

Cinematica

- Sistema di riferimento fisso

- Vettore posizione \vec{r} e spost. $\Delta \vec{r} = \vec{r}_f - \vec{r}_i$

- vettori velocità

$$\langle \vec{v} \rangle = \frac{\Delta \vec{r}}{\Delta t}$$

$$\vec{v} = \lim_{\Delta t \rightarrow 0} \langle \vec{v} \rangle$$

- vettori accelerazione

$$\langle \vec{a} \rangle = \frac{\Delta \vec{v}}{\Delta t}$$

$$= \frac{d\vec{v}}{dt}$$

$$\vec{a} = \lim_{\Delta t \rightarrow 0} \langle \vec{a} \rangle = \frac{d\vec{v}}{dt} = \frac{d^2 \vec{r}}{dt^2}$$

Legge oraria

$$x = x(t)$$

1) caso particolare

$$x(t) = x_p + v_0 t + \frac{1}{2} a t^2$$

2) $y = y(t)$

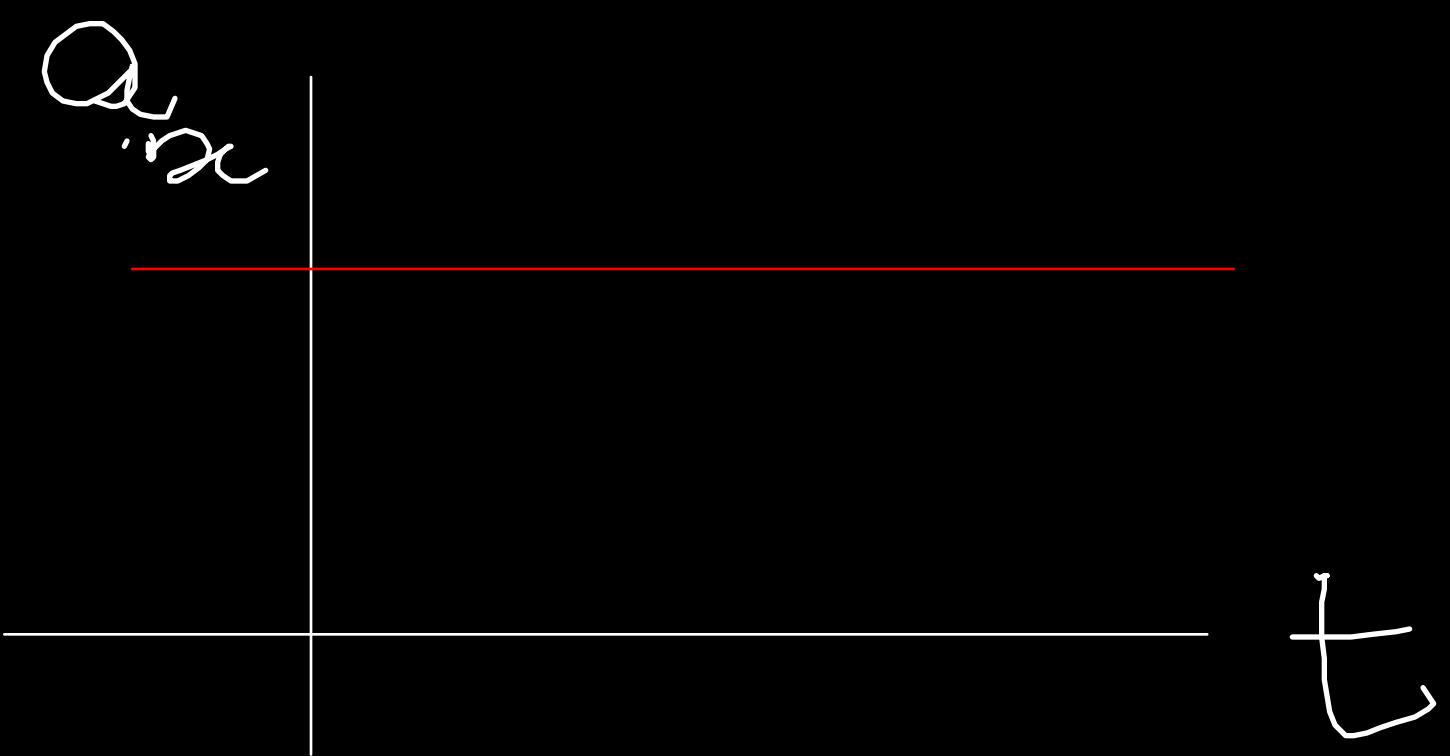
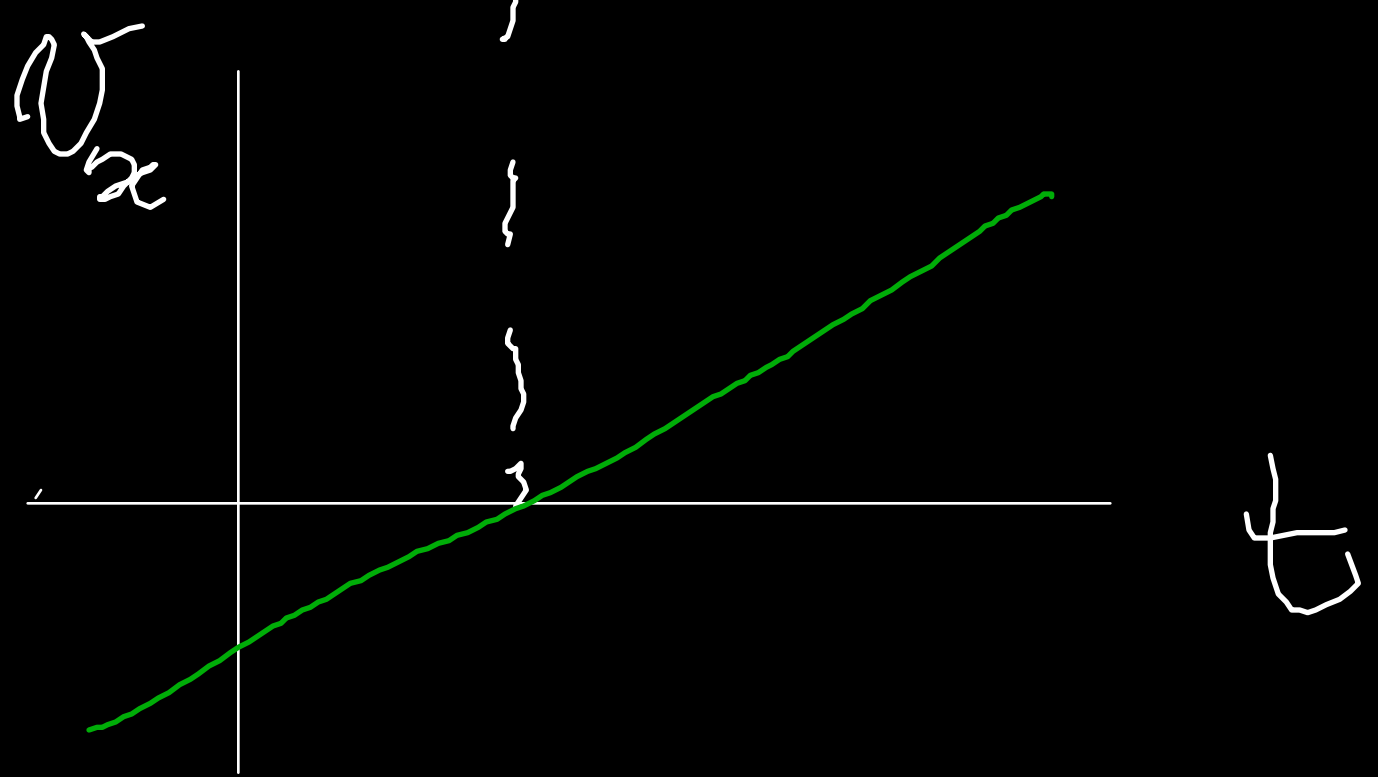
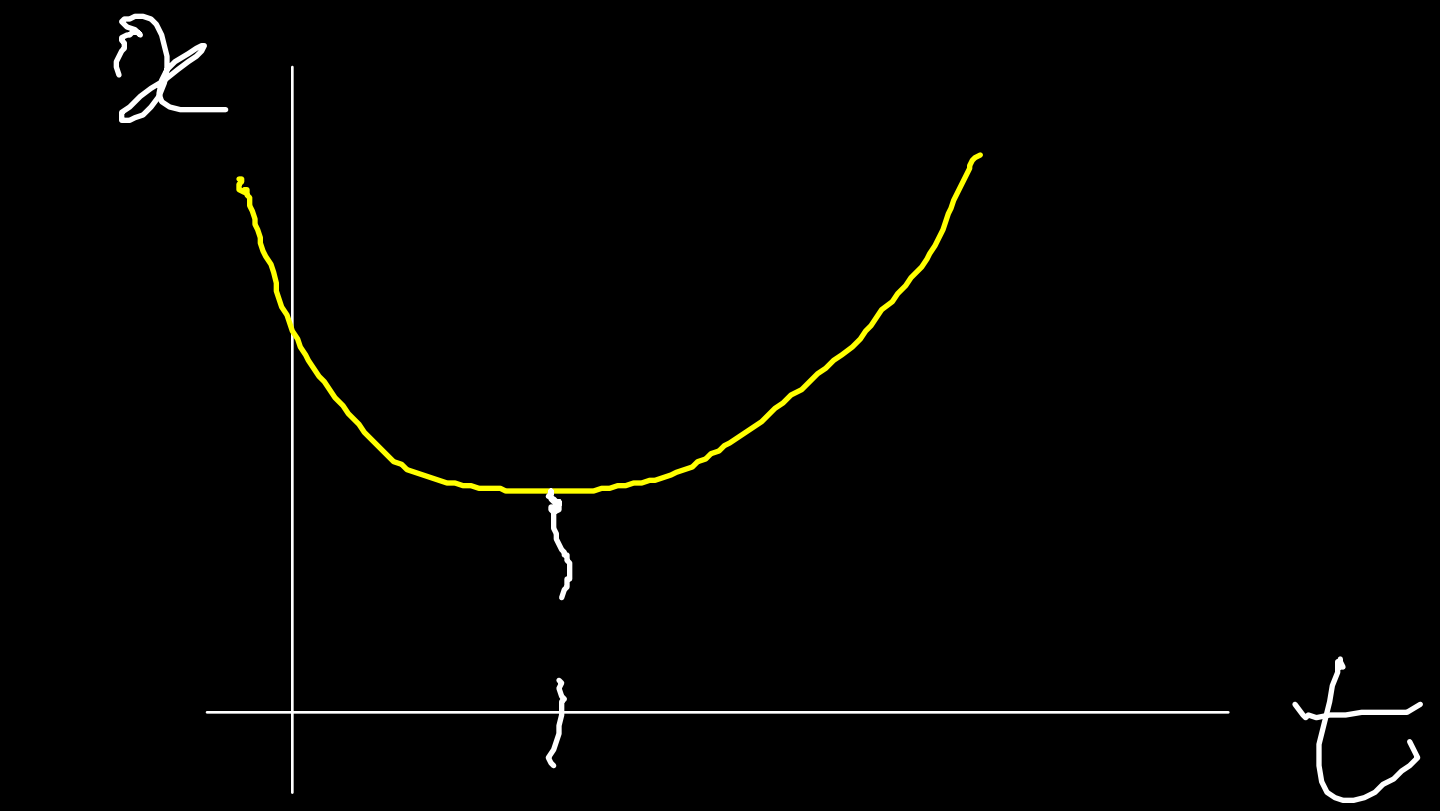
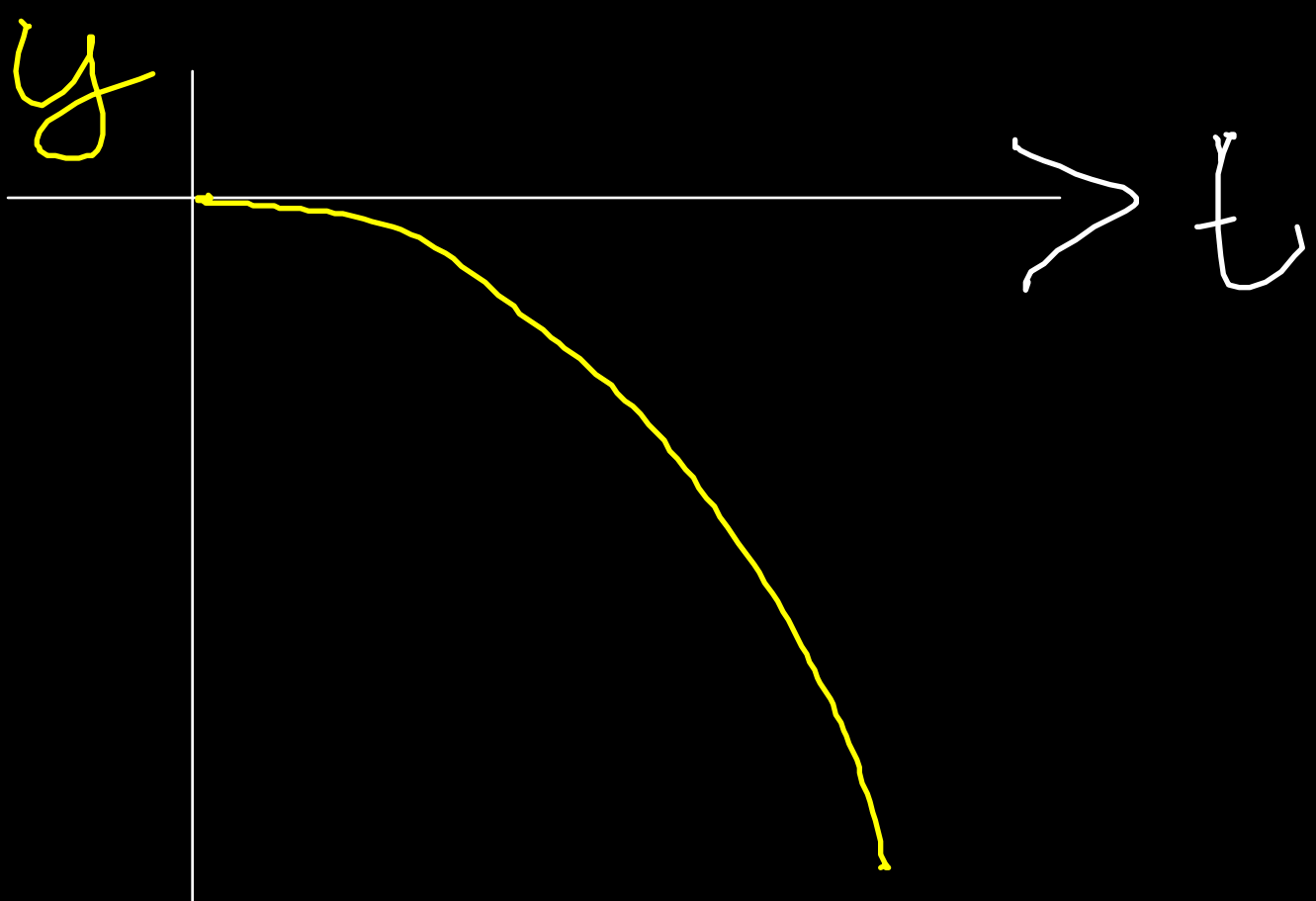
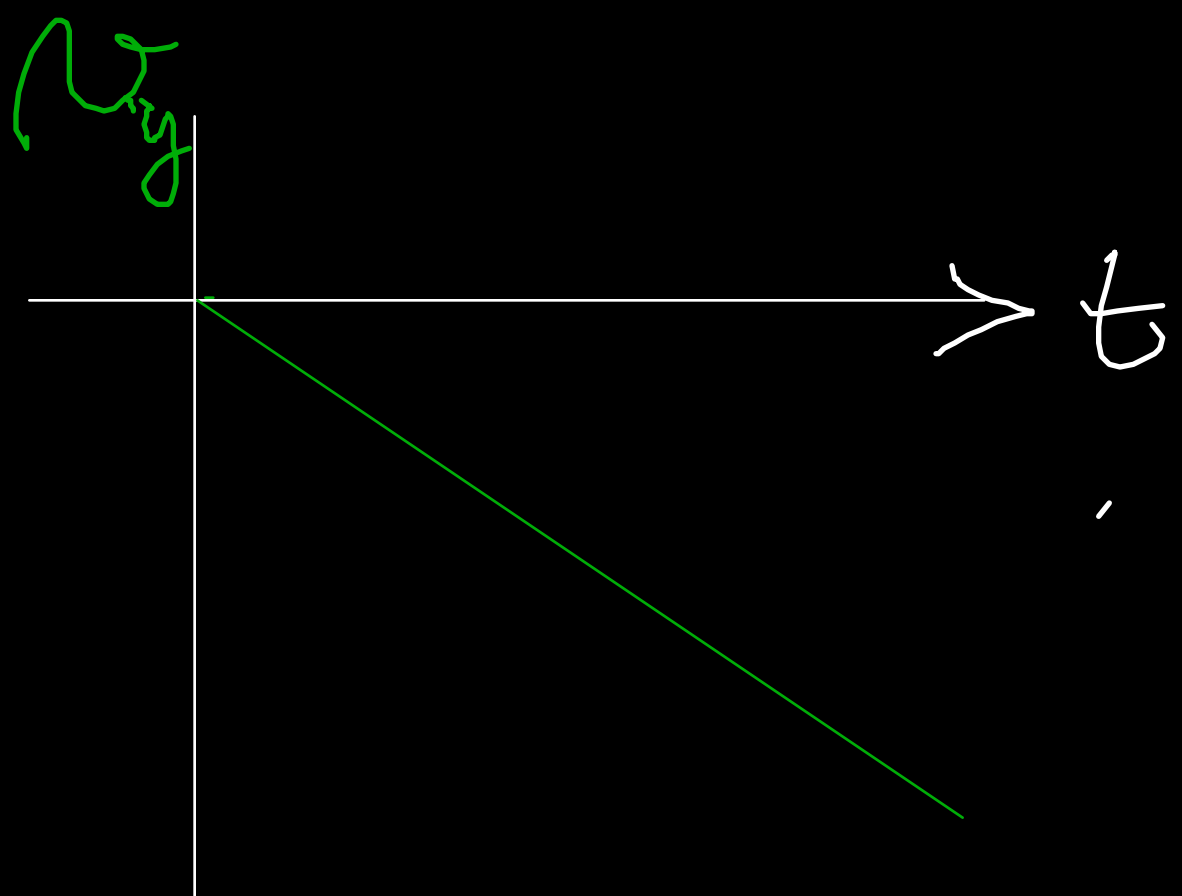
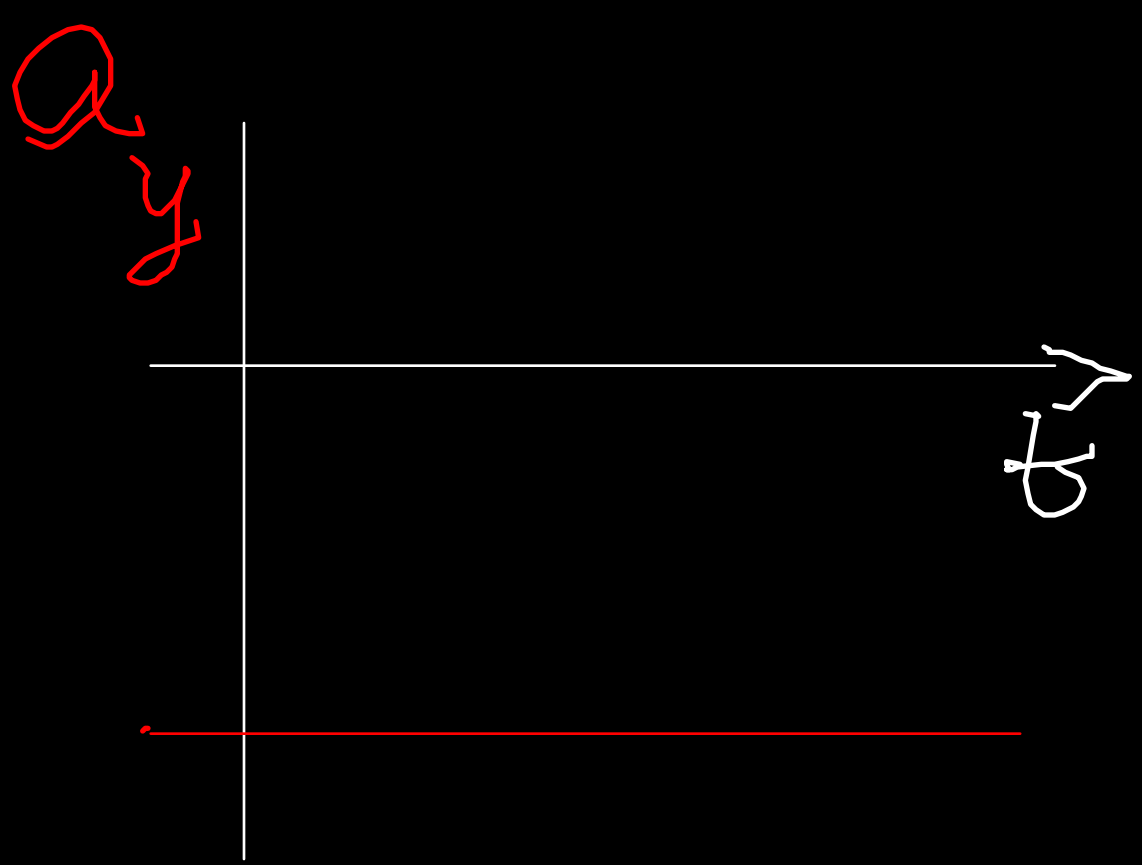
3) $\vec{r} = \vec{r}(t)$

$x(t)$ $y(t)$ $z(t)$

4) $\vec{v} = \vec{v}(t)$

$v_x(t)$ $v_y(t)$ $v_z(t)$

$$\vec{a} = -g \hat{j}$$

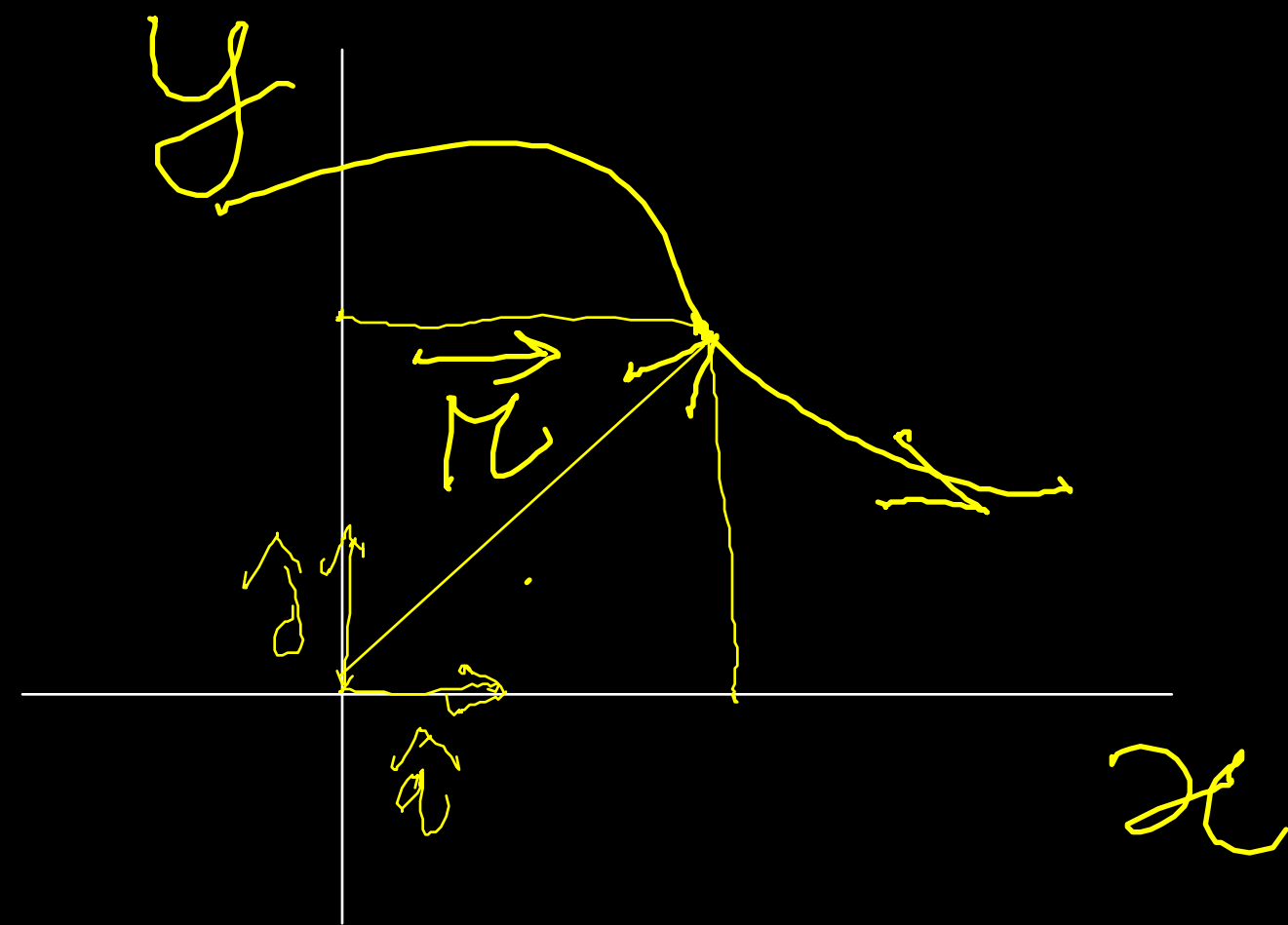


Moti 2D cap 4

x y

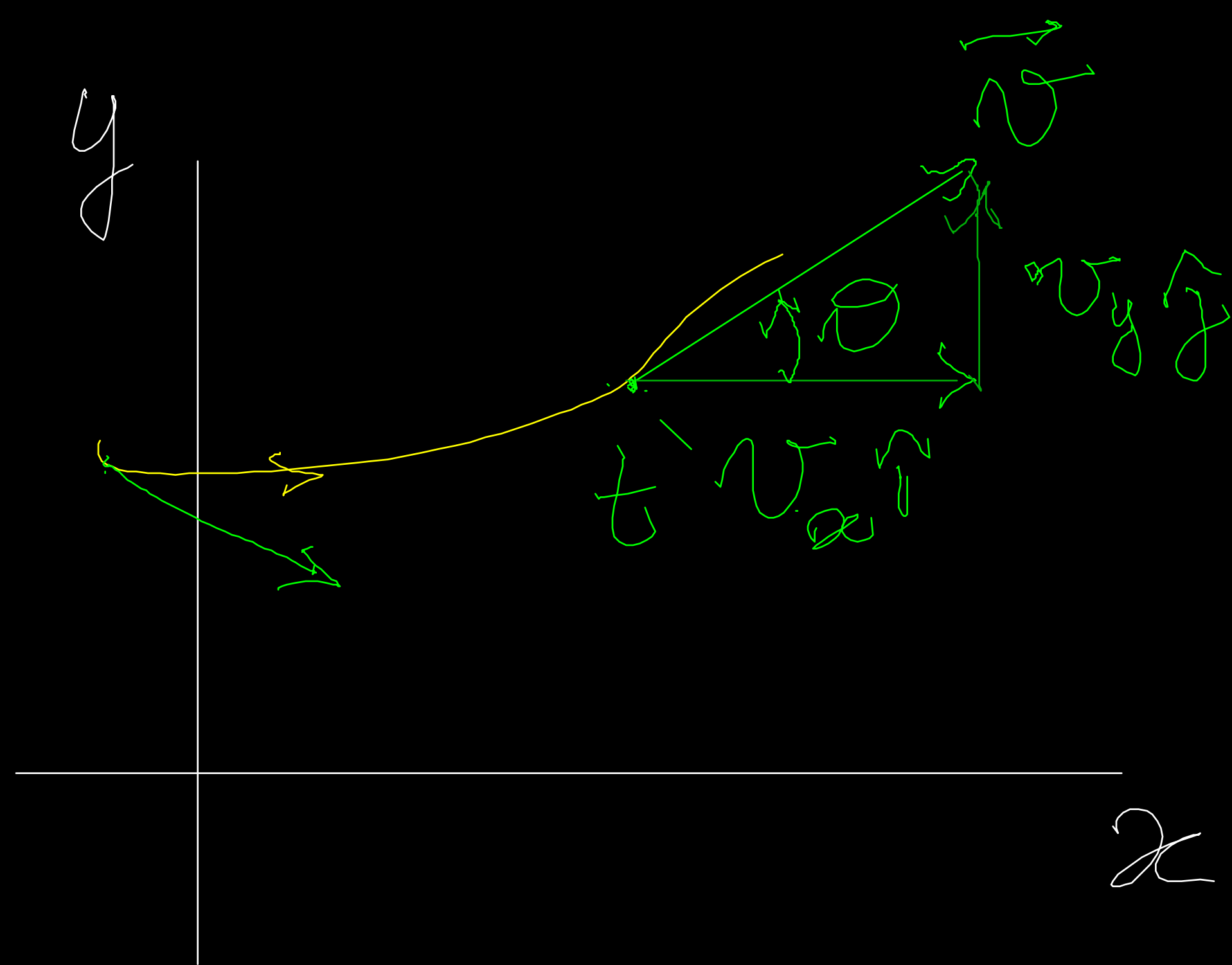
$$\vec{r} = x \hat{i} + y \hat{j}$$

percorso \odot traiettoria



$x(t)$

$y(t)$



$$V = \sqrt{V_x^2 + V_y^2}$$

$$\operatorname{tg} \theta = \frac{V_y}{V_x}$$

$$\vec{V} = \lim_{\Delta t \rightarrow 0} \left(\frac{\Delta x}{\Delta t} \hat{i} + \frac{\Delta y}{\Delta t} \hat{j} \right) \begin{cases} V_x = V \cos \theta \\ V_y = V \sin \theta \end{cases}$$

$$= \left(\lim_{\Delta t \rightarrow 0} \frac{\Delta x}{\Delta t} \right) \hat{i} + \left(\lim_{\Delta t \rightarrow 0} \frac{\Delta y}{\Delta t} \right) \hat{j}$$

$$= \frac{dx}{dt} \hat{i} + \frac{dy}{dt} \hat{j} = V_x \hat{i} + V_y \hat{j}$$

NEs. 1
microscopio

52°

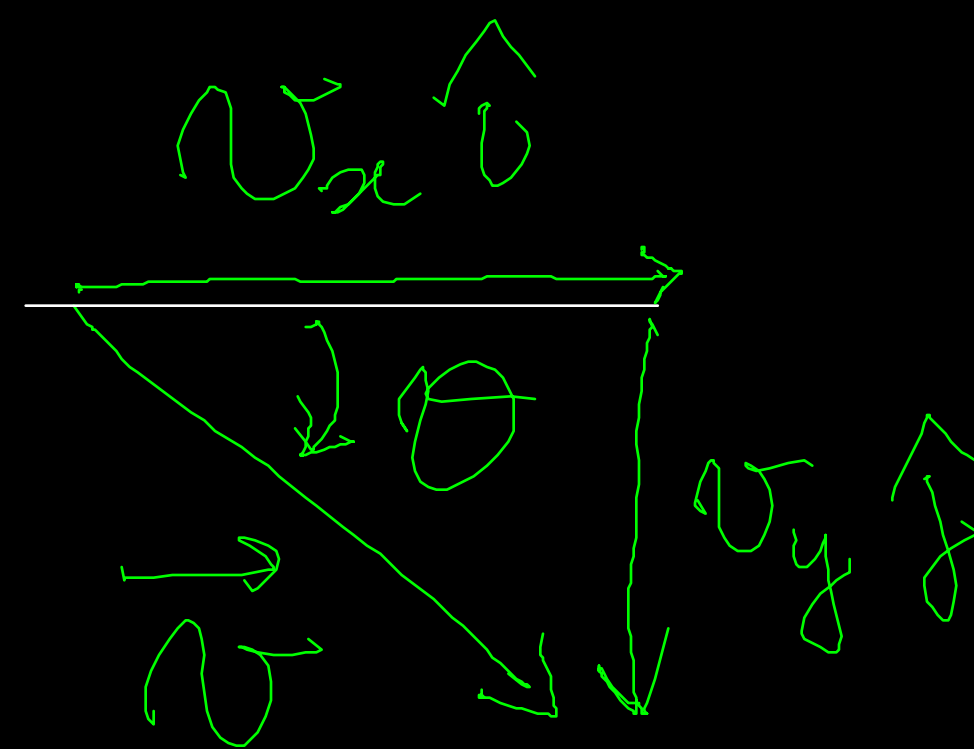
vel. 18 nodi

$$1 \text{ M} = 1852 \text{ m}$$

$$1 \text{ mt} = \frac{1 \text{ M}}{1 \text{ h}} = \frac{1852 \text{ m}}{3600 \text{ s}} = 0.514 \text{ m/s}$$

$$v = 18 \text{ mt} = 18 \frac{\text{mt}}{\text{h}} \cdot \frac{0.514 \text{ m/s}}{1 \text{ mt}} = 9.26 \frac{\text{m}}{\text{s}}$$

y (m)



$$\theta = -52^\circ$$

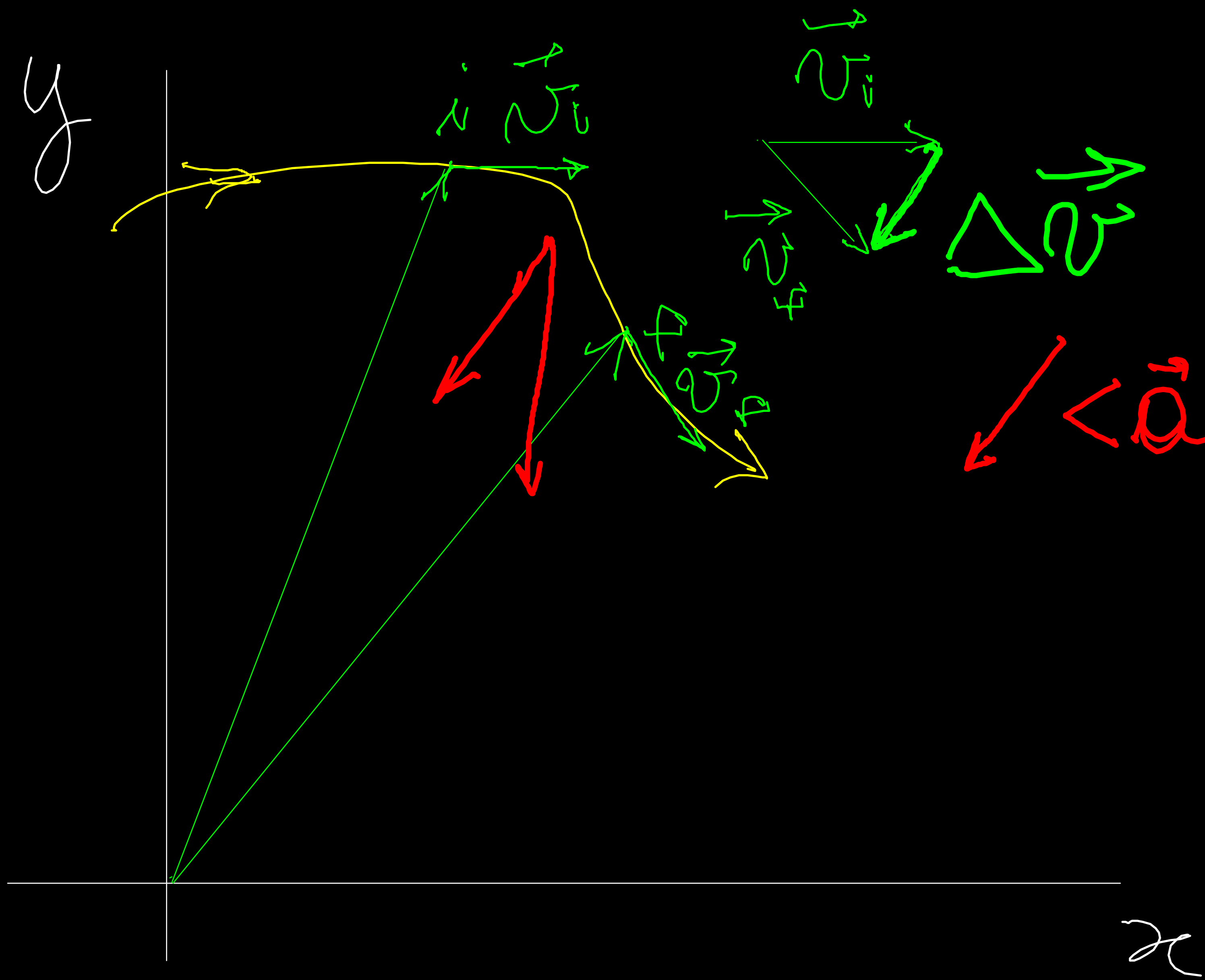
Accelerazione

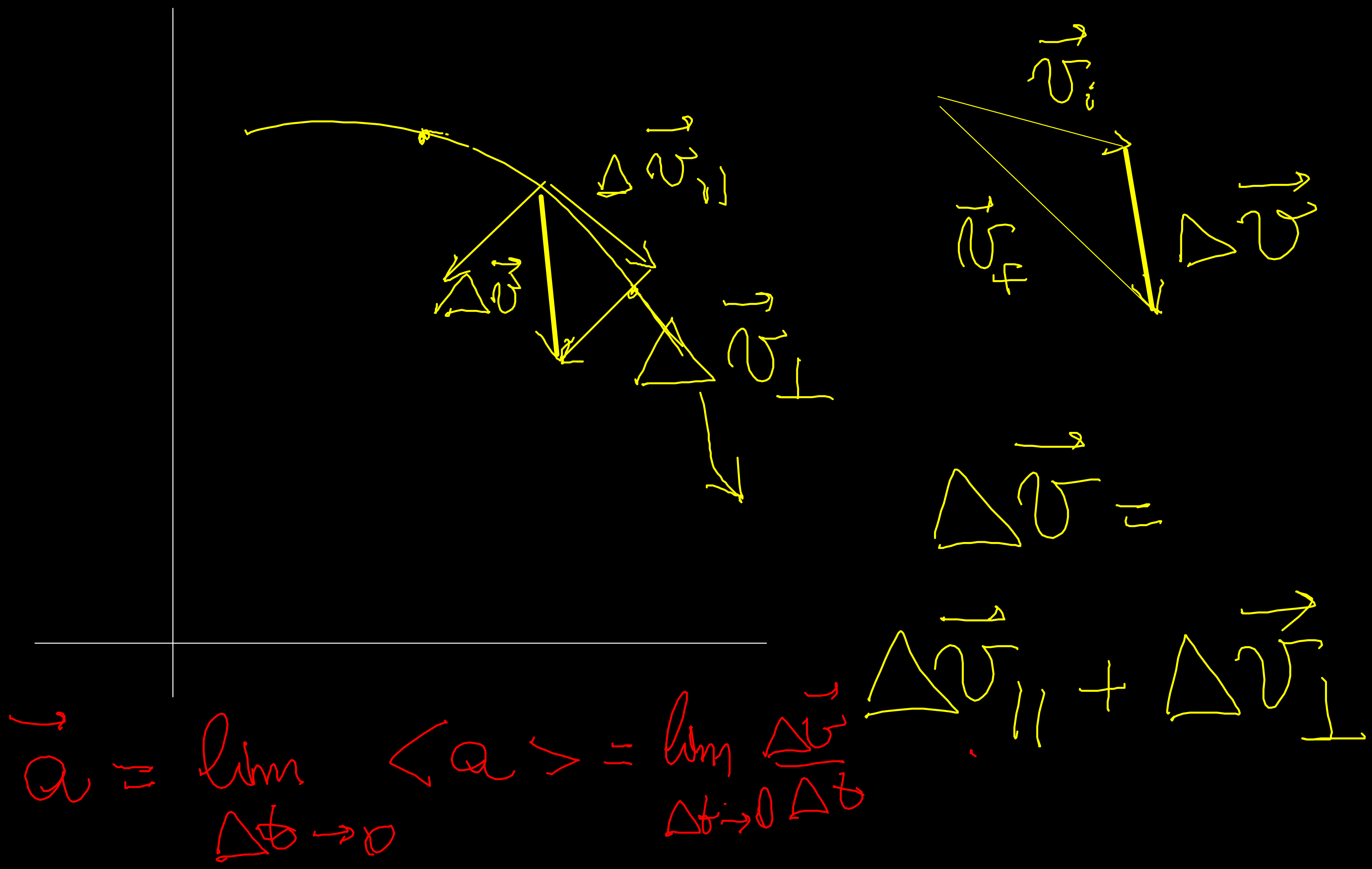
media $\langle \vec{a} \rangle = \frac{\Delta \vec{v}}{\Delta t} = \frac{\Delta v_x}{\Delta t} \hat{i} + \frac{\Delta v_y}{\Delta t} \hat{j}$

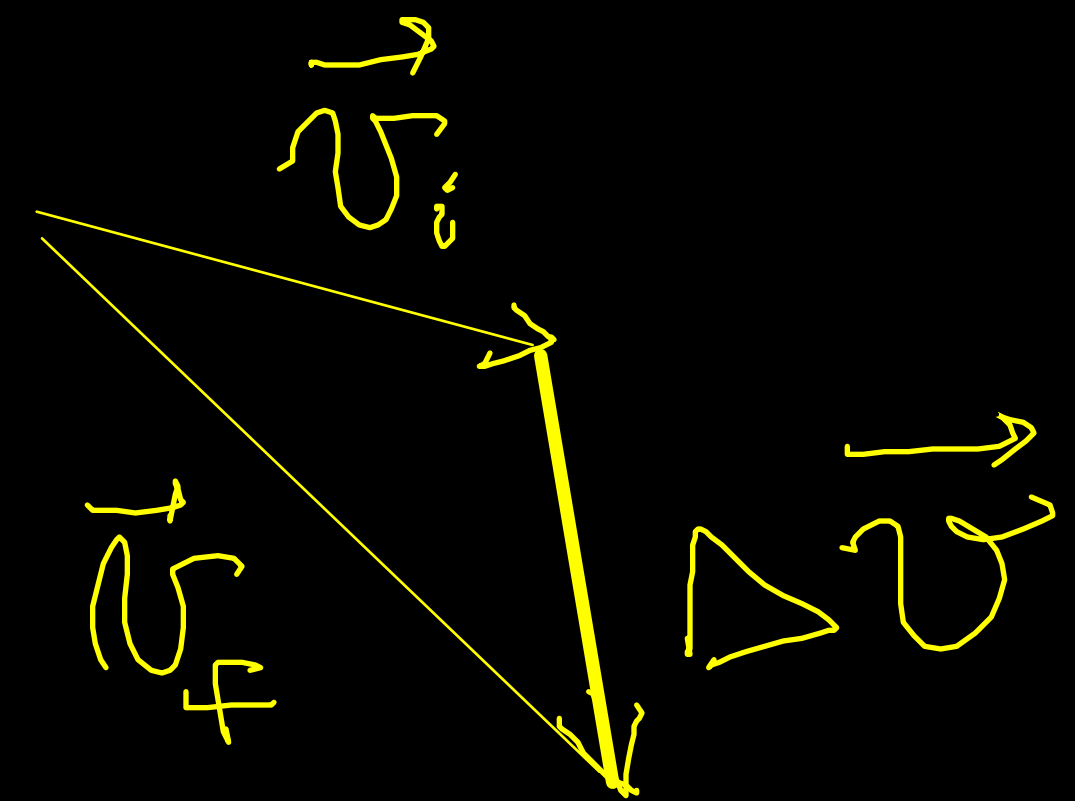
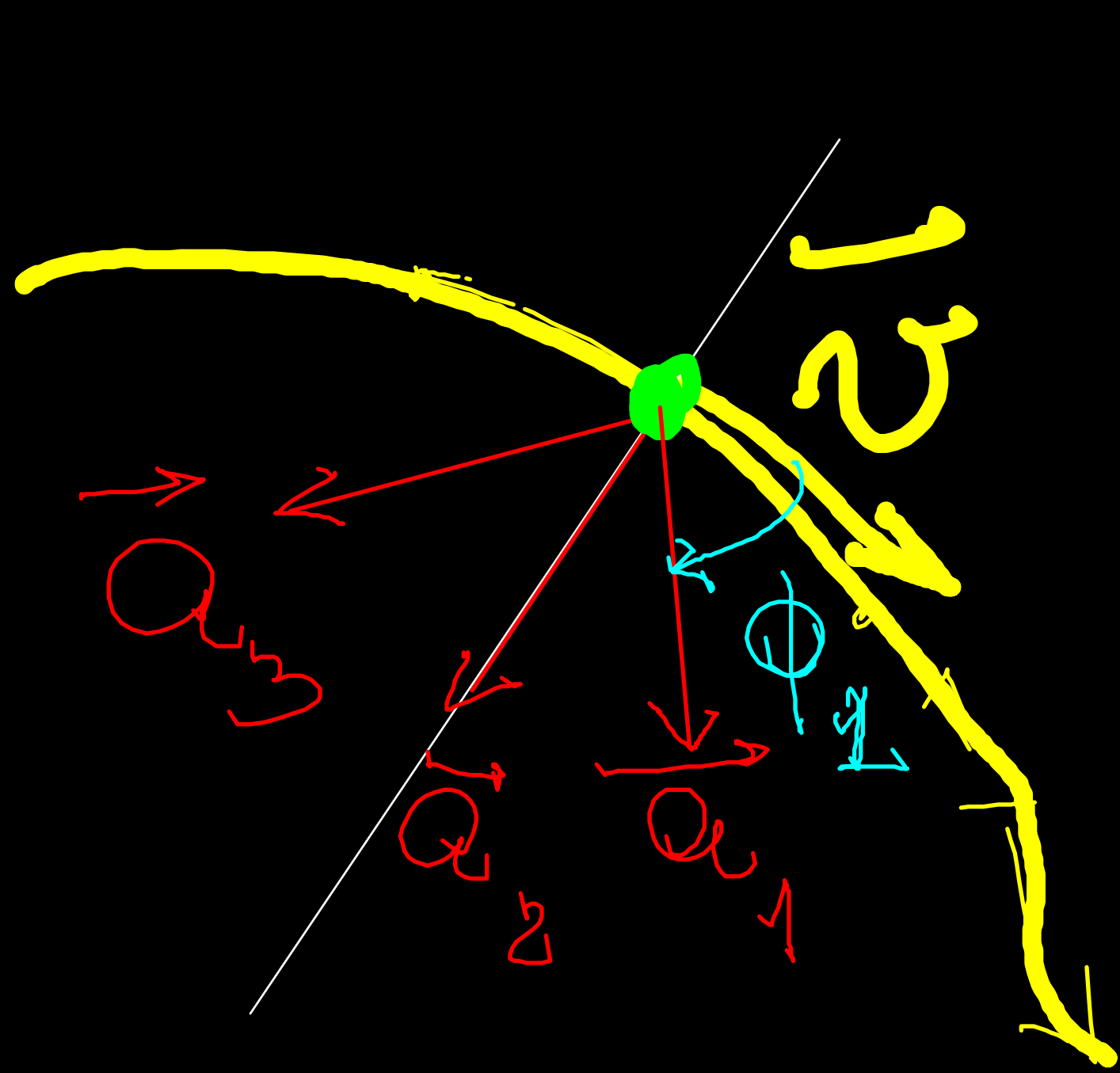
istantanea $\vec{a} = \lim_{\Delta t \rightarrow 0} \langle \vec{a} \rangle = \lim_{\Delta t \rightarrow 0} \frac{\Delta \vec{v}}{\Delta t} = \frac{d\vec{v}}{dt}$

$\langle a_x \rangle \hat{i} + \langle a_y \rangle \hat{j}$

$$\Delta \vec{v} = \Delta v_x \hat{i} + \Delta v_y \hat{j}$$







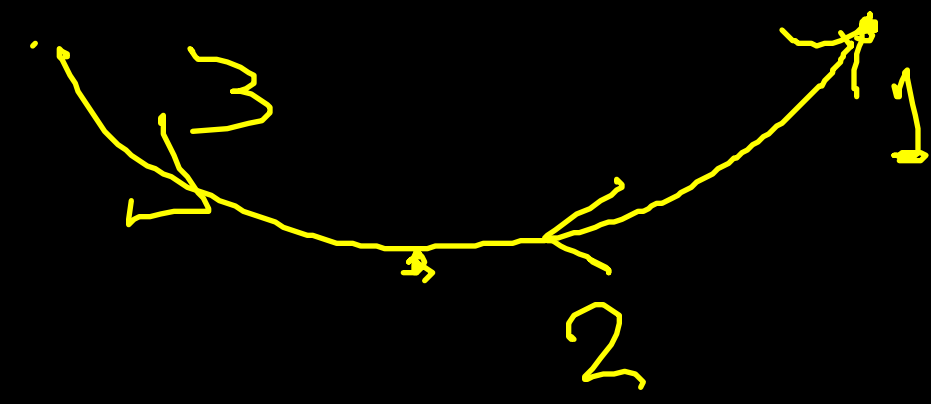
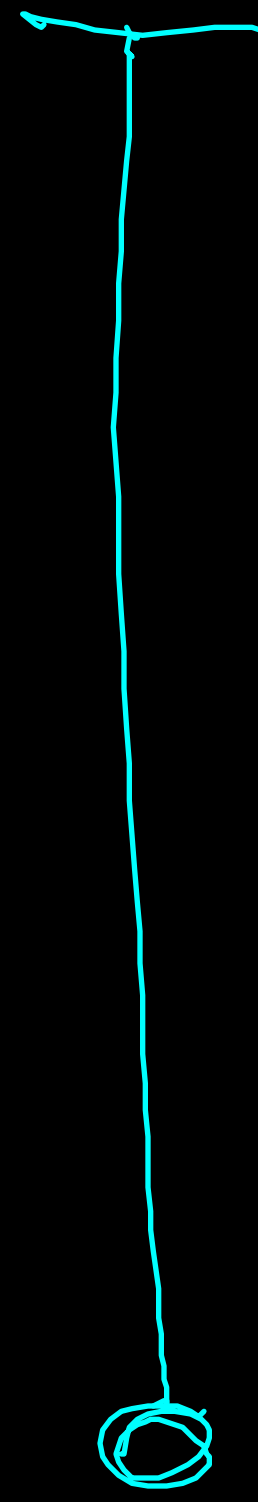
$$\Delta v =$$

$$\Delta v_{||} + \Delta v_{\perp}$$

- \vec{a}_1
- \vec{a}_2
- \vec{a}_3

modulo sta aumentando
 modulo vel. costante
 " " sta diminuendo

- $0^\circ < \phi_1 < 90^\circ$
- $\phi_2 = 90^\circ$
- $90^\circ < \phi_3 < 180^\circ$



Esempio 4.2

$$x = x(t) = \left(2.3 \frac{\text{m}}{\text{s}^3} \right) t^3 - 12 \text{ m}$$

$$y = y(t) = \left(5.1 \frac{\text{m}}{\text{s}} \right) t \quad t \text{ in s}$$

$$\begin{aligned} v_x &= \frac{dx(t)}{dt} = \frac{d}{dt} \left[\left(2.3 \frac{\text{m}}{\text{s}^3} \right) t^3 - 12 \text{ m} \right] \\ &= \left(2.3 \frac{\text{m}}{\text{s}^3} \right) 3t^2 = \left(6.9 \frac{\text{m}}{\text{s}^3} \right) t^2 \end{aligned}$$

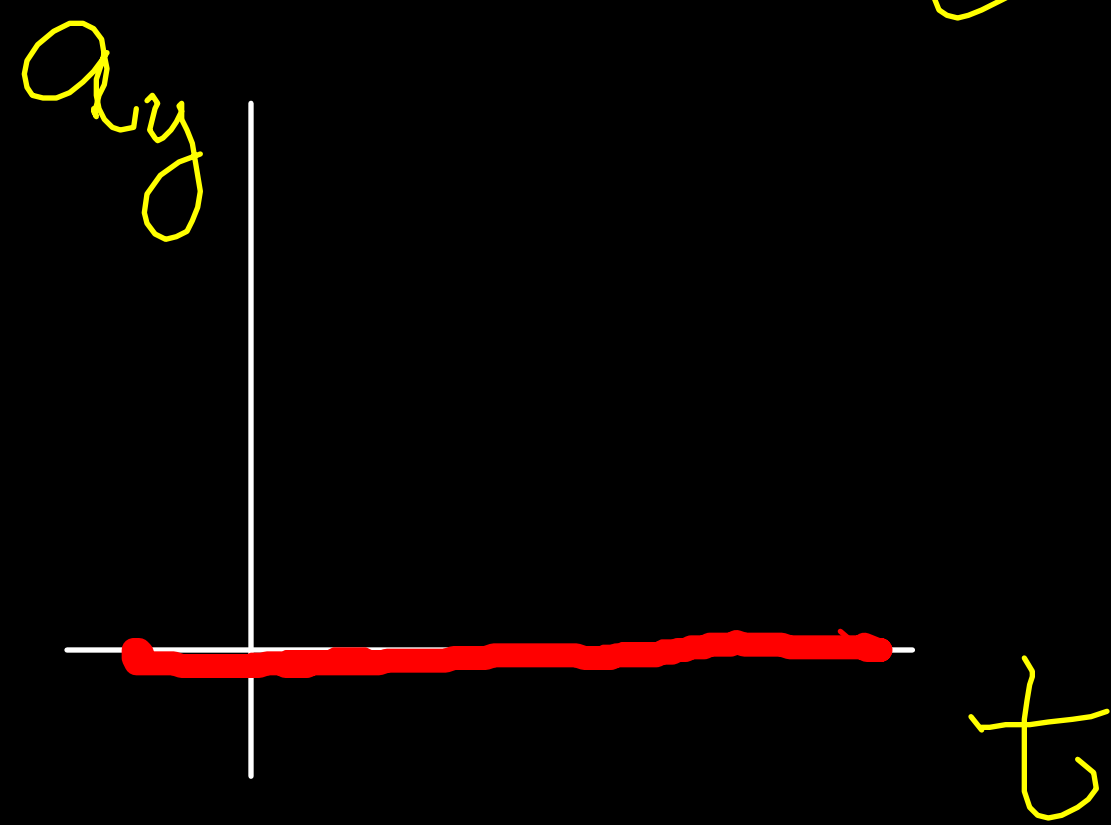
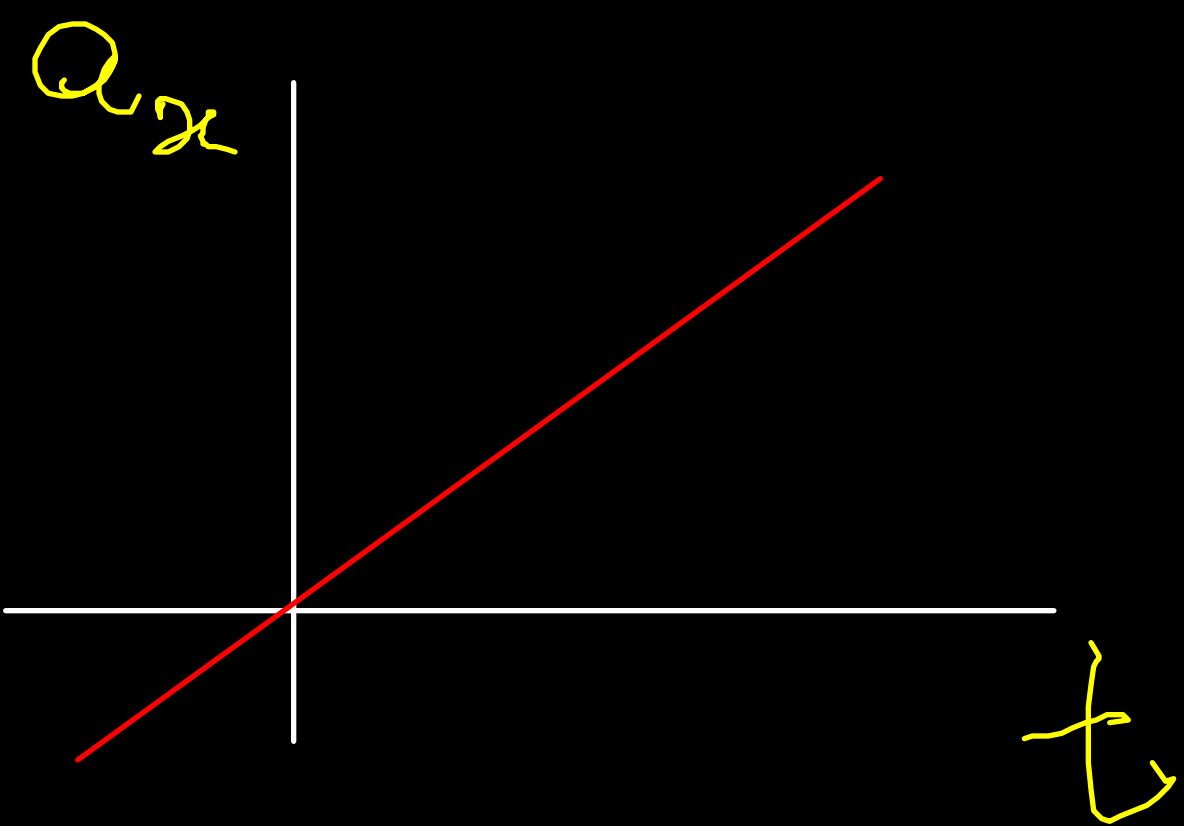
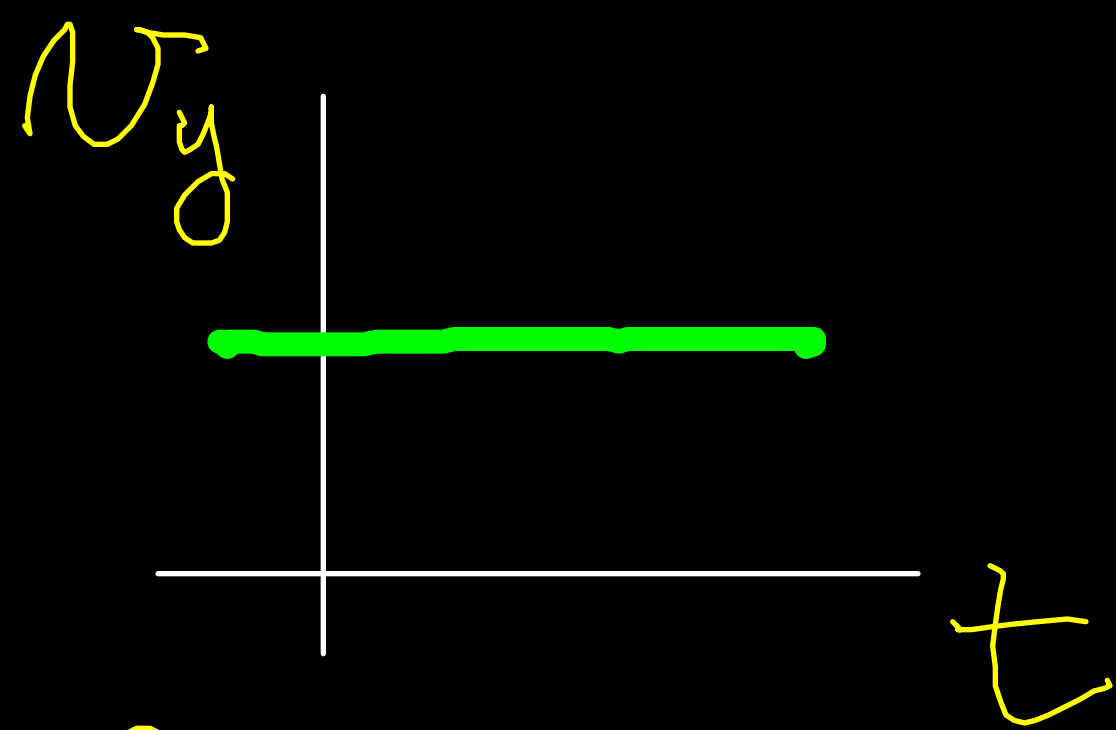
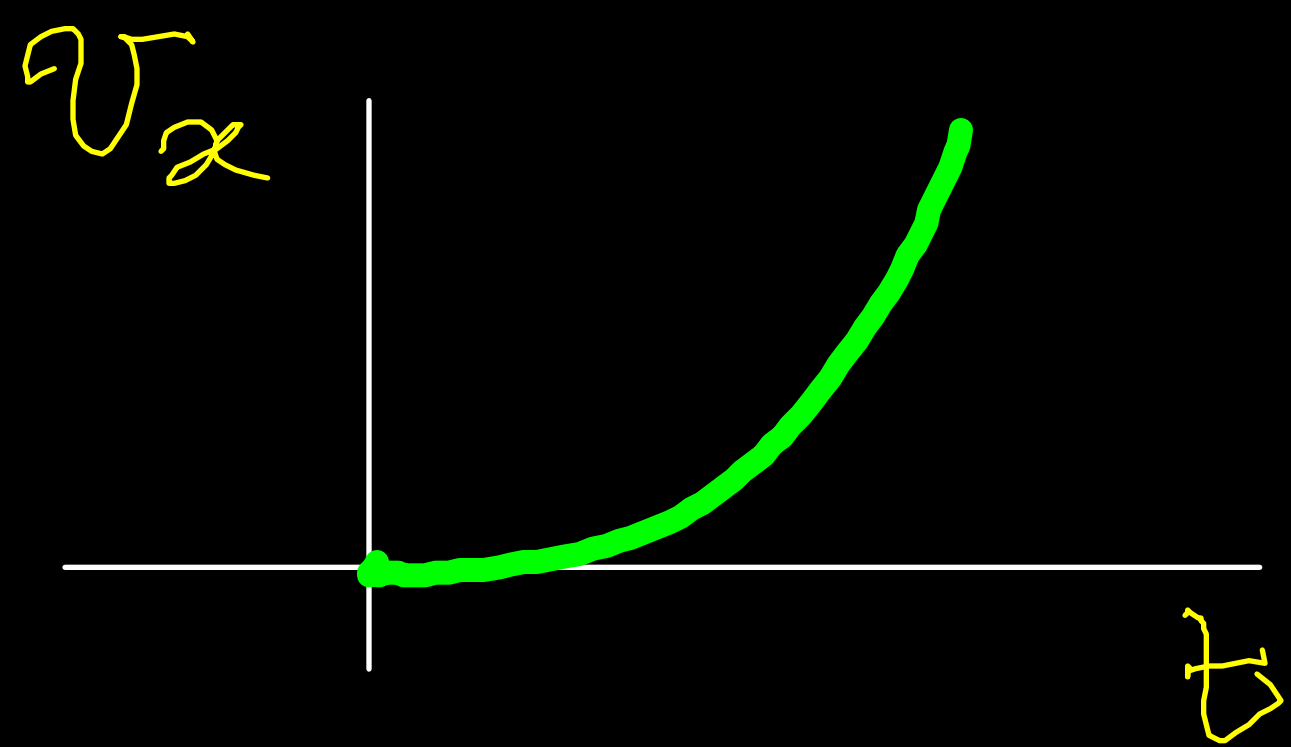
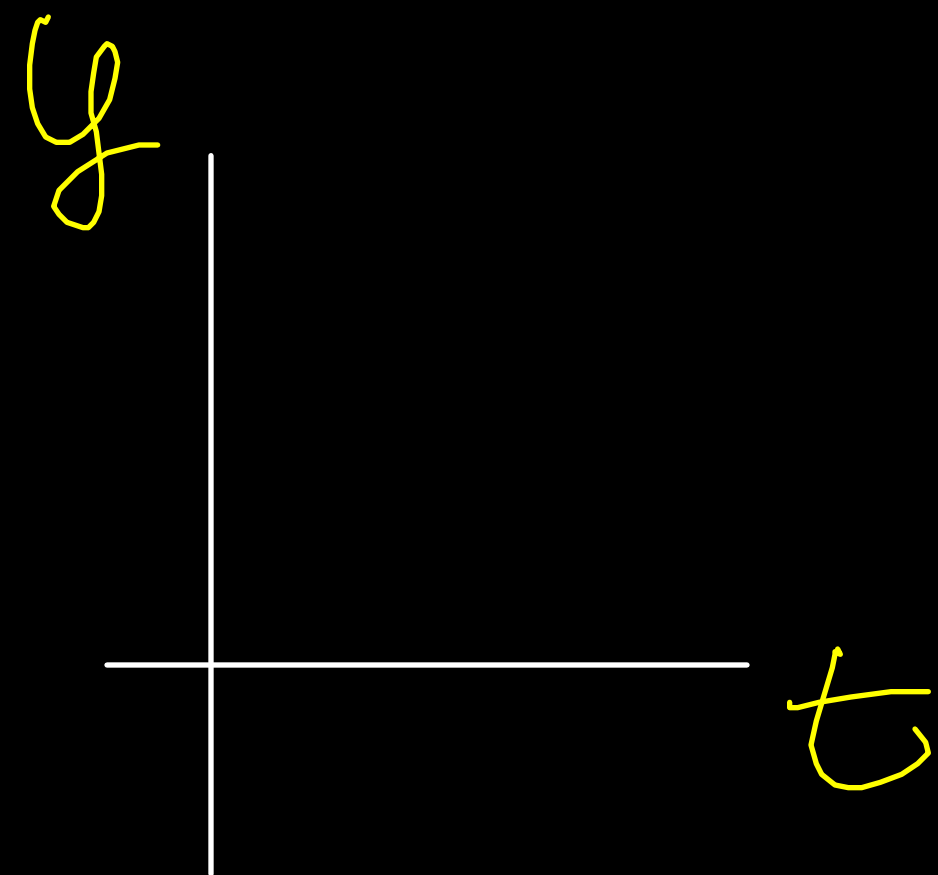
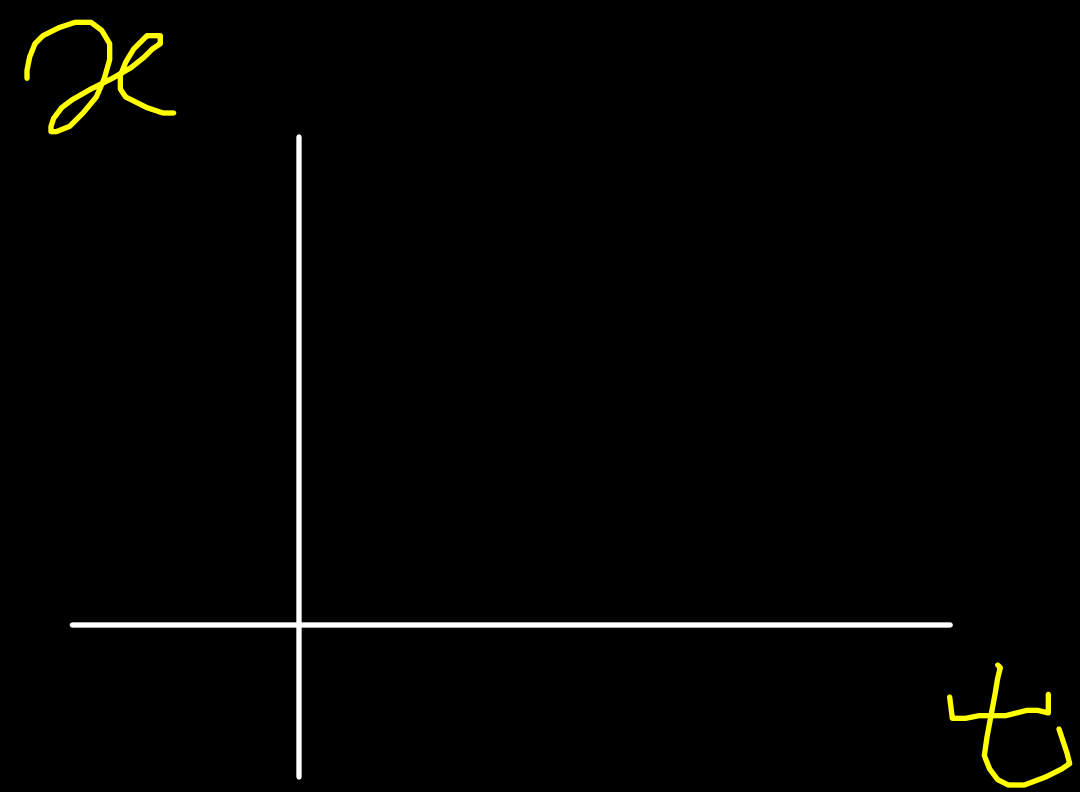
$$v_y = \frac{dy(t)}{dt} = 5.1 \frac{\text{m}}{\text{s}}$$

$$\vec{v} = \left[\left(6.9 \frac{\text{m}}{\text{s}^2} \right) t^2 \right] \hat{x} + \left(5.1 \frac{\text{m}}{\text{s}} \right) \hat{y}$$

$$a_x = \frac{dv_x}{dt} = \left(13.8 \frac{\text{m}}{\text{s}^2} \right) t$$

$$a_y = \frac{dv_y}{dt} = 0$$

$$\vec{a} = \left[\left(13.8 \frac{\text{m}}{\text{s}^2} \right) t \right] \hat{x}$$



4.3 accel. const. 2D

Ip. $\vec{a} = \text{const}$ \vec{v}_0 \vec{r}_0
 $t=0$

Solo in questo caso $\boxed{\vec{a}} \approx \langle \vec{a} \rangle$

$$\vec{v}_f = \vec{v} \quad t_f = t$$

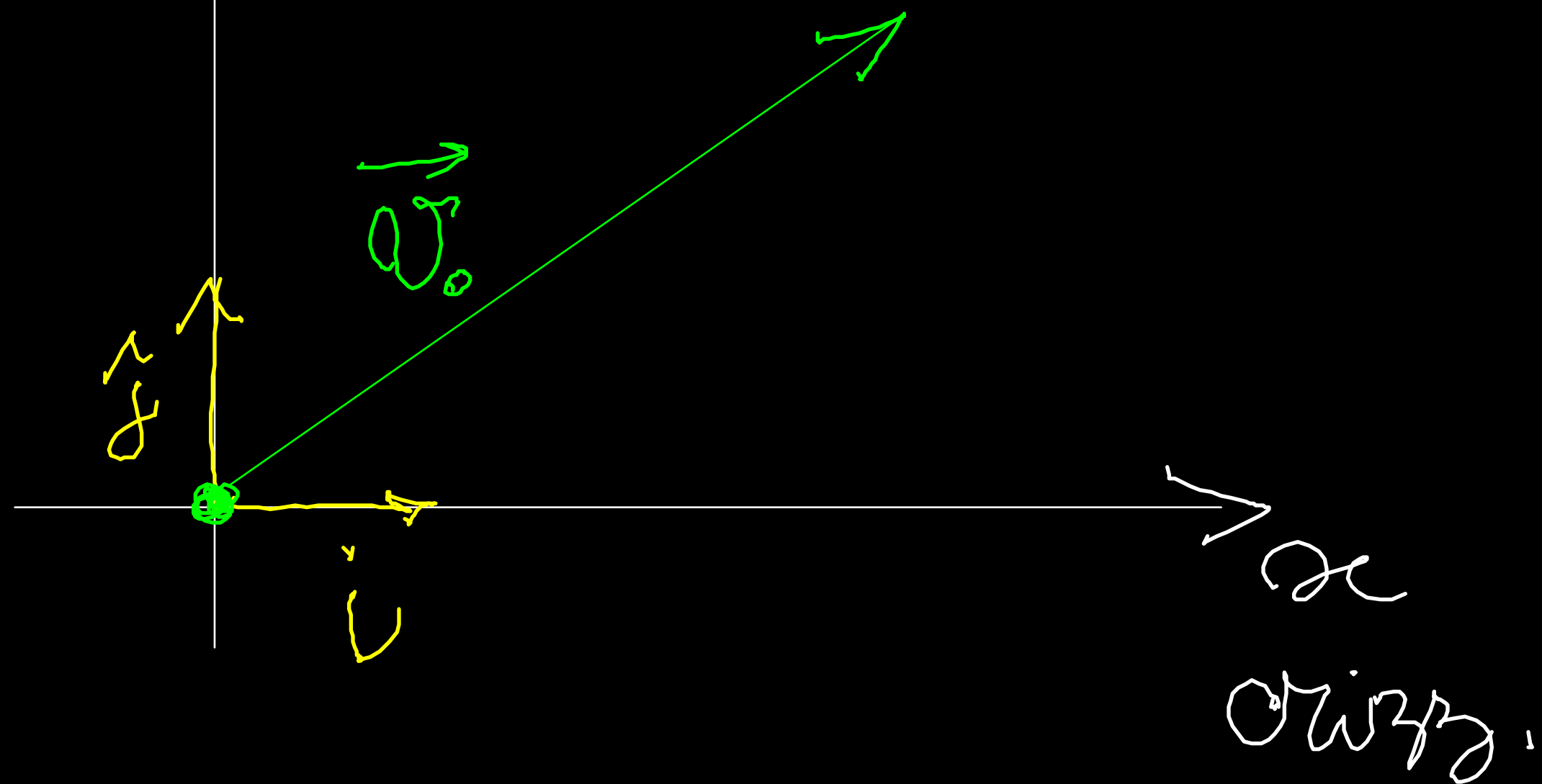
$$\vec{v}_i = \vec{v}_0 \quad t_i = 0$$

$$\Delta \vec{v} = \frac{\vec{v}_f - \vec{v}_i}{\Delta t}$$

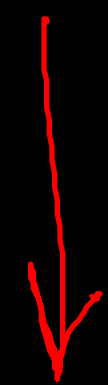
$$\boxed{\frac{\vec{v} - \vec{v}_0}{t}}$$

Moto dei proiettili

verticale y
verso
alto



$$\vec{a} = -g \hat{j}$$



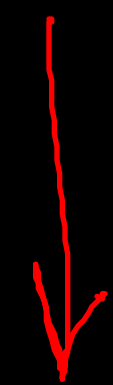
$$g = 9.8 \frac{\text{m}}{\text{s}^2}$$

$$\begin{cases} a_x = 0 \\ a_y = -g \\ v_x = v_{x0} \\ v_y = v_{y0} - gt \end{cases}$$

Moto dei proiettili

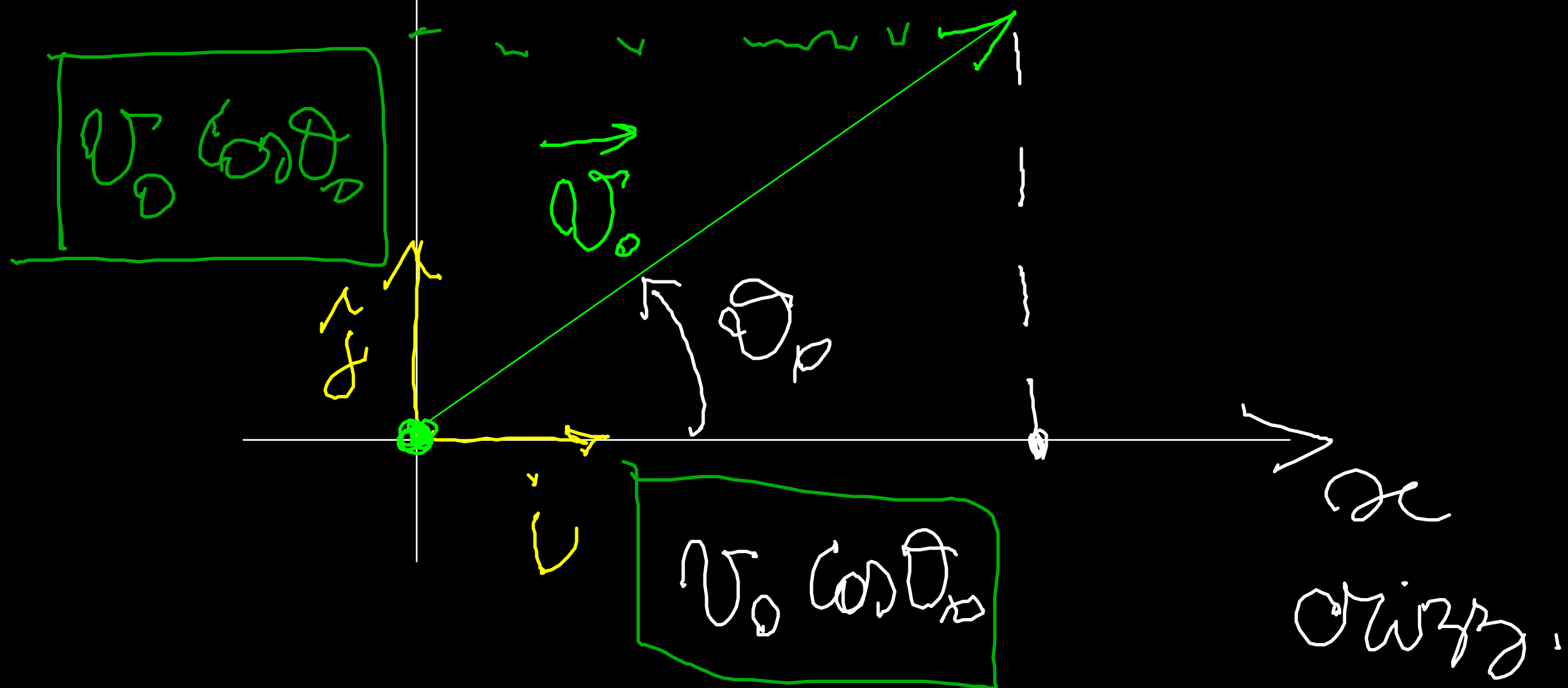
verticale y
verso
alto

$$\vec{a} = -g \hat{j}$$



$$g = 9.8 \frac{m}{s^2}$$

$$\begin{cases} a_x = 0 \\ a_y = -g \end{cases}$$



$$\begin{cases} v_x = v_{x0} \\ v_y = v_{y0} - gt \end{cases}$$

$$\begin{cases} v_x = v_0 \cos \theta_0 \\ v_y = v_0 \sin \theta_0 - gt \end{cases}$$

$$x = (v_0 \cos \theta_0) t$$

$$y = (v_0 \sin \theta_0) t - \frac{1}{2} gt^2$$

