

2(e). Transformation of a Vector from Cartesian to Cylindrical Coordinate

We can transform any vector $\vec{A} = A_x \hat{x} + A_y \hat{y} + A_z \hat{z}$ in Cartesian coordinates to cylindrical coordinates as $\vec{A} = A_r \hat{r} + A_\phi \hat{\phi} + A_z \hat{z}$

Thus

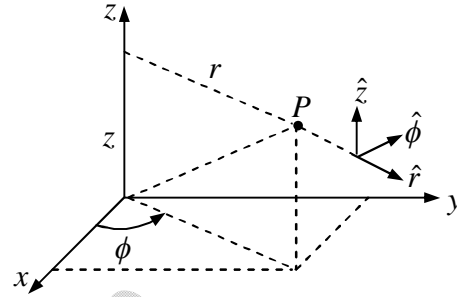
$$A_r = \vec{A} \cdot \hat{r} = A_x (\hat{x} \cdot \hat{r}) + A_y (\hat{y} \cdot \hat{r}) + A_z (\hat{z} \cdot \hat{r})$$

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

$$A_z = \vec{A} \cdot \hat{z} = A_x (\hat{x} \cdot \hat{z}) + A_y (\hat{y} \cdot \hat{z}) + A_z (\hat{z} \cdot \hat{z})$$

where $x = r \cos \phi$, $y = r \sin \phi$, $z = z$

use table given below:



	\hat{r}	$\hat{\phi}$	\hat{z}
\hat{x}	$\cos \phi$	$-\sin \phi$	0
\hat{y}	$\sin \phi$	$\cos \phi$	0
\hat{z}	0	0	1

Example: Transform vector $\vec{A} = x\hat{x} + y\hat{y} + z\hat{z}$ in Cartesian coordinates to cylindrical coordinate as $\vec{A} = A_r \hat{r} + A_\phi \hat{\phi} + A_z \hat{z}$.

Solution:

$$A_r = \vec{A} \cdot \hat{r} = x(\hat{x} \cdot \hat{r}) + y(\hat{y} \cdot \hat{r}) + z(\hat{z} \cdot \hat{r}) \Rightarrow A_r = r \cos \phi (\cos \phi) + r \sin \phi (\sin \phi) + z \times 0 = r$$

$$A_\phi = \vec{A} \cdot \hat{\phi} = x(\hat{x} \cdot \hat{\phi}) + y(\hat{y} \cdot \hat{\phi}) + z(\hat{z} \cdot \hat{\phi}) \Rightarrow A_\phi = r \cos \phi (-\sin \phi) + r \sin \phi (\cos \phi) + z \times 0 = 0$$

$$A_z = \vec{A} \cdot \hat{z} = x(\hat{x} \cdot \hat{z}) + y(\hat{y} \cdot \hat{z}) + z(\hat{z} \cdot \hat{z}) \Rightarrow A_z = r \cos \phi \times 0 + r \sin \phi \times 0 + z \times 1 = z$$

Thus in spherical polar coordinate $\vec{A} = r\hat{r} + z\hat{z}$.

Example: Transform vector $\vec{A} = r\hat{r} + z\hat{z}$ in cylindrical coordinate to Cartesian coordinates to as $\vec{A} = A_x \hat{x} + A_y \hat{y} + A_z \hat{z}$.

$$\text{Solution } A_x = \vec{A} \cdot \hat{x} = r(\hat{r} \cdot \hat{x}) + z(\hat{z} \cdot \hat{x}) = r \cos \phi = x, \quad A_y = \vec{A} \cdot \hat{y} = r(\hat{r} \cdot \hat{y}) + z(\hat{z} \cdot \hat{y}) = r \sin \phi = y$$

$$A_z = \vec{A} \cdot \hat{z} = r(\hat{r} \cdot \hat{z}) + z(\hat{z} \cdot \hat{z}) = z$$

Thus in cartesian coordinate $\vec{A} = x\hat{x} + y\hat{y} + z\hat{z}$.