

**Theorem 1.** “Kinetic Energy” is a well-defined notion. That is, regardless of the path over which a force acts on a particle of mass  $m$  traveling at velocity  $v$ , the energy (work) required to stop the particle is

$$W = -\frac{1}{2}mv^2$$

*Proof.* Let’s first look at the energy required to stop the particle using a constant deceleration from velocity  $v = v_0$  to  $v = v_1$ . A deceleration over time span  $\Delta t$  is

$$a = \frac{v_1 - v_0}{\Delta t}$$

Of course, the energy (work) exerted is the product of the force times the distance across which the force acts.:

$$W = F \cdot d$$

where  $F = ma$ . Thus, so far, we know that

$$W = m \frac{v_1 - v_0}{\Delta t} \cdot d \tag{1}$$

The distance  $d$  that the particle travels is given by

$$d = \int_0^{\Delta t} v(t) dt$$

where  $\Delta t$  is the time over which the action takes place and  $v(t)$  is the (variable) velocity at given time  $t$ . Observing constant deceleration,

$$v(t) = v_0 + \frac{v_1 - v_0}{\Delta t}t, \quad t \in [0, \Delta t]$$

So, we get

$$\begin{aligned} d &= \int_0^{\Delta t} v_0 + \frac{v_1 - v_0}{\Delta t}t dt \\ &= v_0\Delta t + \frac{1}{2}(v_1 - v_0)\Delta t \\ &= \frac{1}{2}(v_0 + v_1)\Delta t \end{aligned}$$

Combining this with equation 1, we get

$$\begin{aligned} W &= m \frac{v_1 - v_0}{\Delta t} \cdot \frac{1}{2}(v_0 + v_1)\Delta t \\ &= \frac{1}{2}m(v_1^2 - v_0^2) \end{aligned}$$

One can immediately see that for the case of  $v_1 = 0$ , this simplifies to

$$W = -\frac{1}{2}mv_0^2$$

Of course, it follows from this that the energy required to move a particle—via transitions of constant acceleration—through velocities

$$v_0, v_1, \dots, v_n$$

is

$$\begin{aligned} W &= \frac{1}{2}m(v_1^2 - v_0^2) + \frac{1}{2}m(v_2^2 - v_1^2) + \dots + \frac{1}{2}m(v_n^2 - v_{n-1}^2) \\ &= \frac{1}{2}m(v_n^2 - v_0^2) \end{aligned}$$

Thus, since any (integrable) path can be approximated arbitrarily well by a piecewise linear function, we get that the work required to stop the particle over any path is as claimed.  $\square$