

SPHERICAL POLAR COORDINATES & UNIT VECTORS

- On HW 2, you should have derived the following expressions for the unit vectors \hat{r} , $\hat{\theta}$, & $\hat{\phi}$:

$$\hat{r} = \sin\theta \cos\phi \hat{x} + \sin\theta \sin\phi \hat{y} + \cos\theta \hat{z}$$

$$\hat{\theta} = \cos\theta \cos\phi \hat{x} + \cos\theta \sin\phi \hat{y} - \sin\theta \hat{z}$$

$$\hat{\phi} = -\sin\phi \hat{x} + \cos\phi \hat{y}$$

- This makes it easy to write the $r, \theta, \text{ \& } \phi$ components of a vector if you already know its $x, y, \text{ \& } z$ components in Cartesian coords.
- Like we said in class, the components of a vector \vec{A} in SPC are:

$$A_r = \vec{A} \cdot \hat{r} \quad A_\theta = \vec{A} \cdot \hat{\theta} \quad A_\phi = \vec{A} \cdot \hat{\phi}$$

So

$$\hat{x} \cdot \hat{r} = \sin\theta \cos\phi \quad \left. \vphantom{\hat{x} \cdot \hat{r}} \right\} \text{The } r\text{-component of } \hat{x}$$

$$\hat{x} \cdot \hat{\theta} = \cos\theta \cos\phi \quad \left. \vphantom{\hat{x} \cdot \hat{\theta}} \right\} \text{The } \theta\text{-component of } \hat{x}$$

$$\hat{x} \cdot \hat{\phi} = -\sin\phi \quad \left. \vphantom{\hat{x} \cdot \hat{\phi}} \right\} \text{The } \phi\text{-component of } \hat{x}$$

$$\hookrightarrow \hat{x} = \sin\theta \cos\phi \hat{r} + \cos\theta \cos\phi \hat{\theta} - \sin\phi \hat{\phi}$$

$$\hat{y} = \sin\theta \sin\phi \hat{r} + \cos\theta \sin\phi \hat{\theta} + \cos\phi \hat{\phi}$$

$$\hat{z} = \cos\theta \hat{r} - \sin\theta \hat{\theta}$$

Work these out the same way we worked out the components of \hat{x}

- We can also figure out how to write the position vector in SPC this way

$$\begin{aligned}\vec{r} &= x \hat{x} + y \hat{y} + z \hat{z} \\ &= r \sin\theta \cos\phi \hat{x} + r \sin\theta \sin\phi \hat{y} + r \cos\theta \hat{z}\end{aligned}$$

You can either replace $\hat{x}, \hat{y}, \hat{z}$ w/ appropriate combinations of $\hat{r}, \hat{\theta}, \hat{\phi}$ from the previous page, or you can work out the components one-at-a-time by doing the dot products $\vec{r} \cdot \hat{r}$, $\vec{r} \cdot \hat{\theta}$, and $\vec{r} \cdot \hat{\phi}$. Either way, you get the same answer

$$\vec{r} = r \hat{r}$$

- This had to be the answer, right? The position vector is how far a point is from the origin (r in SPC) times the direction from the origin to that point (which is what \hat{r} means).
- Notice that the info about θ & ϕ is there in \hat{r} !

$$\hat{r} = \sin\theta \cos\phi \hat{x} + \sin\theta \sin\phi \hat{y} + \cos\theta \hat{z}$$

- So when you start taking derivatives of \vec{r} , remember that \hat{r} isn't constant!

$$\begin{aligned}\frac{d}{dt}(\vec{r}) &= \frac{d}{dt}(r \hat{r}(\theta, \phi)) = \dot{r} \hat{r} + r \frac{d}{dt} \hat{r}(\theta, \phi) \\ &= \dot{r} \hat{r} + r \dot{\theta} \frac{d\hat{r}}{d\theta} + r \dot{\phi} \frac{d\hat{r}}{d\phi}\end{aligned}$$

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