

Phys 2110-4

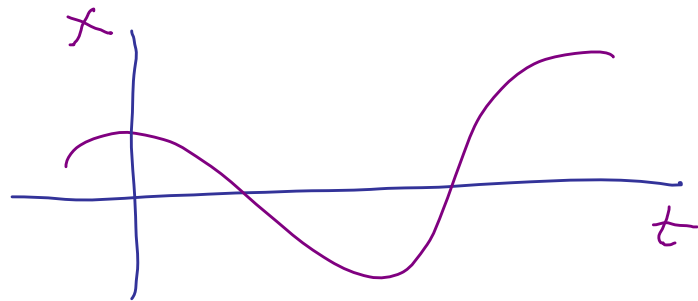
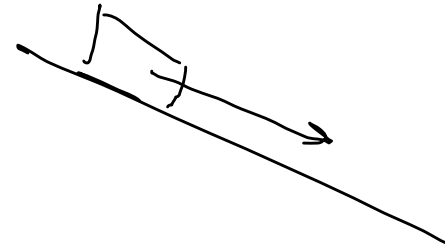
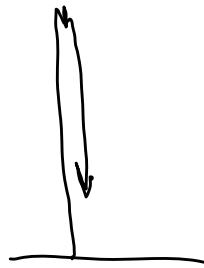
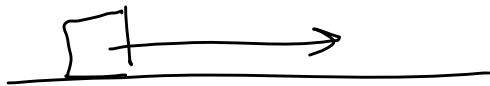
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Note Title

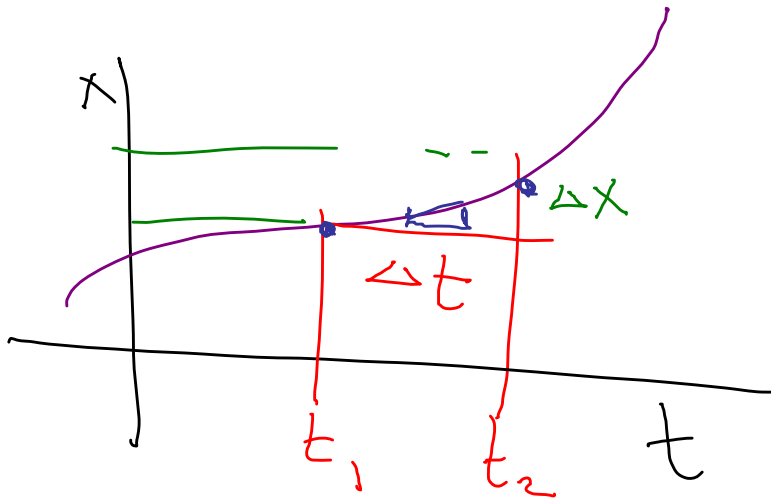
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Chap 2

1-Dim Motion



How rapidly is location  
changing?



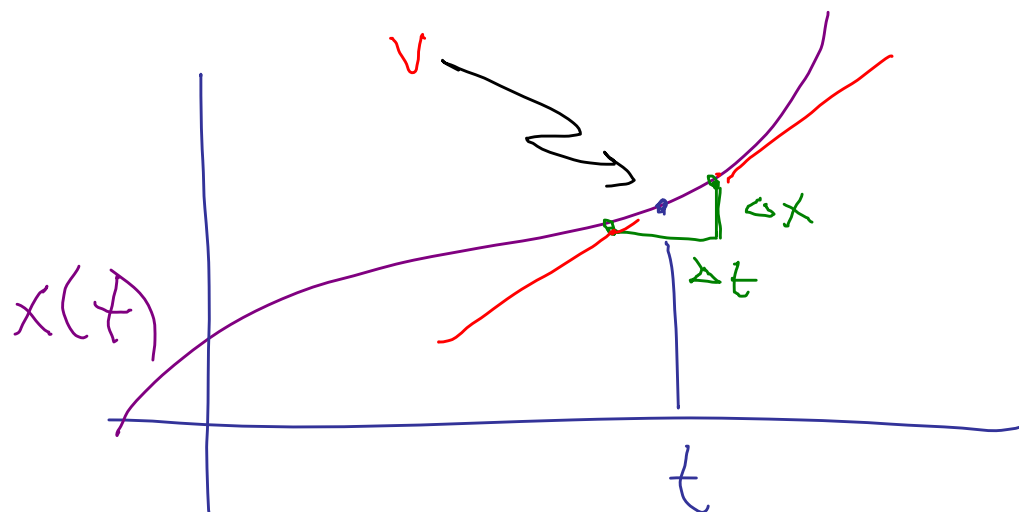
$$\Delta t = t_2 - t_1$$

$$\bar{v} = \frac{\Delta x}{\Delta t} = \text{slope of segment}$$

Average velocity,  $\frac{m}{s}$

$\bar{v}$  depends on time interval.

"How rapidly is something moving right now."



$$V = \lim_{\Delta t \rightarrow 0} \frac{\Delta x}{\Delta t} = \frac{dx}{dt}$$

$$= x'(t)$$

At  $t$ ,

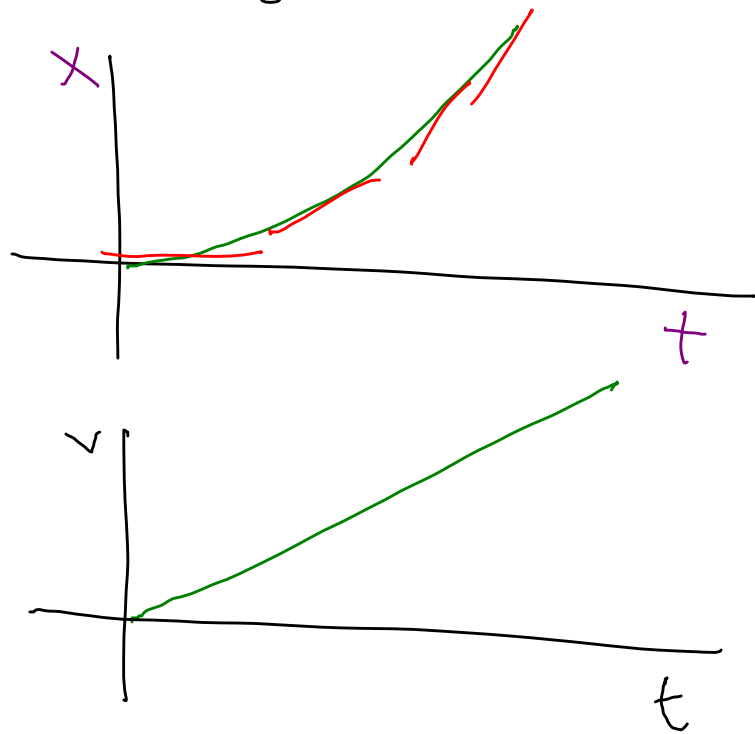
Choose  $\Delta t$ ,  $\Delta x$

make them both  
small,

Segment approaches  
tangent,

slope  $\rightarrow$  derivative  
of  $x$  with respect to  
 $t$ ,  $\frac{dx}{dt}$

" $v$  is the derivative of the  $x(t)$  curve"



2.21 A model rocket  
is launched str up  
Its altitude  $y$  is

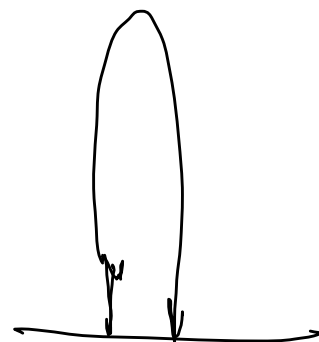
$$y = bt - ct^2 \text{ where}$$

$$b = 82 \frac{\text{m}}{\text{s}} \quad c = 4.9 \frac{\text{m}}{\text{s}^2}$$

- Find  $v(t)$
- When is vel. zero?

$$y = bt - ct^2$$

$$v = \frac{dy}{dt} = b - 2ct$$

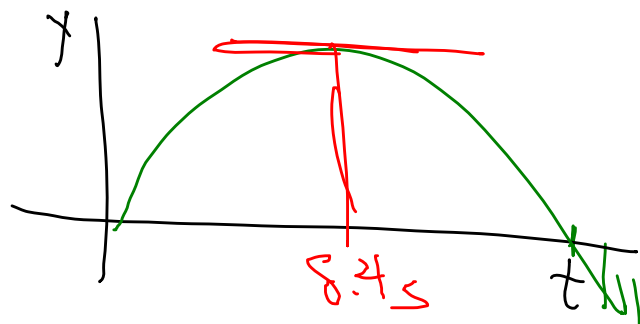


$$\frac{\cancel{\text{m/s}}}{\cancel{\text{m/s}^2}} \rightarrow \text{s}$$

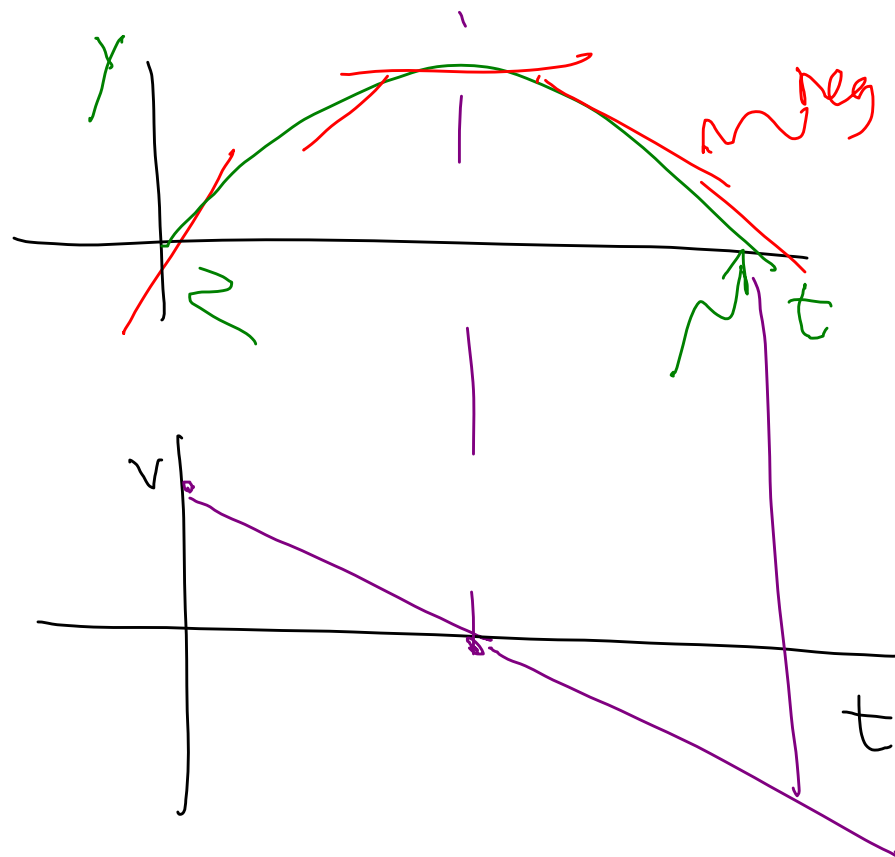
b) Solve for t

$$\begin{matrix} \nearrow 82 \text{ m} & \nearrow 4.9 \text{ m/s}^2 \end{matrix}$$

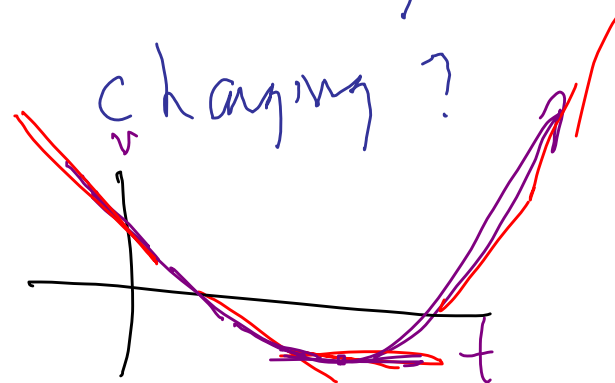
$$0 = b - 2ct$$

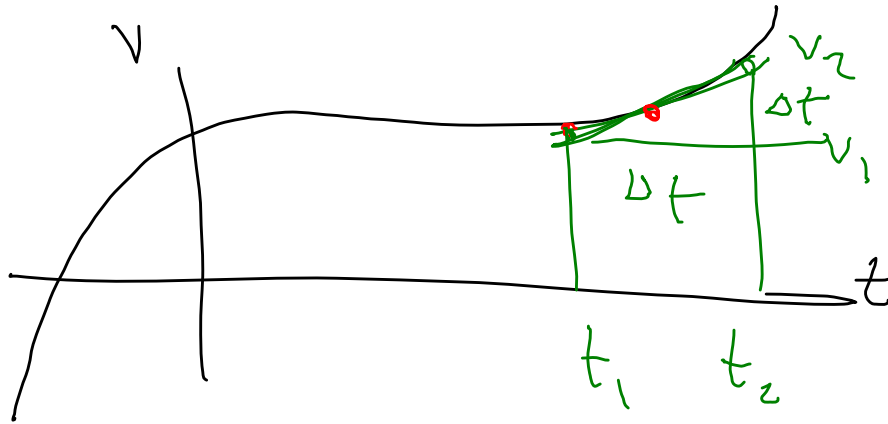


$$\begin{aligned} 2ct &= b \\ t &= \frac{b}{2c} = \frac{82 \text{ m}}{2(4.9 \text{ m/s}^2)} \\ &= \boxed{8.4 \text{ s}} \end{aligned}$$



How rapidly is  
velocity  
changing?



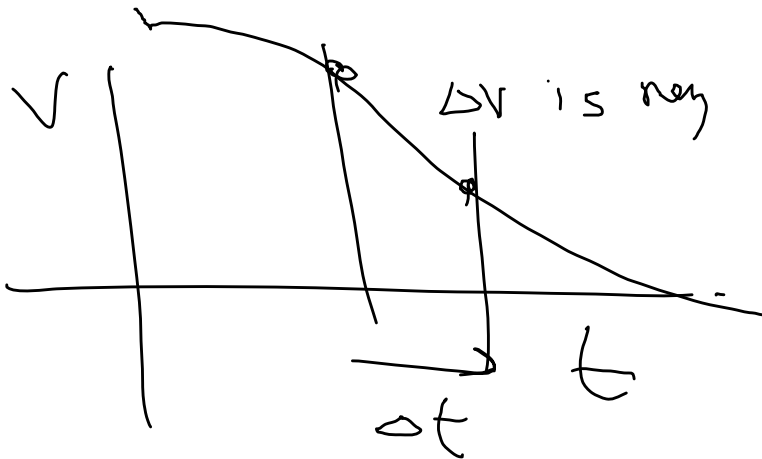


Acceleration

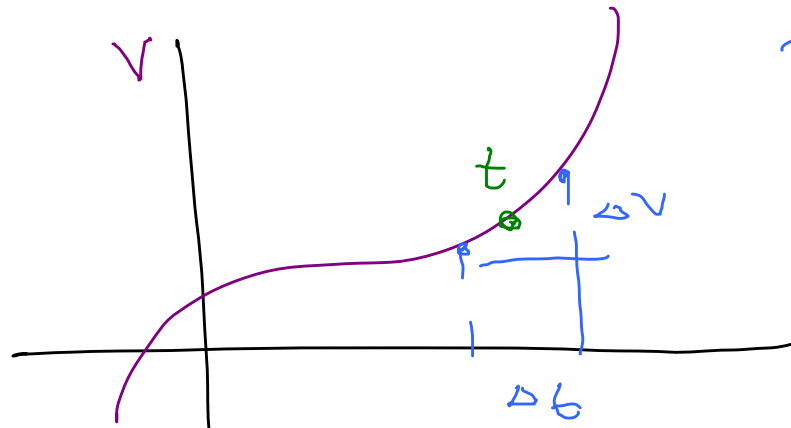
$$\bar{a} = \frac{\Delta v}{\Delta t}$$

Units ;

$$[a] = \frac{m/s}{s} = \frac{m}{s^2}$$



How fast is velocity changing right now.



Instantaneous accel.

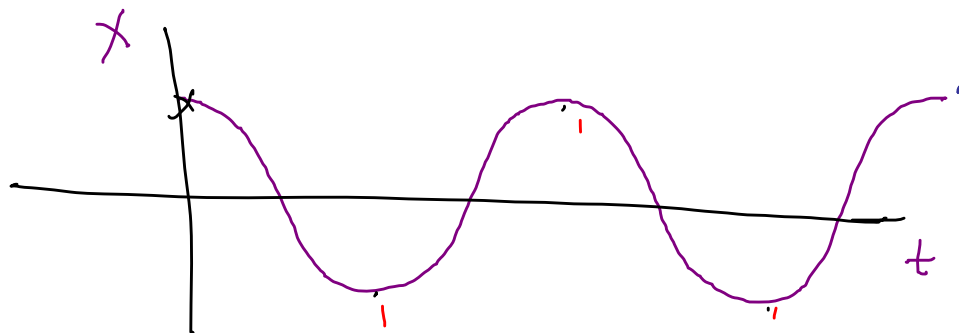
$$a = \lim_{\Delta t \rightarrow 0} \frac{\Delta v}{\Delta t} = \frac{dv}{dt}$$
$$= v'(t) = \frac{d^2x}{dt^2}$$

$$y = bt - ct^2$$

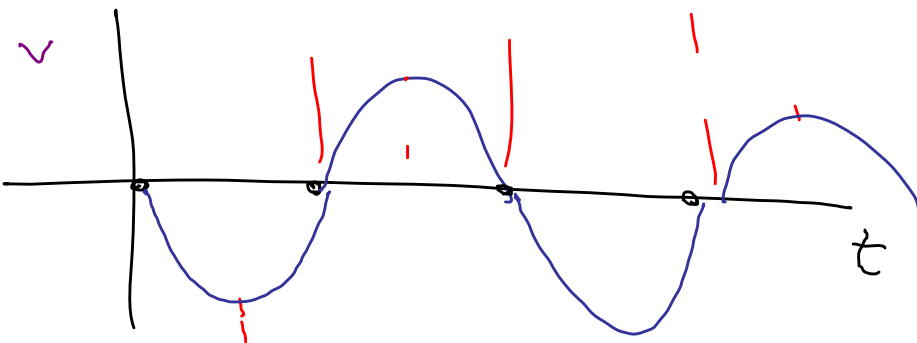
$$v = b - 2ct$$

$$a = -2c = -2(4.9 \frac{m}{s^2}) = -9.8 \frac{m}{s^2}$$

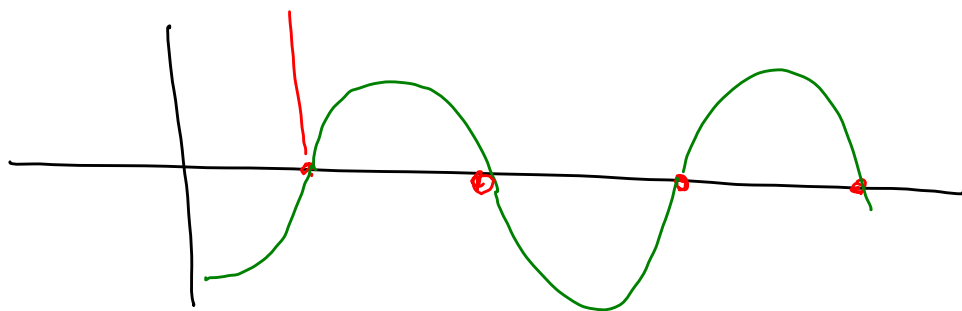




$$x = A \cos(\omega t)$$



$$v = -\omega A \sin(\omega t)$$



$$a = -\omega^2 A \cos(\omega t)$$

# Special Case

Really special  
case:

$$a = 0 = \frac{dv}{dt}$$

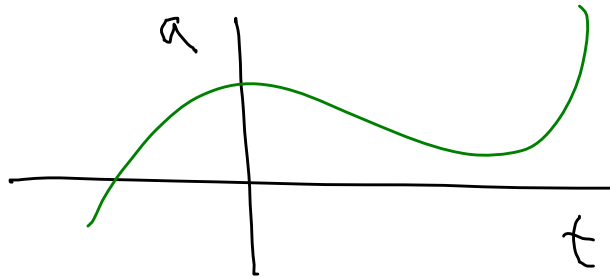
$$v = \text{const} = \frac{dx}{dt}$$

$$x = vt + C = x = x_0 + vt$$

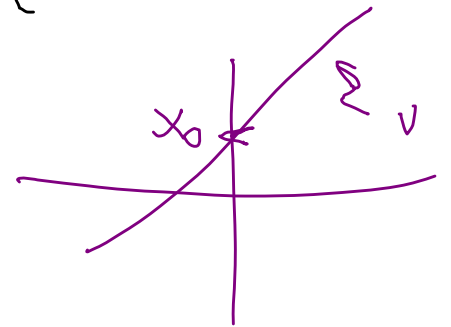
↓

↖ initial position

Go further:



$$\frac{da}{dt} = b$$



Special Case,  $\text{accel} = \text{const}$   
 $= a$

$$a = \frac{dv}{dt}$$

$$v = at + C$$

$$v = v_0 + at$$

$$t = 0$$

$$v = C$$

$$v_0$$

$$a = \text{const}$$

$$v = v_0 + at$$

$$= \frac{dx}{dt}$$

$$dv = at$$

$$x_0$$

$$C = x(0) \\ = x_0$$

$$x = v_0 t + \frac{1}{2} at^2 + \cancel{C}$$

$$X = X_0 + v_0 t + \frac{1}{2} a t^2$$

$$V = v_0 + at$$

init pos.

init  
vel.

accel  
const.

It can be shown

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

const  
accel.

Does not contain  
time.

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Also can be shown:

$$X = X_0 + \frac{1}{2}(v + v_0)t$$

"avg" veloc.

Const  
accel

$$\frac{\Delta X}{\Delta t}$$