

# Motion Summary

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DISPLACEMENT		
LINEAR	CIRCULAR	ROTATIONAL
<ul style="list-style-type: none"> <li>• Straight-line distance from the start point to the end point</li> <li>• <math>d = x_f - x_i</math></li> </ul>	<ul style="list-style-type: none"> <li>• Distance around the circle</li> <li>• Often as a fraction of the circumference (<math>C = 2\pi r</math>)</li> <li>• Can be found from the number of degree difference between the two positions</li> <li>• If an object travels <math>12^\circ</math> around a circle with a circumference of 10 m, the arc length travelled is  <math display="block">\frac{12}{360} \times 10 = 0.3\text{m}</math> </li> </ul>	<ul style="list-style-type: none"> <li>• Angular displacement based on number of radians</li> <li>• 1 radian is equal to angle subtended by an arc length (<math>l</math>) equal to one radius (<math>r</math>)</li> <li>• 1 revolution = <math>360^\circ = 2\pi</math> radians</li> <li>• <math>\theta = \frac{l}{r}</math></li> <li>• Relationship between angular displacement and linear displacement                             <ul style="list-style-type: none"> <li>○ <math>x = r\theta</math></li> <li>○ <math>\theta = \frac{x}{r}</math></li> </ul> </li> </ul>

VELOCITY		
LINEAR	CIRCULAR	ROTATIONAL
<ul style="list-style-type: none"> <li>• Defined as displacement per unit time</li> <li>• <math>v = \frac{d}{t}</math></li> <li>• Base unit is m/s</li> </ul>	<ul style="list-style-type: none"> <li>• Tangential velocity (<math>v_{\text{tan}}</math>) is the velocity of an object tangent to the circular path and perpendicular to the radius</li> <li>• Equal to the circumference (<math>C = 2\pi r</math>) divided by the period (<math>T</math>, time to complete one revolution)</li> <li>• <math>v = \frac{2\pi r}{T}</math></li> <li>• Base unit is m/s</li> <li>• Also equal to the length of an arc segment (<math>l</math>) divided by the time it takes to travel that distance                             <ul style="list-style-type: none"> <li>• <math>v = \frac{\Delta l}{\Delta t}</math></li> </ul> </li> <li>• <b>Period (T)</b> - time to complete one revolution                             <ul style="list-style-type: none"> <li>○ <math>T = \frac{\text{time}}{\text{revolution}}</math></li> </ul> </li> <li>• <b>Frequency (f)</b> – number of revolutions per unit time                             <ul style="list-style-type: none"> <li>○ <math>f = \frac{\text{revolutions}}{\text{time}}</math></li> </ul> </li> <li>• <math>f = \frac{1}{T}</math>    <math>T = \frac{1}{f}</math></li> </ul>	<ul style="list-style-type: none"> <li>• Angular velocity (<math>\omega</math>) defined as the change in angular displacement (in radians) per unit time (rad/s)</li> <li>• Sometimes referred to as angular frequency (revolutions in radians per unit time)</li> <li>• <math>\omega = \frac{\Delta \theta}{\Delta t}</math></li> <li>• Angular velocity from period:                             <ul style="list-style-type: none"> <li>○ Period is time per revolution</li> <li>○ <math>\frac{\text{revolution}}{\text{period}} \times \frac{2\pi \text{radians}}{\text{revolution}} = \omega</math></li> </ul> </li> <li>• Angular velocity from frequency:                             <ul style="list-style-type: none"> <li>○ Frequency is revolutions per unit time</li> <li>○ <math>\frac{\text{revolution}}{\text{time}} \times \frac{2\pi \text{radians}}{\text{revolution}} = \omega</math></li> <li>○ <math>\omega = 2\pi f</math></li> </ul> </li> <li>• Relationship between velocity and angular velocity                             <ul style="list-style-type: none"> <li>○ <math>v = r\omega</math></li> <li>○ <math>\omega = \frac{v}{r}</math></li> </ul> </li> </ul>

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ACCELERATION		
LINEAR	CIRCULAR	ROTATIONAL
<ul style="list-style-type: none"> <li>Defined as the change in velocity per unit time                             <ul style="list-style-type: none"> <li><math>a = \frac{\Delta v}{\Delta t}</math></li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>Tangential acceleration (<math>a_{tan}</math>) is just the change in the <b>magnitude</b> of the velocity of the object in its circular path (not used very often)                             <ul style="list-style-type: none"> <li><math>a_{tan} = \frac{\Delta v_{tan}}{\Delta t}</math></li> </ul> </li> <li>Centripetal or radial acceleration (<math>a_c</math> or <math>a_R</math>) is due to the change in <b>direction</b> of the object's velocity                             <ul style="list-style-type: none"> <li>Always directed toward the center of the circular path</li> <li><math>a_c = \frac{v^2}{r}</math></li> </ul> </li> <li>You could have tangential and centripetal acceleration going on at the same time, but that's too complicated so we don't do it.</li> </ul>	<ul style="list-style-type: none"> <li>Average angular acceleration is defined as the change in angular velocity per unit time                             <ul style="list-style-type: none"> <li><math>\bar{\alpha} = \frac{\Delta \omega}{\Delta t}</math></li> </ul> </li> <li>If the acceleration is uniform,                             <ul style="list-style-type: none"> <li><math>\alpha = \frac{\Delta \omega}{\Delta t}</math></li> </ul> </li> <li>Relationship between tangential acceleration (<math>a_{tan}</math>) and angular acceleration                             <ul style="list-style-type: none"> <li><math>a_{tan} = r\alpha</math></li> </ul> </li> <li>Relationship between centripetal or radial acceleration (<math>a_c</math> or <math>a_R</math>) and angular acceleration                             <ul style="list-style-type: none"> <li><math>a_R = r\omega^2</math></li> </ul> </li> </ul>

KINEMATIC EQUATIONS	
* Both sets of equations are only valid for constant (uniform) acceleration.	
LINEAR	ROTATIONAL
<ul style="list-style-type: none"> <li><math>v = v_0 + at</math></li> <li><math>x = v_0t + 1/2 at^2</math></li> <li><math>v^2 = v_0^2 + 2ax</math></li> <li><math>\bar{v} = \frac{v+v_0}{2}</math></li> </ul>	<ul style="list-style-type: none"> <li><math>\omega = \omega_0 + \alpha t</math></li> <li><math>\theta = \omega_0t + 1/2 \alpha t^2</math></li> <li><math>\omega^2 = \omega_0^2 + 2\alpha\theta</math></li> <li><math>\bar{\omega} = \frac{\omega+\omega_0}{2}</math></li> </ul>

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NEWTON'S SECOND LAW		
LINEAR	CIRCULAR	ROTATIONAL
<ul style="list-style-type: none"> <li>• <math>\Sigma F = ma</math></li> </ul>	<ul style="list-style-type: none"> <li>• <math>\Sigma F = ma_c = m \frac{v^2}{r}</math></li> </ul>	<ul style="list-style-type: none"> <li>• Torque               <ul style="list-style-type: none"> <li>○ Defined as force times moment arm</li> <li>○ Also called the moment of the force</li> <li>○ Only applies to the component of the force perpendicular to the moment arm</li> <li>○ <math>\tau = rF \perp = rF \sin \theta</math></li> </ul> </li> <li>• Second Law to Rotation               <ul style="list-style-type: none"> <li>○ <math>\Sigma F = ma = mr\alpha</math></li> <li>○ <math>\Sigma Fr = mr^2\alpha</math></li> <li>○ <math>\Sigma \tau = (\Sigma mr^2)\alpha</math></li> </ul> </li> <li>• Moment of Inertia (I)               <ul style="list-style-type: none"> <li>○ Torque doesn't work for solid objects because they have mass at a continuous range of radii</li> <li>○ Therefore we use moment of inertia to account for the mass and varying moment arms of the mass</li> <li>○ <math>I = \Sigma mr^2</math> <ul style="list-style-type: none"> <li>▪ The above equation only works for one or more point masses in a system</li> <li>▪ For solid objects, it must be found using calculus, or (in our case) given</li> </ul> </li> </ul> </li> <li>• Rotational Equivalent of Newton's Second Law               <ul style="list-style-type: none"> <li>○ <math>\Sigma \tau = I\alpha</math></li> </ul> </li> </ul>

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<b>KINETIC ENERGY</b>		
* Laws of conservation of energy apply to all three situations.		
LINEAR	CIRCULAR	ROTATIONAL
<ul style="list-style-type: none"> <li>• <math>KE = \frac{1}{2}mv^2</math></li> </ul>	<ul style="list-style-type: none"> <li>• <math>KE = \frac{1}{2}mv^2</math></li> </ul>	<ul style="list-style-type: none"> <li>• If an object is rotating in place (spinning) then it only has rotational kinetic energy                             <ul style="list-style-type: none"> <li>○ <math>KE = \frac{1}{2}I\omega^2</math></li> </ul> </li> <li>• If an object has both rotational and translational motion (rolling), then it will have both rotational and translational kinetic energy                             <ul style="list-style-type: none"> <li>○ <math>KE = \frac{1}{2}mv^2 + \frac{1}{2}I\omega^2</math></li> </ul> </li> </ul>

<b>MOMENTUM</b>	
* Laws of conservation of momentum apply to all three situations.	
LINEAR	ROTATIONAL
<ul style="list-style-type: none"> <li>• Momentum (p) is defined as mass times velocity                             <ul style="list-style-type: none"> <li>○ <math>p = mv</math></li> </ul> </li> <li>• Momentum is conserved if the net force acting on the object is zero.</li> <li>• If outside forces do act on the object, momentum changes.</li> <li>• We can re-write the momentum equation in terms of force                             <ul style="list-style-type: none"> <li>○ <math>F = \frac{\Delta p}{\Delta t}</math></li> <li>○ <math>\Delta p = F\Delta t</math></li> </ul> </li> <li>• Conservation of Momentum                             <ul style="list-style-type: none"> <li>○ <math>m_1v_1 + m_2v_2 = m_1v_1' + m_2v_2'</math></li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• In a manner similar to kinetic energy, angular momentum (L) is defined as the moment of inertia (I) instead of mass times the angular velocity (<math>\omega</math>)                             <ul style="list-style-type: none"> <li>○ <math>L = I\omega</math></li> </ul> </li> <li>• The total angular momentum of a rotating object remains constant if the net torque acting on it.</li> <li>• If the net torque is not zero, there will be a change in rotational momentum.</li> <li>• We can re-write the equation in terms of force, but just like in Newton's Second Law, we use torque (<math>\tau</math>) instead of force                             <ul style="list-style-type: none"> <li>○ <math>\tau = \frac{\Delta L}{\Delta t}</math></li> <li>○ <math>\Delta L = \tau\Delta t</math></li> </ul> </li> <li>• Conservation of Momentum                             <ul style="list-style-type: none"> <li>○ <math>I\omega = I'\omega'</math></li> </ul> </li> </ul>