction [...] and **N** points in the direction the curve is turning.) Next we notice that the [...] component of acceleration is v', the rate of change of speed, and the normal [...] of acceleration is κv^2, the curvature times the square of the speed. This makes [...] think of a passenger in a car—a sharp turn in a road means a large value of the [...] κ, so the component of the acceleration perpendicular to the motion is large [...] senger is thrown against a car door. High speed around the turn has the same [...] fact, if you double your speed, a_N is increased by a factor of 4.

Although we have expressions for the tangential and normal components of acceleration in Equations 8, it's desirable to have expressions that depend only on $\mathbf{r}$, $\mathbf{r}'$, and $\mathbf{r}''$. To this end we take the dot product of $\mathbf{v} = v\mathbf{T}$ with $\mathbf{a}$ as given by Equation 7:

$$\begin{aligned}\mathbf{v} \cdot \mathbf{a} &= v\mathbf{T} \cdot (v'\mathbf{T} + \kappa v^2\mathbf{N}) \\ &= vv'\mathbf{T} \cdot \mathbf{T} + \kappa v^3\mathbf{T} \cdot \mathbf{N} \\ &= vv' \qquad \text{(since } \mathbf{T} \cdot \mathbf{T} = 1 \text{ and } \mathbf{T} \cdot \mathbf{N} = 0)\end{aligned}$$

Therefore

9
$$a_T = v' = \frac{\mathbf{v} \cdot \mathbf{a}}{v} = \frac{\mathbf{r}'(t) \cdot \mathbf{r}''(t)}{|\mathbf{r}'(t)|}$$

Using the formula for curvature given by Theorem 13.3.10, we have

10
$$a_N = \kappa v^2 = \frac{|\mathbf{r}'(t) \times \mathbf{r}''(t)|}{|\mathbf{r}'(t)|^3} |\mathbf{r}'(t)|^2 = \frac{|\mathbf{r}'(t) \times \mathbf{r}''(t)|}{|\mathbf{r}'(t)|}$$

EXAMPLE 7 A particle moves with position function $\mathbf{r}(t) = \langle t^2, t^2, t^3 \rangle$. Find the tangential and normal components of acceleration.

SOLUTION

$$\begin{aligned}\mathbf{r}(t) &= t^2\,\mathbf{i} + t^2\,\mathbf{j} + t^3\,\mathbf{k} \\ \mathbf{r}'(t) &= 2t\,\mathbf{i} + 2t\,\mathbf{j} + 3t^2\,\mathbf{k} \\ \mathbf{r}''(t) &= 2\,\mathbf{i} + 2\,\mathbf{j} + 6t\,\mathbf{k} \\ |\mathbf{r}'(t)| &= \sqrt{8t^2 + 9t^4}\end{aligned}$$

Therefore Equation 9 gives the tangential component as

$$a_T = \frac{\mathbf{r}'(t) \cdot \mathbf{r}''(t)}{|\mathbf{r}'(t)|} = \frac{8t + 18t^3}{\sqrt{8t^2 + 9t^4}}$$

Since

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

Equation 10 gives the normal component as

$$a_N = \frac{|\mathbf{r}'(t) \times \mathbf{r}''(t)|}{|\mathbf{r}'(t)|} = \frac{6\sqrt{2}\,t^2}{\sqrt{8t^2 + 9t^4}}$$

■

Kepler's Laws of Planetary Motion

We now describe one of the great accomplishments of calculus by showing how the material of this chapter can be used to prove Kepler's laws of planetary motion. After 20 years of studying the astronomical observations of the Danish astronomer Tycho Brahe, the German mathematician and astronomer Johannes Kepler (1571–1630) formulated the following three laws.