Cylindrical Base Vectors

Cylindrical base vectors are the **natural** base vectors of a **cylinder**.

 \hat{a}_{ρ} points in the direction of increasing ρ . In other words, \hat{a}_{ρ} points away from the *z*-axis.

 \hat{a}_{ϕ} points in the direction of **increasing** ϕ . This is precisely the **same** base vector we described for **spherical** base vectors.

 \hat{a}_z points in the direction of increasing *z*. This is precisely the same base vector we described for **Cartesian** base vectors.

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 $\hat{a}_{
ho}$

â

X

Ζ

It is evident, that like spherical base vectors, the cylindrical base vectors are **dependent on position**. A vector that points **away** from the *z*-axis (e.g., \hat{a}_{ρ}), will point in a direction that is **dependent** on where we are in space!

We can express cylindrical base vectors in terms of **Cartesian** base vectors. First, we find that:

$\hat{a}_{\!\scriptscriptstyle ho}\cdot\hat{a}_{\!\scriptscriptstyle m X}^{}=\!\cos\phi$	$\hat{a}_{\!\scriptscriptstyle \phi} \cdot \hat{a}_{\!\scriptscriptstyle \chi} = - { m sin} \phi$	$\hat{a}_z \cdot \hat{a}_x = 0$
$\hat{a}_{ ho}\cdot\hat{a}_{ ho}={ m sin}\phi$	$\hat{a}_{\!\scriptscriptstyle\phi}\cdot\hat{a}_{\!\scriptscriptstyle\mathcal{Y}}^{}=\! \cos \phi$	$\hat{a}_z \cdot \hat{a}_y = 0$
$\hat{a}_{\rho}\cdot\hat{a}_{z}=0$	$\hat{a}_{\phi}\cdot\hat{a}_{z}=0$	$\hat{a}_z \cdot \hat{a}_z = 1$

We can use these results to write **cylindrical** base vectors in terms of **Cartesian** base vectors, or vice versa!

For example,

$$\hat{a}_{p} = \left(\hat{a}_{p} \cdot \hat{a}_{x}\right) \hat{a}_{x} + \left(\hat{a}_{p} \cdot \hat{a}_{y}\right) \hat{a}_{y} + \left(\hat{a}_{p} \cdot \hat{a}_{z}\right) \hat{a}_{z}$$
$$= \cos\phi \, \hat{a}_{x} + \sin\phi \, \hat{a}_{y}$$

or,

$$\hat{a}_{x} = \left(\hat{a}_{x} \cdot \hat{a}_{\rho} \right) \hat{a}_{\rho} + \left(\hat{a}_{x} \cdot \hat{a}_{\phi} \right) \hat{a}_{\phi} + \left(\hat{a}_{x} \cdot \hat{a}_{z} \right) \hat{a}_{z}$$
$$= \cos \phi \, \hat{a}_{\rho} - \sin \phi \, \hat{a}_{\phi}$$

e.g.,

Finally, we can write cylindrical base vectors in terms of spherical base vectors, or vice versa, using the following relationships:

$$\hat{a}_{\rho} \cdot \hat{a}_{r} = \sin\theta \qquad \hat{a}_{\phi} \cdot \hat{a}_{r} = 0 \qquad \hat{a}_{z} \cdot \hat{a}_{r} = \cos\theta \hat{a}_{\rho} \cdot \hat{a}_{\theta} = \cos\theta \qquad \hat{a}_{\phi} \cdot \hat{a}_{\theta} = 0 \qquad \hat{a}_{z} \cdot \hat{a}_{\theta} = -\sin\theta \hat{a}_{\rho} \cdot \hat{a}_{\phi} = 0 \qquad \hat{a}_{\phi} \cdot \hat{a}_{\phi} = 1 \qquad \hat{a}_{z} \cdot \hat{a}_{\phi} = 0$$

$$\hat{a}_{p} = \left(\hat{a}_{p} \cdot \hat{a}_{r}\right)\hat{a}_{r} + \left(\hat{a}_{p} \cdot \hat{a}_{\theta}\right)\hat{a}_{\theta} + \left(\hat{a}_{p} \cdot \hat{a}_{\phi}\right)\hat{a}_{\phi}$$
$$= \sin\theta \,\hat{a}_{r} + \cos\theta \,\hat{a}_{\theta}$$

$$\hat{a}_{\theta} = \left(\hat{a}_{\theta} \cdot \hat{a}_{\rho}\right) \hat{a}_{\rho} + \left(\hat{a}_{\theta} \cdot \hat{a}_{\phi}\right) \hat{a}_{\phi} + \left(\hat{a}_{\theta} \cdot \hat{a}_{z}\right) \hat{a}_{z}$$
$$= \cos\theta \, \hat{a}_{\rho} - \sin\theta \, \hat{a}_{z}$$