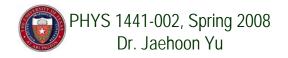
PHYS 1441 – Section 002 Lecture #5

Wednesday, Jan. 30, 2008 Dr. <mark>Jae</mark>hoon <mark>Yu</mark>

- Acceleration
- Motion under constant acceleration
- One-dimensional Kinematic Equation
- Motion under constant acceleration



Announcements

- E-mail distribution list: 32 of you subscribed to the list so far
 - 3 point extra credit if done by midnight today, Wednesday, Jan. 30
 - I will send out a test message Thursday evening
 - Need your confirmation reply \rightarrow Just to me not to all class please....
- Physics Department colloquium schedule at
 - <u>http://www.uta.edu/physics/main/phys_news/colloquia/2008/Spring</u>
 <u>2008.html</u>
- Phantom Submission problem started appearing on HW#2.
 - Get your homework worked out but do not submit yet.
 - Let me delete and re-create the exact the same homework
 - I will do this for you to start submitting starting at 7pm tonight
 - If you see them again, do not submit answers but let me know of the problem via e-mail



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 show your work in detail to obtain the full credit
- Due next Wednesday, Feb. 6



Physics Department The University of Texas at Arlington COLLOQUIUM

Medical Imaging and Medical Physics

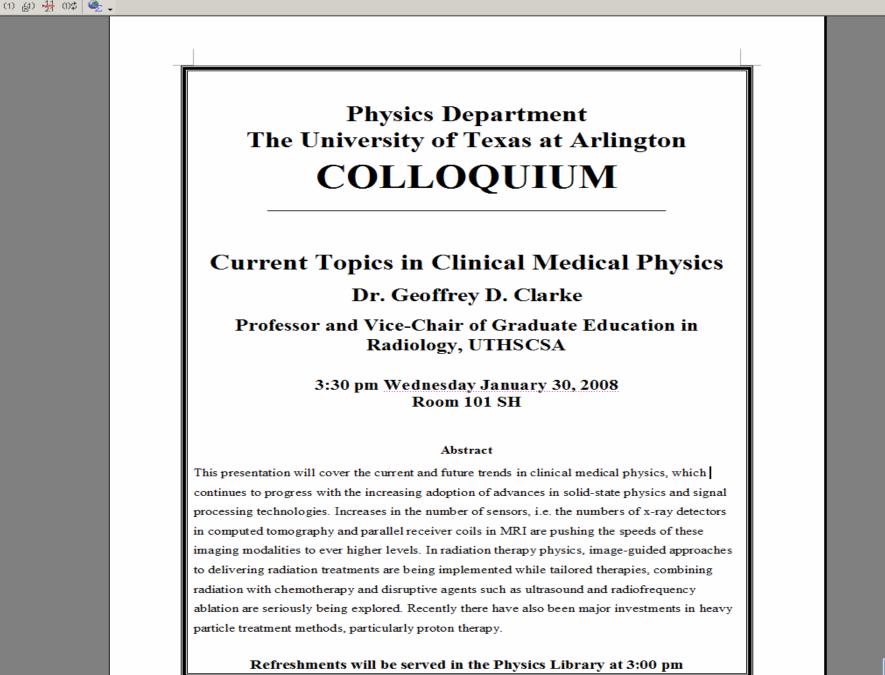
Dr. Jack L. Lancaster Chief, Biomedical Image Analysis Division The University of Texas Health Science Center at San Antonio

3:30 pm Wednesday January 30, 2008 Room 101 SH

Abstract

The primary area of research interest at the UTHSCSA's Research Imaging Center is the brain. Positron emission tomography (PET) and magnetic resonance imaging (MRI) systems are the main imaging tools used in brain research. PET and functional MRI (fMRI) studies provide a means to measure changes in regional brain blood flow associated with subtle changes in brain activity. Detailed studies of regional brain anatomy are done using special MRI imaging techniques. These 3-D measurements of function and anatomy are advancing our understanding of what happens where in the brain, a field generally referred to as brain mapping. Non-imaging devices such as transcranial magnetic stimulation (TMS) systems allow researchers to directly stimulate neuronal activity. Using TMS with PET imaging we can monitor changes in blood flow at the stimulated site and at other regions of the brain connected to the same system-level network. Analysis of 3-D images requires a sound background in physics, math, anatomy, physiology and computer science to achieve meaningful results. Examples of research with PET, fMRI, anatomical MRI, diffusion tensor MRI, and TMS will be presented.

Refreshments will be served in the Physics Library at 3:00 pm





Displacement, Velocity and Speed

Displacement

Average velocity

Average speed

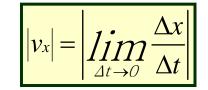
$$\Delta x \equiv x_f - x_i$$

$$v_x \equiv \frac{x_f - x_i}{t_f - t_i} = \frac{\Delta x}{\Delta t}$$

Total Distance Traveled $v \equiv -$ **Total Time Spent**

Instantaneous velocity

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



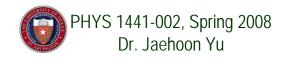
Instantaneous speed





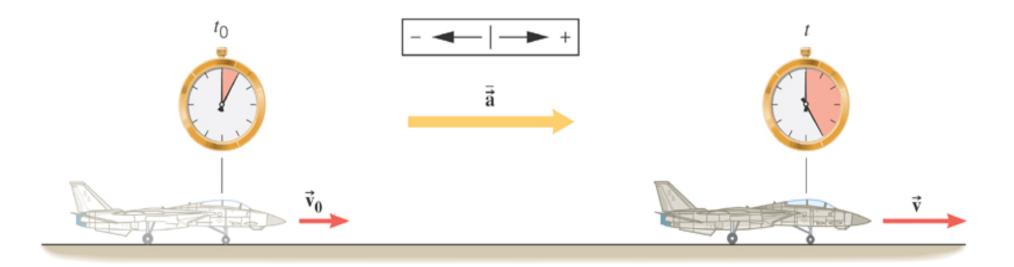
Acceleration

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



Concept of Acceleration

The notion of *acceleration* emerges when a change in velocity is combined with the time during which the change occurs.





Acceleration

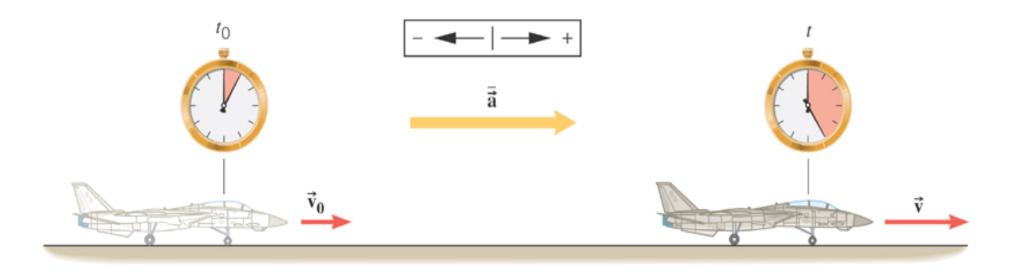
Change of velocity in time (what kind of quantity is this?) Vector!!

•Average acceleration:

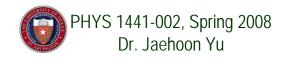
$$\vec{a} \equiv \frac{\vec{v}_f - \vec{v}_i}{t_f - t_i} = \frac{\Delta \vec{v}}{\Delta t}$$
 analogous to $\vec{v} \equiv \frac{\vec{x}_f - \vec{x}_i}{t_f - t_i} = \frac{\Delta \vec{x}}{\Delta t}$



Definition of Average Acceleration

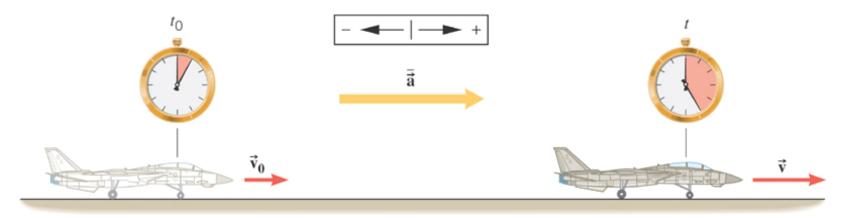


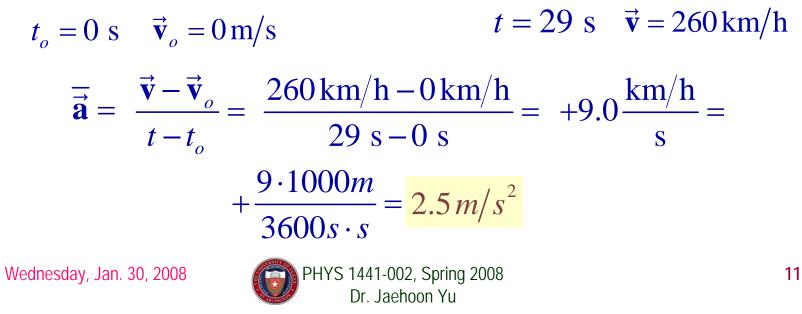
$$\vec{a} \equiv \frac{\vec{v} - \vec{v}_0}{t - t_0} = \frac{\Delta \vec{v}}{\Delta t}$$



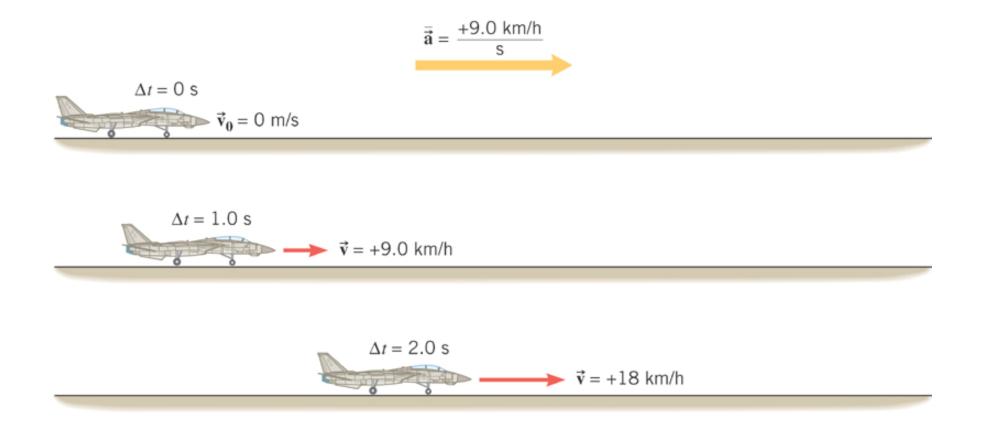
Ex. 3: Acceleration and Increasing Velocity

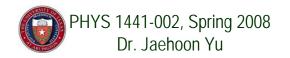
Determine the average acceleration of the plane.





2.3 Acceleration





Ex.4 Acceleration and Decreasing Velocity

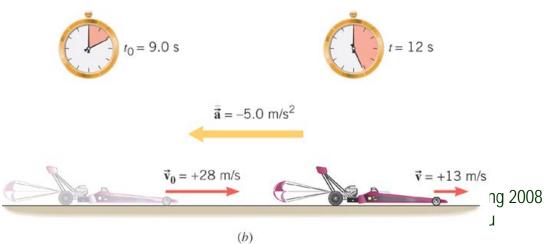


$$\vec{\mathbf{a}} =$$

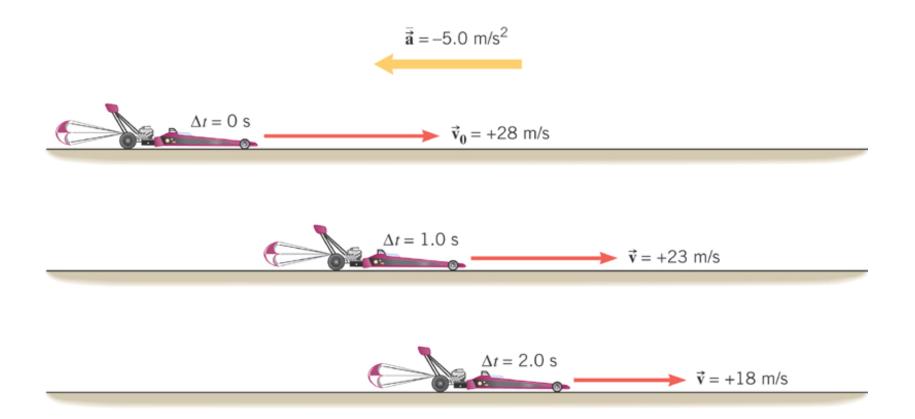
$$\frac{\vec{\mathbf{v}} - \vec{\mathbf{v}}_o}{t - t_o} =$$

 $-5.0 \,\mathrm{m/s^2}$

$$\frac{13 \,\mathrm{m/s} - 28 \,\mathrm{m/s}}{12 \,\mathrm{s} - 9 \,\mathrm{s}} =$$



13



Deceleration is an Acceleration in the opposite direction!!

Wednesday, Jan. 30, 2008



PHYS 1441-002, Spring 2008 Dr. Jaehoon Yu

Acceleration

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

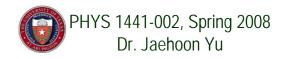


•Average acceleration:

$$\overline{\vec{a}} \equiv \frac{\vec{v}_f - \vec{v}_i}{t_f - t_i} = \frac{\Delta \vec{v}}{\Delta t}$$
 analogous to $\overline{\vec{v}} \equiv \frac{\vec{x}_f - \vec{x}_i}{t_f - t_i} = \frac{\Delta \vec{x}}{\Delta t}$

•Instantaneous acceleration:

$$a_x \equiv \lim_{\Delta t \to 0} \frac{\Delta v_x}{\Delta t}$$
 analogous to $v_x \equiv \lim_{\Delta t \to 0} \frac{\Delta x}{\Delta t}$



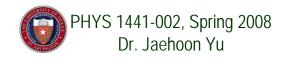
Meanings of Acceleration

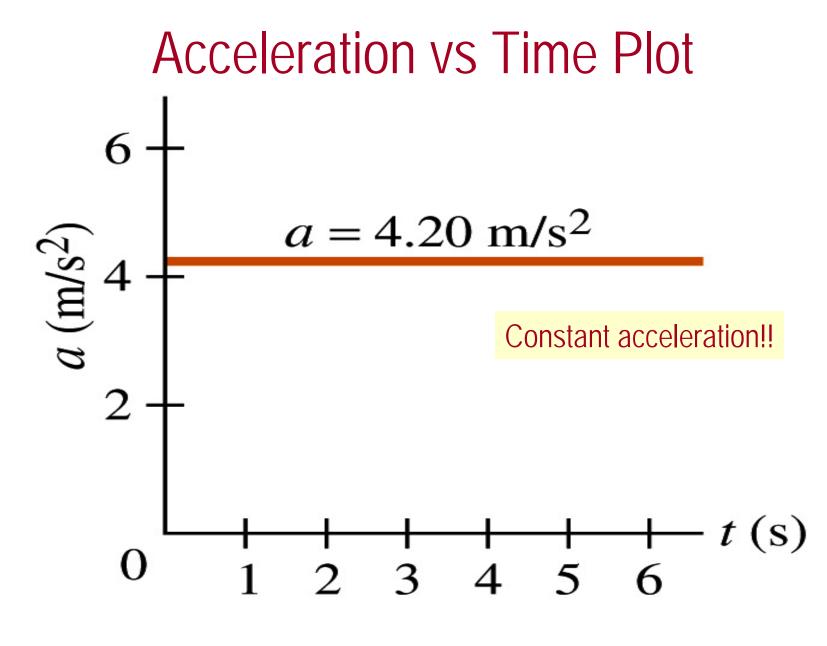
- When an object is moving at a constant velocity (v=v₀), there is no acceleration (a=0)
 - Is there any net acceleration when an object is not moving?
- When an object speeds up as time goes on, (v=v(t)), acceleration has the same sign as v.
- When an object slows down as time goes on, (v=v(t)), acceleration has the opposite sign as v.
- Is there acceleration if an object moves in a constant speed but changes direction? YES!!

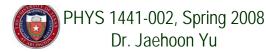


One Dimensional Motion

 Let's start with the simplest case: the acceleration is constant (a=a₀)

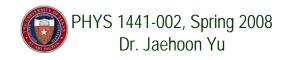






Equations of Kinematics

- Five kinematic variables
 - displacement, x
 - acceleration (constant), a
 - final velocity (at time *t*), *v*
 - initial velocity, vo
 - -elapsed time, t



One Dimensional Kinematic Equation

- Let's start with the simplest case: the acceleration is constant $(a=a_0)$
- Using definitions of average acceleration and velocity, we can derive equation of motion (description of motion, position *wrt* time)

$$\overline{a} = \frac{v - v_0}{t - t_0} = a \qquad \underbrace{\overset{\text{Let } t = t \text{ and}}{\overset{t_0 = 0}{}} \quad a = \frac{v - v_0}{t}$$



One Dimensional Kinematic Equation

For constant acceleration simple nur

nstant acceleration,
numeric average
$$\overline{v} = \frac{v + v_0}{2} = \frac{2v_0 + at}{2} = v_0 + \frac{1}{2}at$$

$$\overline{v} = \frac{x - x_0}{t - t_0}$$

$$\begin{array}{c}
\hline Let \ t = t \ and \\
t_0 = 0
\end{array}$$

$$\overline{v} = \frac{x - x_0}{t}$$

$$\overline{v} = \frac{x - x_0}{t}$$

$$\begin{array}{c}
\hline V = \frac{x - x_0}{t}$$

$$\begin{array}{c}
\hline V = \frac{x - x_0}{t}
\end{array}$$

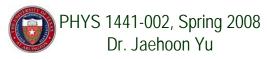
Resulting Equation of Motion becomes

$$x = x_0 + \overline{v}t = x_0 + v_0t + \frac{1}{2}at^2$$

211 at

1

Wednesday, Jan. 30, 2008



Kinematic Equations of Motion on a Straight Line Under Constant Acceleration

$$v(t) = v_0 + at$$

Velocity as a function of time

$$x - x_0 = \frac{1}{2}\overline{v}t = \frac{1}{2}(v + v_0)t$$

Displacement as a function of velocities and time

$$x = x_0 + v_0 t + \frac{1}{2}at^2$$

$$v^{2} = v_{0}^{2} + 2a(x - x_{0})$$

Displacement as a function of time, velocity, and acceleration

Velocity as a function of Displacement and acceleration

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

Wednesday, Jan. 30, 2008



How do we solve a problem using a kinematic formula under constant acceleration?

- Identify what information is given in the problem. •
 - Initial and final velocity?
 - Acceleration?
 - Distance, initial position or final position?
 - Time?
- Convert the units of all quantities to SI units to be consistent.
- Identify what the problem wants •
- Identify which kinematic formula is appropriate and easiest to • solve for what the problem wants.
 - Frequently multiple formulae can give you the answer for the quantity you are looking for. \rightarrow Do not just use any formula but use the one that can be easiest to solve.
- Solve the equations for the quantity or quantities wanted. •

Wednesday, Jan. 30, 2008

