

5. Parametrisation of Curves and Line Integrals

5.2 Position vectors, velocity and acceleration

Suppose you are in the car again, where your position in time is $(x(t), y(t))$. So your position vector is

$$r(t) = x(t)\hat{i} + y(t)\hat{j} = a \cos \omega t \hat{i} + a \sin \omega t \hat{j}.$$

The position vector of any point on the line passing through $(0, 1, 3)$ which is parallel to the vector $2\hat{i} - 3\hat{j} + \frac{\hat{k}}{2}$ is $\hat{r}(t) = \hat{r}_0 + t\hat{v}$, where $\hat{r}_0 = 0\hat{i} + \hat{j} + 3\hat{k}$ and $\hat{v} = 2\hat{i} - 3\hat{j} + \frac{\hat{k}}{2}$. So

$$\hat{r}(t) = 2t\hat{i} + (1 - 3t)\hat{j} + (3 + \frac{t}{2})\hat{k}.$$

If $(x(t), y(t), z(t))$ is a parametrisation of a path, its position vector is $\hat{r}(t) = x(t)\hat{i} + y(t)\hat{j} + z(t)\hat{k}$.

Velocity vectors

The velocity vector of a moving particle \hat{v} must have magnitude $\|\hat{v}\|$ which equals the speed of the particle and direction which equals the direction of motion. So the velocity vector is tangent to the path of motion.

If $\hat{r}(t)$ is the position vector on the path, then

$$\Delta \hat{r} = \hat{r}(t + \Delta t) - \hat{r}(t)$$

is approximately tangent to the curve traced out by $\hat{r}(t)$. The approximation gets better as $\Delta t \rightarrow 0$.

Suppose we define

$$\hat{v} = \lim_{\Delta t \rightarrow 0} \frac{\overrightarrow{\Delta r}}{\Delta t}$$

then \hat{v} is tangent to the path of motion.

In component term $\hat{r}(t) = x(t)\hat{i} + y(t)\hat{j} + z(t)\hat{k}$

$$\begin{aligned} \Rightarrow \frac{\overrightarrow{\Delta r}}{\Delta t} &= \frac{\Delta x}{\Delta t} \hat{i} + \frac{\Delta y}{\Delta t} \hat{j} + \frac{\Delta z}{\Delta t} \hat{k} \\ \Rightarrow \lim_{\Delta t \rightarrow 0} \frac{\overrightarrow{\Delta r}}{\Delta t} &= \frac{dx}{dt} \hat{i} + \frac{dy}{dt} \hat{j} + \frac{dz}{dt} \hat{k} \end{aligned}$$

which has magnitude $\sqrt{\left(\frac{dx}{dt}\right)^2 + \left(\frac{dy}{dt}\right)^2 + \left(\frac{dz}{dt}\right)^2} = \text{speed!}$

So we define the *velocity vector*

$$\hat{v}(t) = \frac{d\hat{r}}{dt} = \frac{dx}{dt}\hat{i} + \frac{dy}{dt}\hat{j} + \frac{dz}{dt}\hat{k}.$$

Similarly, the *acceleration vector* can be defined as follows:

$$\hat{a}(t) = \frac{d\hat{v}}{dt}.$$

If an object moves with constant velocity that means constant speed and direction ie. in a straight line.

Say $\hat{v} = 2\hat{i} + 3\hat{j} + 4\hat{k}$ and at $t = 0$ object passes through $(-2, 1, 0)$ so that $\hat{r}_0 = -2\hat{i} + \hat{j}$.

Then the position at any later time t is

$$r(t) = \hat{r}_0 + t\hat{v} = (-2 + 2t)\hat{i} + (1 + 3t)\hat{j} + 4t\hat{k}.$$

Example. Find the position and velocity vector of a car moving on a helical path;

$$\begin{aligned}x &= \cos 5t, & y &= \sin 5t, & z &= \frac{t}{2}. \\ \hat{r}(t) &= \cos 5t\hat{i} + \sin 5t\hat{j} + \frac{t}{2}\hat{k} \\ \hat{v}(t) &= \frac{d\hat{r}}{dt} = -5\sin 5t\hat{i} + 5\cos 5t\hat{j} + \frac{1}{2}\hat{k}.\end{aligned}$$

Example. Imagine you spin a stone on a string above your head so that it moves in a circle, radius 1m, and 2m above the ground at a constant speed with period π seconds. If the string breaks find the position, velocity and acceleration vectors of the stone after the string breaks.

Before the string breaks

$$\begin{aligned}\hat{r}(t) &= \cos 2t\hat{i} + \sin 2t\hat{j} + 2\hat{k} \\ \hat{v}(t) &= -2\sin 2t\hat{i} + 2\cos 2t\hat{j}.\end{aligned}$$

So $\hat{r}(0) = \hat{i} + 2\hat{k}$ and $\hat{v}(0) = 2\hat{j}$.

After the string breaks the stone moves under gravity

$$m\hat{a}(t) = -mg\hat{k} \quad \Rightarrow \quad \hat{a}(t) = -g\hat{k} \quad \Rightarrow \quad \frac{d\hat{v}}{dt} = -g\hat{k}.$$

So

$$\begin{aligned}\hat{v} &= -gt\hat{k} + \hat{v}(0) = 2\hat{j} - gt\hat{k} \\ \frac{d\hat{r}}{dt}(t) &= \hat{v} \Rightarrow \hat{r}(t) = 2t\hat{j} - \frac{1}{2}gt^2\hat{k} + \hat{r}(0) \\ \hat{r}(t) &= \hat{i} + 2t\hat{j} + \left(2 - \frac{1}{2}gt^2\right)\hat{k}.\end{aligned}$$

Quiz. Which position vector fits which curve?

(1) $\hat{r}(t) = -t\hat{i} + \left(\frac{3}{2} - t\right)\hat{j}$

(2) $\hat{r}(t) = \hat{i} + (-1 + t)\hat{j}$

(3) $\hat{r}(t) = -\frac{1}{2}\sin t\hat{i} + \frac{1}{2}\cos t\hat{j}$

(4) $\hat{r}(t) = 2\cos 3t\hat{i} + 2\sin 3t\hat{j}$

