
Worksheet 5: Vectors in Kinematics

Objectives

- Represent position, velocity and acceleration as vectors.
- Work with ballistic trajectories in the vertical and horizontal directions.

Summary

Non-constant acceleration

$$v = v_0 + \int_0^t a dt; x = x_0 + \int_0^t v dt$$

Position, velocity, and acceleration vectors

$$\text{Position } \vec{r} = (x, y, z) = x\hat{i} + y\hat{j} + z\hat{k}$$

$$\text{Velocity } \vec{v} = \frac{\partial \vec{r}}{\partial t} = \left(\frac{dx}{dt}, \frac{dy}{dt}, \frac{dz}{dt} \right) = v_x\hat{i} + v_y\hat{j} + v_z\hat{k}$$

$$\text{Speed } v = \|\vec{v}\| = \sqrt{v_x^2 + v_y^2 + v_z^2}$$

$$\text{Acceleration } \vec{a} = \frac{d\vec{v}}{dt} = \left(\frac{dv_x}{dt}, \frac{dv_y}{dt}, \frac{dv_z}{dt} \right) = \left(\frac{d^2x}{dt^2}, \frac{d^2y}{dt^2}, \frac{d^2z}{dt^2} \right) = a_x\hat{i} + a_y\hat{j} + a_z\hat{k}$$

Component of \vec{a} parallel to \vec{v} : a_{\parallel} = rate of change of speed = dv/dt

Component of \vec{a} perpendicular to \vec{v} : a_{\perp} . Affects direction of \vec{v} only.

Projectiles

When the only force is gravity (no air resistance, etc.), the horizontal (x) and vertical (y) components of the motion can be considered independently. For a projectile launched from (x_0, y_0) with initial speed v_0 at angle θ above horizontal, the initial velocity $\vec{v}_0 = (v_{0x}, v_{0y}) = (v_0 \cos \theta, v_0 \sin \theta)$ and

$$\begin{array}{lll} x = x_0 + v_{0x}t & v_x = v_{0x} & a_x = 0 \\ y = y_0 + v_{0y}t - 1/2 gt^2 & v_y = v_{0y} - gt & a_y = -g \end{array}$$

This requires that the $+y$ direction be up.

Range Equation

The horizontal distance traveled by a projectile before landing at its launch height is $v_0^2 \sin(2\theta)/g$.

Problems

A projectile is launched from the origin at speed v_0 and angle θ above the horizontal.

- Find the formula for the maximum height reached by the projectile.
 - Find the formula for the time at which the projectile reaches the top of its arc.
 - Find the formula for the horizontal distance the projectile travels to the top of its arc.
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- The projectile is a sofa fired from a hobbyist's catapult at a speed of 20 m/s at an angle of 50° above horizontal. Where (horizontal and vertical displacement from launch) is the top of its arc?
 - What is the sofa's speed at the top of its arc?