

Consider The Following Position Function. Find (a) The Velocity And The Speed Of The Object And (b) The

Consider The Following Position Function. Find (a) The Velocity And The Speed Of The Object And (b) The problem is a fundamental concept in kinematics, a branch of physics that describes the motion of objects. Understanding how to analyze position functions to derive velocity and speed is crucial for solving real-world problems involving motion, whether in engineering, physics, or everyday life. This article provides a comprehensive, step-by-step guide to interpreting position functions, calculating velocity and speed, and applying these techniques to various types of motion. We will explore the mathematical foundations, provide illustrative examples, and discuss practical applications to ensure a thorough understanding of the topic.

Understanding Position Functions in Kinematics

What Is a Position Function?

A position function, often denoted as $s(t)$, describes the location of an object along a specific axis (such as a line, in one dimension) as a function of time t . It provides the position of the object at any given moment, enabling us to analyze how the object moves over time.

Key points:

- The position function is generally expressed in units like meters, centimeters, or feet.
- The variable t represents time, usually in seconds.
- The function can be linear, quadratic, or more complex, depending on the nature of the motion.

Example of a position function:

$$s(t) = 5t^2 + 2t$$

This indicates that the position depends on time in a quadratic manner, typical for accelerated motion.

Why Is the Position Function Important?

It serves as the starting point for deriving other important quantities such as:

- Velocity: the rate of change of position with respect to time.
- Acceleration: the rate of change of velocity with respect to time.

Understanding the position function allows you to predict future positions, analyze motion characteristics, and solve problems involving displacement, velocity, and acceleration.

Part (a): Finding the Velocity and Speed of the Object

Defining Velocity and Speed

- Velocity ($v(t)$): a vector quantity that indicates both the magnitude and direction of an object's motion. It is the derivative of the position function:

$$v(t) = \frac{ds(t)}{dt}$$

- Speed: the magnitude of velocity, a scalar that only indicates how fast an object is moving regardless of direction:

$$\text{Speed} = |v(t)|$$

Calculating Velocity from the Position Function

To find the velocity:

1. Take the derivative of the position function $s(t)$ with respect to time.
2. The resulting function $v(t)$ gives the velocity at any instant.

Example:

Suppose the position function is:

$$s(t) = 4t^3 - 3t^2 + 2$$

The velocity function is:

$$v(t) = \frac{d}{dt}(4t^3 - 3t^2 + 2) = 12t^2 - 6t$$

Interpretation:

- The sign of $v(t)$ indicates direction: positive for one direction, negative for the opposite.
- The magnitude $|v(t)|$ indicates how fast the object is moving at time t .

Calculating Speed

Speed is simply:

$$\text{Speed} = |v(t)|$$

which is the absolute value of the velocity function.

Example:

If $v(t) = 12t^2 - 6t$, then:

- At $t = 1$ second, $v(1) = 12(1)^2 - 6(1) = 12 - 6 = 6$ m/s, so speed is 6 m/s.
- At $t = 0.5$ seconds, $v(0.5) = 12(0.5)^2 - 6(0.5) = 12(0.25) - 3 = 3 - 3 = 0$, indicating the object momentarily stops.

Velocity and Speed at Specific Times

To analyze the motion at specific points:

- Substitute the desired t value into $v(t)$.
- Find the absolute value for speed.

Note: When velocity changes sign, the object reverses direction, but the speed remains positive.

Graphical Representation

Plotting $s(t)$ and $v(t)$:

- The slope of the position-time graph at a point gives the velocity.
- The magnitude of the slope indicates the speed.

Part (b): Additional Aspects of the Motion

Finding Acceleration

Acceleration ($a(t)$) is the derivative of velocity:

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

It indicates how quickly the velocity is changing.

Example:

Continuing with the previous velocity:

$$v(t) = 12t^2 - 6t$$

The acceleration function is:

$$a(t) = \frac{d}{dt}(12t^2 - 6t) = 24t - 6$$

Interpreting Acceleration

- Positive acceleration indicates increasing velocity in the positive direction.
- Negative acceleration indicates decreasing velocity or increasing velocity in the negative direction.
- Zero acceleration at specific times indicates moments when the velocity is constant.

Determining When the Object Changes Direction

- When $v(t) = 0$, the object may change direction.
- Solve $v(t) = 0$ for t .

Example:

Suppose $v(t) = 12t^2 - 6t$:

$$12t^2 - 6t = 0$$

$$6t(2t - 1) = 0$$

$$t = 0 \quad \text{or} \quad t = \frac{1}{2}$$

At these times, the object may change direction.

Practical Applications

Understanding how to derive velocity and speed from position functions is essential in various fields:

- Engineering: designing moving parts, robots, or vehicles.
- Physics: analyzing projectile motion, free fall, or oscillations.

- Biology: studying movement patterns of organisms.
- Transportation: optimizing vehicle acceleration and deceleration.

Additional Considerations for Motion Analysis

Displacement vs. Distance

- Displacement: the change in position between two points, considering direction.
- Distance traveled: total length of the path taken, always positive.

Calculating displacement:

$$\Delta s = s(t_2) - s(t_1)$$

Total distance traveled:

- Integrate the absolute value of velocity over the time interval:

$$\text{Distance} = \int_{t_1}^{t_2} |v(t)| dt$$

Using Graphs to Interpret Motion

- The position-time graph shows the overall motion.
- The velocity-time graph reveals the rate of change and turning points.
- The acceleration-time graph shows how acceleration varies.

Real-World Example

Suppose a car's position along a straight road is given by:

$$s(t) = 10t - 0.5t^2$$

where $s(t)$ is in meters and t in seconds.

- Find the velocity:

$$v(t) = \frac{d}{dt} (10t - 0.5t^2) = 10 - t$$

- Find the speed:

$$|v(t)| = |10 - t|$$

- Find when the car stops:

$$v(t) = 0 \Rightarrow 10 - t = 0 \Rightarrow t = 10 \text{ seconds}$$

- Find when the car changes direction:

$$v(t) \text{ changes sign at } t=10$$

- Find the maximum position:

$$s(0) = 0$$

$$s(10) = 10(10) - 0.5(10)^2 = 100 - 50 = 50 \text{ meters}$$

- The car travels from 0 to 50 meters in 10 seconds, then reverses direction afterward.

Conclusion: Mastering Motion Analysis Using Position Functions

Understanding how to analyze an object's motion via its position function is a fundamental skill in physics and engineering. By taking derivatives, you can accurately determine velocity and acceleration, which reveal the nature of the motion—whether the object is speeding up, slowing down, or changing direction. Calculating speed involves finding the magnitude of velocity, providing insights into how fast the object moves regardless of direction. Graphical interpretations further enhance understanding by visually illustrating the relationships among position, velocity, and acceleration.

Summary of key steps:

1. Start with the position function $s(t)$.
2. Derive the velocity function $v(t) = ds/dt$.
3. Find the speed as $|v(t)|$.
- 4.

Frequently Asked Questions

What is the general approach to finding the velocity and speed from a position function?

To find the velocity, differentiate the position function with respect to time. The speed is then the magnitude of the velocity vector, which involves taking the absolute value or magnitude of the derivative if the position is given in vector form.

How do you interpret the velocity function once obtained from the position function?

The velocity function indicates both the magnitude and direction of the object's rate of change of position over time. Its components show how the position varies along each axis per unit time.

If given a position function in a single dimension, how is speed calculated?

In one dimension, after differentiating the position function to find velocity, the speed is the absolute value of the velocity, i.e., $|v(t)|$.

What additional information is needed to fully analyze the object's motion besides the position function?

You need the explicit form of the position function, initial conditions (such as initial position or velocity), and the time interval of interest to accurately compute velocity, speed, and analyze the motion.

How does the sign of the velocity function relate to the direction of motion?

The sign of the velocity indicates the direction of motion: a positive value means moving in the positive direction, while a negative value indicates movement in the opposite direction.

What steps are involved in solving for (b) The acceleration of the object based on the position function?

To find acceleration, differentiate the velocity function with respect to time. This involves taking the second derivative of the position function, which provides the acceleration as a function of time.

Additional Resources

Consider The Following Position Function. Find (a) The Velocity And The Speed Of The Object And (b) The

Understanding the motion of an object is fundamental in physics, offering insights into how objects move and interact with their environment. When given a position function, the task of deriving the velocity and speed becomes a systematic process rooted in calculus. This article explores the detailed methodology for analyzing such problems, illustrating each step with clarity and depth. We will examine the process in a structured manner, starting with the foundational concepts and progressing through the mathematical techniques necessary to extract velocity and speed from a position function, followed by a discussion on interpreting the results.

Introduction to Position Functions and Their Significance

In kinematics, the position function, typically denoted as $s(t)$ or $\mathbf{r}(t)$, describes an object's location relative to a reference point as a function of time. It encapsulates the entire motion history of the object from its initial position to its current state. Understanding this function provides the basis for analyzing how the object moves, accelerates, and interacts with forces.

Why is the position function important?

- It provides a mathematical description of an object's trajectory.
- It allows for the calculation of instantaneous and average velocities.
- It helps in predicting future positions based on current motion.
- It forms the foundation for more complex analyses involving acceleration and force.

Deriving Velocity from the Position Function

Definition of Velocity

Velocity is a vector quantity that represents the rate of change of the position with respect to time. Mathematically, if the position function is $s(t)$, then the velocity $v(t)$ is given by the derivative:

$$v(t) = \frac{ds(t)}{dt}$$

This derivative captures how rapidly the position is changing at any instant.

Key points:

- Velocity is directional; its sign indicates the direction of motion.
- The units of velocity are typically length/time (e.g., meters per second).

Calculating the Velocity Function

Given a specific position function, the process involves:

1. Identify the position function: For example, suppose $s(t) = 3t^2 + 2t$.
2. Differentiate with respect to time: Apply differentiation rules such as power rule, product rule, chain rule as required.
3. Simplify the resulting expression: Present the derivative in a clear form to interpret.

Example:

Suppose $s(t) = 4t^3 - 5t + 7$. Then,

$$v(t) = \frac{d}{dt}(4t^3 - 5t + 7) = 12t^2 - 5$$

This function $v(t)$ provides the instantaneous velocity at any time t .

Physical Interpretation of Velocity Function

- Positive $v(t)$: Object moving in the positive direction.
- Negative $v(t)$: Object moving in the negative direction.

- Zero $v(t)$: Instantaneous rest; potential turning point.

Understanding the velocity function is critical in analyzing motion patterns, such as identifying when the object speeds up, slows down, or changes direction.

Determining the Speed of the Object

Definition of Speed

While velocity is a vector quantity, speed is a scalar that measures the magnitude of velocity, ignoring direction. It reflects how fast an object is moving regardless of the direction.

$$\text{Speed} = |\mathbf{v}(t)| = |v(t)|$$

Importance of speed:

- It provides a measure of the rate of movement without considering direction.
- It is always non-negative.

Calculating Speed from Velocity

Once the velocity function $v(t)$ is known, calculating speed involves taking the absolute value:

$$\text{Speed at time } t = |v(t)|$$

Example:

Using the previous example where $v(t) = 12t^2 - 5$, the speed is:

$$\text{Speed} = |12t^2 - 5|$$

This function indicates how fast the object is moving at any given moment, regardless of whether it moves forward or backward along its trajectory.

Interpreting Changes in Speed and Velocity

- When $v(t)$ changes sign, the object reverses direction, but the speed remains positive.
- The object can be speeding up or slowing down depending on the relationship between velocity and acceleration (discussed below).

Analyzing Acceleration and Its Role

Defining Acceleration

Acceleration is the rate at which velocity changes over time, mathematically expressed as:

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

It is also a vector quantity, indicating how the velocity vector varies.

Relevance:

- Positive acceleration increases the velocity in the positive direction.
- Negative acceleration decreases the velocity or increases the velocity in the negative direction.

Calculating Acceleration from the Position Function

Since $v(t) = \frac{ds(t)}{dt}$, and $a(t) = \frac{dv(t)}{dt}$, the acceleration can be found by differentiating the velocity function or directly differentiating the position function twice:

$$a(t) = \frac{d^2 s(t)}{dt^2}$$

Example:

Given $s(t) = 4t^3 - 5t + 7$:

$$v(t) = 12t^2 - 5$$

$$a(t) = \frac{dv(t)}{dt} = 24t$$

This acceleration function indicates how the velocity changes over time.

Phase of Motion: When Does the Object Change Direction?

Understanding the points where the object reverses direction involves analyzing the velocity function:

- When $v(t) = 0$ and the acceleration is non-zero, the object may change direction.
- Sign analysis of $v(t)$: Determine intervals where $v(t)$ is positive or negative.

By solving $v(t) = 0$, one finds critical points:

$$12t^2 - 5 = 0 \Rightarrow t^2 = \frac{5}{12} \Rightarrow t = \pm \sqrt{\frac{5}{12}}$$

These values indicate potential turning points where the object may switch direction.

Complete Example: From Position to Motion Analysis

To contextualize the process, consider a specific position function:

$$s(t) = 2t^3 - 9t^2 + 12t$$

Step 1: Derive the velocity function

$$v(t) = \frac{ds(t)}{dt} = 6t^2 - 18t + 12$$

Step 2: Find critical points

Solve $v(t) = 0$:

$$6t^2 - 18t + 12 = 0$$

Divide through by 6:

$$\begin{aligned} & \backslash \\ & t^2 - 3t + 2 = 0 \\ & \backslash \end{aligned}$$

Factor:

$$\begin{aligned} & \backslash \\ & (t - 1)(t - 2) = 0 \rightarrow t = 1, 2 \\ & \backslash \end{aligned}$$

Step 3: Determine the velocity's sign in intervals

- For $(t < 1)$:

$$\begin{aligned} & \backslash \\ & v(t) \approx \text{test at } t=0.5: \quad 6(0.5)^2 - 18(0.5) + 12 = 6(0.25) - 9 + 12 = 1.5 - 9 + 12 = 4.5 > 0 \\ & \backslash \end{aligned}$$

- For $(1 < t < 2)$:

Test at $(t=1.5)$:

$$\begin{aligned} & \backslash \\ & 6(2.25) - 18(1.5) + 12 = 13.5 - 27 + 12 = -1.5 < 0 \\ & \backslash \end{aligned}$$

- For $(t > 2)$:

Test at $(t=3)$:

$$\begin{aligned} & \backslash \\ & 6(9) - 18(3) + 12 = 54 - 54 + 12 = 12 > 0 \\ & \backslash \end{aligned}$$

Conclusion:

- The object moves forward (positive velocity) for $(t < 1)$.
- Reverses (negative velocity) between $(t=1)$ and $(t=2)$.
- Moves forward again for $(t > 2)$.

Step 4: Find the speed

The speed at any time is:

$$\begin{aligned} & \backslash \\ & |v(t)| = |6t^2 - 18t + 12| \\ & \backslash \end{aligned}$$

Implications and Real-World Applications

The precise analysis of position, velocity, and acceleration functions is crucial in numerous practical scenarios:

- Engineering: Designing motion profiles for machines and vehicles.
- Physics: Analyzing particle trajectories in experiments.
- Robotics: Programming motion paths with desired velocity and acceleration characteristics.
- Sports Science: Understanding athlete motion for performance optimization.
- Navigation:

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