

MechYr2 Chapter 8 :: Further Kinematics

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Overview

This chapter concerns how can use **vectors to represent motion**. In the case of constant acceleration, can we still use our 'suvat' equations? And what if we have variable acceleration with expressions in terms of t?

1:: Vector equations for motion.

The velocity, $\mathbf{v} \text{ m s}^{-1}$, of a particle *P* at time *t* seconds is given by $\mathbf{v} = (1 - 2t)\mathbf{i} + (3t - 3)\mathbf{j}$ (a) Find the speed of *P* when t = 0 (3) (b) Find the bearing on which *P* is moving when t = 2 (2) (c) Find the value of *t* when *P* is moving (i) parallel to \mathbf{j} , (ii) parallel to $(-\mathbf{i} - 3\mathbf{j})$. (6)

2:: Variable acceleration with vectors.

"A particle P of mass 0.8kg is acted on by a single force F N. Relative to a fixed origin O, the position vector of P at time t seconds is r metres, where

$$\boldsymbol{r} = 2t^3 \boldsymbol{i} + 50t^{-\frac{1}{2}} \boldsymbol{j}, \qquad t \ge 0$$

Find (a) the speed of *P* when t = 4(b) The acceleration of *P* as a vector when t = 2(c) *F* when t = 2."

3:: Integration with vectors to find velocity/displacement

"A particle *P* is moving in a plane. At time *t* seconds, its velocity \boldsymbol{v} ms⁻¹ is given by $\boldsymbol{v} = 3ti + \frac{1}{2}t^2\boldsymbol{j}$, $t \ge 0$ When t = 0, the position vector of *P* with respect to a fixed origin *O* is $(2\boldsymbol{i} - 3\boldsymbol{j})$ m. Find the position vector of *P* at time *t* seconds."

Note for teachers: The first item was in the old M1 with projectile motion in M2. Variable acceleration was in M2.

Vector motion

Initially, Lewis is at the position vector $\binom{3}{1}$. Each second, he moves $\binom{4}{2}$, i.e. his **velocity**. Where will he be after 1 second? t = 1t = 0 $v = \binom{4}{2}$ $\binom{11}{5}$ After after 2 seconds?

So in general, where would Lewis be after t seconds, in terms of t?



Position vector r of particle: $r = r_0 + vt$ where r_0 is initial position and v is velocity.

Fro Note: I don't really remember as a formula as such though, but as 'common sense' using the reasoning above.

Fro Note II: Further Mathematicians who have finished Vectors in Core Pure Yr1 may see the similarities with vector equations of straight lines.

Example

At time t = 0, where t is the time (in seconds), a particle is at the point with position vector $(4\mathbf{i} - \mathbf{j})$ m and travels with velocity $(-2\mathbf{i} + 2\mathbf{j})$ ms⁻¹. Find: a) The position vector of the particle after t seconds b) The distance the particle is from the origin, O, after 3 seconds.



Example

A particle starts at a point 8m from O at an angle of 45° anti-clockwise from east and travels with a velocity $(-2\mathbf{i} - 3\mathbf{j})$ ms⁻¹, where \mathbf{i} and \mathbf{j} are unit vectors due east and north respectively.

Find the position vector of the particle after t seconds in the form $\mathbf{r} = \mathbf{r}_0 + t\mathbf{v}$.



suvat... but with vectors!

Some *suvat* equations work with vectors. By convention, we use r instead of s for displacement in 2D/3D (as we did in the previous exercise). In 2D, which of the quantities are vectors and which are scalars?

$$r = ut + \frac{1}{2}at^2$$
$$v = u + at$$



Note that as \boldsymbol{u} and \boldsymbol{v} are vectors, we can't for example use $v^2 = u^2 + 2as$, as you can't square a vector.

A particle is initially travelling with velocity $(-2\mathbf{i} - 9\mathbf{j})$ ms⁻¹ and 2 seconds later it has a velocity of $(6\mathbf{i} - 11\mathbf{j})$ ms⁻¹, where \mathbf{i} and \mathbf{j} are unit vectors in the directions of the positive x- and y- axes respectively. Given that the acceleration of the particle is constant, find:

- a) The acceleration
- b) The magnitude of the acceleration

c) The angle that the acceleration makes with the vector \boldsymbol{j}



Example

[Textbook] An ice skater is skating on a large flat ice rink. At time t = 0 the skater is at a fixed point O and is travelling with velocity (2.4i - 0.6j) ms⁻¹.

At time t = 20 s the skater is travelling with velocity (-5.6i + 3.4j) ms⁻¹.

Relative to O, the skater has position vector s at time t seconds.

Modelling the ice skater as a particle with constant acceleration, find:

- (a) The acceleration of the ice skater
- (b) An expression for s in terms of t
- (c) The time at which the skater is directly north-east of O.

A second skater travels so that she has position vector $\mathbf{r} = (1.1t - 6)\mathbf{j}$ m relative to $\mathbf{0}$ at time t.

(d) Show that the two skaters will meet.



Test Your Understanding

Edexcel M1(Old) May 2013(R) Q6

[In this question i and j are horizontal unit vectors due east and due north respective Position vectors are given with respect to a fixed origin O.]	ectively.
A ship S is moving with constant velocity $(3\mathbf{i} + 3\mathbf{j})$ km h ⁻¹ . At time $t = 0$, the protocol of S is $(-4\mathbf{i} + 2\mathbf{j})$ km.	position
(a) Find the position vector of S at time t hours.	(2)
A ship T is moving with constant velocity $(-2\mathbf{i} + n\mathbf{j})$ km h ⁻¹ . At time $t = 0$, the potential vector of T is $(6\mathbf{i} + \mathbf{j})$ km. The two ships meet at the point P.	position
(b) Find the value of <i>n</i> .	(5)
(c) Find the distance <i>OP</i> .	(4)



Pearson Stats/Mechanics Year 2 Pages 162-164

Vector methods for projectiles

Previously we considered the initial speed of the projectile and the angle of projection. But we could also **use a velocity vector to represent the initial projection** (vectors have both direction and magnitude) and subsequent motion.

A ball is projected from the origin with velocity (12i + 24j)ms⁻¹ where *i* and *j* are horizontal and vertical unit vectors respectively. The particle moves freely under gravity. Find:

- a) The position vector of the ball after 3s
- b) The speed of the ball after 3s

c) The ball strikes the ground at point B. Determine the distance OB





Vector methods for projectiles

A particle *P* is projected with velocity (4pi + 5pj) ms⁻¹ from a point *O* on a horizontal plane, where *i* and *j* are horizontal and vertical unit vectors respectively.

The particle *P* strikes the plane at the point *A*, which is 800 m from *O*.

- a) Show that p = 14.
- b) Find the time of flight from *O* to *A*.

The particle *P* passes through a point *B* with speed 60 m s⁻¹.

c) Find the height of *B* above the horizontal plane.



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Test Your Understanding

Edexcel M2(Old) Jan 2012 Q7





Pearson Stats/Mechanics Year 2 Pages 166-167

Variable Acceleration in One Dimension



In Mechanics Yr1 we saw that velocity was the rate of change of displacement, and thus $v = \frac{ds}{dt}$. Similarly acceleration is the rate of change of velocity, and thus $a = \frac{dv}{dt}$

Let's stick to one-dimension for the moment, but you may need to **differentiate more complex functions of** *t* **that use Pure Year 2 techniques**.



Test Your Understanding

[Textbook] A particle of mass 6kg is moving on the positive x-axis. At time t seconds the displacement, s, of the particle from the origin is given by

$$s = 2t^{\frac{3}{2}} + \frac{e^{-2t}}{3}$$
 m, $t \ge 0$

(a) Find the velocity of the particle when t = 1.5. Given that the particle is acted on by a single force of variable magnitude F N which acts in the direction of the positive *x*-axis, (b) Find the value of F when t = 2



Recap: Due to the chain rule,
$$\frac{d}{dx}(e^{kx}) = ke^{kx}$$

Pearson Stats/Mechanics Year 2 Pages 168-170

Differentiating Vectors

Suppose that $v = {t^2 \choose \sin t}$. What would be the acceleration?

$$If \mathbf{r} = x\mathbf{i} + y\mathbf{j} \text{ then } \mathbf{v} = \frac{d\mathbf{r}}{dt} = \dot{\mathbf{r}} = \dot{x}\mathbf{i} + \dot{y}\mathbf{j}$$

$$and \ \mathbf{a} = \frac{d\mathbf{v}}{dt} = \frac{d^2\mathbf{r}}{dt} = \ddot{\mathbf{r}} = \ddot{x}\mathbf{i} + \ddot{y}\mathbf{j}$$

Notational note: Dot notation is a short-hand for differentiation with respect to time: $\dot{x} = \frac{dx}{dt}$ Its use is common in Physics.

[Textbook] A particle P of mass 0.8kg is acted on by a single force **F** N. Relative to a fixed origin O, the position vector of P at time t seconds is r metres, where

$$\boldsymbol{r} = 2t^3 \boldsymbol{i} + 50t^{-\frac{1}{2}} \boldsymbol{j}, \qquad t \ge 0$$

Find:

- (a) the speed of P when t = 4
- (b) the acceleration of *P* as a vector when t = 2

(c) **F** when t = 2.



Pearson Stats/Mechanics Year 2 Pages 171-173

Integrating Vectors

We can similarly integrate the *i* and *j* components to get from acceleration to velocity and velocity to displacement.

A force **F** acts on a body of mass 250g which is initially at rest at a fixed point O. If F = ((5t - 2)i + 4tj)N, where t is the time for which the force has been acting on the body, find expressions for:

a) The velocity vector of the body at time *t*.b) The position vector of the body at time *t*.



Further Example

[Textbook] A particle *P* is moving in a plane so that, at time *t* seconds, its acceleration is $(4\mathbf{i} - 2t\mathbf{j}) \text{ ms}^{-2}$. When t = 3, the velocity of *P* is $6\mathbf{i} \text{ ms}^{-1}$ and the position vector of *P* is $(20\mathbf{i} + 3\mathbf{j}) \text{ m}$ with respect to a fixed origin *O*. Find:

(a) the angle between the direction of motion of *P* and *i* when t = 2

(b) the distance of *P* from *O* when t = 0.



Test Your Understanding

Edexcel M2(Old) Jan 2013 Q4

At time t seconds the velocity of a particle P is $[(4t-5)i+3j] \text{ m s}^{-1}$. When t = 0, the position vector of P is (2i+5j) m, relative to a fixed origin O.

(a) Find the value of t when the velocity of P is parallel to the vector j.

(b) Find an expression for the position vector of P at time t seconds.

(4)

(1)

A second particle Q moves with constant velocity $(-2\mathbf{i} + c\mathbf{j}) \text{ m s}^{-1}$. When t = 0, the position vector of Q is $(11\mathbf{i} + 2\mathbf{j}) \text{ m}$. The particles P and Q collide at the point with position vector $(d\mathbf{i} + 14\mathbf{j}) \text{ m}$.

(c) Find

- (i) the value of c,
- (ii) the value of d.





Pearson Stats/Mechanics Year 2 Pages 175-176

You have reached the end of maths.*

* At A Level.