Part 1: Dynamics of a single particle

What is a particle?

<u>Chapter 1: Elementary particle dynamics</u> Topics: - particle Kinematics - particle dynamics - Euler's first Law (Newton's second Law)



1.2 kinematics of a particle

What is Kinematics?

* See Aristotle or Heidegen's "The Question Concerning Tech."

We will consider motion in a four-dimensional Endidean Space E⁴ (3 spatial, 1 time).



Definitions

Position vector FER":

Absolute velocity vector-valued function \overline{v} : the time-rate of change of the location of a particle. It can be computed from \overline{r} by:

Speed V: the magnitude of the ucbcity. It can be computed by:

Absolute acceleration vector-valued Sunction $\overline{\alpha}$: the timerate of change of the velocity. It can be computed by:

Distance along a path (arclength) S: the time derivative is the speed:

This can be integrated to find the distance travelled by the particle along its path C during the time interval (t-t.):



Compute arclength:

1.4 Rectilinear Motions

 $\vec{v} = \vec{v}(t) = x(t)\vec{E}_x + \vec{c}$ $\vec{v} = \vec{v}(t) = \dot{x}(t)\vec{E}_x = v(t)\vec{E}_x$ $\vec{a} = \vec{a}(t) = \ddot{x}(t)\vec{E}_x = a(t)\vec{E}_x$



I.4.1 Given a = a(t) $V(t) = V(t_0) + \int_{t_0}^{t} a(u) du$ $X(t) = X(t_0) + \int_{t_0}^{t} v(t) dt$ $I.4.2 Given a = \hat{a}(v)$ $Find \hat{X}(v)$ We use the useful identity
:

Find
$$\hat{t}(v)$$

In order to find $\hat{t}(v)$, reason as follows:
 $\hat{a}(v) = \frac{dv}{d\hat{t}} \implies d\hat{t} = \frac{dv}{\hat{a}(v)} \implies \hat{t}(v) = \hat{t}(v_0) + \int_{v_0}^{v_0} \frac{dv}{dv} dv$

1.4.3 Given a= â(x)

Find $\hat{V}(X)$

$$\frac{Find \hat{t}(x)}{\hat{v}(x)} = \frac{d\hat{x}}{d\hat{t}} \implies d\hat{t} = \frac{d\hat{x}}{\hat{v}(x)} \implies \hat{t}(x) = \hat{t}(x_0) + \int_{x_0}^{x} \frac{1}{\hat{v}(x)} du$$