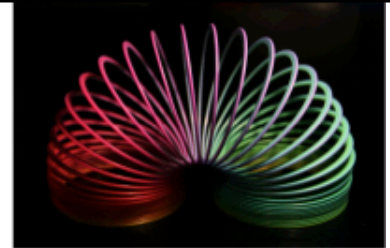
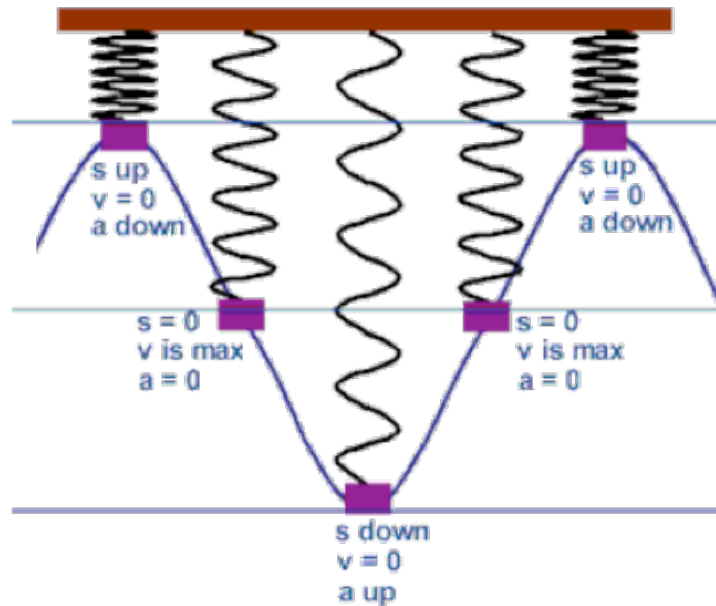


# Simple Harmonic Motion

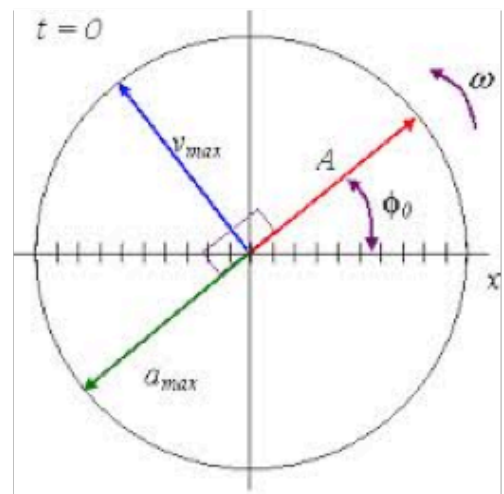
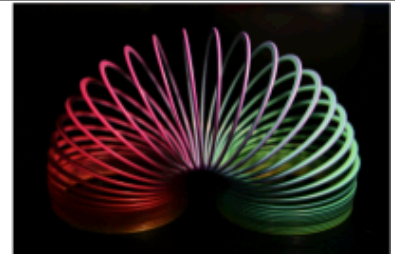


- SHM can also be related to rotational motion.



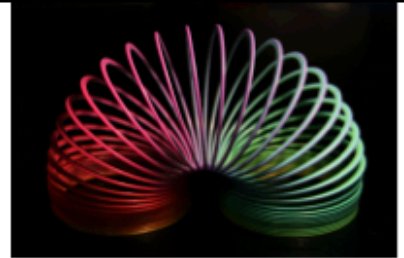
## Circular Review

- Instead of  $x$  or  $y \rightarrow \theta$   
radians
- Instead of  $v \rightarrow \omega$   
rad/s
- Instead of  $a \rightarrow \alpha$   
rad/s<sup>2</sup>



# Rotational Formulas

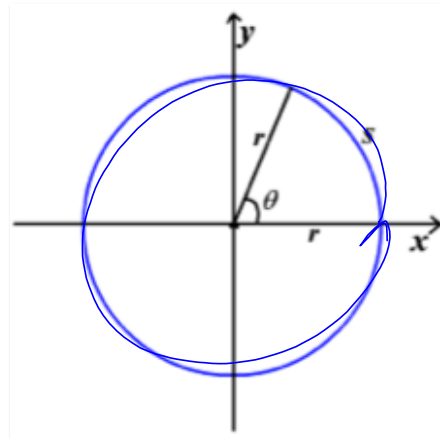
- Omega, \*Angular Frequency



$$\omega = \frac{\Delta\theta}{\Delta t} = \frac{2\pi}{T}$$

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

$$T = \frac{2\pi}{\omega} = \frac{1}{f}$$



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

$$T = \frac{1}{f}$$

$$\omega = \frac{2\pi}{\frac{1}{f}} = \frac{2\pi f}{1} = 2\pi f$$

$$\boxed{\omega = 2\pi f}$$

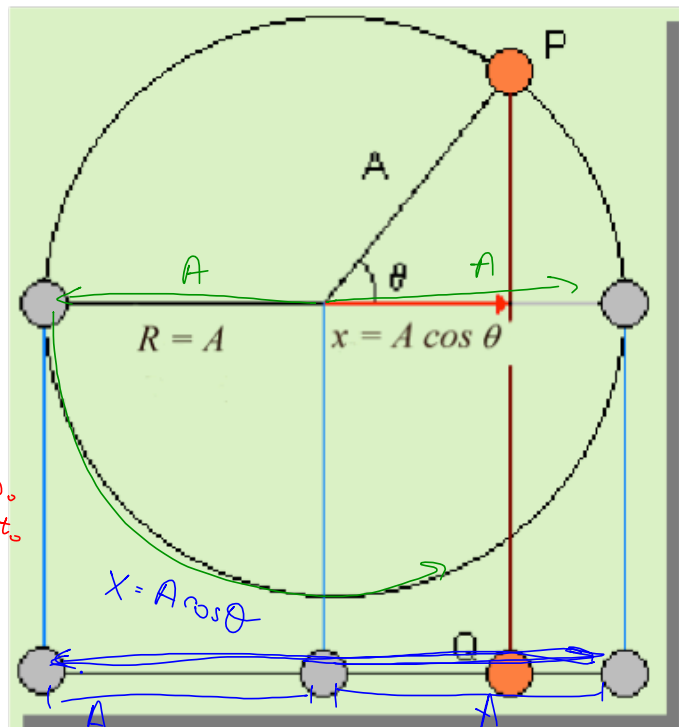
## Another Circular Visualization of SHM

- Video

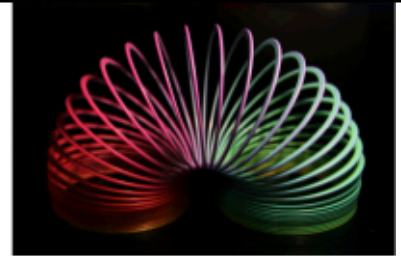


## Another Circular Visualization of SHM

- Horizontal Motion:
- Object in horizontal SHM can be 'projected' on to the unit circle.
- The x-component of the circular motion can be used to describe the position of the of the SHM as a function of time



## Sinusoidal Nature of SHM - Horizontal



- Position (x):

$$x = A \cos(\omega \cdot t)$$

A = max. amplitude

- ▶ Velocity (v):

$$v = -A \cdot \omega \sin(\omega t)$$

- ▶ Max. velocity ( $v_{\max}$ ):

$$v_{\max} = A \cdot \omega$$

- ▶ Acceleration (a):

$$a = -A \cdot \omega^2 \cos(\omega t)$$

- ▶ Max. acceleration ( $a_{\max}$ ):

$$a_{\max} = A \cdot \omega^2$$