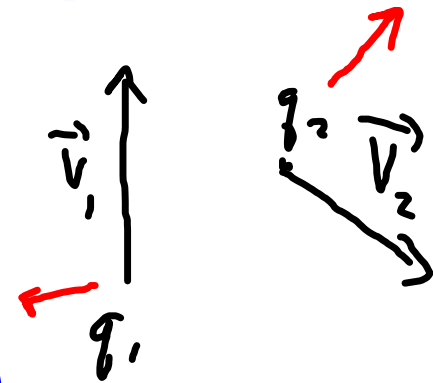
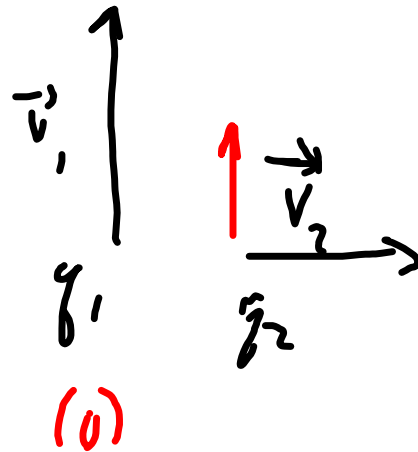
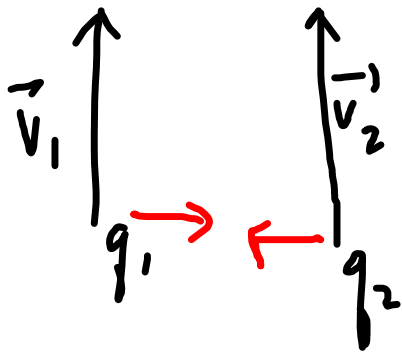


Ampere (magnetic) force.

$$\vec{F}_{\text{on 1 due to 2}} = k q_1 q_2 \vec{v}_1 \times \left\{ \vec{v}_2 \times \frac{\vec{R}_1 - \vec{R}_2}{|\vec{R}_1 - \vec{R}_2|^3} \right\}$$

$$\vec{F}_{\text{on 2 due to 1}} = k q_2 q_1 \vec{v}_2 \times \left\{ \vec{v}_1 \times \frac{\vec{R}_2 - \vec{R}_1}{|\vec{R}_2 - \vec{R}_1|^3} \right\}$$

SKETCH THE FORCE ON 1 AND ON 2.

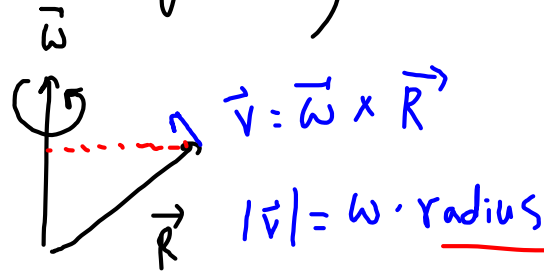


Q. 52 #24

$$\vec{\omega} = \frac{(\vec{i} + \vec{j} + \vec{k}) (10\sqrt{3})}{\sqrt{1+1+1}}$$

$$= 10(\vec{i} + \vec{j} + \vec{k})$$

(p. 46)



$$\text{If } |\vec{v}| = 20 \text{ ft/sec, } 20 = (10\sqrt{3})(\text{radius})$$

locus = points on a cylinder around

$\vec{\omega}$, with radius $\frac{20}{10\sqrt{3}}$

Chpt 2: Differentiation.

$$\vec{F}(t) = t^2 \vec{i} + t^3 \vec{j}$$

$$\frac{d\vec{F}}{dt} = 2t \vec{i} + 3t^2 \vec{j}$$

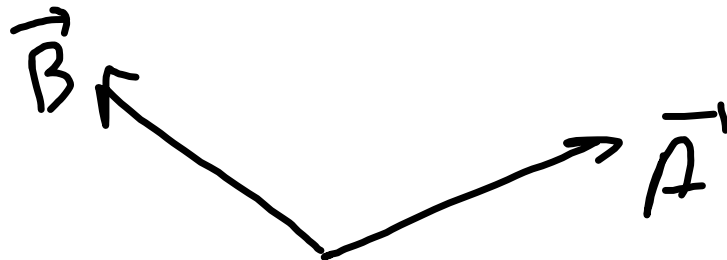
$$\frac{d}{dt} [\vec{F}(t) \cdot \vec{G}(t)] = \frac{d\vec{F}}{dt} \cdot \vec{G} + \frac{d\vec{G}}{dt} \cdot \vec{F}$$

$$\frac{d}{dt} \left[(3t \vec{i} + 5t^2 \vec{j}) \cdot (t \vec{i} - \sin t \vec{j}) \right]$$

$$\frac{d}{dt} [3t^2 - 5t^2 \sin t] = 6t - 10t \sin t - 5t^2 \cos t$$

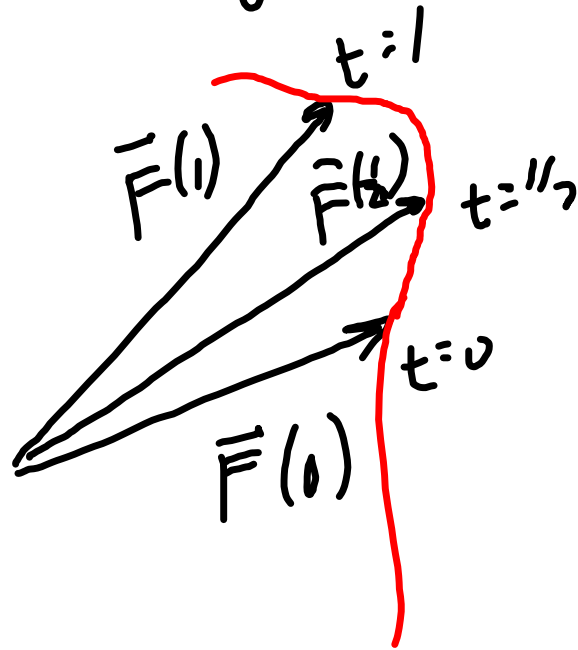
$$\frac{d}{dt} \left[\vec{F}(t) \times \vec{G}(t) \right] = \vec{F} \times \frac{d\vec{G}}{dt} + \vec{G} \times \frac{d\vec{F}}{dt} \quad \text{No}$$

$$= \vec{F} \times \frac{d\vec{G}}{dt} + \frac{d\vec{F}}{dt} \times \vec{G}$$



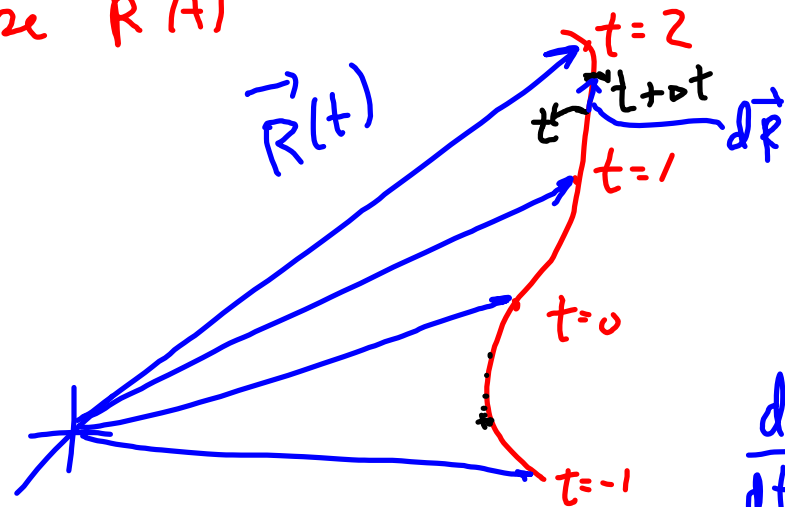
$\vec{A} \times \vec{B}$ comes
out of board

Interpretation of $\vec{F}(t)$.



Think of $\vec{F}(t)$
as tracing
out a curve.

Use " $\vec{R}(t)$ "



What is
 $\frac{d\vec{R}}{dt}$?

$$\frac{d\vec{R}}{dt} = \lim_{\delta t \rightarrow 0} \frac{\vec{R}(t+\delta t) - \vec{R}(t)}{\delta t}$$

$\frac{d\vec{R}}{dt}$ is velocity

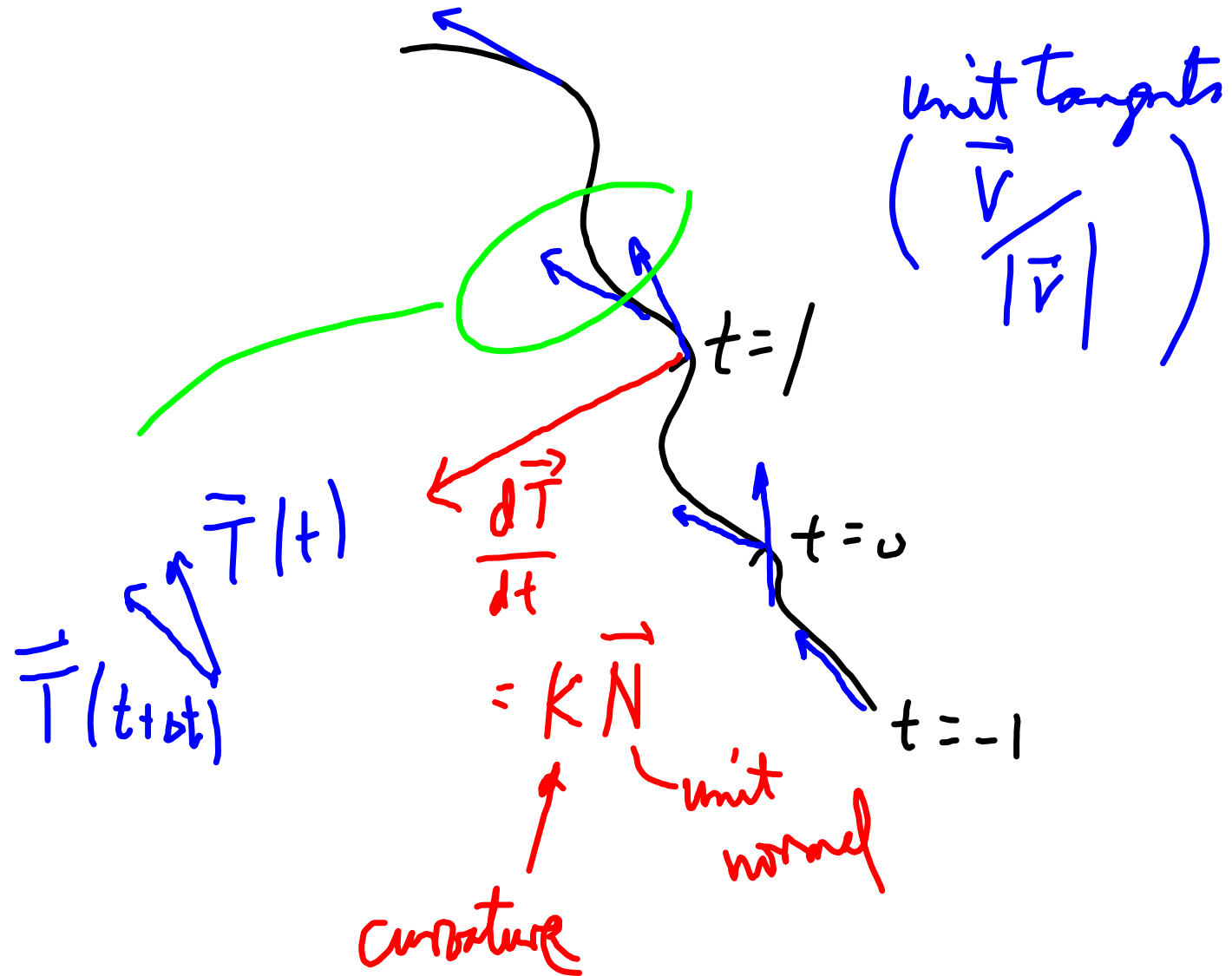
$\left| \frac{d\vec{R}}{dt} \right|$ is speed

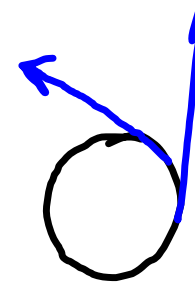
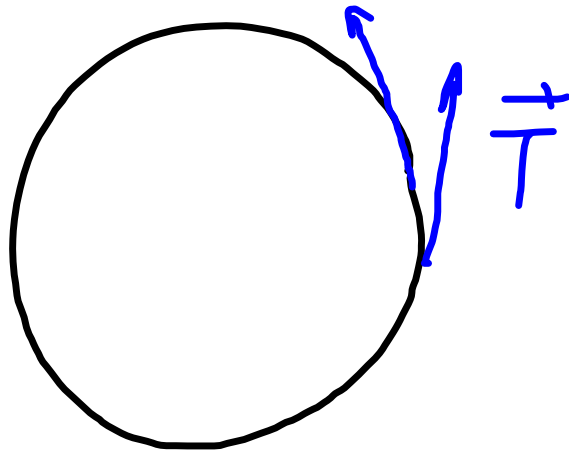
direction: $\frac{d\vec{R}}{dt}$ is tangent to curve.

$\vec{R}(t)$ describes a trajectory

$\frac{d\vec{R}}{dt}(t)$ " velocity

$\frac{d^2\vec{R}}{dt^2}(t)$ " acceleration .





~~curvature~~
curvature = $\frac{1}{\text{radius}}$

