## Kinematics <br> fundamentals

## CON N E ${ }^{\text {I }} \underset{\text { ONX.ORG }}{O}$

## Kinematics fundamentals

## By: Sunil Singh

Online: [http://cnx.org/content/col10348/1.29](http://cnx.org/content/col10348/1.29)

This selection and arrangement of content as a collection is copyrighted by Sunil Singh.
It is licensed under the Creative Commons Attribution License: http://creativecommons.org/licenses/by/2.0/
Collection structure revised: 2008/09/28
For copyright and attribution information for the modules contained in this collection, see the "Attributions" section at the end of the collection.

## Kinematics fundamentals

## Table of Contents

- Chapter 1. Motion
- 1.1. Motion
- We require an observer to identify motion
- Frame of reference and observer
- We need to change our mind set
- Is there an absolute frame of reference?
- Motion types
- Kinematics
- 1.2. Coordinate systems in physics
- Coordinate system types
- Rectangular (Cartesian) coordinate system
- Spherical coordinate system
- Cylindrical coordinate system
- 1.3. Distance
- Distance - time plot
- 1.4. Position
- Position
- Plotting motion
- Description of motion
- Position - time plot
- 1.5. Vectors
- What is a vector?
- Vector algebra
- Unit vector
- Other important vector terms
- Null vector
- Negative vector
- Co-planar vectors
- Axial vector
- Why should we study vectors?
- 1.6. Vector addition
- Vector addition : graphical method
- Triangle law
- Parallelogram law
- Polygon law
- Subtraction
- Vector addition : Analytical method
- Nature of vector addition
- Vector sum and difference
- Lami's theorem
- Exercises
- 1.7. Components of a vector
- Components of a vector
- Planar components of a vector
- Representation of a vector in component form
- Vector addition : Algebraic method
- Exercises
- 1.8. Scalar (dot) product
- Multiplication with scalar
- Products of vectors
- Scalar product (dot product)
- Angle between vectors
- Meaning of scalar product
- Values of scalar product
- Scalar product in component form
- Component as scalar (dot) product
- Attributes of scalar (dot) product
- Law of cosine and dot product
- Differentiation and dot product
- Exercises
- 1.9. Scalar product (application)
- Representative problems and their solutions
- Angle between two vectors
- Condition of perpendicular vectors
- Component as scalar product
- Nature of scalar product
- Scalar product of a vector with itself
- Evaluation of dot product
- 1.10. Vector (cross) product
- Direction of vector product
- Values of cross product
- Cross product in component form
- Geometric meaning vector product
- Attributes of vector (cross) product
- 1.11. Vector product (application)
- Representative problems and their solutions
- Condition of parallel vectors
- Unit vector of cross product
- Nature of vector product
- Evaluation of vector product
- 1.12. Position vector
- Position Vector in component form
- Motion types and position vector
- Examples
- 1.13. Displacement
- Displacement and Position vector
- Displacement and dimension of motion
- Displacement - time plot
- Interpreting change of position
- Example
- 1.14. Speed
- Distance.vs. time plots
- Average speed
- Instantaneous speed (v)
- Speed - time plot
- Position - time plot
- 1.15. Velocity
- Position vector and velocity
- Average velocity
- Position - time plot and average velocity
- Instantaneous velocity
- Instantaneous velocity and position - time plot
- Components of velocity
- Few words of caution
- Summary
- Exercises
- 1.16. Rectilinear motion
- Position vector in rectilinear motion
- Vector interpretation and equivalent system of scalars
- Position - time plot
- Nature of slope
- Direction of motion
- Variation in the velocity
- Velocity - time plot
- The nature of velocity - time plot
- Area under velocity - time plot
- Uniform motion
- Motion of separated bodies
- 1.17. Rectilinear motion (application)
- Representative problems and their solutions
- Position vector
- Interpretation of displacement - time plot
- Displacement
- Average velocity
- 1.18. Understanding motion
- Similarities and differences
- 1.19. Velocity (application)
- Representative problems and their solutions
- Position vector
- Displacement
- Constrained motion
- Nature of velocity
- Comparing velocities
- Chapter 2. Acceleration
- 2.1. Acceleration
- Acceleration
- Average acceleration
- Instantaneous acceleration
- Acceleration in terms of position vector
- 2.2. Understanding acceleration
- Velocity, acceleration and force
- External force and possible scenarios
- 2.3. Acceleration and deceleration
- Negative vector quantities
- "Increase" and "decrease" of vectors quantities
- Deceleration
- Graphical interpretation of negative vector quantities describing motion
- Position vector
- Velocity vector
- Acceleration vector
- 2.4. Accelerated motion in one dimension
- Nature of acceleration in one dimensional motion
- Graphs of one dimensional motion
- Acceleration - time plot
- Area under acceleration - time plot
- Velocity - time plot
- 2.5. Constant acceleration
- Understanding constant acceleration
- Equation of motion
- First equation
- Second equation
- Third equation
- Graphical interpretation of equations of motion
- Equations of motion in component form
- Equivalent scalar system of equations of motion
- 2.6. Constant acceleration (application)
- Hints on solving problems
- Representative problems and their solutions
- Average velocity
- Differentiation and Integration methods
- Components of acceleration
- Rectilinear motion with constant acceleration
- Equations of motion
- 2.7. One dimensional motion with constant acceleration
- Equation of motion for one dimensional motion with constant acceleration
- Motion under gravity
- Additional equations of motion
- Displacement in a particular second
- Average acceleration
- Interpretation of equations of motion
- Constant acceleration (force) is applied in the direction of velocity
- Constant acceleration (force) is applied in the opposite direction of velocity
- Exercises
- 2.8. Graphs of motion with constant acceleration
- Nature of graphs
- Nature of coefficient of squared term
- Nature of discriminant
- Reading of graph
- Acceleration is positive (in the reference direction)
- Acceleration is negative (opposite to the reference direction)
- Example
- 2.9. Vertical motion under gravity
- Velocity
- Displacement and distance
- Position
- Exercises
- 2.10. Vertical motion under gravity (application)
- Representative problems and their solutions
- Motion plots
- Equal displacement
- Equal time
- Displacement in a particular second
- Twice in a position
- Collision in air
- 2.11. Non-uniform acceleration
- Important calculus results
- Differentiation
- Integration
- Velocity and acceleration is expressed in terms of time "t
- Velocity and acceleration is expressed in terms of time "x"
- Acceleration in terms of velocity
- Obtaining expression of velocity in time, " t "
- Obtaining expression of velocity in time, " x "
- Graphical method
- Velocity .vs. time
- Acceleration .vs. time
- Exercises
- Chapter 3. Relative motion
- 3.1. Relative velocity in one dimension
- Relative motion in one dimension
- Position of the point object
- Velocity of the point object
- Acceleration of the point object
- Interpretation of the equation of relative velocity
- Equation with reference to earth
- Order of subscript
- Evaluating relative velocity by making reference object stationary
- Direction of relative velocities
- Relative velocity .vs. difference in velocities
- Relative acceleration
- Worked out problems
- Check your understanding
- 3.2. Relative velocity in one dimension(application)
- Hints on solving problems
- Representative problems and their solutions
- 3.3. Relative velocity in two dimensions
- Relative motion in two dimensions
- Position of the point object
- Velocity of the point object
- Acceleration of the point object
- Interpretation of the equation of relative velocity
- Equation with reference to earth
- Evaluation of equation using analytical technique
- Equation in component form
- Check your understanding
- 3.4. Relative velocity in two dimensions (application)
- Hints on solving problems
- Representative problems and their solutions
- Velocity of an individual object
- Relative velocity
- Closest approach
- 3.5. Analysing motion in a medium
- Concept of independence of motion
- Motion of boat in a stream
- Resultant velocity
- Time to cross the stream
- Drift of the boat
- Special cases
- Shortest interval of time to cross the stream
- Direction to reach opposite point of the stream
- The velocity to reach opposite point of the stream
- Shortest path
- Motion of an object in a medium
- 3.6. Resultant motion (application)
- Representative problems and their solutions
- Velocity of the object
- Time to cross the river
- Multiple references
- Minimum time, distance and speed
- Chapter 4. Accelerated motion in two dimensions
- 4.1. Projectile motion
- Projectile motion
- Force(s) in projectile motion
- Analysis of projectile motion
- Projectile motion and equations of motion
- Initial velocity
- Equations of motion in vertical direction
- Velocity
- Displacement
- Time of flight
- Equations of motion in horizontal direction
- Displacement of projectile
- Velocity of projectile
- Equation of the path of projectile
- Exercises
- Projectile motion (application)
- Representative problems and their solutions
- Direction of motion on return
- Maximum height
- Equation of projectile motion
- Change in angles during motion
- Kinetic energy of a projectile
- Change in the direction of velocity vector
- Features of projectile motion
- Time of flight, $T$
- Maximum height reached by the projectile, H
- Range of projectile, R
- Equation of projectile motion and range of projectile
- Impact of air resistance
- Situations involving projectile motion
- Clearing posts of equal height
- Hitting a specified target
- Determining attributes of projectile trajectory
- Exercises
- More exercises
- Features of projectile motion (application)
- Hints on solving problems
- Representative problems and their solutions
- Time of flight
- Horizontal range
- Maximum height
- Height attained by a projectile
- Composition of motion
- Projectile motion with wind/drag force
- Projectile motion types
- Projection from a higher level
- Projectile thrown in horizontal direction
- Projectile thrown at an angle with horizontal direction
- Projectile thrown up at an angle with horizontal direction
- Projectile thrown down at an angle with horizontal direction
- Exercises
- Acknowledgment
- Projectile motion types (application)
- Hints on solving problems
- Representative problems and their solutions
- Time of flight
- Range of flight
- Initial velocity
- Final velocity
- Projectile motion on an incline
- Analyzing alternatives
- Projection up the incline
- Coordinates along incline (x) and perpendicular to incline (y)
- Time of flight
- Range of flight
- Maximum range
- Coordinates in horizontal ( x ) and vertical ( y ) directions
- Projection down the incline
- Exercises
- Projectile motion on an incline (application)
- Hints for solving problems
- Representative problems and their solutions
- Range of the flight
- Angle of projection
- Final speed of the projectile
- Elastic collision with the incline
- Projectile motion on two inclines
- Relative motion of projectiles
- Relative velocity of projectiles
- Interpretation of relative velocity of projectiles
- Relative velocity in horizontal direction
- Relative velocity in vertical direction
- Resultant relative motion
- Physical interpretation of relative velocity of projectiles
- Special cases
- Exercises
- Collision of projectiles
- Analysis of motion
- Relative motion in x-direction
- Relative motion in y-direction
- Collision of projectiles initiated without vertical separation
- Collision of projectiles initiated without horizontal separation
- Collision of projectiles initiated from different horizontal and vertical levels
- Exercises
- 4.2. Circular motion
- Uniform circular motion
- Requirement of uniform circular motion
- Analysis of uniform circular motion
- Coordinates of the particle
- Position of the particle
- Velocity of the particle
- Centripetal acceleration
- Direction of centripetal acceleration
- Time period of uniform circular motion
- Uniform circular motion and projectile motion
- Exercise
- Uniform circular motion (application)
- Representative problems and their solutions
- Direction of velocity
- Direction of position vector
- Velocity
- Relative speed
- Nature of UCM
- Circular motion and rotational kinematics
- Angular quantities
- Angular position ( $\theta$ )
- Angular displacement $(\Delta \theta)$
- Angular velocity ( $\omega$ )
- Description of circular motion
- Relationship between linear (v) and angular speed ( $\omega$ )
- Vector representation of angular quantities
- Linear and angular velocity relation in vector form
- Uniform circular motion
- Linear .vs. angular quantity
- Exercises
- Circular motion and rotational kinematics (application)
- Representative problems and their solutions
- Measurement of angular displacement
- Angular speeds
- Centripetal acceleration
- Accelerated motion in two dimensions
- Characteristics of two dimensional motion
- Tangential acceleration
- Normal acceleration
- Total acceleration
- Tangential and normal accelerations in circular motion
- Elliptical motion
- Path of motion
- Nature of velocity and acceleration
- Application
- Representative problems and their solutions
- Path of motion
- Tangential and normal accelerations
- Nature of motion
- Displacement in two dimensions
- Transformation of graphs
- Important concepts
- Graph of a function
- Input to the function
- Output of the function
- Arithmetic operations
- Addition/subtraction operations
- Product/division operations
- Negation
- Effect of arithmetic operations
- Forms of representation
- Transformation of graph by input
- Addition and subtraction to independent variable
- Multiplication and division of independent variable
- Negation of independent variable
- Combined input operations
- Horizontal shift
- Non-uniform circular motion
- Radial (centripetal) acceleration
- Angular velocity
- Tangential acceleration
- Angular acceleration
- Relationship between linear and angular acceleration
- Linear and angular acceleration relation in vector form
- Uniform circular motion
- Description of circular motion using vectors
- Exercises
- Non - uniform circular motion(application)
- Hints on problem solving
- Representative problems and their solutions
- Velocity
- Average total acceleration
- Total acceleration
- Circular motion with constant acceleration
- What corresponds to what?
- Angular quantities
- Basic equations
- Derived equations
- Sign of angular quantities
- Angular velocity
- Angular displacement
- Exercises
- Circular motion with constant acceleration (application)
- Check understanding
- Hints for problem solving
- Representative problems and their solutions
- Nature of angular motion
- Time interval
- Angular displacement
- Index


## Chapter 1. Motion

### 1.1. Motion ${ }^{*}$

Motion is a state, which indicates change of position. Surprisingly, everything in this world is constantly moving and nothing is stationary. The apparent state of rest, as we shall learn, is a notional experience confined to a particular system of reference. A building, for example, is at rest in Earth's reference, but it is a moving body for other moving systems like train, motor, airplane, moon, sun etc.


Figure 1.1. Motion of an airplane
The position of plane with respect to the earth keeps changing with time.

## Definition: Motion

Motion of a body refers to the change in its position with respect to time in a given frame of reference.

A frame of reference is a mechanism to describe space from the perspective of an observer. In other words, it is a system of measurement for locating positions of the bodies in space with respect to an observer (reference). Since, frame of reference is a system of measurement of positions in space as measured by the observer, frame of reference is said to be attached to the observer. For this reason, terms "frame of reference" and "observer" are interchangeably used to describe motion.

In our daily life, we recognize motion of an object with respect to ourselves and other stationary objects. If the object maintains its position with respect to the stationary objects, we say that the object is at rest; else the object is moving with respect to the stationary objects. Here, we conceive
all objects moving with earth without changing their positions on earth surface as stationary objects in the earth's frame of reference. Evidently, all bodies not changing position with respect to a specific observer is stationary in the frame of reference attached with the observer.

## We require an observer to identify motion

Motion has no meaning without a reference system.
An object or a body under motion, as a matter of fact, is incapable of identifying its own motion. It would be surprising for some to know that we live on this earth in a so called stationary state without ever being aware that we are moving around sun at a very high speed - at a speed faster than the fastest airplane that the man kind has developed. The earth is moving around sun at a speed of about $30 \mathrm{~km} / \mathrm{s}(\approx 30000 \mathrm{~m} / \mathrm{s} \approx 100000 \mathrm{~km} / \mathrm{hr})$ - a speed about 1000 times greater than the motoring speed and 100 times greater than the aircraft's speed.

Likewise, when we travel on aircraft, we are hardly aware of the speed of the aircraft. The state of fellow passengers and parts of the aircraft are all moving at the same speed, giving the impression that passengers are simply sitting in a stationary cabin. The turbulence that the passengers experience occasionally is a consequence of external force and is not indicative of the motion of the aircraft.

It is the external objects and entities which indicate that aircraft is actually moving. It is the passing clouds and changing landscape below, which make us think that aircraft is actually moving. The very fact that we land at geographically distant location at the end of travel in a short time, confirms that aircraft was actually cruising at a very high speed.

The requirement of an observer in both identifying and quantifying motion brings about new dimensions to the understanding of motion. Notably, the motion of a body and its measurement is found to be influenced by the state of motion of the observer itself and hence by the state of motion of the attached frame of reference. As such, a given motion is evaluated differently by different observers (system of references).

Two observers in the same state of motion, such as two persons standing on the platform, perceive the motion of a passing train in exactly same manner. On the other hand, the passenger in a speeding train finds that the other train crossing it on the parallel track in opposite direction has the combined speed of the two trains $\left(v_{1}+v_{1}\right)$. The observer on the ground, however, find them running at their individual speeds $v_{1}$ and $v_{2}$.

From the discussion above, it is clear that motion of an object is an attribute, which can not be stated in absolute term; but it is a kind of attribute that results from the interaction of the motions of the both object and observer (frame of reference).

## Frame of reference and observer

Frame of reference is a mathematical construct to specify position or location of a point object in space. Basically, frame of reference is a coordinate system. There are plenty of coordinate systems in use, but the Cartesian coordinate system, comprising of three mutually perpendicular axes, is most common. A point in three dimensional space is defined by three values of coordinates i.e. $\mathrm{x}, \mathrm{y}$ and z in the Cartesian system as shown in the figure below. We shall learn about few more useful coordinate systems in next module titled "Coordinate systems in physics ".

## 

Figure 1.2. Frame of reference
A point in three dimensional space is defined by three values of coordinates

We need to be specific in our understanding of the role of the observer and its relation with frame of reference. Observation of motion is considered an human endeavor. But motion of an object is described in reference of both human and non-human bodies like clouds, rivers, poles, moon etc. From the point of view of the study of motion, we treat reference bodies capable to make observations, which is essentially a human like function. As such, it is helpful to imagine ourselves attached to the reference system, making observations. It is essentially a notional endeavor to consider that the measurements are what an observer in that frame of reference would make, had the observer with the capability to measure was actually present there.

Earth is our natural abode and we identify all non-moving ground observers equivalent and at rest with the earth. For other moving systems, we need to specify position and determine motion by virtually (in imagination) transposing ourselves to the frame of reference we are considering.

## Thank You for previewing this eBook

You can read the full version of this eBook in different formats:
> HTML (Free /Available to everyone)
$>$ PDF / TXT (Available to V.I.P. members. Free Standard members can access up to 5 PDF/TXT eBooks per month each month)
> Epub \& Mobipocket (Exclusive to V.I.P. members)
To download this full book, simply select the format you desire below

