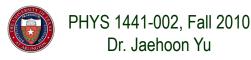
PHYS 1441 – Section 002 Lecture #4

Wednesday, Sept. 15, 2010 Dr. **Jae**hoon **Yu**

- One Dimensional Motion
 - Instantaneous Velocity and Speed
 - Acceleration
 - Motion under constant acceleration
 - One dimensional Kinematic Equations
 - How do we solve kinematic problems?
 - Falling motions



Announcements

- E-mail subscription
 - A test message was sent out yesterday!
 - Thanks for your replies!
 - If you haven't yet, please check your e-mail and reply ONLY TO ME!
 - − 66/80 subscribed! → Please subscribe ASAP
- 1st term exam
 - Non-comprehensive
 - Time: 1 2:20pm, Wednesday, Sept. 22
 - Coverage: Appendices A.1 A.8 and CH1.1 what we finish coming Monday, Sept. 20
- Quiz results
 - Class average: 8.3/16
 - Equivalent to 52/100
 - Top score: 16/16
- Colloquium at 4pm today in SH101
 - Physics faculty research expo!!

Wednesday, Sept. 15, 2010

S 1441-002, Fall 2010 Dr. Jaehoon

Physics Department The University of Texas at Arlington <u>COLLOQUIUM</u>

Physics Faculty Research Expo

Wednesday September 15, 2010 4:00 p.m. Rm. 101SH

SPEAKERS:

Dr. Chris Jackson "Higgs in Space !"

Dr. Kaushik De "What can we expect to discover at the LHC ?"

Dr. Wei Chen "Nanotechnology for Health care and Homeland security"

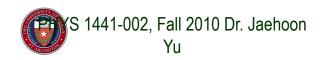
Dr. Sangwook Park "X-Ray Observations of Supernova Remnants and Neutron Stars"

Dr. Samar Mohanty "What we did this summer at UTA Biophysics group!"

Refreshments will be served at 3:30 p.m. in the Physics Library

Reminder: Special Problems for Extra Credit

- Derive the quadratic equation for yx²-zx+v=0
 → 5 points
- Derive the kinematic equation $v^2 = v_0^2 + 2a(x x_0)$ from first principles and the known kinematic equations \rightarrow 10 points
- You must <u>show your OWN work in detail</u> to obtain the full credit
 - Must be in much more detail than in pg. 19 of this lecture note!!!
- Due Monday, Sept. 27



Displacement, Velocity and Speed

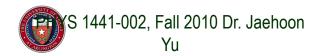
One dimensional displacement is defined as:

$$\Delta x \equiv x_f - x_i$$

Displacement is the difference between initial and final potions of the motion and is a vector quantity. How is this different than distance? Unit? m The average velocity is defined as: $v_x \equiv \frac{x_f - x_i}{t_f - t_i} = \frac{\Delta x}{\Delta t} \equiv \frac{\text{Displacement}}{\text{Elapsed Time}}$ Unit? m/s Displacement per unit time in the period throughout the motion

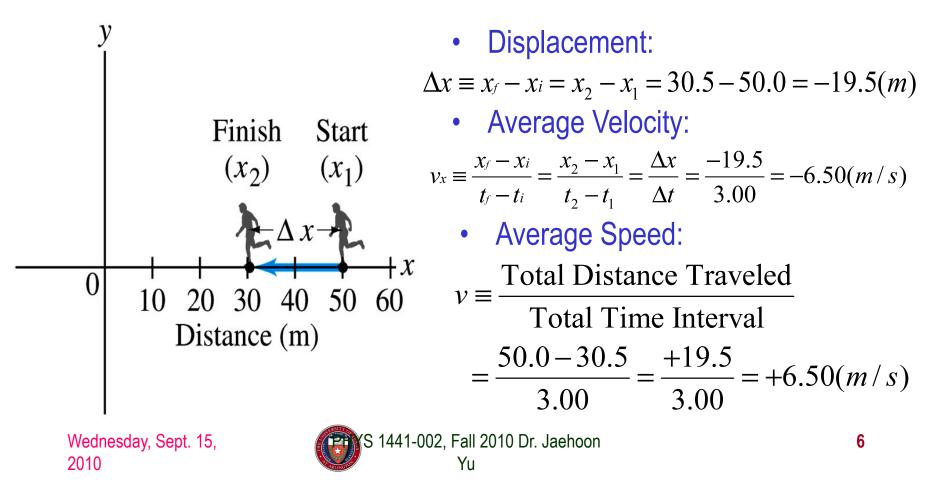
The average speed is defined as: Unit? m/s

 $v \equiv \frac{\text{Total Distance Traveled}}{\text{Total Elapsed Time}}$



Example 2.1

The position of a runner as a function of time is plotted as moving along the x axis of a coordinate system. During a 3.00-s time interval, the runner's position changes from x_1 =50.0m to x_2 =30.5 m, as shown in the figure. What was the runner's average velocity? What was the average speed?



Example Distance Run by a Jogger How far does a jogger run in 1.5 hours (5400 s) if his average speed is 2.22 m/s?

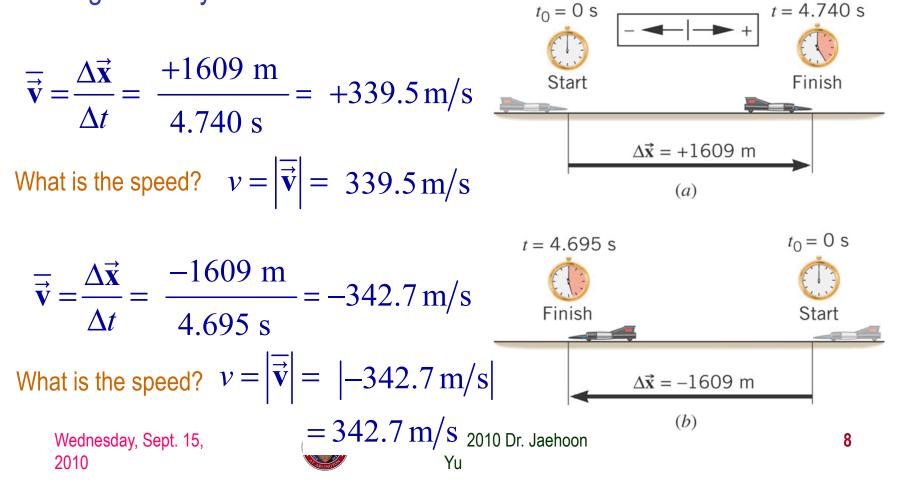
Average speed =
$$\frac{\text{Distance}}{\text{Elapsed time}}$$

Distance = (Average speed)(Elapsed time) = (2.22 m/s)(5400 s) = 12000 m



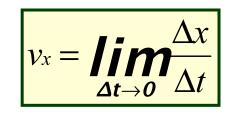
Example: The World's Fastest Jet-Engine Car

Andy Green in the car *ThrustSSC* set a world record of 341.1 m/s in 1997. To establish such a record, the driver makes two runs through the course, one in each direction to nullify wind effects. From the data, determine the average velocity for each run.



Instantaneous Velocity and Speed

- Can average quantities tell you the detailed story of the whole motion? NO!!
- Instantaneous velocity is defined as:
 - What does this mean?

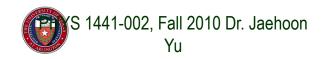


- Displacement in an infinitesimal time interval
- Average velocity over a very short amount of time

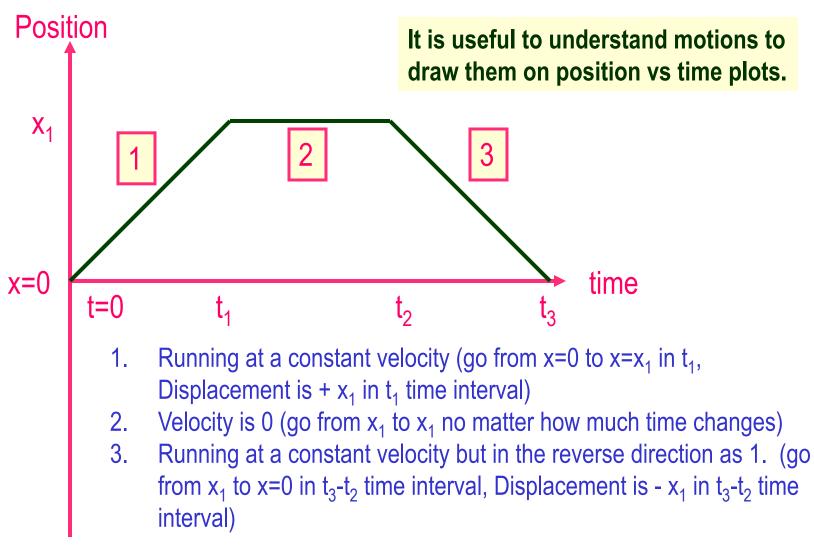
Instantaneous speed is the size (magnitude) of the velocity vector:

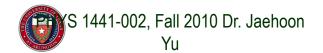
$$|v_x| = \left| \lim_{\Delta t \to 0} \frac{\Delta x}{\Delta t} \right|$$

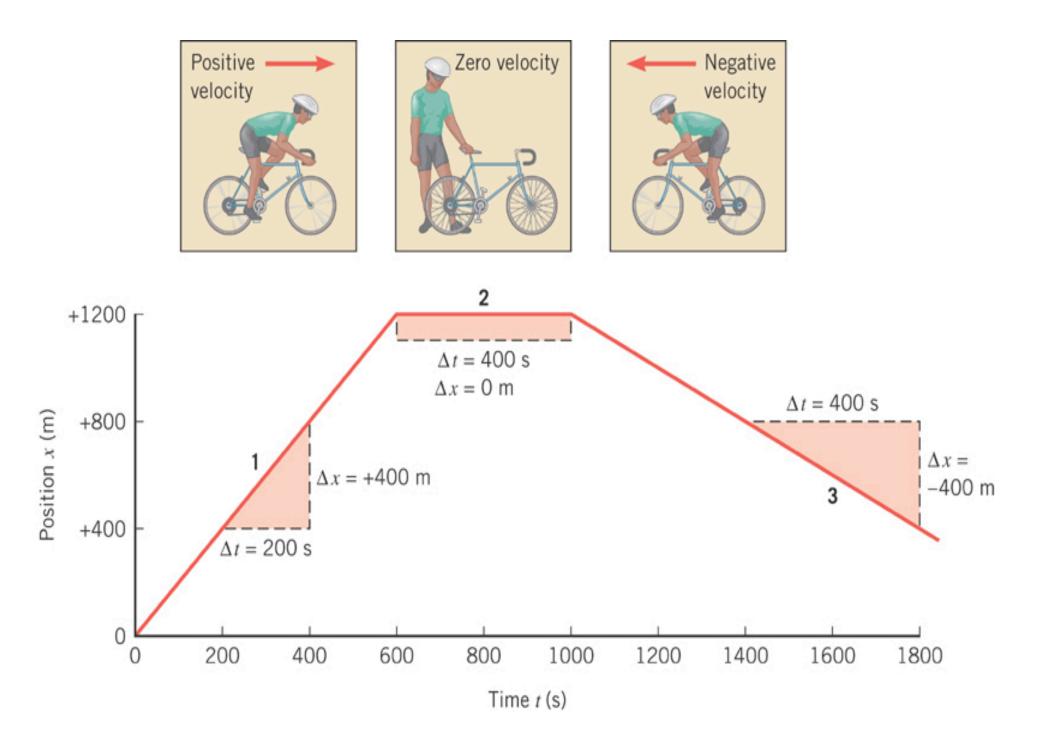
*Magnitude of Vectors are Expressed in absolute values

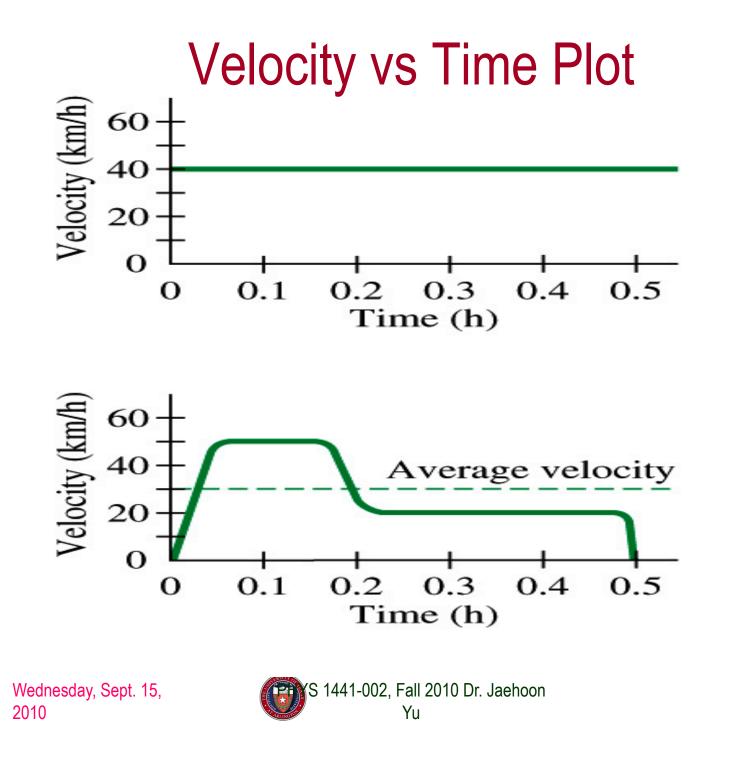


Position vs Time Plot









Displacement, Velocity and Speed

Displacement

$$\Delta x \equiv x_f - x_i$$

 $v_x \equiv \frac{x_f - x_i}{1 - x_i}$

 $t_f - t_i$

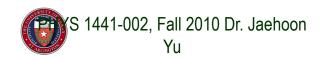
$$v \equiv \frac{\text{Total Distance Traveled}}{\text{Total Time Spent}}$$

Instantaneous velocity

$$v_x = \lim_{\Delta t \to 0} \frac{\Delta x}{\Delta t}$$

Instantaneous speed

$$|v_x| = \left| \lim_{\Delta t \to 0} \frac{\Delta x}{\Delta t} \right|$$



Acceleration

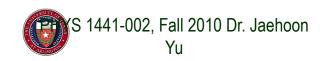
Change of velocity in time (what kind of quantity is this?)

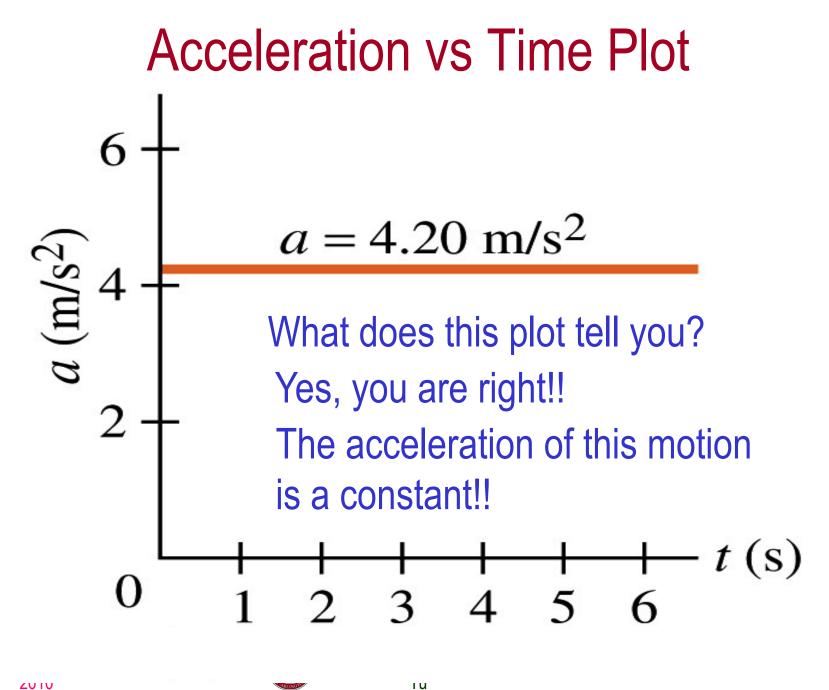
•Average acceleration:

Vector!

 $a_{x} \equiv \frac{v_{xf} - v_{xi}}{t_{f} - t_{i}} = \frac{\Delta v_{x}}{\Delta t} \text{ analogs to } v_{x} \equiv \frac{x_{f} - x_{i}}{t_{f} - t_{i}} = \frac{\Delta x}{\Delta t}$ Dimension? [LT⁻²] Unit? m/s² Instantaneous acceleration: Average acceleration over a very short amount of time.

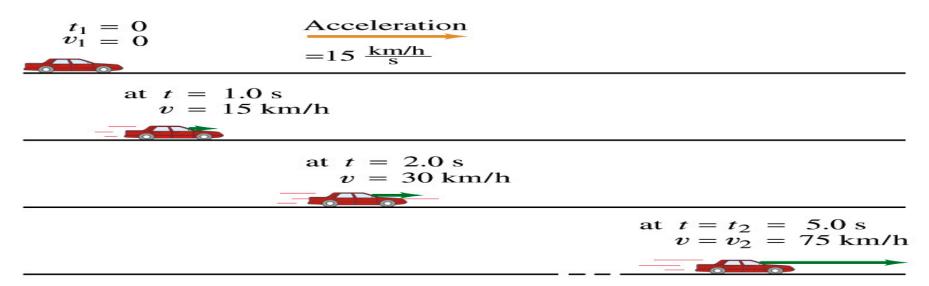
$$a_x \equiv \lim_{\Delta t \to 0} \frac{\Delta v_x}{\Delta t}$$
 analogs to $v_x \equiv I$



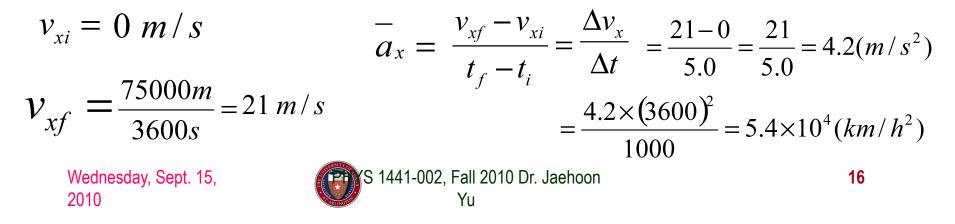


Example 2.3

A car accelerates along a straight road from rest to 75km/h in 5.0s.



What is the magnitude of its average acceleration?

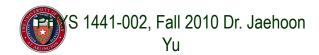


Few Confusing Things on Acceleration

- When an object is moving in a constant velocity (v=v₀), there is no acceleration (a=0)
 - Is there any acceleration when an object is not moving?
- When an object is moving faster as time goes on, (v=v(t)), acceleration is positive (a>0).
 - Incorrect, since the object might be moving in negative direction initially
- When an object is moving slower as time goes on, (v=v(t)), acceleration is negative (a<0)
 - Incorrect, since the object might be moving in negative direction initially
- In all cases, velocity is positive, unless the direction of the movement changes.
 - Incorrect, since the object might be moving in negative direction initially
- Is there acceleration if an object moves in a constant speed but changes direction?

 The answer is VESU

The answer is YES!!



One Dimensional Motion

- Let's focus on the simplest case: acceleration is a constant $(a=a_0)$
- Using the definitions of average acceleration and velocity, we can derive equations of motion (description of motion, velocity and position as a function of time)

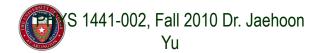
$$\overline{a}_{x} = a_{x} = \frac{v_{xf} - v_{xi}}{t_{f} - t_{i}} \quad (\text{If } t_{f} = t \text{ and } t_{i} = 0) \quad a_{x} = \frac{v_{xf} - v_{xi}}{t} \quad \checkmark \quad \forall x_{xf} = v_{xi} + a_{x}t$$

For constant acceleration, average $v_x = \frac{v_{xi} + v_{xf}}{2} = \frac{2v_{xi} + a_xt}{2} = v_{xi} + \frac{1}{2}a_xt$

$$\overline{v}_x = \frac{x_f - x_i}{t_f - t_i} \text{ (If } t_f = t \text{ and } t_i = 0) \quad \overline{v}_x = \frac{x_f - x_i}{t} \quad \checkmark \quad X_f = x_i + \overline{v}_x t$$

Resulting Equation of Motion becomes $\chi_f = x_i + \overline{v}_x t = x_i + v_{xi}t + \frac{1}{2}a_x t^2$

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One Dimensional Motion cont'd

Average velocity
$$\overline{v_x} = \frac{v_{xi} + v_{xf}}{2}$$
 $x_f = x_i + \overline{v_x}t = x_i + \left(\frac{v_{xi} + v_{xf}}{2}\right)t$
Since $a_x = \frac{v_{xf} - v_{xi}}{t}$ Solving for t $t = \frac{v_{xf} - x_{xi}}{a_x}$

Substituting t in the above equation,

$$x_{f} = x_{i} + \left(\frac{v_{xf} + v_{xi}}{2}\right) \left(\frac{v_{xf} - v_{xi}}{a_{x}}\right) = x_{i} + \frac{v_{xf}^{2} - v_{xi}^{2}}{2a_{x}}$$

Resulting in

$$v_{xf}^{2} = v_{xi}^{2} + 2a_{x}\left(x_{f} - x_{i}\right)$$

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Kinematic Equations of Motion on a Straight Line Under Constant Acceleration

$$v_{xf}(t) = v_{xi} + a_x t$$
Velocity as a function of time $x_f - x_i = \frac{1}{2} \overline{v}_x t = \frac{1}{2} (v_{xf} + v_{xi}) t$ Displacement as a function
of velocities and time

$$x_f = x_i + v_{xi}t + \frac{1}{2}a_xt^2$$

Displacement as a function of time, velocity, and acceleration

$$v_{xf}^{2} = v_{xi}^{2} + 2a_{x}(x_{f} - x_{i})$$

Velocity as a function of **Displacement and acceleration**

You may use different forms of Kinetic equations, depending on the information given to you for specific physical problems!!

