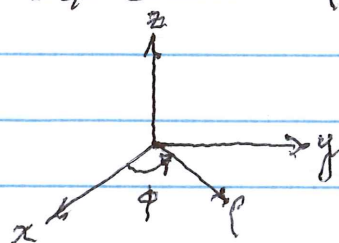


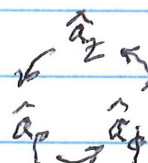
coord systems (cont.)

2. cylindrical $P(\rho, \phi, z)$



$$\begin{aligned} 0 &\leq \rho < \infty \\ 0 &\leq \phi < 2\pi, \text{ measured from } +x \text{ axis} \\ -\infty &< z < \infty \end{aligned}$$

• use RHR to set up axes



• $\hat{a}_\rho \neq \hat{a}_\phi \neq \text{const unit vectors}$

→ magn = 1, but dirs changes

• position vector: $\vec{r} = \rho \hat{a}_\rho + z \hat{a}_z$ [m]

- no ϕ !!! ϕ is an angle

- $\vec{r} \neq (\rho, \phi, z)$ but $\vec{A} = (A_\rho, A_\phi, A_z)$

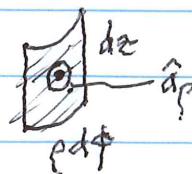
differential quantities

curl: $d\vec{l} = d\rho \hat{a}_\rho + \underbrace{\rho d\phi \hat{a}_\phi}_{\text{arc length of circle}} + dz \hat{a}_z$ [m]

= arc length of circle

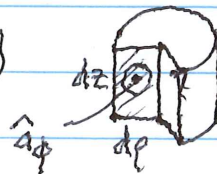
• recall  $s = r\theta$

$$d\vec{S} = \pm \rho d\phi dz \hat{a}_\rho \text{ [m}^2\text{]}$$

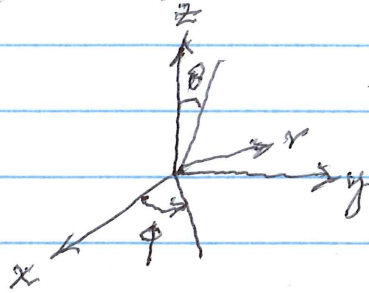


⊙ out of surf
⊗ into surf
+ out of vol
- into vol

$$d\vec{S} = \pm d\rho dz \hat{a}_\phi \text{ [m}^2\text{]}$$



3. spherical coords $P(r, \theta, \phi)$



$$0 \leq r < \infty$$

$$0 \leq \theta \leq \pi$$

$$0 \leq \phi < 2\pi$$

• use RHR to set up axes

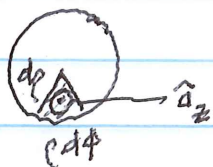
• $\hat{a}_r, \hat{a}_\theta, \hat{a}_\phi \neq$ const unit vectors $\hat{a}_r \rightarrow \hat{a}_\theta$

$\rightarrow$ magn ≈ 1 , but dirs change

• position vector: $\vec{r} = r\hat{a}_r$ [m] no θ or ϕ !!

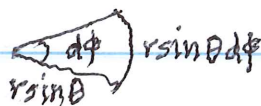
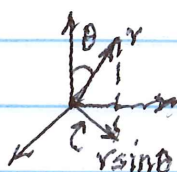
$\vec{r} \neq (r, \theta, \phi)$ but $\tilde{A} = (A_r, A_\theta, A_\phi)$

$$\vec{ds} = \pm \rho d\phi d\hat{z} \quad [m^2]$$

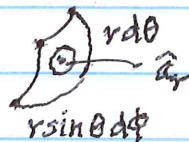


$$dv = \rho d\phi dz \quad [m^3]$$

spher: $\vec{dl} = dr\hat{a}_r + r d\theta \hat{a}_\theta + r \sin\theta d\phi \hat{a}_\phi$
 $=$ arc length $\hat{r}$ radius of circle projection



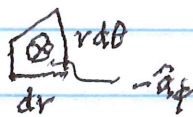
$$\vec{ds} = \pm r^2 \sin\theta d\theta d\phi \hat{a}_r \quad [m^2]$$



$$\vec{ds} = \pm r \sin\theta dr d\phi \hat{a}_\phi \quad [m^2]$$



$$\vec{ds} = \pm r dr d\theta \hat{a}_\theta \quad [m^2]$$



$$dv = r^2 \sin\theta dr d\theta d\phi \quad [m^3]$$

coord transforms of vector fields

cart $\leftrightarrow$ cyl

cart $\leftrightarrow$ spher

two steps: 1. transform components of $\vec{A}$, e.g., A_x, A_y, A_z
 2. " variables e.g., x, y, z