

1.38 a unit vector points in the direction the vector increases. If vector \vec{r} is a function of several variables (call one u), then by definition of the partial derivative, the vector

$$\vec{e}_u = \frac{\partial \vec{r}}{\partial u} \quad (1)$$

will point in the direction of increasing u .

Any vector in 3-space can be written as

$$\vec{r} = x\hat{i} + y\hat{j} + z\hat{k} \quad \text{in cartesian coordinates,} \quad (2)$$

or

$$\vec{r} = r\hat{r} \quad \text{in spherical coordinates.} \quad (3)$$

However, \hat{r} has dependence of θ & ϕ , to be explicit

$\vec{r} = r\hat{r}(\theta, \phi)$. This is different from the cartesian setting in which the direction of \hat{i} , \hat{j} , & \hat{k} do not change.

Thus, from (1) & (3)

$$\vec{e}_r = \frac{\partial \vec{r}}{\partial r} = \hat{r}(\theta, \phi) = \frac{\partial x}{\partial r}\hat{i} + \frac{\partial y}{\partial r}\hat{j} + \frac{\partial z}{\partial r}\hat{k}$$

$$\vec{e}_\theta = \frac{\partial \vec{r}}{\partial \theta} = r \frac{\partial \hat{r}(\theta, \phi)}{\partial \theta} = \frac{\partial x}{\partial \theta}\hat{i} + \frac{\partial y}{\partial \theta}\hat{j} + \frac{\partial z}{\partial \theta}\hat{k}$$

$$\vec{e}_\phi = \frac{\partial \vec{r}}{\partial \phi} = r \frac{\partial \hat{r}(\theta, \phi)}{\partial \phi} = \frac{\partial x}{\partial \phi}\hat{i} + \frac{\partial y}{\partial \phi}\hat{j} + \frac{\partial z}{\partial \phi}\hat{k}$$

We know that

$$x = r \cos\phi \sin\theta$$

$$y = r \sin\phi \sin\theta$$

$$z = r \cos\theta$$

$$\text{So from (2)} \quad \vec{r} = r \cos\phi \sin\theta \hat{i} + r \sin\phi \sin\theta \hat{j} + r \cos\theta \hat{k} \quad (4)$$

$$\text{Combining (3) \& (4) thus, } \hat{r} = \frac{\vec{r}}{r} = \cos\phi \sin\theta \hat{i} + \sin\phi \sin\theta \hat{j} + \cos\theta \hat{k}$$

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So in Cartesian coordinates,

$$\vec{e}_\theta = r \frac{\partial \hat{r}(\theta, \phi)}{\partial \theta} = r \cos \phi \cos \theta \hat{i} + r \sin \phi \cos \theta \hat{j} - r \sin \theta \hat{k}$$

and

$$\vec{e}_\phi = r \frac{\partial \hat{r}(\theta, \phi)}{\partial \phi} = -r \sin \phi \sin \theta \hat{i} + r \cos \phi \sin \theta \hat{j}$$

all that's left then is to normalize each \vec{e}_u , and they will be unit vectors.

$$\hat{r} = \frac{\vec{e}_r}{|\vec{e}_r|}; \quad \hat{\theta} = \frac{\vec{e}_\theta}{|\vec{e}_\theta|}; \quad \hat{\phi} = \frac{\vec{e}_\phi}{|\vec{e}_\phi|}$$

$$|\vec{e}_u| = \sqrt{\vec{e}_u \cdot \vec{e}_u}$$

$$\vec{e}_r \cdot \vec{e}_r = \cos^2 \phi \sin^2 \theta + \sin^2 \phi \sin^2 \theta + \cos^2 \theta = (\cos^2 \phi + \sin^2 \phi) \sin^2 \theta + \cos^2 \theta = 1$$

$$\text{so } \hat{r} = \frac{\vec{e}_r}{1} = \cos \phi \sin \theta \hat{i} + \sin \phi \sin \theta \hat{j} + \cos \theta \hat{k}$$

$$\vec{e}_\theta \cdot \vec{e}_\theta = r^2 \cos^2 \phi \cos^2 \theta + r^2 \sin^2 \phi \cos^2 \theta + r^2 \sin^2 \theta = r^2 [(\cos^2 \phi + \sin^2 \phi) \cos^2 \theta + \sin^2 \theta]$$

$$\text{so } \hat{\theta} = \frac{\vec{e}_\theta}{r} = \cos \phi \cos \theta \hat{i} + \sin \phi \cos \theta \hat{j} - \sin \theta \hat{k}$$

$$\vec{e}_\phi \cdot \vec{e}_\phi = r^2 \sin^2 \phi \sin^2 \theta + r^2 \cos^2 \phi \sin^2 \theta = r^2 \sin^2 \theta (\sin^2 \phi + \cos^2 \phi)$$

so

$$\hat{\phi} = -\sin \phi \hat{i} + \cos \phi \hat{j}$$