

Lecture 7  
Thur. 9.17.2013

# Geometry and Motion of Isotropic Harmonic Oscillators

(Ch. 9 and Ch. 11 of Unit 1)

## Geometry of idealized “Sophomore-physics Earth”

Coulomb field outside                      Isotropic Harmonic Oscillator (IHO) field inside

Contact-geometry of potential curve(s)

“Crushed-Earth” models: 3 key energy “steps” and 4 key energy “levels”

Earth matter vs nuclear matter:

Introducing the “neutron starlet” and **“Black-Hole-Earth”**

## Isotropic harmonic oscillator dynamics in 1D, 2D, and 3D

Sinusoidal space-time dynamics derived by geometry

Isotropic harmonic oscillator orbits in 1D and 2D (You get 3D for free!)

Constructing 2D Isotropic harmonic oscillator orbits using phasor plots

Examples with *x-y phase lag* :  $\alpha_{x-y} = \alpha_x - \alpha_y = 15^\circ, 30^\circ, \text{ and } \pm 75^\circ$

# *Geometry of idealized “Sophomore-physics Earth”*

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*Earth matter vs nuclear matter:*

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# Coulomb force vanishes inside-spherical shell (Gauss-law)

Unit 1  
Fig. 9.6

Shell mass element  
 $m = (\text{solid-angle factor } A) d^2$

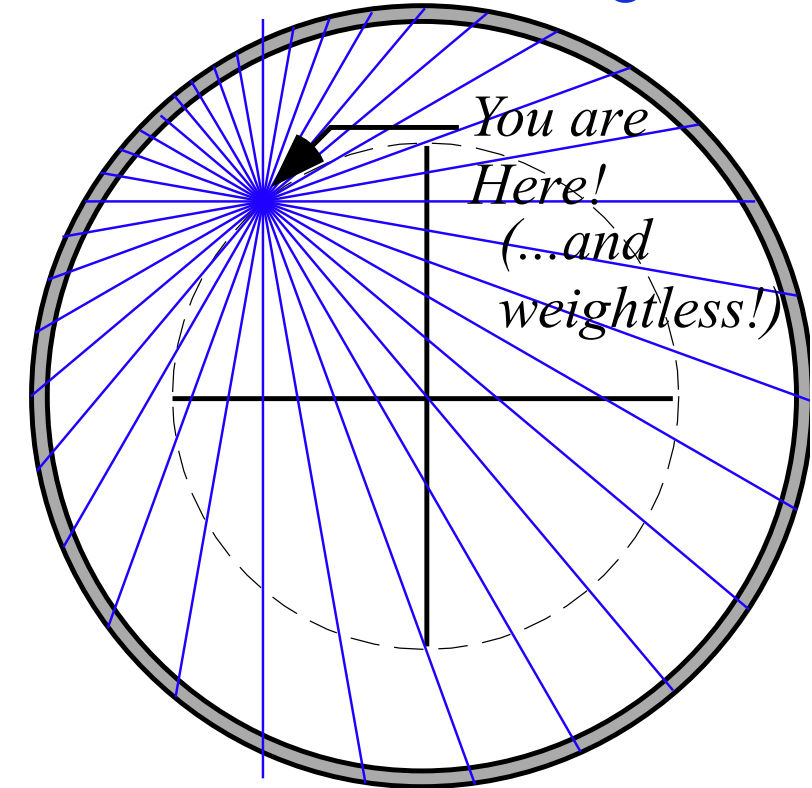
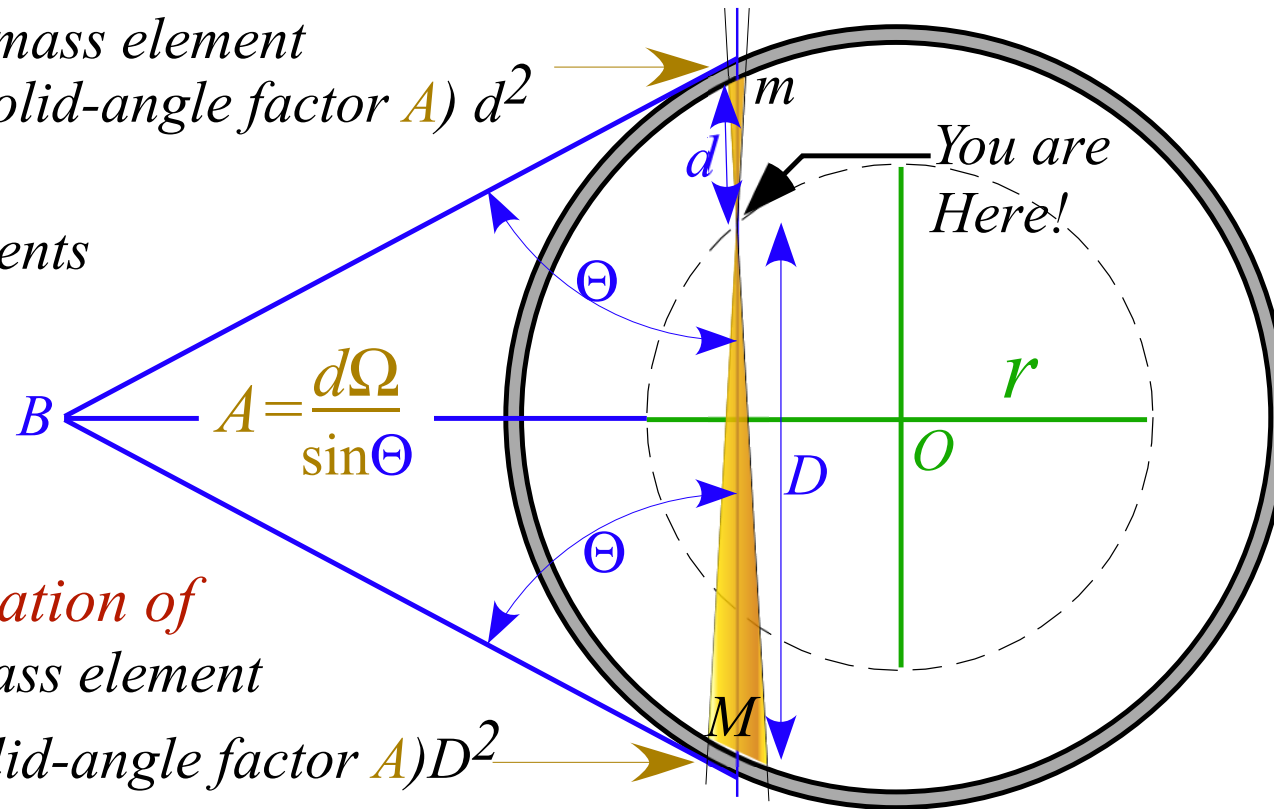
Gravity at  $r$   
due to shell mass elements

$$\frac{GM}{D^2} - \frac{Gm}{d^2} =$$

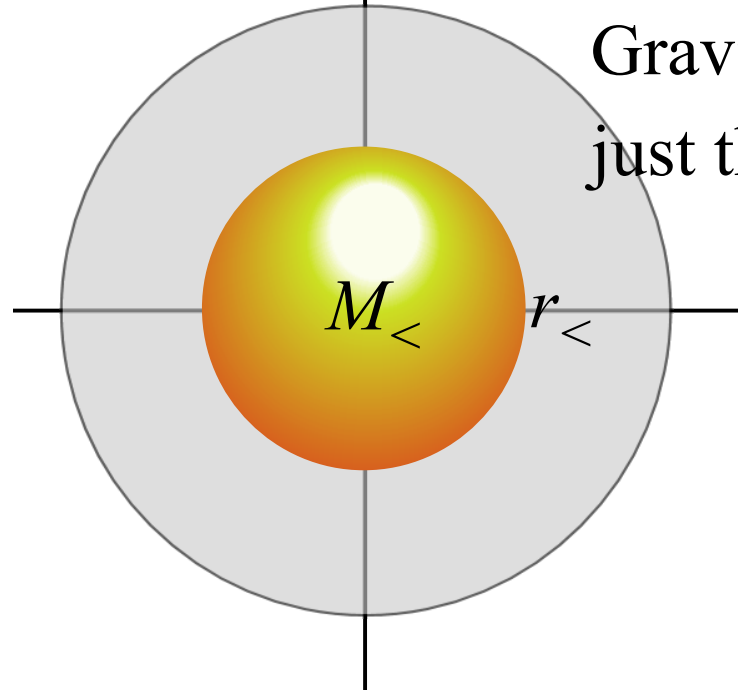
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*Cancellation of  
Shell mass element*

$M = (\text{solid-angle factor } A)D^2$



*Coulomb force inside-spherical body due to stuff below you, only.*



Gravitational force at  $r_<$  is  
just that of planet  $M_<$  below  $r_<$

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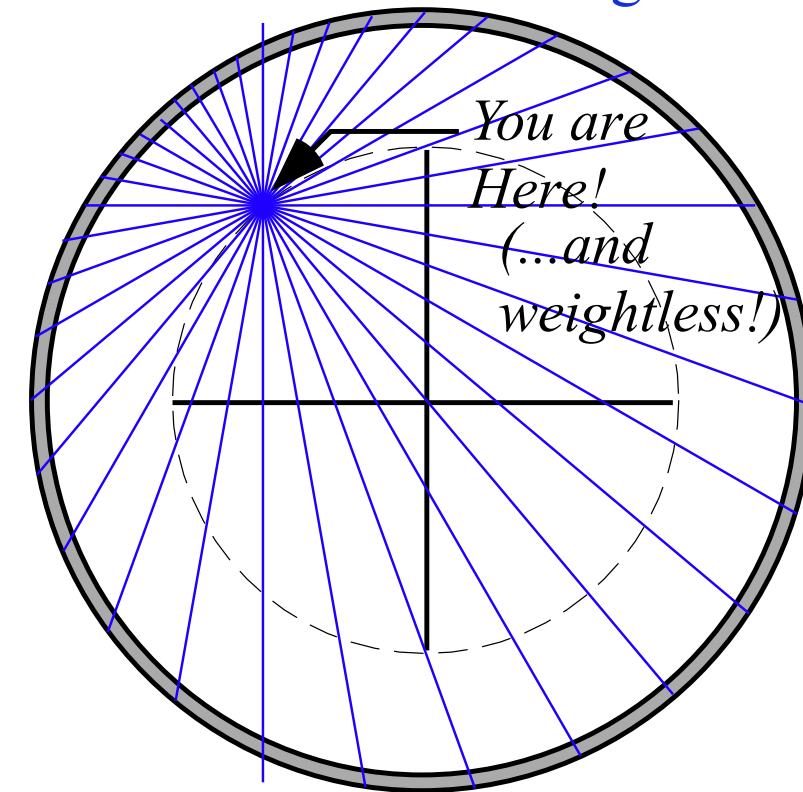
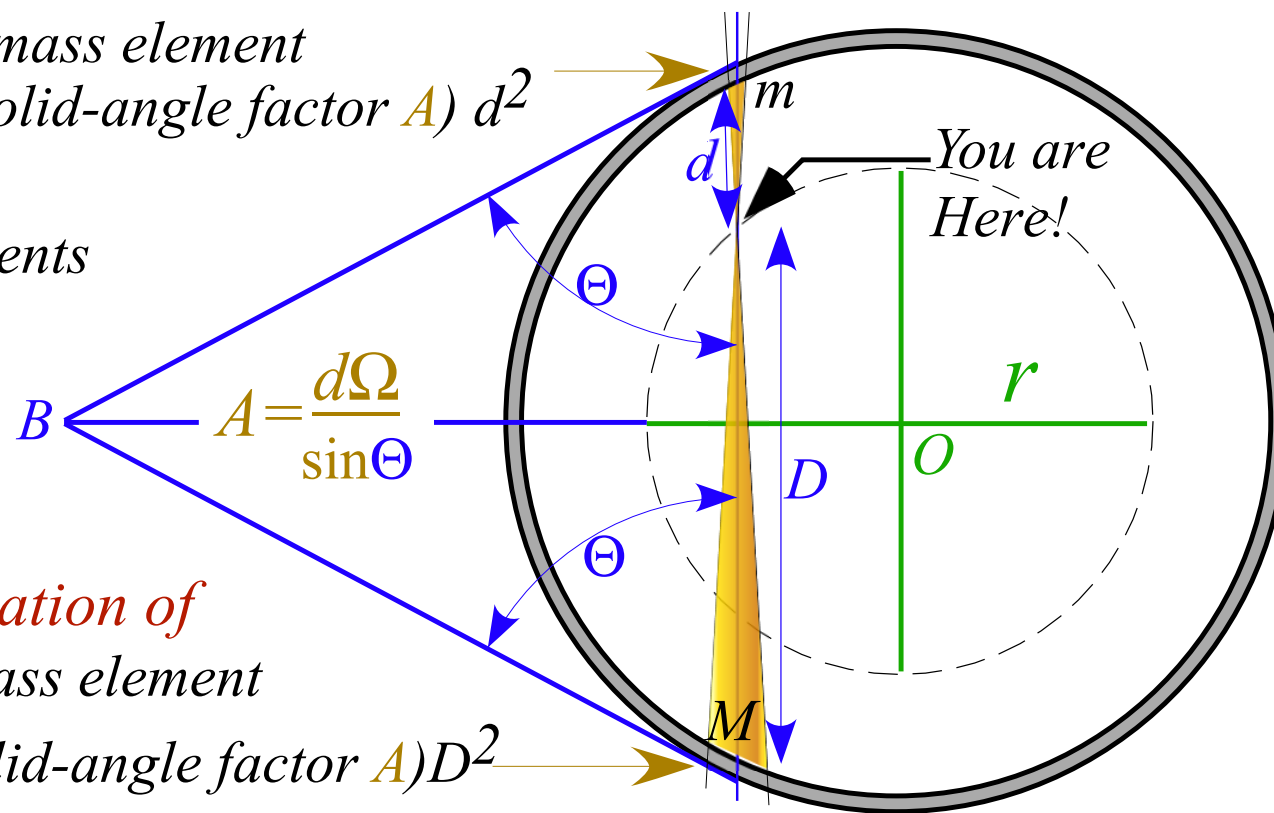
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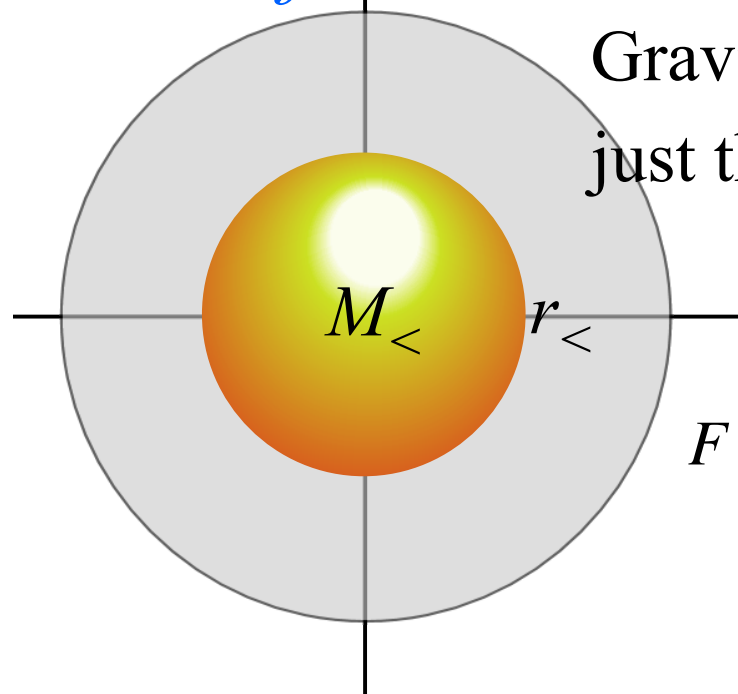
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You are Here!  
(...and weightless!)

## Coulomb force inside-spherical body due to stuff below you, only.



Gravitational force at  $r_<$  is  
just that of planet  $M_<$  below  $r_<$

$$F^{inside}(r_<) = G \frac{mM_<}{r_<^2} = Gm \frac{4\pi}{3} \frac{M_<}{\frac{4\pi}{3} r_<^3} r_<$$

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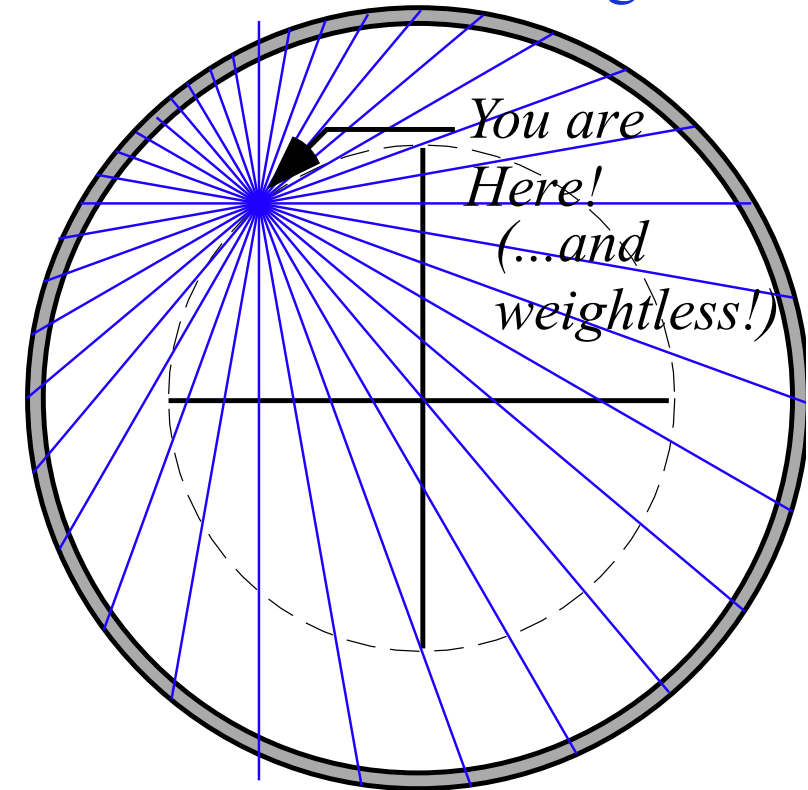
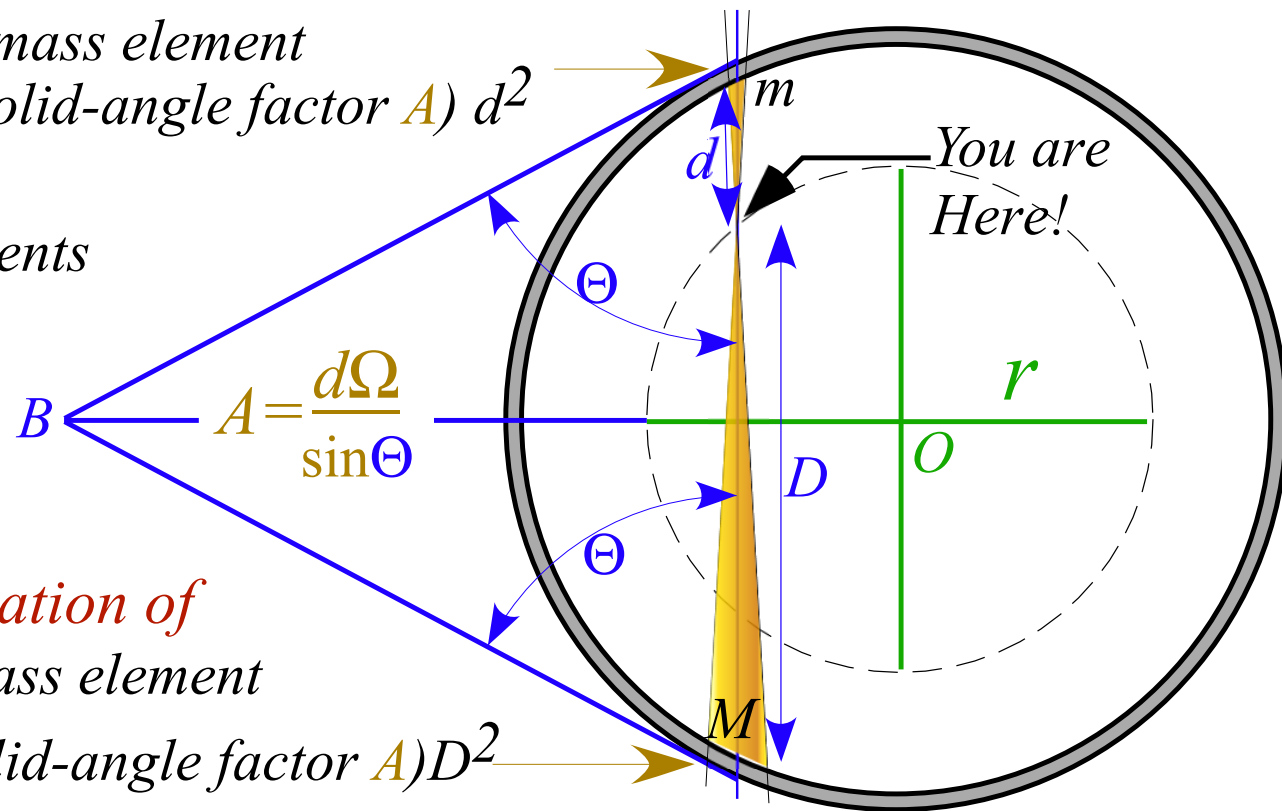
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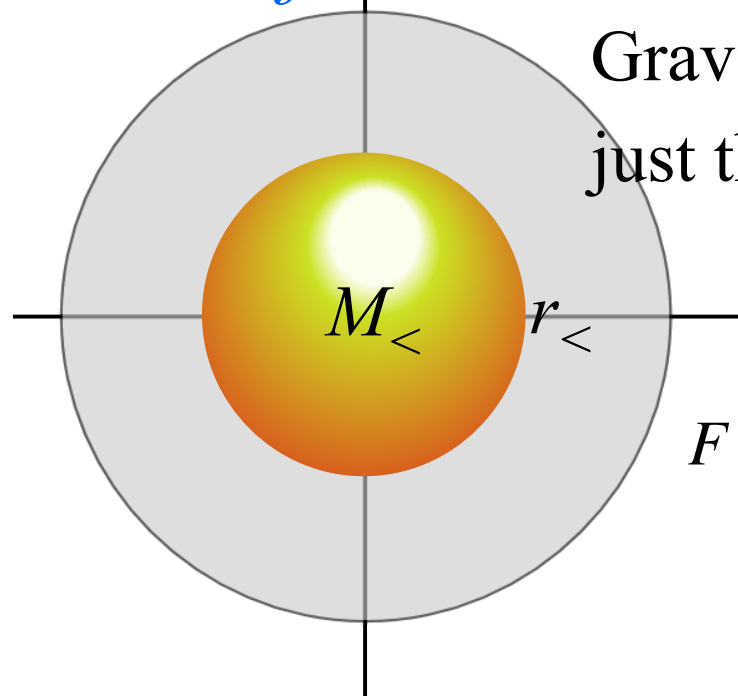
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Note:  
Hooke's (linear) force law  
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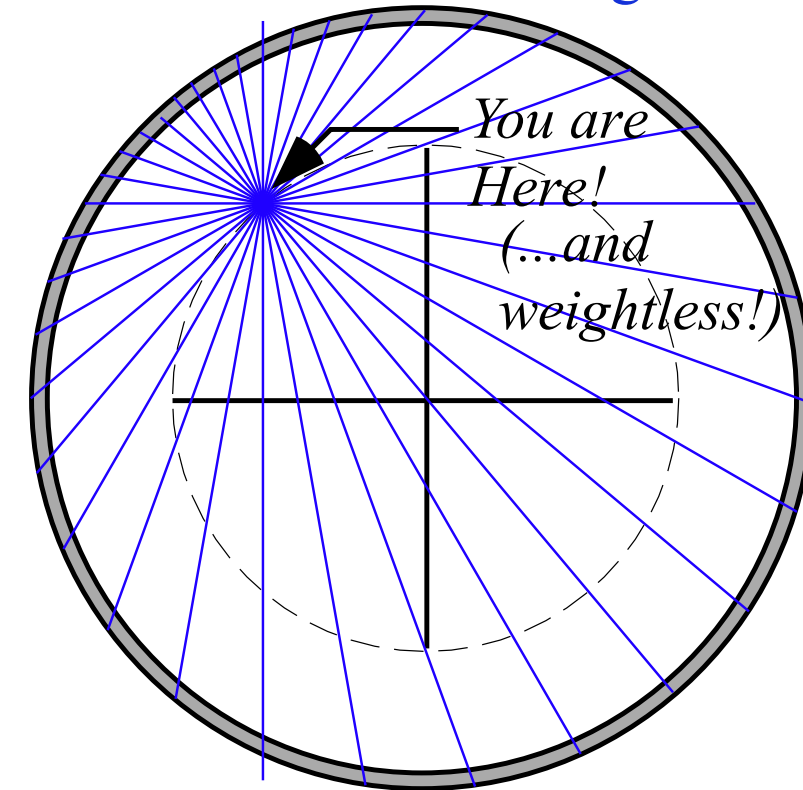
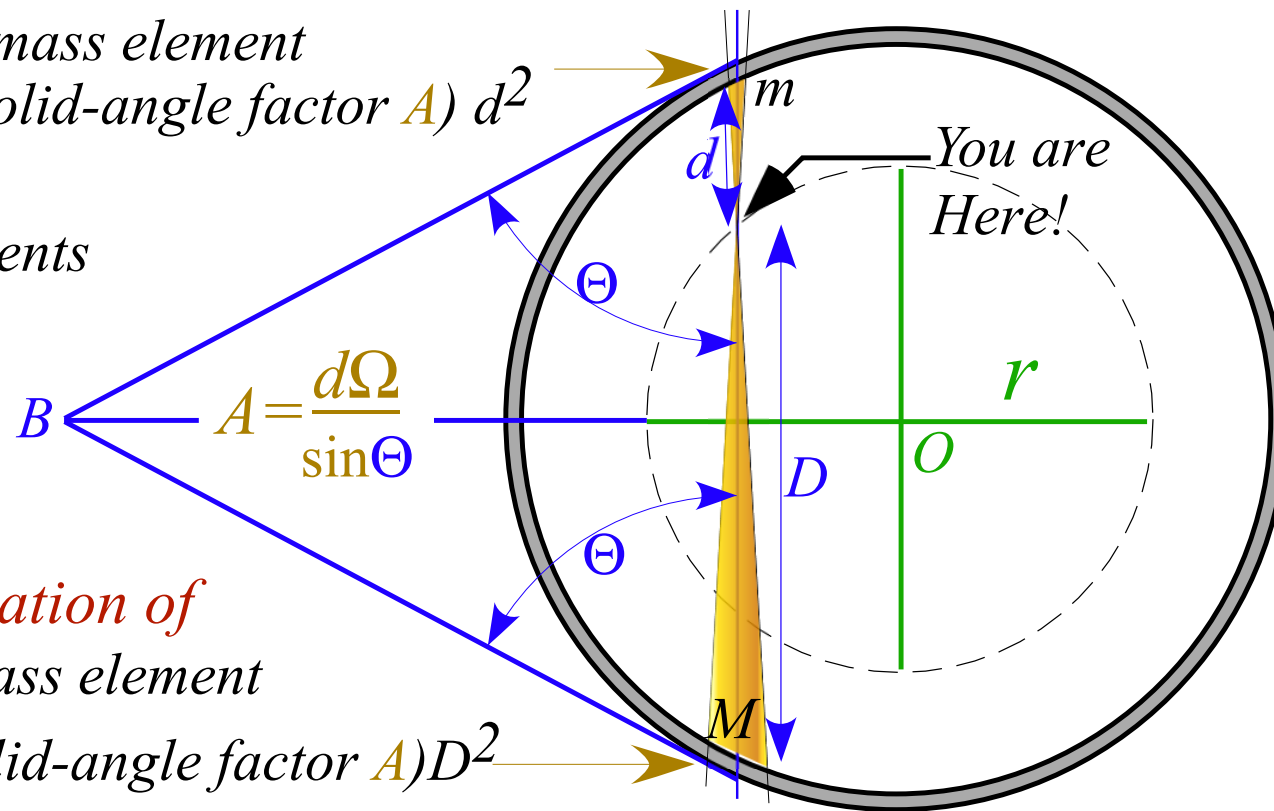
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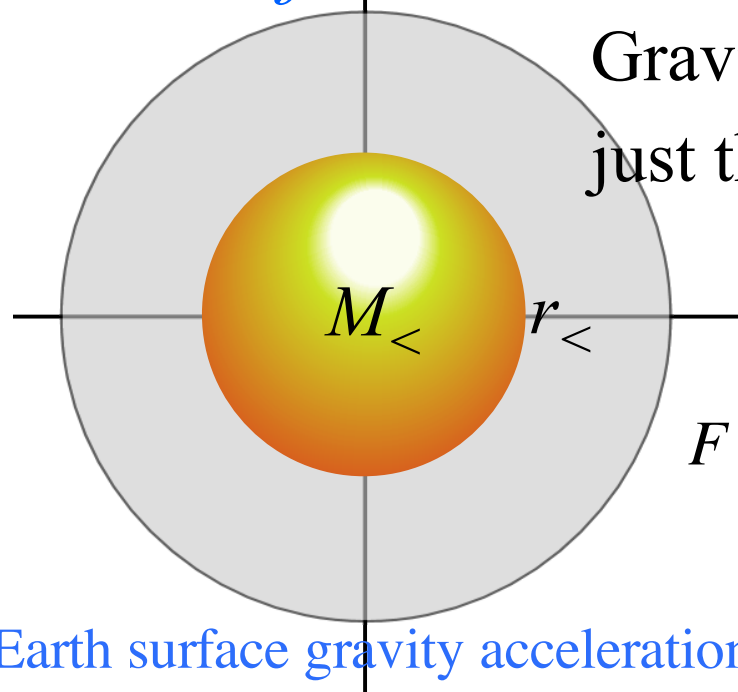
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$G = 6.67384(80) \cdot 10^{-11} Nm^2/C^2 \sim (2/3) 10^{-10}$

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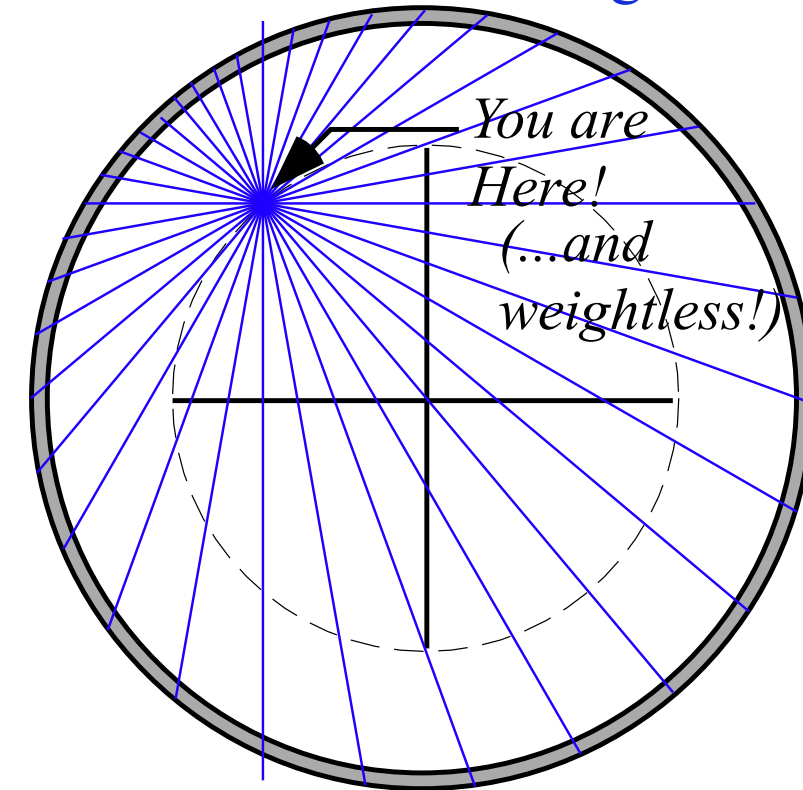
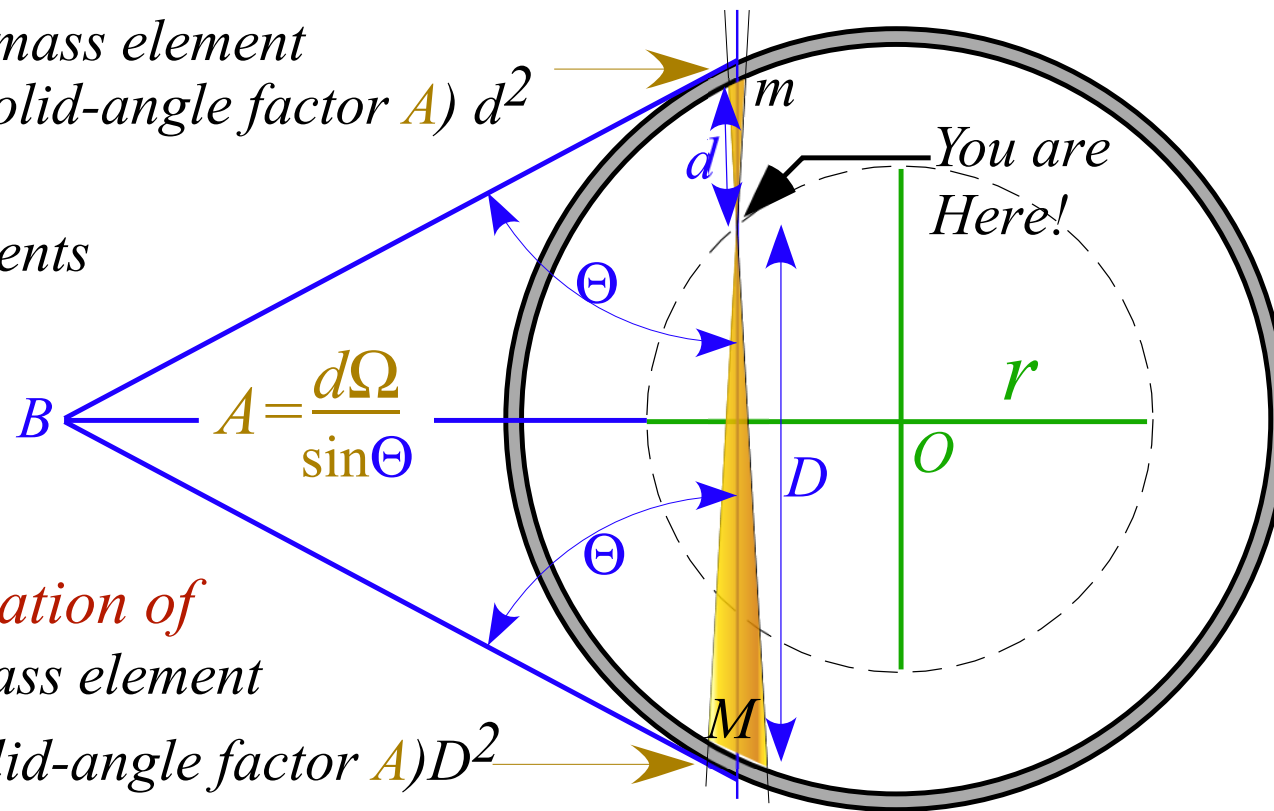
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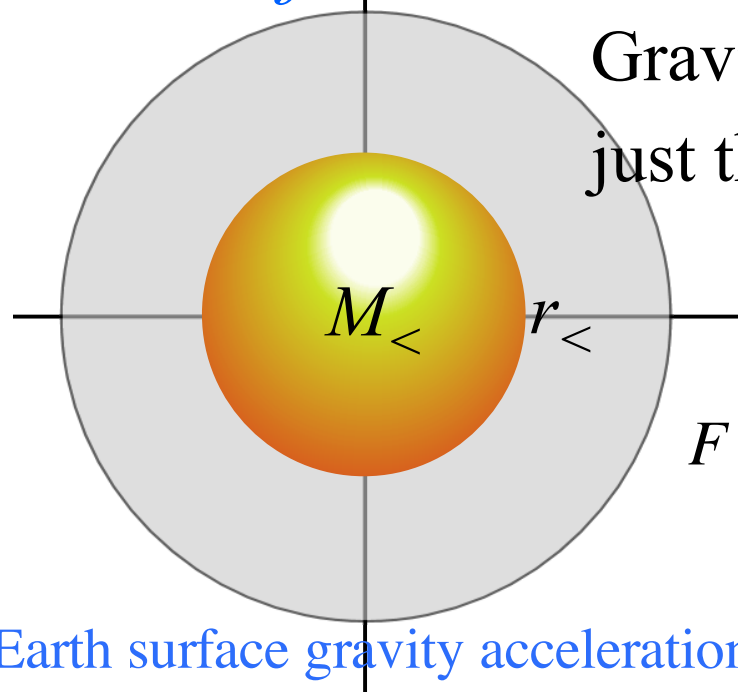
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Earth radius:  $R_{\oplus} = 6.371 \cdot 10^6 \text{ m} \approx 6.4 \cdot 10^6 \text{ m}$

Earth mass:  $M_{\oplus} = 5.9722 \times 10^{24} \text{ kg} \approx 6.0 \cdot 10^{24} \text{ kg}$

Solar radius:  $R_{\odot} = 6.955 \times 10^8 \text{ m} \approx 7.0 \cdot 10^8 \text{ m}$

Solar mass:  $M_{\odot} = 1.9889 \times 10^{30} \text{ kg} \approx 2.0 \cdot 10^{30} \text{ kg}$

# *Geometry of idealized “Sophomore-physics Earth”*

*Coulomb field outside*

*Isotropic Harmonic Oscillator (IHO) field inside*

 *Contact-geometry of potential curve(s)*

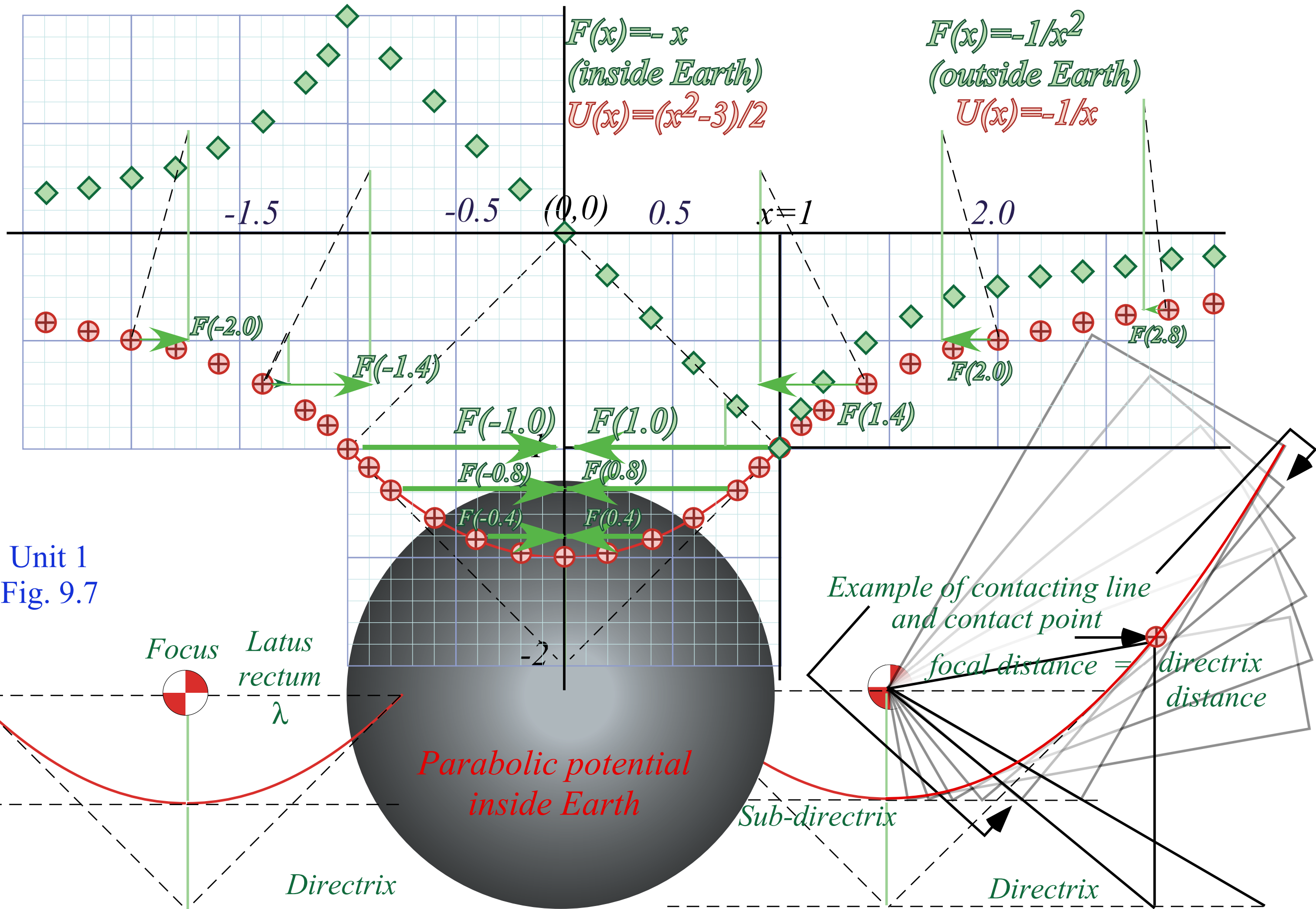
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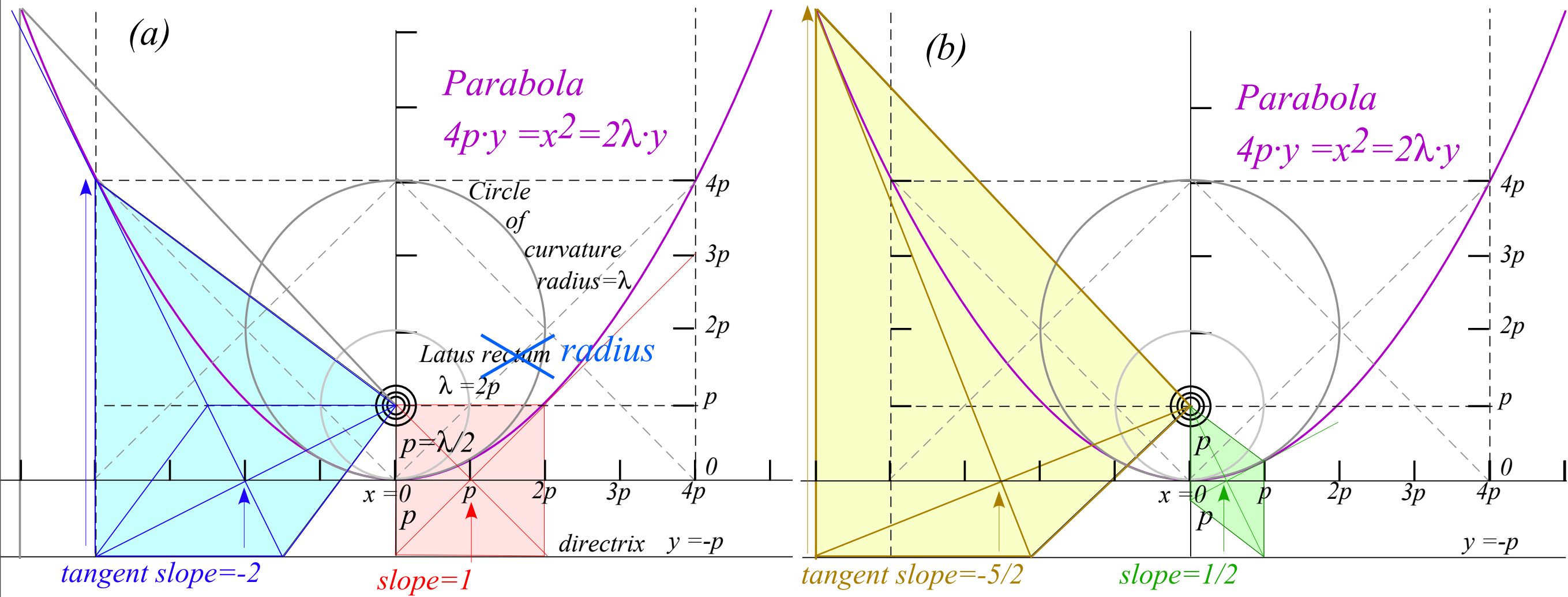


# The ideal "Sophomore-Physics-Earth" model of geo-gravity



...conventional parabolic geometry...carried to extremes...

(Review of Lect. 6 p.29)



Unit 1  
Fig. 9.4

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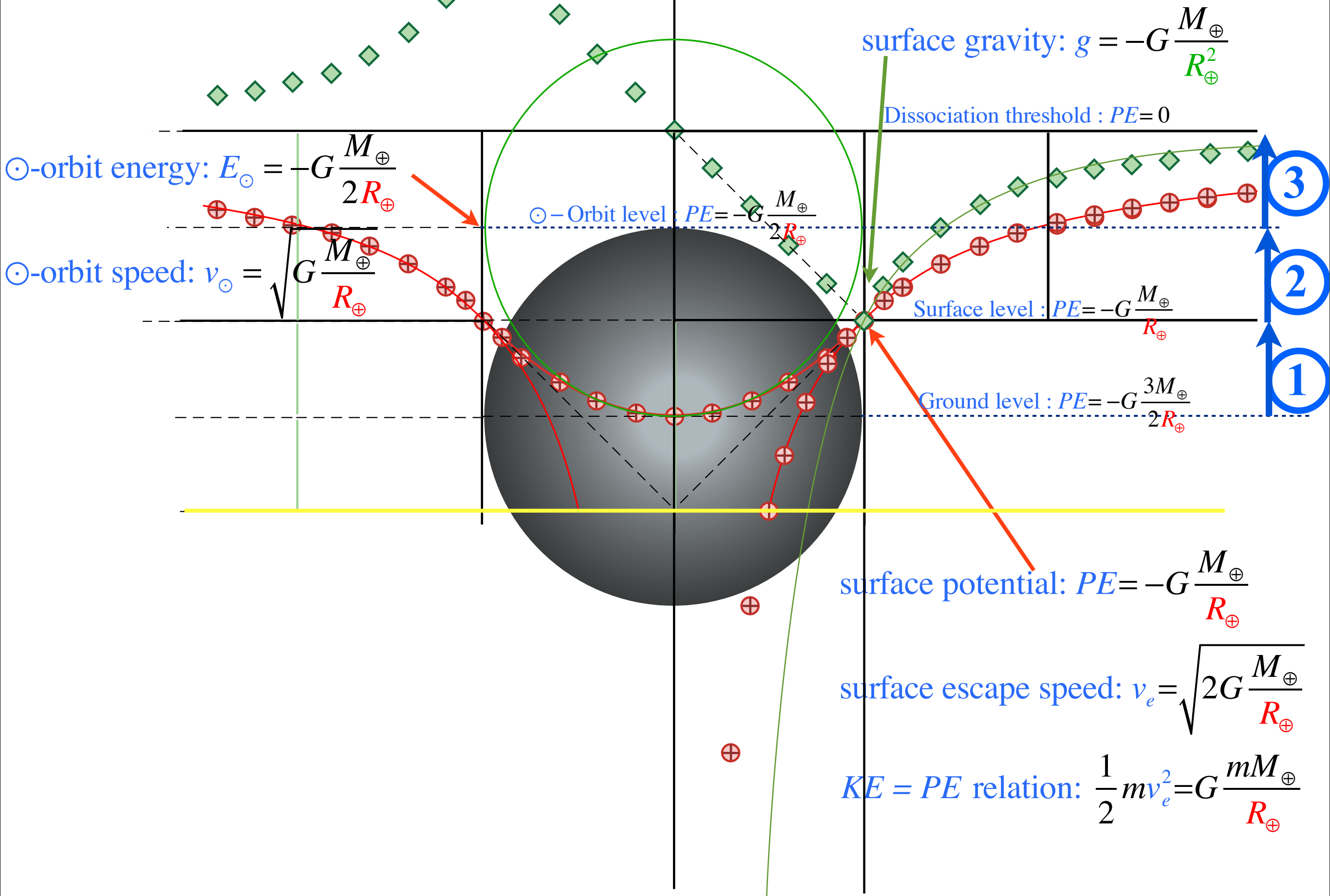
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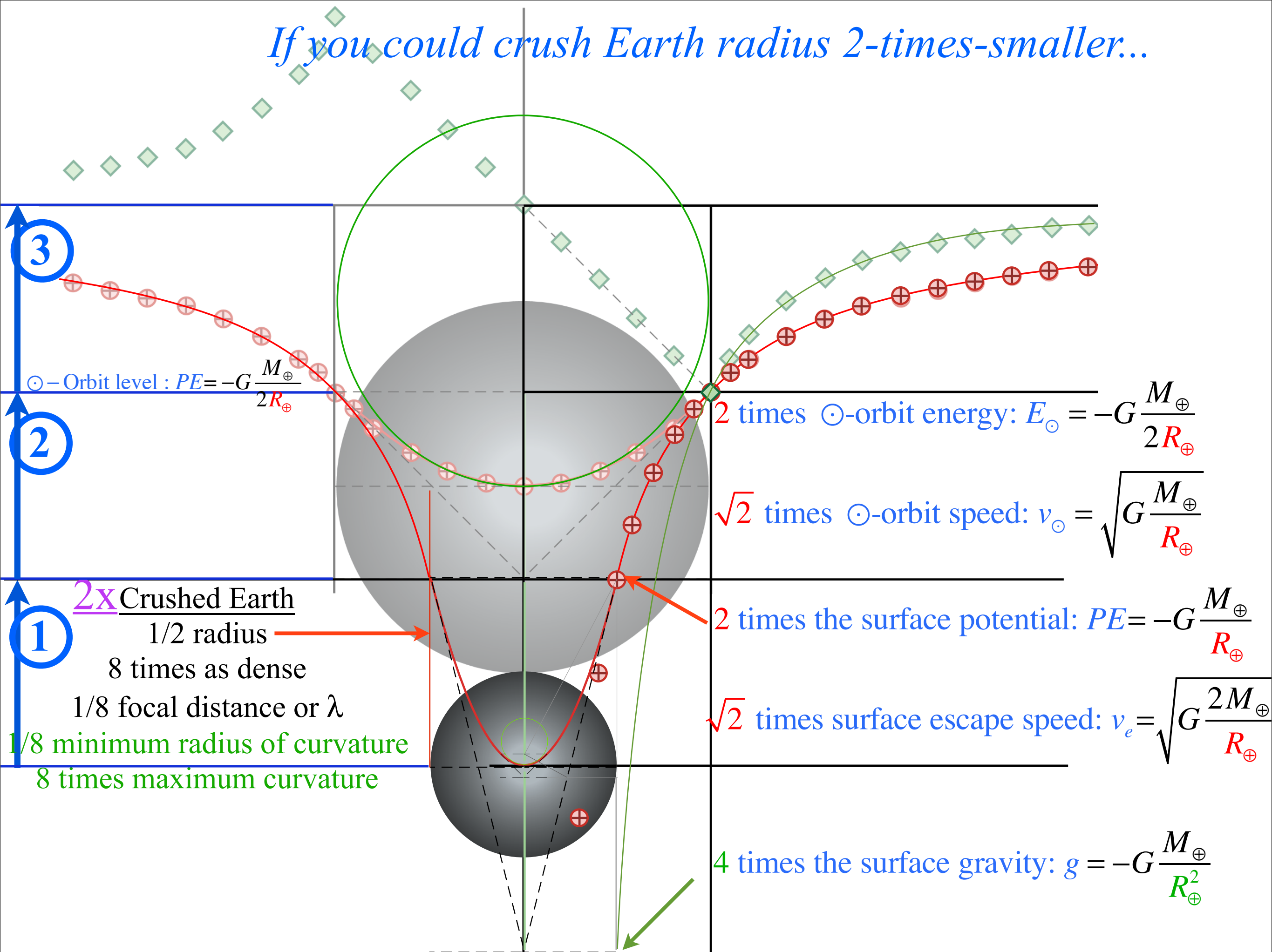
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# The "Three (equal) steps from Hell"



If you could crush Earth radius 2-times-smaller...





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## Examples of “crushed” matter

*Earth matter* Earth mass :  $M_{\oplus} = 5.9722 \times 10^{24} \text{ kg} \simeq 6.0 \cdot 10^{24} \text{ kg}$ . Density  $\rho_{\oplus} ??$

Earth radius :  $R_{\oplus} = 6.371 \cdot 10^6 \text{ m} \simeq 6.4 \cdot 10^6 \text{ m}$  Earth volume :  $(4\pi / 3) R_{\oplus}^3 \simeq 4 \cdot 260 \cdot 10^{18} \sim 10^{21} \text{ m}^3$

$(6.4)^3 \sim 262$  and  $(4\pi/3)260 = 1098 \sim 10^3$

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Density of solid Fe =  $7.9 \cdot 10^3 \text{ kg/m}^3$

Density of liquid Fe =  $6.9 \cdot 10^3 \text{ kg/m}^3$

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$$36\pi = 113 \sim 10^2$$

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Nuclear density is  $10^{-25+43} = 10^{18} \text{ kg/m}^3$  or a trillion ( $10^{12}$ ) kilograms in the size of a fingertip (1cc).

Earth radius crushed by a factor of  $0.5 \cdot 10^{-5}$  to  $R_{\text{crush}\oplus} \approx 300 \text{ m}$  would approach neutron-star density.

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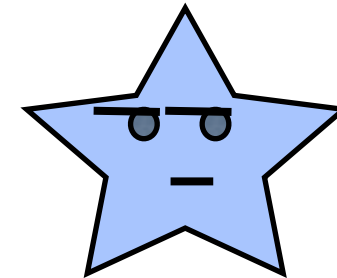
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**Introducing the “Neutron starlet”**  $1 \text{ cm}^3$  of nuclear matter: mass =  $10^{12} \text{ kg}$ .



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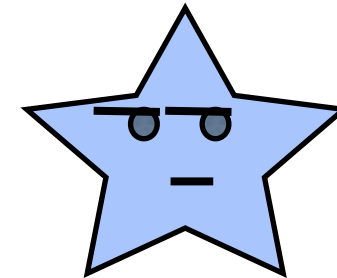
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**Introducing the “Neutron starlet”**  $1 \text{ cm}^3$  of nuclear matter: mass =  $10^{12} \text{ kg}$ .



**Introducing the “Black Hole Earth”** Suppose Earth is crushed so that its

surface escape velocity is the speed of light  $c \cong 3.0 \cdot 10^8 \text{ m/s}$ .

$c \equiv 299,792,458 \text{ m/s}$  (EXACTLY)

$$c = \sqrt{2GM/R_{\otimes}}$$

$$R_{\otimes} = 2GM/c^2 = 8.9 \text{ mm} \sim 1 \text{ cm} \quad (\text{fingertip size!})$$

$$G = 6.67384(80) \cdot 10^{-11} \text{ Nm}^2/\text{C}^2 \sim (2/3) 10^{-10}$$

## *Isotropic harmonic oscillator dynamics in 1D, 2D, and 3D*



*Sinusoidal space-time dynamics derived by geometry*

*Isotropic harmonic oscillator orbits in 1D and 2D (You get 3D for free!)*

*Constructing 2D Isotropic harmonic oscillator orbits using phasor plots*

*Examples with x-y **phase lag** :  $\alpha_{x-y} = \alpha_x - \alpha_y = 15^\circ, 30^\circ, \text{ and } \pm 75^\circ$*

[BoxIt simulation of U\(2\) orbits](http://www.uark.edu/ua/modphys/markup/BoxItWeb.html)

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# Isotropic Harmonic Oscillator *phase dynamics in uniform-body*

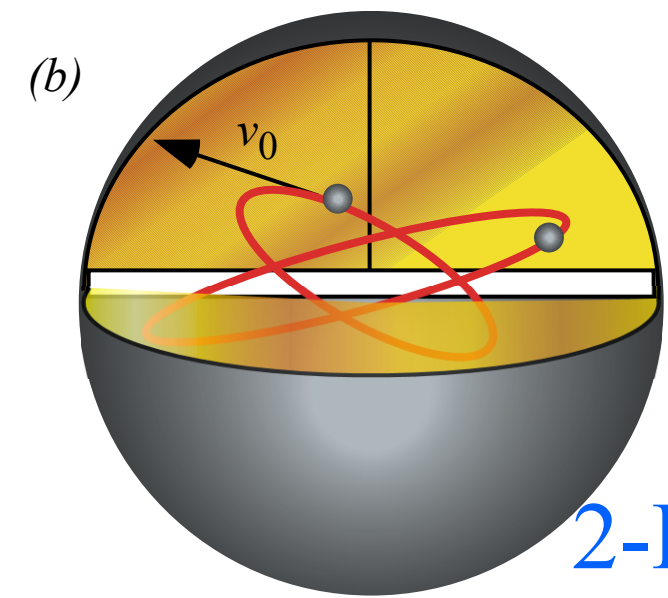
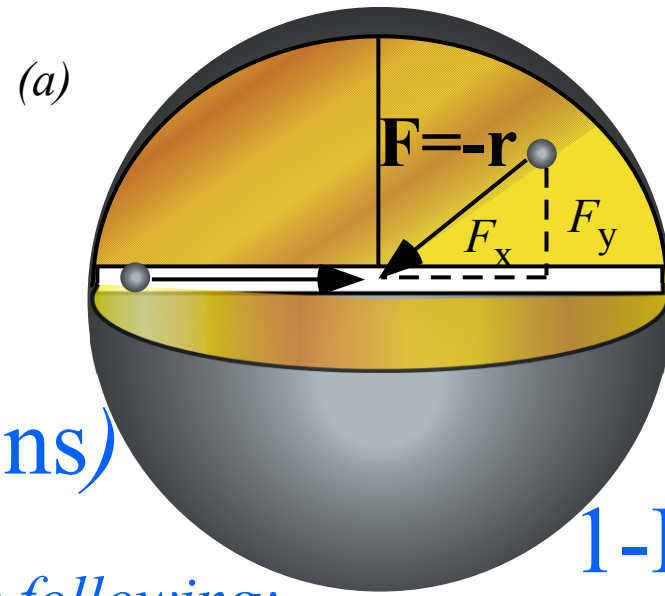
## I.H.O. Force law

$$F = -x \quad (1\text{-Dimension})$$

$$\mathbf{F} = -\mathbf{r} \quad (2 \text{ or } 3\text{-Dimensions})$$

Each dimension  $x$ ,  $y$ , or  $z$  obeys the following:

$$\text{Total } E = KE + PE = \frac{1}{2}mv^2 + U(x) = \frac{1}{2}mv^2 + \frac{1}{2}kx^2 = \text{const.}$$



Unit 1  
Fig. 9.10

(Paths are *always*  
2-D ellipses if  
viewed right!)

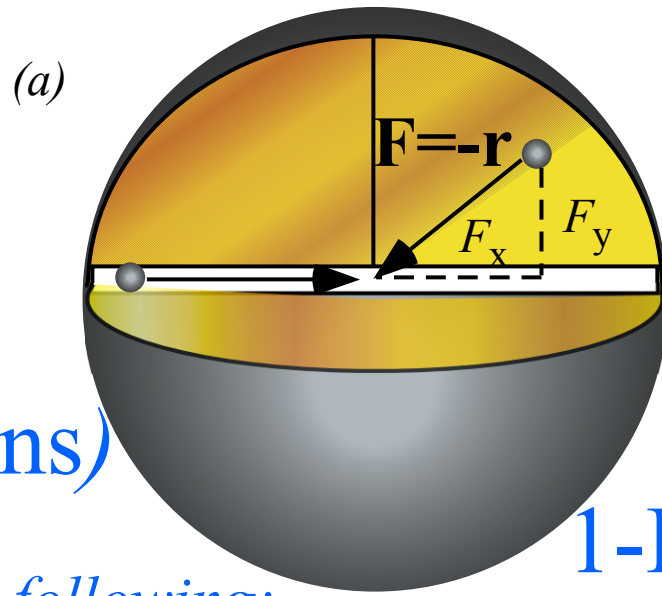
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Fig. 9.10

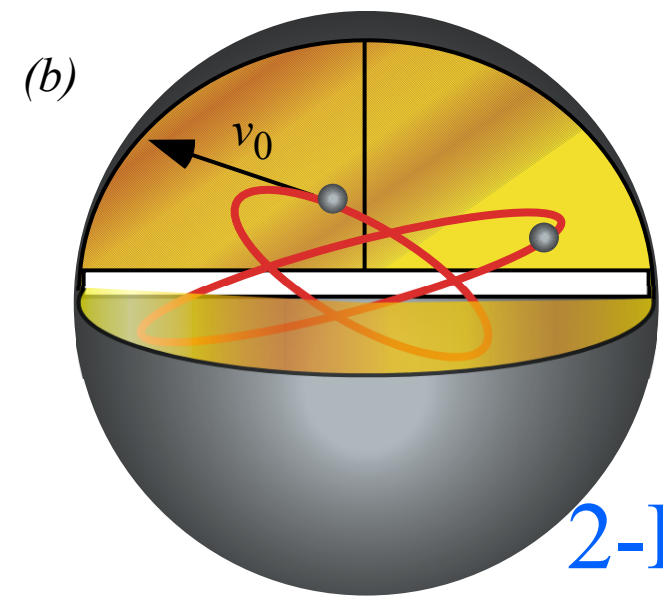
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1-D



2-D or 3-D

(Paths are *always* 2-D ellipses if viewed right!)

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$$\text{Total } E = KE + PE = \frac{1}{2}mv^2 + U(x) = \frac{1}{2}mv^2 + \frac{1}{2}kx^2 = \text{const.}$$

Equations for  $x$ -motion

$[x(t)$  and  $v_x=v(t)]$  are given first. They apply as well to dimensions  $[y(t)$  and  $v_y=v(t)]$  and  $[z(t)$  and  $v_z=v(t)]$  in the ideal isotropic case.

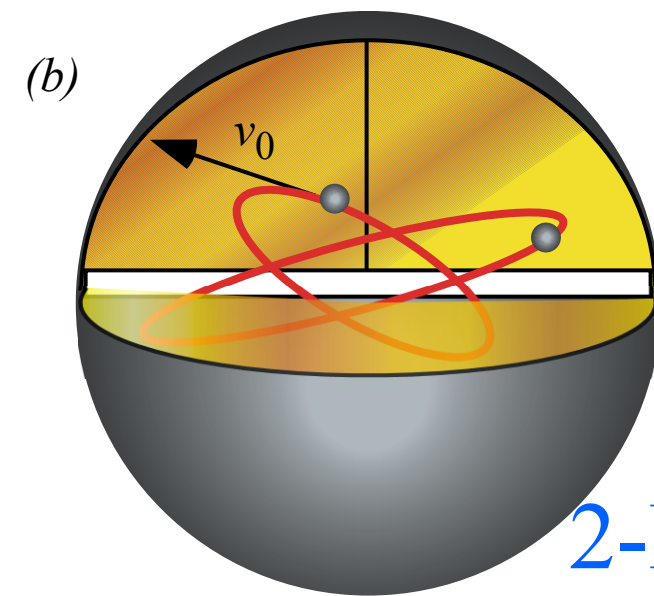
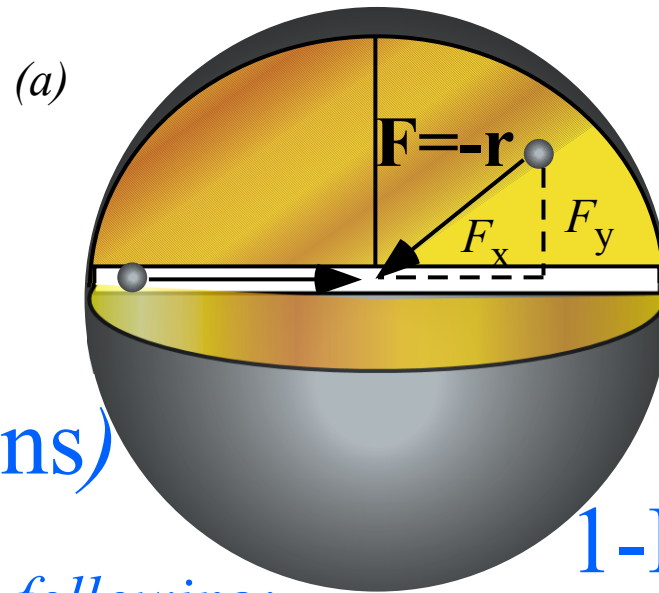
# Isotropic Harmonic Oscillator *phase dynamics* in uniform-body

Unit 1  
Fig. 9.10

## I.H.O. Force law

$F = -x$  (1-Dimension)

$\mathbf{F} = -\mathbf{r}$  (2 or 3-Dimensions)



**2-D or 3-D**  
(Paths are *always* 2-D ellipses if viewed right!)

Each dimension  $x$ ,  $y$ , or  $z$  obeys the following:

$$\text{Total } E = KE + PE = \frac{1}{2}mv^2 + U(x) = \frac{1}{2}mv^2 + \frac{1}{2}kx^2 = \text{const.}$$

Equations for  $x$ -motion

$[x(t)$  and  $v_x=v(t)]$  are given first. They apply as well to dimensions

$[y(t)$  and  $v_y=v(t)]$  and  $[z(t)$  and  $v_z=v(t)]$  in the ideal isotropic case.

$$1 = \frac{mv^2}{2E} + \frac{kx^2}{2E} = \left( \frac{v}{\sqrt{2E/m}} \right)^2 + \left( \frac{x}{\sqrt{2E/k}} \right)^2$$

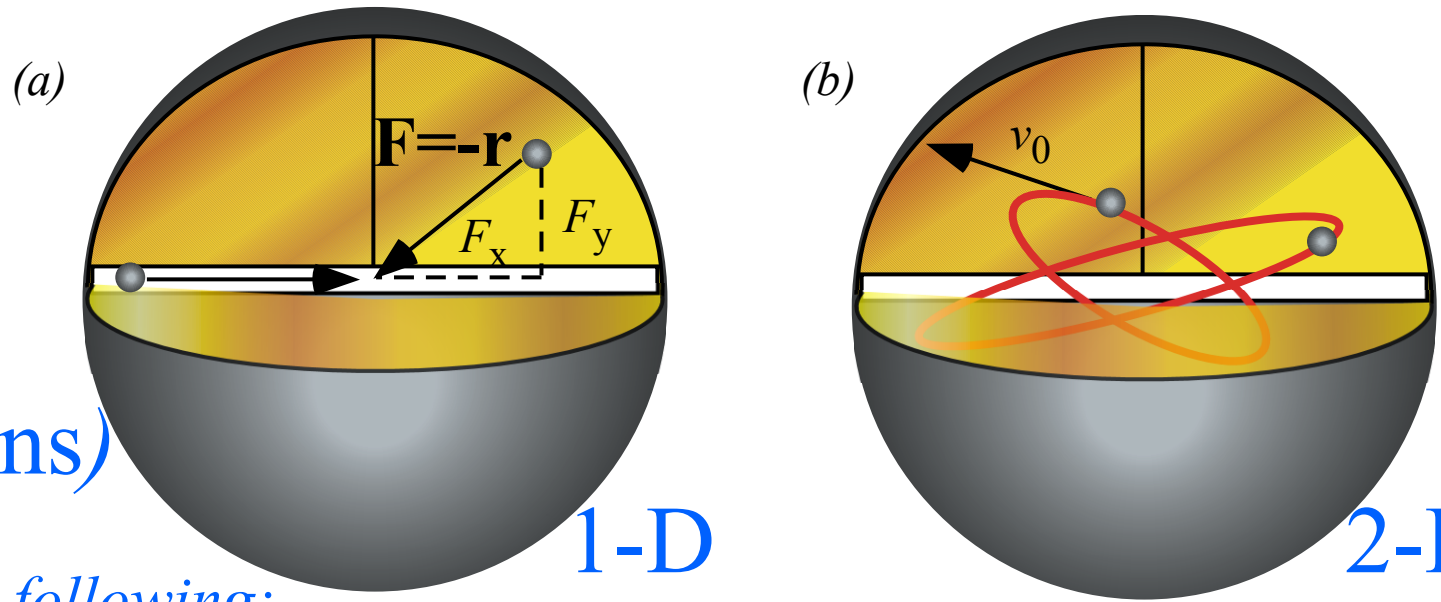
$$1 = \frac{mv^2}{2E} + \frac{kx^2}{2E} = (\cos\theta)^2 + (\sin\theta)^2$$

Another example of the old “scale-a-circle” trick...

Let : **(1)**  $v = \sqrt{2E/m} \cos\theta$ , and : **(2)**  $x = \sqrt{2E/k} \sin\theta$

# Isotropic Harmonic Oscillator *phase dynamics in uniform-body*

Unit 1  
Fig. 9.10



1-D

2-D or 3-D

(Paths are *always* 2-D ellipses if viewed right!)

## I.H.O. Force law

$$F = -x \quad (1\text{-Dimension})$$

$$\mathbf{F} = -\mathbf{r} \quad (2 \text{ or } 3\text{-Dimensions})$$

Each dimension  $x$ ,  $y$ , or  $z$  obeys the following:

$$\text{Total } E = KE + PE = \frac{1}{2}mv^2 + U(x) = \frac{1}{2}mv^2 + \frac{1}{2}kx^2 = \text{const.}$$

Equations for  $x$ -motion

$[x(t)$  and  $v_x=v(t)]$  are given first. They apply

as well to dimensions

$[y(t)$  and  $v_y=v(t)]$  and

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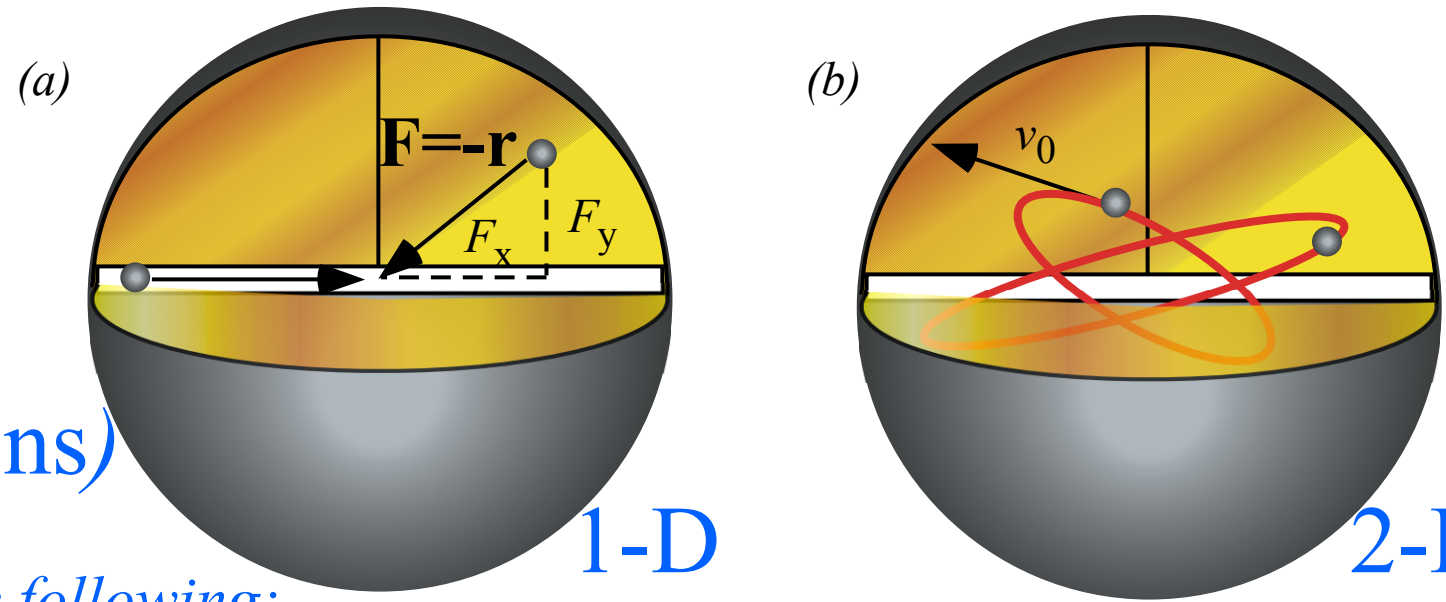
Let : **(1)**  $v = \sqrt{2E/m} \cos\theta$ , and : **(2)**  $x = \sqrt{2E/k} \sin\theta$       def. **(3)**  $\omega = \frac{d\theta}{dt}$

$$\sqrt{\frac{2E}{m}} \cos\theta \stackrel{\text{by (1)}}{=} v = \frac{dx}{dt} \stackrel{\text{by def. (3)}}{=} \frac{d\theta}{dt} \frac{dx}{d\theta} = \omega \frac{dx}{d\theta}$$



# Isotropic Harmonic Oscillator *phase dynamics in uniform-body*

Unit 1  
Fig. 9.10



1-D

2-D or 3-D

(Paths are *always* 2-D ellipses if viewed right!)

## I.H.O. Force law

$F = -x$  (1-Dimension)

$F = -r$  (2 or 3-Dimensions)

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$[y(t)$  and  $v_y=v(t)]$  and

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$$\sqrt{\frac{2E}{m}} \cos\theta \stackrel{\text{by (1)}}{=} v = \frac{dx}{dt} \stackrel{\text{by def. (3)}}{=} \frac{d\theta}{dt} \frac{dx}{d\theta} \stackrel{\text{by (2)}}{=} \omega \frac{dx}{d\theta} = \omega \sqrt{\frac{2E}{k}} \cos\theta$$



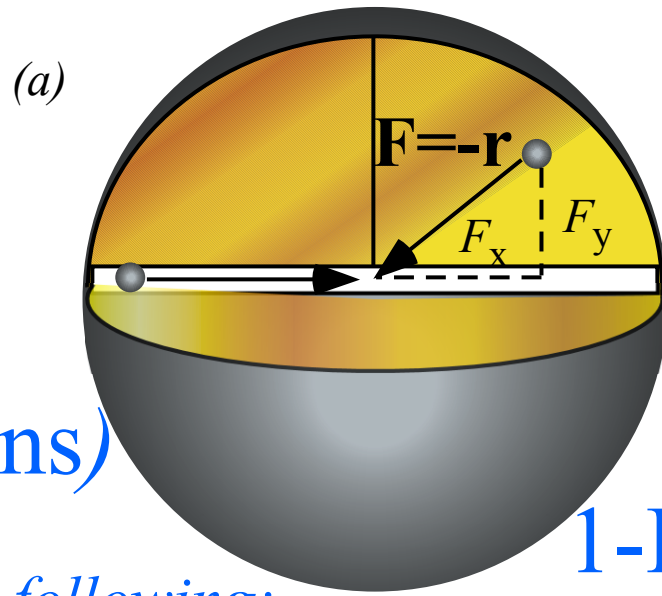
# Isotropic Harmonic Oscillator *phase dynamics* in uniform-body

Unit 1  
Fig. 9.10

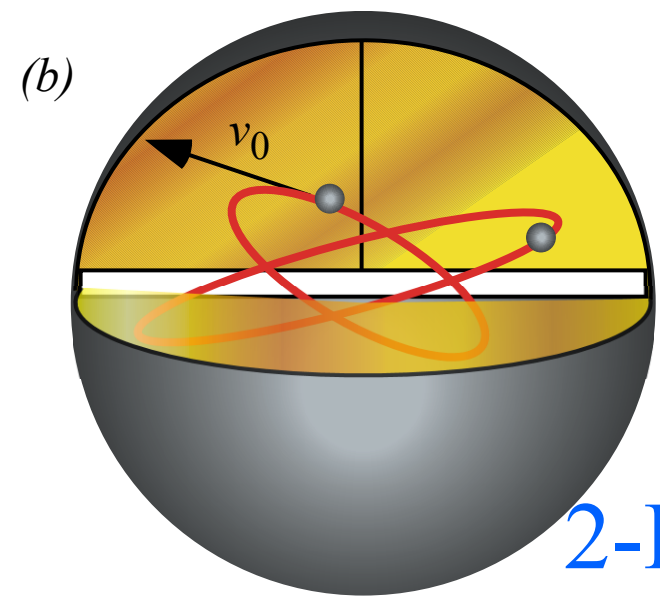
## I.H.O. Force law

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1-D



2-D or 3-D

(Paths are *always* 2-D ellipses if viewed right!)

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Let : **(1)**  $v = \sqrt{2E/m} \cos\theta$ , and : **(2)**  $x = \sqrt{2E/k} \sin\theta$  def. **(3)**  $\omega = \frac{d\theta}{dt}$

$$\sqrt{\frac{2E}{m}} \cos\theta = v = \frac{dx}{dt} = \frac{d\theta}{dt} \frac{dx}{d\theta} = \omega \frac{dx}{d\theta} = \omega \sqrt{\frac{2E}{k}} \cos\theta$$

by (1)      by def. (3)      by (2)

by def. (3)

$$\omega = \frac{d\theta}{dt} = \sqrt{\frac{k}{m}}$$

divide this by (1)

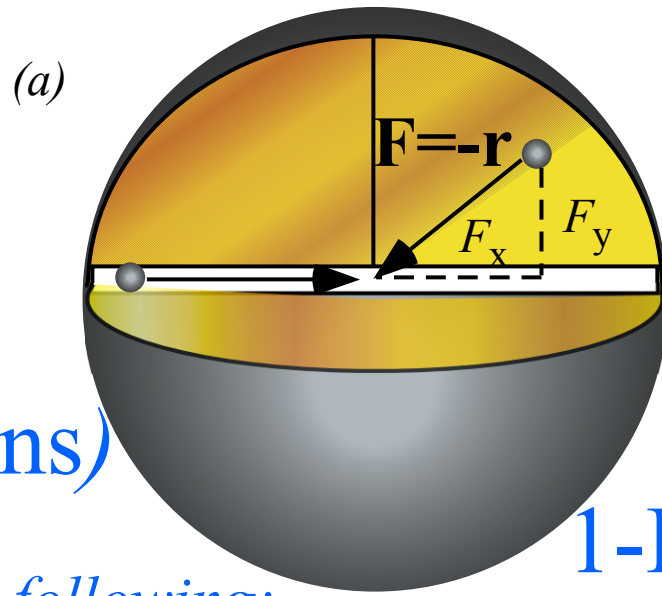
# Isotropic Harmonic Oscillator *phase dynamics in uniform-body*

Unit 1  
Fig. 9.10

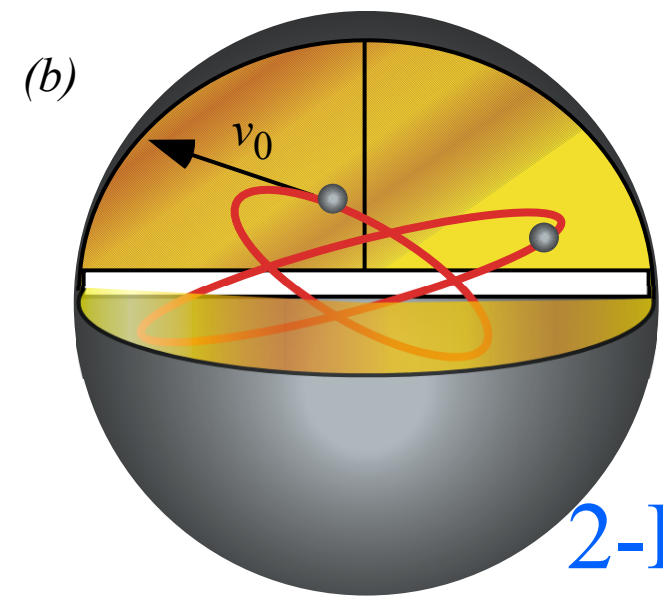
## I.H.O. Force law

$F = -x$  (1-Dimension)

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1-D



2-D or 3-D

(Paths are *always* 2-D ellipses if viewed right!)

Each dimension  $x$ ,  $y$ , or  $z$  obeys the following:

$$\text{Total } E = KE + PE = \frac{1}{2}mv^2 + U(x) = \frac{1}{2}mv^2 + \frac{1}{2}kx^2 = \text{const.}$$

Equations for  $x$ -motion

$[x(t)$  and  $v_x=v(t)]$  are given first. They apply

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$[y(t)$  and  $v_y=v(t)]$  and

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Let : **(1)**  $v = \sqrt{2E/m} \cos\theta$ , and : **(2)**  $x = \sqrt{2E/k} \sin\theta$  def. **(3)**  $\omega = \frac{d\theta}{dt}$

$$\sqrt{\frac{2E}{m}} \cos\theta = v = \frac{dx}{dt} = \frac{d\theta}{dt} \frac{dx}{d\theta} = \omega \frac{dx}{d\theta} = \omega \sqrt{\frac{2E}{k}} \cos\theta$$

by (1)      by def. (3)      by (2)

by def. (3)

$$\omega = \frac{d\theta}{dt} = \sqrt{\frac{k}{m}}$$

divide this by (1)

by integration given constant  $\omega$ :

$$\theta = \int \omega \cdot dt = \omega \cdot t + \alpha$$

## *Isotropic harmonic oscillator dynamics in 1D, 2D, and 3D*

*Sinusoidal space-time dynamics derived by geometry*

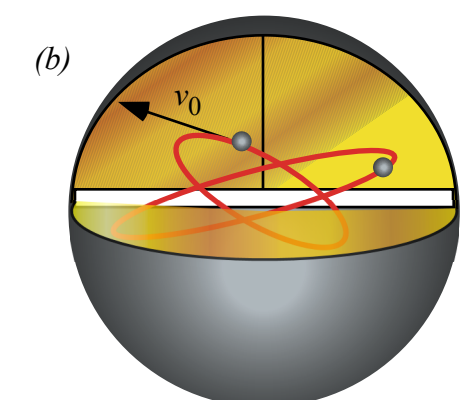
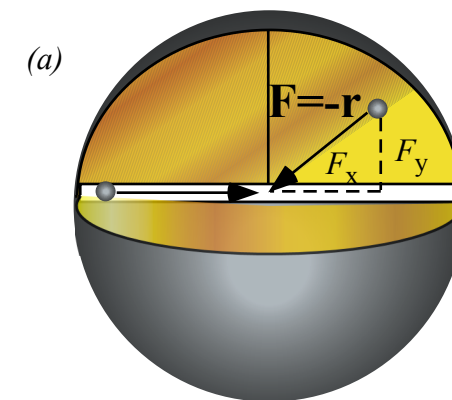
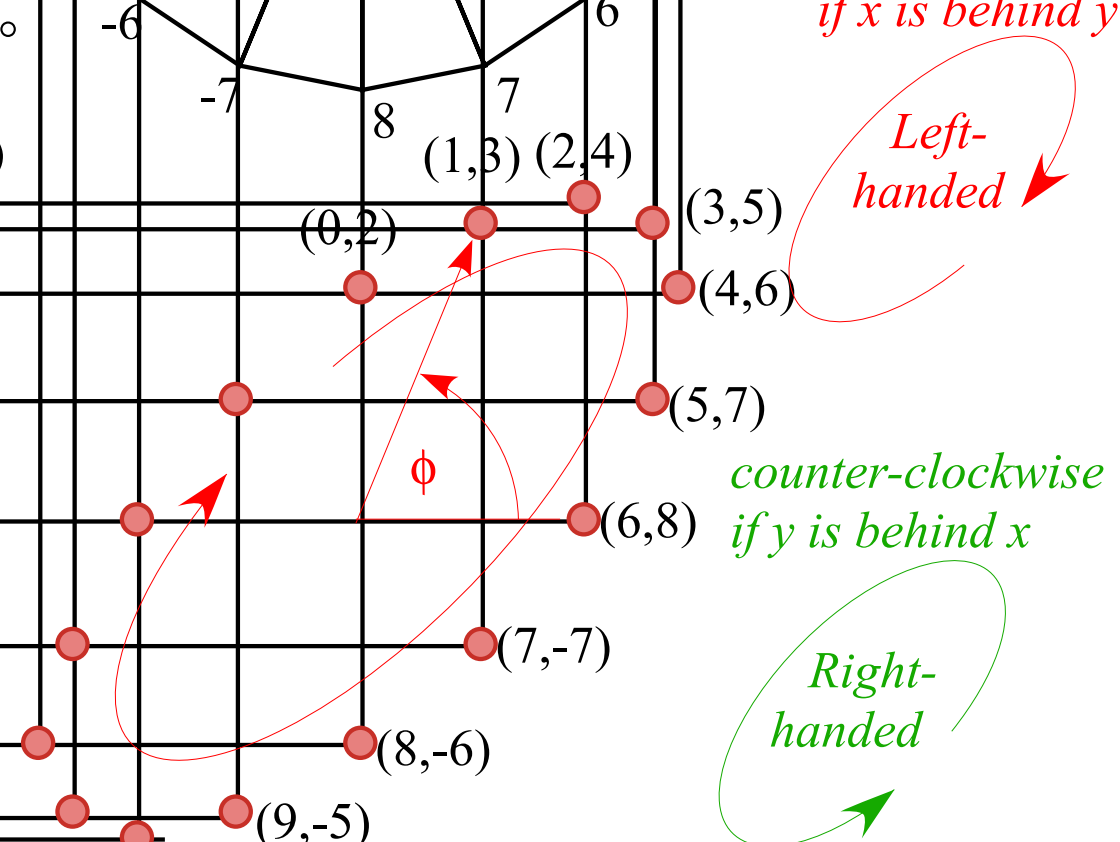
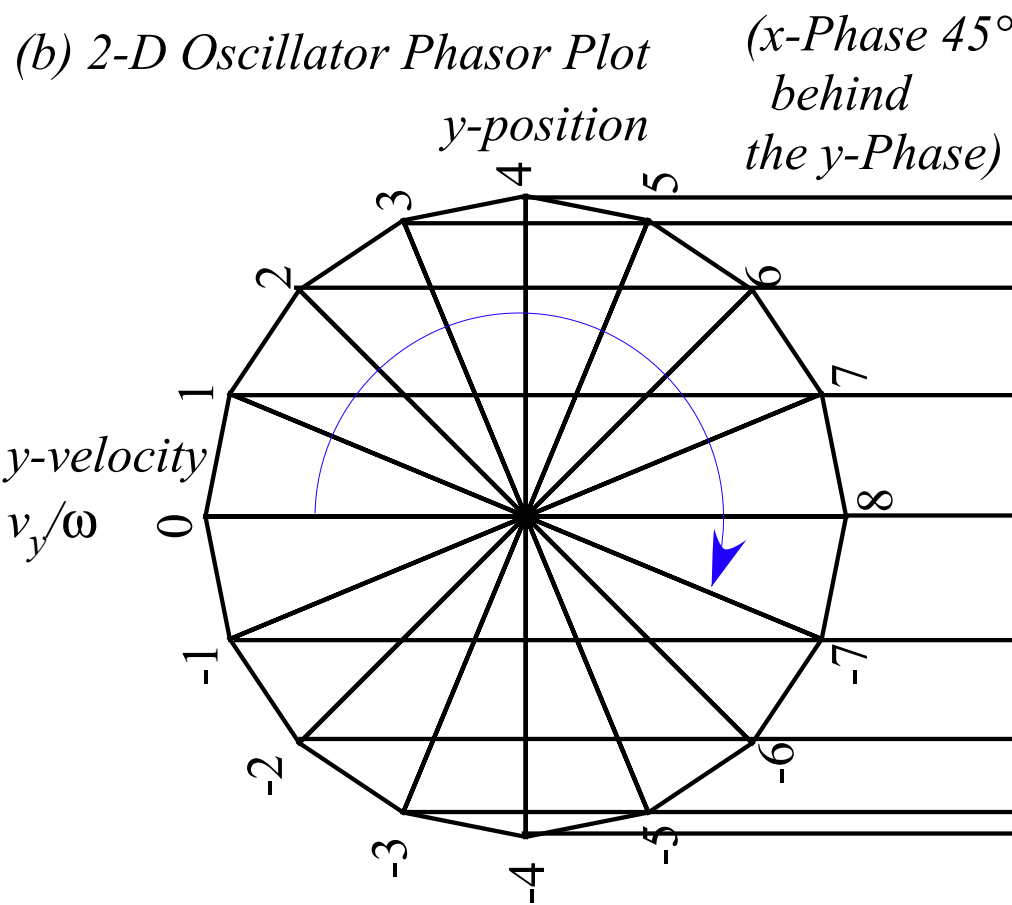
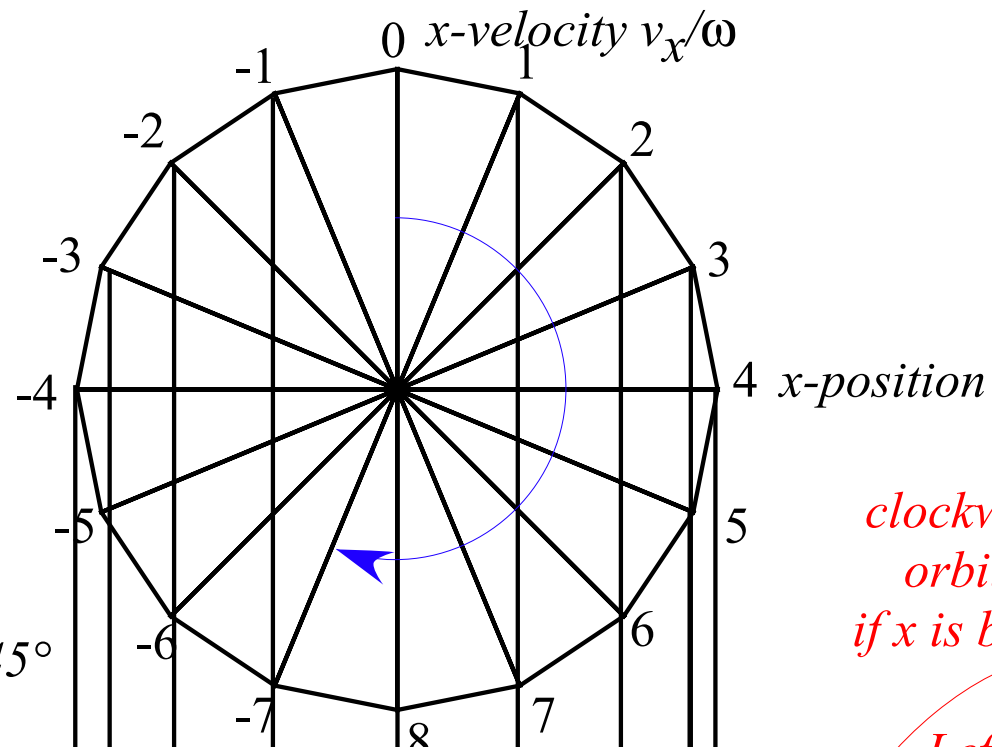
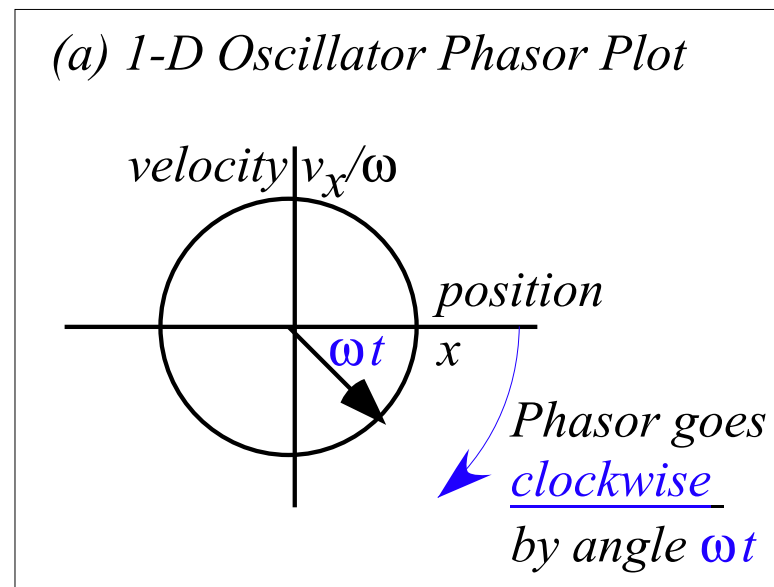
*Isotropic harmonic oscillator orbits in 1D and 2D (You get 3D for free!)*

 *Constructing 2D Isotropic harmonic oscillator orbits using phasor plots*

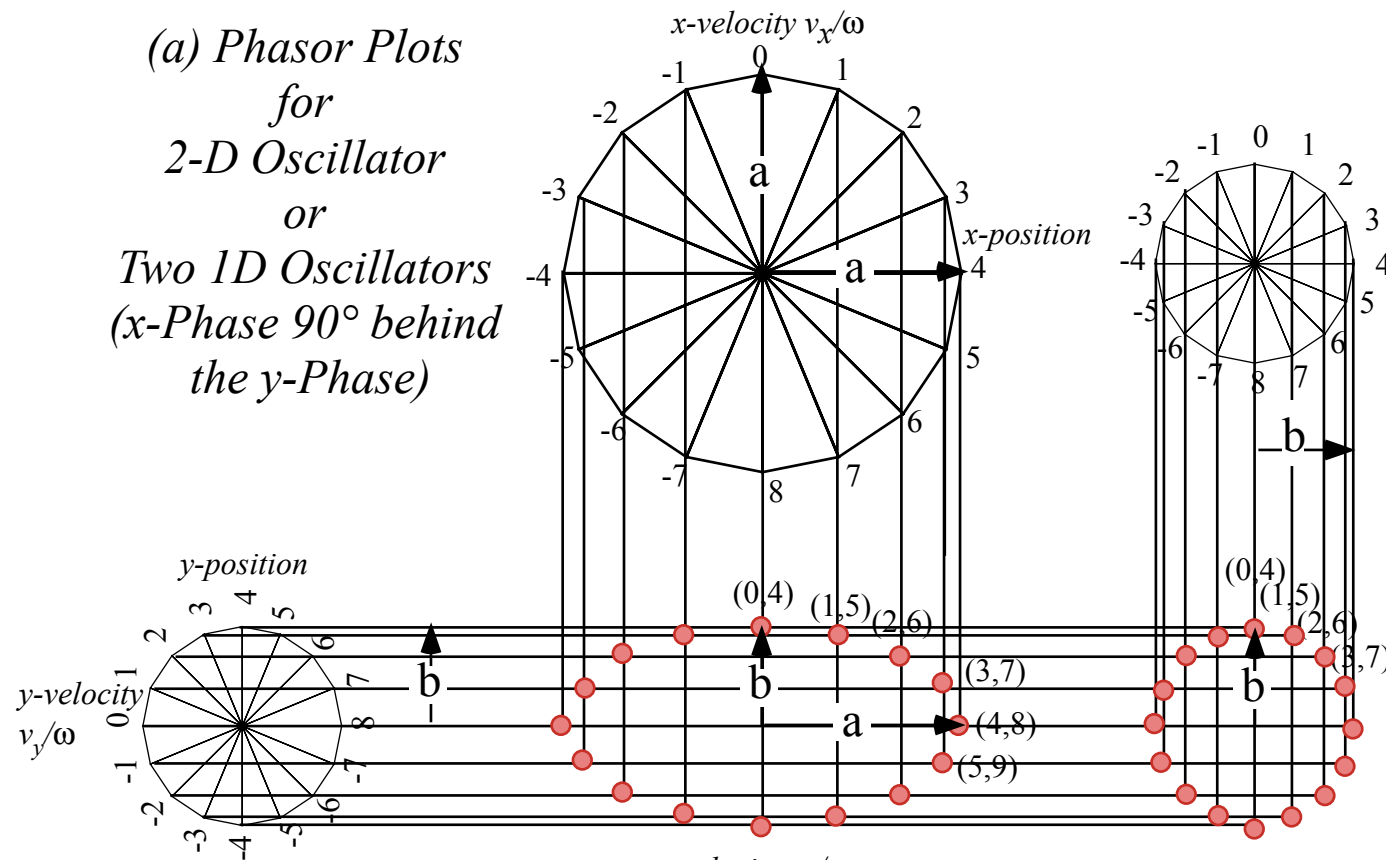
*Examples with x-y **phase lag** :  $\alpha_{x-y} = \alpha_x - \alpha_y = 15^\circ, 30^\circ, \text{ and } \pm 75^\circ$*

# Isotropic Harmonic Oscillator *phase dynamics in uniform-body*

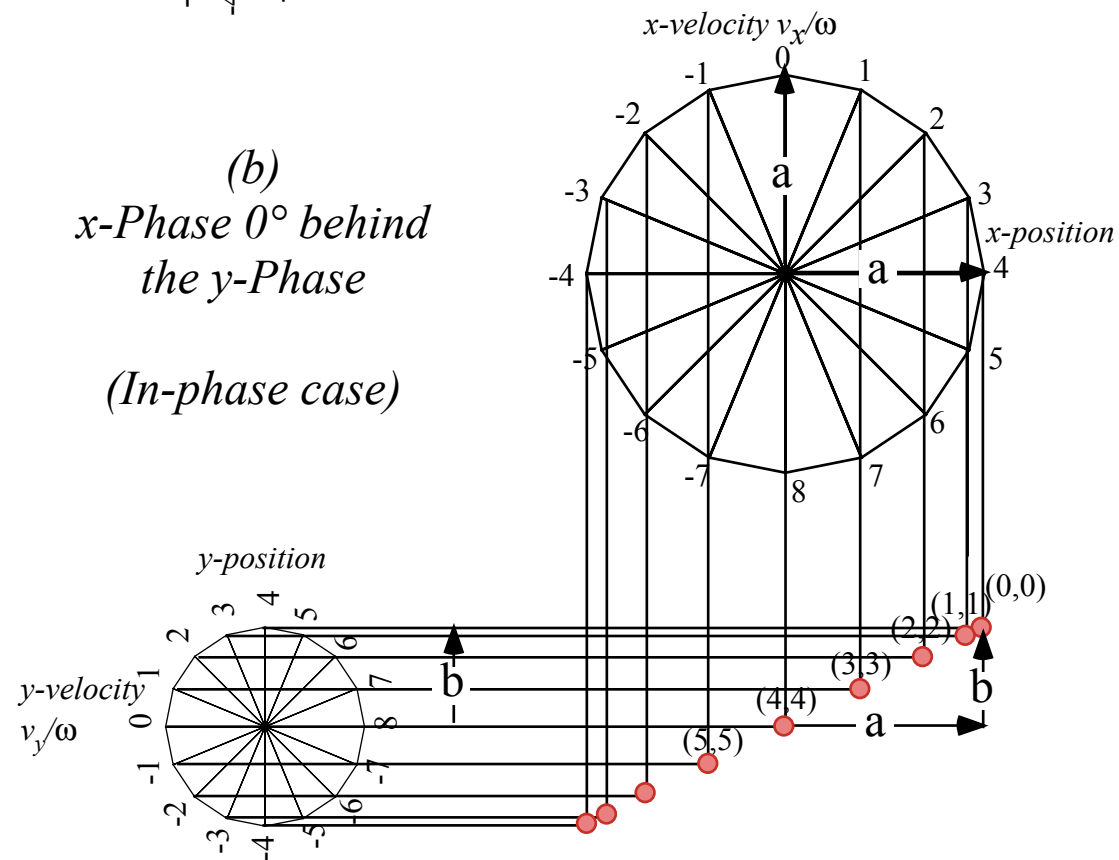
Unit 1  
Fig. 9.10



(a) Phasor Plots  
for  
2-D Oscillator  
or  
Two 1D Oscillators  
( $x$ -Phase  $90^\circ$  behind  
the  $y$ -Phase)



(b)  
 $x$ -Phase  $0^\circ$  behind  
the  $y$ -Phase  
(In-phase case)



*These are more generic examples  
with radius of  $x$ -phasor differing  
from that of the  $y$ -phasor.*

## *Isotropic harmonic oscillator dynamics in 1D, 2D, and 3D*

*Sinusoidal space-time dynamics derived by geometry*

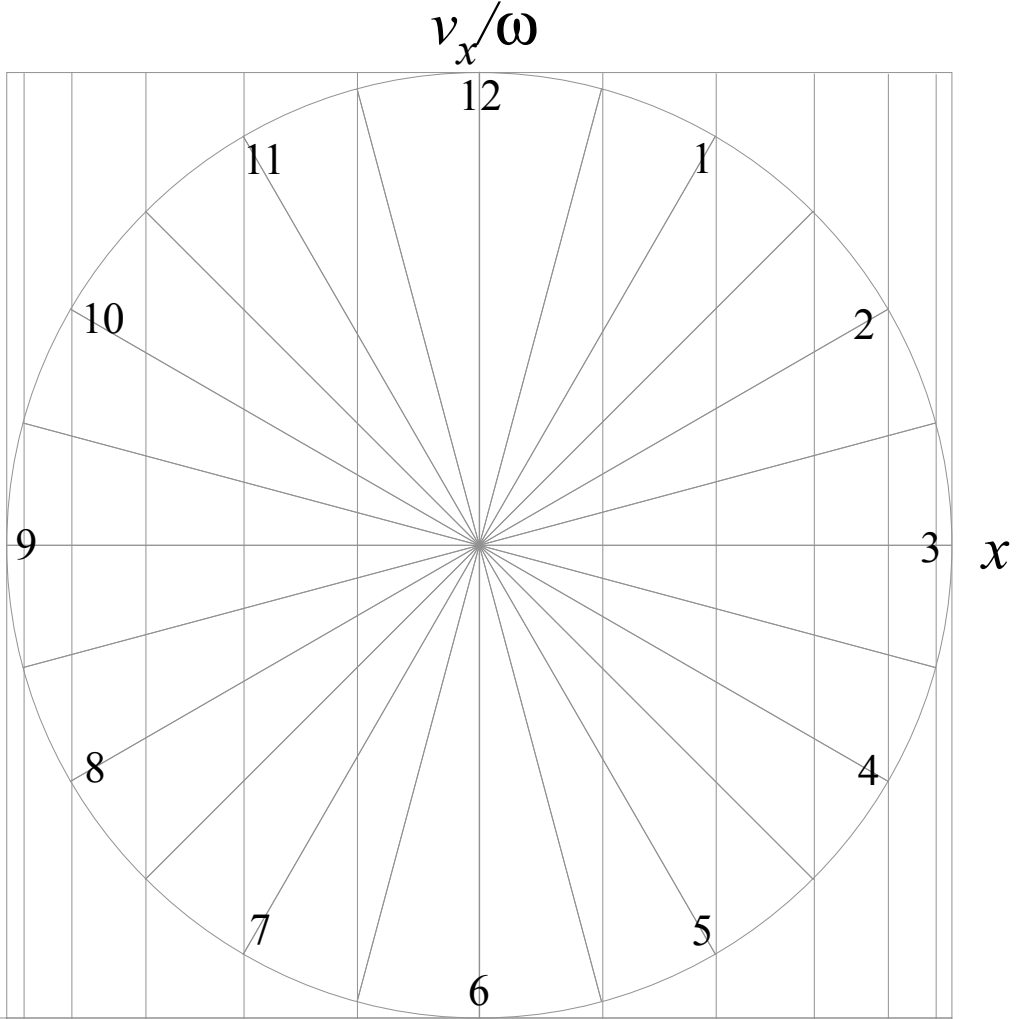
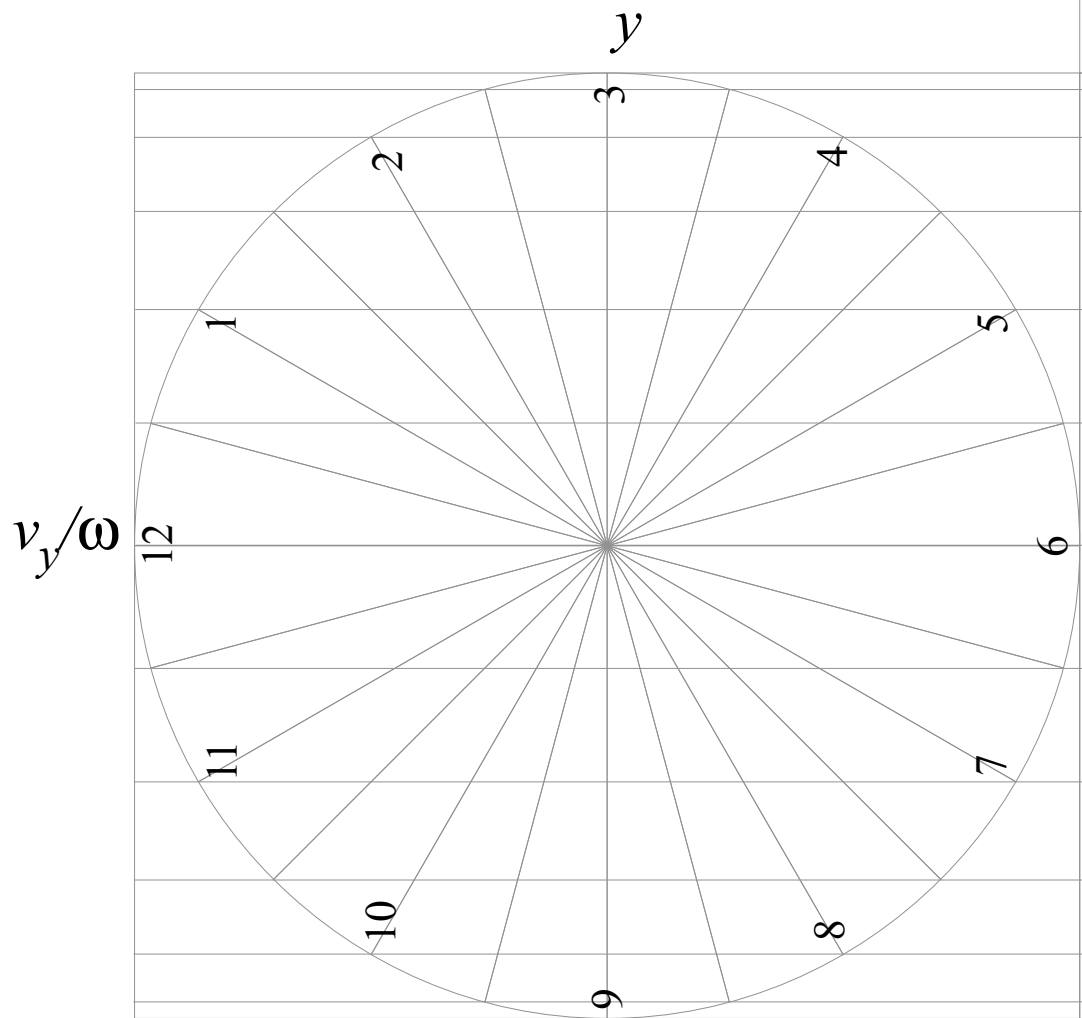
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$v_y/\omega$

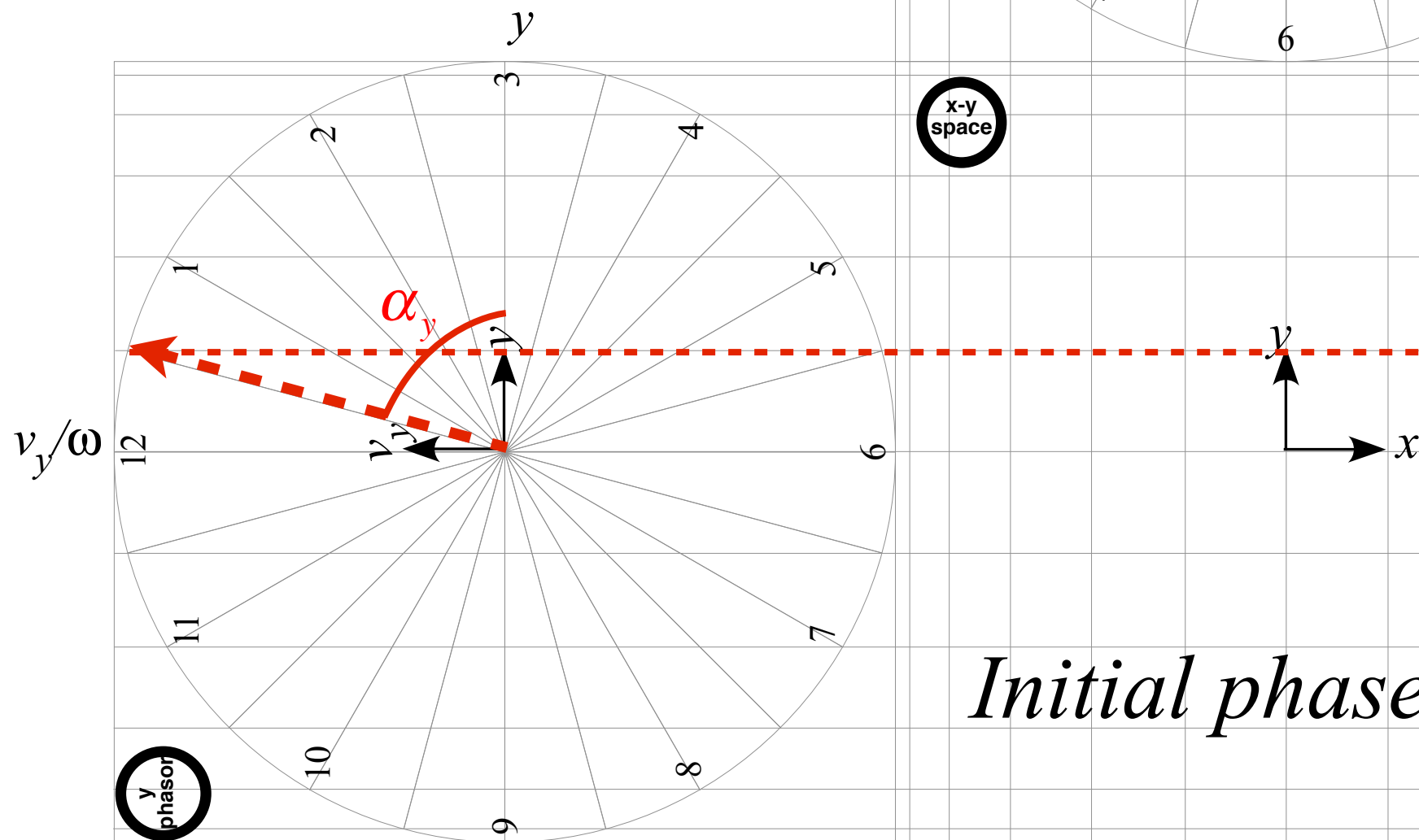
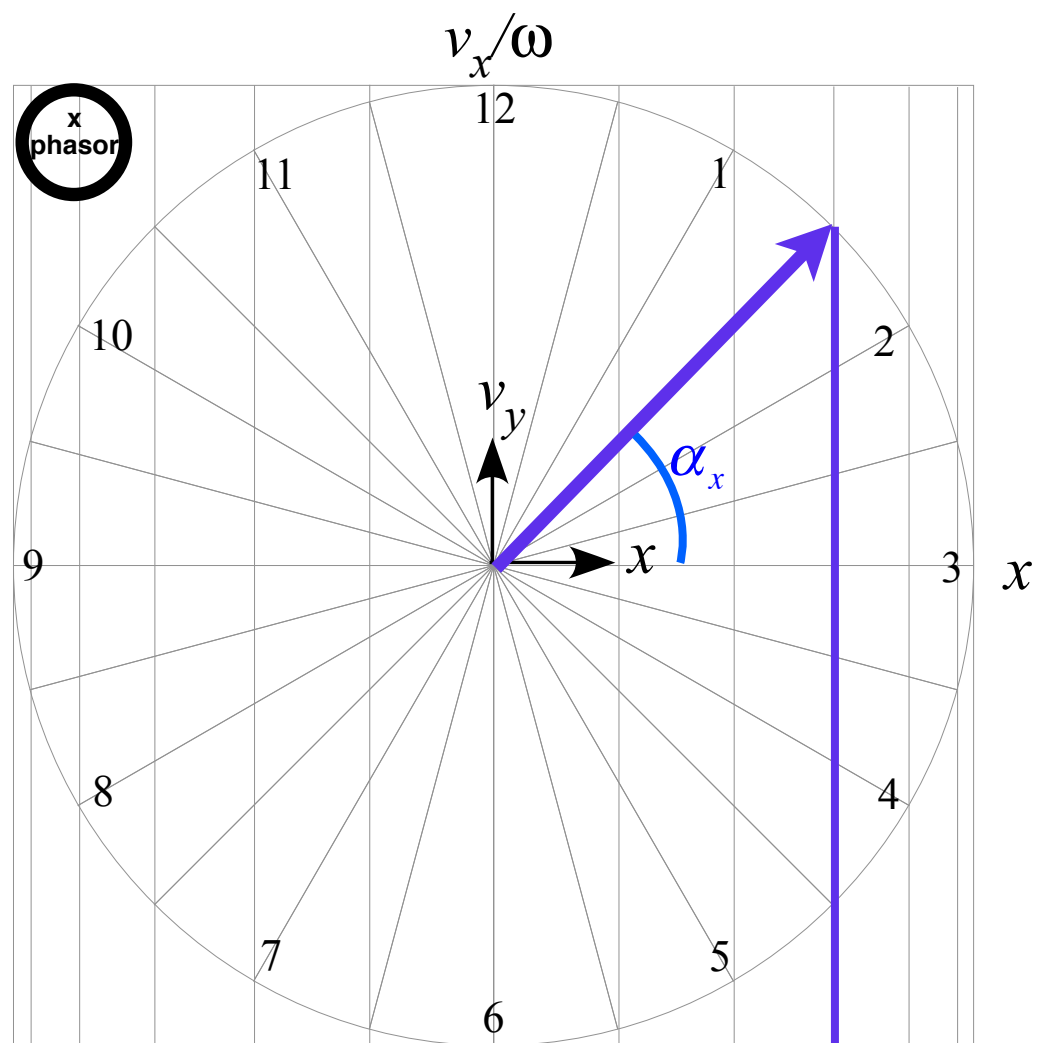
$v_x/\omega$

$$x(t) = A_x \cos(\omega \cdot t - \alpha_x) = A_x \cos(\alpha_x - \omega \cdot t)$$

$$\frac{v_x(t)}{\omega} = -A_x \sin(\omega \cdot t - \alpha_x) = A_x \sin(\alpha_x - \omega \cdot t)$$

$$y(t) = A_y \cos(\omega \cdot t - \alpha_y) = A_y \cos(\alpha_y - \omega \cdot t)$$

$$\frac{v_y(t)}{\omega} = -A_y \sin(\omega \cdot t - \alpha_y) = A_y \sin(\alpha_y - \omega \cdot t)$$



*Initial phases at t=0*

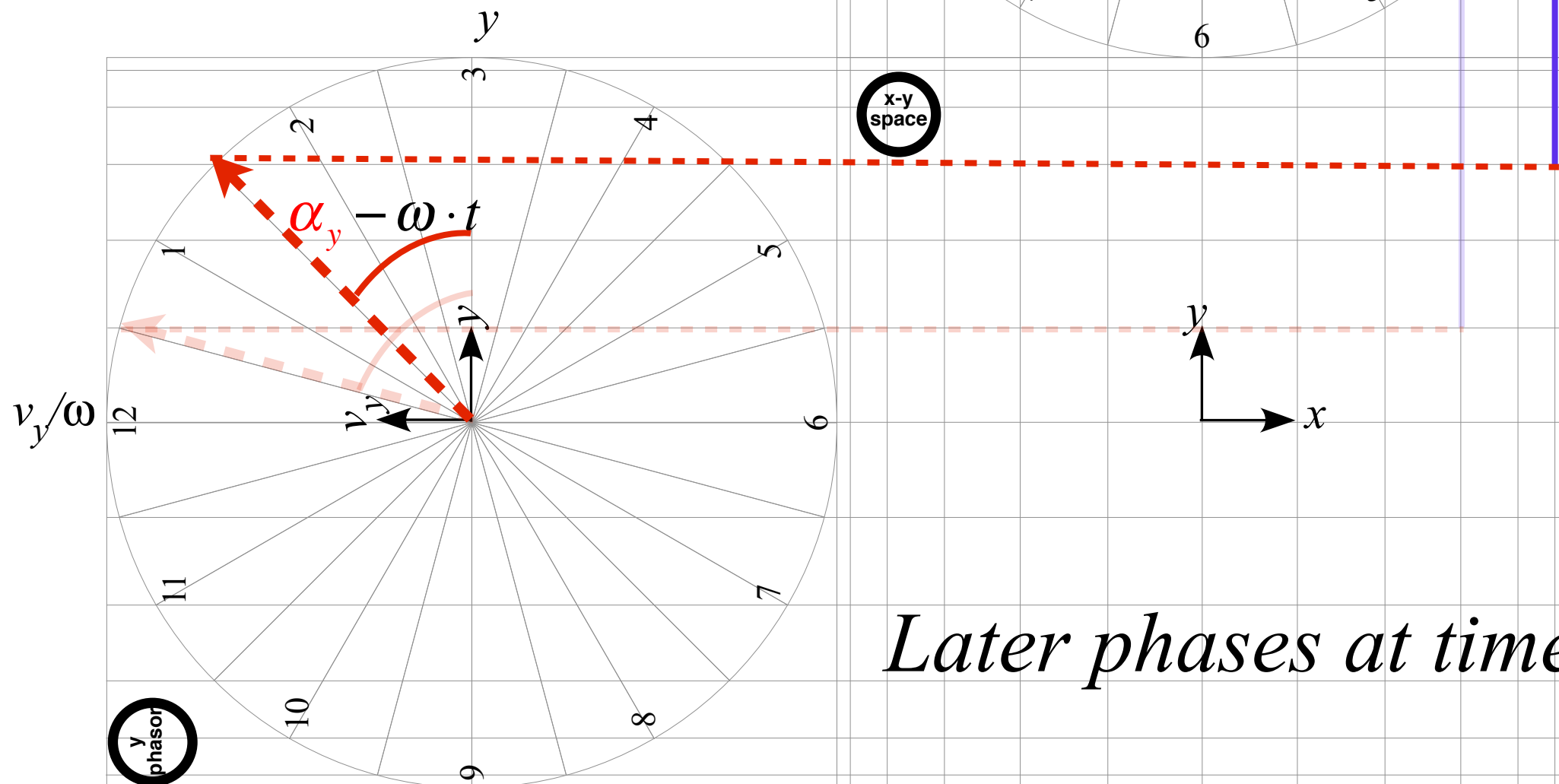
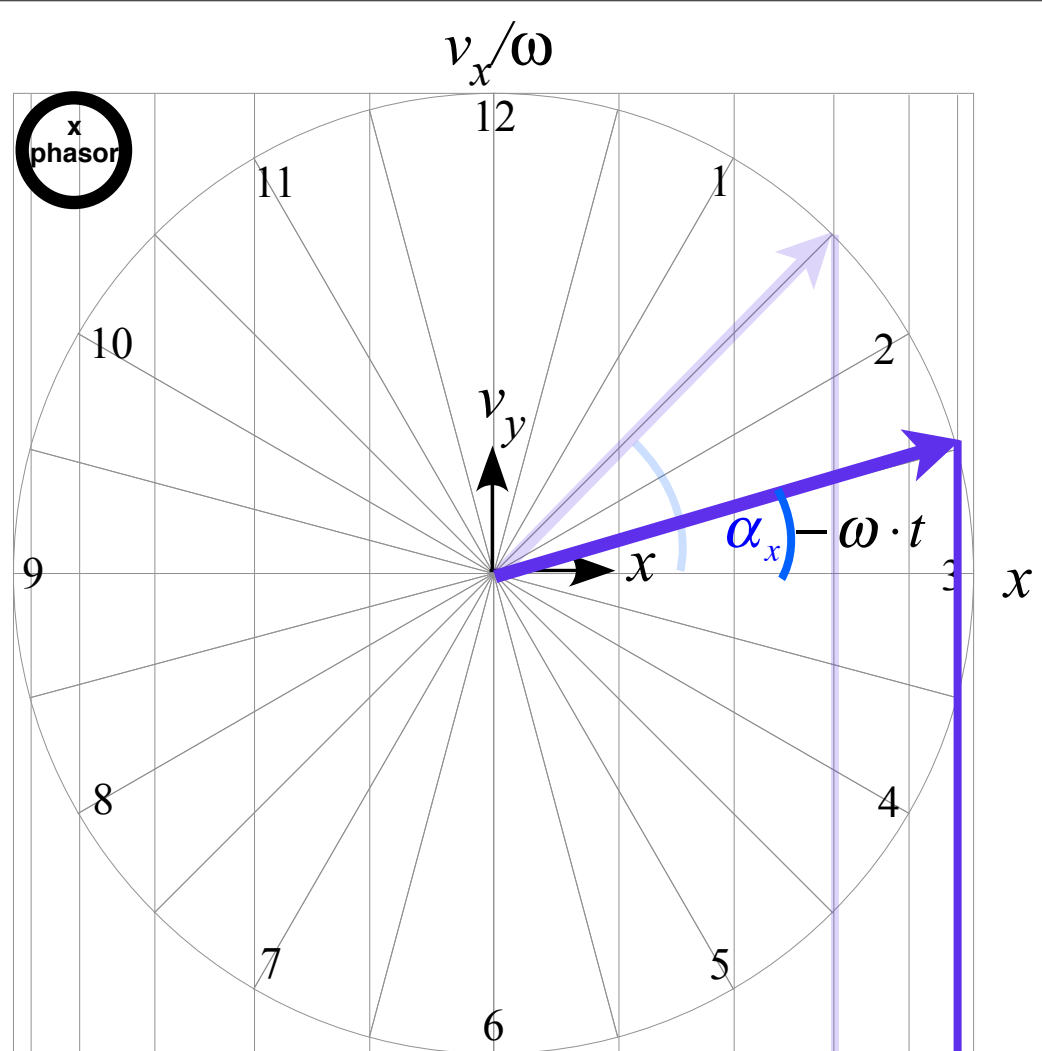


$$x(t) = A_x \cos(\omega \cdot t - \alpha_x) = A_x \cos(\alpha_x - \omega \cdot t)$$

$$\frac{v_x(t)}{\omega} = -A_x \sin(\omega \cdot t - \alpha_x) = A_x \sin(\alpha_x - \omega \cdot t)$$

$$y(t) = A_y \cos(\omega \cdot t - \alpha_y) = A_y \cos(\alpha_y - \omega \cdot t)$$

$$\frac{v_y(t)}{\omega} = -A_y \sin(\omega \cdot t - \alpha_y) = A_y \sin(\alpha_y - \omega \cdot t)$$



*Later phases at time t*

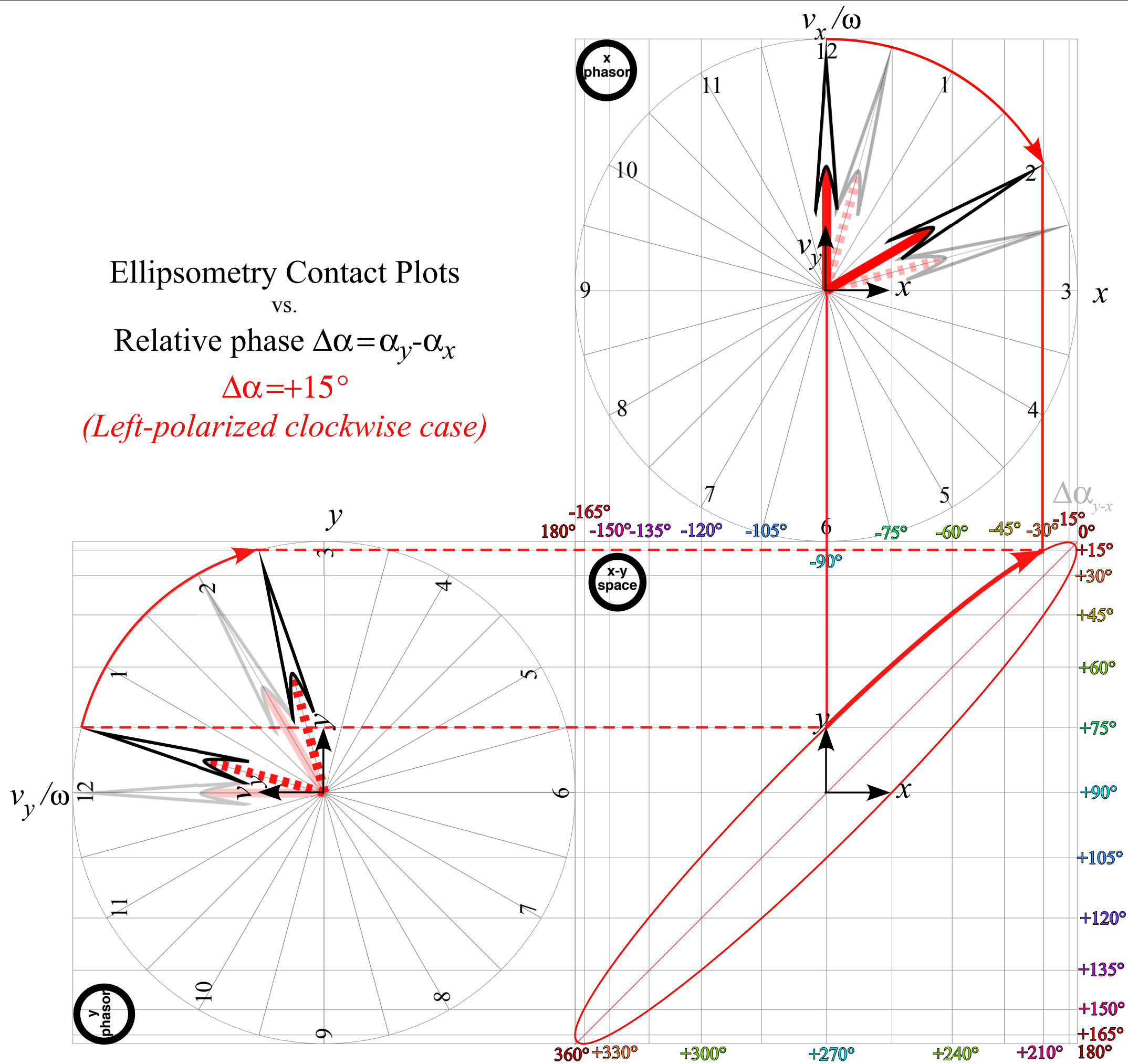
# Ellipsometry Contact Plots

vs.

Relative phase  $\Delta\alpha = \alpha_y - \alpha_x$

$\Delta\alpha = +15^\circ$

*(Left-polarized clockwise case)*



+30° case

# Ellipsometry Contact Plots

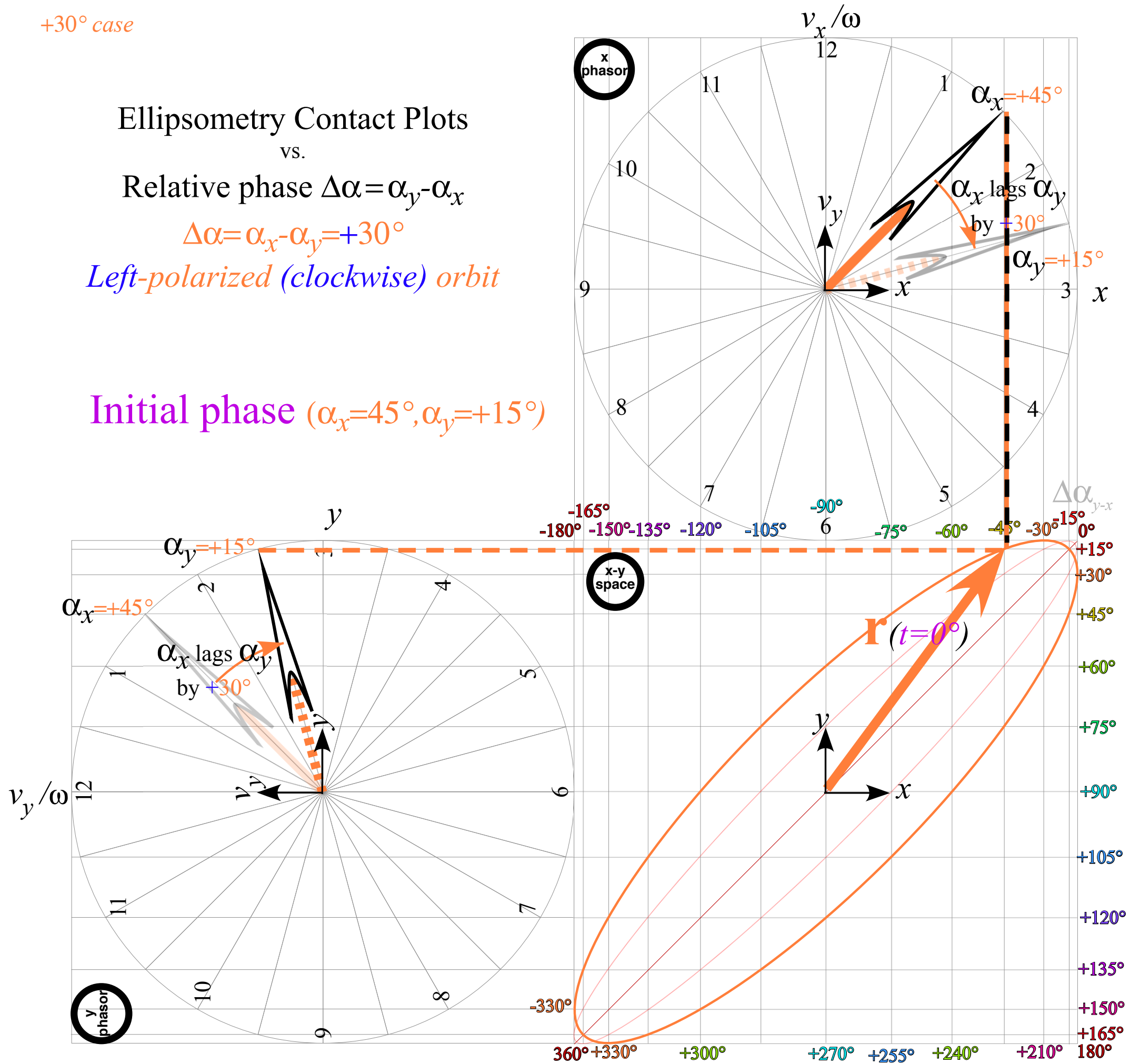
vs.

Relative phase  $\Delta\alpha = \alpha_y - \alpha_x$

$$\Delta\alpha = \alpha_x - \alpha_y = +30^\circ$$

*Left-polarized (clockwise) orbit*

Initial phase ( $\alpha_x = 45^\circ, \alpha_y = +15^\circ$ )



+30° case

# Ellipsometry Contact Plots

vs.

Relative phase  $\Delta\alpha = \alpha_y - \alpha_x$

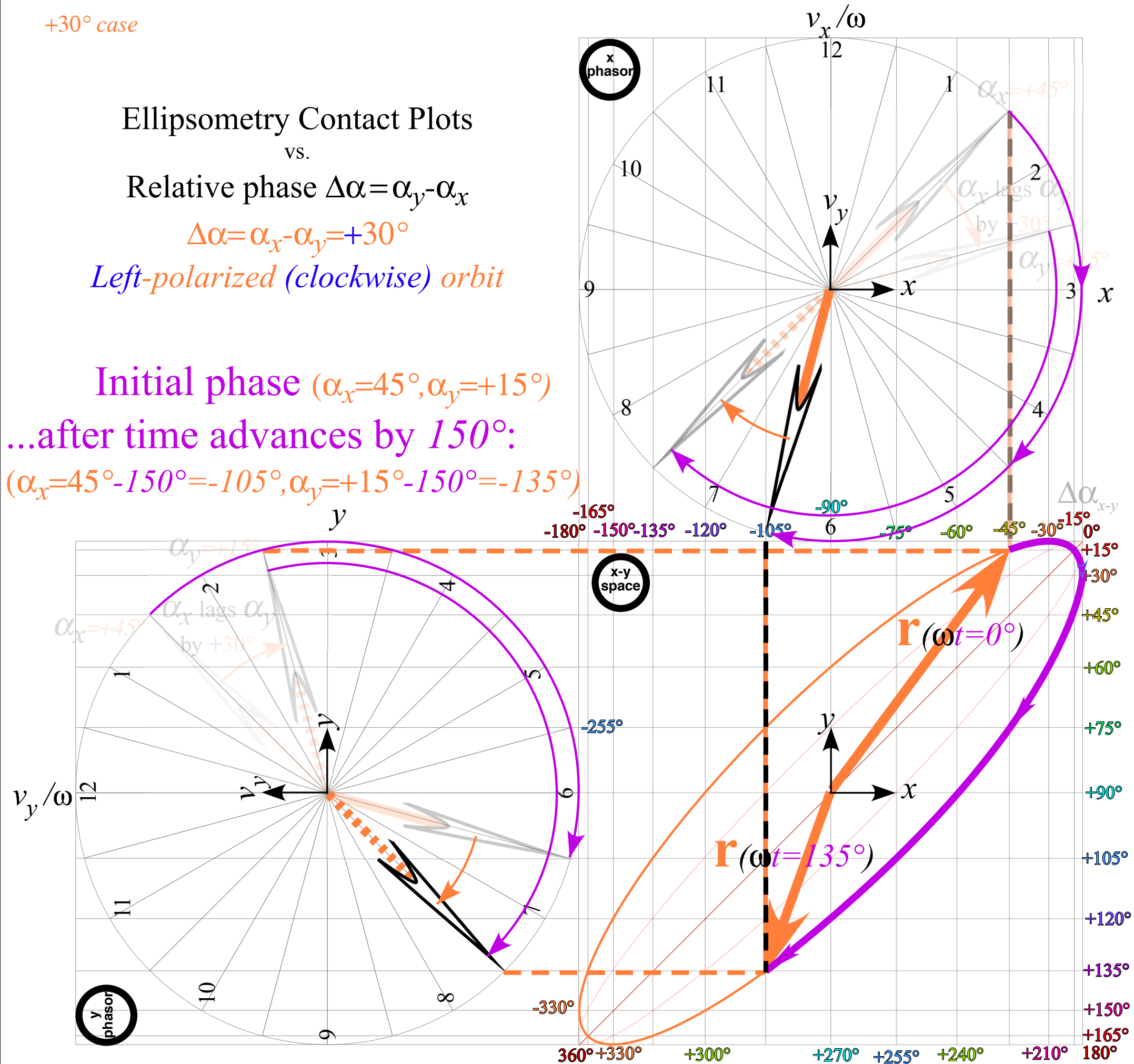
$$\Delta\alpha = \alpha_x - \alpha_y = +30^\circ$$

Left-polarized (clockwise) orbit

Initial phase ( $\alpha_x = 45^\circ, \alpha_y = +15^\circ$ )

...after time advances by  $150^\circ$ :

$$(\alpha_x = 45^\circ - 150^\circ = -105^\circ, \alpha_y = +15^\circ - 150^\circ = -135^\circ)$$



-75° case

# Ellipsometry Contact Plots

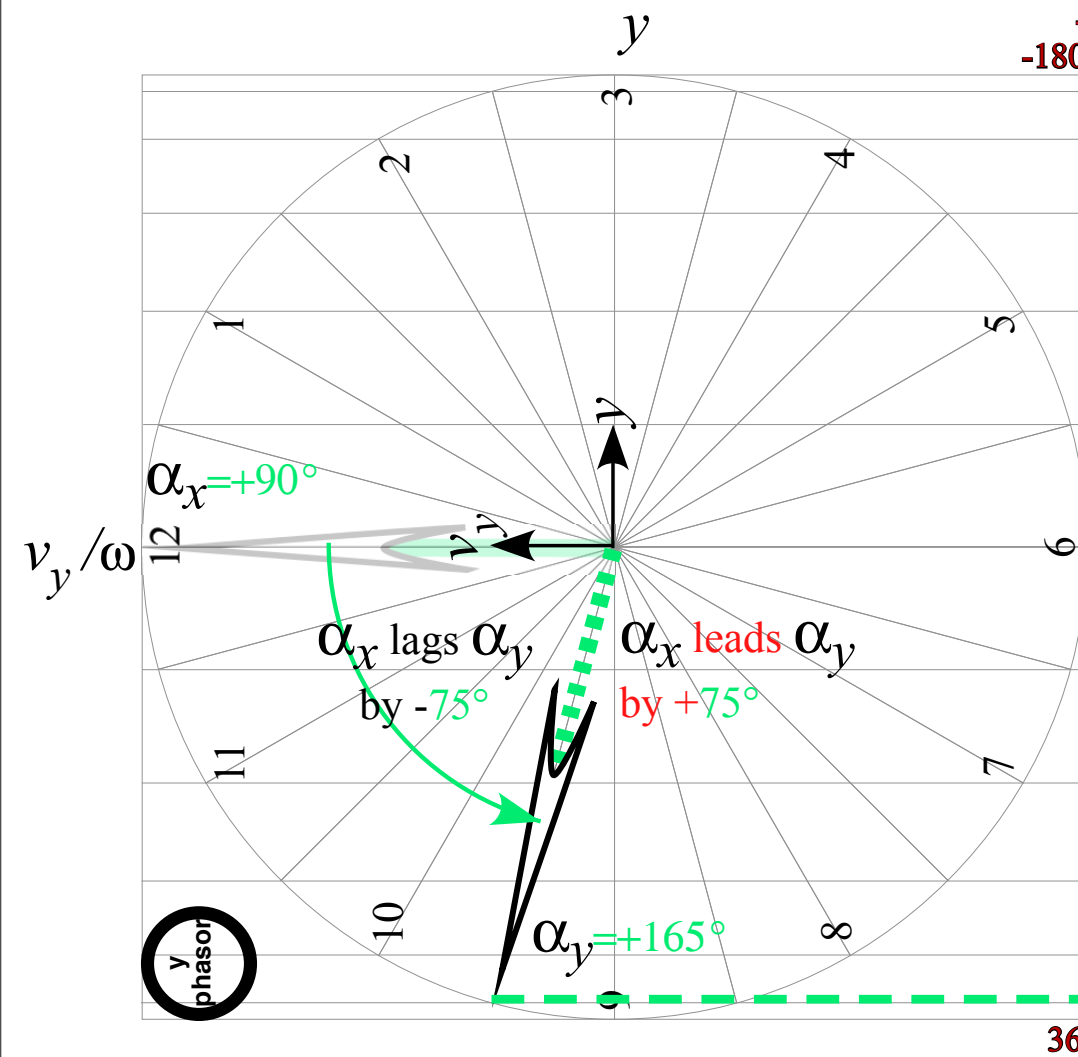
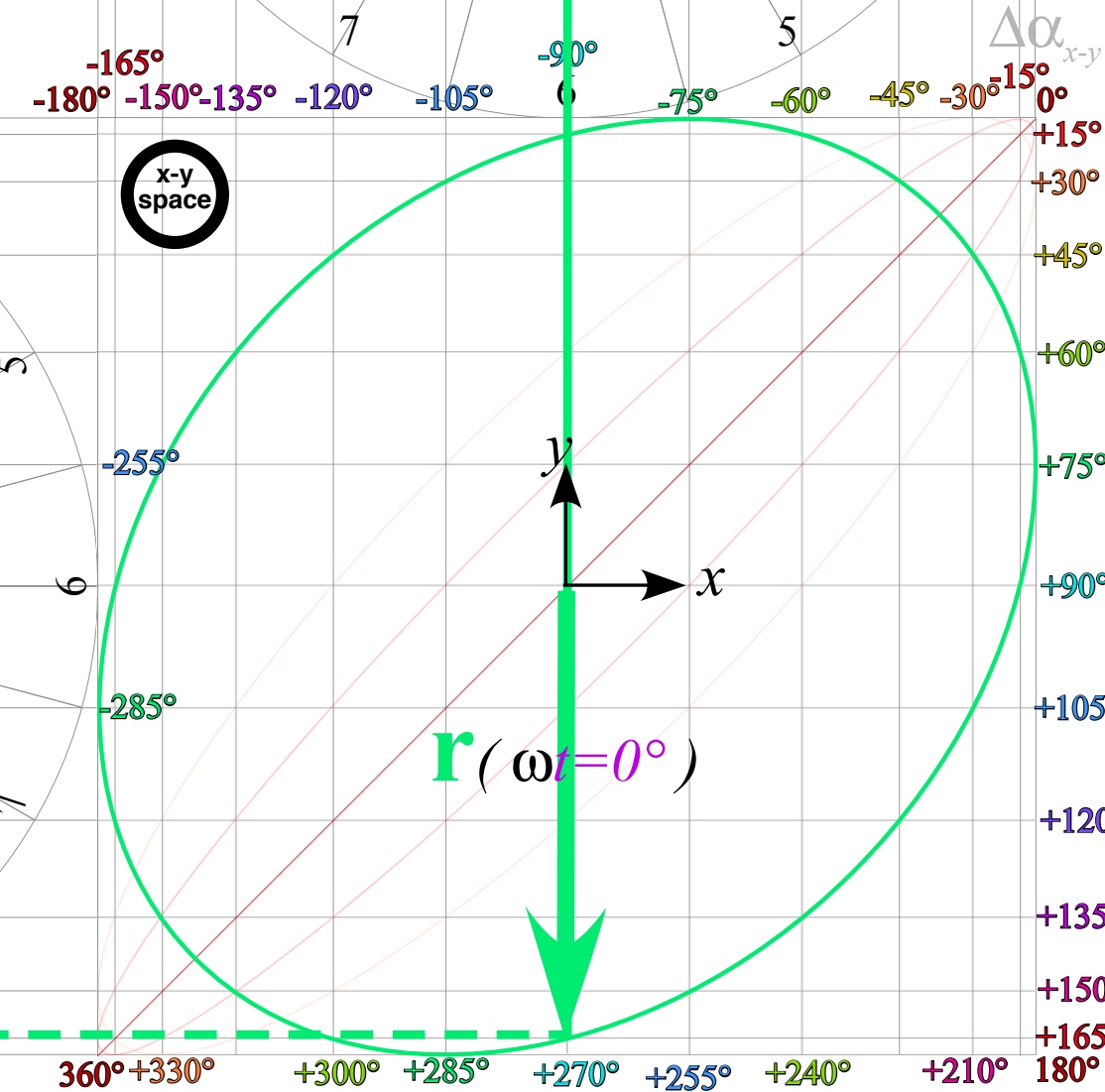
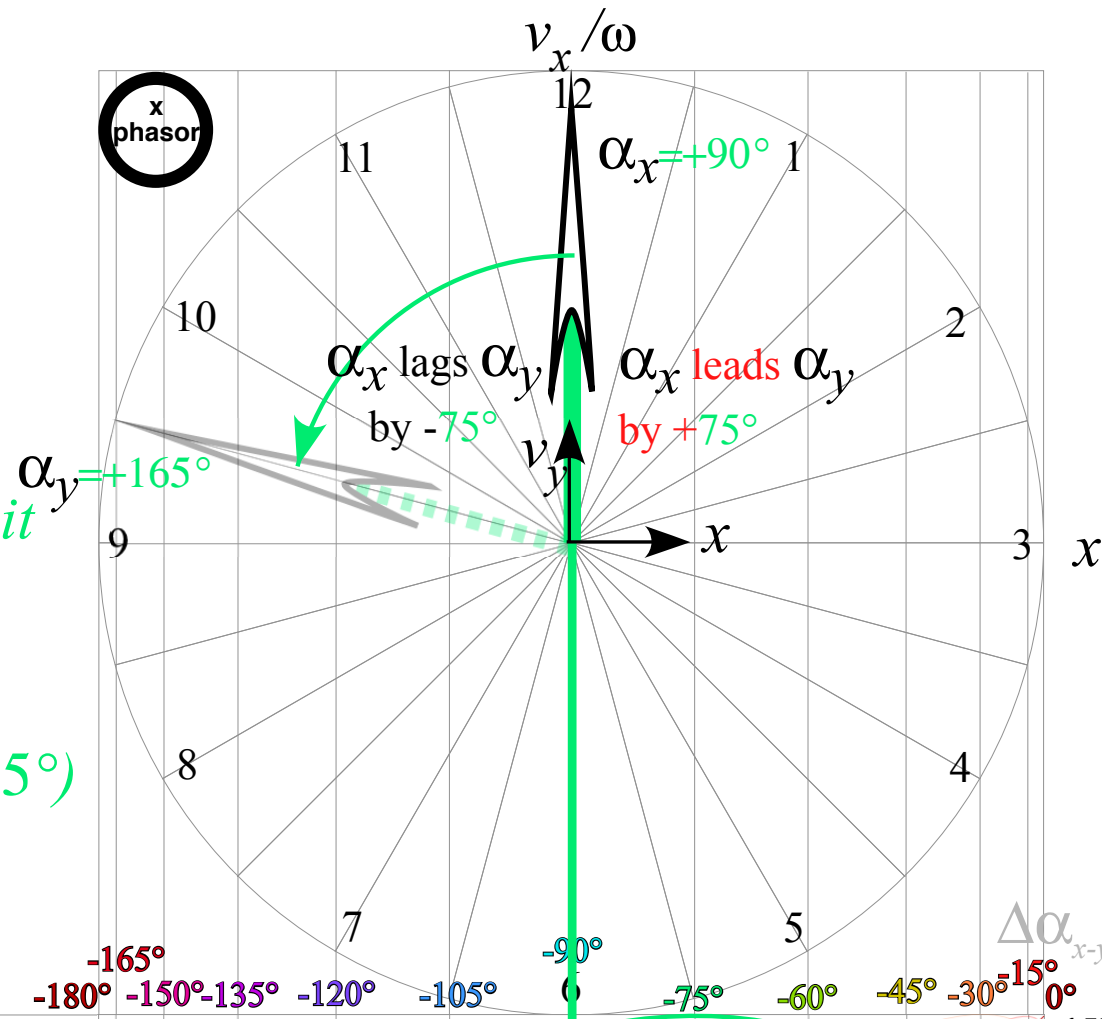
vs.

Relative phase  $\Delta\alpha = \alpha_y - \alpha_x$

$$\Delta\alpha = \alpha_x - \alpha_y = -75^\circ$$

Right-polarized (anti-clockwise) orbit

Initial phase ( $\alpha_x = 90^\circ, \alpha_y = +165^\circ$ )





-75° case

# Ellipsometry Contact Plots

vs.

Relative phase  $\Delta\alpha = \alpha_y - \alpha_x$

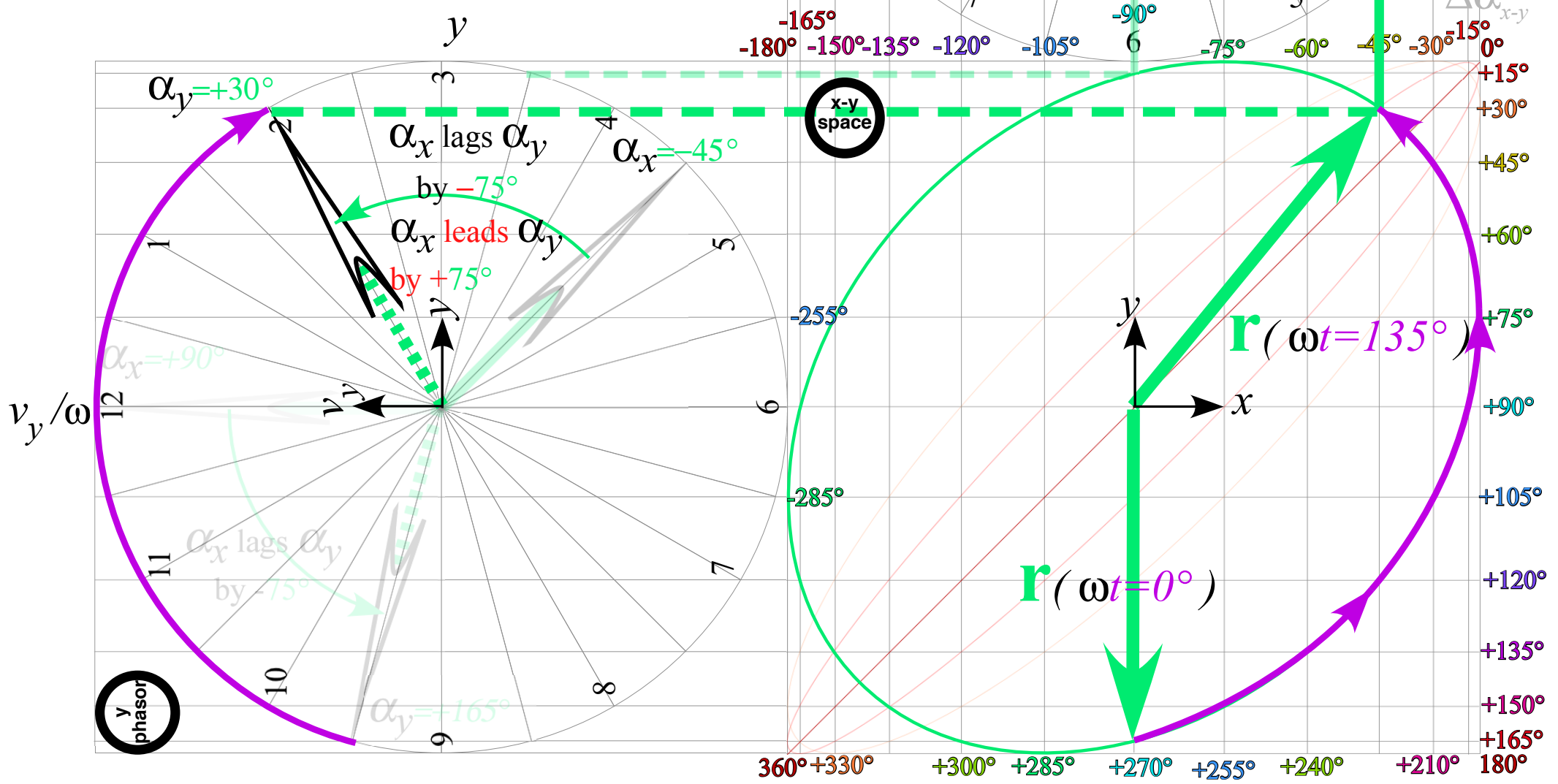
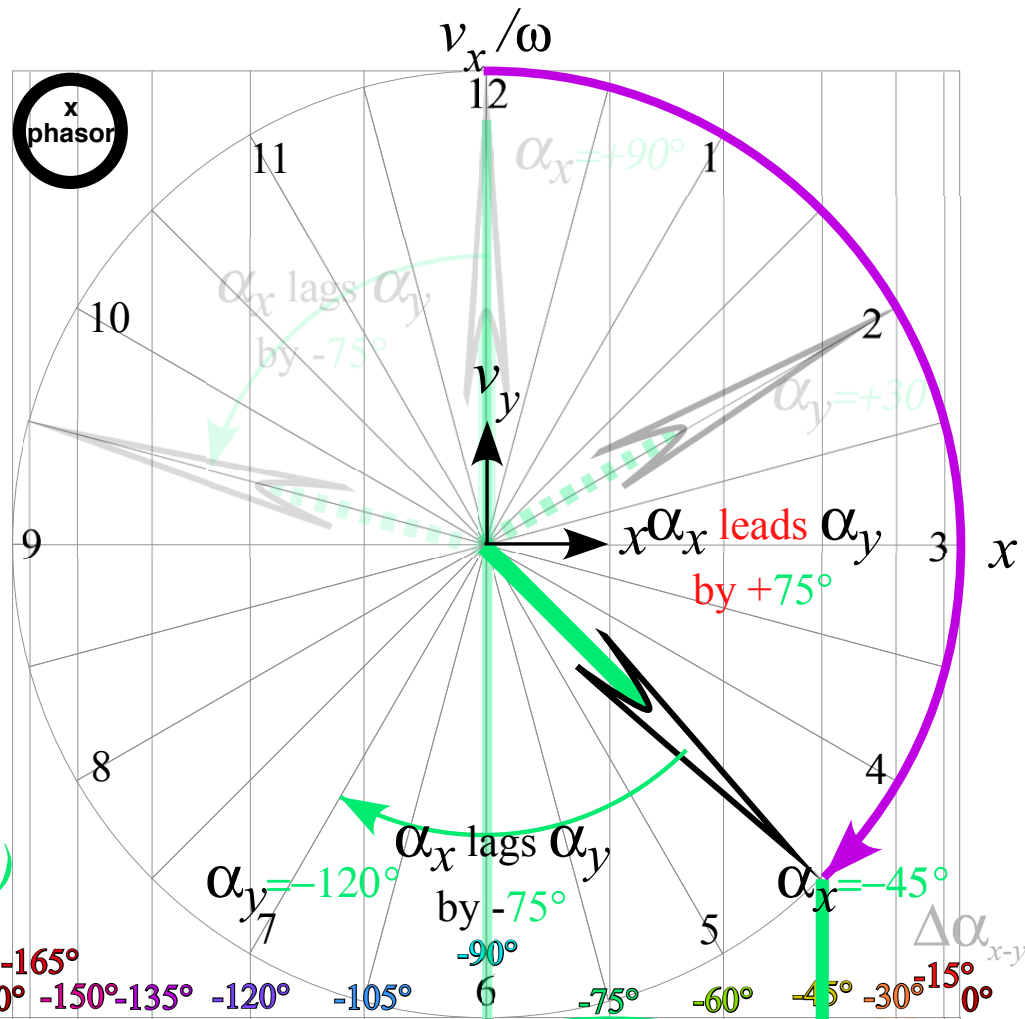
$$\Delta\alpha = \alpha_x - \alpha_y = -75^\circ$$

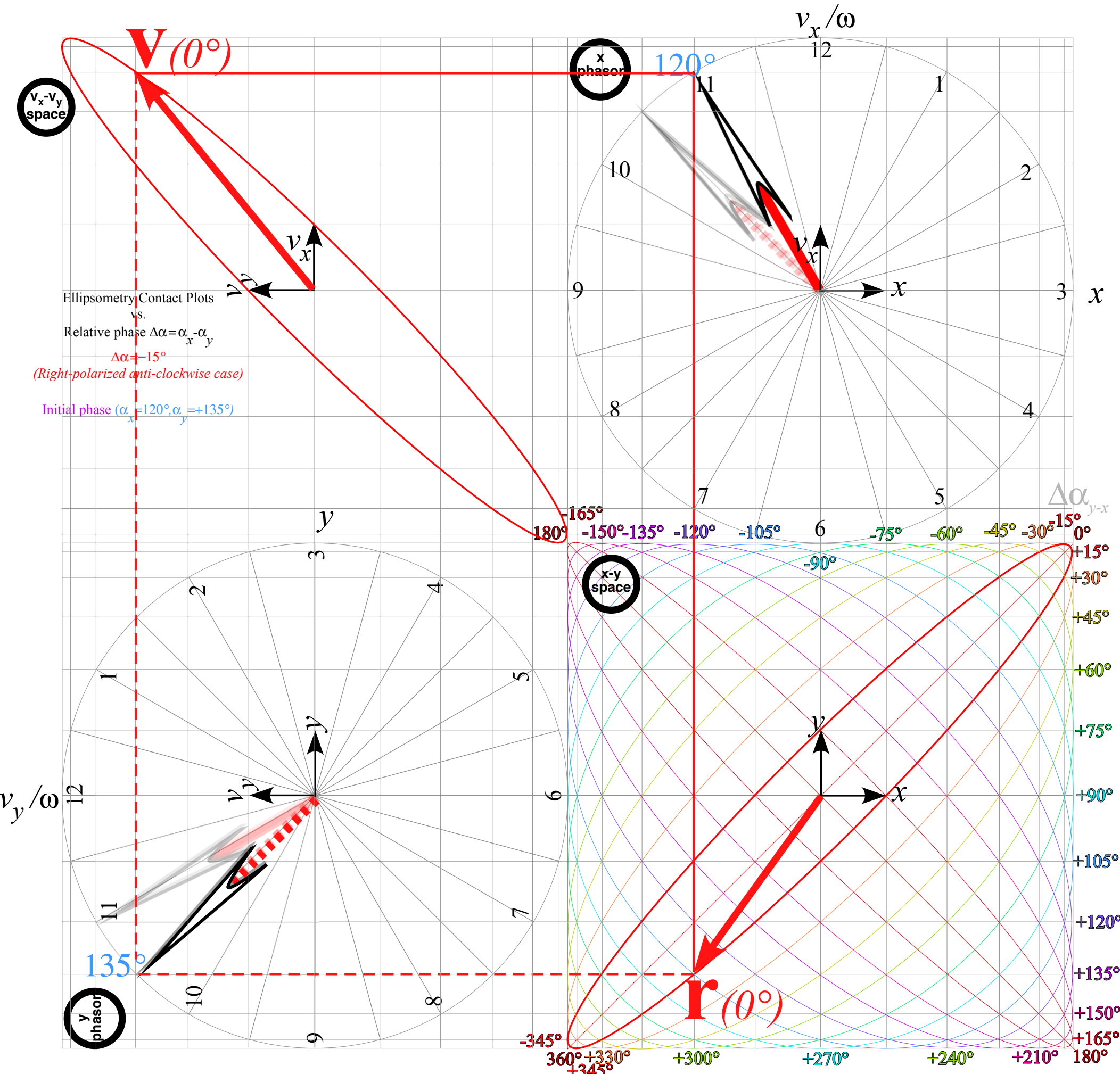
Right-polarized (anti-clockwise) orbit

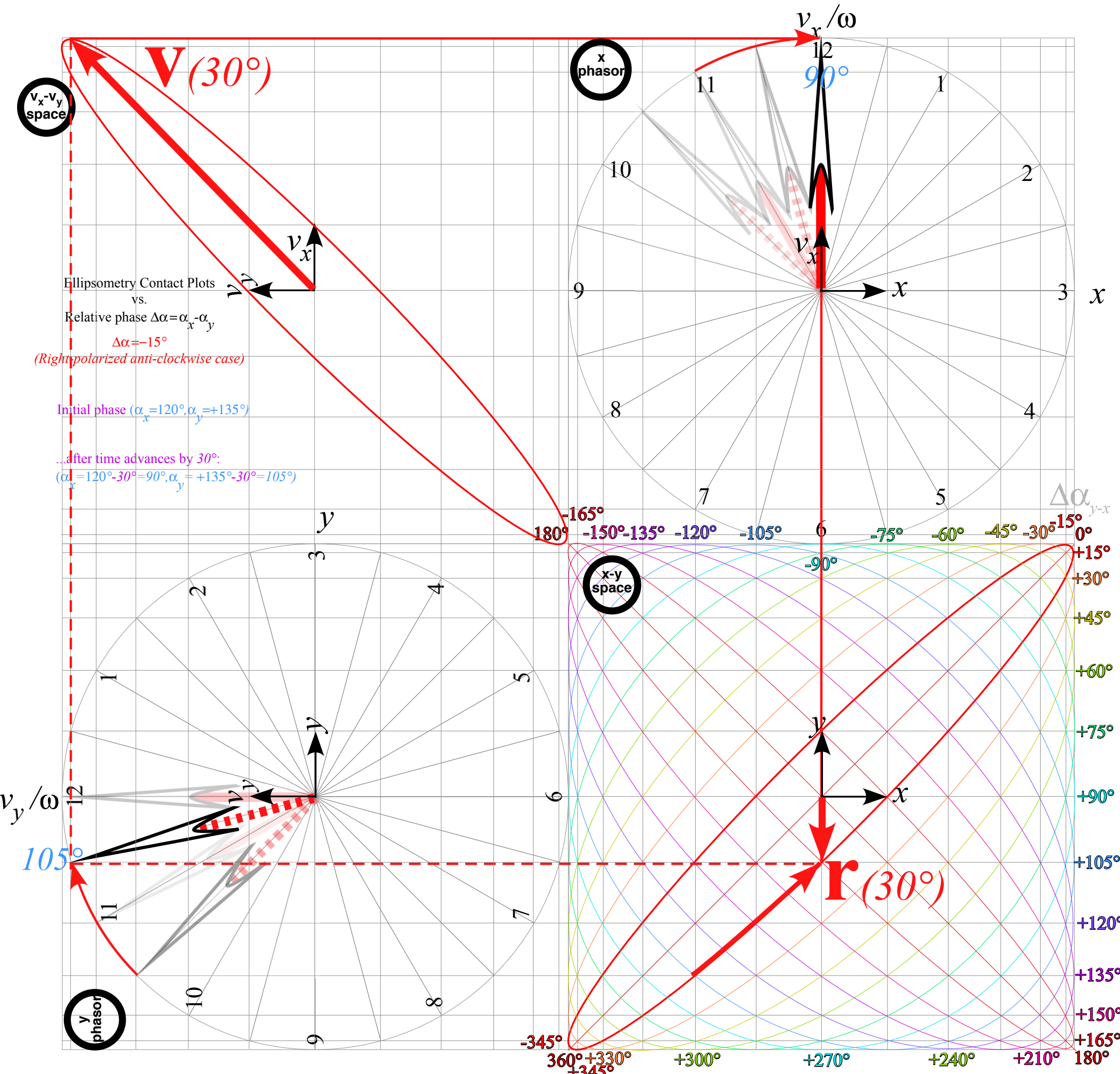
Initial phase ( $\alpha_x = 90^\circ, \alpha_y = +165^\circ$ )

...after time advances by  $135^\circ$ :

$$(\alpha_x = 90^\circ - 135^\circ = -45^\circ, \alpha_y = +165^\circ - 135^\circ = +30^\circ)$$

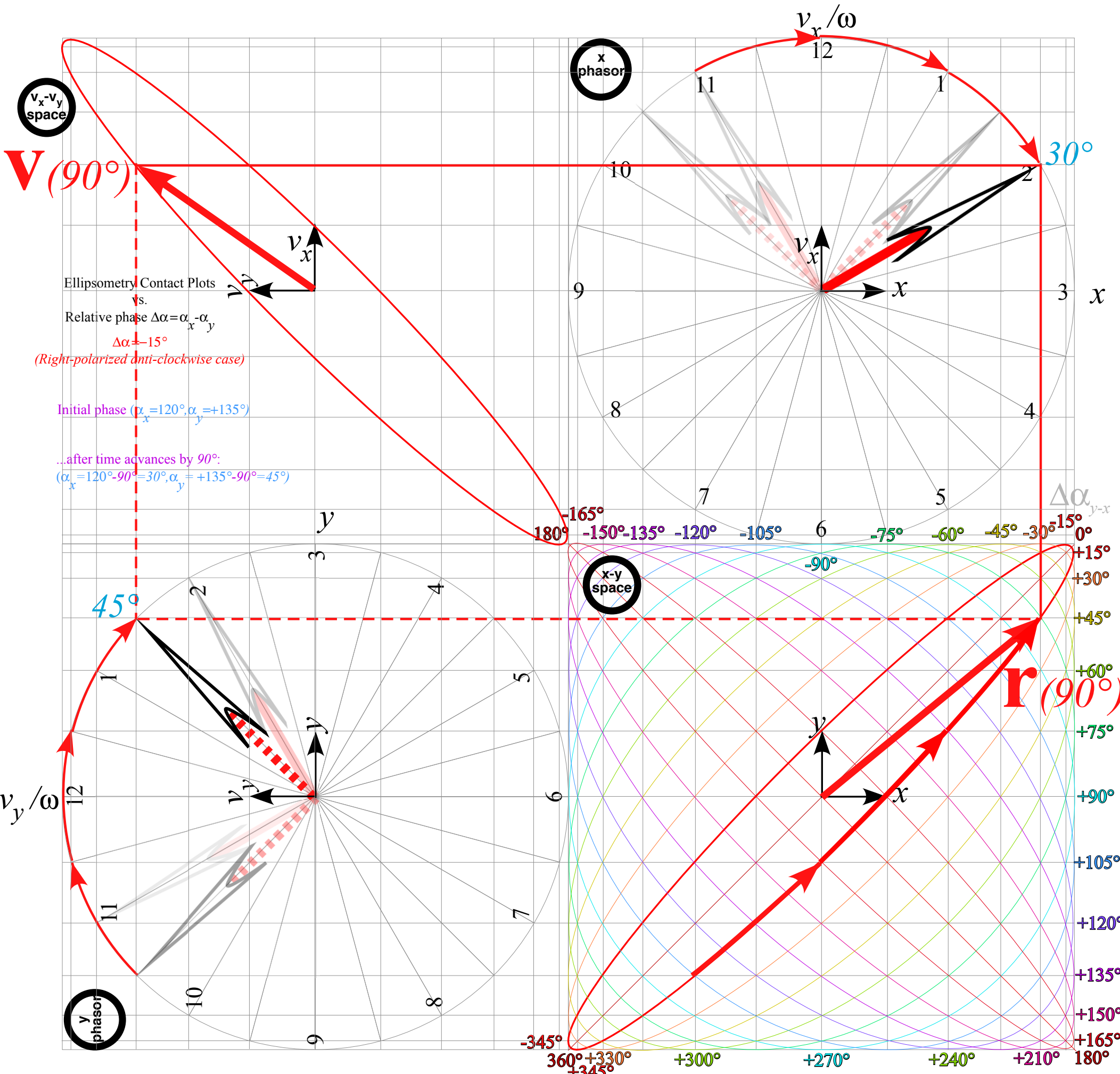


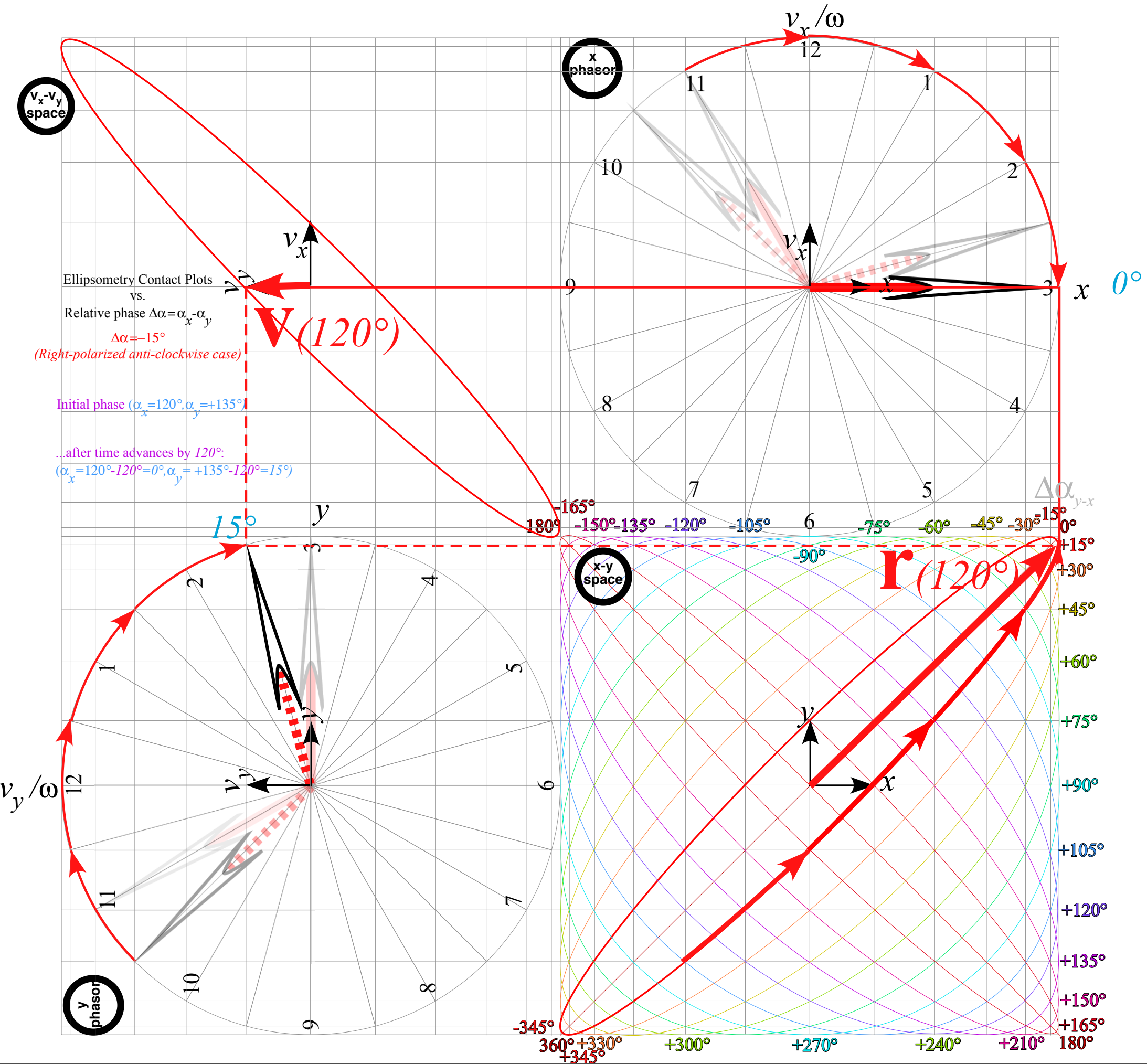


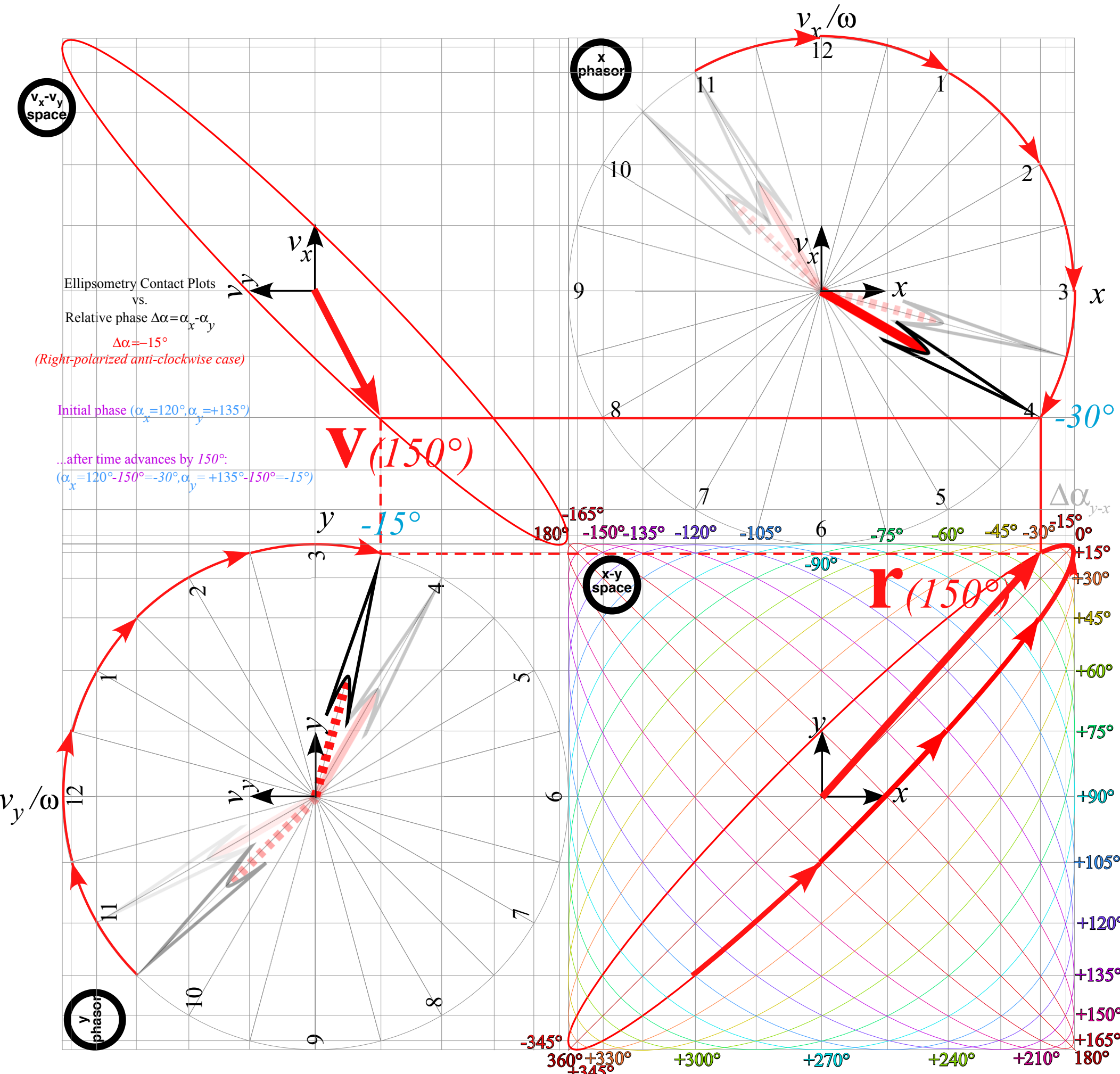




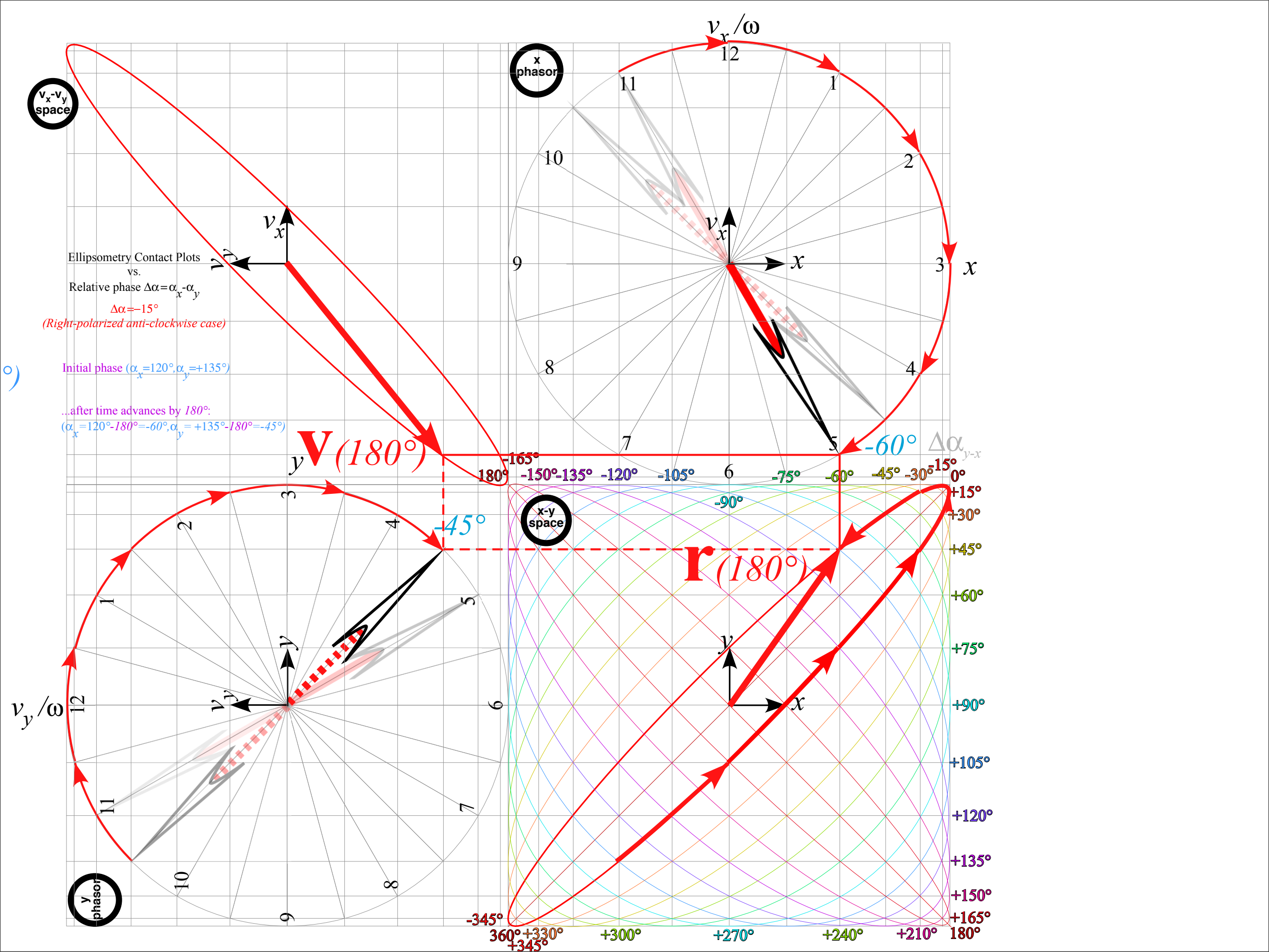


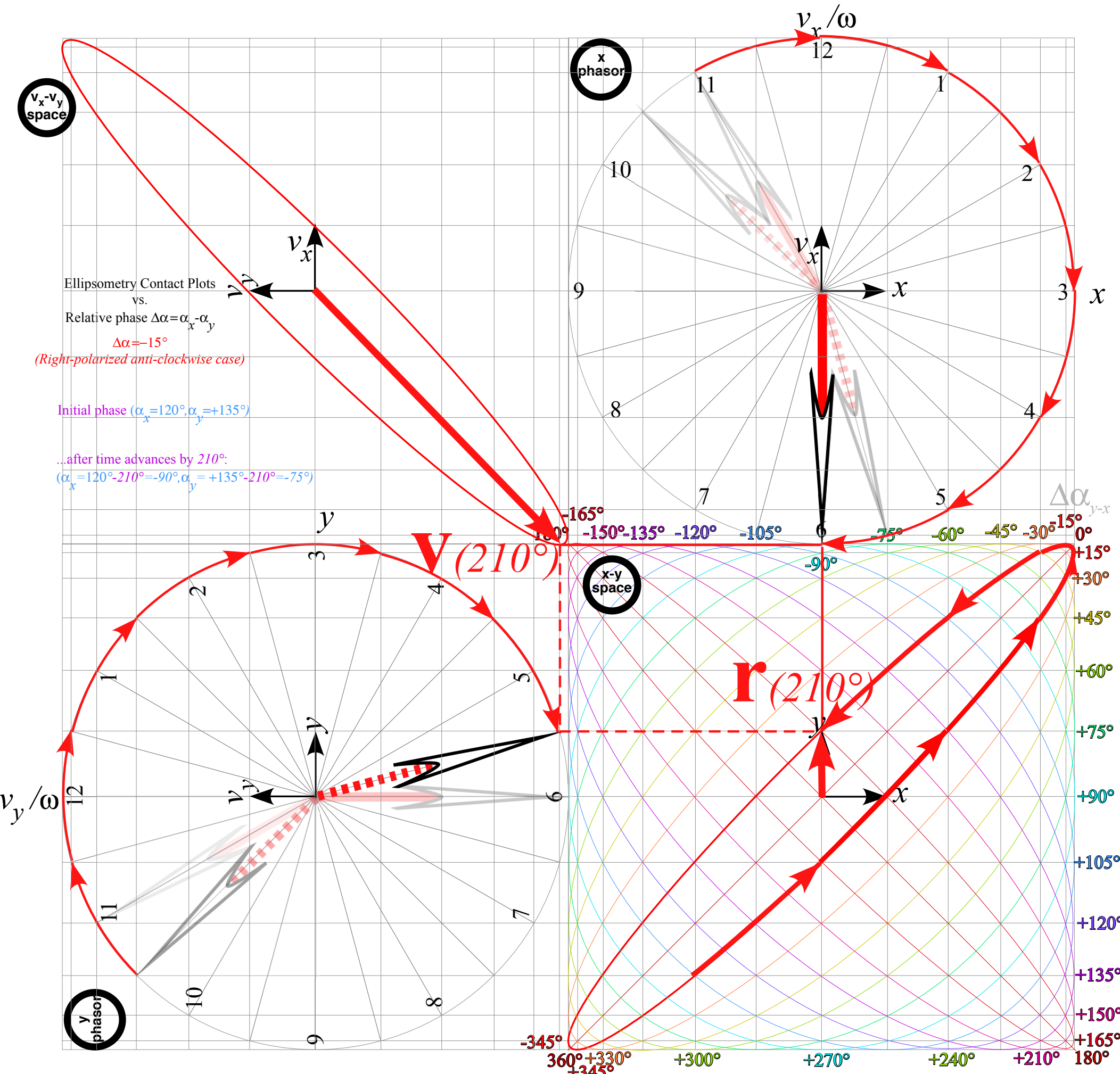






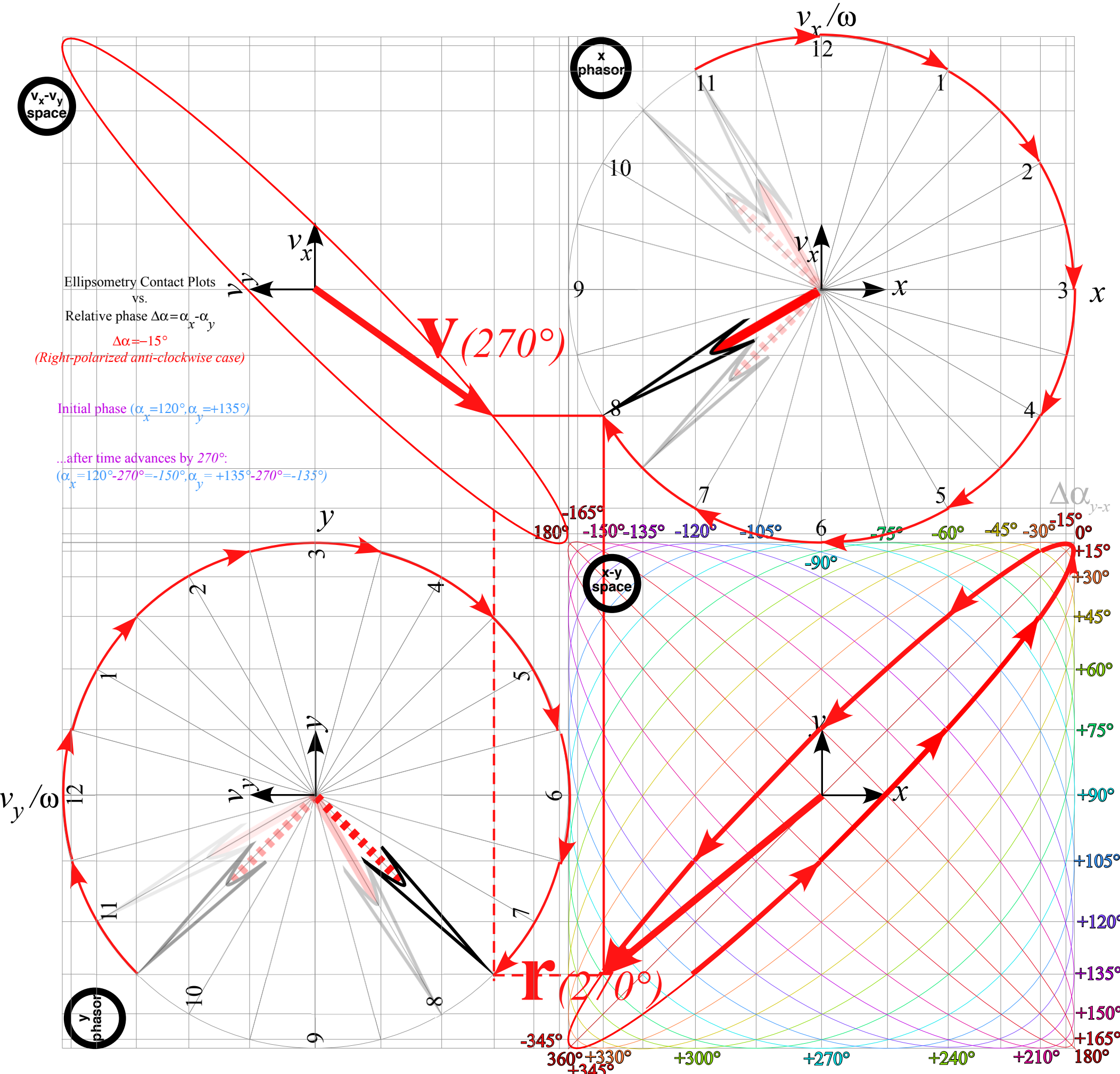


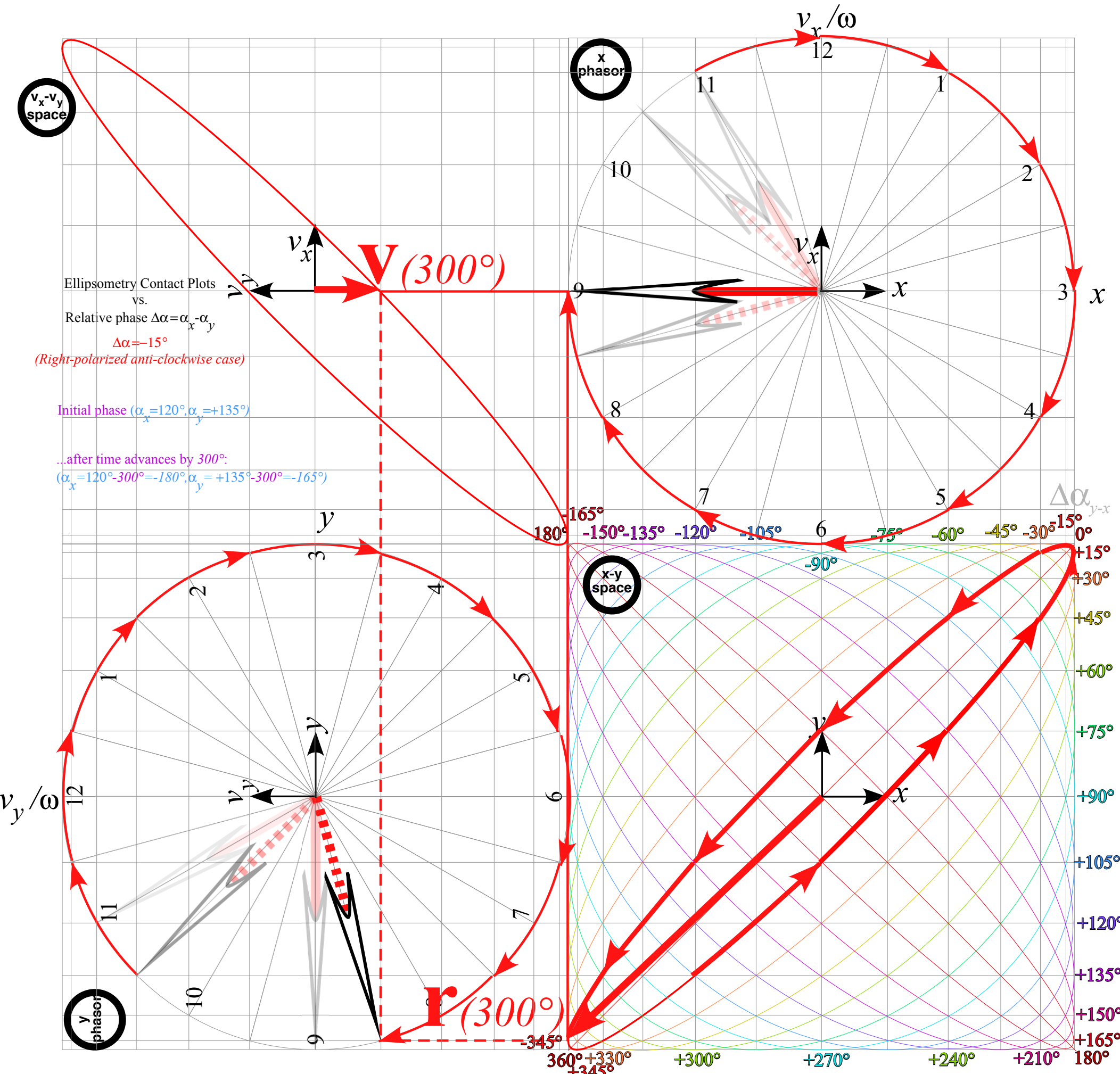


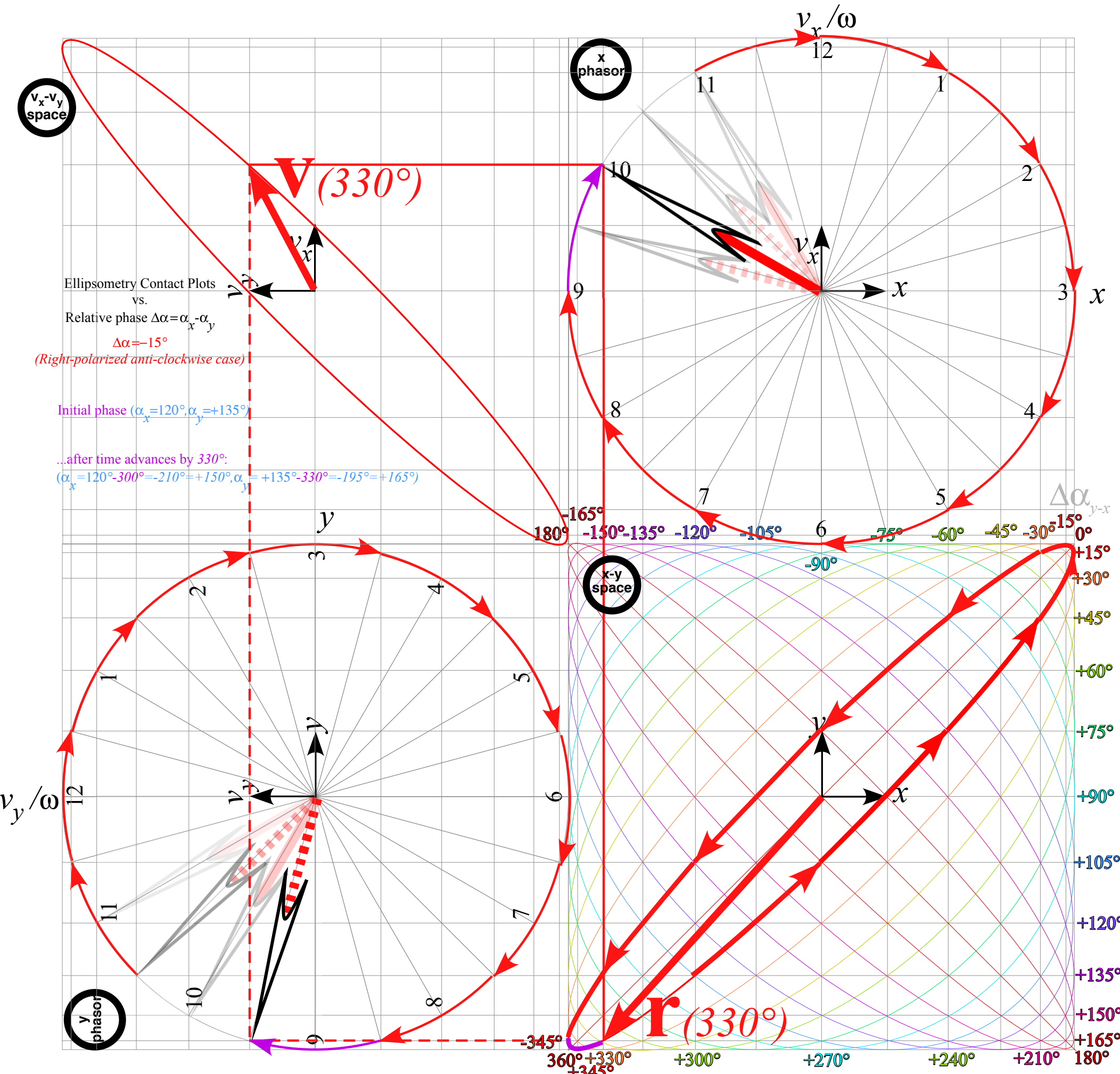


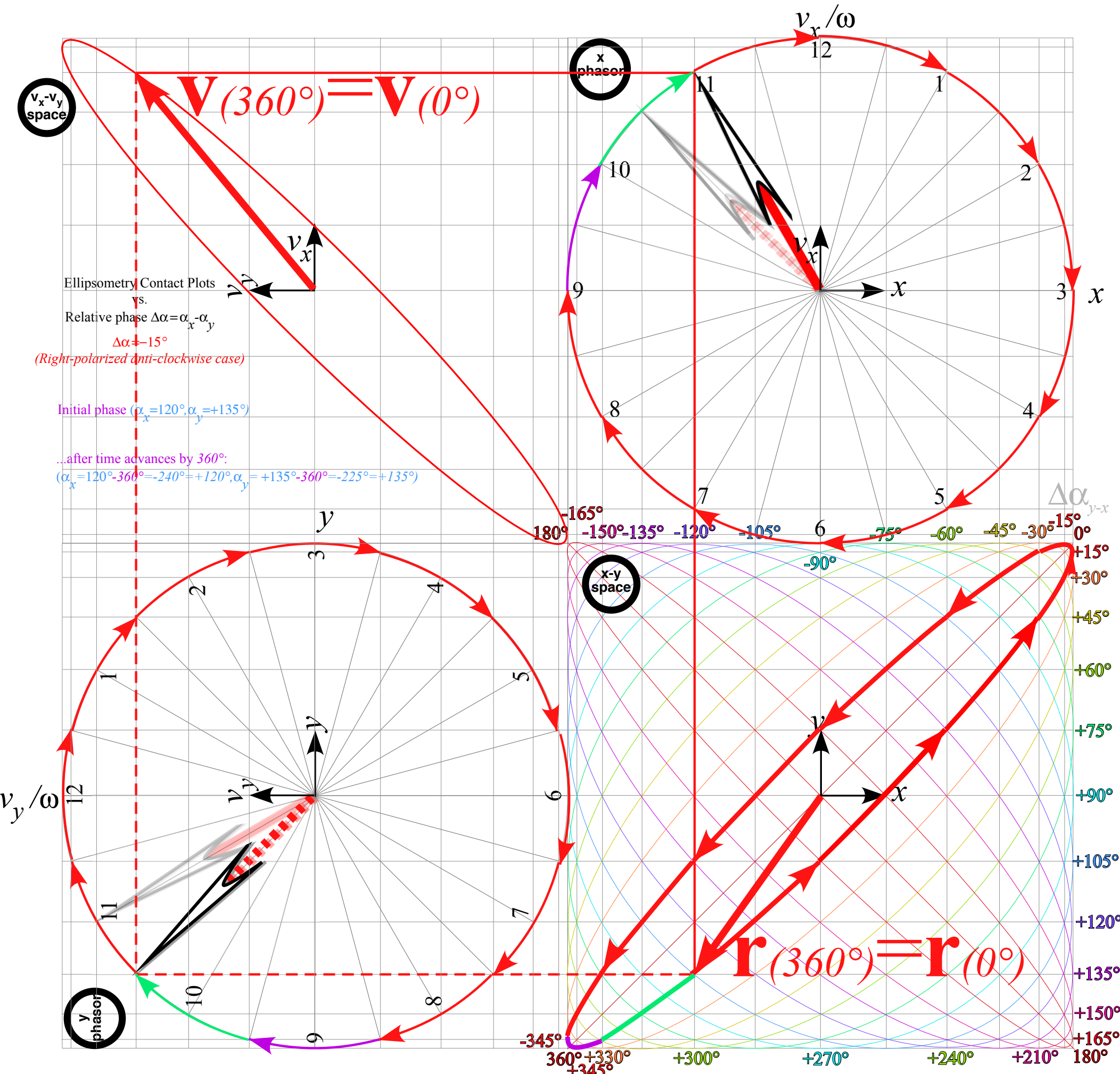




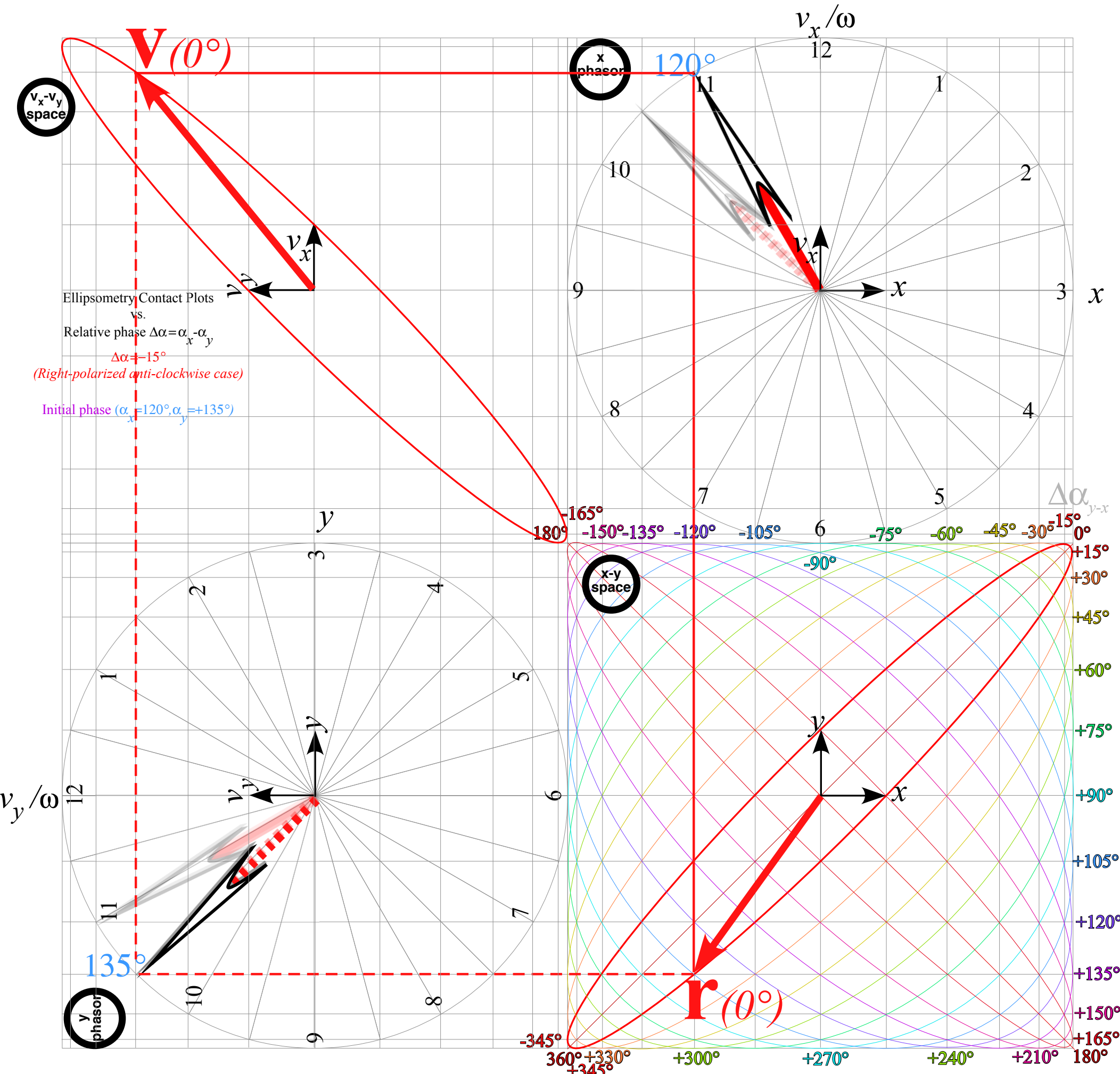


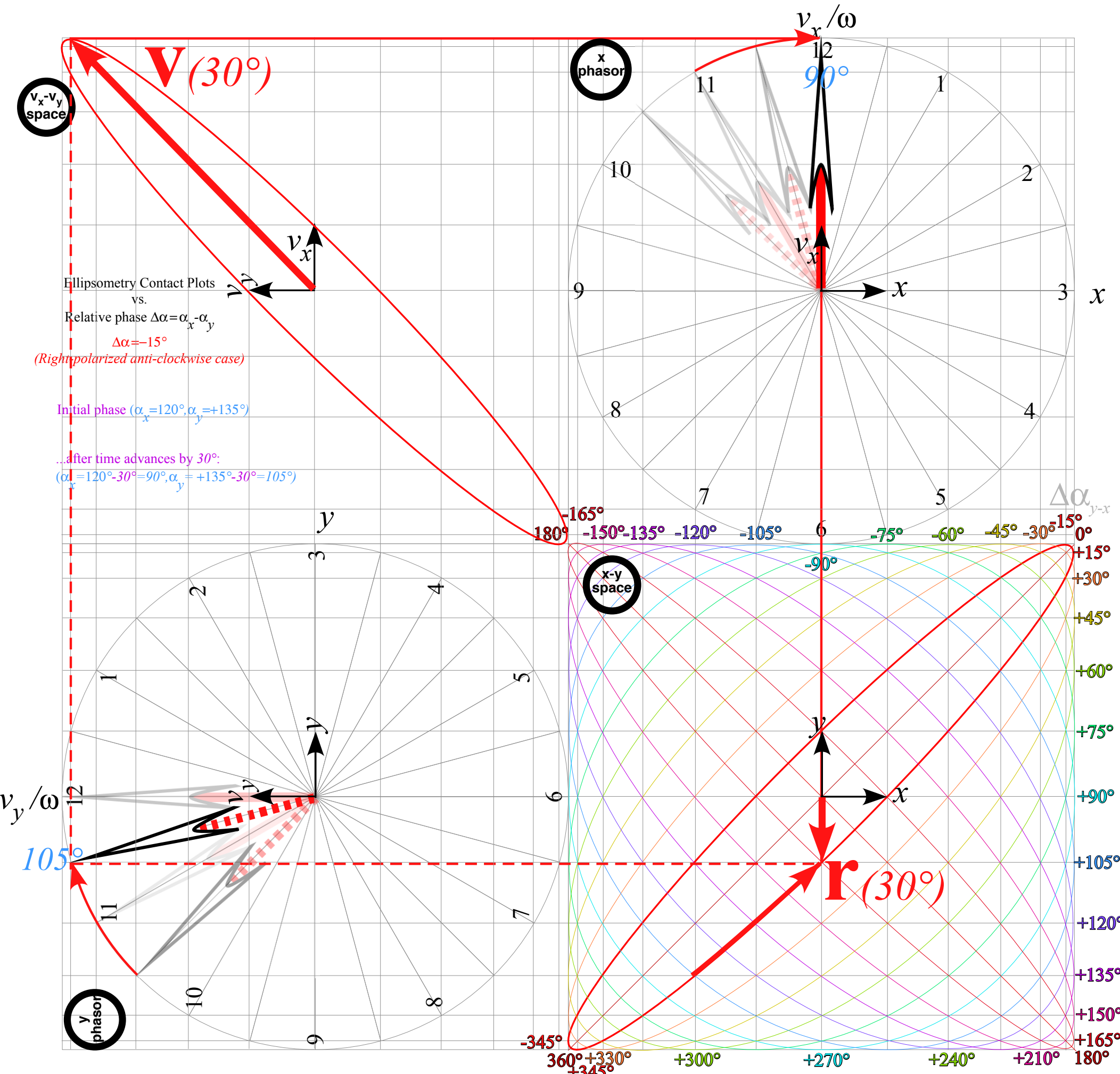






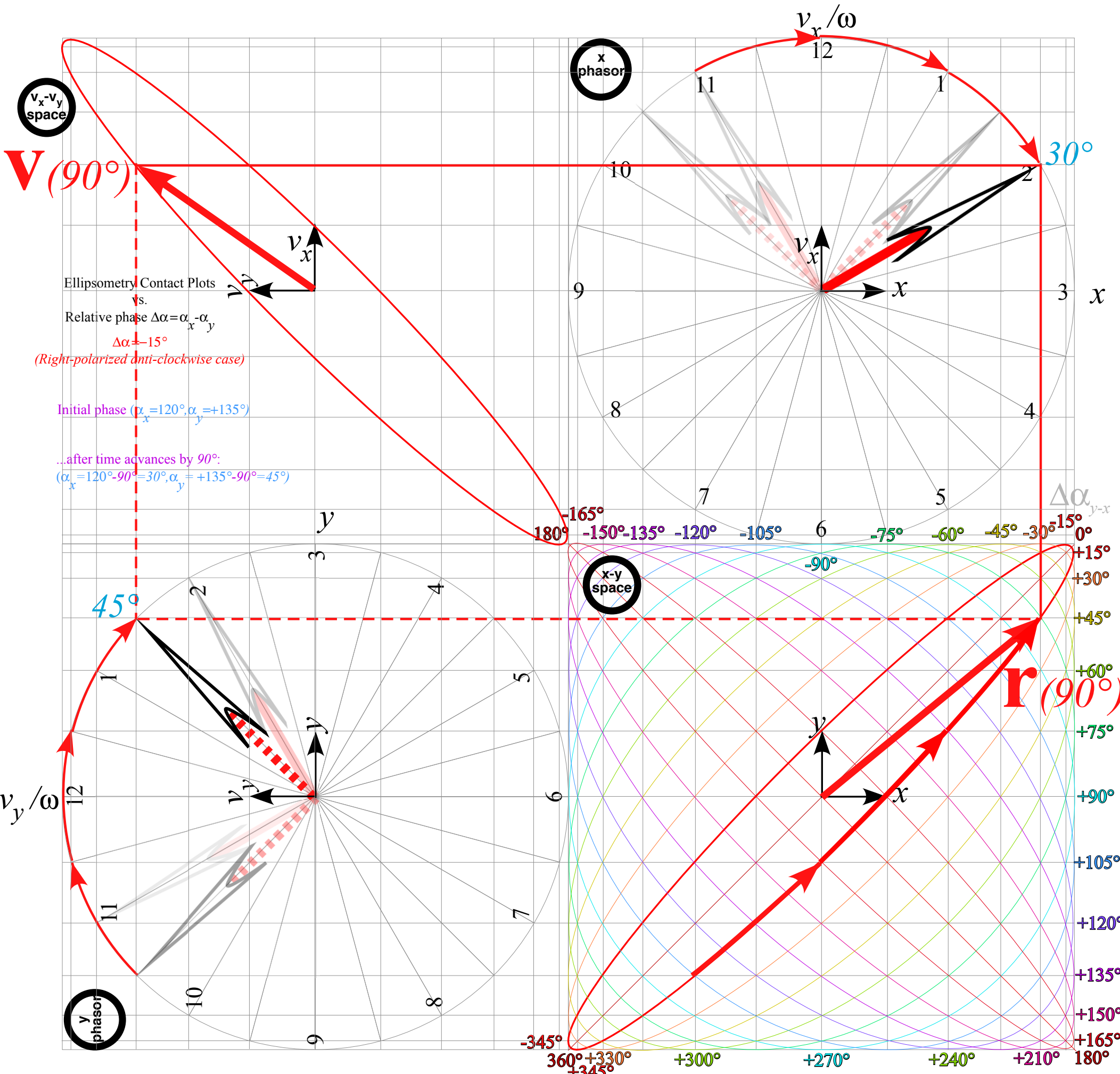








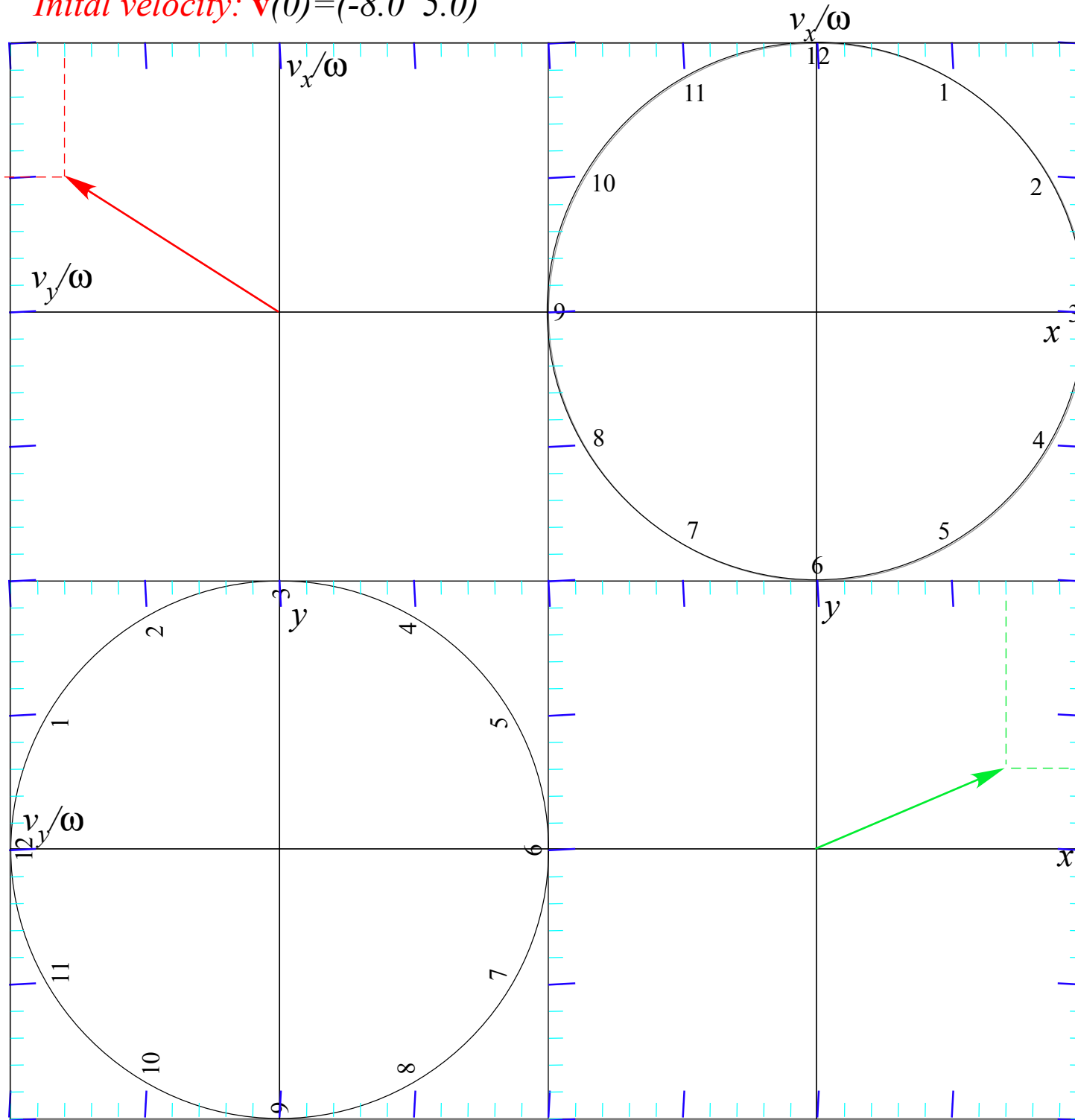




## *Constructing 2D IHO orbits by phasor plots*

 *Integrating IHO equations by phasor geometry (case of unequal x and y phasor area)*

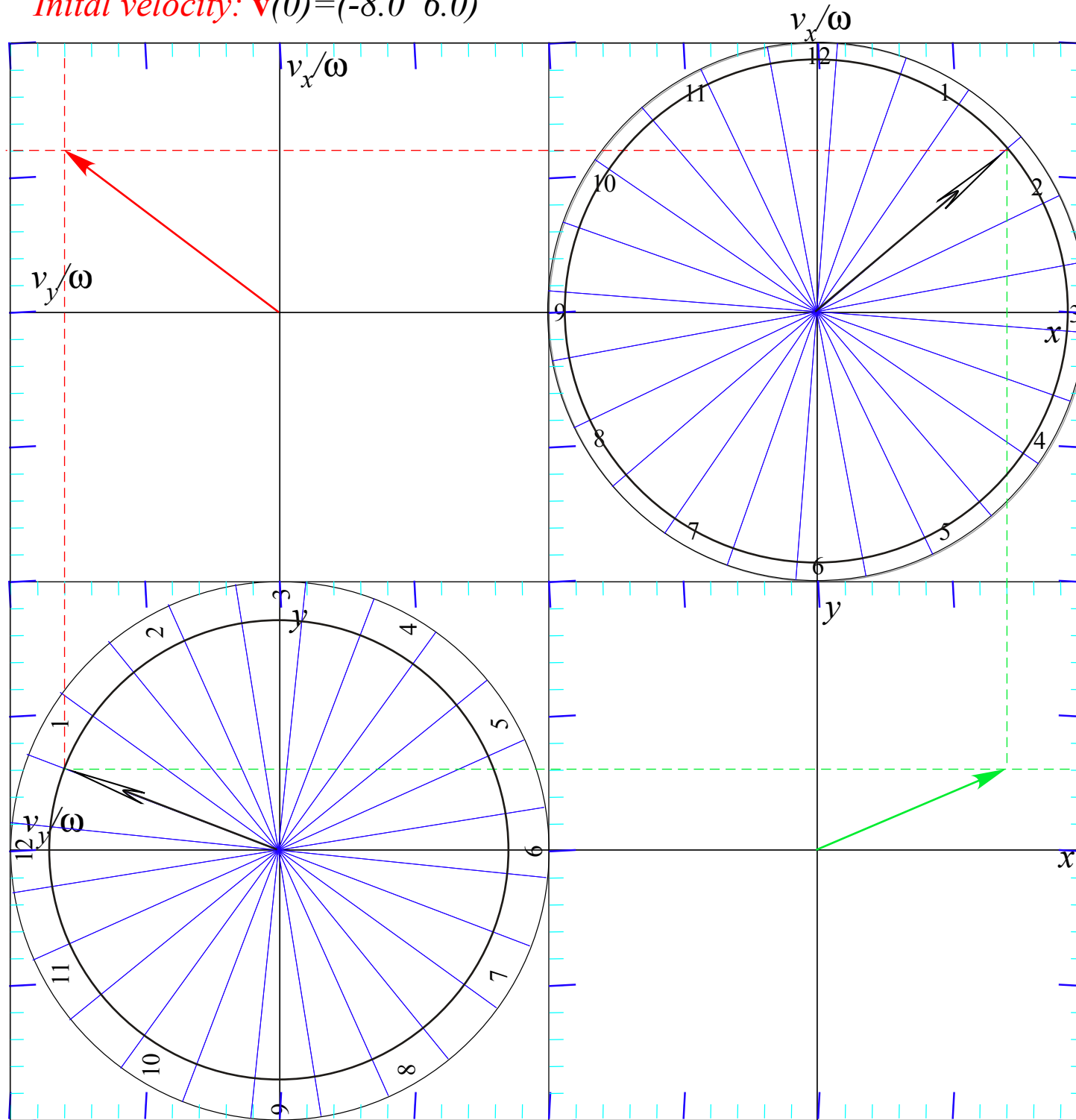
*Initial velocity:  $\mathbf{v}(0) = (-8.0 \ 5.0)$*



*Initial position:  $\mathbf{r}(0) = (7.0 \ 3.0)$*

BoxIt simulation of U(2) orbits  
<http://www.uark.edu/ua/modphys/markup/BoxItWeb.html>

*Initial velocity:  $\mathbf{v}(0) = (-8.0 \ 6.0)$*



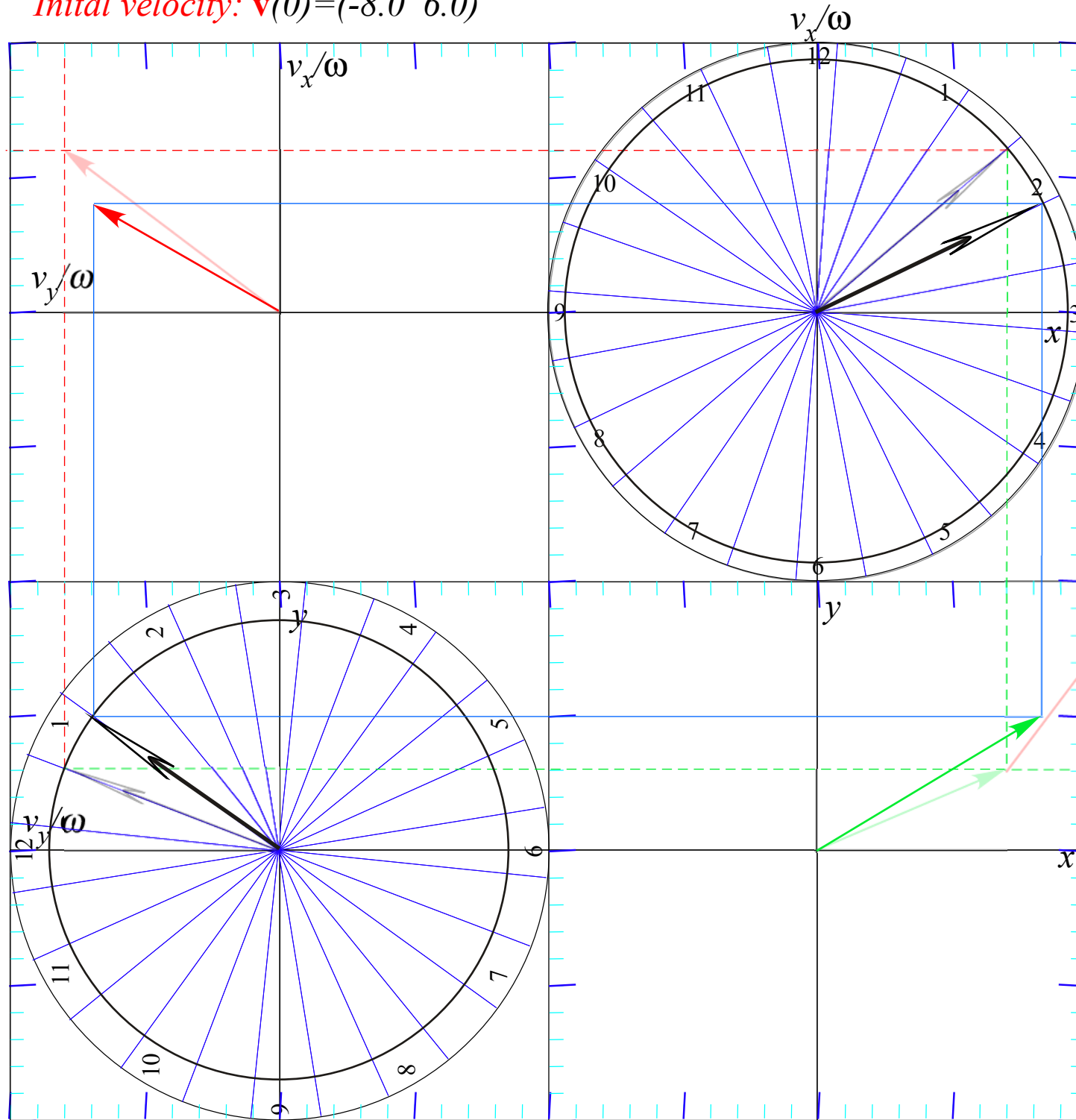
*Arbitrary initial position  
 $\mathbf{r}(0) = (x(0), y(0))$*

*and initial velocity  
 $\mathbf{v}(0) = (v_x(0), v_y(0))$*

*Usually have  $x$  and  $y$   
phasor circles of unequal size*

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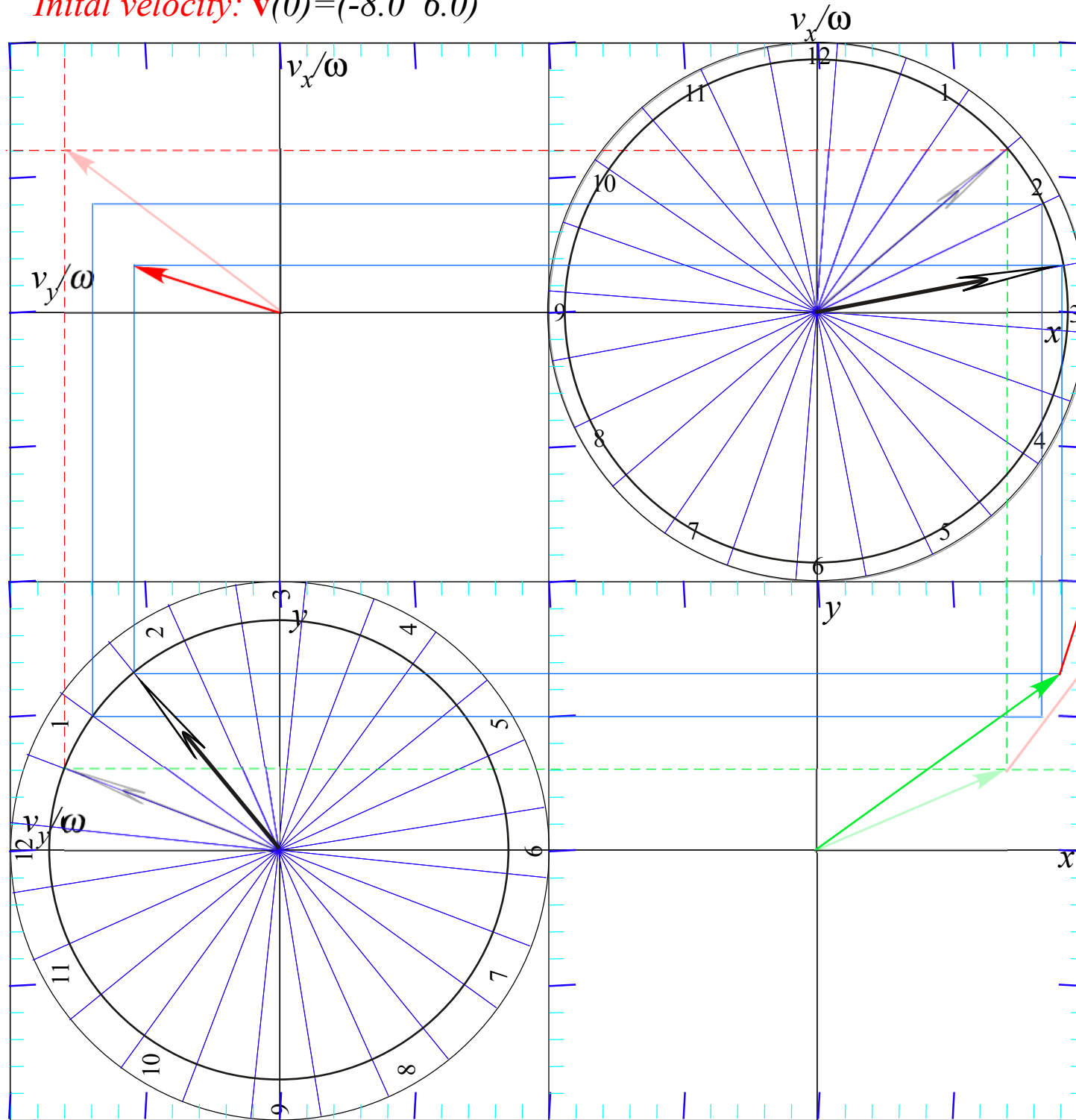
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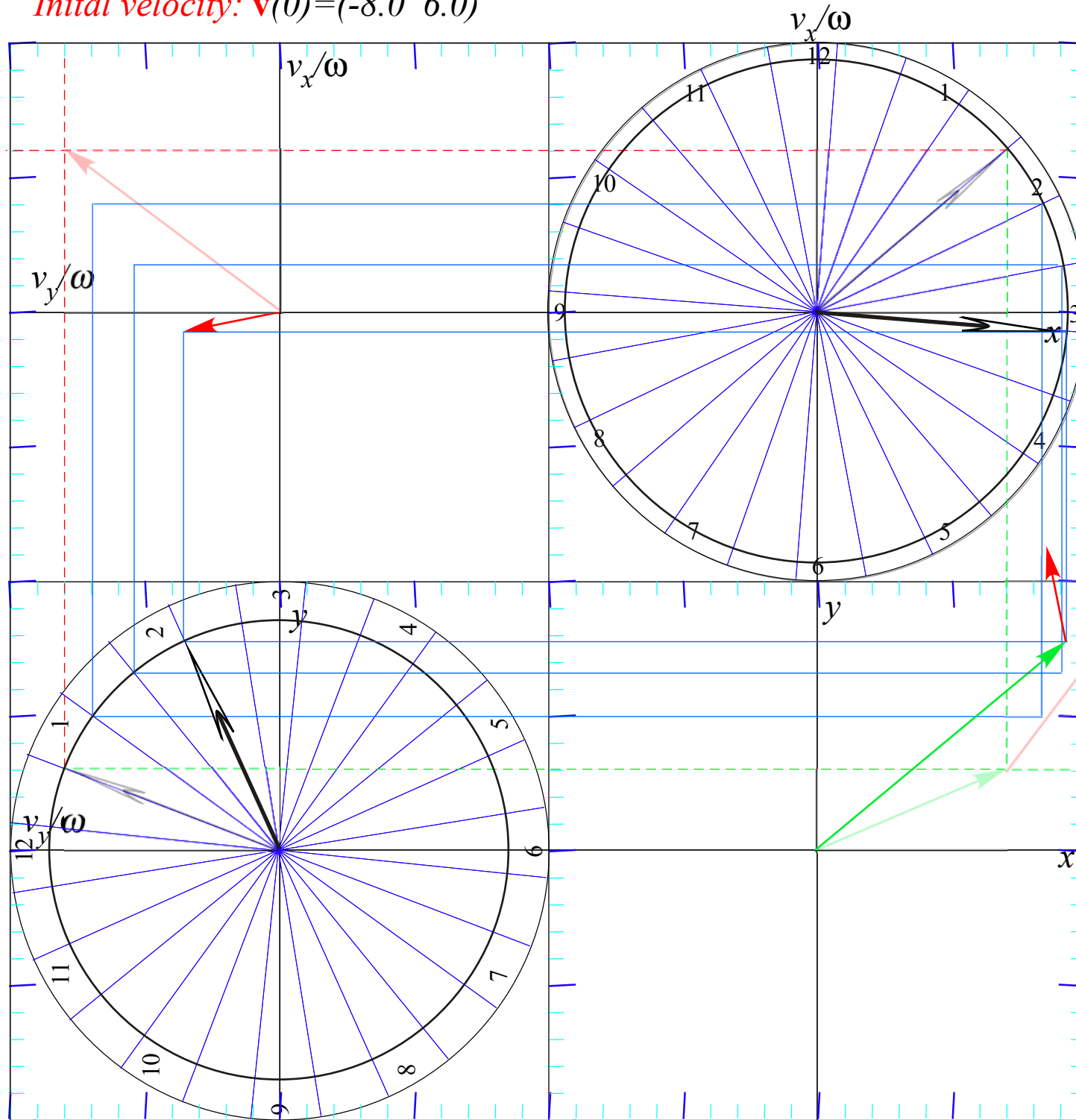
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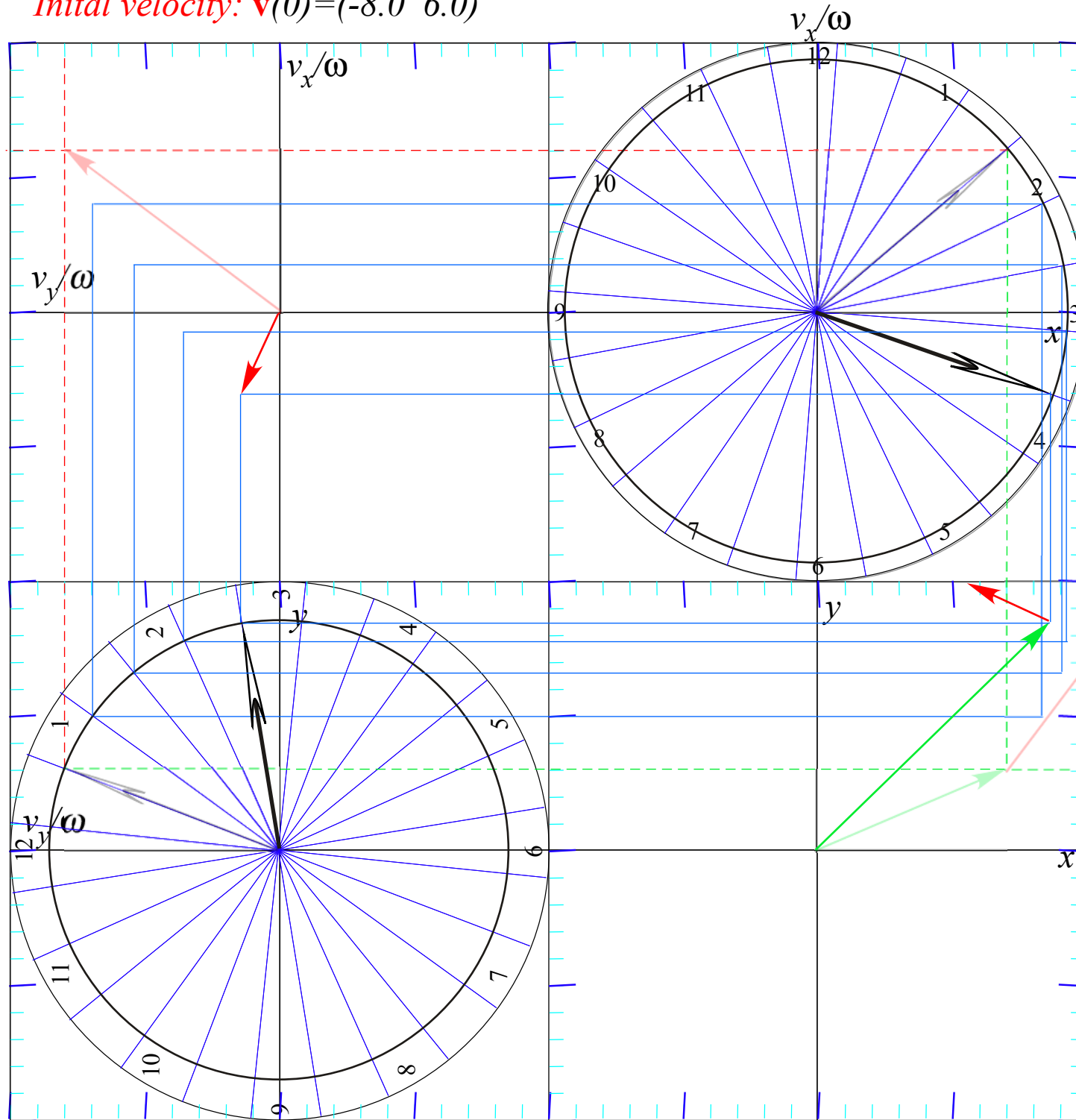
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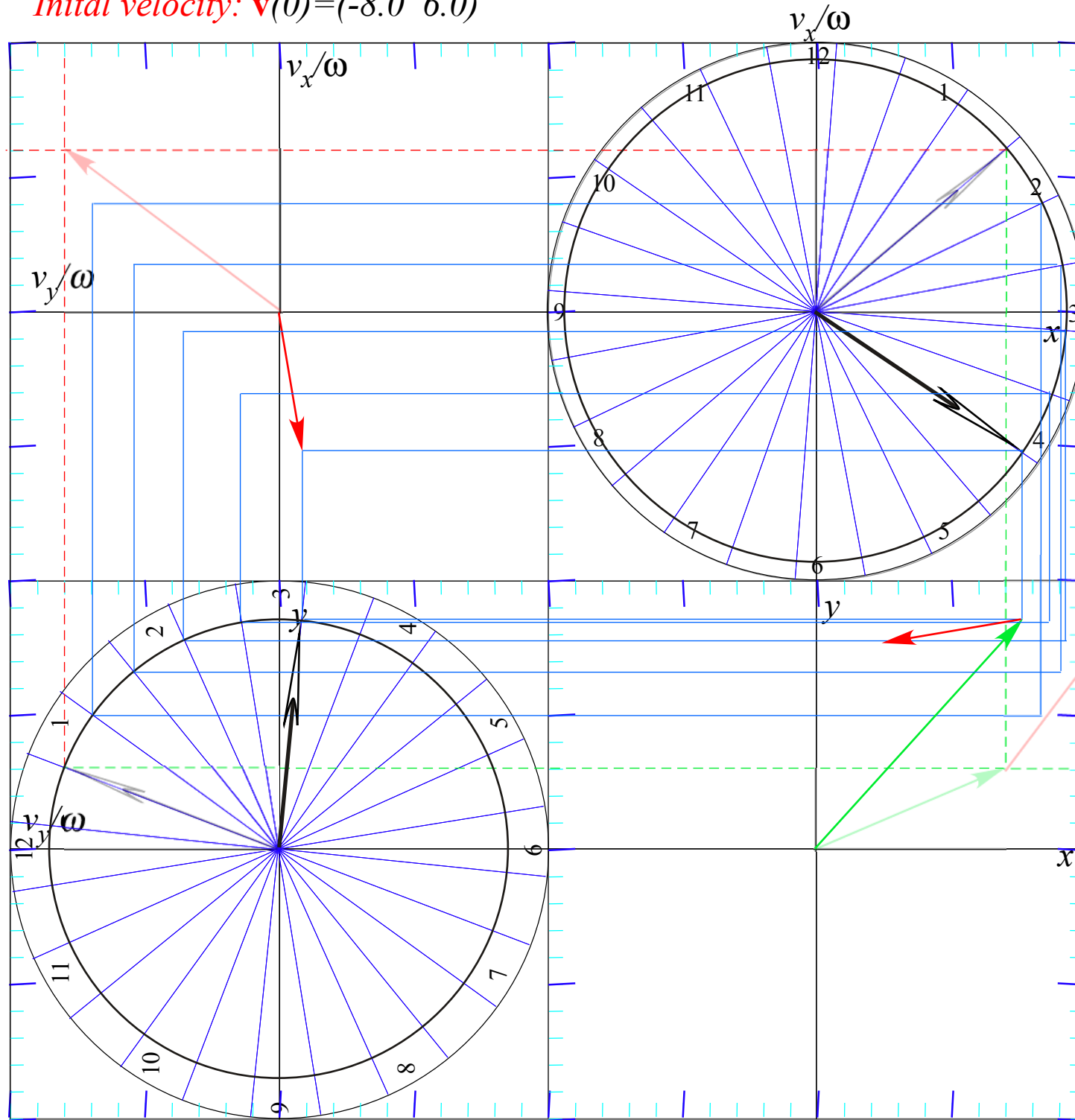
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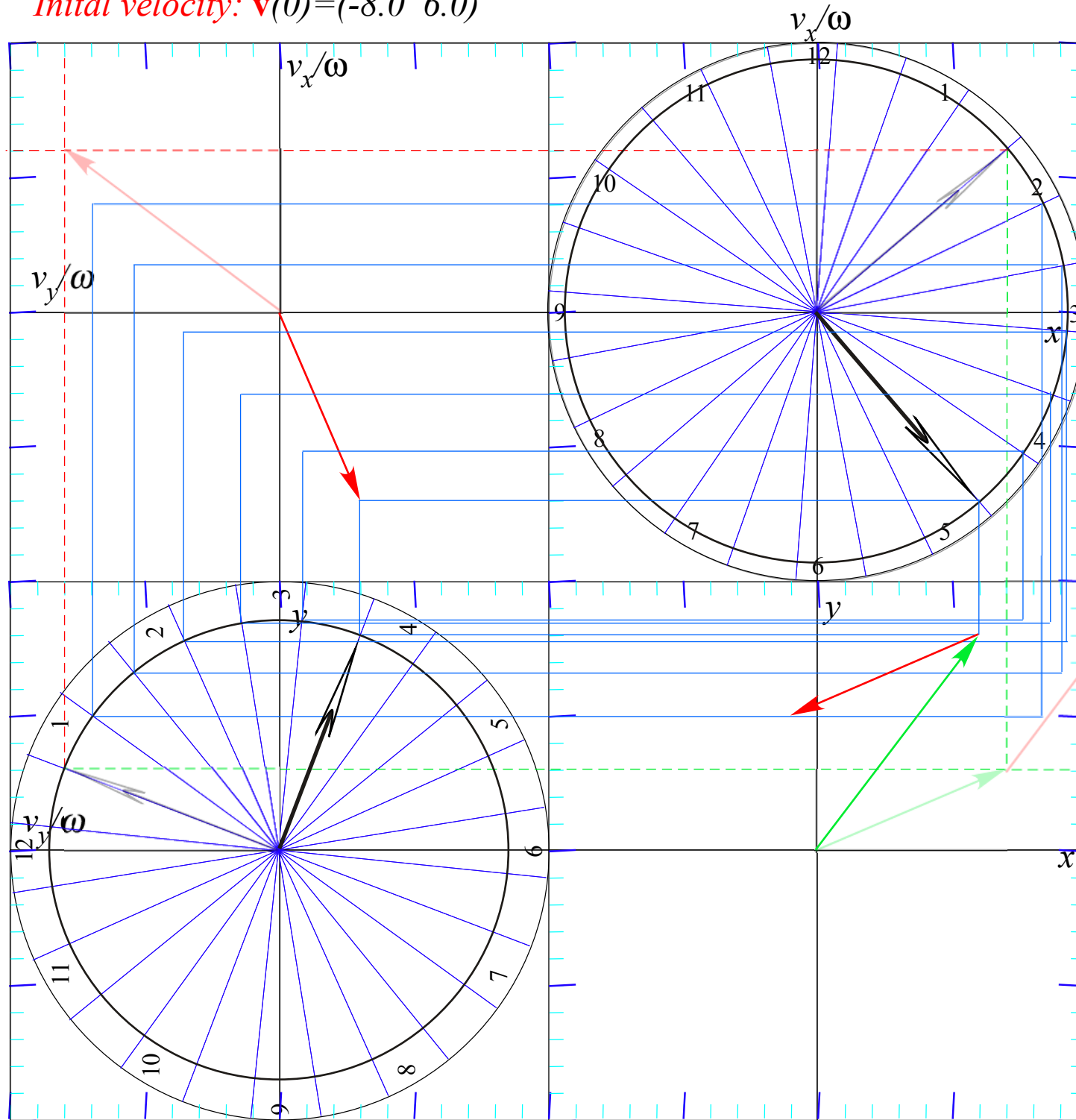
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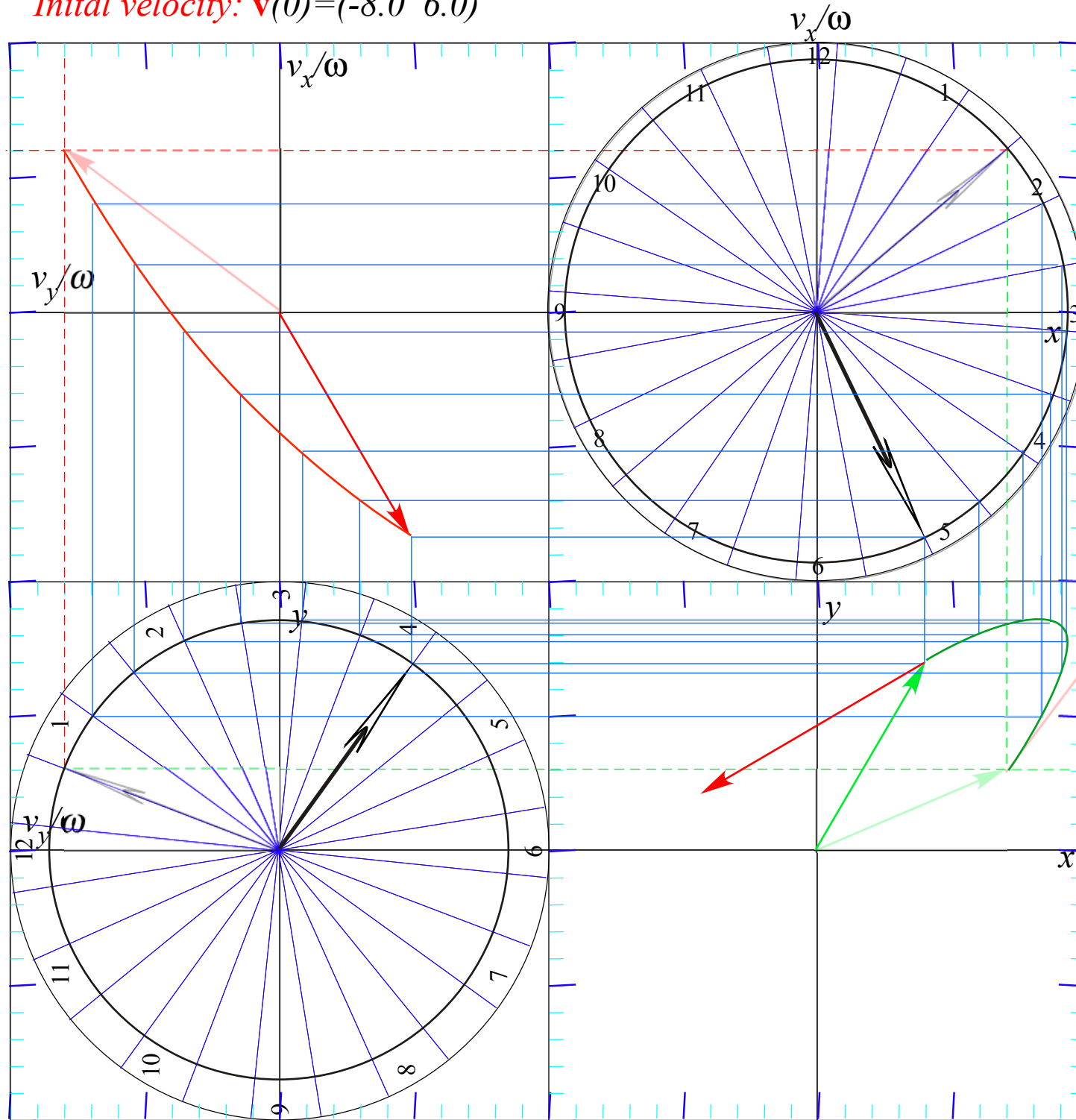
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