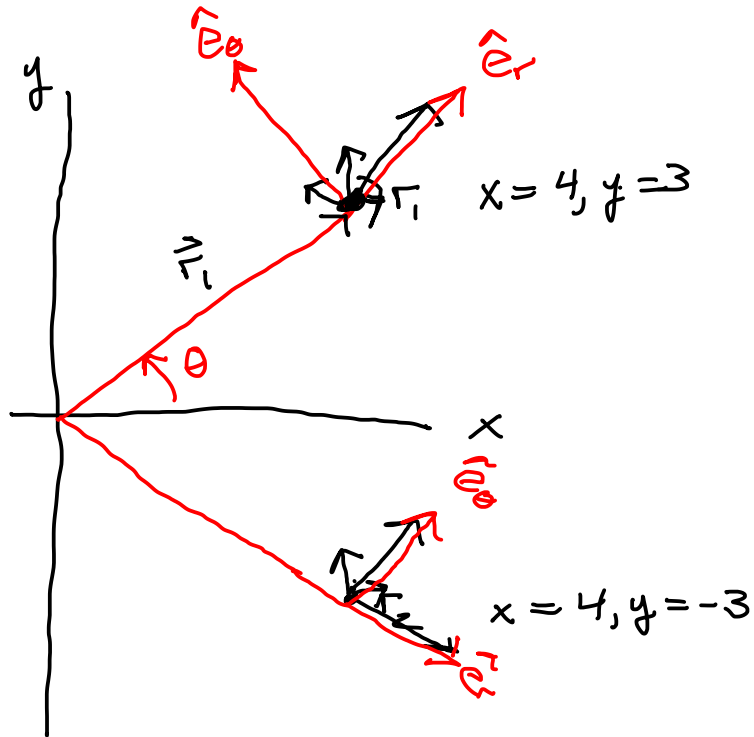


TAM 2/2: ① Coordinate Systems, Basis Vectors

② Projection, Complementary Projection

in 2D	cartesian	polar
coordinates	x, y	r, θ
basis vectors	$\hat{i}, \hat{j}$	$\hat{e}_r, \hat{e}_\theta$
position vector	$\vec{r} = x\hat{i} + y\hat{j}$	$\vec{r} = r\hat{e}_r$

NOT $\vec{r} = \cancel{r\hat{i} + r\hat{j}}$



position vector

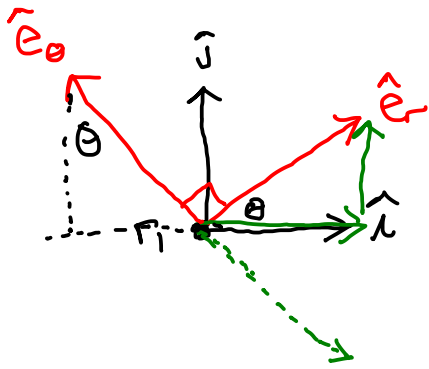
$$\vec{r}_1 = 4\hat{i} + 3\hat{j}$$

$$\vec{r}_1 = r_1 \hat{e}_r = 5\hat{e}_r$$

$$\vec{r}_2 = 4\hat{i} - 3\hat{j}$$

$$\vec{r}_2 = r_2 \hat{e}_r = 5\hat{e}_r$$

We can always find an expression for $\hat{e}_r, \hat{e}_\theta$ at any point in terms of θ



$$\hat{e}_r = \cos \theta \hat{i} + \sin \theta \hat{j}$$

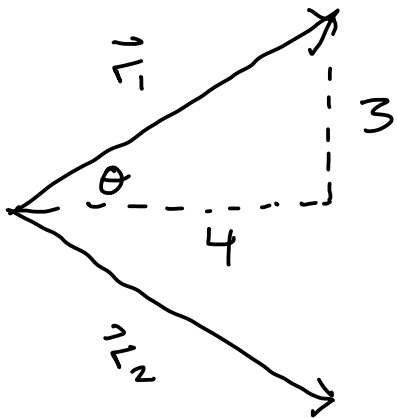
$$\hat{e}_\theta = -\sin \theta \hat{i} + \cos \theta \hat{j}$$

useful trick!!

So at r_1 $\vec{r}_1 = r \hat{e}_r$ $x=4, y=3 \Rightarrow r=5$

$$\hat{e}_r = \frac{4}{5} \hat{i} + \frac{3}{5} \hat{j}$$

$$\vec{r}_1 = r \hat{e}_r = 5 \left(\frac{4}{5} \hat{i} + \frac{3}{5} \hat{j} \right) = 4 \hat{i} + 3 \hat{j}$$



Dot Product is Independent of Basis

$$\vec{r}_1 \cdot \vec{r}_2 = \|\vec{r}_1\| \|\vec{r}_2\| \cos \theta$$

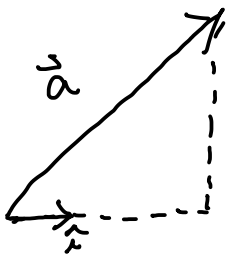
But must be evaluated using same basis for both vectors.

Projection and Complementary Projection of vector $\vec{a}$ onto $\vec{b}$

$\text{Proj}(\vec{a}, \vec{b})$: How much of $\vec{a}$ lies along $\vec{b}$?

ex) $\vec{a} = 3\hat{i} + 4\hat{j}$ } What is the proj. of $\vec{a}$ onto $\vec{b}$?

$\vec{b} = \hat{i}$

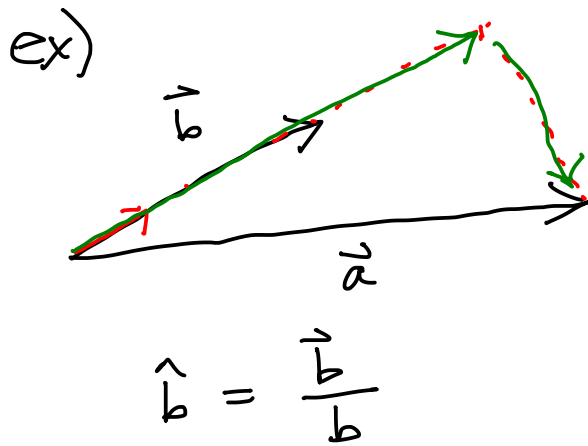


$$\text{Proj}(\vec{a}, \hat{i}) = 3\hat{i}$$

$$\text{Comp}(\vec{a}, \hat{i}) = 4\hat{j}$$

$$\text{Proj}(\vec{a}, \hat{i}) = (\vec{a} \cdot \hat{i}) \hat{i}$$

$$\text{Comp}(\vec{a}, \hat{i}) = \vec{a} - (\vec{a} \cdot \hat{i}) \hat{i}$$



$$\text{Proj}(\vec{a}, \vec{b}) = \frac{(\vec{a} \cdot \vec{b})}{b} \frac{\vec{b}}{b}$$

$$= (\vec{a} \cdot \hat{b}) \hat{b}$$

$$\text{Comp}(\vec{a}, \vec{b}) = \vec{a} - (\vec{a} \cdot \hat{b}) \hat{b}$$

Coordinate Systems in 3D

	Cartesian	Cylindrical	Spherical
coords	x, y, z	r, θ, z	r, θ, ϕ
basis vectors	$\hat{i}, \hat{j}, \hat{k}$	$\hat{e}_r, \hat{e}_\theta, \hat{e}_z (\hat{k})$	$\hat{e}_r, \hat{e}_\theta, \hat{e}_\phi$
position	$\vec{r} = x\hat{i} + y\hat{j} + z\hat{k}$	$\vec{r} = r\hat{e}_r + z\hat{e}_z$	$\vec{r} = r\hat{e}_r$
	$r = \sqrt{x^2 + y^2}$		$r = \sqrt{x^2 + y^2 + z^2}$