



Introduction to Mechanics

Practice using the Kinematics Equations

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Last time

- using kinematics equations
- problem solving practice

Overview

- more practice using kinematics equations

The Kinematics Equations

For constant acceleration:

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

$$\overrightarrow{\Delta x} = \frac{\vec{v}_0 + \vec{v}}{2}t$$

$$\overrightarrow{\Delta x} = \vec{v}_0t + \frac{1}{2}\vec{a}t^2$$

$$\overrightarrow{\Delta x} = \vec{v}t - \frac{1}{2}\vec{a}t^2$$

$$v^2 = v_0^2 + 2a\Delta x$$

For zero acceleration:

$$\overrightarrow{\Delta x} = \vec{v}t$$

Using the Kinematics Equations to solve problems

Process:

- 1 Identify which quantity we need to find and which ones we are given.
- 2 Is there a quantity that we are not given and are not asked for?
 - 1 If so, use the equation that does *not* include that quantity.
 - 2 If there is not, more than one kinematics equation may be required or there may be several equivalent approaches.
- 3 Input known quantities and solve.

Example 4 (Ch 2 #62)

A boat is cruising in a straight line at a constant speed of 2.6 m/s when it is shifted into neutral. After coasting 12 m the engine is engaged again, and the boat resumes cruising at the reduced constant speed of 1.6 m/s . Assuming constant acceleration while coasting,

- (a) how long did it take for the boat to coast the 12 m ?
- (b) What was the boat's acceleration while it was coasting?
- (c) When the boat had coasted for 6.0 m , was its speed 2.1 m/s , more than 2.1 m/s , or less than 2.1 m/s ? Explain.

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(a) how long did it take for the boat to coast the 12 m?

Draw a sketch.

Hypothesis: less than $(12 \text{ m}) \div (1.6 \text{ m/s}) = 7.5 \text{ s}$.

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Given: $v_0 = 2.6 \text{ m/s}$, $v = 1.6 \text{ m/s}$, $\Delta x = 12 \text{ m}$.

Asked for: t

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Strategy: use equation

$$\vec{\Delta x} = \frac{\vec{v}_0 + \vec{v}}{2} t$$

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Rearrange:

$$\begin{aligned} t &= \frac{2 \Delta x}{v + v_0} \\ &= \frac{2 (12 \text{ m})}{1.6 \text{ m/s} + 2.6 \text{ m/s}} \\ &= 5.71 \text{ s} \\ &= \underline{5.7 \text{ s}} \quad (2 \text{ sig figs}) \end{aligned}$$

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Asked for: a

Strategy: there are many ways... Here's one:

$$v^2 = v_0^2 + 2a(\Delta x)$$

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Rearrange:

$$\begin{aligned} a &= \frac{v^2 - v_0^2}{2 \Delta x} \\ &= \frac{(1.6 \text{ m/s})^2 - (2.6 \text{ m/s})^2}{2 (12 \text{ m})} \\ &= \underline{-0.175 \text{ m/s}^2} \\ &= \underline{-0.18 \text{ m/s}^2} \quad (2 \text{ sig figs}) \end{aligned}$$

Analysis: This is a very gentle deceleration, but it is reasonable for a boat. We get the same answer if we use $\vec{v} = \vec{v}_0 + \vec{a}t$ instead.

¹Walker, "Physics", pg 52.

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(c) When the boat had coasted for 6.0 m , was its speed 2.1 m/s , more than 2.1 m/s , or less than 2.1 m/s ? Explain.

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(c) When the boat had coasted for 6.0 m, was its speed 2.1 m/s, more than 2.1 m/s, or less than 2.1 m/s? Explain.

Hypothesis: after 6.0 m it should be traveling at more than 2.1 m/s, because

$$\Delta v \propto t, \Delta v \not\propto \Delta x$$

Distance covered is the area under a velocity-time graph; when moving faster, you cover more distance.

Example 4 (Ch 2 #62)

Check: $v^2 = v_0^2 + 2a(\Delta x)$. Rearrange:

$$v^2 = v_0^2 + 2a(\Delta x)$$

$$v^2 = (2.6 \text{ m/s})^2 + 2(-0.175 \text{ m/s}^2)(6.0 \text{ m})$$

$$v = \underline{2.2 \text{ m/s}}$$

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Analysis: For constant acceleration, the velocity changes linearly with time but nonlinearly with distance.

Example 5

A car driver sees an obstacle in the road and applies the brakes. It takes him 4.33 s to stop the car over a distance of 55.0 m.

Assuming the car brakes with constant acceleration, what was the car's deceleration?

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Given: $t = 4.33 \text{ s}$, $\Delta x = 55.0 \text{ m}$, $v = 0 \text{ m/s}$

Asked for: \vec{a}

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Given: $t = 4.33 \text{ s}$, $\Delta x = 55.0 \text{ m}$, $v = 0 \text{ m/s}$

Asked for: \vec{a}

Strategy: use

$$\vec{\Delta x} = \vec{v}t - \frac{1}{2}\vec{a}t^2$$

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$$\begin{aligned}\vec{\Delta x} &= \vec{v}t - \frac{1}{2}\vec{a}t^2 \\ \frac{1}{2}\vec{a}t^2 &= \vec{v}t - \vec{\Delta x} \\ \vec{a} &= \frac{2(\vec{v}t - \vec{\Delta x})}{t^2}\end{aligned}$$

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$$\begin{aligned}\vec{\Delta x} &= \vec{v}t - \frac{1}{2}\vec{a}t^2 \\ \frac{1}{2}\vec{a}t^2 &= \vec{v}t - \vec{\Delta x} \\ \vec{a} &= \frac{2(\vec{v}t - \vec{\Delta x})}{t^2} \\ &= \frac{2(0 - 55.0 \text{ m}\hat{\mathbf{i}})}{(4.33 \text{ s})^2} \\ \vec{a} &= -5.87 \text{ m/s}^2\hat{\mathbf{i}}\end{aligned}$$

Or, the car's acceleration is 5.87 m/s², opposite the direction of the car's travel.

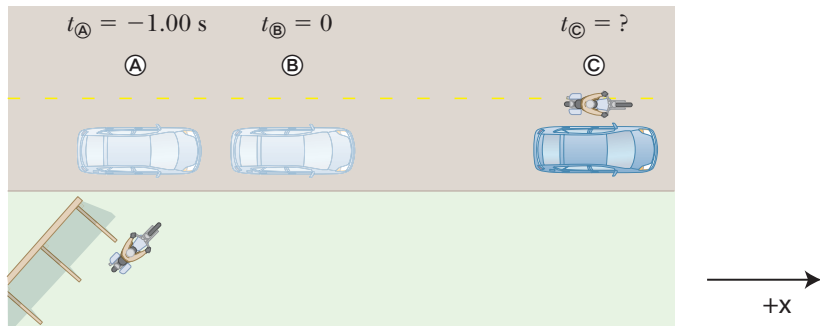
Example 5

Reasonable / Agrees with hypothesis: This is a large deceleration, but a car can manage it. It is reasonable considering he needs to stop before the obstacle and is breaking hard.

Example 6

A car traveling at a constant speed of 45.0 m/s passes a trooper on a motorcycle hidden behind a billboard. One second after the speeding car passes the billboard, the trooper sets out from the billboard to catch the car, accelerating at a constant rate of 3.00 m/s^2 . How long does it take the trooper to overtake the car?

Sketch:



Summary

- practice using the kinematics equations

First Test Thursday, Jan 30.

Homework

- **Please bring a 30 cm ruler to class on Wednesday!**

Walker Physics:

- **Ch 2**, onward from page 52. Problems: 65*, 67, 121
- Read all of Ch 2.

*Part (a) of this problem is unclear. Should read: "(a) How much time *from the moment his friend passes him* does it take until he catches his friend?"