Section 13.4 (Accoleration, Velocity, Momentus, Force)

If F(E) describes position us a function of time

1)
$$\vec{v}(t) = \vec{r}'(t) = \frac{d}{dt} \vec{r}(t)$$
 is velocity

2)
$$|\vec{v}(t)| = |\vec{v}'(t)|$$
 is speed

3)
$$\vec{a}(t) = \vec{v}'(t) = \vec{a}(t) = \vec{r}''(t)$$
 is acceleration

e.g. If
$$\vec{r}(t) = 2 \sin(2t), \tan(t), 1-t > -\frac{\pi}{2} ct < \frac{\pi}{2}$$

$$\vec{v}(6) = \langle 2\cos(26), \sec^2(6), -1 \rangle$$

$$\vec{a}(t) = L - 4 \sin(2t), 2 \sec(t) \sec(t) \sin(t), 0$$

acceleration

$$\overline{r}(0) = \langle 0, 1, 3 \rangle$$

Detembe P(t).

$$\vec{V}(t) = \langle -\sin(t), \cos(t), 3+t \rangle$$

$$\vec{r}'(t) = v(t)$$

$$\vec{r}'(t) = \int \vec{v}(t) dt + \vec{c}_{2}$$

$$= \langle \cos(t), \sin(t), 3+t + \vec{c}_{2} \rangle + \vec{c}_{2}$$

$$\langle 5, 2, 2 \rangle = \langle 1, 0, 0 \rangle + \vec{c}_{2}$$

$$\vec{c}_{2} = \langle 4, 2, 2 \rangle$$

We reconstruct position from acceleration + two

duter podits

(initial position, velocity)

Newton 2:

(total grantity of notion) P: momentun

F : fonce

If object has mass un and velocity \vec{v} $\vec{p} = u \vec{n} \vec{v} = u \vec{n} \vec{r}'$

The vate of charge of momentum is force.

Jeps = F

 $m = \frac{3}{r} = \frac{3}{r}$

 $\left(\overrightarrow{F} = m\overrightarrow{a}\right)$

If you know the force actors on an object, you know the accelentian:

 $\vec{a} = \int_{u_0} \vec{F}$

And if you know with position and velocity
then you can vecconstruct the position