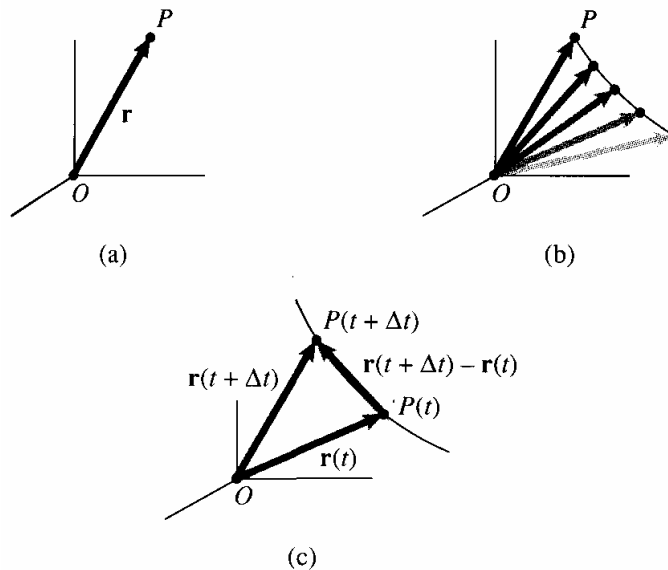


## 1.1 Position of a Particle

The position of a particle  $P$  relative to a reference frame can be described by a vector  $\mathbf{r}$ . This vector, which extends from the origin of the frame  $O$  to  $P$ , is called the *position vector*. If the particle  $P$  is in motion relative to the reference frame, then  $\mathbf{r}$  is a function of time (i.e. changes with time in both magnitude and direction). The figure below shows how  $\mathbf{r}$  changes with time as  $P$  moves along a path in three-dimensional space.

**Figure 1.** Position vector varying with time as  $P$  moves along a path



[Click to see an animation of the vector as it changes in time](#)

The time dependence of  $\mathbf{r}$  is expressed as:

$$\mathbf{r} = \mathbf{r}(t) \quad (1.1)$$

The position vector may take different forms depending on the coordinates used to express it. For example if  $\mathbf{r}$  is expressed in Cartesian coordinates and associated unit vectors it may be written as:

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$$\mathbf{r} = x\mathbf{i} + y\mathbf{j} + z\mathbf{k} \quad (1.2)$$

In cylindrical coordinates  $\mathbf{r}$  is defined as:

$$\mathbf{r} = r\mathbf{e}_\rho + z\mathbf{e}_z \quad (1.3)$$

In spherical coordinates  $\mathbf{r}$  is defined more simply as:

$$\mathbf{r} = r\mathbf{e}_r \quad (1.4)$$

## 1.2 Velocity of a Particle

The velocity  $\mathbf{v}$  of  $P$  relative to a reference frame at time  $t$  is defined as:

$$\mathbf{v} = \frac{d\mathbf{r}}{dt} = \lim_{\Delta t \rightarrow 0} \frac{\mathbf{r}(t + \Delta t) - \mathbf{r}(t)}{\Delta t} \quad (1.5)$$

where the vector  $\Delta\mathbf{r} = \mathbf{r}(t + \Delta t) - \mathbf{r}(t)$  is the change in position or displacement of  $P$  during the time interval  $\Delta t$  (see Fig. 1).

Note:

- $\mathbf{v}$  is the derivative of a vector with respect to a scalar
- $\mathbf{v}$  represents the rate of change of  $\mathbf{r}$  in both magnitude and direction with respect to time
- all changes in  $\mathbf{r}$  are measured within the same reference frame in which  $\mathbf{r}$  was measured
- $\mathbf{v}$  is always tangent to the path of  $P$

[Click for notes on reference frames and coordinate systems](#)

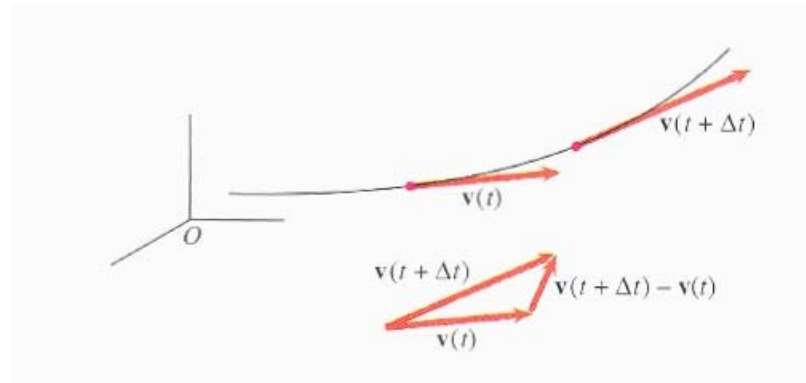
[Click to see an animated sequence showing the change in the vector](#)

### 1.3 Acceleration of a Particle

The acceleration  $\mathbf{a}$  of  $P$  relative to a reference frame at time  $t$  is defined as:

$$\mathbf{a} = \frac{d\mathbf{v}}{dt} = \lim_{\Delta t \rightarrow 0} \frac{\mathbf{v}(t + \Delta t) - \mathbf{v}(t)}{\Delta t} \quad (1.6)$$

where the vector  $\Delta\mathbf{v} = \mathbf{v}(t + \Delta t) - \mathbf{v}(t)$  is the change in the velocity of  $P$  during the time interval  $\Delta t$ .



**Figure 2.** Change of the velocity of  $P$  as it moves along a path

[Click to see an animation of the change of the velocity vector with time](#)

Note:

- $\mathbf{a}$  is the derivative of a vector with respect to a scalar
- $\mathbf{a}$  represents the rate of change of  $\mathbf{v}$  in both magnitude and direction with respect to time
- all changes in  $\mathbf{v}$  are measured within the same reference frame in which  $\mathbf{v}$  was measured