

Movimiento circular

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

$$T = \frac{\text{tiempo}}{\text{oscilaciones}}$$



$$\vec{r}(t) = r(t) [\cos(\theta(t)) \hat{i} + \sin(\theta(t)) \hat{j}]$$

el movimiento circular uniforme asume que:

$$\frac{d\theta}{dt} = \dot{\theta} = \omega = \text{cte}$$

$$\frac{dr(t)}{dt} = \dot{r}(t) = 0, \text{ es decir } |\vec{r}| = \text{cte}$$

Con lo anterior para el mov. circular uniforme:

$$\frac{d\vec{r}(t)}{dt} = \dot{r}(t) \hat{r} + r(t) \dot{\theta} [-\sin(\theta(t)) \hat{i} + \cos(\theta(t)) \hat{j}]$$

$$= \dot{r}(t) \hat{r} + r(t) \dot{\theta} \hat{\theta}$$

dado $\dot{\theta} = \text{cte}$ y $\dot{r}(t) = 0$ en el circular uniforme:

$$\frac{d\vec{r}(t)}{dt} = \cancel{\dot{r}(t) \hat{r}} + r(t) \dot{\theta} \hat{\theta} = r(t) \omega \hat{\theta}$$

$$= r(t) \omega [-\sin(\theta(t)) \hat{i} + \cos(\theta(t)) \hat{j}]$$

La **Aceleración** en el movimiento circular es:

$$\frac{d}{dt} \left(\frac{d\vec{r}(t)}{dt} \right) = \frac{d}{dt} (\dot{r}(t) \hat{r} + r(t) \dot{\theta} \hat{\theta}) = \ddot{r}(t) \hat{r} + \dot{r}(t) \dot{\theta} \hat{r} + \dot{r}(t) \dot{\theta} \hat{\theta} + r(t) \ddot{\theta} \hat{\theta} + r(t) \dot{\theta} (-\dot{\theta}) [\cos(\theta(t)) \hat{i} + \sin(\theta(t)) \hat{j}]$$

$\ddot{r}(t) \rightarrow$ Aceleración lineal en dirección radial
 $-r(t)\dot{\theta}^2 \rightarrow$ Aceleración centrípeta
 $r(t)\ddot{\theta} \rightarrow$ Aceleración lineal en dirección tangencial
 $2\dot{r}\dot{\theta} \rightarrow$ Aceleración coriolis

$$= \ddot{r}(t) \hat{r} + \dot{r}(t) \dot{\theta} \hat{r} + \dot{r}(t) \dot{\theta} \hat{\theta} + r(t) \ddot{\theta} \hat{\theta} - r(t) \dot{\theta}^2 \hat{r}$$

$$= \hat{r} (\ddot{r}(t) - r(t) \dot{\theta}^2) + \hat{\theta} (2\dot{r}(t) \dot{\theta} + r(t) \ddot{\theta}) \quad \text{con } \hat{r} \cdot \hat{\theta} = 0$$

dado $\dot{\theta} = \text{cte}$ y $\dot{r}(t) = 0$ el circular uniforme tiene aceleración:

$$\frac{d}{dt} \left(\frac{d\vec{r}(t)}{dt} \right) = \hat{r} (\ddot{r}(t) - r(t) \dot{\theta}^2) + \hat{\theta} (2\dot{r}(t) \dot{\theta} + r(t) \ddot{\theta}) = -r(t) \dot{\theta}^2 \hat{r} = -r(t) \omega^2 \hat{r}$$

Aceleración lineal en el uniforme:

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

Aceleración centrípeta en el uniforme:

$$\ddot{\vec{r}}(t) = -r(t) \omega^2 \hat{r} = -\frac{|\vec{v}|^2}{r} \hat{r}$$

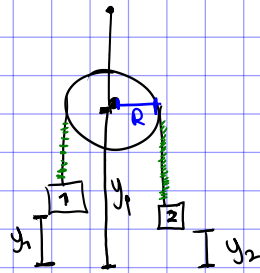
Angulo en función del tiempo:

$$\theta_{\text{final}} = \theta_i + \underbrace{\omega_0 t}_{\text{velocidad angular}} + \frac{1}{2} \underbrace{\alpha^2 t}_{\text{aceleración angular}}$$

radio en función del tiempo:

$$r_{\text{final}} = r_0 + \dot{r}_0 t + \frac{1}{2} \ddot{r} t^2$$

Equación de ligadura



$$l = (y_p - y_1) + \pi R + (y_p - y_2)$$

$$\ddot{l} = 0 = (a_p - a_1) + (a_p - a_2) = 2a_p - a_1 - a_2 = 0$$

$$a_p = \frac{(a_1 + a_2)}{2}$$

Acceleración de ligadura es cero

$$0 = \frac{(a_1 + a_2)}{2}$$

$$a_1 = -a_2$$

Lanzamiento parabólico

$$y(t) = y_0 + v_{0y} \cdot t - \frac{1}{2} g t^2$$

$$x(t) = x_0 + v_{0x} \cdot t$$

$$v_{f, \text{final}} = \sqrt{v_{fy}^2 + v_{fx}^2}$$

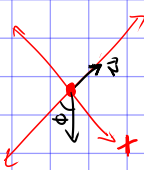
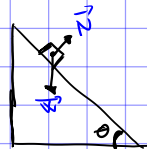
$$v_x(t) = v_{0x}$$

$$v_y(t) = v_{0y} - g t$$

$$v_{0x} = v \cdot \cos(\theta)$$

$$v_{0y} = v \cdot \sin(\theta)$$

Experimento guileo



$$\left. \begin{array}{l} g \sin(\theta) = a \\ g \cos(\theta) = a \end{array} \right\}$$

$$\sum F_x = w \sin(\theta) = m a$$

$$\sum F_y = N - w \cos(\theta) = 0$$

Fricción

Caso estático

Caso dinámico

$$\vec{F}_{\text{fricción}} = \mu \vec{N}$$

Normal

coef. de fricción

① Caso estático

$$\begin{aligned} \textcircled{1} \sum F_y &= N - m g \cos(\theta) = 0 \\ &= N = m g \cos(\theta) \end{aligned}$$

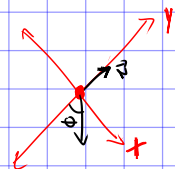
$$\begin{aligned} \textcircled{2} \sum F_x &= m g \sin(\theta) - \vec{F}_{\text{fricción}} = 0 \\ &= m g \sin(\theta) - m g \cos(\theta) \mu = 0 \\ &= \sin(\theta) - \mu \cos(\theta) = 0 \\ &= \mu = \frac{\sin(\theta)}{\cos(\theta)} = \tan(\theta) \end{aligned}$$

$$\Rightarrow \mu = \tan(\theta) \quad [\text{si está quieto}]$$

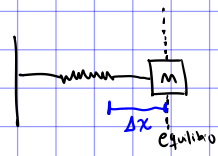
② Caso dinámico

$$\textcircled{1} \sum F_y = N - m g \cos(\theta) = 0$$

$$\textcircled{2} \sum F_x = m g \sin(\theta) - \vec{F}_f = m \cdot a$$



ley de Hooke



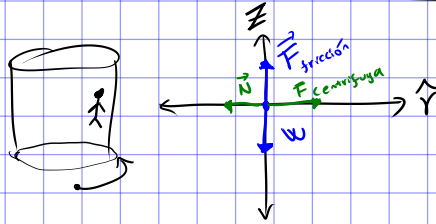
$$F = -K \cdot (\Delta x)$$

fuerza restauradora

desplazamiento respecto al punto de equilibrio

$$\begin{aligned}\sum F_x &= -K(\Delta x) = m a \\ &= -K(\Delta x) = m a \\ &= \frac{-K(\Delta x)}{m} = a\end{aligned}$$

Rotación 2



$$\begin{aligned}\textcircled{2} \sum F_{\hat{x}} &= F_{\text{centrífuga}} - N = \omega^2 R M - N = 0 \\ &= \omega^2 R M = N\end{aligned}$$

No sale volando

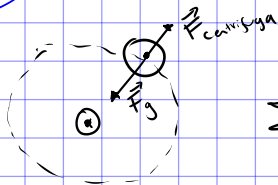
$$\begin{aligned}\textcircled{3} \sum F_z &= F_{\text{fricción}} - W = 0 \\ &= N M = m g \\ &= \omega^2 R M = m g \\ &= \omega^2 R M = g \\ &= \omega = \sqrt{\frac{g}{R M}}\end{aligned}$$

No se cae dentro del cilindro

Fuerza gravitacional

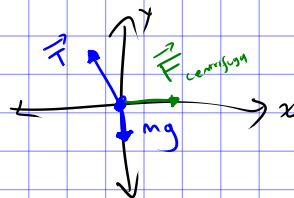
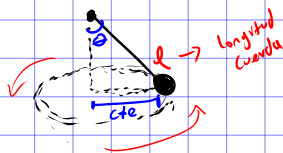
$$|\vec{F}_g| = \left| \frac{G \cdot m_1 \cdot m_2}{R^2} \right|$$

cte grav universal



$$\begin{aligned}\sum F_p &= F_{\text{centrífuga}} - F_{\text{gravitacional}} = 0 \\ &= \omega^2 R m_2 - \frac{G \cdot m_1 \cdot m_2}{R^2} = 0 \\ &= \omega^2 = \frac{G m_1}{R^3} \\ &= \frac{4 \pi^2}{T^2} = \frac{G m_1}{R^3} \\ &\text{Aprox. cte. para cualquier planeta} \Rightarrow \omega^2 = \frac{R^3}{T^2} = \frac{G m_1}{4 \pi^2}\end{aligned}$$

Péndulo cónico



$$\begin{aligned}\sum F_x &= F_{\text{centrífuga}} - T \sin(\theta) = 0 \\ &= m \omega^2 R = T \sin(\theta) \\ &= m \omega^2 (l \sin(\theta)) = T \sin(\theta) \\ &= m \omega^2 l = T\end{aligned}$$

$$\begin{aligned}\sum F_y &= T \cos(\theta) - m g = 0 \\ &= T \cos(\theta) = m g \\ &= T = \frac{m g}{\cos(\theta)}\end{aligned}$$