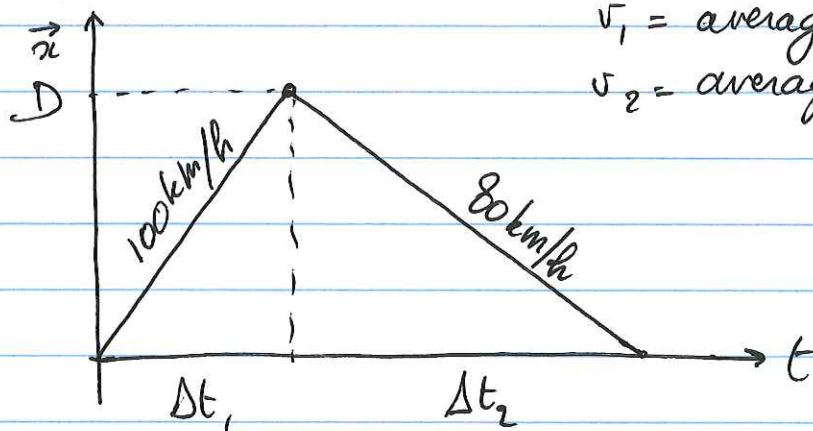


PHYS 107 - Week 2 - Monday

Reminder : average speed = $\frac{\text{total distance}}{\text{total time}} = \frac{d}{\Delta t}$
= scalar

$$\text{average velocity} = \frac{\text{displacement}}{\text{total time}} = \frac{\Delta \vec{x}}{\Delta t}$$

Example in 1 dimension



$$v_1 = \text{average speed 1} = 100 \text{ km/h}$$

$$v_2 = \text{average speed 2} = 80 \text{ km/h}$$

what is the average speed of the entire trip?

Q 1D-kinematics

$$\text{average speed} = \frac{\text{total distance}}{\text{total time}} = \frac{2D}{\Delta t_1 + \Delta t_2}$$

$$\Delta t_1 = \frac{D}{100 \text{ km/h}} \quad (\text{e.g. } 50 \text{ km} = D \rightarrow \Delta t = 0.5 \text{ h})$$

$$\Delta t_2 = \frac{D}{80 \text{ km/h}}$$

$$\rightarrow \text{average speed} = \frac{2D}{\frac{D}{100 \text{ km/h}} + \frac{D}{80 \text{ km/h}}} = 75 \text{ km/h}$$

* Acceleration = rate of change of velocity, $\vec{a} = \frac{\Delta \vec{v}}{\Delta t}$
 (velocity = rate of change of displacement, $\vec{v} = \frac{\Delta \vec{x}}{\Delta t}$)
 strictly speaking this is average acceleration...

Example: accelerating car

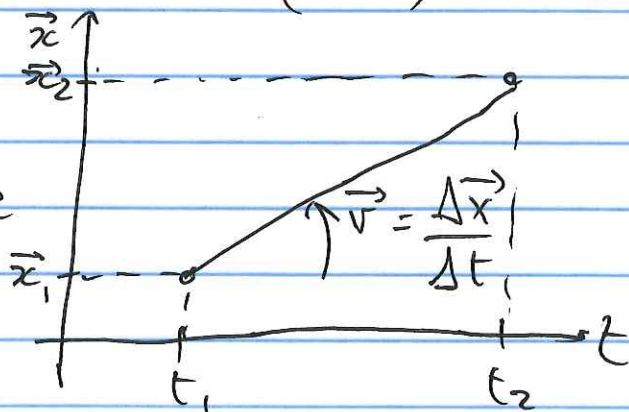
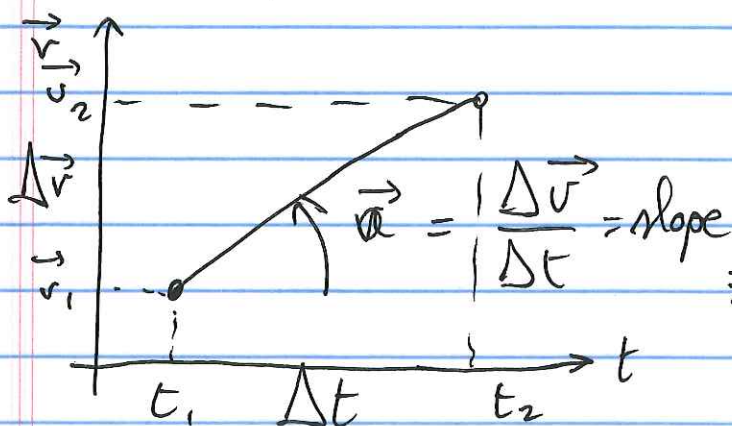
$t[s]$	$\vec{v}[m/s]$
0	0
10	+30
20	+60
30	+90

$$\begin{aligned}\vec{a} &= \frac{\Delta \vec{v}}{\Delta t} \\ &= \frac{+30 \text{ m/s}}{10 \text{ s}} \\ &= 3 \text{ m/s}^2\end{aligned}$$

Q PE 2.16

Note: $\Delta \vec{v} = v_{\text{later}} - v_{\text{earlier}}$

Units of \vec{a} : $\text{m/s}^2 = \frac{\text{Velocity}}{\text{Time}} = \frac{\text{Length}}{(\text{Time})^2}$



→ \vec{a} is the slope of the graph of \vec{v} versus t
 AND \vec{v} is the slope of the graph of \vec{x} versus t

$$\text{slope} = \tan(\text{angle}) = \frac{\text{opposite}}{\text{adjacent}}$$

Q 7-a, b

Note: in this course we will only deal with constant acceleration $\vec{a}_{\text{avg}} \equiv \vec{a}$

In PHYS 101 we need calculus for variable acceleration.

* All necessary formulas for constant 1D acceleration can be easily derived.

$$\left\{ \begin{array}{l} t_1 = 0 \\ v_1 = v_0 \\ x_1 = x_0 \end{array} \right. \rightarrow \left\{ \begin{array}{l} t_2 = t \\ v_2 = v \\ x_2 = x \end{array} \right. \quad \vec{v}_{\text{avg}} = \frac{\Delta \vec{v}}{\Delta t} = \frac{v - v_0}{t}$$

(start) finish

$$\boxed{x = x_0 + \vec{v}_{\text{avg}} t}$$

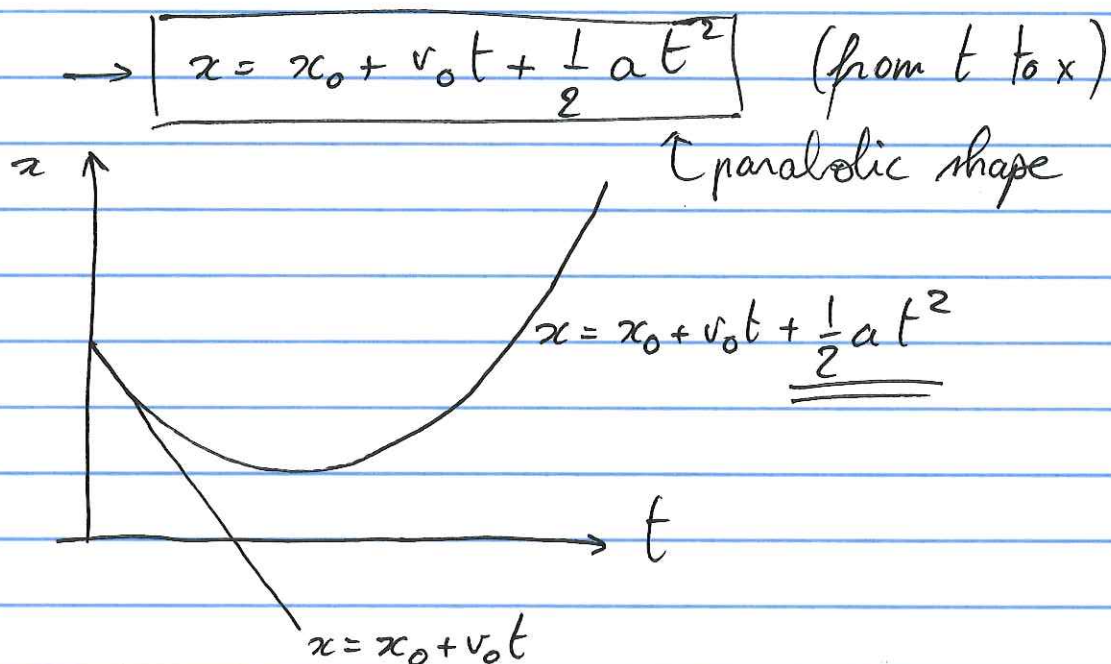
$$\vec{a}_{\text{avg}} = \vec{a} = \frac{\Delta \vec{v}}{\Delta t} = \frac{\vec{v} - \vec{v}_0}{t}$$

\vec{v} itself could change

$$\boxed{\vec{v} = \vec{v}_0 + \vec{a} t}$$

$$\vec{v}_{\text{avg}} = \frac{\vec{v}_0 + \vec{v}}{2} \rightarrow x = x_0 + \left(\frac{\vec{v}_0 + \vec{v}}{2} \right) t$$

$$\rightarrow x = x_0 + \left(\frac{\vec{v}_0 + \vec{v}_0 + \vec{a} t}{2} \right) t$$



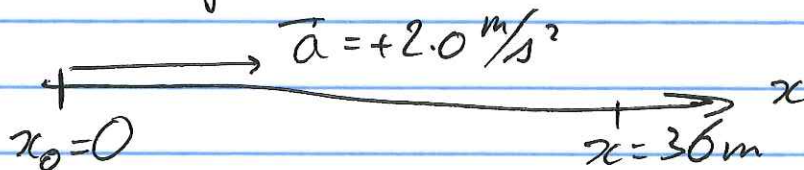
Note: x is not always vt since we start at x_0 and with non-zero initial speed v_0

$$x = x_0 + \left(\frac{v_0 + v}{2}\right)t = x_0 + \left(\frac{v_0 + v}{2}\right)\left(\frac{v - v_0}{a}\right)$$

$$= x_0 + \frac{v^2 - v_0^2}{2a}$$

→ $\boxed{v^2 = v_0^2 + 2a(x - x_0)}$ (no t)

Example: How long does it take a car to travel 36m if it accelerates from rest with $\vec{a} = +2.0 \text{ m/s}^2$?



$$x_0 = 0 \text{ m} \quad x = 36 \text{ m}$$

$$v_0 = 0 \text{ m/s} \quad \rightarrow \text{unknown } t, v$$

$$a = +2.0 \text{ m/s}^2$$

When does car reach 36m?

$$x = x_0 + v_0 t + \frac{1}{2} a t^2$$

$$36 \text{ m} = 0 \text{ m} + 0 \text{ m/s} \cdot t + \frac{1}{2} a t^2$$

$$\rightarrow t^2 = \frac{2(36 \text{ m})}{(2.0 \text{ m/s}^2)} = 36 \text{ s}^2$$

$$t = \sqrt{36 \text{ s}^2} = 6 \text{ s}$$

What is its velocity then?

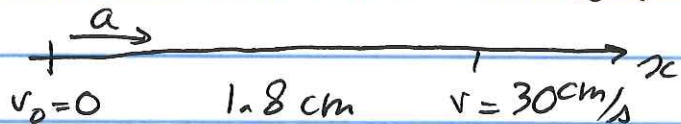
$$v = v_0 + a t = 0 \text{ m/s} + 2.0 \text{ m/s}^2 \cdot 6 \text{ s}$$

$$= 12 \text{ m/s}$$

* Problem solving strategies:

- draw a picture or diagram
- choose a coordinate system, what directions are important, where is zero?
- write down the knowns and unknowns
- determine which equations are applicable and will give you the unknowns in terms of the knowns
- plug in the numbers (units!)
- check whether the response is reasonable.

Example: The left ventricle of the heart accelerates blood from rest to 30 cm/s in a distance of 1.8 cm . Find the acceleration and the time required.



$$v^2 = \underset{\substack{\uparrow \\ 0}}{v_0^2} + 2a(x - \underset{\substack{\uparrow \\ 0}}{x_0})$$

$$v^2 = 2a(1.8 \text{ cm}) = (30 \text{ cm/s})^2$$

$$a = \frac{v^2}{2\Delta x} = \frac{(30 \text{ cm/s})^2}{2(1.8 \text{ cm})} = 250 \text{ cm/s}^2 = 2.5 \text{ m/s}^2$$

$$v = v_0 + at \rightarrow t = \frac{v - v_0}{a} = \frac{30 \text{ cm/s}}{2.5 \text{ m/s}^2} = 0.12 \text{ s}$$