

Physics 101.

Lecture 2.

Monday, Jan. 6, 2003.

Topics covered: 1-D Kinematics
displacement and distance
velocity and speed.

Ref: Textbook. Ch. 2.

1-D Kinematics

e.g.: A man running along a straight line



at time t_1 , position x_1
" t_2 , " x_2 .

• displacement — change in position

$$\Delta x = x_f - x_i = x_2 - x_1 \quad \left(\begin{array}{l} \text{can be positive} \\ \text{OR negative} \\ \text{OR zero} \end{array} \right)$$

$\Delta x > 0$ Towards (+) direction.

$\Delta x < 0$ Towards (-) direction.

- Distance — Length of travel .

$$d \text{ — always } \geq 0 .$$

- In general ,

$$d \geq \Delta x .$$

$$d = |\Delta x| \text{ only if the direction of motion does not change .}$$

- Average Velocity over time interval $\Delta t = t_2 - t_1$:

$$v_{av} = \frac{\Delta x}{\Delta t} \quad (\text{can be } +/-)$$

- Average Speed

$$s_{av} = \frac{d}{\Delta t} \quad (\text{always } \geq 0)$$

$$\text{again , } s_{av} \geq v_{av} .$$

If the direction of Motion stays the same ,

$$\text{Then . } s_{av} = |v_{av}| .$$

e.g. A round Trip of an 100-m runner.

$x-t$ graph.



$$\begin{cases} t_1 = 0, & t_2 = 45, \\ x_1 = 0, & x_2 = 0. \end{cases}$$

Displacement: $\Delta x = x_2 - x_1 = 0$; Distance: $d = 220 \text{ m}$.

Time interval: $\Delta t = t_2 - t_1 = 45 \text{ (s)}$.

Average velocity: $v_{av} = \frac{\Delta x}{\Delta t} = 0$

Average speed: $s_{av} = \frac{d}{\Delta t} = \frac{220 \text{ m}}{45 \text{ s}} = 4.89 \text{ m/s}$

- Does the average velocity represent how fast the man is running?

— NOT always.

— Neither the average speed.

e.g.: A photo-Radar generated Speeding Ticket.

$$v = 72 \text{ km/h}.$$

$$\text{speed limit} = 60 \text{ km/h}.$$

On That day in 1996:

$$\text{distance} = 10 \text{ km}.$$

$$\text{elapsed time} = 15 \text{ min} = 0.25 \text{ h}.$$

$$\text{Average speed} = \frac{10 \text{ km}}{0.25 \text{ h}} = 40 \text{ km/h}.$$

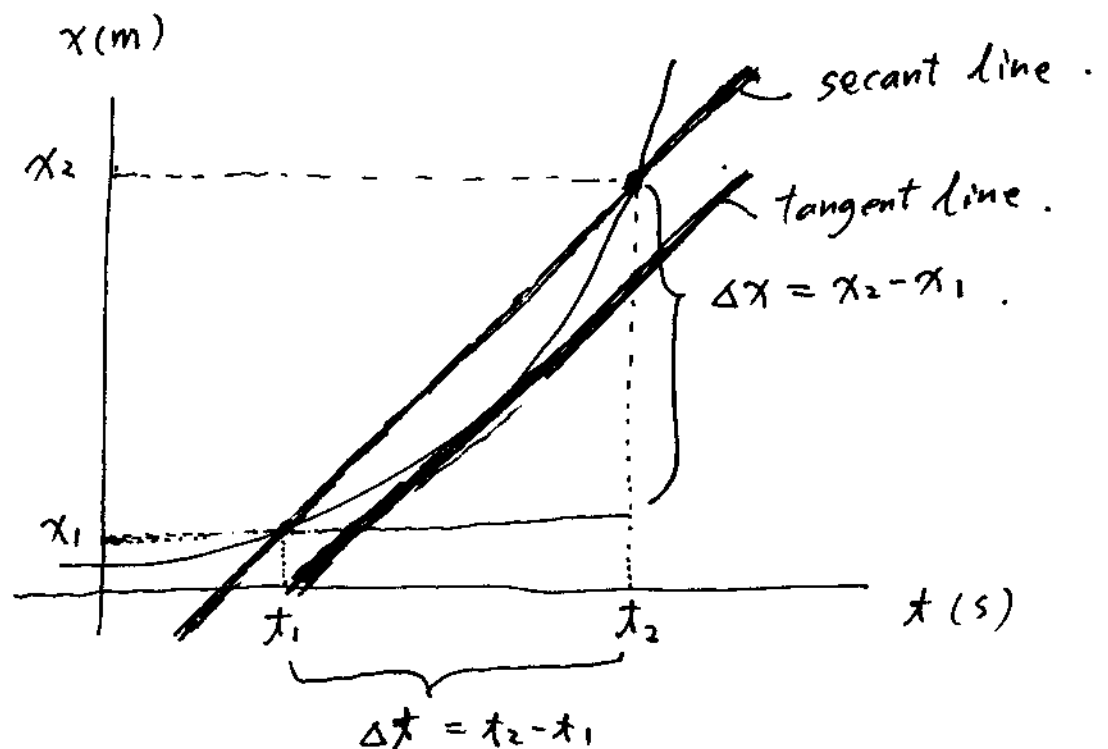
However, what the photo-radar measured was the instantaneous velocity — How fast at that instant when the picture was taken.

$$v \equiv \lim_{\Delta t \rightarrow 0} \frac{\Delta x}{\Delta t} \quad \left(\begin{array}{l} \text{Time-rate of change in } x \\ \frac{dx}{dt} \text{ — derivative of } x \\ \text{with respect to } t \end{array} \right).$$

When Δt is small, $v \approx v_{av}$.

When v is constant, $v = v_{av}$.

- Meaning of v and v_{av} on $x-t$ graph.



Average velocity: $v_{av} = \frac{\Delta x}{\Delta t}$
 $=$ slope of secant line.

instantaneous velocity. $v = \lim \frac{\Delta x}{\Delta t}$
 $=$ slope of tangent line.