

# PHYS 1443 – Section 003

## Lecture #3

*Monday, Aug. 30, 2004*

*Dr. Jaehoon Yu*

### 1. One Dimensional Motion

Average Velocity

Acceleration

Motion under constant acceleration

Free Fall

### 2. Motion in Two Dimensions

Vector Properties and Operations

Motion under constant acceleration

Projectile Motion



# Announcements

- Homework: 38 of you have signed up (out of 43)
  - Roster will be locked at 5pm Wednesday
  - In order for you to obtain 100% on homework #1, you need to pickup the homework, attempt to solve it and submit it. ➔ 30 of you have done this.
  - Homework system deducts points for failed attempts.
    - So be careful when you input the answers
    - Input the answers to as many significant digits as possible
  - All homework problems are equally weighted
- e-mail distribution list:: 15 of you have subscribed so far.
  - This is the primary communication tool. So subscribe to it ASAP.
  - 5 extra credit points if done by midnight tonight and 3 by Wednesday.
  - A test message will be sent after the class today for verification purpose
- Physics Clinic (Supplementary Instructions, SH010): 12 – 6, M-F
- Labs begin today!!!

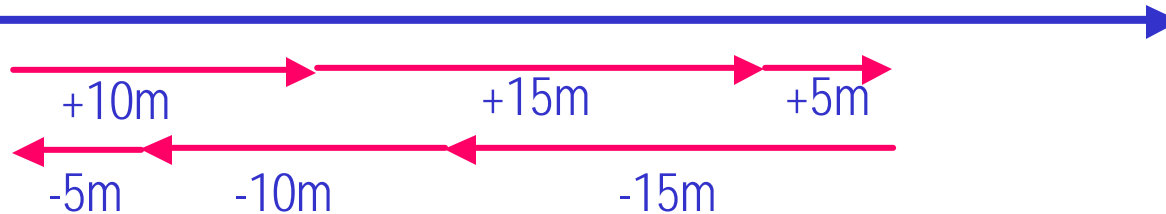


# Difference between Speed and Velocity

- Let's take a simple one dimensional translation that has many steps:

Let's call this line as X-axis

Let's have a couple of motions in a total time interval of 20 sec.



Total Displacement:  $\Delta x \equiv x_f - x_i = x_i - x_i = 0(m)$

Average Velocity:  $v_x \equiv \frac{x_f - x_i}{t_f - t_i} = \frac{\Delta x}{\Delta t} = \frac{0}{20} = 0(m/s)$

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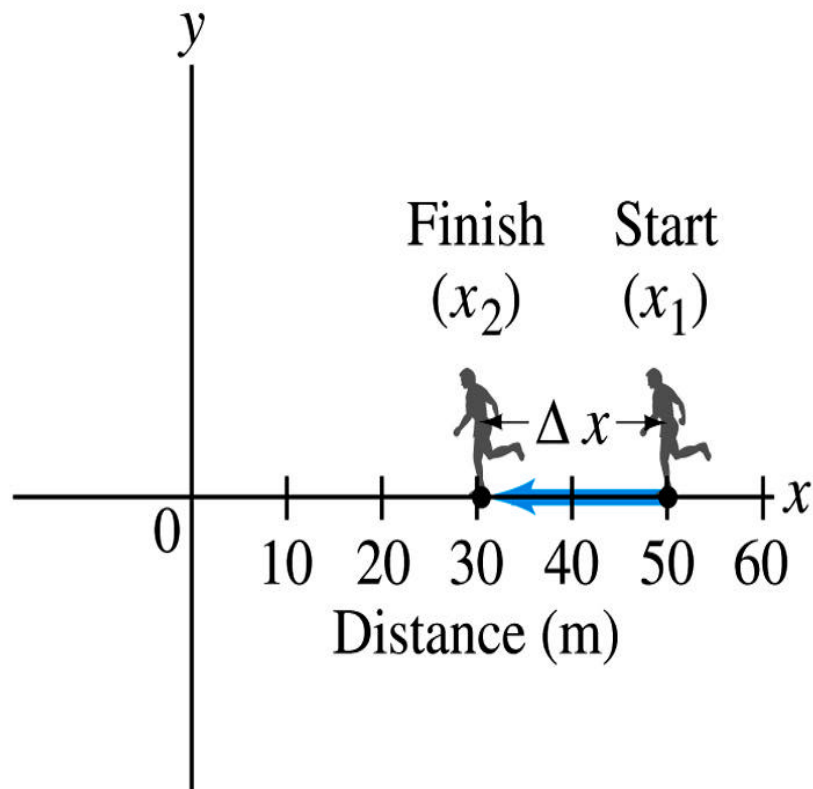
Total Distance Traveled:  $D = 10 + 15 + 5 + 15 + 10 + 5 = 60(m)$

Average Speed:  $v \equiv \frac{\text{Total Distance Traveled}}{\text{Total Time Interval}} = \frac{60}{20} = 3(m/s)$



## 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  $x_1=50.0\text{m}$  to  $x_2=30.5\text{ m}$ , as shown in the figure. What was the runner's average velocity? What was the average speed?



- Displacement:

$$\Delta x \equiv x_f - x_i = x_2 - x_1 = 30.5 - 50.0 = -19.5(\text{m})$$

- Average Velocity:

$$v_x \equiv \frac{x_f - x_i}{t_f - t_i} = \frac{x_2 - x_1}{t_2 - t_1} = \frac{\Delta x}{\Delta t} = \frac{-19.5}{3.00} = -6.50(\text{m/s})$$

- Average Speed:

$$\begin{aligned} v &\equiv \frac{\text{Total Distance Traveled}}{\text{Total Time Interval}} \\ &= \frac{50.0 - 30.5}{3.00} = \frac{+19.5}{3.00} = +6.50(\text{m/s}) \end{aligned}$$



# Instantaneous Velocity and Speed

- Can average quantities tell you the detailed story of the whole motion?

- Instantaneous velocity is defined as:

– What does this mean?

$$v_x = \lim_{\Delta t \rightarrow 0} \frac{\Delta x}{\Delta t} = \frac{dx}{dt}$$

- Displacement in an infinitesimal time interval
- Mathematically: Slope of the position variation as a function of time

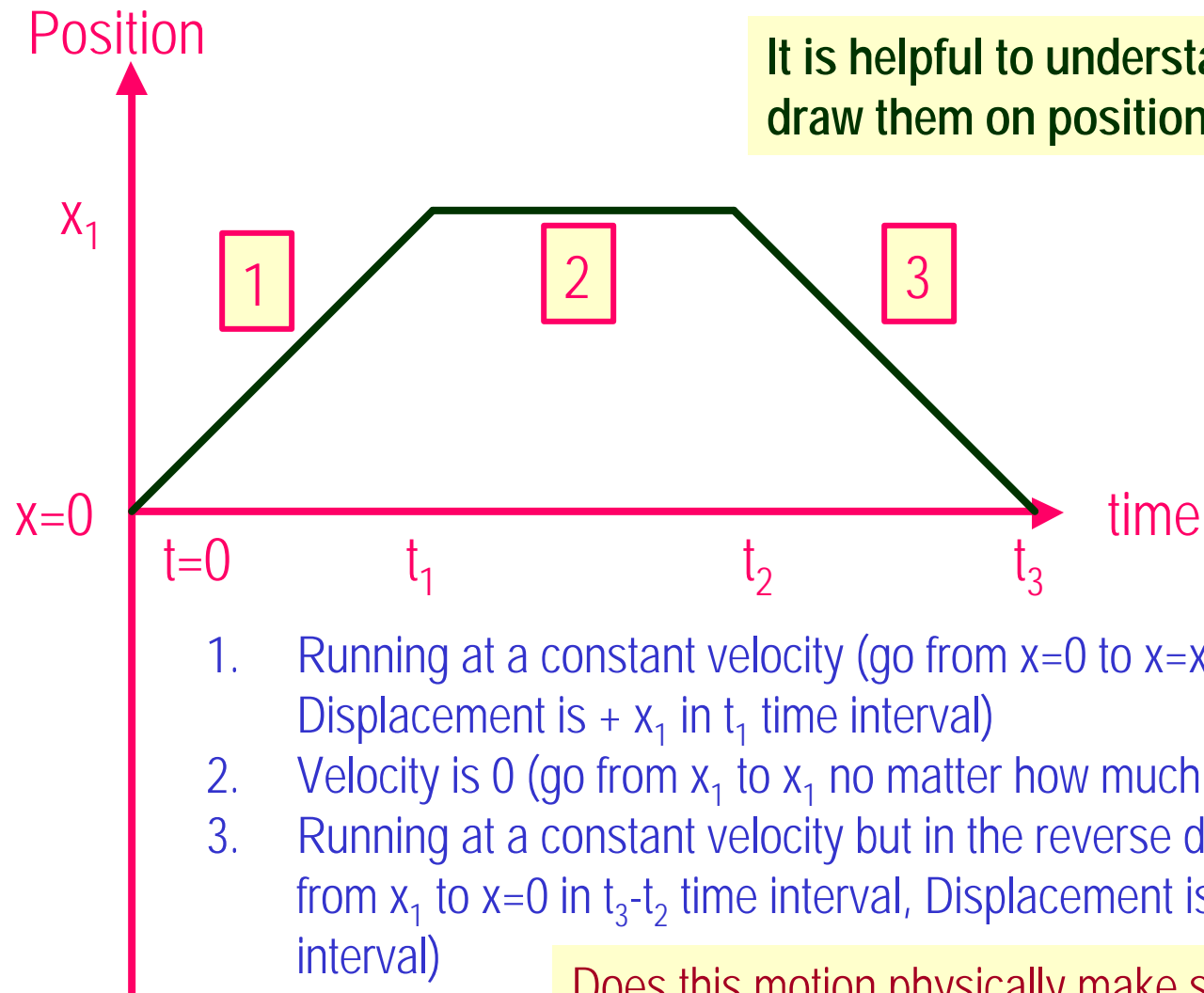
- Instantaneous speed is the size (magnitude) of the velocity vector:

$$|v_x| = \lim_{\Delta t \rightarrow 0} \left| \frac{\Delta x}{\Delta t} \right| = \left| \frac{dx}{dt} \right|$$

\*Magnitude of Vectors are expressed in absolute values



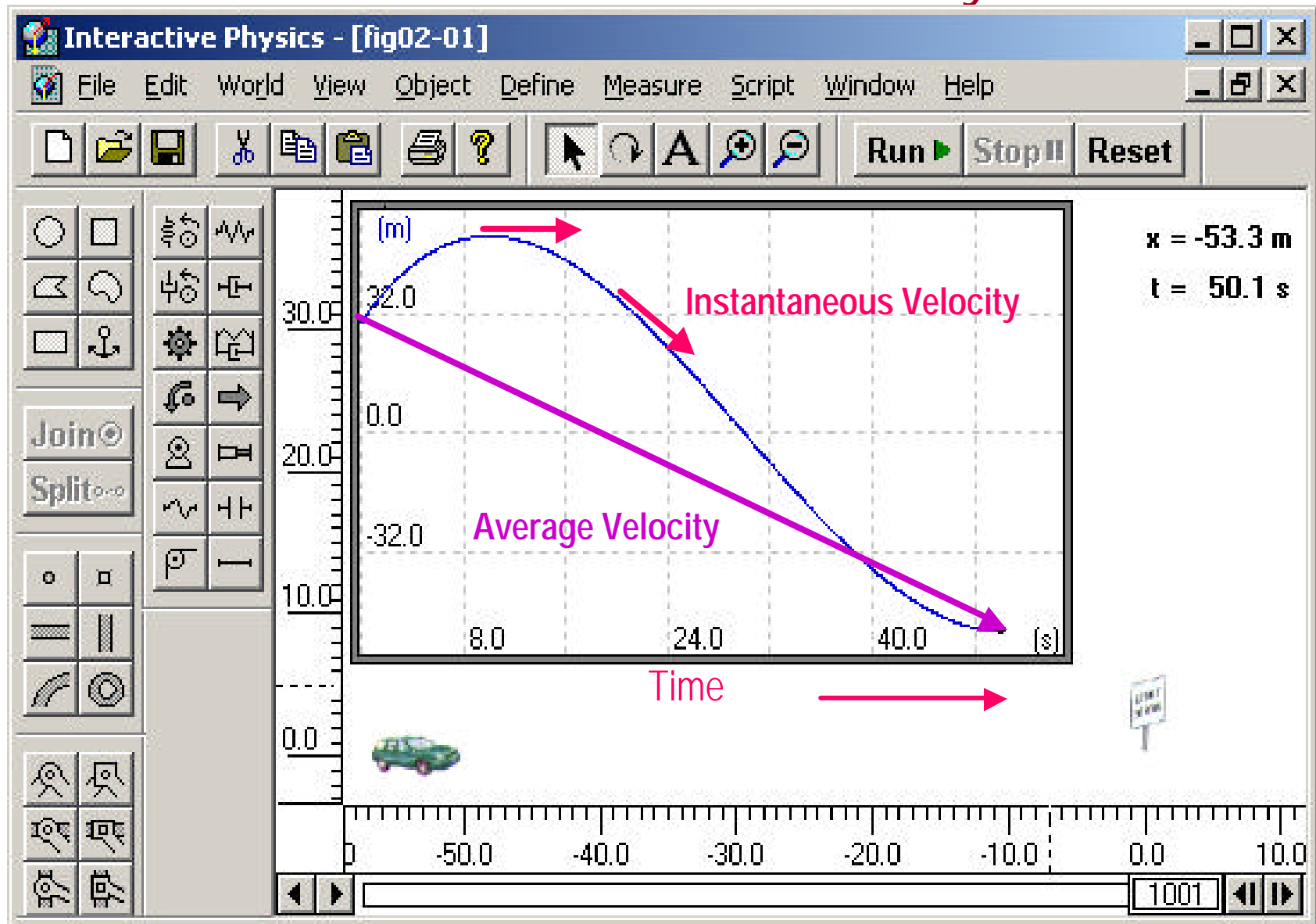
# Position vs Time Plot



Does this motion physically make sense?



# Instantaneous Velocity



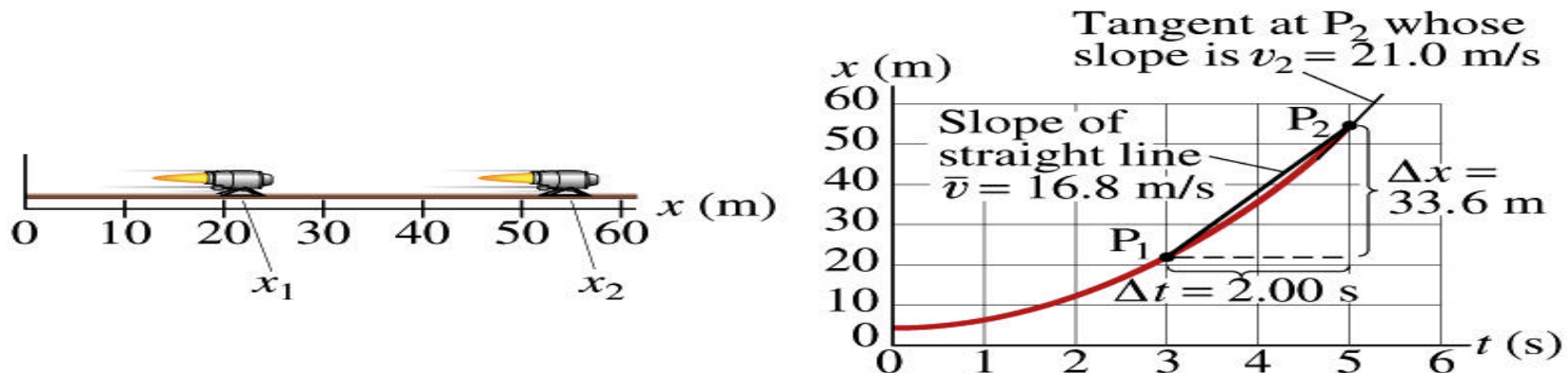
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## Example 2.3

A jet engine moves along a track. Its position as a function of time is given by the equation  $x = At^2 + B$  where  $A = 2.10 \text{ m/s}^2$  and  $B = 2.80 \text{ m}$ .



(a) Determine the displacement of the engine during the interval from  $t_1 = 3.00 \text{ s}$  to  $t_2 = 5.00 \text{ s}$ .

$$x_1 = x_{t_1=3.00} = 2.10 \times (3.00)^2 + 2.80 = 21.7 \text{ m} \quad x_2 = x_{t_2=5.00} = 2.10 \times (5.00)^2 + 2.80 = 55.3 \text{ m}$$

Displacement is, therefore:

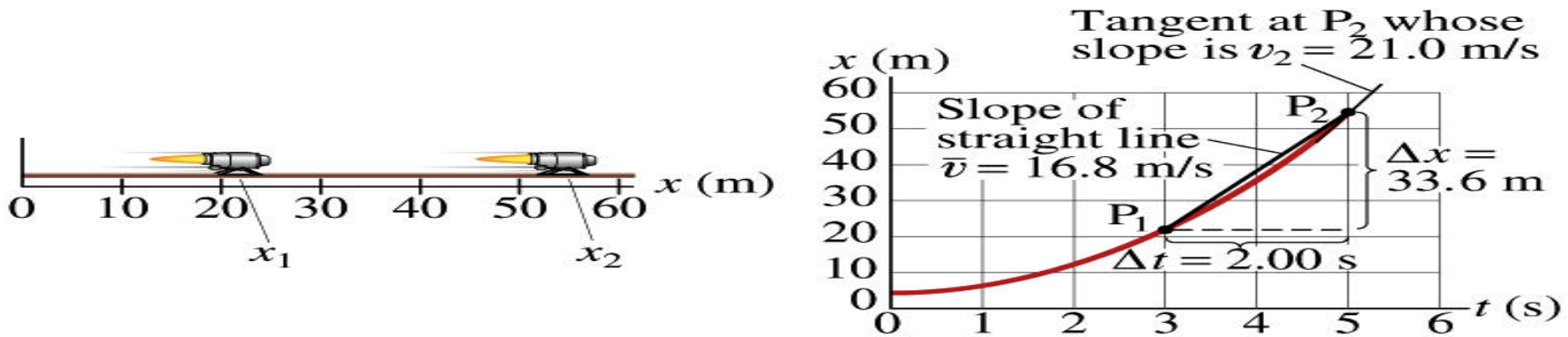
$$\Delta x = x_2 - x_1 = 55.3 - 21.7 = +33.6 \text{ (m)}$$

(b) Determine the average velocity during this time interval.

$$\bar{v}_x = \frac{\Delta x}{\Delta t} = \frac{33.6}{5.00 - 3.00} = \frac{33.6}{2.00} = 16.8 \text{ (m / s)}$$



## Example 2.3 cont'd



(c) Determine the instantaneous velocity at  $t = 5.00$  s.

Calculus formula for derivative  $\frac{d}{dt}(Ct^n) = nCt^{n-1}$  and  $\frac{d}{dt}(C) = 0$

The derivative of the engine's equation of motion is

$$v_x = \lim_{\Delta t \rightarrow 0} \frac{\Delta x}{\Delta t} = \frac{dx}{dt} = \frac{d}{dt}(At^2 + B) = 2At$$

The instantaneous velocity at  $t = 5.00$  s is

$$v_x(t = 5.00 \text{ s}) = 2A \times 5.00 = 2.10 \times 10.0 = 21.0 \text{ (m/s)}$$

# Displacement, Velocity and Speed

Displacement

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

Average velocity

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

Average speed

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

Instantaneous velocity

$$v_x = \lim_{\Delta t \rightarrow 0} \frac{\Delta x}{\Delta t} = \frac{dx}{dt}$$

Instantaneous speed

$$|v_x| = \lim_{\Delta t \rightarrow 0} \left| \frac{\Delta x}{\Delta t} \right| = \left| \frac{dx}{dt} \right|$$



# Acceleration

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

- Average acceleration:

$$a_x \equiv \frac{v_{xf} - v_{xi}}{t_f - t_i} = \frac{\Delta v_x}{\Delta t} \quad \text{analogous to} \quad v_x \equiv \frac{x_f - x_i}{t_f - t_i} = \frac{\Delta x}{\Delta t}$$

- Instantaneous acceleration:

$$a_x \equiv \lim_{\Delta t \rightarrow 0} \frac{\Delta v_x}{\Delta t} = \frac{dv_x}{dt} = \frac{d}{dt} \left( \frac{dx}{dt} \right) = \frac{d^2 x}{dt^2} \quad \text{analogous to} \quad v_x \equiv \lim_{\Delta t \rightarrow 0} \frac{\Delta x}{\Delta t} = \frac{dx}{dt}$$

- In calculus terms: A slope (derivative) of velocity with respect to time or change of slopes of position as a function of time

