

### Accelerated Motion

#### Definitions

Average velocity

$$v_{\text{avg}} = d/t$$

Average acceleration

$$a_{\text{avg}} = (v_f - v_0)/t$$

#### Equations

*Fundamental equations*

Position,  $s$

$$s = s_0 + v_0t + \frac{1}{2}at^2$$

Velocity vs time

$$v_f = v_0 + at$$

*Derived Equations*

Displacement from velocity & time

$$d = \frac{1}{2}(v_f + v_0)t$$

Displacement vs time:

$$d = v_0t + \frac{1}{2}at^2$$

*Distance Equations (not vector)*

Velocity vs Distance

$$v_f^2 = v_0^2 + 2ad$$

Distance starting from rest

$$d = \frac{1}{2}at^2$$

Acceleration should always be positive for these equations (because they aren't vector relationships).

#### Symbols

On this page:

- $a$  acceleration
- $v$  velocity
- $t$  time
- $v_f$  final velocity
- $s_0$  original position
- $s$  final position
- $v_0$  original velocity
- $d$  Displacement

#### Constant velocity

If acceleration is zero, then:

$$d = vt$$

#### Falling objects:

Use acceleration due to gravity:

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