



Acceleration

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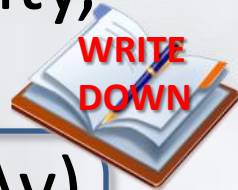
0 to 100 km/h

- Whether we are working, playing, or dreaming of the future, it seems we're obsessed with getting there fast.
- It's no wonder our commercials boast of vehicles that can get you from 0 to 100 in 5 seconds or less.
- This boast is not about speed. It is about acceleration.



A Definition

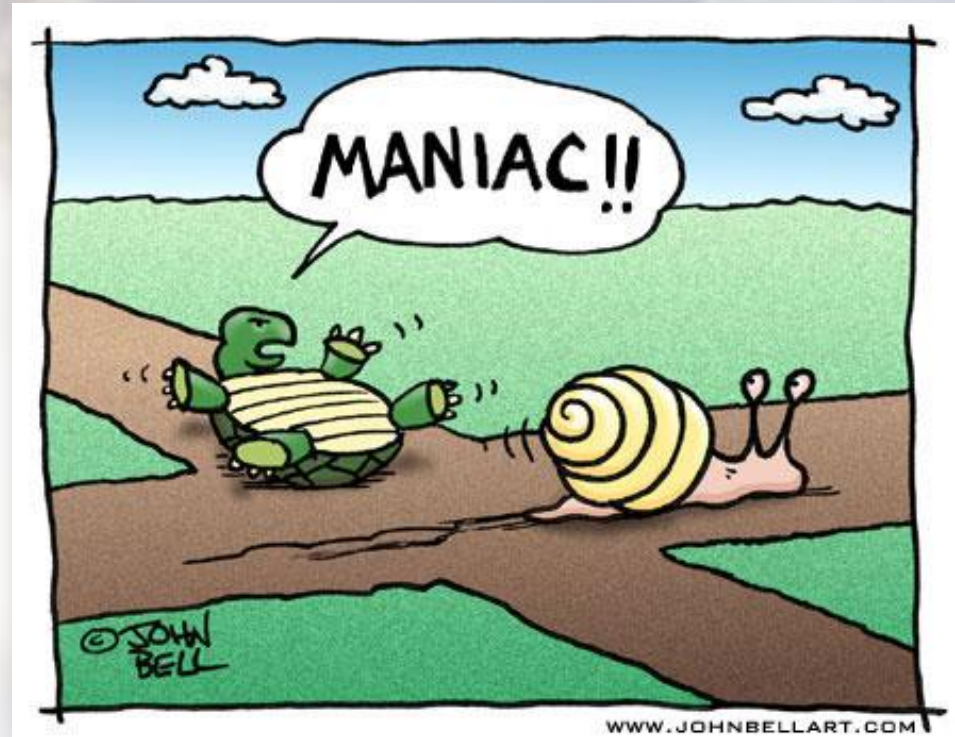
- When a car goes faster, we think of it as “accelerating”.
- When a car slows down, it is also accelerating.
- Slowing down and speeding up are similar because velocity is changing.
- Even changing direction changes the velocity, so it is also acceleration.
- Acceleration (a) is the change in velocity (Δv) over time (t).



Examples



- Examples of acceleration include:
 - speeding up
 - slowing down (negative acceleration or deceleration)
 - changing direction



Calculating Acceleration

- Acceleration = $\frac{\text{change in velocity}}{\text{time}}$ or

- Acceleration = $\frac{\text{final velocity} - \text{initial velocity}}{\text{time}}$ or

- $a = \frac{\Delta v}{t} = \frac{v_f - v_i}{t}$ or $a = \frac{s_f - s_i}{t}$



- So $v_f = at + v_i$

Sample Problems

- **Problem 1**: A car travelling at 10 km/h accelerates to 100 km/h in 15 s . What is its acceleration?

$$a = \frac{v_f - v_i}{t} = \frac{100 \text{ km/h} - 10 \text{ km/h}}{15 \text{ s}} = \frac{90 \text{ km/h}}{15 \text{ s}} = 6 \text{ km/h/s}$$

- **Problem 2**: A pot falls from a window and accelerates at a rate of 9.8 m/s^2 . What is its speed after 4 s ?

$$v_f = at + v_i = (9.8 \text{ m/s}^2)(4 \text{ s}) + 0 \text{ m/s} = 39.2 \text{ m/s}$$

Graphing Acceleration

- A time-speed graph shows acceleration, when acceleration is constant.

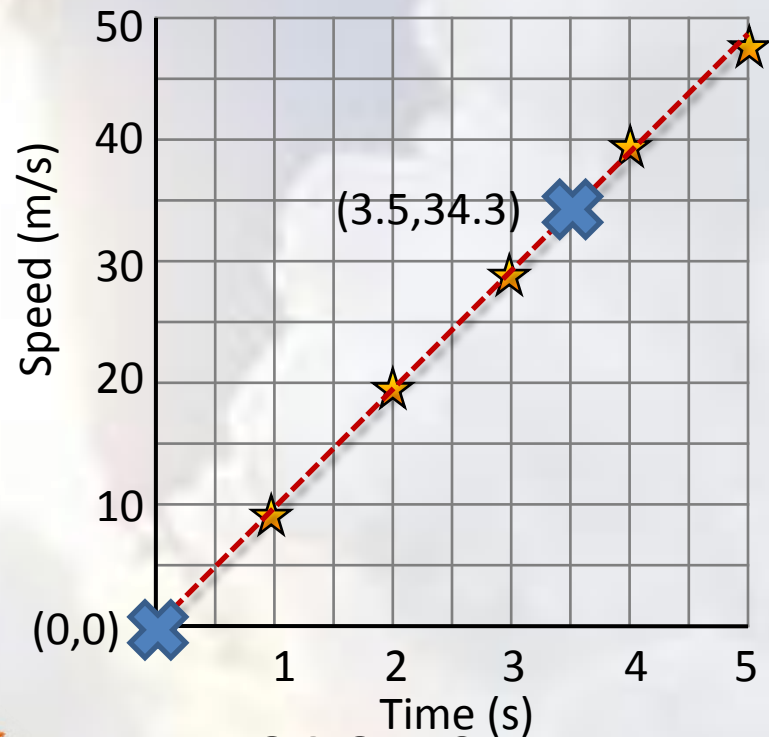


Time (s)	Speed (m/s)
1	9.7
2	19.7
3	29.4
4	39.6
5	48.8

- With time on the X-axis, and speed on the Y-axis, the slope is the acceleration.



- Plot the points.
- Draw the best line.
- Determine the slope



- $$m = \frac{34.3 - 0}{3.5 - 0} = 9.8 \text{ m/s}^2$$