

$$\hat{r} = \sin\theta \cos\phi \hat{x} + \sin\theta \sin\phi \hat{y} + \cos\theta \hat{z}$$

$$\hat{\theta} = \cos\theta \cos\phi \hat{x} + \cos\theta \sin\phi \hat{y} - \sin\theta \hat{z}$$

$$\hat{\phi} = -\sin\phi \hat{x} + \cos\phi \hat{y}$$

$$\hat{x} = \sin\theta \cos\phi \hat{r} + \cos\theta \cos\phi \hat{\theta} - \sin\phi \hat{\phi}$$

$$\hat{y} = \sin\theta \sin\phi \hat{r} + \sin\phi \cos\theta \hat{\theta} + \cos\phi \hat{\phi}$$

$$\hat{z} = \cos\theta \hat{r} - \sin\theta \hat{\theta}$$

Cylindrical Co-ordinate system

s, ϕ, z are mutually orthogonal to each other.

$\vec{s}$ is radius vector of the cylinder.

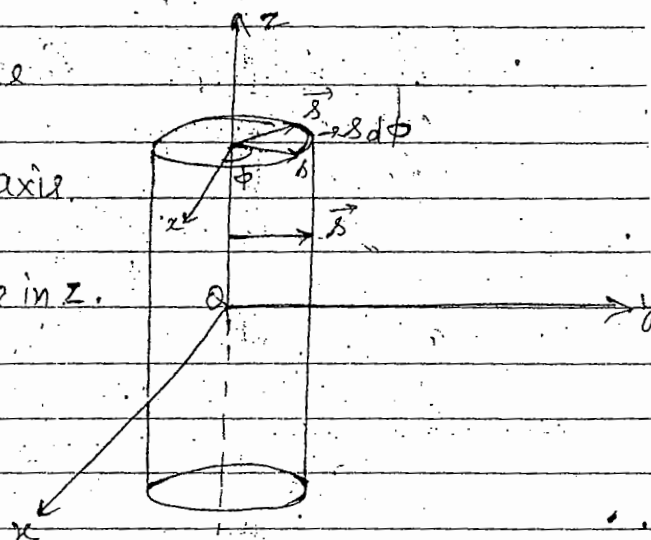
$\phi \rightarrow$ angle b/w $\vec{s}$ & x -axis.

$z = z$. It is length vector. There is no change in z .

$$x = s \cos\phi$$

$$y = s \sin\phi$$

$$z = z$$



radius vector $\leftarrow \vec{s} = s \hat{s} \rightarrow$ unit vector

$\hat{s}$ will be +ve if move away from axis

" " -ve " " toward the axis.

$\hat{s}$ is the normal to the curved surface & +ve

$$\text{Total Surface area} = \pi r^2 + 2\pi r l$$

cross
sec.

cylindrical
curved

Limits :-

$$s : 0 \rightarrow \infty$$

$$\phi : 0 \rightarrow 2\pi$$

$$z : -\infty \rightarrow +\infty$$

Length Elements:-

$$d\vec{l}_s = ds \hat{s}$$

$$d\vec{l}_\phi = s d\phi \hat{\phi}$$

$$d\vec{l}_z = dz \hat{z}$$

dirⁿ of change $\rightarrow \hat{s}, \hat{\phi}, \hat{z}$

Surface Element:-

dirⁿ of cylindrical curved surface is $\hat{s}$

$$d\vec{S}_s = d\vec{l}_\phi \times d\vec{l}_z$$

$$= s d\phi dz (\hat{\phi} \times \hat{z})$$

$$\boxed{d\vec{S}_s = s d\phi dz \hat{s}}$$

$$s \rightarrow \phi \rightarrow z \rightarrow s$$

$$\hat{x} \times \hat{y} = \hat{z}$$

$$\therefore \hat{s} \times \hat{\phi} = \hat{z}$$

$$\hat{\phi} \times \hat{z} = \hat{s}$$

$$\hat{z} \times \hat{s} = \hat{\phi}$$

When flux pass through this curved surface we use this element.

$s \rightarrow$ radius of cylinder & remain const.

Dirⁿ of cross-sectional surface is $\hat{z}$ bcz it is normal to this surface.

$$d\vec{S}_z = d\vec{l}_s \times d\vec{l}_\phi$$

$$= s ds d\phi \hat{z}$$

If Press this cylinder it'll become a rectangular sheet whose dirⁿ is $\hat{\phi}$ i.e. $\hat{\phi}$ is normal to this surface.

$$d\vec{S}_\phi = d\vec{l}_z \times d\vec{l}_s$$

$$= ds dz \hat{\phi}$$

Que Suppose a cylinder of radius s & height h . Calculate its surface area.

$$S_s = \int_s d\vec{S}_s = \int_s s d\phi dz$$

$$\int_s s ds d\phi, \quad s^2 \cdot 2\pi$$

$$S_s = s \int_0^{2\pi} d\phi \int_{-h/2}^{h/2} dz = s [\phi]_0^{2\pi} [z]_{-h/2}^{h/2}$$

$$= s [2\pi] \left[\frac{h}{2} + \frac{h}{2} \right] = 2\pi sh$$

$$S_s = 2\pi sh$$

Ques Calculate area of cross-sectional part.

$$S_z = \int_s s ds d\phi$$

$$= \int_0^s s ds \int_0^{2\pi} d\phi$$

$$= \left[\frac{s^2}{2} \right]_0^s [\phi]_0^{2\pi} = \frac{s^2}{2} \cdot 2\pi$$

$$S_z = \pi s^2$$

Volume

$$S_v = \int_s s ds dz$$

$$= \int_0^s s ds \int_0^{2\pi} d\phi$$

Volume Element

$$dV = d\vec{s} \cdot (d\vec{\phi} \times d\vec{z})$$

$$[dV = s ds d\phi dz]$$

Relation w $\hat{s}, \hat{\phi}, \hat{z}$ & $\hat{x}, \hat{y}, \hat{z}$:-

$$\begin{aligned} \hat{s} &\rightarrow \hat{x} \hat{y} \\ \hat{\phi} &\rightarrow \hat{x} \hat{y} \\ \hat{z} &\rightarrow \hat{z} \end{aligned}$$

$$x = s \cos \phi \quad \text{--- (1)}$$

$$y = s \sin \phi \quad \text{--- (2)}$$

$$z = z \quad \text{--- (3)}$$

$$2 \Rightarrow (1)^2 + (2)^2 \Rightarrow x^2 + y^2 = r^2 (\cos^2 \phi + \sin^2 \phi)$$

$$r^2 = x^2 + y^2$$

$$r = \sqrt{x^2 + y^2} \quad \text{--- (4)}$$

$$\text{Divide (2) / (1)} \Rightarrow \tan \phi = \frac{y}{x}$$

$$\phi = \tan^{-1} \frac{y}{x} \quad \text{--- (5)}$$

$$\& \quad \boxed{z = z} \quad \text{--- (6)}$$

$$\vec{r} = x \hat{i} + y \hat{j}$$

$$\boxed{\vec{r} = r \cos \phi \hat{i} + r \sin \phi \hat{j}} \quad \text{--- (7)}$$

$\vec{r}$ is depending on r & ϕ .

$$\hat{r} = \frac{\frac{\partial \vec{r}}{\partial r}}{\left| \frac{\partial \vec{r}}{\partial r} \right|}, \quad \hat{\phi} = \frac{\frac{\partial \vec{r}}{\partial \phi}}{\left| \frac{\partial \vec{r}}{\partial \phi} \right|}$$

$$\frac{\partial \vec{r}}{\partial r} = \cos \phi \hat{i} + \sin \phi \hat{j}$$

$$\left| \frac{\partial \vec{r}}{\partial r} \right| = \sqrt{\cos^2 \phi + \sin^2 \phi} = 1$$

$$\hat{r} = \cos \phi \hat{i} + \sin \phi \hat{j} \quad \text{--- (8)}$$

$$\frac{\partial \vec{r}}{\partial \phi} = -r \sin \phi \hat{i} + r \cos \phi \hat{j}$$

$$\left| \frac{\partial \vec{r}}{\partial \phi} \right| = \sqrt{r^2 \sin^2 \phi + r^2 \cos^2 \phi} = r \sqrt{1} = r$$

$$\hat{\phi} = -\sin \phi \hat{i} + \cos \phi \hat{j} \quad \text{--- (9)}$$

$$\boxed{\hat{z} = \hat{z}} \quad \text{--- (10)}$$

$f \rightarrow$ dependent