## Worksheet 3: Uniform Circular Motion

## Problem

Just as trajectory motion can be expressed by two one-dimensional position-time equations  $x = x_0 + v_{0x}t$  and  $y = y_0 + v_{0y}t - \frac{1}{2}gt^2$ , uniform circular motion can be expressed by the two one-dimensional position-time equations

$$x = r \cos(\omega t)$$
  
and  
$$y = r \sin(\omega t).$$

- a. What is the physical meaning of r?
- b. What are the units of *r*?
- c. What is the physical meaning of  $\omega$ ?
- d. What are the units of  $\omega$ ?
- e. The position vector  $\vec{r}$  can be expressed as  $\vec{r} = (x, y)$ ; likewise, the velocity vector  $\vec{v}$  can be expressed as  $(v_x, v_y)$ , where the x- and y-components  $v_x$  and  $v_y$  are  $v_x = dx/dt$  and  $v_y = dy/dt$ .
  - (i) What is dx/dt?
  - (ii) What is *dy/dt*?
- f. What is v, the magnitude of the velocity vector  $\vec{v}$ ? This is the speed of the object. Use the Theorem of Pythagoras to find the formula and simplify.
- g. What are the units of  $v_x$ ,  $v_y$ , and v?
- h. How does the direction of the vector  $\vec{v}$  compare to the direction of the vector  $\vec{r}$ ? (*Hint*:  $\cos(\theta) = \sin(\theta + \pi/2), \sin(\theta) = \cos(\theta - \pi/2), -\cos(\theta) = \sin(\theta - \pi/2), \text{ and} -\sin(\theta) = \cos(\theta + \pi/2).$ )
- i. The acceleration vector  $\vec{a}$  can be expressed as  $\vec{a} = (a_x, a_y)$ , where  $a_x = dv_x/dt$  and  $a_y = dv_y/dt$ .
  - (i). What is  $dv_x/dt$ ?
  - (ii) What is  $dv_v/dt$ ?
- j. What is *a*, the magnitude of the acceleration vector  $\vec{a}$ ? Use the Theorem of Pythagoras to find the formula and simplify.
- k. What are the units of a,  $a_x$ , and  $a_y$ ?
- 1. Using the formula for v that you found in part f, find the formula for a in terms of v rather than  $\omega$ . What is it?
- m. What is the direction of the vector  $\vec{a}$  compared to the direction of the vector  $\vec{v}$ ?
- n. What is the direction of the vector  $\vec{a}$  compared to the direction of the vector  $\vec{r}$ ?