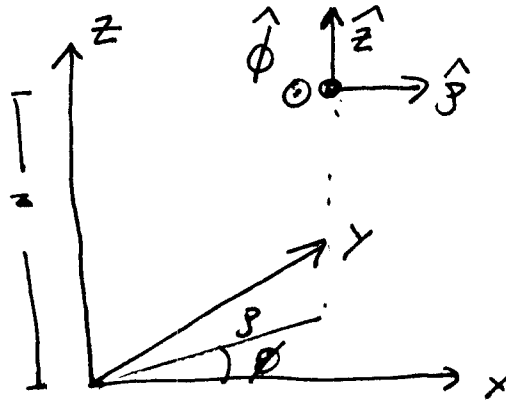


Curvilinear Coordinates

①

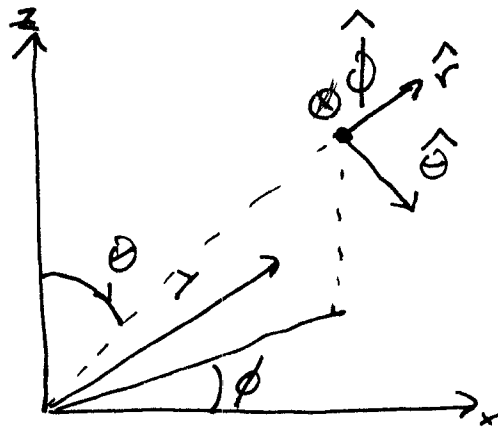
Cartesian $\hat{x} \times \hat{y} = \hat{z}$

Cylindrical $\hat{\rho} \times \hat{\phi} = \hat{z}$



Spherical

~~$\hat{r} \times \hat{\phi} = \hat{\theta}$~~ $\hat{r} \times \hat{\theta} = \hat{\phi}$



Beware of definition of $\phi \leftrightarrow \theta$ is often reversed.

(2)

What do the unit vectors mean?

In Cartesian coordinates,

$$\hat{x} = (1, 0, 0) \quad \hat{y} = (0, 1, 0) \quad \hat{z} = (0, 0, 1)$$

$$\begin{aligned} \Rightarrow \nabla \cdot \hat{x} &= \left(\frac{\partial 1}{\partial x} + \frac{\partial 0}{\partial y} + \frac{\partial 0}{\partial z} \right) \\ &= 0 \end{aligned}$$

\Rightarrow Cartesian unit vectors are constant.

What about \hat{p} , \hat{r} , $\hat{\phi}$, and $\hat{\theta}$?

$$\vec{p} = (x, y, 0) \quad p = \sqrt{x^2 + y^2}$$

$$\hat{p} = \left(\frac{x}{p}, \frac{y}{p}, 0 \right)$$

$$= \left(\frac{x}{\sqrt{x^2 + y^2}}, \frac{y}{\sqrt{x^2 + y^2}}, 0 \right)$$

$$= (\cos \phi, \sin \phi, 0)$$

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$\hat{\phi}$ is \perp to \hat{p} and to \hat{z}

$$\hat{\phi} \cdot \hat{z} = 0 \quad \hat{\phi} \cdot \hat{p} = 0$$

$$\hat{\phi} = \pm \left(\frac{-y}{p}, \frac{x}{p}, 0 \right)$$

Choose sign for right handed

If $\hat{p} = \hat{x}$, $\hat{\theta} = \hat{y}$

$$\hat{p} = \hat{x} \Rightarrow x=1, y=0$$

$$\hat{\phi} = \pm (0, 1, 0) \quad \text{select +}$$

$$\hat{\phi} = \left(\frac{-y}{p}, \frac{x}{p}, 0 \right) = -(\sin\phi, \cos\phi, 0)$$

What is $\nabla \cdot \hat{\phi}$ or $\nabla \hat{\phi}$? (zero??)

$$\text{No, } \nabla \hat{\phi} = \left(-\nabla \left(\frac{y}{p} \right), \nabla \left(\frac{x}{p} \right), 0 \right) \neq 0$$

④

The expressions ∇f , $\nabla \cdot \vec{A}$, $\nabla \times \vec{A}$ are scalars (numbers) or vectors (number + direction) that represent physical quantities. They are real things that are not affected by how they are represented mathematically.

$$\begin{aligned} \vec{A} &= A_x \hat{x} + A_y \hat{y} + A_z \hat{z} \\ &= A_\rho \hat{\rho} + A_\phi \hat{\phi} + A_z \hat{z} \quad \text{is still } \vec{A} \\ &= A_r \hat{r} + A_\theta \hat{\theta} + A_\phi \hat{\phi} \end{aligned}$$

$$\nabla \cdot \vec{A} = \frac{\partial A_x}{\partial x} + \frac{\partial A_y}{\partial y} + \frac{\partial A_z}{\partial z}$$

$$= \frac{1}{\rho} \frac{\partial (\rho A_\rho)}{\partial \rho} + \frac{1}{\rho} \frac{\partial A_\phi}{\partial \phi} + \frac{\partial A_z}{\partial z}$$

$$= \frac{1}{r^2} \frac{\partial (r^2 A_r)}{\partial r} + \frac{1}{r \sin \theta} \frac{\partial (A_\theta \sin \theta)}{\partial \theta}$$

$$+ \frac{1}{r \sin \theta} \frac{\partial A_\phi}{\partial \phi}$$

Note, to use these formulas, you have to completely express the function or field in the variables of the coordinate system. ⑤

$$\left. \begin{aligned} x &= \rho \cos \phi & = & r \sin \theta \cos \phi \\ y &= \rho \sin \phi & = & r \sin \theta \sin \phi \\ z &= z & = & r \cos \theta \end{aligned} \right\} \begin{array}{l} \text{Weirdly} \\ \text{missing from} \\ \text{front cover.} \end{array}$$

Consider, $\vec{E} = x \hat{\phi}$. Calculate $\nabla \cdot \vec{E}$

Method 1

$$\vec{E} = x \left(\frac{-y}{\sqrt{x^2+y^2}}, \frac{x}{\sqrt{x^2+y^2}}, 0 \right)$$

$$= \left(\frac{-xy}{\sqrt{x^2+y^2}}, \frac{x^2}{\sqrt{x^2+y^2}}, 0 \right)$$

$$\nabla \cdot \vec{E} = \frac{\partial}{\partial x} \left(\frac{-xy}{\sqrt{x^2+y^2}} \right) + \frac{\partial}{\partial y} \left(\frac{x^2}{\sqrt{x^2+y^2}} \right)$$

$$= \frac{-y}{\sqrt{x^2+y^2}} + \frac{x^2 y}{(x^2+y^2)^{3/2}} - \frac{y x^2}{\sqrt{x^2+y^2}^{3/2}} = \frac{-y}{\sqrt{x^2+y^2}}$$

Method 2

$$\vec{E} = \rho \cos \phi \hat{\phi}$$

$$= A_\rho \hat{\rho} + A_\phi \hat{\phi} + A_z \hat{z}$$

$$A_\rho = 0, \quad A_\phi = \rho \cos \phi, \quad A_z = 0$$

$$\nabla \cdot \vec{E} = 0 + \frac{1}{\rho} \frac{\partial A_\phi}{\partial \phi} + 0$$

$$= -\sin \phi = \frac{-y}{\sqrt{x^2 + y^2}} \quad \checkmark$$

Changing Coordinate Systems

- The exercise above

showed one method of changing coordinate systems. Grab the representation of the unit vectors in the new frame and substitute. We can also exploit the fact that vectors are vectors.

$$\vec{A} = A_x \hat{x} + A_y \hat{y} + A_z \hat{z} = A_\rho \hat{\rho} + A_\phi \hat{\phi} + A_z \hat{z}$$

$$A_x = \hat{x} \cdot \vec{A} = A_y \hat{x} \cdot \hat{y} + A_\phi \hat{x} \cdot \hat{\phi} + A_z \hat{x} \cdot \hat{z}$$
$$= A_y \cos \phi - A_\phi \sin \phi$$

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