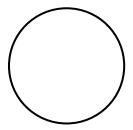
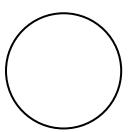
## **TYPES OF ACCELERATION IN ROTATION**

- There are FOUR types of acceleration in rotation problems
- Centripetal / Radial (linear)
  Tangential (linear)
  Total / Acceleration (linear)
  Rotational / Angular
- BUT some exist only if you're accelerating (spinning faster):
- You always have **v**<sub>T</sub>, **a**<sub>C</sub> (aka **a**<sub>RAD</sub>), and **w**:
- IF accelerating: you also have  $\mathbf{a}_T$  and  $\alpha$ :





- a,<sub>C</sub> \_\_\_\_\_\_
- **a**,τ (and α) \_\_\_\_\_.
- The equation  $\mathbf{a}_{,T} = \mathbf{r} \alpha$  is a way to remember that  $\mathbf{a}_{,T}$  and  $\alpha$  are connected. If one is zero, the other has to be zero.
  - Note that IF a,T = 0, then a = \_\_\_\_\_ = a,c.

EXAMPLE 1: A carousel 10 m in radius completes one cycle every 45 s. A boy stands at the edge of the carousel. Find his:

- (a) Tangential velocity
- (b) Angular acceleration
- (c) Radial acceleration
- (d) Tangential acceleration
- (e) Total linear acceleration

<u>EXAMPLE 2</u>: A carousel 16 m in radius accelerates from rest with 0.05 rad/s². A boy stands at the edge of the carousel. After the carousel has accelerated for 10 s, calculate the boy's:

- (a) Tangential velocity
- (b) Tangential acceleration
- (c) Radial acceleration
- (d) Angular acceleration
- (e) Total linear acceleration

## **PRACTICE: ROTATIONAL KINEMATICS**

<u>PRACTICE</u>: A large disc of radius 10 m initially at rest takes 200 full revolutions to reach 30 RPM. Calculate the total linear acceleration of a point at half way between the disc's center and its edge, once the disc reaches 30 RPM. (You may assume it continues accelerating past that point)

## **PRACTICE: ROTATIONAL KINEMATICS**

PRACTICE: An object of negligible size moves in a circular path of radius 20 m with 90 RPM. Find its radial acceleration.