

Mechanics 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

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$$\begin{pmatrix} 60.0 \frac{mi}{kr} \end{pmatrix} \left(\frac{1.609 \text{ km}}{1 \text{ mi}} \right) \left(\frac{1000 \text{ m}}{1 \text{ km}} \right) \left(\frac{1 \text{ min}}{60 \text{ min}} \right) \left(\frac{1 \text{ min}}{60 \text{ s}} \right)$$
$$= \frac{60.0 \times 1.609 \times 1000}{60 \times 60} \text{ m/s}$$
$$= 26.8 \text{ m/s}$$

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

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

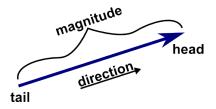
Vectors and Scalars

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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: \vec{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

position ${f x}$ displacement ${f \Delta x}={f x}_f-{f x}_i$ distance d

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.

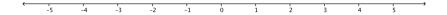
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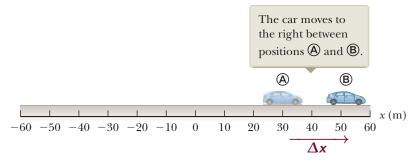
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SI units: meters, m

Position, Displacement, Distance Example

The starting position of the car is $\mathbf{x}_i = 30$ m **i**, the final position is $\mathbf{x}_f = 50$ m **i**.

The distance the car travels is d = 50 m - 30 m = 20 m.

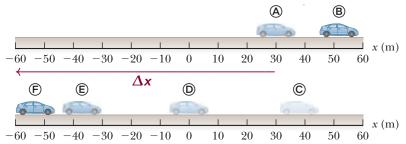


The displacement of the car is $\Delta \mathbf{x} = \mathbf{x}_f - \mathbf{x}_i = 20 \text{ m i}.$

Position, Displacement, Distance Example

The starting position of the car is $\mathbf{x}_i = 30$ m **i**, the final position is $\mathbf{x}_f = -60$ m **i**.

The distance the car travels is d = 130 m.

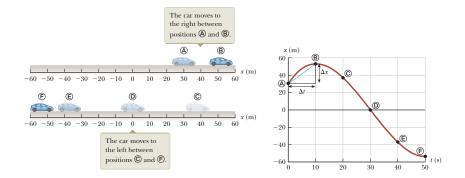


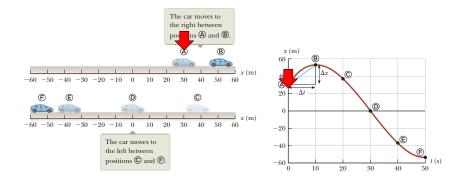
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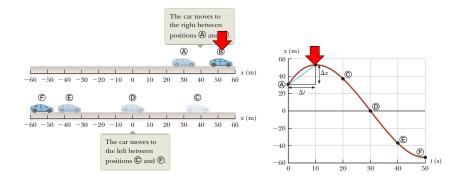
4

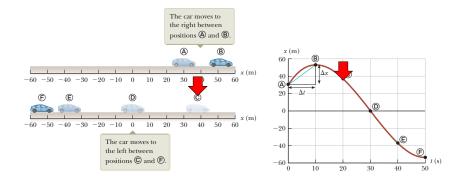
$$\Delta \mathbf{x} = \mathbf{x}_f - \mathbf{x}_i$$

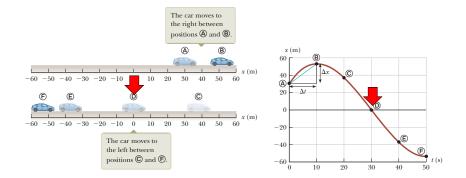
= (-60i) - 30i m
= -90 m i

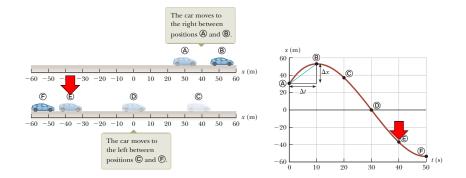


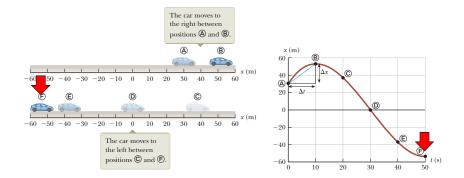












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Is its velocity constant?

Quantities

How position changes with time.

(instantaneous) velocity	$\mathbf{v} = rac{\mathrm{d}\mathbf{x}}{\mathrm{dt}}$	speed and direction
average velocity	$\mathbf{v}_{avg} = rac{\Delta \mathbf{x}}{\Delta t}$	
instantaneous speed	v or $ \mathbf{v} $	"speedometer speed"
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Can velocity be negative? Can speed be negative?

Quantities

How position changes with time.

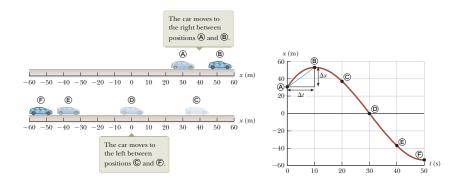
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Can velocity be negative?

Can speed be negative?

Does average speed always equal average velocity?

Position vs. Time Graph (Revisited)

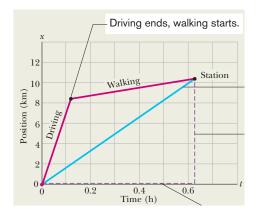


The average velocity in the interval A \rightarrow B is the slope of the blue line connecting the points A and B. $\mathbf{v}_{avg} = \frac{\Delta x}{\Delta t}$

¹Figures from Serway & Jewett

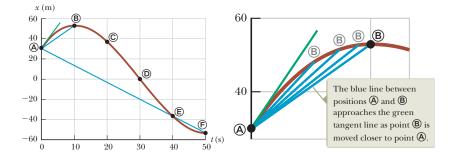
Average Velocity, Sample Problem 2.01

You drive a beat-up pickup truck along a straight road for 8.4 km at 70 km/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.



¹Halliday, Resnick, Walker, 10th ed, page 17.

Instantaneous Velocity and Position-Time Graphs



$$\mathbf{v} = \lim_{\Delta t \to 0} \frac{\mathbf{x}(t + \Delta t) - \mathbf{x}(t)}{t + \Delta t - t} = \lim_{\Delta t \to 0} \frac{\Delta \mathbf{x}}{\Delta t} = \frac{d\mathbf{x}}{dt}$$

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.