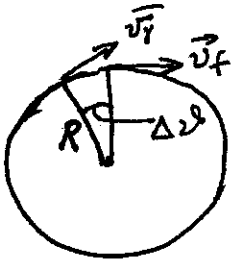


# UNIFORM CIRCULAR MOTION



$|\vec{v}| = \text{Speed} = \text{constant} = |\vec{v}_f| = |\vec{v}_i|$   
 $R = \text{Radius of Circle; } m = \text{mass of object.}$

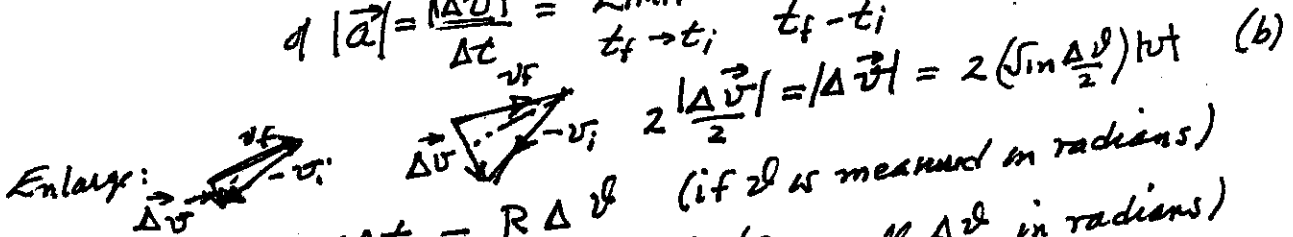
$NII$  applies  $\vec{F} = m\vec{a}$  (as always!)

What  $\vec{F}_{\text{centripetal}}$  is required to keep  $m$  travelling in a circle of radius  $R$ ?  
 (If we knew  $|\vec{a}|$  for circular motion,  $NII$  would give the answer.)

Dimensionally,  $[\vec{a}] = \left[ \frac{\Delta \vec{v}}{\Delta t} \right] = \frac{L}{T} \cdot \frac{1}{T} = \frac{L}{T^2}$   
 Assume  $a = v^p R^q$ ,  $\Rightarrow$  Dimension  $[a] = \text{Dimension}[v^p R^q]$   
 $\frac{L}{T^2} = \left( \frac{L}{T} \right)^p \cdot L^q$

And only  $p=2, q=1$  can give correct dimensionality for  $a$ :  
 Therefore  $|\vec{a}| \propto v^2/R$ , by dimensionality alone:  $|\vec{a}| = \text{const. } v^2/R$ .

In fact  $|\vec{a}| \equiv v^2/R$ , as we can prove from definition  
 of  $|\vec{a}| = \frac{|\Delta \vec{v}|}{\Delta t} = \text{Limit}_{t_f \rightarrow t_i} \frac{|\vec{v}_f - \vec{v}_i|}{t_f - t_i}$  (see sketch above) (a)



And finally (d)  $\sin \frac{\Delta \theta}{2} \approx \frac{\Delta \theta}{2}$  (for small  $\Delta \theta$  in radians)

so that (b)  $|\Delta \vec{v}| = 2v \sin \frac{\Delta \theta}{2} \approx 2v \cdot \frac{\Delta \theta}{2} = v \Delta \theta$

and  $|\vec{a}| = \frac{|\Delta \vec{v}|}{\Delta t} = \frac{v \Delta \theta}{\Delta t} = v \left( \frac{v}{R} \right)$ , (using  $v/R = \frac{\Delta \theta}{\Delta t}$  from (c))

$\vec{F}_{\text{centripetal}} = m\vec{a} = m v^2/R$