

# Physics 2311 – Physics I, Week 2

## Dr. J. Pinkney

### Outline for W2, Day “2”

Finish measurements and errors (Ch. 1)

Motion in 1-dimension

Position, distance, path length, displacement

Average speed & velocity

### Homework:

Ch. 1 Read sections 3-5,7 (skim 1 & 2)

Ch. 1 MisConcQs: 2-8,10; Probs:1-8,14,15,17,18,  
23,24,54-56 (due today by 2:30 pm)

Ch. 2 Read sections 1-7,(8); Probs. 2,3,5-7,14,  
23-27,35-38,53-56 (Due next Wed)

Notes: Lab is “Measurements in Physics”

Quiz 1 next Monday on Ch 1 and some Ch 2.

Try practice quiz online.

I tried to fix Canvas for Sec 2.

Tutoring confirmed Wed and Thur 7-9 pm, Het 201.

# Physics 2311 – Physics I, Week 2

## Dr. J. Pinkney

### Outline for W2, Day “3” (Fri)

Motion in 1-dimension

Position, distance, path length, displacement

Average speed & velocity

Acceleration

### Homework:

Ch. 2 Read sections 1-7,(8); Probs. 2,3,5-7,14,  
23-27,35-38,53-56 (Due next Wed)

### Notes:

Ch. 1 hwk key is under “NEW STUFF”

Mon and Tues Labs do Exp 1, others do Exp 2.

Quiz 1 on Monday on Ch 1 and some Ch 2.

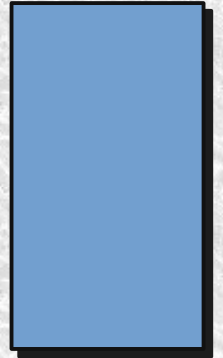
Try THREE practice quizzes online.

I tried to fix Canvas for Sec 2 (9am).

Tutoring confirmed Wed and Thur 7-9 pm, Het 201.

# Error propagation example

1) Find the Area of a rectangular plate with  $L=21.3\pm0.2$  cm,  $W=9.8\pm0.1$  cm, using the “adding the fractional errors” method to determine the errors.



Final answer:  $A = 209 \pm 4 \text{ cm}^2$

2) Find the same area using the correct “add fractional errors in quadrature” approach to determine the errors.

Final answer:  $A = 209 \pm 3 \text{ cm}^2$

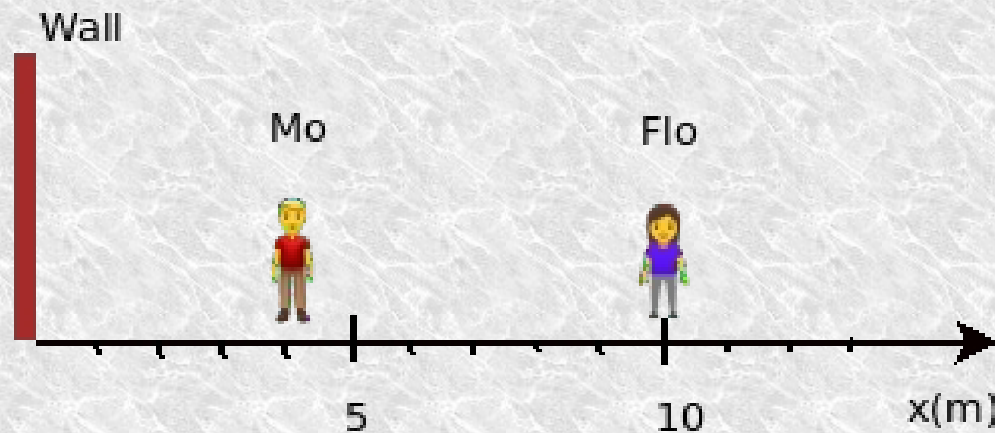
3) Find the same area supposing you were NOT given the errors, only  $L=21.3$  cm,  $W=9.8$  cm.

Final answer:  $A = 210 \text{ cm}^2$



# Motion in 1-Dimension

Mo and Flo are standing conveniently on a number line, which has its origin,  $x=0$ , where the floor meets a wall.

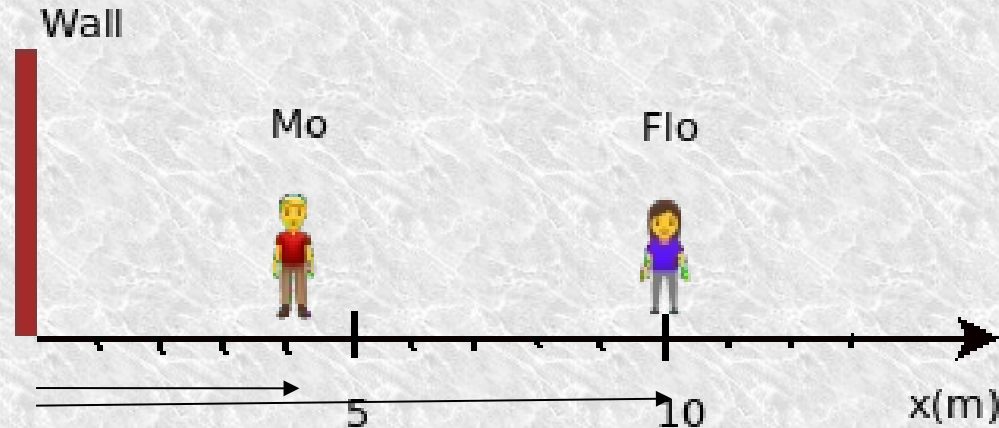


Relative to this origin, we can quantify Mo and Flo's ...

**Position**: the distance away from a reference point.

- Symbols for position:  $x$ ,  $y$ ,  $z$
- Positions for Mo and Flo:  $x_{mo} = 4 \text{ m}$  and  $x_{flo} = 10 \text{ m}$ .

# Motion in 1-Dimension (cont.)



**Position vector**: a vector pointing from a reference point to an object of interest.

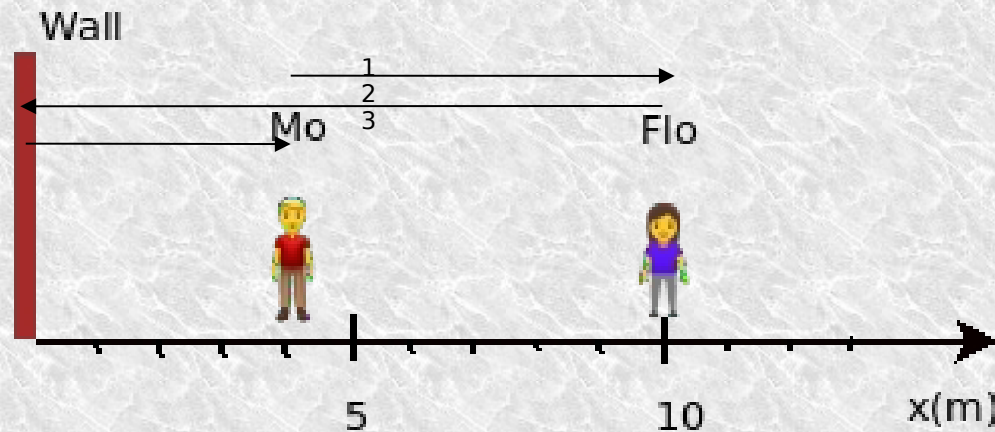
- Symbols for position vector:  $\mathbf{x}$ ,  $\mathbf{r}$ ,  $\vec{x}$
- For Mo and Flo we have  $\mathbf{x}_{mo} = 4 \hat{i} \text{ m}$  and  $\mathbf{x}_{flo} = 10 \hat{i} \text{ m}$ .
- The position vectors for Mo and Flo are shown under the numberline.

The **distance** between two objects can be defined as the magnitude of the difference between their positions.

$$\text{Ex) } d_{\text{flo to mo}} = |\mathbf{x}_{mo} - \mathbf{x}_{flo}| = |4 - 10| = 6 \text{ m.}$$

# Motion in 1-Dimension

Ex) Mo walks to Flo, gets rejected, walks to the wall ( $x=0$ ), and then returns to  $x=4$ .



**Path length** ( $d$ ,  $\ell$ ): the sum of all distances making up a path.

Ex) Mo's path length (above) is  $\ell = d_1 + d_2 + d_3 = 6 + 10 + 4 = 20\text{m}$

Note: path length is like a cars odometer reading, only increasing.

**Displacement** ( $\Delta\mathbf{x}$ ,  $\Delta\vec{x}$ ,  $\Delta\mathbf{r}$ ): The difference between the final position vector and the initial position vector of a journey.

$$\Delta\mathbf{x} \equiv \mathbf{x}_f - \mathbf{x}_i$$

Ex) Mo's displacement is  $\Delta\mathbf{x} = \mathbf{x}_f - \mathbf{x}_i = 4\hat{i} - 4\hat{i} = 0\hat{i}\text{ m}$ .

## Week 2 (cont.)

### Motion in 1-Dimension (cont.)

Average speed ( $s_{\text{avg}}$ ,  $v$ , "average speed") = distance or path length per time.

- $s_{\text{avg}} \equiv d / \Delta t = \ell / \Delta t$
- $s_{\text{avg}}$  is only positive.  $s_{\text{avg}}$  is a scalar, not a vector.
- Dimensions are L/T. MKS units are m/s.

Average velocity ( $\mathbf{v}_{\text{avg}}$ ,  $\vec{v}_{\text{avg}}$ ,  $\bar{v}$ ) = displacement per time.

$$\mathbf{v}_{\text{avg}} \equiv \Delta \mathbf{x} / \Delta t$$

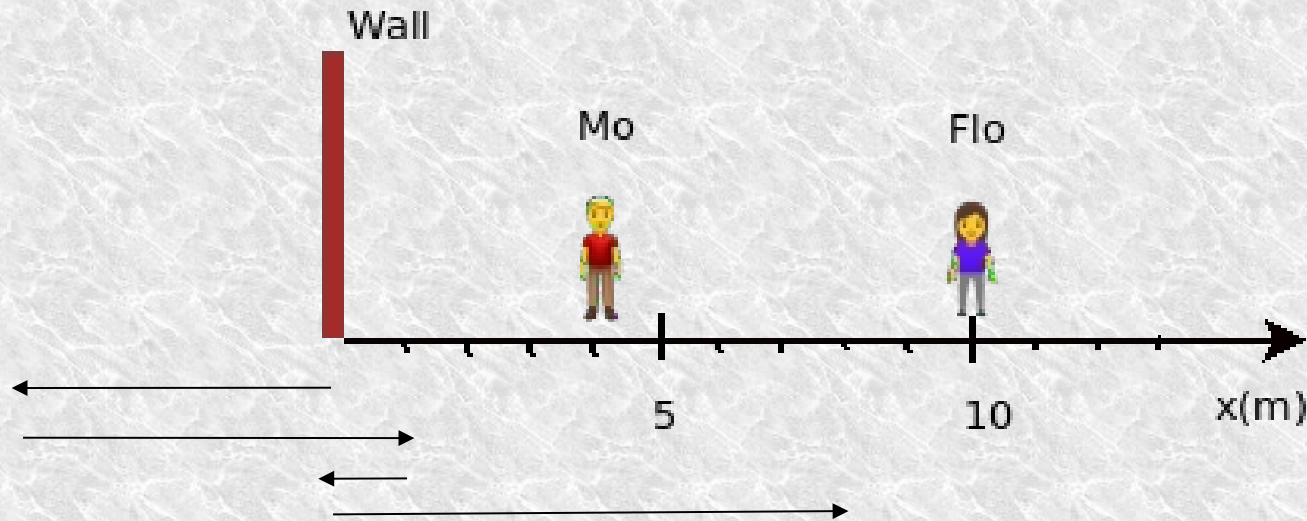
$\mathbf{v}_{\text{avg}}$  is a vector – it has magnitude and direction.

$\mathbf{v}_{\text{avg}}$  can be positive (in the +x direction) or negative (in the -x direction).



## Week 2 (cont.)

### Motion in 1-Dimension (cont.)



Example) Doing chores, Mo starts at  $x=0$ , walks 5' left, 6' right, 1' left, and 8' right in 40 seconds. What was Mo's average speed?

Ans:  $d = 5 + 6 + 1 + 8 = 20'$ , so  $s_{\text{avg}} = 20'/40\text{sec} = 0.5 \text{ ft/sec}$ .

Example) What was Mo's average velocity for this journey?

Ans:  $\mathbf{v}_{\text{avg}} \equiv \Delta \mathbf{x} / \Delta t = (8\hat{i} - 0\hat{i}) / (40 \text{ sec}) = 8\hat{i}/40 = 0.2 \hat{i} \text{ ft/s}$

Note: we don't have enough info to say how fast Mo was moving at any point in time during this journey!



# Physics 2311 – Physics I, Week 23

Dr. J. Pinkney

## Outline for Day W3, D1

Motion in 1-D (cont.)

Instantaneous velocity as a slope of  $x$  vs  $t$  graph

Acceleration (average and instantaneous)

Graphs of  $x$ ,  $v$ , and  $a$  vs  $t$ .

Equations of motion

Equations of uniform acceleration

Last 15 min: Quiz 1.

Homework (Due Wednesday)

Ch. 2 Prob. 2,3,5-7,14,23-27,35-38,53-56

Notes: Return Hwk 1. Means=9.2, 9.3

Tutoring on Wed, Thu 7-9 (2<sup>nd</sup> floor Heterick).

Last day to Drop is Feb 9.

## Week 2 (cont.)

### Motion in 1-Dimension (cont.)

Instantaneous speed, ( $s, s_{\text{inst}}$ ): the speed at an instant in time.

- Definition:  $s \equiv \lim(\Delta t \rightarrow 0) \Delta \ell / \Delta t$  or  $s \equiv \frac{d\ell}{dt}$
- $s$  is a scalar and so it is always positive
- Dimensions: L/T

Instantaneous velocity, ( $\mathbf{v}, \mathbf{v}_{\text{inst}}, \vec{v}, v$ ): the velocity at an instant in time.

Definition:  $\mathbf{v} \equiv \lim(\Delta t \rightarrow 0) \Delta \mathbf{x} / \Delta t$  or  $\vec{v} \equiv \frac{d\vec{x}}{dt}$

- $\mathbf{v}$  is a vector, and so it can be positive or negative
- Dimensions: L/T

Ex) A racecar moves obeying  $\mathbf{x}(t) = 3 - 6t^2 \text{ m } \hat{i}$ . What is its instantaneous velocity at  $t=3$  seconds?

Ans:  $\mathbf{v}(t) = d\mathbf{x}/dt = -12t \hat{i}$ , so  $\mathbf{v}(t=3) = -36 \text{ m/s } \hat{i}$ .

## Week 2 (cont.)

### Motion in 1-Dimension (cont.)

#### Inequalities involving speed and velocity

Possible inequalities:  $=$ ,  $\leq$ ,  $\geq$ ,  $\neq$ ,  $<$ ,  $>$

1) The instantaneous speed is the magnitude of the instantaneous velocity.

$$s = |\vec{v}|$$

Q: Is *average* speed equal to the magnitude of average velocity?  $s_{avg} ? |\vec{v}_{avg}|$

Ans: not necessarily!

2) The average speed is greater than or equal to the magnitude of  $\vec{v}_{avg}$ .

$$s_{avg} \geq |\vec{v}_{avg}|$$

Q: When is the magnitude of average velocity less than average speed?

(Hint: see previous problem with Mo's 4-leg journey.)

Ans: when there are reversals, or "switchbacks" in the journey.

Q: What is the inequality between path length and magnitude of displacement?

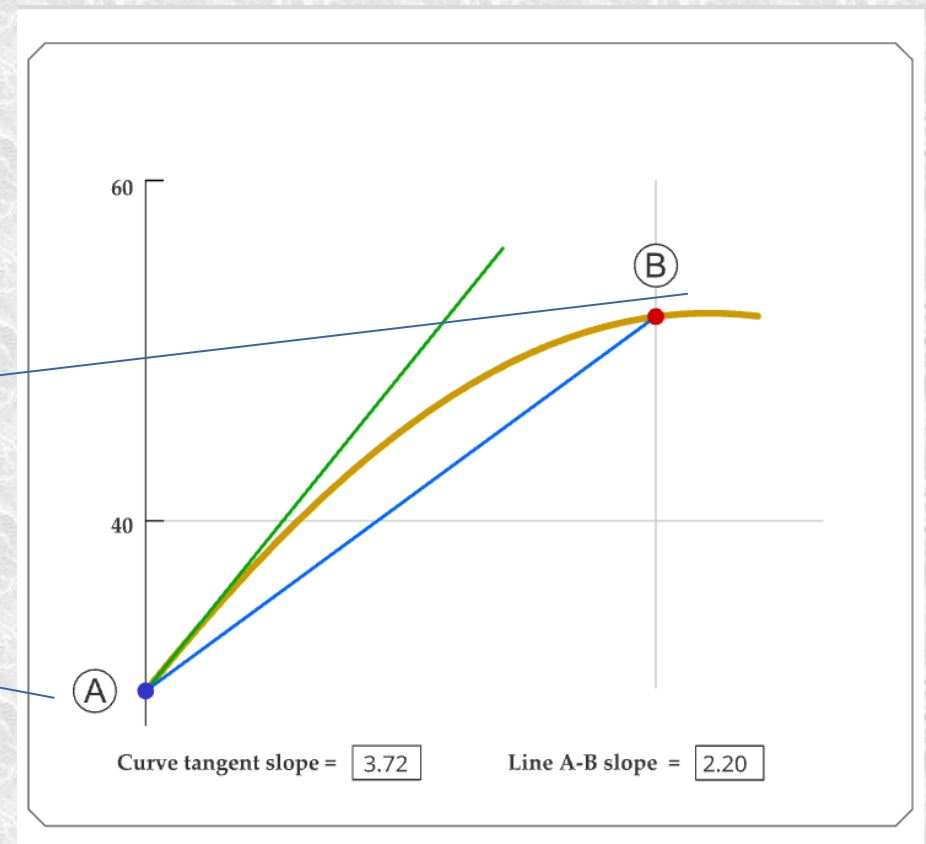
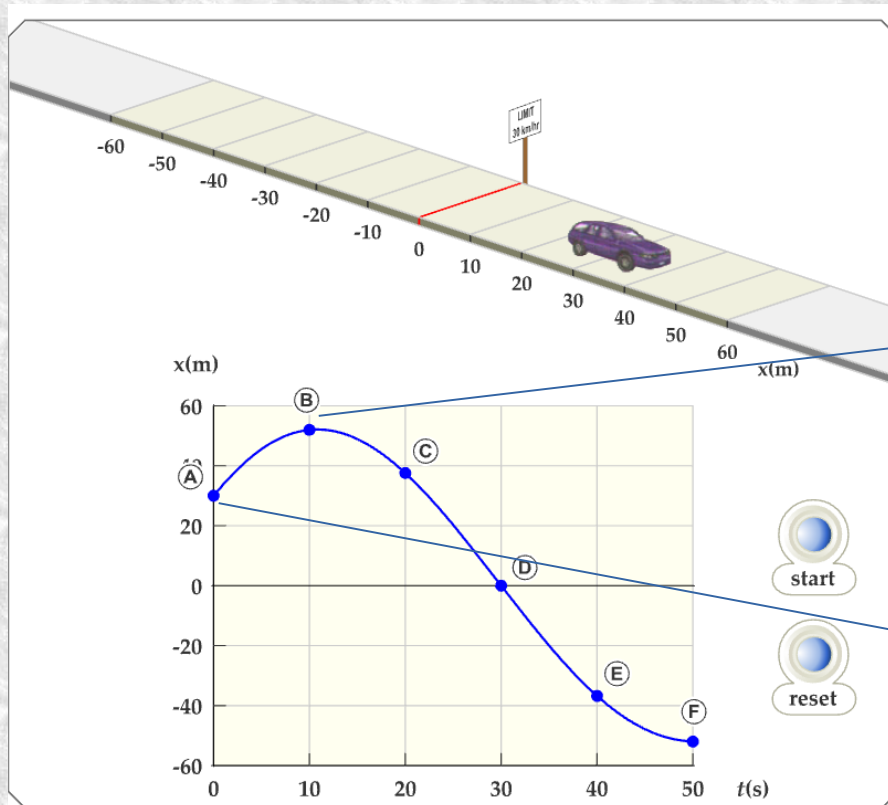
$$d \geq |\Delta \vec{x}_{avg}|$$



# Week 2 (cont.)

## Motion in 1-Dimension (cont.)

### *Position vs Time graphs*



The instantaneous velocity (at A) is the slope of the green line tangent to the  $x$  vs.  $t$  curve.

$$\lim_{\Delta t \rightarrow 0} \frac{\Delta \vec{x}}{\Delta t} = \frac{d \vec{x}}{dt}$$

## Week 2 (cont.)

### Motion in 1-Dimension (cont.)

Average acceleration ( $\mathbf{a}_{\text{avg}}$ ,  $\bar{a}$ ): a change of velocity per time.

$$\mathbf{a}_{\text{avg}} \equiv \Delta \mathbf{v} / \Delta t = (\mathbf{v}_f - \mathbf{v}_i) / (t_f - t_i)$$

$\mathbf{a}_{\text{avg}}$  (and  $\bar{a}$ ) are vectors

Negative  $\mathbf{a}_{\text{avg}}$  means “to the left” (NOT decelerating!)

Slope of a line connecting 2 points on a v vs t graph

Instantaneous acceleration ( $\mathbf{a}$ ,  $\mathbf{a}_{\text{inst}}$ ,  $a$ ): rate of change of velocity with time at an instant.

$$\mathbf{a} \equiv \lim(\Delta t \rightarrow 0) \Delta \mathbf{v} / \Delta t = d\mathbf{v} / dt$$

$\mathbf{a}$  is a vector. We will NOT have a scalar version of acceleration which is always positive.

Negative  $\mathbf{a}$  means “to the left” (NOT decelerating)

Slope of a tangent to a v vs t graph.

## Week 2 (cont.)

### Example problems involving acceleration definitions

Average acceleration ( $a, \mathbf{a}_{\text{avg}}$ ):  $\mathbf{a}_{\text{avg}} \equiv \Delta \mathbf{v} / \Delta t = (v_f - v_i) / (t_f - t_i)$

Instantaneous acceleration ( $\mathbf{a}, \mathbf{a}_{\text{inst}}$ ):  $\mathbf{a} \equiv \lim(\Delta t \rightarrow 0) \Delta \mathbf{v} / \Delta t = d\mathbf{v} / dt$

**Ex** (P. 2.24): A car accelerates at  $a = 1.8 \text{ m/s}^2$ . How long does it take to accelerate from 65 km/hr to 120 km/hr?

Soln:  $\mathbf{a}_{\text{avg}} = \Delta \mathbf{v} / \Delta t = 1.8 \text{ m/s}^2$  so solve for  $\Delta t = \Delta \mathbf{v} / \mathbf{a}_{\text{avg}}$

Need to convert units of  $\Delta \mathbf{v} = (120 - 65 \text{ km/hr})$

$= 55 \text{ km/hr} * (1 \text{ hr} / 3600 \text{ s}) * (1000 \text{ m} / \text{km}) = 15.28 \text{ m/s}$

So  $\Delta t = 15.28 / 1.8 = 8.49 \text{ sec} \rightarrow \boxed{8.5 \text{ sec.}}$

**Ex** (P. 2.26): If  $x(t) = 4.8t + 7.3 t^2$ , what is the acceleration as a function of time?

Soln:  $a = dv/dt = d^2x/dt^2$  so find  $dx/dt = 4.8 + 14.6 t$

And then  $d^2x/dt^2 = \boxed{14.6 \text{ m/s}^2}$



# Week 2 (cont.)

## Motion in 1-Dimension (cont.)

More on graphing

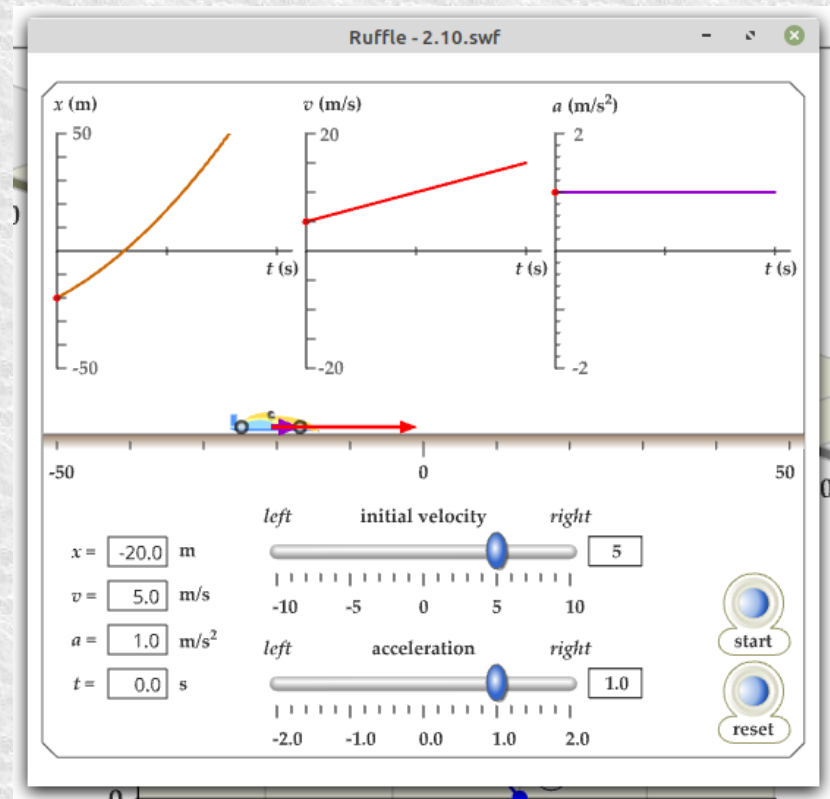
x vs t:  $\mathbf{v_{inst}}$  is slope of x vs t (but area under x vs t is nothing!)

v vs t:  $\mathbf{a_{inst}}$  is slope of v vs t

v vs t:  $\Delta\mathbf{x}$  is area under v vs t

a vs t:  $\Delta\mathbf{v}$  is area under a vs t

See 2.10.swf:



# Week 2 (cont.)

## Motion in 1-Dimension (cont.)

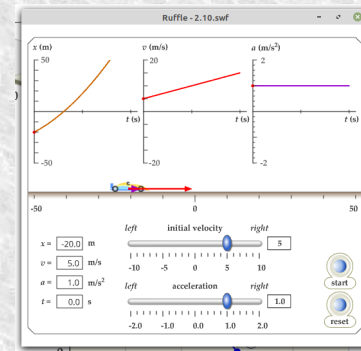
Equations of motion: equations which show  $x$  as a function of time.

$x = x_0$  Object is stationary!

$x = x_0 + v_0 t$  Object moves with a constant speed/velocity.  
 $x_0$  is position at  $t=0$ ,  $v_0$  is velocity at  $t=0$ .

$x = x_0 + v_0 t + \frac{1}{2}at^2$  Object has uniform acceleration.

Show graphs on board and with swf:



## Week 2 (cont.)

### Motion in 1-Dimension (cont.)

Next: Equations of uniform acceleration.