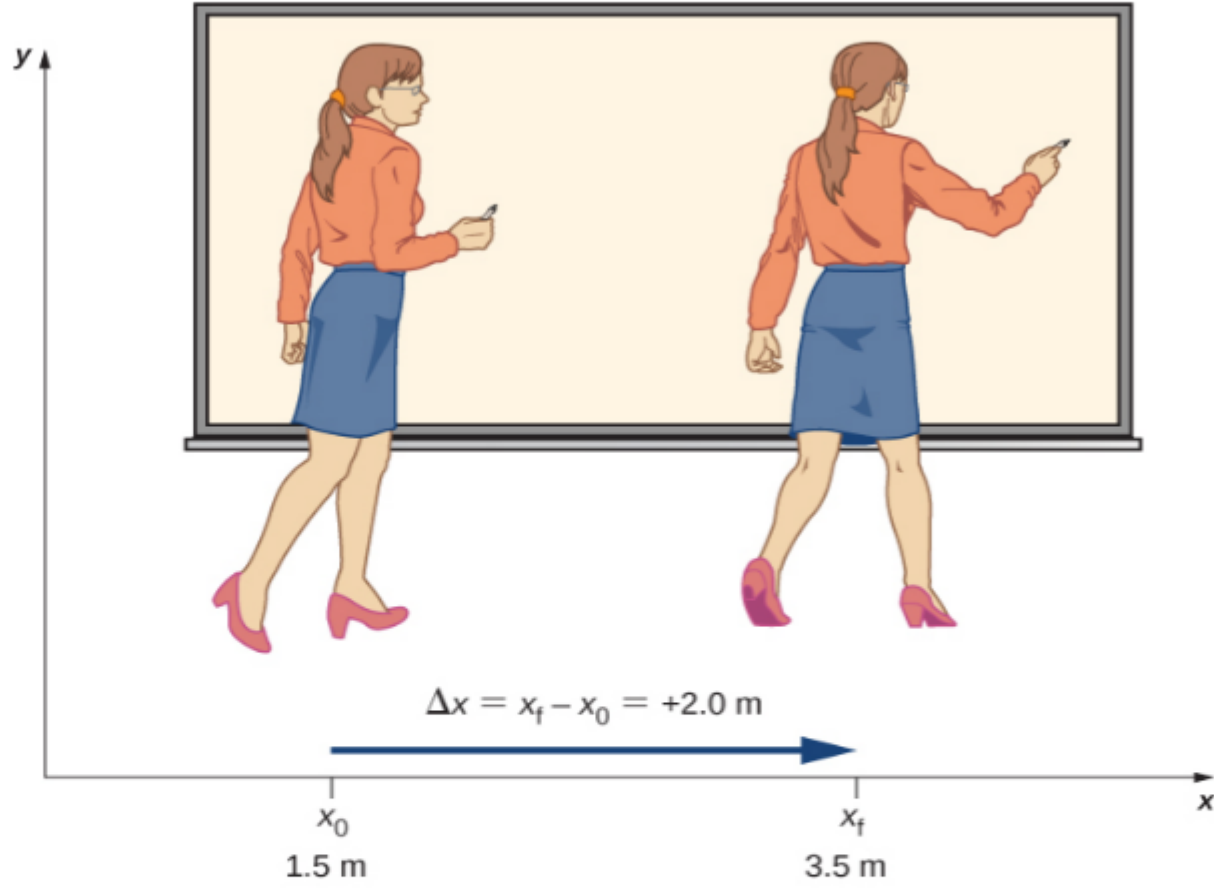


Einvíð hreyfilysing, hliðrun (ekki skoðað hvæð veldur hreyfingunni)



**Figure 3.3** A professor paces left and right while lecturing. Her position relative to Earth is given by  $x$ . The +2.0-m displacement of the professor relative to Earth is represented by an arrow pointing to the right.

**Displacement**

Displacement  $\Delta x$  is the change in position of an object:

$$\Delta x = x_f - x_0, \tag{3.1}$$

where  $\Delta x$  is displacement,  $x_f$  is the final position, and  $x_0$  is the initial position.

### Average Velocity

If  $x_1$  and  $x_2$  are the positions of an object at times  $t_1$  and  $t_2$ , respectively, then

$$\text{Average velocity} = \bar{v} = \frac{\text{Displacement between two points}}{\text{Elapsed time between two points}}$$

3.3

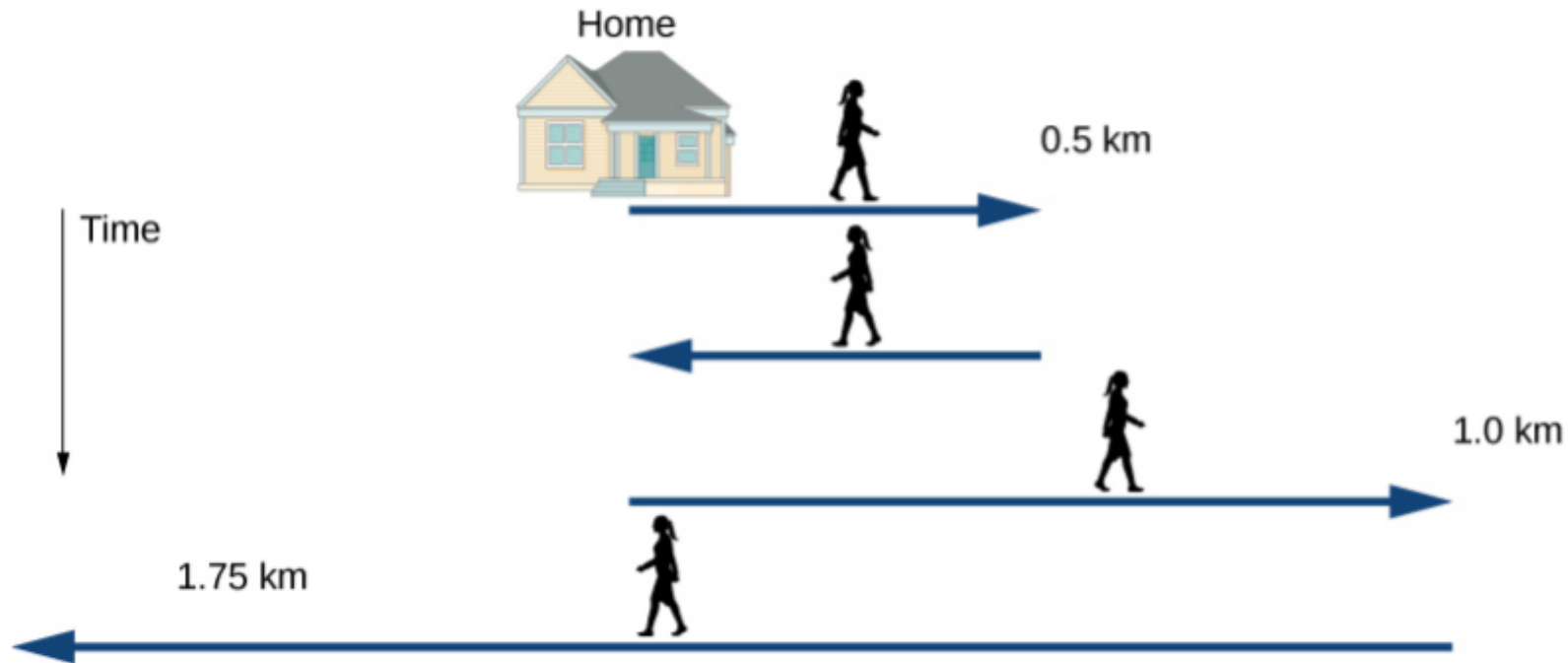
$$\bar{v} = \frac{\Delta x}{\Delta t} = \frac{x_2 - x_1}{t_2 - t_1}.$$

Takið eftir að meðalhraðinn getur orðið neikvæður, stefna vigrs í 1-D fer eftir formerki eina hnits hans ...

# Skoðum hreyfingu

3

A sketch of Jill's movements is shown in [Figure 3.4](#).



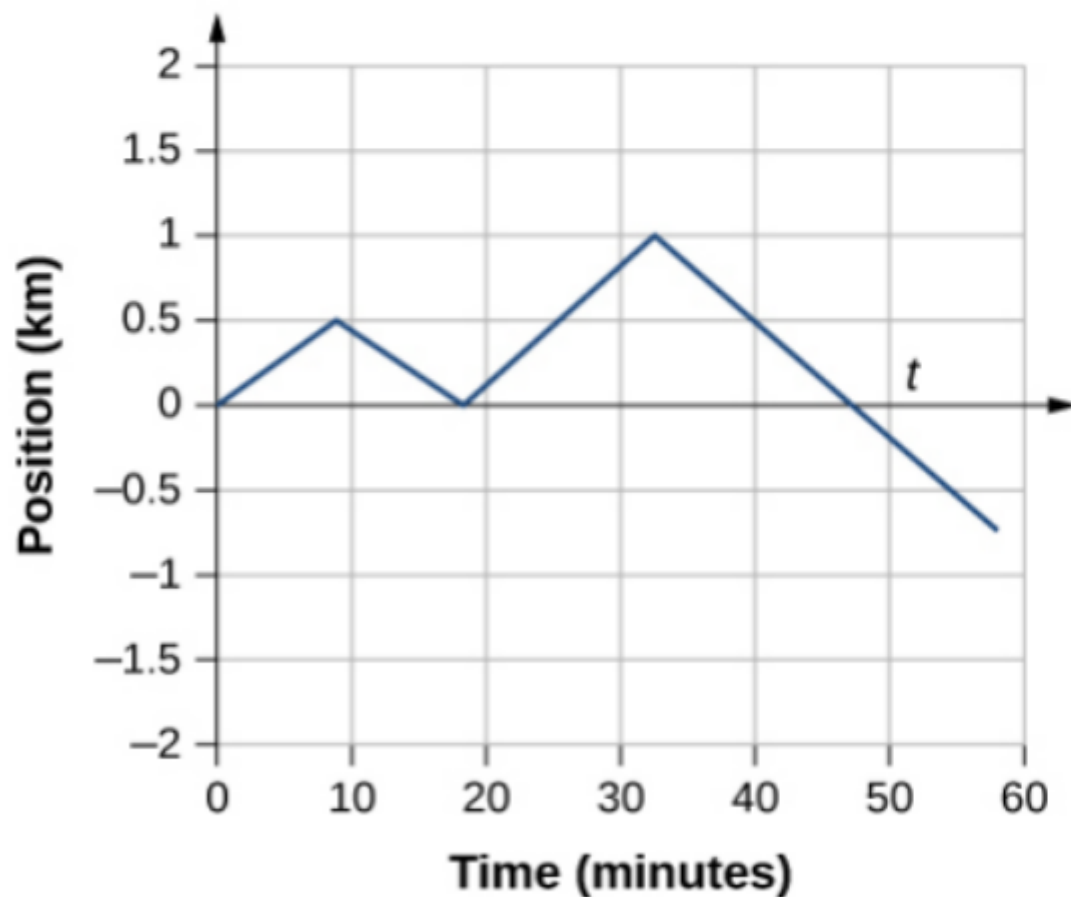
**Figure 3.4** Timeline of Jill's movements.

Time $t_i$ (min)	Position $x_i$ (km)	Displacement $\Delta x_i$ (km)
$t_0 = 0$	$x_0 = 0$	$\Delta x_0 = 0$
$t_1 = 9$	$x_1 = 0.5$	$\Delta x_1 = x_1 - x_0 = 0.5$
$t_2 = 18$	$x_2 = 0$	$\Delta x_2 = x_2 - x_1 = -0.5$
$t_3 = 33$	$x_3 = 1.0$	$\Delta x_3 = x_3 - x_2 = 1.0$
$t_4 = 58$	$x_4 = -0.75$	$\Delta x_4 = x_4 - x_3 = -1.75$

# Myndraen framsetning, graf

4

## Position vs. Time



Ekki gott dæmi til að skoða hröðun...

Getum lesið meðalhraðann beint af grafinu

Viljum frekar notast við stæðsetningu, og hraða og hröðun í hverjum tímapunkti

# Hraði á vissum tímavísi

$$v(t) = \lim_{\Delta t \rightarrow 0} \frac{x(t + \Delta t) - x(t)}{\Delta t} = \frac{dx(t)}{dt}$$

## Instantaneous Velocity

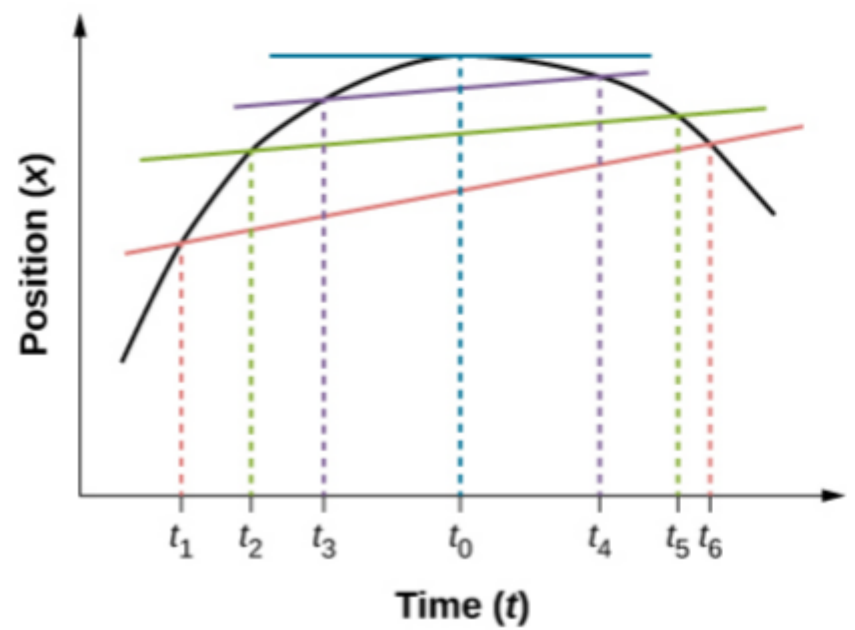
The instantaneous velocity of an object is the limit of the average velocity as the elapsed time approaches zero, or the derivative of  $x$  with respect to  $t$ :

$$v(t) = \frac{d}{dt} x(t).$$

3.4

openstax

$v(t_0)$  = slope of tangent line



Hér sést hvernig rétt gildi fæst þegar tímabilið verður æ styttra

Dæmi (Ex. 3.4 í bók)

$$x(t) = (3t - 3t^2) \text{ m}$$

eining metrar

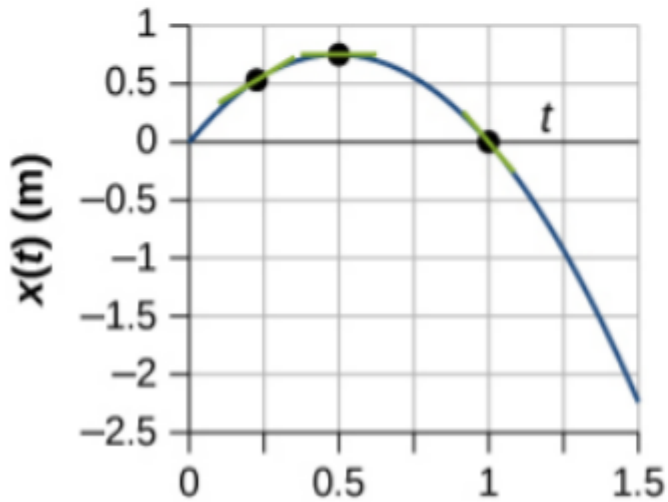
$$v(t) = \frac{dx(t)}{dt} = (3 - 6t) \text{ m/s}$$

einvíðir vigrar,  
staða og hraði

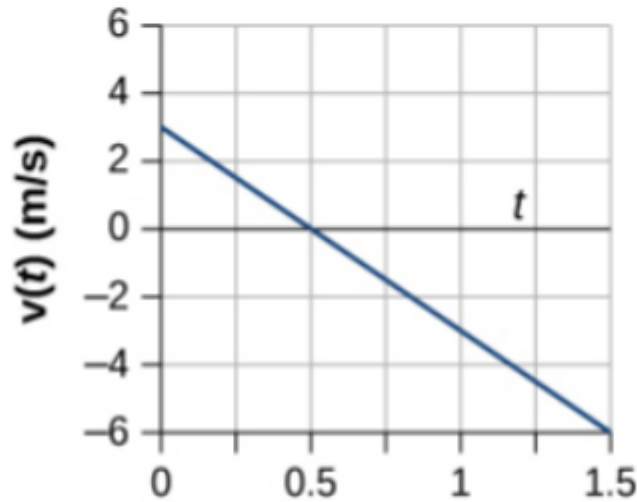
ferð (speed)

$$|v(t)| = |3 - 6t| \text{ m/s}$$

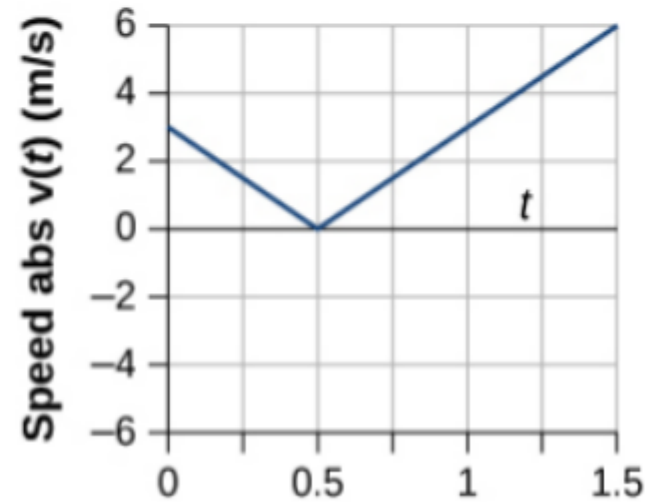
openstax



Time (s)  
(a) Position



Time (s)  
(b) Velocity



Time (s)  
(c) Speed

# Meðalhraun -- hraun, (vigurstaerair)

## Average Acceleration

Average acceleration is the rate at which velocity changes:

$$\bar{a} = \frac{\Delta v}{\Delta t} = \frac{v_f - v_0}{t_f - t_0}, \tag{3.8}$$

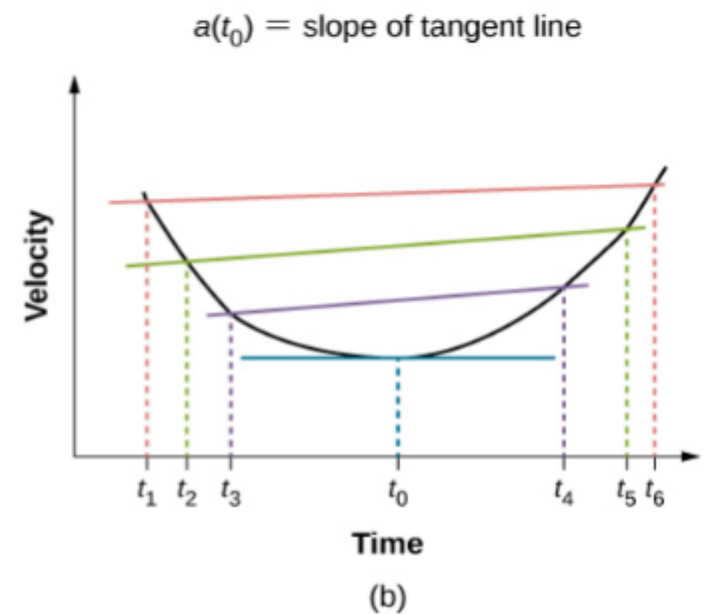
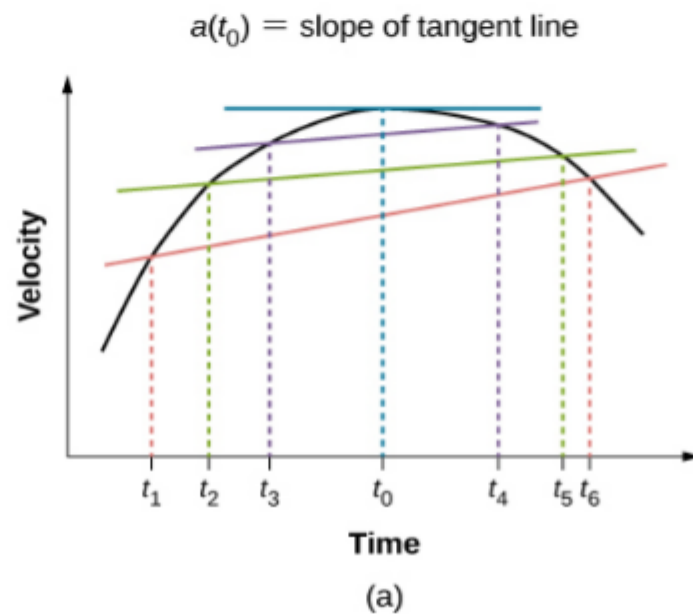
where  $\bar{a}$  is **average acceleration**,  $v$  is velocity, and  $t$  is time. (The bar over the  $a$  means *average* acceleration.)

heppilegra að nota <a> fyrir meðaltal af stærðinni a í handskrift

Hraun á tímavísi

$$a(t) = \frac{d}{dt}v(t).$$

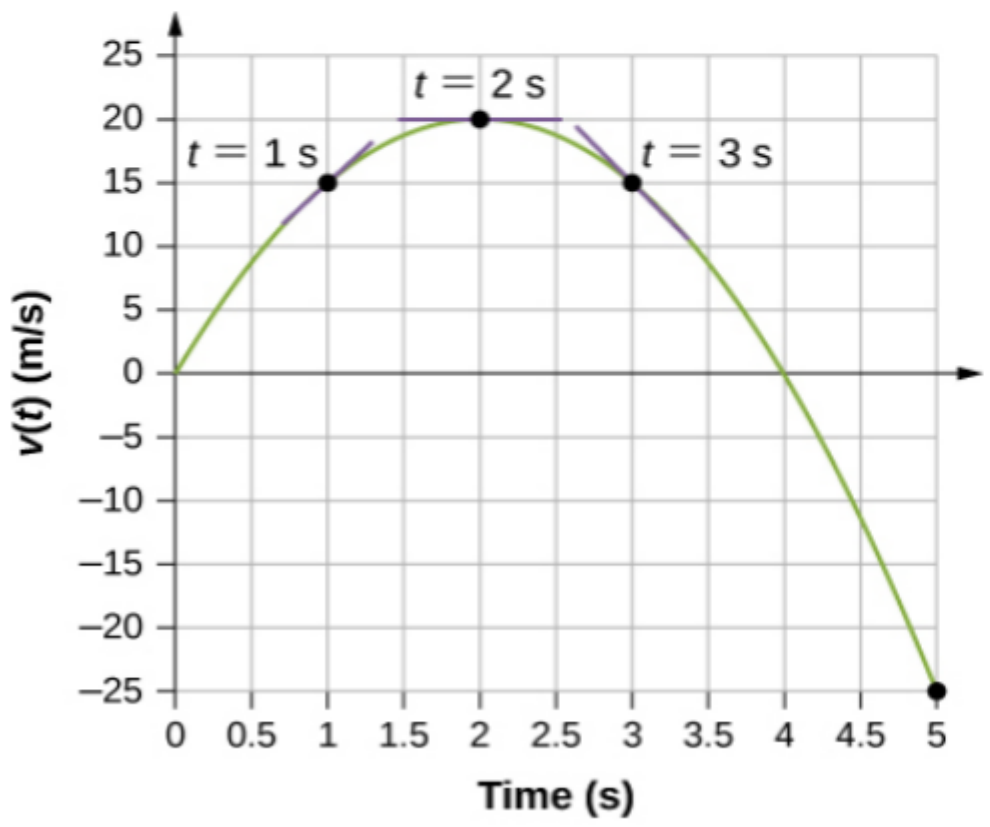
openstax



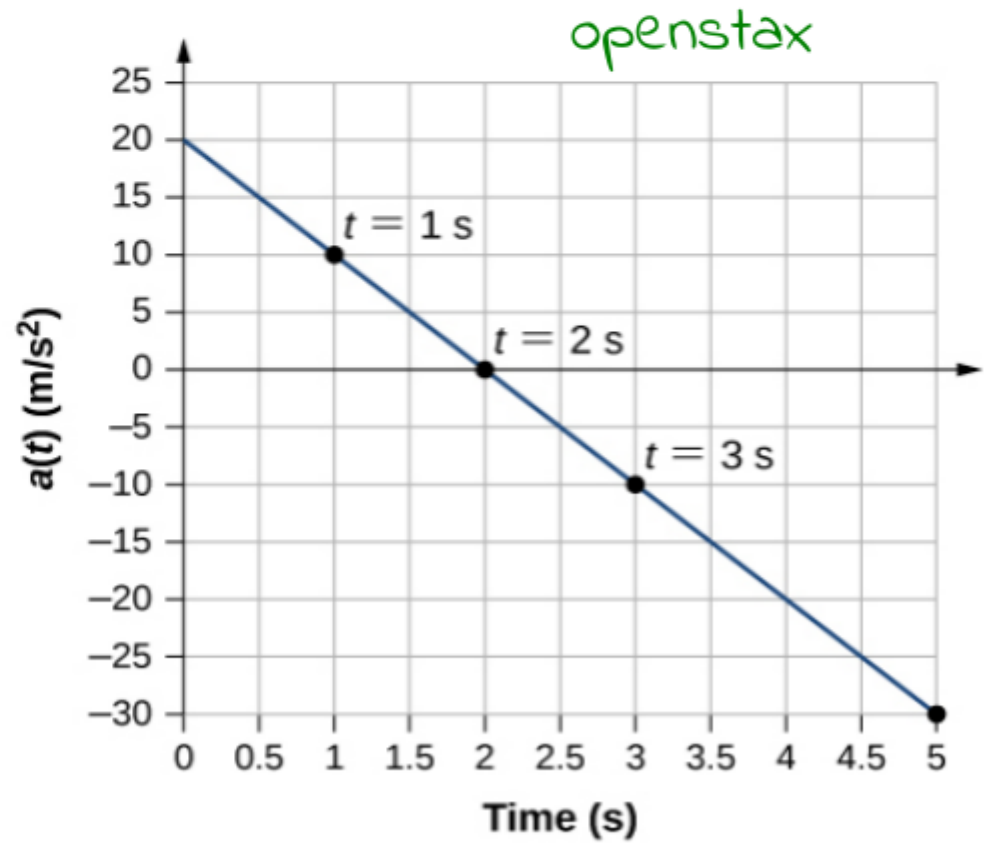
Dæmi (Ex. 3.6)

$$\bar{v}(t) = (20t - 5t^2) \text{ m/s}$$

$$\rightarrow \bar{a}(t) = (20 - 10t) \text{ m/s}^2$$



(a) Velocity



(b) Acceleration



Einvið hreyfing með fastri hröðun a

Almennt gildir  $\frac{dv(t)}{dt} = a(t)$

Skoðum sértilfallið  $\frac{dv(t)}{dt} = a$ , a er fasti

$\rightarrow \frac{dv(t)}{dt} dt = a dt \rightarrow dv(t) = a dt$

$\rightarrow \int_{v_0}^{v(t)} dv'(t) = a \int_{t_0}^t dt'$

$\rightarrow v(t) - v_0 = a(t - t_0)$

①  $\rightarrow v(t) = v_0 + a(t - t_0)$

Allgemein gilt  $\frac{dx(t)}{dt} = v(t) \rightarrow \frac{dx(t)}{dt} dt = v(t) dt$

10

Beispiel  $\int_{x_0}^{x(t)} dx'(t) = \int_{t_0}^t v(t') dt' = \int_{t_0}^t dt' [v_0 + a(t' - t_0)]$

$$\begin{aligned} \rightarrow x(t) - x_0 &= v_0(t - t_0) + \frac{1}{2} a(t^2 - t_0^2) - at_0(t - t_0) \\ &= v_0(t - t_0) + \frac{1}{2} a(t - t_0)^2 \end{aligned}$$

2

$$\rightarrow x(t) = x_0 + v_0(t - t_0) + \frac{1}{2} a(t - t_0)^2$$

þorum við að taka saman þessar tvær jöfnur til að losna við  $t$  og finna samband staðsetningar og hraða?

①  $\rightarrow (t - t_0) = \frac{v(t) - v_0}{a}$

②  $\rightarrow x(t) - x_0 = v_0(t - t_0) + \frac{a}{2}(t - t_0)^2$

$\hookrightarrow x(t) - x_0 = v_0 \left( \frac{v(t) - v_0}{a} \right) + \frac{a}{2} \frac{(v(t) - v_0)^2}{a^2}$

$= \frac{v(t)^2 - v_0^2}{2a}$

③  $\rightarrow v(t)^2 = v_0^2 + 2a(x(t) - x_0)$

## Frjálst fall, (einvídd)

12

Hreyfijöfnurnar fyrir frjálsum falli fást því með að setja "a  $\rightarrow$  -g"  
þar sem þyngdarhröðunin er valin t.d. sem  $g = 9.81 \text{ m/s}^2$

$$a = -g$$

$$v(t) = v_0 - g(t - t_0)$$

$$y(t) = y_0 + v_0(t - t_0) - \frac{g}{2}(t - t_0)^2$$

$$v^2(t) = v_0^2 - 2g(y - y_0)$$

þær má einfalda með vali á upphafsgildum, en mikilvægt er að taka eftir og halda réttu bókhaldi um formerkin