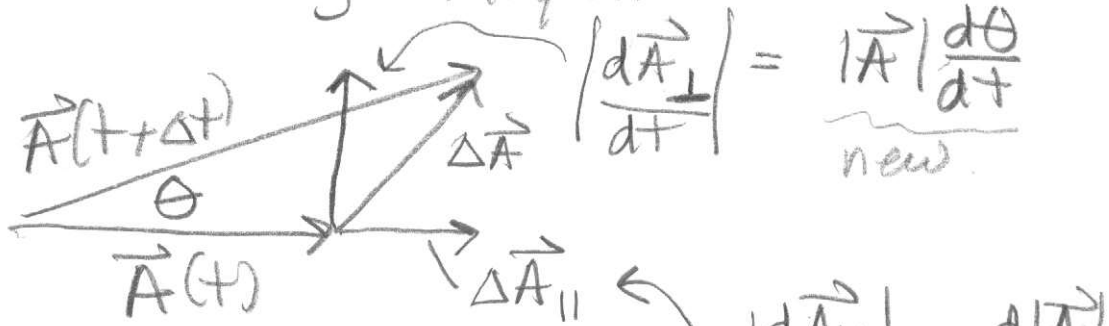


but more generally...



$$\frac{d(f(t)g(t))}{dt} = f \frac{dg}{dt} + g \frac{df}{dt}$$

used to this

$$\frac{d}{dt}(c\vec{A}) = \frac{dc}{dt}\vec{A} + c \frac{d\vec{A}}{dt}$$

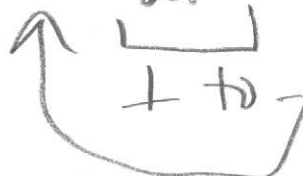
constant vector

$$\frac{d}{dt}(\vec{A} \cdot \vec{B}) = \frac{d\vec{A}}{dt} \cdot \vec{B} + \vec{A} \cdot \frac{d\vec{B}}{dt}$$

$$\frac{d}{dt}(\vec{A} \times \vec{B}) = \frac{d\vec{A}}{dt} \times \vec{B} + \vec{A} \times \frac{d\vec{B}}{dt}$$

generalized product rules.

$$\begin{aligned} \rightarrow \frac{d}{dt}(\vec{A} \cdot \vec{A}) &= \frac{d\vec{A}}{dt} \cdot \vec{A} + \vec{A} \cdot \frac{d\vec{A}}{dt} \\ &= 2\vec{A} \cdot \frac{d\vec{A}}{dt} \end{aligned}$$



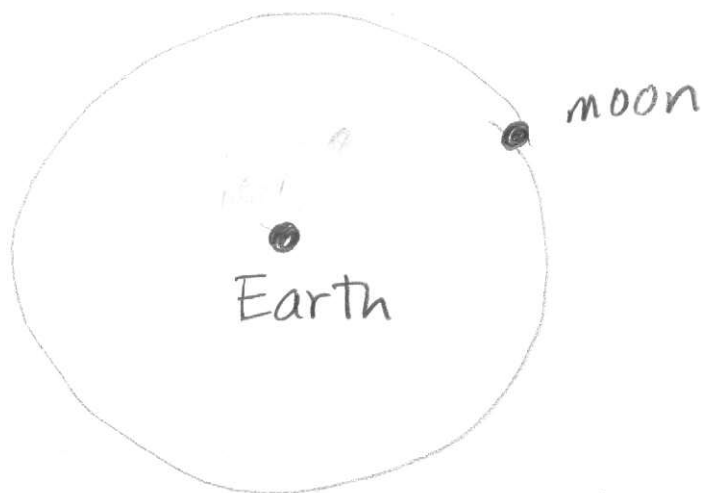
(circular motion) then

$$\frac{d}{dt}(\vec{A} \cdot \vec{A}) = 0 \leftarrow$$

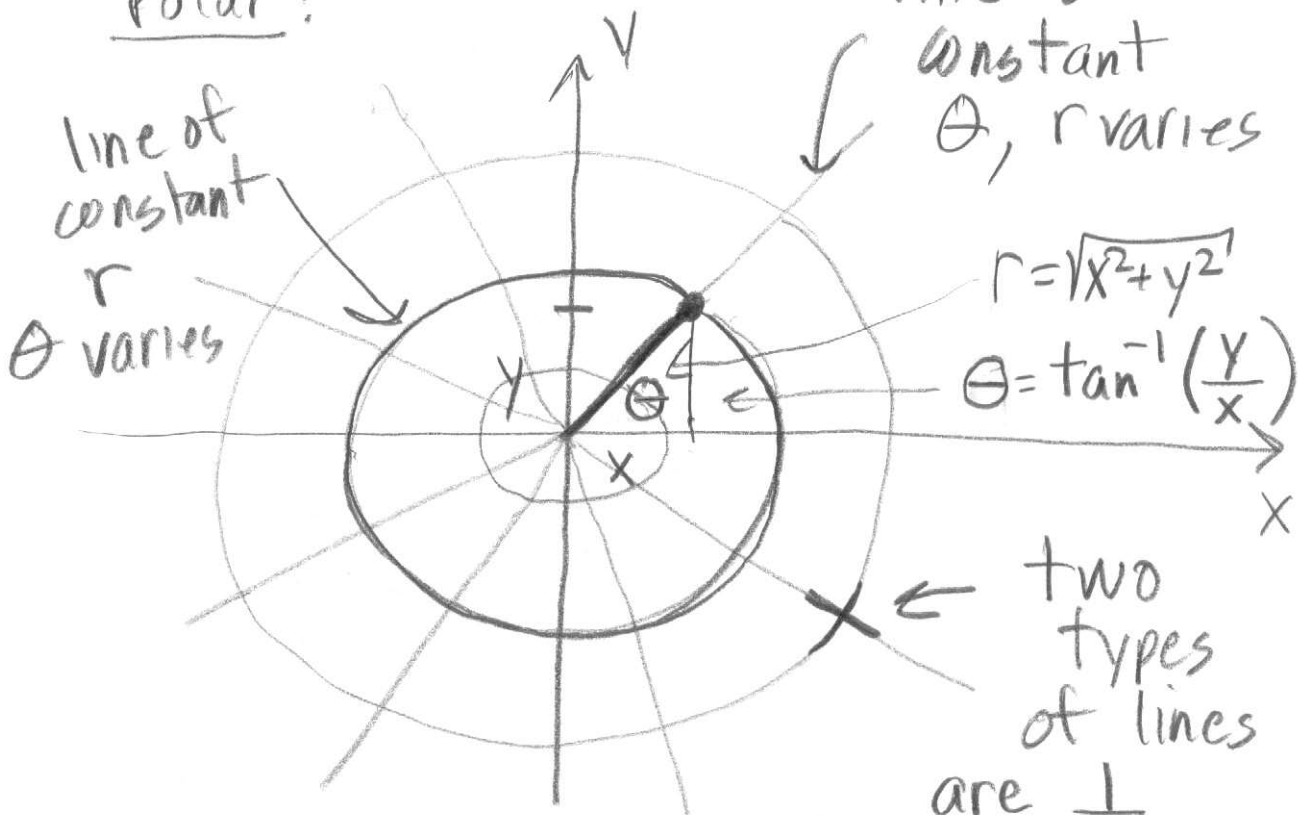
Polar Coordinates

when ... some problems have aspects that depend on distance from a central point.

→ example... gravity



Polar:

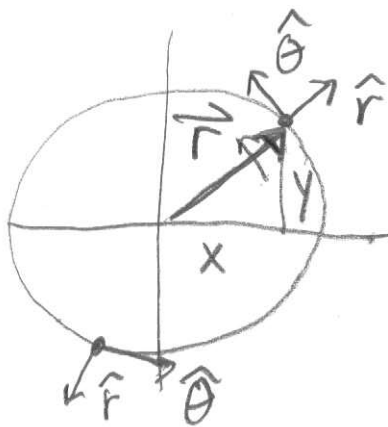


two types of lines are \perp where they intersect

\hat{r} and $\hat{\theta}$ unit vectors

↑
points
in direction
of increasing r

↑
points in direction
of increasing θ



$\hat{r} + \hat{\theta}$
Depend on
 r and θ

\hat{r} ... easier

$$\vec{r} = x\hat{i} + y\hat{j}$$

$$\hat{r} = \frac{\vec{r}}{|\vec{r}|} = \frac{x}{r}\hat{i} + \frac{y}{r}\hat{j}$$

$$\hat{r} = \cos\theta\hat{i} + \sin\theta\hat{j}$$

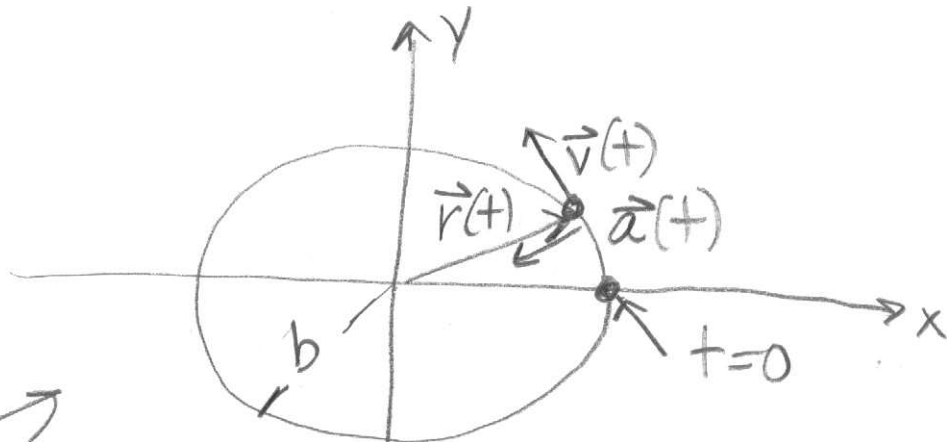
$\hat{\theta}$... \perp to \hat{r}

$$\hat{\theta} = \pm \sin\theta\hat{i} \mp \cos\theta\hat{j}$$

$$\hat{\theta} = -\sin\theta\hat{i} + \cos\theta\hat{j}$$

+ on
the \hat{j}

Makes Circular Motion Simpler



visually

$$\vec{r}(t) = b \hat{r} \quad (\hat{i} b \cos(\omega t) + \hat{j} b \sin(\omega t))$$

$$\vec{v}(t) = \omega b \hat{\theta} \quad (b\omega(-\hat{i} \sin(\omega t) + \hat{j} \cos(\omega t)))$$

$$\vec{a}(t) = -\omega^2 b \hat{r}$$

Interpretation: $\frac{d\vec{r}}{dt} = \frac{d}{dt}(b\hat{r})$

$$\vec{v}(t) = \omega b \hat{\theta} = b \left(\frac{d\hat{r}}{dt} \neq 0! \right)$$

For circular motion $\frac{d\hat{r}}{dt} = \omega \hat{\theta}$

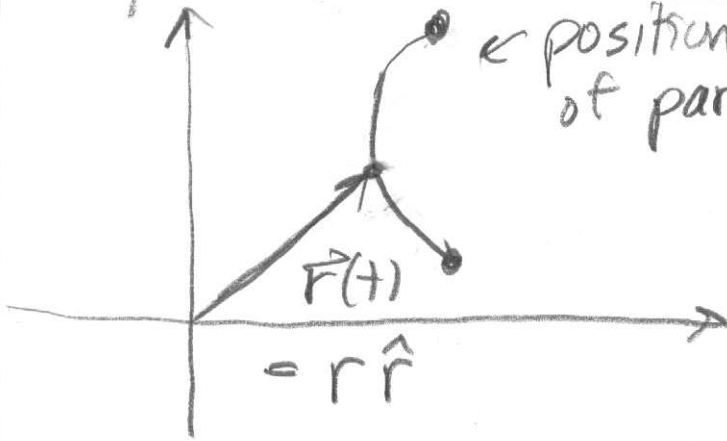
in general

$$\frac{d\hat{r}}{dt} = \dot{\theta} \hat{\theta} \quad \begin{matrix} \theta = \omega t \\ \dot{\theta} = \omega \end{matrix}$$

(pp. 31 → 33 of text)

$$\frac{d\vec{v}}{dt} = -\omega^2 b \hat{r} = \omega b \frac{d\hat{\theta}}{dt}$$

$$\frac{d\hat{\theta}}{dt} = -\omega \hat{r} \Rightarrow \text{generally } \frac{d\hat{\theta}}{dt} = -\dot{\theta} \hat{r}$$



$$\vec{v}(t) = \frac{d}{dt} (r \hat{r})$$

$$= \dot{r} \hat{r} + r \frac{d\hat{r}}{dt}$$

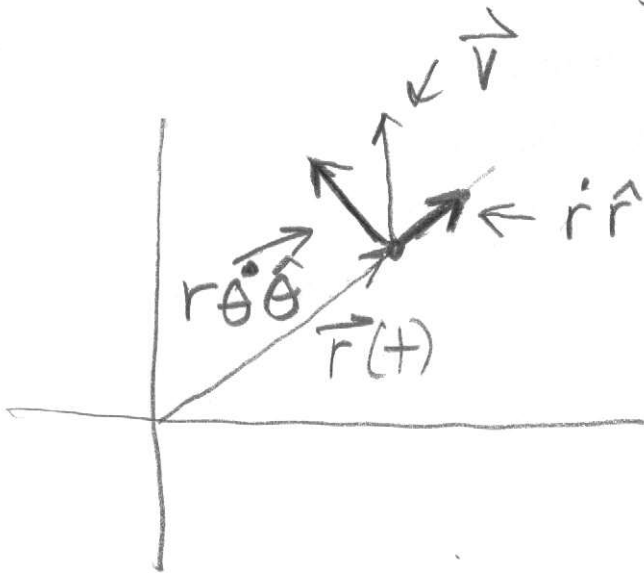
$$= \dot{r} \hat{r} + r \dot{\theta} \hat{\theta}$$

circular

$$\dot{r} = 0 \quad r = b$$

$$\dot{\theta} = \omega$$

$$\vec{v}(t) = b\omega \hat{\theta}$$



again ..

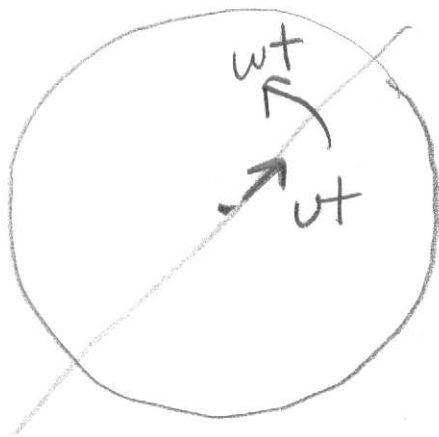
$$\vec{a}(t) = \ddot{r} \hat{r} + \dot{r} \frac{d\hat{r}}{dt} + \dot{r} \dot{\theta} \hat{\theta} + r \ddot{\theta} \hat{\theta} + r \dot{\theta} \frac{d\hat{\theta}}{dt}$$

$$= (\ddot{r} - \dot{\theta}^2 r) \hat{r} + (2\dot{r} \dot{\theta} + r \ddot{\theta}) \hat{\theta}$$

circular: $r = b, \dot{r} = 0, \ddot{r} = 0$

$$\theta = \omega t, \dot{\theta} = \omega, \ddot{\theta} = 0$$

$$\vec{a} = -\omega^2 b \hat{r}$$

Bead on Spoke

$$r(t) = ut$$

$$\dot{r} = u$$

$$\ddot{r} = 0$$

$$\theta(t) = \omega t$$

$$\dot{\theta} = \omega$$

(homework...
 $= A\theta$
 $= \frac{1}{2} A \omega t^2$)

(homework...
 $= \frac{1}{2} \alpha t^2$)

$$\vec{v}(t) = \dot{r} \hat{r} + r \dot{\theta} \hat{\theta}$$

$$\vec{v}(t) = \underbrace{u \hat{r}}_{\text{constant}} + \underbrace{ut\omega \hat{\theta}}_{\text{grows}}$$

$$\vec{a}(t) = (0 - \omega^2 ut) \hat{r} + (2\omega u + r \cdot 0) \hat{\theta}$$

$$= \underbrace{-\omega^2 ut \hat{r}}_{\text{centripetal}} + \underbrace{2\omega u \hat{\theta}}_{\text{constant tangential}}$$

centripetal constant tangential