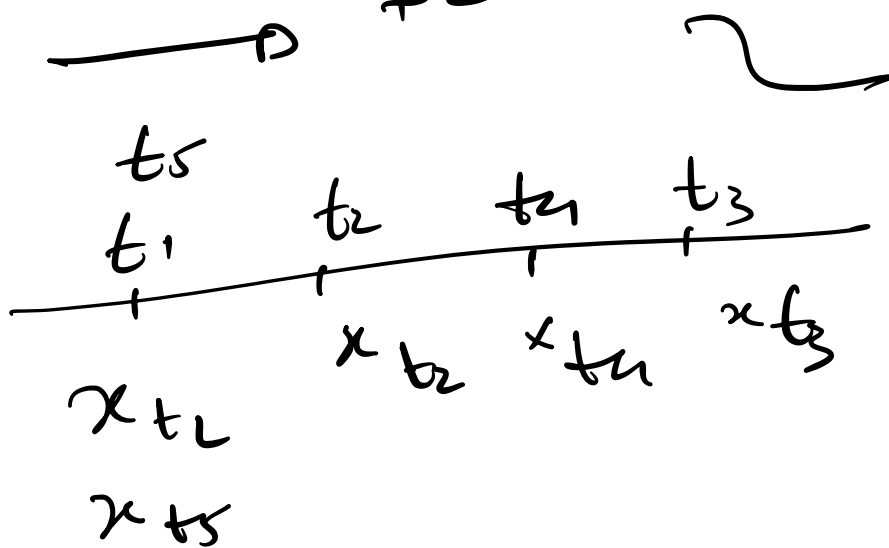


Lecture 2

average speed = $\frac{\text{distance}}{\text{time}}$



just the convention
my free
choice

average velocity

$$\vec{V}_{t_1 t_2} = \frac{x_{t_2} - x_{t_1}}{t_2 - t_1} > 0$$

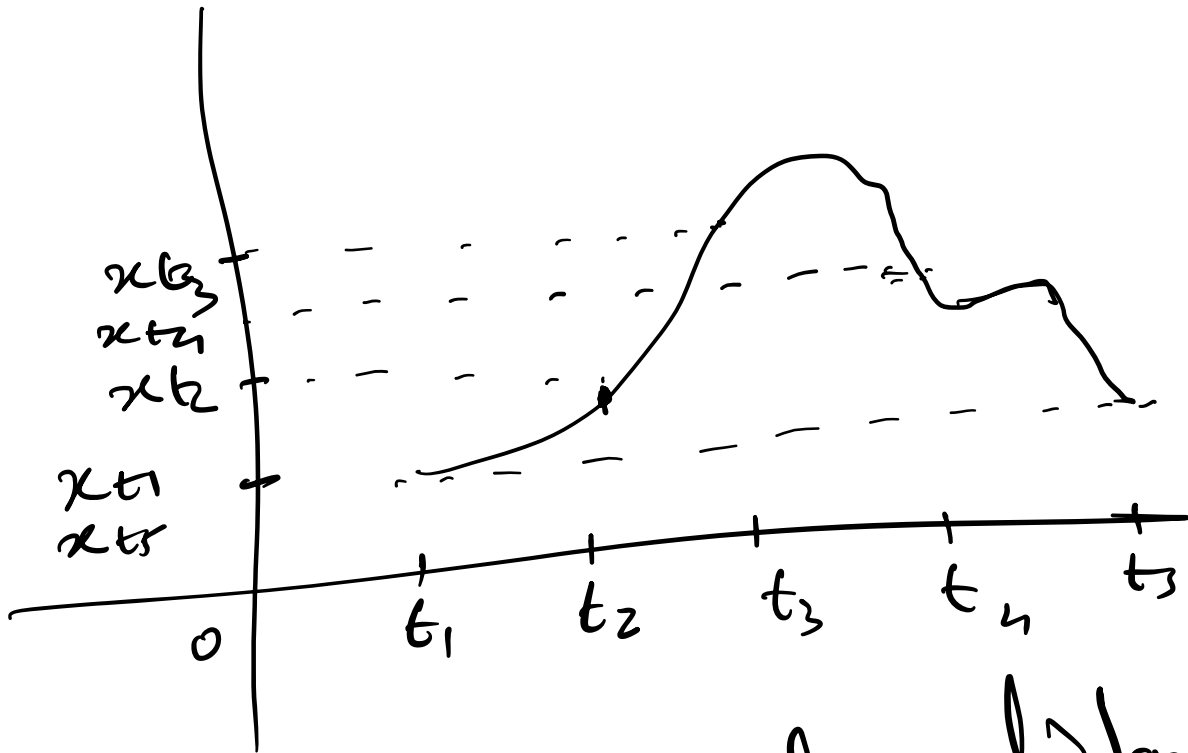
in our case

$$\vec{V}_{t_1 t_5} = 0$$

case same
position

$$\vec{V}_{t_3 t_4} = < 0$$

So velocity has sign
the same



$$\text{average speed} = \frac{\text{distance}}{\text{time}}$$

$$V_t = \lim_{\Delta t \rightarrow 0} \frac{x_{t+\Delta t} - x_t}{\Delta t}$$

$\Rightarrow \frac{dx}{dt}$ — first derivative of position w.r.t. time

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

$$> 0$$

$$= 0$$

$$< 0$$

tangent
of the curve
at that point

instantaneous speed B

non signed value
of average velocity

How would we measure
speed of bullet?

lets say its less than sound

$$< 300 \text{ m/s.}$$

Now the setup has distance
of

$$148.5 \pm 0.5 \text{ m}$$

So this distance forces us to

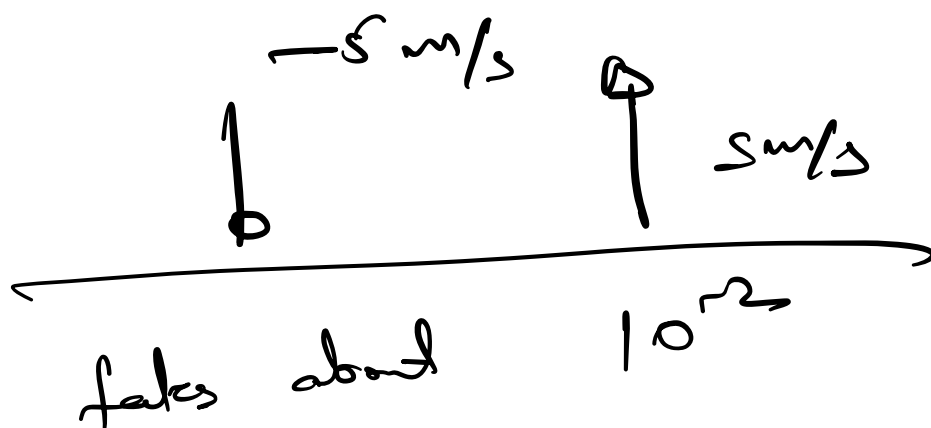
have timer which can
measure at least $1/10^4$ of milli-seconds.

average
acceleration

$$\bar{a} = \frac{\Delta v}{\Delta t}$$

$$\boxed{a = \frac{dv}{dt}} = \frac{d^2x}{dt^2}$$

Example of bouncing
tennis ball



So

$$\bar{a} = \frac{5 - (-5)}{10^{-2}} = 10^3 \text{ m/s}^2$$

High acceleration can break
things

$$a_t = \lim_{\Delta t \rightarrow 0} \frac{v_{t+\Delta t} - v_t}{\Delta t}$$

Example

$$x = 8 - 6t + t^2$$

$$v = -6 + 2t$$

$$a = 2$$

This would be one of
the segments
in motion planning.

1D Constant acceleration

$$x = \overset{x_0}{c_1} + \overset{v_0}{c_2}t + c_3 t^2$$

$$v = c_2 + 2c_3 t$$

$$a = 2c_3$$

Constant.

actual

acceleration
value

$$c_3 = \frac{1}{2} a$$

Drop vertically up or down

$$a = g = 9.8 \text{ m/s}^2$$

↳ independent of mass
shape

Can it be proved?

Not through
first principles

$$t=0 \quad x_0=0 \quad v_0=0$$

$$x = x_0 + v_0 t + \frac{1}{2} g t^2$$

$$v = v_0 + g t$$

$$a = g$$

of g with

get the value
uncertainty.

$$t = \sqrt{\frac{2x}{g}}$$

$$c = \sqrt{2}$$

x
measured

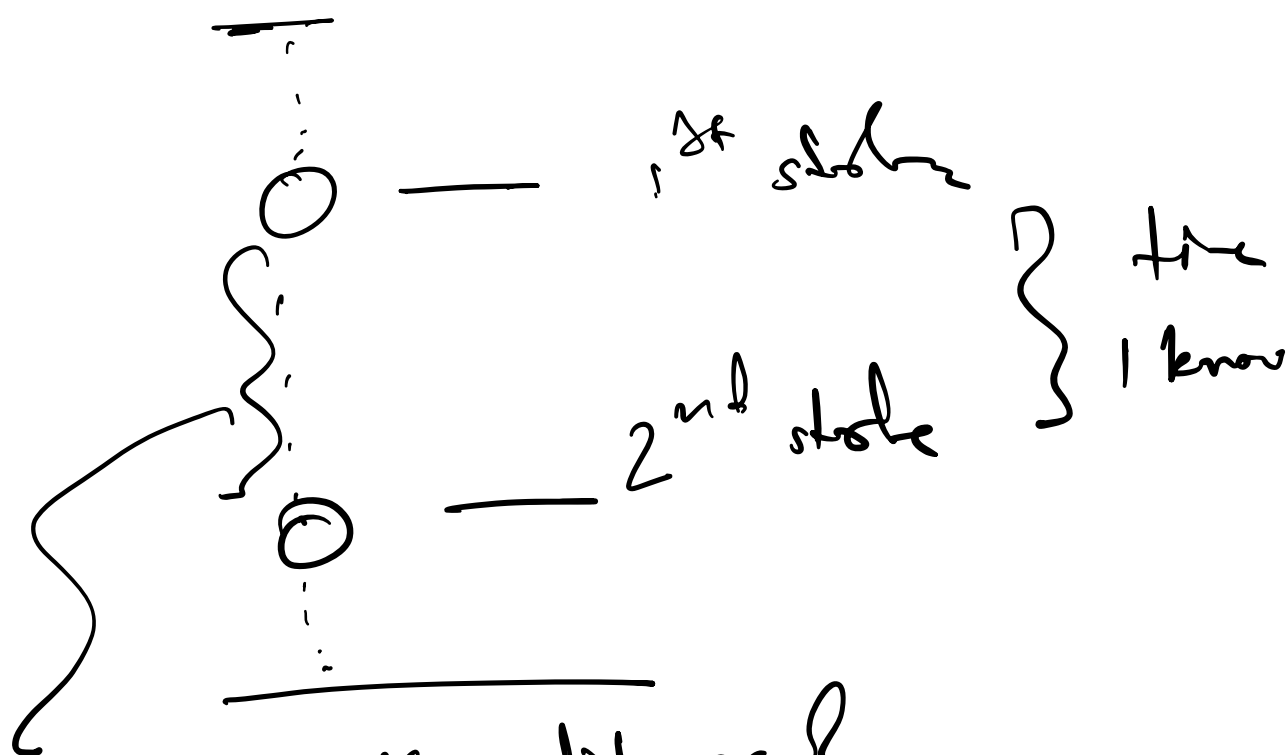
$x = 3$ meters
measured

$$h = 3$$

$$\text{time} \sim 0.8 \text{ s}$$

stroke 2 Hz $\sim$ 2 fls per second

This becomes like a vision problem.



measure the distance?

or using g and the

probably would get the depth.

