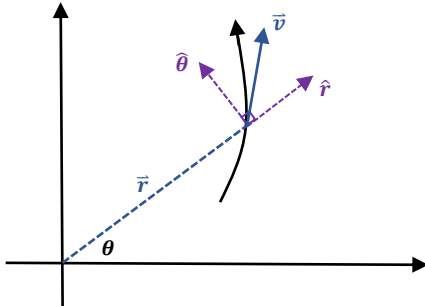


Kinematics Particles

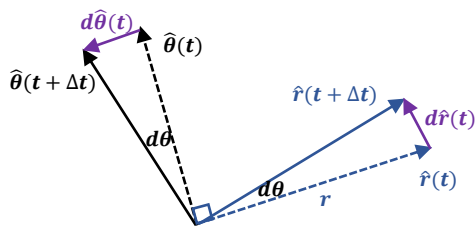
2D Polar Coordinate System



\hat{r} is unit vector parallel to \vec{r} (radial)

$\hat{\theta}$ is unit vector vertical to $\vec{\theta}$ (tangential)

Velocity in 2D polar coordinates



$$\vec{r} = r\hat{r}$$

$$\vec{v} = \frac{d\vec{r}}{dt} = \frac{d(r \cdot \hat{r})}{dt} = \frac{dr}{dt} \hat{r} + r \frac{d\hat{r}}{dt}$$

$$d\hat{r} \cong |\hat{r}| d\theta \hat{\theta} = d\theta \hat{\theta}$$

$$\frac{d\hat{r}}{dt} = \frac{d\theta}{dt} \hat{\theta}$$

$$\vec{v} = \underbrace{\dot{r}}_{v_r} \hat{r} + \underbrace{r\dot{\theta}}_{v_\theta} \hat{\theta} = v_r \hat{r} + v_\theta \hat{\theta}$$

$$\Rightarrow \boxed{\vec{v} = v_r \hat{r} + v_\theta \hat{\theta}}$$

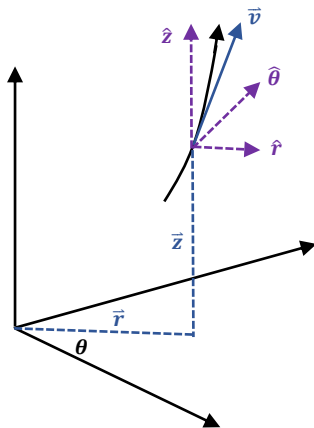
Acceleration in 2D polar coordinates

$$\vec{a} = \frac{d\vec{v}}{dt} = \frac{d(v_r \hat{r} + v_\theta \hat{\theta})}{dt} = \frac{d^2 r}{dt^2} \hat{r} + \frac{dr}{dt} \frac{d\hat{r}}{dt} + \frac{dr}{dt} \frac{d\theta}{dt} \hat{\theta} + r \frac{d\theta}{dt} \frac{d\hat{\theta}}{dt} + r \frac{d^2 \theta}{dt^2}$$

$$d\hat{\theta} \cong |\hat{\theta}| d\theta (-\hat{r}) = -d\theta \hat{r}$$

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

3D Cylindrical Coordinate System



$$\vec{r} = r\hat{r} + z\hat{z}$$

$$\vec{v} = v_r\hat{r} + v_\theta\hat{\theta} + \dot{z}\hat{z}$$

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