# Mechanics <br> Kinematics in 1 Dimension 

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## Last time

- units
- dimensional analysis
- unit conversions
- scientific notation


## Overview

- scalars and vectors
- kinematic quantites
- interpreting graphs of kinematic quantities


## Unit Conversion Examples

It may be necessary to change units several times to get to the unit you need.

What is $60.0 \mathrm{mi} / \mathrm{hr}$ in $\mathrm{m} / \mathrm{s}$ ? ( mi is miles, hr is hours)

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$$
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\begin{gathered}
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=\frac{60.0 \times 1.609 \times 1000}{60 \times 60} \mathrm{~m} / \mathrm{s} \\
=26.8 \mathrm{~m} / \mathrm{s}
\end{gathered}
$$

## Kinematics in 1-dimension

We begin by studying motion along a single line.

This will encompass situations like

- cars traveling along straight roads
- objects falling straight down under gravity


## Vectors and Scalars

## scalar

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A scalar quantity indicates an amount. It is represented by a real number. (Assuming it is a physical quantity.)

## vector

A vector quantity indicates both an amount (magnitude) and a direction. It is represented by a real number for each possible direction, or a real number and (an) angle(s).


## Notation for Vectors

In the lecture notes vector variables are represented using bold variables.

Example:
$k$ is a scalar
x is a vector
In the textbook and in writing, vectors are often represented with an over-arrow: $\overrightarrow{\mathbf{x}}$

The magnitude of a vector, $\mathbf{x}$ is written:

$$
|\mathbf{x}|=x
$$

## Examples of Scalars and Vectors

Some physical quantities that are scalars are

- temperature
- mass
- pressure

Some physical quantities that are vectors are

- velocity
- force


## Distance vs Displacement

How far are two points from one another?

Distance is the length of a path that connects the two points.

Displacement is the length together with the direction of a straight line that connects the starting position to the final position.

Displacement is a vector.

## Position

## Quantities

$$
\begin{array}{cl}
\text { position } & \mathrm{x} \\
\text { displacement } & \Delta \mathrm{x}=\mathbf{x}_{f}-\mathbf{x}_{i} \\
\text { distance } & d
\end{array}
$$

Position and displacement are vector quantities.
Position and displacement can be positive or negative numbers.

Distance is a scalar. It is always a positive number.

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SI units: meters, $m$

## Position, Displacement, Distance Example

The starting position of the car is $\mathbf{x}_{i}=30 \mathrm{~m} \mathbf{i}$, the final position is $\mathbf{x}_{f}=50 \mathrm{~m} \mathbf{i}$.

The distance the car travels is $d=50 \mathrm{~m}-30 \mathrm{~m}=20 \mathrm{~m}$.


The displacement of the car is $\Delta \mathbf{x}=\mathbf{x}_{f}-\mathbf{x}_{i}=20 \mathrm{~m} \mathbf{i}$.

## Position, Displacement, Distance Example

The starting position of the car is $\mathbf{x}_{i}=30 \mathrm{~m} \mathbf{i}$, the final position is $\mathbf{x}_{f}=-60 \mathrm{~m} \mathbf{i}$.

The distance the car travels is $d=130 \mathrm{~m}$.


The displacement of the car is

$$
\begin{aligned}
\Delta \boldsymbol{x} & =\mathbf{x}_{f}-\mathbf{x}_{i} \\
& =(-60 \mathbf{i})-30 \mathbf{i} \mathbf{m} \\
& =-90 \mathrm{~m} \mathbf{i}
\end{aligned}
$$

## Position vs. Time Graphs


${ }^{1}$ Figures from Serway \& Jewett

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We need a measure how fast objects move.

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\text { speed }=\frac{\text { distance }}{\text { time }}
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If an object goes 100 m in 1 second, its speed is $100 \mathrm{~m} / \mathrm{s}$.
Speed can change with time.

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SI units: meters per second, $\mathrm{m} / \mathrm{s}$

## Velocity

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Velocity is a vector quantity. Speed is a scalar quantity.

If a car drives in a circle, without speeding up or slowing down, is its speed constant?

Is its velocity constant?

## Velocity

## Quantities

How position changes with time.
(instantaneous) velocity $\mathbf{v}=\frac{\mathrm{dx}}{\mathrm{dt}}$
average velocity $\quad \mathbf{v}_{\text {avg }}=\frac{\Delta x}{\Delta t}$ instantaneous speed $\quad v$ or $|\mathbf{v}|$
average speed $\quad \frac{d}{\Delta t}$
speed and direction
"speedometer speed"
distance divided by time

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Can velocity be negative?
Can speed be negative?

## Velocity

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Can velocity be negative?
Can speed be negative?
Does average speed always equal average velocity?

## Position vs. Time Graph (Revisited)



The average velocity in the interval $A \rightarrow B$ is the slope of the blue line connecting the points $A$ and $B . v_{\mathrm{avg}}=\frac{\Delta x}{\Delta t}$
${ }^{1}$ Figures from Serway \& Jewett

## Average Velocity, Sample Problem 2.01

You drive a beat-up pickup truck along a straight road for 8.4 km at $70 \mathrm{~km} / \mathrm{h}$, at which point the truck runs out of gasoline and stops. Over the next 30 min , you walk another 2.0 km farther along the road to a gas station.

${ }^{1}$ Halliday, Resnick, Walker, 10th ed, page 17.

## Instantaneous Velocity and Position-Time Graphs



$$
\mathbf{v}=\lim _{\Delta t \rightarrow 0} \frac{\mathbf{x}(t+\Delta t)-\mathbf{x}(t)}{t+\Delta t-t}=\lim _{\Delta t \rightarrow 0} \frac{\Delta \mathbf{x}}{\Delta t}=\frac{\mathrm{d} \mathbf{x}}{\mathrm{dt}}
$$

## Summary

- kinematic quantities
- interpreting graphs of kinematic quantities

Quiz Start of class tomorrow (Thursday, Sept 27).

## Homework

- Ch 2 Questions: 3; Problems: 1, 3, 7, 13
- Graphs: look at and understand figure 2-6, page 19.

