

We can compute the rate of change of the unit vectors  $\hat{r}$  and  $\hat{\theta}$  from Equations 3-45 and 3-46 and use them to compute the velocity and acceleration vectors for circular motion. We have

$$\begin{aligned}\frac{d\hat{r}}{dt} &= \frac{d}{dt} (\cos \theta \hat{i} + \sin \theta \hat{j}) \\ &= -\sin \theta \frac{d\theta}{dt} \hat{i} + \cos \theta \frac{d\theta}{dt} \hat{j} \\ &= \frac{d\theta}{dt} (-\sin \theta \hat{i} + \cos \theta \hat{j}) = \frac{d\theta}{dt} \hat{\theta}\end{aligned}\quad 3-47$$

$$\begin{aligned}\frac{d\hat{\theta}}{dt} &= \frac{d}{dt} (-\sin \theta \hat{i} + \cos \theta \hat{j}) \\ &= -\cos \theta \frac{d\theta}{dt} \hat{i} - \sin \theta \frac{d\theta}{dt} \hat{j} \\ &= -\frac{d\theta}{dt} (\cos \theta \hat{i} + \sin \theta \hat{j}) = -\frac{d\theta}{dt} \hat{r}\end{aligned}\quad 3-48$$

Let us now find the velocity and acceleration vectors by direct differentiation of the position vector for a particle moving in a circle

$$\mathbf{r} = r\hat{r} \quad \mathbf{v} = \frac{d\mathbf{r}}{dt} = r \frac{d\hat{r}}{dt} = r \frac{d\theta}{dt} \hat{\theta}$$

Since

$$r \frac{d\theta}{dt} = \frac{ds}{dt} = v$$

the speed, we have

$$\mathbf{v} = v\hat{\theta}$$

Then the acceleration is

$$\mathbf{a} = \frac{d\mathbf{v}}{dt} = v \frac{d\hat{\theta}}{dt} + \frac{dv}{dt} \hat{\theta}$$

where we have used the product rule for differentiating  $\mathbf{v}$  when both quantities may depend on time. Using Equation 3-48 for  $d\hat{\theta}/dt$ , we obtain

$$\mathbf{a} = v \frac{-d\theta}{dt} \hat{r} + \frac{dv}{dt} \hat{\theta}$$

This can be written in the usual form if we note that  $d\theta/dt = v/r$ :

$$\mathbf{a} = -\frac{v^2}{r} \hat{r} + \frac{dv}{dt} \hat{\theta}$$

## Review

A Define, explain, or otherwise identify:

Displacement, 49

Vector, 50

Scalar, 50

Component of a vector, 50

Unit vector, 52

Vector equality, 53

Radius vector, 56

Position vector, 56

Range, 61

Centripetal acceleration, 66

Tangential acceleration, 69

B True or false:

The instantaneous velocity vector is always in the direction of motion.

The instantaneous acceleration vector is always in the direction of motion.