

## CIRCULAR MOTION

### ♦ Definition of Circular Motion

When a particle moves in a plane such that its distance from a fixed (or moving) point remains constant then its motion is called as circular motion with respect to that fixed point. That fixed point is called centre and the distance is called radius of circular path.

### Radius Vector :

The vector joining the centre of the circle and the center of the particle performing circular motion is called radius vector. It has constant magnitude and variable direction. It is directed outward.

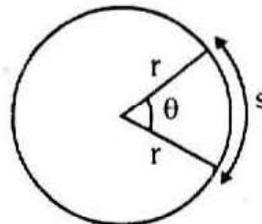
### Frequency (n) :

No. of revolutions described by particle per sec. is its frequency. Its unit is revolutions per second (r.p.s.) or revolutions per minute (r.p.m.)

### Time Period (T) :

It is time taken by particle to complete one revolution.  $T = \frac{1}{n}$

♦ Angle  $\theta = \frac{\text{arc length}}{\text{radius}} = \frac{s}{r}$



♦ Average angular velocity  $\omega = \frac{\Delta\theta}{\Delta t}$  (a scalar quantity)

♦ Instantaneous angular velocity  $\omega = \frac{d\theta}{dt}$  (a vector quantity)

♦ For uniform angular velocity  $\omega = \frac{2\pi}{T} = 2\pi f$  or  $2\pi n$

Angular displacement  $\theta = \omega t$

$\omega \rightarrow$  Angular frequency  $n$  or  $f =$  frequency

- Relation between  $\omega$  and  $v$   $\omega = \frac{v}{r}$
- In vector form velocity  $\vec{v} = \vec{\omega} \times \vec{r}$
- Acceleration  $\vec{a} = \frac{d\vec{v}}{dt} = \frac{d}{dt}(\vec{\omega} \times \vec{r}) = \frac{d\vec{\omega}}{dt} \times \vec{r} + \vec{\omega} \times \frac{d\vec{r}}{dt} = \vec{\alpha} \times \vec{r} + \vec{\omega} \times \vec{v} = \vec{a}_t + \vec{a}_c$
- Tangential acceleration:  $a_t = \frac{dv}{dt} = \alpha r$

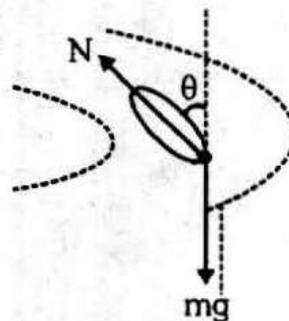
$$\left[ \vec{a}_t = \text{component of } \vec{a} \text{ along } \vec{v} = (\vec{a} \cdot \hat{v}) \hat{v} = \left( \frac{dv}{dt} \right) \hat{v} \right]$$

- Centripetal acceleration :  $a_c = \omega v = \frac{v^2}{r} = \omega^2 r$  or  $\vec{a}_c = \omega^2 r (-\hat{r})$
- Magnitude of net acceleration :  $a = \sqrt{a_c^2 + a_t^2} = \sqrt{\left(\frac{v^2}{r}\right)^2 + \left(\frac{dv}{dt}\right)^2}$
- Maximum speed of in circular motion.
  - On unbanked road :  $v_{\max} = \sqrt{\mu_s Rg}$
  - On banked road :  $v_{\max} = \sqrt{\left(\frac{\mu_s + \tan \theta}{1 - \mu_s \tan \theta}\right) Rg} = \sqrt{\tan(\theta + \phi) Rg}$

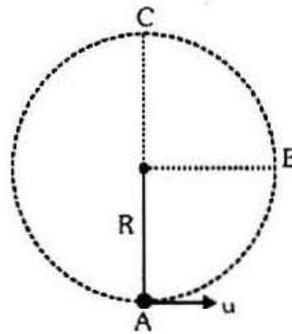
$$v_{\min} = \sqrt{Rg \tan(\theta - \phi)}; v_{\min} \leq v_{\text{car}} \leq v_{\max}$$

where  $\phi = \text{angle of friction} = \tan^{-1} \mu_s$ ;  $\theta = \text{angle of banking}$

- Bending of cyclist :  $\tan \theta = \frac{v^2}{rg}$



♦ **Circular motion in vertical plane**



**A. Condition to complete vertical circle**  $u \geq \sqrt{5gR}$

- If  $u = \sqrt{5gR}$  then Tension at C is equal to 0

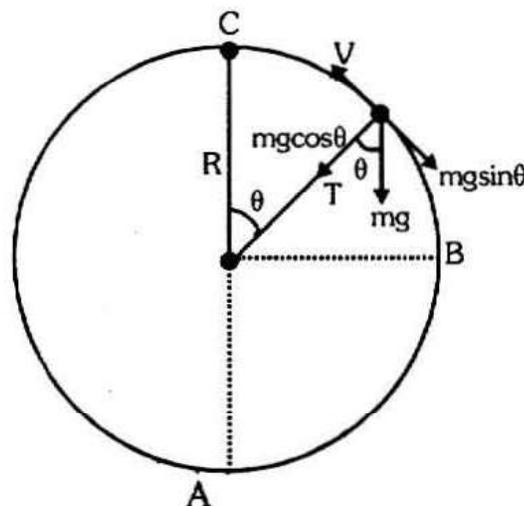
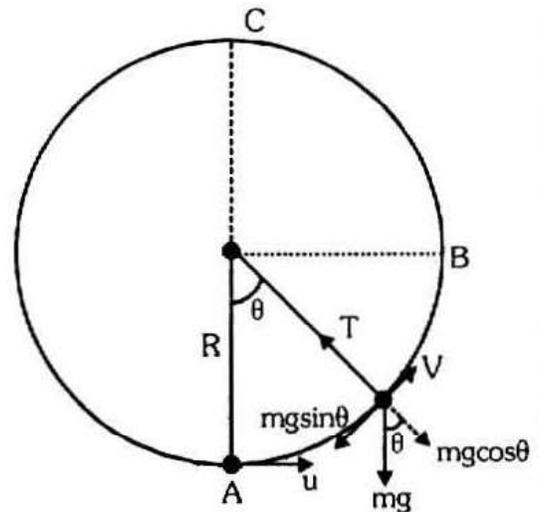
and tension at A is equal to  $6mg$

Velocity at B:  $v_B = \sqrt{3gR}$

Velocity at C:  $v_C = \sqrt{gR}$

From A to B :  $T = mg \cos \theta + \frac{mv^2}{R}$

From B to C :  $T = \frac{mv^2}{R} - mg \cos \theta$

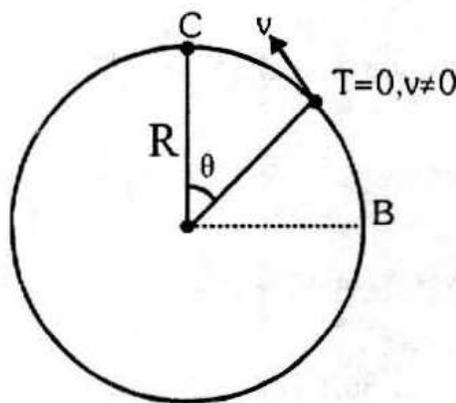


**B. Condition for pendulum motion (oscillating condition)**

$$u \leq \sqrt{2gR} \text{ (in between A to B)}$$

Velocity can be zero but T never be zero between A & B.

Because T is given by  $T = mg \cos \theta + \frac{mv^2}{R}$

**C. Condition for leaving path :  $\sqrt{2gR} < u < \sqrt{5gR}$** 

Particle crosses the point B but not complete the vertical circle.

Tension will be zero in between B to C & the angle where  $T = 0$

$$\cos \theta = \frac{u^2 - 2gR}{3gR}$$

$\theta$  is from vertical line

**Note :** After leaving the circle, the particle will follow a parabolic path.

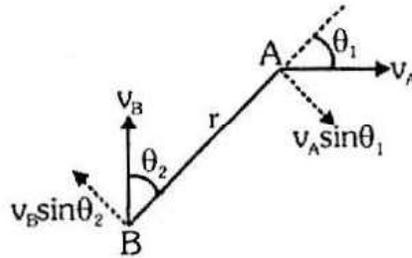
**KEY POINTS**

- Average angular velocity is a scalar physical quantity whereas instantaneous angular velocity is a vector physical quantity.
- Small Angular displacement  $d\vec{\theta}$  is a vector quantity, but large angular displacement  $\theta$  is scalar quantity.

$$d\vec{\theta}_1 + d\vec{\theta}_2 = d\vec{\theta}_2 + d\vec{\theta}_1 \quad \text{But} \quad \vec{\theta}_1 + \vec{\theta}_2 \neq \vec{\theta}_2 + \vec{\theta}_1$$

- **Relative Angular Velocity**

Relative angular velocity of a particle 'A' w.r.t. other moving particle B is the angular velocity of the position vector of A w.r.t. B.



That means it is the rate at which position vector of 'A' w.r.t. B rotates at that instant

$$\omega_{AB} = \frac{(v_{AB})_{\perp}}{r_{AB}} = \frac{\text{Relative velocity of A w.r.t. B perpendicular to line AB}}{\text{separation between A and B}}$$

$$\text{here } (v_{AB})_{\perp} = v_A \sin \theta_1 + v_B \sin \theta_2 \quad \therefore \omega_{AB} = \frac{v_A \sin \theta_1 + v_B \sin \theta_2}{r}$$

