

Lecture 19 - Spherical Coordinates & Vector Fields

Note Title

Ex: Convert $(\rho, \theta, \phi) = (2, \pi/4, \pi/3)$ to cylindrical & Cartesian:

$$(\rho, \theta, \phi) \rightsquigarrow (r, \theta, z)$$

$$(\sqrt{3}, \pi/4, 1)$$

$$(r, \theta, z) \rightsquigarrow (x, y, z)$$

$$\left(\frac{\sqrt{6}}{2}, \frac{\sqrt{6}}{2}, 1\right)$$

$$r = \rho \sin \phi$$

$$z = \rho \cos \phi$$

$$x = r \cos \theta$$

$$y = r \sin \theta$$

Naturally occurring example of spherical coords: latitude & longitude

ρ = radius of earth (~ 3959 mi)

ϕ = "latitude" (measured from (xy) plane)

θ = longitude ($-\pi \leq \theta \leq \pi$).

This gives intuition: θ varies over 2π , but ϕ varies between 0 & π (90° N to 90° S).

\Rightarrow Defaults for a region: $0 \leq \rho$

$$0 \leq \theta < 2\pi$$

$$0 \leq \phi \leq \pi$$

dV in Spherical:

$$\frac{\partial(x, y, z)}{\partial(\rho, \theta, \phi)} = \begin{vmatrix} \rho & \theta & \phi \\ x & \sin \phi \cos \theta & -\rho \sin \phi \sin \theta \\ y & \sin \phi \sin \theta & \rho \sin \phi \cos \theta \\ z & \cos \phi & 0 \end{vmatrix}$$

(Note: In the original image, the determinant is written with ρ in the top-left corner of the matrix, and the θ and ϕ columns are circled in blue and red respectively. The ϕ column is also circled in red.)

(Can factor out common terms: like $\bar{u} \times \bar{a}\bar{v} = a(\bar{u} \times \bar{v})$)

$$= \rho^2 \sin \phi \left(\begin{matrix} -\sin^2 \phi \cos^2 \theta & -\cos^2 \phi \sin^2 \theta & -\sin^2 \phi \sin^2 \theta & -\cos^2 \phi \cos^2 \theta \end{matrix} \right) = -\rho^2 \sin \phi$$

(Note: In the original image, the terms in the determinant are circled in green and purple, with $-\cos^2 \theta$ above the second term and $-\sin^2 \theta$ below the second term.)

So $dV = |\rho^2 \sin \phi| d\rho d\theta d\phi = \rho^2 \sin \phi d\rho d\theta d\phi$ (w/ usual ϕ bounds)

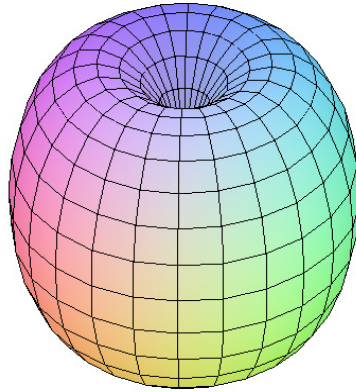
Ex: $\rho = 2 \sin \phi$
(doughnut shape)

The region is

$$0 \leq \theta \leq 2\pi$$

$$0 \leq \phi \leq \pi$$

$$0 \leq \rho \leq 2 \sin \phi$$



$$\rho = 2 \sin \phi \Rightarrow$$

$$\rho^2 = 2\rho \sin \phi \leftrightarrow$$

$$(r^2 + z^2) = 2r \quad \leftarrow \text{(cylindrical)}$$

$$\leftrightarrow (x^2 + y^2 + z^2) = 2(x^2 + y^2)$$

Yuck!

\Rightarrow Volume given by $\int_0^{2\pi} \int_0^{\pi} \int_0^{2 \sin \phi} \rho^2 \sin \phi d\rho d\phi d\theta$

$$= 2\pi \int_0^{\pi} \frac{8 \sin^4 \phi}{3} d\phi = 2\pi^2$$

Can heuristically remember $\rho^2 \sin \phi d\rho d\theta d\phi$ as

$$\begin{aligned} dV &= \rho \cdot z \cdot d\rho d\theta d\phi \\ (\text{length})^3 &= \text{length} \cdot \text{length} \cdot \text{length} \cdot \text{nothing} \end{aligned}$$

All building up to study of vector fields \ddagger "Stoke's Theorem".

Def: A vector field is a function that assigns to each point of the plane a vector.

$$\vec{F}(x,y) = \langle f(x,y), g(x,y) \rangle = f(x,y)\vec{i} + g(x,y)\vec{j}$$

Very common in the natural world:

① Wind: at each pt, wind has a velocity vector

\rightsquigarrow fun pictures of hurricanes \ddagger tornadoes as collections of arrows

② Fluid flow: again, each point has a velocity vector (near sides of a pipe, fluid is not moving, near center it flows fast)

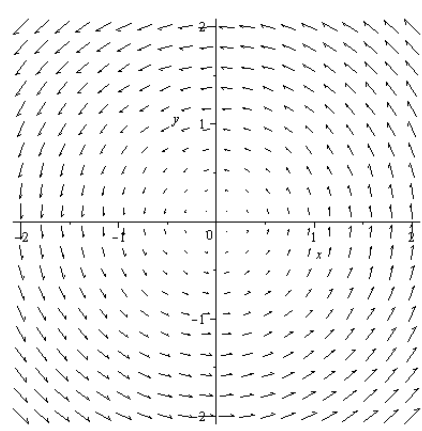
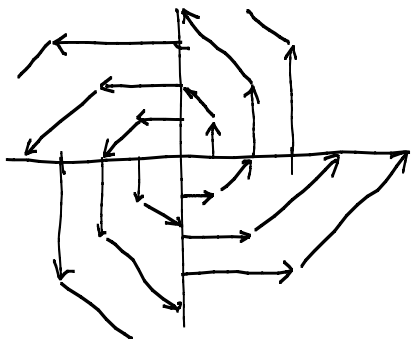
③ Schools of fish / people at a party form a vector field by looking at where they face.

④ Classical force fields (gravity, electric, etc.)

Easy & Useful to plot vector fields:

at a random sample of points, draw the vector $\vec{F}(x,y)$ w/ tail @ (x,y) :

Ex $\vec{F} = \langle -y, x \rangle$



(this is scaled to give a better idea of more points)

Big example of vector fields: gradients:

If f is differentiable, then $\nabla f(x,y) = \left\langle \frac{\partial f}{\partial x}(x,y), \frac{\partial f}{\partial y}(x,y) \right\rangle$ is a vector field. Such fields are called conservative

Last useful tool is "flow lines": the path a particle in the field moves \longleftrightarrow Curves s.t. tangent at a point is the vector field.

Ex: $\vec{F} = \langle -y, x \rangle$ has flow lines circles oriented counterclockwise:

$$\left. \begin{aligned} x &= a \cos \theta \\ y &= a \sin \theta \end{aligned} \right\} \Rightarrow \vec{r}'(\theta) = \langle -a \sin \theta, a \cos \theta \rangle = \langle -y, x \rangle$$

