

# Particle motion on a plane

A particle is constrained to move on the x-y plane.

Its position from the origin of coordinates

is  $\vec{r} = r \hat{r}$ . In the x-y coordinate

system, the position is given by  $(x, y)$ ,

and in the polar r-θ coordinate system,

the position is given by  $(r, \theta)$ . The

two coordinate systems are related by

$$\boxed{x = r \cos \theta}, \boxed{y = r \sin \theta}, \boxed{r^2 = x^2 + y^2}, \boxed{\tan \theta = \frac{y}{x}}$$

Now, vectorially  $\boxed{\vec{r} = r \hat{r} = x \hat{x} + y \hat{y}}$

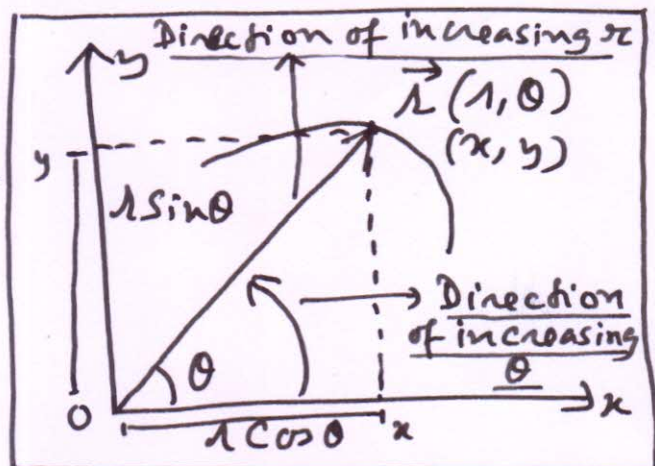
$$\Rightarrow r \hat{r} = r \cos \theta \hat{x} + r \sin \theta \hat{y}.$$

$$\Rightarrow \boxed{\hat{r} = \cos \theta \hat{x} + \sin \theta \hat{y}}. \text{ The unit radial vector.}$$

In the Cartesian coordinate system,  $\hat{x}$  and  $\hat{y}$  are fixed unit vectors, i.e. their directions do not vary. However, the

unit vector  $\hat{r}$  has a varying direction,

depending on the value of  $\theta$ . Eg. when  $\theta = 0$ ,  $\hat{r} = \hat{x}$  and when  $\theta = \pi/2$ ,  $\hat{r} = \hat{y}$ .

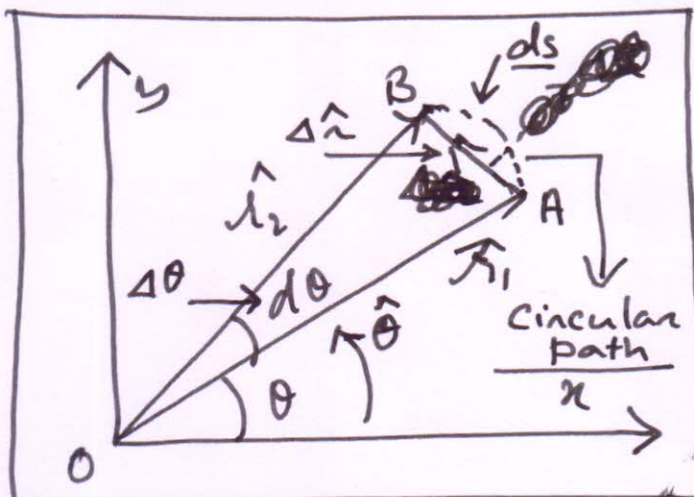




Now, velocity,  $\vec{v} = \frac{d\vec{r}}{dt} = \frac{d(r\hat{i})}{dt}$ , Since,  $\hat{i}$  also varies, its derivative is to be taken.

$$\therefore \boxed{\vec{v} = \frac{d\vec{r}}{dt} = \dot{r}\hat{i} + r\frac{d\hat{i}}{dt}} \quad \text{where, } \boxed{\dot{r} = \frac{dr}{dt}}$$

Since  $\hat{i}$  is a unit vector, as it varies with  $\theta$ , the tip of  $\hat{i}$  traces out a circular path.



The vector  $\boxed{\vec{AB} = \Delta\hat{i}}$ .  $\boxed{\hat{i}_2 = \hat{i}_1 + \Delta\hat{i}}$ .

The arc length  $\boxed{AB = ds = |\hat{i}_1| d\theta}$ .

Now as  $\boxed{\Delta\theta \rightarrow 0}$ , the arc length  $AB$ , becomes equal to the length of the vector  $\boxed{|\vec{AB}| = |\Delta\hat{i}|}$ . Hence,  $\boxed{ds = |\Delta\hat{i}| \lim_{\Delta\theta \rightarrow 0}}$ .

Since,  $\vec{AB}$  increases in the increasing direction of  $\theta$ , for  $\Delta\theta \rightarrow 0$ , i.e. in  $\hat{\theta}$  direction,

$$\therefore \boxed{\Delta\hat{i} = |\hat{i}| \Delta\theta \hat{\theta}} \quad \text{Since } \boxed{|\hat{i}_1| = |\hat{i}_2| = 1}, \text{ we get}$$

$$\boxed{\frac{\Delta\hat{i}}{\Delta\theta} = \hat{\theta}} \Rightarrow \text{when } \Delta\theta \rightarrow 0, \quad \boxed{\frac{d\hat{i}}{d\theta} = \hat{\theta}}$$



Now,  $\boxed{\frac{d\hat{r}}{dt} = \frac{d\hat{r}}{d\theta} \frac{d\theta}{dt} = \dot{\theta} \hat{\theta}}$  where  $\boxed{\dot{\theta} = \frac{d\theta}{dt}}$ .

$\therefore \boxed{\vec{v} = \frac{d\vec{r}}{dt} = \dot{r} \hat{r} + r \frac{d\hat{r}}{dt} = \dot{r} \hat{r} + r \dot{\theta} \hat{\theta}}$ .

i) When  $r$  is constant (circular path),  
 $\boxed{\dot{r} = 0} \Rightarrow \boxed{\vec{v} = r \dot{\theta} \hat{\theta}} \rightarrow \text{Circular velocity}$ .

ii) When  $\theta$  is constant (linear path),  
 $\boxed{\dot{\theta} = 0} \Rightarrow \boxed{\vec{v} = \dot{r} \hat{r}} \rightarrow \text{Linear velocity}$ .

In general  $\vec{v}$  has both the linear ( $\hat{r}$ ) and circular ( $\hat{\theta}$ ) components.

Since  $\boxed{\hat{r} = \cos \theta \hat{x} + \sin \theta \hat{y}}$  and  $\boxed{\hat{\theta} = \frac{d\hat{r}}{d\theta}}$   
 by taking the derivative ~~derivative~~

$\boxed{\hat{\theta} = \frac{d\hat{r}}{d\theta} = -\sin \theta \hat{x} + \cos \theta \hat{y}}$ . We also

make use of the scalar products

$\boxed{\hat{x} \cdot \hat{x} = \hat{y} \cdot \hat{y} = 1}$  and  $\boxed{\hat{x} \cdot \hat{y} = \hat{y} \cdot \hat{x} = 0}$ .

$\therefore \boxed{\hat{r} \cdot \hat{r} = (\cos \theta \hat{x} + \sin \theta \hat{y}) \cdot (\cos \theta \hat{x} + \sin \theta \hat{y})}$   
 $\quad = \cos^2 \theta + \sin^2 \theta = 1$

and  $\boxed{\hat{\theta} \cdot \hat{\theta} = (-\sin \theta \hat{x} + \cos \theta \hat{y}) \cdot (-\sin \theta \hat{x} + \cos \theta \hat{y})}$   
 $\quad = \sin^2 \theta + \cos^2 \theta = 1$



$$\hat{r} \cdot \hat{\theta} = (\cos \theta \hat{x} + \sin \theta \hat{y}) \cdot (-\sin \theta \hat{x} + \cos \theta \hat{y})$$

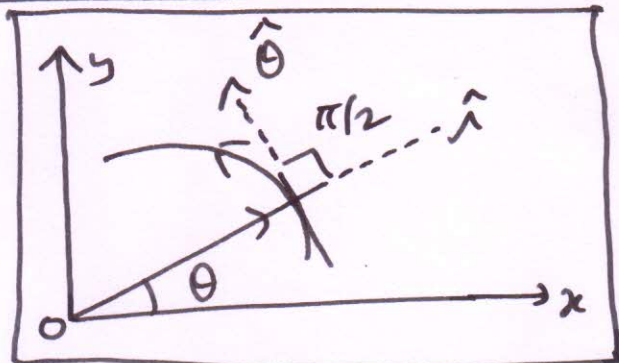
$$= -\sin \theta \cos \theta + \sin \theta \cos \theta = 0$$

From  $\hat{r} \cdot \hat{r} = \hat{\theta} \cdot \hat{\theta} = 1$

and  $\hat{r} \cdot \hat{\theta} = 0$  we see

that  $\hat{r}$  and  $\hat{\theta}$  are

unit orthogonal vectors (mutually perpendicular)



$$\therefore v^2 = \vec{v} \cdot \vec{v} = (\dot{r} \hat{r} + r \dot{\theta} \hat{\theta}) \cdot (\dot{r} \hat{r} + r \dot{\theta} \hat{\theta})$$

$$\Rightarrow \boxed{v^2 = \dot{r}^2 + r^2 \dot{\theta}^2} \quad \text{or} \quad \boxed{v^2 = \left(\frac{dr}{dt}\right)^2 + \left(r \frac{d\theta}{dt}\right)^2}$$

Acceleration,  $\vec{a} = \frac{d\vec{v}}{dt} = \frac{d}{dt}(\dot{r} \hat{r}) + \frac{d}{dt}(r \dot{\theta} \hat{\theta})$

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

But  $\frac{d\hat{r}}{dt} = \dot{\theta} \hat{\theta}$  and  $\frac{d\hat{\theta}}{dt} = \frac{d\hat{\theta}}{d\theta} \frac{d\theta}{dt} = \dot{\theta} \frac{d\hat{\theta}}{d\theta}$

$$\hat{\theta} = -\sin \theta \hat{x} + \cos \theta \hat{y} \Rightarrow \frac{d\hat{\theta}}{d\theta} = -\cos \theta \hat{x} - \sin \theta \hat{y} = -\hat{r}$$

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

$$\Rightarrow \boxed{\vec{a} = \frac{d\vec{v}}{dt} = (\ddot{r} - r \dot{\theta}^2) \hat{r} + (2\dot{r} \dot{\theta} + r \ddot{\theta}) \hat{\theta}} \quad \text{with}$$

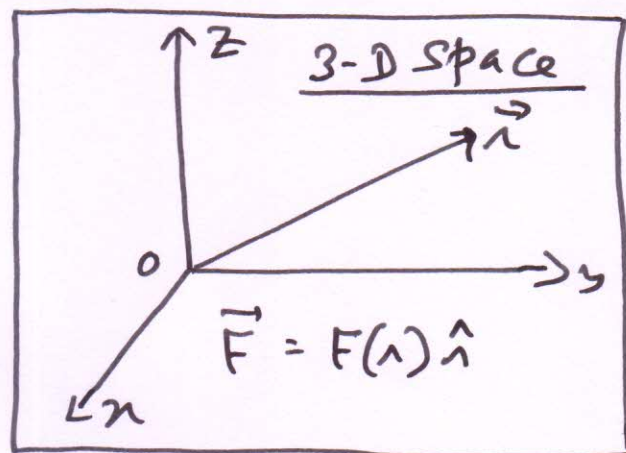
both radial ( $\hat{r}$ ) and angular ( $\hat{\theta}$ ) components.



# Central Forces

In 3-dimensional Space (x, y, z)

A central force is one that is always directed towards or away from a centre (at 0), along the radial vector  $\hat{r}$ , and its magnitude



depends only on the scalar distance r.

Hence, it is  $\boxed{\vec{F} = F(r) \hat{r}}$ . ( $F(r)$  is any general function of scalar r)

i/ If  $\boxed{F(r) < 0}$ , the force is attractive.

Eg. Gravity, force field of an electron, etc.

ii/ If  $\boxed{F(r) > 0}$ , the force is repulsive.

Eg. Force field of a positive charge.

Now  $\boxed{\vec{F} = F(r) \hat{r} = \frac{F(r)}{r} \vec{r} = \frac{F(r)}{r} [x\hat{x} + y\hat{y} + z\hat{z}]}$

where  $\boxed{\frac{F(r)}{r} = \frac{F(r)}{r}}$

and  $\boxed{\vec{r} = x\hat{x} + y\hat{y} + z\hat{z}}$

The radial vector in 3-dimensions

Hence,  
 $\vec{\nabla} \times \vec{F} =$   
(curl of  $\vec{F}$ )

$\hat{x}$	$\hat{y}$	$\hat{z}$
$\frac{\partial}{\partial x}$	$\frac{\partial}{\partial y}$	$\frac{\partial}{\partial z}$
$\frac{F(r)}{r}x$	$\frac{F(r)}{r}y$	$\frac{F(r)}{r}z$



$$\Rightarrow \vec{\nabla} \times \vec{F} = \hat{x} \left[ \frac{\partial}{\partial y} (\ell_z) - \frac{\partial}{\partial z} (\ell_y) \right] - \hat{y} \left[ \frac{\partial}{\partial x} (\ell_z) - \frac{\partial}{\partial z} (\ell_x) \right] + \hat{z} \left[ \frac{\partial}{\partial x} (\ell_y) - \frac{\partial}{\partial y} (\ell_x) \right]$$

In the  $\hat{x}$  term above  $\frac{\partial}{\partial y} (\ell_z) = \ell_z \frac{\partial z}{\partial y} + z \frac{\partial \ell_z}{\partial x} \frac{\partial x}{\partial y}$   
 $\Rightarrow \frac{\partial}{\partial y} (\ell_z) = z \left( \frac{\partial \ell_z}{\partial x} \right) \left( \frac{\partial x}{\partial y} \right)$  Similarly we can write  $\frac{\partial}{\partial z} (\ell_y) = \ell_y \frac{\partial y}{\partial z} + y \left( \frac{\partial \ell_y}{\partial x} \right) \left( \frac{\partial x}{\partial z} \right) = y \left( \frac{\partial \ell_y}{\partial x} \right) \left( \frac{\partial x}{\partial z} \right)$

Hence,  $\vec{\nabla} \times \vec{F}$  can be written in full as

$$\vec{\nabla} \times \vec{F} = \hat{x} \left[ z \frac{\partial \ell_z}{\partial x} \frac{\partial x}{\partial y} - y \frac{\partial \ell_y}{\partial x} \frac{\partial x}{\partial z} \right] - \hat{y} \left[ z \frac{\partial \ell_z}{\partial x} \frac{\partial x}{\partial z} - x \frac{\partial \ell_x}{\partial x} \frac{\partial x}{\partial z} \right] + \hat{z} \left[ y \frac{\partial \ell_y}{\partial x} \frac{\partial x}{\partial z} - x \frac{\partial \ell_x}{\partial x} \frac{\partial x}{\partial y} \right]$$

Now  $\boxed{r^2 = x^2 + y^2 + z^2} \therefore 2x \frac{\partial r}{\partial x} = 2x \Rightarrow \boxed{\frac{\partial r}{\partial x} = \frac{x}{r}}$   
 Similarly  $2x \frac{\partial r}{\partial y} = 2y \Rightarrow \boxed{\frac{\partial r}{\partial y} = \frac{y}{r}}$  and  $2x \frac{\partial r}{\partial z} = 2z \Rightarrow \boxed{\frac{\partial r}{\partial z} = \frac{z}{r}}$

$$\therefore \vec{\nabla} \times \vec{F} = \frac{\partial \ell_z}{\partial r} \left[ \cancel{\frac{zy}{r}} - \cancel{\frac{yx}{r}} \right] \hat{x} - \frac{\partial \ell_y}{\partial r} \left[ \cancel{\frac{zx}{r}} - \cancel{\frac{xz}{r}} \right] \hat{y} + \frac{\partial \ell_x}{\partial r} \left[ \cancel{\frac{yx}{r}} - \cancel{\frac{xy}{r}} \right] \hat{z} = 0\hat{x} + 0\hat{y} + 0\hat{z} = \vec{0} \text{ null vector.}$$

$\Rightarrow \boxed{\vec{\nabla} \times \vec{F} = \vec{\nabla} \times F(r) \hat{r} = \vec{0}} \Rightarrow \underline{F(r) \hat{r}}$  is an irrotational vector.  
 $\therefore \boxed{\vec{\nabla} \times \vec{\nabla} \psi = \vec{0}}$  by comparison  $\boxed{F(r) = \vec{\nabla} \psi}$  (gradient of a scalar)