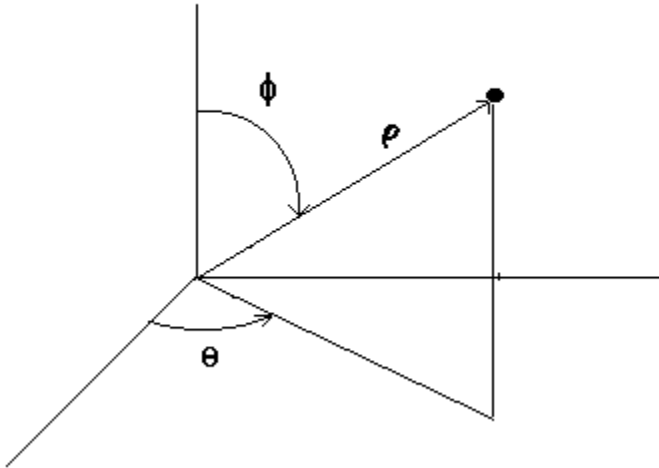


### Lab 4 Spherical Coordinates

In the last lab we considered the cylindrical coordinate system. In this lab we consider the spherical coordinate system.

We describe a point in 3 space by the coordinates  $\rho$ ,  $\theta$ , and  $\phi$  where  $\rho$  is the distance from the origin to the point,  $\theta$  is the polar angle measured counterclockwise from the positive x axis (as in polar coordinates), and  $\phi$  is the azimuthal angle i.e. the angle measured from the positive z axis.



We have the following ranges on the variables:

$$0 \leq \rho < \infty$$

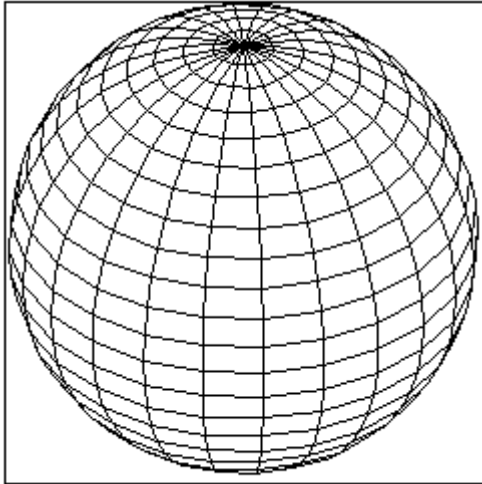
$$0 \leq \theta < 2\pi$$

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

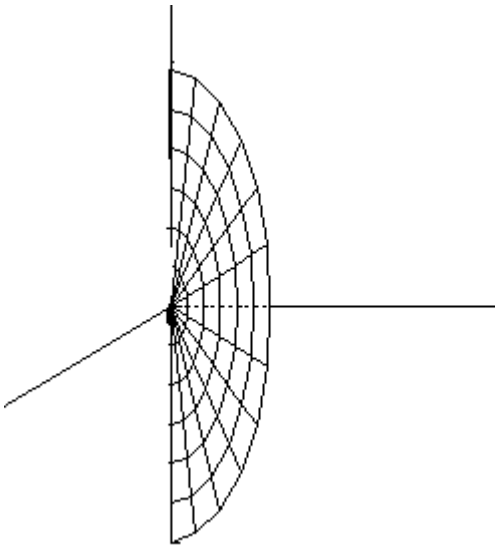
#### Functions

Functions in spherical coordinates are of the form  $\rho = f(\theta, \phi)$ .

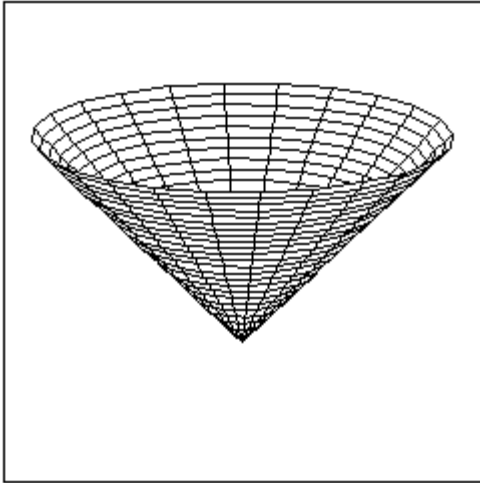
#### Constant functions and relations



$\rho = \text{constant}$  - A sphere i.e. the set of all points equidistant from the origin



$\theta = \text{constant}$  - A vertical plane as in the case of cylindrical coordinates.



$\phi = \text{constant}$  - A cone is generated as the azimuthal angle does not change.

### Conversion to rectangular coordinates

As in the case of cylindrical coordinates we define  $\rho$  as a function of  $\theta$  and  $\phi$  then convert to rectangular coordinates and create a parametric surface plot.

The conversions are :

$$\begin{aligned} x &= \rho \sin(\phi) \cos(\theta) \\ y &= \rho \sin(\phi) \sin(\theta) \\ z &= \rho \cos(\phi) \end{aligned}$$

Typically  $\rho = \rho(\theta, \phi)$

### Formatting the computer

$i := 0..48$   $\theta_i := \pi \cdot \frac{i}{24}$  as in the case of cylindrical coordinates

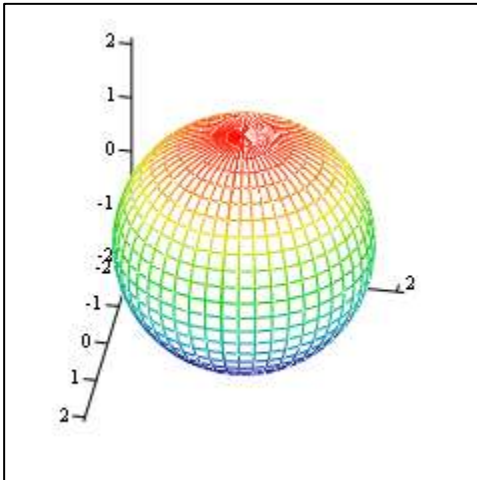
$j := 0..24$   $\phi_j := \pi \cdot \frac{j}{24}$  similar to  $\theta$ , however  $j$  only goes to 24 since  $\phi$  only goes to  $\pi$ .

Now is where we would define  $\rho$ . For example to graph the simple sphere  $\rho = 2$

$\rho_{i,j} := 2$

$X_{i,j} := \rho_{i,j} \cdot \cos(\theta_i) \cdot \sin(\phi_j)$   $Y_{i,j} := \rho_{i,j} \cdot \sin(\theta_i) \cdot \sin(\phi_j)$   $Z_{i,j} := \rho_{i,j} \cdot \cos(\phi_j)$  these are the

conversions to rectangular coordinates.



(X, Y, Z)

I formatted this as a color map with HIDE LINES turned on

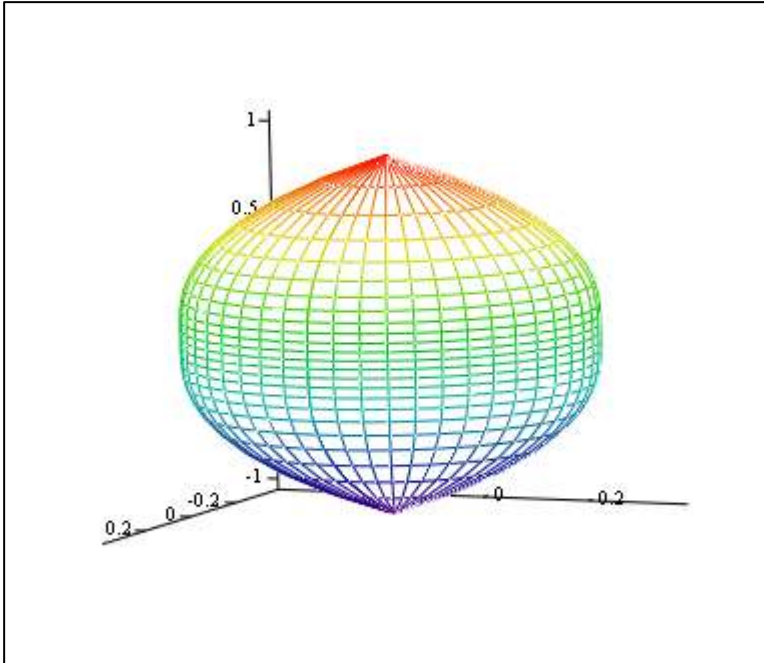
Let's Consider one more example. Let's take  $\rho = e^{-\sin(\phi_j)}$

$i := 0..48$   $\theta_i := \pi \cdot \frac{i}{24}$  as before

$j := 0..24$   $\phi_j := \pi \cdot \frac{j}{24}$  as before

$\rho_{i,j} := e^{-\sin(\phi_j)}$  Note this is the only difference because we have a new function Notice we have to subscript j

$X_{i,j} := \rho_{i,j} \cdot \cos(\theta_i) \cdot \sin(\phi_j)$   $Y_{i,j} := \rho_{i,j} \cdot \sin(\theta_i) \cdot \sin(\phi_j)$   $Z_{i,j} := \rho_{i,j} \cdot \cos(\phi_j)$  same as before



(X, Y, Z)

### Exercises

Graph the following Make sure you subscript  $\phi$  and  $\theta$  with j and i respectively

1.  $\rho = 1 - \cos(\phi)$  ( an apple)

2.  $\rho = [1 - \cos(\phi)][8 + |\sin(7\theta)|]$  (making the apple in 1 into a pumpkin by using a sinusoidally varying radius)

3.  $\rho = \cos(2\phi)$  should look something like a p orbital---recall in polar coordinates  $r = \cos(2\theta)$  is a

4 - petaled rose-- spin it around.