



# Coordinate systems

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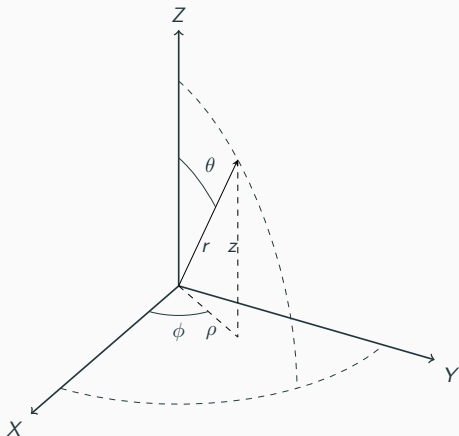
# Table of contents

1. Coordinate systems
2. Coordinates transformations
3. Unit vectors
4. Coordinate transformations for vector components
5. Pauli matrices in Cylindrical coordinates
6. Pauli matrices in Spherical coordinates

# Coordinate systems

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# Coordinate systems



**Figure 1:** Convention for coordinate orientation.

We will use cartesian, circular cylindrical and spherical coordinates systems.

# Coordinates transformations

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# Cylindrical Coordinates

When passing from rectangular to cylindrical coordinates the following transformations apply:

$$\begin{aligned}\rho &= \sqrt{x^2 + y^2} = r \sin \theta \\ \phi &= \tan^{-1} \left( \frac{y}{x} \right) \\ z &= r \cos \theta\end{aligned}\tag{1}$$

From cylindrical to rectangular:

$$\begin{aligned}x &= \rho \cos \phi \\ y &= \rho \sin \phi \\ z &= z\end{aligned}\tag{2}$$

The volume element is

$$dV = \rho d\rho d\phi dz\tag{3}$$

# Spherical Coordinates

Rectangular to spherical

$$\begin{aligned}r &= \sqrt{x^2 + y^2 + z^2} = \sqrt{\rho^2 + z^2} \\ \theta &= \tan^{-1} \left( \frac{\sqrt{x^2 + y^2}}{z} \right) = \tan^{-1} \left( \frac{\rho}{z} \right) \\ \phi &= \tan^{-1} \left( \frac{y}{x} \right) .\end{aligned}\tag{4}$$

and for the spherical to rectangular

$$\begin{aligned}x &= r \sin \theta \cos \phi \\ y &= r \sin \theta \sin \phi \\ z &= r \cos \theta .\end{aligned}\tag{5}$$

The volume element is

$$dV = r^2 \sin \theta \, dr \, d\theta \, d\phi\tag{6}$$

# Examples

Before proceeding further complete examples 3.4, 3.5, 3.6



## Unit vectors

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# Unit vectors: transformations from cylindrical/spherical to rectangular

The coordinate unit vectors are defined as vectors of unit length pointing along coordinate lines in the direction of increasing coordinate variables.

It is left as an exercise to draw them in the three coordinate systems.

The following rules are applicable to transformations among unit coordinate vectors.

Transformations from cylindrical/spherical to rectangular:

$$\begin{aligned}\mathbf{u}_x &= \mathbf{u}_\rho \cos \phi - \mathbf{u}_\phi \sin \phi \\ &= \mathbf{u}_r \sin \theta \cos \phi + \mathbf{u}_\theta \cos \theta \cos \phi - \mathbf{u}_\phi \sin \phi \\ \mathbf{u}_y &= \mathbf{u}_\rho \sin \phi + \mathbf{u}_\phi \cos \phi \\ &= \mathbf{u}_r \sin \theta \sin \phi + \mathbf{u}_\theta \cos \theta \sin \phi + \mathbf{u}_\phi \cos \phi \\ \mathbf{u}_z &= \mathbf{u}_r \cos \theta - \mathbf{u}_\theta \sin \theta\end{aligned}\tag{7}$$

# Transformations from rectangular/spherical to cylindrical

Transformations from rectangular/spherical to cylindrical

$$\begin{aligned}\mathbf{u}_\rho &= \mathbf{u}_x \cos \phi + \mathbf{u}_y \sin \phi = \mathbf{u}_r \sin \theta + \mathbf{u}_\theta \cos \theta \\ \mathbf{u}_\phi &= -\mathbf{u}_x \sin \phi + \mathbf{u}_y \cos \phi \\ \mathbf{u}_z &= \mathbf{u}_r \cos \theta - \mathbf{u}_\theta \sin \theta\end{aligned}\tag{8}$$

# Transformations from rectangular/cylindrical to spherical

Transformations from rectangular/cylindrical to spherical:

$$\begin{aligned}\mathbf{u}_r &= \mathbf{u}_x \sin \theta \cos \phi + \mathbf{u}_y \sin \theta \sin \phi + \mathbf{u}_z \cos \theta \\ &= \mathbf{u}_\rho \sin \theta + \mathbf{u}_z \cos \theta \\ \mathbf{u}_\theta &= \mathbf{u}_x \cos \theta \cos \phi + \mathbf{u}_y \cos \theta \sin \phi - \mathbf{u}_z \sin \theta \\ &= \mathbf{u}_\rho \cos \theta - \mathbf{u}_z \sin \theta \\ \mathbf{u}_\phi &= -\mathbf{u}_x \sin \phi + \mathbf{u}_y \cos \phi\end{aligned}\tag{9}$$

# Coordinate transformations for vector components

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# Coordinate transformations for vector components

Rectangular to cylindrical components

$$\begin{aligned}F_{\rho} &= F_x \cos \phi + F_y \sin \phi \\F_{\phi} &= -F_x \sin \phi + F_y \cos \phi \\F_z &= F_z\end{aligned}\tag{10}$$

Rectangular to spherical components

$$\begin{aligned}F_r &= F_x \sin \theta \cos \phi + F_y \sin \theta \sin \phi + F_z \cos \theta \\F_{\theta} &= F_x \cos \theta \cos \phi + F_y \cos \theta \sin \phi - F_z \sin \theta \\F_{\phi} &= -F_x \sin \phi + F_y \cos \phi\end{aligned}\tag{11}$$

### Cylindrical to rectangular components

$$\begin{aligned}F_x &= F_\rho \cos \phi - F_\phi \sin \phi \\F_y &= F_\rho \sin \phi + F_\phi \cos \phi \\F_z &= F_z\end{aligned}\tag{12}$$

### Cylindrical to spherical components

$$\begin{aligned}F_r &= F_\rho \sin \theta + F_z \cos \theta \\F_\theta &= F_\rho \cos \theta - F_z \sin \theta \\F_\phi &= F_\phi\end{aligned}\tag{13}$$

# Coordinate systems

Spherical to rectangular components

$$\begin{aligned}F_x &= F_r \sin \theta \cos \phi + F_\theta \cos \theta \cos \phi - F_\phi \sin \phi \\F_y &= F_r \sin \theta \sin \phi + F_\theta \cos \theta \sin \phi + F_\phi \cos \phi \\F_z &= F_r \cos \theta - F_\theta \sin \phi\end{aligned}\tag{14}$$

Spherical to cylindrical components

$$\begin{aligned}F_\rho &= F_r \sin \theta + F_\theta \cos \theta \\F_\phi &= F_\phi \\F_z &= F_r \cos \theta - F_\theta \sin \theta\end{aligned}\tag{15}$$



# Summary of coordinate transformations:r2c

```
/* [wxMaxima batch file version 1] [ DO NOT EDIT BY HAND! ]*/
/* [ Created with wxMaxima version 11.08.0 ] */

/* [wxMaxima: input    start ] */
kill(all)$
load(vect)$

/* numerical
fpprintprec:5$
ratprint : false$
x :5.0 ;
y :2.0 ;
z :4.6 ;
*/

/* rectangular to cylindrical */
%rho : sqrt(x^2+y^2)$
phi : atan2(y,x)$
z :z$
print("rectangular to cylindrical")$
print('%rho, " = ",%rho)$
print('phi, " = ",phi)$
print('z, " = ",z)$

print("bye")$
/* [wxMaxima: input    end    ] */

/* Maxima can't load/batch files which end with a comment! */
"Created with wxMaxima"$
```

# Summary of coordinate transformations:c2r

```
/* [wxMaxima batch file version 1] [ DO NOT EDIT BY HAND! ]*/
/* [ Created with wxMaxima version 11.08.0 ] */

/* [wxMaxima: input    start ] */
kill(all)$
load(vect)$
/* c2r.wxm */

/* numerical
fpprintprec:5$
ratprint : false$
%rho :5.0 ;
phi : 3.14/4.0 ;
z :4.6 ;
*/

/* cylindrical to rectangular */
x : %rho * cos(phi)$
y : %rho * sin(phi)$
z : z$

print("cylindrical to rectangular")$
print('x, " = ",x)$
print('y, " = ",y)$
print('z, " = ",z)$

print("bye")$
/* [wxMaxima: input    end  ] */

/* Maxima can't load/batch files which end with a comment! */
"Created with wxMaxima"$
```

# Summary of coordinate transformations: r2s

```
/* [wxMaxima batch file version 1] [ DO NOT EDIT BY HAND! ]*/
/* [ Created with wxMaxima version 11.08.0 ] */

/* [wxMaxima: input    start ] */
kill(all)$
load(vect)$
/* r2s.wxm */

/* numerical
fpprintprec:5$
ratprint : false$
x :5.0 ;
y :2.0 ;
z :4.6 ;
*/

r : sqrt(x^2+y^2+z^2)$
theta : atan2(sqrt(x^2 +y^2),z)$
phi : atan2(y,x)$

print("rectangular to spherical")$
print('r, " = ",r)$
print('theta, " = ",theta)$
print('phi, " = ",phi)$

print("bye")$
/* [wxMaxima: input    end    ] */

/* Maxima can't load/batch files which end with a comment! */
"Created with wxMaxima"$
```

# Summary of coordinate transformations: s2r

```
/* [wxMaxima batch file version 1] [ DO NOT EDIT BY HAND! ]*/
/* [ Created with wxMaxima version 11.08.0 ] */

/* [wxMaxima: input    start ] */
kill(all)$
load(vect)$
/* s2r.wxm */

/* numerical
fpprintprec:5$
ratprint : false$
r :5.0 ;
theta :float(%pi)/4 ;
phi :4.6 ;
*/

x : r * sin(theta) * cos(phi)$
y : r * sin(theta) * sin(phi)$
z : r *cos(theta)$

print("spherical to rectangular")$
print('x, " = ",x)$
print('y, " = ",y)$
print('z, " = ",z)$

print("bye")$
/* [wxMaxima: input    end    ] */

/* Maxima can't load/batch files which end with a comment! */
"Created with wxMaxima"$
```

# Summary of coordinate transformations: c2s

```
/* [wxMaxima batch file version 1] [ DO NOT EDIT BY HAND! ]*/
/* [ Created with wxMaxima version 11.08.0 ] */

/* [wxMaxima: input    start ] */
kill(all)$
load(vect)$
/* c2s.wxm */

/* numerical
fpprintprec:5$
ratprint : false$
%rho :5.0 ;
phi :4.6 ;
z :2.0;
*/

/* cylindrical to spherical */
r : sqrt(%rho^2 + z^2)$
theta : atan2(%rho,z) $
phi : phi$

print("cylindrical to spherical")$
print('r, " = ",r)$
print('theta, " = ",theta)$
print('phi, " = ",phi)$

print("bye")$
/* [wxMaxima: input    end  ] */

/* Maxima can't load/batch files which end with a comment! */
"Created with wxMaxima"$
```

# Summary of coordinate transformations: s2c

```
/* [wxMaxima batch file version 1] [ DO NOT EDIT BY HAND! ]*/
/* [ Created with wxMaxima version 11.08.0 ] */

/* [wxMaxima: input    start ] */
kill(all)$
load(vect)$
/* s2c.wxm */

/* numerical */
fpprintprec:5$
ratprint : false$
r :5.0 ;
theta :float(%pi)/4 ;
phi :0.6 ;

%rho : r * sin(theta) $
phi : phi$
z : r *cos(theta)$

print("spherical to cylindrical")$
print('%rho, " = ",%rho)$
print('phi, " = ",phi)$
print('z, " = ",z)$

print("bye")$
/* [wxMaxima: input    end    ] */

/* Maxima can't load/batch files which end with a comment! */
"Created with wxMaxima"$
```

# Summary of vector transformations: v r2c

```
/* [wxMaxima batch file version 1] [ DO NOT EDIT BY HAND! ]*/
/* [ Created with wxMaxima version 11.08.0 ] */

/* [wxMaxima: input start ] */
kill(all)$
load(vect)$
/* V.r2c.wxm */

print(" from the cartesian expression of a vector pass to the cylindrical representation")$
/* numerical
fpprintprec:5$
ratprint : false$
A[x] :5.0 ;
A[y] : 3.14/4.0 ;
A[z] :4.6 ;
phi : atan2(A[y],A[x]);
*/

/* for unit vectors the following holds:
A[x] : x[0];
A[y] : y[0];
A[z] : z[0];
*/

print(" Transformation matrix r2cmat")$
r2cmat : matrix([cos(phi),sin(phi),0],[-sin(phi),cos(phi),0],[0,0,1]);

print(" vector A in rectangular coordinates")$
Avect : [A[x],A[y],A[z]];

print(" rectangular to cylindrical")$
Aspher : r2cmat . Avect ;

print("bye")$
/* [wxMaxima: input end ] */

/* Maxima can't load/batch files which end with a comment! */
"Created with wxMaxima"$
```

# Summary of vector transformations: v c2r

```
/* [wxMaxima batch file version 1] [ DO NOT EDIT BY HAND! ]*/
/* [ Created with wxMaxima version 11.08.0 ] */

/* [wxMaxima: input start ] */
kill(all)$
load(vect)$
/* V_r2c.wxm */

print(" from the cylindrical expression of a vector pass to the cartesian representation")$
/* numerical */
fpprintprec:5$
ratprint : false$
Arho :1.0 ;
Aphi : 3.14/4.0 ;
Az : 1.0 ;
print("in order to evaluate phi we need to know where the vector is to be evaluated!!!")$
x :1.0; y :1.0 ; phi : float(atan2(y,x));

/* for unit vectors the following holds:
A%rho : %rho[0];
Aphi : phi[0];
Az : z[0];
*/

print(" Transformation matrix r2cmat")$
r2cmat : matrix([cos(phi),sin(phi),0],[-sin(phi),cos(phi),0],[0,0,1])$
c2rmat:trigsimp(invert(r2cmat));
c2rmat:float(c2rmat);

print("vector A in cylindrical coordinates")$
Acyl : [Arho,Aphi,Az];

print("cylindrical to rectangular")$
Arect : c2rmat . Acyl ;

print("bye")$
/* [wxMaxima: input end ] */

/* Maxima can't load/batch files which end with a comment! */
"Created with wxMaxima"$
```



# Summary of vector transformations: v r2s

```
/* [wxMaxima batch file version 1] [ DO NOT EDIT BY HAND! ]*/
/* [ Created with wxMaxima version 11.08.0 ] */

/* [wxMaxima: input  start ] */
kill(all)$
load(vect)$
/* V_c2s.wxm */

print(" from the cartesian expression of a vector express the spherical representation")$
/* numerical
fpprintprec:5$
ratprint : false$
Ax :1.0 ;
Ay : 0.0 ;
Az : 0.0 ;
print(" coordinates where the vector is evaluated")$
Px: 0.0;
Py: 1.0;
Pz: 0.0;
phi : float(atan2(Py,Px));
theta : float(atan2(sqrt(Px^2+Py^2),Pz));
*/

/* for unit vectors the following holds:
Ax : x0;
Ay : y0;
Az : z0;
*/

print(" Transformation matrix s2rmat")$
r2smat : matrix([sin(theta)* cos(phi), sin(theta)*sin(phi),cos(theta)],
               [cos(theta)*cos(phi),cos(theta)*sin(phi),-sin(theta)],
               [-sin(phi),cos(phi),0]);

print(" vector A in rectangular coordinates")$
Arect : [Ax,Ay,Az];

print(" rectangular to spherical")$
Aspher : r2smat . Arect ;

print("bye")$
/* [wxMaxima: input  end ] */

/* Maxima can't load/batch files which end with a comment! */
"Created with wxMaxima"$
```

# Summary of vector transformations: v s2r

```
/* [wxMaxima batch file version 1] [ DO NOT EDIT BY HAND! ] */
/* [ Created with wxMaxima version 11.08.0 ] */

/* [wxMaxima: input  start ] */
kill(all)$
load(vect)$
/* V.s2r.wom */

print("From the spherical expression of a vector express the cartesian representation")$
/* numerical
fpprintprec:5$
ratprint : false$
Ar :1.0 ;
Atheta : 0.0 ;
Aphi : 0.0 ;
print("coordinates where the vector is evaluated")$
Px: 0.0;
Py: 1.0;
Pz: 0.0;
phi : float(atan2(Py,Px));
theta : float(atan2(sqrt(Px^2+Py^2),Pz));
*/

print("Transformation matrix s2rmat")$
r2smat : matrix([sin(theta)* cos(phi), sin(theta)*sin(phi), cos(theta)],
               [cos(theta)*cos(phi), cos(theta)*sin(phi), -sin(theta)],
               [-sin(phi), cos(phi), 0])$
s2rmat : trigsimp(invert(r2smat));

print("vector A in spherical coordinates")$
Aspher : [Ar,Atheta,Aphi];

print("spherical to rectangular")$
Arect : s2rmat . Aspher ;

print("bye")$
/* [wxMaxima: input  end ] */

/* Maxima can't load/batch files which end with a comment! */
"Created with wxMaxima"$
```

# Summary of vector transformations: v c2s

```
/* [wxMaxima batch file version 1] [ DO NOT EDIT BY HAND! ]*/
/* [ Created with wxMaxima version 11.08.0 ] */

/* [wxMaxima: input start ] */
kill(all)$
load(vect)$
/* V_c2s.wxm */

print("From the cylindrical representation of a vector express the spherical one")$
/* numerical
fpprintprec:5$
ratprint : false$
Arho :0.0 ;
Aphi : 0.0 ;
Az : 1.0 ;
print(" coordinates where the vector is evaluated")$
Px: 0.0;
Py: 1.0;
Pz: 0.0;
phi : float(atan2(Py,Px));
theta : float(atan2(sqrt(Px^2+Py^2),Pz));
*/

print(" Transformation matrix c2smat")$
c2smat : matrix([sin(theta),0,cos(theta)],
               [cos(theta),0,-sin(theta)],
               [0,1,0]);

print(" vector A in cyl coordinates")$
Acyl : [Arho,Aphi,Az];

print(" cylindrical to spherical")$
Aspher : c2smat . Acyl ;

print("bye")$
/* [wxMaxima: input end ] */

/* Maxima can't load/batch files which end with a comment! */
"Created with wxMaxima"$
```

# Summary of vector transformations: v s2c

```
/* [wxMaxima batch file version 1] [ DO NOT EDIT BY HAND! ]*/
/* [ Created with wxMaxima version 11.08.0 ] */

/* [wxMaxima: input  start ] */
kill(all)$
load(vect)$
/* V_c2s.wom */

print("From the spherical representation of a vector express the cylindrical one")$
/* numerical */
fpprintprec:5$
ratprint : false$
Ar :0.0 ;
Atheta : -1.0 ;
Aphi : 1.0 ;
print("coordinates where the vector is evaluated")$
Px: 0.0;
Py: 1.0;
Pz: 0.0;
phi : float(atan2(Py,Px));
theta : float(atan2(sqrt(Px^2+Py^2),Pz));

print(" Transformation matrix c2smat")$
c2smat : matrix([sin(theta),0,cos(theta)],
               [cos(theta),0,-sin(theta)],
               [0,1,0])$
s2cmat : trigsimp(invert(c2smat));

print("vector A in spher coordinates")$
Aspher : [Ar,Atheta,Aphi];

print("spherical to cylindrical")$
Acyl : s2cmat . Aspher ;
/* */
print("bye")$
/* [wxMaxima: input  end ] */

/* Maxima can't load/batch files which end with a comment! */
"Created with wxMaxima"$
```

# Pauli matrices in Cylindrical coordinates

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# Pauli matrices in Cylindrical coordinates

We have already introduced the Pauli matrices for the rectangular coordinate system  $\sigma_i$ , with  $i = 0, \dots, 3$ . When expressing a vector can identify  $\sigma_1$  with  $\mathbf{u}_x$ ,  $\sigma_2$  with  $\mathbf{u}_y$  and  $\sigma_3$  with  $\mathbf{u}_z$ . By using (8) we can write:

$$\begin{aligned}\mathbf{u}_\rho &= \mathbf{u}_x \cos \phi + \mathbf{u}_y \sin \phi \\ \sigma_\rho &= \cos \phi \sigma_1 + \sin \phi \sigma_2 \\ &= \begin{pmatrix} 0 & e^{-i\phi} \\ e^{i\phi} & 0 \end{pmatrix}.\end{aligned}\tag{16}$$

Similarly, for the unit vector along  $\phi$  we can write

$$\begin{aligned}\mathbf{u}_\phi &= -\mathbf{u}_x \sin \phi + \mathbf{u}_y \cos \phi \\ \sigma_\phi &= -\sin \phi \sigma_1 + \cos \phi \sigma_2 \\ &= \begin{pmatrix} 0 & -i e^{-i\phi} \\ i e^{i\phi} & 0 \end{pmatrix}.\end{aligned}\tag{17}$$

## Pauli matrices in Cylindrical coordinates

Naturally, for the  $z$  component we have that  $\sigma_z = \sigma_3$ . Summarizing, we have the following three matrices in cylindrical coordinates

$$\begin{aligned}\sigma_\rho &= \begin{pmatrix} 0 & e^{-i\phi} \\ e^{i\phi} & 0 \end{pmatrix} \\ \sigma_\phi &= \begin{pmatrix} 0 & -ie^{-i\phi} \\ ie^{i\phi} & 0 \end{pmatrix} \\ \sigma_z &= \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} .\end{aligned}\tag{18}$$

# Pauli matrices in Cylindrical coordinates

It is readily proved that the matrices  $\sigma_\rho, \sigma_\phi, \sigma_z$  when multiplied by themselves give the identity matrix  $\sigma_0$ , their trace is null, their determinant is always  $-1$  and their dot product is zero if they are not the same. In addition we have

$$\begin{aligned}i \sigma_z &= \sigma_\rho \sigma_\phi \\i \sigma_\rho &= \sigma_\phi \sigma_z \\i \sigma_\phi &= \sigma_z \sigma_\rho.\end{aligned}\tag{19}$$

Therefore the generic vector  $\mathbf{A}$  can be expressed in cylindrical coordinates in terms of Pauli matrices as

$$\begin{aligned}\tilde{A} &= A_\rho \sigma_\rho + A_\phi \sigma_\phi + A_z \sigma_z \\&= \begin{pmatrix} A_z & e^{-i\phi} (A_\rho - i A_\phi) \\ e^{i\phi} (A_\rho + i A_\phi) & -A_z \end{pmatrix}.\end{aligned}\tag{20}$$



## Pauli matrices in Cylindrical coordinates

It is noted that since the vector is the same when expressed in rectangular or cylindrical components we have the identity

$$A_\rho \sigma_\rho + A_\phi \sigma_\phi + A_z \sigma_z = A_x \sigma_1 + A_y \sigma_2 + A_z \sigma_3 . \quad (21)$$

By performing the dot product of the above expression with a selected sigma matrix we can recover the desired field component in terms of the other basis.

## Pauli matrices in Cylindrical coordinates

As an example let us consider to retrieve the expression of  $A_\rho$  in terms of the rectangular components. It is sufficient to dot multiply both sides of (27) times  $\sigma_\rho$  to retrieve

$$\begin{aligned} A_\rho &= A_x \sigma_1 \cdot \sigma_\rho + A_y \sigma_2 \cdot \sigma_\rho + A_z \sigma_3 \cdot \sigma_\rho \\ &= A_x \cos \phi + A_y \sin \phi \end{aligned} \tag{22}$$

where we remind that performing the dot product is equivalent to perform the matrix product and take half of the trace. It is left as an exercise for the reader to recover the results in the previous section by using Pauli matrices multiplication.

## Pauli matrices in Cylindrical coordinates

[illegible]

# Pauli matrices in Spherical coordinates

---

## Pauli matrices in Spherical coordinates

So far we have introduced the Pauli matrices for the rectangular and cylindrical coordinate systems. We can proceed in the same way that we have followed for the cylindrical coordinate system. By using (9) we can write:

$$\begin{aligned}\mathbf{u}_r &= \mathbf{u}_x \sin \theta \cos \phi + \mathbf{u}_y \sin \theta \sin \phi + \mathbf{u}_z \cos \theta \\ \sigma_r &= \sin \theta \cos \phi \sigma_1 + \sin \theta \sin \phi \sigma_2 + \cos \theta \sigma_3 \\ &= \begin{pmatrix} \cos \theta & e^{-i\phi} \sin \theta \\ e^{i\phi} \sin \theta & -\cos \theta \end{pmatrix} .\end{aligned}\tag{23}$$

# Pauli matrices in Spherical coordinates

Similarly, for the unit vector along  $\theta$  we can write:

$$\begin{aligned}\mathbf{u}_\theta &= \mathbf{u}_x \cos \theta \cos \phi + \mathbf{u}_y \cos \theta \sin \phi - \mathbf{u}_z \sin \theta \\ \sigma_\theta &= \cos \theta \cos \phi \sigma_1 + \cos \theta \sin \phi \sigma_2 - \sin \theta \sigma_3 \\ &= \begin{pmatrix} -\sin \theta & e^{-i\phi} \cos \theta \\ e^{i\phi} \cos \theta & \sin \theta \end{pmatrix} .\end{aligned}\tag{24}$$

Not surprisingly for the  $\phi$  coordinate the result is the same as in cylindrical coordinates.

# Pauli matrices in Spherical coordinates

Summarizing, we have the following three matrices in spherical coordinates

$$\begin{aligned}\sigma_r &= \begin{pmatrix} \cos \theta & e^{-i\phi} \sin \theta \\ e^{i\phi} \sin \theta & -\cos \theta \end{pmatrix} \\ \sigma_\theta &= \begin{pmatrix} -\sin \theta & e^{-i\phi} \cos \theta \\ e^{i\phi} \cos \theta & \sin \theta \end{pmatrix} \\ \sigma_\phi &= \begin{pmatrix} 0 & -i e^{-i\phi} \\ i e^{i\phi} & 0 \end{pmatrix} .\end{aligned}\tag{25}$$

## Pauli matrices in Spherical coordinates

It is readily proved that the matrices  $\sigma_r, \sigma_\theta, \sigma_\phi$  when multiplied by themselves give the identity matrix  $\sigma_0$ , their trace is null, their determinant is always  $-1$  and their dot product is zero if they are not the same. In addition we have:

$$\begin{aligned}i \sigma_\phi &= \sigma_r \sigma_\theta \\i \sigma_r &= \sigma_\theta \sigma_\phi \\i \sigma_\theta &= \sigma_\phi \sigma_r .\end{aligned}\tag{26}$$



# Pauli matrices in Spherical coordinates

Therefore, the generic vector  $\mathbf{A}$  can be expressed in spherical coordinates in terms of Pauli matrices as:

$$\begin{aligned}\tilde{A} &= A_r \sigma_r + A_\theta \sigma_\theta + A_\phi \sigma_\phi \\ &= \begin{pmatrix} A_r \cos \theta - A_\theta \sin \theta & e^{-i\phi} (A_r \sin \theta - i A_\phi + A_\theta \cos \theta) \\ e^{i\phi} (A_r \sin \theta + i A_\phi + A_\theta \cos \theta) & -A_r \cos \theta + A_\theta \sin \theta \end{pmatrix} \quad (27)\end{aligned}$$

# Pauli matrices in Spherical coordinates

It is noted that since the vector is the same when expressed in rectangular, cylindrical or spherical components we have the identity

$$\begin{aligned}\tilde{A} &= A_x\sigma_1 + A_y\sigma_2 + A_z\sigma_3 \\ &= A_\rho\sigma_\rho + A_\phi\sigma_\phi + A_z\sigma_z \\ &= A_r\sigma_r + A_\theta\sigma_\theta + A_\phi\sigma_\phi.\end{aligned}\tag{28}$$

By performing the dot product of the above expression with a selected sigma matrix we can recover the desired field component in terms of the other basis.

Thus all the transformation between vectors in different coordinate systems can be simply obtained by matrix multiplication and trace operation.

## Pauli matrices in Spherical coordinates

[illegible]

## Pauli matrices in Spherical coordinates

An example of application is provided with the following figure.

```

1  #!python3
2  # Imports the file system module [1]
3  import os
4  # Imports the random module [2]
5  import random
6  # Imports the math module [3]
7  import math
8
9  # Example of a transformation from a hexagram to a sphere [4]
10 def hexagonToSphere(hexagon):
11     # Get the center of the hexagon
12     cx = hexagon[0]
13     cy = hexagon[1]
14     # Calculate the radius of the hexagon
15     r = math.sqrt((cx-cx)**2 + (cy-cy)**2)
16     # Calculate the angle of the hexagon
17     angle = math.atan2(cy-cx, cx-cx)
18     # Calculate the sphere coordinates
19     x = r * math.cos(angle)
20     y = r * math.sin(angle)
21     z = r * math.sqrt(1 - (math.cos(angle)**2 + math.sin(angle)**2))
22     # Return the sphere coordinates
23     return (x, y, z)
24
25 # Example of a transformation from a sphere to a hexagon [5]
26 def sphereToHexagon(sphere):
27     # Get the sphere coordinates
28     x = sphere[0]
29     y = sphere[1]
30     z = sphere[2]
31     # Calculate the radius of the sphere
32     r = math.sqrt((x-x)**2 + (y-y)**2 + (z-z)**2)
33     # Calculate the angle of the sphere
34     angle = math.atan2(y-x, x-x)
35     # Calculate the hexagon coordinates
36     cx = r * math.cos(angle)
37     cy = r * math.sin(angle)
38     # Return the hexagon coordinates
39     return (cx, cy)
40
41 # Example of a transformation from a hexagon to a sphere [6]
42 def hexagonToSphere(hexagon):
43     # Get the center of the hexagon
44     cx = hexagon[0]
45     cy = hexagon[1]
46     # Calculate the radius of the hexagon
47     r = math.sqrt((cx-cx)**2 + (cy-cy)**2)
48     # Calculate the angle of the hexagon
49     angle = math.atan2(cy-cx, cx-cx)
50     # Calculate the sphere coordinates
51     x = r * math.cos(angle)
52     y = r * math.sin(angle)
53     z = r * math.sqrt(1 - (math.cos(angle)**2 + math.sin(angle)**2))
54     # Return the sphere coordinates
55     return (x, y, z)
56
57 # Example of a transformation from a sphere to a hexagon [7]
58 def sphereToHexagon(sphere):
59     # Get the sphere coordinates
60     x = sphere[0]
61     y = sphere[1]
62     z = sphere[2]
63     # Calculate the radius of the sphere
64     r = math.sqrt((x-x)**2 + (y-y)**2 + (z-z)**2)
65     # Calculate the angle of the sphere
66     angle = math.atan2(y-x, x-x)
67     # Calculate the hexagon coordinates
68     cx = r * math.cos(angle)
69     cy = r * math.sin(angle)
70     # Return the hexagon coordinates
71     return (cx, cy)
72
73 # Example of a transformation from a hexagon to a sphere [8]
74 def hexagonToSphere(hexagon):
75     # Get the center of the hexagon
76     cx = hexagon[0]
77     cy = hexagon[1]
78     # Calculate the radius of the hexagon
79     r = math.sqrt((cx-cx)**2 + (cy-cy)**2)
80     # Calculate the angle of the hexagon
81     angle = math.atan2(cy-cx, cx-cx)
82     # Calculate the sphere coordinates
83     x = r * math.cos(angle)
84     y = r * math.sin(angle)
85     z = r * math.sqrt(1 - (math.cos(angle)**2 + math.sin(angle)**2))
86     # Return the sphere coordinates
87     return (x, y, z)
88
89 # Example of a transformation from a sphere to a hexagon [9]
90 def sphereToHexagon(sphere):
91     # Get the sphere coordinates
92     x = sphere[0]
93     y = sphere[1]
94     z = sphere[2]
95     # Calculate the radius of the sphere
96     r = math.sqrt((x-x)**2 + (y-y)**2 + (z-z)**2)
97     # Calculate the angle of the sphere
98     angle = math.atan2(y-x, x-x)
99     # Calculate the hexagon coordinates
100    cx = r * math.cos(angle)
101    cy = r * math.sin(angle)
102    # Return the hexagon coordinates
103    return (cx, cy)
104
105 # Example of a transformation from a hexagon to a sphere [10]
106 def hexagonToSphere(hexagon):
107    # Get the center of the hexagon
108    cx = hexagon[0]
109    cy = hexagon[1]
110    # Calculate the radius of the hexagon
111    r = math.sqrt((cx-cx)**2 + (cy-cy)**2)
112    # Calculate the angle of the hexagon
113    angle = math.atan2(cy-cx, cx-cx)
114    # Calculate the sphere coordinates
115    x = r * math.cos(angle)
116    y = r * math.sin(angle)
117    z = r * math.sqrt(1 - (math.cos(angle)**2 + math.sin(angle)**2))
118    # Return the sphere coordinates
119    return (x, y, z)
120
121 # Example of a transformation from a sphere to a hexagon [11]
122 def sphereToHexagon(sphere):
123    # Get the sphere coordinates
124    x = sphere[0]
125    y = sphere[1]
126    z = sphere[2]
127    # Calculate the radius of the sphere
128    r = math.sqrt((x-x)**2 + (y-y)**2 + (z-z)**2)
129    # Calculate the angle of the sphere
130    angle = math.atan2(y-x, x-x)
131    # Calculate the hexagon coordinates
132    cx = r * math.cos(angle)
133    cy = r * math.sin(angle)
134    # Return the hexagon coordinates
135    return (cx, cy)
136
137 # Example of a transformation from a hexagon to a sphere [12]
138 def hexagonToSphere(hexagon):
139    # Get the center of the hexagon
140    cx = hexagon[0]
141    cy = hexagon[1]
142    # Calculate the radius of the hexagon
143    r = math.sqrt((cx-cx)**2 + (cy-cy)**2)
144    # Calculate the angle of the hexagon
145    angle = math.atan2(cy-cx, cx-cx)
146    # Calculate the sphere coordinates
147    x = r * math.cos(angle)
148    y = r * math.sin(angle)
149    z = r * math.sqrt(1 - (math.cos(angle)**2 + math.sin(angle)**2))
150    # Return the sphere coordinates
151    return (x, y, z)
152
153 # Example of a transformation from a sphere to a hexagon [13]
154 def sphereToHexagon(sphere):
155    # Get the sphere coordinates
156    x = sphere[0]
157    y = sphere[1]
158    z = sphere[2]
159    # Calculate the radius of the sphere
160    r = math.sqrt((x-x)**2 + (y-y)**2 + (z-z)**2)
161    # Calculate the angle of the sphere
162    angle = math.atan2(y-x, x-x)
163    # Calculate the hexagon coordinates
164    cx = r * math.cos(angle)
165    cy = r * math.sin(angle)
166    # Return the hexagon coordinates
167    return (cx, cy)
168
169 # Example of a transformation from a hexagon to a sphere [14]
170 def hexagonToSphere(hexagon):
171    # Get the center of the hexagon
172    cx = hexagon[0]
173    cy = hexagon[1]
174    # Calculate the radius of the hexagon
175    r = math.sqrt((cx-cx)**2 + (cy-cy)**2)
176    # Calculate the angle of the hexagon
177    angle = math.atan2(cy-cx, cx-cx)
178    # Calculate the sphere coordinates
179    x = r * math.cos(angle)
180    y = r * math.sin(angle)
181    z = r * math.sqrt(1 - (math.cos(angle)**2 + math.sin(angle)**2))
182    # Return the sphere coordinates
183    return (x, y, z)
184
185 # Example of a transformation from a sphere to a hexagon [15]
186 def sphereToHexagon(sphere):
187    # Get the sphere coordinates
188    x = sphere[0]
189    y = sphere[1]
190    z = sphere[2]
191    # Calculate the radius of the sphere
192    r = math.sqrt((x-x)**2 + (y-y)**2 + (z-z)**2)
193    # Calculate the angle of the sphere
194    angle = math.atan2(y-x, x-x)
195    # Calculate the hexagon coordinates
196    cx = r * math.cos(angle)
197    cy = r * math.sin(angle)
198    # Return the hexagon coordinates
199    return (cx, cy)
200
201 # Example of a transformation from a hexagon to a sphere [16]
202 def hexagonToSphere(hexagon):
203    # Get the center of the hexagon
204    cx = hexagon[0]
205    cy = hexagon[1]
206    # Calculate the radius of the hexagon
207    r = math.sqrt((cx-cx)**2 + (cy-cy)**2)
208    # Calculate the angle of the hexagon
209    angle = math.atan2(cy-cx, cx-cx)
210    # Calculate the sphere coordinates
211    x = r * math.cos(angle)
212    y = r * math.sin(angle)
213    z = r * math.sqrt(1 - (math.cos(angle)**2 + math.sin(angle)**2))
214    # Return the sphere coordinates
215    return (x, y, z)
216
217 # Example of a transformation from a sphere to a hexagon [17]
218 def sphereToHexagon(sphere):
219    # Get the sphere coordinates
220    x = sphere[0]
221    y = sphere[1]
222    z = sphere[2]
223    # Calculate the radius of the sphere
224    r = math.sqrt((x-x)**2 + (y-y)**2 + (z-z)**2)
225    # Calculate the angle of the sphere
226    angle = math.atan2(y-x, x-x)
227    # Calculate the hexagon coordinates
228    cx = r * math.cos(angle)
229    cy = r * math.sin(angle)
230    # Return the hexagon coordinates
231    return (cx, cy)
232
233 # Example of a transformation from a hexagon to a sphere [18]
234 def hexagonToSphere(hexagon):
235    # Get the center of the hexagon
236    cx = hexagon[0]
237    cy = hexagon[1]
238    # Calculate the radius of the hexagon
239    r = math.sqrt((cx-cx)**2 + (cy-cy)**2)
240    # Calculate the angle of the hexagon
241    angle = math.atan2(cy-cx, cx-cx)
242    # Calculate the sphere coordinates
243    x = r * math.cos(angle)
244    y = r * math.sin(angle)
245    z = r * math.sqrt(1 - (math.cos(angle)**2 + math.sin(angle)**2))
246    # Return the sphere coordinates
247    return (x, y, z)
248
249 # Example of a transformation from a sphere to a hexagon [19]
250 def sphereToHexagon(sphere):
251    # Get the sphere coordinates
252    x = sphere[0]
253    y = sphere[1]
254    z = sphere[2]
255    # Calculate the radius of the sphere
256    r = math.sqrt((x-x)**2 + (y-y)**2 + (z-z)**2)
257    # Calculate the angle of the sphere
258    angle = math.atan2(y-x, x-x)
259    # Calculate the hexagon coordinates
260    cx = r * math.cos(angle)
261    cy = r * math.sin(angle)
262    # Return the hexagon coordinates
263    return (cx, cy)
264
265 # Example of a transformation from a hexagon to a sphere [20]
266 def hexagonToSphere(hexagon):
267    # Get the center of the hexagon
268    cx = hexagon[0]
269    cy = hexagon[1]
270    # Calculate the radius of the hexagon
271    r = math.sqrt((cx-cx)**2 + (cy-cy)**2)
272    # Calculate the angle of the hexagon
273    angle = math.atan2(cy-cx, cx-cx)
274    # Calculate the sphere coordinates
275    x = r * math.cos(angle)
276    y = r * math.sin(angle)
277    z = r * math.sqrt(1 - (math.cos(angle)**2 + math.sin(angle)**2))
278    # Return the sphere coordinates
279    return (x, y, z)
280
281 # Example of a transformation from a sphere to a hexagon [21]
282 def sphereToHexagon(sphere):
283    # Get the sphere coordinates
284    x = sphere[0]
285    y = sphere[1]
286    z = sphere[2]
287    # Calculate the radius of the sphere
288    r = math.sqrt((x-x)**2 + (y-y)**2 + (z-z)**2)
289    # Calculate the angle of the sphere
290    angle = math.atan2(y-x, x-x)
291    # Calculate the hexagon coordinates
292    cx = r * math.cos(angle)
293    cy = r * math.sin(angle)
294    # Return the hexagon coordinates
295    return (cx, cy)
296
297 # Example of a transformation from a hexagon to a sphere [22]
298 def hexagonToSphere(hexagon):
299    # Get the center of the hexagon
300    cx = hexagon[0]
301    cy = hexagon[1]
302    # Calculate the radius of the hexagon
303    r = math.sqrt((cx-cx)**2 + (cy-cy)**2)
304    # Calculate the angle of the hexagon
305    angle = math.atan2(cy-cx, cx-cx)
306    # Calculate the sphere coordinates
307    x = r * math.cos(angle)
308    y = r * math.sin(angle)
309    z = r * math.sqrt(1 - (math.cos(angle)**2 + math.sin(angle)**2))
310    # Return the sphere coordinates
311    return (x, y, z)
312
313 # Example of a transformation from a sphere to a hexagon [2
```