Lecture 7
(2-D Motion and Relative Motion)

Physics 160-01 Fall 2012

Douglas Fields

Unregistered iClickers

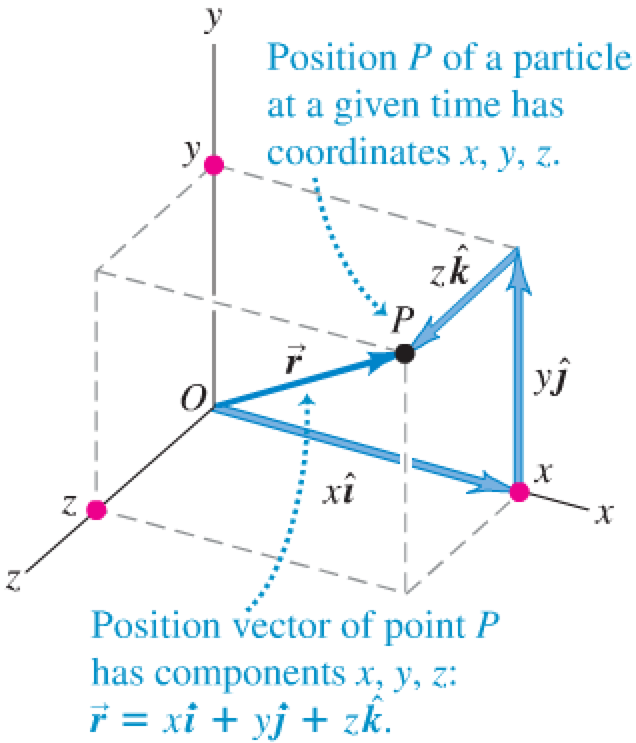
Avina	Isaac
Banteah	Reyna
Bergman	Camren
Black	Jared
Brandenburg	Marshall
Chaves	Frances
Demsey	Robert
Douglas	Daniel
Gordon	Ashley
Hansen	Jameson
Hernandez	Michael
Herrera	Jonathan
Jane	Rebecca
Konetzni	Forrest
Patterson	Andrew
Ray	Brandon
Richardson	Maxwell
Sandoval	Gerald
Stevens	Taylor
Thomas	Nicole
Thompson	Lindsay
VanDenAvyle	Meghan
Villa	Jose
Wagner	Nicholas
Walker	James

Problem 2.83

- Sam heaves a shot with weight 16-lb straight upward, giving it a constant upward acceleration from rest of $46.0 m/s^2$ for a height 62.0cm. He releases it at height 2.17m above the ground. You may ignore air resistance.
- What is the speed of the shot when he releases it?
- How high above the ground does it go?
- How much time does he have to get out of its way before it returns to the height of the top of his head, a distance 1.84m above the ground?

Two- and Three-Dimensional Motion

- For motion in more than one dimension, we need to extend the ideas we developed earlier.
- How do we define a position?

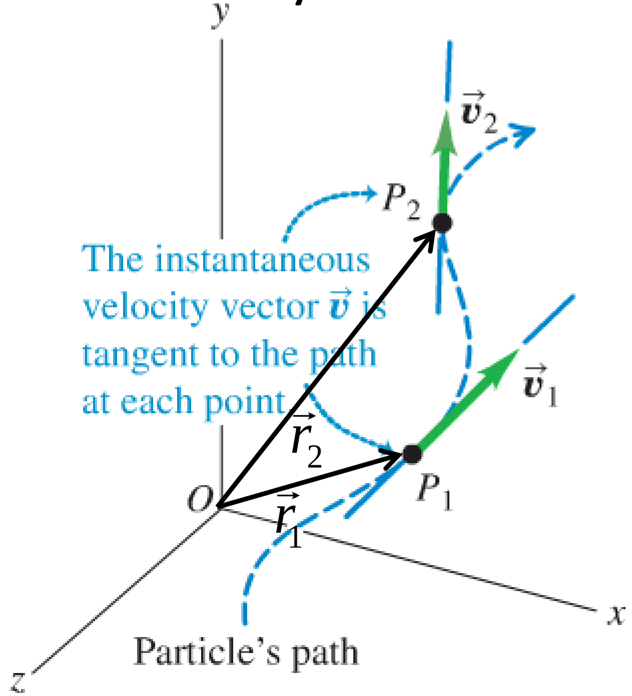


$$\vec{r}(t) = r_x(t)\hat{i} + r_y(t)\hat{j} + r_z(t)\hat{k}$$

$$\vec{r} = x\hat{i} + y\hat{j} + z\hat{k}$$

Path and Velocity

- The path, or trajectory of the object is defined as the set of points given by $\vec{r}(t)$.
- The velocity is time derivative of the position function.



$$\vec{r}_1 \equiv \vec{r}(t = t_1)$$

The velocity at any point is tangent to the trajectory and is given by:

$$\vec{v}(t) = \frac{d\vec{r}}{dt} = \frac{d}{dt}\left[x\hat{i} + y\hat{j} + z\hat{k}\right]$$

$$= \frac{dx}{dt}\hat{i} + \frac{dy}{dt}\hat{j} + \frac{dz}{dt}\hat{k}$$

$$= v_x\hat{i} + v_y\hat{j} + v_z\hat{k}$$

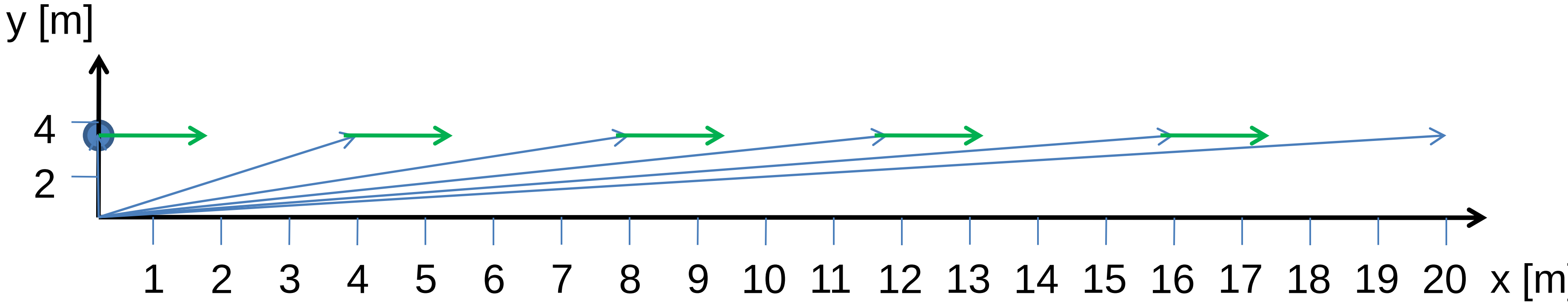
Acceleration

- Then, the acceleration is just given by the time derivative of the velocity vector function.

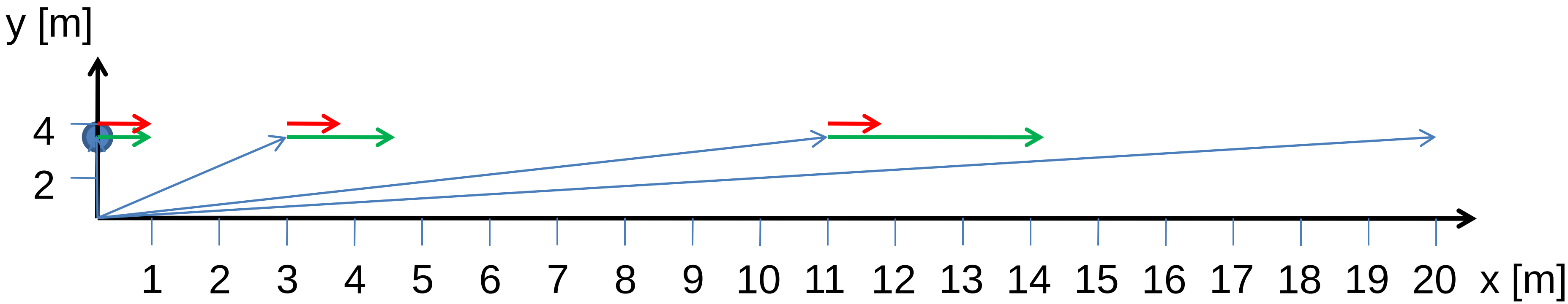
$$\begin{aligned}\vec{a}(t) &= \frac{d\vec{v}}{dt} = \frac{d}{dt}\left[v_x\hat{i} + v_y\hat{j} + v_z\hat{k}\right] \\ &= \frac{dv_x}{dt}\hat{i} + \frac{dv_y}{dt}\hat{j} + \frac{dv_z}{dt}\hat{k} \\ &= a_x\hat{i} + a_y\hat{j} + a_z\hat{k}\end{aligned}$$

Examples

- 1-dimensional motion with zero acceleration:



- 1-dimensional motion with non-zero acceleration:



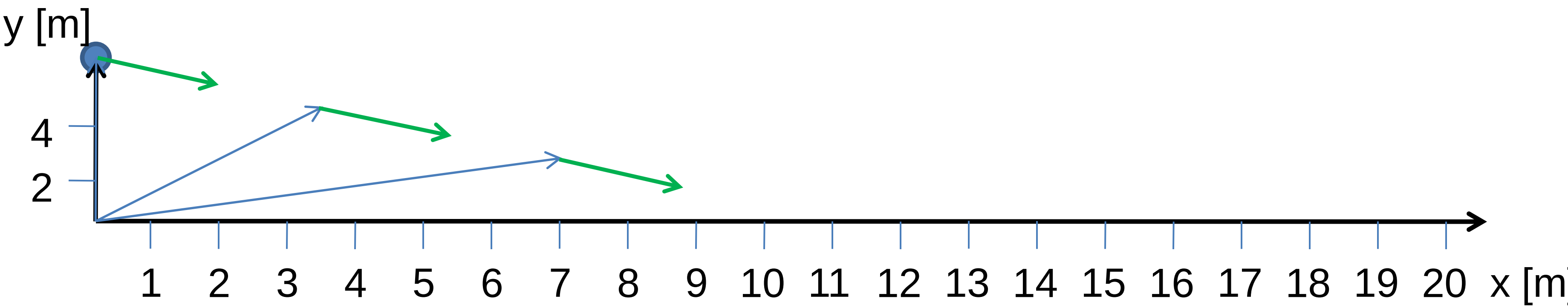
Blue arrow = Position

Green arrow = Velocity

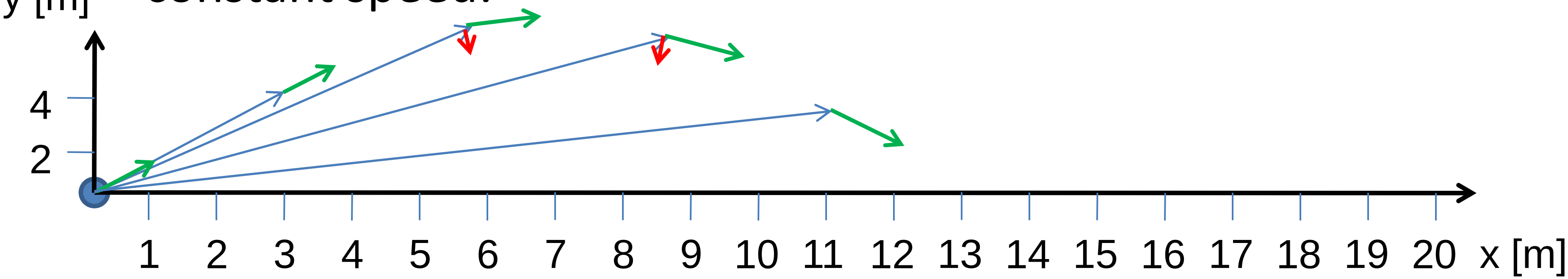
Red arrow = Acceleration

Examples

- 2-dimensional motion with zero acceleration:



- 2-dimensional motion with non-zero acceleration but constant speed:

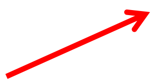


Blue arrow = Position
Green arrow = Velocity
Red arrow = Acceleration

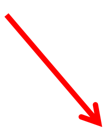
CPS Question 7-1

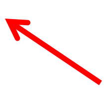
A skier moves along a ski-jump ramp as shown in Fig. 3.14a. The ramp is straight from point *A* to point *C* and curved from point *C* onward. The skier picks up speed as she moves downhill from point *A* to point *E*, where her speed is maximum. She slows down after passing point *E*.

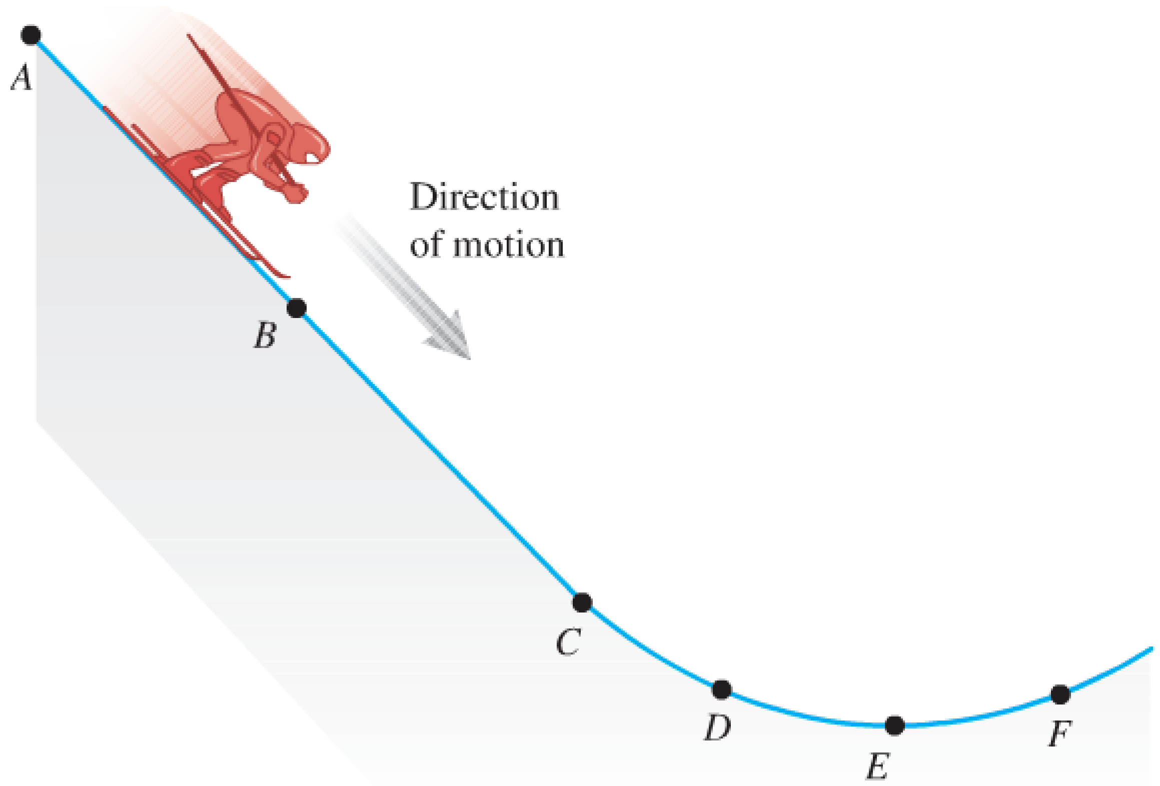
Which vector most closely represents the direction of her acceleration at point B?

A) 

B) 

C) 

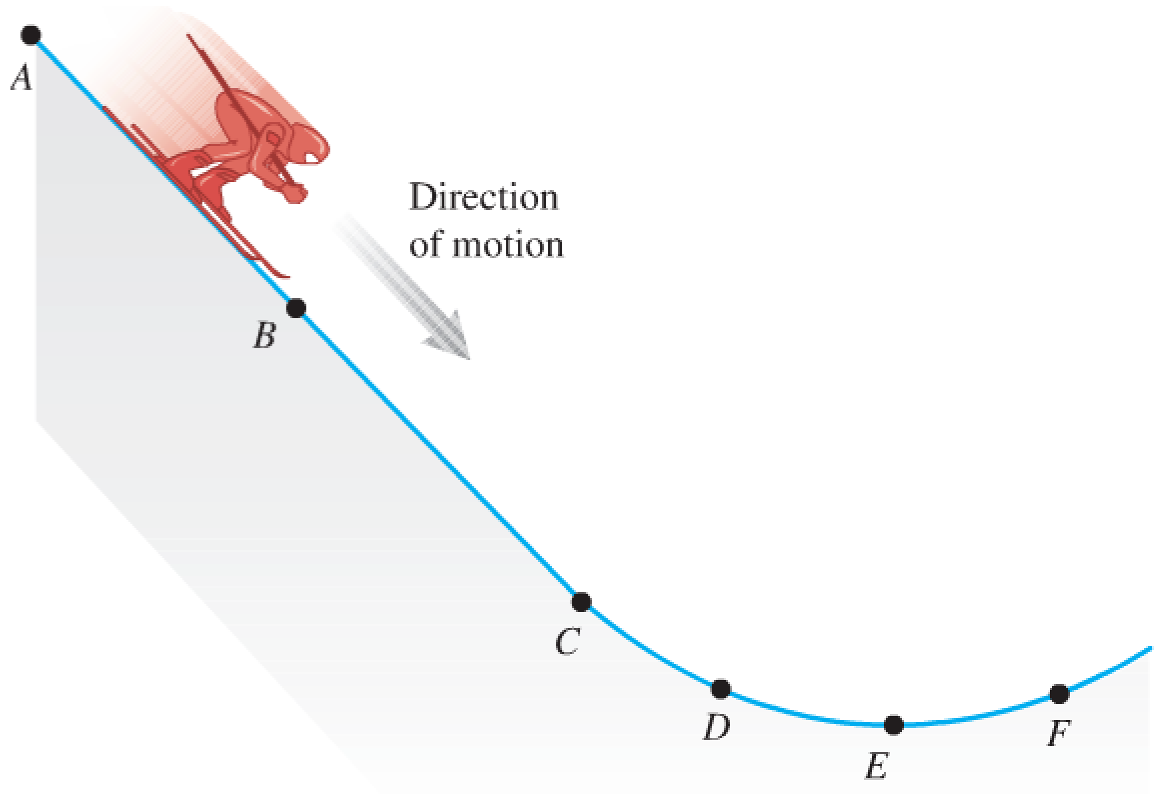
D) 

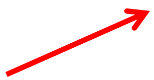


CPS Question 7-2

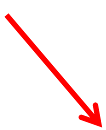
A skier moves along a ski-jump ramp as shown in Fig. 3.14a. The ramp is straight from point A to point C and curved from point C onward. The skier picks up speed as she moves downhill from point A to point E, where her speed is maximum. She slows down after passing point E.

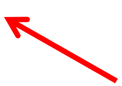
Which vector most closely represents the direction of her acceleration at point D?



A) 

B) 

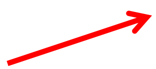
C) 

D) 

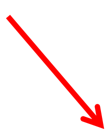
CPS Question 7-3

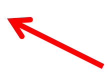
A skier moves along a ski-jump ramp as shown in Fig. 3.14a. The ramp is straight from point A to point C and curved from point C onward. The skier picks up speed as she moves downhill from point A to point E, where her speed is maximum. She slows down after passing point E.

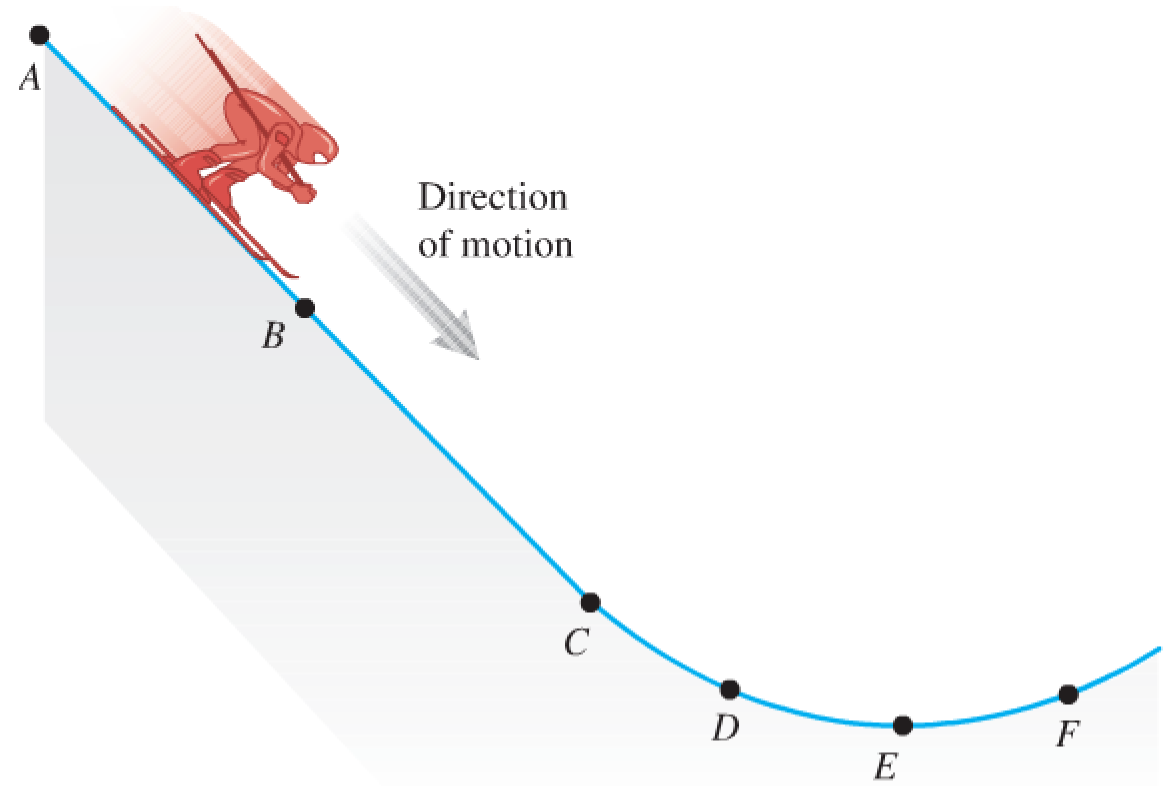
Which vector most closely represents the direction of her acceleration at point F?

A) 

B) 

C) 

D) 



Independence of Components

- It is important to note that in all of this, the components of positions, velocity and acceleration are independent (x, y, and z):

$$\vec{r}(t) = x(t)\hat{i} + y(t)\hat{j} + z(t)\hat{k}$$

$$v_x(t) = \frac{dx(t)}{dt} \qquad a_x(t) = \frac{dv_x(t)}{dt} = \frac{d^2x(t)}{dt^2}$$

$$v_y(t) = \frac{dy(t)}{dt} \qquad a_y(t) = \frac{dv_y(t)}{dt} = \frac{d^2y(t)}{dt^2}$$

$$v_z(t) = \frac{dz(t)}{dt} \qquad a_z(t) = \frac{dv_z(t)}{dt} = \frac{d^2z(t)}{dt^2}$$

Example

- Consider two objects:
  - One which has zero initial velocity and zero acceleration in the x-direction, and with zero initial velocity but constant acceleration in the y-direction (free fall).
  - The other has an initial velocity (but still zero acceleration) in the x-direction, and with zero initial velocity but constant acceleration in the y-direction (free fall).

CPS Demonstration Question
Simultaneous Ball Drop

- **Simultaneously (at the same time), one ball is dropped straight down, one is projected horizontally. Which ball will hit the floor first?**

A) The dropped ball.

B) The projected ball.

C) Both balls hit at the same time.

D) Cannot determine, insufficient information.

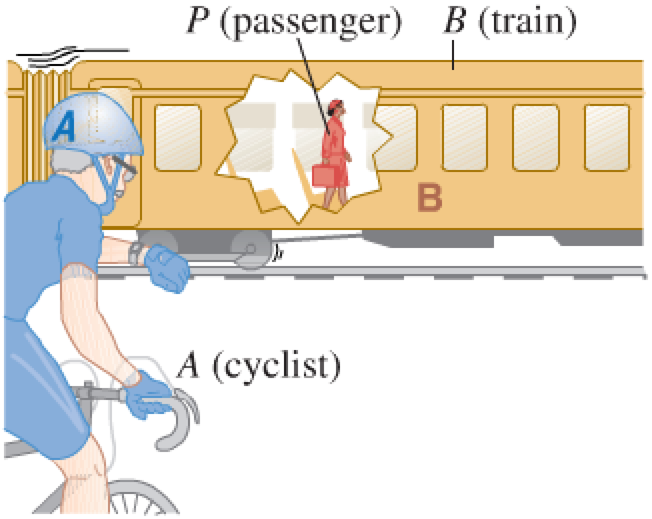
Frames of reference

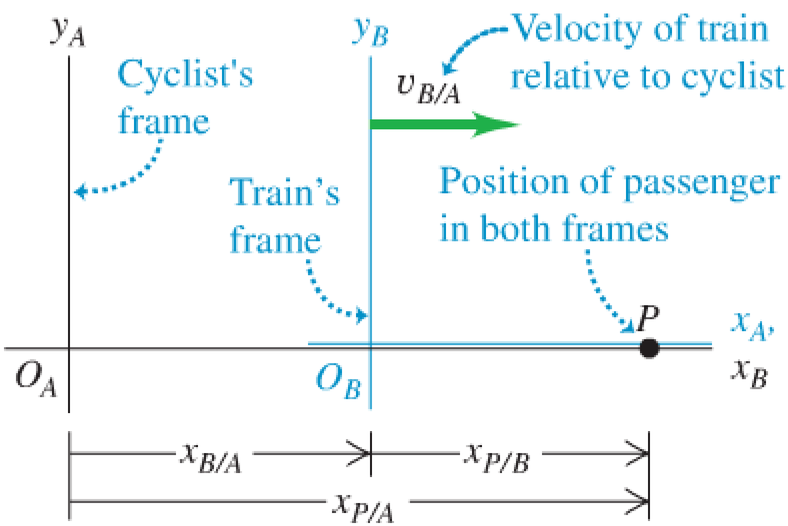
- http://www.phy.ntnu.edu.tw/ntnujava/index.php?topic=140

Relative Velocity

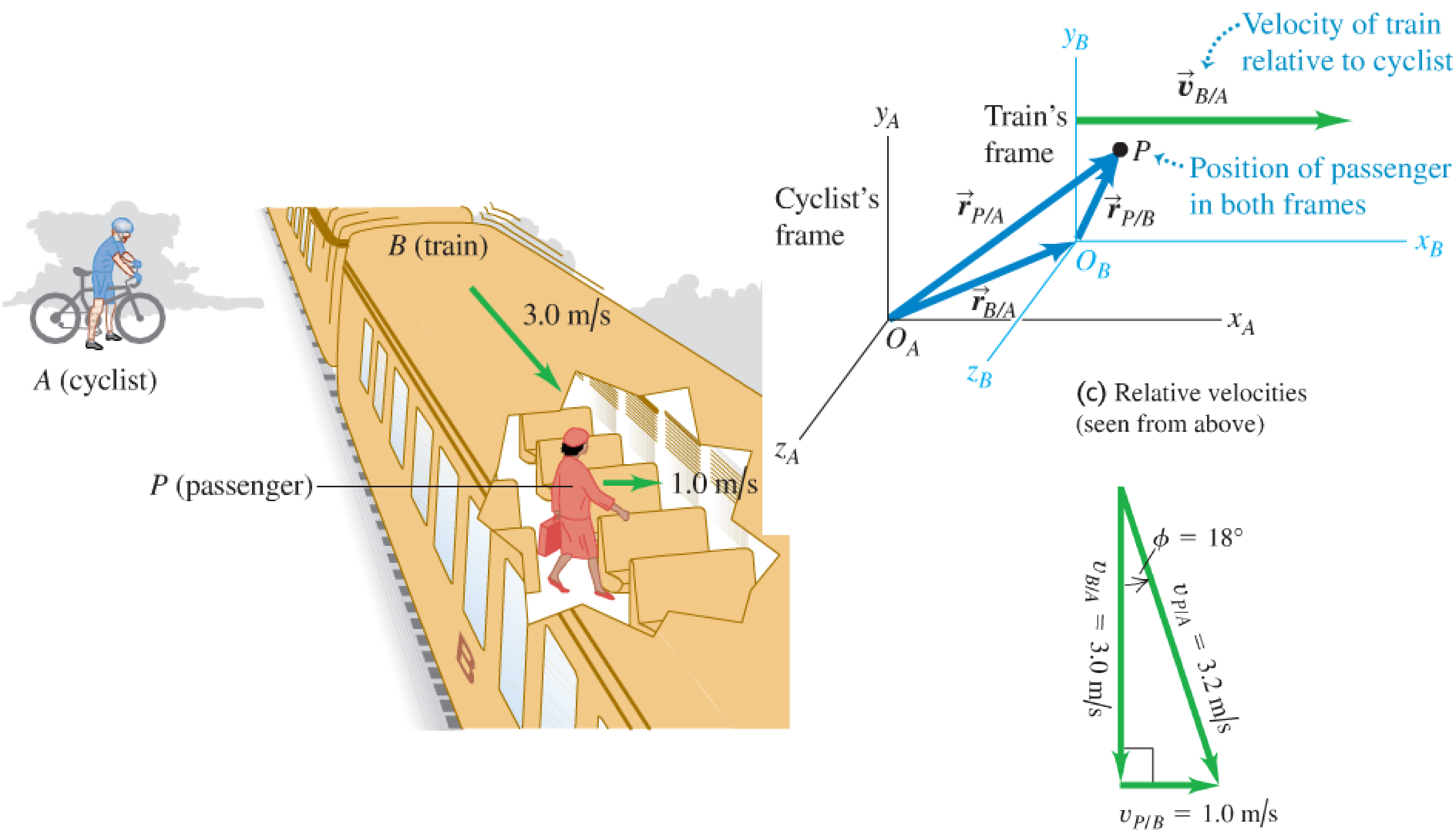
- So (at least for velocities much smaller than the speed of light) our intuition gives the right answer:

$$\vec{v}_{P/A} = \vec{v}_{P/B} + \vec{v}_{B/A}$$





Relative Velocity



Inertial Reference

- An inertial reference frame

Inertial Reference

- A non-inertial reference frame