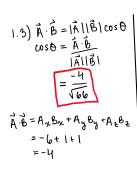
Mitali Pset 1

Tuesday, September 1, 2020 1:28 PM

Mitali Chowdhury

R04

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1.3)
$$\vec{A} \cdot \vec{B} = |\vec{A}| |\vec{B}| \cos \theta$$

$$\cos \theta = \vec{A} \cdot \vec{B}$$

$$|\vec{A}| |\vec{B}| = |\vec{A}| |\vec{B}| \cos \theta$$

$$|\vec{A} \times \vec{B}| = |\vec{A}| |\vec{B}| \sin \theta$$

$$|\vec{A} \times \vec{B}| = |\vec{A}| |\vec{A}| |\vec{A}| |\vec{A}| |\vec{A}| |\vec{A}|$$

$$|\vec{A} \times \vec{B}| = |\vec{A}| |\vec{A}| |\vec{A}| |\vec{A}| |\vec{A}| |\vec{A}| |\vec{A}|$$

$$|\vec{A} \times \vec{B}| = |\vec{A}| |\vec{A}$$

$$|\vec{A}| = \sqrt{9 + |+|}$$

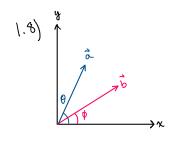
$$= \sqrt{11}$$

$$|\vec{B}| = \sqrt{6}$$

$$\sin \theta = |\vec{A} \times \vec{B}|$$

$$\sin \theta = \frac{5\sqrt{2}}{\sqrt{31}}$$

$$= \frac{5}{\sqrt{333}}$$



$$\vec{c} = \frac{?}{cos \Theta \hat{L} + sin \Theta \hat{J}}$$

$$|\vec{a}| = | = \sqrt{sin^2 \Theta + Los^2 \Theta}$$

$$\vec{c} \cdot \hat{L} = \cos \Theta \hat{J} \quad \vec{c} = \cos \theta \hat{L} + sin \Theta \hat{J}$$

$$\vec{c} \cdot \hat{J} = \sin \Theta \hat{J} \quad \vec{c} = \cos \theta \hat{L} + sin \Theta \hat{J}$$

$$|\vec{b}| = | = \sqrt{sin^2 \Phi + Los^2 \Phi}$$

$$\vec{c} \cdot \hat{L} = \cos \Phi \hat{J} + \sin \Phi \hat{J}$$

$$|\vec{c}| = | = \sqrt{sin^2 \Phi + Los^2 \Phi}$$

$$\vec{c} \cdot \hat{L} = \cos \Phi \hat{J} + sin \Phi \hat{J}$$

$$\vec{c} \cdot \hat{L} = \cos \Phi \hat{J} + sin \Phi \hat{J}$$

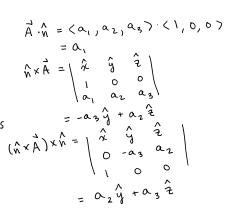
Choose coordinates so that his parallel to x-axis

projection of
$$\vec{a}$$
 onto \vec{b} :
$$\vec{a} \cdot \vec{b} = |\vec{a}| |\vec{b}| \cos(\theta - \phi) = a_x b_x + a_y b_y$$

$$|\cdot| \cdot \cos(\theta - \phi) = \cos\theta \cos\phi + \sin\theta \sin\phi$$

$$\cos(\theta - \phi) = \cos\theta \cos\phi + \sin\theta \sin\phi$$

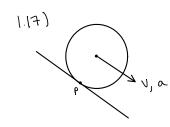
1.13)
$$\vec{A} = \alpha n$$
 arbitrary vector $\hat{n} = \alpha n$ arbitrary vector in fixed direction $\vec{A} = (\vec{A} \cdot \hat{n}) \hat{n} + (\hat{n} \times \vec{A}) \times \hat{n}$



$$\vec{A} = (a_1) \hat{x} + (a_2 \hat{y} + a_3 \hat{z})$$

$$= a_1 \hat{x} + a_2 \hat{y} + a_3 \hat{z}$$

$$= \vec{A} \checkmark$$

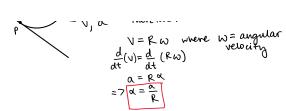


at point
$$\rho$$
, tangential velocity must be 0

- no slipping

therefore:

 $V = R \omega$ where $\omega = angular$
 $\frac{d}{dt}(v) = \frac{d}{dt}(R\omega)$



position:
relative to tire center,
$$x_{\mu}(t) = -R\sin\omega t$$
 $y_{\mu}(t) = -R\cos\omega t$

center:

$$x(t) = vt = rwt$$
 $y(t) = r$

where $w = \sqrt{r}$

motion of people writ. road:

$$\chi(t) = \chi_p + \chi_c = R\omega t - R\sin \omega t$$

 $\chi(t) = y_p + y_c = R - R\omega s\omega t$

$$\vec{a}(t) = \vec{r}(t) = (R\omega^2 \sin \omega t) \hat{l}$$

$$+ (R\omega^2 \cos \omega t) \hat{j}$$

give equation:
$$y = mx + b$$

 $y = -x \tan b$ $m = \frac{\sin \phi}{\cos \phi} = \tan \phi$
assume $b = 0$

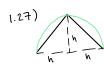
parabola:
if initial speed =
$$V_0$$
,
 $V_x = V_0 \cos \theta$, $V_y = V_0 \sin \theta - gt$
 $x = V_0 \cos \theta$, $y = V_0 t \sin \theta - \frac{1}{2}gt^2$
 $= 7t = \frac{x}{V_0 \cos \theta}$
 $= 7y = V_0 \sin \theta \cdot \frac{x}{V_0 \cos \theta} - \frac{1}{2}g(\frac{x}{V_0 \cos \theta})^2$
 $y = x \tan \theta - \frac{gx^2}{2V_0^2 \cos^2 \theta}$

Intersection:
$$(\chi \neq 0)$$

- $\chi t a m \phi = \chi t a m \theta - \frac{3\chi^2}{2v_0^2 \cos^2 \theta}$
 $\frac{3\chi^2}{2v_0^2 \cos^2 \theta} = \chi t a m \theta + \chi t a m \phi$
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 $\frac{3\chi^2}{2v_0^2 \cos^2 \theta$

section:
$$(\chi \neq 0)$$

 $m \phi = \chi \tan \theta - \frac{g\chi^2}{2v_0^2 \cos^2 \theta}$ $d\chi = 0 = \frac{2v_0^2}{g}(\cos 2\theta - \tan \phi \sin 2\theta)$
 $\cos^2 \theta = \chi \tan \theta + \chi \tan \phi$ $d\theta = 0$
 $\cos^2 \theta = \chi \tan \theta \cos^2 \theta + \tan \phi \cos^2 \theta$ $\cot 2\theta = \tan \phi$
 $\cos^2 \theta = \tan \phi \cos^2 \theta + \tan \phi \cos^2 \theta$ $\cot 2\theta = \tan \phi$
 $\cos^2 \theta = \tan \phi$ $\cot 2\theta = \tan \phi$
 $\cos^2 \theta = \tan \phi$ $\cot^2 \theta = \tan \phi$
 $\cos^2 \theta = \tan \phi$
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 $\cot^2 \theta = \cot^2 \theta = \cot^2 \theta = \cot^2 \theta$
 $\cot^2 \theta = \cot^2 \theta$



find speed such that: Zmax = h

coordinate system
$$2(t) = z_0 + v_2 t - \frac{1}{2}gt^2$$

sum that: $v_2(t) = v_2 - gt$
 $x_0 = 0$
 $z_0 = 0$

at highest point:

$$v_{2}(t) = 0 = v_{2} - gt$$

 $t = v_{2} - gt$
 $t = v_{2} - gt$
 $v_{2}(t) = 0 = v_{2} - v$

$$\chi(\frac{\sqrt{2}}{9}) = h = \sqrt{x} \cdot \frac{\sqrt{2}}{9}$$

$$\sqrt{x} = \frac{9h}{\sqrt{2}} = \frac{9h}{\sqrt{2}9h} = \sqrt{\frac{9h}{2}}$$

$$5^{2} = \sqrt{x^{2}} + \sqrt{2}^{2}$$

$$= \frac{9h}{2} + 29h$$

$$5 = \sqrt{\frac{5}{2}} \frac{9h}{9h}$$

8) a. Bee, first leg;

$$u = \frac{do}{t_0}$$
 $d_0 = d - Vt_0$
relative to train,
 $u+V = \frac{d}{t_0} = 7t_0 = \frac{d}{u+V}$
 $d_0 = d - \frac{Vd}{u+V} = \frac{d(1 - \frac{V}{u+V})}{u+V}$
 $= \frac{du}{u+V}$

second leg:
$$u = \frac{d_1}{t_1} \quad d_1 = (d_0 - Vt_0) - Vt_1$$

$$t_1 = \frac{d_0 - Vt_0}{U+V}$$

$$d_1 = (d_0 - Vt_0) - V\left(\frac{d_0 - Vt_0}{U+V}\right)$$

$$= (d_0 - Vt_0)\left(1 - \frac{V}{U+V}\right)$$

$$= (d_0 - Vt_0)\left(\frac{u}{U+V}\right)$$

$$= \left(\frac{du}{u+V} - \frac{dV}{u+V}\right)\left(\frac{u}{u+V}\right)$$

$$= \frac{du}{u+V}\left(\frac{u-V}{u+V}\right)$$

third leg!

$$d_3 = \frac{du}{u+v} \left(\frac{u-v}{u+v}\right)^2$$

$$h-th leg!$$

$$d_n = \frac{du}{u+v} \left(\frac{u-v}{u+v}\right)^n$$

Sum:

$$\stackrel{\text{off}}{=} \frac{du}{u+v} \left(\frac{u-v}{u+v}\right)^n$$

$$= \frac{du}{u+v} \cdot \left(\frac{u-v}{u+v}\right)^n$$

b. △x = Vt Bee's speed: u Trains'.

$$V = \frac{1}{t}$$

$$= y t = \frac{d}{2v}$$

$$d_{n} = \frac{du}{2v}$$

9) Code at: https://github.com/mchow101/physics-8.012/blob/master/PSet%201.ipynb