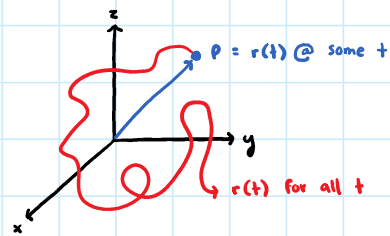


# Integrals & Trajectories

Monday, May 22, 2023 8:55 AM

recall:  $\vec{r}(t)$  = trajectory  
 $\vec{v}(t) = \vec{r}'(t)$  = velocity  
 $\vec{a}(t) = \vec{v}'(t) = \vec{r}''(t)$  = acceleration

vectors w/ functions of  $t$



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

- for each value of  $t$ , we get vector

question:

where particle initially

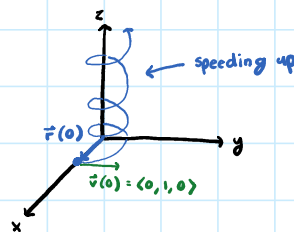
1) what if we know  $\vec{r}(0)$  and velocity ( $\vec{v}(t)$ ) @ all times?  $\rightarrow$  find  $r(t)$  (when integrate once  $\rightarrow$  need 1 constant  $\rightarrow \vec{r}(0)$ )

2) if we know  $\vec{r}(0)$  and  $\vec{v}(0)$ , can we find  $r(t)$  if  $a(t)$  known? (when integrate twice  $\rightarrow$  need 2 constants  $\rightarrow \vec{r}(0)$  &  $\vec{v}(0)$ )

ex 1) particle starts @  $\vec{r}(0) = \langle 1, 0, 0 \rangle$  & has velocity  $\vec{v}(t) = \langle -\sin(t), \cos(t), t \rangle$ . find  $r(4\pi)$  = position @ time  $t = 4\pi$ .

solution: since  $\vec{v}(t) = \vec{r}'(t)$ , we have  $\vec{r}(t) = \int \vec{v}(t) dt + c$

3 equations, 1 per component  
 indefinite integral  
 vector!!!  $\langle c_1, c_2, c_3 \rangle$



$$\begin{aligned} \vec{r}(t) &= \int \langle -\sin(t), \cos(t), t \rangle dt \\ &= \langle -\int \sin(t), \int \cos(t), \int t \rangle + \langle c_1, c_2, c_3 \rangle \\ &= \langle \cos(t), \sin(t), \frac{t^2}{2} \rangle + \langle c_1, c_2, c_3 \rangle \end{aligned}$$

integral S goes in

different constants

$$\vec{r}(t) = \langle \cos(t) + c_1, \sin(t) + c_2, \frac{t^2}{2} + c_3 \rangle$$

to find  $c_1, c_2, c_3$  we use  $\vec{r}(0) = \langle 1, 0, 0 \rangle$

it gives:

$$\vec{r}(0) = \langle \cos 0 + c_1, \sin 0 + c_2, \frac{0^2}{2} + c_3 \rangle = \langle 1, 0, 0 \rangle$$

thus  $c_1 = 0, c_2 = 0, c_3 = 0$   $\leftarrow$  in general some #'s, not always 0

$$\vec{r}(t) = \langle \cos(t), \sin(t), \frac{t^2}{2} \rangle$$

@  $t = 4\pi$ :

$$\vec{r}(4\pi) = \langle \cos(4\pi), \sin(4\pi), \frac{(4\pi)^2}{2} \rangle = \langle 1, 0, \frac{16\pi^2}{2} \rangle = \langle 1, 0, 8\pi^2 \rangle$$