

In order to continue enjoying our site, we ask that you confirm your identity as a human. Thank you very much for your cooperation. If you're behind a web filter, please make sure that the domains *.kastatic.org and *.kasandbox.org are unblocked. A velocity vs. time graph gives a lucid representation of the speed and direction of an object in a time period. Photo Courtesy: Aidan Leitch/Creative Commons Graphs and charts are visual aids that allow you to convey data and statistics to your audience during a presentation. Different types of graphs can be used, depending on the information you are conveying. While each features advantages and disadvantages, some common benefits exist. Graphs make the data more convincing and provide a way to engage your audience during your presentation. Let's explore some of the main graphs that are in use. Pie Chart or Circle Graph A pie chart is a graph that features a circle cut into different sectors or "pie slices." For this reason, they are also called circle graphs. Each sector stands for a relative size of value for a whole, with proportionally to the quantity it needs to represent Displays multiple classes of data in one chart Puts large sums of data into visual form for easy understanding More visually appealing than other graphs Offers easy calculations of data accuracy Requires little explanation Understood easily by different departments within a business and for media purposes Disadvantages: Doesn't reveal exact values Multiple graphs are needed for time-lapse data Key assumptions, causes, effect, and patterns are not revealed Manipulated easily, causing false impressions or interpretations Bar Graph & Pareto Graph Similar to a pie chart, a bar graph uses rectangles or narrow columns to show data comparisons. The height of the bar graph that is shaded in represents different amounts. The first known use of bar graphs was in 1917. A Pareto graph or chart is a type of bar graph that also features a line graph. Advantages: Each data category is displayed in a frequency distribution pattern Allows for visualization of large sets of data Clearer understanding of trends over table charts Offers estimated values of key factors at a glance Gives the ability to check the accuracy of calculations visually Easy for multiple levels within a company or audience to understand the information is required Can be manipulated to show false results Unable to show key assumptions, causes, effects, or patterns present Histogram First created by Karl Pearson, a histogram is a plot or chart that allows you to show the underlying frequency distribution of a continuous set of variables. Often used for conveying statistical information. Unlike a bar graph, a histogram only displays a single variable. Advantages: Work well for displaying large ranges of data or information Intervals are always equal, allowing for consistency with data Easy to transform data from frequency forms to graph forms Disadvantages: Impossible to extract an exact amount for input Inability to compare multiple points of data in one chart Stem and Leaf Plots Stem and leaf plots are charts that allow you to split data values into a "stem" and "leaf" pattern. This usually consists of putting the first value into the stem column and last digits into the leaf column. This type of graph is used for showing the frequency of the values that occur. Advantages: Provide simplified methods for keeping scores Easy to use and create Can handle large amounts of data in an organized manner Offers the ability to show ranges, minimums, and maximums for numbers quickly Disadvantages: Not a visually appealing method for interesting an audience Can be difficult to break down into useful data categories Dot Plots are graphs used for displaying small sets of data and groups. These charts use dots to represent the frequency of information. Dots are displayed in columns that coincide with certain categories. Advantages: Easy to create Ability to show different categories in one graph Doesn't require the use of computer for creating Disadvantages: Not visually appealing Can be difficult to read with large amounts of data Only works well with small sets of information Scatterplots A scatterplot is a graph that uses a series of dots to represent two different values of information being compared. The position in which dots are placed along the horizontal and vertical lines represent the value for that data point. Advantages: Ability to use for showing the connection of large amounts of data Work for most types of data and subject matters Provide an accurate flow of information being conveyed Disadvantages: Can be difficult for everyone to follow Easy to manipulate data for false results Time-series Graphs A time-series graph is a chart that shows data recordings taken at regular time intervals. The time is represented on the horizontal access with waves that show the recorded information. These types of graphs are often used to show trends and patterns for different categories or subject matters that exist. Advantages: Allows for the understanding of past behaviors and future predictions Subject matters are identified easily Offers comparisons of two subjects at the same time Gives the ability to follow present performance more closely Disadvantages: Not always be adjusted as needed Factors being monitored may not always stay the same over extended time periods, causing unreliable data MORE FROM REFERENCE.COM By the end of this section, you will be able to do the following: Explain the meaning of slope and area in velocity vs. time graphs The learning objectives in this section will help your students master the following: Explain the meaning of slope and area in velocity vs. time graphs The learning objectives in this section will help your students master the following standards: (4) Science concepts. The student knows and applies the laws governing motion in a variety of situations. The student is expected to: (A) generate and interpret graphs and charts describing different types of motion, including the use of real-time technology such as motion detectors or photogates. Ask students to use their knowledge of position graphs to construct velocity vs. time graphs. Alternatively, provide an example of a velocity vs. time graph and ask students what information can be derived from the graph. Ask—Is it the same information portrayed differently? Is there any new information in a velocity vs. time graph? Earlier, we examined graphs of position versus time. Now, we are going to build on that information as we look at graphs of velocity vs. time. Velocity is the rate of change of displacement. Acceleration is the rate of change of velocity; we will discuss acceleration more in another chapter. These concepts are all very interrelated. In this simulation you will use a vector diagram to manipulate a ball into a certain location without hitting a wall. You can manipulate the ball directly with position or by changing its velocity. Explore how these factors change the motion. If you would like, you can put it on the a setting, as well. This is acceleration, which measures the rate of change of velocity. We will explore acceleration in more detail later, but it might be interesting to take a look at it here. Click to view content If a person takes 3 steps and ends up in the exact same place as their starting point, what must be true? The three steps must have equal displacement of the third step is larger than the displacement of the first two. The average velocity must add up to zero. The distance and average velocity must add up to zero. What can we learn about motion by looking at velocity vs. time graphs? Let's return to our drive to school, and look at a graph of position versus time for the drive to and from school is shown. We assumed for our original calculation that your parent drove with a constant velocity to and from school. We now know that the car could not have gone from rest to a constant velocity without speeding up. So the actual graph would be curved on either end, but let's make the same approximation as we did then, anyway. It is common in physics, especially at the early learning stages, for certain things to be neglected, as we see here. This is because it makes the concept clearer or the calculation easier. Practicing physicists use these kinds of short-cuts, as well. It works out because usually the thing being neglected is small enough that it does not significantly affect the answer. In the earlier example, the amount of time it takes the car to speed up and reach its cruising velocity is very small compared to the total time traveled. Looking at this graph, and given what we learned, we can see that there are two distinct periods to the drive back. is -0.5 km/minute. If we plot the data showing velocity versus time, we get another graph (Figure 2.16): Figure 2.16 Graph of velocity versus time for the drive to and from school. We can learn a few things. First, we can derive a v versus t graph from a d versus t graph. Second, if we have a straight-line position-time graph that is positively or negatively sloped, it will yield a horizontal velocity graph. There are a few other interesting things to note. Just as we could use a position vs. time graph to determine position. We know that v = d/t. If we use a little algebra to re-arrange the equation, we see that d = v ×× t. In Figure 2.16, we have velocity on the y-axis and time along the x-axis. Let's take just the first half of the motion. We get 5 km, which is the displacement for the trip to school. If we calculate the same for the return trip, we get -5 km. If we add them together, we see that the net displacement for the whole trip is 0 km, which it should be because we started and ended at the same place. You can treat units just like you treat numbers, so a km/km=1 (or, we say, it cancels out). This is good because it can tell us whether or not we have calculated everything with the correct units. For instance, if we end up with m × s for velocity instead of m/s, we know that something has gone wrong, and we need to check our math. This process is called dimensional analysis, and it is one of the best ways to check if your math makes sense in physics. The area under a velocity curve represents the displacement. The velocity curve also tells us whether the car is speeding up. In our earlier example, we stated that the velocity was constant. So, the car is not speeding up. Graphically, you can see that the slope are the two lines is 0. This slope tells us that the car is not speeding up, or accelerating. We will do more with this information in a later chapter. For now, just remember that the area under the graph and the slope are the two important parts of the graph. Just like we could define a linear equation for the motion in a position vs. time graph, we can also define one for a velocity vs. time graph. As we said, the slope equals the acceleration, a. And in this graph, the y-intercept is v0. Thus, v = v 0 + at v = v 0 car example. At the beginning of the motion, as the car is speeding up, we saw that its position is a curve, as shown in Figure 2.17. Figure 2.17. Figure 2.17 A graph is velocity. This is shown at two points. Instantaneous velocity at any point is the slope of the tangent at that point. You do not have to do this, but you could, theoretically, take the instantaneous velocity at each point on this graph. If you did, you would get Figure 2.18, which is just a straight line with a positive slope. Figure 2.18 The graph shows the velocity of a jet-powered car during the time span when it is speeding up. Again, if we take the slope of the velocity vs. time graph, we get the acceleration, the rate of change of the velocity. And, if we take the area under the slope, we get back to the displacement. Return to the scenario of the drive to and from school. Re-draw the V-shaped position graph. Ask the students what the velocity is at different times on that graph. Students should then be able to see that the corresponding velocity graphs and see if they can get the corresponding position on these graphs. [OL][AL] Have students describe the relationship between the velocity and the position on these graphs. Ask—Can a velocity graph be used to find the position? Can a velocity graph be used to find anything else? [AL] What is wrong with this graph? Ask students whether the velocity could actually be constant from rest or shift to negative so quickly. What would more realistic graphs look like? How inaccurate is it to ignore the non-constant portion of the motion? [OL] Students should be able to see that if a position graph is a straight line, then the velocity graph will be a horizontal line. Also, the instantaneous velocity can be read off the velocity graph at any moment, but more steps are needed to calculate the average velocity. [AL] Guide students in seeing that the area under the velocity curve is actually the position and the slope of the velocity vs. time graphs will be straight lines. When this is the case, our calculations are fairly simple. Use this figure to (a) find the displacement of the jet car over the time shown (b) calculate the rate of change (acceleration) of the velocity. (c) give the instantaneous velocity at 5 s, and (d) calculate the average velocity over the interval shown. The displacement is given by finding the area under the line in the velocity vs. time graph. The instantaneous velocity can just be read off of the graph. To find the average velocity, recall that v avg = $\Delta d \Delta t = d f - d 0 t f - t 0$ vavg = $\Delta d \Delta t = d f - d 0 t f - t 0$ vavg = $\Delta d \Delta t = d f - d 0 t f - t 0$ Analyze the shape of the area is made up of a rectangle between 0 and 20 m/s stretching to 30 s. The area of a rectangle is length ×× width. Therefore, the area of this piece is 600 m. Above that is a triangle whose base is 30 s and height is 140 m/s. The area of a triangle is $0.5 \times \times$ length $\times \times$ width. The area of this piece, therefore, is 2,100 m. Add them together to get a net displacement of 2,700 m. Take two points on the velocity line. Say, t = 5 s, the value of v = 40 m/s. At t = 25 s, v = 140 m/s. Find the slope. $a = \Delta v \Delta t = 100 \text{ m/s} 20 \text{ s} = 5 \text{ m/s} 2 \text{ a} = \Delta v \Delta t = 100 \text{ m/s} 20 \text{ s} = 5 \text{ m/s} 2 \text{ The instantaneous velocity at } t = 5 \text{ s}$, as we found in part (a) was 2,700 m. Find the total time which for this case is 30 s. Divide 2,700 m/30 s = 90 m/s. The average velocity we calculated here makes sense if we look at the graph. 100m/s falls about half below. The quantities solved for are slightly different in the different kinds of graphs, but students should begin to see that the process of analyzing or breaking down any of these graphs is similar. Ask—Where are the turning points in the motion? When is the object moving forward? What does a curve in the graph mean? Also, students should start to have negative position, velocity, and acceleration on a graph that describes the way the object is moving. You should never see a graph with negative time on an axis. Why? Most of the velocity vs. time graphs we will look at curved graphs of velocity vs. time. More often, these curved graphs occur when something is speeding up, often from rest. Let's look back at a more realistic velocity vs. time graph of the jet car's motion that takes this speeding up stage into account. Figure 2.19 The graph shows a more accurate graph of the velocity of a jet-powered car during the time span when it is speeding up. Use Figure 2.19 to (a) find the approximate displacement of the jet car over the time shown, (b) calculate the instantaneous acceleration at t = 30 s, (c) find the instantaneous velocity at 30 s, and (d) calculate the approximate average velocity over the interval shown. Because this graph is an undefined curve, we have to estimate shapes over smaller intervals in order to find the areas. Like when we were working with a curved displacement graph, we will need to take a tangent line at the instant we are interested and use that to calculate the instantaneous acceleration. The instantaneous velocity the same way we did in the previous example. This problem is more complicated than the last example. To get a good estimate, we should probably break the curve into four sections. $0 \rightarrow 10$ s, $10 \rightarrow 20$ s, $20 \rightarrow 40$ s, and $40 \rightarrow 70$ s. Calculate the bottom rectangle (common to all pieces). $165 \text{ m/s} \times \times 70 \text{ s} = 11,550 \text{ m}$. Estimate a triangle at the top, and calculate the bottom rectangle (common to all pieces). $165 \text{ m/s} \times \times 70 \text{ s} = 11,550 \text{ m}$. Estimate a triangle at the top, and calculate the area for each section. Section 1 = 225 m; section 2 = 100 m + 450 m = 550 m; section 3 = 150 m + 1,300 m = 1,450 m; section 4 = 2,550 m. Add them together to get a net displacement of 16,325 m. Using the tangent line given, we find that the slope is 1 m/s2. The instantaneous velocity at t = 30 s, is 240 m/s. Find the net displacement, which we found in part (a), was 16,325 m. Find the total time, which for this case is 70 s. Divide 16,325 m 70 s ~233 m/s 16,325 m 70 s ~233 m/s This is a much more complicated process than the first problem. If we were to use these estimates to come up with the average velocity over just the first 30 s we would get about 191 m/s. By approximating that curve with a line, we get an average velocity of 202.5 m/s. Depending on our purposes and how precise an answer we need, sometimes calling a curve a straight line is a worthwhile approximation. Finding the tangent line can be a challenging concept for high school students, and they need to understand it theoretically. If you drew a regular curve inside of the curve at the point you are interested in, you could draw a radius of that curve. that radius. [OL] Have the students compare this problem and the last one. Ask—What is the difference? When would you care about the more accurate picture of the motion? And when would it really not matter? Why would you ever want to look at a less accurate depiction of motion? 20. Consider the velocity vs. time graph shown below of a person in an elevator. Suppose the elevator is initially at rest. It then speeds up for 3 seconds, maintains that velocity for 15 seconds, then slows down for 5 seconds until it stops. Find the instantaneous velocity at t = 10 s and t = 23 s are 0 m/s and 0 m/s. Instantaneous velocity at t = 10 s and t = 23 s are 0 m/s and 0 m/s. Instantaneous velocity at t = 10 s and t = 23 s are 0 m/s and 0 m/s. Instantaneous velocity at t = 10 s and t = 23 s are 0 m/s and 0 m/s. Instantaneous velocity at t = 10 s and t = 23 s are 0 m/s and 0 m/s. 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and use it to create a graph of velocity vs. time. Use your graph to calculate the displacement. 22. Describe the graph and explain what it means in terms of velocity, that is, it was not accelerating. The graph shows a horizontal line indicating that the ball moved with a variable velocity, that is, it was not accelerating. The graph shows a horizontal line indicating that the ball moved with a variable velocity, that is, it was not accelerating. The graph shows a horizontal line indicating that the ball moved with a variable velocity, that is, it was not accelerating. The graph shows a horizontal line indicating that the ball moved with a variable velocity, that is, it was not accelerating. The graph shows a horizontal line indicating that the ball moved with a variable velocity, that is, it was not accelerating. The graph shows a horizontal line indicating that the ball moved with a variable velocity, that is, it was not accelerating. The graph shows a horizontal line indicating that the ball moved with a variable velocity, that is, it was not accelerating. The graph shows a horizontal line indicating that the ball moved with a variable velocity, that is, it was not accelerating. The graph shows a horizontal line indicating that the ball moved with a variable velocity, that is, it was not accelerating. The graph shows a horizontal line indicating that the ball moved with a variable velocity, that is, it was not accelerating. The graph shows a horizontal line indicating that the ball moved with a variable velocity, that is, it was not accelerating. The graph shows a horizontal line indicating that the ball moved with a variable velocity, that is, it was not accelerating. The graph shows a horizontal line indicating that the ball moved with a variable velocity, that is, it was not accelerating. The graph shows a horizontal line indicating that the ball moved with a variable velocity, that is, it was not accelerating. The graph shows a horizontal line indicating that the ball moved with a variable velocity, tha

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