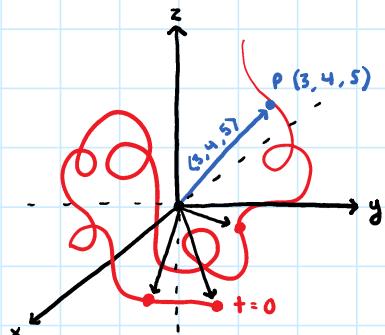


Trajectories

Wednesday, May 17, 2023 8:56 AM

trajectory : $\vec{r}(t) = \langle x(t), y(t), z(t) \rangle$
 functions of variable t

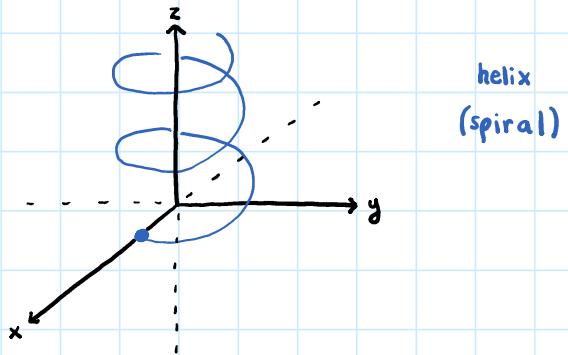
* describes curve, as well as how fast going thru curve *



ex 1) $\vec{r}(t) = \langle \cos(t), \sin(t), t \rangle$

where is particle @ ...

$$\begin{aligned} t=0 & \quad \vec{r}(0) = \langle 1, 0, 0 \rangle \\ t=1 & \quad \vec{r}(1) = \langle \cos(1), \sin(1), 1 \rangle \\ t=2\pi & \quad \vec{r}(2\pi) = \langle 1, 0, 2\pi \rangle \end{aligned}$$



thm: given line L thru point $P = (p_1, p_2, p_3)$ & vector direction $\vec{v} = \langle v_1, v_2, v_3 \rangle$

the trajectory $\vec{r}(t)$ of particle along line L is:

$$* \quad \vec{r}(t) = \langle p_1 + tv_1, p_2 + tv_2, p_3 + tv_3 \rangle * \\ = \vec{OP} + t \cdot \vec{v}$$

* not linear equation →
most likely not line *

ex 2) find parametric description of $\vec{r}(t)$, a trajectory along line thru $(1, 2, -3)$ & $\vec{v} = \langle -1, 0, 1 \rangle$
 form $\vec{r}(t)$

solution: by thm...

$$\vec{r}(t) = \vec{OP} + t\vec{v} = \langle 1-t, 2, -3+t \rangle \\ x(t) \quad y(t) \quad z(t)$$

def: given trajectory $\vec{r}(t) = \langle x(t), y(t), z(t) \rangle$

the velocity of $\vec{r}(t)$ is derivative :

$$\vec{v}(t) = \vec{r}(t)' = \langle x(t)', y(t)', z(t)' \rangle = \frac{d\vec{r}(t)}{dt} \quad (\text{vector})$$

the speed is :

$$|\vec{v}(t)| = \sqrt{x(t)^2 + y(t)^2 + z(t)^2} \quad (\#)$$

→ meters (m)

meters (m)

ex 3) $\vec{r}(t) = \langle \cos(t), \sin(t), 4t^2 \rangle$, find velocity & speed @ $t=2$

solution:

$$\vec{v}(t) = \vec{r}(t)' = \langle -\sin(t), \cos(t), 8t \rangle$$

thus @ $t=2$: $\vec{v}(2) = \langle -\sin(2), \cos(2), 16 \rangle$

speed @ $t=2$:

$$|\vec{v}(2)| = \sqrt{\underbrace{-\sin(2)^2 + \cos(2)^2}_{\sin(x)^2 + \cos(x)^2 = 1} + 16^2} = \sqrt{1 + 16^2} = \sqrt{257} \text{ m/s}$$

