

1.2 Graphing Uniform Motion

Uniform Motion - constant velocity

ie. car on cruise control

Non-Uniform Motion - acceleration

ie. merging on the highway.



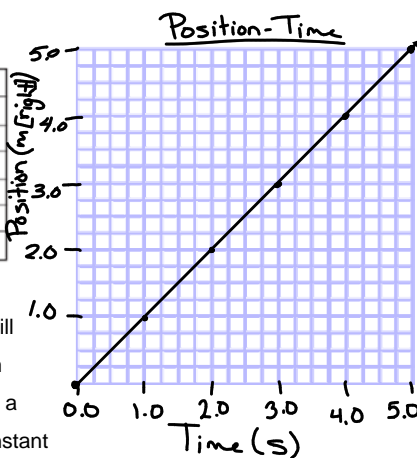
We graph data in Physics so we can analyze patterns and relationships among the data. The following table shows the position of a golf ball at certain times:

Table 1.1 Position-time data

	Time (s)	Position (m [right])
t_0	0.0	0.0
t_1	1.0	1.0
t_2	2.0	2.0
t_3	3.0	3.0
t_4	4.0	4.0
t_5	5.0	5.0

*Note: Most data is not perfect. Here we are ignoring friction between the ball and the grass.

When you graph the data, you will notice a straight line. Recall from Math 10C that a straight line has a constant slope. What does a constant slope represent in Physics?



$$m = \frac{\text{rise}}{\text{run}} = \frac{m}{s} = \sqrt{} = \frac{1.0}{1.0} = 1.0 \text{ m/s [right]}$$



You can find two different velocities from the graph:

1. **Instantaneous Velocity:** the velocity at any one time interval on the graph.

$$\vec{v} = \frac{\vec{d}}{t}$$

2. **Average Velocity:** an average of instantaneous velocity; also found by taking the slope of a distance vs. time graph.

$$\vec{v}_{ave} = \frac{\Delta \vec{d}}{\Delta t}$$



To find **Instantaneous Velocity:**

$$\vec{v} = \frac{\vec{d}}{t}$$

To find **average velocity:**

$$\vec{v}_{ave} = \frac{\Delta \vec{d}}{\Delta t}$$



Ex.) Determine:

a) the instantaneous velocity of the golf ball at 3.0 s.

$$\begin{aligned} \vec{d} &= 3.0\text{m} \\ t &= 3.0\text{s} \\ \vec{v} &= ? \end{aligned} \quad \vec{v} = \frac{\vec{d}}{t} = \frac{3.0\text{m [right]}}{3.0\text{s}} = 1.0\text{m/s [right]}$$

b) the average velocity of the ball over the entire time interval.

$$\vec{v}_{\text{ave}} = \frac{\Delta \vec{d}}{\Delta t} = \frac{5.0\text{m [right]} - 0.0\text{m}}{5.0\text{s} - 0.0\text{s}} = 1.0\text{m/s [right]}$$



Something to memorize:

slope of a distance/displacement vs. time graph is velocity

+ ive slope = moving forwards

- ive slope = moving backwards



Does each scenario represent uniform motion?

"constant velocity, no acceleration"

- A dog moving 1.5 m every second. ✓
- A plane flying at a constant velocity. ✓
- A car driving 110 km/h. ✓
- A person standing still. ✓

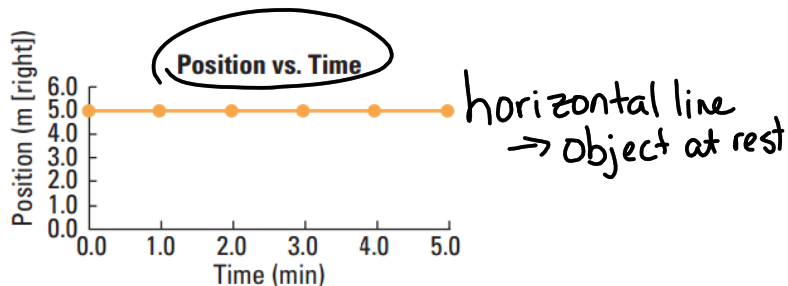
"object at rest"



Uniform Motion defines any constant velocity, even a constant velocity of zero (ie. an object at rest.)

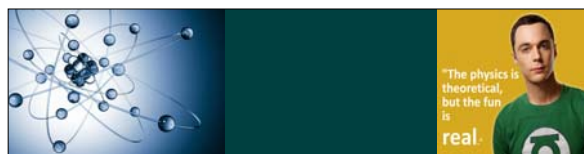
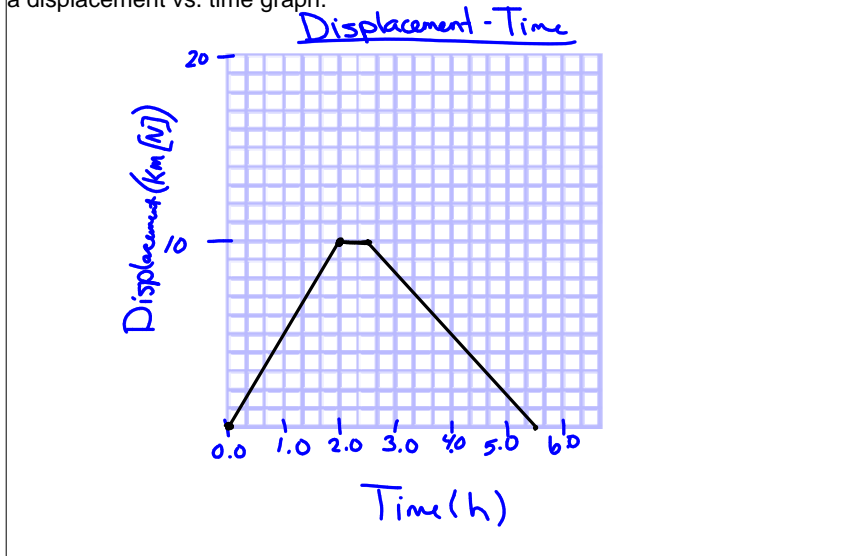
- to move 0.0 m every second still has a constant change in distance over time
- objects at rest have a velocity of zero (remember a slope of zero is a horizontal line)

Eg.)

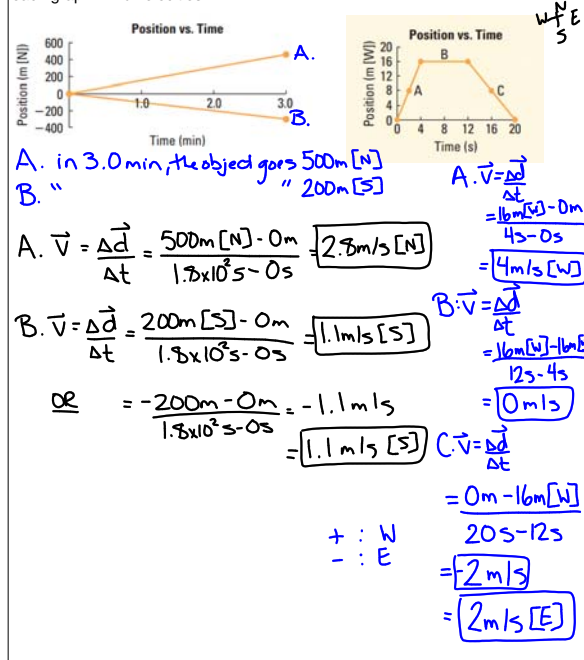




Ex.) Starting from $t = 0.0\text{h}$, a hiker walks 10 km N in 2.0 h, stops for 0.50 h, then walks 10 km S in 3 hours back to his starting position. Display this movement in a displacement vs. time graph.

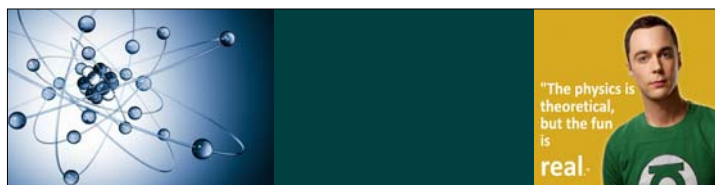
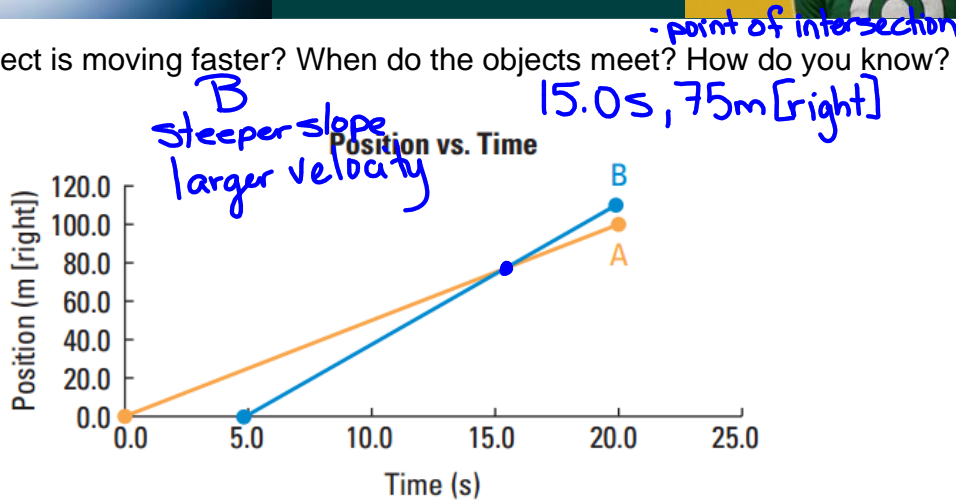


Examine the graphs. Describe in words the motion of the objects producing each graph. Find velocities.



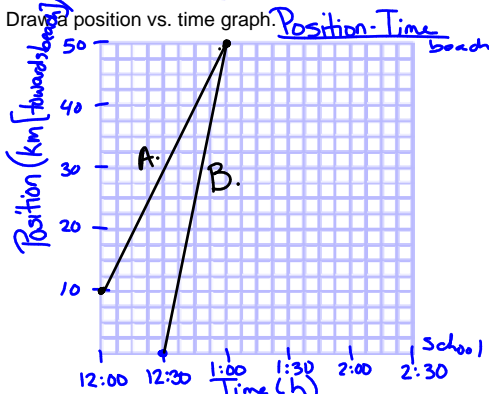


Which object is moving faster? When do the objects meet? How do you know?

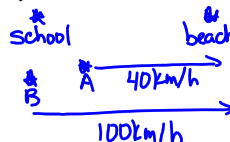


Ex.) Two cars drive towards a beach, 50 km from a school. Car A starts 10 km closer to the beach at noon and travels at 40 km/h. Car B starts from the school at 12:30 and drives at 100 km/h.

a) Draw a position vs. time graph.



b) Who gets to the beach first? At what time do they arrive?





1. Read pages 14-19.
2. Questions: Pg. 20 # 1, 2, 5-13.