• Kinematics

- We are often interested in the position x of a particle at a time t: x(t)
- The rate of change of x(t) is velocity, v(t). In calculus, x'(t) = v(t).
- The rate of change of v(t) is acceleration, a(t). Another derivative: x''(t) = v'(t) = a(t)
- The following are mathematical consequences of constant acceleration:

$$v = \frac{\Delta x}{t}$$
 $v_f = v_0 + at$ $v_f^2 = v_0^2 + 2a\Delta x$ $x_f = x_0 + v_0 t + \frac{1}{2}at^2$

- These equations can be generalized to two dimensions (or 3 or 4, for that matter). 2-dimensional kinematics are used to understand the path of projectiles.

• Conservation of Momentum

- A mass, m, moving at a velocity, v, has a momentum defined as $\rho = mv$.
- Momentum is conserved in the universe in all cases. We use this law to understand collisions.
- Collisions can happen in 1 or more dimensions. For each dimension, $\rho_{\circ} = \rho_f$.

• Mechanical Energy

- A mass in motion has energy associated with that motion; Kinetic Energy (KE)
- A mass in a gravitational field has an energy associated with its position;
 Potential Energy (PE)
- These two scalar quantities together comprise the mechanical energy of an object.

$$KE = \frac{1}{2}mv^2$$
 $PE = mgh$

- Under ideal conditions (conservative forces, no friction) we can use conservation of mechanical energy to understand some things about the motion of a mass.
- Conservation of mechanical energy:

$$KE_{\circ} + PE_{\circ} = KE_f + PE_f$$

- Energy is always conserved in the universe, but mechanical energy may not always be conserved. Energy can be transformed into heat, work, light, or other forms.
- In more advanced formulations of mechanics (like you would see in advanced undergraduate physics), the motion of a body is determined by minimizing the function L(x(t), x'(t), x''(t), m) = KE PE. In other words, the path a particle will take in nature minimizes the difference of kinetic and potential energies.

Homework:

Who was Isaac Newton and what are his three laws? 1 page max IN YOUR OWN WORDS.