

Section 2.8: Acceleration Due to Gravity

There are many factors that affect how quickly a falling object picks up speed:

- objects mass
- objects area
- amount of area
- how close you are to equator
- elevation
- what the earth is made up beneath you
- what planet you are on

However, in many circumstances, these effects are small and can be ignored (thank goodness!). In that case, if an object...

- 1) doesn't experience much air resistance
- 2) is close to the earth's surface

and 3) feels no force except gravity

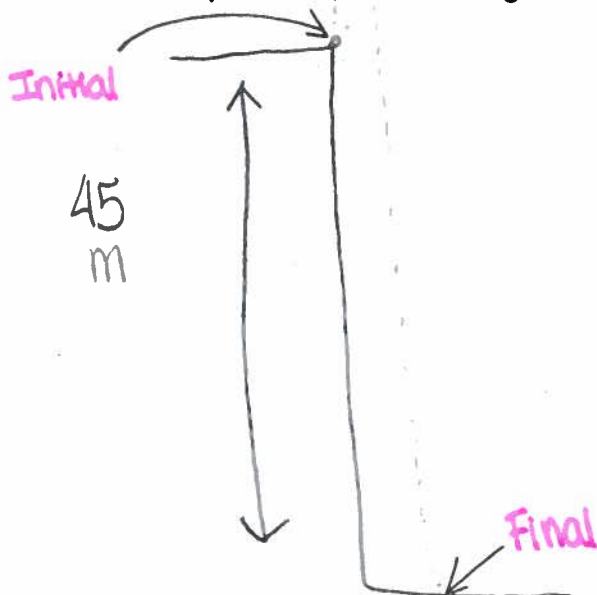
then it will accelerate at

$$\underline{9.8 \text{ m/s}^2 \text{ down}}$$

(Acceleration due to gravity on Earth)

on equator 9.77 m/s^2
on poles 9.83 m/s^2

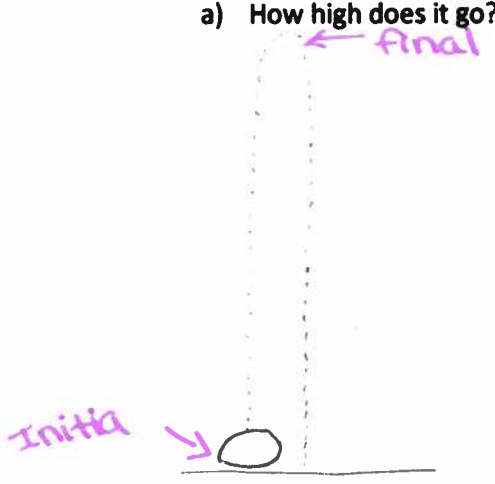
Example: A student stands on the edge of a 45 m high cliff and throws their homework straight up in the air at 12 m/s. How fast is it traveling when it hits the ground at the bottom of the cliff?



$$\begin{aligned} \vec{v}_f &= \\ \vec{v}_i &= 12 \text{ m/s} \\ \vec{a} &= -9.8 \text{ m/s}^2 \\ \vec{d} &= -45 \text{ m} \\ t &= \end{aligned} \quad \left| \quad \begin{aligned} \vec{v}_f^2 &= \vec{v}_i^2 + 2\vec{a}\vec{d} \\ \vec{v}_f^2 &= \pm \sqrt{\vec{v}_i^2 + 2\vec{a}\vec{d}} \\ &= \pm \sqrt{(12)^2 + 2(-9.8)(-45)} \\ &= \pm 32.03 \\ &= 32.03 \text{ m/s down} \end{aligned}$$

Example: A football is kicked straight up in the air at 15 m/s.

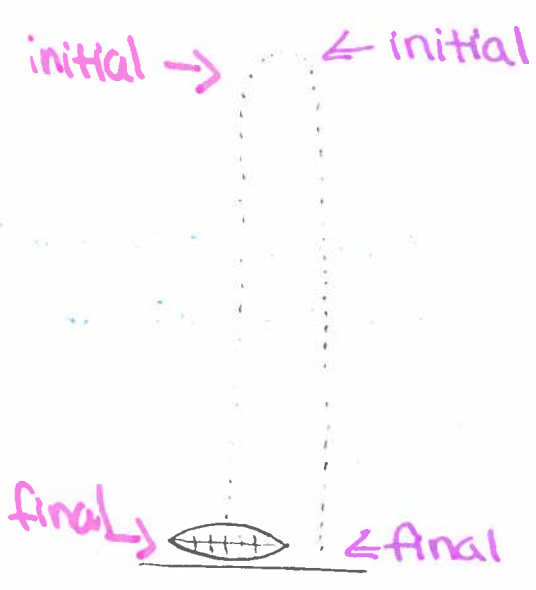
a) How high does it go?



$$\begin{aligned} \vec{v}_f &= 0 \text{ m/s} \\ \vec{v}_i &= 15 \text{ m/s} \\ \vec{a} &= -9.8 \text{ m/s}^2 \\ \vec{d} &= ? \\ t &= ? \end{aligned}$$

$$\begin{aligned} \vec{v}_f^2 &= \vec{v}_i^2 + 2\vec{a}\vec{d} \\ \frac{\vec{v}_f^2 - \vec{v}_i^2}{2\vec{a}} &= \vec{d} \\ \frac{0 - (15)^2}{2(-9.8)} &= \frac{-225}{-19.6} = \boxed{11.5 \text{ m}} \end{aligned}$$

b) What is its total hangtime? and what is its velocity when it hits the ground.



way up

$$\begin{aligned} \vec{v}_f &= 0 \text{ m/s} \\ \vec{v}_i &= 15 \text{ m/s} \\ \vec{a} &= -9.8 \text{ m/s}^2 \\ \vec{d} &= 11.5 \text{ m} \\ t &= ? \end{aligned}$$

way down

$$\begin{aligned} \vec{v}_f &= ? \\ \vec{v}_i &= 0 \text{ m/s} \\ \vec{a} &= -9.8 \text{ m/s}^2 \\ \vec{d} &= -11.5 \text{ m} \\ t &= ? \end{aligned}$$

$$\begin{aligned} \vec{v}_f &= \vec{v}_i + \vec{a}t \\ \frac{\vec{v}_f - \vec{v}_i}{a} &= t \end{aligned}$$

$$\frac{0 - 15}{-9.8} = 1.5 \text{ s}$$

$$\begin{aligned} \vec{v}_f^2 &= \vec{v}_i^2 + 2\vec{a}\vec{d} \\ \vec{v}_f^2 &= \pm \sqrt{\vec{v}_i^2 + 2\vec{a}\vec{d}} \\ \vec{v}_f &= \pm \sqrt{0 + 2(-9.8)(-11.5)} \\ \vec{v}_f &= \pm 15 \text{ m/s} \\ &= \boxed{15 \text{ m/s down}} \end{aligned}$$

$$\begin{aligned} \vec{v}_f &= \vec{v}_i + \vec{a}t \\ \frac{\vec{v}_f - \vec{v}_i}{a} &= t \\ \frac{(-15) - 0}{-9.8} &= \boxed{1.5 \text{ s}} \end{aligned}$$

Final answers: hangtime = $1.5 \text{ s} + 1.5 \text{ s} = \boxed{3 \text{ s}}$

velocity at ground = $\boxed{15 \text{ m/s}}$

The moral of the story is, on level ground...

- time up = time down
- velocity on way up = - velocity on the way down

↑
important