

# Coordinate Systems

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## 1 Conversion

- The rectangular coordinates are called invariant and can be used to reference other system
- Converting from Spherical to Rectangular (define rectangular in terms of spherical)

$$x = r \sin(\theta) \cos(\phi) \quad (1)$$

$$y = r \sin(\theta) \sin(\phi) \quad (2)$$

$$z = r \cos(\theta) \quad (3)$$

- From Rectangular to Spherical

$$r = \sqrt{x^2 + y^2 + z^2} \quad (4)$$

$$\theta = \arctan\left(\frac{\sqrt{x^2 + y^2}}{z}\right) \quad (5)$$

$$\phi = \arctan\left(\frac{y}{x}\right) \quad (6)$$

- If we express a vector as a sum of unit vectors that describe the system, we can convert it by determining the appropriate conversion factors. This is done by taking dot products.
- We get

$$\hat{\mathbf{r}} = \sin(\theta) \cos(\phi) \hat{\mathbf{x}} + \sin(\theta) \sin(\phi) \hat{\mathbf{y}} + \cos(\theta) \hat{\mathbf{z}} \quad (7)$$

$$\hat{\phi} = -\sin(\phi) \hat{\mathbf{x}} + \cos(\phi) \hat{\mathbf{y}} \quad (8)$$

$$\hat{\theta} = \cos(\theta) \cos(\phi) \hat{\mathbf{x}} + \cos(\theta) \sin(\phi) \hat{\mathbf{y}} - \sin(\theta) \hat{\mathbf{z}} \quad (9)$$

$$\quad (10)$$

$$\hat{\mathbf{x}} = \sin(\theta) \cos(\phi) \hat{\mathbf{r}} + \cos(\theta) \cos(\phi) \hat{\theta} - \sin(\phi) \hat{\phi} \quad (11)$$

$$\hat{\mathbf{y}} = \sin(\theta) \sin(\phi) \hat{\mathbf{r}} + \cos(\theta) \sin(\phi) \hat{\theta} + \cos(\phi) \hat{\phi} \quad (12)$$

$$\hat{\mathbf{z}} = \cos(\theta) \hat{\mathbf{r}} - \sin(\theta) \hat{\theta} \quad (13)$$

$$\quad (14)$$

- Thus we can geometrically deduce the Jacobian matrix which describes the transformation

- An interesting property of the euclidean norm of a vector is that it is similar in rectangular coordinates and spherical coordinates:

$$\|\mathbf{r}\| = \sqrt{r^2 + \phi^2 + z^2} \quad (15)$$

## 2 Laplace Operator

- The Laplace Operator is a useful one when dealing with waves and is fundamental to the Schrödinger equation
- This section will attempt at converting

$$\Delta = \frac{\partial^2}{\partial x^2} + \frac{\partial^2}{\partial y^2} + \frac{\partial^2}{\partial z^2} \quad (16)$$

To Cylindrical and Spherical coordinate representations by making heavy use of differentiation rules.

- This process is both tedious and rewarding - only time will tell if this is worth the effort.

### 2.1 Cylindrical Coordinates

- We begin by establishing cylindrical partial derivatives using the chain rule

$$\frac{\partial}{\partial x} = \frac{\partial r}{\partial x} \frac{\partial}{\partial r} + \frac{\partial \phi}{\partial x} \frac{\partial}{\partial \phi} \quad (17)$$

$$\frac{\partial}{\partial y} = \frac{\partial r}{\partial y} \frac{\partial}{\partial r} + \frac{\partial \phi}{\partial y} \frac{\partial}{\partial \phi} \quad (18)$$

$$(19)$$

- Then evaluating partial derivatives for  $r$

$$\frac{\partial r}{\partial x} = \frac{\partial}{\partial x} \sqrt{x^2 + y^2} = \cos(\phi) \quad (20)$$

$$\frac{\partial r}{\partial y} = \frac{\partial}{\partial y} \sqrt{x^2 + y^2} = \sin(\phi) \quad (21)$$

$$(22)$$

- And for  $\phi$  using painful implicit differentiation

$$\frac{\partial}{\partial x} \cos(\phi) = \frac{\partial}{\partial x} \frac{x}{\sqrt{x^2 + y^2}} \quad (23)$$

$$-\sin(\phi) \frac{\partial \phi}{\partial x} = \quad (24)$$

$$\frac{\partial}{\partial y} \sin(\phi) = \frac{\partial}{\partial y} \frac{y}{\sqrt{x^2 + y^2}} \quad (25)$$

$$\cos(\phi) \frac{\partial \phi}{\partial y} = \quad (26)$$

$$(27)$$

- Notice that the  $z$  term remains unchanged due to the relationship between polar and cylindrical coordinates. We obtain for free the Laplace operator in polar coordinates by omitting the  $z$  term (or conversely, we obtain the cylindrical operator for free by ignoring the  $z$  as was essentially done).

## 2.2 Spherical Coordinates

- More of the same but definitely the most brain racking
- Establishing spherical partials

$$\frac{\partial}{\partial x} = \frac{\partial r}{\partial x} \frac{\partial}{\partial r} + \frac{\partial \phi}{\partial x} \frac{\partial}{\partial \phi} + \frac{\partial \theta}{\partial x} \frac{\partial}{\partial \theta} \quad (28)$$

$$\frac{\partial}{\partial y} = \frac{\partial r}{\partial y} \frac{\partial}{\partial r} + \frac{\partial \phi}{\partial y} \frac{\partial}{\partial \phi} + \frac{\partial \theta}{\partial y} \frac{\partial}{\partial \theta} \quad (29)$$

$$\frac{\partial}{\partial z} = \frac{\partial r}{\partial z} \frac{\partial}{\partial r} + \frac{\partial \phi}{\partial z} \frac{\partial}{\partial \phi} + \frac{\partial \theta}{\partial z} \frac{\partial}{\partial \theta} \quad (30)$$