## Lecture 1A - Kinematics of Particles

## Normal-Tangential Coordinates

We normally use the $\qquad$
to define the motion of a particle when $\qquad$ ,
i.e. a roller coaster car must travel along its track, an object transported along a conveyer belt, etc.

For a $\qquad$ (two dimensional) motion along the path $\qquad$
(see figure) there are $\qquad$ directions we need to look at

1. Tangential direction is the instantaneous direction of movement of the particle
$\qquad$ the fixed path. It is positive in the direction of increasing $s$. This direction is represented by the unit vector $\qquad$ .
2. Normal direction is $\qquad$ to the tangential direction and it points towards the centre of the circle when the particle is moving along a curved path. This direction is represented by the unit vector $\qquad$ .


Figure 1

Suppose that a particle travels along a two dimensional path defined by the function
$\qquad$ the radius of curvature of this path is given by

For a 2D motion, the velocity of a particle is given by

The acceleration is given by
where

Therefore, the acceleration is given by

## Dependent Motion

Dependent motions of two particles are normally associated with systems of
$\qquad$ via inextensible $\qquad$ and
$\qquad$ , such as one shown in the figure.


Figure 2 An example of a system of connected masses

Usually the analysis is based around the assumption that the cords used for connection are inextensible, i.e. their total lengths always $\qquad$ .

For example, the total length of the cord in the example shown (neglecting the parts without movements) is given by

Let us now consider the velocity of the masses $A$ and $B$, these can be computed by differentiating equation 1 with respect to time to obtain
$\qquad$
Finally, the accelerations of the masses can be found by further differentiating equation 2 with respect to time to obtain

