1 Acceleration

Definition 1.0.1
Acceleration, $\vec{a}_{av}$, refers to the rate of change of velocity, or in other words the ratio of the change of velocity to the time elapsed. (**Units:** m/s^2)

$$\vec{a}_{av} = \frac{\Delta \vec{v}}{\Delta t}$$

First we note that acceleration is a vector quantity because $\Delta \vec{v}$ is a vector quantity. Acceleration is experienced any time an object is increasing or decreasing its velocity, *any* change in velocity results in acceleration. For example, you must initially accelerate your vehicle in order for it to reach the desired velocity, similarly you must first *accelerate* your vehicle in order to come to a stop and change your velocity to $(+0\,\mathrm{m/s})$.

Remark : It is common to hear the term *de-accelerate*, however this term is rather redundant because the term acceleration refers to any change in velocity, regardless of weather you would like to increase your velocity or bring yourself to a holt $(\vec{v} = +0\,\mathrm{m/s})$.

Definition 1.0.2
A **velocity-time graph** is a plot describing the motion of an object, with velocity on the vertical axis and time on the horizontal axes.

Similar to the analogy of how a Pos V. Time plot helps us understand velocity better, a Velocity v. Time plot will help us understand acceleration better. Again we mention some basic properties, again we take the reference point to be $(0,0)$. Also we take the positive direction of motion to be above the vertical axes. We now mention a proposition similar to a one we have seen earlier.

Proposition 1.0.1
Given a **Linear** Velocity v. Time plot of a moving body, the slope m of the plot represents the average acceleration, $\vec{a}_{av}$, of the body.

Proof
We prove the result similar to the method we used in the previous section. Let the slope of the Velocity v. Time graph be m, let us compute this slope by using the slope formula, namely,

$$m = \frac{y_2 - y_1}{x_2 - x_1}$$

Since the $y-$coordinates on a Velocity v. Time graph are velocity vectors $\vec{v}$, and the $x-$coordinates are time points, t, we can translate this slope formula to the equivalent,

$$m = \frac{\vec{v}_2 - \vec{v}_1}{t_2 - t_1}$$

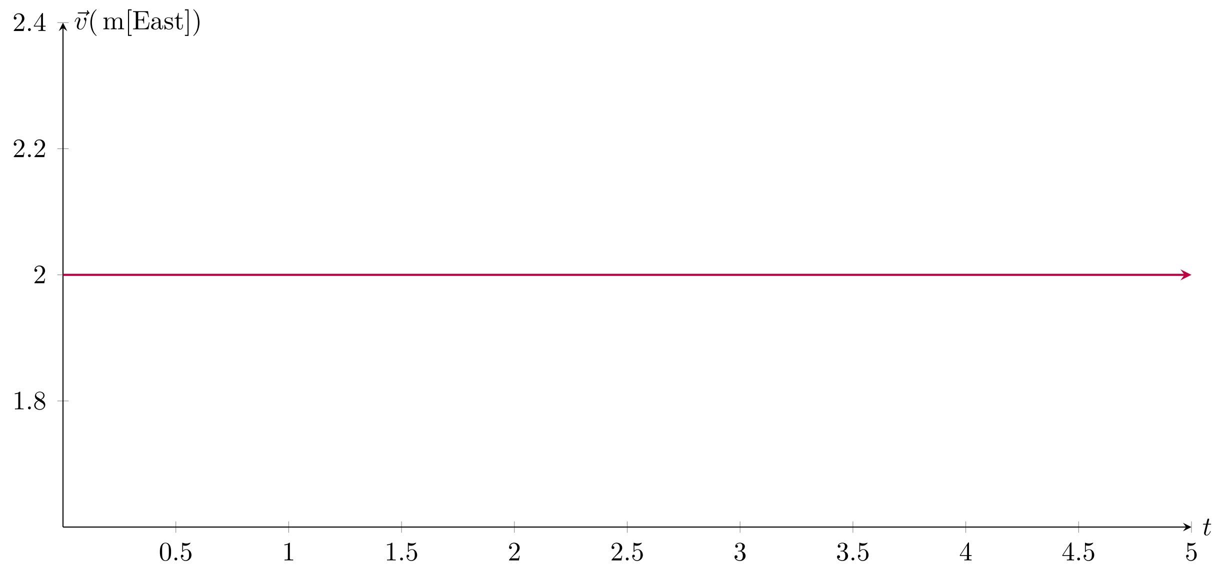
At this point we are free to choose any two coordinate pairs $(\vec{v}_1, t_1)$, $(\vec{v}_2, t_2)$, let us choose $(\vec{v}_f, t_f)$, $(\vec{v}_i, t_i)$, the final and initial coordinate pairs of the moving body. This gives,

$$m = \frac{\vec{v}_f - \vec{v}_i}{t_f - t_i} = \vec{a}_{av}$$

Since we consider motion in a single direction, the average speed and the average velocity only differ in direction.

1.1 Types of motion from Velocity v. Time Plots

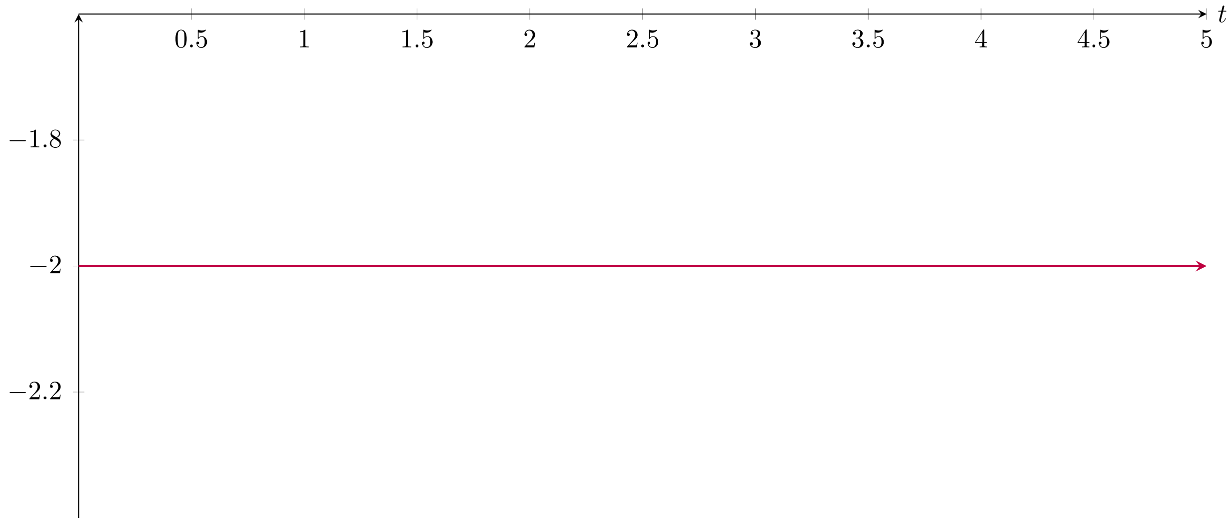
Similar to before, we will encounter common types of motion and hence it would be useful to make mention of their plots and what they look like.



(a)

Properties of type (a):

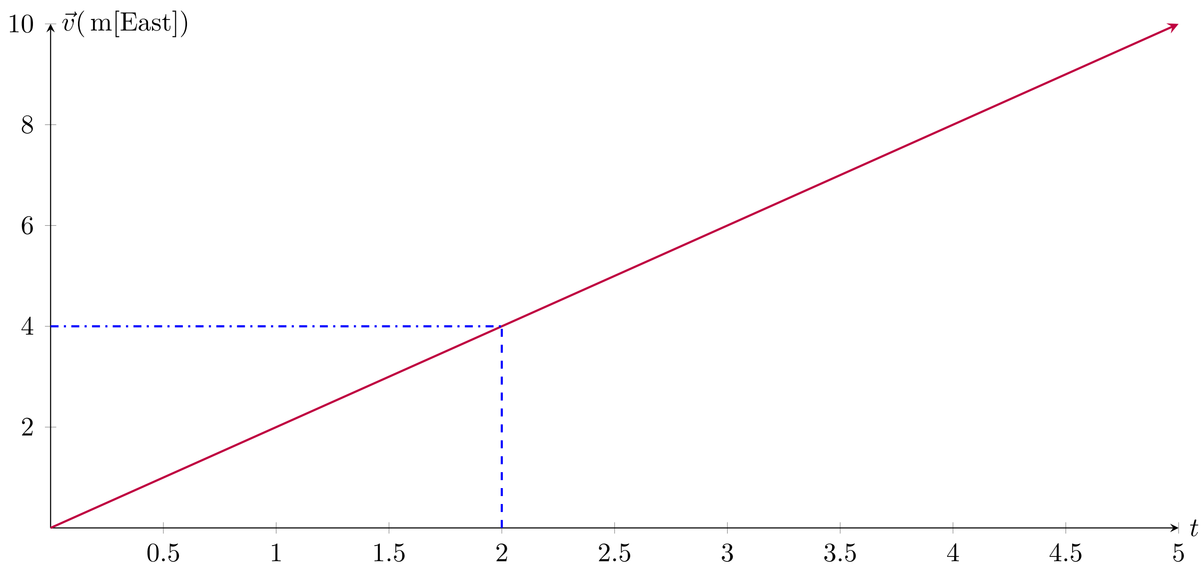
- The slope of the graph is zero, hence $\vec{a}_{av} = +0\,\mathrm{m/s^2}$.
- The object is experiencing **uniform motion**.
- The object is moving [East] relative to the reference point (0,0).



(b)

Properties of type (b):

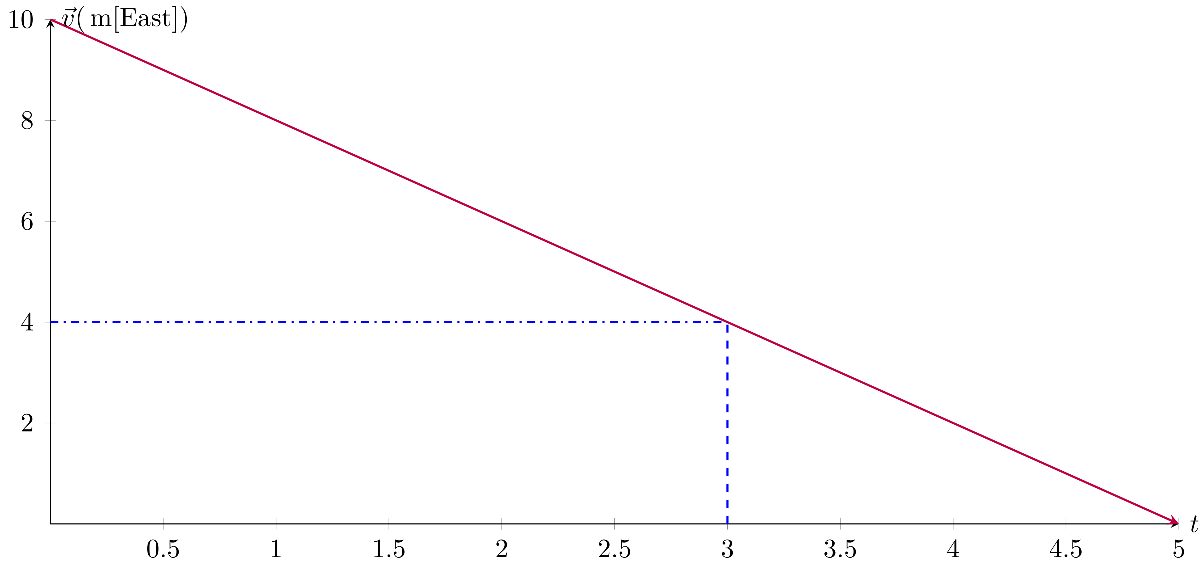
- The slope of the graph is zero, hence $\vec{a}_{av} = +0\,\mathrm{m/\,s^2}$.
- The object is experiencing **uniform motion**.
- The object is moving [West] relative to the reference point (0,0).



(c)

Properties of type (c):

- The slope of the graph is $m = +2$, hence $\vec{a}_{av} = +2\,\mathrm{m/\,s^2}$.
- the item experiencing **uniform acceleration**.
- The object is traveling in the [East] direction.



(d)

Properties of type (d):

- The slope of the graph is $m = -2$, hence $\vec{a}_{av} = -2\,\mathrm{m/\,s^2}$.
- The item experiencing **uniform acceleration**.
- The object is traveling in the [West] direction.

1.2 Instantaneous and Average Velocity

Definition 1.2.1
Uniform acceleration is motion where the acceleration of the body is fixed.

Definition 1.2.2
The **instantaneous velocity**$\vec{v}_{inst}$, of an object is the *exact* velocity of an object at a given time t