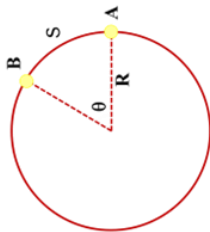
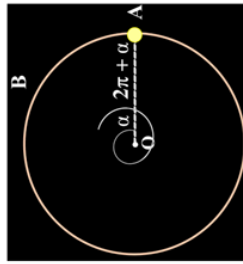


MIND MAP

$$\text{Angle } \theta = \frac{S}{R} = \frac{\text{arc length}}{\text{radius}} \text{ radian}$$



Angular Displacement
 $= 2\pi + \alpha$



Angular Velocity (ω)

Angular Velocity is defined as the rate of change of angular position w.r.t time.

Angular Velocity

Average $\left[\begin{array}{l} \text{Instantaneous} \end{array} \right]$

$$\langle \omega \rangle = \frac{\Delta \theta}{\Delta t} \quad \omega = \frac{d\theta}{dt}$$

SI unit is rad/s **1 RPM** = $\frac{\pi}{30}$ rad/sec
 Dimension is $[T^{-1}]$

Angular Acceleration (α)

Angular Acceleration is defined as rate of change of angular velocity w.r.t. time.

Angular Acceleration

Average $\left[\begin{array}{l} \text{Instantaneous} \end{array} \right]$

$$\langle \alpha \rangle = \frac{\Delta \omega}{\Delta t} \quad \text{SI unit is rad/s}^2 \quad \text{Dimension is } [T^{-2}] \quad \alpha = \frac{d\omega}{dt}$$

Circular Motion

If $\alpha = \text{constant}$, then

$$\omega_f = \omega_i + \alpha t$$

$$\theta = \omega_i t + \frac{1}{2} \alpha t^2$$

$$\omega_f^2 = \omega_i^2 + 2\alpha\theta$$

$$\theta = \left(\frac{\omega_i + \omega_f}{2} \right) t$$

$$\theta = \omega_f t - \frac{1}{2} \alpha t^2$$

Time Period (T) Frequency (f)

The time taken

by an object to

make one

revolution is

known as

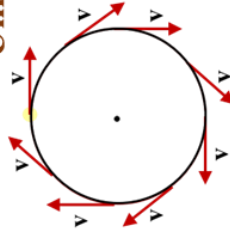
Frequency.

$$f = \frac{1}{T} = \frac{\omega}{2\pi}$$

$$T = \frac{2\pi}{\omega}$$

Uniform Circular Motion

If a particle is moving in a circle with constant speed then its motion is called Uniform Circular Motion (UCM).



$$|\vec{a}| = v\omega$$

$$|\vec{a}| = \frac{v^2}{R} \left(\because \omega = \frac{v}{R} \right)$$

$$a_c = \frac{v^2}{R}$$

$$|\vec{a}| = \omega^2 R$$

This acceleration acts towards the centre, so it is called Centripetal Acceleration (a_c)

- Centripetal acceleration is

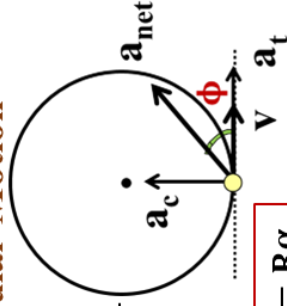
perpendicular to the velocity and is

responsible for changing the direction of the velocity.

- In U.C.M, $\vec{a}_c$ is not constant as its magnitude is constant but direction is changing.

Non-Uniform Circular Motion

If a particle is moving in a circle with variable speed then its motion is called Non-Uniform Circular Motion.



$$\tan \phi = \frac{a_c}{a_t}$$

$$a_t = R\alpha$$

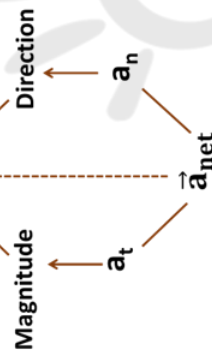
$$a_{\text{net}} = \sqrt{(a_c)^2 + (a_t)^2}$$

Curvilinear Motion

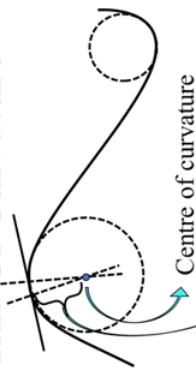


a_t is responsible for changing the magnitude of velocity. Its direction is towards the i.e. speed of particle. CONCAVE side.

$$a_t = \frac{d|\vec{v}|}{dt} \quad a_n = \frac{v^2}{R}$$



Radius Of Curvature



$$\text{Radius of curvature } R = \frac{v^2}{a_n}$$

Radius of curvature is property of curve & not of motion of particle.

MIND MAP

Circular Motion

Dynamics of Circular Motion

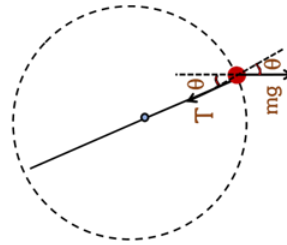
The net resultant force providing the centripetal acceleration is called Centripetal Force.

$$\sum F_c = m a_c = \frac{mv^2}{R} = m\omega^2 R$$

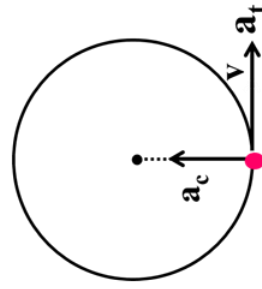
It should not be included in FBD drawn in inertial frame.

Dynamics of Non-UCM

Vertical Circular Motion



$$a_t = g \sin \theta$$

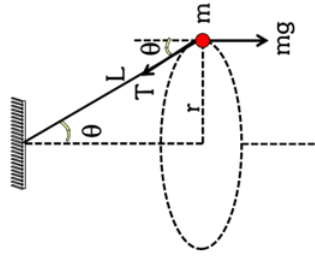


$$\sum F_c = m a_c = \frac{mv^2}{R} = m\omega^2 R$$

$$\text{Along tangential } \sum F_t = m a_t$$

$$F_{\text{net}} = \sqrt{\left(\sum F_c\right)^2 + \left(\sum F_t\right)^2}$$

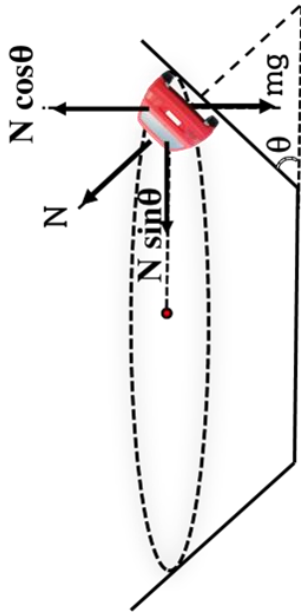
Conical Pendulum



Time period of pendulum 'T'

$$T = \frac{2\pi r}{v} = 2\pi \sqrt{\frac{L \cos \theta}{g}}$$

Banking of Roads



No friction

$$\tan\theta = \frac{v^2}{Rg} \quad v_0 = \sqrt{Rg \tan\theta}$$

Friction is present

$v < v_0$

$v > v_0$

For minimum speed, $f = \mu N$ For maximum speed, $f = \mu N$

$$v_{\min} = \sqrt{Rg \left(\frac{\tan\theta - \mu}{1 + \mu \tan\theta} \right)} \quad v_{\max} = \sqrt{Rg \left(\frac{\tan\theta + \mu}{1 - \mu \tan\theta} \right)}$$

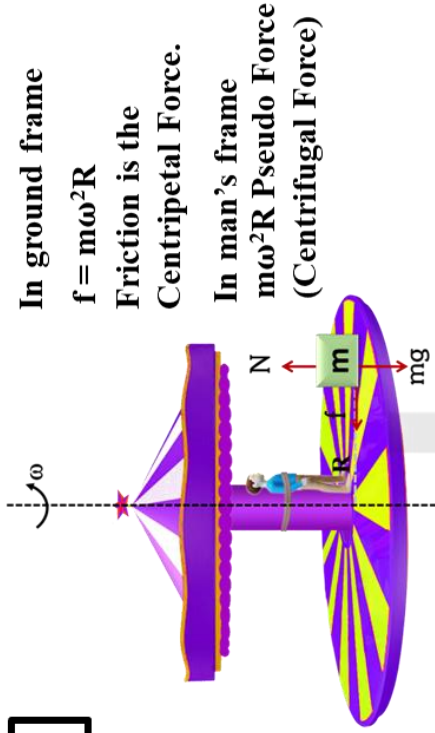
vehicle can successfully turn on a banked road in a circle of radius R for

$$v_{\min} \leq v \leq v_{\max}$$

MIND MAP

Circular Motion

Centrifugal Force



Angular Velocity in General



$$\omega = \frac{(v_{\perp})_{\text{rel}}}{r}$$

relative velocity $\perp$ to line joining two particles
= separation between two particles