

Unit 1: Kinematics & Dynamics

Kinematics \rightarrow study of motion

dynamics \rightarrow " " causes of motion

uniform motion \rightarrow constant velocity

accelerated motion \rightarrow w/ changing velocity

Scalar speed \rightarrow rate of change of distance (per unit time)
 Vector velocity \rightarrow rate of change of displacement

distance displacement \rightarrow change in position

position \rightarrow location in space

$$v = \frac{d}{t}$$

$$\vec{v} = \frac{\vec{d}}{t}$$

acceleration \rightarrow rate of change of \vec{v}

$$a = \frac{v_f - v_i}{t}$$

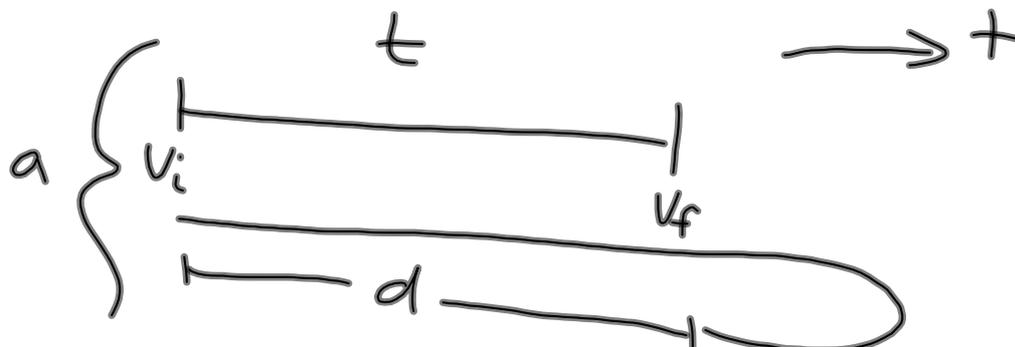
def. of average velocity (if \vec{a} is constant)

$$v_{av} = \frac{v_i + v_f}{2} = \frac{d}{t}$$

$$v_f^2 = v_i^2 + 2ad$$

$$\frac{d}{t} = \frac{v_i + v_f}{2} \quad a = \frac{v_f - v_i}{t} \quad v_f^2 = v_i^2 + 2ad$$

$$d = v_i t + \frac{1}{2} a t^2 \quad d = v_f t - \frac{1}{2} a t^2$$



Vector Math

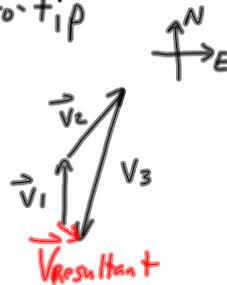
- multiply a vector by a scalar
 $n\vec{v} = n \times \text{magnitude of } \vec{v} \text{ in same direction as } \vec{v}$
 $(n \times |\vec{v}|)$

- adding 2 vectors
 3 methods \rightarrow all "tail-to-tip"

$$\vec{V}_1 = 25 \frac{\text{m}}{\text{s}} [\text{N}]$$

$$\vec{V}_2 = 37 \frac{\text{m}}{\text{s}} [\text{N } 30^\circ \text{ E}]$$

$$\vec{V}_3 = 45 \frac{\text{m}}{\text{s}} [\text{S } 20^\circ \text{ W}]$$



1) Scale Diagram

- easy
- imprecise
- time consuming

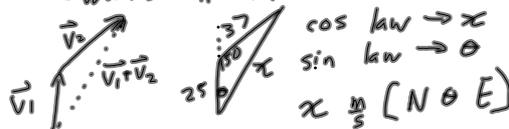
$$\vec{V}_1 = 25 \frac{\text{m}}{\text{s}} [\text{N}]$$

$$\vec{V}_2 = 37 \frac{\text{m}}{\text{s}} [\text{N } 30^\circ \text{ E}]$$

$$\vec{V}_3 = 45 \frac{\text{m}}{\text{s}} [\text{S } 20^\circ \text{ W}]$$

2) Trig. method

- works well with 2 vectors



3) Components

- divide each vector into orthogonal components

	①	②	③
N-S	25 $\frac{\text{m}}{\text{s}}$	32 $\frac{\text{m}}{\text{s}}$	-42.3 $\frac{\text{m}}{\text{s}}$
E-W	0	18.5 $\frac{\text{m}}{\text{s}}$	-15.4

N-S	14.7 $\frac{\text{m}}{\text{s}}$
E-W	3.1 $\frac{\text{m}}{\text{s}}$

$$\vec{V}_{\text{Res.}} = 15 \frac{\text{m}}{\text{s}} [\text{N } 12^\circ \text{ E}]$$

$z^2 = 14.7^2 + 3.1^2$
 $z = 15$
 $\tan \theta = \frac{3.1}{14.7} \quad \theta = 12$

$$\vec{a} = \frac{\vec{v}_f - \vec{v}_i}{t}$$

Hobbes is running 8.0 m [N]
 then turns to run 8.0 m [E]
 in 5.0 s . What is his average \vec{a} ?

$\vec{v}_i = 8 \frac{\text{m}}{\text{s}} \text{ [N]}$ $\vec{a} = \frac{\vec{v}_f - \vec{v}_i}{t}$
 $\vec{v}_f = 8 \frac{\text{m}}{\text{s}} \text{ [E]}$ $= \frac{\vec{v}_f + (-\vec{v}_i)}{t}$
 $t = 5 \text{ s}$ $= \frac{11.3 \frac{\text{m}}{\text{s}} \text{ [E } 45^\circ \text{ S]}}{5 \text{ s}}$
 $\vec{a} = ?$ $= 2.26 \frac{\text{m}}{\text{s}^2} \text{ [}^\circ \text{]}$

$-\vec{v}_i = 8 \frac{\text{m}}{\text{s}} \text{ [S]}$

$d = \vec{v}_i t + \frac{1}{2} \vec{a} t^2$

$v_i = 8 \frac{\text{m}}{\text{s}} \text{ [N]}$ $\vec{v}_i t = 80 \text{ m [N]}$
 $a = 2 \frac{\text{m}}{\text{s}^2} \text{ [E } 30^\circ \text{ S]}$ $\frac{1}{2} \vec{a} t^2 = \frac{1}{2} t^2 (\vec{a})$
 $t = 10 \text{ s}$ $= 50 \vec{a}$
 $= 100 \text{ m [E } 30^\circ \text{ S]}$

$\frac{\sin 60}{100} = \frac{\sin \theta}{92}$ $d^2 = 80^2 + 100^2 - 2(80)(100) \cos 60$
 $\theta = 70^\circ$ $= 6400 + 10000 - 8000$
 $\vec{d} = 92 \text{ m [N } 70^\circ \text{ E]}$ $= 9400$
 $d = 92 \text{ m}$