

Acceleration

Acceleration

When you're in a car, do you ever feel like you're moving?

Acceleration

We only feel motion when we speed up or slow down, i.e. when we experience acceleration

Acceleration: a change in velocity over time.

\vec{a} , vector quantity.

$$\vec{a} = \frac{\Delta \vec{v}}{t}$$

$a \rightarrow$ magnitude.

Accelerated vs Uniform Motion

Uniform Motion: motion in one direction at constant speed.

Uniform motion is simpler to calculate, but accelerated motion is much more common in real life.

Accelerated Motion: motion at varying speeds.

Accelerated vs Uniform Motion

Examples of accelerated motion:

- A car speeding up or slowing down
- A ball falling downward
- A space shuttle launching
- *anything that changes speed*

Calculating Acceleration

Acceleration is a change in velocity over a time period. This definition tells us the formula we will use:

$$\vec{a} = \frac{\Delta \vec{v}}{\Delta t}$$

Calculating Acceleration

A race car driver accelerates from rest to a velocity of 25.0 m/s [W], in 4.00s. What is the acceleration of the car?

$$t = 4.00\text{s} \quad \vec{a} = \frac{\Delta \vec{v}}{t}$$

$\Delta \vec{v}$ = change in velocity.

$$\vec{v}_f = 25.0\text{ m/s [W]}$$

$$\vec{v}_i = 0\text{ m/s}$$

$$\begin{aligned} a &= \frac{\Delta \vec{v}}{t} = \frac{\vec{v}_f - \vec{v}_i}{t} \quad \frac{\left(\frac{\text{m}}{\text{s}}\right)}{\text{s}} \\ &= \frac{25.0\text{ m/s} - 0\text{ m/s}}{4.00\text{s}} \\ &= 6.25\text{ m/s}^2 \text{ [W]} \end{aligned}$$

Calculating Acceleration

A bus is travelling at 15 m/s [N], and applies its brakes, coming to a stop in 3.0s. What is the acceleration of the bus?

$$\vec{a} = \frac{\Delta \vec{v}}{t} = \frac{\vec{v}_f - \vec{v}_i}{t} = \frac{0 - 15}{3.0}$$

$$\vec{v}_i = 15 \text{ m/s N}$$

$$= -5.0 \text{ m/s}^2 \text{ [N]}$$

$$\vec{v}_f = 0 \text{ m/s}$$

$$= 5.0 \text{ m/s}^2 \text{ [S]}$$

$$t = 3.0 \text{ s}$$

Calculating Acceleration

A golf ball rolling on a green slows down from 2.00 m/s to 1.50 m/s in 2.00s. What is the magnitude of the acceleration of the ball?

how much number.

$$V_f = 1.50 \text{ m/s}$$

$$V_i = 2.00 \text{ m/s}$$

$$t = 2.00 \text{ s}$$

$$a = \frac{V_f - V_i}{t} = \frac{1.50 - 2.00}{2.00}$$

$$a = -0.25 \text{ m/s}^2$$

Calculating Acceleration

An ball, initially at rest, is dropped off a building and accelerates to Earth at -9.81 m/s^2 . (9.81 m/s^2 [downward]). How long will it take the ball to reach a final velocity of -49.1 m/s ?

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

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

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

$$= \frac{(-49.1 \text{ m/s}) - 0}{-9.81 \text{ m/s}^2}$$

$$= 5.01 \text{ s}$$

Calculating Acceleration

A cyclist starts at rest and accelerates at 2.50 m/s^2 [N] for 6.00 s .
What is the final velocity of the object?

$$\vec{V}_f = ? \quad t \times \vec{a} = \frac{\vec{V}_f - \vec{V}_i}{t}$$

$$\vec{V}_f = 6.00 \text{ s} \times 2.50 \text{ m/s}^2 + 0$$
$$= 15.0 \text{ m/s [N]}$$

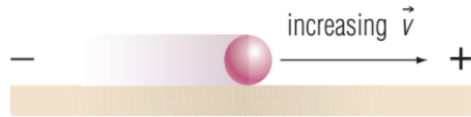
$$t \times \vec{a} = \vec{V}_f - \vec{V}_i$$

$$t \times a + \vec{V}_i = \vec{V}_f$$

Positive and Negative Acceleration

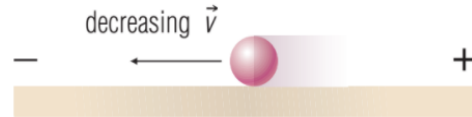
Our previous examples had some positive and negative answers. How do we know when acceleration is positive or negative?

Positive and Negative Acceleration

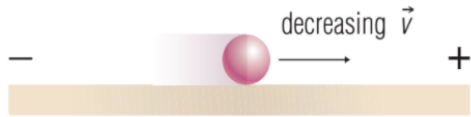


(a) Positive acceleration: both the change in the magnitude and the direction of the velocity are positive.

direction

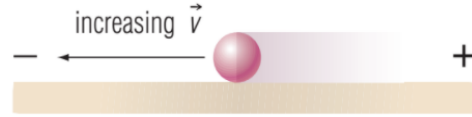


(b) Positive acceleration: both the change in the magnitude and the direction of the velocity are negative.



(c) Negative acceleration: the change in the magnitude of the velocity is negative while the direction is positive.

direction



(d) Negative acceleration: the change in the magnitude of the velocity is positive but the direction is negative.

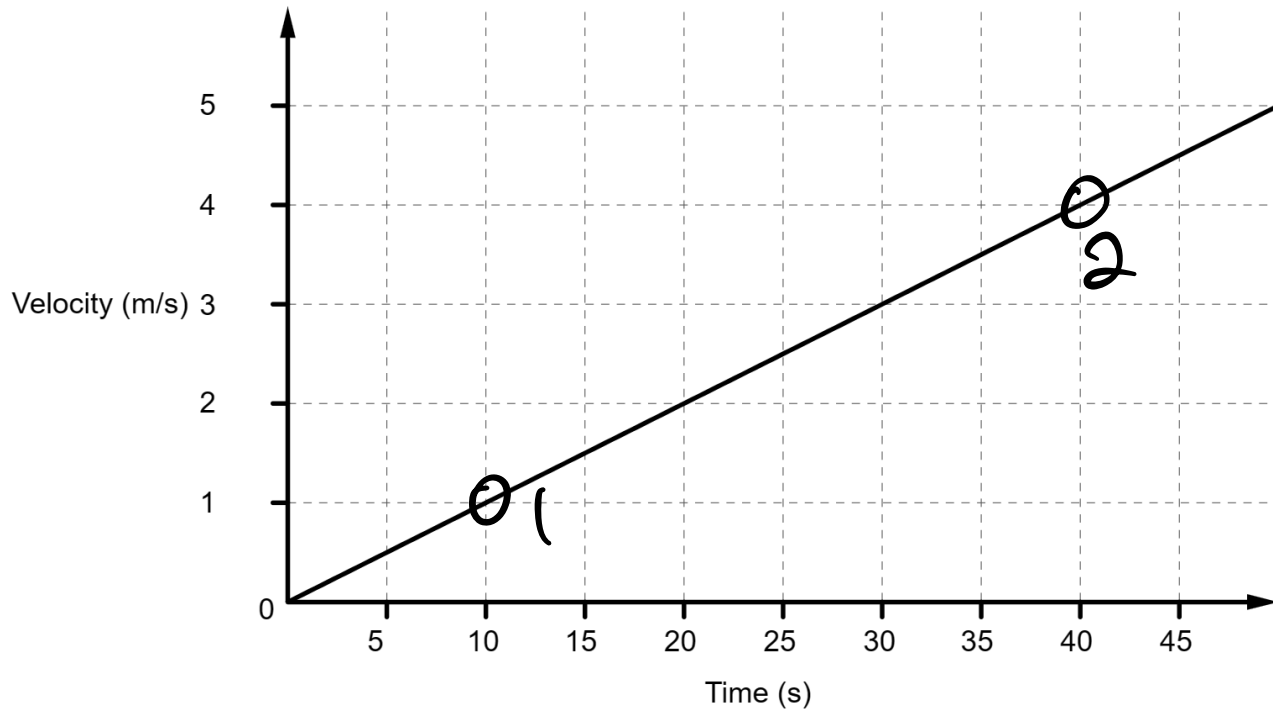
Positive and Negative Acceleration

Acceleration From a Graph

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

Calculating Acceleration

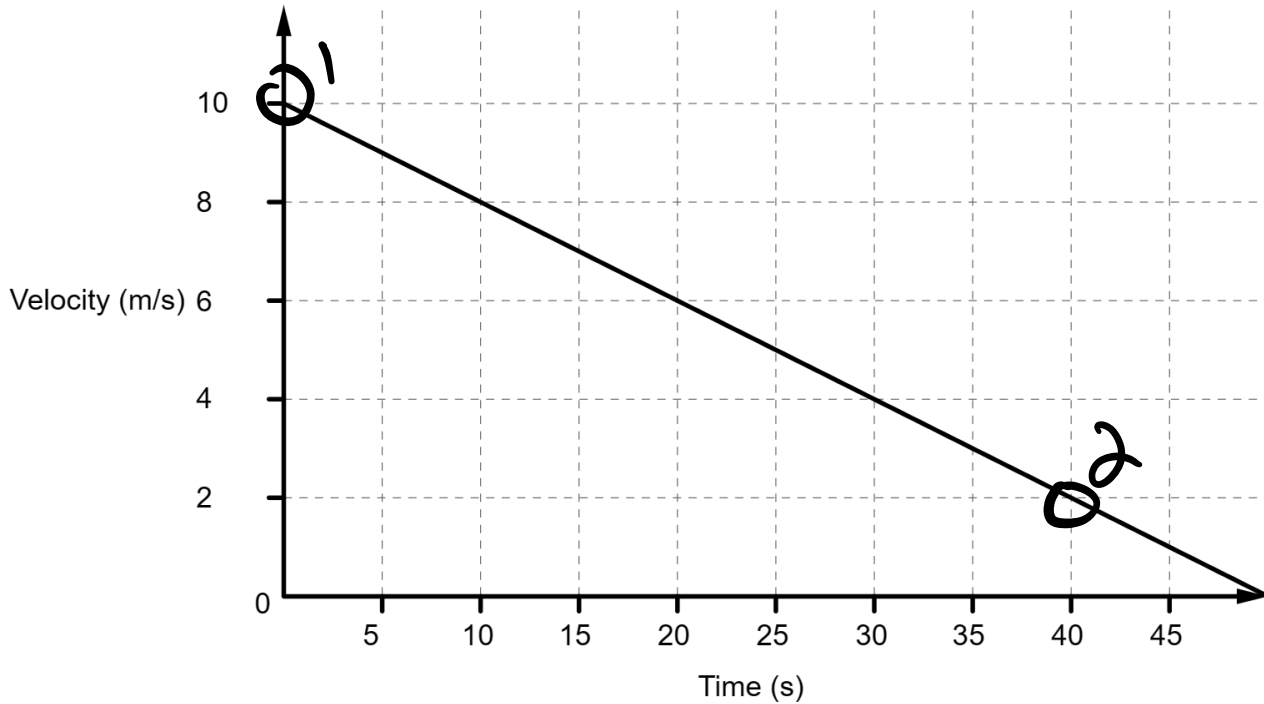
Acceleration is the change in velocity over time.



$$\vec{a} = \text{slope.}$$

$$\vec{d} = \text{area.}$$

$$\begin{aligned} \text{Slope} &= \frac{\text{rise}}{\text{run}} \\ &= \frac{V_2 - V_1}{t_2 - t_1} \\ &= \frac{4 - 1}{40 - 10} \\ &= \underline{\underline{3}} \end{aligned}$$



$$30 \\ = 0.1 \text{ m/s}^2$$

$$\vec{a} = \text{slope} \\ = \frac{v_2 - v_1}{t_2 - t_1}$$

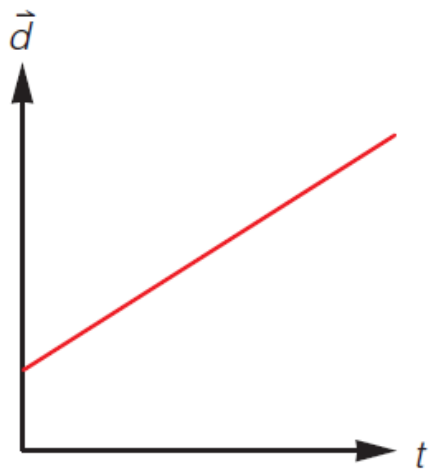
$$= \frac{2 - 10}{40 - 0}$$

$$= \frac{-8}{40}$$

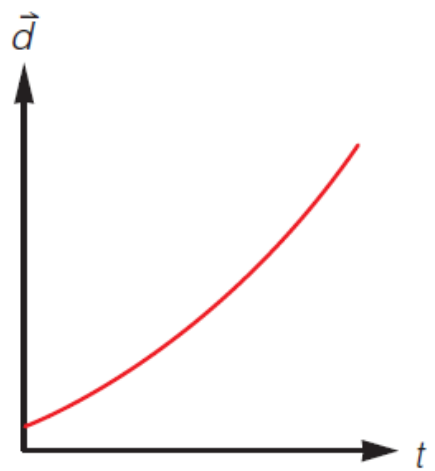
$$= -0.2 \text{ m/s}^2$$

Acceleration Graphs

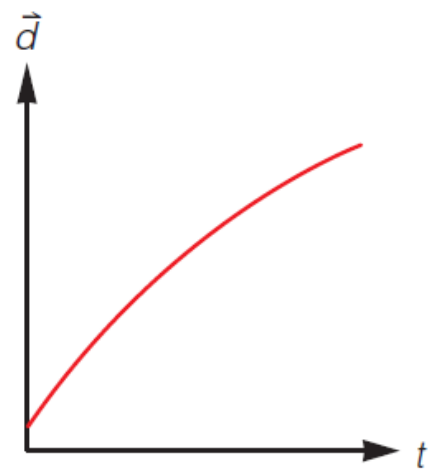
What does acceleration look like on different types of graphs?



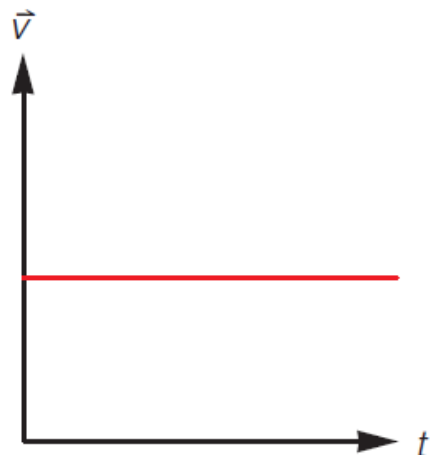
Position changes uniformly



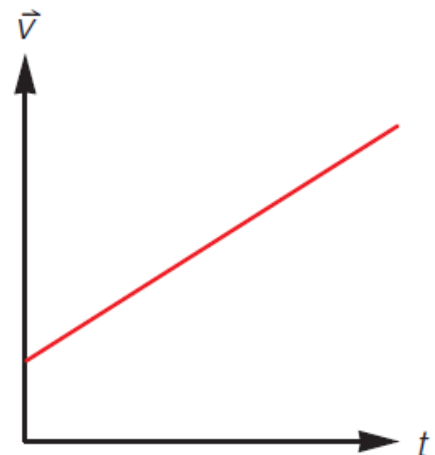
Position/time graph curves upward



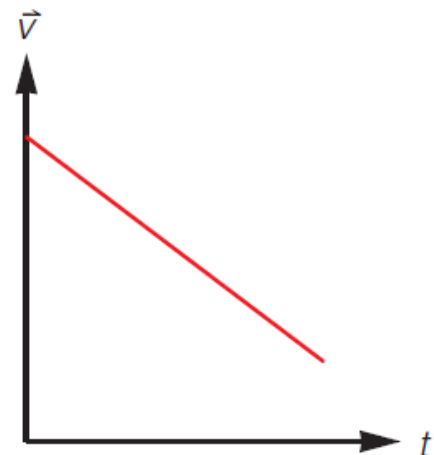
Position/time graph curves downward



Velocity is constant



Velocity increases uniformly



Velocity decreases uniformly

A bull starts from rest, and charges. It reaches a velocity of 4.5 m/s [E] after 3.0 s . What was its average acceleration?

$$\vec{v}_i = 0$$

$$\vec{v}_f = 4.5 \text{ m/s [E]}$$

$$t = 3.0 \text{ s}$$

$$\begin{aligned} \vec{a} &= \frac{\vec{v}_f - \vec{v}_i}{t} \\ &= \frac{4.5 - 0}{3} \end{aligned}$$

$$= 1.5 \text{ m/s}^2 \text{ [E]}$$