

## Chapter 2 *Straight Line Motion*

**77.** Assuming the horizontal velocity of the ball is *constant*, the horizontal displacement is  $\Delta x = v\Delta t$ , where  $\Delta x$  is the horizontal distance traveled,  $\Delta t$  is the time, and  $v$  is the (horizontal) velocity. With  $v = 160 \text{ km/h} = 44.4 \text{ m/s}$ , we have

$$\Delta t = \frac{\Delta x}{v} = \frac{18.4}{44.4} = 0.414 \text{ (s)}.$$

**02.** Average speed, as opposed to average velocity, relates to the total distance, as opposed to the net displacement. The distance  $D$  up the hill is, of course, the same as the distance down the hill, and since the speed is constant (during each stage of the motion) we have speed =  $D/t$ . Thus, the average speed is

$$\frac{D_{\text{up}} + D_{\text{down}}}{t_{\text{up}} + t_{\text{down}}} = \frac{2D}{D/v_{\text{up}} + D/v_{\text{down}}},$$

which, after canceling  $D$  and plugging in  $v_{\text{up}} = 40 \text{ km/h}$  and  $v_{\text{down}} = 60 \text{ km/h}$ , yields  $48 \text{ km/h}$  for the average speed.

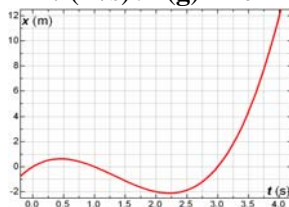
**04.** With  $1 \text{ m/s} = 3.6 \text{ km/h}$ , Huber's speed is

$$v_0 = (200 \text{ m}) / (6.509 \text{ s}) = 30.72 \text{ m/s} = 110.6 \text{ km/h}.$$

Since Whittingham beat Huber by  $19.0 \text{ km/h}$ , his speed is  $v_1 = 110.6 + 19.0 = 129.6 \text{ (km/h)}$ , or  $36.00 \text{ m/s}$ . Thus, the time through a distance of  $200 \text{ m}$  for Whittingham is

$$\Delta t = \Delta x / v_1 = (200 \text{ m}) / (36.00 \text{ m/s}) = 5.554 \text{ s}.$$

**05.** Using  $x = 3t - 4t^2 + t^3$  with SI units understood is efficient (and is the approach we will use), but if we wished to make the units explicit we would write  $x = (3 \text{ m/s})t - (4 \text{ m/s}^2)t^2 + (1 \text{ m/s}^3)t^3$ . We will quote our answers to one or two significant figures, and not try to follow the significant figure rules *rigorously*. **(a)** Plugging in  $t = 1 \text{ s}$  yields  $x = 3 - 4 + 1 = 0$ . **(b)** With  $t = 2 \text{ s}$  we obtain  $x = 3(2) - 4(2)^2 + (2)^3 = -2 \text{ (m)}$ . **(c)** With  $t = 3 \text{ s}$  we have  $x = 0 \text{ m}$ . **(d)** Plugging in  $t = 4 \text{ s}$  gives  $x = 12 \text{ m}$ . For later reference, we also note that the position at  $t = 0$  is  $x = 0$ . **(e)** The position at  $t = 0$  is subtracted from the position at  $t = 4 \text{ s}$  to find the displacement  $x = 12 \text{ m}$ . **(f)** The position at  $t = 2 \text{ s}$  is subtracted from the position at  $t = 4 \text{ s}$  to give the displacement  $x = 14 \text{ m}$ . Eq.2-2, then, leads to  $v_{\text{av}} = \Delta x / \Delta t = 14 / 2 = 7 \text{ (m/s)}$ . **(g)** The figure is shown for horizontal axis of  $0 \leq t \leq 4 \text{ s}$ . Draw a straight line from the point at  $(2, -2)$  to that at  $(4, 12)$ , whose slope give the answer for part (f).



**17.** We use Eq.2-2 for average velocity and Eq.2-4 for instantaneous velocity, and work with distances in centimeters and times in seconds. **(a)** We plug into the given equation for  $x$  for  $t = 2.00 \text{ s}$  and  $t = 3.00 \text{ s}$  and obtain  $x_2 = 21.75 \text{ cm}$  and  $x_3 = 50.25 \text{ cm}$ ,

respectively. The average velocity during the time interval  $2.00 \leq t \leq 3.00 \text{ s}$  is

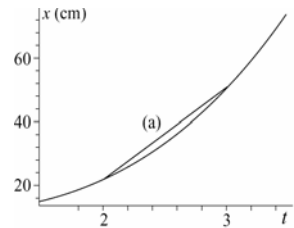
$$v_{\text{av}} = \frac{\Delta x}{\Delta t} = \frac{50.25 - 21.75}{3.00 - 2.00},$$

which yields  $v_{\text{av}} = 28.5 \text{ cm/s}$ . **(b)** The instantaneous velocity is  $v = dx/dt = 4.5t^2$ , which, at time  $t = 2.00 \text{ s}$ , yields  $v = (4.5)(2.00)^2 = 18.0 \text{ (cm/s)}$ . **(c)** At  $t = 3.00 \text{ s}$ , the instantaneous velocity is  $v = (4.5)(3.00)^2 = 40.5 \text{ (cm/s)}$ . **(d)** At  $t = 2.50 \text{ s}$ , the instantaneous velocity is  $v = (4.5)(2.50)^2 = 28.1 \text{ (cm/s)}$ . **(e)** Let  $t_m$  stand for the moment when the particle is midway between  $x_2$  and  $x_3$  [that is, when the particle is at  $x_m = (x_2 + x_3)/2 = 36 \text{ cm}$ ]. Therefore,

$$x_m = 9.75 + 1.5t_m^3 \Rightarrow t_m = 2.596 \text{ s}.$$

Thus, the instantaneous speed at this time is  $v = 4.5 \times (2.596)^2 = 30.3 \text{ (cm/s)}$ . **(f)** The answer to part (a) is given by the slope of the straight line between  $t = 2$  &  $t = 3$  in this  $x$ -vs- $t$  plot.

The answers to parts (b), (c), (d) and (e) correspond to the slopes of tangent lines (*not* shown but easily imagined) to the curve at the appropriate points.



**30.** The acceleration found from Eq.2-11 (or, suitably interpreted, Eq.2-7) is  $a = \Delta v / \Delta t = (1020 \text{ km/h}) / (1.4 \text{ s}) = (1020 \text{ m}) / (3.6 \times 1.4 \text{ s}^2) = 202.4 \text{ m/s}^2$ . In terms of the gravitational acceleration  $g$ , this is expressed as a multiple of  $9.8 \text{ m/s}^2$  as follows:

$$a = (202.4/9.8)g = 20.6g = 21g.$$

**31.** We assume the periods of acceleration (duration  $t_1$ ) and deceleration (duration  $t_2$ ) are periods of constant  $a$  so that Table 2-1 can be used. Taking the direction of motion to be  $+x$  then  $a_1 = +1.22 \text{ m/s}^2$  and  $a_2 = -1.22 \text{ m/s}^2$ . We use SI units so the velocity at  $t = t_1$  is  $v = 305/60 = 5.08 \text{ (m/s)}$ . **(a)** We denote  $\Delta x$  as the distance moved during  $t_1$ , and use Eq. 2-16:

$$v^2 = v_0^2 + 2a_1\Delta x \Rightarrow \Delta x = 5.08^2 / [2(1.22)] = 10.59 \approx 10.6 \text{ (m)}.$$

**(b)** Using Eq. 2-11, we have

$$t_1 = (v - v_0) / a_1 = 5.08 / 1.22 = 4.17 \text{ (s)}.$$

The deceleration time  $t_2$  turns out to be the same so that  $t_1 + t_2 = 8.33 \text{ s}$ . The distances traveled during  $t_1$  and  $t_2$  are the same so that they total to  $2(10.59) = 21.18 \text{ (m)}$ . This implies that for a distance of  $190 - 21.18 = 168.82 \text{ (m)}$ , the elevator is traveling at constant velocity. This time of constant velocity motion is  $t_3 = 168.82 / 5.08 = 33.21 \text{ (s)}$ .

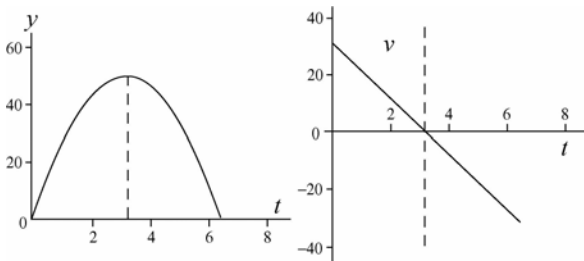
Therefore, the total time is  $8.33 + 33.21 = 41.5 \text{ (s)}$ .

**47.** We neglect air resistance for the duration of the motion (between "launching" and "landing"), so  $a = -g$

$= -9.8 \text{ m/s}^2$  (we take downward to be the  $-y$  direction). We use the equations in Table 2-1 (with  $\Delta y$  replacing  $\Delta x$ ) because this is  $a = \text{constant}$  motion. (a) At the highest point the velocity of the ball vanishes. Taking  $y_0 = 0$ , we set  $v = 0$  in  $v^2 = v_0^2 - 2gy$  and solve for the initial velocity:  $v_0 = (2gy)^{1/2}$ . Since  $y = 50 \text{ m}$  we find  $v_0 = 31 \text{ m/s}$ . (b) It will be in the air from the time it leaves the ground until the time it returns to the ground ( $y=0$ ). Applying Eq. 2-15 to the entire motion (the rise and the fall, of total time  $t > 0$ ) we have

$$y = 0 = v_0 t - \frac{1}{2} g t^2 \Rightarrow t = 2v_0/g,$$

which [using our result from part (a)] produces  $t = 6.4 \text{ s}$ . It is possible to obtain this without using part (a)'s result; one can find the time just for the rise (from ground to highest point) from Eq. 2-16 and then double it. (c)\* SI units are understood in the  $y$  and  $v$  graphs shown below. In the interest of saving space, we do not show the graph of  $a$ , which is a horizontal line at  $-9.8 \text{ m/s}^2$ .



**56. (a)** We use primed variables (except  $t$ ) with the first stone, which has zero initial velocity, and unprimed variables with the second stone (with initial downward velocity  $-v_0$ , so that  $v_0$  is being used for the initial speed). SI units are used throughout.

$$\Delta y' = 0(t) - \frac{1}{2} g t^2, \quad \Delta y = (-v_0)(t-1) - \frac{1}{2} g (t-1)^2.$$

Since the problem indicates  $\Delta y' = \Delta y = -43.9 \text{ m}$ , we solve the first equation for  $t$  (finding  $t = 2.99 \text{ s}$ ) and use this result to solve the second equation for the initial speed of the second stone:

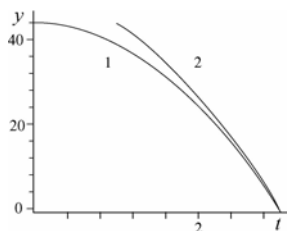
$$-4.39 = (-v_0)(2.99-1) - (1/2)(9.80)(2.99-1)^2,$$

which leads to  $v_0 = 12.3 \text{ m/s}$ .

(b)\* The velocity of the stones are given by

$$\begin{aligned} v_y' &= d(\Delta y')/dt = -gt, \\ v_y &= d(\Delta y)/dt = \\ &= -v_0 - g(t-1). \end{aligned}$$

The plot is shown right:



**50.** The full extent of the bolt's fall is given by  $y - y_0 = -(1/2)gt^2$  where  $y - y_0 = -90 \text{ m}$  (if upwards is chosen as the  $+y$  direction). Thus the time for the full fall is found to be  $t = 4.29 \text{ s}$ . The first 80% of its free fall distance is given by  $-72 = -gt_{80}^2/2$ , which requires time  $t_{80} = 3.83 \text{ s}$ . (a) Thus, the final 20% of its fall takes  $t - t_{80} = 0.45 \text{ s}$ . (b) We can find that

speed using  $v = -gt_{80}$ . Therefore,  $|v| = 38 \text{ m/s}$ , approximately. (c) Similarly,  $v_{final} = -gt_{80} \Rightarrow |v_{final}| = 42 \text{ m/s}$ .

**99.\*** We neglect air resistance, which justifies setting  $a = -g = -9.8 \text{ m/s}^2$  (taking down as the  $-y$  direction) for the duration of the motion. We are allowed to use Table 2-1 (with  $\Delta y$  replacing  $\Delta x$ ) because this is constant acceleration motion. When something is thrown straight up and is caught at the level it was thrown from (with a trajectory similar to that shown in Fig. 2-25), the time of flight  $t$  is half of its time of ascent  $t_a$ , which is given by Eq. 2-18 with  $\Delta y = H$  and  $v = 0$  (indicating the maximum point).

$$H = v t_a + \frac{1}{2} g t_a^2 \Rightarrow t_a = \sqrt{2H/g}.$$

Writing these in terms of the total time in the air  $t = 2t_a$  we have  $H = \frac{1}{8} g t^2 \Rightarrow t = 2\sqrt{2H/g}$ .

We consider two throws, one to height  $H_1$  for total time  $t_1$  and another to height  $H_2$  for total time  $t_2$ , and we set up a ratio:

$$\frac{H_2}{H_1} = \frac{gt_2^2/8}{gt_1^2/8} = \left(\frac{t_2}{t_1}\right)^2$$

from which we conclude that if  $t_2 = 2t_1$  (as is required by the problem) then  $H_2 = 2^2 H_1 = 4H_1$ .

**101.\*** Taking the  $+y$  direction downward and  $y_0 = 0$ , we have  $y = v_0 t + (1/2)gt^2$ , which (with  $v_0 = 0$ ) yields  $t = (2y/g)^{1/2}$ . (a) For this part of the motion,  $y = 50 \text{ m}$  so that  $t = \sqrt{2(50)/9.8} = 3.2 \text{ (s)}$ .

(b) For this next part of the motion, we note that the total displacement is  $y = 100 \text{ m}$ . Therefore, the total time is  $t = \sqrt{2(100)/9.8} = 4.5 \text{ (s)}$ .

The difference between this and the answer to part (a) is the time required to fall through that second 50 m distance:  $4.5 - 3.2 = 1.3 \text{ (s)}$ .

**Ex. 2-1, Prob. 2-71 & Ex. 2-2, Prob. 2-88.**

- 高速鐵路是指行車時速達二百公里以上的行車系統(電車), 台灣高鐵((960105 營運通車)之新幹線電車平均行車速率 230 km/h (63.9 m/s), 最高時速 300 km/h, 台北至高雄左營距 345 km, 行車需 90 分。
- 世上最快電車—法國 TGV 最高時速可達 574.8 km (357.2 英里), 而上海磁浮車時速達 435 km。

• 頸骨受傷/鞭樣損傷：是車禍常見的症狀，主要因為車禍發生時，頭部及頸部的脊骨就如鞭子鞭動一樣，因突然而來的劇動而受傷。• 頭部受傷規範(HIC =  $a^{2.5}$ ,  $a$ : 頭部減速度大小) 當 HIC > 1 千: 受傷機率 15%, 1 千 k ~ 3 千, 嚴重骨折及腦部傷害。

J1. “交通與物理”, 黃定維及黃偉能, 物理雙月刊, 24 卷 2 期(2004 年 4 月) 334-337. J2. “The evolution of transport”, J. H. Ausubel and C. Marchetti, *The Industrial Physicist*, April/May 2001, pp. 20-24.

## 重點整理—第2章 直線運動

**宇宙萬物皆在動，但如何動？**力學包含運動學與動力學；運動學是力學之初步。**運動學**旨在探討物體如何運動，即描述物體在空間的位置  $r$  與時間  $t$  之關係， $r = r(t)$ ；只用“**空間**”及“**時間**”兩基本概念，無“**力**”與“**質量**”等概念。**動力學**：探討運動之起因，物體為什麼作這樣運動。即研討力、質點(或物體)以及運動物體之間的關係，或物體運動時所遵守的定律或法則—**牛頓運動定律**。

**一維或直線運動**  $x = x(t)$ ,

時間  $t_1 \rightarrow 0 \Rightarrow t_2 \rightarrow t$ ,

**時距**  $\Delta t \equiv t_2 - t_1 \rightarrow t$ ,

**初位置**  $x_1 \equiv x(t_1) \rightarrow x_0 \Rightarrow$  **末位置**  $x_2 \equiv x(t_2) \rightarrow x$ ;

**位移**為“位置之改變量”  $\Delta x \equiv x_2 - x_1 \rightarrow x - x_0$ ,

只與**初位置**及**末位置**有關，但與運動細節無關。

**平均速度**為“單位時間之位移”  $v_{av} \equiv \Delta x / \Delta t$ ,

(**瞬時速度**為位置之時變率  $v = dx/dt$ ),

**速率**指(a)速度大小或(b)運動總路程除以時距

初速度  $v_1 \equiv v(t_1) \rightarrow v_0 \Rightarrow$  末速度  $v_2 \equiv v(t_2) \rightarrow v$ ;

速度改變量  $\Delta v \equiv v_2 - v_1 \rightarrow v - v_0$ ,

**平均加速度**為單位時間之速度改變量  $a_{av} \equiv \Delta v / \Delta t$ ,

(**瞬時加速度**為速度之時變率  $a = dv/dt = d^2x/dt^2$ ),

**一維等加速度運動**  $a = a_{av} = \text{const.}$ ,

$v_{av} = \frac{1}{2}(v_0 + v)$ , 即“**初速度**”與“**末速度**”之平均值,

$\Delta v = a\Delta t = at$  or  $v = v_0 + at$ ,

$\Delta x = v_{av}\Delta t = v_0 t + \frac{1}{2} at^2$ , or  $x = x_0 + v_0 t + \frac{1}{2} at^2$ ,

$v^2 - v_0^2 = 2a\Delta x$ , or  $v^2 = v_0^2 + 2a(x - x_0)$ ,

*Note*  $v = 0$  表示運動停止或運動方向即將改變(即前後速度變號), 該點為**折返點**;

**自由下落運動**: 設鉛直方向之加速度為定值

$x \rightarrow y$  and  $a \rightarrow a_y = -g$  ( $\Delta y > 0$ : up),

**地表自由下落加速度**  $g = 9.8 \text{ m/s}^2 = 49/5 \text{ m/s}^2$ .

- 人類跑百米最快需 9.69 s (2009 柏林, 牙買加柏特)
- 1971 (美)阿波羅十五號太空人在月球表面, 左手持**鐵錘**, 右手拿**羽毛**, 同時釋放, 結果鐵錘與羽毛同時著地。
- 地震時地表加速度以 gal 表示, 1 gal = 1 cm/s<sup>2</sup>.
- 基隆之  $g = 9.78974 \text{ m/s}^2$ .

## Why can a woodpecker survive the severe impacts with a tree limb?

為何啄木鳥激烈的撞擊大樹枝還能存活?

**解題策略**: 1.問題瞭解嘛? 2.單位正確嘛? 3.答案合理嘛? 4.讀懂圖形。 *Note*  $d(x^n)/dx = nx^{n-1}$ .

**挑戰題** 設直線賽車比賽總長為  $S$ , 若跑車前段加速 ( $a_1 > 0$ ), 而後段減速 ( $-a_2 < 0$ ), 試計算跑車所花時間。

**Sol.** Let the distance during the period  $t_1$  of the acceleration  $a_1$  be  $S_1$  and the distance during the period  $t_2$  of the acceleration  $-a_2$  be  $S_2$ . The maximum speed of car is

$v_{\text{max}}^2 = 2a_1S_1 = 2a_2S_2$ . From  $S = S_1 + S_2$ , we have  $S_1 = \frac{a_2S}{a_1 + a_2} = \frac{1}{2} a_1 t_1^2$  and  $S_2 = \frac{a_1S}{a_1 + a_2} = \frac{1}{2} a_2 t_2^2$ .

Solve them to find  $t_1 = [\frac{2a_2S}{a_1(a_1 + a_2)}]^{1/2}$  and

$t_2 = [\frac{2a_1S}{a_2(a_1 + a_2)}]^{1/2}$ , so  $\Delta t = t_1 + t_2 = [\frac{2(a_1 + a_2)S}{a_1 a_2}]^{1/2}$ .

Using  $S = 0.25 \text{ mi} = 1320 \text{ ft}$ ,  $a_1 = 24 \text{ ft/s}^2$ , and  $a_2 = -32 \text{ ft/s}^2$  leads to  $\Delta t = 13.9 \text{ s}$ . cf. Prob.2-29.

**例.**某車速 180 km/h 之車子突然煞車, 若煞車距離為 175 m, 試計算煞車過程之加速度. (Ans.  $-7.14 \text{ m/s}^2$ )

**例.**某球以 19.6 m/s 速率從地面往上拋, 試計算該球可抵達之最大高度(a)及於空中停留時間(b).

motion, 運動; kinematics, 運動學; particle, 質點; position 位置; origin/zero point, 原點; positive/negative direction, 正/負的方向; axis (座標)軸; coordinate, 座標; vector, 向量; displacement, 位移; distance, 距離; total distance, 總距離/路程; time interval, 時距; travel, 行進; slope, 斜率; average velocity, 平均速度; (instantaneous) velocity, (瞬時)速度; speed, 速率; speedometer, 速率錶; average acceleration, 平均加速度; (instantaneous) acceleration (瞬時)加速度; constant acceleration, 等加速度, free-fall, 自由下落; derivative, 導數/微商; tectonic plate, 板塊; artery, 動脈; whiplash injury, 頸部扭傷; head restraint, 頭枕; woodpecker, 啄木鳥; beak, 鳥喙; rat-tat, 咚咚的聲音, 敲擊聲; fanatical, 狂熱的/入迷的; armadillo, 犛犛(中南美產); beat-up, 用壞了的; pickup 臨時湊成的/偶然認識的; sprinter, 短跑選手; energy conservation (EC); Niagara Falls, 尼加拉瓜瀑布; Porche, 保時捷; NASCAR: National Association of Stock Car Auto Racing, 全國運動汽車競賽協會; jai alai, 回力球(類似手球的室內遊戲, 盛行於拉丁美洲) • 1 knot = 1.852 km/h • **備忘錄**