

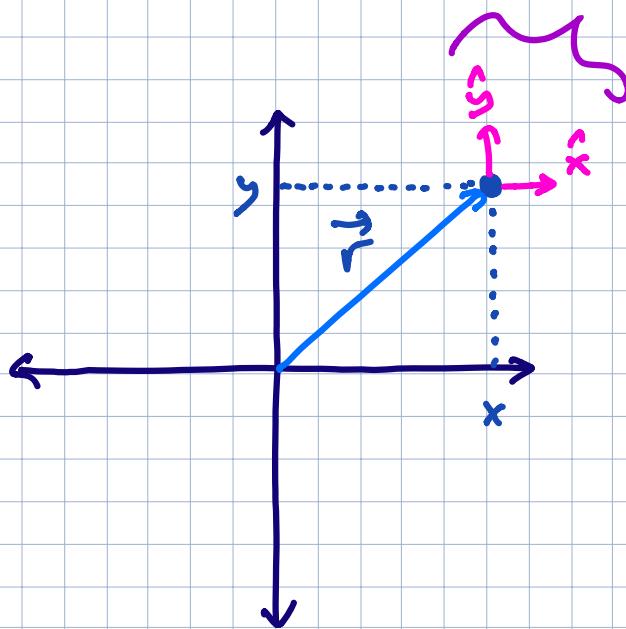
## Lecture 14: Orbits I

In the next series of lectures we will discuss orbital dynamics governing the motions of planets.

There is some mathematical heavy lifting needed. So let us review some basic facts.

- Cartesian coordinates

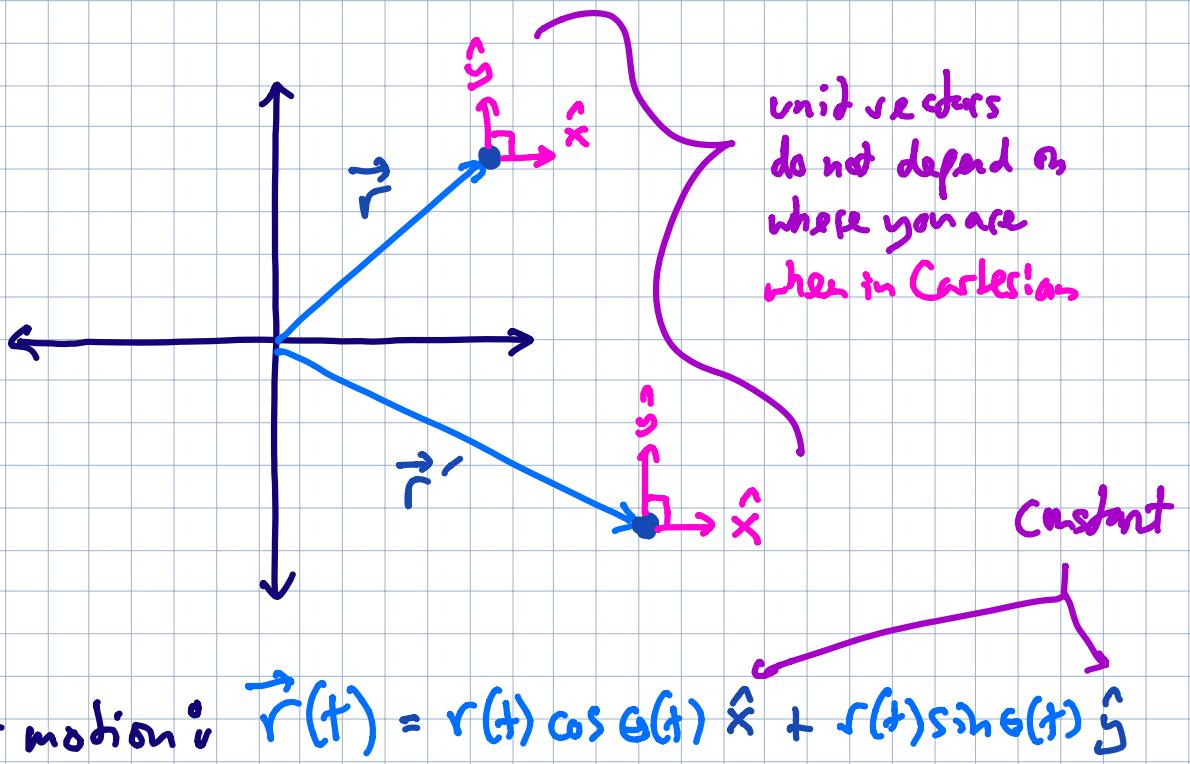
"unit" vectors  
where  $\hat{x}^2 = \hat{y}^2 = 1$



$$\vec{r} = x \hat{x} + y \hat{y}$$

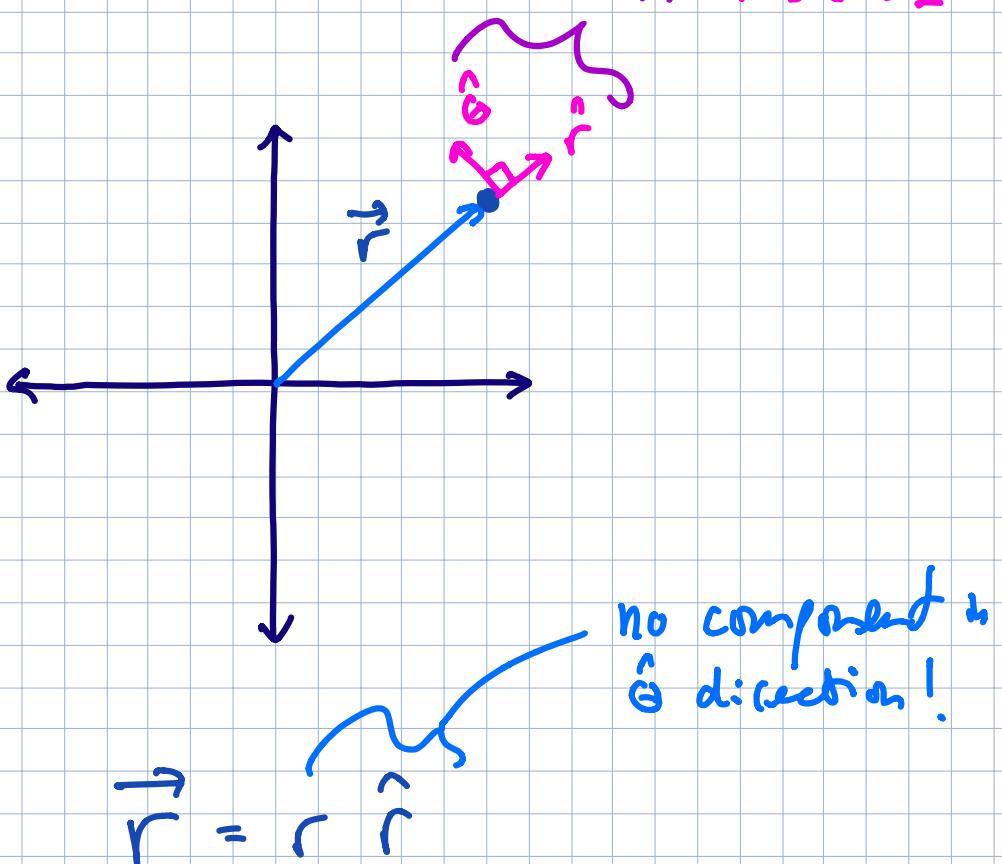
Component in  
 $\hat{x}$  direction

Component in  
 $\hat{y}$  direction

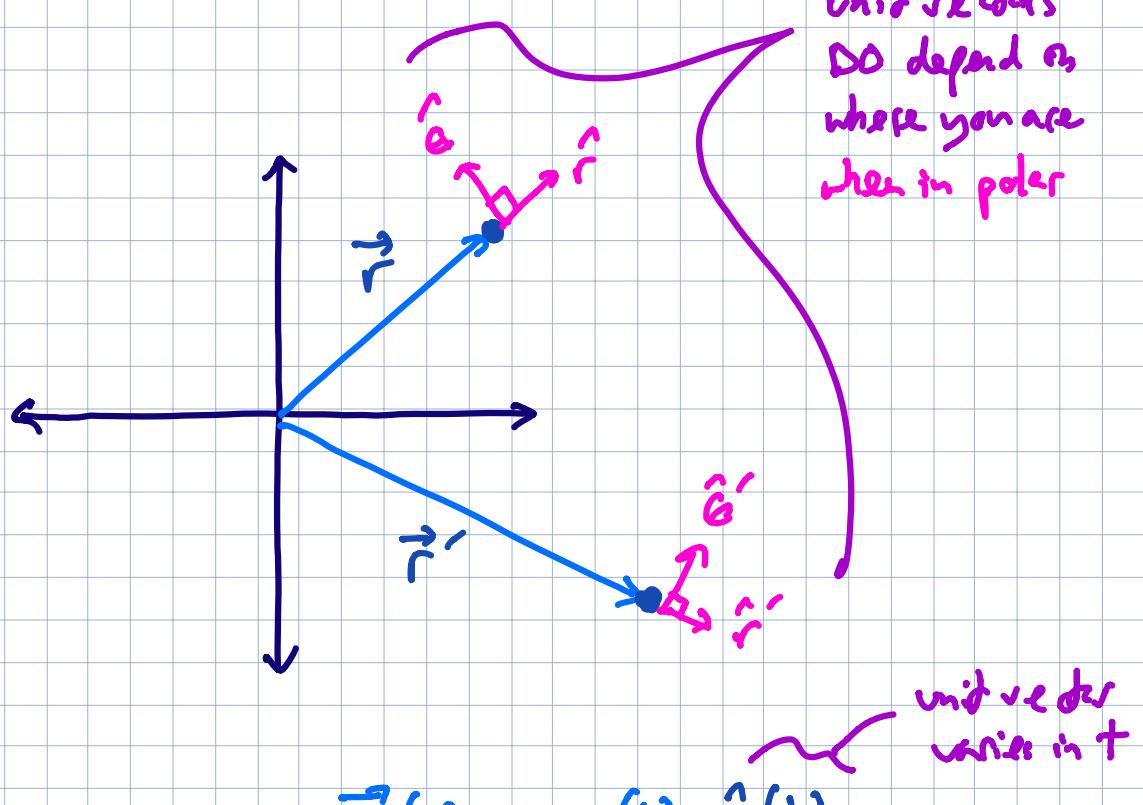


## • Polar Coordinates

"unit" vectors  
where  $\hat{r}^2 = \hat{\theta}^2 = 1$



The radial unit vector is conversely defined as  $\hat{r} = \vec{r}/r$ .



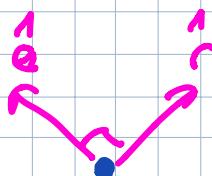
circular motion:  $\vec{r}(t) = r(t) \hat{r}(t)$

How does  $\hat{r}(t)$  change with time ???

equate Cartesian :  $x \cos \theta \hat{x} + y \sin \theta \hat{y} = r \hat{r}$   
 and polar eqs

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

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



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

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

while  $\frac{dr}{d\theta} = \frac{d\hat{\theta}}{dr} = 0$  (no  $r$  dependence!)

Applying the chain rule,

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

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

Let's return to some physical quantities.

(ex 1) velocity

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

$$\boxed{\vec{v} = \underbrace{\dot{r}\hat{r}}_{V_r} + \underbrace{r\dot{\theta}\hat{\theta}}_{V_\theta}}$$

$$V_r \quad V_\theta = r\omega$$

(ex 2) angular momentum

$$\vec{L} = \vec{r} \times \vec{p} = m \vec{r} \times \vec{v}$$

$$= m \vec{r} \times (\dot{r}\hat{r} + r\dot{\theta}\hat{\theta})$$

by cross prod identity

$$= m r^2 \dot{\theta} (\hat{r} \times \hat{\theta}) = \hat{z}$$

so  $\boxed{\vec{L} = m r^2 \dot{\theta} \hat{z}}$