

## Initialization & Library Loading

### Circular Motion Worldline

```
In[*]:= SetAttributes[r, Constant];
SetAttributes[ω, Constant];
$Assumptions = r > 0 && ω > 0 && r ω < 1 && λ ≥ 0;

CircularMotion[r_, ω_] := t ↦ mkFourVector[t, r Cos[ω t], r Sin[ω t]];

In[*]:= CircularMotion[r, ω][t]
Out[*]= FourVector[t, r Cos[t ω], r Sin[t ω], 0]
```

### Proper Time

```
In[*]:= Dtau[CircularMotion[r, ω]][λ]
Out[*]=  $\sqrt{1 - r^2 \omega^2} \, Dt[\lambda]$ 

In[*]:= ProperTime[CircularMotion[r, ω]][λ]
Out[*]=  $\lambda \sqrt{1 - r^2 \omega^2}$ 

In[*]:= ProperTimeToFrameTime[CircularMotion[r, ω]][τ] // Simplify
Out[*]=  $\left\{ \frac{\tau}{\sqrt{1 - r^2 \omega^2}} \right\}$ 

In[*]:= FrameTimeToProperTime[CircularMotion[r, ω]][t] // Simplify
Out[*]=  $\left\{ t \sqrt{1 - r^2 \omega^2} \right\}$ 

In[*]:= ProperTimeParametrization[CircularMotion[r, ω]][τ] // Simplify
Out[*]=  $\left\{ \text{FourVector} \left[ \frac{\tau}{\sqrt{1 - r^2 \omega^2}}, r \cos \left[ \frac{\tau \omega}{\sqrt{1 - r^2 \omega^2}} \right], r \sin \left[ \frac{\tau \omega}{\sqrt{1 - r^2 \omega^2}} \right], 0 \right] \right\}$ 
```

### Frame Properties

```
In[*]:= FrameVelocity[CircularMotion[r, ω]][λ]
Out[*]=  $\{-r \omega \sin[\lambda \omega], r \omega \cos[\lambda \omega], 0\}$ 

In[*]:= FrameAcceleration[CircularMotion[r, ω]][λ] // Simplify
Out[*]=  $\{-r \omega^2 \cos[\lambda \omega], -r \omega^2 \sin[\lambda \omega], 0\}$ 
```

## Velocity and Acceleration

In[\*]:= FourVelocity[CircularMotion[r,  $\omega$ ]][ $\lambda$ ]

$$\text{Out[*]} = \text{FourVector}\left[\frac{1}{\sqrt{1-r^2\omega^2}}, -\frac{r\omega\sin[\lambda\omega]}{\sqrt{1-r^2\omega^2}}, \frac{r\omega\cos[\lambda\omega]}{\sqrt{1-r^2\omega^2}}, 0\right]$$

In[\*]:= ProperVelocity[CircularMotion[r,  $\omega$ ]][ $\lambda$ ] // Simplify

Out[\*] = 1

In[\*]:= FourAcceleration[CircularMotion[r,  $\omega$ ]][ $\lambda$ ]

$$\text{Out[*]} = \text{FourVector}\left[0, \frac{r\omega^2\cos[\lambda\omega]}{-1+r^2\omega^2}, \frac{r\omega^2\sin[\lambda\omega]}{-1+r^2\omega^2}, 0\right]$$

In[\*]:= ProperAcceleration[CircularMotion[r,  $\omega$ ]][ $\lambda$ ] // Simplify

$$\text{Out[*]} = -\frac{i r \omega^2}{-1+r^2\omega^2}$$