In Fig. 4-2, the position vector for a particle initially is

$$\vec{r}_1 = (-3.0 \text{ m})\hat{i} + (2.0 \text{ m})\hat{j} + (5.0 \text{ m})\hat{k}$$

and then later is

$$\vec{r}_2 = (9.0 \text{ m})\hat{i} + (2.0 \text{ m})\hat{j} + (8.0 \text{ m})\hat{k}.$$

What is the particle's displacement $\Delta \vec{r}$ from \vec{r}_1 to \vec{r}_2 ?

The displacement $\Delta \vec{r}$ is obtained by subtracting the initial \vec{r}_1 from the later \vec{r}_2 .

Calculation: The subtraction gives us

$$\Delta \vec{r} = \vec{r}_2 - \vec{r}_1$$
= $[9.0 - (-3.0)]\hat{i} + [2.0 - 2.0]\hat{j} + [8.0 - 5.0]\hat{k}$
= $(12 \text{ m})\hat{i} + (3.0 \text{ m})\hat{k}$. (Answer)

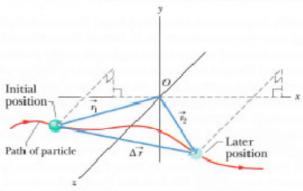


FIG. 4-2 The displacement $\Delta \vec{r} = \vec{r}_2 - \vec{r}_1$ extends from the head of the initial position vector \vec{r}_1 to the head of the later position vector \vec{r}_2 .

This displacement vector is parallel to the xz plane because it lacks a y component.

Sample Problem 4-2

A rabbit runs across a parking lot on which a set of coordinate axes has, strangely enough, been drawn. The coordinates (meters) of the rabbit's position as functions of time t (seconds) are given by

$$x = -0.31t^2 + 7.2t + 28 \tag{4-5}$$

and

$$y = 0.22t^2 - 9.1t + 30. (4-6)$$

(a) At t = 15 s, what is the rabbit's position vector \vec{r} in unit-vector notation and in magnitude-angle notation?

The x and y coordinates of the rabbit's position, as given by Eqs. 4-5 and 4-6, are the scalar components of the rabbit's position vector \vec{r} .

Calculations: We can write

$$\vec{r}(t) = x(t)\hat{\mathbf{i}} + y(t)\hat{\mathbf{j}}.$$
 (4-7)

(We write $\vec{r}(t)$ rather than \vec{r} because the components are functions of t, and thus \vec{r} is also.)

At t = 15 s, the scalar components are

$$x = (-0.31)(15)^2 + (7.2)(15) + 28 = 66 \text{ m}$$

and
$$y = (0.22)(15)^2 - (9.1)(15) + 30 = -57 \text{ m},$$

so
$$\vec{r} = (66 \text{ m})\hat{i} - (57 \text{ m})\hat{j}$$
, (Answer)

which is drawn in Fig. 4-3a. To get the magnitude and angle of \vec{r} , we use Eq. 3-6:

$$r = \sqrt{x^2 + y^2} = \sqrt{(66 \text{ m})^2 + (-57 \text{ m})^2}$$

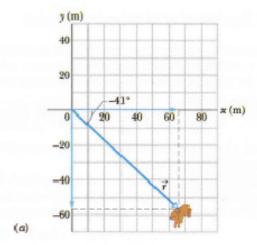
= 87 m, (Answer)

and
$$\theta = \tan^{-1} \frac{y}{x} = \tan^{-1} \left(\frac{-57 \text{ m}}{66 \text{ m}} \right) = -41^{\circ}$$
.

(Answer)

Check: Although $\theta = 139^{\circ}$ has the same tangent as -41° , the components of \vec{r} indicate that the desired angle is $139^{\circ} - 180^{\circ} = -41^{\circ}$.

(b) Graph the rabbit's path for t = 0 to t = 25 s.



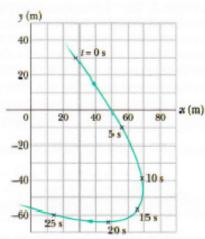


FIG. 4-3 (a) A rabbit's position vector \vec{r} at time t = 15 s. The scalar components of \vec{r} are shown along the axes. (b) The rabbit's path and its position at five values of t.

Graphing: We can repeat part (a) for several values of t and then plot the results. Figure 4-3b shows the plots for five values of t and the path connecting them. We can also plot Eqs. 4-5 and 4-6 on a calculator.

4-3

We can find \vec{v} by taking derivatives of the components of the rabbit's position vector.

Calculations: Applying the v_x part of Eq. 4-12 to Eq. 4-5, we find the x component of \vec{v} to be

$$v_x = \frac{dx}{dt} = \frac{d}{dt} (-0.31t^2 + 7.2t + 28)$$

= -0.62t + 7.2. (4-13)

At t = 15 s, this gives $v_x = -2.1$ m/s. Similarly, applying the v_y part of Eq. 4-12 to Eq. 4-6, we find

$$v_y = \frac{dy}{dt} = \frac{d}{dt} (0.22t^2 - 9.1t + 30)$$

= 0.44t - 9.1. (4-14)

At t = 15 s, this gives $v_y = -2.5$ m/s. Equation 4-11 then yields

To get the magnitude and angle of \vec{v} , either we use a vector-capable calculator or we follow Eq. 3-6 to write

$$v = \sqrt{v_x^2 + v_y^2} = \sqrt{(-2.1 \text{ m/s})^2 + (-2.5 \text{ m/s})^2}$$

= 3.3 m/s (Answer)

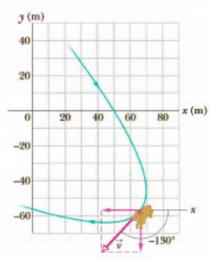


FIG. 4-6 The rabbit's velocity \vec{v} at t = 15 s.

$$\vec{v} = (-2.1 \text{ m/s})\hat{i} + (-2.5 \text{ m/s})\hat{j}, \text{ (Answer)}$$

which is shown in Fig. 4-6, tangent to the rabbit's path and in the direction the rabbit is running at t = 15 s.

and
$$\theta = \tan^{-1} \frac{\nu_y}{\nu_x} = \tan^{-1} \left(\frac{-2.5 \text{ m/s}}{-2.1 \text{ m/s}} \right)$$

= $\tan^{-1} 1.19 = -130^\circ$. (Answer)

Check: Is the angle -130° or $-130^{\circ} + 180^{\circ} = 50^{\circ}$?

Sample Problem 4-4

For the rabbit in Sample Problems 4-2 and 4-3, find the acceleration \vec{a} at time t = 15 s.

We can find \vec{a} by taking derivatives of the rabbit's velocity components.

Calculations: Applying the a_x part of Eq. 4-18 to Eq. 4-13, we find the x component of \vec{a} to be

$$a_x = \frac{dv_x}{dt} = \frac{d}{dt} (-0.62t + 7.2) = -0.62 \,\text{m/s}^2.$$

Similarly, applying the a_y part of Eq. 4-18 to Eq. 4-14 yields the y component as

$$a_y = \frac{dv_y}{dt} = \frac{d}{dt} (0.44t - 9.1) = 0.44 \text{ m/s}^2.$$

We see that the acceleration does not vary with time (it is a constant) because the time variable t does not appear in the expression for either acceleration component. Equation 4-17 then yields

$$\vec{a} = (-0.62 \text{ m/s}^2)\hat{i} + (0.44 \text{ m/s}^2)\hat{j}, \text{ (Answer)}$$

which is superimposed on the rabbit's path in Fig. 4-8.

To get the magnitude and angle of \vec{a} , either we use a vector-capable calculator or we follow Eq. 3-6. For the magnitude we have

$$a = \sqrt{a_x^2 + a_y^2} = \sqrt{(-0.62 \text{ m/s}^2)^2 + (0.44 \text{ m/s}^2)^2}$$

= 0.76 m/s². (Answer)

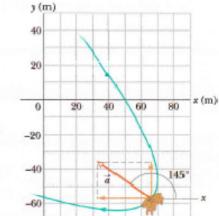


FIG. 4-8 The acceleration \vec{a} of the rabbit at t = 15 s. The rabbit happens to have this same acceleration at all points on its path.

For the angle we have

$$\theta = \tan^{-1} \frac{a_y}{a_x} = \tan^{-1} \left(\frac{0.44 \text{ m/s}^2}{-0.62 \text{ m/s}^2} \right) = -35^\circ.$$

However, this angle, which is the one displayed on a calculator, indicates that \vec{a} is directed to the right and downward in Fig. 4-8. Yet, we know from the components that \vec{a} must be directed to the left and upward. To find the other angle that has the same tangent as -35° but is not displayed on a calculator, we add 180° :

$$-35^{\circ} + 180^{\circ} = 145^{\circ}$$
. (Answer)

This is consistent with the components of \vec{a} . Note that \vec{a} has the same magnitude and direction throughout the rabbit's run because the acceleration is constant.

A particle with velocity $\vec{v}_0 = -2.0\hat{i} + 4.0\hat{j}$ (in meters per second) at t = 0 undergoes a constant acceleration \vec{a} of magnitude a = 3.0 m/s² at an angle $\theta = 130^{\circ}$ from the positive direction of the x axis. What is the particle's velocity \vec{v} at t = 5.0 s?

KEY IDEA Because the acceleration is constant, Eq. 2-11 $(v = v_0 + at)$ applies, but we must use it separately for motion parallel to the x axis and motion parallel to the y axis.

Calculations: We find the velocity components v_x and v_y from the equations

$$v_x = v_{0x} + a_x t$$
 and $v_y = v_{0y} + a_y t$.

In these equations, v_{0x} (= -2.0 m/s) and v_{0y} (= 4.0 m/s) are the x and y components of \vec{v}_0 , and a_x and a_y are the x and y components of \vec{a} . To find a_x and a_y , we resolve \vec{a} either with a vector-capable calculator or with Eq. 3-5:

$$a_x = a \cos \theta = (3.0 \text{ m/s}^2)(\cos 130^\circ) = -1.93 \text{ m/s}^2,$$

 $a_y = a \sin \theta = (3.0 \text{ m/s}^2)(\sin 130^\circ) = +2.30 \text{ m/s}^2.$

When these values are inserted into the equations for v_x and v_y , we find that, at time t = 5.0 s,

$$v_x = -2.0 \text{ m/s} + (-1.93 \text{ m/s}^2)(5.0 \text{ s}) = -11.65 \text{ m/s},$$

 $v_y = 4.0 \text{ m/s} + (2.30 \text{ m/s}^2)(5.0 \text{ s}) = 15.50 \text{ m/s}.$

Thus, at t = 5.0 s, we have, after rounding,

$$\vec{v} = (-12 \text{ m/s})\hat{i} + (16 \text{ m/s})\hat{j}$$
. (Answer)

Either using a vector-capable calculator or following Eq. 3-6, we find that the magnitude and angle of \vec{v} are

$$v = \sqrt{v_x^2 + v_y^2} = 19.4 \approx 19 \text{ m/s}$$
 (Answer)

and
$$\theta = \tan^{-1} \frac{v_y}{v_x} = 127^{\circ} \approx 130^{\circ}$$
. (Answer)

Check: Does 127° appear on your calculator's display, or does -53° appear? Now sketch the vector \vec{v} with its components to see which angle is reasonable.

Sample Problem 4

Figure 4-16 shows a pirate ship 560 m from a fort defending a harbor entrance. A defense cannon, located at sea level, fires balls at initial speed $v_0 = 82$ m/s.

(a) At what angle θ₀ from the horizontal must a ball be fired to hit the ship?

want an equation that relates the launch angle θ_0 to the ball's horizontal displacement as it moves from cannon to ship. (2) Because the cannon and the ship are at the same height, the horizontal displacement is the range.

Calculations: We can relate the launch angle θ_0 to the range R with Eq. 4-26 ($R = (v_0^2/g) \sin 2\theta_0$), which, after rearrangement, gives

$$\theta_0 = \frac{1}{2} \sin^{-1} \frac{gR}{v_0^2} = \frac{1}{2} \sin^{-1} \frac{(9.8 \text{ m/s}^2)(560 \text{ m})}{(82 \text{ m/s})^2}$$
$$= \frac{1}{2} \sin^{-1} 0.816. \tag{4-31}$$

One solution of sin⁻¹ (54.7°) is displayed by a calculator; we subtract it from 180° to get the other solution (125.3°). Thus, Eq. 4-31 gives us

$$\theta_0 = 27^\circ$$
 and $\theta_0 = 63^\circ$. (Answer)

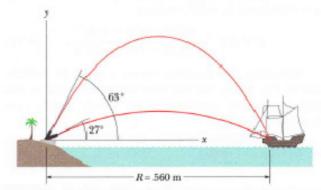


FIG. 4-16 A pirate ship under fire.

(b) What is the maximum range of the cannonballs?

Calculations: We have seen that maximum range corresponds to an elevation angle θ_0 of 45°. Thus,

$$R = \frac{v_0^2}{g} \sin 2\theta_0 = \frac{(82 \text{ m/s})^2}{9.8 \text{ m/s}^2} \sin (2 \times 45^\circ)$$

= 686 m \approx 690 m. (Answer)

As the pirate ship sails away, the two elevation angles at which the ship can be hit draw together, eventually merging at $\theta_0 = 45^{\circ}$ when the ship is 690 m away. Beyond that distance the ship is safe.

"Top gun" pilots have long worried about taking a turn too tightly. As a pilot's body undergoes centripetal acceleration, with the head toward the center of curvature, the blood pressure in the brain decreases, leading to loss of brain function.

There are several warning signs. When the centripetal acceleration is 2g or 3g, the pilot feels heavy. At about 4g, the pilot's vision switches to black and white and narrows to "tunnel vision." If that acceleration is sustained or increased, vision ceases and, soon after, the pilot is unconscious—a condition known as g-LOC for "g-induced loss of consciousness."

What is the magnitude of the acceleration, in g units, of a pilot whose aircraft enters a horizontal circular turn with a velocity of $\vec{v}_i = (400\hat{i} + 500\hat{j})$ m/s and 24.0 s later leaves the turn with a velocity of $\vec{v}_f = (-400\hat{i} - 500\hat{j})$ m/s?

KEY IDEAS We assume the turn is made with uniform circular motion. Then the pilot's acceleration is centripetal and has magnitude a given by Eq. 4-34 $(a = v^2/R)$, where R is the circle's radius, Also, the time

required to complete a full circle is the period given by Eq. 4-35 ($T = 2\pi R/\nu$).

Calculations: Because we do not know radius R, let's solve Eq. 4-35 for R and substitute into Eq. 4-34. We find

$$a = \frac{2\pi v}{T}$$
.

Speed v here is the (constant) magnitude of the velocity during the turning. Let's substitute the components of the initial velocity into Eq. 3-6:

$$v = \sqrt{(400 \text{ m/s})^2 + (500 \text{ m/s})^2} = 640.31 \text{ m/s}.$$

To find the period T of the motion, first note that the final velocity is the reverse of the initial velocity. This means the aircraft leaves on the opposite side of the circle from the initial point and must have completed half a circle in the given 24.0 s. Thus a full circle would have taken T=48.0 s. Substituting these values into our equation for a, we find

$$a = \frac{2\pi(640.31 \text{ m/s})}{48.0 \text{ s}} = 83.81 \text{ m/s}^2 = 8.6g. \text{ (Answer)}$$