# Lecture 5

**Coordinate Systems** 

## **Objective:**

- To know the relationship between three coordinate systems
- To know how to transfer point & vector from one coordinate to another.

#### **Cartesian coordinates:**

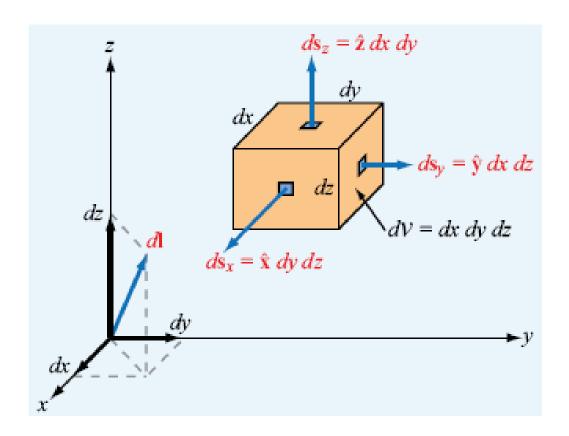


Figure: Differential length, area, and volume in Cartesian coordinates.

#### Cylindrical coordinates:

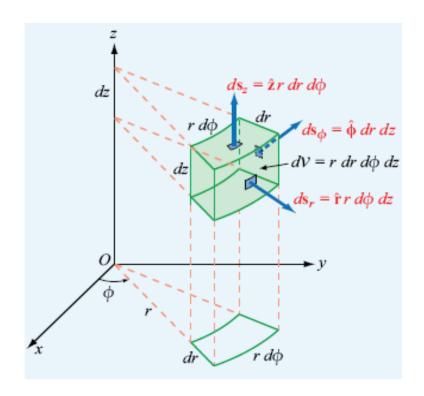


Figure: Differential length, area, and volume in cylindrical coordinates.

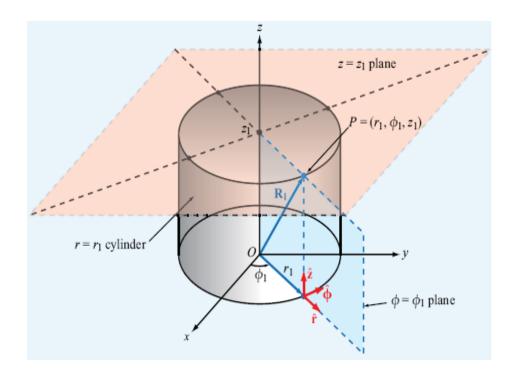
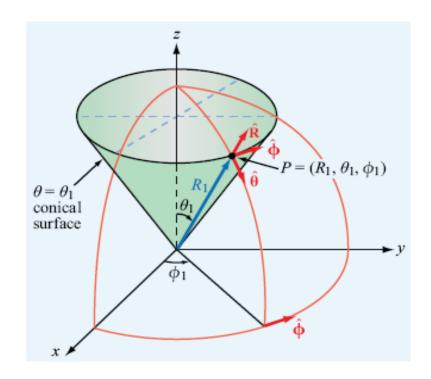


Figure: Point  $P(r_1, \phi_1, z_1)$  in cylindrical coordinates;  $r_1$  is the radial distance from the origin in the xy plane,  $\phi_1$  is the angle in xy plane measured from the x axis toward the y axis, and  $z_1$  is the vertical distance from the xy plane.

### Spherical coordinates:



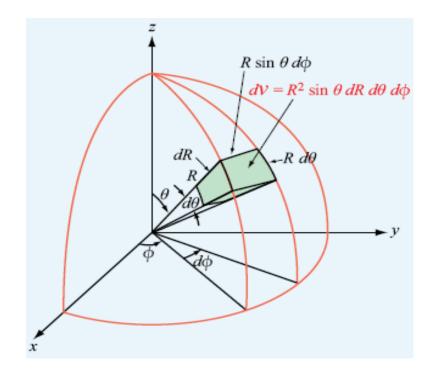


Figure: point  $P(R_1, \theta_1, \phi_1)$  in spherical coordinates.

Figure: Differential volume in spherical coordinates.

# Relation between the coordinate systems:

Transformation	Coordinate Variables	Unit Vectors	Vector Components
Cartesian to cylindrical	$r = \sqrt[+]{x^2 + y^2}$ $\phi = \tan^{-1}(y/x)$ $z = z$	$\hat{\mathbf{r}} = \hat{\mathbf{x}} \cos \phi + \hat{\mathbf{y}} \sin \phi$ $\hat{\mathbf{\varphi}} = -\hat{\mathbf{x}} \sin \phi + \hat{\mathbf{y}} \cos \phi$ $\hat{\mathbf{z}} = \hat{\mathbf{z}}$	$A_r = A_x \cos \phi + A_y \sin \phi$ $A_\phi = -A_x \sin \phi + A_y \cos \phi$ $A_z = A_z$
Cylindrical to Cartesian	$x = r \cos \phi$ $y = r \sin \phi$ $z = z$	$\hat{\mathbf{x}} = \hat{\mathbf{r}} \cos \phi - \hat{\mathbf{\varphi}} \sin \phi$ $\hat{\mathbf{y}} = \hat{\mathbf{r}} \sin \phi + \hat{\mathbf{\varphi}} \cos \phi$ $\hat{\mathbf{z}} = \hat{\mathbf{z}}$	$A_x = A_r \cos \phi - A_\phi \sin \phi$ $A_y = A_r \sin \phi + A_\phi \cos \phi$ $A_z = A_z$
Cartesian to spherical	$R = \sqrt[+]{x^2 + y^2 + z^2}$ $\theta = \tan^{-1}[\sqrt[+]{x^2 + y^2}/z]$ $\phi = \tan^{-1}(y/x)$	$\hat{\mathbf{R}} = \hat{\mathbf{x}} \sin \theta \cos \phi$ $+ \hat{\mathbf{y}} \sin \theta \sin \phi + \hat{\mathbf{z}} \cos \theta$ $\hat{\mathbf{\theta}} = \hat{\mathbf{x}} \cos \theta \cos \phi$ $+ \hat{\mathbf{y}} \cos \theta \sin \phi - \hat{\mathbf{z}} \sin \theta$ $\hat{\mathbf{\Phi}} = -\hat{\mathbf{x}} \sin \phi + \hat{\mathbf{y}} \cos \phi$	$A_R = A_x \sin \theta \cos \phi$ $+ A_y \sin \theta \sin \phi + A_z \cos \theta$ $A_\theta = A_x \cos \theta \cos \phi$ $+ A_y \cos \theta \sin \phi - A_z \sin \theta$ $A_\phi = -A_x \sin \phi + A_y \cos \phi$
Spherical to Cartesian	$x = R \sin \theta \cos \phi$ $y = R \sin \theta \sin \phi$ $z = R \cos \theta$	$\hat{\mathbf{x}} = \hat{\mathbf{R}} \sin \theta \cos \phi$ $+ \hat{\mathbf{\theta}} \cos \theta \cos \phi - \hat{\mathbf{\phi}} \sin \phi$ $\hat{\mathbf{y}} = \hat{\mathbf{R}} \sin \theta \sin \phi$ $+ \hat{\mathbf{\theta}} \cos \theta \sin \phi + \hat{\mathbf{\phi}} \cos \phi$ $\hat{\mathbf{z}} = \hat{\mathbf{R}} \cos \theta - \hat{\mathbf{\theta}} \sin \theta$	$A_{X} = A_{R} \sin \theta \cos \phi$ $+ A_{\theta} \cos \theta \cos \phi - A_{\phi} \sin \phi$ $A_{Y} = A_{R} \sin \theta \sin \phi$ $+ A_{\theta} \cos \theta \sin \phi + A_{\phi} \cos \phi$ $A_{Z} = A_{R} \cos \theta - A_{\theta} \sin \theta$
Cylindrical to spherical	$R = \sqrt[+]{r^2 + z^2}$ $\theta = \tan^{-1}(r/z)$ $\phi = \phi$	$\hat{\mathbf{R}} = \hat{\mathbf{r}} \sin \theta + \hat{\mathbf{z}} \cos \theta$ $\hat{\boldsymbol{\theta}} = \hat{\mathbf{r}} \cos \theta - \hat{\mathbf{z}} \sin \theta$ $\hat{\boldsymbol{\Phi}} = \hat{\boldsymbol{\Phi}}$	$A_R = A_r \sin \theta + A_z \cos \theta$ $A_\theta = A_r \cos \theta - A_z \sin \theta$ $A_\phi = A_\phi$
Spherical to cylindrical	$r = R \sin \theta$ $\phi = \phi$ $z = R \cos \theta$	$\hat{\mathbf{r}} = \hat{\mathbf{R}} \sin \theta + \hat{\mathbf{\theta}} \cos \theta$ $\hat{\mathbf{\Phi}} = \hat{\mathbf{\Phi}}$ $\hat{\mathbf{z}} = \hat{\mathbf{R}} \cos \theta - \hat{\mathbf{\theta}} \sin \theta$	$A_r = A_R \sin \theta + A_\theta \cos \theta$ $A_\phi = A_\phi$ $A_z = A_R \cos \theta - A_\theta \sin \theta$

#### **Point Transformation:**

**Example 1:** Transform  $\left(\sqrt{2}, \frac{3\pi}{4}, 3\right)$  from cylindrical coordinates to Cartesian coordinates.

Solution: 
$$x = r \cos \phi = \sqrt{2} \cos \frac{3\pi}{4} = -1$$
,  $y = r \sin \phi = \sqrt{2} \sin \frac{3\pi}{4} = 1$ ,  $z = z = 3$ 

So, Cartesian point (x, y, z) = (-1,1,3)

**Example 2:** Transform  $(1, 0, \sqrt{3})$  from Cartesian coordinate to spherical coordinate.

Solution: 
$$R = \sqrt{x^2 + y^2 + z^2} = \sqrt{1^2 + 0^2 + (\sqrt{3})^2} = \sqrt{4} = 2$$

$$\theta = tan^{-1} \left( \frac{\sqrt{x^2 + y^2}}{z} \right) = tan^{-1} \left( \frac{\sqrt{1^2 + 0^2}}{(\sqrt{3})} \right) = \frac{\pi}{6}$$

$$\phi = tan^{-1}\frac{y}{x} = tan^{-1}\frac{0}{1} = 0$$

So, the spherical point  $(R, \theta, \phi) = (2, \frac{\pi}{6}, 0)$ 

#### **Some Related Exercise:**

Convert the coordinates of the following points from Cartesian to cylindrical and spherical coordinates:

a) 
$$p_1 = (-1, \sqrt{3}, -2\sqrt{3})$$

b) 
$$p_2 = (4, 0, -4)$$

c) 
$$p_3 = (\sqrt{8}, -\sqrt{8}, 4)$$

Convert the coordinates of the following points from cylindrical to Cartesian and spherical coordinates:

a) 
$$p_1 = (2, \frac{2\pi}{3}, 2\sqrt{3})$$

b) 
$$p_2 = (\sqrt{3}, 0, -1)$$

c) 
$$p_3 = (4\sqrt{3}, \pi, -4)$$

# **Sample MCQ:**

1. Which of the following point in cylindrical coordinate is equivalent to the point (-1,1,3) in Cartesian coordinate?

- a)  $\left(\sqrt{2}, \frac{3\pi}{4}, 3\right)$
- b)  $\left(\sqrt{2},\frac{\pi}{4},3\right)$
- c)  $\left(\sqrt{2},-\frac{3\pi}{4},3\right)$
- d)  $\left(\sqrt{2},-\frac{\pi}{4},3\right)$

2. Which of the following point in Cartesian coordinate is equivalent to the point  $\left(2,\frac{\pi}{\epsilon},0\right)$  in cylindrical coordinate?

- a) (1,0,0)
- *b*)  $(-1, 0, \sqrt{3})$
- c)  $(1, 0, -\sqrt{3})$
- *d*)  $(1, 0, \sqrt{3})$

## 3. Which of the following could be true for the point (2, 0, -2)?

- a) it is a point in cylindrical coordinate
- b) it is a point in Cartesian coordinate
- c) both of them
- d) none of them

#### **Outcome:**

- Clear concept about three coordinate systems and the relationship between them.
- Point & vector can be easily transformed from one coordinate to another.