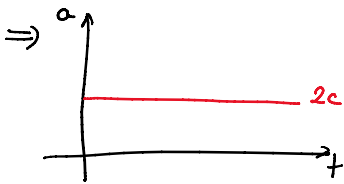
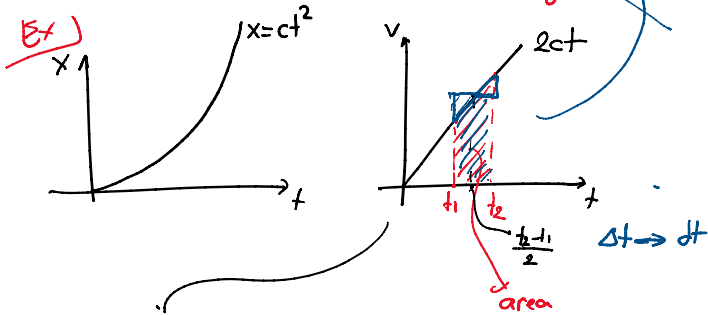
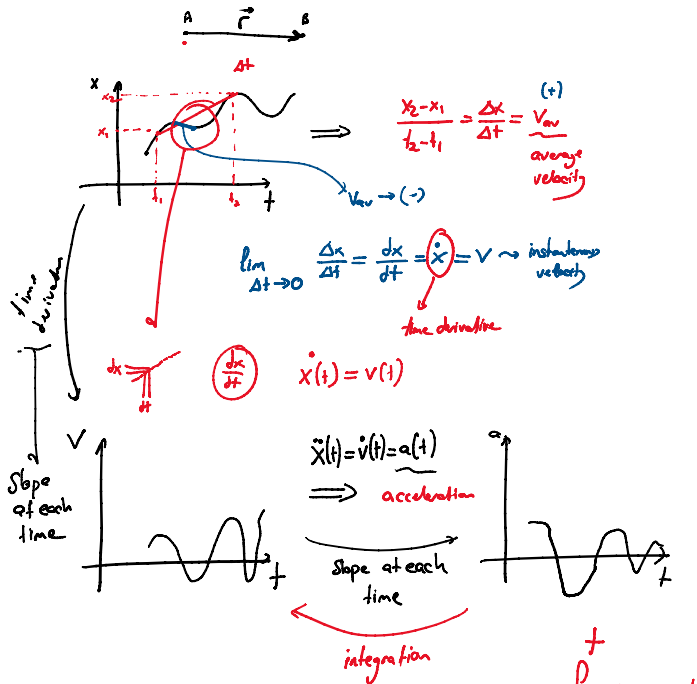


> Motion along a straight line



$$x(t) = \underbrace{x(0)} + v(0)t + \frac{1}{2}at^2$$

Constant acceleration



Ex) Variable acceleration

$a(t) = 2.0 \text{ m/s}^2 - (0.10 \text{ m/s}^3) \cdot \frac{t}{\text{s}}$, $v(0) = 10 \text{ m/s}$, $x(0) = 0 \text{ m}$

$v(t) = ?$

$x(t) = ?$



$x(t) = ?$



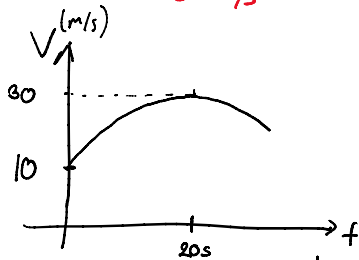
$$v(t) = v(0) + \int_0^t a(t') dt'$$

$$= 10 \text{ m/s} + \int_0^t [2.0 \text{ m/s}^2 - (0.10 \text{ m/s}^3)t'] dt'$$

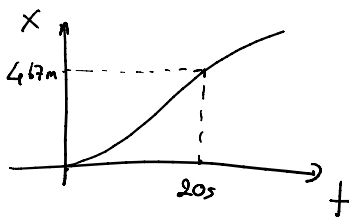
$$v(t) = 10 \text{ m/s} + 2.0 \text{ m/s}^2 t - (0.10 \text{ m/s}^3) \frac{t^2}{2}$$

$$v(20) = 10 \text{ m/s} + 40 \text{ m/s} - 20 \text{ m/s}$$

$$= 30 \text{ m/s}$$



$$x(t) = x(0) + \int_0^t v(t') dt' = (10 \text{ m/s})t + (1.0 \text{ m/s}^2)t^2 - \left(\frac{0.10}{6} \text{ m/s}^3\right)t^3$$



Chapter 3 - Motion in two or three dimensions

> we will use vectors

$$\vec{r} = x\hat{i} + y\hat{j} + z\hat{k} \quad \text{displacement vector}$$

$$\vec{v} = \frac{d\vec{r}}{dt} = \dot{\vec{r}} = \frac{dx}{dt}\hat{i} + \frac{dy}{dt}\hat{j} + \frac{dz}{dt}\hat{k} = v_x\hat{i} + v_y\hat{j} + v_z\hat{k} \quad \text{velocity}$$

$$\vec{a} = \frac{d\vec{v}}{dt} = \ddot{\vec{r}} = \frac{d^2x}{dt^2}\hat{i} + \frac{d^2y}{dt^2}\hat{j} + \frac{d^2z}{dt^2}\hat{k} = a_x\hat{i} + a_y\hat{j} + a_z\hat{k} \quad \text{acceleration}$$

Speed $\rightarrow |\vec{v}| = \sqrt{v_x^2 + v_y^2 + v_z^2}$
it's the magnitude of the velocity vector

Ex)

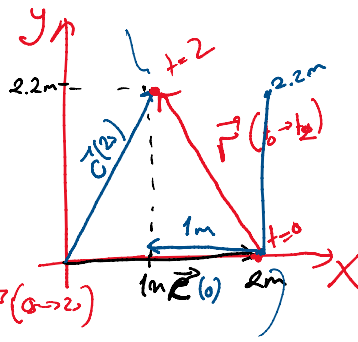
$$x(t) = 2.0 \text{ m} - (0.25 \text{ m/s}^2)t^2 + (0.10 \text{ m/s}^3)t^3$$

\rightarrow What is the average velocity in 2 seconds?

$x(t) = 2.0\text{ m} - (0.25\text{ m/s}^2)t^2$ velocity in 2 seconds?

$y(t) = (1.0\text{ m/s})t + (0.025\text{ m/s}^3)t^3$

$x(0) = 2.0\text{ m}$ $x(2\text{ s}) = 1\text{ m}$
 $y(0) = 0$ $y(2\text{ s}) = 2.2\text{ m}$



$\vec{r}(2\text{ s}) - \vec{r}(0) = \vec{r}(0 \rightarrow 2)$

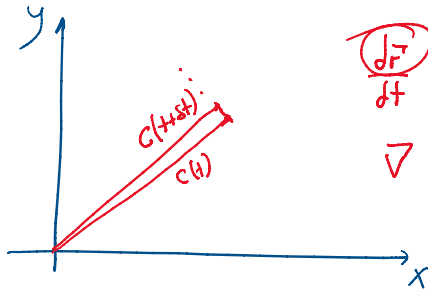
$\vec{r}(2\text{ s}) = 1.0\text{ m } \hat{i} + 2.2\text{ m } \hat{j}$

$\vec{r}(0\text{ s}) = 2.0\text{ m } \hat{i}$

$\vec{r} = (-1.0\text{ m})\hat{i} + 2.2\text{ m } \hat{j}$

$\vec{v}_{av} = \frac{\vec{r}}{\Delta t} = -0.5\text{ m/s } \hat{i} + 1.1\text{ m/s } \hat{j}$

⇒ Instantaneous velocity



$\frac{d\vec{r}}{dt} = \frac{dx}{dt} \hat{i} + \frac{dy}{dt} \hat{j}$
 $\vec{v} = -0.50\text{ m/s } \hat{i} + \left(1.0\text{ m/s} + 0.075\text{ m/s}^3 t^2\right) \hat{j}$

$\vec{a} = \frac{d\vec{v}}{dt} =$