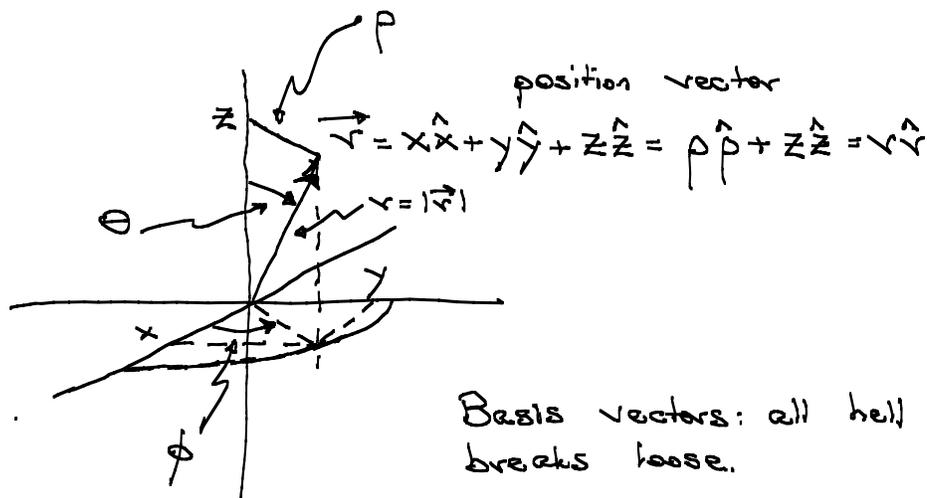


Phys 366

Lecture 6

Derivatives of vectors and curvilinear coordinates

Trajectories and curvilinear coordinates



Cartesian

$$x = \rho \cos \phi = r \sin \theta \cos \phi$$

$$y = \rho \sin \phi = r \sin \theta \sin \phi$$

$$z = z = r \cos \theta$$

Cylindrical

radial coordinate ρ

azimuthal angle ϕ

z

Spherical

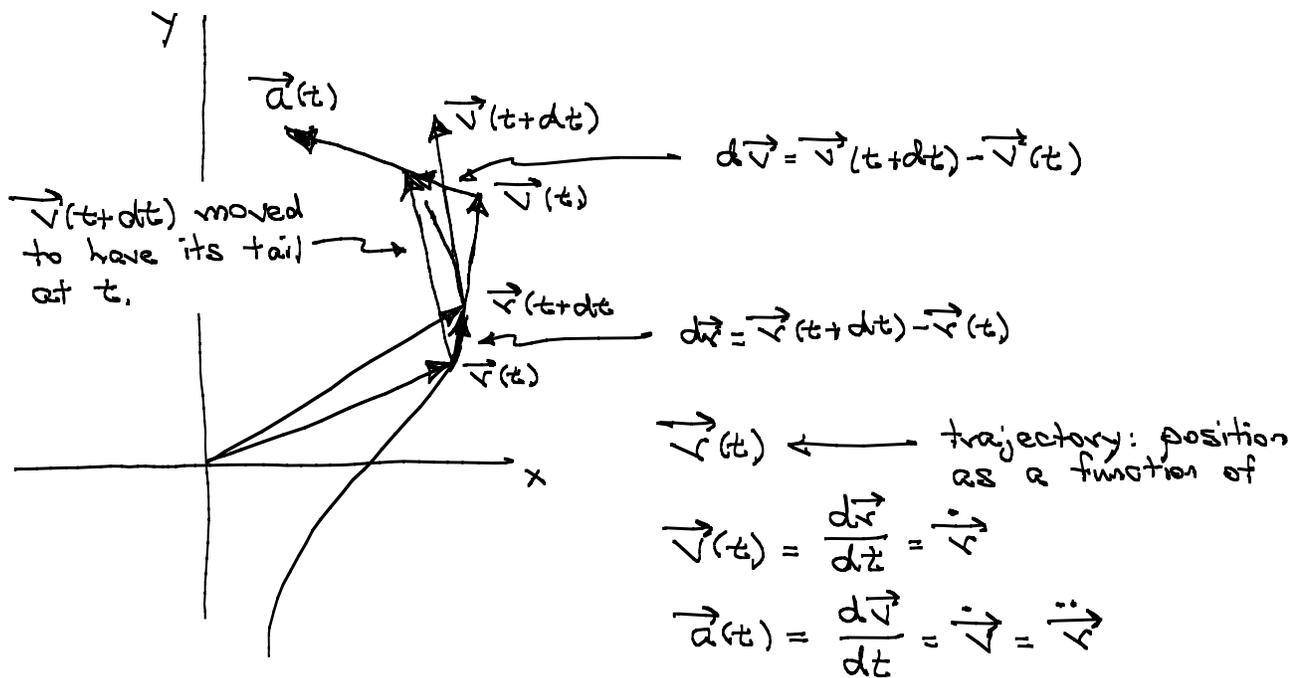
radial coordinate r

polar angle θ

azimuthal angle ϕ

use ρ when there is a chance of confusion with the spherical r ; otherwise, use r

Trajectories, velocity, and acceleration



Cartesian coordinates: x, y, z

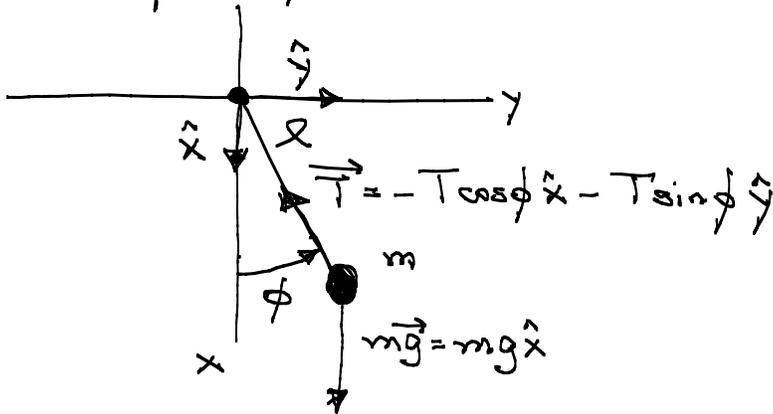
Trajectory: $x(t) = x_1(t), y(t) = x_2(t), z(t) = x_3(t)$

Position: $\vec{r}(t) = x(t)\hat{x} + y(t)\hat{y} + z(t)\hat{z} = \sum_j x_j(t)\hat{e}_j$

Velocity: $\vec{v}(t) = \dot{\vec{r}} = \dot{x}(t)\hat{x} + \dot{y}(t)\hat{y} + \dot{z}(t)\hat{z} = \sum_j \dot{x}_j(t)\hat{e}_j$

Acceleration: $\vec{a}(t) = \dot{\vec{v}} = \ddot{x}(t)\hat{x} + \ddot{y}(t)\hat{y} + \ddot{z}(t)\hat{z} = \sum_j \ddot{x}_j(t)\hat{e}_j$

Example: pendulum



Newton's Law:

$$m\vec{a} = m\vec{g} + \vec{T}$$

Components:

$$m\ddot{x} = mg - T\cos\phi$$

$$m\ddot{y} = -T\sin\phi$$

$$x = l\cos\phi, y = l\sin\phi$$

$$\dot{x} = -l\dot{\phi}\sin\phi, \dot{y} = l\dot{\phi}\cos\phi$$

$$\ddot{x} = -l\ddot{\phi}\sin\phi - l\dot{\phi}^2\cos\phi, \ddot{y} = l\ddot{\phi}\cos\phi - l\dot{\phi}^2\sin\phi$$

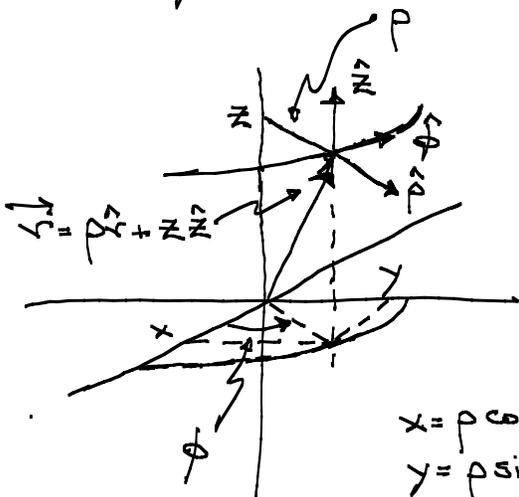
Equations of motion: ① $-l\ddot{\phi}\sin\phi - l\dot{\phi}^2\cos\phi = g - \frac{T}{l}\cos\phi$

② $l\ddot{\phi}\cos\phi - l\dot{\phi}^2\sin\phi = -\frac{T}{l}\sin\phi$

② $\times \cos\phi - ① \times \sin\phi: \ddot{\phi} = -\frac{g}{l}\sin\phi$

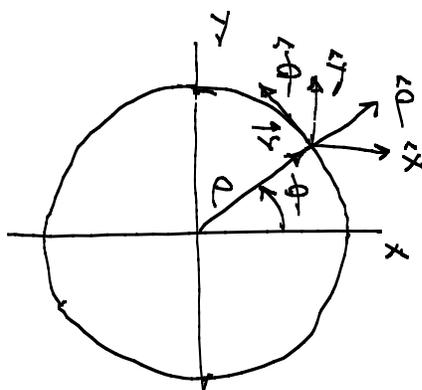
② $\times \sin\phi + ① \times \cos\phi: T - mg\cos\phi = ml\dot{\phi}^2$

Cylindrical coordinates: ρ, ϕ, z



$$x = \rho\cos\phi$$

$$y = \rho\sin\phi$$



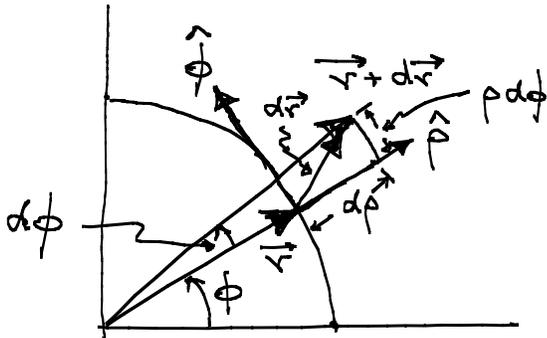
The cylindrical basis vectors depend on where you are. It is best to think of there being a different vector space at every point. To say what a vector's components are, you must say at what point it sits. The position vector is always regarded as sitting at the point it points to.

Basis-vector transformation

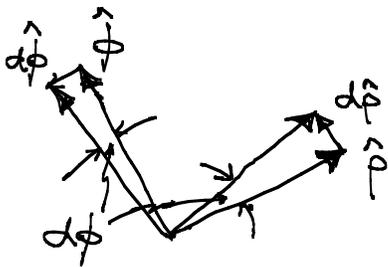
$$\begin{aligned}\hat{\rho} &= \hat{x} \cos\phi + \hat{y} \sin\phi \\ \hat{\phi} &= -\hat{x} \sin\phi + \hat{y} \cos\phi \\ \hat{z} &= \hat{z}\end{aligned}$$

$$\begin{aligned}\hat{x} &= \hat{\rho} \cos\phi - \hat{\phi} \sin\phi \\ \hat{y} &= \hat{\rho} \sin\phi + \hat{\phi} \cos\phi \\ \hat{z} &= \hat{z}\end{aligned}$$

On to derivatives



$$\begin{aligned}\vec{r} &= \rho \hat{\rho} + z \hat{z} \\ d\vec{r} &= d\rho \hat{\rho} + \underbrace{\rho d\phi \hat{\phi}}_{d\hat{\rho}} + dz \hat{z} \\ \vec{v} &= \frac{d\vec{r}}{dt} = \dot{\rho} \hat{\rho} + \underbrace{\rho \dot{\phi} \hat{\phi}}_{\alpha \hat{\rho}/dt} + \dot{z} \hat{z}\end{aligned}$$



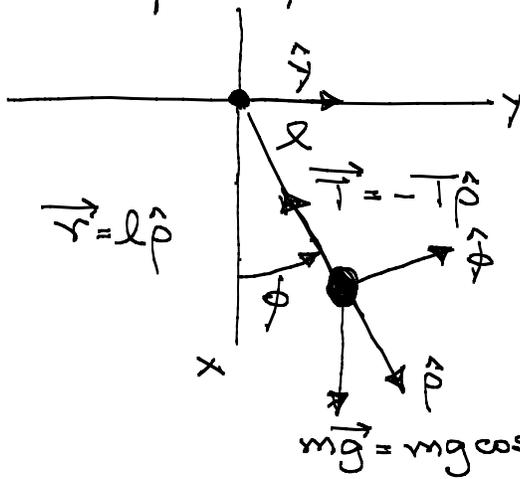
$d\hat{\rho}$ and $d\hat{\phi}$ describe an infinitesimal rotation by $d\phi$:

$$\begin{aligned}d\hat{\rho} &= d\phi \hat{\phi} \\ d\hat{\phi} &= -d\phi \hat{\rho}\end{aligned}$$

$$\vec{a} = \dot{\vec{v}} = (\ddot{\rho} - \rho \dot{\phi}^2) \hat{\rho} + (\rho \ddot{\phi} + 2\dot{\rho} \dot{\phi}) \hat{\phi} + \ddot{z} \hat{z}$$

↑ centripetal acceleration
↑ Coriolis acceleration

Example: pendulum



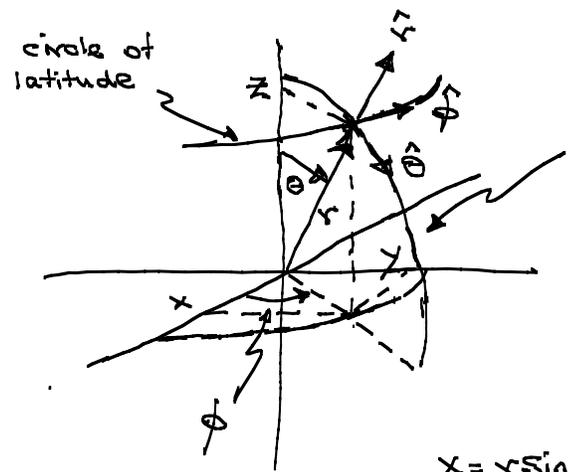
Newton's Law:
 $m\vec{a} = m\vec{g} + \vec{T}$

Components:

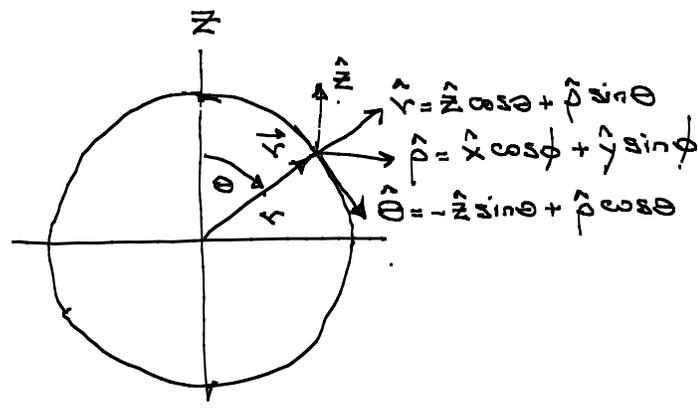
$$\begin{aligned}-ml\dot{\phi}^2 &= mg \cos\phi - T \\ ml\ddot{\phi} &= -mg \sin\phi\end{aligned}$$

$$\begin{aligned}\Rightarrow T - mg \cos\phi &= ml\dot{\phi}^2 \\ \ddot{\phi} &= -\frac{g}{l} \sin\phi\end{aligned}$$

Spherical coordinates: r, θ, ϕ



circle of longitude



$$x = r \sin \theta \cos \phi$$

$$y = r \sin \theta \sin \phi$$

$$z = r \cos \theta$$

Basis-vector transformations:

$$\hat{r} = \hat{\rho} \sin \theta + \hat{z} \cos \theta = \hat{x} \sin \theta \cos \phi + \hat{y} \sin \theta \sin \phi + \hat{z} \cos \theta$$

$$\hat{\theta} = \hat{\rho} \cos \theta - \hat{z} \sin \theta = \hat{x} \cos \theta \cos \phi + \hat{y} \cos \theta \sin \phi - \hat{z} \sin \theta$$

$$\hat{\phi} = \hat{\phi} = -\hat{x} \sin \phi + \hat{y} \cos \phi$$

$$\hat{\rho} = \hat{r} \sin \theta + \hat{\theta} \cos \theta$$

$$\hat{\phi} = \hat{\phi}$$

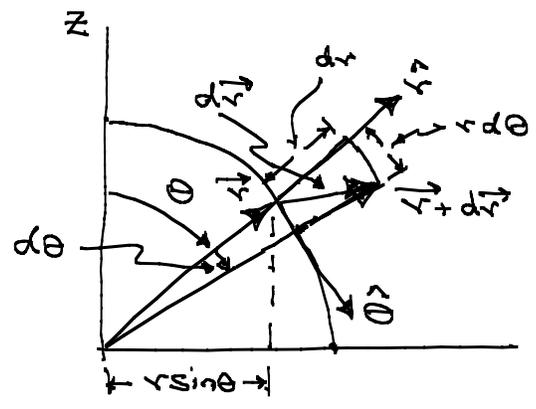
$$\hat{z} = \hat{r} \cos \theta - \hat{\theta} \sin \theta$$

$$\hat{x} = \hat{\rho} \cos \phi - \hat{\phi} \sin \phi = \hat{r} \sin \theta \cos \phi + \hat{\theta} \cos \theta \cos \phi - \hat{\phi} \sin \phi$$

$$\hat{y} = \hat{\rho} \sin \phi + \hat{\phi} \cos \phi = \hat{r} \sin \theta \sin \phi + \hat{\theta} \cos \theta \sin \phi + \hat{\phi} \cos \phi$$

$$\hat{z} = \hat{z} = \hat{r} \cos \theta - \hat{\theta} \sin \theta$$

∂_n to derivatives



$$\hat{r}_r = \hat{r}$$

$$\hat{r}_\theta = \frac{\partial \hat{r}}{\partial \theta} = \hat{\theta} \sin \theta + \hat{r} \cos \theta$$

$$\hat{r}_\phi = \frac{\partial \hat{r}}{\partial \phi} = -\hat{x} \sin \phi + \hat{y} \cos \phi$$

$$\hat{r} = \frac{\partial \hat{r}}{\partial r} = \hat{r}$$

$$\hat{r}_\theta = \frac{\partial \hat{r}}{\partial \theta} = \hat{\theta} \sin \theta + \hat{r} \cos \theta$$

$$\hat{r}_\phi = \frac{\partial \hat{r}}{\partial \phi} = -\hat{x} \sin \phi + \hat{y} \cos \phi$$

To get the acceleration, we need to know the derivatives of all the spherical basis vectors. To get these, you can think hard, draw pictures, differentiate \hat{r} , $\hat{\theta}$, and $\hat{\phi}$ written in terms of \hat{x} , \hat{y} , \hat{z} , or use the kinetic energy written in spherical coordinates. Here's the answer:

$$\begin{aligned} d\hat{r} &= d\theta \hat{\theta} + \sin\theta d\phi \hat{\phi} \\ d\hat{\theta} &= -d\theta \hat{r} + \cos\theta d\phi \hat{\phi} \\ d\hat{\phi} &= -\sin\theta d\phi \hat{r} - \cos\theta d\phi \hat{\theta} \end{aligned}$$

This gives

$$\begin{aligned} \vec{a} = \dot{\vec{v}} &= (\ddot{r} - r\dot{\theta}^2 - r\sin^2\theta \dot{\phi}^2) \hat{r} \\ &+ (r\ddot{\theta} + 2\dot{r}\dot{\theta} - r\sin\theta \cos\theta \dot{\phi}^2) \hat{\theta} \\ &+ (r\sin\theta \ddot{\phi} + 2\sin\theta \dot{r}\dot{\phi} + 2r\cos\theta \dot{\theta}\dot{\phi}) \hat{\phi} \end{aligned}$$

I don't know anybody who has ever used this.

Torque and angular momentum

$$\begin{aligned} \vec{N} = \vec{r} \times \vec{F} &= \vec{r} \times m\dot{\vec{v}} = \frac{d}{dt}(\vec{r} \times m\vec{v}) = \frac{d\vec{L}}{dt} \\ &= \vec{L} = \vec{r} \times \vec{p} \end{aligned}$$

Newton's 2nd Law in torque-angular-momentum form

$$\begin{aligned} \vec{L} &= m\vec{r} \times \dot{\vec{v}} = mr\hat{r} \times (\dot{r}\hat{r} + r\dot{\theta}\hat{\theta} + r\sin\theta\dot{\phi}\hat{\phi}) \\ &= mr^2(\dot{\theta}\hat{r} \times \hat{\theta} + \sin\theta\dot{\phi}\hat{r} \times \hat{\phi}) \\ &= \underbrace{mr^2}_{\substack{I \\ \text{moment of} \\ \text{inertia}}} \underbrace{(\dot{\theta}\hat{\phi} - \sin\theta\dot{\phi}\hat{\theta})}_{\substack{\vec{\omega} \\ \text{angular} \\ \text{velocity}}} \end{aligned}$$

$$\vec{L} = I\vec{\omega}, \quad \vec{N} = \frac{d\vec{L}}{dt} = \frac{d}{dt}(I\vec{\omega})$$

Pendulum: $r=l, \theta=\pi/2, I=ml^2, \vec{\omega} = -\dot{\phi}\hat{\theta} = \dot{\phi}\hat{z}$

$$\vec{N} = \vec{r} \times (m\vec{g} + \vec{T}) = \vec{r} \times m\vec{g} = mgl \underbrace{\hat{r} \times \hat{x}}_{-\hat{z}\sin\phi} = -mgl\sin\phi \hat{z}$$

$$\begin{aligned} \vec{N} = \frac{d}{dt}(I\vec{\omega}) &\iff -mgl\sin\phi = ml^2\ddot{\phi} \\ \ddot{\phi} &= -\frac{g}{l}\sin\phi \end{aligned}$$