

# PhyzGuide: Rotational Kinematics

## translational      DISPLACEMENT      rotational

**Name** Displacement  
**Symbol**  $x, y, z$  (or  $s$ )  
**Units** Meters are the SI units, feet, yards, light-years and many others are also used.

**Name** Angular displacement  
**Symbol**  $\theta$   
**Units** Radians are the SI “units,” degrees and revolutions are also used:  
 $1 \text{ rev} = 2\pi \text{ rad} = 360^\circ$



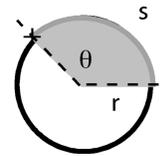
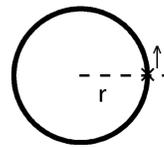
1 revolution



$2\pi$  radians



$360^\circ$

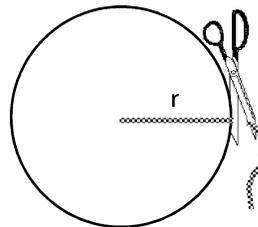


If a point ( $x$ ) rotates through an angle  $\theta$  along the arc of a circle of radius  $r$  as shown above, then the arclength (linear distance)  $s$  is:

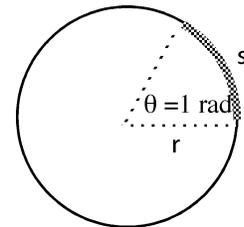
$$s = r\theta$$

ONLY if the angle  $\theta$  is measured in radians.  
 This simple relation between angle and arclength makes the radian a convenient and “natural” unit of angular measure.

### A RADIAN? What's a RADIAN?!



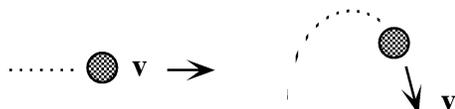
If you stretched a string from the center of a circle to the edge and cut it as shown, you'd have a length of string equal to the circle's radius.



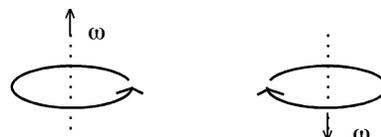
$$s = r$$

Now wrap that length of string around the circle as far as it will go. The arclength covered is equal to the radius, and the angle covered is 1 radian.

**Name** Velocity  
**Symbol**  $v$   
**Units**  $v = \Delta x / \Delta t$   
 (vector:  $\mathbf{v} = \Delta \mathbf{x} / \Delta t$ )  
 Velocity is the rate of change of position. The direction of the vector  $v$  is the direction of motion.



**Name** Angular velocity  
**Symbol**  $\omega$   
**Units**  $\omega = \Delta \theta / \Delta t$   
 (vector:  $\boldsymbol{\omega} = \Delta \boldsymbol{\theta} / \Delta t$ )  
 Angular velocity is the rate of change of angular position. The direction of the vector  $\omega$  is the axis of rotation (via a right-hand rule).



**Name** Acceleration  
**Symbol**  $a$   
**Units**  $a = \Delta v / \Delta t$   
 (vector:  $\mathbf{a} = \Delta \mathbf{v} / \Delta t$ )  
 Acceleration is the rate of change of velocity. Acceleration occurs when speed or direction of motion changes.

**Name** Angular acceleration  
**Symbol**  $\alpha$   
**Units**  $\alpha = \Delta \omega / \Delta t$   
 (vector:  $\boldsymbol{\alpha} = \Delta \boldsymbol{\omega} / \Delta t$ )  
 Angular acceleration is the rate of change of angular velocity. Angular acceleration occurs when angular speed or plane of rotation changes.