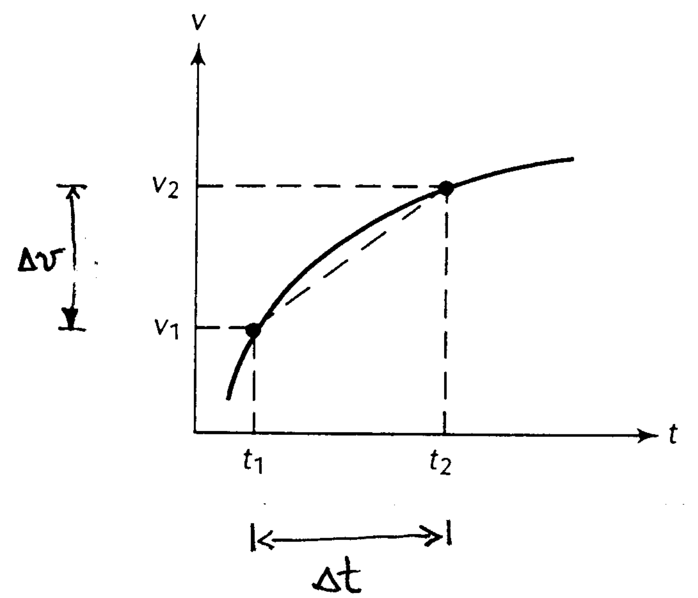
Acceleration

Both the velocity and the position of a particle may be functions of time.

particle speeds up / slows down $\Big\}$ velocity changes $\rightarrow$ accelerated motion

Acceleration $\Rightarrow$ rate of change of velocity

If $v = v_1$ at $t = t_1$
and $v = v_2$ at $t = t_2$



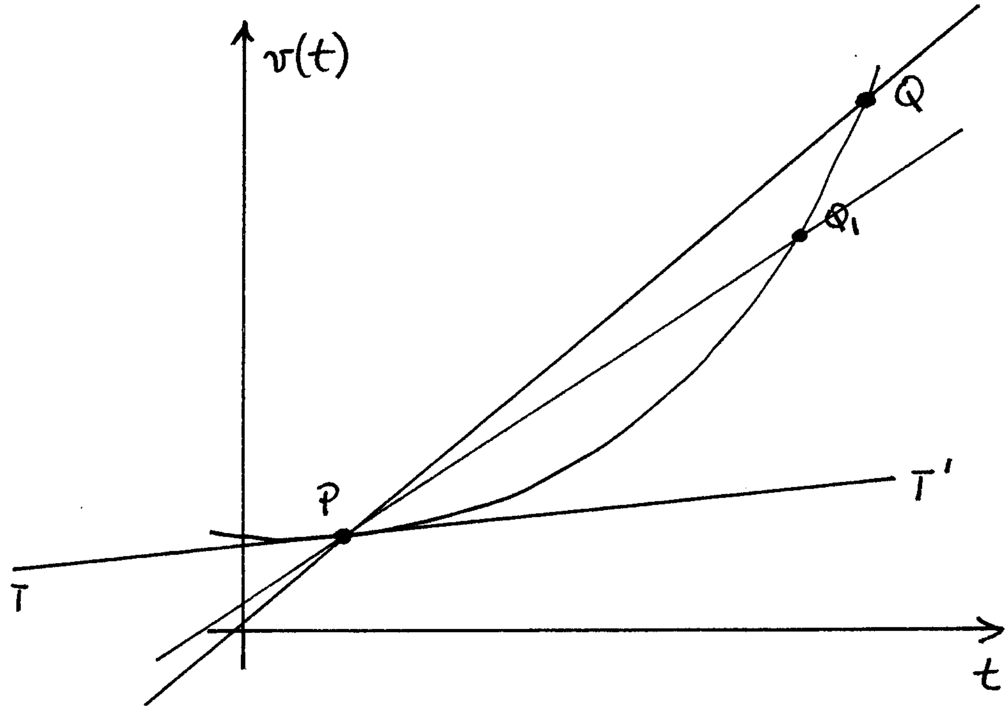
Average Acceleration:

$$\bar{a} = \frac{v_2 - v_1}{t_2 - t_1} = \frac{\Delta v}{\Delta t} \quad (m/s^2)$$

$$\frac{\Delta v}{\Delta t} \leftarrow \frac{v(t+\Delta t) - v(t)}{\Delta t}$$

$\bar{a} \equiv$ slope of straight line connecting the points $(v_1 t_1)$ and $(v_2 t_2)$.

Instantaneous Acceleration



Instead of an average acceleration over some time interval Δt, we want to be able to calculate the instantaneous acceleration $\longleftrightarrow$ acceleration at any time t.

It is defined as the limiting process for $\Delta t \to 0$

$$a(t) = \lim_{\Delta t \to 0} \frac{v(t+\Delta t) - v(t)}{\Delta t} = \frac{dv}{dt} \quad \text{(calculus)}$$

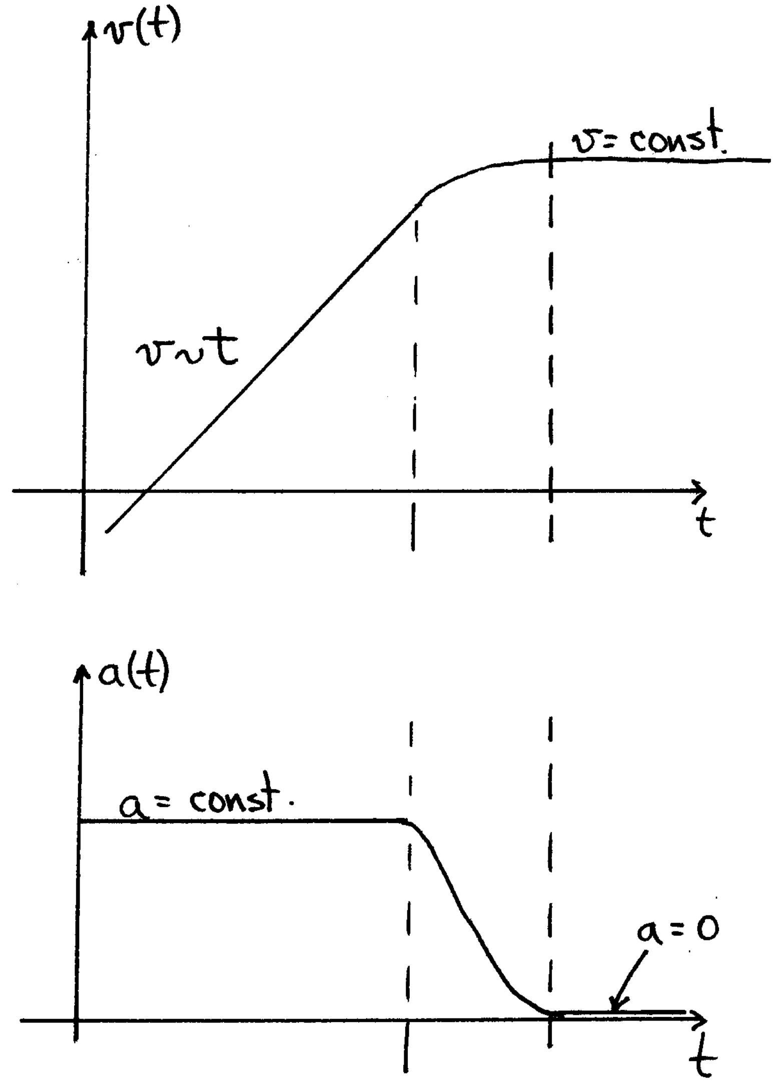
= derivative of the velocity with respect to time

For point P above: $a(t) \equiv$ slope TT' in the limit

Since $v(t) = \dfrac{dx}{dt}$

$$a(t) = \frac{d\,v(t)}{dt} = \frac{d}{dt}\left(\frac{dx}{dt}\right) = \frac{d^2x}{dt^2}.$$

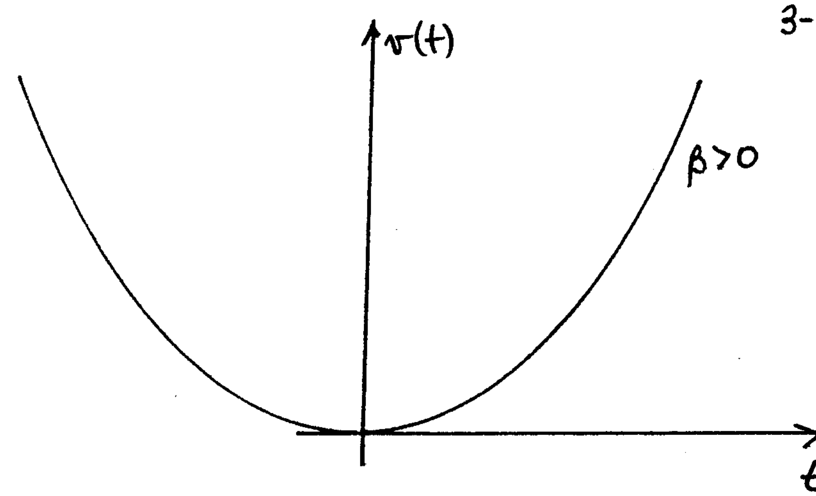
Example



Note: Even if $v(t)=0$, $a(t)$ is not necessarily zero !!

Example

$v(t) = \frac{1}{2}\beta t^2$



What is $\bar{a}$ between $t=1$ and $t=3s$? $\Rightarrow$ $\Delta t = 2s$

$$v(t+\Delta t) = \frac{1}{2}\beta(t+\Delta t)^2$$

$$= \frac{1}{2}\beta t^2 + \beta t(\Delta t) + \frac{1}{2}\beta(\Delta t)^2$$

$$\bar{a} = \frac{v(t+\Delta t) - v(t)}{\Delta t} = \beta t + \frac{1}{2}\beta(\Delta t)$$

$t = 1s$; $\Delta t = 2s$

$$\bar{a} = \beta(1) + \frac{1}{2}\beta(2) = 2\beta \quad m/s^2$$

Or:

$$v(t+\Delta t) = v(3) = \frac{1}{2}\beta(3)^2 = 4.5\beta$$

$$v(t) = v(1) = \frac{1}{2}\beta(1)^2 = 0.5\beta$$

$$\bar{a} = \frac{\Delta v}{\Delta t} = \frac{(4.5-0.5)}{2}\beta = 2\beta \quad m/s^2$$

Acceleration $\quad a = \frac{dv}{dt} = \beta t$

$$\left.\begin{array}{l} a(1) = \beta \\ a(2) = 3\beta \end{array}\right] \bar{a} = 2\beta \quad m/s^2$$

Constant Acceleration

- An important special type of motion.

$a(t) = a$, a constant

$a > 0$ velocity increasing $+x$
$a < 0$ velocity decreasing

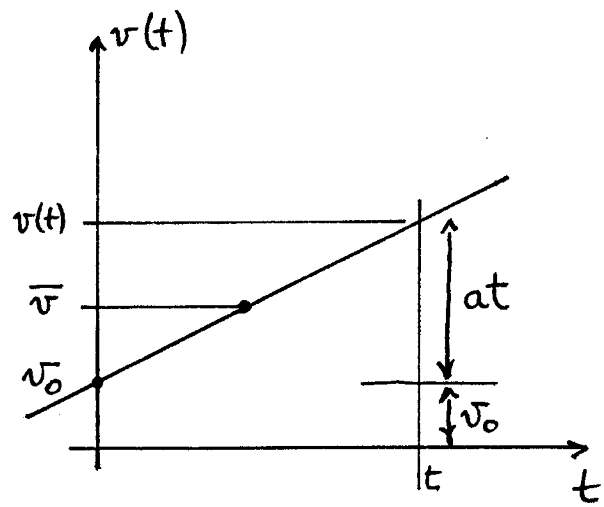
$a(t) = \frac{dv}{dt} = a$, a constant

$\therefore$ $v(t) \equiv$ straight line

For constant $a(t) = a$

$\bar{a} = a = \frac{v(t) - v_0}{t - 0}$

$v = v_0 \equiv$ velocity at $t=0$.



$v > 0$ particle moving $+x$
$v < 0$ particle moving $-x$

$$\therefore \boxed{v(t) = v_0 + at} \quad ①$$

If particle is at x_0 at time $t=0$, After an elapsed time t it will be at

$$x = x_0 + \bar{v}t$$

Since $v(t)$ increases uniformly with t

$$\bar{v} = \frac{1}{2}\left[v_0 + v(t)\right] = \frac{1}{2}\left[v_0 + v_0 + at\right]$$

$$\bar{v} = v_0 + at/2$$

$$\therefore \quad \boxed{x(t) = x_0 + v_0 t + \frac{1}{2} a t^2} \qquad (2)$$

Original pos. at $t=0$.

change in position due to initial velocity

change in position due to changing velocity $\Rightarrow$ acceleration

Eq's (1) and (2) give $v(t)$ and $x(t)$ as functions of time.

From (1) $\quad t = \dfrac{v - v_0}{a}$

Substitute into (2)

$$x(t) - x_0 = v_0 \left(\frac{v - v_0}{a} \right) + \frac{1}{2} a \left(\frac{v - v_0}{a} \right)^2$$

After some algebra

$$\boxed{v^2 - v_0^2 = 2a(x - x_0)} \qquad (3)$$

Using calculus:

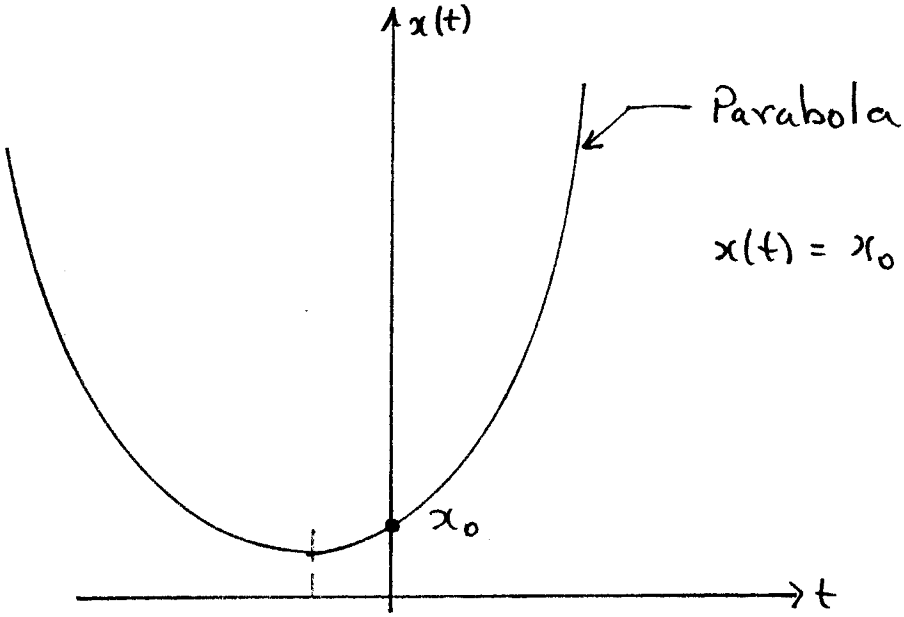
$$x(t) = x_0 + v_0 t + \frac{1}{2} a t^2$$

$$v(t) = \frac{dx}{dt} = v_0 + at$$

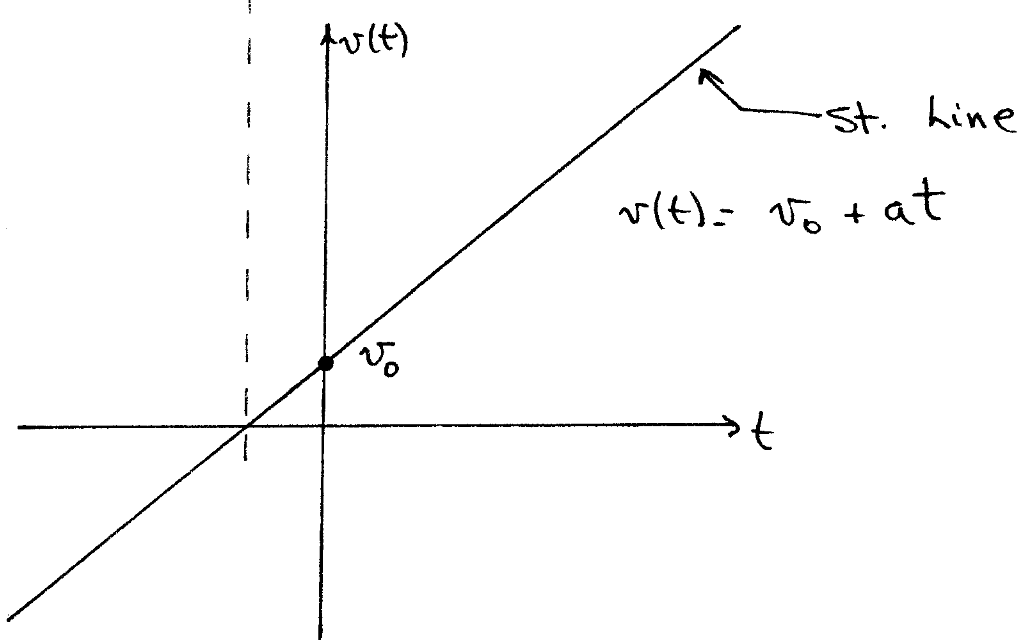
$$a(t) = \frac{dv}{dt} = a \qquad [a \text{ is a constant}]$$

[If $a = 0$, uniform st. line motion]

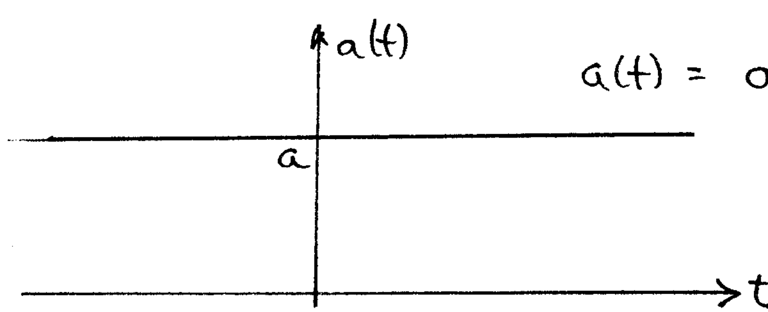
Uniformly Accelerated Motion



$$x(t) = x_0 + v_0 t + \frac{1}{2} a t^2$$



$$v(t) = v_0 + at \qquad = \frac{dx}{dt}$$



$$a(t) = a \; [\text{constant}] = \frac{d^2x}{dt^2} = \frac{dv}{dt}$$

Example

How long does it take a car to travel 30m if it accelerates from rest at a rate of $2.0 \, m/s^2$?

Known	Wanted
$x_0 = 0$	
$v_0 = 0$	
$a = 2.0 \, m/s^2$	
$x = 30m$ $\longrightarrow$	$t = ?$

$$x = x_0 + v_0 t + \frac{1}{2} a t^2$$

$$30 = 0 + (0) t + \frac{1}{2} \times 2 \, t^2$$

$$\therefore \; t = \sqrt{30} = \underline{\underline{5.5 \, s}}$$

Example

Particle is at the coordinate position $x_0 = 5m$ at $t=0$ and moving with a velocity $v_0 = 20 m/s$. The particle then starts to decelerate (i.e. acceleration opposite to v). At $t = 10s$ the particle has a velocity $v = 2m/s$.

a) what is the acceleration?
b) What is the position function?
c) How long is it before the particle returns to $x = 5m$.

$$\left.\begin{array}{l} x_0 = 5m \\ v_0 = 20 m/s \end{array}\right\} t=0 \qquad a = ? \quad x(t) = ?$$

$v(10) = 2 m/s \quad t = 10s.$

$$v = v_0 + at \qquad (1)$$

$$x = x_0 + v_0 t + \frac{1}{2} a t^2 \qquad (2)$$

$$v^2 - v_0^2 = 2a(x - x_0) \qquad (3)$$

From (1) $\quad a = \dfrac{v - v_0}{t} = \dfrac{2 - 20}{10} = -1.8 \, m/s^2$

$$\therefore \boxed{x = 5 + 20t - \frac{1.8}{2} t^2}$$ Position Function

Use position function to determine when particle returns to $x = 5m$.

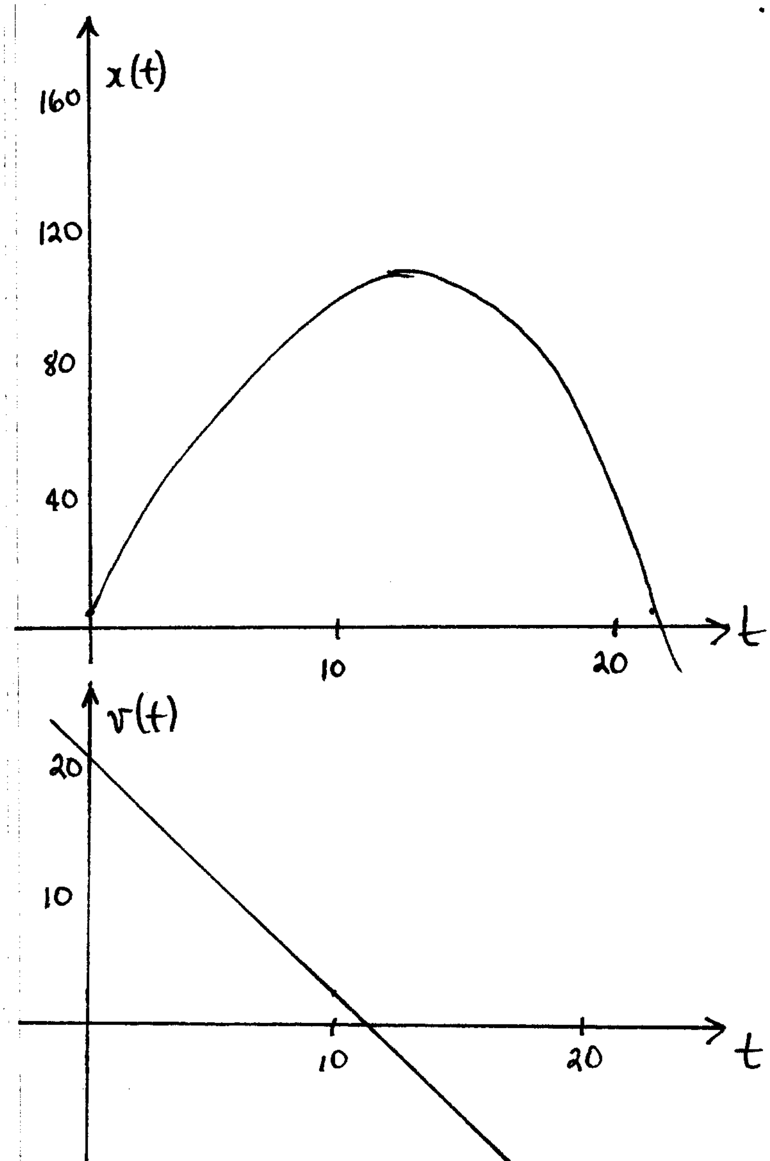
$x = 5m$

$\therefore \quad 5 = 5 + 20t - 0.9t^2$

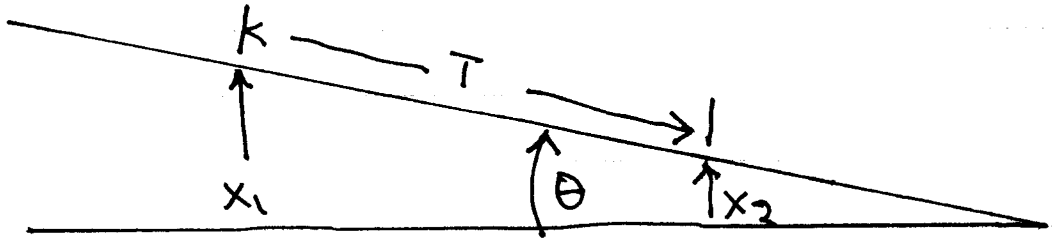
$$0.9t^2 - 20t = 0$$

$$(0.9t - 20)\,t = 0$$

$$t = 0 \quad \text{or} \quad t = \frac{20}{.9} = 22.22\,s.$$



Inclined Plane



$v_1 = \dfrac{10\,cm}{t_1}$ $\qquad a = \dfrac{v_2 - v_1}{T}$

$v_2 = \dfrac{10\,cm}{t_2}$

$\sin\theta = \dfrac{25.7 - 6.8}{167.8} = 0.112$

$\theta = 6.47^0$

$a_{Th} = g\sin\theta = 1.099\ m/s^2$

	M	M'	2M
t_1	.246	.107	.131
t_2	.067	.058	.060
T	1.117	.717	.802
v_1	40.65	93.4	76.3
v_2	149.25	172.4	166.7
a	0.97	110.2	112.7

Acceleration of Gravity

Important class of constant acceleration problems involves gravit
Body released near the surface of the earth is accelerated downwards under the influence of gravity.

"Free Fall" – downward motion proceeds with constant accel.

Greeks : Aristotle (384 - 322) BC
- Heavier bodies fall faster
  - ↳ philosophical truths from logical deduction

Galileo (1564 - 1642)
- careful experiments and observations
- established mechanics as a science

All objects near the earth accelerate at the same constant rate when other external effects are excluded : wind, etc.

One of the most precisely and rigorously tested laws of nature.

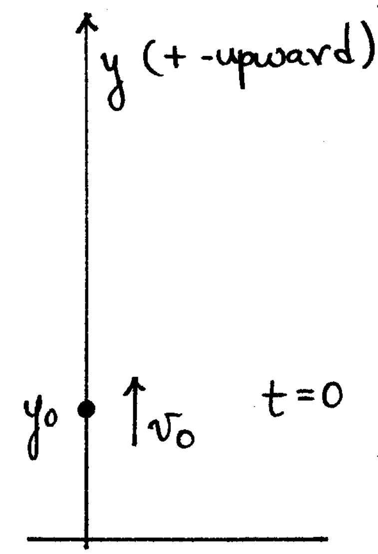
Difference is $< 1 \times 10^{-10}$ for different objects
$< 1 \times 10^{-12}$ for special cases.

$$g = 9.81 \text{ m/s}^2$$
$$= 32.2 \text{ ft/s}^2$$

[5'th force ??]

- Varies slightly with latitude and longitude
- Will see later how to obtain g – Univ. Law of Grav.

Eq. of Motion $a = -g$



Take a coordinate system with $y>0$ upward. The equations of motion with constant $\underline{a}$ become

$$a = -g$$

$$v = v_0 - gt$$

$$y = y_0 + v_0 t - \frac{1}{2} g t^2$$

$$v^2 - v_0^2 = -2g(y - y_0)$$

Related to Cons. (KE+PE)

$$\left.\begin{array}{l} y_0 = \text{position} \\ v_0 = \text{velocity} \end{array}\right\} t=0$$

"Gees"

· Acceleration sometimes measured in units of the acceleration due to gravity.

$$\underline{a}(\text{gees}) = \left(\frac{a}{g}\right) \qquad \text{(dimensionless)}$$

$$a = g\,\underline{a}(\text{gees}) \qquad g = 9.81 \text{ m/s}^2$$

$$\underline{a} = 1\text{gee} \qquad a = g$$

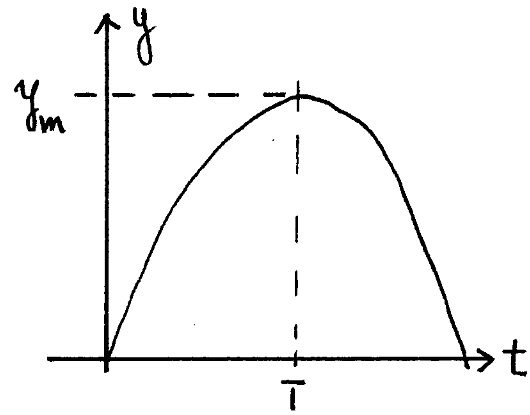
$$\underline{a} = 2\text{gees} \qquad a = 2g.$$

Example

A ball is thrown vertically upward from the ground with an initial velocity of 25 m/s.

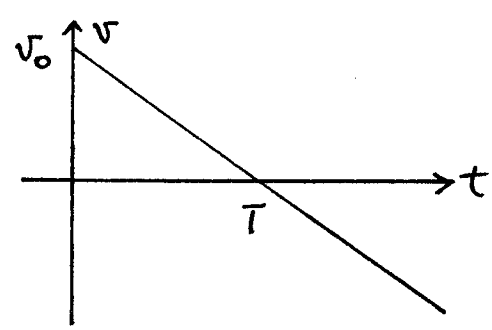
a) How long does it take to reach its maximum height?
b) How high does it rise?
c) What is the velocity when it hits the ground again?
d) What is the time for the total trip?

$$\left.\begin{aligned} y_0 &= 0 \\ v_0 &= 25\,m/s \\ a &= -g \end{aligned}\right\} t=0$$



$$y(t) = v_0 t - \tfrac{1}{2} g t^2$$

$$v(t) = v_0 - g t$$



What defines maximum height?

At $t = T$ $\quad v(T) = 0$

$$\therefore\ v(T) = 0 = v_0 - gT$$

$$\therefore\ T = \frac{v_0}{g} = \frac{25\,m/s}{9.8\,m/s^2} = 2.55\,s$$

$$v^2 - v_0^2 = -2g(y - y_0)$$

At $v(T) = 0 \quad y(T) = y_m$.

$$0 - v_0^2 = -2g(y_m - 0)$$

$$y_m = \frac{v_0^2}{2g} = \frac{(25\,m/s)^2}{2 \times 9.81\,m/s^2} = 31.9\,m.$$

Since $v^2 - v_0^2 = -2g(\underbrace{y}_{y=0 \text{ on return.}} - \underbrace{y_0}_{=0})$

$$\therefore v^2 = v_0^2$$

$$v = \pm v_0 = 25\,m/s.$$

$$y = v_0 t - \tfrac{1}{2} g t^2$$

$$0 = v_0 t - \tfrac{1}{2} g t^2 \quad \text{[on return]}$$

Solve $\quad t = 0$

$$t = \frac{2v_0}{g} = 2T$$

Problem

stone thrown upward from top of building with an initial velocity of 20 m/s straight upward. The building is 50m high, and the stone just misses the building on the way down.

a) What is the time needed for the stone to reach its maximum height?

$$v = v_0 - gt$$

At max. height $v = 0$.

$$\therefore \quad 20\,m/s - 9.8\,\frac{m}{s^2}\,t_1 = 0$$

$$t_1 = 2.04\,s$$

b) What is the maximum height?

$$y = v_0 t - \frac{1}{2} g t^2$$

$$y_{max} = 20 \times 2.04 - \frac{1}{2} \times 9.8 \times (2.04)^2$$

$$= 20.4\,m$$

c) What is the time needed for stone to return to level of thrower?

$$y = v_0 t - \frac{1}{2} g t^2$$

At level of thrower

$y = 0.$

$\therefore \quad 20t - 4.9t^2 = 0$

$t = 0$ and $t = 4.08\,s$

initial   required time

d) The velocity of the stone at this instant?

$v = v_0 - gt$

$= 20 - 9.8 \times 4.08$

$= -20.0\ m/s.$

[same in magnitude as initial velocity]

e) what is velocity and position at $t = 5s$?

$v = v_0 - gt$

$= 20 - 9.8 \times 5 = -29.0s.$

$y = v_0 t - \frac{1}{2} g t^2$

$= 20 \times 5 - \frac{1}{2} \times 9.8 \times 5^2 = -22.5s.$

f) What is velocity and time when stone hits ground? $v = -37.1\ m/s$ $t = 5.83s$

Measuring 'g'

8.01 9/10/04

Attached are two data sets for the measurement in 26-100 of the gravitational acceleration 'g'. The vertical spacing (tiny bright marks on the vertical rod) are 0.5 m apart. The strobe frequency was 10 Hz.

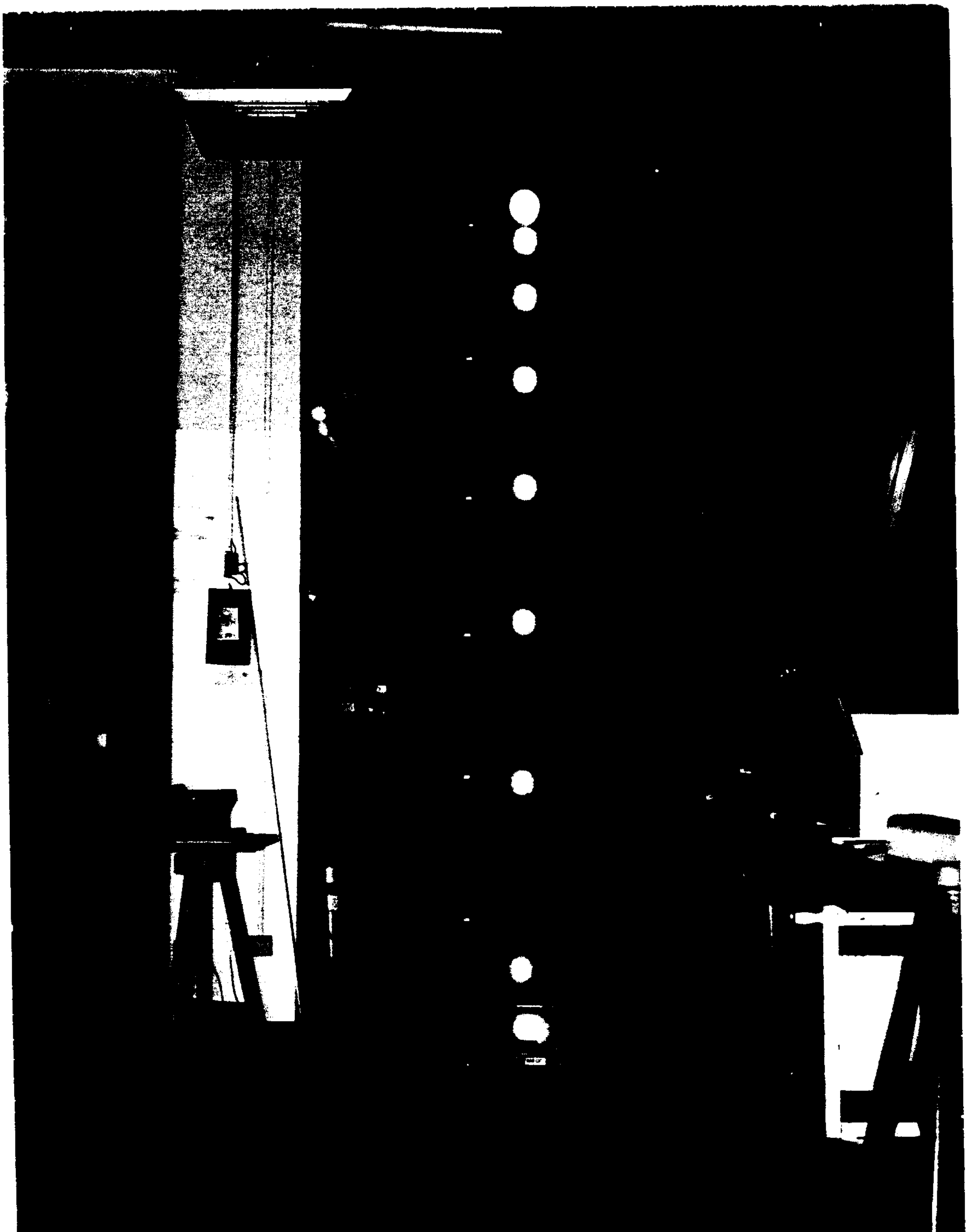
Note that the strobe is not synched to the release of the ball. The vertical motion equation should be used in the form:

$$y = -\frac{1}{2} g (t - t_0)^2$$

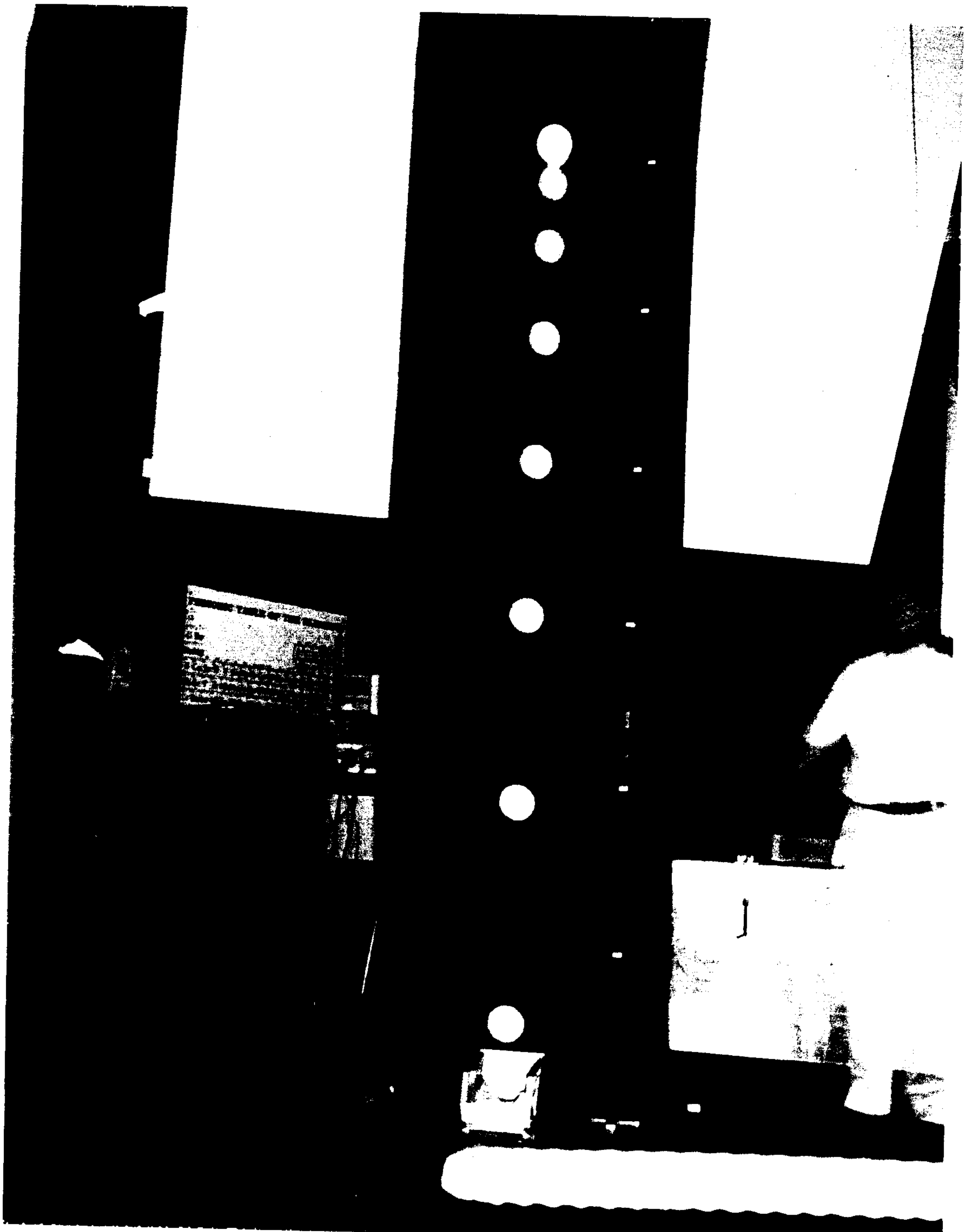
I would strongly urge you to analyze this data to extract a value for 'g'. This is one of only very few opportunities you will have in 8.01 to put your hands on *real* data and to extract some interesting physics.

Your recitation instructors will be able to guide you with this analysis. I am urging them to also analyze the data.

In my analysis I obtained a value for 'g' within 3% of the accepted value.



f 11 10 Hz



10 Hz