

44.2: Acceleration

Now let's find the (translational) acceleration of the body down the incline. If the distance down the incline is x , then the velocity v at the bottom of the incline is related to x by

$$v^2 = 2ax \quad (44.2.1)$$

By geometry, $\sin \theta = h/x$, and so $x = h/\sin \theta$; using this to substitute for x , we have

$$v^2 = 2a \frac{h}{\sin \theta}, \quad (44.2.2)$$

or, solving for the acceleration a ,

$$a = \frac{v^2 \sin \theta}{2h} \quad (44.2.3)$$

Now let's use Eq. (41.1.12) to substitute for v ; the result is an expression for the acceleration of a body rolling down an incline,

$$a = \frac{g \sin \theta}{\beta + 1} \quad (44.2.4)$$

Table 44.3.1 shows values of β and a for several common geometries.

Equation 44.2.4 has some interesting consequences. For example, if you start a solid sphere and a cylindrical shell at the top of a incline and release them at the same time, which one will reach the bottom first? From Table 44.3.1, you can see that the solid sphere will win: its acceleration $(5/7) g \sin \theta$ is greater than the cylindrical shell's acceleration of $(1/2) g \sin \theta$. What's surprising about this is that all solid spheres will beat all cylindrical shells, regardless of mass or radius. In general, the object with the smaller β will win such a race, since that will give the smallest denominator in Eq. 44.2.4 and therefore the larger acceleration.

44.2: Acceleration is shared under a [CC BY-NC-SA 4.0](https://creativecommons.org/licenses/by-nc-sa/4.0/) license and was authored, remixed, and/or curated by LibreTexts.