

$$\frac{d}{dt} \vec{T} \cdot \vec{T} = 0$$

$$\vec{T} \cdot \vec{T}' + \vec{T}' \cdot \vec{T} = 0$$

$$\vec{T} \cdot \vec{T}' = 0$$

↑

how much turning

$\vec{r}'(t)$

$\|\vec{r}'(t)\|$

$$\vec{N} = \frac{\vec{T}'}{\|\vec{T}'\|}$$

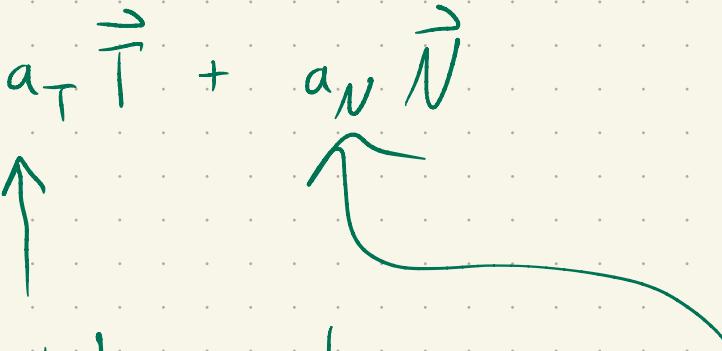
normal vector points in the direction of turning

$\vec{r}(t)$        $\vec{T}(t)$

$\vec{r}'(t)/\|\vec{r}'(t)\|$

unit length

$$\vec{a}(t) = a_T \vec{T} + a_N \vec{N}$$


  
 tangential component  
 of acceleration  
 (Speedup)

normal component  
 of acceleration  
 (turning)

Task: compute the tangential or normal components of acceleration

$$\vec{a} = a_T \vec{T} + a_N \vec{N}$$

$$\vec{a} \cdot \vec{T} = (a_T \vec{T} + a_N \vec{N}) \cdot \vec{T}$$

$$= a_T \underbrace{\vec{T} \cdot \vec{T}}_{1} + a_N \underbrace{\vec{N} \cdot \vec{T}}_{0}$$

$$= a_T$$

$$\vec{a} \cdot \vec{N} = a_N$$


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$$\vec{r}(t) = \langle \cos(t^2), \sin(t^2) \rangle \quad \sqrt{4t^2} = 2|t|$$

$$\vec{r}'(t) = \langle -2t \sin(t^2), 2t \cos(t^2) \rangle = 2t \langle -\sin(t^2), \cos(t^2) \rangle$$

$$\vec{T}(t) = \frac{\vec{r}'(t)}{\|\vec{r}'(t)\|} = \begin{cases} \langle -\sin(t^2), \cos(t^2) \rangle & (t > 0) \\ \langle \sin(t^2), -\cos(t^2) \rangle & (t < 0) \end{cases}$$

$$\vec{N} = \frac{\vec{T}'(t)}{\|\vec{T}'(t)\|}$$

$$\vec{T}'(t) = \langle -2t \cos(t^2), -2t \sin(t^2) \rangle$$

$$\|\vec{T}'(t)\| = 2t \quad (t > 0)$$

$$\vec{N} = \langle -\cos(t^2), -\sin(t^2) \rangle$$

$$\vec{\tau} = \langle -\sin(t^2), \cos(t^2) \rangle$$

$$\vec{r}'(t) = \langle -2t \sin(t^2), 2t \cos(t^2) \rangle$$

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

$$\langle -2\sin(t^2) - 4t^2 \cos(t^2), \\ 2\cos(t^2) - 4t^2 \sin(t^2) \rangle$$

tangential component of acceleration:

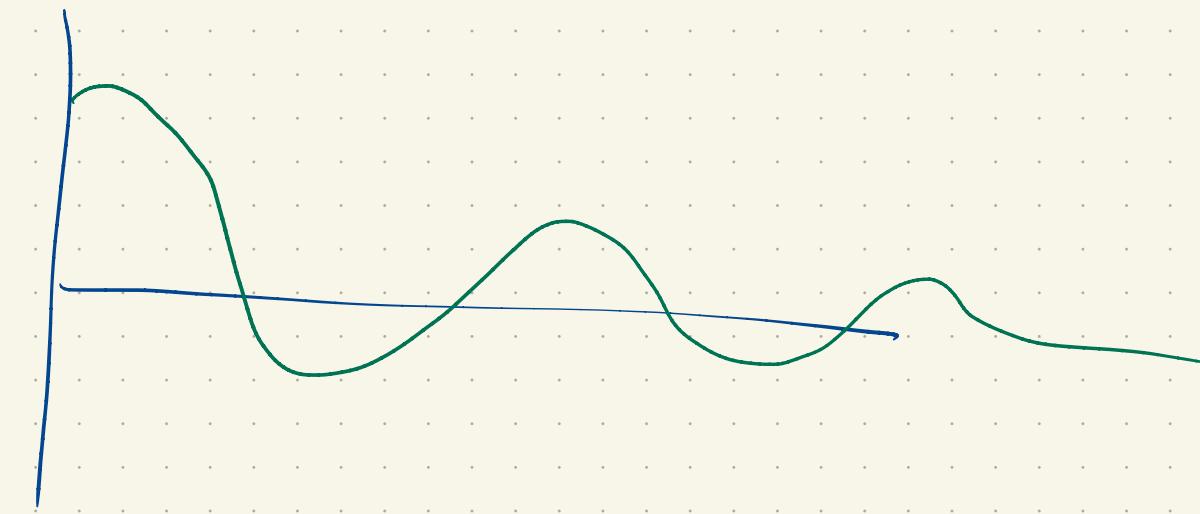
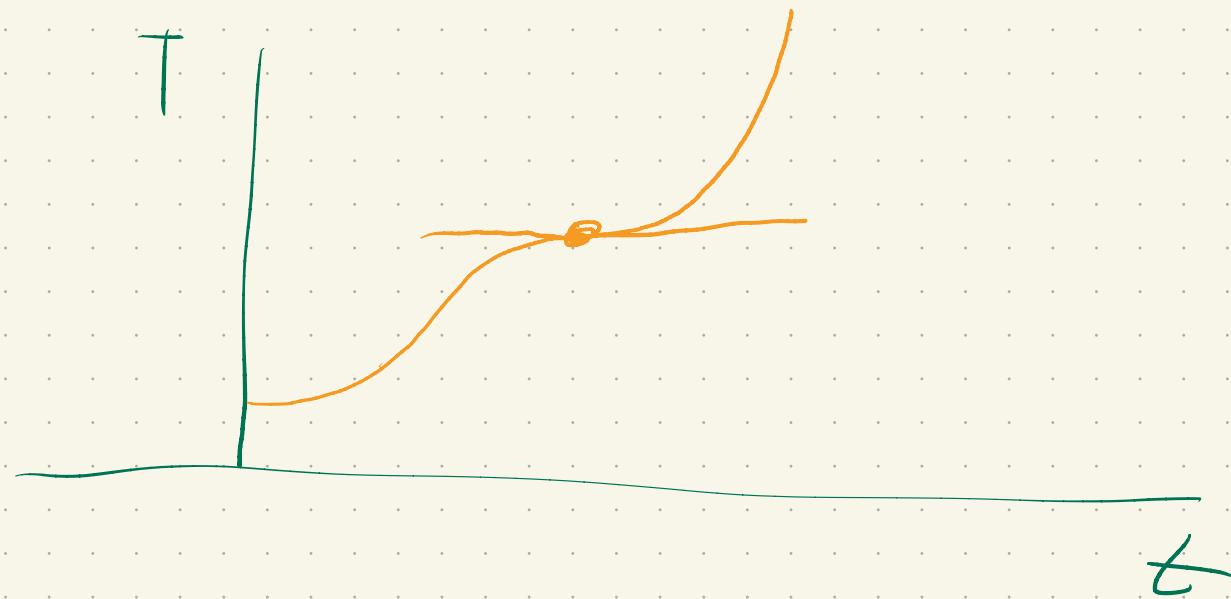
$$\vec{a} \cdot \vec{T} = \text{curve} \cdot \langle -\sin(t^2), \cos(t^2) \rangle$$

$$= 2$$

$$\vec{a} = 2\vec{T} + 4t^2\vec{N}$$

$$\vec{a} \cdot \vec{N} = 4t^2$$

$T(t)$



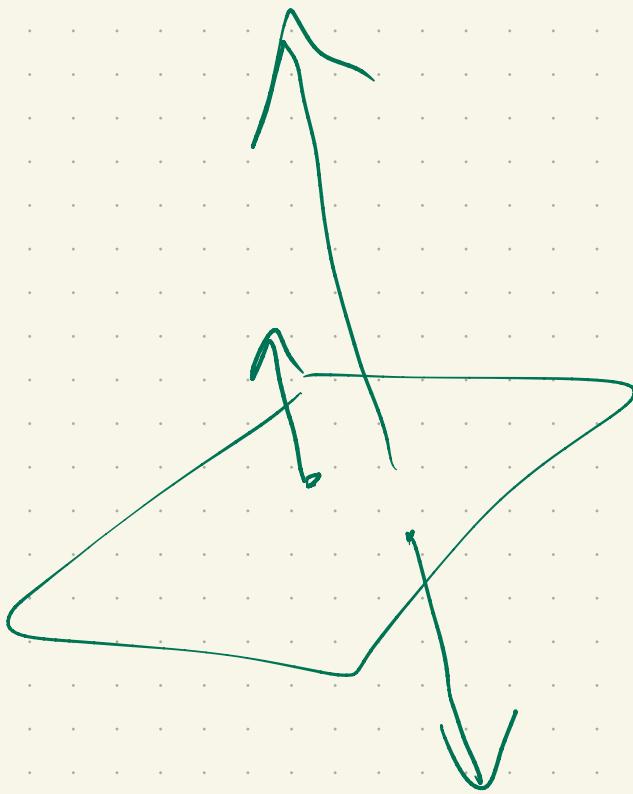
$$5x - 3y + 7z = 19$$

$$\langle 5, -3, 7 \rangle = \vec{n}$$

$\langle 1, 0, 2 \rangle$  lies on  
the plane.

$$5 \cdot 0 - 3 \cdot 0 + 7z = 19$$

$$z = \frac{19}{7}$$



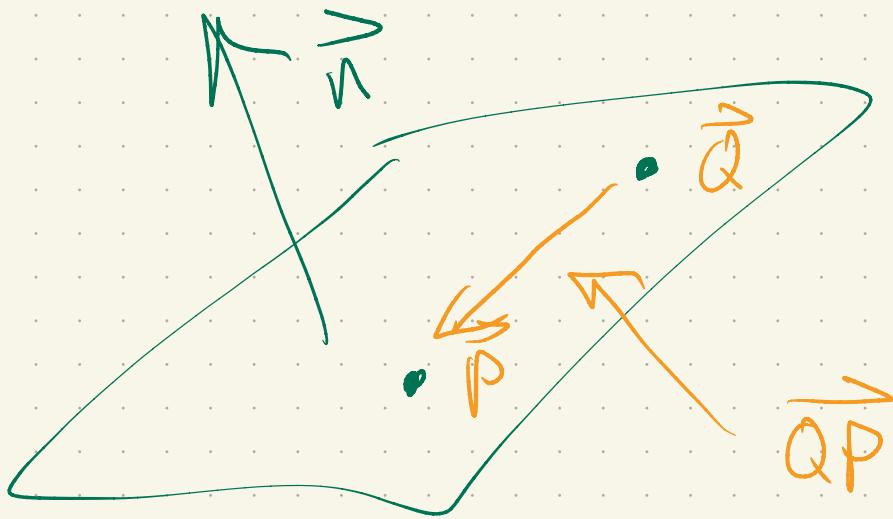
$$\left\langle 0, 0, \frac{19}{7} \right\rangle$$

$$a(x - x_0) + b(y - y_0) + c(z - z_0) = 0$$

$$5(x-0) - 3(y-0) + 7\left(z-\frac{19}{7}\right) = 0$$

$$5x - 3y + 7z = 19$$

$$5(x-1) - 3(y-0) + 7(z-2) = 0$$



$$\begin{matrix} \vec{x}, \vec{y} \\ \vec{x} \times \vec{y} \perp \vec{x}, \vec{y} \end{matrix}$$

$$\langle \overset{\rightarrow}{P}, \langle 1, 0, 2 \rangle - \langle 0, 0, \frac{19}{7} \rangle \rangle = \langle \overset{\rightarrow}{QP}, \langle 1, 0, -\frac{5}{7} \rangle \rangle$$

$$\overset{\rightarrow}{n} = \langle 5, -3, 7 \rangle$$

$$\overset{\rightarrow}{n} \cdot \overset{\rightarrow}{QP} = 5 \cdot 1 - 3 \cdot 0 - \frac{5}{7} \cdot 7 = 5 - 5 = 0 \quad \checkmark$$

$$\overset{\rightarrow}{x} \cdot \overset{\rightarrow}{y} = \|\overset{\rightarrow}{x}\| \|\overset{\rightarrow}{y}\| \cos \theta$$

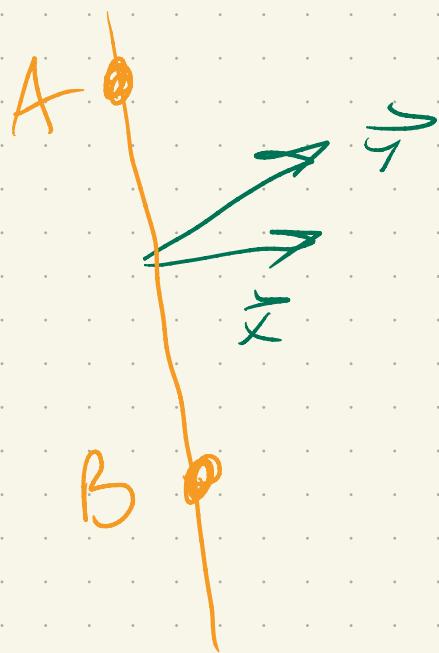


measure of similarity

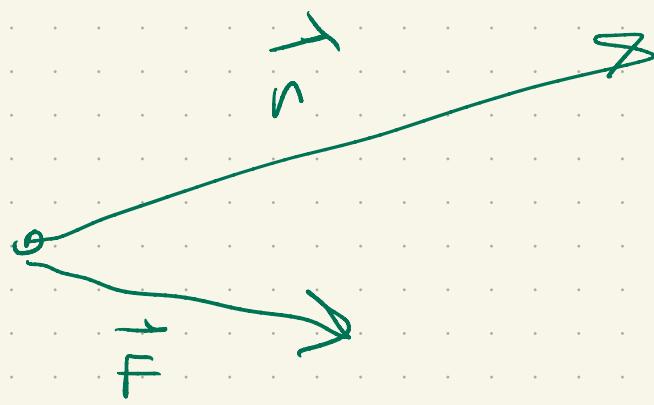
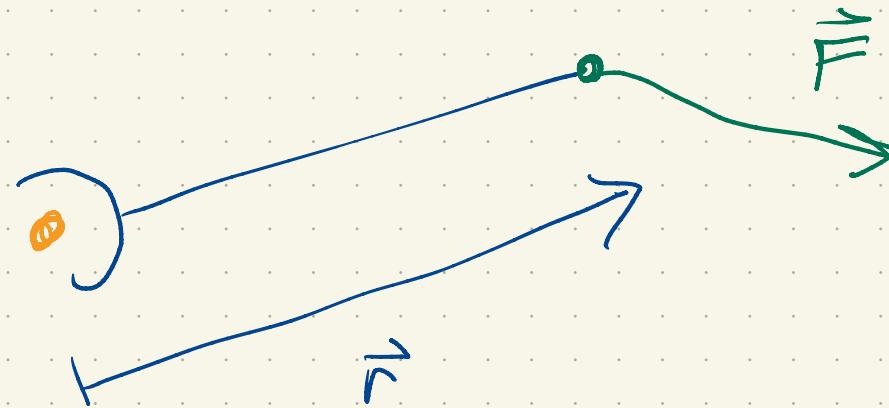
$$\overset{\rightarrow}{x} \cdot \overset{\rightarrow}{y} < 0$$

$\vec{x} \times \vec{y}$  is a vector

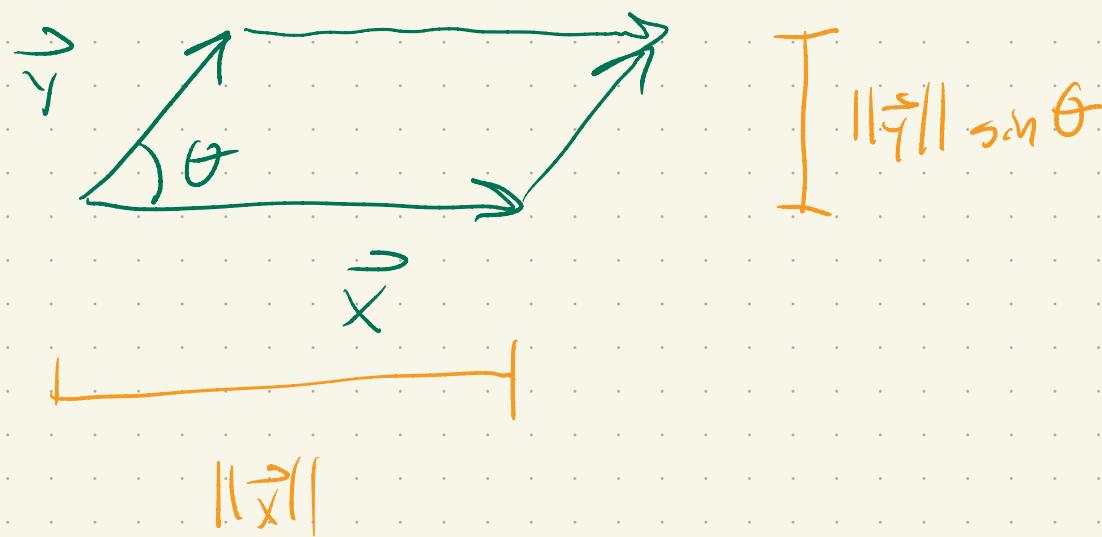
it's perpendicular to  $\vec{x}$  and  $\vec{y}$



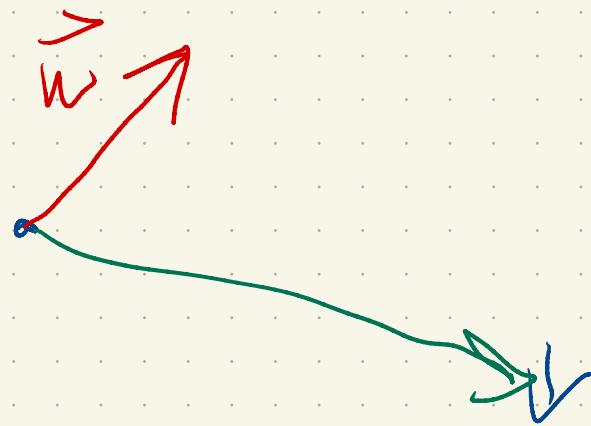
$$\vec{v} = \vec{r} \times \vec{F}$$



$$\|\vec{x} \times \vec{y}\| = \|\vec{x}\| \|\vec{y}\| \sin \theta$$



$$\vec{v} = 5\hat{i} - 2\hat{j}$$

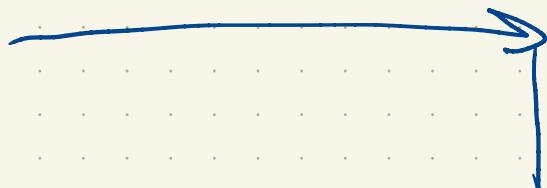


$$\vec{v} \cdot \hat{i} = 5$$

$$\vec{v} \cdot \hat{j} = -2$$



$$\vec{w} = \left\langle \frac{1}{\sqrt{2}}, \frac{1}{\sqrt{2}} \right\rangle$$



$\vec{w} \cdot \vec{v}$  tells you  
how much  $\vec{v}$  is  
pointing in the  $\vec{w}$   
direction

$$\vec{V} = c \vec{w} + \vec{s} \quad \vec{s} \perp \vec{w}$$

$$\begin{aligned}\vec{V} \cdot \vec{w} &= (c \vec{w} + \vec{s}) \cdot \vec{w} \\ &= c \underbrace{\vec{w} \cdot \vec{w}}_1 + \underbrace{\vec{s} \cdot \vec{w}}_0 \\ &= c\end{aligned}$$

$\vec{V} \cdot \vec{w}$  tells you how much  $\vec{V}$  is pointing  
in the  $\vec{w}$  direction

$\downarrow$   
 $\vec{w}$  is a unit vector.

$$\text{proj}_{\vec{u}} \vec{V} = \frac{\vec{V} \cdot \vec{u}}{\|\vec{u}\|^2} \vec{u} \quad (\text{any vector } \vec{u}, \text{ not just unit})$$

vectors)

$$= \vec{v} \cdot \left( \frac{\vec{u}}{\|\vec{u}\|} \right) \frac{\vec{u}}{\|\vec{u}\|}$$

$$\vec{u} = \hat{u}$$

$$\vec{v} = 5\hat{i} - 2\hat{j}$$

$$\text{proj}_{\hat{u}} \vec{v} = \frac{\vec{v} \cdot \hat{u}}{\|\vec{v}\|} \frac{\hat{u}}{\|\hat{u}\|}$$

$$= \frac{5}{1} \frac{\hat{u}}{1}$$

$$= 5\hat{u}$$

