PHSX 491: HW03

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Question 1

a) We know that we will need to take all nine combinations of coordinates and derivatives, so let's just calculate them all out right away:

Now, we can use the definition of a tensor to calculate the elements one by one. Since it is just a lot of computation, I will just rapid-fire them.

$$g_{\alpha'\beta'} = \frac{\partial \alpha}{\partial \alpha'} \frac{\partial \beta}{\partial \beta'} g_{\alpha\beta}$$

$$g_{rr} = \frac{\partial x}{\partial r} \frac{\partial x}{\partial r} g_{xx} + \frac{\partial x}{\partial r} \frac{\partial y}{\partial r} g_{xy} + \frac{\partial x}{\partial r} \frac{\partial z}{\partial r} g_{xz} + \frac{\partial y}{\partial r} \frac{\partial x}{\partial r} g_{yx} + \frac{\partial y}{\partial r} \frac{\partial y}{\partial r} g_{yy} + \frac{\partial z}{\partial r} \frac{\partial z}{\partial r} g_{yz} + \frac{\partial z}{\partial r} \frac{\partial x}{\partial r} g_{zx} + \left[\frac{\partial z}{\partial r} \right]^2 g_{zy} + \left[\frac{\partial z}{\partial r} \right]^2 g_{yy} + \left[\frac{\partial z}{\partial r} \right]^2 g_{zz}$$

$$= \left[\frac{\partial x}{\partial r} \right]^2 g_{xx} + \left[\frac{\partial y}{\partial r} \right]^2 g_{yy} + \left[\frac{\partial z}{\partial r} \right]^2 g_{zz}$$

$$= \sin^2(\theta) \cos^2(\phi) + \sin^2(\theta) \sin^2(\phi) + \cos^2(\theta)$$

$$= \sin^2(\theta) + \cos^2(\theta) = 1$$

$$\begin{split} g_{r\theta} &= \frac{\partial x}{\partial r} \frac{\partial x}{\partial \theta} g_{xx} + \frac{\partial y}{\partial r} \frac{\partial y}{\partial \theta} g_{yy} + \frac{\partial z}{\partial r} \frac{\partial z}{\partial \theta} g_{zz} = g_{\theta r} \\ &= [\sin(\theta)\cos(\phi)][r\cos(\theta)\cos(\phi)] + [\sin(\theta)\sin(\phi)][r\cos(\theta)\sin(\phi)] + [\cos(\theta)][-r\sin(\theta)] \\ &= r\sin(\theta)\cos(\theta)\cos^2(\phi) + r\sin(\theta)\cos(\theta)\sin^2(\phi) - r\cos(\theta)\sin(\theta) \\ &= r\sin(\theta)\cos(\theta) - r\cos(\theta)\sin(\theta) = 0 \end{split}$$

$$g_{r\phi} = \frac{\partial x}{\partial r} \frac{\partial x}{\partial \phi} g_{xx} + \frac{\partial y}{\partial r} \frac{\partial y}{\partial \phi} g_{yy} + \frac{\partial z}{\partial r} \frac{\partial z}{\partial \phi} g_{zz} = g_{\phi r}$$
$$= [\sin(\theta)\cos(\phi)][-r\sin(\theta)\sin(\phi)] + [\sin(\theta)\sin(\phi)][r\sin(\theta)\cos(\phi)] + 0 = 0$$

$$g_{\theta\phi} = \frac{\partial x}{\partial \theta} \frac{\partial x}{\partial \phi} g_{xx} + \frac{\partial y}{\partial \theta} \frac{\partial y}{\partial \phi} g_{yy} + \frac{\partial z}{\partial \theta} \frac{\partial z}{\partial \phi} g_{zz} = g_{\phi\theta}$$
$$= [r \cos(\theta) \cos(\phi)][-r \sin(\theta) \sin(\phi)] + [r \cos(\theta) \sin(\phi)][r \sin(\theta) \cos(\phi)] + 0 = 0$$

$$g_{\theta\theta} = \left[\frac{\partial x}{\partial \theta}\right]^2 g_{xx} + \left[\frac{\partial y}{\partial \theta}\right]^2 g_{yy} + \left[\frac{\partial z}{\partial \theta}\right]^2 g_{zz}$$

$$= \left[r\cos(\theta)\cos(\phi)\right]^2 + \left[r\cos(\theta)\sin(\phi)\right]^2 + \left[-r\sin(\theta)\right]^2$$

$$= r^2\cos^2(\theta)\cos^2(\phi) + r^2\cos^2(\theta)\sin^2(\phi) + r^2\sin^2(\theta)$$

$$= r^2\cos^2(\theta) + r^2\sin^2(\theta) = r^2$$

$$g_{\phi\phi} = \left[\frac{\partial x}{\partial \phi}\right]^2 g_{xx} + \left[\frac{\partial y}{\partial \phi}\right]^2 g_{yy} + \left[\frac{\partial z}{\partial \phi}\right]^2 g_{zz}$$
$$= \left[-r\sin(\theta)\sin(\phi)\right]^2 + \left[r\sin(\theta)\cos(\phi)\right]^2 + \left[0\right]^2$$
$$= r^2\sin^2(\theta)\sin^2(\phi) + r^2\sin^2(\theta)\cos^2(\phi) = r^2\sin^2(\theta)$$

$$g_{\alpha'\beta'} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & r^2 & 0 \\ 0 & 0 & r^2 \sin^2(\theta) \end{bmatrix}$$

Where the coordinates α', β' are in (r, θ, ϕ) .

b) We know that the inverse of a diagonal matrix is that matrix with each diagonal element replaced with its reciprocal:

$$g^{\alpha'\beta'} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \frac{1}{r^2} & 0 \\ 0 & 0 & \frac{1}{r^2 \sin^2(\theta)} \end{bmatrix}$$

c) Let's be nit-picky and calculate the covector of the vector. This should be the transpose of the vector, and indeed it is. $A_x = 1 \cdot g_{xx} + 1 \cdot g_{xy} + 1 \cdot g_{xz} = 1$

$$A_y = 1 \cdot g_{yx} + 1 \cdot g_{yy} + 1 \cdot g_{yz} = 1$$

 $A_z = 1 \cdot g_{zx} + 1 \cdot g_{zy} + 1 \cdot g_{zz} = 1$

$$\tilde{A} = \begin{bmatrix} 1 & 1 & 1 \end{bmatrix}$$

Invoking the dot-product:

$$A^2 = A^{\alpha} g_{\alpha\beta} A^{\beta} = A^{\alpha} A_{\alpha} = 3$$

$$A^2 = 3$$

d) In order to find the magnitude in spherical coordinates, we must transform the vector into those coordinates. Here is the general equation for transforming Cartesian to spherical coordinates:

$$r = \sqrt{x^2 + y^2 + z^2} \qquad \theta = \tan^{-1}\left(\frac{y}{x}\right) \qquad \phi = \tan^{-1}\left(\frac{\sqrt{x^2 + y^2}}{z}\right)$$

Doing this calculation:

$$\vec{A} \longrightarrow \begin{bmatrix} \sqrt{3} \\ \frac{\pi}{4} \\ \tan^{-1}(\sqrt{2}) \end{bmatrix}$$

Calculating the covector in spherical:

$$A_{\alpha} = g_{\alpha\beta}A^{\beta}$$

$$A_{r} = \sqrt{3} \cdot g_{rr} + \frac{\pi}{4} \cdot g_{r\theta} + \tan^{-1}\left(\sqrt{2}\right)g_{r\phi} = \sqrt{3}$$

$$A_{\theta} = \sqrt{3} \cdot g_{\theta r} + \frac{\pi}{4}g_{\theta\theta} + \tan^{-1}\left(\sqrt{2}\right)g_{\theta\phi} = r^{2}\frac{\pi}{4}$$

$$A_{\phi} = \sqrt{3} \cdot g_{\phi r} + \frac{\pi}{4}g_{\phi\theta} + \tan^{-1}\left(\sqrt{2}\right)g_{\phi\phi} = r^{2}\sin^{2}(\theta)\tan^{-1}\left(\sqrt{2}\right)$$

$$\tilde{A} = \left[\sqrt{3} \quad r^{2}\frac{\pi}{4} \quad r^{2}\sin^{2}(\theta)\tan^{-1}\left(\sqrt{2}\right)\right]$$

Calculating the magnitude in the spherical:

$$A_{\alpha}A^{\alpha} = A_{r}A^{r} + A_{\theta}A^{\theta} + A_{\phi}A^{\phi}$$
$$= \sqrt{3} \cdot \sqrt{3} + \frac{\pi}{4} \cdot r^{2} \cdot \frac{\pi}{4} + \tan^{-1}\left(\sqrt{2}\right) \cdot r^{2}\sin^{2}(\theta) \cdot \tan^{-1}\left(\sqrt{2}\right)$$

To measure the magnitude we will need to orientate the vector at the origin. At the origin r = 0, and thus the latter two terms drop out. So, the magnitude is:

$$A^2 = 3$$

e) From this one example this is pretty strong extrapolation, but logically it makes sense that when we transform coordinates the length is <u>invariant</u>.

Question 2

a) See Fig. 1

b)

$$q = y - cx^{2} = y - cp^{2}$$
$$\rightarrow y = q + cp^{2}$$

$$x(p,q) = p$$
$$y(p,q) = q + cp^{2}$$

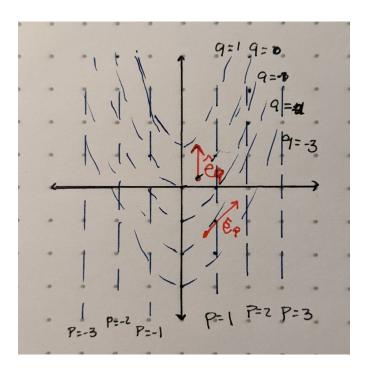


Figure 1:

c)

$$ds^{2} = dx^{2} + dy^{2}$$

$$= (dp)^{2} + (dq + 2cp dp)^{2}$$

$$= (dp)^{2} + (dq)^{2} + 4cp dp dq + 4c^{2}p^{2} (dp)^{2}$$

Using this to find the tensor definition of the dot product and assuming that $g_{pq} = g_{qp}$:

$$g_{\alpha\beta} \, dx^{\alpha} \, dx^{\beta} \to g_{pp} \, (dp)^{2} + g_{pq} \, dp \, dq + g_{qp} \, dq \, dp + g_{qq} \, (dq)^{2}$$

$$(1 + 4c^{2}p^{2}) \, (dp)^{2} + 4cp \, dp \, dq + (dq)^{2} = g_{pp} \, (dp)^{2} + 2g_{pq} \, dp \, dq + g_{qq} \, (dq)^{2}$$

$$g_{pp} = 1 + 4c^{2}p^{2}$$

$$g_{pq} = 2cp$$

$$g_{qq} = 1$$

Putting this into a matrix representation of the tensor:

$$M_{qp} = \begin{bmatrix} 1 & 2cp \\ 2cp & 1 + 4c^2p^2 \end{bmatrix}$$

d) The primary takeaways is that **a)** the vectors are not orthogonal (this is from the fact that off diagonal elements are not zero) and **b)** that \hat{e}_p is not normalized (a.k.a. the basis is not orthonormal).