

Physics

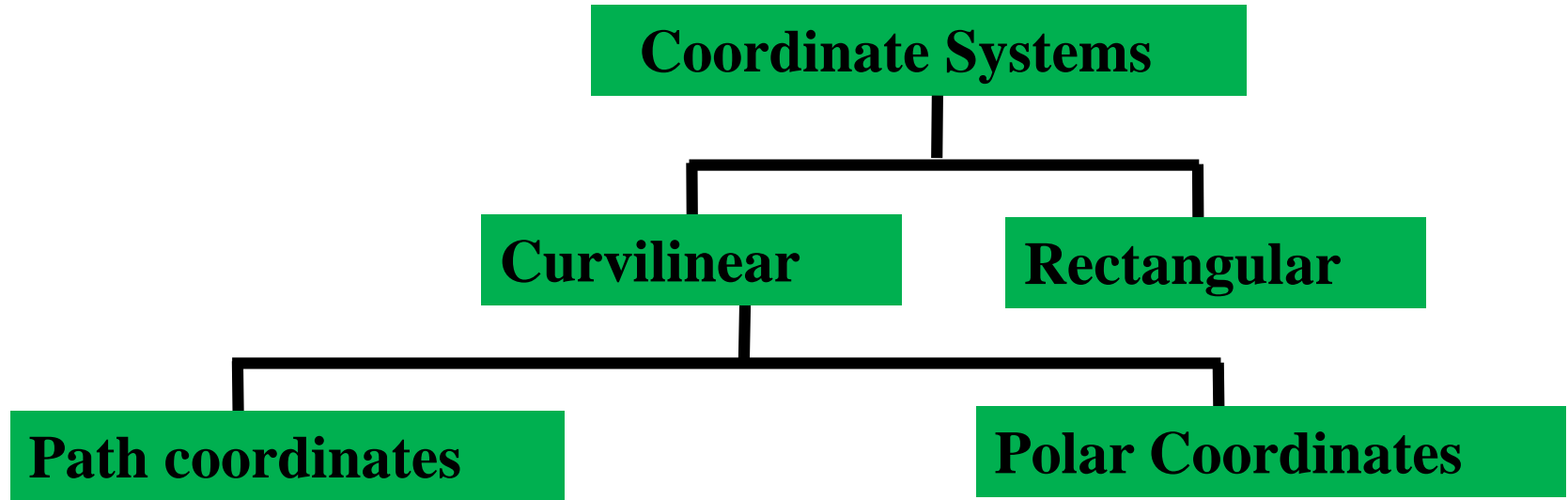
Lecture 4

Kinematics of Curvilinear Motion (Normal & Tangential components)

Contents

- **Coordinate systems**
- **Path coordinate system**
- **Base vectors of path coordinate system**
- **Velocity and acceleration in path coordinate**
- **Components of acceleration**
- **Radius of curvature**
- **Length of curve**
- **Extension to 3D (Frenet-Serre formulae)**

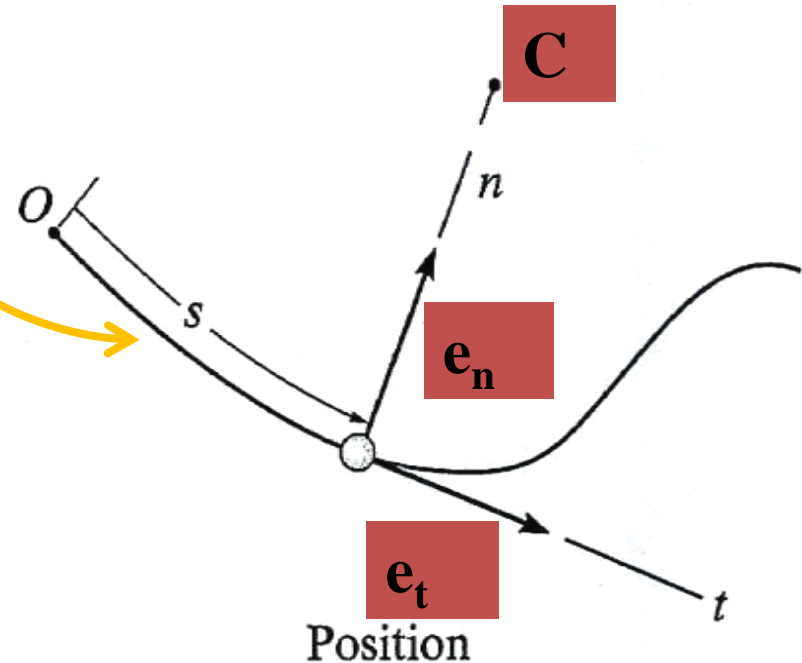
Types of Coordinate Systems



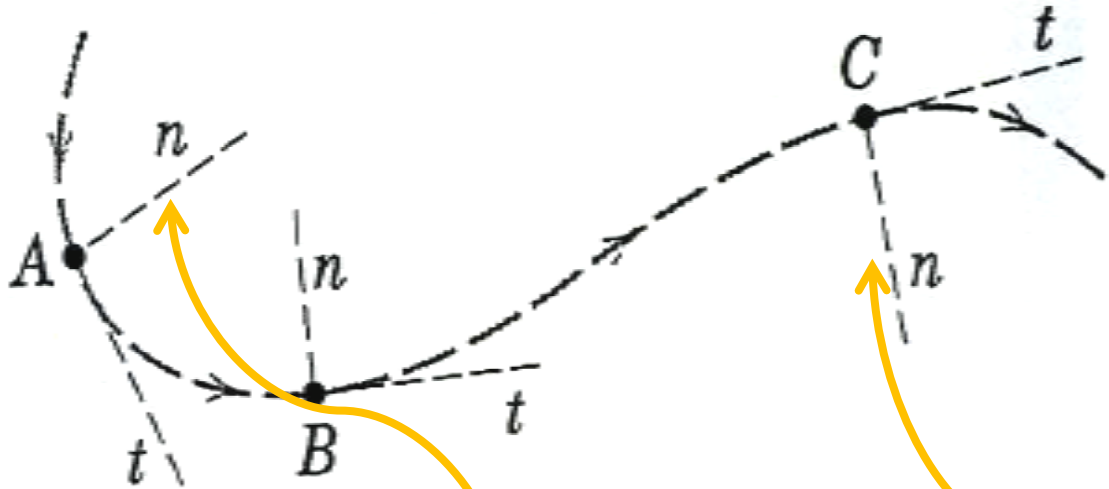
Path Coordinates

- When the path along which a particle travels is known

Characteristics



Convention Used in Path Coordinates



- Positive direction for n at any position is toward the center of curvature of path
- If the curvature changes direction, the positive n -direction will shift from one side to another

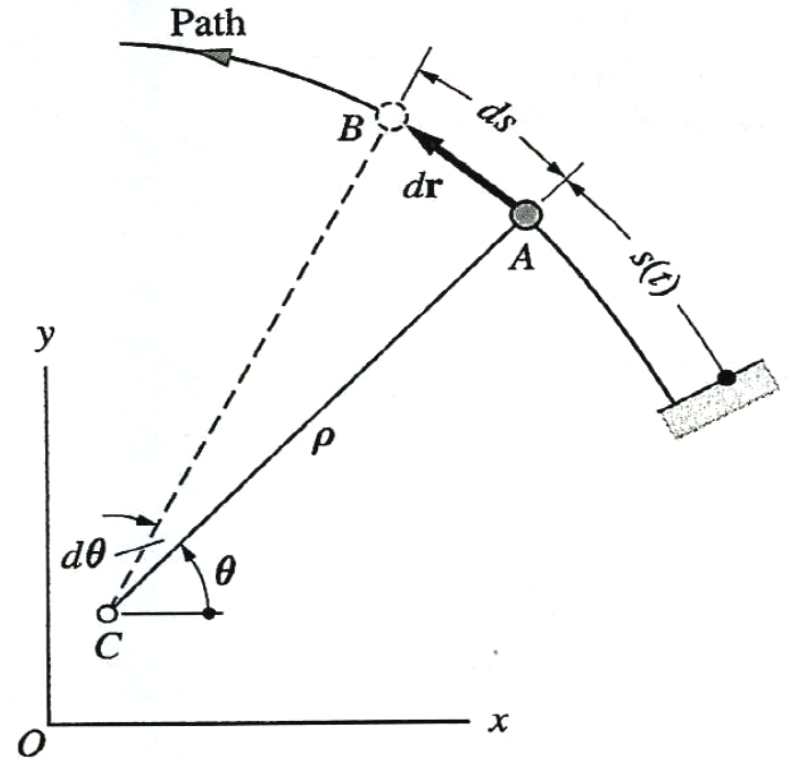
Geometric preliminaries

$$|d\mathbf{r}| = ds = \rho d\theta$$

$$|\mathbf{v}| = v = \dot{s} = \rho \dot{\theta}$$

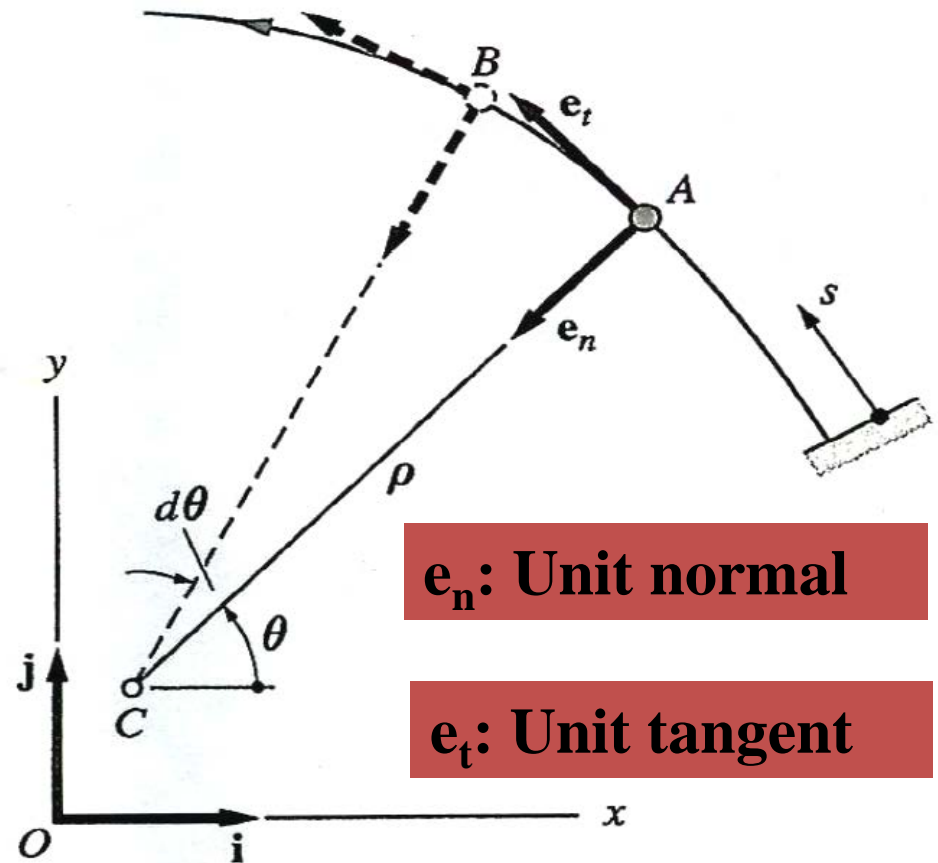
ρ is the radius of curvature of the path at point A

$v = \dot{s}$ is the speed

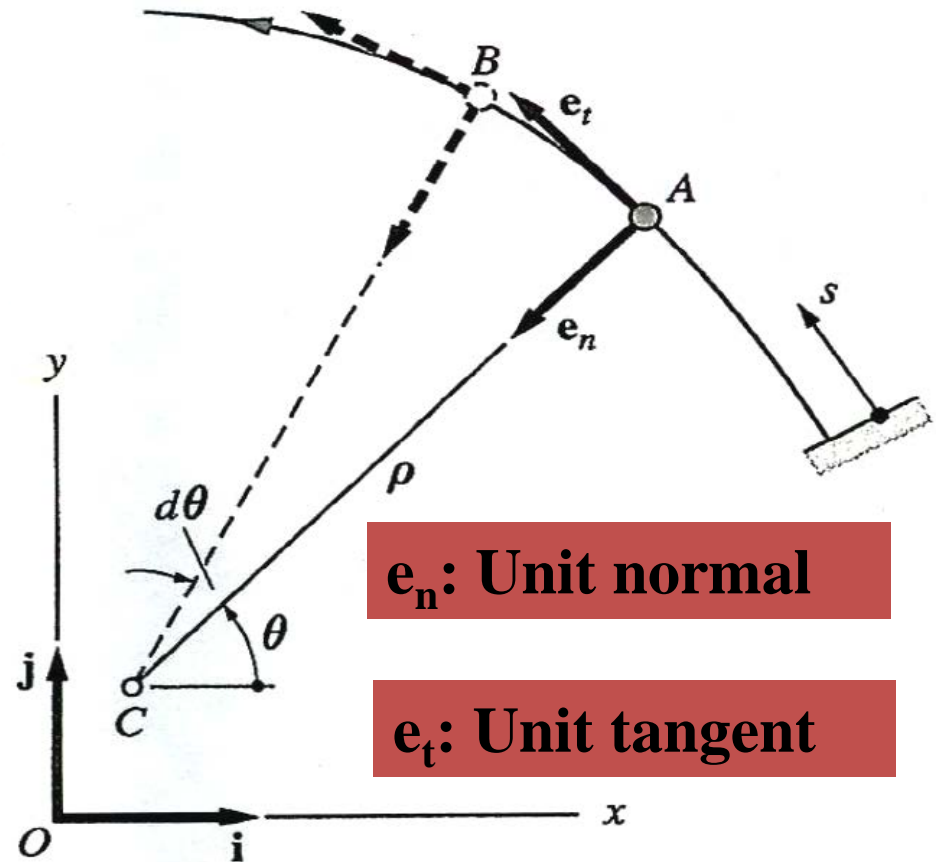
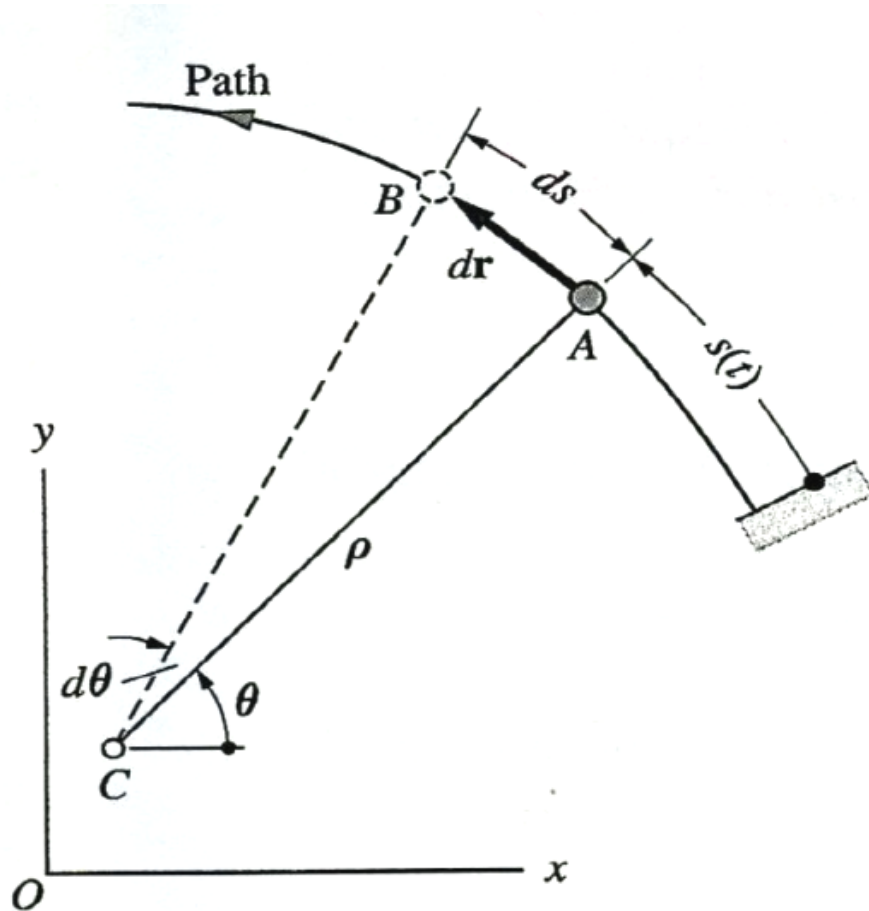


Base Vectors in Path Coordinates

e_n and e_t are called
base vectors

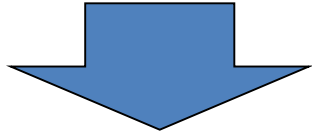


Relationship between the Base Vectors



Derivative of the Base Vectors

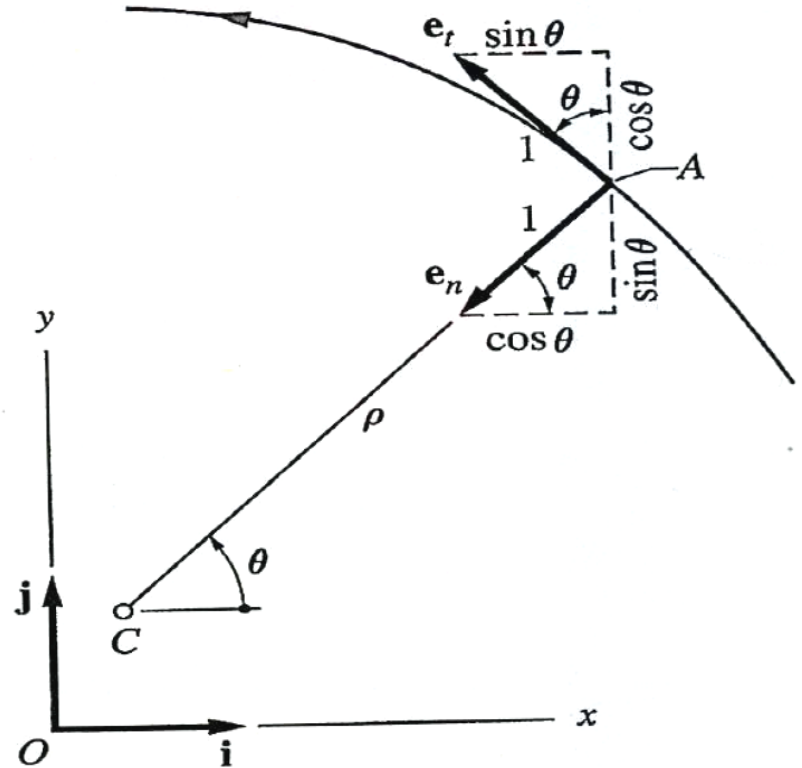
Directions of \mathbf{e}_n and \mathbf{e}_t vary with position of the particle



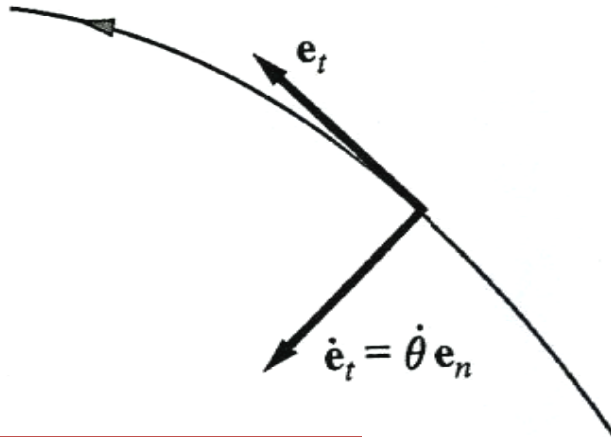
Time derivative of \mathbf{e}_n and \mathbf{e}_t

$$\frac{d\mathbf{e}_t}{dt} = \frac{v}{\rho} \mathbf{e}_n$$

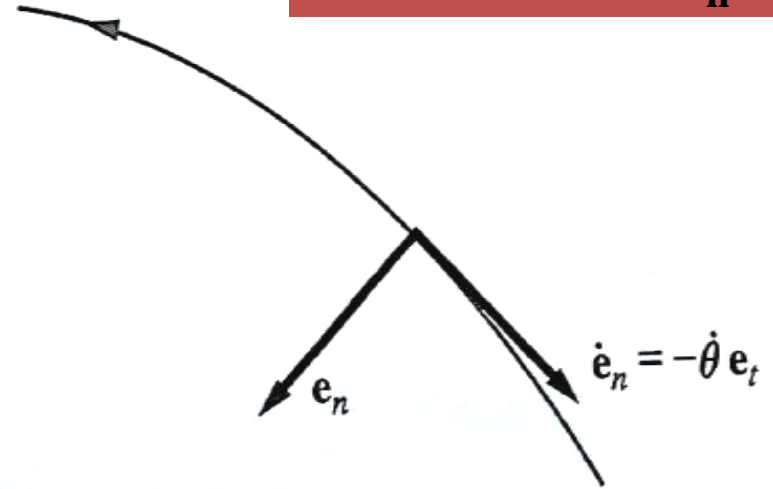
$$\frac{d\mathbf{e}_n}{dt} = -\frac{v}{\rho} \mathbf{e}_t$$



Characteristics of Derivatives of the Base Vectors



Derivative of \mathbf{e}_t

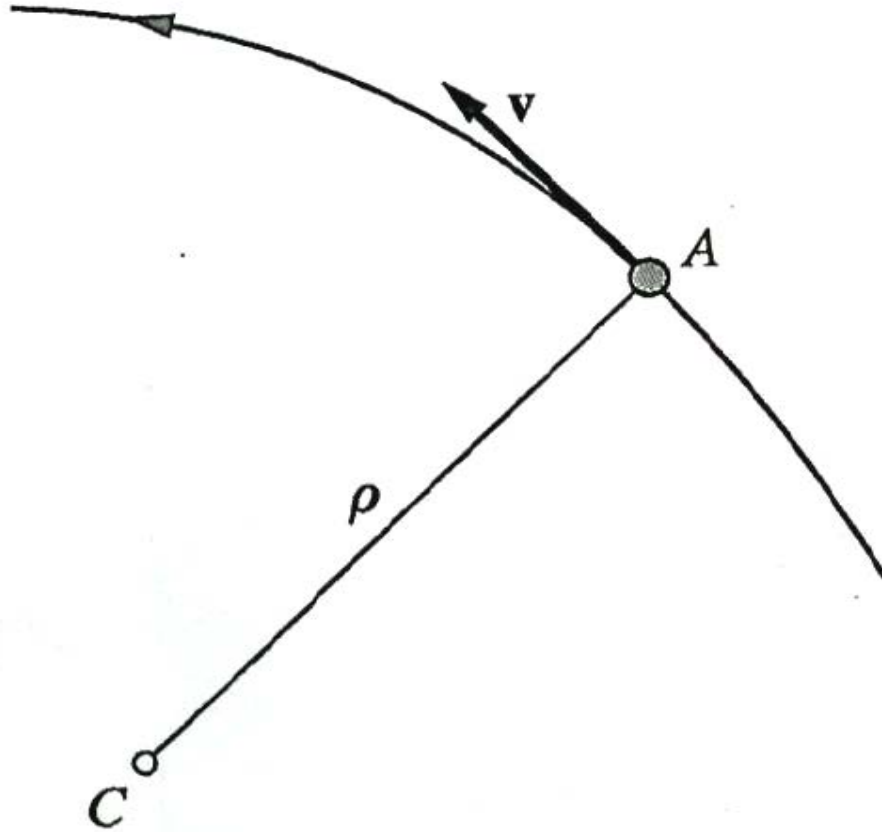


Derivative of \mathbf{e}_n

Directions of base vectors and its derivatives are mutually perpendicular

Velocity in Path Coordinates

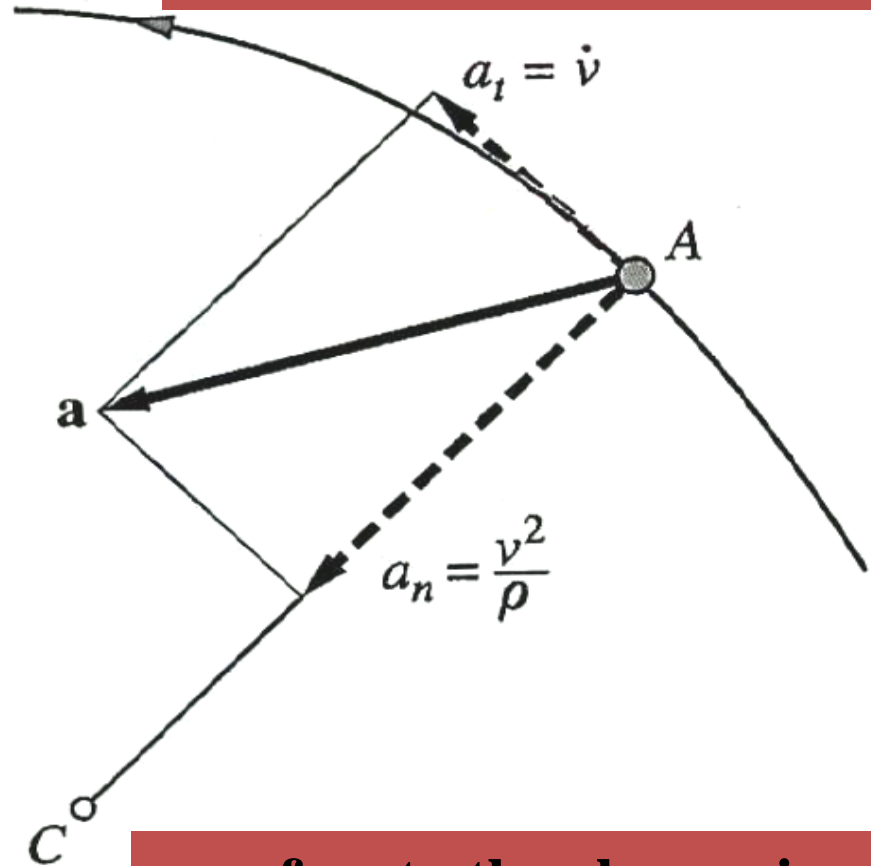
$$\mathbf{v} = v \mathbf{e}_t$$



Acceleration in Path Coordinates

a_t refers to the change in speed of the particle

$$\mathbf{a} = v \mathbf{e}_t + \frac{v^2}{\rho} \mathbf{e}_n$$



a_n refers to the change in direction of the velocity



Do not Confuse

Definition of Acceleration

$$\mathbf{a} = \frac{d\mathbf{v}}{dt}$$

**Magnitude of Acceleration
In rectilinear motion**

$$a = \frac{dv}{dt}$$

**Tangential component of Acceleration
in plane curvilinear motion**

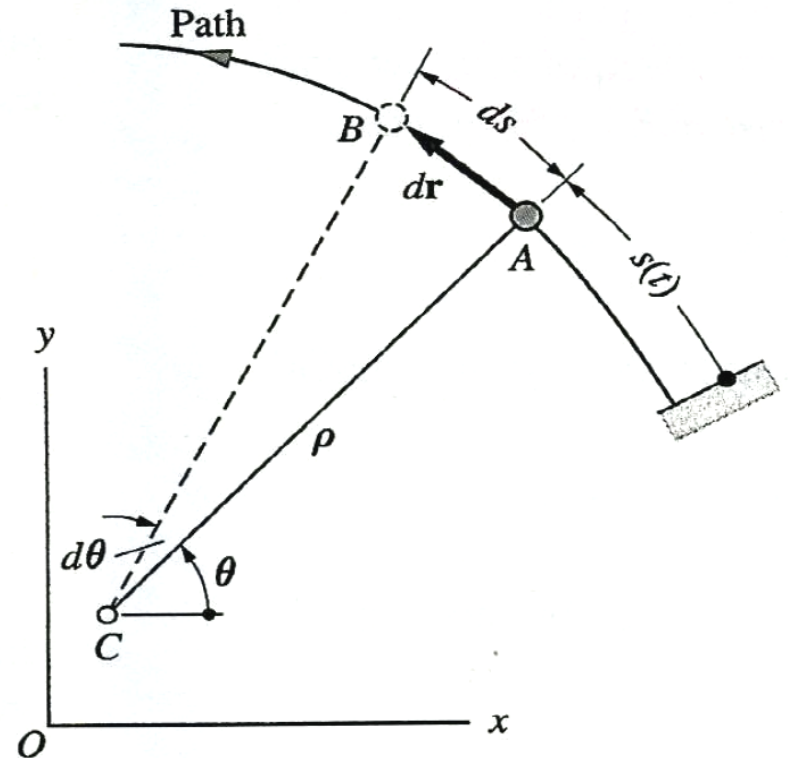
$$a_t = \frac{dv}{dt}$$

Radius of curvature

- Given velocity and acceleration vectors \mathbf{v} and \mathbf{a}

ρ is the radius of curvature
of the path at point A

$$\rho = \frac{|\mathbf{v}|^3}{|\mathbf{v} \times \mathbf{a}|}$$



Radius of curvature

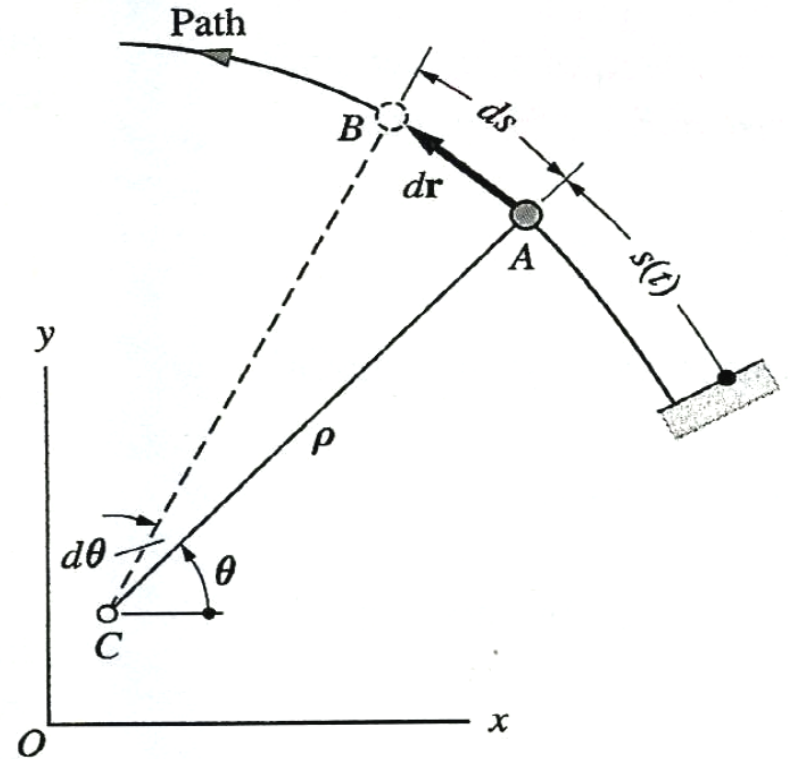
- If the curve is given parametrically

$$x = x(t), y = y(t)$$

$$\rho = \frac{(\dot{x}^2 + \dot{y}^2)^{3/2}}{|\dot{x}\ddot{y} - \dot{y}\ddot{x}|}$$

- Here we use time derivatives

$$\dot{x} = \frac{dx}{dt}, \quad \dot{y} = \frac{dy}{dt}, \quad \ddot{x} = \frac{d^2x}{dt^2}, \quad \ddot{y} = \frac{d^2y}{dt^2}$$

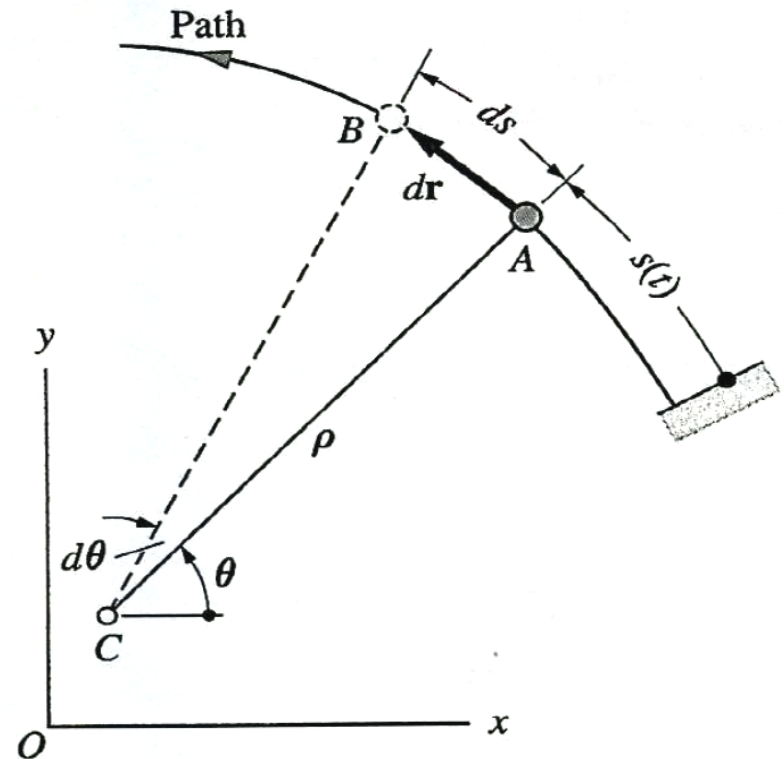


Curvature

- Curvature of a curve is defined as $\kappa = 1 / \rho$
- For a straight line and for a circle of radius R
- Curvature depends on the position of the point on the curve

ρ is the radius of curvature of the path at point A

$$\rho = \frac{|\mathbf{v}|^3}{|\mathbf{v} \times \mathbf{a}|}$$

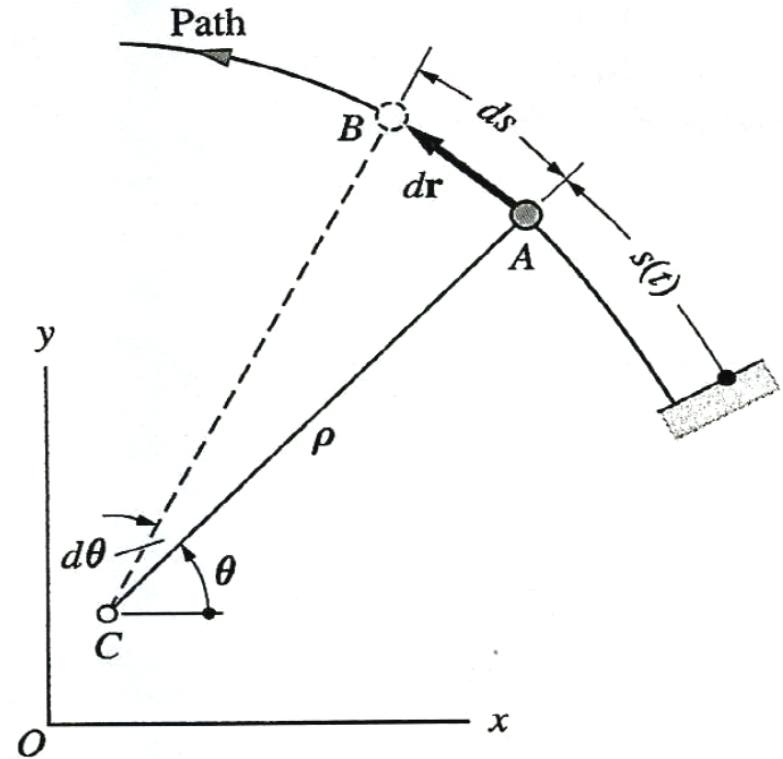


\mathbf{v} and \mathbf{a}

Radius of curvature

- If the curve is given as a graph
 $y = y(x)$ or $x = x(y)$

$$\rho = \frac{\left[1 + \left(\frac{dy}{dx}\right)^2\right]^{3/2}}{\left|\frac{d^2y}{dx^2}\right|} = \frac{\left[1 + \left(\frac{dx}{dy}\right)^2\right]^{3/2}}{\left|\frac{d^2x}{dy^2}\right|}$$



Lines in 3D

- If a curve is given parametrically

$$x = x(t), y = y(t), z = z(t) \Rightarrow \mathbf{r}(t) = x(t)\mathbf{i} + y(t)\mathbf{j} + z(t)\mathbf{k}$$

- T-tangent line
- N-normal
- B-binormal

$$\mathbf{T} = \mathbf{r}'(t)$$

$$\mathbf{B} = \mathbf{r}'(t) \times \mathbf{r}''(t)$$

$$\mathbf{N} = \{\mathbf{r}'(t) \times \mathbf{r}''(t)\} \times \mathbf{r}'(t)$$

$$\mathbf{e}_t = \mathbf{T} / |\mathbf{T}|$$

$$\mathbf{e}_n = \mathbf{N} / |\mathbf{N}|$$

$$\mathbf{e}_b = \mathbf{B} / |\mathbf{B}|$$

