## Conceptual Physics $11^{\text {th }}$ Edition Paug.t=wit <br> Chapter 3: LINEAR MOTION

## This lecture will help you understand:

- Motion Is Relative
- Speed : Average and Instantaneous
- Velocity
- Acceleration
- Free Fall


## Motion Is Relative

Motion of objects is always described as relative to something else. For example:

- You walk on the road relative to Earth, but Earth is moving relative to the Sun.
- So your motion relative to the Sun is different
 from your motion relative to Earth.


## Speed

- Defined as the distance covered per amount of travel time.
- Units are meters per second.
- In equation form:


## Speed $=\frac{\text { distance }}{\text { time }}$

Example: A girl runs 4 meters in 2 sec . Her speed is $2 \mathrm{~m} / \mathrm{s}$.

## Average Speed

- The entire distance covered divided by the total travel time
- Doesn't indicate various instantaneous speeds along the way.
- In equation form:


## Average speed $=\underline{\text { total distance covered }}$ time interval

Example: Drive a distance of 200 km in 2 h and your average speed is $100 \mathrm{~km} / \mathrm{h}$.

## Average Speed CHECK YOUR NEIGHBOR

The average speed of driving 30 km in 1 hour is the same as the average speed of driving
A. 30 km in $1 / 2$ hour.
C. 30 km in 2 hours.
D. 60 km in $1 / 2$ hour.
G. 60 km in 2 hours.

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Explanation:
Average speed $=$ total distance / time
So, average speed $=30 \mathrm{~km} / 1 \mathrm{~h}=30 \mathrm{~km} / \mathrm{h}$.

Now, if we drive 60 km in 2 hours:
Average speed $=60 \mathrm{~km} / 2 \mathrm{~h}=30 \mathrm{~km} / \mathrm{h}$


## Instantaneous Speed

Instantaneous speed is the speed at any instant.
Example:

- When you ride in your car, you may speed up and slow down.
- Your instantaneous speed is given by your speedometer.


## Velocity

- A description of
- the instantaneous speed of the object
- what direction the object is moving
- Velocity is a vector quantity. It has
- magnitude: instantaneous speed
- direction: direction of object's motion


## Speed and Velocity

- Constant speed is steady speed, neither speeding up nor slowing down.
- Constant velocity is
- constant speed and
- constant direction (straight-line path with no acceleration).

Motion is relative to Earth, unless otherwise stated.

## Acceleration

## Formulated by Galileo based on his experiments with inclined planes.

Rate at which velocity changes over time



## Slope upward- <br> Speed decreases

No slope-
Does speed change?


## Acceleration

## Involves a

- change in speed, or
- change in direction, or
- both.

Example: Car making a turn


## Acceleration

In equation form:

## Acceleration $=\frac{\text { change in velocity }}{\text { time interval }}$

Unit of acceleration is unit of velocity / unit of time.
Example:

- You car's speed right now is $40 \mathrm{~km} / \mathrm{h}$.
- Your car's speed 5 s later is $45 \mathrm{~km} / \mathrm{h}$.
- Your car's change in speed is $45-40=5 \mathrm{~km} / \mathrm{h}$.
- Your car's acceleration is $5 \mathrm{~km} / \mathrm{h} / 5 \mathrm{~s}=1 \mathrm{~km} / \mathrm{h} / \mathrm{s}$.


## CHECK YOUR NEIGHBOR

An automobile is accelerating when it is
A. slowing down to a stop.
C. rounding a curve at a steady speed.
D. Both of the above.
G. Neither of the above.

## Acceleration CHECK YOUR ANSWER

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Explanation:

- Change in speed (increase or decrease) is acceleration, so slowing is acceleration.
- Change in direction is acceleration (even if speed stays the same), so rounding a curve is acceleration.


## CHECK YOUR NEIGHBOR

## Acceleration and velocity are actually

A. the same.
C. rates but for different quantities.
D. the same when direction is not a factor.
G. the same when an object is freely falling.

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Explanation:

- Velocity is the rate at which distance changes over time,
- Acceleration is the rate at which velocity changes over time.


## Acceleration

Galileo increased the inclination of inclined planes.

- Steeper inclines gave greater accelerations.
- When the incline was vertical, acceleration was max, same as that of the falling object.
- When air resistance was negligible, all objects fell with the same unchanging acceleration.



## Free Fall

Falling under the influence of gravity only - with no air resistance

- Freely falling objects on Earth accelerate at the rate of $10 \mathrm{~m} / \mathrm{s} / \mathrm{s}$, i.e., $10 \mathrm{~m} / \mathrm{s}^{2}$ (more precisely, $9.8 \mathrm{~m} / \mathrm{s}^{2}$ ).


## Free Fall—How Fast?

The velocity acquired by an object starting from rest is

Velocity $=$ acceleration x time
So, under free fall, when acceleration is $10 \mathrm{~m} / \mathrm{s}^{2}$, the speed is

- $10 \mathrm{~m} / \mathrm{s}$ after 1 s .
- $20 \mathrm{~m} / \mathrm{s}$ after 2 s .
- $30 \mathrm{~m} / \mathrm{s}$ after 3 s .

And so on.

## Free Fall—How Fast? CHECK YOUR NEIGHBOR

A free-falling object has a speed of $30 \mathrm{~m} / \mathrm{s}$ at one instant. Exactly 1 s later its speed will be
A. the same.
C. $35 \mathrm{~m} / \mathrm{s}$.
D. more than $35 \mathrm{~m} / \mathrm{s}$.
G. $60 \mathrm{~m} / \mathrm{s}$.

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Explanation:
One second later its speed will be $40 \mathrm{~m} / \mathrm{s}$, which is more than $35 \mathrm{~m} / \mathrm{s}$.

## Free Fall—How Far?

The distance covered by an accelerating object starting from rest is

Distance $=(1 / 2) \times$ acceleration $\times$ time $\times$ time
So, under free fall, when acceleration is $10 \mathrm{~m} / \mathrm{s}^{2}$, the distance is

- $5 \mathrm{~m} / \mathrm{s}$ after 1 s .
- $20 \mathrm{~m} / \mathrm{s}$ after 2 s.
- $45 \mathrm{~m} / \mathrm{s}$ after 3 s .

And so on.

## Free Fall—How Far? CHECK YOUR NEIGHBOR

What is the distance covered of a freely falling object starting from rest after 4 s?
A. 4 m
C. 16 m
D. 40 m
G. 80 m

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Explanation:
Distance $=(1 / 2) \times$ acceleration $x$ time $x$ time
So: $\quad$ Distance $=(1 / 2) \times 10 \mathrm{~m} / \mathrm{s}^{2} \times 4 \mathrm{~s} \times 4 \mathrm{~s}$
So: $\quad$ Distance $=80 \mathrm{~m}$

