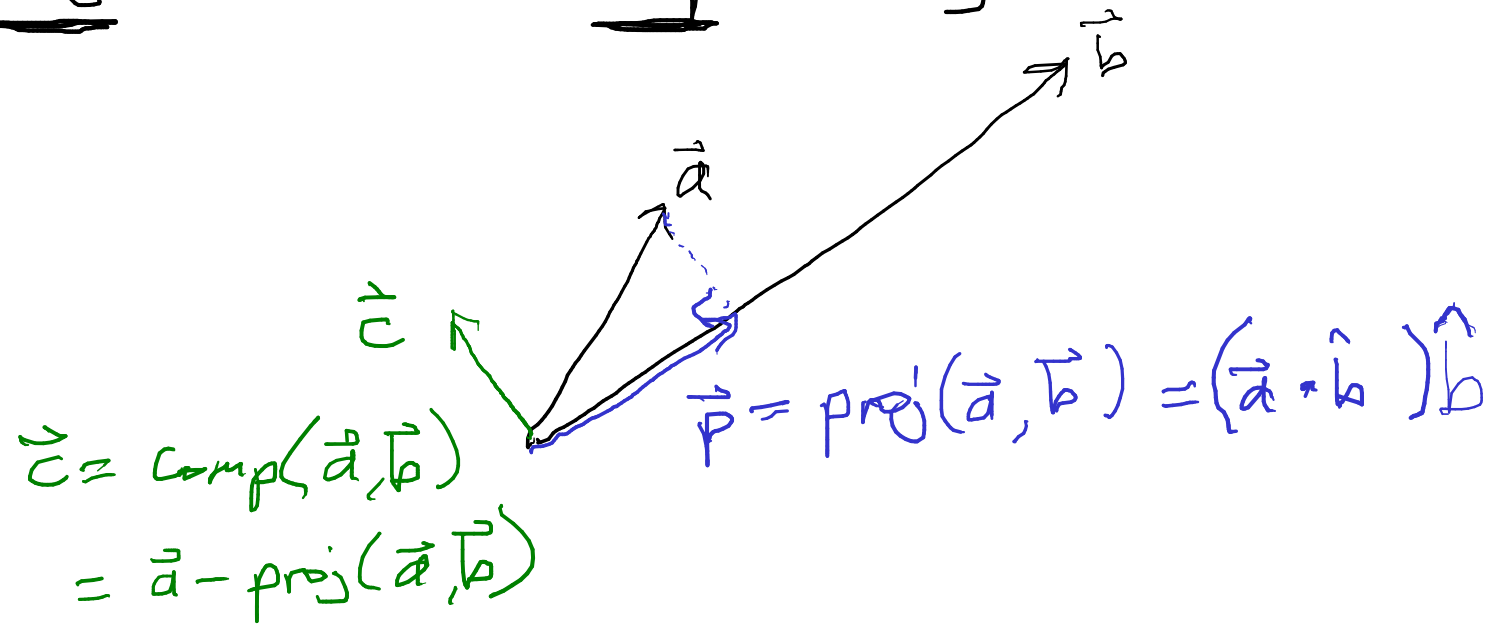


Recap

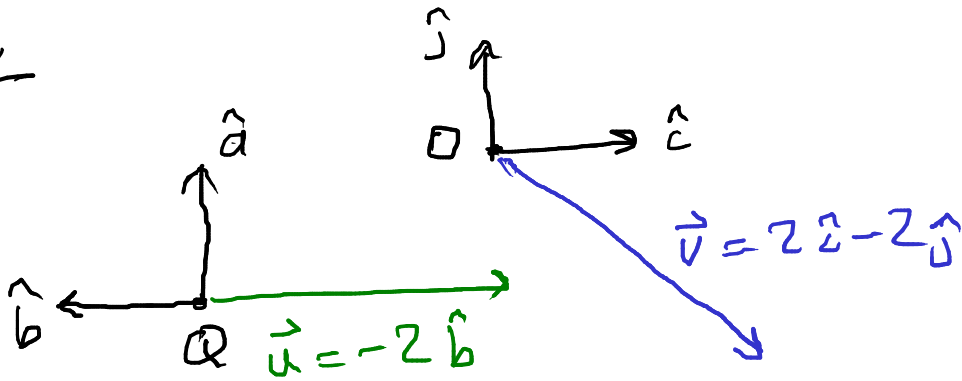
- ① Positions have coordinates: $x = 3\text{m}$ $y = -2\text{m}$ $r = 4\text{m}$ $\theta = 30^\circ$
- ② Vectors have components: $\vec{v} = 2\hat{i} + 3\hat{j} \text{ m/s}$
 $\vec{r} = 6\hat{i} \text{ km}$
- ③ Units go with values: $x = 3\text{m}$, not "r is in m"
- ④ Vectors have direction and magnitude, not position ("free")
- $\vec{v} = v\hat{v}$
 $\underbrace{3\hat{i} + 4\hat{j}}_{\vec{v}} = \underbrace{5}_{v} \underbrace{(0.6\hat{i} + 0.8\hat{j})}_{\hat{v}}$
- ⑤ Unit vectors don't have units (dimensionless)

⑥ Projections and complementary projections



Today: - Final notes on vectors
- Differentiating vectors

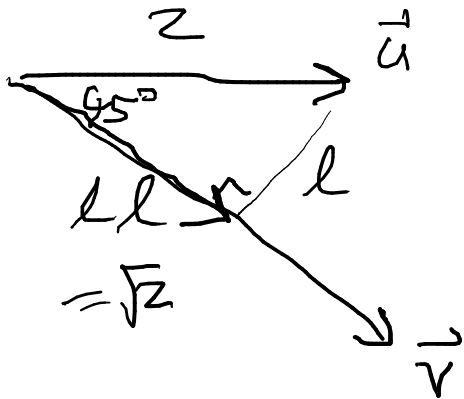
Ex



$$\vec{r}_{OQ} = -2\hat{i} - \hat{j}$$

$$\text{proj}(\vec{u}, \vec{v}) =$$

- A $\hat{i} + \hat{a}$
- B $-\hat{i} + \hat{j}$
- C $\hat{a} + \hat{b}$
- D $\hat{j} - \hat{a}$
- E** $-\hat{j} - \hat{b}$



$$l^2 + l^2 = z^2 = 4$$

$$2l^2 = 4$$

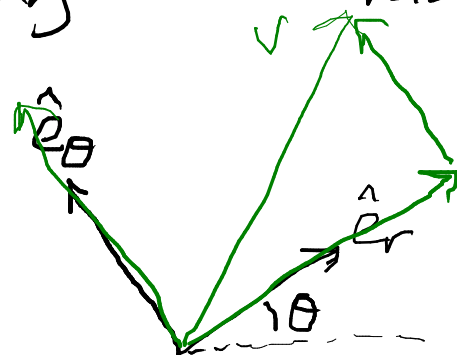
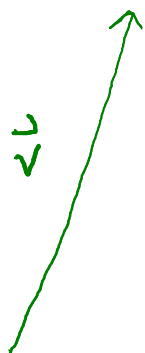
$$l^2 = 2$$

$$l = \sqrt{2}$$

Also $-\hat{j} - 2\hat{b} - \hat{i}$

Ex

change of basis



$$\vec{v} = \underbrace{\quad}_{\text{scalar}} \hat{e}_r + \quad \hat{e}_\theta$$

A $\vec{v} \times \hat{e}_r$

B $\vec{v} \cdot \hat{e}_r$

C $v \cos \theta$

D $v \sin \theta$

E $\text{proj}(\vec{v}, \hat{e}_r)$

$\uparrow$
vector

Calculus and Vectors

Derivative of a vector w.r.t. time t

$$\vec{v}(t) = \underline{2t^2 \hat{i} + 3t \hat{j} \text{ m/s}} \quad \text{where } t \text{ is in seconds}$$

$\vec{v}$ $\nearrow$

$$= \left(2(t/\text{s})^2 \hat{i} + 3(t/\text{s}) \hat{j} \right) \text{ m/s}$$

$$t = 2 \text{ min} = 120 \text{ s}$$

$$\frac{t}{\text{s}} = \frac{2 \text{ min}}{\text{s}}$$

$$\vec{v}(2 \text{ min}) = 28800 \hat{i} + 360 \hat{j} \text{ m/s}$$

$$\frac{d}{dt} \vec{v} = \dot{\vec{v}} = \frac{d}{dt} (2t^2 \hat{i} + 3t \hat{j})$$

$$= \frac{d}{dt} (2t^2) \hat{i} + 2t^2 \frac{d}{dt} (\hat{i}) +$$

$$\frac{d}{dt} (3t) \hat{j} + 3t \frac{d}{dt} (\hat{j})$$

$$= 4t \hat{i} + 3 \hat{j}$$

What is the
direction of $\vec{a}$
when $\vec{a}(t)$ goes
through
 $\vec{a}(0)$?

