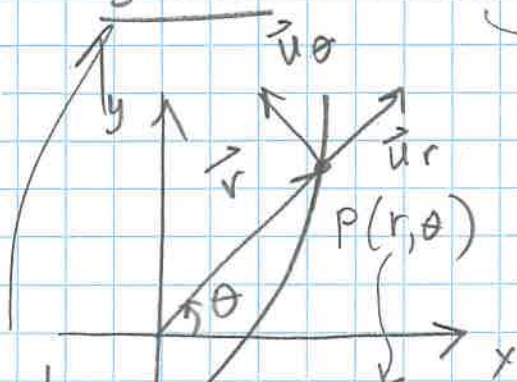


§ 12.6

Polar Coordinates: \vec{v} and \vec{a} .

①



used for calculating paths of planets & satellites in space

Consider unit vectors (\mathbb{R}^2)

$$\vec{u}_r = (\cos \theta) \vec{i} + (\sin \theta) \vec{j} \quad \text{and}$$

$$\vec{u}_\theta = (-\sin \theta) \vec{i} + (\cos \theta) \vec{j}$$

Note: $\vec{r} = r \vec{u}_r$; $\vec{u}_\theta \perp \vec{u}_r$, \vec{u}_θ points in the direction of increasing θ .

$$\frac{d\vec{u}_r}{d\theta} = (-\sin \theta) \vec{i} + (\cos \theta) \vec{j} = \vec{u}_\theta$$

$$\frac{d\vec{u}_\theta}{d\theta} = (-\cos \theta) \vec{i} - (\sin \theta) \vec{j} = -\vec{u}_r$$

How do \vec{u}_r & \vec{u}_θ change with time t ?

$$\dot{\vec{u}}_r = \frac{d\vec{u}_r}{dt} = \frac{d\vec{u}_r}{d\theta} \cdot \frac{d\theta}{dt} = \dot{\theta} \vec{u}_\theta$$

(Newton's dot notation) " $\dot{\theta}$ "

$$\dot{\vec{u}}_\theta = \frac{d\vec{u}_\theta}{dt} = \frac{d\vec{u}_\theta}{d\theta} \cdot \frac{d\theta}{dt} = -\dot{\theta} \vec{u}_r$$

$$\begin{aligned} \text{Then } \vec{v} = \frac{d\vec{r}}{dt} &= \dot{\vec{r}} = \frac{d}{dt} (r \vec{u}_r) = \dot{r} \vec{u}_r + r \dot{\vec{u}}_r \\ &= \dot{r} \vec{u}_r + r \dot{\theta} \vec{u}_\theta \end{aligned}$$

$$\begin{aligned} \text{and } \vec{a} = \dot{\vec{v}} &= (\dot{\dot{r}} \vec{u}_r + \dot{r} \dot{\vec{u}}_r) + (\dot{r} \dot{\theta} \vec{u}_\theta + r \ddot{\theta} \vec{u}_\theta + r \dot{\theta} \dot{\vec{u}}_\theta) \\ &= (\ddot{r} - r \dot{\theta}^2) \vec{u}_r + (r \ddot{\theta} + 2 \dot{r} \dot{\theta}) \vec{u}_\theta \end{aligned}$$

Optional

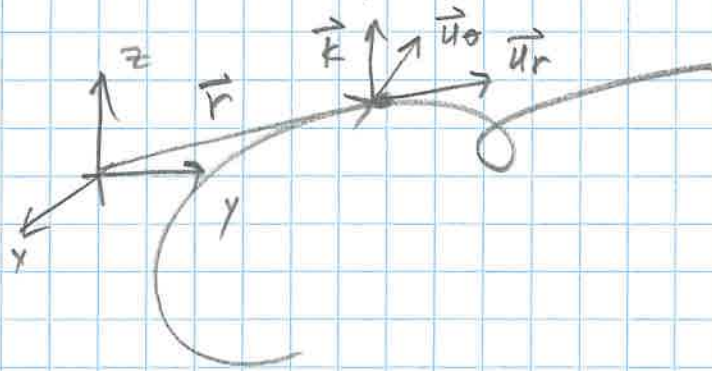
In \mathbb{R}^3 , $\vec{r} = r\vec{u}_r + z\vec{k}$ (cylindrical coord's) (2)

$$\Rightarrow \vec{v} = \dot{r}\vec{u}_r + r\dot{\theta}\vec{u}_\theta + \dot{z}\vec{k}$$

$$\Rightarrow \vec{a} = (\ddot{r} - r\dot{\theta}^2)\vec{u}_r + (r\ddot{\theta} + 2\dot{r}\dot{\theta})\vec{u}_\theta + \ddot{z}\vec{k}$$

$\vec{u}_r, \vec{u}_\theta, \vec{k}$ form a right-handed frame.

$$\vec{u}_r \times \vec{u}_\theta = \vec{k}, \quad \vec{u}_\theta \times \vec{k} = \vec{u}_r, \quad \vec{k} \times \vec{u}_r = \vec{u}_\theta$$



Optional reading: pp. 670 - 672

Three Kepler's Laws (lots of fun!)