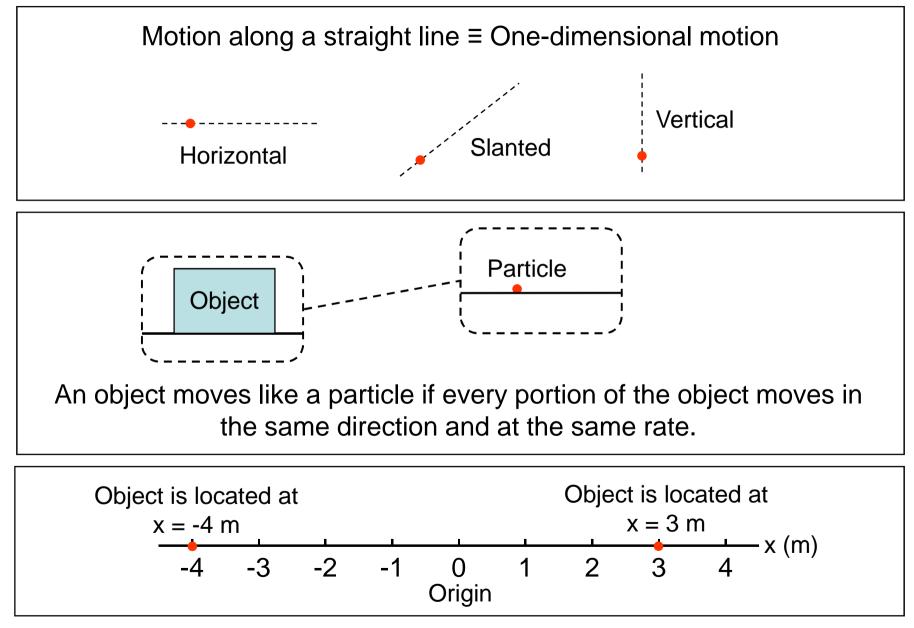
Chapter 2 Motion Along a Straight Line

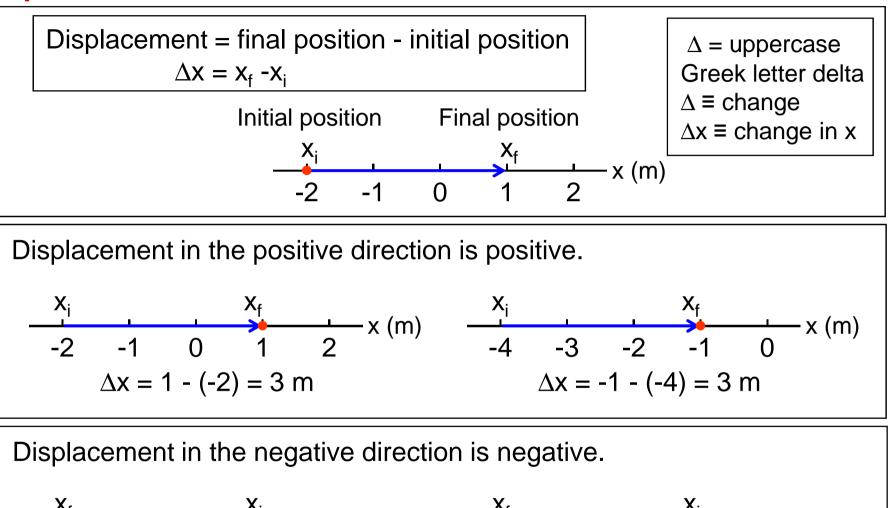
2-1 Position and Displacement

- 2-2 Average Velocity and Average Speed
- **2-3 Instantaneous Velocity and Speed**
- **2-4 Acceleration**
- **2-5 Constant Acceleration**
- **2-6 Free-Fall Acceleration**
- **2-7 Graphical Analysis**

2-1 Position and Displacement Position



2-1 Position and Displacement Displacement



2-1 Position and Displacement Displacement is a vector quantity

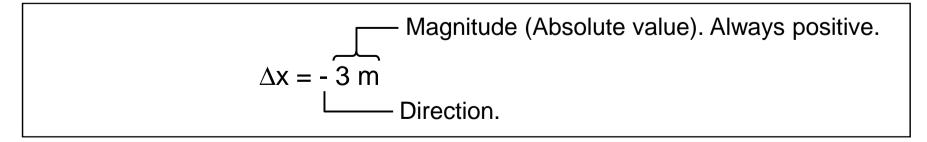
X _i			X _f		– x (m)
-2	-1	0	1	2	× (III)
	$\Delta x =$	3 m			

Displacement $\Delta x = 3$ m means the object position has changed by 3 m in the positive direction.

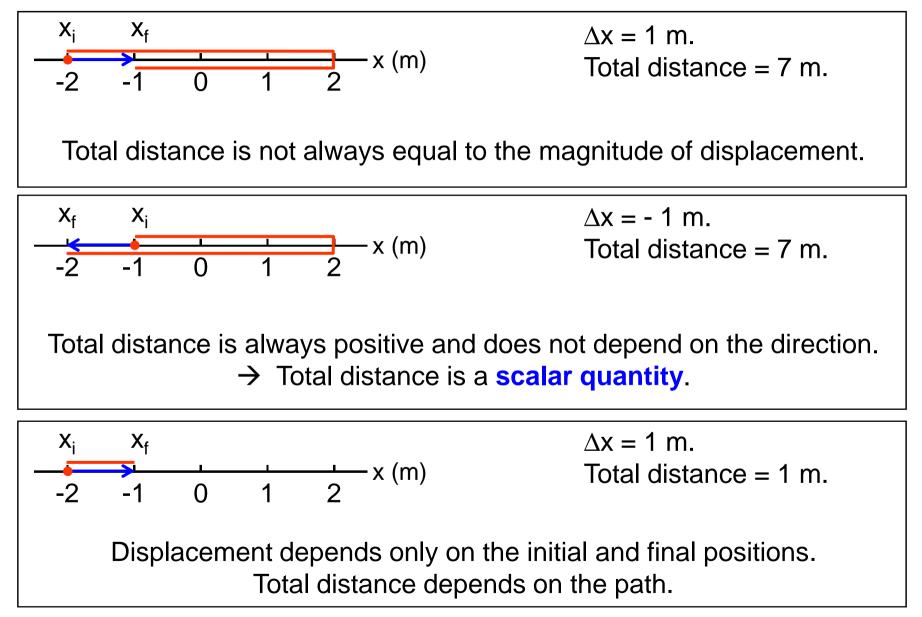
Displacement $\Delta x = -3$ m means the object position has changed by 3 m in the negative direction.

To determine the displacement of an object, you need to specify

- 1- Magnitude (The distance between the initial and final positions. Always positive)
- 2- Direction (Negative or positive direction)
 - \rightarrow Displacement is a vector quantity.



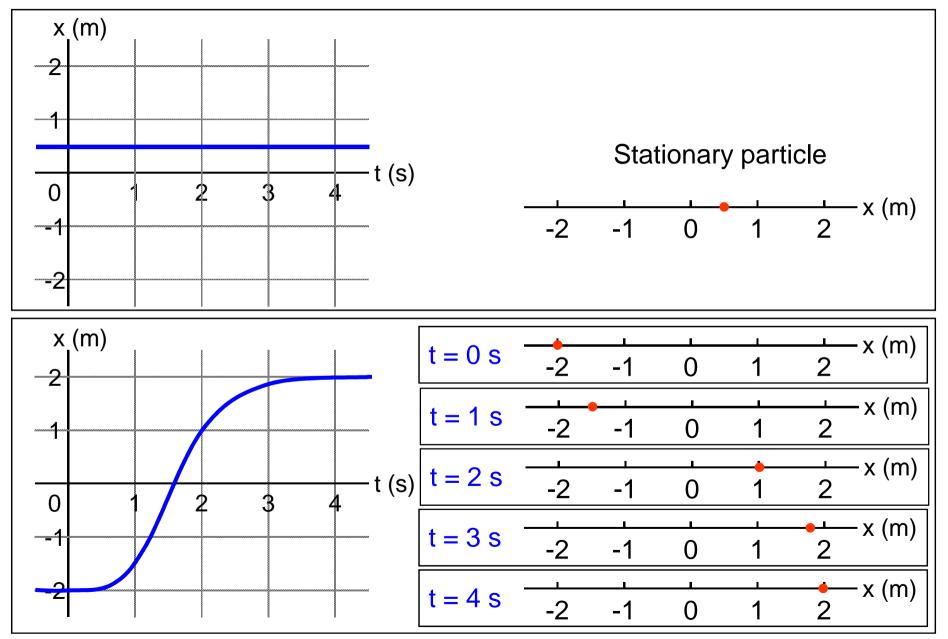
2-1 Position and Displacement Total distance



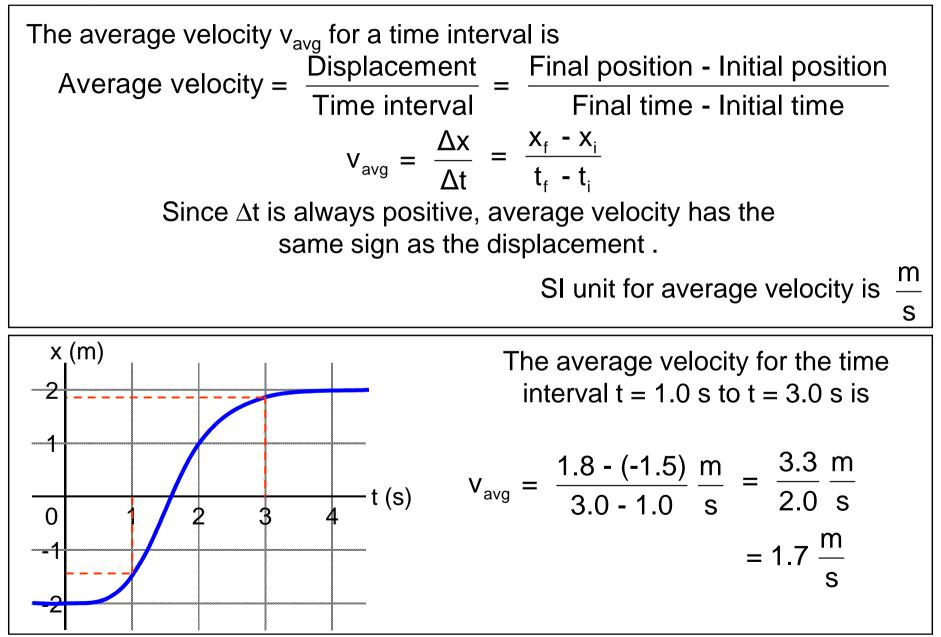
2-1 Position and Displacement Checkpoint 1

What is the dire			Solution
	Initial position	Final position	Direction
	-4 m	-2 m	Positive
	-2 m	-6 m	Negative
	3 m	-2 m	Negative
]

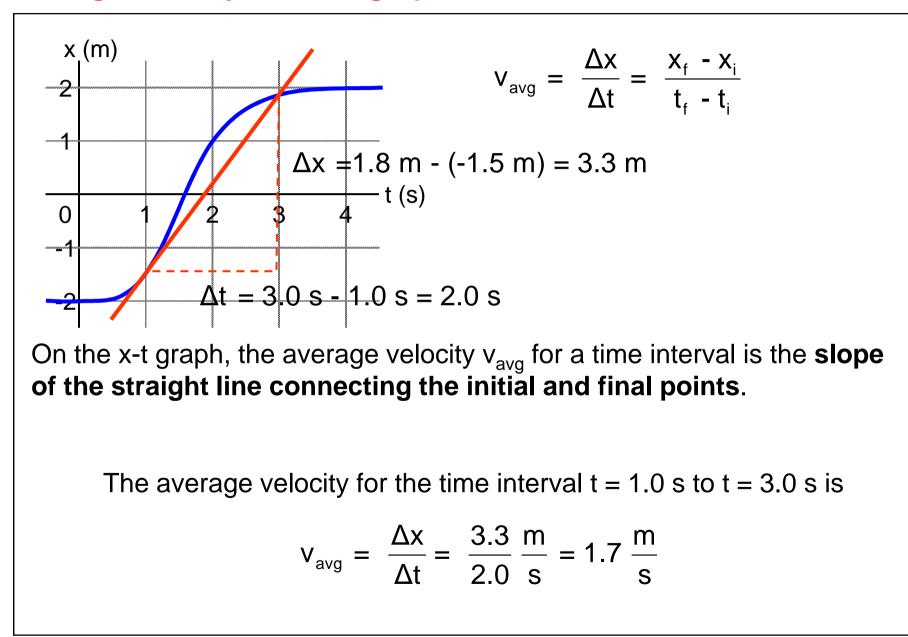
2-2 Average Velocity and Average Speed Position-time graph



2-2 Average Velocity and Average Speed Average velocity

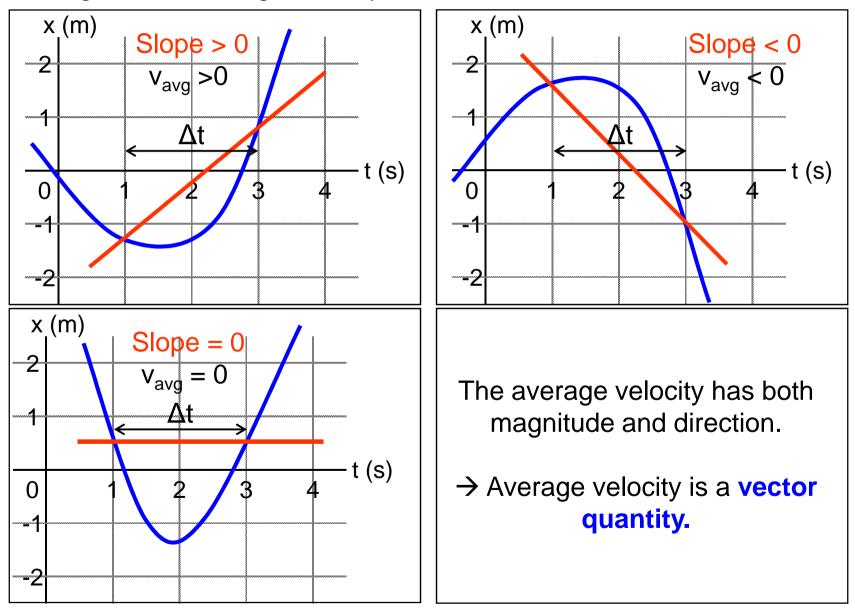


2-2 Average Velocity and Average Speed Average velocity from x-t graph

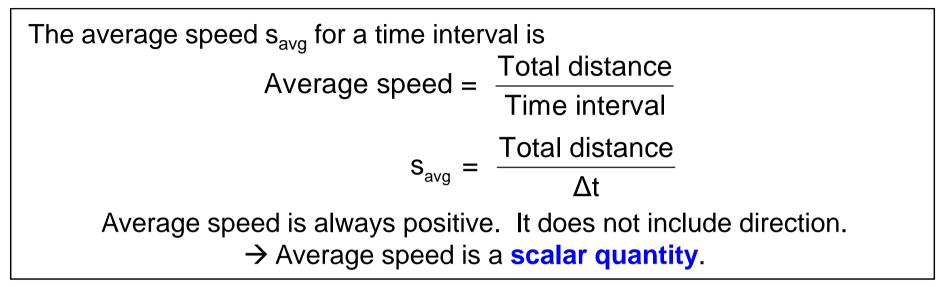


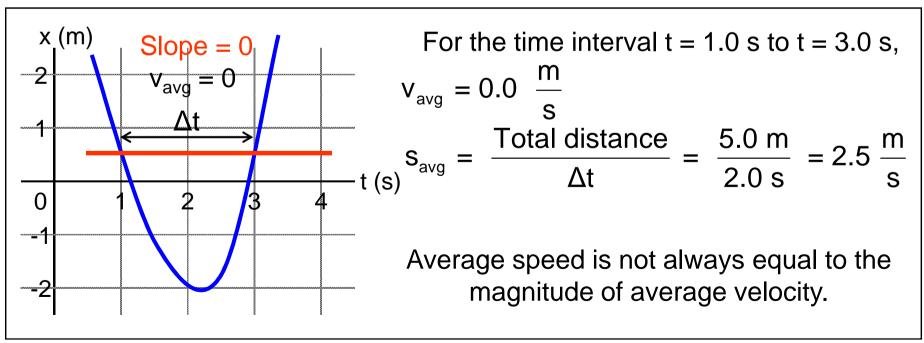
2-2 Average Velocity and Average Speed Average velocity is a vector quantity

The sign of the average velocity for the time interval t = 1.0 s to t = 3.0 s

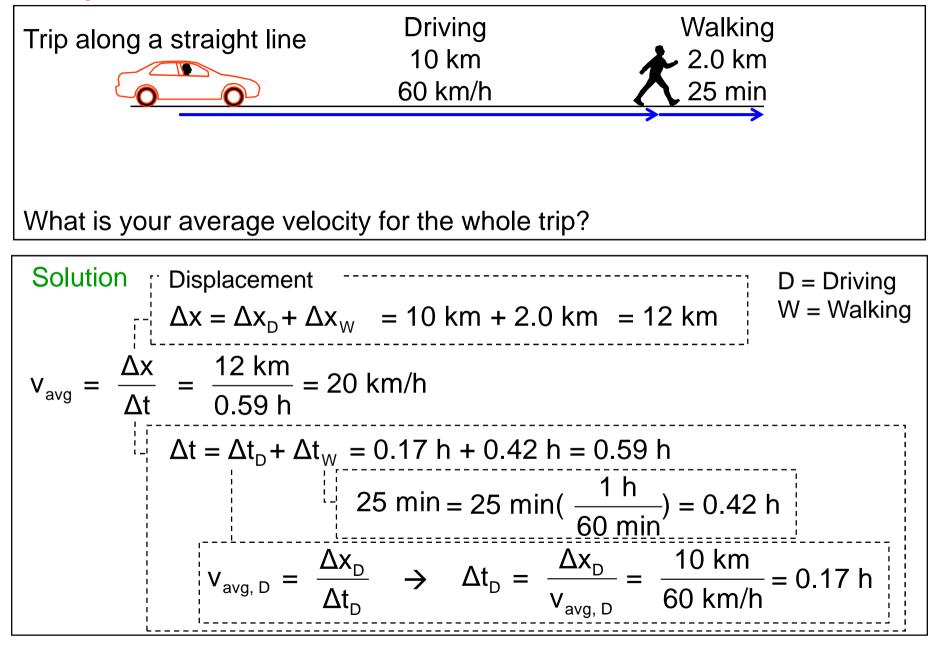


2-2 Average Velocity and Average Speed Average speed

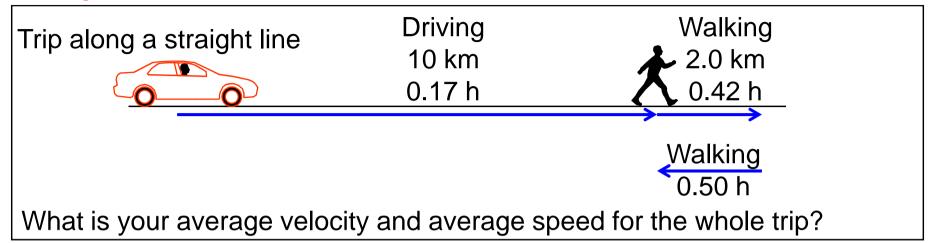


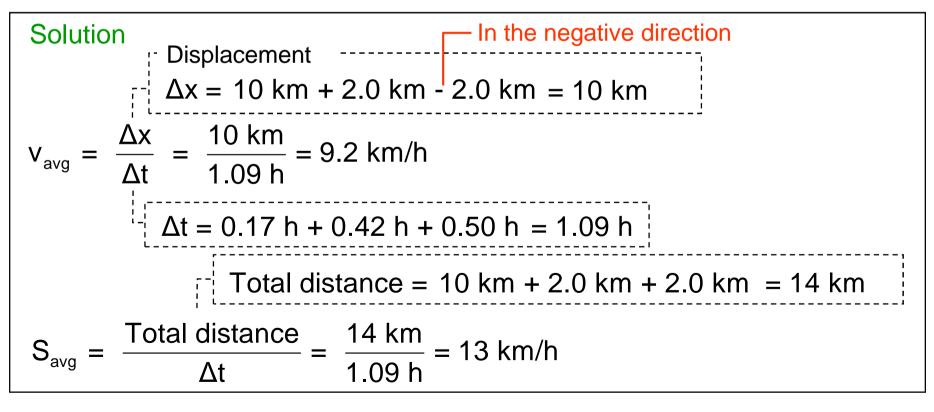


2-2 Average Velocity and Average Speed Example 1

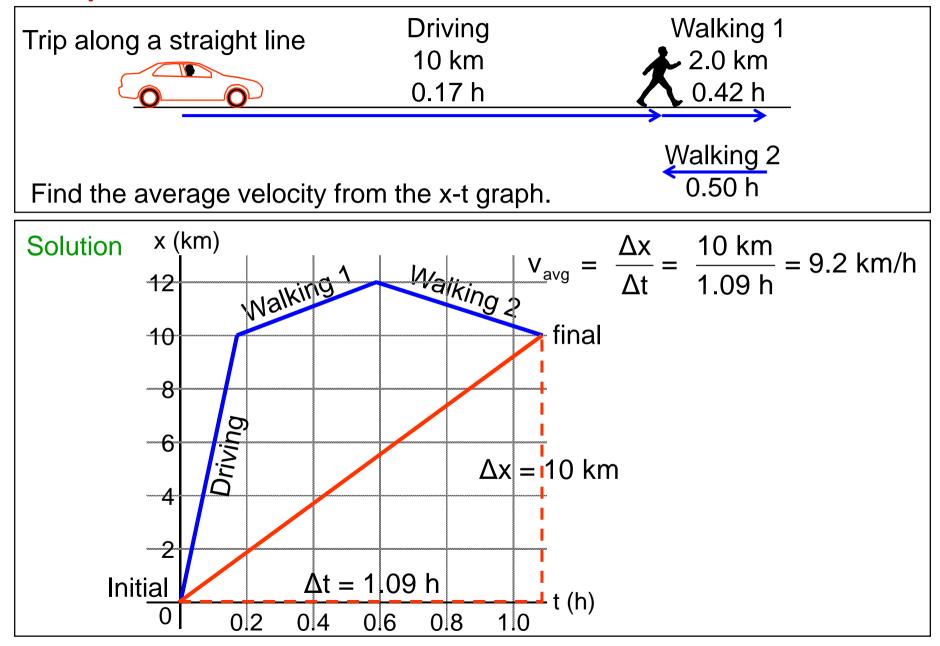


2-2 Average Velocity and Average Speed Example 2

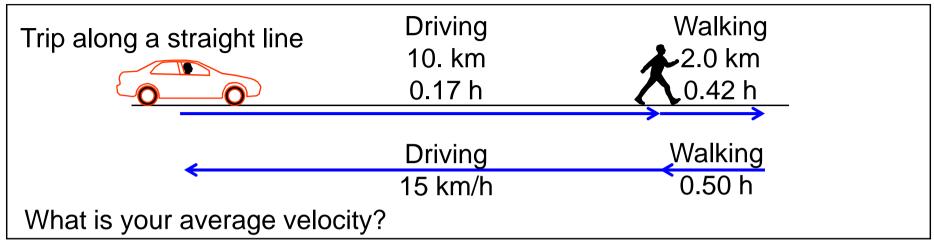


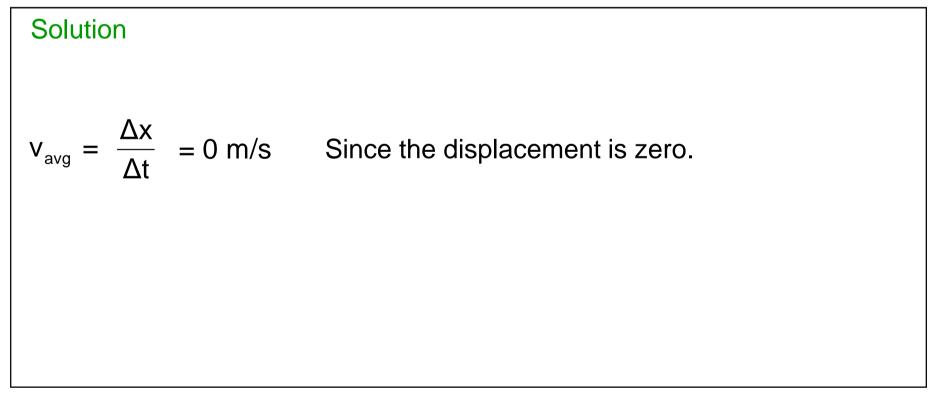


2-2 Average Velocity and Average Speed Example 3

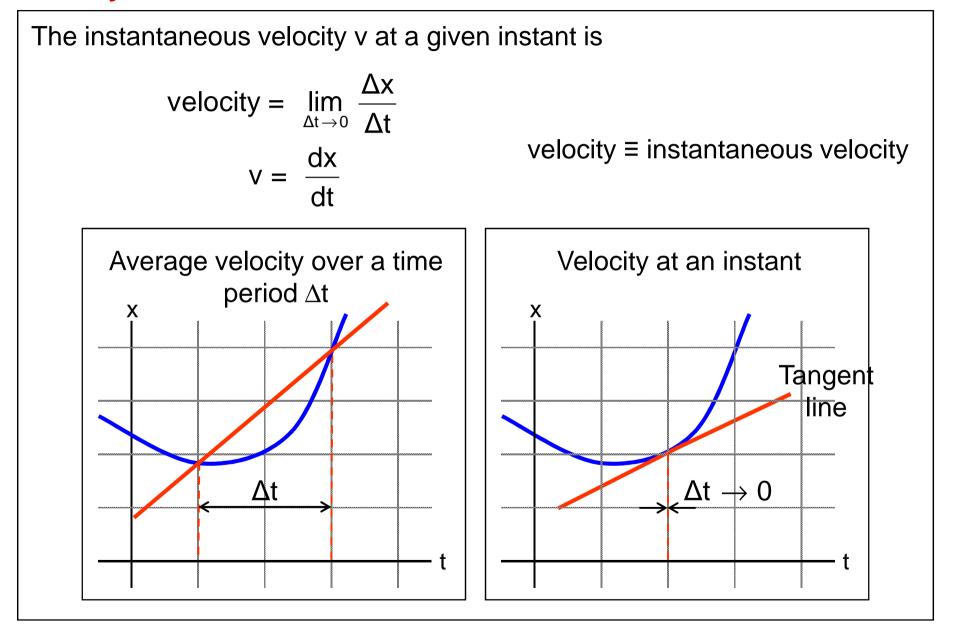


2-2 Average Velocity and Average Speed Checkpoint 2

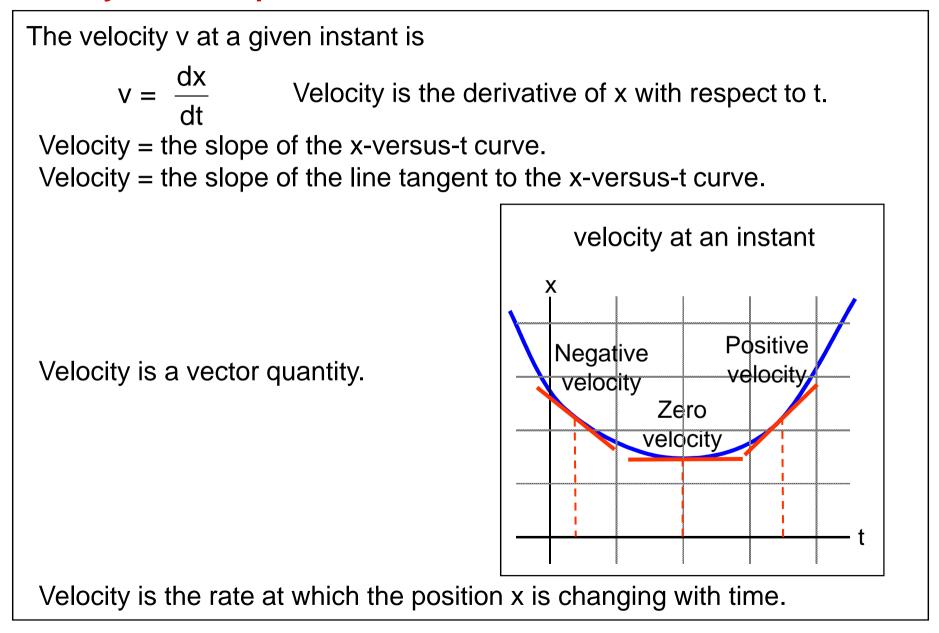




2-3 Instantaneous Velocity and Speed Velocity



2-3 Instantaneous Velocity and Speed Velocity is the slope of x-t curve



2-3 Instantaneous Velocity and Speed Speed

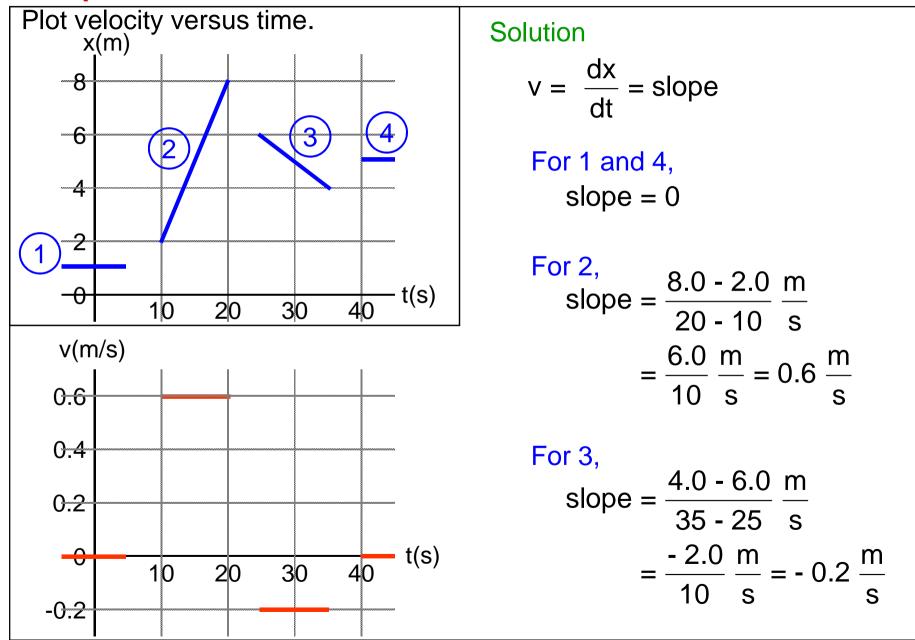
The speed at a given instant is the magnitude of the velocity.

speed = |v|

- v = -4 m/s \rightarrow speed = 4 m/s
- v = 4 m/s \rightarrow speed = 4 m/s

Speed is always positive. Speed is a scalar quantity.

2-3 Instantaneous Velocity and Speed Example 4



2-3 Instantaneous Velocity and Speed Example 5

The position of a particle moving on an x axis is given by

 $x = 8.3 + 5.0 t - 3.0 t^3$,

with x in meters and t in seconds.

Find the velocity at t = 1.0 s.

Solution

$$v = \frac{dx}{dt} = \frac{d}{dt} (8.3 + 5.0 t - 3.0 t^3) = 5.0 - (3)(3.0) t^2$$
$$= 5.0 - 9.0 t^2$$

At t = 1.0 s,

$$v = 5.0 - 9.0 (1.0)^2 = -4.0 \text{ m/s}.$$

At t = 1.0 s, the particle is moving in the negative direction with a speed of 4.0 m/s.

2-3 Instantaneous Velocity and Speed Checkpoint 3

The following equations give the position x of a particle in four situations. x in meters, t in seconds, and t > 0.

x = 2 t -3 x = - 3 t² -1 x = $2/t^2$ x = -2

Solution

v = 2	constant	
v = -6 t	variable	neagtive
$v = -4/t^3$	variable	negative
v = 0	constant	

In which situation is the velocity of the particle constant? In which situation is v in the negative x direction?

2-4 Acceleration Definitions

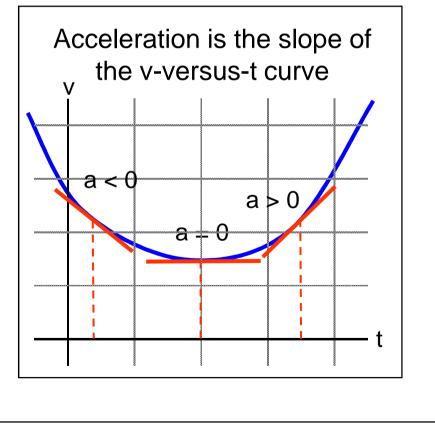
The average acceleration a_{avg} over a time interval Δt is $a_{avg} = \frac{\Delta v}{\Delta t} = \frac{v_f - v_i}{t_f - t_i}$ The instantaneous acceleration a is The acceleration of a particle is the $a = \frac{dv}{dt}$ derivative of its velocity with respect to time. The acceleration of a particle is the rate at which its velocity is changing with time. acceleration \equiv instantaneous acceleration The acceleration of a particle is the $a = \frac{dv}{dt} = \frac{d}{dt} \left(\frac{dx}{dt} \right) = \frac{d^2x}{dt^2}$ second derivative of its position with respect to time. SI unit for acceleration is $\frac{m}{s^2}$

2-4 Acceleration Acceleration is the slope of v-t curve

The acceleration a at an instant is

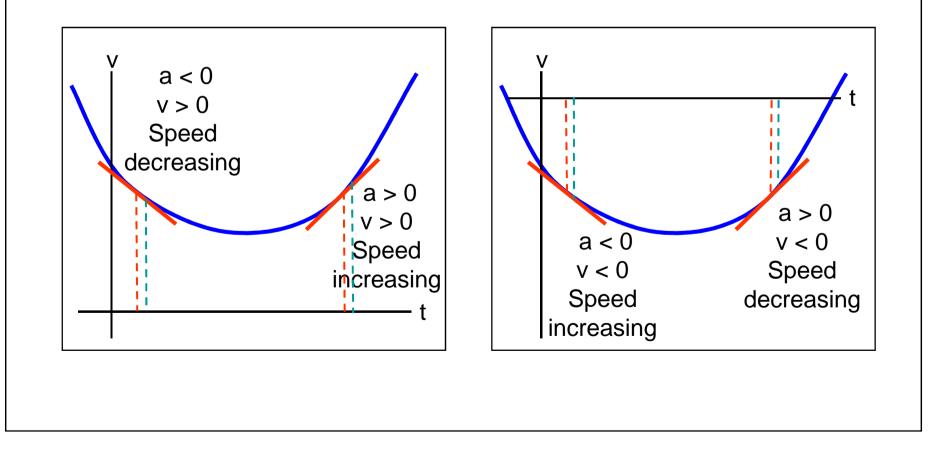
$$a = \frac{dv}{dt}$$
 = the slope of the v-versus-t curve.

Acceleration is a vector quantity.

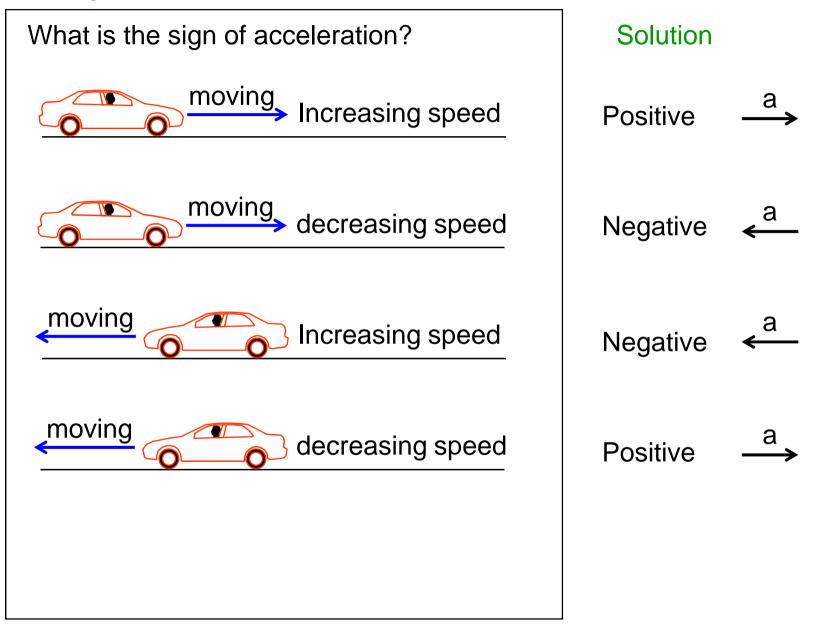


2-4 Acceleration Acceleration direction

If the signs of the velocity and acceleration of a particle are the same, the speed of the particle increases, if the signs are opposite, the speed decreases.



2-4 Acceleration Checkpoint 4



2-4 Acceleration Example 6

The position of a particle moving on an the x axis is given by

$$x = 1.0 + 5.0 t - 3.0 t^3$$

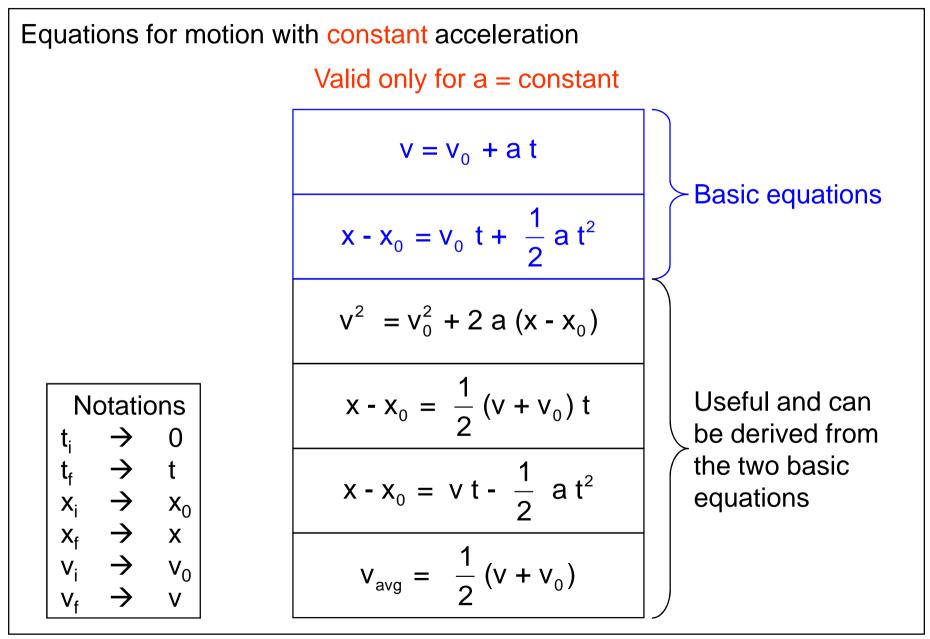
with x in meters and t in seconds.

Find the acceleration of the particle as a function of time.

Solution

$$v = \frac{dx}{dt} = \frac{d}{dt} (1.0 + 5.0 t - 3.0 t^{3}) = 5.0 - (3)(3.0) t^{2}$$
$$= 5.0 - 9.0 t^{2}$$
$$a = \frac{dv}{dt} = \frac{d}{dt} (5.0 - 9.0 t^{2}) = -(2)(9.0) t$$
$$= -18 t$$

2-5 Constant Acceleration Formulas



2-5 Constant Acceleration Derivations

$$v = v_0 + a t$$

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

$$\int_{v_0}^{v} dv = \int_{0}^{t} a dt$$

$$v - v_0 = \int_{0}^{t} a dt$$

$$v - v_i = a \int_{0}^{t} dt = a t$$

$$v = v_0 + a t$$

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

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

$$\int_{x_0}^{x} dx = \int_{0}^{t} v dt$$

$$x - x_0 = \int_{0}^{t} v dt$$

$$x - x_0 = \int_{0}^{t} (v_0 + a t) dt$$

$$x - x_0 = \int_{0}^{t} v_0 dt + \int_{0}^{t} a t dt$$

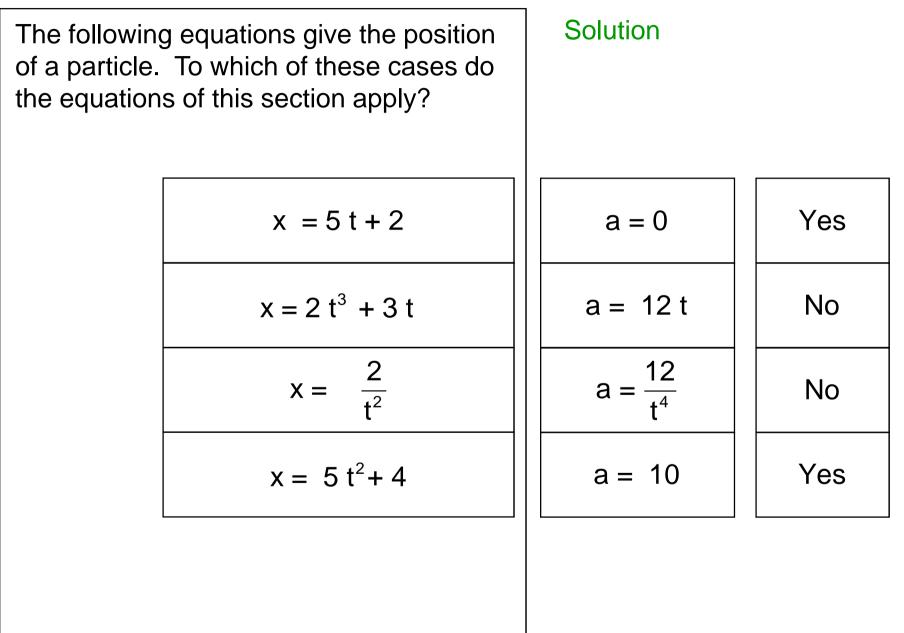
$$x - x_0 = v_0 \int_{0}^{t} dt + a \int_{0}^{t} t dt$$

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

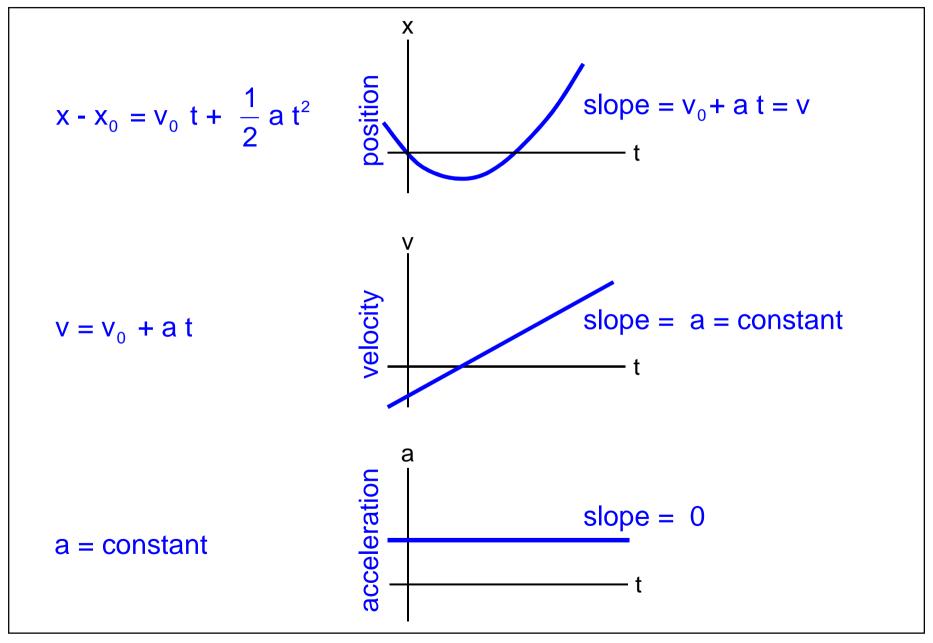
2-5 Constant Acceleration Derivations

 $v = v_0 + at$ eliminate t | v² = v₀² + 2 a (x - x₀) $x - x_0 = v_0 t + \frac{1}{2} a t^2$ $v = v_0 + a t \rightarrow t = \frac{v - v_0}{a}$ $\rightarrow x - x_0 = v_0 \left(\frac{v - v_0}{a}\right) + \frac{1}{2} a \left(\frac{v - v_0}{a}\right)^2$ 2 a (x - x₀) = 2 v₀(v - v₀) + (v - v₀)² $2 a (x - x_0) = 2 v_0 v - 2 v_0^2 + v^2 - 2 v v_0 + v_0^2$ 2 a (x - x_0) = $v^2 - v_0^2$ $v^2 = v_0^2 + 2 a (x - x_0)$

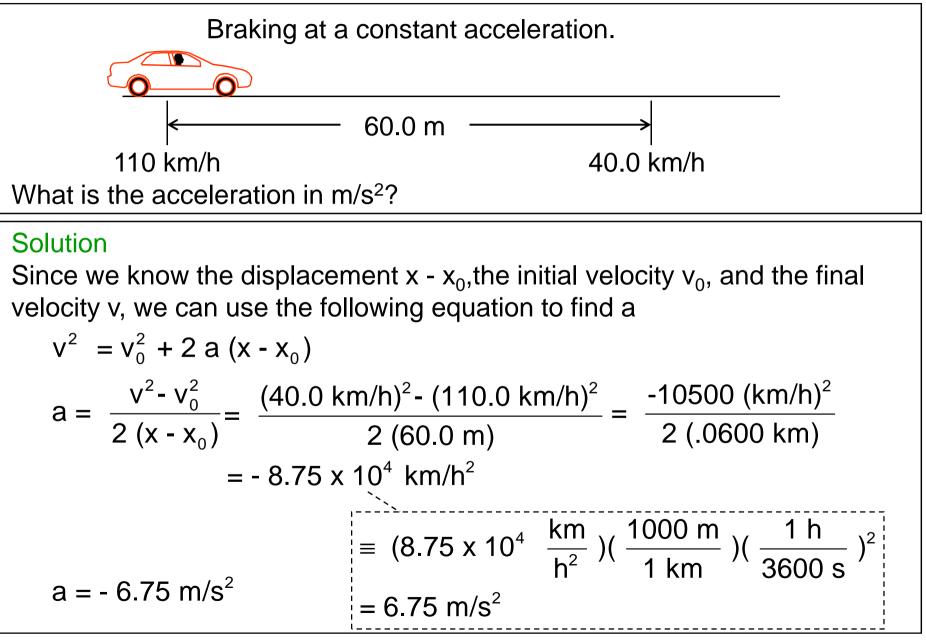
2-5 Constant Acceleration Checkpoint 5



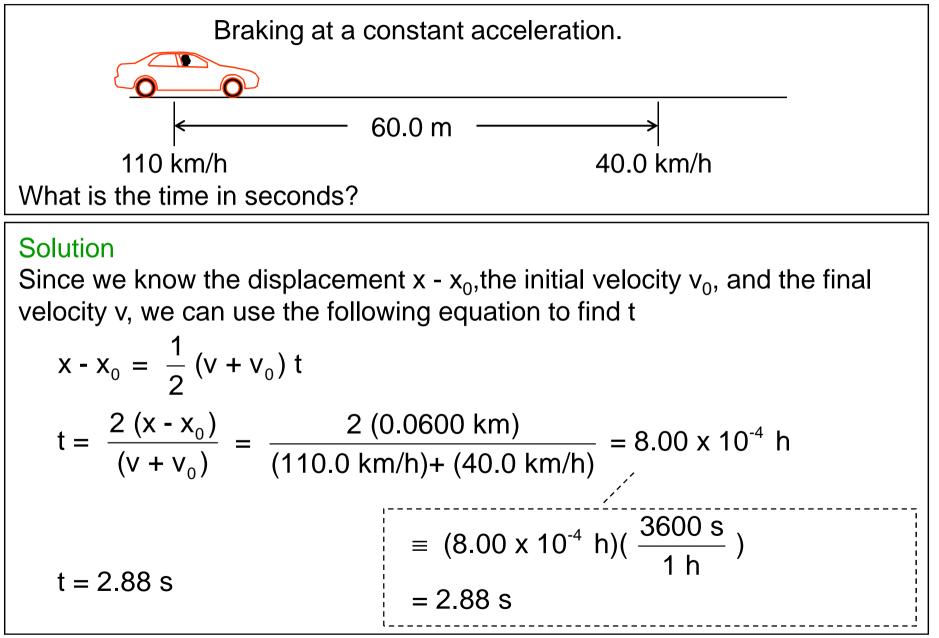
2-5 Constant Acceleration Graphs



2-5 Constant Acceleration Example 7

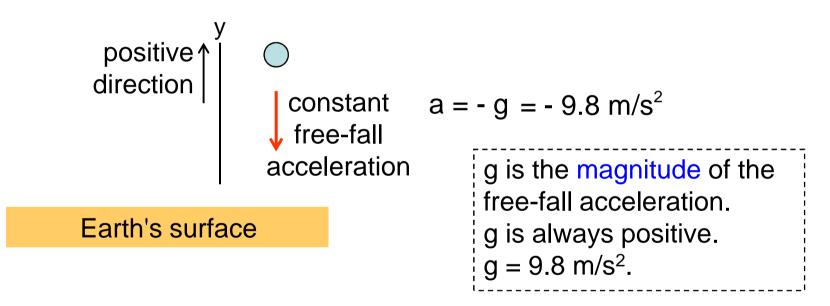


2-5 Constant Acceleration Example 8



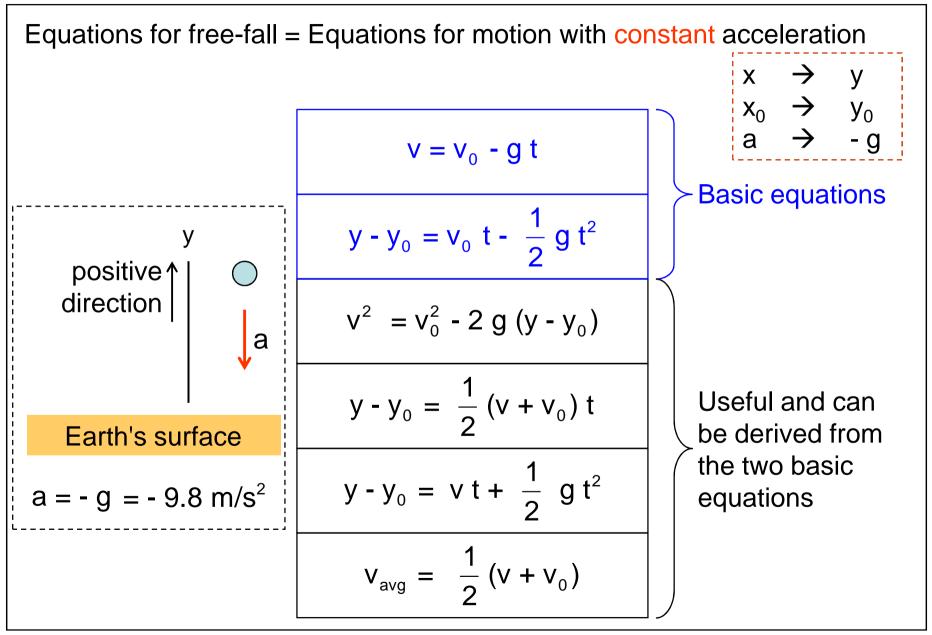
2-6 Free-Fall Acceleration Free-fall

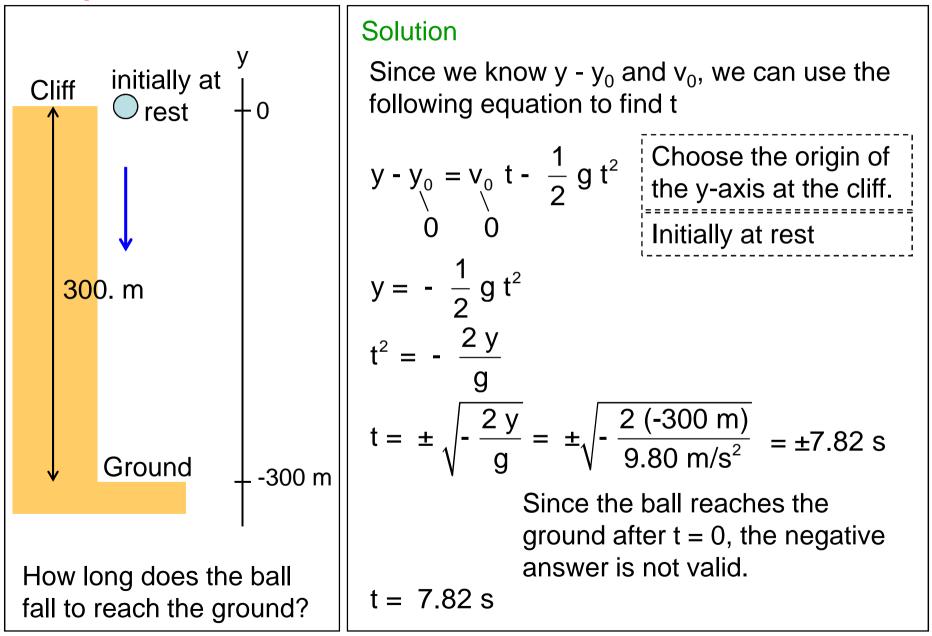
In the absence of the effects of air, all objects dropped or thrown near Earth's surface have a certain constant acceleration toward Earth. This acceleration is called free-fall acceleration and it is due to Earth's gravity.

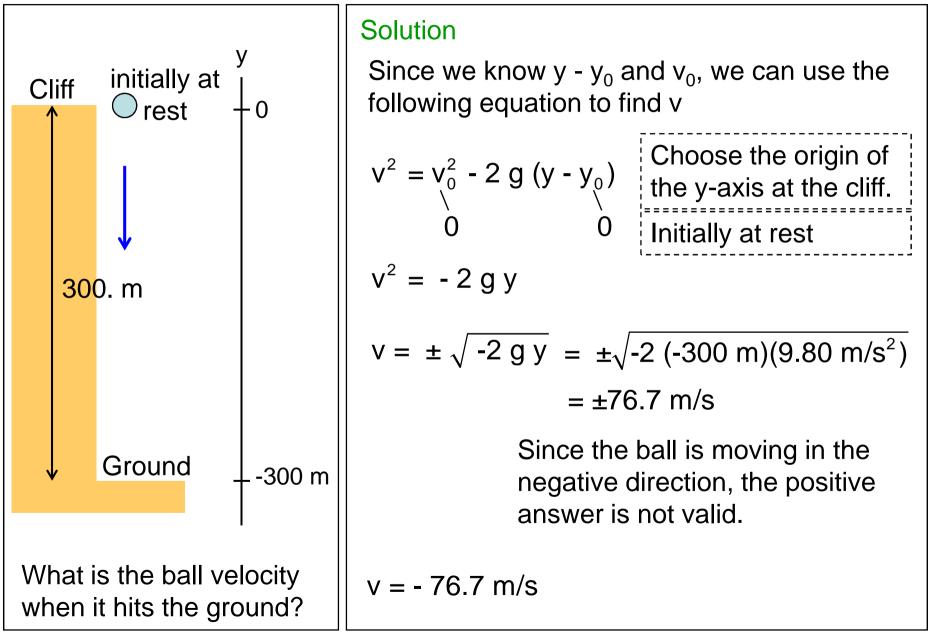


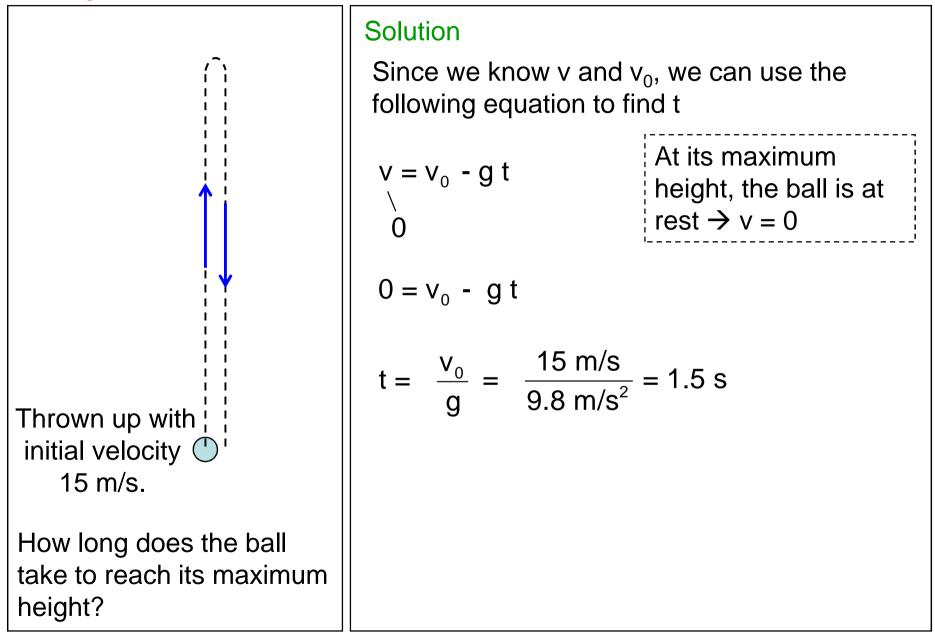
The value of g varies slightly from place to place on Earth's surface. the value $g = 9.8 \text{ m/s}^2$ is accurate enough for our purposes in this course.

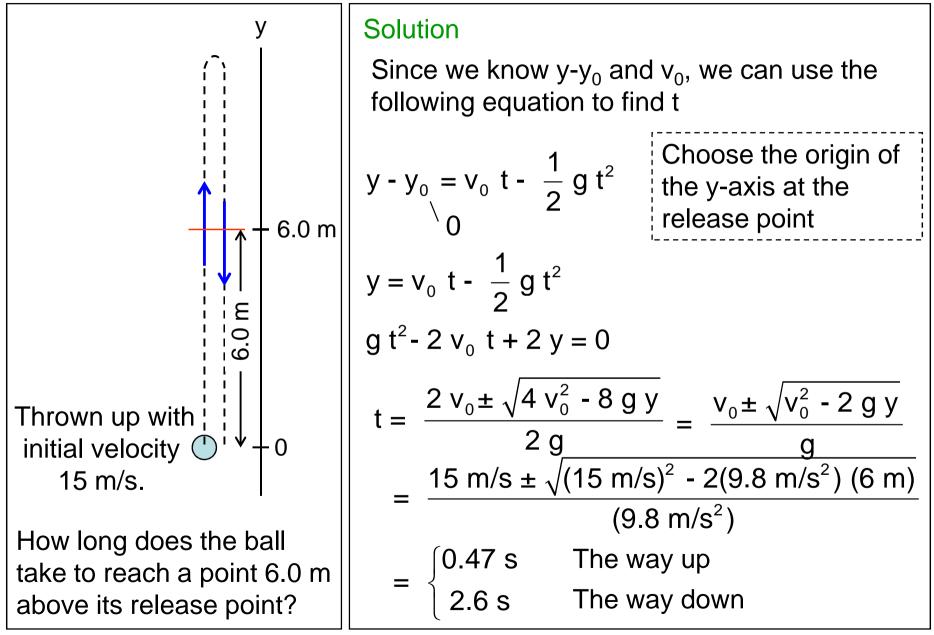
2-6 Free-Fall Acceleration Formulas







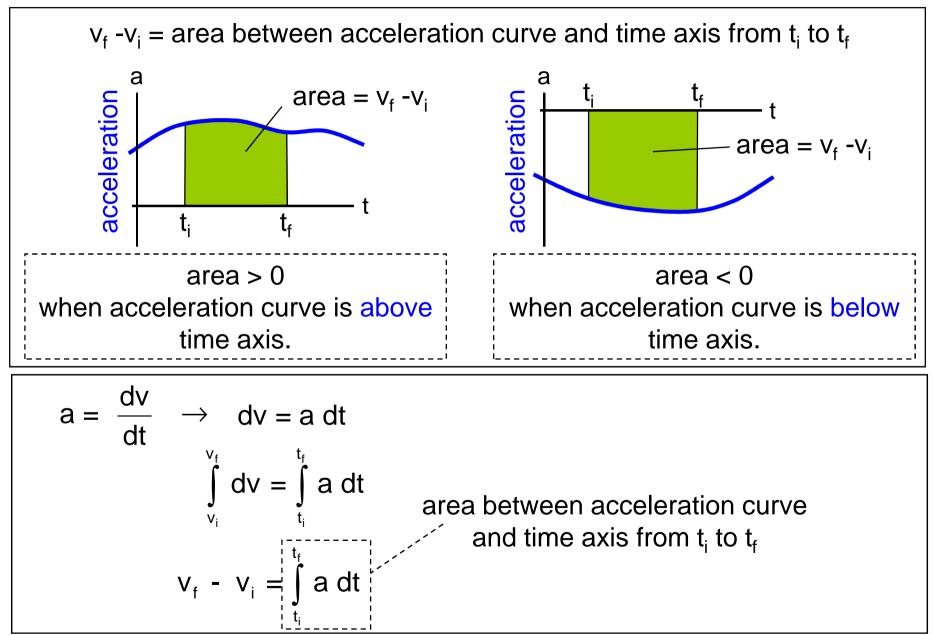




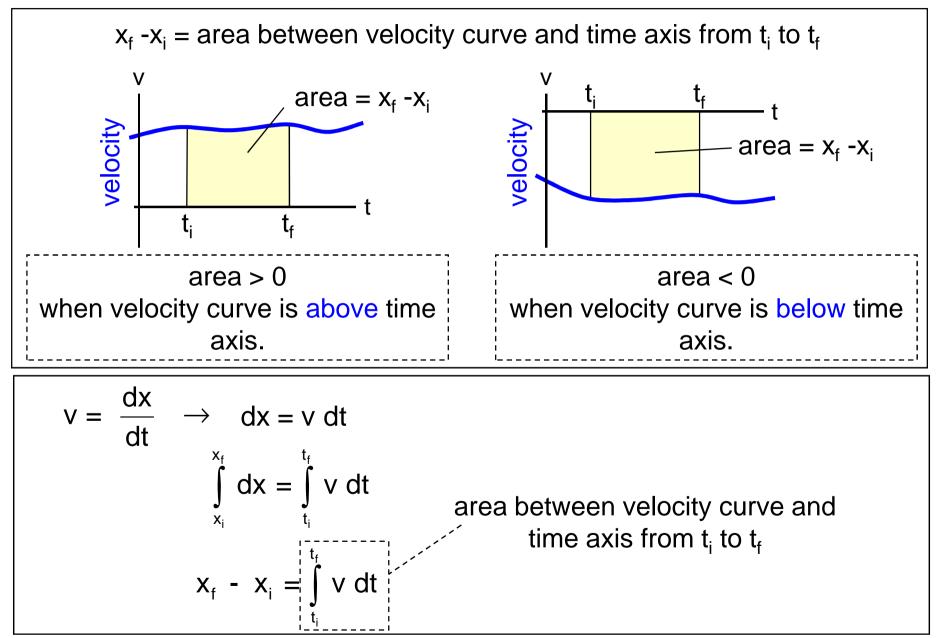
2-6 Free-Fall Acceleration Checkpoint 6

	Solution
What is the sign of the ball displacement for the ascent, from the release point to the highest point?	Positive
What is the sign of the ball displacement for the descent, from the highest point back to the release point?	Negative
What is the ball's acceleration at its highest point?	a = - g = -9.8 m/s ²

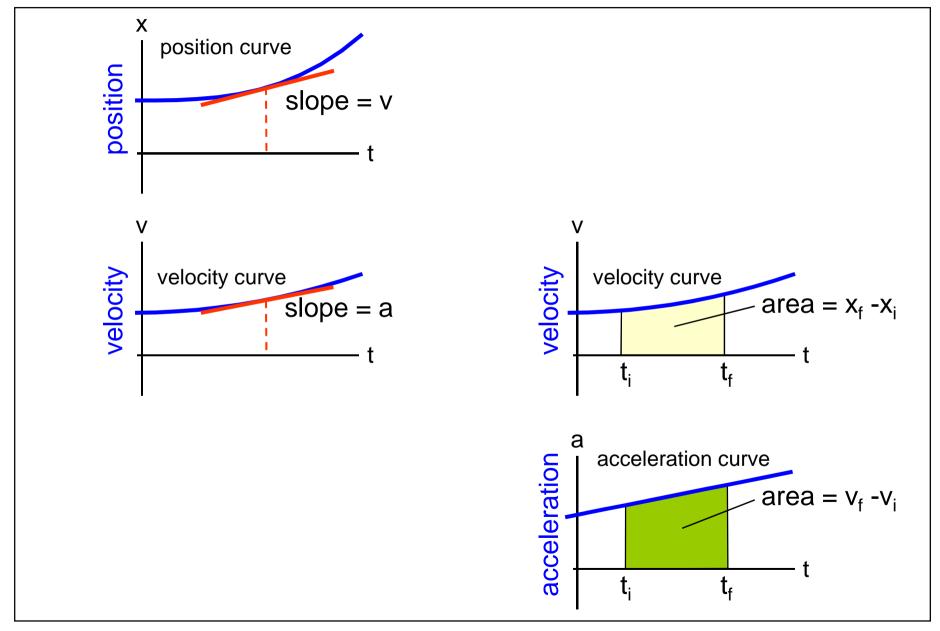
2-7 Graphical Analysis Velocity change from a-t graph



2-7 Graphical Analysis Displacement from v-t graph



2-7 Graphical Analysis Summary



2-7 Graphical Analysis Example 13

