

INTRODUCTION & RECTILINEAR KINEMATICS: CONTINUOUS MOTION

Today's Objectives:

Students will be able to:

1. Find the kinematic quantities (position, displacement, velocity, and acceleration) of a particle traveling along a straight path.



Rectilinear means position given in Cartesian (x , y , and z) coordinates.

We will start with motion in a straight line.



An Overview of Mechanics

Mechanics: The study of how bodies react to forces acting on them.

Statics: The study of bodies in equilibrium.

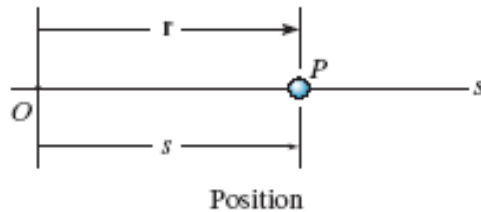
Dynamics:

1. **Kinematics** – concerned with the geometric aspects of motion
2. **Kinetics** - concerned with the forces causing the motion



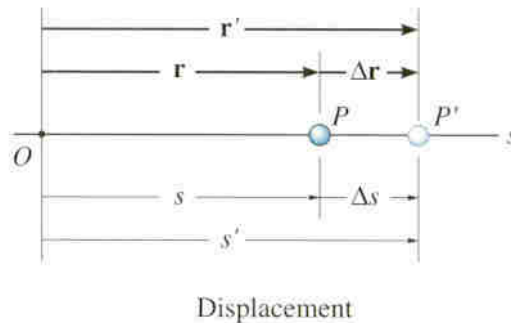
RECTILINEAR KINEMATICS: CONTINUOUS MOTION

(Section 12.2)



A particle travels along a straight-line path defined by the **coordinate axis** s .

The **position** of the particle at any instant, relative to the origin, O , is defined by the position vector \mathbf{r} , or the scalar s . Scalar s can be positive or negative. Typical units for \mathbf{r} and s are meters (m) or feet (ft).



The **displacement** of the particle is defined as its change in position.

Vector form: $\Delta \mathbf{r} = \mathbf{r}' - \mathbf{r}$

Scalar form: $\Delta s = s' - s$

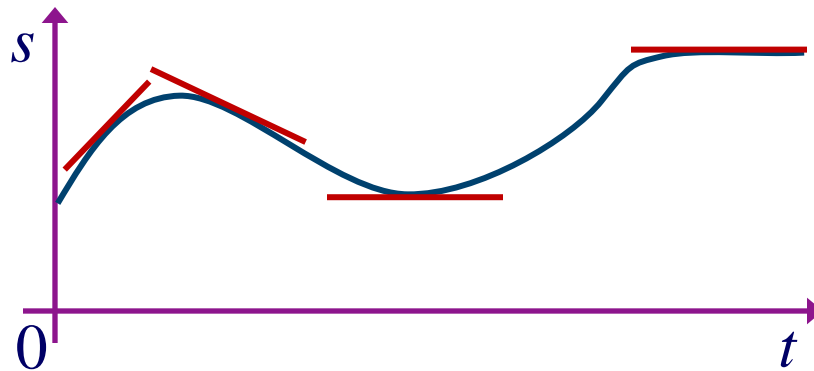
The **total distance traveled** by the particle, s_T , is a positive scalar that represents the total length of the path over which the particle travels.



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The easiest way to study the motion of a particle is to graph position versus time.



We can define velocity v as the slope of a line tangent to s - t curve.

$$v = \frac{ds}{dt}$$

Positive slope $\rightarrow v > 0 \rightarrow$ particle moving in positive direction.

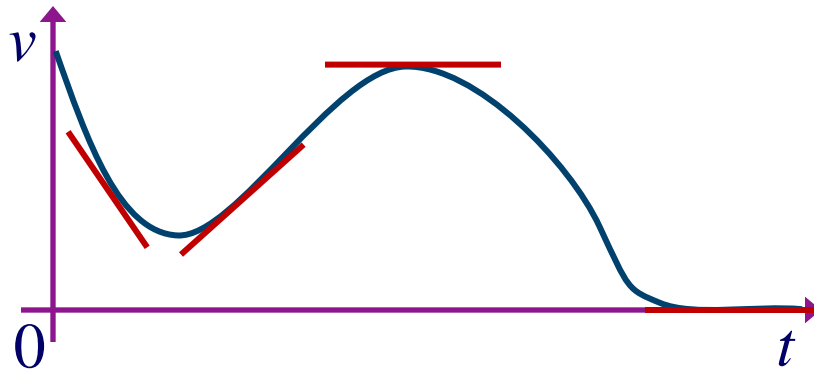
Negative slope $\rightarrow v < 0 \rightarrow$ particle moving in negative direction.

Zero slope $\rightarrow v = 0 \rightarrow$ particle turning around OR stopped.

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The easiest way to study the velocity of a particle is to graph velocity versus time.



We now define acceleration a as the slope of tangent to v - t curve.

$$a = \frac{dv}{dt}$$

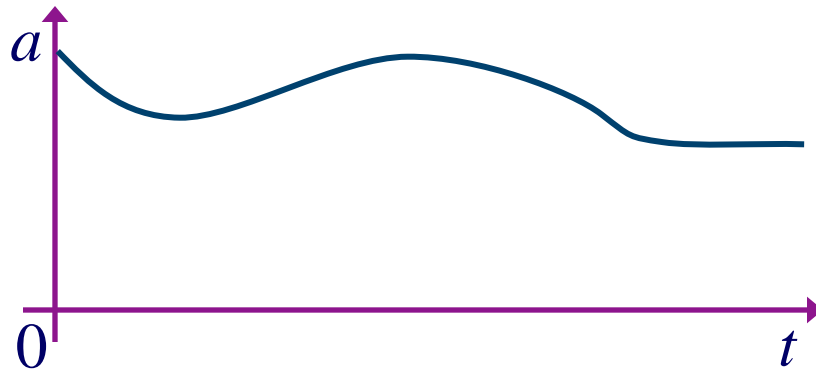
If a and v are both the same sign, object is speeding up.

If a and v are opposite sign, object is slowing.

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We can study the acceleration of a particle by a graph as well.



But we usually don't need to look at further derivatives.

Given the functional dependence of $s(t)$ or $v(t)$ we can use the methods of Calculus I to find derivatives.

Example

Given $s(t) = 7t^3 + 5t + 2$, find $v(t)$ and $a(t)$.

$$v(t) = \frac{ds}{dt} = 21t^2 + 5.$$

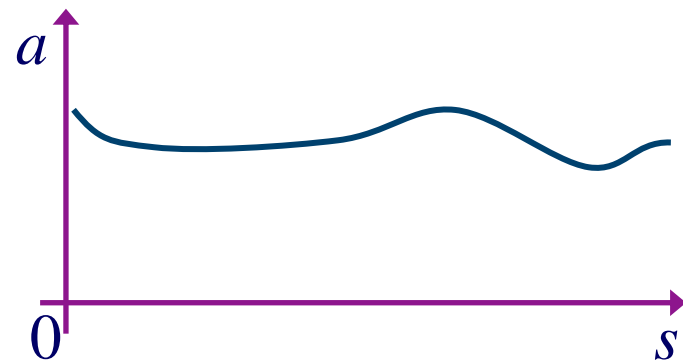
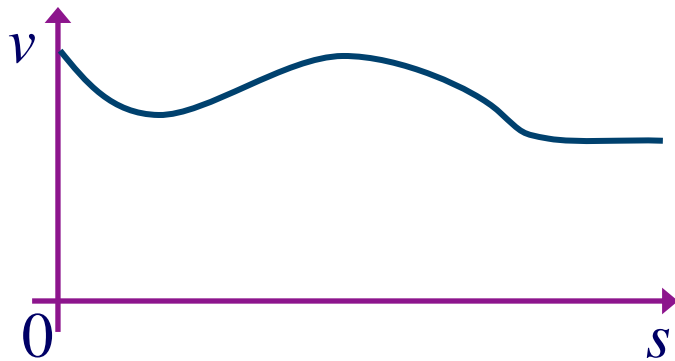
And

$$a(t) = \frac{dv}{dt} = 42t.$$

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We are so used to studying position, velocity, and acceleration versus time curves that we forget that we can also study how velocity and acceleration depend on *position*!

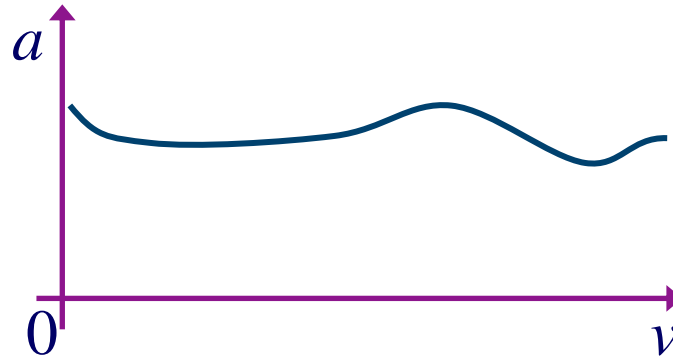


NOTE! $a(s) \neq \frac{dv}{ds}$

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We can also study how acceleration depend on *velocity*!



RECTILINEAR KINEMATICS: CONTINUOUS MOTION

(Section 12.2)

We have six motion functions:

$$s(t)$$

$$v(t) \quad v(s)$$

$$a(t) \quad a(s) \quad a(v)$$

We have two relational definitions:

$$v = \frac{ds}{dt} \quad \text{and} \quad a = \frac{dv}{dt}$$

Goal. Given one motion function, find the others!

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We know the operational meaning of our definitions, $v = \frac{ds}{dt}$ and $a = \frac{dv}{dt}$, that is how to differentiate $s(t)$ and $v(t)$.

We often fail to recognize that our definitions, $v = \frac{ds}{dt}$ and $a = \frac{dv}{dt}$, can be treated like ordinary equations involving fractions that can be manipulated as we choose.

So for instance $v = \frac{ds}{dt}$ can be rearranged as $dt = \frac{ds}{v}$.

And this result $dt = \frac{ds}{v}$ can be substituted into $a = \frac{dv}{dt}$ to yield a new relationship $a = \frac{dv}{ds/v} = v \frac{dv}{ds}$ which tells us how to get $a(s)$ and $v(s)$.

Example

Given $v(s) = 5s + 2$, find $a(s)$.

$$a(s) = v \frac{dv}{ds} = (5s + 2) 5 = 25s + 10.$$

RECTILINEAR KINEMATICS: CONTINUOUS MOTION

(Section 12.2)

We have six motion functions:

$$s(t)$$

$$v(t) \quad v(s)$$

$$a(t) \quad a(s) \quad a(v)$$

We have **three** relational definitions:

$$v = \frac{ds}{dt} \quad , \quad a = \frac{dv}{dt} \quad , \quad \text{and} \quad a = v \frac{dv}{ds}$$

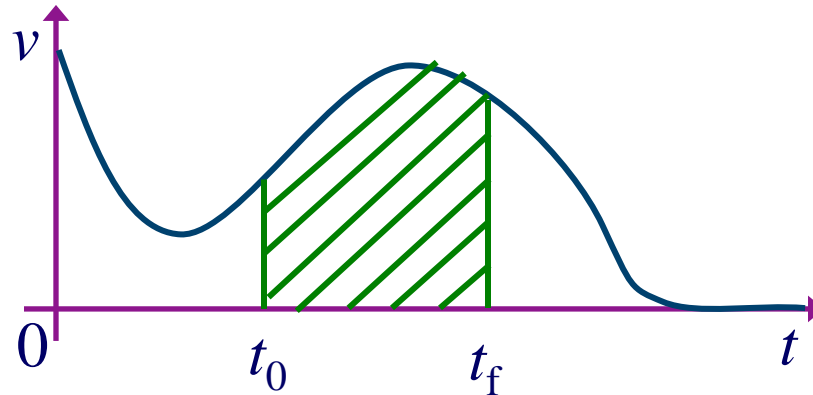
We use differential calculus to move down the list of functions.

What if we want to move up the list?

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We integrate!



Displacement $\Delta s = \int_{t_0}^{t_f} v dt$ Area under the curve

Since $\Delta s = s_f - s_0$, if we know the initial condition s_0 at t_0 , we have s_f .

Usually v_f , s_f , and t_f are just written as v , s , and t if there is no chance of confusion.

Method of Separation of Variables

Suppose we are asked to find $v(s = 5 \text{ m})$ given $a(s) = 5s + 2$ and the initial condition that $v_0 = 4 \text{ m/s}$ at $s_0 = 0$.

Step 1. Find the differential relationship that has v , a , and s

$$\text{Here it is } a = v \frac{dv}{ds}$$

Step 2. Rearrange the differential relationship so variables of the same type are on the same side of the equals

$$a(s) ds = v dv$$

Step 3. Since both sides are equal, the integrals of the sides must also equal

$$\int_{s_0=0}^s a(s) ds = \int_{v_0=4}^v v dv$$

Note: even though we know $s = 5 \text{ m}$ we first get v as a general function of s ..

Method of Separation of Variables

$$\int_0^s (5s + 2) ds = \int_4^v v dv$$

$$\frac{5}{2}s^2 + 2s \Big|_0^s = \frac{1}{2}v^2 \Big|_4^v$$

$$\frac{5}{2}s^2 + 2s = \frac{1}{2}v^2 - 8$$

$$v^2 = 5s^2 + 4s + 8$$

$$v = \pm\sqrt{5s^2 + 4s + 8}$$

When $s = 5$, $v = \pm\sqrt{153}$. Note two possible solutions!

Since $a > 0$ for all s , and $v_0 > 0$, the solution is $v = +\sqrt{153}$

SUMMARY OF KINEMATIC RELATIONS: RECTILINEAR MOTION

- Differentiate position to get velocity and acceleration.

$$v = ds/dt ; \quad a = dv/dt \quad \text{or} \quad a = v dv/ds$$

- Integrate acceleration for velocity and position.

Velocity:

$$\int_{v_0}^v dv = \int_0^t a dt \quad \text{or} \quad \int_{v_0}^v v dv = \int_{s_0}^s a ds$$

Position:

$$\int_{s_0}^s ds = \int_0^t v dt$$

- Note that s_0 and v_0 represent the initial position and velocity of the particle at $t = 0$.



CONSTANT ACCELERATION

The three kinematic equations can be integrated for the special case when **acceleration is constant** ($a = a_c$) to obtain very useful equations. A common example of constant acceleration is gravity; i.e., a body freely falling toward earth. In this case, $a_c = g = 9.81 \text{ m/s}^2 = 32.2 \text{ ft/s}^2$ downward. These equations are:

$$\int_{v_0}^v dv = \int_0^t a_c dt \quad \text{yields} \quad v = v_0 + a_c t$$

$$\int_{s_0}^s ds = \int_0^t v dt \quad \text{yields} \quad s = s_0 + v_0 t + (1/2)a_c t^2$$

$$\int_{v_0}^v v dv = \int_{s_0}^s a_c ds \quad \text{yields} \quad v^2 = (v_0)^2 + 2a_c(s - s_0)$$



EXAMPLE

Given: A motorcyclist travels along a straight road at a speed of 27 m/s. When the brakes are applied, the motorcycle decelerates at a rate of $-6t$ m/s².

Find: The distance the motorcycle travels before it stops.

Plan: Establish the positive coordinate s in the direction the motorcycle is traveling. Since the acceleration is given as a **function of time**, **integrate it** once to calculate the velocity and again to calculate the position.



EXAMPLE

(continued)

Solution:

- 1) Integrate acceleration to determine the velocity.

$$a = dv / dt \Rightarrow dv = a dt \Rightarrow \int_{v_0}^v dv = \int_0^t (-6t) dt$$

$$\Rightarrow v - v_0 = -3t^2 \Rightarrow v = -3t^2 + v_0$$

- 2) We can now determine the amount of time required for the motorcycle to stop ($v = 0$). Use $v_0 = 27$ m/s.

$$0 = -3t^2 + 27 \Rightarrow t = 3 \text{ s}$$

- 3) Now calculate the distance traveled in 3s by integrating the velocity using $s_0 = 0$:

$$v = ds / dt \Rightarrow ds = v dt \Rightarrow \int_{s_0}^s ds = \int_0^t (-3t^2 + v_0) dt$$

$$\Rightarrow s - s_0 = -t^3 + v_0 t$$

$$\Rightarrow s - 0 = (3)^3 + (27)(3) \Rightarrow s = 54 \text{ m}$$



EXAMPLE

Given: The acceleration of a body is $a = 5v$. At $t = 0$, $s = 0$, and $v_0 = 2$ m/s. (a) Find $v(t)$. (b) Find $v(s)$.

(a) Need the equation with a , v , and t .

$$a = \frac{dv}{dt}$$

Rearrange. Terms with t on one side and v on the other.

$$dt = \frac{dv}{a}$$

Create integrals

$$\int_0^t dt = \int_2^v \frac{dv}{5v}$$



EXAMPLE (continued)

Result is

$$t \Big|_0^t = \frac{1}{5} \ln(v) \Big|_2^v$$

$$t = \frac{1}{5} \ln\left(\frac{v}{2}\right)$$

$$v = 2e^{5t}$$

(b) Need the equation with a , v , and s .

$$a = v \frac{dv}{ds}$$

$$ds = v \frac{dv}{a}$$



EXAMPLE (continued)

Result is

$$\int_0^s ds = \int_2^v v \frac{dv}{5v}$$

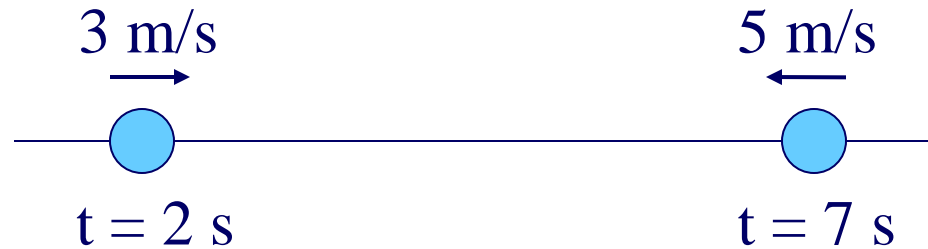
$$s \Big|_0^s = \frac{1}{5} v \Big|_2^v$$

$$s = \frac{1}{5} (v - 2)$$

$$v = 5s + 2$$



CONCEPT QUIZ



1. A particle moves along a horizontal path with its velocity varying with time as shown. The average acceleration of the particle is _____.
A) $0.4 \text{ m/s}^2 \rightarrow$ B) $0.4 \text{ m/s}^2 \leftarrow$
C) $1.6 \text{ m/s}^2 \rightarrow$ D) $1.6 \text{ m/s}^2 \leftarrow$
2. A particle has an initial velocity of 30 ft/s to the left. If it then passes through the same location 5 seconds later with a velocity of 50 ft/s to the right, the average velocity of the particle during the 5 s time interval is _____.
A) 10 ft/s \rightarrow B) 40 ft/s \rightarrow
C) 16 m/s \rightarrow D) 0 ft/s



ATTENTION QUIZ

1. A particle has an initial velocity of 3 ft/s to the left at $s_0 = 0$ ft. Determine its position when $t = 3$ s if the acceleration is 2 ft/s² to the right.

A) 0.0 ft B) 6.0 ft ←
C) 18.0 ft → D) 9.0 ft →
2. A particle is moving with an initial velocity of $v = 12$ ft/s and constant acceleration of 3.78 ft/s² in the same direction as the velocity. Determine the distance the particle has traveled when the velocity reaches 30 ft/s.

A) 50 ft B) 100 ft
C) 150 ft D) 200 ft

