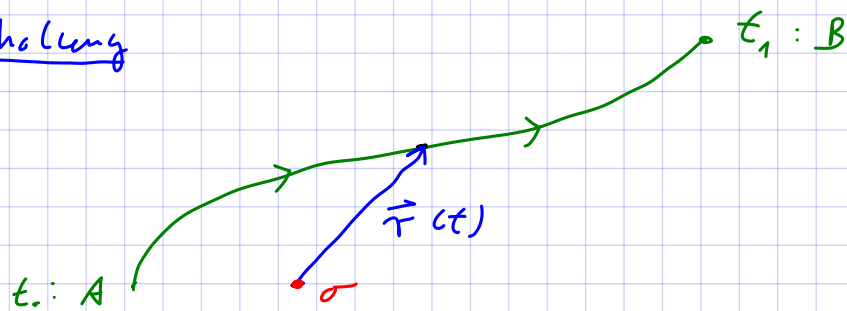
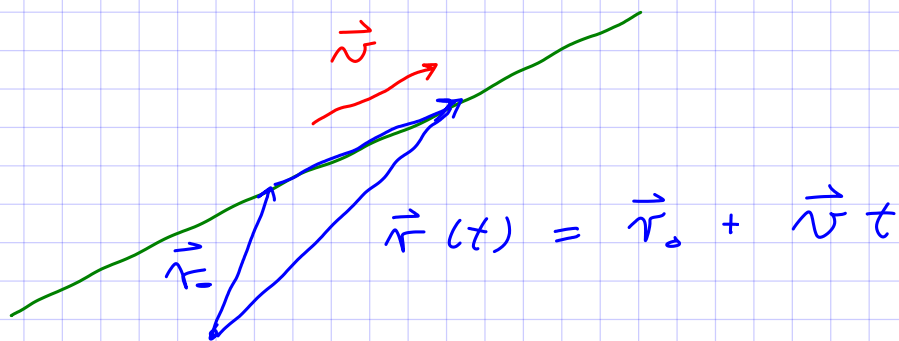


Wiederholung

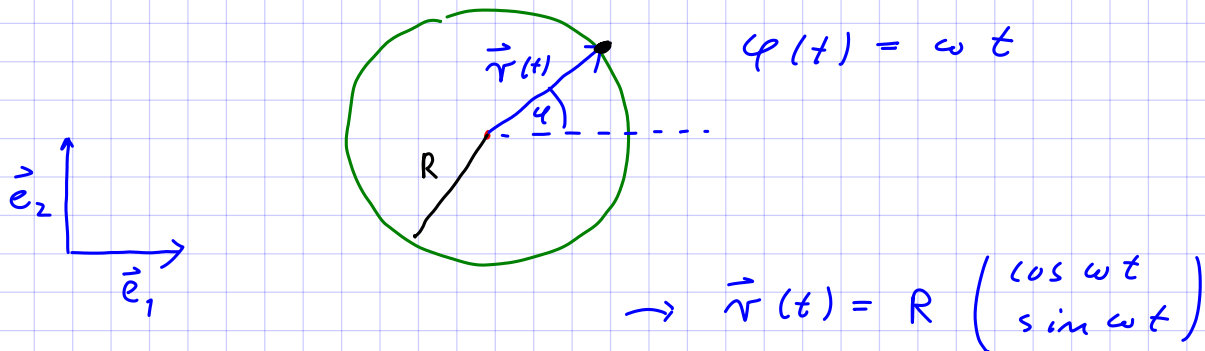


$$\text{Bahn} \hat{=} \text{Abb. } \vec{r} : [t_0, t_1] \rightarrow \mathbb{R}^3$$
$$t \mapsto \vec{r}(t)$$

Beispiele: 1) geradlinig gleichförmige Bewegung:



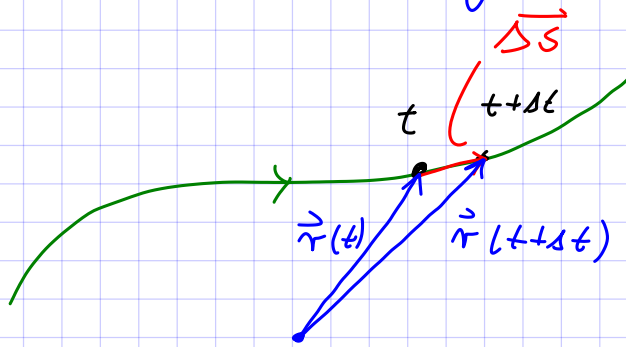
2) gleichförmige Kreisbewegung



Umlaufzeit: $T = \frac{2\pi}{\omega} \rightarrow \vec{r}(t+T) = \vec{r}(t)$

momentane Geschwindigkeit

$$\vec{v}(t) = \frac{\text{Veränderung}}{\Delta t} = \frac{\Delta \vec{s}}{\Delta t}$$



$$\Delta t \rightarrow 0$$

Vektoren!

$$\rightarrow \vec{v}(t) = \frac{\Delta \vec{s}}{\Delta t} = \frac{1}{\Delta t} (\vec{r}(t + \Delta t) - \vec{r}(t))$$

Differenzenquot.

Skalarmultiplikation

$$\rightarrow \vec{v}(t) = \dot{\vec{r}}(t) = \frac{d}{dt} \vec{r}(t) = \lim_{h \rightarrow 0} \frac{1}{h} (\vec{r}(t+h) - \vec{r}(t))$$

$$\rightarrow \boxed{\vec{v} = \dot{\vec{r}} = \frac{d}{dt} \vec{r}}$$

Beispiele: 1) gerade, gl. Bewegung: $\vec{r}(t) = \vec{r}_0 + \vec{v}_0 t$

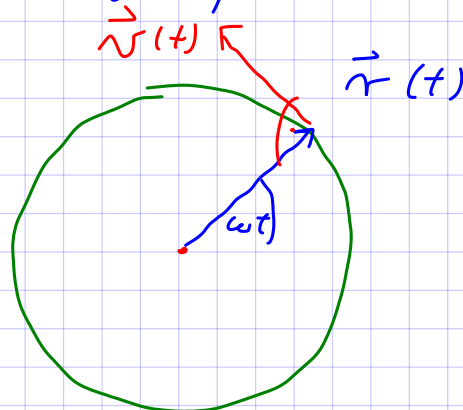
$$\rightarrow \vec{v}(t) = \frac{d}{dt} (\vec{r}_0 + \vec{v}_0 t) = \vec{v}_0$$

konstant!

2) gl. Kreisbewegung: $\vec{r}(t) = R \begin{pmatrix} \cos \omega t \\ \sin \omega t \end{pmatrix}$

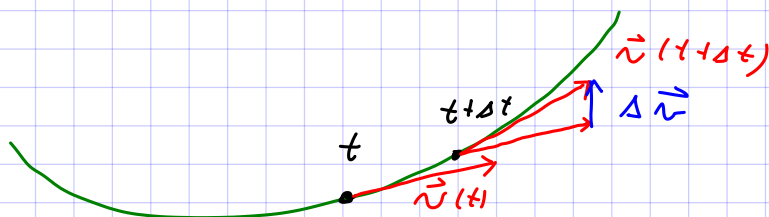
$$\rightarrow \underline{\underline{\vec{v}(t)}} = \frac{d}{dt} R \begin{pmatrix} \cos \omega t \\ \sin \omega t \end{pmatrix} = R \begin{pmatrix} \frac{d}{dt} \cos \omega t \\ \frac{d}{dt} \sin \omega t \end{pmatrix}$$

$$= R \begin{pmatrix} -\omega \sin \omega t \\ \omega \cos \omega t \end{pmatrix} = \omega R \begin{pmatrix} -\sin \omega t \\ \cos \omega t \end{pmatrix}$$



momentane Beschleunigung

$$\vec{a}(t) = \frac{\text{Gesch.-\u00c4nderung}}{\text{Zeit}}$$



$$\vec{a}(t) = \frac{1}{\Delta t} (\vec{v}(t+\Delta t) - \vec{v}(t))$$

$$\rightarrow \vec{a}(t) = \dot{\vec{v}}(t) = \frac{d}{dt} \vec{v}(t) = \frac{d^2}{dt^2} \vec{r}(t)$$

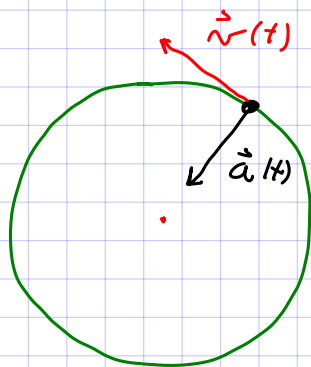
$$\boxed{\vec{a} = \dot{\vec{v}} = \ddot{\vec{r}}}$$

Beispiele: 1) $\vec{r}(t) = \vec{r}_0 + \vec{v}_0 t$

$$\rightarrow \vec{v}(t) = \vec{v}_0 \rightarrow \vec{a}(t) = \vec{0} \quad \checkmark$$

$$2) \vec{r}(t) = R \begin{pmatrix} \cos \omega t \\ \sin \omega t \end{pmatrix} \rightarrow \vec{v}(t) = \omega R \begin{pmatrix} -\sin \omega t \\ \cos \omega t \end{pmatrix}$$

$$\rightarrow \underline{\underline{\vec{a}(t) = -\omega^2 R \begin{pmatrix} \cos \omega t \\ \sin \omega t \end{pmatrix}}}$$



zentripetal beschleunigung

$$\vec{a} \parallel \vec{r}$$

3) Bewegung konstanter Beschleunigung: $\vec{a}(t) \stackrel{!}{=} \vec{g}$

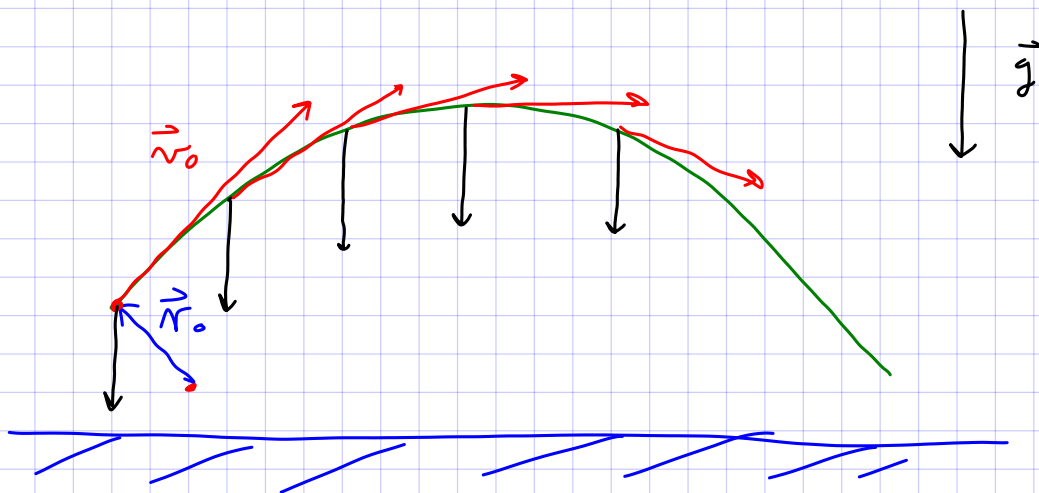
$$\boxed{\vec{r}(t) = \vec{r}_0 + \vec{v}_0 t + \frac{1}{2} \vec{g} t^2}$$

$$\rightarrow \vec{v}(t) = \vec{v}_0 + \vec{g} t$$

$$\rightarrow \vec{a}(t) = \vec{g} \quad \checkmark$$

$$\Gamma \quad \cancel{m} \vec{a}(t) = \vec{F}_g(t) = \cancel{m} \vec{g}(t)$$

$$\vec{a}(t) = \vec{g} \quad !$$



Partielle Ableitung vektorwertiger Funktionen

$$\vec{f} : \mathbb{R}^n \longrightarrow V \quad (=\mathbb{R}^3, \mathbb{R}^m, \dots)$$

$$\vec{x} \longmapsto \vec{f}(\vec{x})$$

$$\rightarrow \frac{\partial \vec{f}}{\partial x_i}(\vec{x}) = \lim_{h \rightarrow 0} \frac{1}{h} (\vec{f}(\vec{x} + h\vec{e}_i) - \vec{f}(\vec{x}))$$

$$= \left(\vec{f}(x_1, \dots, \overset{\text{!}}{x_i}, \dots, x_n) \right)'$$

Beispiel: Polarkoordinaten:

Abb: $\vec{r} : \mathbb{R}_+ \times [0, 2\pi[\rightarrow \mathbb{R}^2$

$$(r, \varphi) \longmapsto \vec{r}(r, \varphi) = \begin{pmatrix} r \cos \varphi \\ r \sin \varphi \end{pmatrix}$$

lokale Basis $\underline{\vec{e}_r}, \underline{\vec{e}_\varphi}$

$$\rightarrow \vec{e}_r := \frac{1}{\left| \frac{\partial \vec{r}}{\partial r} \right|} \frac{\partial \vec{r}}{\partial r} \quad ; \quad \vec{e}_\varphi := \frac{1}{\left| \frac{\partial \vec{r}}{\partial \varphi} \right|} \frac{\partial \vec{r}}{\partial \varphi}$$

$$\vec{e}_r: \frac{\partial \vec{r}}{\partial r} = \begin{pmatrix} \cos \varphi \\ \sin \varphi \end{pmatrix} \quad \vec{e}_\varphi: \frac{\partial \vec{r}}{\partial \varphi} = r \begin{pmatrix} -\cos \varphi \\ \sin \varphi \end{pmatrix}$$

$$1 = \left| \frac{\partial \vec{r}}{\partial r} \right| \rightarrow \vec{e}_r = \begin{pmatrix} \cos \varphi \\ \sin \varphi \end{pmatrix} \quad ; \quad \rightarrow \left| \frac{\partial \vec{r}}{\partial \varphi} \right| = r$$

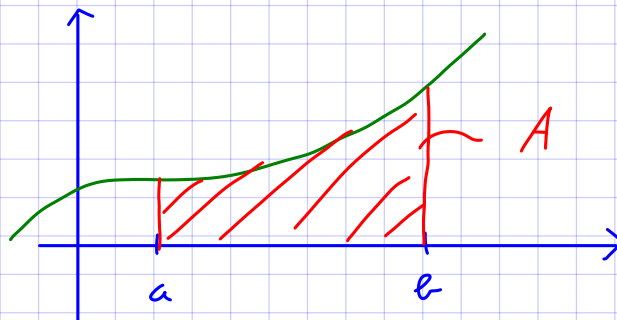
$$\rightarrow \vec{e}_\varphi = \begin{pmatrix} -\cos \varphi \\ \sin \varphi \end{pmatrix} \checkmark$$

Integral

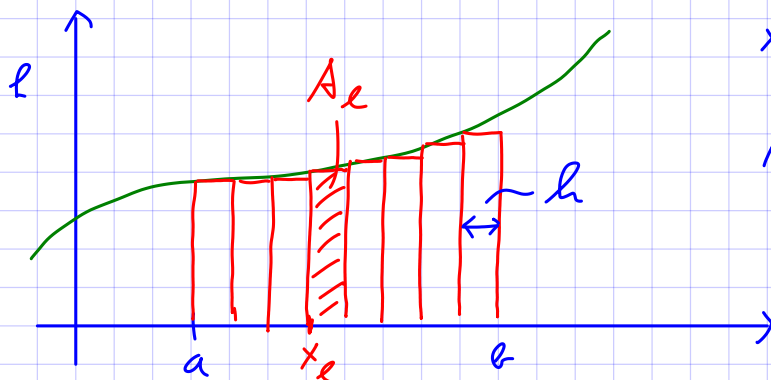
einer Funktion $f(x)$ im den Grenzen a und b :

$$\int_a^b f(x) dx =: A$$

geometrisch:



2>

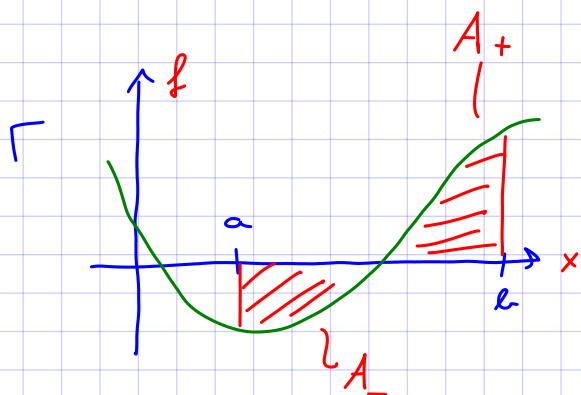


$a \leq b$:

$$x_e = a + \ell h$$

$$A_e = h f(x_e) = h f(a + \ell h)$$

$$\int_a^b f(x) dx = \lim_{h \rightarrow 0} \sum_{\ell} A_e = \lim_{h \rightarrow 0} \sum_{\ell=0}^{\frac{b-a}{h}} h \underbrace{f(a + \ell h)}_{f(x)} \underbrace{dx}_{h}$$



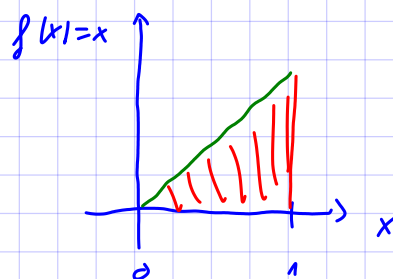
$$\int_a^b f(x) dx = A_+ \ominus A_-$$

Def: $b < a$:

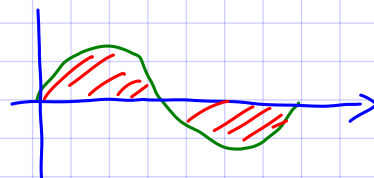
$$\int_a^b f(x) dx = - \int_b^a f(x) dx$$

Bsp's:

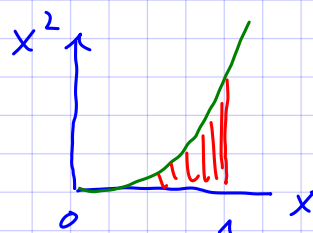
$$\int_0^1 x \, dx = \frac{1}{2}$$



$$\int_0^{2\pi} \sin x \, dx = 0$$



$$\int_0^1 x^2 \, dx = \frac{1}{3}$$



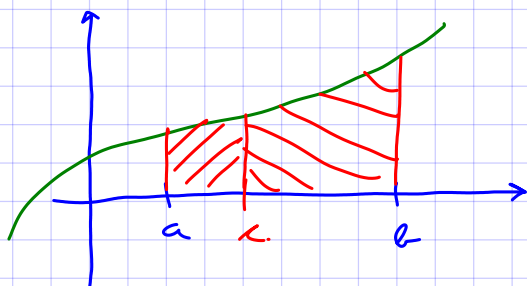
Eigenschaften des Integrals

1) Linearität:

$$\int_a^b (f(x) + g(x)) \, dx = \int_a^b f(x) \, dx + \int_a^b g(x) \, dx$$

$$\int_a^b (\lambda f)(x) \, dx = \lambda \int_a^b f(x) \, dx$$

$$2) \int_a^b f(x) \, dx = \int_a^c f(x) \, dx + \int_c^b f(x) \, dx$$



(auch $c < a$, $c > b$!)

Hauptsatz der Differential und Integralrechnung (HDI)

Def: F ist eine Stammfunktion von f
g. d. u. $F' = f$

(i) mit $F(x)$ Stammfkt zu f aus

$$\tilde{F}(x) := F(x) + c$$

Stammfkt zu f



(ii) sind F und $\tilde{F}$ Stammfunktionen
zu f , dann gilt

$$F(x) = \tilde{F}(x) + c$$

Zu (ii): $g := \tilde{F} - F$

$$\leadsto g' = (\tilde{F} - F)' = \tilde{F}' - F' = f - f = 0$$

$$\text{also } g'(x) = 0 \leadsto \text{d.h. } g(x) = c = \tilde{F}(x) - F(x),$$

$$\rightarrow \tilde{F}(x) = F(x) + c!$$



HDI

$$1) \quad F_c(x) := \int_c^x f(\tilde{x}) d\tilde{x} \quad \text{ist Stammfkt. zu } f$$

$$2) \quad \int_a^b f(x) dx = F(b) - F(a) \quad \left(= F(x) \Big|_a^b \right)$$

wobei $F(x)$ Stammfkt. zu f