



Linear Motion

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Clicker Question 1 (30 s)



$$\vec{A} = \hat{i} + 2\hat{j} + \hat{k}$$

$$\vec{B} = 2\hat{i} + \hat{j} - 3\hat{k}$$

$$|\vec{A} \cdot \vec{B}| = 1$$

Clicker Question 2 (30 s)



$$\vec{A} = \hat{i} - 2\hat{j} + 3\hat{k}$$

$$\vec{B} = -\hat{i} + 2\hat{j} - 3\hat{k}$$

$$|\vec{A} \times \vec{B}| = 0$$

Clicker Question 3 (30 s)



$$\hat{k} \cdot (\hat{i} \times \hat{j}) = 1$$

Properties

- A body that is moving is assumed rigid (ie, all points in that body move identically)
 - This rigid body is also assumed not to rotate along any axis
 - This rigid body can be replaced with a single point-particle to describe the motion
- Motion is in one-dimension and along a straight line
- We look at the motion only
 - do not care what caused it to move.
 - do not consider motion that is very fast (say close to the speed of light)
- We consider only inertial reference frame
 - The coordinate system is either at rest or moving with constant speed

Displacement

- Displacement is the change in position of a particle
 - Say the particle's position vector was r_1 at $t=t_1$ and at r_2 at $t=t_2$
 - Displacement is given by $\Delta r = r_2 - r_1$

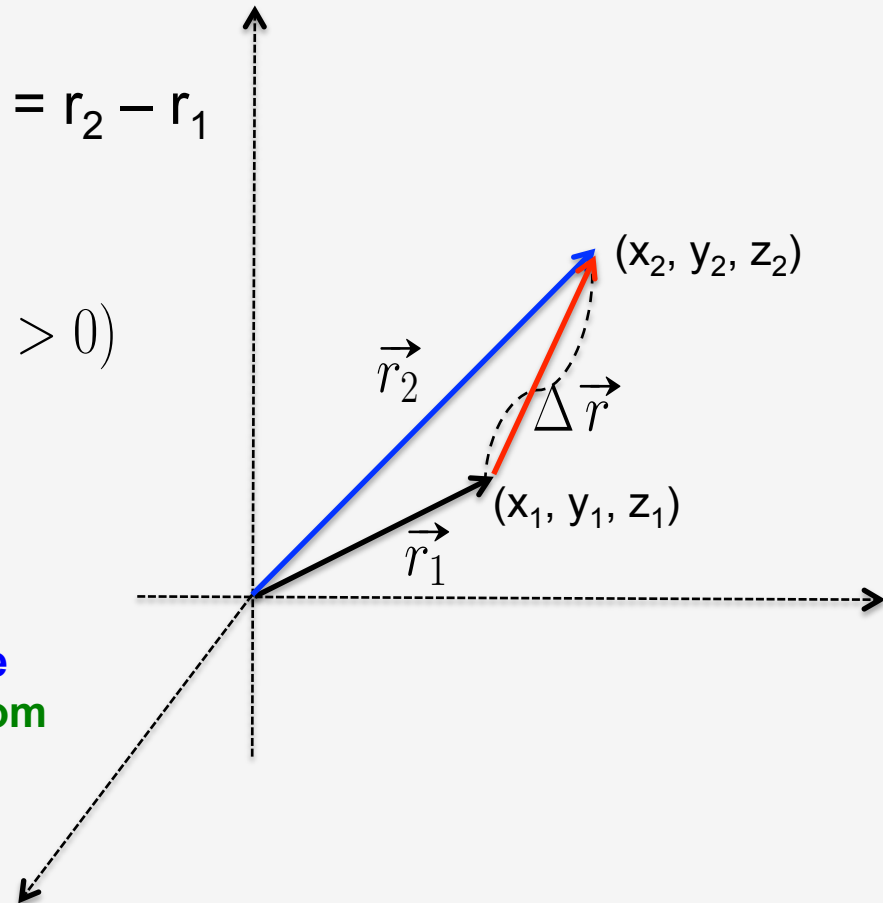
$$\vec{r}_1 = x_1\hat{i} + y_1\hat{j} + z_1\hat{k} \quad \text{at } t = 0$$

$$\vec{r}_2 = x_2\hat{i} + y_2\hat{j} + z_2\hat{k} \quad \text{at } t = t_1 (t_1 > 0)$$

$$\Delta \vec{r} = \vec{r}_2 - \vec{r}_1$$

- Notes

- The actual distance traveled during the time (dotted curve) may be different from displacement (vector shown in red)
- Displacement is a vector. Distance is a scalar



Velocity

- **Velocity is the rate of change of displacement**
 - Say the particle's position vector was r_1 at $t=t_0$ and at r_2 at $t=t_1$
 - Displacement is given by $\Delta r = r_2 - r_1$
- **Average vs Instantaneous velocity**
 - Average velocity is given by $v_{avg} = \Delta r / \Delta t$ (SI UNIT: m/s)
 - Instantaneous velocity is given by $\lim (\Delta t \rightarrow 0) V_{avg} = dr/dt$

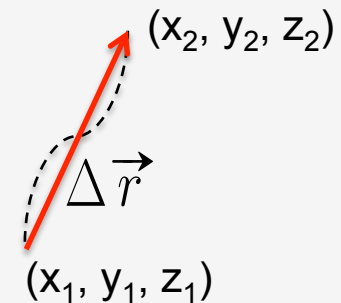
Notes:

Speed = (distance / time interval) it's a scalar

velocity = (displacement / time interval) and is a vector

$$\vec{v}_{avg} = \frac{\Delta \vec{r}}{\Delta t}$$

$$\vec{v}_{inst} = \lim_{\Delta t \rightarrow 0} \frac{\Delta \vec{r}}{\Delta t} = \frac{d\vec{r}}{dt}$$



Acceleration

- Acceleration is the rate of change of velocity
 - Say the particle's velocity vector was \vec{v}_1 at $t=t_1$ and at \vec{v}_2 at $t=t_2$
 - Change in velocity is given by $\Delta\vec{v} = \vec{v}_2 - \vec{v}_1$
- Average vs Instantaneous acceleration
 - Average acceleration is given by $\vec{a}_{avg} = \Delta\vec{v} / \Delta t$ (SI UNIT: (m/s)/s = m/s²)
 - Instantaneous acceleration is given by $\lim (\Delta t \rightarrow 0) \vec{a}_{avg} = d\vec{v}/dt$

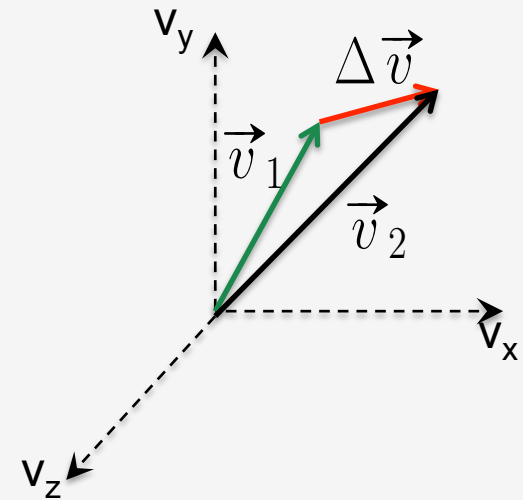
Notes:

Deceleration is negative acceleration

$$\vec{a}_{avg} = \frac{\vec{v}_2 - \vec{v}_1}{t_2 - t_1} = \frac{\Delta\vec{v}}{\Delta t}$$

$$\vec{a}_{inst} = \lim_{\Delta t \rightarrow 0} \frac{\Delta\vec{v}}{\Delta t} = \frac{d\vec{v}}{dt}$$

$$= \frac{d}{dt} \left\{ \frac{d\vec{x}}{dt} \right\} = \frac{d^2\vec{x}}{dt^2}$$



Summary

quantity	1D	2D	3D
position \vec{r}	$r_x \hat{i}$	$r_x \hat{i} + r_y \hat{j}$	$r_x \hat{i} + r_y \hat{j} + r_z \hat{k}$
avg. velocity $\frac{\Delta \vec{r}}{\Delta t}$	$\frac{\Delta r_x}{\Delta t} \hat{i}$	$\frac{\Delta r_x}{\Delta t} \hat{i} + \frac{\Delta r_y}{\Delta t} \hat{j}$	$\frac{\Delta r_x}{\Delta t} \hat{i} + \frac{\Delta r_y}{\Delta t} \hat{j} + \frac{\Delta r_z}{\Delta t} \hat{k}$
inst. velocity $\frac{d\vec{r}}{dt}$	$\frac{dr_x}{dt} \hat{i}$	$\frac{dr_x}{dt} \hat{i} + \frac{dr_y}{dt} \hat{j}$	$\frac{dr_x}{dt} \hat{i} + \frac{dr_y}{dt} \hat{j} + \frac{dr_z}{dt} \hat{k}$
avg. acceleration $\frac{\Delta \vec{v}}{\Delta t}$	$\frac{\Delta v_x}{\Delta t} \hat{i}$	$\frac{\Delta v_x}{\Delta t} \hat{i} + \frac{\Delta v_y}{\Delta t} \hat{j}$	$\frac{\Delta v_x}{\Delta t} \hat{i} + \frac{\Delta v_y}{\Delta t} \hat{j} + \frac{\Delta v_z}{\Delta t} \hat{k}$
inst. acceleration $\frac{d\vec{v}}{dt}$	$\frac{dv_x}{dt} \hat{i}$	$\frac{dv_x}{dt} \hat{i} + \frac{dv_y}{dt} \hat{j}$	$\frac{dv_x}{dt} \hat{i} + \frac{dv_y}{dt} \hat{j} + \frac{dv_z}{dt} \hat{k}$
inst. acceleration $\frac{d^2 \vec{r}}{dt^2}$	$\frac{d^2 r_x}{dt^2} \hat{i}$	$\frac{d^2 r_x}{dt^2} \hat{i} + \frac{d^2 r_y}{dt^2} \hat{j}$	$\frac{d^2 r_x}{dt^2} \hat{i} + \frac{d^2 r_y}{dt^2} \hat{j} + \frac{d^2 r_z}{dt^2} \hat{k}$