

Things You Just Gotta Know

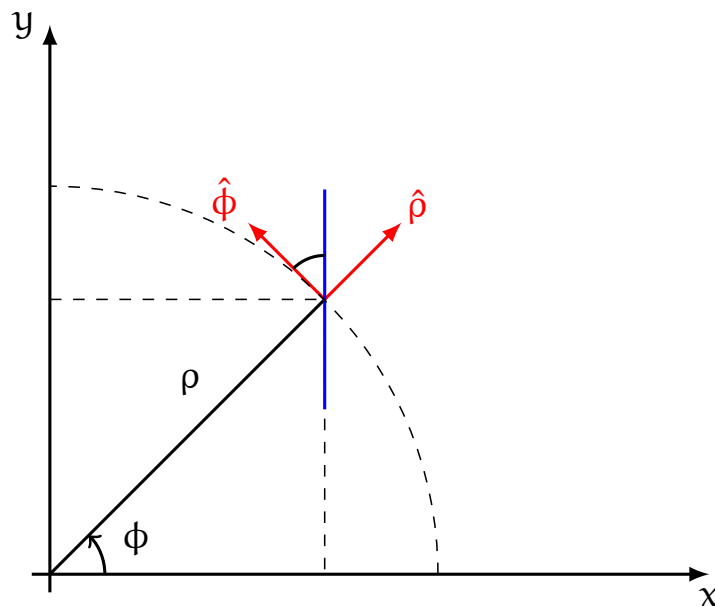
Coordinate Systems

We want to focus on vector-valued functions of coordinates.

$$\vec{V}(\mathbf{r}) = V_x(x, y)\hat{i} + V_y(x, y)\hat{j}.$$

Notice that a vector function uses the coordinate system twice. Once for the function's inputs, once for the vectors themselves.

Polar Coordinates



We can also express the inputs to \vec{V} in polar coordinates, (ρ, ϕ) .

$$\vec{V}(\mathbf{r}) = V_\rho(\rho, \phi)\hat{i} + V_\phi(\rho, \phi)\hat{j}.$$

To extract the input functions, we take

$$V_x = \hat{i} \cdot \vec{V}$$

$$V_y = \hat{j} \cdot \vec{V}.$$

Alternatively, we can project \vec{V} onto the $\hat{\rho}, \hat{\phi}$ axis:

$$\vec{V}(\mathbf{r}) = V_\rho(\rho, \phi)\hat{\rho} + V_\phi(\rho, \phi)\hat{\phi},$$

and we extract

$$V_\rho = \hat{\rho} \cdot \vec{V}$$

$$V_\phi = \hat{\phi} \cdot \vec{V}.$$

Notice that \mathbf{r} is an abstract vector; we need to project it onto a basis.

For instance, we can take the position vector and project it onto the cartesian and polar axes:

$$\begin{aligned}\mathbf{s} &= x\hat{\mathbf{i}} + y\hat{\mathbf{j}} \\ &= \rho \cos \phi \hat{\mathbf{i}} + \rho \sin \phi \hat{\mathbf{j}} \\ &= \rho \hat{\rho} \\ &= \sqrt{x^2 + y^2} \hat{\rho}\end{aligned}$$

The main reason we avoided using the $\hat{\rho}, \hat{\phi}$ axis up until this point is that ρ and ϕ are *position-dependent*, while the $\hat{\mathbf{i}}, \hat{\mathbf{j}}$ axis is position-independent.

Now, we must figure out the position-dependence of $\hat{\rho}$ and $\hat{\phi}$:

$$d\mathbf{r} = \frac{\partial \mathbf{r}}{\partial \rho} d\rho + \frac{\partial \mathbf{r}}{\partial \phi} d\phi.$$

If we hold ϕ constant, it must be the case that any change in ρ is in the $\hat{\rho}$ direction. Therefore,

$$\begin{aligned}\hat{\rho} &= \frac{\frac{\partial \mathbf{r}}{\partial \rho}}{\left\| \frac{\partial \mathbf{r}}{\partial \rho} \right\|} \\ &= \frac{\cos \phi \hat{\mathbf{i}} + \sin \phi \hat{\mathbf{j}}}{|\cos \phi \hat{\mathbf{i}} + \sin \phi \hat{\mathbf{j}}|} \\ &= \cos \phi \hat{\mathbf{i}} + \sin \phi \hat{\mathbf{j}}.\end{aligned}$$

Similarly,

$$\begin{aligned}\hat{\phi} &= \frac{\frac{\partial \mathbf{r}}{\partial \phi}}{\left\| \frac{\partial \mathbf{r}}{\partial \phi} \right\|} \\ &= \frac{-\rho \sin \phi \hat{\mathbf{i}} + \rho \cos \phi \hat{\mathbf{j}}}{\left\| -\rho \sin \phi \hat{\mathbf{i}} + \rho \cos \phi \hat{\mathbf{j}} \right\|} \\ &= -\sin \phi \hat{\mathbf{i}} + \cos \phi \hat{\mathbf{j}}.\end{aligned}$$

Thus, we can see that the $\hat{\rho}, \hat{\phi}$ axis is orthogonal.

$$\begin{aligned}\frac{\partial \hat{\rho}}{\partial \phi} &= -\sin \phi \hat{\mathbf{i}} + \cos \phi \hat{\mathbf{j}} \\ &= \hat{\phi}, \\ \frac{\partial \hat{\phi}}{\partial \phi} &= -\hat{\rho}, \\ \frac{\partial \hat{\phi}}{\partial \rho} &= 0,\end{aligned}$$

and

$$\frac{\partial \hat{\rho}}{\partial \rho} = 0$$

Example (Velocity).

$$\begin{aligned}\mathbf{v} &= \frac{d\mathbf{s}}{dt} \\ &= \frac{d}{dt} (x\hat{\mathbf{i}}) + \frac{d}{dt} (y\hat{\mathbf{j}}).\end{aligned}$$

In the case of cartesian coordinates, \hat{i} and \hat{j} are constants.

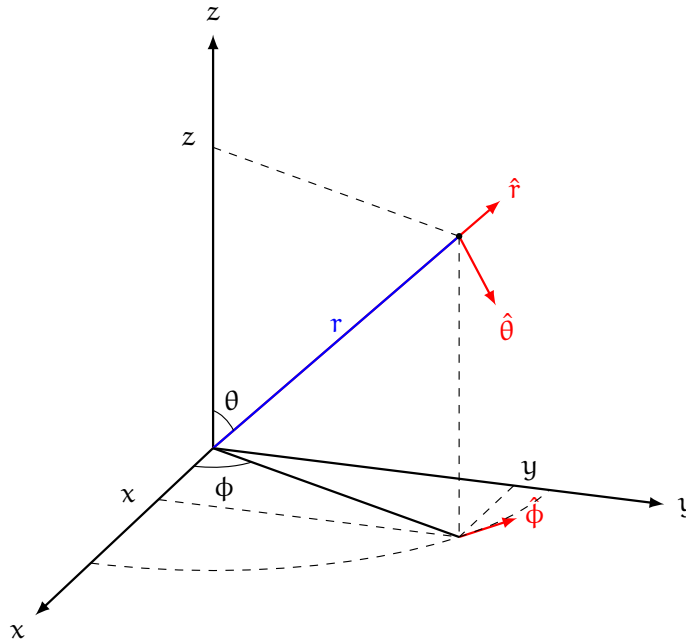
$$= v_x \hat{i} + v_y \hat{j}$$

When we examine polar coordinates, since $\hat{\rho}$ and $\hat{\phi}$ are position-dependent, we must use the chain rule.¹

$$\begin{aligned} \mathbf{v} &= \frac{d\mathbf{s}}{dt} \\ &= \frac{d\rho}{dt} \hat{\rho} + \rho \frac{d\hat{\rho}}{dt} \\ &= \frac{d\rho}{dt} \hat{\rho} + \rho \left(\underbrace{\frac{\partial \hat{\rho}}{\partial \rho} \frac{d\rho}{dt} + \frac{\partial \hat{\rho}}{\partial \phi} \frac{d\phi}{dt}}_{=\hat{\phi}} \right) \\ &= \frac{d\rho}{dt} \hat{\rho} + \rho \frac{d\phi}{dt} \hat{\phi} \\ &= \dot{\rho} \hat{\rho} + \rho \dot{\phi} \hat{\phi}. \end{aligned}$$

Notice that $\dot{\rho}$ is the radial velocity and $\dot{\phi} = \omega$ is the angular velocity.

Spherical Coordinates



Polar	Cylindrical	Spherical
$\mathbf{s} = s(\rho, \phi)$	$\mathbf{s} = s(\rho, \phi, z)$	$\mathbf{s} = s(r, \phi, \theta)$
$\mathbf{s} = \begin{pmatrix} \rho \cos \phi \\ \rho \sin \phi \end{pmatrix}$	$\mathbf{s} = \begin{pmatrix} \rho \cos \phi \\ \rho \sin \phi \\ z \end{pmatrix}$	$\mathbf{s} = \begin{pmatrix} r \cos \phi \sin \theta \\ r \sin \phi \sin \theta \\ r \cos \theta \end{pmatrix}$

Here,² ϕ denotes the polar angle and θ denotes the azimuthal angle. Notice that $\phi \in [0, 2\pi)$ and $\theta \in [0, \pi]$.

¹Note that $\hat{\rho} = \hat{\rho}(\rho, \phi)$ and $\hat{\phi} = \hat{\phi}(\rho, \phi)$.

²Physicists amirite?

We can see that $\hat{\rho}$, $\hat{\phi}$, and $\hat{\theta}$ in spherical coordinates are also position-dependent.

$$\begin{aligned}\hat{r} &= \frac{\frac{\partial \mathbf{s}}{\partial r}}{\left\| \frac{\partial \mathbf{s}}{\partial r} \right\|} \\ &= \sin \theta \cos \phi \hat{i} + \sin \theta \sin \phi \hat{j} + \cos \theta \hat{k} \\ \hat{\phi} &= \frac{\frac{\partial \mathbf{s}}{\partial \phi}}{\left\| \frac{\partial \mathbf{s}}{\partial \phi} \right\|} \\ &= -\sin \phi \hat{i} + \cos \phi \hat{j} \\ \hat{\theta} &= \frac{\frac{\partial \mathbf{s}}{\partial \theta}}{\left\| \frac{\partial \mathbf{s}}{\partial \theta} \right\|} \\ &= \cos \phi \cos \theta \hat{i} + \cos \theta \sin \phi \hat{j} - \sin \theta \hat{k}\end{aligned}$$