# **Spring 2014**

**PHYS-2010** 

Lecture 3

## Am I moving?

- A) Yes, definitely
- B) Maybe
- C) It depends what you mean by "moving"
- D) No, definitely not

## **Announcements**

- CAPA Homework #1 due next Tuesday at 11 pm.
- Textbook Reading Chapter 2 in Giancoli (1D Kinematics).
- Print Recitation Assignment # 2 for your Section next week:

http://www.colorado.edu/physics/phys2010/phys2010\_sp14/LabIndex.html

- No Lecture next Monday MLK Day.
- I will be away next week.
- Lectures on Wed. (Jan. 22) and Fri. (Jan. 24) will be given by **Prof. Pollock**.
- I will not have office hours next Tuesday.



#### **Remember the Metric Prefixes**

giga	G	$10^{9}$
mega	M	$10^{6}$
kilo	k	$10^{3}$
hecto	h	$10^{2}$
deka	da	$10^{1}$
deci	d	$10^{-1}$
centi	С	$10^{-2}$
milli	m	$10^{-3}$
micro <sup>†</sup>	$\mu$	$10^{-6}$
nano	n	$10^{-9}$
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1,000,000,000 = Giga 1,000,000 = Mega 1000 = kilo

0.01 = 1/100 = centi 0.001 = 1/1000 = milli 0.00000001 = 1/1,000,000,000 = nano

Not really nano, phybut just smaller

## Remember the Algebra of Exponents

$$a^m \times a^n = a^{m+n}$$

$$100,000 = 10^5 = 10^{3+2} = 10^2 10^3$$

$$\frac{1}{a^m} = a^{-m} \qquad \frac{1}{1000} = \frac{1}{10^3} = 10^{-3} = 0.001$$

$$\frac{a^m}{a^n} = a^{m-n} \quad \frac{100}{1000} = \frac{10^2}{10^3} = 10^{2-3} = 10^{-1} = 0.1$$

$$\left( a^{m} \right)^{n} = a^{m \times n}$$

$$\left( 10^{3} \right)^{2} = 10^{2 \times 3} = 10^{6} = 1,000,000$$

1 meter = 100 centimeters (1 m=100 cm). How many cm<sup>2</sup> in 1 m<sup>2</sup> ?

- A) 10
- B) 1000
- C) 2000
- D)  $10^{5}$
- E) None of the above

$$1 \text{ m} = 100 \text{ cm}$$

$$1 \text{ m}^2 = (1 \text{ m})^2$$

We must square both sides

$$(1 \text{ m})^2 = (100 \text{ cm})^2 = 100^2 \text{ cm}^2$$

$$1 \text{ m}^2 = 10^4 \text{ cm}^2$$

#### **KINEMATICS**

(Ch. 2 in Giancoli)

Teach you I will!



PHYS-2010

#### **Objects in Motion**

**Kinematics** – study of motion irrespective of considering what caused the motion

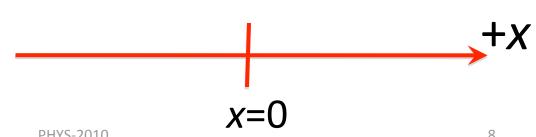
**Dynamics** – study of what causes the motion (i.e. forces)

Any description of motion (position, distance, or speed) requires specifying a "Reference Frame".

Start with one-dimensional motion...

Need to specify:

- origin (*x*=0)
- positive direction



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#### **Objects in Motion**

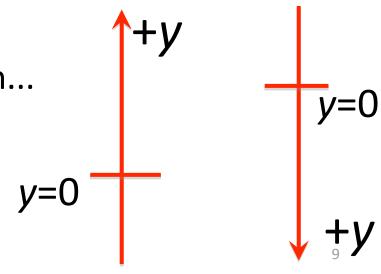
**Kinematics** – study of motion irrespective of considering what caused the motion

**Dynamics** – study of what causes the motion (i.e. forces)

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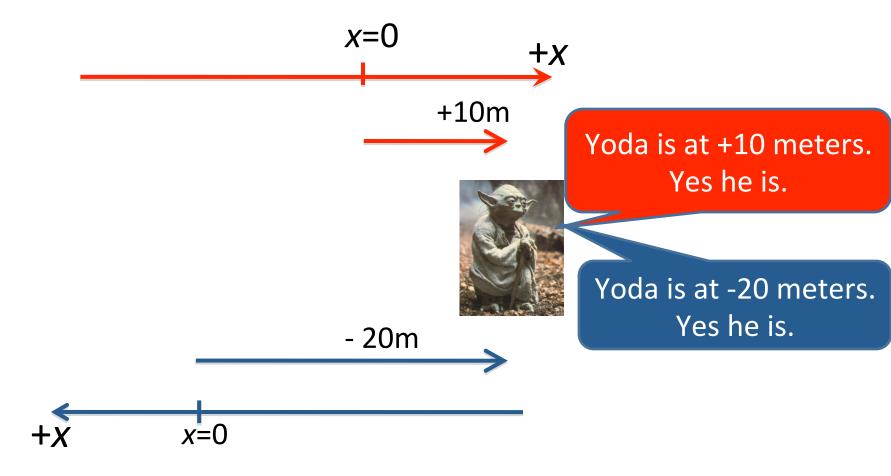
Start with one-dimensional motion... Need to specify:

- origin (*y*=0)
- positive direction



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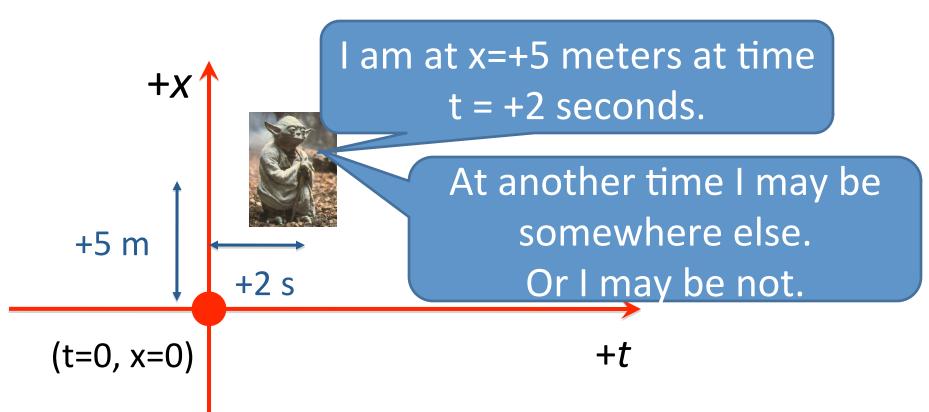
#### Position depends on the Reference Frame:



Different answers in different Reference Frames.

Giving position without specifying the Reference Frame is meaningless.

Even in one spatial dimension (e.g. x coordinate), we also need to specify the **Reference Frame** for the **time** dimension.

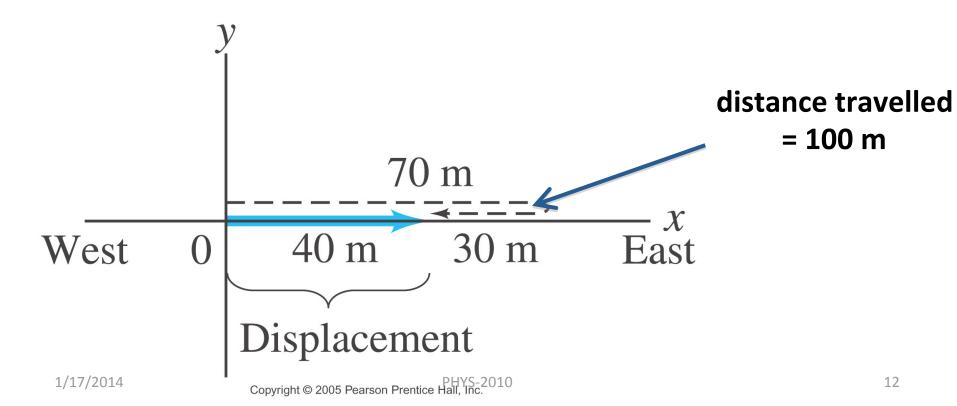


Only meaningful with definition for time t = 0.

#### **Displacement and Distance Travelled**

**Displacement** is the difference in positions between the ending point and the starting point (can be positive or negative):  $\Delta x = x_2 - x_1$ 

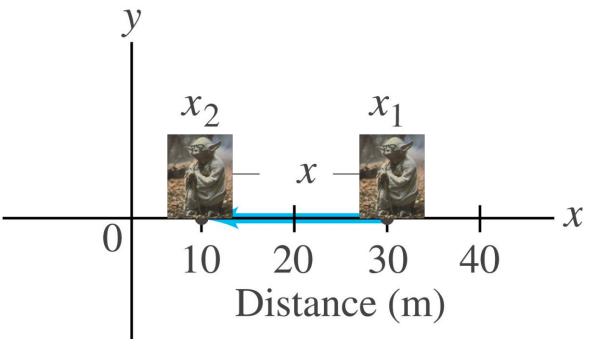
**Distance Traveled** – distance measured along the actual path taken (always positive).



#### What is the displacement of the walking Yoda?

B) 
$$+30 \text{ m}$$

$$C) + 20 m$$



$$\Delta x = x_2 - x_1 = 10 \text{ m} - 30 \text{ m} = -20 \text{ m}$$

Note: **displacement** can be positive or negative, but **distance traveled** is always positive.

## Speed and Velocity

**Speed** = how far an object travels divided by the elapsed time of travel.

average speed =  $\frac{\text{distance traveled}}{\text{time elapsed}}$ 

#### **Velocity** includes directional information:

average velocity =  $\frac{\text{displacement}}{\text{time elapsed}}$ 

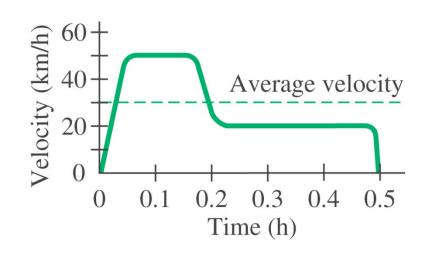
$$\begin{array}{ccc} \Delta x & > \\ \frac{\Delta x}{\Delta t} & = & 0 \end{array}$$

Velocity includes speed and direction

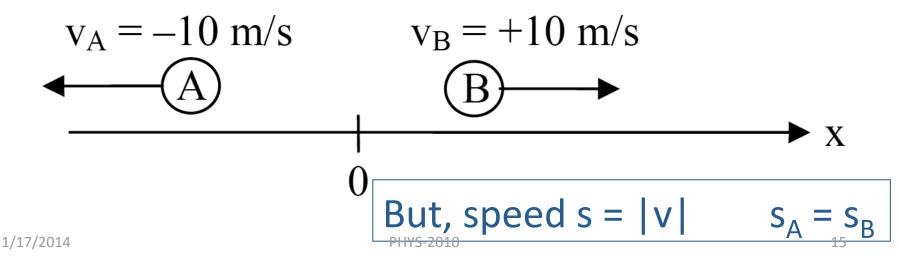
#### Instantaneous and Average Velocity

The instantaneous velocity is the average velocity, in the limit as the time interval becomes infinitesimally short.

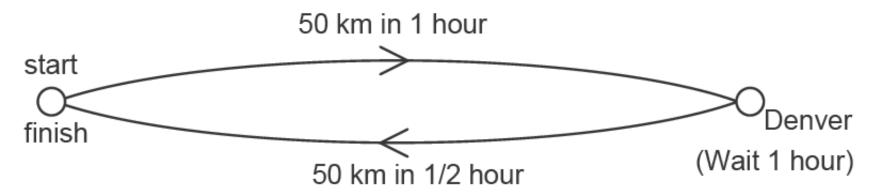
$$v = \lim_{\Delta t \to 0} \frac{\Delta x}{\Delta t}$$



Objects can have a positive or negative average or instantaneous velocity:



A student starts in Boulder, drives to Denver 50 km away in 1 hr, stays in Denver for 1 hr, then speeds back to Boulder in 30 minutes.



What is the average speed of this round trip?

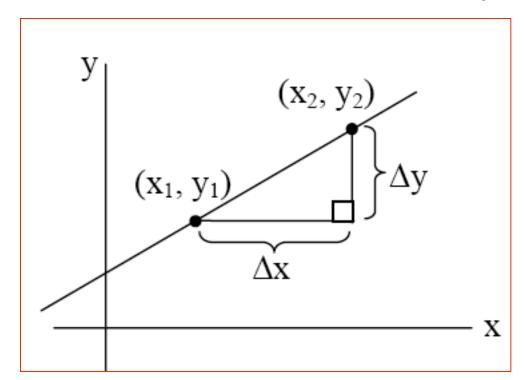
- Zero
- -67 km/hr
- C) +40 km/hr
- D) 67 km/hr
- E)/1None of these.

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Average speed = distance traveled / elapsed time
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- = 100 km / 2.5 hr
- = 40 km / hr

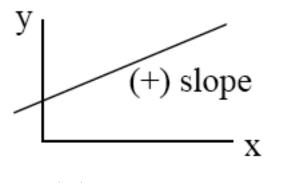
What about average velocity?

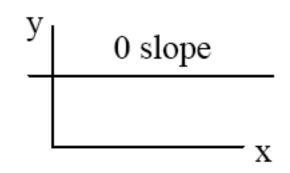
## **Quick Graph Review**

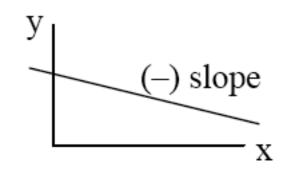


slope = 
$$\frac{\text{rise}}{\text{run}} = \frac{\Delta y}{\Delta x}$$

$$= \frac{y_2 - y_1}{x_2 - x_1}$$

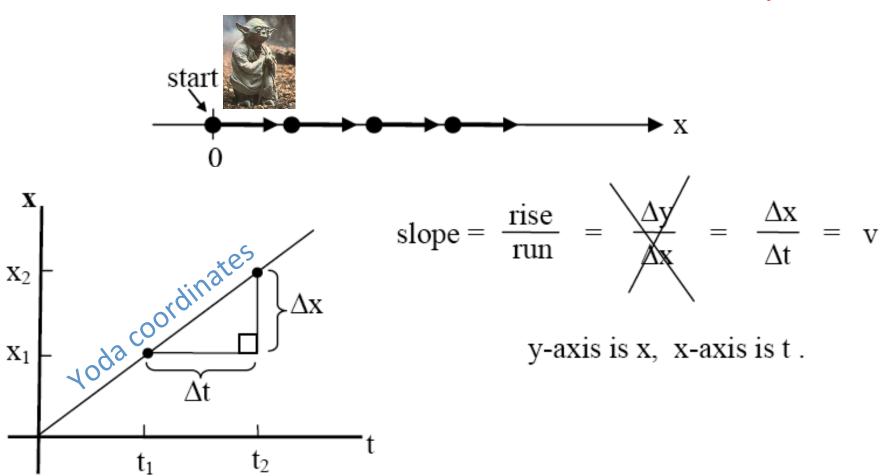






### Graph of Position (x) versus Time (t)

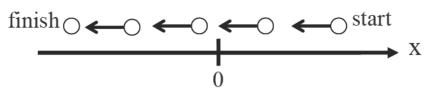
Travel in the +x direction at a constant velocity v:



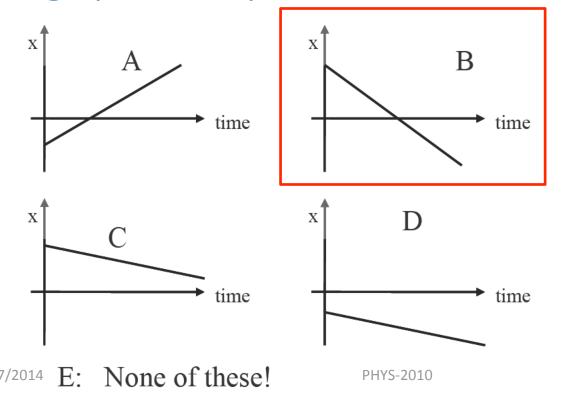
If constant velocity → straight line on graph (constant slope)

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An object starts at x = +5 and moves left along the x-axis at a constant speed:



Which graph best represents this motion?



At time t = 0, the position x > 0.

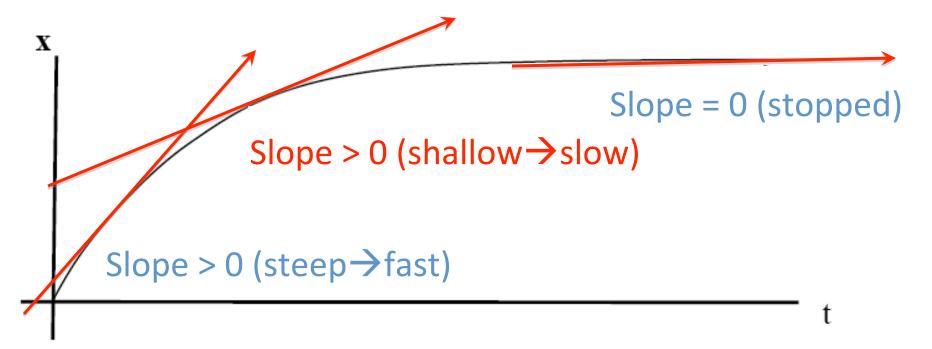
Negative velocity gives negative slope.

At some time, position x < 0.

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#### **Graph of Position versus Time**

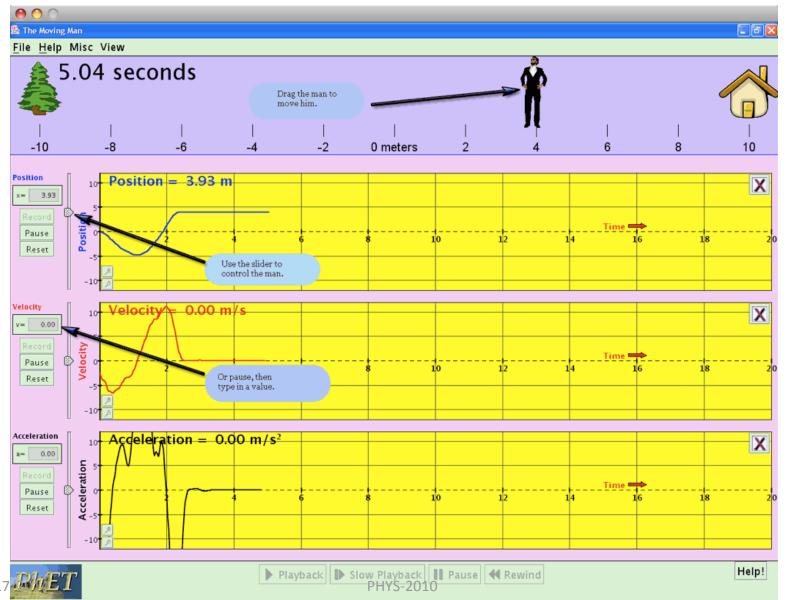
Is Yoda moving at constant velocity?



The instantaneous velocity is the slope of the line tangent to the x vs t curve at  $v = \lim_{\Delta t \to 0} \frac{\Delta x}{\Delta t}$  the point.

#### "Moving Man" PhET Applet:

http://phet.colorado.edu/simulations/sims.php?sim=The\_Moving\_Man



## **REMINDERS:**

- Complete your 1<sup>st</sup> CAPA assignment and upload the solutions on-line by 11 pm next Tuesday.
- Finish reading Chs. 1 & 2 by next class (Wed).
- To prepare for next week's Recitation, print out Recitation Assignment # 2 and bring it to your Recitation section.
- No lecture next Monday
- Next week's Wed, Fri lectures by Prof. Pollock