


Motion in 1-D

I. Constant \vec{v}
is simple
one example

II. Constant \vec{a}
3 equations of
many examples

If lab 1 you missed,
worry not!
Revisit it we shall
after lab 2.

↑ Yoda, I can write like

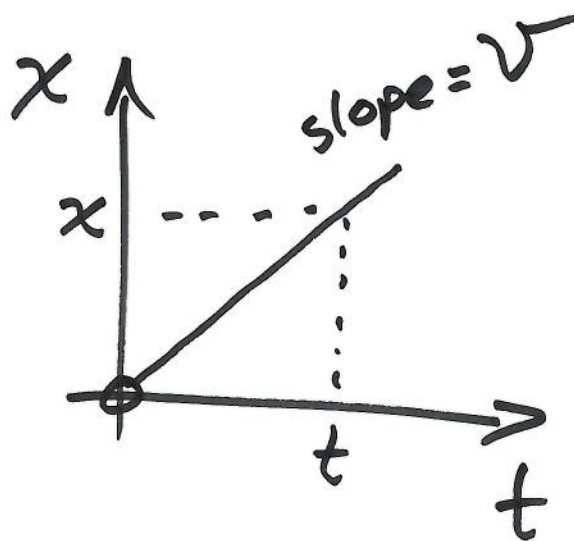
Sue  $\rightarrow \vec{v} = \text{const.}$

$x=0$ here

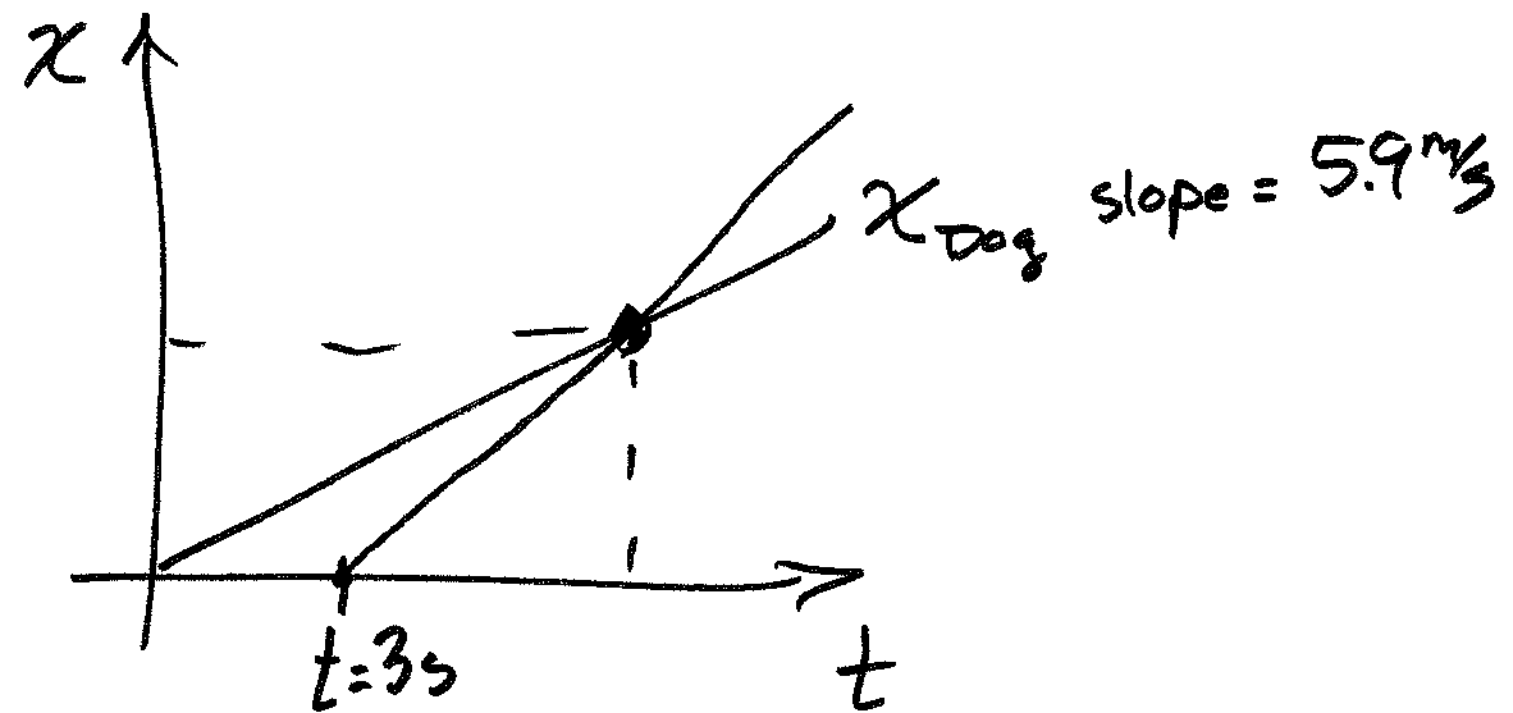
$$v = \frac{\text{dist}}{\text{time}} = \frac{\Delta x}{\Delta t} = \frac{dx}{dt}$$

$$x = v \cdot t + x_0$$

↑ initial x -position



Sue's dog, Buttercup, runs at 5.9 m/s
and has a 3 second head start.
Sue runs at 6.5 m/s . When and
where does Sue catch Buttercup?
(Note: Sue & Dog begin at same point)



$$x_{\text{dog}} = 5.9 \text{ m/s} \cdot t + 0$$

$$x_{\text{sue}} = 6.5 \text{ m/s} (t - 3\text{s}) + 0$$

Set $x_{\text{dog}} = x_{\text{sue}}$ and solve for t .

$$\underbrace{5.9 \frac{\text{m}}{\text{s}} t}_{\leftarrow} = \underbrace{6.5 \frac{\text{m}}{\text{s}} (t - 3\text{s})}_{\rightarrow}$$

$$6.5 \frac{\text{m}}{\text{s}} \cdot 3\text{s} = 6.5 \frac{\text{m}}{\text{s}} t - 5.9 \frac{\text{m}}{\text{s}} t$$

$$19.5 \text{ m} = 0.6 \frac{\text{m}}{\text{s}} t$$

$$\frac{19.5 \text{ m}}{0.6 \frac{\text{m}}{\text{s}}} = t = 32.5 \text{ s} \quad \begin{array}{l} \text{time dog runs} \\ \text{Sue runs } 3 \text{ s less.} \end{array}$$

Where are they? $x(t)$.

$$x_{\text{dog}} = 5.9 \frac{\text{m}}{\text{s}} \cdot 32.5 \text{s} = 192 \text{m} \quad \checkmark$$

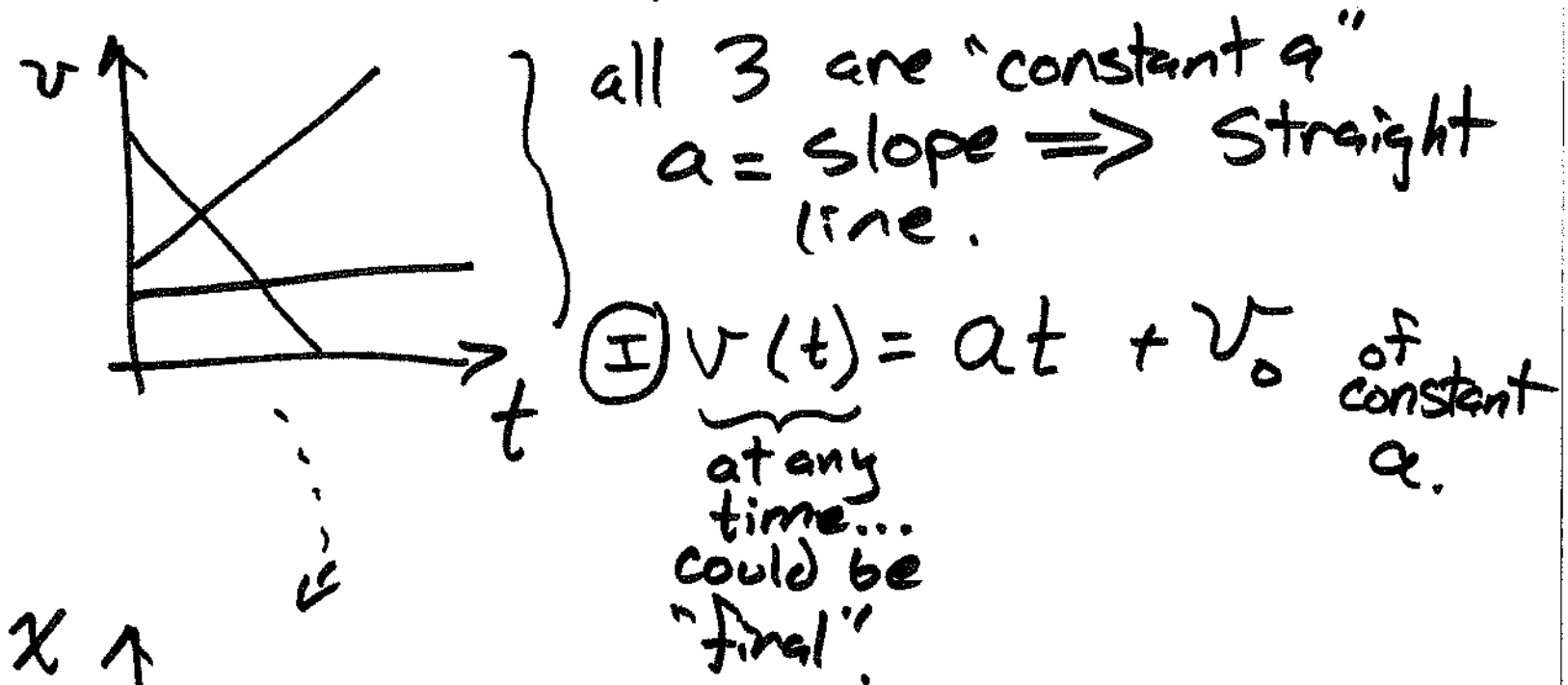
$$x_{\text{eve}} = 6.5 \frac{\text{m}}{\text{s}} (32.5 \text{s} - 3 \text{s}) = 192 \text{m} \quad \checkmark$$

yay!

Acceleration $a = \frac{dv}{dt}$ speed up, slow down, (or change direction).

if $a = \text{constant}$, ...

Why? a caused by Forces (later)
and sometimes Forces = constant.



x - t graph axes shown.

$\frac{dx}{dt} = v$... if we know $v(t)$ how get $x(t)$?

$$\int_0^t \frac{dx(t)}{dt} dt = \int_0^t v(t) dt$$

$$x(t) - \underbrace{x(t=0)}_{x_0} = \int_0^t (at + v_0) dt$$

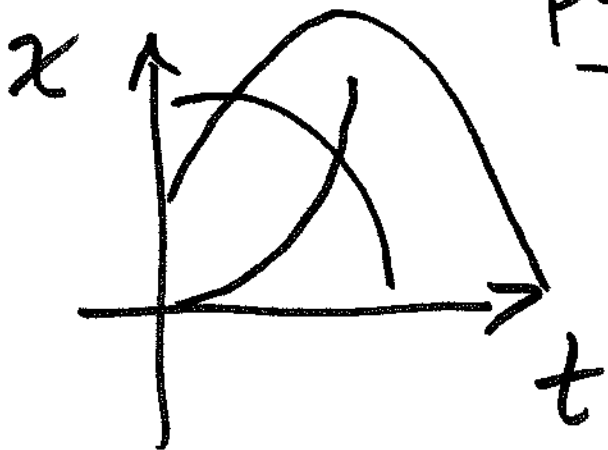
$$= \int_0^t at dt + \int_0^t v_0 dt$$

$$= a \int_0^t t dt + v_0 \int_0^t dt$$

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

$$\textcircled{\text{II}} \quad x(t) = x_0 + v_0 t + \frac{1}{2} at^2$$

Parabola



To get $\textcircled{\text{III}}$, eliminate t
 from $\textcircled{\text{I}}$ and $\textcircled{\text{II}}$. \uparrow
explicit

$$\textcircled{\text{I}} \quad v(t) = v_0 + at$$

$$\textcircled{\text{II}} \quad x(t) = x_0 + v_0 t + \frac{1}{2} at^2$$

$$t = \frac{v(t) - v_0}{a}$$

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

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

$$= x_0 + \cancel{\frac{v_0 v(t)}{a}} - \frac{v_0^2}{a} + \frac{v^2(t)}{2a} - \cancel{\frac{2v_0 v(t)}{2a}} + \frac{v_0^2}{2a}$$

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

$$x(t) - x_0 = \frac{(v^2(t) - v_0^2)}{2a}$$

$$2a(x(t) - x_0) + v_0^2 = v^2(t) \quad \textcircled{\text{III}}$$

3 equ: of const. \vec{a} .

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

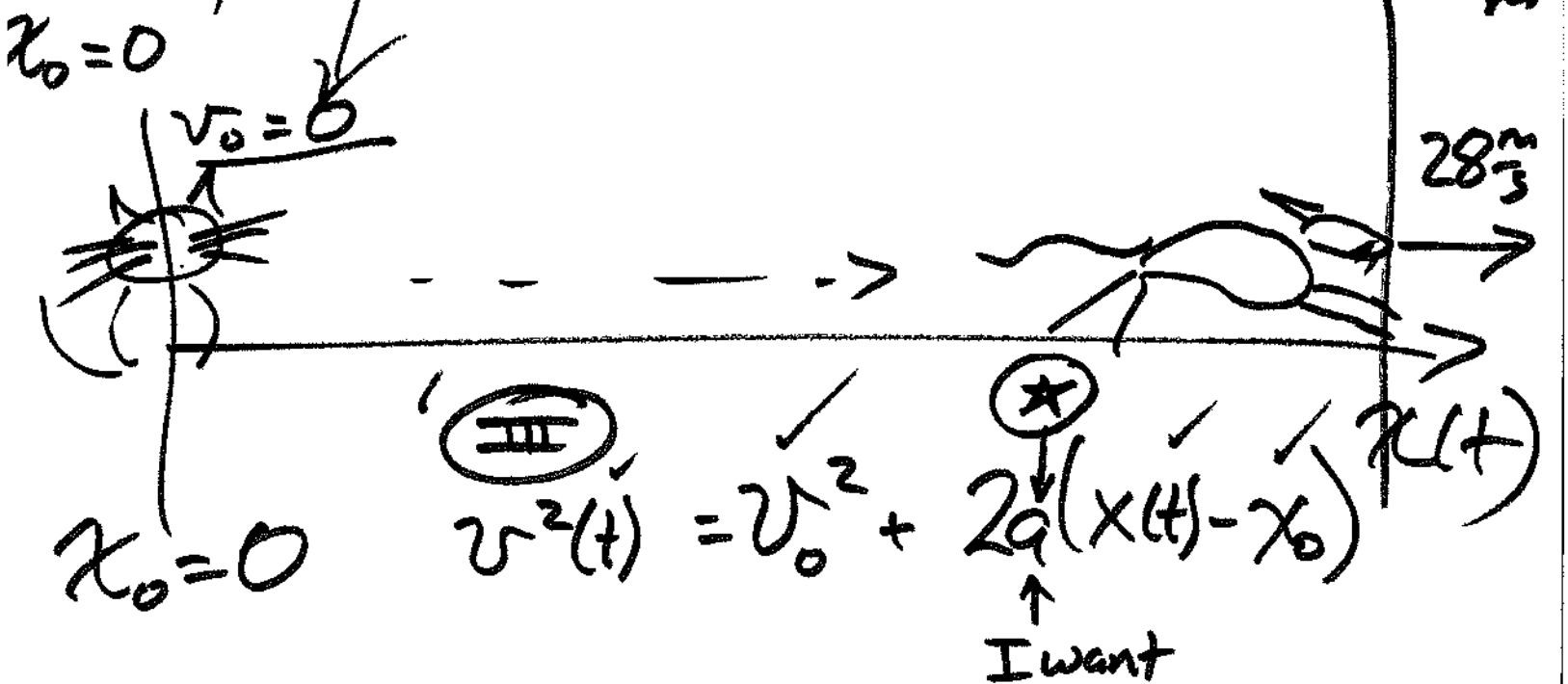
(II) $x(t) = x_0 + v_0 t + \frac{1}{2}at^2$

(III) $v^2(t) = v_0^2 + 2a(x(t) - x_0)$

A cheetah can accelerate from rest to 28 m/s over 12 m .

Let's assume $a = \text{const.}$ (This will be \bar{a})
average

Know	want	Don't care
$v_0 = 0$	a	t
$x(t) = 12 \text{ m}$		
$v(t) = 28 \text{ m/s}$		
$x_0 = 0$		



$$(28 \frac{m}{s})^2 = (0 \frac{m}{s})^2 + 2a(12m - 0m)$$

$$\frac{784 \frac{m^2}{s^2}}{24m} = \frac{a \cdot 24m}{24m}$$

$$33 \frac{m}{s^2} = a \text{ over } 3g's!$$

for \$100,000! OK most of us cannot buy...

A car you can buy (for comparison):

goes from $0 \frac{m}{s} \rightarrow 28 \frac{m}{s}$ in ~~7.0s~~

Lets find a (assuming its constant).

Tesla
model "s" in 2.8s

Know

$$v_0 = 0$$

$$v(t) = 28 \frac{m}{s}$$

$$t = 2.8s$$

Want (II)

a

$$x(t) = x_0 + v_0 t + \frac{1}{2} a t^2$$

$$(I) \quad v(t) = v_0 + a t$$

$$28 \frac{m}{s} = 0 + a(2.8s)$$

$$\frac{28 \frac{m}{s}}{2.8s} = a = 10 \frac{m}{s^2}$$

Cheetah is quicker by 300%