Physics 131- Fundamentals of Physics for Biologists I



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Main Topic: Motion

- -How can we describe motion (Kinematics)
- What is responsible for motion (Dynamics)



Movie of the Day
Starling Kinematics

Velocity



■ Average velocity is defined by

$$\langle \vec{v} \rangle = \frac{\Delta \vec{r}}{\Delta t} = \frac{\text{vector displacement}}{\text{time it took to do it}}$$

Note: an average velocity goes with a <u>time interval</u>.

 Instantaneous velocity is what we get when we consider a very small time interval (compared to times we care about)

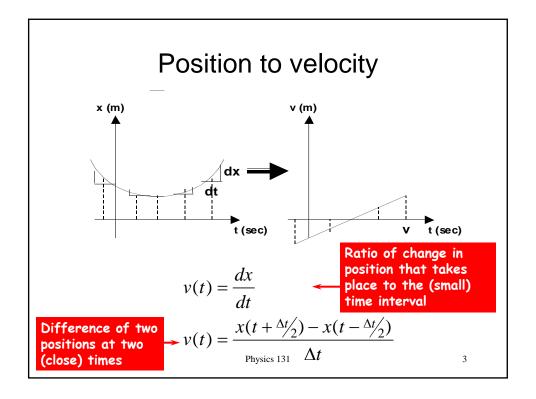
$$\vec{v} = \frac{d\vec{r}}{dt}$$

Note: an instantaneous velocity goes with a specific time.

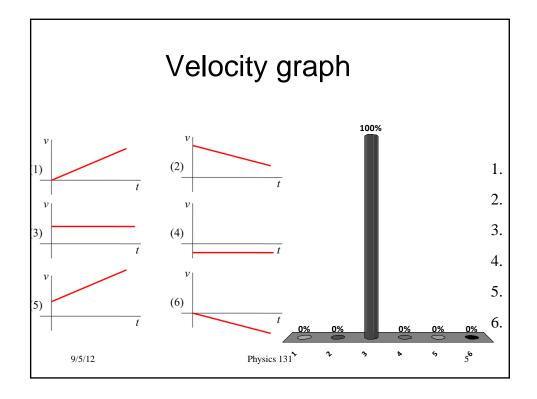
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If you walk slowly at almost a constant velocity what will the velocity graph look like?



Multiple representations of Motion

- Words
- Diagrams
- Videos
- Graphs
 - Position
 - Velocity
 - acceleration

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Predicting the Future with differential equations

Suppose we know the value of something as a function of time at a given time, f(t), and we know its derivative, df/dt at that time. We can use that to predict the future!

$$\frac{df}{dt} = \frac{\Delta f}{\Delta t} = \frac{f_{end} - f_{beginning}}{\Delta t}$$

$$f_{end} - f_{beginning} = \left(\frac{df(t)}{dt}\right) \Delta t$$

$$f(t + \Delta t) - f(t) = \left(\frac{df(t)}{dt}\right) \Delta t$$

$$f(t + \Delta t) = f(t) + \left(\frac{df(t)}{dt}\right) \Delta t$$

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An example: Predicting the future in epidemiology

$$\frac{dI(t)}{dt} = AI(t) - BI(t)$$

A = rate at which population gets infected

B =rate at which infected people are cured (or die)

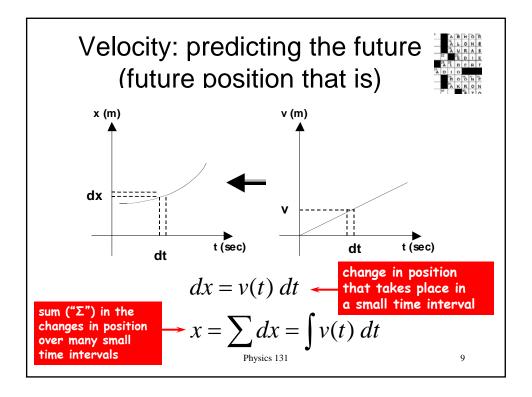
$$\frac{dI}{dt} = (A - B)I$$

$$I(t + \Delta t) = I(t) + \left(\frac{dI}{dt}\right)\Delta t$$

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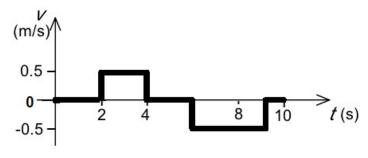
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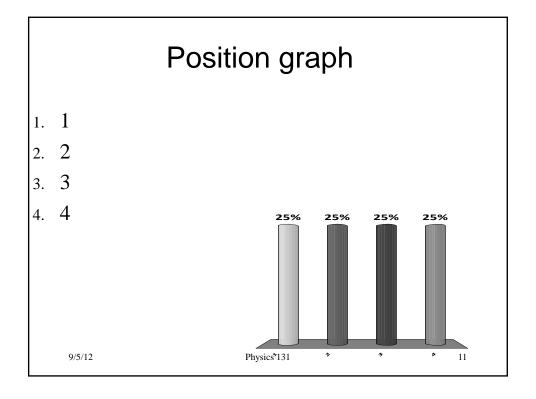


Example

How do you have to walk to make the sonic ranger produce the following velocity graph?



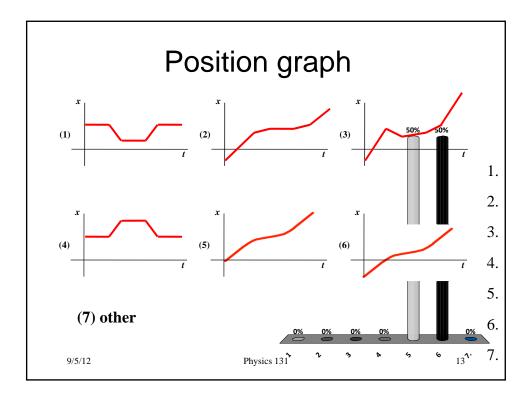
■ Draw the position graph.



Example

A ball rolls is rolling at a constant speed along the horizontal part of the track. It comes to a hill and has enough speed to get over it. By thinking about its speed as it goes, sketch a graph of the position of the ball as a function of time.







Example

A ball rolls is rolling at a constant speed along the horizontal parts of the track. It comes to a hill and has enough speed to get over it. By thinking about its speed as it goes, sketch a graph of the <u>velocity</u> of the ball as a function of time.



