

3: VECTOR DIFFERENTIATION, ∇ , GRAD, DIV AND CURL.

3.1 Vector Functions of 1 or more variables.

We have already met a curve
 $\underline{r}(t)$ and its tangent $\frac{d\underline{r}}{dt}$

and
 $\underline{r}(u, v)$ and two tangent
vectors $\frac{\partial \underline{r}}{\partial u}$, $\frac{\partial \underline{r}}{\partial v}$.

We can easily extend this to
a general vector \underline{F} which isn't
a position vector:

eg if $\underline{F}(t)$ depends ~~on~~ on one
variable t ,

$$\begin{aligned}\underline{F}(t) &\equiv (F_1(t), F_2(t), F_3(t)) \\ &\equiv F_1(t) \underline{i} + F_2(t) \underline{j} + F_3(t) \underline{k}\end{aligned}$$

then we can define $\frac{d\vec{F}}{dt}$ in the obvious way as

$$\frac{d\vec{F}}{dt} = \left(\frac{dF_1}{dt}, \frac{dF_2}{dt}, \frac{dF_3}{dt} \right).$$

Also if $\vec{F}(t)$ and $\vec{G}(t)$ are two vector functions of t , then

$$\frac{d}{dt} (\vec{F} \cdot \vec{G}) = \vec{F} \cdot \frac{d\vec{G}}{dt} + \frac{d\vec{F}}{dt} \cdot \vec{G}.$$

Proof: $\vec{F} \cdot \vec{G} = F_1 G_1 + F_2 G_2 + F_3 G_3$

$$\frac{d}{dt} (\vec{F} \cdot \vec{G}) = F_1 \frac{dG_1}{dt} + \frac{dF_1}{dt} G_1 + \dots$$

$$= \vec{F} \cdot \frac{d\vec{G}}{dt} + \frac{d\vec{F}}{dt} \cdot \vec{G}.$$

A similar result applies for cross product.

3.2 VECTOR FIELDS.

Defn: A vector field is a vector whose value depends on position in 3-D, i.e. x, y, z .

May also vary with time t .

$$\begin{aligned}\underline{F} &\equiv \underline{F}(x, y, z) \equiv \underline{F}(\underline{r}) \\ &\equiv (F_1(x, y, z), F_2(x, y, z), F_3(x, y, z)) \\ &\equiv F_1(x, y, z) \underline{i} + F_2(x, y, z) \underline{j} \\ &\quad + F_3(x, y, z) \underline{k}.\end{aligned}$$

Physical examples:

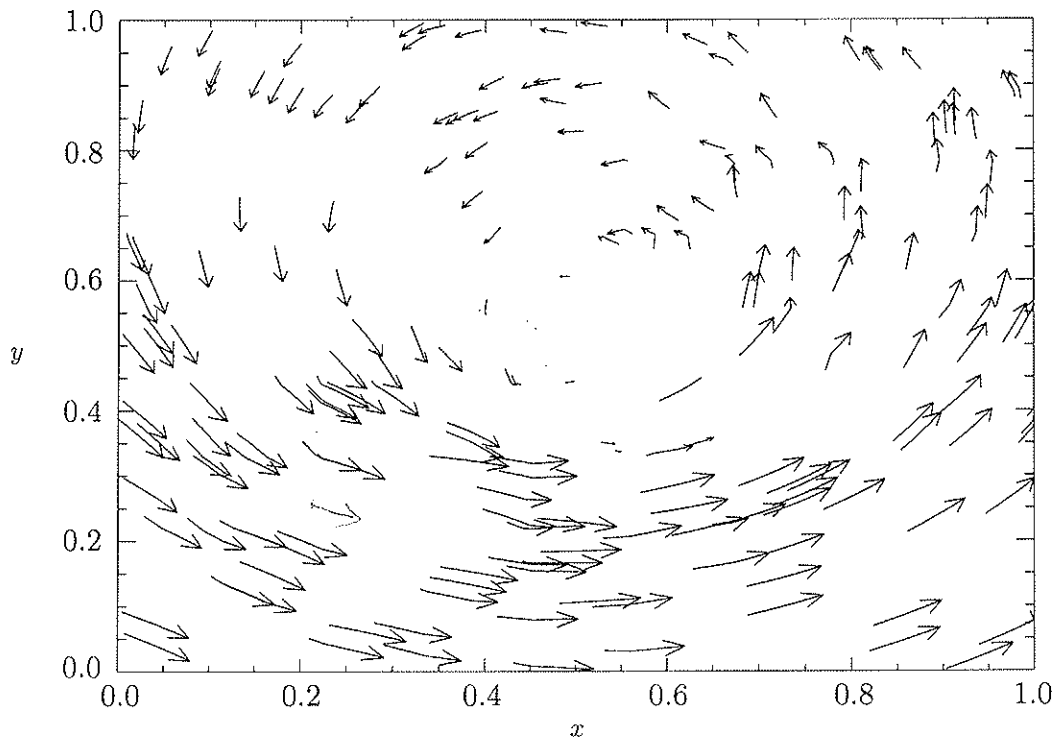
Velocity in a fluid

Magnetic field.

We can add vector fields in the obvious way: if $\underline{F}(\underline{r})$ and $\underline{G}(\underline{r})$ are two vector fields, so is $\underline{F} + \underline{G}$.

Multiplication by a constant:

$\lambda \underline{F}$ is also a vector field.



Differentiating a vector field :

$$\text{Given } \underline{F}(\underline{r}) = F_1(x, y, z) \underline{i} + F_2(x, y, z) \underline{j} + F_3(x, y, z) \underline{k},$$

we have a total of 9 partial derivatives

$$\text{eg } \frac{\partial F_1}{\partial x}, \frac{\partial F_2}{\partial x}, \dots, \frac{\partial F_3}{\partial z}.$$

These form a "3x3 matrix" called a tensor. These are beyond the scope of this course.

We will now ~~pre~~ take combinations of these to give a scalar ^{field} and a vector field :

recall the operator

$$\underline{\nabla} \equiv \underline{i} \frac{\partial}{\partial x} + \underline{j} \frac{\partial}{\partial y} + \underline{k} \frac{\partial}{\partial z}.$$

~~We~~ To get a well-behaved answer, we need to take the scalar or vector product of $\underline{\nabla}$ with \underline{F} .

3.3 DIVERGENCE OF A VECTOR FIELD.

Suppose $\vec{F}(x, y, z) \equiv F_1 \vec{i} + F_2 \vec{j} + F_3 \vec{k}$
is a vector field.

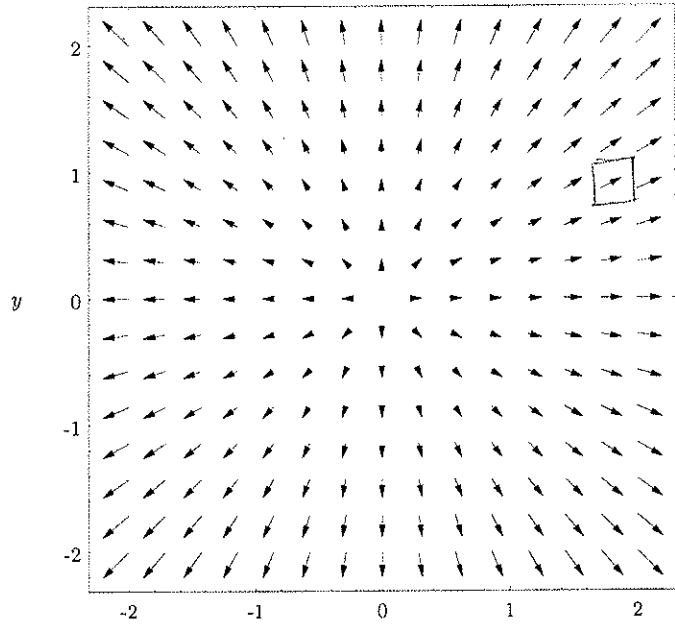
The divergence of \vec{F} is defined to be

$$\operatorname{div} \vec{F} \equiv \vec{\nabla} \cdot \vec{F} = \frac{\partial F_1}{\partial x} + \frac{\partial F_2}{\partial y} + \frac{\partial F_3}{\partial z}.$$

$\vec{\nabla} \cdot \vec{F}$ is a scalar and depends on
position (x, y, z) , so it is a scalar
Field.

We can also get the above by
writing out

$$\begin{aligned} \vec{\nabla} \cdot \vec{F} &= \left(\vec{i} \frac{\partial}{\partial x} + \vec{j} \frac{\partial}{\partial y} + \vec{k} \frac{\partial}{\partial z} \right) \cdot (F_1 \vec{i} + F_2 \vec{j} + F_3 \vec{k}) \\ &= (\vec{i} \cdot \vec{i}) \frac{\partial F_1}{\partial x} + (\vec{i} \cdot \vec{j}) \frac{\partial F_2}{\partial x} + \dots + (\vec{k} \cdot \vec{k}) \frac{\partial F_3}{\partial z} \\ &= \frac{\partial F_1}{\partial x} + \frac{\partial F_2}{\partial y} + \frac{\partial F_3}{\partial z} \end{aligned}$$



Example 3.3:

$$\text{IF } \vec{F} = 3xy^2 \vec{i} + e^z \vec{j} + xy \sin z \vec{k},$$

calculate $\vec{\nabla} \cdot \vec{F}$.

$$\begin{aligned} \text{Answer: } \vec{\nabla} \cdot \vec{F} &= \frac{\partial}{\partial x} (3xy^2) + \frac{\partial}{\partial y} (e^z) \\ &\quad + \frac{\partial}{\partial z} (xy \sin z) \\ &= 3y^2 + 0 + xy \cos z. \end{aligned}$$

Easy to show that if \vec{F}, \vec{G} are two vector fields and λ is a constant,

$$\vec{\nabla} \cdot (\vec{F} + \vec{G}) = \vec{\nabla} \cdot \vec{F} + \vec{\nabla} \cdot \vec{G}$$

$$\vec{\nabla} \cdot (\lambda \vec{F}) = \lambda (\vec{\nabla} \cdot \vec{F})$$

Note: only true if λ is constant, indep. of x, y, z .

IF λ is a scalar field, see 3.5.

Defn :

$$\text{If } \nabla \cdot \vec{F} = 0 \quad (\text{in some region})$$

then \vec{F} is called DIVERGENCE -FREE
or SOLENOIDAL.

3.4 CURL OF A VECTOR FIELD.

Given a vector field $\underline{F}(\underline{r})$

$$\text{i.e. } \underline{F}(\underline{r}) = F_1(\underline{r}) \underline{i} + F_2(\underline{r}) \underline{j} + F_3(\underline{r}) \underline{k},$$

the curl of \underline{F} is defined as

$$\begin{aligned} \text{curl } \underline{F} &\equiv \underline{\nabla} \times \underline{F} = \left(\frac{\partial F_3}{\partial y} - \frac{\partial F_2}{\partial z} \right) \underline{i} \\ &+ \left(\frac{\partial F_1}{\partial z} - \frac{\partial F_3}{\partial x} \right) \underline{j} + \left(\frac{\partial F_2}{\partial x} - \frac{\partial F_1}{\partial y} \right) \underline{k} \end{aligned}$$

Note $\text{curl } \underline{F}$ is a vector field,

since there are $\underline{i}, \underline{j}, \underline{k}$ on the RHS
and it generally depends on x, y, z .

Also:

$$\underline{\nabla} \times \underline{F} = \begin{vmatrix} \underline{i} & \underline{j} & \underline{k} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ F_1 & F_2 & F_3 \end{vmatrix}$$

Write out in full \rightarrow original def.

Looks like 'cross product' of $\underline{\nabla}$ with \underline{F} .

Example :

Vector Field $\underline{v} = y\hat{i} - x\hat{j}$.

Find $\nabla \times \underline{v}$.

Answer :

$$\nabla \times \underline{v} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ \partial/\partial x & \partial/\partial y & \partial/\partial z \\ y & -x & 0 \end{vmatrix}$$

$$= \hat{i}(0-0) + \hat{j}(0-0) + \hat{k}(-1-1)$$

$$= -2\hat{k}.$$

Note : here ~~$\nabla \times \underline{v}$~~ $\nabla \times \underline{v}$ is a constant vector
But usually it is not const.

normal to \mathbf{n} , the vector field tends to go round in an anticlockwise direction if one looks along vector \mathbf{n} . If the component of the curl were negative, it would mean that the vector field tends to go round in a clockwise direction. (See Fig. 3.4.) This idea will be made more precise when we come to Stokes's Theorem.

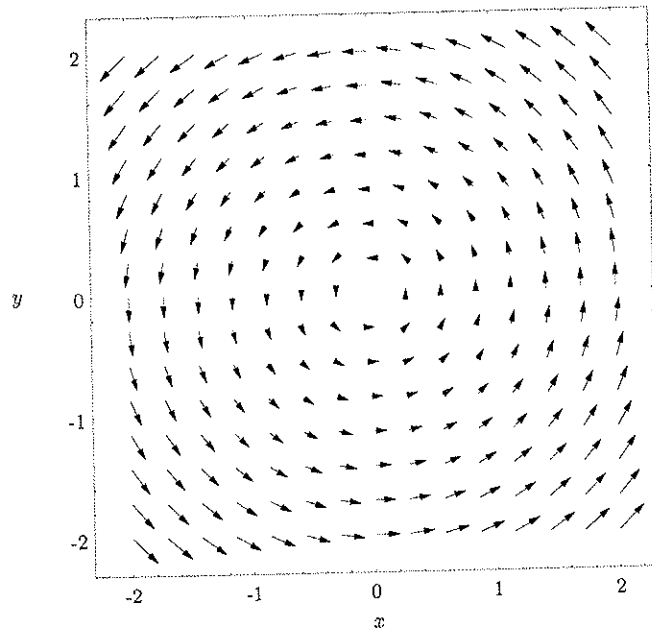


Figure 3.4: Example of a vector field with positive curl (in the z direction): $\mathbf{F} = x\mathbf{j} - y\mathbf{i}$.

Exercise 3.3 :

$$\underline{F} = (x^2 + y^2 + z^2) \underline{i} + (x^4 - y^2 z^2) \underline{j} + xyz \underline{k}.$$

Find $\nabla \times \underline{F}$.

$$\nabla \times \underline{F} = \begin{vmatrix} \underline{i} & \underline{j} & \underline{k} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ x^2 + y^2 + z^2 & x^4 - y^2 z^2 & xyz \end{vmatrix}$$

$$= \underline{i} (xz - (-2zy^2)) + \underline{j} (2z - yz) + \underline{k} (4x^3 - 2y)$$

Definition :

IF $\nabla \times \vec{F} = \vec{0}$ throughout some volume,

then \vec{F} is called **CURL-FREE**
or **IRROTATIONAL**

in that volume.

As for grad & div, curl obeys
the 'obvious' rules for addition
and multiplication by a constant λ :

$$\text{i.e. } \nabla \times (\underline{F} + \underline{G}) = \nabla \times \underline{F} + \nabla \times \underline{G}$$

$$\text{and } \nabla \times (\lambda \underline{F}) = \lambda (\nabla \times \underline{F}).$$

Meaning of $\text{curl } \underline{F}$:

Roughly, $\text{curl } \underline{F}$ measures the tendency
of \underline{F} to 'spin' around given point \underline{r} .

Given a unit vector \underline{n} ,

if $(\text{curl } \underline{F}) \cdot \underline{n}$ is positive (negative)

then \underline{F} tends to spin clockwise (anticlockwise)
looking along direction \underline{n} .

