

PHYS 1441 – Section 004

Lecture #3

Wednesday, Jan. 28, 2004

Dr. Jaehoon Yu

- Chapter two: Motion in one dimension
 - Fundamentals
 - Velocity and Speed (Average and instantaneous)
 - Acceleration (Average and instantaneous)
 - One dimensional motion at constant acceleration
 - Free Fall

Today's homework is homework #2, due 1pm, next Wednesday!!

Wednesday, Jan. 28, 2004



PHYS 1441-004, Spring 2004
Dr. Jaehoon Yu

Announcements

- Reading Assignments: Sections 2.6 – 2.8, follow through the examples
- Homework Registration: 58/61 (56 of you submitted it)
 - You **must** download, print, solve and submit electronically your homework to obtain 100% credit for homework #1
 - Homework #1 due 1pm, Today
 - Roster will close 6pm, Today
- E-mail distribution list (phys1441-004-spring04)
 - 33 of you subscribed as of 9am this morning
 - Send an e-mail to listserv@listserv.uta.edu with
 - "subscribe phys1441-004-spring04 fn ln"
 - Without a subject. Put the above in the body ONLY!
 - **3 points** extra credit if done by 6pm Wednesday, Jan. 28
 - **1 point** extra credit if done by 6pm Monday, Feb. 2
- Lab begins next Monday, Feb. 2 → Pick up the information sheet if haven't already
- Utilize the Physics Clinic
 - When: MWF: 12-7pm, T,Th: 12-7:30pm
 - Where: SH114 this week, SH010 from next week onward

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Survey Results

- Class composition
 - Mixture of many disciplines, biology and architecture are majority
 - Excellent opportunity to work together with people in other discipline → Learn from each other
- Previous physics experience
 - 33 yes, 11 no
 - 14 mechanics
 - 12 electromagnetism
- Math: most of you had sufficient math training for this course
- Why take this course?
 - Mandatory: 42
 - Like physics: 7



Some Fundamentals

- Kinematics: Description of Motion without understanding the cause of the motion
- Dynamics: Description of motion accompanied with understanding the cause of the motion
- Vector and Scalar quantities:
 - Scalar: Physical quantities that require magnitude but no direction
 - Speed, length, mass, etc
 - Vector: Physical quantities that require both magnitude and direction
 - Velocity, Acceleration, Force, Momentum
 - It does not make sense to say “I ran with velocity of 10miles/hour.”
- Objects can be treated as point-like if their sizes are smaller than the scale in the problem
 - Earth can be treated as a point like object (or a particle) in celestial problems
 - Any other examples?



Some More Fundamentals

- Motions: Can be described as long as the position is known at any time (or position is expressed as a function of time)
 - Translation: Linear motion along a line
 - Rotation: Circular or elliptical motion
 - Vibration: Oscillation
- Dimensions
 - 0 dimension: A point
 - 1 dimension: Linear drag of a point, resulting in a line →
Motion in one-dimension is a motion on a line
 - 2 dimension: Linear drag of a line resulting in a surface
 - 3 dimension: Perpendicular Linear drag of a surface, resulting in a stereo object



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 positions of motion and is a vector quantity

Average velocity is defined as:

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

Displacement per unit time in the period throughout the motion

Average speed is defined as:

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

Can someone tell me what the difference between speed and velocity is?

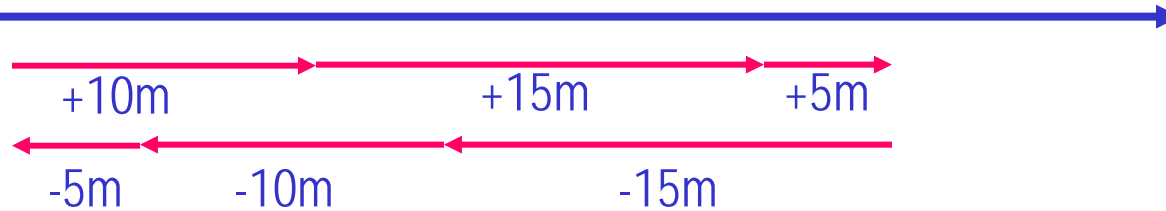


Difference between Speed and Velocity

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

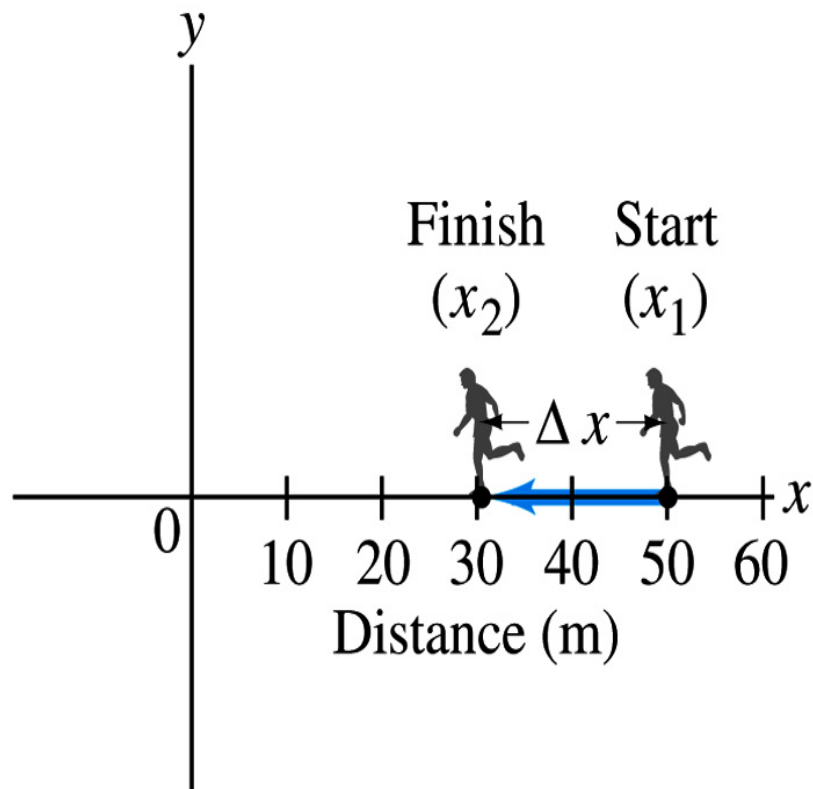
Total Distance Traveled: $D = 10 + 15 + 5 + 15 + 10 + 5 = 60(m)$

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

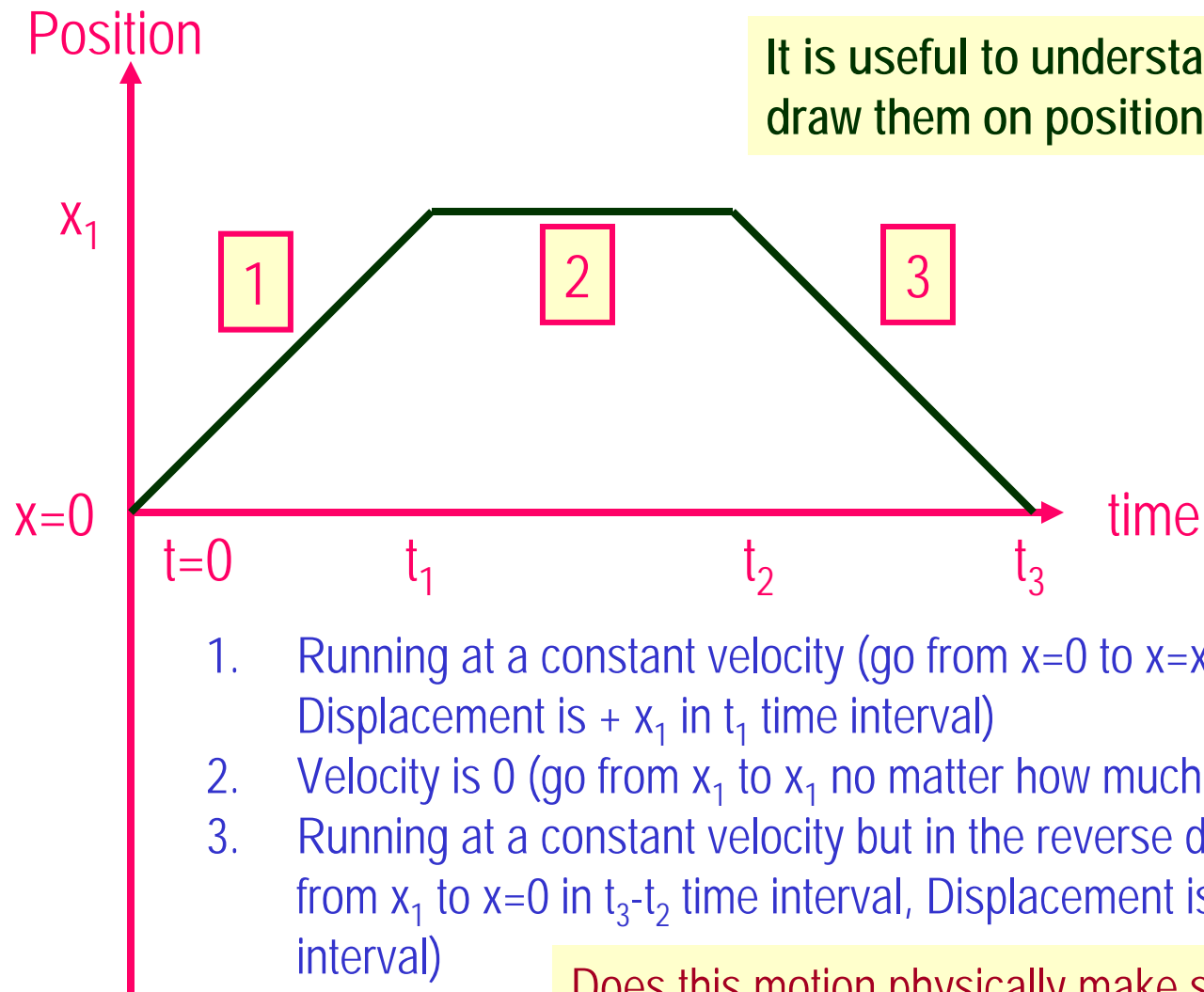
- Instantaneous speed is the size (magnitude) of the velocity vector:

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

*Magnitude of Vectors
are Expressed in
absolute values



Position vs Time Plot



Does this motion physically make sense?

