Motion in One Dimension

CHAPTER

2

In drag racing, a driver wants as large an acceleration as possible. In a distance of one-quarter mile, a vehicle reaches speeds of more than 320 mi/h, covering the entire distance in under 5 s. *(George Lepp/Stone/Getty Images)*

As a first step in studying classical mechanics, we describe the motion of an object while ignoring the interactions with external agents that might be affecting or modifying that motion. This portion of classical mechanics is called *kinematics.* (The word *kinematics* has the same root as *cinema.*) In this chapter, we consider only motion in one dimension, that is, motion of an object along a straight line.

From everyday experience, we recognize that motion of an object represents a continuous change in the object's position. In physics, we can categorize motion into three types: translational, rotational, and vibrational. A car traveling on a highway is an example of translational motion, the Earth's spin on its axis is an example of rotational motion, and the back-and-forth movement of a pendulum is an example of vibrational motion. In this and the next few chapters, we are concerned only with translational motion. (Later in the book we shall discuss rotational and vibrational motions.)

In our study of translational motion, we use what is called the **particle model** and describe the moving object as a *particle* regardless of its size. Remember our discussion of making models for physical situations in Section 1.2. In general, **a particle is a point-like object, that is, an object that has mass but is of infinitesimal size.** For example, if we wish to describe the motion of the Earth around the Sun, we can treat the Earth as a particle and obtain reasonably accurate data about its orbit. This approximation is justified because the radius of the Earth's orbit is large compared with the dimensions of the Earth and the Sun. As an example on a much smaller scale, it is possible to explain the pressure exerted by a gas on the walls of a container by treating the gas molecules as particles, without regard for the internal structure of the molecules.

2.1 Position, Velocity, and Speed

Position ▶

A particle's **position** x is the location of the particle with respect to a chosen reference point that we can consider to be the origin of a coordinate system. The motion of a particle is completely known if the particle's position in space is known at all times.

Consider a car moving back and forth along the x axis as in Figure 2.1a. When we begin collecting position data, the car is 30 m to the right of the reference position $x = 0$. We will use the particle model by identifying some point on the car, perhaps the front door handle, as a particle representing the entire car.

We start our clock, and once every 10 s we note the car's position. As you can see from Table 2.1, the car moves to the right (which we have defined as the positive direction) during the first 10 s of motion, from position Ⓐ to position Ⓑ. After Ⓑ, the position values begin to decrease, suggesting the car is backing up from position Ⓑ through position Ⓕ. In fact, at Ⓓ, 30 s after we start measuring, the car is at the origin of coordinates (see Fig. 2.1a). It continues moving to the left and is more than 50 m to the left of $x = 0$ when we stop recording information after our sixth data point. A graphical representation of this information is presented in Figure 2.1b. Such a plot is called a *position–time graph.*

Table 2.1 Position of the Car at Various Times

Position	t (s)	x (m)
Ⓐ	0	30
Ⓑ	10	52
Ⓒ	20	38
Ⓓ	30	0
Ⓔ	40	−37
Ⓕ	50	−53

Notice the *alternative representations* of information that we have used for the motion of the car. Figure 2.1a is a *pictorial representation,* whereas Figure 2.1b is a *graphical representation.* Table 2.1 is a *tabular representation* of the same information. Using an alternative representation is often an excellent strategy for understanding the situation in a given problem. The ultimate goal in many problems is a *math-*

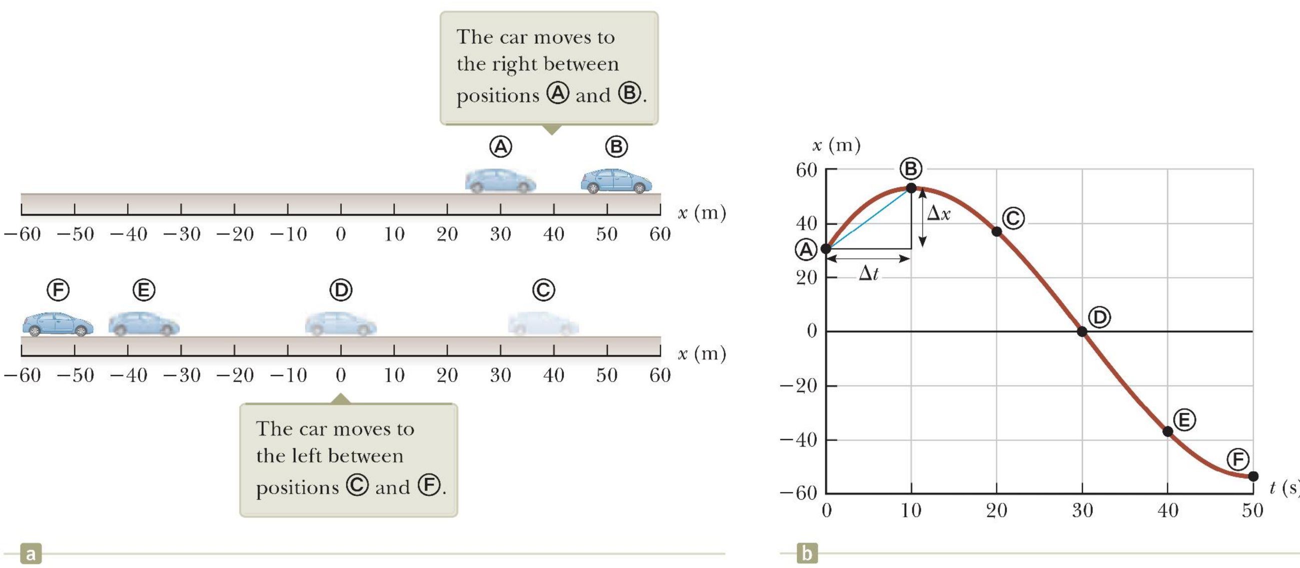


Figure 2.1 A car moves back and forth along a straight line. Because we are interested only in the car's translational motion, we can model it as a particle. Several representations of the information about the motion of the car can be used. Table 2.1 is a tabular representation of the information. (a) A pictorial representation of the motion of the car. (b) A graphical representation (position–time graph) of the motion of the car.

ematical representation, which can be analyzed to solve for some requested piece of information.

Given the data in Table 2.1, we can easily determine the change in position of the car for various time intervals. The **displacement** Δx of a particle is defined as its change in position in some time interval. As the particle moves from an initial position x_i to a final position x_f, its displacement is given by

$$\Delta x \equiv x_f - x_i \qquad (2.1)$$

◀ Displacement

We use the capital Greek letter delta (Δ) to denote the *change* in a quantity. From this definition, we see that Δx is positive if x_f is greater than x_i and negative if x_f is less than x_i.

It is very important to recognize the difference between displacement and distance traveled. **Distance** is the length of a path followed by a particle. Consider, for example, the basketball players in Figure 2.2. If a player runs from his own team's basket down the court to the other team's basket and then returns to his own basket, the *displacement* of the player during this time interval is zero because he ended up at the same point as he started: $x_f = x_i$, so $\Delta x = 0$. During this time interval, however, he moved through a *distance* of twice the length of the basketball court. Distance is always represented as a positive number, whereas displacement can be either positive or negative.


Brian Drake/Time Life Pictures/Getty Images

Figure 2.2 On this basketball court, players run back and forth for the entire game. The distance that the players run over the duration of the game is nonzero. The displacement of the players over the duration of the game is approximately zero because they keep returning to the same point over and over again.

Displacement is an example of a vector quantity. Many other physical quantities, including position, velocity, and acceleration, also are vectors. In general, a **vector quantity** requires the specification of both direction and magnitude. By contrast, a **scalar quantity** has a numerical value and no direction. In this chapter, we use positive (+) and negative (−) signs to indicate vector direction. For example, for horizontal motion let us arbitrarily specify to the right as being the positive direction. It follows that any object always moving to the right undergoes a positive displacement $\Delta x > 0$, and any object moving to the left undergoes a negative displacement so that $\Delta x < 0$. We shall treat vector quantities in greater detail in Chapter 3.

One very important point has not yet been mentioned. Notice that the data in Table 2.1 result only in the six data points in the graph in Figure 2.1b. Therefore, the motion of the particle is not completely known because we don't know its position at *all* times. The smooth curve drawn through the six points in the graph is only a *possibility* of the actual motion of the car. We only have information about six instants of time; we have no idea what happened between the data points. The smooth curve is a *guess* as to what happened, but keep in mind that it is *only* a guess. If the smooth curve does represent the actual motion of the car, the graph contains complete information about the entire 50-s interval during which we watch the car move.

It is much easier to see changes in position from the graph than from a verbal description or even a table of numbers. For example, it is clear that the car covers more ground during the middle of the 50-s interval than at the end. Between positions Ⓒ and Ⓓ, the car travels almost 40 m, but during the last 10 s, between positions Ⓔ and Ⓕ, it moves less than half that far. A common way of comparing these different motions is to divide the displacement Δx that occurs between two clock readings by the value of that particular time interval Δt. The result turns out to be a very useful ratio, one that we shall use many times. This ratio has been given a special name: the *average velocity*. The **average velocity** $v_{x,\text{avg}}$ of a particle is defined as the particle's displacement Δx divided by the time interval Δt during which that displacement occurs:

$$v_{x,\text{avg}} \equiv \frac{\Delta x}{\Delta t} \qquad (2.2)$$

◀ Average velocity

where the subscript x indicates motion along the x axis. From this definition we see that average velocity has dimensions of length divided by time (L/T), or meters per second in SI units.

The average velocity of a particle moving in one dimension can be positive or negative, depending on the sign of the displacement. (The time interval Δt is always positive.) If the coordinate of the particle increases in time (that is, if $x_f > x_i$), Δx is positive and $v_{x,\text{avg}} = \Delta x/\Delta t$ is positive. This case corresponds to a particle moving in the positive x direction, that is, toward larger values of x. If the coordinate decreases in time (that is, if $x_f < x_i$), Δx is negative and hence $v_{x,\text{avg}}$ is negative. This case corresponds to a particle moving in the negative x direction.

We can interpret average velocity geometrically by drawing a straight line between any two points on the position–time graph in Figure 2.1b. This line forms the hypotenuse of a right triangle of height Δx and base Δt. The slope of this line is the ratio $\Delta x/\Delta t$, which is what we have defined as average velocity in Equation 2.2. For example, the line between positions Ⓐ and Ⓑ in Figure 2.1b has a slope equal to the average velocity of the car between those two times, (52 m − 30 m)/(10 s − 0) = 2.2 m/s.

In everyday usage, the terms *speed* and *velocity* are interchangeable. In physics, however, there is a clear distinction between these two quantities. Consider a marathon runner who runs a distance d of more than 40 km and yet ends up at her starting point. Her total displacement is zero, so her average velocity is zero! Nonetheless, we need to be able to quantify how fast she was running. A slightly different ratio accomplishes that for us. The **average speed** v_{avg} of a particle, a scalar quantity, is defined as the total distance d traveled divided by the total time interval required to travel that distance:

Average speed ▶

$$v_{\text{avg}} \equiv \frac{d}{\Delta t} \tag{2.3}$$

The SI unit of average speed is the same as the unit of average velocity: meters per second. Unlike average velocity, however, average speed has no direction and is always expressed as a positive number. Notice the clear distinction between the definitions of average velocity and average speed: average velocity (Eq. 2.2) is the *displacement* divided by the time interval, whereas average speed (Eq. 2.3) is the *distance* divided by the time interval.

> **Pitfall Prevention 2.1**
>
> **Average Speed and Average Velocity** The magnitude of the average velocity is *not* the average speed. For example, consider the marathon runner discussed before Equation 2.3. The magnitude of her average velocity is zero, but her average speed is clearly not zero.

Knowledge of the average velocity or average speed of a particle does not provide information about the details of the trip. For example, suppose it takes you 45.0 s to travel 100 m down a long, straight hallway toward your departure gate at an airport. At the 100-m mark, you realize you missed the restroom, and you return back 25.0 m along the same hallway, taking 10.0 s to make the return trip. The magnitude of your average *velocity* is +75.0 m/55.0 s = +1.36 m/s. The average *speed* for your trip is 125 m/55.0 s = 2.27 m/s. You may have traveled at various speeds during the walk and, of course, you changed direction. Neither average velocity nor average speed provides information about these details.

Quick Quiz 2.1 Under which of the following conditions is the magnitude of the average velocity of a particle moving in one dimension smaller than the average speed over some time interval? **(a)** A particle moves in the $+x$ direction without reversing. **(b)** A particle moves in the $-x$ direction without reversing. **(c)** A particle moves in the $+x$ direction and then reverses the direction of its motion. **(d)** There are no conditions for which this is true.

Example 2.1 Calculating the Average Velocity and Speed

Find the displacement, average velocity, and average speed of the car in Figure 2.1a between positions Ⓐ and Ⓕ.

2.1 continued

SOLUTION

Consult Figure 2.1 to form a mental image of the car and its motion. We model the car as a particle. From the position–time graph given in Figure 2.1b, notice that $x_{Ⓐ} = 30$ m at $t_{Ⓐ} = 0$ s and that $x_{Ⓕ} = -53$ m at $t_{Ⓕ} = 50$ s.

Use Equation 2.1 to find the displacement of the car: $\Delta x = x_{Ⓕ} - x_{Ⓐ} = -53 \text{ m} - 30 \text{ m} = \boxed{-83 \text{ m}}$

This result means that the car ends up 83 m in the negative direction (to the left, in this case) from where it started. This number has the correct units and is of the same order of magnitude as the supplied data. A quick look at Figure 2.1a indicates that it is the correct answer.

Use Equation 2.2 to find the car's average velocity:

$$v_{x,\text{avg}} = \frac{x_{Ⓕ} - x_{Ⓐ}}{t_{Ⓕ} - t_{Ⓐ}}$$

$$= \frac{-53 \text{ m} - 30 \text{ m}}{50 \text{ s} - 0 \text{ s}} = \frac{-83 \text{ m}}{50 \text{ s}} = \boxed{-1.7 \text{ m/s}}$$

We cannot unambiguously find the average speed of the car from the data in Table 2.1 because we do not have information about the positions of the car between the data points. If we adopt the assumption that the details of the car's position are described by the curve in Figure 2.1b, the distance traveled is 22 m (from Ⓐ to Ⓑ) plus 105 m (from Ⓑ to Ⓕ), for a total of 127 m.

Use Equation 2.3 to find the car's average speed: $v_{\text{avg}} = \frac{127 \text{ m}}{50 \text{ s}} = \boxed{2.5 \text{ m/s}}$

Notice that the average speed is positive, as it must be. Suppose the red-brown curve in Figure 2.1b were different so that between 0 s and 10 s it went from Ⓐ up to 100 m and then came back down to Ⓑ. The average speed of the car would change because the distance is different, but the average velocity would not change.

2.2 Instantaneous Velocity and Speed

Often we need to know the velocity of a particle at a particular instant in time t rather than the average velocity over a finite time interval Δt. In other words, you would like to be able to specify your velocity just as precisely as you can specify your position by noting what is happening at a specific clock reading, that is, at some specific instant. What does it mean to talk about how quickly something is moving if we "freeze time" and talk only about an individual instant? In the late 1600s, with the invention of calculus, scientists began to understand how to describe an object's motion at any moment in time.

To see how that is done, consider Figure 2.3a (page 26), which is a reproduction of the graph in Figure 2.1b. What is the particle's velocity at $t = 0$? We have already discussed the average velocity for the interval during which the car moved from position Ⓐ to position Ⓑ (given by the slope of the blue line) and for the interval during which it moved from Ⓐ to Ⓕ (represented by the slope of the longer blue line and calculated in Example 2.1). The car starts out by moving to the right, which we defined to be the positive direction. Therefore, being positive, the value of the average velocity during the interval from Ⓐ to Ⓑ is more representative of the initial velocity than is the value of the average velocity during the interval from Ⓐ to Ⓕ, which we determined to be negative in Example 2.1. Now let us focus on the short blue line and slide point Ⓑ to the left along the curve, toward point Ⓐ, as in Figure 2.3b. The line between the points becomes steeper and steeper, and as the two points become extremely close together, the line becomes a tangent line to the curve, indicated by the green line in Figure 2.3b. The slope of this tangent line

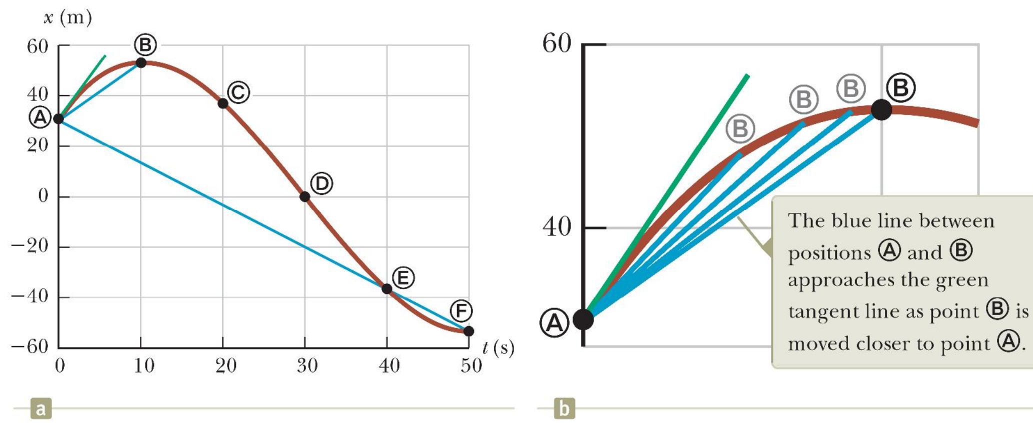


Figure 2.3 (a) Graph representing the motion of the car in Figure 2.1. (b) An enlargement of the upper-left-hand corner of the graph.

Pitfall Prevention 2.2

Slopes of Graphs In any graph of physical data, the *slope* represents the ratio of the change in the quantity represented on the vertical axis to the change in the quantity represented on the horizontal axis. Remember that *a slope has units* (unless both axes have the same units). The units of slope in Figures 2.1b and 2.3 are meters per second, the units of velocity.

Instantaneous velocity ▶

Pitfall Prevention 2.3

Instantaneous Speed and Instantaneous Velocity In Pitfall Prevention 2.1, we argued that the magnitude of the average velocity is not the average speed. The magnitude of the instantaneous velocity, however, *is* the instantaneous speed. In an infinitesimal time interval, the magnitude of the displacement is equal to the distance traveled by the particle.

represents the velocity of the car at point Ⓐ. What we have done is determine the *instantaneous velocity* at that moment. In other words, the **instantaneous velocity** v_x equals the limiting value of the ratio $\Delta x/\Delta t$ as Δt approaches zero:[1]

$$v_x \equiv \lim_{\Delta t \to 0} \frac{\Delta x}{\Delta t} \tag{2.4}$$

In calculus notation, this limit is called the *derivative* of x with respect to t, written dx/dt:

$$v_x \equiv \lim_{\Delta t \to 0} \frac{\Delta x}{\Delta t} = \frac{dx}{dt} \tag{2.5}$$

The instantaneous velocity can be positive, negative, or zero. When the slope of the position–time graph is positive, such as at any time during the first 10 s in Figure 2.3, v_x is positive and the car is moving toward larger values of x. After point Ⓑ, v_x is negative because the slope is negative and the car is moving toward smaller values of x. At point Ⓑ, the slope and the instantaneous velocity are zero and the car is momentarily at rest.

From here on, we use the word *velocity* to designate instantaneous velocity. When we are interested in *average velocity,* we shall always use the adjective *average.*

The **instantaneous speed** of a particle is defined as the magnitude of its instantaneous velocity. As with average speed, instantaneous speed has no direction associated with it. For example, if one particle has an instantaneous velocity of +25 m/s along a given line and another particle has an instantaneous velocity of −25 m/s along the same line, both have a speed[2] of 25 m/s.

Quick Quiz 2.2 Are members of the highway patrol more interested in **(a)** your average speed or **(b)** your instantaneous speed as you drive?

Conceptual Example 2.2 The Velocity of Different Objects

Consider the following one-dimensional motions: **(A)** a ball thrown directly upward rises to a highest point and falls back into the thrower's hand; **(B)** a race car starts from rest and speeds up to 100 m/s; and **(C)** a spacecraft drifts through space at constant velocity. Are there any points in the motion of these objects at which the instantaneous velocity has the same value as the average velocity over the entire motion? If so, identify the point(s).

[1]Notice that the displacement Δx also approaches zero as Δt approaches zero, so the ratio looks like 0/0. While this ratio may appear to be difficult to evaluate, the ratio does have a specific value. As Δx and Δt become smaller and smaller, the ratio $\Delta x/\Delta t$ approaches a value equal to the slope of the line tangent to the x-versus-t curve.

[2]As with velocity, we drop the adjective for instantaneous speed. *Speed* means "instantaneous speed."

2.2 continued

SOLUTION

(A) The average velocity for the thrown ball is zero because the ball returns to the starting point; therefore, its displacement is zero. There is one point at which the instantaneous velocity is zero: at the top of the motion.

(B) The car's average velocity cannot be evaluated unambiguously with the information given, but it must have some value between 0 and 100 m/s. Because the car will have every instantaneous velocity between 0 and 100 m/s at some time during the interval, there must be some instant at which the instantaneous velocity is equal to the average velocity over the entire motion.

(C) Because the spacecraft's instantaneous velocity is constant, its instantaneous velocity at *any* time and its average velocity over *any* time interval are the same.

Example 2.3 Average and Instantaneous Velocity

A particle moves along the x axis. Its position varies with time according to the expression $x = -4t + 2t^2$, where x is in meters and t is in seconds.[3] The position–time graph for this motion is shown in Figure 2.4a. Because the position of the particle is given by a mathematical function, the motion of the particle is completely known, unlike that of the car in Figure 2.1. Notice that the particle moves in the negative x direction for the first second of motion, is momentarily at rest at the moment $t = 1$ s, and moves in the positive x direction at times $t > 1$ s.

(A) Determine the displacement of the particle in the time intervals $t = 0$ to $t = 1$ s and $t = 1$ s to $t = 3$ s.

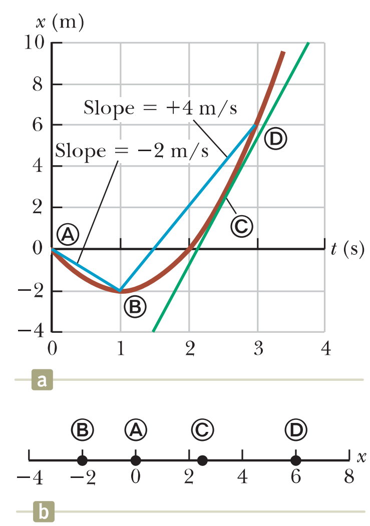


Figure 2.4 (Example 2.3) (a) Position–time graph for a particle having an x coordinate that varies in time according to the expression $x = -4t + 2t^2$. (b) The particle moves in one dimension along the x axis.

SOLUTION

From the graph in Figure 2.4a, form a mental representation of the particle's motion. Keep in mind that the particle does not move in a curved path in space such as that shown by the red-brown curve in the graphical representation. The particle moves only along the x axis in one dimension as shown in Figure 2.4b. At $t = 0$, is it moving to the right or to the left?

During the first time interval, the slope is negative and hence the average velocity is negative. Therefore, we know that the displacement between Ⓐ and Ⓑ must be a negative number having units of meters. Similarly, we expect the displacement between Ⓑ and Ⓓ to be positive.

In the first time interval, set $t_i = t_{Ⓐ} = 0$ and $t_f = t_{Ⓑ} = 1$ s and use Equation 2.1 to find the displacement:

$$\Delta x_{Ⓐ\to Ⓑ} = x_f - x_i = x_{Ⓑ} - x_{Ⓐ}$$
$$= [-4(1) + 2(1)^2] - [-4(0) + 2(0)^2] = \boxed{-2 \text{ m}}$$

For the second time interval ($t = 1$ s to $t = 3$ s), set $t_i = t_{Ⓑ} = 1$ s and $t_f = t_{Ⓓ} = 3$ s:

$$\Delta x_{Ⓑ\to Ⓓ} = x_f - x_i = x_{Ⓓ} - x_{Ⓑ}$$
$$= [-4(3) + 2(3)^2] - [-4(1) + 2(1)^2] = \boxed{+8 \text{ m}}$$

These displacements can also be read directly from the position–time graph.

(B) Calculate the average velocity during these two time intervals.

continued

[3]Simply to make it easier to read, we write the expression as $x = -4t + 2t^2$ rather than as $x = (-4.00 \text{ m/s})t + (2.00 \text{ m/s}^2)t^{2.00}$. When an equation summarizes measurements, consider its coefficients and exponents to have as many significant figures as other data quoted in a problem. Consider its coefficients to have the units required for dimensional consistency. When we start our clocks at $t = 0$, we usually do not mean to limit the precision to a single digit. Consider any zero value in this book to have as many significant figures as you need.

2.3 continued

SOLUTION

In the first time interval, use Equation 2.2 with $\Delta t = t_f - t_i = t_{Ⓑ} - t_{Ⓐ} = 1$ s:

$$v_{x,\text{avg}\,(Ⓐ\to Ⓑ)} = \frac{\Delta x_{Ⓐ\to Ⓑ}}{\Delta t} = \frac{-2\text{ m}}{1\text{ s}} = -2\text{ m/s}$$

In the second time interval, $\Delta t = 2$ s:

$$v_{x,\text{avg}\,(Ⓑ\to Ⓓ)} = \frac{\Delta x_{Ⓑ\to Ⓓ}}{\Delta t} = \frac{8\text{ m}}{2\text{ s}} = +4\text{ m/s}$$

These values are the same as the slopes of the blue lines joining these points in Figure 2.4a.

(C) Find the instantaneous velocity of the particle at $t = 2.5$ s.

SOLUTION

Measure the slope of the green line at $t = 2.5$ s (point Ⓒ) in Figure 2.4a:

$$v_x = \frac{10\text{ m} - (-4\text{ m})}{3.8\text{ s} - 1.5\text{ s}} = +6\text{ m/s}$$

Notice that this instantaneous velocity is on the same order of magnitude as our previous results, that is, a few meters per second. Is that what you would have expected?

2.3 Analysis Model: Particle Under Constant Velocity

Analysis model ▶

In Section 1.2 we discussed the importance of making models. A particularly important model used in the solution to physics problems is an *analysis model*. An **analysis model** is a common situation that occurs time and again when solving physics problems. Because it represents a common situation, it also represents a common type of problem that we have solved before. When you identify an analysis model in a new problem, the solution to the new problem can be modeled after that of the previously-solved problem. Analysis models help us to recognize those common situations and guide us toward a solution to the problem. The form that an analysis model takes is a description of either (1) the behavior of some physical entity or (2) the interaction between that entity and the environment. When you encounter a new problem, you should identify the fundamental details of the problem and attempt to recognize which of the situations you have already seen that might be used as a model for the new problem. For example, suppose an automobile is moving along a straight freeway at a constant speed. Is it important that it is an automobile? Is it important that it is a freeway? If the answers to both questions are no, but the car moves in a straight line at constant speed, we model the automobile as a *particle under constant velocity*, which we will discuss in this section. Once the problem has been modeled, it is no longer about an automobile. It is about a particle undergoing a certain type of motion, a motion that we have studied before.

This method is somewhat similar to the common practice in the legal profession of finding "legal precedents." If a previously resolved case can be found that is very similar legally to the current one, it is used as a model and an argument is made in court to link them logically. The finding in the previous case can then be used to sway the finding in the current case. We will do something similar in physics. For a given problem, we search for a "physics precedent," a model with which we are already familiar and that can be applied to the current problem.

All of the analysis models that we will develop are based on four fundamental simplification models. The first of the four is the particle model discussed in the introduction to this chapter. We will look at a particle under various behaviors and environmental interactions. Further analysis models are introduced in later chapters based on simplification models of a *system*, a *rigid object*, and a *wave*. Once we have introduced these analysis models, we shall see that they appear again and again in different problem situations.

When solving a problem, you should avoid browsing through the chapter looking for an equation that contains the unknown variable that is requested in the problem. In many cases, the equation you find may have nothing to do with the problem you are attempting to solve. It is *much* better to take this first step: **Identify the analysis model that is appropriate for the problem.** To do so, think carefully about what is going on in the problem and match it to a situation you have seen before. Once the analysis model is identified, there are a small number of equations from which to choose that are appropriate for that model, sometimes only one equation. Therefore, **the model tells you which equation(s) to use for the mathematical representation.**

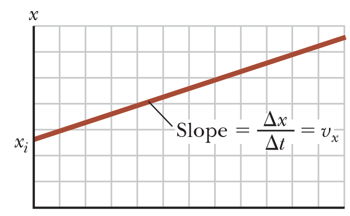


Figure 2.5 Position–time graph for a particle under constant velocity. The value of the constant velocity is the slope of the line.

Let us use Equation 2.2 to build our first analysis model for solving problems. We imagine a particle moving with a constant velocity. The model of a **particle under constant velocity** can be applied in *any* situation in which an entity that can be modeled as a particle is moving with constant velocity. This situation occurs frequently, so this model is important.

If the velocity of a particle is constant, its instantaneous velocity at any instant during a time interval is the same as the average velocity over the interval. That is, $v_x = v_{x,\text{avg}}$. Therefore, Equation 2.2 gives us an equation to be used in the mathematical representation of this situation:

$$v_x = \frac{\Delta x}{\Delta t} \quad \textbf{(2.6)}$$

Remembering that $\Delta x = x_f - x_i$, we see that $v_x = (x_f - x_i)/\Delta t$, or

$$x_f = x_i + v_x \Delta t$$

This equation tells us that the position of the particle is given by the sum of its original position x_i at time $t = 0$ plus the displacement $v_x\,\Delta t$ that occurs during the time interval Δt. In practice, we usually choose the time at the beginning of the interval to be $t_i = 0$ and the time at the end of the interval to be $t_f = t$, so our equation becomes

$$x_f = x_i + v_x t \quad \text{(for constant } v_x\text{)} \quad \textbf{(2.7)}$$

◀ **Position as a function of time for the particle under constant velocity model**

Equations 2.6 and 2.7 are the primary equations used in the model of a particle under constant velocity. Whenever you have identified the analysis model in a problem to be the particle under constant velocity, you can immediately turn to these equations.

Figure 2.5 is a graphical representation of the particle under constant velocity. On this position–time graph, the slope of the line representing the motion is constant and equal to the magnitude of the velocity. Equation 2.7, which is the equation of a straight line, is the mathematical representation of the particle under constant velocity model. The slope of the straight line is v_x and the y intercept is x_i in both representations.

Example 2.4 below shows an application of the particle under constant velocity model. Notice the analysis model icon AM, which will be used to identify examples in which analysis models are employed in the solution. Because of the widespread benefits of using the analysis model approach, you will notice that a large number of the examples in the book will carry such an icon.

Example 2.4 Modeling a Runner as a Particle AM

A kinesiologist is studying the biomechanics of the human body. (*Kinesiology* is the study of the movement of the human body. Notice the connection to the word *kinematics*.) She determines the velocity of an experimental subject while he runs along a straight line at a constant rate. The kinesiologist starts the stopwatch at the moment the runner passes a given point and stops it after the runner has passed another point 20 m away. The time interval indicated on the stopwatch is 4.0 s.

(A) What is the runner's velocity?

continued

2.4 continued

SOLUTION

We model the moving runner as a particle because the size of the runner and the movement of arms and legs are unnecessary details. Because the problem states that the subject runs at a constant rate, we can model him as a *particle under constant velocity.*

Having identified the model, we can use Equation 2.6 to find the constant velocity of the runner:

$$v_x = \frac{\Delta x}{\Delta t} = \frac{x_f - x_i}{\Delta t} = \frac{20\text{ m} - 0}{4.0\text{ s}} = \boxed{5.0\text{ m/s}}$$

(B) If the runner continues his motion after the stopwatch is stopped, what is his position after 10 s have passed?

SOLUTION

Use Equation 2.7 and the velocity found in part (A) to find the position of the particle at time $t = 10$ s:

$$x_f = x_i + v_x t = 0 + (5.0\text{ m/s})(10\text{ s}) = \boxed{50\text{ m}}$$

Is the result for part (A) a reasonable speed for a human? How does it compare to world-record speeds in 100-m and 200-m sprints? Notice the value in part (B) is more than twice that of the 20-m position at which the stopwatch was stopped. Is this value consistent with the time of 10 s being more than twice the time of 4.0 s?

The mathematical manipulations for the particle under constant velocity stem from Equation 2.6 and its descendent, Equation 2.7. These equations can be used to solve for any variable in the equations that happens to be unknown if the other variables are known. For example, in part (B) of Example 2.4, we find the position when the velocity and the time are known. Similarly, if we know the velocity and the final position, we could use Equation 2.7 to find the time at which the runner is at this position.

A particle under constant velocity moves with a constant speed along a straight line. Now consider a particle moving with a constant speed through a distance d along a curved path. This situation can be represented with the model of a **particle under constant speed.** The primary equation for this model is Equation 2.3, with the average speed v_{avg} replaced by the constant speed v:

$$v = \frac{d}{\Delta t} \quad \textbf{(2.8)}$$

As an example, imagine a particle moving at a constant speed in a circular path. If the speed is 5.00 m/s and the radius of the path is 10.0 m, we can calculate the time interval required to complete one trip around the circle:

$$v = \frac{d}{\Delta t} \quad \rightarrow \quad \Delta t = \frac{d}{v} = \frac{2\pi r}{v} = \frac{2\pi(10.0\text{ m})}{5.00\text{ m/s}} = 12.6\text{ s}$$

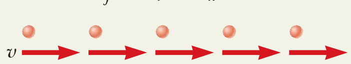
Analysis Model Particle Under Constant Velocity

Imagine a moving object that can be modeled as a particle. If it moves at a constant speed through a displacement Δx in a straight line in a time interval Δt, its constant velocity is

$$v_x = \frac{\Delta x}{\Delta t} \quad \textbf{(2.6)}$$

The position of the particle as a function of time is given by

$$x_f = x_i + v_x t \quad \textbf{(2.7)}$$



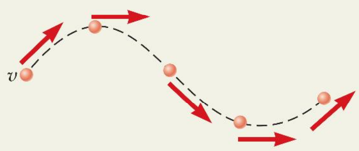
Examples:

- a meteoroid traveling through gravity-free space
- a car traveling at a constant speed on a straight highway
- a runner traveling at constant speed on a perfectly straight path
- an object moving at terminal speed through a viscous medium (Chapter 6)

Analysis Model **Particle Under Constant Speed**

Imagine a moving object that can be modeled as a particle. If it moves at a constant speed through a distance d along a straight line or a curved path in a time interval Δt, its constant speed is

$$v = \frac{d}{\Delta t} \tag{2.8}$$



Examples:

- a planet traveling around a perfectly circular orbit
- a car traveling at a constant speed on a curved racetrack
- a runner traveling at constant speed on a curved path
- a charged particle moving through a uniform magnetic field (Chapter 29)

2.4 Acceleration

In Example 2.3, we worked with a common situation in which the velocity of a particle changes while the particle is moving. When the velocity of a particle changes with time, the particle is said to be *accelerating*. For example, the magnitude of a car's velocity increases when you step on the gas and decreases when you apply the brakes. Let us see how to quantify acceleration.

Suppose an object that can be modeled as a particle moving along the x axis has an initial velocity v_{xi} at time t_i at position Ⓐ and a final velocity v_{xf} at time t_f at position Ⓑ as in Figure 2.6a. The red-brown curve in Figure 2.6b shows how the velocity varies with time. The **average acceleration** $a_{x,\text{avg}}$ of the particle is defined as the *change* in velocity Δv_x divided by the time interval Δt during which that change occurs:

$$a_{x,\text{avg}} \equiv \frac{\Delta v_x}{\Delta t} = \frac{v_{xf} - v_{xi}}{t_f - t_i} \tag{2.9}$$

◀ **Average acceleration**

As with velocity, when the motion being analyzed is one dimensional, we can use positive and negative signs to indicate the direction of the acceleration. Because the dimensions of velocity are L/T and the dimension of time is T, acceleration has dimensions of length divided by time squared, or L/T^2. The SI unit of acceleration is meters per second squared (m/s^2). It might be easier to interpret these units if you think of them as meters per second per second. For example, suppose an object has an acceleration of +2 m/s^2. You can interpret this value by forming a mental image of the object having a velocity that is along a straight line and is increasing by 2 m/s during every time interval of 1 s. If the object starts from rest,

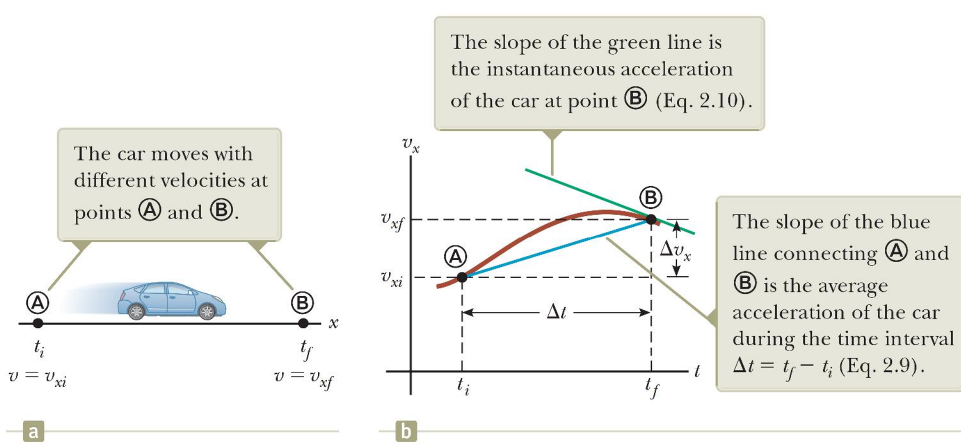


Figure 2.6 (a) A car, modeled as a particle, moving along the x axis from Ⓐ to Ⓑ, has velocity v_{xi} at $t = t_i$ and velocity v_{xf} at $t = t_f$. (b) Velocity–time graph (red-brown) for the particle moving in a straight line.

you should be able to picture it moving at a velocity of +2 m/s after 1 s, at +4 m/s after 2 s, and so on.

In some situations, the value of the average acceleration may be different over different time intervals. It is therefore useful to define the **instantaneous acceleration** as the limit of the average acceleration as Δt approaches zero. This concept is analogous to the definition of instantaneous velocity discussed in Section 2.2. If we imagine that point Ⓐ is brought closer and closer to point Ⓑ in Figure 2.6a and we take the limit of $\Delta v_x/\Delta t$ as Δt approaches zero, we obtain the instantaneous acceleration at point Ⓑ:

Instantaneous acceleration ▶

$$a_x \equiv \lim_{\Delta t \to 0} \frac{\Delta v_x}{\Delta t} = \frac{dv_x}{dt} \tag{2.10}$$

That is, the instantaneous acceleration equals the derivative of the velocity with respect to time, which by definition is the slope of the velocity–time graph. The slope of the green line in Figure 2.6b is equal to the instantaneous acceleration at point Ⓑ. Notice that Figure 2.6b is a *velocity–time* graph, not a *position–time* graph like Figures 2.1b, 2.3, 2.4, and 2.5. Therefore, we see that just as the velocity of a moving particle is the slope at a point on the particle's x–t graph, the acceleration of a particle is the slope at a point on the particle's v_x–t graph. One can interpret the derivative of the velocity with respect to time as the time rate of change of velocity. If a_x is positive, the acceleration is in the positive x direction; if a_x is negative, the acceleration is in the negative x direction.

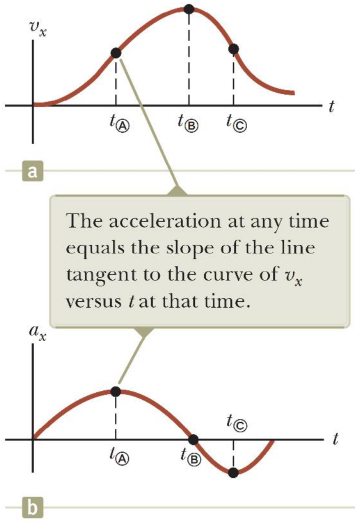


Figure 2.7 (a) The velocity–time graph for a particle moving along the x axis. (b) The instantaneous acceleration can be obtained from the velocity–time graph.

Figure 2.7 illustrates how an acceleration–time graph is related to a velocity–time graph. The acceleration at any time is the slope of the velocity–time graph at that time. Positive values of acceleration correspond to those points in Figure 2.7a where the velocity is increasing in the positive x direction. The acceleration reaches a maximum at time $t_Ⓐ$, when the slope of the velocity–time graph is a maximum. The acceleration then goes to zero at time $t_Ⓑ$, when the velocity is a maximum (that is, when the slope of the v_x–t graph is zero). The acceleration is negative when the velocity is decreasing in the positive x direction, and it reaches its most negative value at time $t_Ⓒ$.

Quick Quiz 2.3 Make a velocity–time graph for the car in Figure 2.1a. Suppose the speed limit for the road on which the car is driving is 30 km/h. True or False? The car exceeds the speed limit at some time within the time interval 0 − 50 s.

For the case of motion in a straight line, the direction of the velocity of an object and the direction of its acceleration are related as follows. When the object's velocity and acceleration are in the same direction, the object is speeding up. On the other hand, when the object's velocity and acceleration are in opposite directions, the object is slowing down.

To help with this discussion of the signs of velocity and acceleration, we can relate the acceleration of an object to the total *force* exerted on the object. In Chapter 5, we formally establish that **the force on an object is proportional to the acceleration of the object:**

$$F_x \propto a_x \tag{2.11}$$

This proportionality indicates that acceleration is caused by force. Furthermore, force and acceleration are both vectors, and the vectors are in the same direction. Therefore, let us think about the signs of velocity and acceleration by imagining a force applied to an object and causing it to accelerate. Let us assume the velocity and acceleration are in the same direction. This situation corresponds to an object that experiences a force acting in the same direction as its velocity. In this case, the object speeds up! Now suppose the velocity and acceleration are in opposite directions. In this situation, the object moves in some direction and experiences a force acting in the opposite direction. Therefore, the object slows down! It is very useful to equate the direction of the acceleration to the direction of a force because it is easier from our everyday experience to think about what effect a force will have on an object than to think only in terms of the direction of the acceleration.

Quick Quiz 2.4 If a car is traveling eastward and slowing down, what is the direction of the force on the car that causes it to slow down? **(a)** eastward **(b)** westward **(c)** neither eastward nor westward

From now on, we shall use the term *acceleration* to mean instantaneous acceleration. When we mean average acceleration, we shall always use the adjective *average*. Because $v_x = dx/dt$, the acceleration can also be written as

$$a_x = \frac{dv_x}{dt} = \frac{d}{dt}\left(\frac{dx}{dt}\right) = \frac{d^2x}{dt^2} \quad \textbf{(2.12)}$$

That is, in one-dimensional motion, the acceleration equals the *second derivative* of x with respect to time.

Pitfall Prevention 2.4

Negative Acceleration Keep in mind that *negative acceleration does not necessarily mean that an object is slowing down.* If the acceleration is negative and the velocity is negative, the object is speeding up!

Pitfall Prevention 2.5

Deceleration The word *deceleration* has the common popular connotation of *slowing down.* We will not use this word in this book because it confuses the definition we have given for negative acceleration.

Conceptual Example 2.5 Graphical Relationships Between x, v_x, and a_x

The position of an object moving along the x axis varies with time as in Figure 2.8a. Graph the velocity versus time and the acceleration versus time for the object.

SOLUTION

The velocity at any instant is the slope of the tangent to the x–t graph at that instant. Between $t = 0$ and $t = t_{Ⓐ}$, the slope of the x–t graph increases uniformly, so the velocity increases linearly as shown in Figure 2.8b. Between $t_{Ⓐ}$ and $t_{Ⓑ}$, the slope of the x–t graph is constant, so the velocity remains constant. Between $t_{Ⓑ}$ and $t_{Ⓓ}$, the slope of the x–t graph decreases, so the value of the velocity in the v_x–t graph decreases. At $t_{Ⓓ}$, the slope of the x–t graph is zero, so the velocity is zero at that instant. Between $t_{Ⓓ}$ and $t_{Ⓔ}$, the slope of the x–t graph and therefore the velocity are negative and decrease uniformly in this interval. In the interval $t_{Ⓔ}$ to $t_{Ⓕ}$, the slope of the x–t graph is still negative, and at $t_{Ⓕ}$ it goes to zero. Finally, after $t_{Ⓕ}$, the slope of the x–t graph is zero, meaning that the object is at rest for $t > t_{Ⓕ}$.

The acceleration at any instant is the slope of the tangent to the v_x–t graph at that instant. The graph of acceleration versus time for this object is shown in Figure 2.8c. The acceleration is constant and positive between 0 and $t_{Ⓐ}$, where the slope of the v_x–t graph is positive. It is zero between $t_{Ⓐ}$ and $t_{Ⓑ}$ and for $t > t_{Ⓕ}$ because the slope of the v_x–t graph is zero at these times. It is negative between $t_{Ⓑ}$ and $t_{Ⓔ}$ because the slope of the v_x–t graph is negative during this interval. Between $t_{Ⓔ}$ and $t_{Ⓕ}$, the acceleration is positive like it is between 0 and $t_{Ⓐ}$, but higher in value because the slope of the v_x–t graph is steeper.

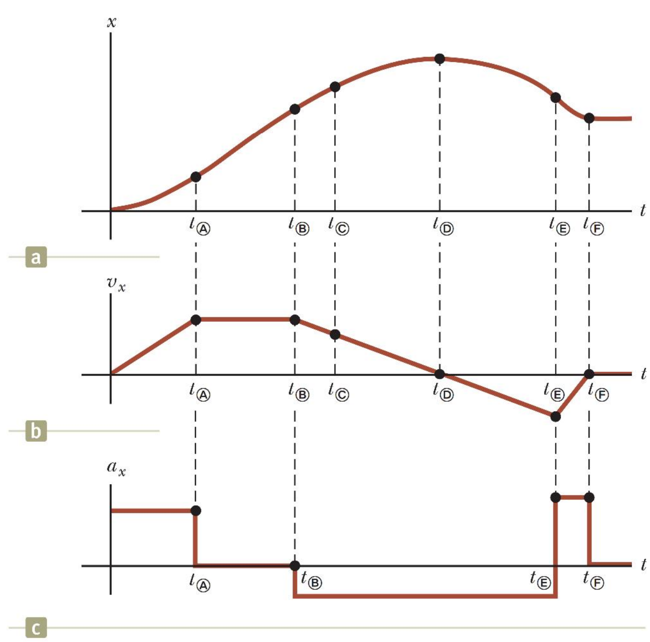


Figure 2.8 (Conceptual Example 2.5) (a) Position–time graph for an object moving along the x axis. (b) The velocity–time graph for the object is obtained by measuring the slope of the position–time graph at each instant. (c) The acceleration–time graph for the object is obtained by measuring the slope of the velocity–time graph at each instant.

Notice that the sudden changes in acceleration shown in Figure 2.8c are unphysical. Such instantaneous changes cannot occur in reality.

Example 2.6 Average and Instantaneous Acceleration

The velocity of a particle moving along the *x* axis varies according to the expression $v_x = 40 - 5t^2$, where v_x is in meters per second and *t* is in seconds.

(A) Find the average acceleration in the time interval $t = 0$ to $t = 2.0$ s.

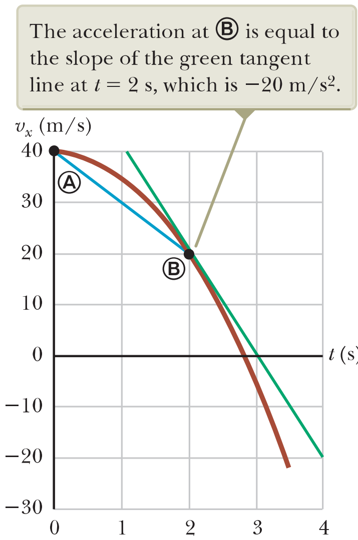


Figure 2.9 (Example 2.6) The velocity–time graph for a particle moving along the *x* axis according to the expression $v_x = 40 - 5t^2$.

SOLUTION

Think about what the particle is doing from the mathematical representation. Is it moving at $t = 0$? In which direction? Does it speed up or slow down? Figure 2.9 is a v_x–t graph that was created from the velocity versus time expression given in the problem statement. Because the slope of the entire v_x–t curve is negative, we expect the acceleration to be negative.

Find the velocities at $t_i = t_{\text{Ⓐ}} = 0$ and $t_f = t_{\text{Ⓑ}} = 2.0$ s by substituting these values of *t* into the expression for the velocity:

$$v_{x\text{Ⓐ}} = 40 - 5t_{\text{Ⓐ}}^2 = 40 - 5(0)^2 = +40 \text{ m/s}$$

$$v_{x\text{Ⓑ}} = 40 - 5t_{\text{Ⓑ}}^2 = 40 - 5(2.0)^2 = +20 \text{ m/s}$$

Find the average acceleration in the specified time interval $\Delta t = t_{\text{Ⓑ}} - t_{\text{Ⓐ}} = 2.0$ s:

$$a_{x,\text{avg}} = \frac{v_{xf} - v_{xi}}{t_f - t_i} = \frac{v_{x\text{Ⓑ}} - v_{x\text{Ⓐ}}}{t_{\text{Ⓑ}} - t_{\text{Ⓐ}}} = \frac{20 \text{ m/s} - 40 \text{ m/s}}{2.0 \text{ s} - 0 \text{ s}}$$

$$= -10 \text{ m/s}^2$$

The negative sign is consistent with our expectations: the average acceleration, represented by the slope of the blue line joining the initial and final points on the velocity–time graph, is negative.

(B) Determine the acceleration at $t = 2.0$ s.

SOLUTION

Knowing that the initial velocity at any time *t* is $v_{xi} = 40 - 5t^2$, find the velocity at any later time $t + \Delta t$:

$$v_{xf} = 40 - 5(t + \Delta t)^2 = 40 - 5t^2 - 10t\,\Delta t - 5(\Delta t)^2$$

Find the change in velocity over the time interval Δt:

$$\Delta v_x = v_{xf} - v_{xi} = -10t\,\Delta t - 5(\Delta t)^2$$

To find the acceleration at any time *t*, divide this expression by Δt and take the limit of the result as Δt approaches zero:

$$a_x = \lim_{\Delta t \to 0} \frac{\Delta v_x}{\Delta t} = \lim_{\Delta t \to 0} (-10t - 5\,\Delta t) = -10t$$

Substitute $t = 2.0$ s:

$$a_x = (-10)(2.0) \text{ m/s}^2 = -20 \text{ m/s}^2$$

Because the velocity of the particle is positive and the acceleration is negative at this instant, the particle is slowing down.

Notice that the answers to parts (A) and (B) are different. The average acceleration in part (A) is the slope of the blue line in Figure 2.9 connecting points Ⓐ and Ⓑ. The instantaneous acceleration in part (B) is the slope of the green line tangent to the curve at point Ⓑ. Notice also that the acceleration is *not* constant in this example. Situations involving constant acceleration are treated in Section 2.6.

So far, we have evaluated the derivatives of a function by starting with the definition of the function and then taking the limit of a specific ratio. If you are familiar with calculus, you should recognize that there are specific rules for taking derivatives. These rules, which are listed in Appendix B.6, enable us to evaluate derivatives quickly. For instance, one rule tells us that the derivative of any constant is zero. As another example, suppose x is proportional to some power of t such as in the expression

$$x = At^n$$

where A and n are constants. (This expression is a very common functional form.) The derivative of x with respect to t is

$$\frac{dx}{dt} = nAt^{n-1}$$

Applying this rule to Example 2.6, in which $v_x = 40 - 5t^2$, we quickly find that the acceleration is $a_x = dv_x/dt = -10t$, as we found in part (B) of the example.

2.5 Motion Diagrams

The concepts of velocity and acceleration are often confused with each other, but in fact they are quite different quantities. In forming a mental representation of a moving object, a pictorial representation called a *motion diagram* is sometimes useful to describe the velocity and acceleration while an object is in motion.

A motion diagram can be formed by imagining a *stroboscopic* photograph of a moving object, which shows several images of the object taken as the strobe light flashes at a constant rate. Figure 2.1a is a motion diagram for the car studied in Section 2.1. Figure 2.10 represents three sets of strobe photographs of cars moving along a straight roadway in a single direction, from left to right. The time intervals between flashes of the stroboscope are equal in each part of the diagram. So as to not confuse the two vector quantities, we use red arrows for velocity and purple arrows for acceleration in Figure 2.10. The arrows are shown at several instants during the motion of the object. Let us describe the motion of the car in each diagram.

In Figure 2.10a, the images of the car are equally spaced, showing us that the car moves through the same displacement in each time interval. This equal spacing is consistent with the car moving with *constant positive velocity* and *zero acceleration*. We could model the car as a particle and describe it with the particle under constant velocity model.

In Figure 2.10b, the images become farther apart as time progresses. In this case, the velocity arrow increases in length with time because the car's displacement between adjacent positions increases in time. These features suggest the car is moving with a *positive velocity* and a *positive acceleration*. The velocity and acceleration are in the same direction. In terms of our earlier force discussion, imagine a force pulling on the car in the same direction it is moving: it speeds up.

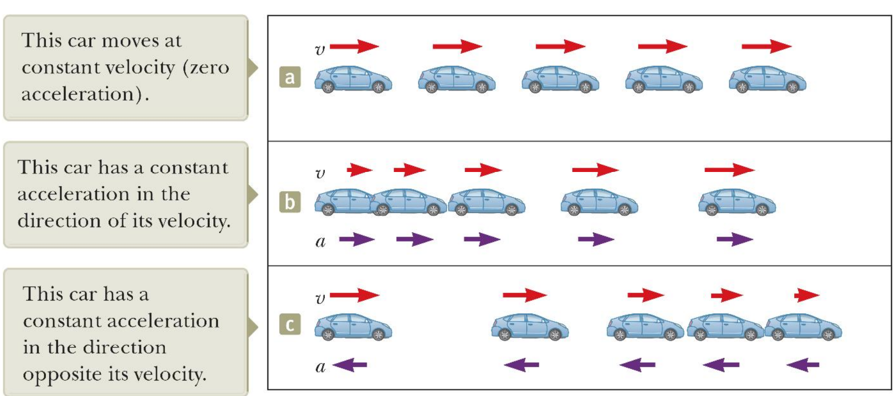


Figure 2.10 Motion diagrams of a car moving along a straight roadway in a single direction. The velocity at each instant is indicated by a red arrow, and the constant acceleration is indicated by a purple arrow.

In Figure 2.10c, we can tell that the car slows as it moves to the right because its displacement between adjacent images decreases with time. This case suggests the car moves to the right with a negative acceleration. The length of the velocity arrow decreases in time and eventually reaches zero. From this diagram, we see that the acceleration and velocity arrows are *not* in the same direction. The car is moving with a *positive velocity,* but with a *negative acceleration.* (This type of motion is exhibited by a car that skids to a stop after its brakes are applied.) The velocity and acceleration are in opposite directions. In terms of our earlier force discussion, imagine a force pulling on the car opposite to the direction it is moving: it slows down.

Each purple acceleration arrow in parts (b) and (c) of Figure 2.10 is the same length. Therefore, these diagrams represent motion of a *particle under constant acceleration.* This important analysis model will be discussed in the next section.

Quick Quiz 2.5 Which one of the following statements is true? **(a)** If a car is traveling eastward, its acceleration must be eastward. **(b)** If a car is slowing down, its acceleration must be negative. **(c)** A particle with constant acceleration can never stop and stay stopped.

2.6 Analysis Model: Particle Under Constant Acceleration

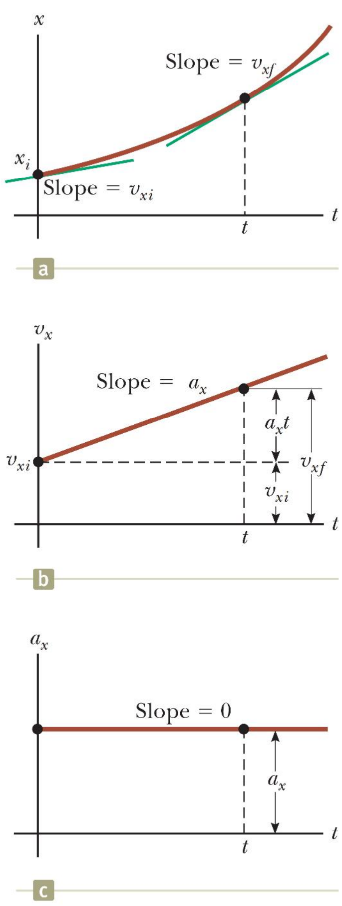


Figure 2.11 A particle under constant acceleration a_x moving along the x axis: (a) the position–time graph, (b) the velocity–time graph, and (c) the acceleration–time graph.

If the acceleration of a particle varies in time, its motion can be complex and difficult to analyze. A very common and simple type of one-dimensional motion, however, is that in which the acceleration is constant. In such a case, the average acceleration $a_{x,\text{avg}}$ over any time interval is numerically equal to the instantaneous acceleration a_x at any instant within the interval, and the velocity changes at the same rate throughout the motion. This situation occurs often enough that we identify it as an analysis model: the **particle under constant acceleration.** In the discussion that follows, we generate several equations that describe the motion of a particle for this model.

If we replace $a_{x,\text{avg}}$ by a_x in Equation 2.9 and take $t_i = 0$ and t_f to be any later time t, we find that

$$a_x = \frac{v_{xf} - v_{xi}}{t - 0}$$

or

$$v_{xf} = v_{xi} + a_x t \quad (\text{for constant } a_x) \qquad \textbf{(2.13)}$$

This powerful expression enables us to determine an object's velocity at *any* time t if we know the object's initial velocity v_{xi} and its (constant) acceleration a_x. A velocity–time graph for this constant-acceleration motion is shown in Figure 2.11b. The graph is a straight line, the slope of which is the acceleration a_x; the (constant) slope is consistent with $a_x = dv_x/dt$ being a constant. Notice that the slope is positive, which indicates a positive acceleration. If the acceleration were negative, the slope of the line in Figure 2.11b would be negative. When the acceleration is constant, the graph of acceleration versus time (Fig. 2.11c) is a straight line having a slope of zero.

Because velocity at constant acceleration varies linearly in time according to Equation 2.13, we can express the average velocity in any time interval as the arithmetic mean of the initial velocity v_{xi} and the final velocity v_{xf}:

$$v_{x,\text{avg}} = \frac{v_{xi} + v_{xf}}{2} \quad (\text{for constant } a_x) \qquad \textbf{(2.14)}$$

Notice that this expression for average velocity applies *only* in situations in which the acceleration is constant.

We can now use Equations 2.1, 2.2, and 2.14 to obtain the position of an object as a function of time. Recalling that Δx in Equation 2.2 represents $x_f - x_i$ and recognizing that $\Delta t = t_f - t_i = t - 0 = t$, we find that

$$x_f - x_i = v_{x,\text{avg}}\, t = \tfrac{1}{2}(v_{xi} + v_{xf})t$$

$$x_f = x_i + \tfrac{1}{2}(v_{xi} + v_{xf})t \quad \text{(for constant } a_x\text{)} \tag{2.15}$$

◀ **Position as a function of velocity and time for the particle under constant acceleration model**

This equation provides the final position of the particle at time t in terms of the initial and final velocities.

We can obtain another useful expression for the position of a particle under constant acceleration by substituting Equation 2.13 into Equation 2.15:

$$x_f = x_i + \tfrac{1}{2}[v_{xi} + (v_{xi} + a_x t)]t$$

$$x_f = x_i + v_{xi}t + \tfrac{1}{2}a_x t^2 \quad \text{(for constant } a_x\text{)} \tag{2.16}$$

◀ **Position as a function of time for the particle under constant acceleration model**

This equation provides the final position of the particle at time t in terms of the initial position, the initial velocity, and the constant acceleration.

The position–time graph for motion at constant (positive) acceleration shown in Figure 2.11a is obtained from Equation 2.16. Notice that the curve is a parabola. The slope of the tangent line to this curve at $t = 0$ equals the initial velocity v_{xi}, and the slope of the tangent line at any later time t equals the velocity v_{xf} at that time.

Finally, we can obtain an expression for the final velocity that does not contain time as a variable by substituting the value of t from Equation 2.13 into Equation 2.15:

$$x_f = x_i + \tfrac{1}{2}(v_{xi} + v_{xf})\left(\frac{v_{xf} - v_{xi}}{a_x}\right) = x_i + \frac{v_{xf}^2 - v_{xi}^2}{2a_x}$$

$$v_{xf}^2 = v_{xi}^2 + 2a_x(x_f - x_i) \quad \text{(for constant } a_x\text{)} \tag{2.17}$$

◀ **Velocity as a function of position for the particle under constant acceleration model**

This equation provides the final velocity in terms of the initial velocity, the constant acceleration, and the position of the particle.

For motion at *zero* acceleration, we see from Equations 2.13 and 2.16 that

$$\left.\begin{aligned} v_{xf} &= v_{xi} = v_x \\ x_f &= x_i + v_x t \end{aligned}\right\} \quad \text{when } a_x = 0$$

That is, when the acceleration of a particle is zero, its velocity is constant and its position changes linearly with time. In terms of models, when the acceleration of a particle is zero, the particle under constant acceleration model reduces to the particle under constant velocity model (Section 2.3).

Equations 2.13 through 2.17 are **kinematic equations** that may be used to solve any problem involving a particle under constant acceleration in one dimension. These equations are listed together for convenience on page 38. The choice of which equation you use in a given situation depends on what you know beforehand. Sometimes it is necessary to use two of these equations to solve for two unknowns. You should recognize that the quantities that vary during the motion are position x_f, velocity v_{xf}, and time t.

You will gain a great deal of experience in the use of these equations by solving a number of exercises and problems. Many times you will discover that more than one method can be used to obtain a solution. Remember that these equations of kinematics *cannot* be used in a situation in which the acceleration varies with time. They can be used only when the acceleration is constant.

Quick Quiz 2.6 In Figure 2.12, match each v_x–t graph on the top with the a_x–t graph on the bottom that best describes the motion.

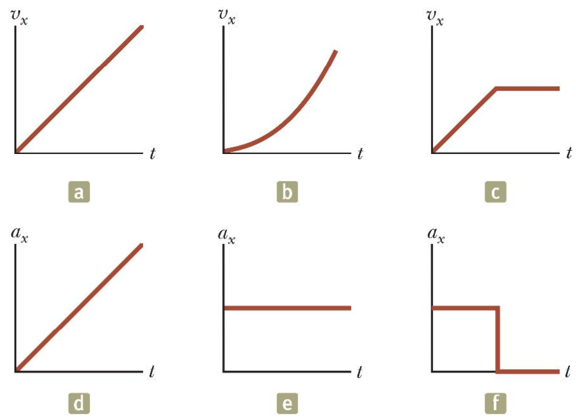


Figure 2.12 (Quick Quiz 2.6) Parts (a), (b), and (c) are v_x–t graphs of objects in one-dimensional motion. The possible accelerations of each object as a function of time are shown in scrambled order in (d), (e), and (f).

Analysis Model Particle Under Constant Acceleration

Imagine a moving object that can be modeled as a particle. If it begins from position x_i and initial velocity v_{xi} and moves in a straight line with a constant acceleration a_x, its subsequent position and velocity are described by the following kinematic equations:

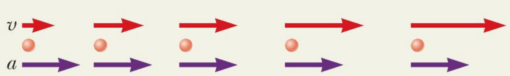
$$v_{xf} = v_{xi} + a_x t \quad \textbf{(2.13)}$$

$$v_{x,\text{avg}} = \frac{v_{xi} + v_{xf}}{2} \quad \textbf{(2.14)}$$

$$x_f = x_i + \tfrac{1}{2}(v_{xi} + v_{xf})t \quad \textbf{(2.15)}$$

$$x_f = x_i + v_{xi}t + \tfrac{1}{2}a_x t^2 \quad \textbf{(2.16)}$$

$$v_{xf}^{\,2} = v_{xi}^{\,2} + 2a_x(x_f - x_i) \quad \textbf{(2.17)}$$



Examples

- a car accelerating at a constant rate along a straight freeway
- a dropped object in the absence of air resistance (Section 2.7)
- an object on which a constant net force acts (Chapter 5)
- a charged particle in a uniform electric field (Chapter 23)

Example 2.7 Carrier Landing AM

A jet lands on an aircraft carrier at a speed of 140 mi/h ($\approx$ 63 m/s).

(A) What is its acceleration (assumed constant) if it stops in 2.0 s due to an arresting cable that snags the jet and brings it to a stop?

SOLUTION

You might have seen movies or television shows in which a jet lands on an aircraft carrier and is brought to rest surprisingly fast by an arresting cable. A careful reading of the problem reveals that in addition to being given the initial speed of 63 m/s, we also know that the final speed is zero. Because the acceleration of the jet is assumed constant, we model it as a *particle under constant acceleration*. We define our x axis as the direction of motion of the jet. Notice that we have no information about the change in position of the jet while it is slowing down.

2.7 continued

Equation 2.13 is the only equation in the particle under constant acceleration model that does not involve position, so we use it to find the acceleration of the jet, modeled as a particle:

$$a_x = \frac{v_{xf} - v_{xi}}{t} \approx \frac{0 - 63 \text{ m/s}}{2.0 \text{ s}}$$
$$= -32 \text{ m/s}^2$$

(B) If the jet touches down at position $x_i = 0$, what is its final position?

SOLUTION

Use Equation 2.15 to solve for the final position:

$$x_f = x_i + \tfrac{1}{2}(v_{xi} + v_{xf})t = 0 + \tfrac{1}{2}(63 \text{ m/s} + 0)(2.0 \text{ s}) = 63 \text{ m}$$

Given the size of aircraft carriers, a length of 63 m seems reasonable for stopping the jet. The idea of using arresting cables to slow down landing aircraft and enable them to land safely on ships originated at about the time of World War I. The cables are still a vital part of the operation of modern aircraft carriers.

WHAT IF? Suppose the jet lands on the deck of the aircraft carrier with a speed faster than 63 m/s but has the same acceleration due to the cable as that calculated in part (A). How will that change the answer to part (B)?

Answer If the jet is traveling faster at the beginning, it will stop farther away from its starting point, so the answer to part (B) should be larger. Mathematically, we see in Equation 2.15 that if v_{xi} is larger, then x_f will be larger.

Example 2.8 Watch Out for the Speed Limit! AM

A car traveling at a constant speed of 45.0 m/s passes a trooper on a motorcycle hidden behind a billboard. One second after the speeding car passes the billboard, the trooper sets out from the billboard to catch the car, accelerating at a constant rate of 3.00 m/s^2. How long does it take the trooper to overtake the car?

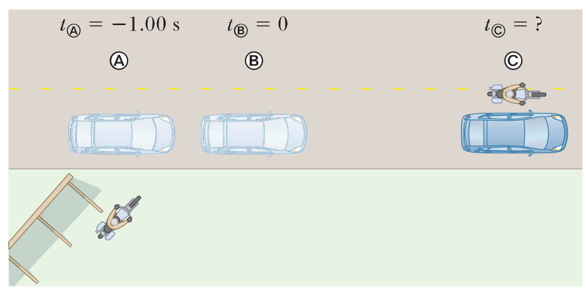


Figure 2.13 (Example 2.8) A speeding car passes a hidden trooper.

SOLUTION

A pictorial representation (Fig. 2.13) helps clarify the sequence of events. The car is modeled as a *particle under constant velocity*, and the trooper is modeled as a *particle under constant acceleration*.

First, we write expressions for the position of each vehicle as a function of time. It is convenient to choose the position of the billboard as the origin and to set $t_Ⓑ = 0$ as the time the trooper begins moving. At that instant, the car has already traveled a distance of 45.0 m from the billboard because it has traveled at a constant speed of $v_x = 45.0$ m/s for 1 s. Therefore, the initial position of the speeding car is $x_Ⓑ = 45.0$ m.

Using the particle under constant velocity model, apply Equation 2.7 to give the car's position at any time t:

$$x_{\text{car}} = x_Ⓑ + v_{x\,\text{car}}t$$

A quick check shows that at $t = 0$, this expression gives the car's correct initial position when the trooper begins to move: $x_{\text{car}} = x_Ⓑ = 45.0$ m.

The trooper starts from rest at $t_Ⓑ = 0$ and accelerates at $a_x = 3.00$ m/s^2 away from the origin. Use Equation 2.16 to give her position at any time t:

$$x_f = x_i + v_{xi}t + \tfrac{1}{2}a_x t^2$$
$$x_{\text{trooper}} = 0 + (0)t + \tfrac{1}{2}a_x t^2 = \tfrac{1}{2}a_x t^2$$

Set the positions of the car and trooper equal to represent the trooper overtaking the car at position Ⓒ:

$$x_{\text{trooper}} = x_{\text{car}}$$
$$\tfrac{1}{2}a_x t^2 = x_Ⓑ + v_{x\,\text{car}}t$$

continued

2.8 continued

Rearrange to give a quadratic equation:

$$\tfrac{1}{2}a_x t^2 - v_{x\,\text{car}}t - x_{Ⓑ} = 0$$

Solve the quadratic equation for the time at which the trooper catches the car (for help in solving quadratic equations, see Appendix B.2.):

$$t = \frac{v_{x\,\text{car}} \pm \sqrt{v_{x\,\text{car}}^2 + 2a_x x_{Ⓑ}}}{a_x}$$

$$(1)\quad t = \frac{v_{x\,\text{car}}}{a_x} \pm \sqrt{\frac{v_{x\,\text{car}}^2}{a_x^2} + \frac{2x_{Ⓑ}}{a_x}}$$

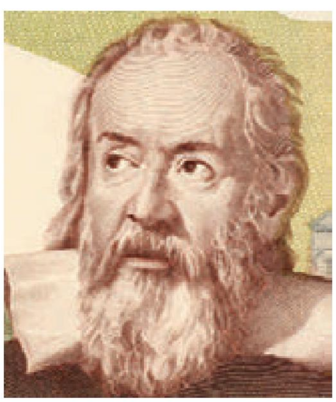
Evaluate the solution, choosing the positive root because that is the only choice consistent with a time $t > 0$:

$$t = \frac{45.0\text{ m/s}}{3.00\text{ m/s}^2} + \sqrt{\frac{(45.0\text{ m/s})^2}{(3.00\text{ m/s}^2)^2} + \frac{2(45.0\text{ m})}{3.00\text{ m/s}^2}} = 31.0\text{ s}$$

Why didn't we choose $t = 0$ as the time at which the car passes the trooper? If we did so, we would not be able to use the particle under constant acceleration model for the trooper. Her acceleration would be zero for the first second and then 3.00 m/s^2 for the remaining time. By defining the time $t = 0$ as when the trooper begins moving, we can use the particle under constant acceleration model for her movement for all positive times.

WHAT IF? What if the trooper had a more powerful motorcycle with a larger acceleration? How would that change the time at which the trooper catches the car?

Answer If the motorcycle has a larger acceleration, the trooper should catch up to the car sooner, so the answer for the time should be less than 31 s. Because all terms on the right side of Equation (1) have the acceleration a_x in the denominator, we see symbolically that increasing the acceleration will decrease the time at which the trooper catches the car.



Galileo Galilei
Italian physicist and astronomer
(1564–1642)
Galileo formulated the laws that govern the motion of objects in free fall and made many other significant discoveries in physics and astronomy. Galileo publicly defended Nicolaus Copernicus's assertion that the Sun is at the center of the Universe (the heliocentric system). He published *Dialogue Concerning Two New World Systems* to support the Copernican model, a view that the Catholic Church declared to be heretical.

2.7 Freely Falling Objects

It is well known that, in the absence of air resistance, all objects dropped near the Earth's surface fall toward the Earth with the same constant acceleration under the influence of the Earth's gravity. It was not until about 1600 that this conclusion was accepted. Before that time, the teachings of the Greek philosopher Aristotle (384–322 BC) had held that heavier objects fall faster than lighter ones.

The Italian Galileo Galilei (1564–1642) originated our present-day ideas concerning falling objects. There is a legend that he demonstrated the behavior of falling objects by observing that two different weights dropped simultaneously from the Leaning Tower of Pisa hit the ground at approximately the same time. Although there is some doubt that he carried out this particular experiment, it is well established that Galileo performed many experiments on objects moving on inclined planes. In his experiments, he rolled balls down a slight incline and measured the distances they covered in successive time intervals. The purpose of the incline was to reduce the acceleration, which made it possible for him to make accurate measurements of the time intervals. By gradually increasing the slope of the incline, he was finally able to draw conclusions about freely falling objects because a freely falling ball is equivalent to a ball moving down a vertical incline.

You might want to try the following experiment. Simultaneously drop a coin and a crumpled-up piece of paper from the same height. If the effects of air resistance are negligible, both will have the same motion and will hit the floor at the same time. In the idealized case, in which air resistance is absent, such motion is referred to as *free-fall* motion. If this same experiment could be conducted in a vacuum, in which air resistance is truly negligible, the paper and the coin would fall with the same acceleration even when the paper is not crumpled. On August 2, 1971, astronaut David Scott conducted such a demonstration on the Moon. He simultaneously released a hammer and a feather, and the two objects fell together to the lunar surface. This simple demonstration surely would have pleased Galileo!

When we use the expression *freely falling object,* we do not necessarily refer to an object dropped from rest. A freely falling object is any object moving freely under the influence of gravity alone, regardless of its initial motion. Objects thrown upward or downward and those released from rest are all falling freely once they are released. Any freely falling object experiences an acceleration directed *downward*, regardless of its initial motion.

We shall denote the magnitude of the *free-fall acceleration,* also called the *acceleration due to gravity,* by the symbol g. The value of g decreases with increasing altitude above the Earth's surface. Furthermore, slight variations in g occur with changes in latitude. At the Earth's surface, the value of g is approximately 9.80 m/s^2. Unless stated otherwise, we shall use this value for g when performing calculations. For making quick estimates, use $g = 10$ m/s^2.

If we neglect air resistance and assume the free-fall acceleration does not vary with altitude over short vertical distances, the motion of a freely falling object moving vertically is equivalent to the motion of a particle under constant acceleration in one dimension. Therefore, the equations developed in Section 2.6 for the particle under constant acceleration model can be applied. The only modification for freely falling objects that we need to make in these equations is to note that the motion is in the vertical direction (the y direction) rather than in the horizontal direction (x) and that the acceleration is downward and has a magnitude of 9.80 m/s^2. Therefore, we choose $a_y = -g = -9.80$ m/s^2, where the negative sign means that the acceleration of a freely falling object is downward. In Chapter 13, we shall study how to deal with variations in g with altitude.

Pitfall Prevention 2.6

g and g Be sure not to confuse the italic symbol g for free-fall acceleration with the nonitalic symbol g used as the abbreviation for the unit gram.

Pitfall Prevention 2.7

The Sign of g Keep in mind that g is a *positive number.* It is tempting to substitute -9.80 m/s^2 for g, but resist the temptation. Downward gravitational acceleration is indicated explicitly by stating the acceleration as $a_y = -g$.

Pitfall Prevention 2.8

Acceleration at the Top of the Motion A common misconception is that the acceleration of a projectile at the top of its trajectory is zero. Although the velocity at the top of the motion of an object thrown upward momentarily goes to zero, *the acceleration is still that due to gravity* at this point. If the velocity and acceleration were both zero, the projectile would stay at the top.

Quick Quiz 2.7 Consider the following choices: (a) increases, (b) decreases, (c) increases and then decreases, (d) decreases and then increases, (e) remains the same. From these choices, select what happens to **(i)** the acceleration and **(ii)** the speed of a ball after it is thrown upward into the air.

Conceptual Example 2.9 The Daring Skydivers

A skydiver jumps out of a hovering helicopter. A few seconds later, another skydiver jumps out, and they both fall along the same vertical line. Ignore air resistance so that both skydivers fall with the same acceleration. Does the difference in their speeds stay the same throughout the fall? Does the vertical distance between them stay the same throughout the fall?

SOLUTION

At any given instant, the speeds of the skydivers are different because one had a head start. In any time interval Δt after this instant, however, the two skydivers increase their speeds by the same amount because they have the same acceleration. Therefore, the difference in their speeds remains the same throughout the fall.

The first jumper always has a greater speed than the second. Therefore, in a given time interval, the first skydiver covers a greater distance than the second. Consequently, the separation distance between them increases.

Example 2.10 Not a Bad Throw for a Rookie! AM

A stone thrown from the top of a building is given an initial velocity of 20.0 m/s straight upward. The stone is launched 50.0 m above the ground, and the stone just misses the edge of the roof on its way down as shown in Figure 2.14.

(A) Using $t_{\text{Ⓐ}} = 0$ as the time the stone leaves the thrower's hand at position Ⓐ, determine the time at which the stone reaches its maximum height.

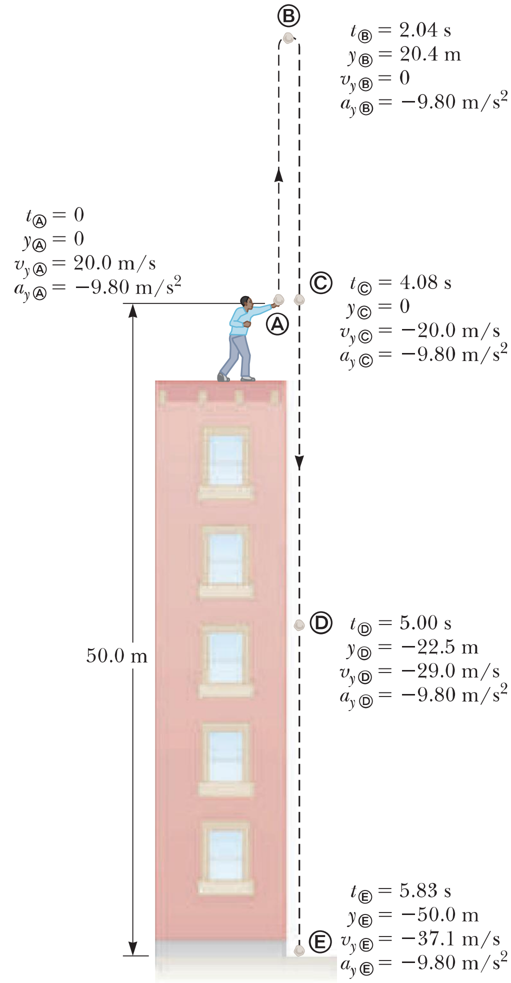


Figure 2.14 (Example 2.10) Position, velocity, and acceleration values at various times for a freely falling stone thrown initially upward with a velocity $v_{yi} = 20.0$ m/s. Many of the quantities in the labels for points in the motion of the stone are calculated in the example. Can you verify the other values that are not?

SOLUTION

You most likely have experience with dropping objects or throwing them upward and watching them fall, so this problem should describe a familiar experience. To simulate this situation, toss a small object upward and notice the time interval required for it to fall to the floor. Now imagine throwing that object upward from the roof of a building. Because the stone is in free fall, it is modeled as a *particle under constant acceleration* due to gravity.

Recognize that the initial velocity is positive because the stone is launched upward. The velocity will change sign after the stone reaches its highest point, but the acceleration of the stone will *always* be downward so that it will always have a negative value. Choose an initial point just after the stone leaves the person's hand and a final point at the top of its flight.

Use Equation 2.13 to calculate the time at which the stone reaches its maximum height:

$$v_{yf} = v_{yi} + a_y t \quad \rightarrow \quad t = \frac{v_{yf} - v_{yi}}{a_y}$$

Substitute numerical values:

$$t = t_{\text{Ⓑ}} = \frac{0 - 20.0 \text{ m/s}}{-9.80 \text{ m/s}^2} = \boxed{2.04 \text{ s}}$$

(B) Find the maximum height of the stone.

SOLUTION

As in part (A), choose the initial and final points at the beginning and the end of the upward flight.

Set $y_{\text{Ⓐ}} = 0$ and substitute the time from part (A) into Equation 2.16 to find the maximum height:

$$y_{\max} = y_{\text{Ⓑ}} = y_{\text{Ⓐ}} + v_{x\text{Ⓐ}} t + \tfrac{1}{2} a_y t^2$$

$$y_{\text{Ⓑ}} = 0 + (20.0 \text{ m/s})(2.04 \text{ s}) + \tfrac{1}{2}(-9.80 \text{ m/s}^2)(2.04 \text{ s})^2 = \boxed{20.4 \text{ m}}$$

(C) Determine the velocity of the stone when it returns to the height from which it was thrown.

SOLUTION

Choose the initial point where the stone is launched and the final point when it passes this position coming down.

Substitute known values into Equation 2.17:

$$v_{y\text{Ⓒ}}^{\ 2} = v_{y\text{Ⓐ}}^{\ 2} + 2a_y(y_{\text{Ⓒ}} - y_{\text{Ⓐ}})$$

$$v_{y\text{Ⓒ}}^{\ 2} = (20.0 \text{ m/s})^2 + 2(-9.80 \text{ m/s}^2)(0 - 0) = 400 \text{ m}^2/\text{s}^2$$

$$v_{y\text{Ⓒ}} = \boxed{-20.0 \text{ m/s}}$$

▸ **2.10** continued

When taking the square root, we could choose either a positive or a negative root. We choose the negative root because we know that the stone is moving downward at point Ⓒ. The velocity of the stone when it arrives back at its original height is equal in magnitude to its initial velocity but is opposite in direction.

(D) Find the velocity and position of the stone at $t = 5.00$ s.

SOLUTION

Choose the initial point just after the throw and the final point 5.00 s later.

Calculate the velocity at Ⓓ from Equation 2.13:

$$v_{y\text{Ⓓ}} = v_{y\text{Ⓐ}} + a_y t = 20.0 \text{ m/s} + (-9.80 \text{ m/s}^2)(5.00 \text{ s}) = \boxed{-29.0 \text{ m/s}}$$

Use Equation 2.16 to find the position of the stone at $t_{\text{Ⓓ}} = 5.00$ s:

$$y_{\text{Ⓓ}} = y_{\text{Ⓐ}} + v_{y\text{Ⓐ}} t + \tfrac{1}{2} a_y t^2$$
$$= 0 + (20.0 \text{ m/s})(5.00 \text{ s}) + \tfrac{1}{2}(-9.80 \text{ m/s}^2)(5.00 \text{ s})^2$$
$$= \boxed{-22.5 \text{ m}}$$

The choice of the time defined as $t = 0$ is arbitrary and up to you to select as the problem solver. As an example of this arbitrariness, choose $t = 0$ as the time at which the stone is at the highest point in its motion. Then solve parts (C) and (D) again using this new initial instant and notice that your answers are the same as those above.

WHAT IF? What if the throw were from 30.0 m above the ground instead of 50.0 m? Which answers in parts (A) to (D) would change?

Answer None of the answers would change. All the motion takes place in the air during the first 5.00 s. (Notice that even for a throw from 30.0 m, the stone is above the ground at $t = 5.00$ s.) Therefore, the height of the throw is not an issue. Mathematically, if we look back over our calculations, we see that we never entered the height of the throw into any equation.

2.8 Kinematic Equations Derived from Calculus

This section assumes the reader is familiar with the techniques of integral calculus. If you have not yet studied integration in your calculus course, you should skip this section or cover it after you become familiar with integration.

The velocity of a particle moving in a straight line can be obtained if its position as a function of time is known. Mathematically, the velocity equals the derivative of the position with respect to time. It is also possible to find the position of a particle if its velocity is known as a function of time. In calculus, the procedure used to perform this task is referred to either as *integration* or as finding the *antiderivative.* Graphically, it is equivalent to finding the area under a curve.

Suppose the v_x–t graph for a particle moving along the x axis is as shown in Figure 2.15 on page 44. Let us divide the time interval $t_f - t_i$ into many small intervals, each of duration Δt_n. From the definition of average velocity, we see that the displacement of the particle during any small interval, such as the one shaded in Figure 2.15, is given by $\Delta x_n = v_{xn,\text{avg}}\, \Delta t_n$, where $v_{xn,\text{avg}}$ is the average velocity in that interval. Therefore, the displacement during this small interval is simply the area of the shaded rectangle in Figure 2.15. The total displacement for the interval $t_f - t_i$ is the sum of the areas of all the rectangles from t_i to t_f:

$$\Delta x = \sum_n v_{xn,\text{avg}}\, \Delta t_n$$

where the symbol Σ (uppercase Greek sigma) signifies a sum over all terms, that is, over all values of n. Now, as the intervals are made smaller and smaller, the number of terms in the sum increases and the sum approaches a value equal to the area

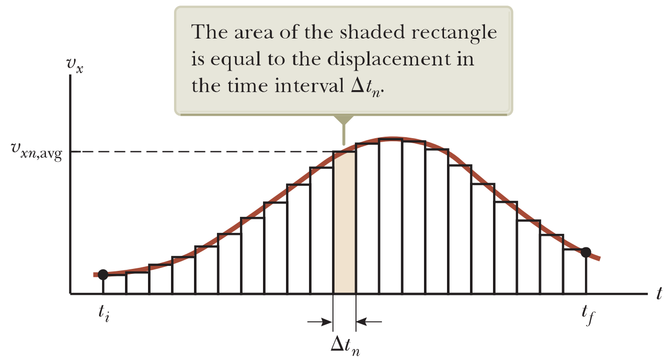


Figure 2.15 Velocity versus time for a particle moving along the x axis. The total area under the curve is the total displacement of the particle.

under the curve in the velocity–time graph. Therefore, in the limit $n \to \infty$, or $\Delta t_n \to 0$, the displacement is

$$\Delta x = \lim_{\Delta t_n \to 0} \sum_n v_{xn,\text{avg}}\, \Delta t_n \tag{2.18}$$

If we know the v_x–t graph for motion along a straight line, we can obtain the displacement during any time interval by measuring the area under the curve corresponding to that time interval.

The limit of the sum shown in Equation 2.18 is called a **definite integral** and is written

Definite integral ▶

$$\lim_{\Delta t_n \to 0} \sum_n v_{xn,\text{avg}}\, \Delta t_n = \int_{t_i}^{t_f} v_x(t)\, dt \tag{2.19}$$

where $v_x(t)$ denotes the velocity at any time t. If the explicit functional form of $v_x(t)$ is known and the limits are given, the integral can be evaluated. Sometimes the v_x–t graph for a moving particle has a shape much simpler than that shown in Figure 2.15. For example, suppose an object is described with the particle under constant velocity model. In this case, the v_x–t graph is a horizontal line as in Figure 2.16 and the displacement of the particle during the time interval Δt is simply the area of the shaded rectangle:

$$\Delta x = v_{xi}\, \Delta t \text{ (when } v_x = v_{xi} = \text{constant)}$$

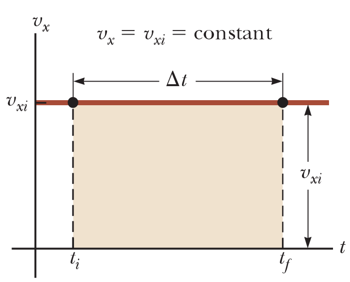


Figure 2.16 The velocity–time curve for a particle moving with constant velocity v_{xi}. The displacement of the particle during the time interval $t_f - t_i$ is equal to the area of the shaded rectangle.

Kinematic Equations

We now use the defining equations for acceleration and velocity to derive two of our kinematic equations, Equations 2.13 and 2.16.

The defining equation for acceleration (Eq. 2.10),

$$a_x = \frac{dv_x}{dt}$$

may be written as $dv_x = a_x\, dt$ or, in terms of an integral (or antiderivative), as

$$v_{xf} - v_{xi} = \int_0^t a_x\, dt$$

For the special case in which the acceleration is constant, a_x can be removed from the integral to give

$$v_{xf} - v_{xi} = a_x \int_0^t dt = a_x(t - 0) = a_x t \tag{2.20}$$

which is Equation 2.13 in the particle under constant acceleration model.

Now let us consider the defining equation for velocity (Eq. 2.5):

$$v_x = \frac{dx}{dt}$$

We can write this equation as $dx = v_x\,dt$ or in integral form as

$$x_f - x_i = \int_0^t v_x\,dt$$

Because $v_x = v_{xf} = v_{xi} + a_x t$, this expression becomes

$$x_f - x_i = \int_0^t (v_{xi} + a_x t)\,dt = \int_0^t v_{xi}\,dt + a_x \int_0^t t\,dt = v_{xi}(t - 0) + a_x\left(\frac{t^2}{2} - 0\right)$$

$$x_f - x_i = v_{xi}t + \tfrac{1}{2}a_x t^2$$

which is Equation 2.16 in the particle under constant acceleration model.

Besides what you might expect to learn about physics concepts, a very valuable skill you should hope to take away from your physics course is the ability to solve complicated problems. The way physicists approach complex situations and break them into manageable pieces is extremely useful. The following is a general problem-solving strategy to guide you through the steps. To help you remember the steps of the strategy, they are *Conceptualize, Categorize, Analyze,* and *Finalize.*

GENERAL PROBLEM-SOLVING STRATEGY

Conceptualize

- The first things to do when approaching a problem are to *think about* and *understand* the situation. Study carefully any representations of the information (for example, diagrams, graphs, tables, or photographs) that accompany the problem. Imagine a movie, running in your mind, of what happens in the problem.
- If a pictorial representation is not provided, you should almost always make a quick drawing of the situation. Indicate any known values, perhaps in a table or directly on your sketch.
- Now focus on what algebraic or numerical information is given in the problem. Carefully read the problem statement, looking for key phrases such as "starts from rest" ($v_i = 0$), "stops" ($v_f = 0$), or "falls freely" ($a_y = -g = -9.80\ \text{m/s}^2$).
- Now focus on the expected result of solving the problem. Exactly what is the question asking? Will the final result be numerical or algebraic? Do you know what units to expect?
- Don't forget to incorporate information from your own experiences and common sense. What should a reasonable answer look like? For example, you wouldn't expect to calculate the speed of an automobile to be 5×10^6 m/s.

Categorize

- Once you have a good idea of what the problem is about, you need to *simplify* the problem. Remove the details that are not important to the solution. For example, model a moving object as a particle. If appropriate, ignore air resistance or friction between a sliding object and a surface.
- Once the problem is simplified, it is important to *categorize* the problem. Is it a simple *substitution problem* such that numbers can be substituted into a simple equation or a definition? If so, the problem is likely to be finished when this substitution is done. If not, you face what we call an *analysis problem:* the situation must be analyzed more deeply to generate an appropriate equation and reach a solution.
- If it is an analysis problem, it needs to be categorized further. Have you seen this type of problem before? Does it fall into the growing list of types of problems that you have solved previously? If so, identify any analysis model(s) appropriate for the problem to prepare for the Analyze step below. We saw the first three analysis models in this chapter: the particle under constant velocity, the particle under constant speed, and the particle under constant acceleration. Being able to classify a problem with an analysis model can make it much easier to lay out a plan to solve it. For example, if your simplification shows that the problem can be treated as a particle under constant acceleration and you have already solved such a problem (such as the examples in Section 2.6), the solution to the present problem follows a similar pattern.

continued

Analyze

- Now you must analyze the problem and strive for a mathematical solution. Because you have already categorized the problem and identified an analysis model, it should not be too difficult to select relevant equations that apply to the type of situation in the problem. For example, if the problem involves a particle under constant acceleration, Equations 2.13 to 2.17 are relevant.
- Use algebra (and calculus, if necessary) to solve symbolically for the unknown variable in terms of what is given. Finally, substitute in the appropriate numbers, calculate the result, and round it to the proper number of significant figures.

Finalize

- Examine your numerical answer. Does it have the correct units? Does it meet your expectations from your conceptualization of the problem? What about the algebraic form of the result? Does it make sense? Examine the variables in the problem to see whether the answer would change in a physically meaningful way if the variables were drastically increased or decreased or even became zero. Looking at limiting cases to see whether they yield expected values is a very useful way to make sure that you are obtaining reasonable results.
- Think about how this problem compared with others you have solved. How was it similar? In what critical ways did it differ? Why was this problem assigned? Can you figure out what you have learned by doing it? If it is a new category of problem, be sure you understand it so that you can use it as a model for solving similar problems in the future.

When solving complex problems, you may need to identify a series of subproblems and apply the problem-solving strategy to each. For simple problems, you probably don't need this strategy. When you are trying to solve a problem and you don't know what to do next, however, remember the steps in the strategy and use them as a guide.

For practice, it would be useful for you to revisit the worked examples in this chapter and identify the *Conceptualize, Categorize, Analyze,* and *Finalize* steps. In the rest of this book, we will label these steps explicitly in the worked examples. Many chapters in this book include a section labeled Problem-Solving Strategy that should help you through the rough spots. These sections are organized according to the General Problem-Solving Strategy outlined above and are tailored to the specific types of problems addressed in that chapter.

To clarify how this Strategy works, we repeat Example 2.7 below with the particular steps of the Strategy identified.

When you **Conceptualize** a problem, try to understand the situation that is presented in the problem statement. Study carefully any representations of the information (for example, diagrams, graphs, tables, or photographs) that accompany the problem. Imagine a movie, running in your mind, of what happens in the problem.

Simplify the problem. Remove the details that are not important to the solution. Then **Categorize** the problem. Is it a simple substitution problem such that numbers can be substituted into a simple equation or a definition? If not, you face an analysis problem. In this case, identify the appropriate analysis model.

Example 2.7 Carrier Landing AM

A jet lands on an aircraft carrier at a speed of 140 mi/h ($\approx$ 63 m/s).

(A) What is its acceleration (assumed constant) if it stops in 2.0 s due to an arresting cable that snags the jet and brings it to a stop?

SOLUTION

Conceptualize

You might have seen movies or television shows in which a jet lands on an aircraft carrier and is brought to rest surprisingly fast by an arresting cable. A careful reading of the problem reveals that in addition to being given the initial speed of 63 m/s, we also know that the final speed is zero.

Categorize

Because the acceleration of the jet is assumed constant, we model it as a *particle under constant acceleration.*

2.7 continued

Analyze

We define our x axis as the direction of motion of the jet. Notice that we have no information about the change in position of the jet while it is slowing down.

Equation 2.13 is the only equation in the particle under constant acceleration model that does not involve position, so we use it to find the acceleration of the jet, modeled as a particle:

$$a_x = \frac{v_{xf} - v_{xi}}{t} = \frac{0 - 63\text{ m/s}}{2.0\text{ s}}$$
$$= -32\text{ m/s}^2$$

(B) If the jet touches down at position $x_i = 0$, what is its final position?

SOLUTION

Use Equation 2.15 to solve for the final position:

$$x_f = x_i + \tfrac{1}{2}(v_{xi} + v_{xf})t = 0 + \tfrac{1}{2}(63\text{ m/s} + 0)(2.0\text{ s}) = 63\text{ m}$$

Finalize

Given the size of aircraft carriers, a length of 63 m seems reasonable for stopping the jet. The idea of using arresting cables to slow down landing aircraft and enable them to land safely on ships originated at about the time of World War I. The cables are still a vital part of the operation of modern aircraft carriers.

WHAT IF? Suppose the jet lands on the deck of the aircraft carrier with a speed higher than 63 m/s but has the same acceleration due to the cable as that calculated in part (A). How will that change the answer to part (B)?

Answer If the jet is traveling faster at the beginning, it will stop farther away from its starting point, so the answer to part (B) should be larger. Mathematically, we see in Equation 2.15 that if v_{xi} is larger, x_f will be larger.

Now **Analyze** the problem. Select relevant equations from the analysis model. Solve symbolically for the unknown variable in terms of what is given. Substitute in the appropriate numbers, calculate the result, and round it to the proper number of significant figures.

Finalize the problem. Examine the numerical answer. Does it have the correct units? Does it meet your expectations from your conceptualization of the problem? Does the answer make sense? What about the algebraic form of the result? Examine the variables in the problem to see whether the answer would change in a physically meaningful way if the variables were drastically increased or decreased or even became zero.

What If? questions will appear in many examples in the text, and offer a variation on the situation just explored. This feature encourages you to think about the results of the example and assists in conceptual understanding of the principles.

Summary

Definitions

When a particle moves along the x axis from some initial position x_i to some final position x_f, its **displacement** is

$$\Delta x \equiv x_f - x_i \tag{2.1}$$

The **average velocity** of a particle during some time interval is the displacement Δx divided by the time interval Δt during which that displacement occurs:

$$v_{x,\text{avg}} \equiv \frac{\Delta x}{\Delta t} \tag{2.2}$$

The **average speed** of a particle is equal to the ratio of the total distance it travels to the total time interval during which it travels that distance:

$$v_{\text{avg}} \equiv \frac{d}{\Delta t} \tag{2.3}$$

continued

The **instantaneous velocity** of a particle is defined as the limit of the ratio $\Delta x/\Delta t$ as Δt approaches zero. By definition, this limit equals the derivative of x with respect to t, or the time rate of change of the position:

$$v_x \equiv \lim_{\Delta t \to 0} \frac{\Delta x}{\Delta t} = \frac{dx}{dt} \quad \textbf{(2.5)}$$

The **instantaneous speed** of a particle is equal to the magnitude of its instantaneous velocity.

The **average acceleration** of a particle is defined as the ratio of the change in its velocity Δv_x divided by the time interval Δt during which that change occurs:

$$a_{x,\text{avg}} \equiv \frac{\Delta v_x}{\Delta t} = \frac{v_{xf} - v_{xi}}{t_f - t_i} \quad \textbf{(2.9)}$$

The **instantaneous acceleration** is equal to the limit of the ratio $\Delta v_x/\Delta t$ as Δt approaches 0. By definition, this limit equals the derivative of v_x with respect to t, or the time rate of change of the velocity:

$$a_x \equiv \lim_{\Delta t \to 0} \frac{\Delta v_x}{\Delta t} = \frac{dv_x}{dt} \quad \textbf{(2.10)}$$

Concepts and Principles

When an object's velocity and acceleration are in the same direction, the object is speeding up. On the other hand, when the object's velocity and acceleration are in opposite directions, the object is slowing down. Remembering that $F_x \propto a_x$ is a useful way to identify the direction of the acceleration by associating it with a force.

An object falling freely in the presence of the Earth's gravity experiences free-fall acceleration directed toward the center of the Earth. If air resistance is neglected, if the motion occurs near the surface of the Earth, and if the range of the motion is small compared with the Earth's radius, the free-fall acceleration $a_y = -g$ is constant over the range of motion, where g is equal to 9.80 m/s^2.

Complicated problems are best approached in an organized manner. Recall and apply the *Conceptualize, Categorize, Analyze,* and *Finalize* steps of the **General Problem-Solving Strategy** when you need them.

An important aid to problem solving is the use of **analysis models.** Analysis models are situations that we have seen in previous problems. Each analysis model has one or more equations associated with it. When solving a new problem, identify the analysis model that corresponds to the problem. The model will tell you which equations to use. The first three analysis models introduced in this chapter are summarized below.

Analysis Models for Problem-Solving

Particle Under Constant Velocity. If a particle moves in a straight line with a constant speed v_x, its constant velocity is given by

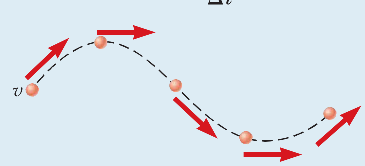
$$v_x = \frac{\Delta x}{\Delta t} \quad \textbf{(2.6)}$$

and its position is given by

$$x_f = x_i + v_x t \quad \textbf{(2.7)}$$

Particle Under Constant Speed. If a particle moves a distance d along a curved or straight path with a constant speed, its constant speed is given by

$$v = \frac{d}{\Delta t} \quad \textbf{(2.8)}$$



Particle Under Constant Acceleration. If a particle moves in a straight line with a constant acceleration a_x, its motion is described by the kinematic equations:

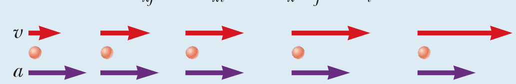
$$v_{xf} = v_{xi} + a_x t \quad \textbf{(2.13)}$$

$$v_{x,\text{avg}} = \frac{v_{xi} + v_{xf}}{2} \quad \textbf{(2.14)}$$

$$x_f = x_i + \tfrac{1}{2}(v_{xi} + v_{xf})t \quad \textbf{(2.15)}$$

$$x_f = x_i + v_{xi}t + \tfrac{1}{2}a_x t^2 \quad \textbf{(2.16)}$$

$$v_{xf}^2 = v_{xi}^2 + 2a_x(x_f - x_i) \quad \textbf{(2.17)}$$



Objective Questions

1. denotes answer available in *Student Solutions Manual/Study Guide*

1. One drop of oil falls straight down onto the road from the engine of a moving car every 5 s. Figure OQ2.1 shows the pattern of the drops left behind on the pavement. What is the average speed of the car over this section of its motion? (a) 20 m/s (b) 24 m/s (c) 30 m/s (d) 100 m/s (e) 120 m/s

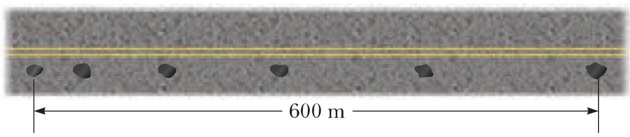


Figure OQ2.1

2. A racing car starts from rest at $t = 0$ and reaches a final speed v at time t. If the acceleration of the car is constant during this time, which of the following statements are true? (a) The car travels a distance vt. (b) The average speed of the car is $v/2$. (c) The magnitude of the acceleration of the car is v/t. (d) The velocity of the car remains constant. (e) None of statements (a) through (d) is true.

3. A juggler throws a bowling pin straight up in the air. After the pin leaves his hand and while it is in the air, which statement is true? (a) The velocity of the pin is always in the same direction as its acceleration. (b) The velocity of the pin is never in the same direction as its acceleration. (c) The acceleration of the pin is zero. (d) The velocity of the pin is opposite its acceleration on the way up. (e) The velocity of the pin is in the same direction as its acceleration on the way up.

4. When applying the equations of kinematics for an object moving in one dimension, which of the following statements *must* be true? (a) The velocity of the object must remain constant. (b) The acceleration of the object must remain constant. (c) The velocity of the object must increase with time. (d) The position of the object must increase with time. (e) The velocity of the object must always be in the same direction as its acceleration.

5. A cannon shell is fired straight up from the ground at an initial speed of 225 m/s. After how much time is the shell at a height of 6.20×10^2 m above the ground and moving downward? (a) 2.96 s (b) 17.3 s (c) 25.4 s (d) 33.6 s (e) 43.0 s

6. An arrow is shot straight up in the air at an initial speed of 15.0 m/s. After how much time is the arrow moving downward at a speed of 8.00 m/s? (a) 0.714 s (b) 1.24 s (c) 1.87 s (d) 2.35 s (e) 3.22 s

7. When the pilot reverses the propeller in a boat moving north, the boat moves with an acceleration directed south. Assume the acceleration of the boat remains constant in magnitude and direction. What happens to the boat? (a) It eventually stops and remains stopped. (b) It eventually stops and then speeds up in the forward direction. (c) It eventually stops and then speeds up in the reverse direction. (d) It never stops but loses speed more and more slowly forever. (e) It never stops but continues to speed up in the forward direction.

8. A rock is thrown downward from the top of a 40.0-m-tall tower with an initial speed of 12 m/s. Assuming negligible air resistance, what is the speed of the rock just before hitting the ground? (a) 28 m/s (b) 30 m/s (c) 56 m/s (d) 784 m/s (e) More information is needed.

9. A skateboarder starts from rest and moves down a hill with constant acceleration in a straight line, traveling for 6 s. In a second trial, he starts from rest and moves along the same straight line with the same acceleration for only 2 s. How does his displacement from his starting point in this second trial compare with that from the first trial? (a) one-third as large (b) three times larger (c) one-ninth as large (d) nine times larger (e) $1/\sqrt{3}$ times as large

10. On another planet, a marble is released from rest at the top of a high cliff. It falls 4.00 m in the first 1 s of its motion. Through what additional distance does it fall in the next 1 s? (a) 4.00 m (b) 8.00 m (c) 12.0 m (d) 16.0 m (e) 20.0 m

11. As an object moves along the x axis, many measurements are made of its position, enough to generate a smooth, accurate graph of x versus t. Which of the following quantities for the object *cannot* be obtained from this graph *alone*? (a) the velocity at any instant (b) the acceleration at any instant (c) the displacement during some time interval (d) the average velocity during some time interval (e) the speed at any instant

12. A pebble is dropped from rest from the top of a tall cliff and falls 4.9 m after 1.0 s has elapsed. How much farther does it drop in the next 2.0 s? (a) 9.8 m (b) 19.6 m (c) 39 m (d) 44 m (e) none of the above

13. A student at the top of a building of height h throws one ball upward with a speed of v_i and then throws a second ball downward with the same initial speed v_i. Just before it reaches the ground, is the final speed of the ball thrown upward (a) larger, (b) smaller, or (c) the same in magnitude, compared with the final speed of the ball thrown downward?

14. You drop a ball from a window located on an upper floor of a building. It strikes the ground with speed v. You now repeat the drop, but your friend down on the ground throws another ball upward at the same speed v, releasing her ball at the same moment that you drop yours from the window. At some location, the balls pass each other. Is this location (a) *at* the halfway point between window and ground, (b) *above* this point, or (c) *below* this point?

15. A pebble is released from rest at a certain height and falls freely, reaching an impact speed of 4 m/s at the floor. Next, the pebble is thrown down with an initial speed of 3 m/s from the same height. What is its speed at the floor? (a) 4 m/s (b) 5 m/s (c) 6 m/s (d) 7 m/s (e) 8 m/s

16. A ball is thrown straight up in the air. For which situation are both the instantaneous velocity and the acceleration zero? (a) on the way up (b) at the top of its flight path (c) on the way down (d) halfway up and halfway down (e) none of the above

17. A hard rubber ball, not affected by air resistance in its motion, is tossed upward from shoulder height, falls to the sidewalk, rebounds to a smaller maximum height, and is caught on its way down again. This motion is represented in Figure OQ2.17, where the successive positions of the ball Ⓐ through Ⓔ are not equally spaced in time. At point Ⓓ the center of the ball is at its lowest point in the motion. The motion of the ball is along a straight, vertical line, but the diagram shows successive positions offset to the right to avoid overlapping. Choose the positive y direction to be upward. (a) Rank the situations Ⓐ through Ⓔ according to the speed of the ball $|v_y|$ at each point, with the largest speed first. (b) Rank the same situations according to the acceleration a_y of the ball at each point. (In both rankings, remember that zero is greater than a negative value. If two values are equal, show that they are equal in your ranking.)

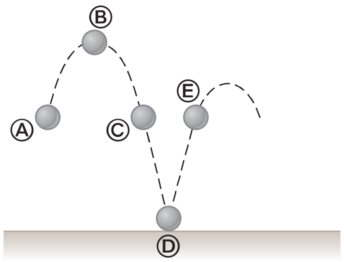


Figure OQ2.17

18. Each of the strobe photographs (a), (b), and (c) in Figure OQ2.18 was taken of a single disk moving toward the right, which we take as the positive direction. Within each photograph, the time interval between images is constant. **(i)** Which photograph shows motion with zero acceleration? **(ii)** Which photograph shows motion with positive acceleration? **(iii)** Which photograph shows motion with negative acceleration?

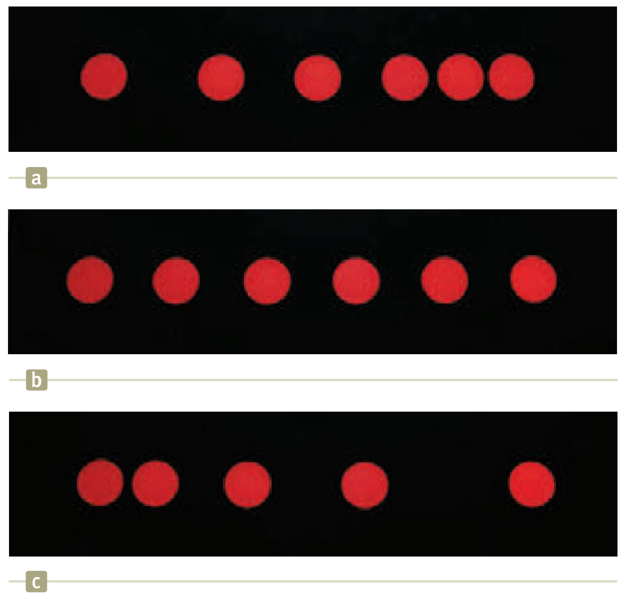


Figure OQ2.18 Objective Question 18 and Problem 23.

Conceptual Questions

1. denotes answer available in *Student Solutions Manual/Study Guide*

1. If the average velocity of an object is zero in some time interval, what can you say about the displacement of the object for that interval?

2. Try the following experiment away from traffic where you can do it safely. With the car you are driving moving slowly on a straight, level road, shift the transmission into neutral and let the car coast. At the moment the car comes to a complete stop, step hard on the brake and notice what you feel. Now repeat the same experiment on a fairly gentle, uphill slope. Explain the difference in what a person riding in the car feels in the two cases. (Brian Popp suggested the idea for this question.)

3. If a car is traveling eastward, can its acceleration be westward? Explain.

4. If the velocity of a particle is zero, can the particle's acceleration be zero? Explain.

5. If the velocity of a particle is nonzero, can the particle's acceleration be zero? Explain.

6. You throw a ball vertically upward so that it leaves the ground with velocity +5.00 m/s. (a) What is its velocity when it reaches its maximum altitude? (b) What is its acceleration at this point? (c) What is the velocity with which it returns to ground level? (d) What is its acceleration at this point?

7. (a) Can the equations of kinematics (Eqs. 2.13–2.17) be used in a situation in which the acceleration varies in time? (b) Can they be used when the acceleration is zero?

8. (a) Can the velocity of an object at an instant of time be greater in magnitude than the average velocity over a time interval containing the instant? (b) Can it be less?

9. Two cars are moving in the same direction in parallel lanes along a highway. At some instant, the velocity of car A exceeds the velocity of car B. Does that mean that the acceleration of car A is greater than that of car B? Explain.

Problems

The problems found in this chapter may be assigned online in Enhanced WebAssign

1. straightforward; **2.** intermediate; **3.** challenging

1. full solution available in the *Student Solutions Manual/Study Guide*

AMT Analysis Model tutorial available in Enhanced WebAssign

GP Guided Problem

M Master It tutorial available in Enhanced WebAssign

W Watch It video solution available in Enhanced WebAssign

Section 2.1 Position, Velocity, and Speed

1. W The position versus time for a certain particle moving along the x axis is shown in Figure P2.1. Find the average velocity in the time intervals (a) 0 to 2 s, (b) 0 to 4 s, (c) 2 s to 4 s, (d) 4 s to 7 s, and (e) 0 to 8 s.

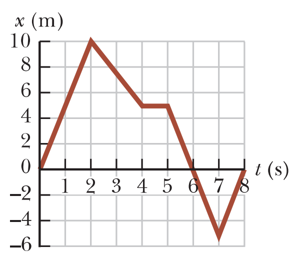


Figure P2.1 Problems 1 and 9.

2. The speed of a nerve impulse in the human body is about 100 m/s. If you accidentally stub your toe in the dark, estimate the time it takes the nerve impulse to travel to your brain.

3. M A person walks first at a constant speed of 5.00 m/s along a straight line from point Ⓐ to point Ⓑ and then back along the line from Ⓑ to Ⓐ at a constant speed of 3.00 m/s. (a) What is her average speed over the entire trip? (b) What is her average velocity over the entire trip?

4. W A particle moves according to the equation $x = 10t^2$, where x is in meters and t is in seconds. (a) Find the average velocity for the time interval from 2.00 s to 3.00 s. (b) Find the average velocity for the time interval from 2.00 to 2.10 s.

5. The position of a pinewood derby car was observed at various times; the results are summarized in the following table. Find the average velocity of the car for (a) the first second, (b) the last 3 s, and (c) the entire period of observation.

t (s)	0	1.0	2.0	3.0	4.0	5.0
x (m)	0	2.3	9.2	20.7	36.8	57.5

Section 2.2 Instantaneous Velocity and Speed

6. The position of a particle moving along the x axis varies in time according to the expression $x = 3t^2$, where x is in meters and t is in seconds. Evaluate its position (a) at $t = 3.00$ s and (b) at $3.00\text{ s} + \Delta t$. (c) Evaluate the limit of $\Delta x/\Delta t$ as Δt approaches zero to find the velocity at $t = 3.00$ s.

7. A position–time graph for a particle moving along the x axis is shown in Figure P2.7. (a) Find the average velocity in the time interval $t = 1.50$ s to $t = 4.00$ s. (b) Determine the instantaneous velocity at $t = 2.00$ s by measuring the slope of the tangent line shown in the graph. (c) At what value of t is the velocity zero?

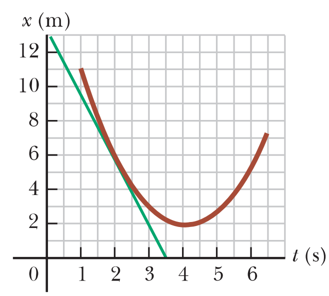


Figure P2.7

8. An athlete leaves one end of a pool of length L at $t = 0$ and arrives at the other end at time t_1. She swims back and arrives at the starting position at time t_2. If she is swimming initially in the positive x direction, determine her average velocities symbolically in (a) the first half of the swim, (b) the second half of the swim, and (c) the round trip. (d) What is her average speed for the round trip?

9. W Find the instantaneous velocity of the particle described in Figure P2.1 at the following times: (a) $t = 1.0$ s, (b) $t = 3.0$ s, (c) $t = 4.5$ s, and (d) $t = 7.5$ s.

Section 2.3 Analysis Model: Particle Under Constant Velocity

10. **Review.** The North American and European plates of the Earth's crust are drifting apart with a relative speed of about 25 mm/yr. Take the speed as constant and find when the rift between them started to open, to reach a current width of 2.9×10^3 mi.

11. A hare and a tortoise compete in a race over a straight course 1.00 km long. The tortoise crawls at a speed of 0.200 m/s toward the finish line. The hare runs at a speed of 8.00 m/s toward the finish line for 0.800 km and then stops to tease the slow-moving tortoise as the tortoise eventually passes by. The hare waits for a while after the tortoise passes and then runs toward the finish line again at 8.00 m/s. Both the hare and the tortoise cross the finish line at the exact same instant. Assume both animals, when moving, move steadily at their respective speeds. (a) How far is the tortoise from the finish line when the hare resumes the race? (b) For how long in time was the hare stationary?

12. AMT A car travels along a straight line at a constant speed of 60.0 mi/h for a distance *d* and then another distance *d* in the same direction at another constant speed. The average velocity for the entire trip is 30.0 mi/h. (a) What is the constant speed with which the car moved during the second distance *d*? (b) **What If?** Suppose the second distance *d* were traveled in the opposite direction; you forgot something and had to return home at the same constant speed as found in part (a). What is the average velocity for this trip? (c) What is the average speed for this new trip?

13. M A person takes a trip, driving with a constant speed of 89.5 km/h, except for a 22.0-min rest stop. If the person's average speed is 77.8 km/h, (a) how much time is spent on the trip and (b) how far does the person travel?

Section 2.4 Acceleration

14. W **Review.** A 50.0-g Super Ball traveling at 25.0 m/s bounces off a brick wall and rebounds at 22.0 m/s. A high-speed camera records this event. If the ball is in contact with the wall for 3.50 ms, what is the magnitude of the average acceleration of the ball during this time interval?

15. A velocity–time graph for an object moving along the *x* axis is shown in Figure P2.15. (a) Plot a graph of the acceleration versus time. Determine the average acceleration of the object (b) in the time interval $t = 5.00$ s to $t = 15.0$ s and (c) in the time interval $t = 0$ to $t = 20.0$ s.

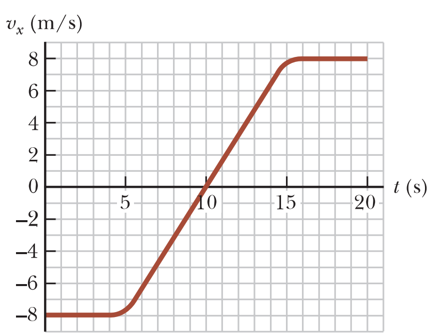


Figure P2.15

16. A child rolls a marble on a bent track that is 100 cm long as shown in Figure P2.16. We use *x* to represent the position of the marble along the track. On the horizontal sections from $x = 0$ to $x = 20$ cm and from $x = 40$ cm to $x = 60$ cm, the marble rolls with constant speed. On the sloping sections, the marble's speed changes steadily. At the places where the slope changes, the marble stays on the track and does not undergo any sudden changes in speed. The child gives the marble some initial speed at $x = 0$ and $t = 0$ and then watches it roll to $x = 90$ cm, where it turns around, eventually returning to $x = 0$ with the same speed with which the child released it. Prepare graphs of *x* versus *t*, v_x versus *t*, and a_x versus *t*, vertically aligned with their time axes identical, to show the motion of the marble. You will not be able to place numbers other than zero on the horizontal axis or on the velocity or acceleration axes, but show the correct graph shapes.

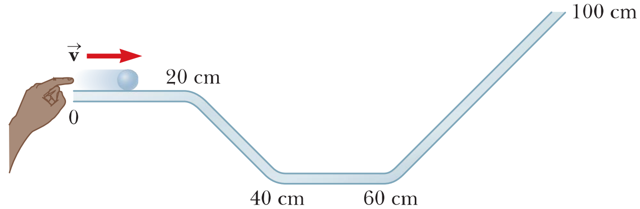


Figure P2.16

17. Figure P2.17 shows a graph of v_x versus *t* for the motion of a motorcyclist as he starts from rest and moves along the road in a straight line. (a) Find the average acceleration for the time interval $t = 0$ to $t = 6.00$ s. (b) Estimate the time at which the acceleration has its greatest positive value and the value of the acceleration at that instant. (c) When is the acceleration zero? (d) Estimate the maximum negative value of the acceleration and the time at which it occurs.

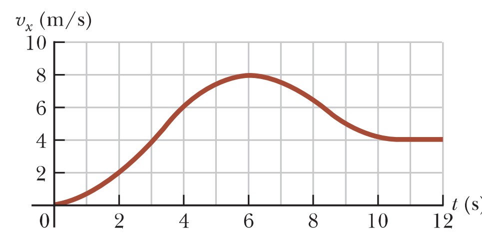


Figure P2.17

18. (a) Use the data in Problem 5 to construct a smooth graph of position versus time. (b) By constructing tangents to the $x(t)$ curve, find the instantaneous velocity of the car at several instants. (c) Plot the instantaneous velocity versus time and, from this information, determine the average acceleration of the car. (d) What was the initial velocity of the car?

19. W A particle starts from rest and accelerates as shown in Figure P2.19. Determine (a) the particle's speed at $t = 10.0$ s and at $t = 20.0$ s, and (b) the distance traveled in the first 20.0 s.

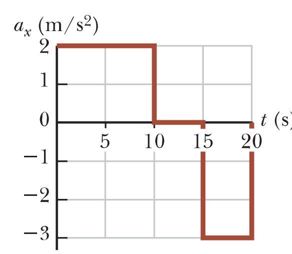


Figure P2.19

20. W An object moves along the *x* axis according to the equation $x = 3.00t^2 - 2.00t + 3.00$, where *x* is in meters and *t* is in seconds. Determine (a) the average speed between $t = 2.00$ s and $t = 3.00$ s, (b) the instantaneous speed at $t = 2.00$ s and at $t = 3.00$ s, (c) the average acceleration between $t = 2.00$ s and $t = 3.00$ s, and (d) the instantaneous acceleration at $t = 2.00$ s and $t = 3.00$ s. (e) At what time is the object at rest?

21. M A particle moves along the *x* axis according to the equation $x = 2.00 + 3.00t - 1.00t^2$, where *x* is in meters and *t* is in seconds. At $t = 3.00$ s, find (a) the position of the particle, (b) its velocity, and (c) its acceleration.

Section 2.5 Motion Diagrams

22. Draw motion diagrams for (a) an object moving to the right at constant speed, (b) an object moving to the right and speeding up at a constant rate, (c) an object moving to the right and slowing down at a constant rate, (d) an object moving to the left and speeding up at a constant rate, and (e) an object moving to the left and slowing down at a constant rate. (f) How would your drawings change if the changes in speed were not uniform, that is, if the speed were not changing at a constant rate?

23. Each of the strobe photographs (a), (b), and (c) in Figure OQ2.18 was taken of a single disk moving toward the right, which we take as the positive direction. Within each photograph the time interval between images is constant. For each photograph, prepare graphs of x versus t, v_x versus t, and a_x versus t, vertically aligned with their time axes identical, to show the motion of the disk. You will not be able to place numbers other than zero on the axes, but show the correct shapes for the graph lines.

Section 2.6 Analysis Model: Particle Under Constant Acceleration

24. The minimum distance required to stop a car moving at 35.0 mi/h is 40.0 ft. What is the minimum stopping distance for the same car moving at 70.0 mi/h, assuming the same rate of acceleration?

25. An electron in a cathode-ray tube accelerates uniformly from 2.00×10^4 m/s to 6.00×10^6 m/s over 1.50 cm. (a) In what time interval does the electron travel this 1.50 cm? (b) What is its acceleration?

26. A speedboat moving at 30.0 m/s approaches a no-wake buoy marker 100 m ahead. The pilot slows the boat with a constant acceleration of -3.50 m/s^2 by reducing the throttle. (a) How long does it take the boat to reach the buoy? (b) What is the velocity of the boat when it reaches the buoy?

27. A parcel of air moving in a straight tube with a constant acceleration of -4.00 m/s^2 has a velocity of 13.0 m/s at 10:05:00 a.m. (a) What is its velocity at 10:05:01 a.m.? (b) At 10:05:04 a.m.? (c) At 10:04:59 a.m.? (d) Describe the shape of a graph of velocity versus time for this parcel of air. (e) Argue for or against the following statement: "Knowing the single value of an object's constant acceleration is like knowing a whole list of values for its velocity."

28. W A truck covers 40.0 m in 8.50 s while smoothly slowing down to a final speed of 2.80 m/s. (a) Find its original speed. (b) Find its acceleration.

29. M An object moving with uniform acceleration has a velocity of 12.0 cm/s in the positive x direction when its x coordinate is 3.00 cm. If its x coordinate 2.00 s later is -5.00 cm, what is its acceleration?

30. M In Example 2.7, we investigated a jet landing on an aircraft carrier. In a later maneuver, the jet comes in for a landing on solid ground with a speed of 100 m/s, and its acceleration can have a maximum magnitude of 5.00 m/s^2 as it comes to rest. (a) From the instant the jet touches the runway, what is the minimum time interval needed before it can come to rest? (b) Can this jet land at a small tropical island airport where the runway is 0.800 km long? (c) Explain your answer.

31. M **Review.** Colonel John P. Stapp, USAF, participated in studying whether a jet pilot could survive emergency ejection. On March 19, 1954, he rode a rocket-propelled sled that moved down a track at a speed of 632 mi/h. He and the sled were safely brought to rest in 1.40 s (Fig. P2.31). Determine (a) the negative acceleration he experienced and (b) the distance he traveled during this negative acceleration.

left, Courtesy U.S. Air Force; *right*, NASA/Photo Researchers, Inc.

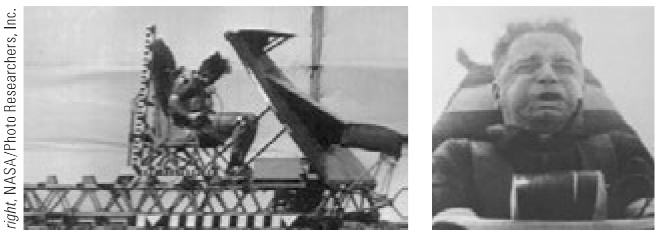


Figure P2.31 (*left*) Col. John Stapp and his rocket sled are brought to rest in a very short time interval. (*right*) Stapp's face is contorted by the stress of rapid negative acceleration.

32. Solve Example 2.8 by a graphical method. On the same graph, plot position versus time for the car and the trooper. From the intersection of the two curves, read the time at which the trooper overtakes the car.

33. A truck on a straight road starts from rest, accelerating at 2.00 m/s^2 until it reaches a speed of 20.0 m/s. Then the truck travels for 20.0 s at constant speed until the brakes are applied, stopping the truck in a uniform manner in an additional 5.00 s. (a) How long is the truck in motion? (b) What is the average velocity of the truck for the motion described?

34. *Why is the following situation impossible?* Starting from rest, a charging rhinoceros moves 50.0 m in a straight line in 10.0 s. Her acceleration is constant during the entire motion, and her final speed is 8.00 m/s.

35. AMT W The driver of a car slams on the brakes when he sees a tree blocking the road. The car slows uniformly with an acceleration of -5.60 m/s^2 for 4.20 s, making straight skid marks 62.4 m long, all the way to the tree. With what speed does the car then strike the tree?

36. In the particle under constant acceleration model, we identify the variables and parameters v_{xi}, v_{xf}, a_x, t, and $x_f - x_i$. Of the equations in the model, Equations 2.13–2.17, the first does not involve $x_f - x_i$, the second and third do not contain a_x, the fourth omits v_{xf}, and the last leaves out t. So, to complete the set, there should be an equation *not* involving v_{xi}. (a) Derive it from the others. (b) Use the equation in part (a) to solve Problem 35 in one step.

37. AMT GP A speedboat travels in a straight line and increases in speed uniformly from $v_i = 20.0$ m/s to $v_f = 30.0$ m/s in a displacement Δx of 200 m. We wish to find the time interval required for the boat to move through this displacement. (a) Draw a coordinate system for this situation. (b) What analysis model is most appropriate for describing this situation? (c) From the analysis model, what equation is most appropriate for finding the acceleration of the speedboat? (d) Solve the equation selected in part (c) symbolically for the boat's acceleration in terms of v_i, v_f, and Δx. (e) Substitute numerical values to obtain the acceleration numerically. (f) Find the time interval mentioned above.

38. W A particle moves along the x axis. Its position is given by the equation $x = 2 + 3t - 4t^2$, with x in meters and t in seconds. Determine (a) its position when it changes direction and (b) its velocity when it returns to the position it had at $t = 0$.

39. A glider of length ℓ moves through a stationary photogate on an air track. A photogate (Fig. P2.39) is a device that measures the time interval Δt_d during which the glider blocks a beam of infrared light passing across the photogate. The ratio $v_d = \ell/\Delta t_d$ is the average velocity of the glider over this part of its motion. Suppose the glider moves with constant acceleration. (a) Argue for or against the idea that v_d is equal to the instantaneous velocity of the glider when it is halfway through the photogate in space. (b) Argue for or against the idea that v_d is equal to the instantaneous velocity of the glider when it is halfway through the photogate in time.

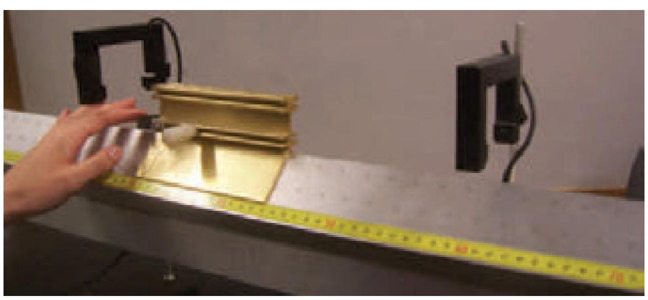

Ralph McGrew

Figure P2.39 Problems 39 and 40.

40. A glider of length 12.4 cm moves on an air track with constant acceleration (Fig P2.39). A time interval of 0.628 s elapses between the moment when its front end passes a fixed point Ⓐ along the track and the moment when its back end passes this point. Next, a time interval of 1.39 s elapses between the moment when the back end of the glider passes the point Ⓐ and the moment when the front end of the glider passes a second point Ⓑ farther down the track. After that, an additional 0.431 s elapses until the back end of the glider passes point Ⓑ. (a) Find the average speed of the glider as it passes point Ⓐ. (b) Find the acceleration of the glider. (c) Explain how you can compute the acceleration without knowing the distance between points Ⓐ and Ⓑ.

41. An object moves with constant acceleration 4.00 m/s^2 and over a time interval reaches a final velocity of 12.0 m/s. (a) If its initial velocity is 6.00 m/s, what is its displacement during the time interval? (b) What is the distance it travels during this interval? (c) If its initial velocity is −6.00 m/s, what is its displacement during the time interval? (d) What is the total distance it travels during the interval in part (c)?

42. At $t = 0$, one toy car is set rolling on a straight track with initial position 15.0 cm, initial velocity −3.50 cm/s, and constant acceleration 2.40 cm/s^2. At the same moment, another toy car is set rolling on an adjacent track with initial position 10.0 cm, initial velocity +5.50 cm/s, and constant acceleration zero. (a) At what time, if any, do the two cars have equal speeds? (b) What are their speeds at that time? (c) At what time(s), if any, do the cars pass each other? (d) What are their locations at that time? (e) Explain the difference between question (a) and question (c) as clearly as possible.

43. Figure P2.43 represents part of the performance data of a car owned by a proud physics student. (a) Calculate the total distance traveled by computing the area under the red-brown graph line. (b) What distance does the car travel between the times $t = 10$ s and $t = 40$ s? (c) Draw a graph of its acceleration versus time between $t = 0$ and $t = 50$ s. (d) Write an equation for x as a function of time for each phase of the motion, represented by the segments $0a$, ab, and bc. (e) What is the average velocity of the car between $t = 0$ and $t = 50$ s?

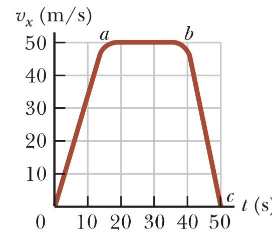


Figure P2.43

44. M A hockey player is standing on his skates on a frozen pond when an opposing player, moving with a uniform speed of 12.0 m/s, skates by with the puck. After 3.00 s, the first player makes up his mind to chase his opponent. If he accelerates uniformly at 4.00 m/s^2, (a) how long does it take him to catch his opponent and (b) how far has he traveled in that time? (Assume the player with the puck remains in motion at constant speed.)

Section 2.7 Freely Falling Objects

Note: In all problems in this section, ignore the effects of air resistance.

45. In Chapter 9, we will define the center of mass of an object and prove that its motion is described by the particle under constant acceleration model when constant forces act on the object. A gymnast jumps straight up, with her center of mass moving at 2.80 m/s as she leaves the ground. How high above this point is her center of mass (a) 0.100 s, (b) 0.200 s, (c) 0.300 s, and (d) 0.500 s thereafter?

46. An attacker at the base of a castle wall 3.65 m high throws a rock straight up with speed 7.40 m/s from a height of 1.55 m above the ground. (a) Will the rock reach the top of the wall? (b) If so, what is its speed at the top? If not, what initial speed must it have to reach the top? (c) Find the change in speed of a rock thrown straight down from the top of the wall at an initial speed of 7.40 m/s and moving between the same two points. (d) Does the change in speed of the downward-moving rock agree with the magnitude of the speed change of the rock moving upward between the same elevations? (e) Explain physically why it does or does not agree.

47. *Why is the following situation impossible?* Emily challenges David to catch a \$1 bill as follows. She holds the bill vertically as shown in Figure P2.47, with the center of the bill between but not touching David's index finger and thumb. Without warning, Emily releases the bill. David catches the bill without moving his hand downward. David's reaction time is equal to the average human reaction time.

Figure P2.47

48. W A baseball is hit so that it travels straight upward after being struck by the bat. A fan observes that it takes 3.00 s for the ball to reach its maximum height. Find (a) the ball's initial velocity and (b) the height it reaches.

49. It is possible to shoot an arrow at a speed as high as 100 m/s. (a) If friction can be ignored, how high would an arrow launched at this speed rise if shot straight up? (b) How long would the arrow be in the air?

50. The height of a helicopter above the ground is given by $h = 3.00t^3$, where h is in meters and t is in seconds. At $t = 2.00$ s, the helicopter releases a small mailbag. How long after its release does the mailbag reach the ground?

51. W A ball is thrown directly downward with an initial speed of 8.00 m/s from a height of 30.0 m. After what time interval does it strike the ground?

52. M A ball is thrown upward from the ground with an initial speed of 25 m/s; at the same instant, another ball is dropped from a building 15 m high. After how long will the balls be at the same height above the ground?

53. M A student throws a set of keys vertically upward to her sorority sister, who is in a window 4.00 m above. The second student catches the keys 1.50 s later. (a) With what initial velocity were the keys thrown? (b) What was the velocity of the keys just before they were caught?

54. At time $t = 0$, a student throws a set of keys vertically upward to her sorority sister, who is in a window at distance h above. The second student catches the keys at time t. (a) With what initial velocity were the keys thrown? (b) What was the velocity of the keys just before they were caught?

55. AMT A daring ranch hand sitting on a tree limb wishes to drop vertically onto a horse galloping under the tree. The constant speed of the horse is 10.0 m/s, and the distance from the limb to the level of the saddle is 3.00 m. (a) What must be the horizontal distance between the saddle and limb when the ranch hand makes his move? (b) For what time interval is he in the air?

56. A package is dropped at time $t = 0$ from a helicopter that is descending steadily at a speed v_i. (a) What is the speed of the package in terms of v_i, g, and t? (b) What vertical distance d is it from the helicopter in terms of g and t? (c) What are the answers to parts (a) and (b) if the helicopter is rising steadily at the same speed?

Section 2.8 Kinematic Equations Derived from Calculus

57. Automotive engineers refer to the time rate of change of acceleration as the "jerk." Assume an object moves in one dimension such that its jerk J is constant. (a) Determine expressions for its acceleration $a_x(t)$, velocity $v_x(t)$, and position $x(t)$, given that its initial acceleration, velocity, and position are a_{xi}, v_{xi}, and x_i, respectively. (b) Show that $a_x^2 = a_{xi}^2 + 2J(v_x - v_{xi})$.

58. A student drives a moped along a straight road as described by the velocity–time graph in Figure P2.58. Sketch this graph in the middle of a sheet of graph paper. (a) Directly above your graph, sketch a graph of the position versus time, aligning the time coordinates of the two graphs. (b) Sketch a graph of the acceleration versus time directly below the velocity–time graph, again aligning the time coordinates. On each graph, show the numerical values of x and a_x for all points of inflection. (c) What is the acceleration at $t = 6.00$ s? (d) Find the position (relative to the starting point) at $t = 6.00$ s. (e) What is the moped's final position at $t = 9.00$ s?

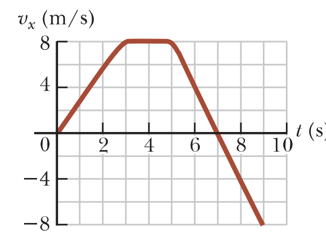


Figure P2.58

59. The speed of a bullet as it travels down the barrel of a rifle toward the opening is given by

$$v = (-5.00 \times 10^7)t^2 + (3.00 \times 10^5)t$$

where v is in meters per second and t is in seconds. The acceleration of the bullet just as it leaves the barrel is zero. (a) Determine the acceleration and position of the bullet as functions of time when the bullet is in the barrel. (b) Determine the time interval over which the bullet is accelerated. (c) Find the speed at which the bullet leaves the barrel. (d) What is the length of the barrel?

Additional Problems

60. A certain automobile manufacturer claims that its deluxe sports car will accelerate from rest to a speed of 42.0 m/s in 8.00 s. (a) Determine the average acceleration of the car. (b) Assume that the car moves with constant acceleration. Find the distance the car travels in the first 8.00 s. (c) What is the speed of the car 10.0 s after it begins its motion if it can continue to move with the same acceleration?

61. The froghopper *Philaenus spumarius* is supposedly the best jumper in the animal kingdom. To start a jump, this insect can accelerate at 4.00 km/s^2 over a distance of 2.00 mm as it straightens its specially adapted "jumping legs." Assume the acceleration is constant. (a) Find the upward velocity with which the insect takes off. (b) In what time interval does it reach this velocity? (c) How high would the insect jump if air resistance were negligible? The actual height it reaches is about 70 cm, so air resistance must be a noticeable force on the leaping froghopper.

62. An object is at $x = 0$ at $t = 0$ and moves along the x axis according to the velocity–time graph in Figure P2.62. (a) What is the object's acceleration between 0 and 4.0 s? (b) What is the object's acceleration between 4.0 s and 9.0 s? (c) What is the object's acceleration between 13.0 s and 18.0 s? (d) At what time(s) is the object moving with the lowest speed? (e) At what time is the object farthest from $x = 0$? (f) What is the final position x of the object at $t = 18.0$ s? (g) Through what total distance has the object moved between $t = 0$ and $t = 18.0$ s?

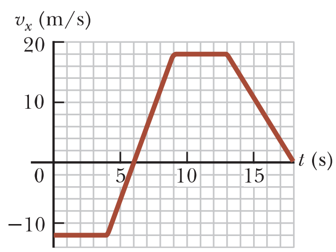


Figure P2.62

63. M An inquisitive physics student and mountain climber climbs a 50.0-m-high cliff that overhangs a calm pool of water. He throws two stones vertically downward, 1.00 s apart, and observes that they cause a single splash. The first stone has an initial speed of 2.00 m/s. (a) How long after release of the first stone do the two stones hit the water? (b) What initial velocity must the second stone have if the two stones are to hit the water simultaneously? (c) What is the speed of each stone at the instant the two stones hit the water?

64. In Figure 2.11b, the area under the velocity–time graph and between the vertical axis and time t (vertical dashed line) represents the displacement. As shown, this area consists of a rectangle and a triangle. (a) Compute their areas. (b) Explain how the sum of the two areas compares with the expression on the right-hand side of Equation 2.16.

65. A ball starts from rest and accelerates at 0.500 m/s^2 while moving down an inclined plane 9.00 m long. When it reaches the bottom, the ball rolls up another plane, where it comes to rest after moving 15.0 m on that plane. (a) What is the speed of the ball at the bottom of the first plane? (b) During what time interval does the ball roll down the first plane? (c) What is the acceleration along the second plane? (d) What is the ball's speed 8.00 m along the second plane?

66. A woman is reported to have fallen 144 ft from the 17th floor of a building, landing on a metal ventilator box that she crushed to a depth of 18.0 in. She suffered only minor injuries. Ignoring air resistance, calculate (a) the speed of the woman just before she collided with the ventilator and (b) her average acceleration while in contact with the box. (c) Modeling her acceleration as constant, calculate the time interval it took to crush the box.

67. An elevator moves downward in a tall building at a constant speed of 5.00 m/s. Exactly 5.00 s after the top of the elevator car passes a bolt loosely attached to the wall of the elevator shaft, the bolt falls from rest. (a) At what time does the bolt hit the top of the still-descending elevator? (b) In what way is this problem similar to Example 2.8? (c) Estimate the highest floor from which the bolt can fall if the elevator reaches the ground floor before the bolt hits the top of the elevator.

68. *Why is the following situation impossible?* A freight train is lumbering along at a constant speed of 16.0 m/s. Behind the freight train on the same track is a passenger train traveling in the same direction at 40.0 m/s. When the front of the passenger train is 58.5 m from the back of the freight train, the engineer on the passenger train recognizes the danger and hits the brakes of his train, causing the train to move with acceleration −3.00 m/s^2. Because of the engineer's action, the trains do not collide.

69. The Acela is an electric train on the Washington–New York–Boston run, carrying passengers at 170 mi/h. A velocity–time graph for the Acela is shown in Figure P2.69. (a) Describe the train's motion in each successive time interval. (b) Find the train's peak positive acceleration in the motion graphed. (c) Find the train's displacement in miles between $t = 0$ and $t = 200$ s.

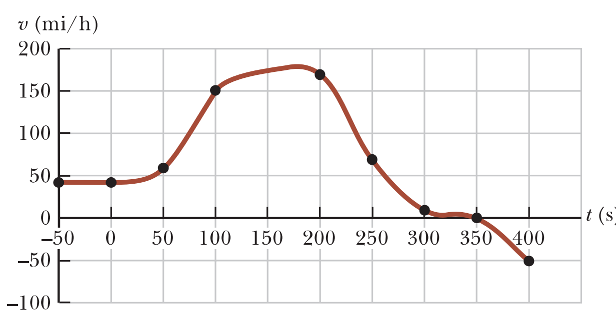


Figure P2.69 Velocity–time graph for the Acela.

70. Two objects move with initial velocity −8.00 m/s, final velocity 16.0 m/s, and constant accelerations. (a) The first object has displacement 20.0 m. Find its acceleration. (b) The second object travels a total distance of 22.0 m. Find its acceleration.

71. At $t = 0$, one athlete in a race running on a long, straight track with a constant speed v_1 is a distance d_1 behind a second athlete running with a constant speed v_2. (a) Under what circumstances is the first athlete able to overtake the second athlete? (b) Find the time t at which the first athlete overtakes the second athlete, in terms of d_1, v_1, and v_2. (c) At what minimum distance d_2 from the leading athlete must the finish line be located so that the trailing athlete can at least tie for first place? Express d_2 in terms of d_1, v_1, and v_2 by using the result of part (b).

72. A catapult launches a test rocket vertically upward from a well, giving the rocket an initial speed of 80.0 m/s at ground level. The engines then fire, and the rocket accelerates upward at 4.00 m/s^2 until it reaches an altitude of 1 000 m. At that point, its engines fail and the rocket goes into free fall, with an acceleration of −9.80 m/s^2. (a) For what time interval is the rocket in motion above the ground? (b) What is its maximum altitude? (c) What is its velocity just before it hits the ground? (You will need to consider the motion while the engine is operating and the free-fall motion separately.)

73. AMT M Kathy tests her new sports car by racing with Stan, an experienced racer. Both start from rest, but Kathy leaves the starting line 1.00 s after Stan does. Stan moves with a constant acceleration of 3.50 m/s^2, while Kathy maintains an acceleration of 4.90 m/s^2. Find (a) the time at which Kathy overtakes Stan, (b) the distance she travels before she catches him, and (c) the speeds of both cars at the instant Kathy overtakes Stan.

74. Two students are on a balcony a distance h above the street. One student throws a ball vertically downward at a speed v_i; at the same time, the other student throws a ball vertically upward at the same speed. Answer the following symbolically in terms of v_i, g, h, and t. (a) What is the time interval between when the first ball strikes the ground and the second ball strikes the ground? (b) Find the velocity of each ball as it strikes the ground. (c) How far apart are the balls at a time t after they are thrown and before they strike the ground?

75. Two objects, A and B, are connected by hinges to a rigid rod that has a length L. The objects slide along perpendicular guide rails as shown in Figure P2.75. Assume object A slides to the left with a constant speed v. (a) Find the velocity v_B of object B as a function of the angle θ. (b) Describe v_B relative to v. Is v_B always smaller than v, larger than v, or the same as v, or does it have some other relationship?

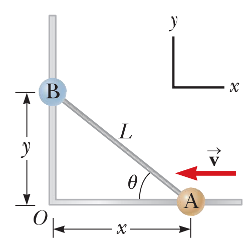


Figure P2.75

76. Astronauts on a distant planet toss a rock into the air. With the aid of a camera that takes pictures at a steady rate, they record the rock's height as a function of time as given in the following table. (a) Find the rock's average velocity in the time interval between each measurement and the next. (b) Using these average velocities to approximate instantaneous velocities at the midpoints of the time intervals, make a graph of velocity as a function of time. (c) Does the rock move with constant acceleration? If so, plot a straight line of best fit on the graph and calculate its slope to find the acceleration.

Time (s)	Height (m)	Time (s)	Height (m)
0.00	5.00	2.75	7.62
0.25	5.75	3.00	7.25
0.50	6.40	3.25	6.77
0.75	6.94	3.50	6.20
1.00	7.38	3.75	5.52
1.25	7.72	4.00	4.73
1.50	7.96	4.25	3.85
1.75	8.10	4.50	2.86
2.00	8.13	4.75	1.77
2.25	8.07	5.00	0.58
2.50	7.90		

77. A motorist drives along a straight road at a constant speed of 15.0 m/s. Just as she passes a parked motorcycle police officer, the officer starts to accelerate at 2.00 m/s^2 to overtake her. Assuming that the officer maintains this acceleration, (a) determine the time interval required for the police officer to reach the motorist. Find (b) the speed and (c) the total displacement of the officer as he overtakes the motorist.

78. A commuter train travels between two downtown stations. Because the stations are only 1.00 km apart, the train never reaches its maximum possible cruising speed. During rush hour the engineer minimizes the time interval Δt between two stations by accelerating at a rate $a_1 = 0.100$ m/s^2 for a time interval Δt_1 and then immediately braking with acceleration $a_2 = -0.500$ m/s^2 for a time interval Δt_2. Find the minimum time interval of travel Δt and the time interval Δt_1.

79. Liz rushes down onto a subway platform to find her train already departing. She stops and watches the cars go by. Each car is 8.60 m long. The first moves past her in 1.50 s and the second in 1.10 s. Find the constant acceleration of the train.

80. A hard rubber ball, released at chest height, falls to the pavement and bounces back to nearly the same height. When it is in contact with the pavement, the lower side of the ball is temporarily flattened. Suppose the maximum depth of the dent is on the order of 1 cm. Find the order of magnitude of the maximum acceleration of the ball while it is in contact with the pavement. State your assumptions, the quantities you estimate, and the values you estimate for them.

Challenge Problems

81. A blue car of length 4.52 m is moving north on a roadway that intersects another perpendicular roadway (Fig. P2.81, page 58). The width of the intersection from near edge to far edge is 28.0 m. The blue car has a constant acceleration of magnitude 2.10 m/s^2 directed south. The time interval required for the nose of the blue car to move from the near (south) edge of the intersection to the north edge of the intersection is 3.10 s. (a) How far is the nose of the blue car from the south edge of the intersection when it stops? (b) For what time interval is *any* part of the blue car within the boundaries of the intersection? (c) A red car is at rest on the perpendicular intersecting roadway. As the nose of the blue car enters the intersection, the red car starts from rest and accelerates east at 5.60 m/s^2. What is the minimum distance from the near (west) edge of the intersection at which the nose of the red car can begin its motion if it is to enter the intersection after the blue car has entirely left the intersection? (d) If the red car begins its motion at the position given by the answer to part (c), with what speed does it enter the intersection?

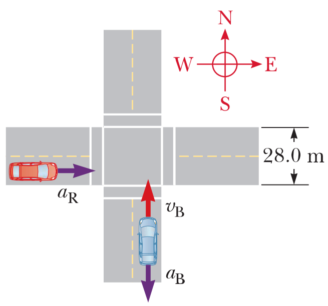


Figure P2.81

82. **Review.** As soon as a traffic light turns green, a car speeds up from rest to 50.0 mi/h with constant acceleration 9.00 mi/h/s. In the adjoining bicycle lane, a cyclist speeds up from rest to 20.0 mi/h with constant acceleration 13.0 mi/h/s. Each vehicle maintains constant velocity after reaching its cruising speed. (a) For what time interval is the bicycle ahead of the car? (b) By what maximum distance does the bicycle lead the car?

83. In a women's 100-m race, accelerating uniformly, Laura takes 2.00 s and Healan 3.00 s to attain their maximum speeds, which they each maintain for the rest of the race. They cross the finish line simultaneously, both setting a world record of 10.4 s. (a) What is the acceleration of each sprinter? (b) What are their respective maximum speeds? (c) Which sprinter is ahead at the 6.00-s mark, and by how much? (d) What is the maximum distance by which Healan is behind Laura, and at what time does that occur?

84. Two thin rods are fastened to the inside of a circular ring as shown in Figure P2.84. One rod of length D is vertical, and the other of length L makes an angle θ with the horizontal. The two rods and the ring lie in a vertical plane. Two small beads are free to slide without friction along the rods. (a) If the two beads are released from rest simultaneously from the positions shown, use your intuition and guess which bead reaches the bottom first. (b) Find an expression for the time interval required for the red bead to fall from point Ⓐ to point Ⓒ in terms of g and D. (c) Find an expression for the time interval required for the blue bead to slide from point Ⓑ to point Ⓒ in terms of g, L, and θ. (d) Show that the two time intervals found in parts (b) and (c) are equal. *Hint:* What is the angle between the chords of the circle Ⓐ Ⓑ and Ⓑ Ⓒ? (e) Do these results surprise you? Was your intuitive guess in part (a) correct? This problem was inspired by an article by Thomas B. Greenslade, Jr., "Galileo's Paradox," *Phys. Teach.* **46**, 294 (May 2008).

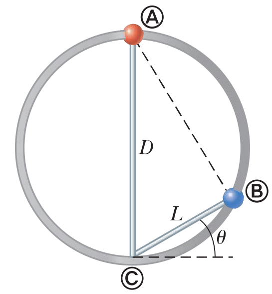


Figure P2.84

85. A man drops a rock into a well. (a) The man hears the sound of the splash 2.40 s after he releases the rock from rest. The speed of sound in air (at the ambient temperature) is 336 m/s. How far below the top of the well is the surface of the water? (b) **What If?** If the travel time for the sound is ignored, what percentage error is introduced when the depth of the well is calculated?