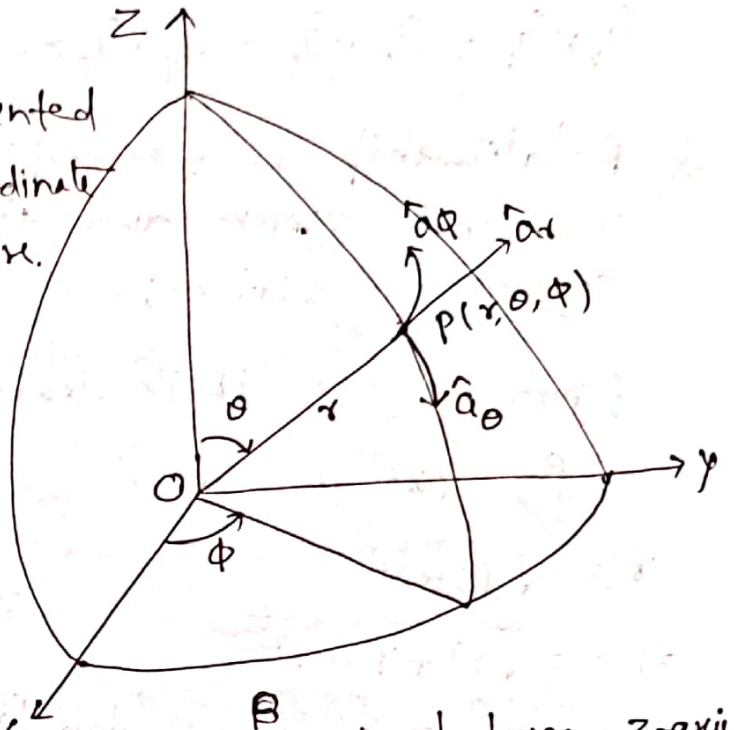


## Short notes on spherical coordinate or spherical polar coordinate $(r, \theta, \phi)$ .

Spherical coordinate system is most appropriate whenever we dealing with problems having a degree of spherical symmetry.

A point  $P$  can be represented as  $(r, \theta, \phi)$  in spherical coordinate system as shown in figure.

from figure, it is clear that  $r$  is the distance of the point  $P$  from the origin or the radius of ~~the~~ a sphere centred at origin and passing through the



point  $P$ ;  $\theta$  (called the colatitude) is the angle between  $z$ -axis and the position vector  $\vec{OP}$ ;  $\phi$  (azimuthal angle) is the angle measured from the  $x$ -axis in  $xy$  plane.

Ranges of the variables  $r, \theta$  and  $\phi$  in spherical coordinate system are

$$0 \leq r < \infty, \quad 0 \leq \theta \leq \pi \quad \text{and} \quad 0 \leq \phi < 2\pi.$$

A vector  $\vec{A}$  in spherical coordinate system may be written as

$$(A_r, A_\theta, A_\phi) \quad \text{or} \quad \vec{A} = A_r \hat{a}_r + A_\theta \hat{a}_\theta + A_\phi \hat{a}_\phi \quad \text{--- ①}$$

Where  $\hat{a}_r, \hat{a}_\theta$  and  $\hat{a}_\phi$  are unit vectors along  $r, \theta$ - and  $\phi$ - directions respectively.

Magnitude of vector  $\vec{A}$  is  $A = \sqrt{A_r^2 + A_\theta^2 + A_\phi^2}$

The unit vectors  $\hat{a}_r, \hat{a}_\theta$  and  $\hat{a}_\phi$  are mutually perpendicular unit vectors (orthogonal).  $\hat{a}_\theta$  is directed

along radius  $r$  or in the <sup>(2)</sup> direction of increasing  $r$ ;  
 $\hat{a}_\theta$  is directed along the direction of increasing  $\theta$ ;  
 and  $\hat{a}_\phi$  is directed in the direction of increasing  $\phi$ .

$$\hat{a}_r \cdot \hat{a}_r = \hat{a}_\theta \cdot \hat{a}_\theta = \hat{a}_\phi \cdot \hat{a}_\phi = 1, \quad \hat{a}_r \cdot \hat{a}_\theta = \hat{a}_\theta \cdot \hat{a}_\phi = \hat{a}_\phi \cdot \hat{a}_r = 0$$

$$\hat{a}_r \times \hat{a}_r = \hat{a}_\theta \times \hat{a}_\theta = \hat{a}_\phi \times \hat{a}_\phi = 0, \quad \hat{a}_r \times \hat{a}_\theta = \hat{a}_\phi, \quad \hat{a}_\theta \times \hat{a}_\phi = \hat{a}_r, \quad \hat{a}_\phi \times \hat{a}_r = \hat{a}_\theta$$

\* Relationship between space variables  $(x, y, z)$  of cartesian coordinate system and space variable  $(r, \theta, \phi)$  of spherical coordinate system:

From figure, it is clear that

$$\rho = \sqrt{x^2 + y^2}$$

$$r = \sqrt{\rho^2 + z^2}$$

$$\Rightarrow r = \sqrt{x^2 + y^2 + z^2}$$

$$\tan \theta = \frac{\rho}{z} = \frac{\sqrt{x^2 + y^2}}{z} \Rightarrow \theta = \tan^{-1} \left( \frac{\sqrt{x^2 + y^2}}{z} \right)$$

$$\tan \phi = \frac{y}{x} \Rightarrow \phi = \tan^{-1} \left( \frac{y}{x} \right)$$

Thus  $r = \sqrt{x^2 + y^2 + z^2}, \theta = \tan^{-1} \left( \frac{\sqrt{x^2 + y^2}}{z} \right), \phi = \tan^{-1} \left( \frac{y}{x} \right)$  — (2)

Again

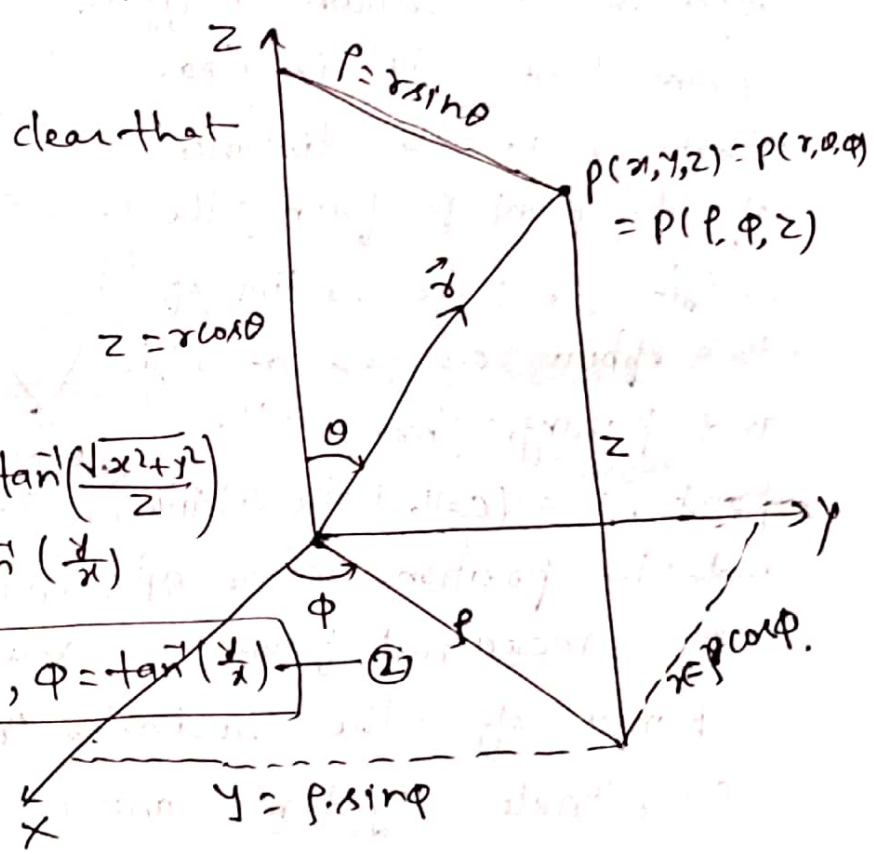
$$x = \rho \cdot \cos \phi = r \sin \theta \cdot \cos \phi \quad \because \rho = r \sin \theta$$

$$y = \rho \cdot \sin \phi = r \sin \theta \cdot \sin \phi \quad \because \rho = r \sin \theta$$

$$z = r \cos \theta$$

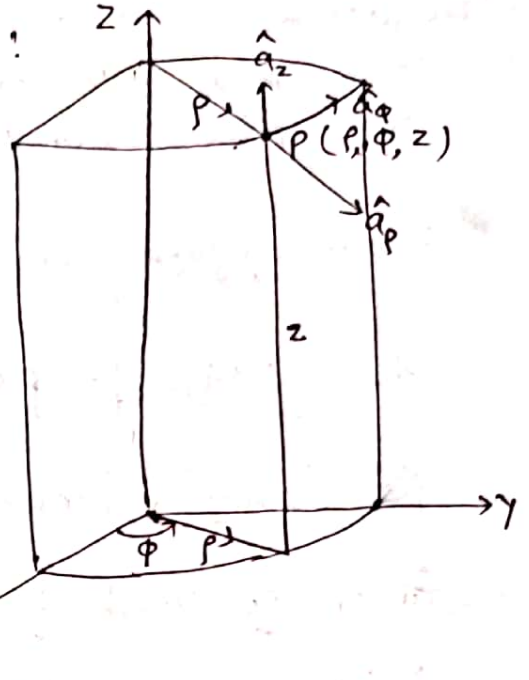
Thus  $x = r \sin \theta \cos \phi, y = r \sin \theta \sin \phi, z = r \cos \theta$  — (3)

Therefore eqn (2) is used for transforming the point P from cartesian coordinate  $(x, y, z)$  to spherical polar coordinate  $(r, \theta, \phi)$  and eqn (3) is used for transforming the point P from spherical coordinate  $(r, \theta, \phi)$  to cartesian coordinate  $(x, y, z)$ .



Short notes on cylindrical coordinates or circular cylindrical coordinates  $(\rho, \phi, z)$ :

The circular cylindrical coordinate system is very convenient whenever we are dealing with problems having cylindrical symmetry.



A point  $P$  can be represented as  $(\rho, \phi, z)$  in circular cylindrical coordinate system as shown in figure.  $\rho$  is radius of the cylinder passing through the point  $P$  or radial distance from  $z$  axis;  $\phi$ , called azimuthal angle is measured from  $x$ -axis in  $xy$  plane and  $z$  is the same as in the Cartesian coordinate system.

The ranges of the variables  $\rho$ ,  $\phi$  and  $z$  in circular cylindrical system are

$$0 \leq \rho < \infty, \quad 0 \leq \phi < 2\pi \quad \text{and} \quad -\infty < z < \infty.$$

A vector  $\vec{A}$  in cylindrical coordinate system can be written as  $(A_\rho, A_\phi, A_z)$  or  $\vec{A} = A_\rho \hat{a}_\rho + A_\phi \hat{a}_\phi + A_z \hat{a}_z$

where  $\hat{a}_\rho$ ,  $\hat{a}_\phi$  and  $\hat{a}_z$  are unit vectors in cylindrical coordinate system in  $\rho$ ,  $\phi$ - and  $z$ -directions respectively as shown in figure. These three unit vectors are mutually perpendicular to one another i.e., they are orthogonal.

The magnitude of  $\vec{A}$  is  $A = \sqrt{A_\rho^2 + A_\phi^2 + A_z^2}$ .

$\hat{a}_\rho$  is directed in the direction of increasing  $\rho$ ,  $\hat{a}_\phi$  is directed along increasing  $\phi$  and  $\hat{a}_z$  along positive  $z$  direction.

$$\begin{aligned} \hat{a}_\rho \cdot \hat{a}_\rho &= \hat{a}_\phi \cdot \hat{a}_\phi = \hat{a}_z \cdot \hat{a}_z = 1, & \hat{a}_\rho \cdot \hat{a}_\phi &= \hat{a}_\phi \cdot \hat{a}_z = \hat{a}_z \cdot \hat{a}_\rho = 0 \\ \hat{a}_\rho \times \hat{a}_\rho &= \hat{a}_\phi \times \hat{a}_\phi = \hat{a}_z \times \hat{a}_z = 0 & \therefore \hat{a}_\rho &+ \hat{a}_\phi + \hat{a}_z \\ \left\{ \begin{aligned} \hat{a}_\rho \times \hat{a}_\phi &= \hat{a}_z, & \hat{a}_\phi \times \hat{a}_z &= \hat{a}_\rho, & \hat{a}_z \times \hat{a}_\rho &= \hat{a}_\phi \end{aligned} \right\} \end{aligned}$$

where equations under bracket are obtained in cyclic permutation.

Relation between the variables  $(x, y, z)$  of the cartesian coordinate system and the variables  $(\rho, \phi, z)$  of the cylindrical coordinate system:

From figure, it is clear that

$$x = \rho \cdot \cos \phi, \quad y = \rho \sin \phi, \quad z = z \quad \text{--- (1)}$$

$$\rho = \sqrt{x^2 + y^2}, \quad \tan \phi = \frac{y}{x} \Rightarrow \phi = \tan^{-1} \left( \frac{y}{x} \right), \quad z = z \quad \text{--- (2)}$$

Equ<sup>n</sup> (1) is used for transforming

a point  $P$  from cylindrical

coordinate  $(\rho, \phi, z)$  into

Cartesian coordinate  $(x, y, z)$

and equ<sup>n</sup> (2) is used for

transforming a point  $P$  from cartesian coordinate  $(x, y, z)$

into cylindrical coordinate  $(\rho, \phi, z)$ .

