

constant acceleration / non-uniform motion

Uniform Accelerated Motion

- **Acceleration** (\vec{a}): the rate at which an object's velocity changes or how much an object's velocity changes over time.
 - Vector quantity
 - In uniform accelerated motion, acceleration remains constant but velocity changes. (Remember that uniform motion is when velocity remains constant, which means there is no acceleration.)
- **Instantaneous velocity**: The velocity of an object at a specific/particular point in time during non-uniform motion (ie. accelerated motion)
 - This is why we need to specify initial and final velocity
- There are several equations relating acceleration, time, displacement, and velocity that can be used for accelerated motion

○ $\vec{a} = \frac{\Delta \vec{v}}{\Delta t}$ or $\vec{a} = \frac{\vec{v}_f - \vec{v}_i}{t}$ (not on data sheet)

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

○ $\vec{d} = \vec{v}_f t - \frac{1}{2} \vec{a} t^2$

○ $\vec{d} = \left(\frac{\vec{v}_f + \vec{v}_i}{2} \right) t$

○ $v_f^2 = v_i^2 + 2ad$

all equations
on data
sheet!

where \vec{d} is displacement (m)
 t is time (s)
 \vec{v}_i is initial velocity (m/s)
 \vec{v}_f is final velocity (m/s)
 \vec{a} is acceleration (m/s²)

***Remember that these are vector quantities so direction and signs are absolutely crucial in the calculations and answer!**

• How do you know what equation to use?!

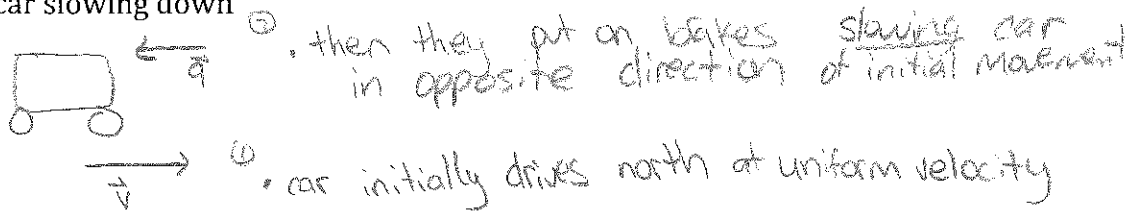
- Whichever variable you don't know and don't want/need to know, use the equation that doesn't include that variable
- The only equation you can **never use** for accelerated motion is $\bar{v} = \frac{\bar{d}}{t}$!

The **direction of acceleration** depend on two things:

1. If the object is speeding up or slowing down
2. If the object is moving at (+) or (-) velocity direction

General Principle: If an object is slowing down, then its acceleration is in the opposite direction of its motion.

For example: Let's think of a car slowing down



In summary:

1. **positive acceleration** can happen in two ways:

- a) speeding up & positive direction (+ · + = ⊕)
- b) slowing down & negative direction (- · - = ⊕)

2. **negative acceleration** can happen in two ways:

- a) speeding up & negative direction (+ · - = ⊖)
- b) slowing down & positive direction (- · + = ⊖)

Let's look at this concept using vectors (pg. 28)

- When an object is speeding up, the acceleration and velocity vectors are in the **same direction/sign**



- When an object is slowing down, the acceleration and velocity vectors are in **opposite directions/signs**



EXAMPLES:

1. An object accelerates north uniformly from rest in a time of 2.70s. In this time, the object travelled 20.0m. What was the final velocity?

$$v_i = 0.0 \text{ m/s}$$

$$t = 2.70 \text{ s}$$

$$d = 20.0 \text{ m}$$

$$v_f = ?$$

$$d = \left(\frac{v_f + v_i}{2} \right) t$$

$$\frac{d}{t} = \frac{v_f}{2}$$

$$\frac{2d}{t} = v_f = \frac{2(20.0 \text{ m})}{2.70 \text{ s}} = 14.814... \text{ m/s}$$

$$v_f = 14.8 \text{ m/s, north}$$

2. A golf ball is hit from the tee box. The golf ball has a speed of 14.6m/s as it strikes a tree. The golf ball bounces straight back off the tree with a speed of 11.3m/s. If the golf ball is in contact with the tree for 84ms, what is the acceleration of the golf ball?

$$v_i = 14.6 \text{ m/s}$$

$$v_f = -11.3 \text{ m/s}$$

$$t = 84 \text{ ms} \times \left(\frac{10^3}{1 \text{ m}} \right)$$

$$t = 8.4 \times 10^{-2} \text{ s}$$

$$a = ?$$

$$a = \frac{v_f - v_i}{t} = \frac{(-11.3 \text{ m/s}) - 14.6 \text{ m/s}}{8.4 \times 10^{-2} \text{ s}}$$

$$a = -308.3 \text{ m/s}^2$$

$$a = 3.1 \times 10^2 \text{ m/s}^2, \text{ away from tree}$$

3. A vehicle travelling along the highway brakes suddenly to avoid hitting a deer that jumped onto the road. The vehicle decelerates at 3.00 m/s^2 to a speed of 60km/hr. According to the skid marks on the road, the vehicle skidded a distance of 56.3m. Based on this information, what was the initial speed of the vehicle?

$$a = -3.00 \text{ m/s}^2$$

$$v_f = \frac{60 \text{ km}}{\text{hr}} \times \left(\frac{1 \text{ hr}}{3600 \text{ s}} \right) \times \left(\frac{10^3}{1 \text{ k}} \right)$$

$$v_f = 16.6 \text{ m/s}$$

$$d = 56.3 \text{ m}$$

$$v_i = ?$$

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

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

$$v_i = \sqrt{v_f^2 + 2ad}$$

$$v_i = \sqrt{(16.6 \text{ m/s})^2 + 2(-3.00 \text{ m/s}^2)(56.3 \text{ m})}$$

$$v_i = 24.8108 \dots \text{ m/s}$$

$$v_i = 25 \text{ m/s}$$

Uniform Accelerated Motion Summary

Equations	Variables				
	v_i	v_f	a	d	t
$d = v_f t - \frac{1}{2} a t^2$		✓	✓	✓	✓
$d = v_i t + \frac{1}{2} a t^2$	✓		✓	✓	✓
$d = \left(\frac{v_f + v_i}{2} \right) t$	✓	✓		✓	✓
$a = \frac{(v_f - v_i)}{t} = \frac{\Delta v}{\Delta t}$	✓	✓	✓		✓
$v_f^2 = v_i^2 + 2ad$	✓	✓	✓	✓	

* never use $\vec{v} = \frac{\vec{d}}{t}$

Practice questions

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