

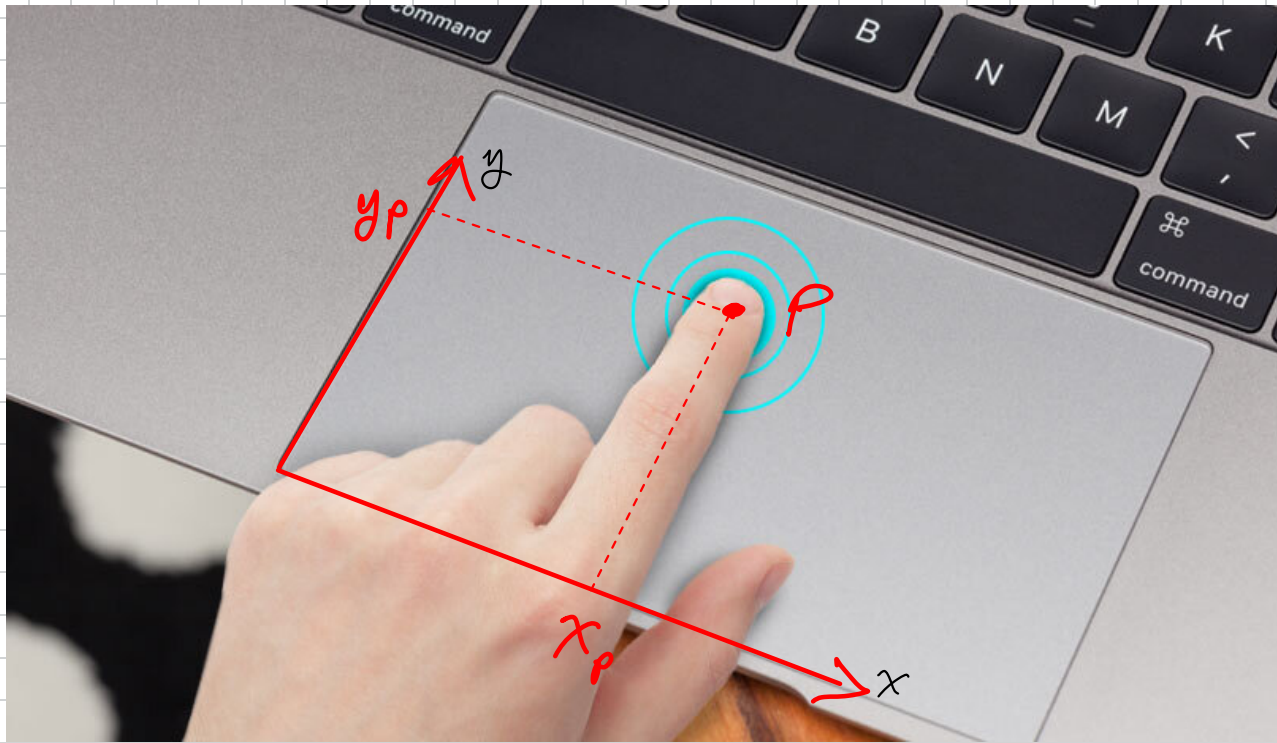
Cartesian Description:

$\hat{i}$ unit vector of $+x$ direction

$\hat{j}$ unit vector of $+y$ direction

Fixed!

Very common (and most intuitive) in math & physics



$$\vec{r} = x\hat{i} + y\hat{j}$$

$$x = x(t)$$

$$y = y(t)$$

$\hat{i}$ & $\hat{j}$ are NOT functions of t

$$x = a \sin t$$

So, finding the velocity and acceleration of P in Cartesian description depends on our ability to take derivatives of x and y with respect to time. The challenging case is to deal with explicit or implicit time dependency.

→ If x and y are explicit functions of t , they can be directly differentiated in time.

→ If time dependency is hidden: $y = f(x)$, time is still present as $x = x(t)$. So y is an implicit function of time and x is an explicit function of time. Thus, here we need to use the chain rule of differentiation.

Example:

$$y = \sin x \quad [m]$$

$$\dot{x} = 3 \quad [m/s]$$

Find $\vec{v}$, $\vec{a}$ when $x = \frac{\pi}{2}$

Solution:

$$\dot{x} = 3 \text{ m/s} \quad \leftarrow \text{constant} \Rightarrow \ddot{x} = 0$$

$$\dot{y} = \frac{dy}{dt} = \frac{dy}{dx} \cdot \frac{dx}{dt} = \cos x \cdot \dot{x} = \dot{x} \cos x$$

$$\dot{y}(x = \frac{\pi}{2}) = 3 \cos(\frac{\pi}{2}) = 0 \text{ m/s}$$

$$\ddot{y} = \ddot{x} \cos x + (-\sin x \cdot \dot{x})(\dot{x}) = \ddot{x} \cos x - \dot{x}^2 \sin x$$

$$\ddot{y}(x = \frac{\pi}{2}) = 0 - 9 \sin \frac{\pi}{2} = -9 \text{ m/s}^2$$

$$\therefore \vec{v} = \dot{x} \hat{i} + \dot{y} \hat{j} = 3 \hat{i} + 0 \hat{j} \quad [m/s]$$

$$\vec{a} = \ddot{x} \hat{i} + \ddot{y} \hat{j} = 0 \hat{i} - 9 \hat{j} \quad [m/s^2]$$

Example 1.A.1

Given: Pin P is constrained to move along a elliptical ring whose shape is given by $x^2/a^2 + y^2/b^2 = 1$ (where x and y are given in mm). The pin is also constrained to move within a horizontal slot that is moving upward at a constant speed of v .

Find: Determine:

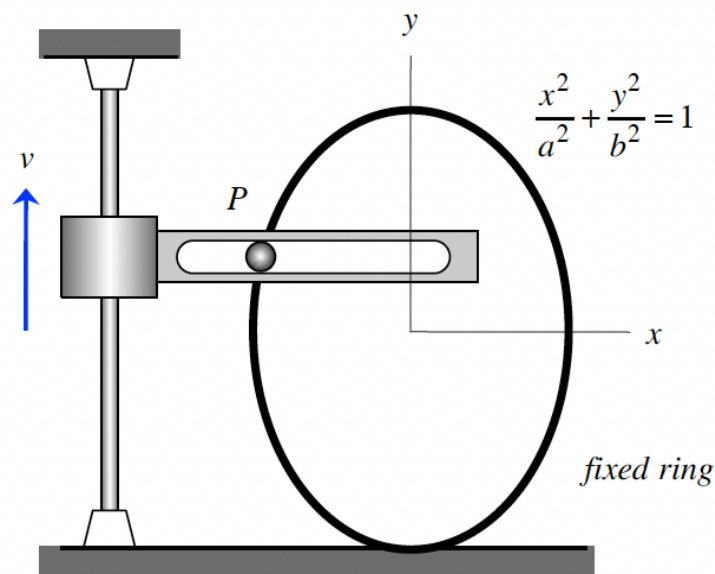
- The velocity of pin P at the position corresponding to $y = 6$ mm; and
- The acceleration of pin P at the position corresponding to $y = 6$ mm.

Use the following parameters in your analysis: $a = 5$ mm, $b = 10$ mm, $v = 30$ mm/s.

Solution

$$\vec{v} = \dot{x}\hat{i} + \dot{y}\hat{j} ; \vec{a} = \ddot{x}\hat{i} + \ddot{y}\hat{j}$$

$$\dot{y} = \text{constant} \Rightarrow \ddot{y} = 0$$



$$\frac{x^2}{a^2} = 1 - \frac{y^2}{b^2}$$

$$x = -a \sqrt{1 - \frac{y^2}{b^2}}$$

Example 1.A.1

Given: Pin P is constrained to move along a elliptical ring whose shape is given by $x^2/a^2 + y^2/b^2 = 1$ (where x and y are given in mm). The pin is also constrained to move within a horizontal slot that is moving upward at a constant speed of v .

Find: Determine:

- (a) The velocity of pin P at the position corresponding to $y = 6$ mm; and
- (b) The acceleration of pin P at the position corresponding to $y = 6$ mm.

y: explicit
x: implicit

Use the following parameters in your analysis: $a = 5$ mm, $b = 10$ mm, $v = 30$ mm/s.

Solution: $\vec{v} = \dot{x}\hat{i} + \dot{y}\hat{j}$

$$\vec{a} = \frac{d}{dt}[\vec{v}] = \ddot{x}\hat{i} + \ddot{y}\hat{j}$$

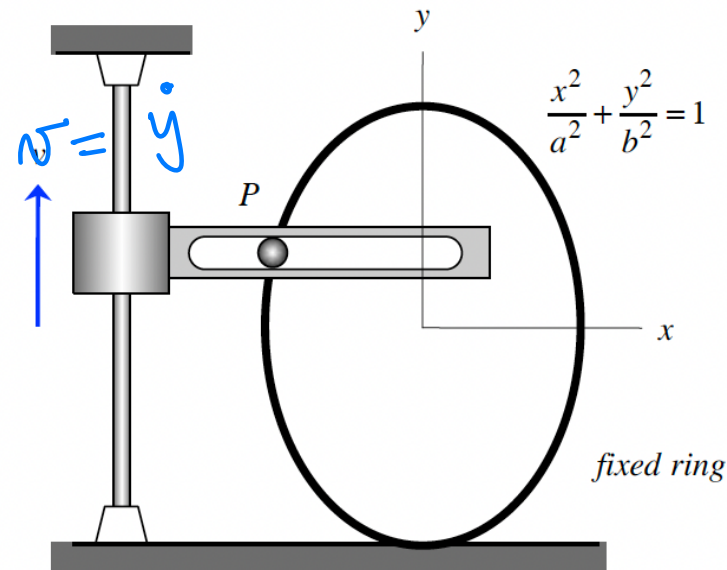
Differentiate directly:

$$\frac{d}{dt} \left[\frac{x^2}{a^2} + \frac{y^2}{b^2} = 1 \right]$$

$$\frac{1}{a^2}(\cancel{2x}\dot{x}) + \frac{1}{b^2}(\cancel{2y}\dot{y}) = 0$$

$\dot{y}$ given; solve for $\dot{x}$

$$\frac{1}{a^2}(x\dot{x}) = -\frac{1}{b^2}(y\dot{y}) \Rightarrow \dot{x} = -\frac{a^2 y}{b^2 x} \dot{y}$$



Substitute $\dot{x}$ and $\dot{y}$ in $\vec{v}$

$$\vec{v} = -\frac{a^2 y}{b^2 x} \dot{y} \hat{i} + \dot{y} \hat{j} \quad \leftarrow \text{plug in numeric values here}$$

$$\vec{v} = -11.25 \hat{i} + 30 \hat{j} \quad [\text{m/s}]$$

Similarly for acceleration:

$$\frac{d}{dt} \left(\frac{1}{a^2} x \dot{x} + \frac{1}{b^2} y \dot{y} \right) = 0 \Rightarrow \frac{1}{a^2} (\dot{x} \dot{x} + x \ddot{x}) + \frac{1}{b^2} (\dot{y} \dot{y} + y \ddot{y}) = 0$$

$\ddot{y}$ given, solve for $\ddot{x}$

$$\frac{1}{a^2} (\dot{x}^2 + x \ddot{x}) + \frac{1}{b^2} \dot{y}^2 = 0 \Rightarrow \ddot{x} = -\frac{a^2 \dot{y}^2}{b^2 x} - \frac{\dot{x}^2}{x}$$

Substitute $\ddot{x}$ and $\ddot{y}$ in $\vec{a}$ ($\ddot{y} = 0$)

$$\vec{a} = \left[-\frac{a^2 \dot{y}^2}{b^2 x} - \frac{\dot{x}^2}{x} \right] \hat{i} \quad \leftarrow \text{plug numeric values here}$$

$$\vec{a} = -87.89 \hat{i} \quad [\text{m/s}^2]$$

Example 1.A.2

Given: A particle P moves on a path whose Cartesian components are given by the following functions of time (where both components are given in inches and time t is given in seconds):

$$x(t) = t^3 + 10$$

$$y(t) = 2 \cos 4t$$

Find: Determine at the time $t = 2$ s:

- (a) The velocity vector of P;
- (b) The acceleration of P; and
- (c) The angle between the velocity and acceleration vectors of P.

Solution:

$$\dot{x}(t) = 3t^2 \Rightarrow \ddot{x}(t) = 6t$$

$$\dot{y}(t) = 2(-\sin 4t)(4) \Rightarrow \ddot{y}(t) = -8 \cos 4t (4)$$

Plug into $\vec{v}$ and $\vec{a}$

$$\vec{v} = 3t^2 \hat{i} - 8 \sin 4t \hat{j}$$

$$\vec{a} = 6t \hat{i} - 32 \cos 4t \hat{j}$$

Example 1.A.2

Given: A particle P moves on a path whose Cartesian components are given by the following functions of time (where both components are given in inches and time t is given in seconds):

$$x(t) = t^3 + 10$$

$$y(t) = 2 \cos 4t$$

Find: Determine at the time $t = 2$ s:

- (a) The velocity vector of P;
- (b) The acceleration of P; and
- (c) The angle between the velocity and acceleration vectors of P.

To find the angle, use the dot product.

$$\vec{v} \cdot \vec{a} = |\vec{v}| |\vec{a}| \cos \theta$$

$$\theta = \cos^{-1} \left(\frac{\vec{v} \cdot \vec{a}}{|\vec{v}| |\vec{a}|} \right), \text{ where } |\vec{v}| = \sqrt{\dot{x}^2 + \dot{y}^2}$$

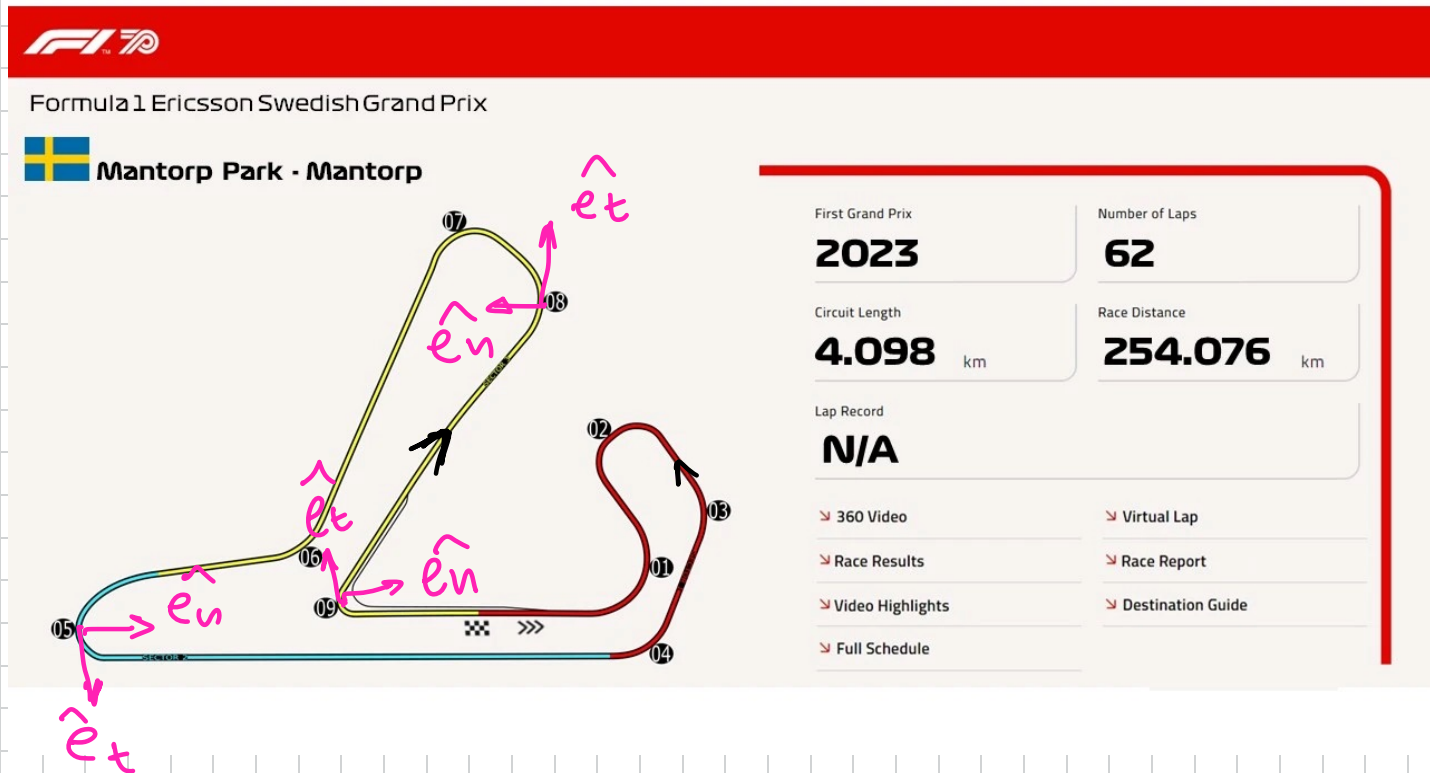
$$\text{and } |\vec{a}| = \sqrt{\ddot{x}^2 + \ddot{y}^2}$$

PATH KINEMATICS

$\hat{e}_t$ unit vector tangent to moving trajectory

$\hat{e}_n$ unit vector perpendicular to $\hat{e}_t$ pointing toward the turning center of curvature (ALWAYS)

Example: a racetrack?



For path description:

The position of P is referenced by the arc length distance s , measured along the path

The path geometry is known $\rightarrow \vec{r} = \vec{r}[s(t)]$

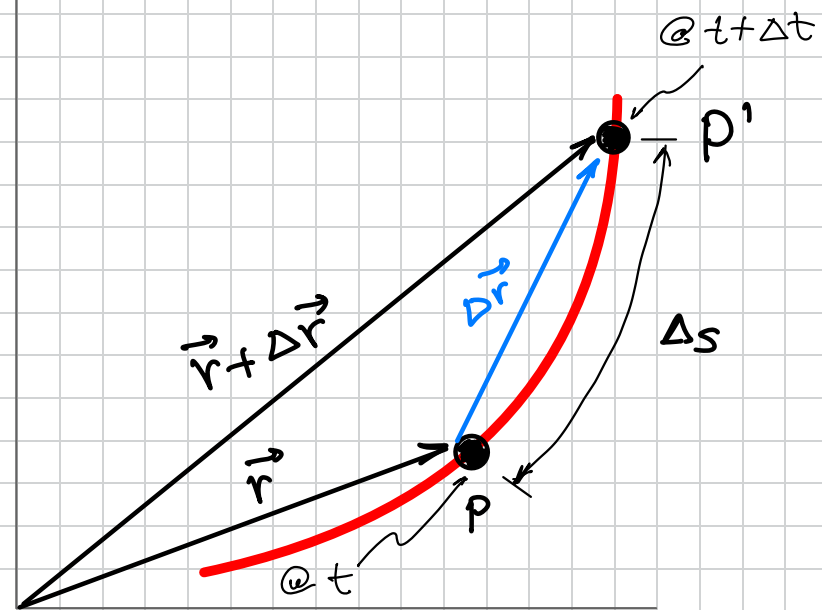
$$\vec{v} = \frac{d\vec{r}}{dt} = \frac{d\vec{r}}{ds} \cdot \frac{ds}{dt}$$

What does $\frac{ds}{dt}$ mean as s is not a vector?

$\hookrightarrow$ The "SPEED" of the particle



$\rightarrow$ $|\text{speed}| \neq \text{velocity}$
 $\downarrow$ scalar ($|\vec{v}|$) $\downarrow$ vector (has direction)



Definition of path description:

$$\frac{d\vec{r}}{ds} = \lim_{\Delta s \rightarrow 0} \frac{\Delta \vec{r}}{\Delta s}$$

The smaller Δs gets, $|\Delta \vec{r}| \approx \Delta s$

Thus, $\frac{d\vec{r}}{ds}$ becomes unit vector ($\hat{e}_t$)

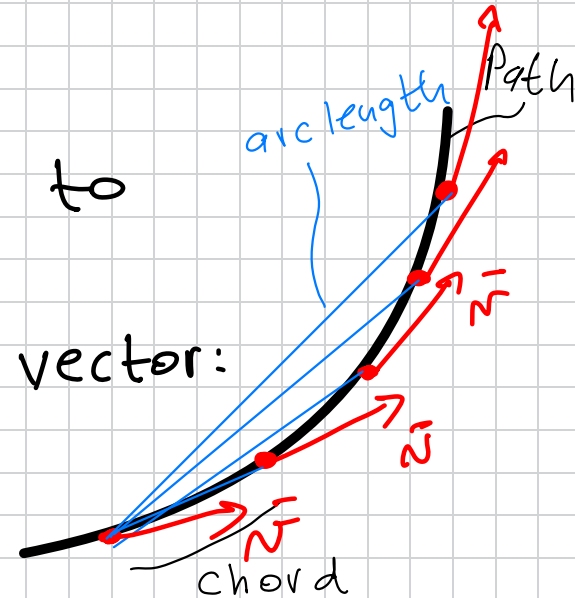
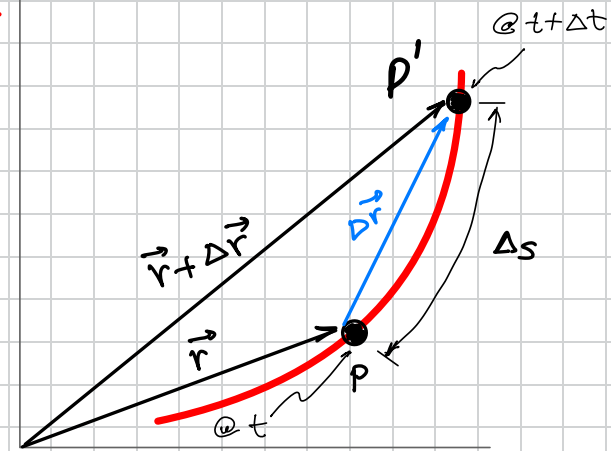
(magnitude 1)

Also, as $\Delta s \rightarrow 0$, $\Delta \vec{r}$ becomes tangent to the path of P . This is actually the direction of the velocity vector:

$$\vec{v} = v \hat{e}_t$$

Does $\hat{e}_t$'s direction change over time?

YES! both $\hat{e}_n$ and $\hat{e}_t$ do



If we take the derivative of $\vec{r}$:

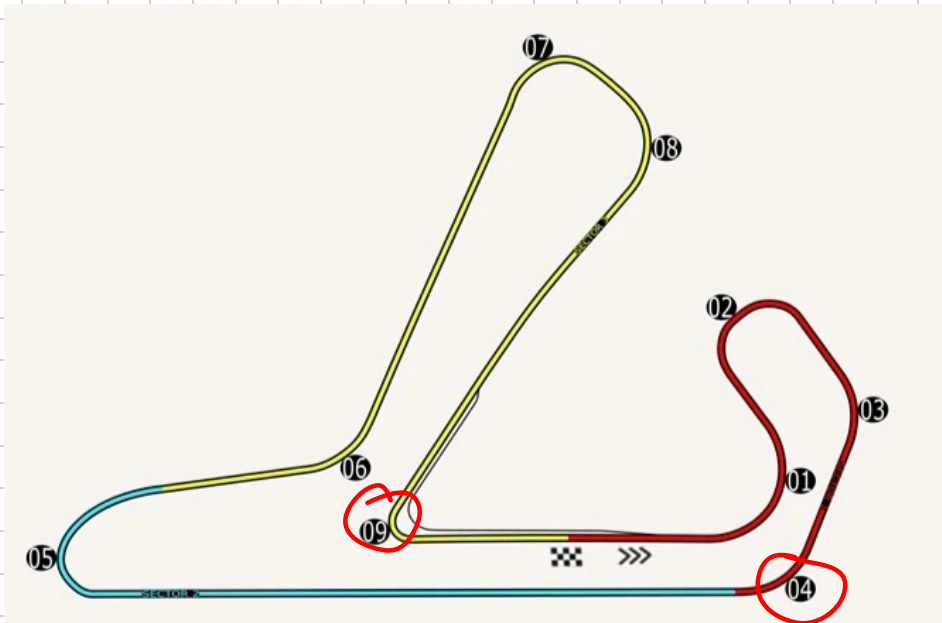
$$\vec{a} = \frac{d\vec{r}}{dt} = \frac{d}{dt} (r \hat{e}_t) = \frac{dr}{dt} \hat{e}_t + r \frac{d}{dt}(\hat{e}_t)$$

Note that the unit vector $\hat{e}_t$ is a function of position, not time. Since we want to find the dependence of position with time, we use the chain rule:

$$\frac{d}{dt} (r \hat{e}_t) = \dot{r} \hat{e}_t + r \frac{d\hat{e}_t}{ds} \cdot \frac{ds}{dt}$$

How road curves @ my location
e.g.: 09 and 04 curves are quite different!

How fast I'm driving



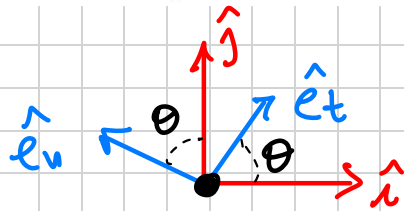
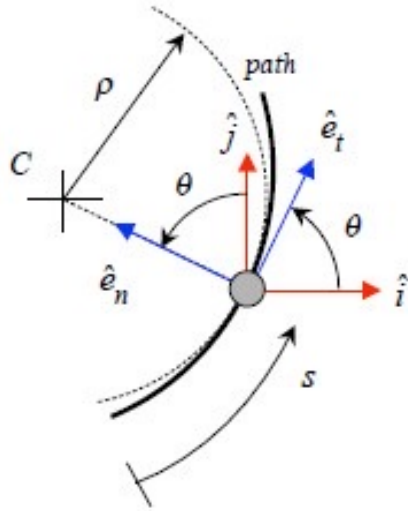
However, $\frac{d\hat{e}_t}{ds} = \frac{d\hat{e}_t}{d\theta} \cdot \frac{d\theta}{ds} \Rightarrow \vec{a} = \dot{N}\hat{e}_t + N^2 \frac{d\hat{e}_t}{ds}$

$\frac{d\hat{e}_t}{d\theta} \cdot \frac{d\theta}{ds}$

this is a consequence of $\hat{e}_t$ being a function of both angle wrt $\hat{i}-\hat{j}$ (θ), and also s .

Let's look @ what happens when P turns right or left $\Rightarrow$ The unit vectors change accordingly...

PATH TURNING RIGHT

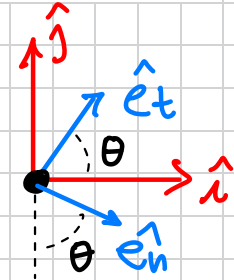
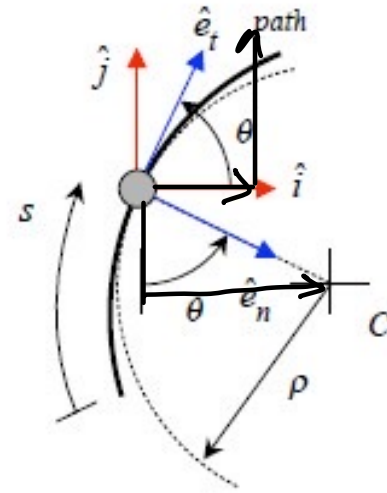


$$\hat{e}_n = -\sin \theta \hat{i} + \cos \theta \hat{j}$$

$$\hat{e}_t = \cos \theta \hat{i} + \sin \theta \hat{j}$$

$$\frac{d\hat{e}_t}{d\theta} = -\sin \theta \hat{i} + \cos \theta \hat{j} = \hat{e}_n$$

PATH TURNING LEFT

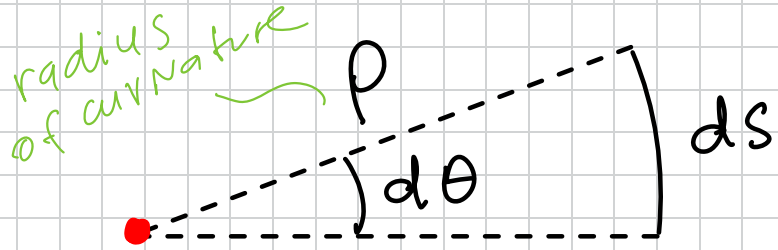


$$\hat{e}_n = \sin \theta \hat{i} - \cos \theta \hat{j}$$

$$\hat{e}_t = \cos \theta \hat{i} + \sin \theta \hat{j}$$

$$\frac{d\hat{e}_t}{d\theta} = -\sin \theta \hat{i} + \cos \theta \hat{j} = -\hat{e}_n$$

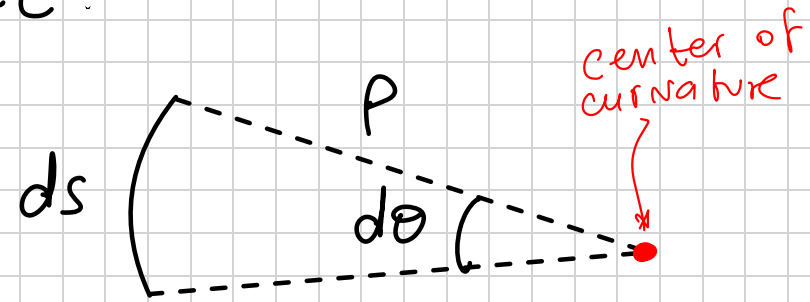
Now let's connect the dependence of angle θ with that of distance:



Left turn

$$ds = \rho d\theta \Rightarrow \frac{d\theta}{ds} = \frac{1}{\rho}$$

$$\therefore \frac{d\hat{e}_t}{d\theta} \cdot \frac{d\theta}{ds} = \frac{\hat{e}_n}{\rho}$$



Right turn

$$ds = -\rho d\theta \Rightarrow \frac{d\theta}{ds} = -\frac{1}{\rho}$$

$$\therefore \frac{d\hat{e}_t}{d\theta} \cdot \frac{d\theta}{ds} = \frac{\hat{e}_n}{\rho}$$

Curvature is the rate @ tangent direction changes wrt distance traveled. When turning left, tangent direction grows. When turning right, tangent direction shrinks (e.g. steering wheel)

So, in general

$$\frac{d\hat{e}_t}{d\theta} \cdot \frac{d\theta}{ds} = \frac{1}{\rho} \hat{e}_n$$

radius of curvature.

Altogether, all these results produce the following relationship:

$$\vec{a} = \underbrace{\dot{v} \hat{e}_t}_{\text{tangential}} + \underbrace{\frac{v^2}{\rho} \hat{e}_n}_{\text{centripetal}}$$

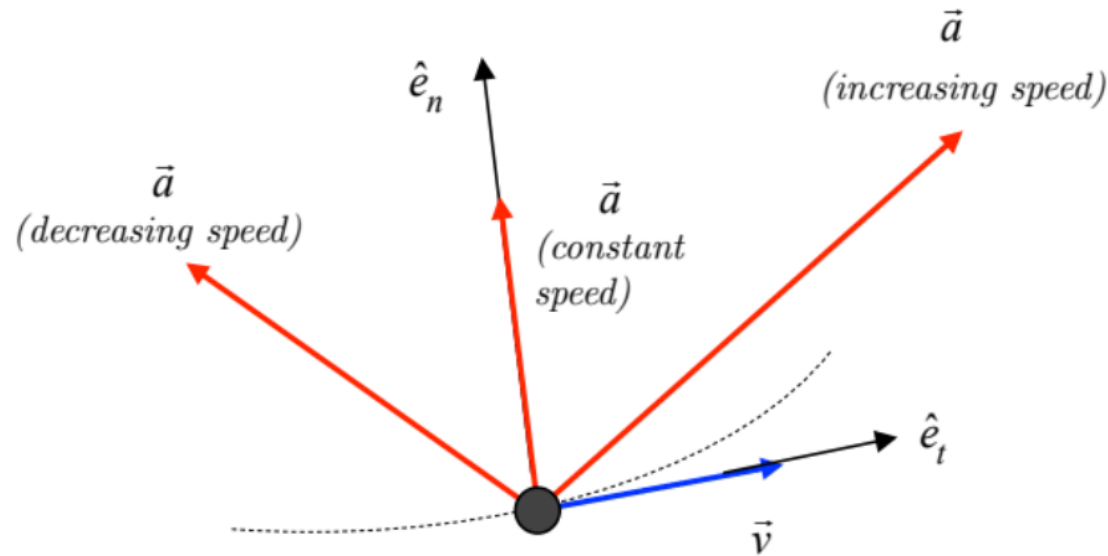
- Comes from speeding/slowing down (e.g.: gas pedal)
- Always tangent to path
- $\dot{v}$ is the rate of change of the speed of $\vec{v}$

- Comes from changing direction (e.g. Steering wheel)
- Normal to center of curvature
- Centripetal / acceleration (ALWAYS)

$\dot{v} > 0 \Rightarrow$ speed $\uparrow \Rightarrow a_t (+)$ ($\vec{a}$ points forward of $\hat{e}_n$)

$\dot{v} = 0 \Rightarrow$ speed constant $\Rightarrow a_t = 0$ ($\vec{a}$ aligned w/ $\hat{e}_n$)

$\dot{v} < 0 \Rightarrow$ speed $\downarrow \Rightarrow a_t (-)$ ($\vec{a}$ points backward)



$$\dot{v} \neq |\vec{a}|$$

Rate of change of speed = how fast speed changes

Magnitude of acceleration ^{vector} = accounts for both

$$|\vec{a}| = \sqrt{\dot{v}^2 + \left(\frac{v^2}{\rho}\right)^2}$$

like any vector.

Example 1.A.3

Given: A jet is flying on the path shown below with a speed of v . At position A on the loop, the speed of the jet is $v = 600 \text{ km/hr}$, the magnitude of the acceleration is $2.5g$ and the tangential component of acceleration is $a_t = 5 \text{ m/s}^2$.

Find: The radius of curvature of the path of the jet at A.

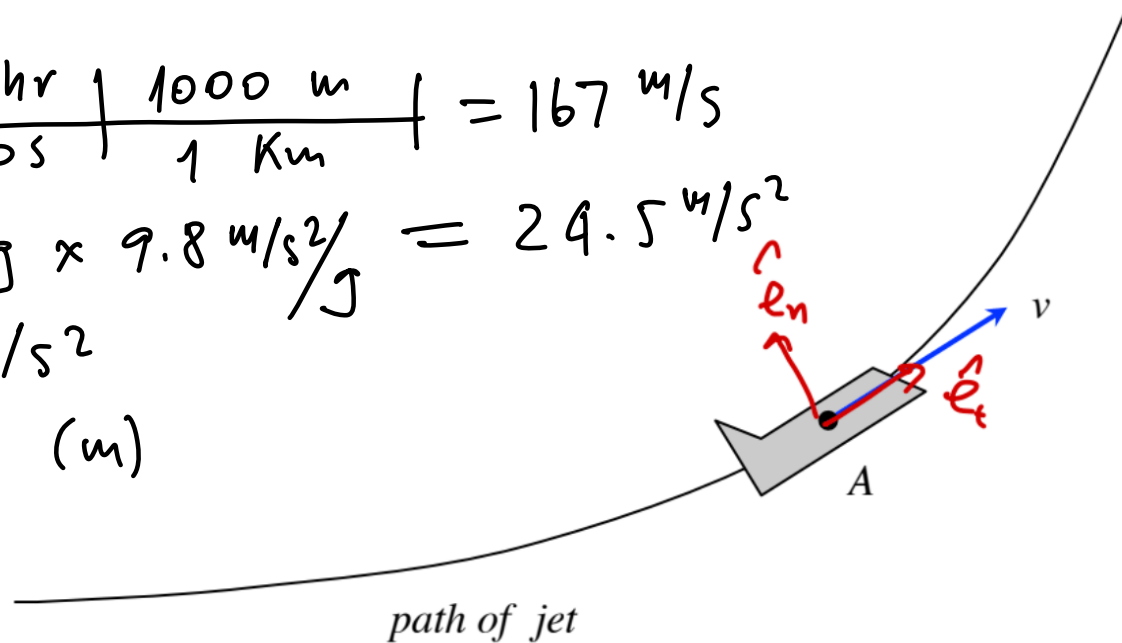
Solution :

$$600 \frac{\text{km}}{\text{hr}} \times \frac{1 \text{ hr}}{3600 \text{ s}} \times \frac{1000 \text{ m}}{1 \text{ km}} = 167 \text{ m/s}$$

$$|\vec{a}| = 2.5g \times 9.8 \text{ m/s}^2/g = 24.5 \text{ m/s}^2$$

$$a_t = 5 \text{ m/s}^2$$

$$\rho = ? \quad (\text{m})$$



$$\vec{a} = a_t \hat{e}_t + a_n \hat{e}_n = \dot{v} \hat{e}_t + \frac{v^2}{\rho} \hat{e}_n$$

$$|\vec{a}| = \sqrt{\dot{v}^2 + \left(\frac{v^2}{\rho}\right)^2} \Rightarrow |\vec{a}|^2 = \dot{v}^2 + \left(\frac{v^2}{\rho}\right)^2$$

$$\frac{v^2}{\rho} = \sqrt{|\vec{a}|^2 - \dot{v}^2} \Rightarrow \rho = \frac{v^2}{\sqrt{|\vec{a}|^2 - \dot{v}^2}}$$

$$\rho = \frac{167^2}{\sqrt{25^2 - 5^2}} = 1163 \text{ [m]}$$