

Acceleration in 1-D

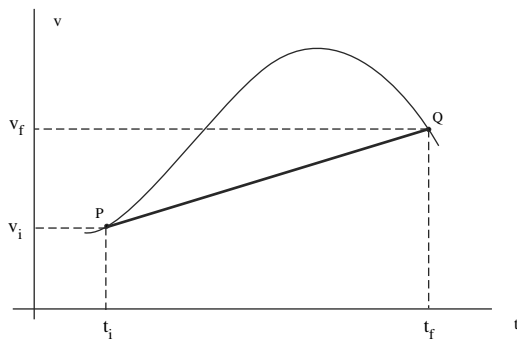
Acceleration – A measure of the time-rate of change of velocity

From a practical viewpoint we need to know how the velocity of a particle changes. The time-rate of change of velocity is what we call acceleration. Anytime the velocity of a particle changes we say that the particle has experienced an acceleration.

$$a_{ave} = \frac{\text{change in velocity}}{\text{time interval}} \quad \text{Average Acceleration}$$

$$a_{ave} = \frac{\Delta v}{\Delta t} = \frac{v_f - v_i}{t_f - t_i} \quad \text{Average Acceleration}$$

Average acceleration also has a geometric interpretation. Consider a particle moving between two points P and Q.



The slope of the line joining points P and Q is given by

$$\text{slope} = \frac{v_f - v_i}{t_f - t_i} = \frac{\Delta v}{\Delta t} = a_{ave}$$

Thus, we have for the geometric interpretation of average acceleration,

1. $a_{ave} = \text{slope of the line between two points on a } v \text{ vs. } t \text{ curve}$

Following similar results as for instantaneous velocity, we have for instantaneous acceleration:

2.
$$a = \lim_{\Delta t \rightarrow 0} \frac{\Delta v}{\Delta t} = \frac{dv(t)}{dt}$$
$$a = \frac{d}{dt} \left(\frac{dx(t)}{dt} \right) = \frac{d^2 x(t)}{dt^2}$$

3. $a = \text{slope of the tangent line to a } v \text{ vs. } t \text{ curve at any time 't'}$

Units

$$[\Delta x] = \text{m}$$

$$[v] = \text{m/s}$$

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

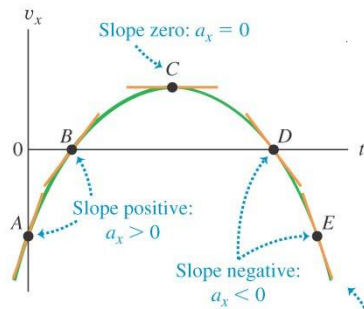
Ex. Consider a particle moving with constant acceleration of 2 m/s^2 . Will the acceleration change? No – it's a constant. Since it's constant then $a_{\text{ave}} = a$. Thus,

$$a = a_{\text{ave}} = \frac{\Delta v}{\Delta t} = 2 \text{ m/s}^2 = 2 \text{ m/s/s} = \text{the velocity of the particle is changing by } 2 \text{ m/s every } 1 \text{ s.}$$

For 1-D motion, acceleration implies speeding up or slowing down. However, the algebraic sign of acceleration doesn't tell you whether a particle is speeding up or slowing down. You must compare the algebraic signs of the velocity and acceleration.

- If the velocity and acceleration have the same sign, the particle is speeding up.
- If the velocity and acceleration have the opposite sign, the particle is slowing down.

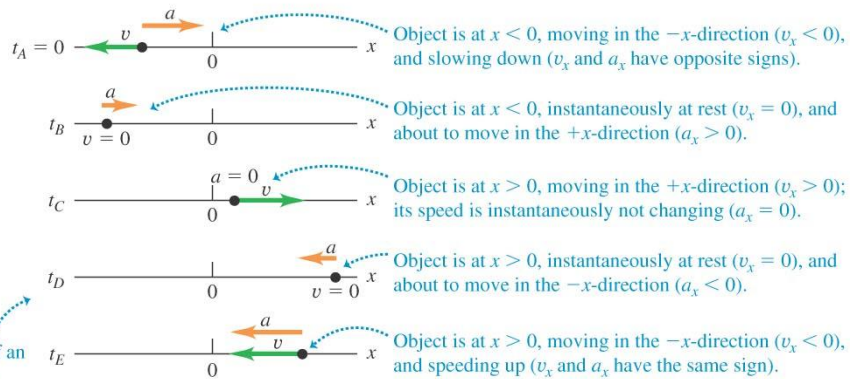
(a) v_x - t graph for an object moving on the x -axis



The steeper the slope (positive or negative) of an object's v_x - t graph, the greater is the object's acceleration in the positive or negative x -direction.

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(b) Object's position, velocity, and acceleration on the x -axis



Recall from calculus that if:

a) $\frac{d^2 f(x)}{dx^2} > 0$ on an open interval (a,b), then $f(x)$ is concave up on (a,b).

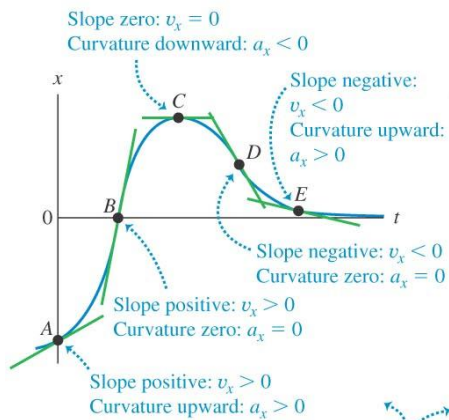
b) $\frac{d^2 f(x)}{dx^2} < 0$ on an open interval (a,b), then $f(x)$ is concave down on (a,b).

This implies that if:

a') $a = \frac{d^2 x(t)}{dt^2} > 0$ on an open interval (a,b), then $x(t)$ is concave up on (a,b).

b') $a = \frac{d^2 x(t)}{dt^2} < 0$ on an open interval (a,b), then $x(t)$ is concave down on (a,b).

(a) x - t graph



The greater the curvature (upward or downward) of an object's x - t graph, the greater is the object's acceleration in the positive or negative x -direction.

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(b) Object's motion

