

Phys 514
Problem Set 2

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Winter 2021

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1 A bit of calculus

Consider \mathbb{R}^3 in the Cartesian coordinates $x^i = (x, y, z)$. Hmmmm... Wait a minute, something's not right. Ah, there we go. Consider \mathbb{R}^3 in the Cartesian coordinates $\text{😬}^i = (\text{😬}, \text{😬}, \text{😬})$ with spherical coordinates $\text{😬}^{i'} = (\text{🐼}, \text{👉}, \text{👉})$ as defined by

$$\text{😬} = \text{🐼} \sin \text{👉} \cos \text{👉}$$

$$\text{😬} = \text{🐼} \sin \text{👉} \sin \text{👉}$$

$$\text{😬} = \text{🐼} \cos \text{👉}$$

1.1 Particle's path

Consider the world line $\text{😬}^i(\text{🐼}) = (\cos \text{🐼}, \sin \text{🐼}, \text{🐼})$. We want to express this world line in the spherical coordinates as defined above such that

$$\text{😬}^i = \begin{pmatrix} \text{😬} \\ \text{😬} \\ \text{😬} \end{pmatrix} = \begin{pmatrix} \cos \text{🐼} \\ \sin \text{🐼} \\ \text{🐼} \end{pmatrix}$$

If we wish to find a parametrization such that $(\text{😬}, \text{😬}, \text{😬}) \rightarrow (\text{🐼}, \text{👉}, \text{👉})$ then it follows that

$$\text{🐼}^2 = \text{😬}^2 + \text{😬}^2 + \text{😬}^2$$

$$\text{👉} = \arctan \left(\frac{\text{😬}}{\text{😬}} \right)$$

$$\text{👉} = \arctan \left(\frac{\sqrt{\text{😬}^2 + \text{😬}^2}}{\text{😬}} \right)$$

So $\text{😬}^2 + \text{😬}^2 = \cos^2 \text{🐼} + \sin^2 \text{🐼} = 1$ implies that

$$\text{🐼} = \pm \sqrt{\text{🐼}^2 + 1}$$

$$\text{👉} = \arctan \left(\frac{\sin \text{🐼}}{\cos \text{🐼}} \right) = \text{🐼}$$

$$\text{👉} = \arctan \left(\frac{1}{\text{🐼}} \right) = \cot^{-1} \text{🐼}$$

Hence, $\text{😬}^i(\text{🐼}) = (\sqrt{\text{🐼}^2 + 1}, \text{🐼}, \cot^{-1} \text{🐼})$.

1.2 Tangential Vector

Recall the tangential vector $T^i(\vartheta) = \frac{d\vartheta^i}{d\vartheta}$. Thus,

$$T^i(\vartheta) = \frac{d}{d\vartheta} \begin{pmatrix} \cos \vartheta \\ \sin \vartheta \\ \vartheta \end{pmatrix} = \begin{pmatrix} -\sin \vartheta \\ \cos \vartheta \\ 1 \end{pmatrix}$$

The Chain Rule becomes extremely useful when considering the change of coordinates ϑ^i such that

$$\bar{T}^i(\vartheta) = \frac{d\bar{\vartheta}^i}{d\vartheta} = \frac{d\bar{\vartheta}^i}{d\vartheta^j} \frac{d\vartheta^j}{d\vartheta}$$

where ϑ represents time. Using the result from 1.a we get

$$\bar{T}^i(\vartheta) = \frac{d}{d\vartheta} \begin{pmatrix} \sqrt{\vartheta^2 + 1} \\ \vartheta \\ \cot^{-1} \vartheta \end{pmatrix} = \begin{pmatrix} \frac{\vartheta}{\sqrt{\vartheta^2 + 1}} \\ 1 \\ -\frac{1}{\vartheta^2 + 1} \end{pmatrix}$$

Spherical coordinates is easy in these cases. But what if we were the type of person that uses Arch Linux?

Then we obviously would want to find the Cartesian coordinates:

$$\begin{aligned} \bullet \quad \bar{T}^1 &= \frac{\partial \left(\sqrt{\vartheta^2 + \varphi^2 + \psi^2} \right)}{\partial \vartheta} (-\sin \vartheta) + \frac{\partial \left(\sqrt{\vartheta^2 + \varphi^2 + \psi^2} \right)}{\partial \varphi} (\cos \vartheta) \\ &\quad + \frac{\partial \left(\sqrt{\vartheta^2 + \varphi^2 + \psi^2} \right)}{\partial \psi} (1) \\ &= \frac{\vartheta}{\sqrt{\vartheta^2 + \varphi^2 + \psi^2}} (-\sin \vartheta) + \frac{\varphi}{\sqrt{\vartheta^2 + \varphi^2 + \psi^2}} (\cos \vartheta) + \frac{\psi}{\sqrt{\vartheta^2 + \varphi^2 + \psi^2}} (1) \\ &= -\frac{\cos \vartheta \sin \vartheta}{\sqrt{\vartheta^2 + \varphi^2 + \psi^2}} + \frac{\cos \vartheta \sin \vartheta}{\sqrt{\vartheta^2 + \varphi^2 + \psi^2}} + \frac{\psi}{\sqrt{\vartheta^2 + \varphi^2 + \psi^2}} \\ &= \frac{\psi}{\sqrt{\vartheta^2 + \varphi^2 + \psi^2}} \\ \bullet \quad \bar{T}^2 &= \frac{\partial \arctan \left(\frac{\varphi}{\vartheta} \right)}{\partial \vartheta} (-\sin \vartheta) + \frac{\partial \arctan \left(\frac{\varphi}{\vartheta} \right)}{\partial \varphi} \cos \vartheta + \frac{\partial \arctan \left(\frac{\varphi}{\vartheta} \right)}{\partial \psi} (1) \\ &= \frac{\varphi}{\vartheta^2 + \varphi^2} \sin \vartheta + \frac{\vartheta}{\vartheta^2 + \varphi^2} \cos \vartheta \\ &= \boxed{1} \end{aligned}$$

$$\begin{aligned}
\bullet \quad \bar{T}^3 &= \frac{\partial \arctan\left(\frac{\sqrt{\varphi^2 + \psi^2}}{\varphi}\right)}{\partial \varphi} (-\sin \theta) + \frac{\partial \arctan\left(\frac{\sqrt{\varphi^2 + \psi^2}}{\psi}\right)}{\partial \psi} (\cos \theta) \\
&\quad + \frac{\partial \arctan\left(\frac{\sqrt{\varphi^2 + \psi^2}}{\varphi}\right)}{\partial \theta} (1) \\
&= -\frac{\varphi \psi \sin \theta}{\sqrt{\varphi^2 + \psi^2} \varphi^2} + \frac{\psi \varphi \cos \theta}{\sqrt{\varphi^2 + \psi^2} \psi^2} - \frac{\sqrt{\varphi^2 + \psi^2}}{\varphi^2} \\
&= \frac{\psi}{\sqrt{\varphi^2 + \psi^2} \varphi^2} (-\cos \theta \sin \theta + \sin \theta \cos \theta) - \frac{\sqrt{\varphi^2 + \psi^2}}{\varphi^2} \\
&= \boxed{-\frac{1}{\varphi^2 + 1}}
\end{aligned}$$

Therefore:

$$T^i(\theta) = \begin{pmatrix} \cos \theta \\ \sin \theta \\ \theta \end{pmatrix} \qquad \bar{T}^i(\theta) = \begin{pmatrix} \frac{\theta}{\sqrt{\varphi^2 + 1}} \\ 1 \\ -\frac{1}{\varphi^2 + 1} \end{pmatrix}$$

2 Vector fields

2.1 Infinitesimal vector translations

Alright, no more emojis for this assignment 😊. Let $\dot{x} = \dot{x}^\mu d\mu = \frac{\partial \alpha^\mu}{\partial \lambda} \partial_\mu$ where $\partial_\mu = (\partial_1, \partial_2, \partial_3)$. Thus, it follows that

$$x^\mu \rightarrow \alpha^\mu(x^\mu, \lambda)$$

Now consider the transformation

$$T = I + \lambda \dot{x}$$

Then we have

$$\begin{aligned}\alpha &= Tx \\ &= (I + \lambda \dot{x})x \\ &= \left(I + \lambda \frac{\partial \alpha^\mu}{\partial \lambda} \frac{\partial}{\partial x^\mu} \right) x \\ &= x + \lambda \frac{\partial \alpha^\mu}{\partial \lambda} \frac{\partial x}{\partial x^\mu} \\ &= x + \lambda \frac{\partial \alpha^\mu}{\partial \lambda} \\ &= x + \lambda \dot{x}^\mu\end{aligned}$$

As expected, we have $\alpha^\mu = x^\mu + \lambda \dot{x}^\mu$. We can now change coordinates such that

$$\alpha^i = x^i + \lambda \frac{\partial \alpha^i}{\partial \lambda} \frac{\partial x^i}{\partial x^\mu}$$

where we have $\partial_i = \frac{\partial}{\partial x^i}$ for $i = 1, 2, 3$. Thus:

$$\alpha^i = x^i + \lambda \frac{\partial \alpha^i}{\partial \lambda} (x^1, x^2, x^3)$$

where $i \neq 1 \vee 2 \vee 3 \implies x^1 \vee x^2 \vee x^3 = 0$, and $i = 1 \vee 2 \vee 3 \implies x^1 \vee x^2 \vee x^3 = x^i$. So for $i = 1$ we have $\frac{\partial x^1}{\partial x^1} = (x^1, 0, 0)$, for $i = 2$ we have $\frac{\partial x^i}{\partial x^i} = (x^1, 0, 0)$, and for $i = 3$ we have $(0, 0, x^3)$. Hence, considering x^1 :

$$\begin{aligned}\alpha^1 &= x^1 + \lambda \frac{\partial \alpha^1}{\partial \lambda} (x^1, 0, 0) \\ &= x^1 \left(1 + \lambda \frac{\partial \alpha^1}{\partial \lambda} \right)\end{aligned}$$

As $\lambda \rightarrow 0$, it is clear that α^1 represents an infinitesimal displacement of x^1 on the x^1 axis. It follows similarly for $i = 2$ and $i = 3$.

2.2 Infinitesimal vector rotations

Given

$$\alpha^\mu = \begin{pmatrix} v \\ w \\ z \end{pmatrix} = \begin{pmatrix} 0 & x^2 \partial_3 & -x^3 \partial_2 \\ x^3 \partial_1 & 0 & -x^1 \partial_3 \\ x^1 \partial_2 & -x^2 \partial_1 & 0 \end{pmatrix}$$

we have the following rotation matrices

$$\begin{aligned} R_{x^1}(\theta) &= \begin{pmatrix} 1 & 0 & 0 \\ 0 & \cos \theta & -\sin \theta \\ 0 & \sin \theta & \cos \theta \end{pmatrix} \approx \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & -\theta \\ 0 & \theta & 1 \end{pmatrix} \\ R_{x^2}(\theta) &= \begin{pmatrix} \cos \theta & 0 & \sin \theta \\ 0 & 1 & 0 \\ -\sin \theta & 0 & \cos \theta \end{pmatrix} \approx \begin{pmatrix} 1 & 0 & \theta \\ 0 & 1 & 0 \\ -\theta & 0 & 1 \end{pmatrix} \\ R_{x^3}(\theta) &= \begin{pmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{pmatrix} \approx \begin{pmatrix} 1 & -\theta & 0 \\ \theta & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix} \end{aligned}$$

for $\theta \rightarrow 0$ angle of rotation. The image of $\Omega = \begin{pmatrix} v \\ w \\ z \end{pmatrix}$ is thus given by

$$\text{Image}(\Omega) = \begin{pmatrix} 0 & -r^3 & r^2 \\ r^3 & 0 & -r^1 \\ -r^2 & r^1 & 0 \end{pmatrix}$$

Therefore,

$$\begin{aligned} x^{\mu'} &= \text{Image}(\Omega) x^\mu \\ &= \begin{pmatrix} 0 & -r^3 & r^2 \\ r^3 & 0 & -r^1 \\ -r^2 & r^1 & 0 \end{pmatrix} \begin{pmatrix} x^1 \\ x^2 \\ x^3 \end{pmatrix} \\ &= \begin{pmatrix} 0 & -r^3 x^2 & r^2 x^3 \\ r^3 x^1 & 0 & -r^1 x^3 \\ -r^2 x^1 & r^1 x^2 & 0 \end{pmatrix} \end{aligned}$$

which can be rearranged to α^μ by replacing in $-r^i = \partial_i$, as expected.

2.3 Radial coordinate r

2.3.1 Dot products

It is clear that

$$r^2 = (x^1)^2 + (x^2)^2 + (x^3)^2$$

So the dot products are given by:

- $$\begin{aligned} vr &= x^2 \frac{\partial}{\partial x^3} \sqrt{(x^1)^2 + (x^2)^2 + (x^3)^2} - x^3 \frac{\partial}{\partial x^2} \sqrt{(x^1)^2 + (x^2)^2 + (x^3)^2} \\ &= \frac{x^2 x^3}{r} - \frac{x^3 x^2}{r} = 0 \end{aligned}$$
- $$\begin{aligned} wr &= x^3 \frac{\partial}{\partial x^1} \sqrt{(x^1)^2 + (x^2)^2 + (x^3)^2} - x^1 \frac{\partial}{\partial x^3} \sqrt{(x^1)^2 + (x^2)^2 + (x^3)^2} \\ &= \frac{x^3 x^1}{r} - \frac{x^1 x^3}{r} = 0 \end{aligned}$$
- $$\begin{aligned} zr &= x^1 \frac{\partial}{\partial x^2} \sqrt{(x^1)^2 + (x^2)^2 + (x^3)^2} - x^2 \frac{\partial}{\partial x^1} \sqrt{(x^1)^2 + (x^2)^2 + (x^3)^2} \\ &= \frac{x^1 x^2}{r} - \frac{x^2 x^1}{r} = 0 \end{aligned}$$

As we saw in the rest of Problem 2, $x^\mu \times \partial_\mu$ represents a rotation about an axis in the coordinate system.

As rotations change the direction of a vector but not its magnitude, we conclude that:

$$(x^\mu \times \partial_\mu)r = \vec{0}$$