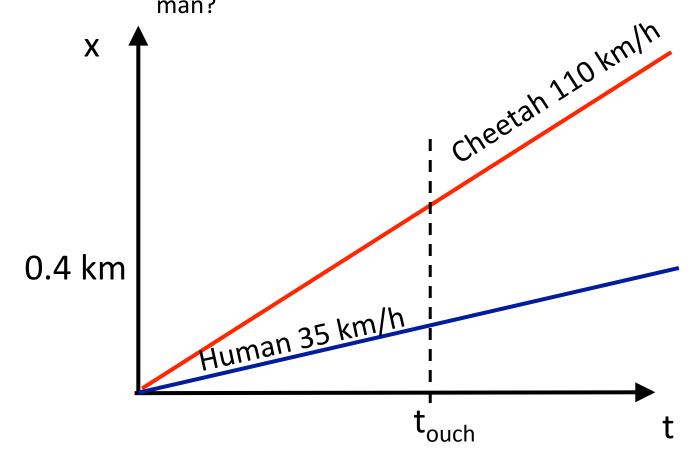
Theme 2 Mechanics

Module T2M1: Kinematics

Cheetah Sprint



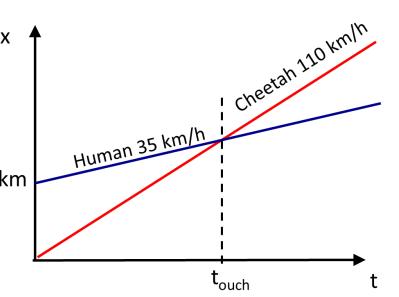
A cheetah can sprint at a speed of 110 km/h. The best a human is capable of is a speed of 35 km/h. A man and a cheetah are initially 0.400 km apart. Assuming that both man and cheetah are running at their top speed, how long does it take the cheetah to overtake the man?



Cheetah Sprint



A cheetah can sp human is capable cheetah are initia man and cheetah long does it take



Lets write time in hours and distances in km

Cheetah Snack

$$x_i = 0 \qquad x_i = 0.4$$

$$x_f = ?$$
 $x_f = ?$

$$v = 110$$
 $v = 35$

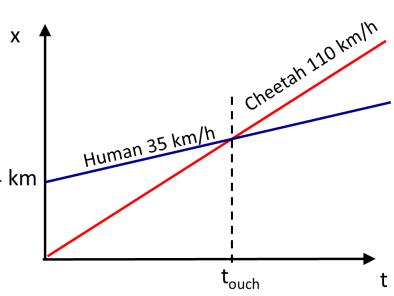
$$a = 0$$
 $a = 0$

$$t = ?$$
 $t = ?$

Cheetah Sprint



A cheetah can sp human is capable cheetah are initia man and cheetah long does it take



Lets write time in hours and distances in km

Cheetah Snack

$$x_i = 0$$
 $x_i = 0.4$
 $x_f = ?$ $x_f = ?$
 $v = 110$ $v = 35$
 $a = 0$ $a = 0$
 $t = ?$

Use:
$$x_f = x_i + vt$$

Cheetah:
$$x_f = 0 + 110t$$

Human:
$$x_f = 0.4 + 35t$$

$$110t = 0.4 + 35t$$

 $75t = 0.4$
 $t = 5.33 \times 10^{-3} \text{ h}$
 $t = 19.2 \text{ s}$

Kinematic equations of motion

constant a

$$a = 0$$

$$v_f = v_i + a\Delta t$$

$$v_i = v_f$$

$$x_f = x_i + v_i \Delta t + \frac{1}{2} a \Delta t^2$$

$$x_f = x_i + v\Delta t$$

$$v_f^2 = v_i^2 + 2a \cdot (\underline{x_f - x_i})$$

$$(x_f - x_i) = \frac{v_i + v_f}{2} \cdot \Delta t$$

$$a =$$

$$v_i =$$

$$v_f =$$

$$\triangle x =$$

$$\wedge t =$$

$$\Delta x = x_f - x_i$$

- a) How long does it take to come to rest?
- b) Over what distance must the air bag stop you if you are to survive the crash?

$$\Delta x = ?$$
 $v_1 = 23.6 \text{ m/s}$
 $v_2 = 0$
 $a =$
 $t = ?$

Is acceleration +ve or -ve???

- a) How long does it take to come to rest?
- b) Over what distance must the air bag stop you if you are to survive the crash?

$$\Delta x = ?$$
 $v_1 = 23.6 \text{ m/s}$
 $v_2 = 0$ Part a)
 $a = -245 \text{ m/s}^2$ Need t
 $t = ?$

$$v_f = v_i + a\Delta t$$

$$x_f = x_i + v_i \Delta t + \frac{1}{2} a\Delta t^2$$

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 $v_2 = 0$
 $a = -245 \text{ m/s}^2$
 $t = ?$

a) Use
$$v = v_o + a t$$

 $0 = 23.6 + (-245) t$ (add -245 t to each side)
 $245 t = 23.6$ (div by 245)
 $t = 23.6/245 = 0.096 s$

- a) How long does it take to come to rest?
- b) Over what distance must the air bag stop you if you are to survive the crash?

$$\Delta x = ?$$
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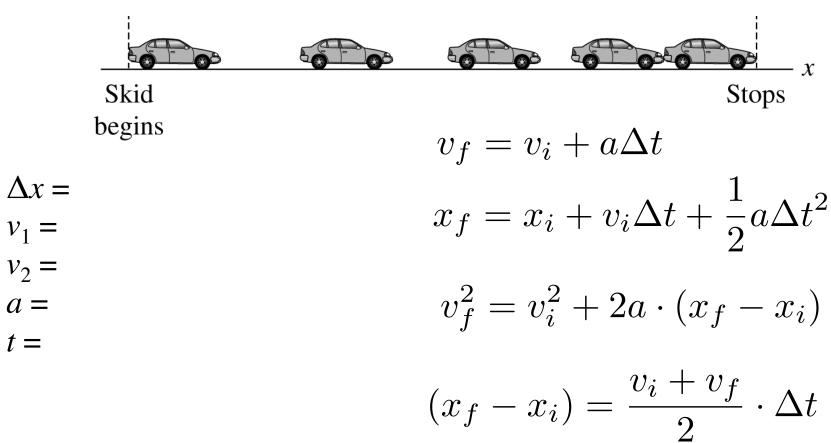
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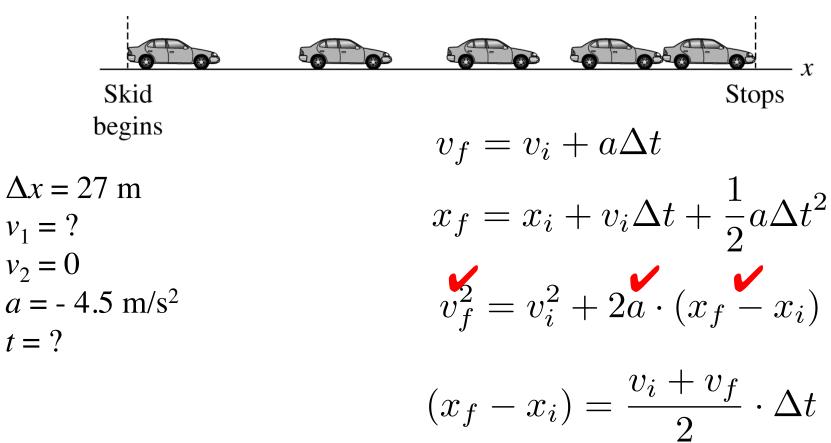
b) Use
$$v^2 = v_o^2 + 2 a \Delta x$$

 $0^2 = 23.6^2 + 2 (-245) \Delta x$
 $0 = 557 - 490 \Delta x$
 $\Delta x = 557/490 = 1.14 \text{ m}$

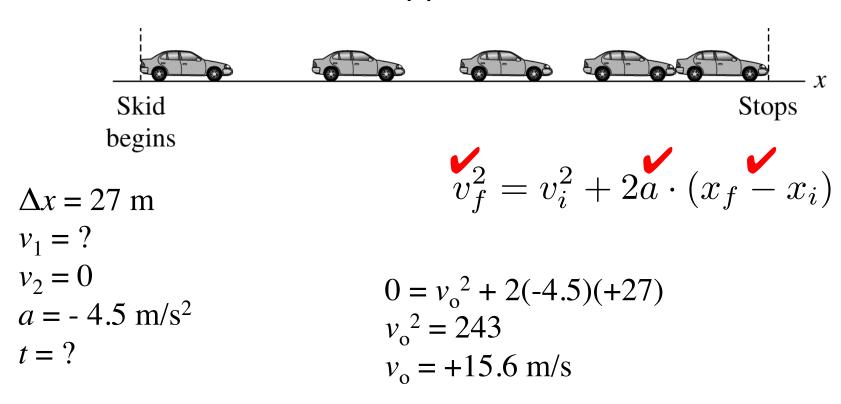
 A car brakes to avoid hitting a can of tuna. The brakes apply an acceleration of 4.5 m/s², and the car comes to rest over a distance of 27 m. What was the speed of the car at the instant the brakes were applied?



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The quadratic equation – it happens to the best of us

 You may encounter a kinematics problem in which you are asked to solve for the time, using the equation:

$$x_f = x_i + v_i \Delta t + \frac{1}{2} a \Delta t^2 \longrightarrow \Delta y = v_{y0} t + \frac{1}{2} a_y t^2$$

where Δy , v_{v0} and a_v are known.

• You need to use the quadratic equation to solve for t:

$$0 = At^{2} + Bt + C t = \frac{-B \pm \sqrt{B^{2} - 4AC}}{2A}$$

All objects fall with the same acceleration



Apollo 15, 1971

Free fall

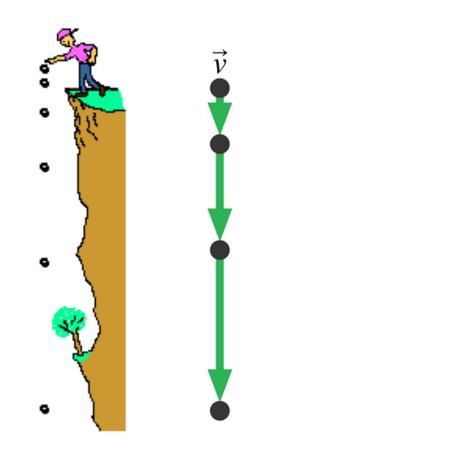
All objects fall with the same acceleration:

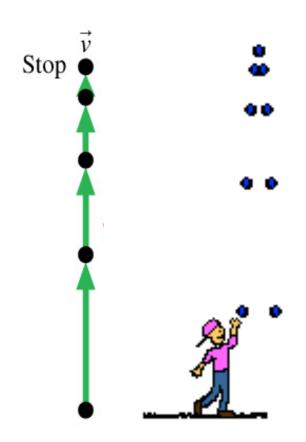
$$\vec{a} = \vec{g} = 9.8 \text{ m/s}^2 \text{ [down]}$$

- Valid near Earth's surface
- Regardless of object's mass
- Neglecting air resistance
- "Free fall" (i.e. motion with g) does not ONLY mean downward motion
 - Throw something up in the air the moment it leaves your hand, it is in free fall (while moving upward as well as downward)

Free falling upward?

• "free fall just refers to acceleration = g





Your frisbee is stuck in a branch that is 5.0 m above ground. You throw your shoe straight up to try to knock it down, but your shoe just reaches the frisbee before falling back down. What initial velocity did you give the shoe if it started at 1.5 m above ground?

Define up as the positive direction

What is Δy ?

$$\Delta y = v_i = v_f = a = \Delta t = \Delta t$$

$$v_f = v_i + a\Delta t$$

$$x_f = x_i + v_i \Delta t + \frac{1}{2} a\Delta t^2$$

$$v_f^2 = v_i^2 + 2a \cdot (x_f - x_i)$$

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Define up as the positive direction

What is Δy ?

$$\Delta y = 3.5 \text{ m}$$

 $v_i = ? \text{ (must be +ve)}$
 $v_f = 0 \text{ (at the top)}$
 $a = -9.8 \text{ m/s}^2$
 $\Delta t = ?$

$$v_f = v_i + a\Delta t$$

$$x_f = x_i + v_i \Delta t + \frac{1}{2} a\Delta t^2$$

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 $a = -9.8 \text{ m/s}^2$
 $\Delta t = ?$

$$v_f^2 = v_i^2 + 2a\Delta y$$

$$0 = v_i^2 + 2(-9.8)(3.5)$$

$$v_i = \sqrt{2(9.8)(3.5)} = 8.3 \text{ m/s}$$

Keep track of the units!!!

Would it matter if we had chosen down as the positive direction?

Clicker quiz

You are throwing a ball straight up in the air. At the highest point, the ball's

- a) velocity and acceleration are zero.
- b) velocity is nonzero but its acceleration is zero.
- c) acceleration is nonzero, but its velocity is zero.
- d) velocity and acceleration are both nonzero.

Clicker quiz

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- b) velocity is nonzero but its acceleration is zero.
- c) acceleration is nonzero, but its velocity is zero.
- d) velocity and acceleration are both nonzero.

 You are standing on 20 m tall stilts, and you throw a hotdog straight up into the air. It takes 5.0 seconds for the hotdog to hit the ground below you.

What was the initial velocity of the hotdog?

Define up as the positive direction (all units are in m and s)

$$\Delta y = -20$$
 $v_i = ?$
 $v_f = ?$
 $a = -9.8$
 $\Delta t = 5.0$
 $\Delta y = v_i t + \frac{1}{2} a t^2$

$$-20 = v_i 5.0 + \frac{1}{2} (-9.8) 5^2$$

$$v_i = 20.5 \text{ m/s}$$

Note: we did not have to break this problem into two parts (up and down), the math and proper signs takes care of it!!!

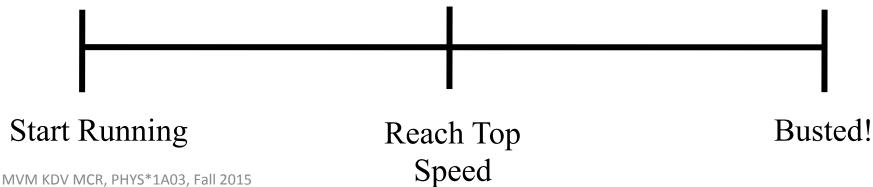
A note on the kinematic equations

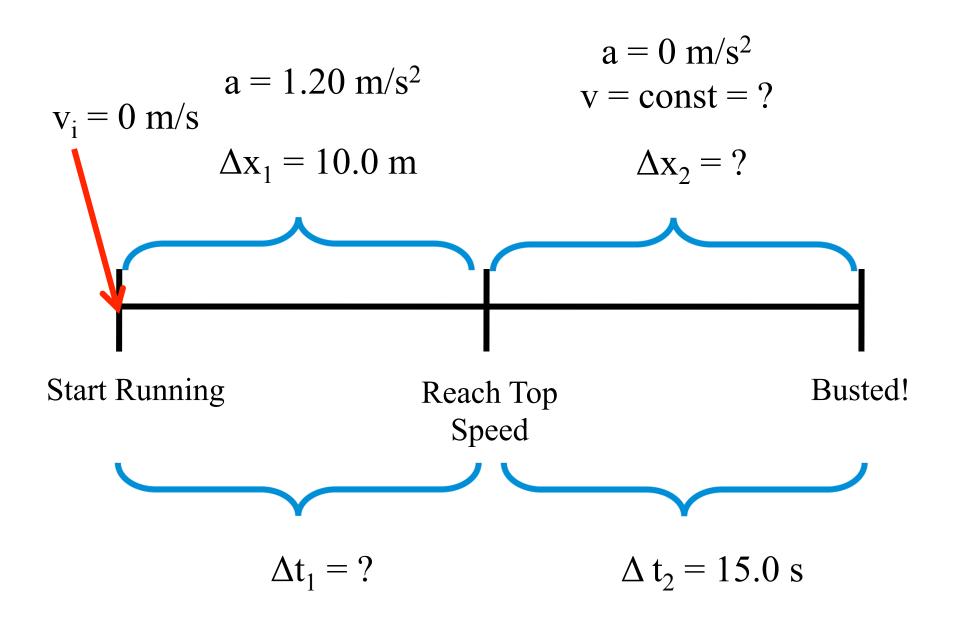
- Our equations are valid for motion in which the acceleration is constant
- Of course, real motion can have changing acceleration
 - Consider this case of driving: Traffic light turns green, you start from rest, accelerate to 50 km/h, then continue on at that speed (acceleration becomes zero)
- When dealing with this motion, we can break it up into two parts (each with it's own constant acceleration
- a. Accelerating up to 50 km/h
- b. Continuing on at 50 km/h (with a = 0)

Example: 1D motion with two parts

Sitting beside an old lady in the park, you grab her purse and start running. Over the first 10.0 m, you accelerate at 1.20 m/s² up to your top running speed, and then continue to sprint at this speed for 15.0 s more before being tackled from behind by the old lady.

- (a) How long did it take the old lady to catch you?
- (b) How far from the bench did you get before being caught?





What do we know?

First Part

Second Part

$$\Delta x_1 = 10.0 \text{ m}$$
 $\Delta x_2 = ?$
 $v_{1i} = 0 \text{ m/s}$ $v_{2i} = ?$ same
 $v_{1f} = ?$ $v_{2f} = ?$ (v constant)
 $a_1 = 1.2 \text{ m/s}^2$ $a_2 = 0 \text{ m/s}^2$
 $\Delta t_1 = ?$ $\Delta t_2 = 15.0 \text{ s}$

Start Solving

First Part

$$\Delta x_1 = v_{1i}\Delta t_1 + \frac{1}{2}a_1\Delta t_1^2$$

$$\Rightarrow$$
 10.0 = (0) $\Delta t_1 + \frac{1}{2} (1.20) \Delta t_1^2$

$$\Rightarrow$$
 10 = $0.6 \Delta t_1^2$

$$\Rightarrow \Delta t_1 = \sqrt{\frac{10}{0.6}} = 4.10 \ s$$

$$v_{1f} = v_{1i} + a_1 \Delta t_1$$

$$\Rightarrow v_{1f} = 0 + 1.2 \cdot 4.1 = 4.92 \ m/s$$

Second Part

$$\Delta x_2 = v_{2i} \Delta t_2 + \frac{1}{2} a_2 \Delta t_2^2$$

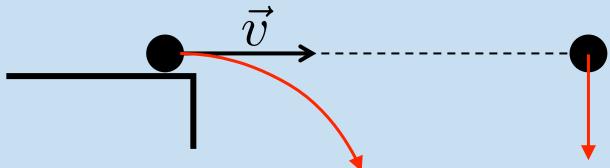
$$\Rightarrow x_2 = (4.92)(15) + \frac{1}{2}(0)t^2$$

$$\Rightarrow x_2 = 73.8 \ m$$

$$\Delta x_{TOT} = \Delta x_1 + \Delta x_2$$

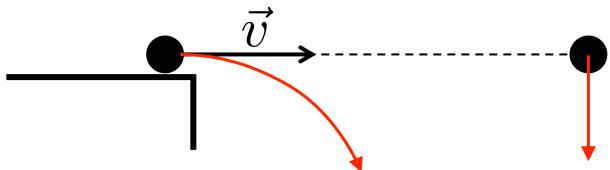
$$\Rightarrow x_{TOT} = 10.0 + 73.8 = 83.8 \ m$$

A ball is pushed off a table with some initial horizontal velocity, an other ball is released from rest from the same height at the same time. Which one hits the floor first?



- A. The dropped ball
- B. The pushed ball
- C. They land at the same time

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- A. The dropped ball
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- C. They land at the same time

- What does this mean????
 - x and y motion are independent of each other!!

Components make life easy!

• Since all vector terms have *x* and *y* components, they separate:

x motion

y motion

$$v_{x,f} = v_{x,i} + a_x t$$

$$v_{y,f} = v_{y,i} + a_y t$$

$$x_f = x_i + v_{x,i}t + \frac{1}{2}a_x t^2$$

$$y_f = y_i + v_{y,i}t + \frac{1}{2}a_y t^2$$

$$x_f - x_i = \frac{1}{2}(v_{x,i} + v_{x,f})t$$

$$y_f - y_i = \frac{1}{2}(v_{y,i} + v_{y,f})t$$

$$v_{x,f}^2 = v_{x,i}^2 + 2a_x \cdot (x_f - x_i)$$

$$v_{y,f}^2 = v_{y,i}^2 + 2a_y \cdot (y_f - y_i)$$

Components make life easy!

• Since all vector terms have x and y components, they separate:

With projectile motion $a_x = 0$, $a_y = g$, life gets even easier!

Physics Girl jumps from a balcony onto a trampoline with a horizontal velocity of 12 m/s, and lands 22 m below.

- a) How long is she in the air?
- b) How far from the balcony does she land?

$$x$$
 information

$$\Delta x = ?$$

$$v_x = 12$$

$$\Delta t = ?$$

y information

$$\Delta y = -22$$
?

$$v_{y,i} = 0$$

$$v_{y,f} = ?$$

$$a = -9.8$$

$$\Delta t = ?$$

$$\Delta y = v_{y,i}t + \frac{1}{2}at^2$$
$$-22 = 0 + \frac{1}{2}(-9.8)t^2$$

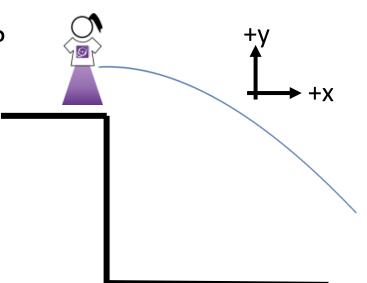
$$\frac{2(-22)}{-9.8} = t^2$$

$$t = 2.1 \text{ s}$$

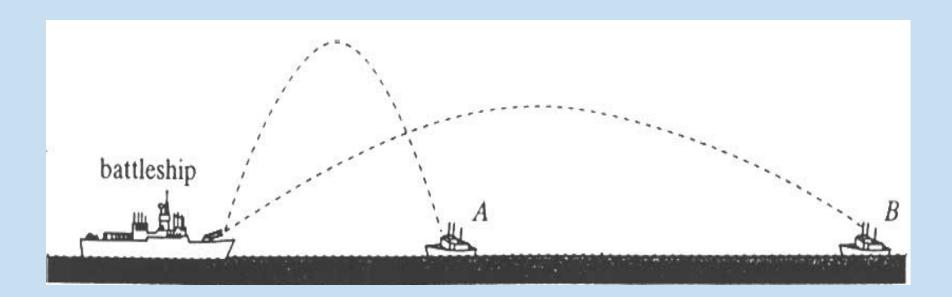
$$\Delta x = v_x t$$

$$\Delta x = 12(2.1)$$

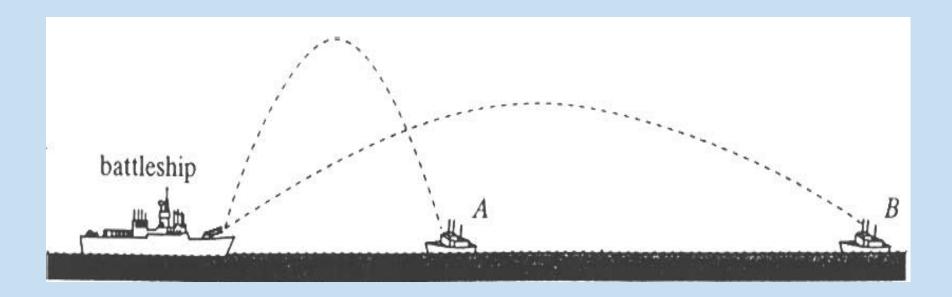
$$\Delta x = 25 \text{ m}$$



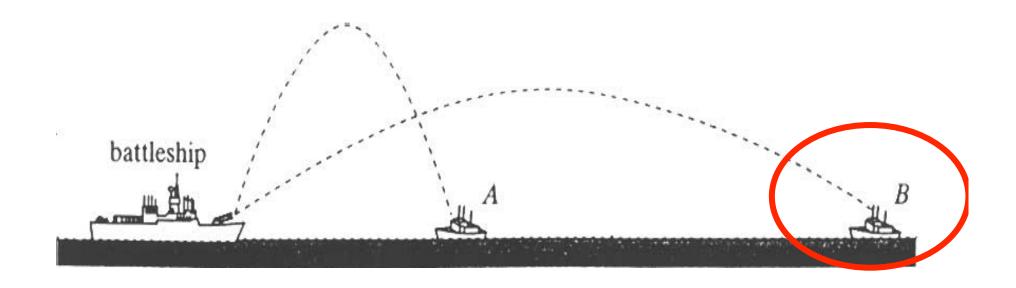
• A battleship simultaneously fires two shells at enemy ships. If the shells follow the parabolic trajectories shown, which ship gets hit first?



• A battleship simultaneously fires two containers of hot dogs and bananas at neighbouring ships. If the shells follow the parabolic trajectories shown, which ship gets hit first?



• A battleship simultaneously fires two containers of hot dogs and bananas at neighbouring ships. If the shells follow the parabolic trajectories shown, which ship gets hit first?



Remember, we can break up the motion into the x and y directions

Mid Term on Friday

You must write in your designated room:

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    Mac ID: a____ to f____ write in BSB 147
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Mac ID: g____ to kh___ write in ITB 137

Mac ID: ki to n write in JHE 376

Mac ID: o ____ to sh___ write in MDCL 1102

Mac ID: si____ to z___ write in MDCL 1105

Check avenue carefully