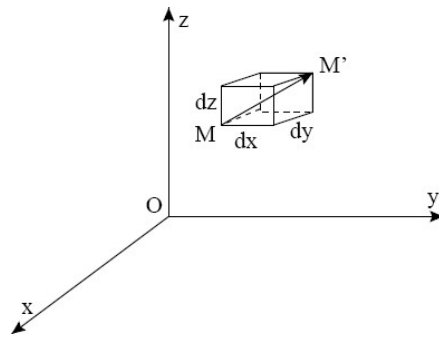
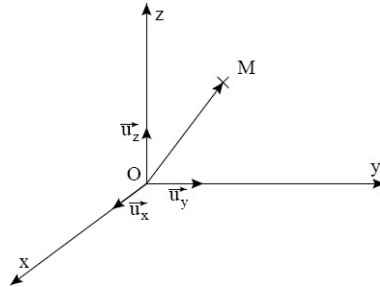


CARTESIAN, CYLINDRICAL, SPHERICAL COORDINATES

Consider point M and the reference frame $\mathcal{R} = (O; \vec{u}_x, \vec{u}_y, \vec{u}_z)$. All velocities and displacements in this chapter are calculated in the \mathcal{R} reference frame.

I. CARTESIAN COORDINATES

Point M is identified by Cartesian coordinates (x, y, z) .



$$-\infty < x, y, z < \infty$$

$$\vec{OM} = x\vec{u}_x + y\vec{u}_y + z\vec{u}_z$$

$$\vec{v} = \frac{d\vec{OM}}{dt} = \frac{dx}{dt}\vec{u}_x + \frac{dy}{dt}\vec{u}_y + \frac{dz}{dt}\vec{u}_z = xu_x + yu_y + zu_z$$

The elementary displacement is: $d\vec{l} = MM' = dx\vec{u}_x + dy\vec{u}_y + dz\vec{u}_z$.

It is used to calculate elementary surfaces and volumes.

We deduce that: $d\tau = dx dy dz$.

$$x = cte : dS_x = dy dz$$

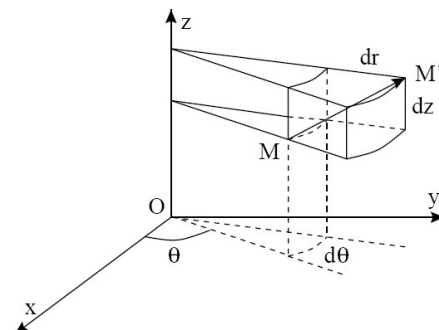
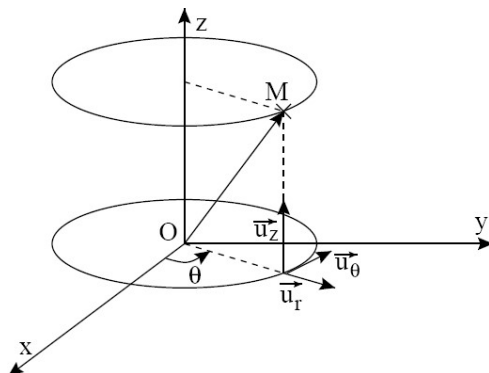
$$y = cte : dS_y = dx dz$$

$$z = cte : dS_z = dx dy$$

II. CYLINDRICAL COORDINATES

The point M is marked by the cylindrical coordinates (r, θ, z) .

Cylindrical coordinates are used whenever distance from the Oz axis plays an important role in the exercise.



$$0 \leq r < \infty, 0 \leq \theta \leq 2\pi, -\infty < z < +\infty$$

$$OM = r\vec{u}_r + z\vec{u}_z$$

$$\begin{cases} x = r \cos \theta \\ y = r \sin \theta \\ z = z \end{cases}$$

$$\vec{v} = \frac{dOM}{dt} = \frac{dr}{dt}\vec{u}_r + r\frac{d\theta}{dt}\vec{u}_\theta + \frac{dz}{dt}\vec{u}_z = \frac{dr}{dt}\vec{u}_r + r\frac{d\theta}{dt}\vec{u}_\theta + \frac{dz}{dt}\vec{u}_z$$

The elementary displacement is: $d\vec{l} = dr\vec{u}_r + r d\theta\vec{u}_\theta + dz\vec{u}_z$.
It is used to calculate elementary surfaces and volumes.

We deduce: $d\tau = (dr)(r d\theta)(dz)$.

$$r = cte : dS_r = r d\theta dz$$

$$\theta = cte : dS_\theta = dr dz$$

$$z = cte : dS_z = dr r d\theta$$

We often need the elementary volume between cylinders of radius r and radius $r + dr$.

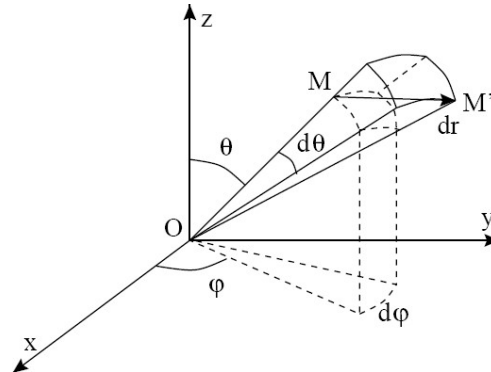
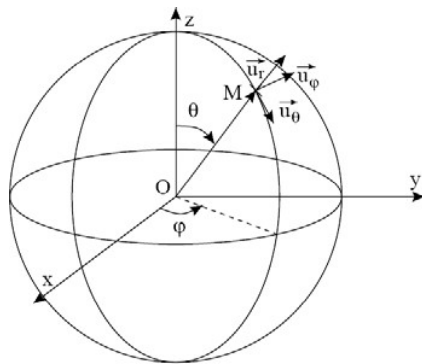
$$\pi(r + dr)^2 H - \pi r^2 H = \pi r^2 \left(1 + \frac{dr}{r}\right)^2 H - \pi r^2 H = \pi r^2 \left(1 + \frac{2dr}{r}\right) H - \pi r^2 H = 2\pi r dr H$$

The elementary volume between cylinders of radius r and radius $r + dr$ is the area of the cylinder of radius r and height H multiplied by dr : $d\tau = 2\pi r dr H$

III. SPHERICAL COORDINATES

The point M is marked by the cylindrical coordinates (r, θ, ϕ) .

Spherical coordinates are used whenever distance from the center plays an important role in the exercise.



Terrestrial geography:

\vec{u}_r is directed vertically upwards from the location.

\vec{u}_θ faces south.

\vec{u}_ϕ faces east.

θ is called colatitude. ϕ is the longitude.

$$0 \leq r < \infty, 0 \leq \theta \leq \pi, 0 \leq \phi \leq 2\pi$$

$$OM = r\vec{u}_r$$

$$\begin{cases} x = r \sin \theta \cos \phi \\ y = r \sin \theta \sin \phi \\ z = r \cos \theta \end{cases}$$

$$\vec{v} = \frac{d\vec{OM}}{dt} = \frac{d\vec{r}}{dt} = r\vec{u}_r + r\theta\vec{u}_\theta + r\sin\theta\phi\vec{u}_\phi = \frac{dr}{dt}\vec{u}_r + r\frac{d\theta}{dt}\vec{u}_\theta + r\sin\theta\frac{d\phi}{dt}\vec{u}_\phi$$

The elementary displacement is: $d\vec{l} = MM' = dr\vec{u}_r + r d\theta\vec{u}_\theta + r\sin\theta d\phi\vec{u}_\phi$.

It is used to calculate elementary surfaces and volumes.

We deduce : $d\tau = (dr)(r d\theta)(r\sin\theta d\phi)$.

$r = cte$: $dS_r = (r d\theta)(r\sin\theta d\phi)$

$\theta = cte$: $dS_\theta = (dr)(r\sin\theta d\phi)$

$\phi = cte$: $dS_\phi = dr r d\theta$

We often need the elementary volume between spheres of radius r and radius $r + dr$.

$$\frac{4}{3}\pi(r+dr)^3 - \frac{4}{3}\pi r^3 = \frac{4}{3}\pi r^3 \left(1 + \frac{dr}{r}\right)^3 - \frac{4}{3}\pi r^3 = \frac{4}{3}\pi r^3 \left(1 + \frac{3dr}{r}\right) - \frac{4}{3}\pi r^3 = 4\pi r^2 dr$$

The elementary volume between spheres of radius r and radius $r + dr$ is the area of the sphere of radius r multiplied by dr : $d\tau = 4\pi r^2 dr$

IV. VECTOR PRODUCT WITH A DIRECT ORTHONORMAL BASIS

Exercises often involve calculating $\vec{u}_z \wedge \vec{u}_\theta$ in the exercises.

A mnemonic is to write the 6 unit vectors in sequence: $\vec{u}_r, \vec{u}_\theta, \vec{u}_z, \vec{u}_r, \vec{u}_\theta, \vec{u}_z$.

If three unit vectors follow, then $\vec{u}_3 = \vec{u}_1 \wedge \vec{u}_2$: $\vec{u}_r = \vec{u}_\theta \wedge \vec{u}_z$ or $\vec{u}_\theta = \vec{u}_z \wedge \vec{u}_r$

If not, enter a negative sign: $\vec{u}_z \wedge \vec{u}_\theta = -\vec{u}_r$

It's very convenient to use without having to use all three fingers of your hand all the time!!!!