

Math 261, Lecture 33, 11/9/18

• Make up Office Hours today 4:30 - 5:30

• Office Hours Schedule

M 3:30 - 4:30

W 5:30 - 6:30

F 11:30 - 12:30

MATH 744

Today §16.5, Next §16.6 (begin)

Recap: Green's Theorem

$$\vec{F}(x,y) = P(x,y)\mathbf{i} + Q(x,y)\mathbf{j} = \langle P, Q \rangle$$

$\oint_C \vec{F} \cdot d\vec{r}$ integral around simple, closed curve
once, counter clockwise

$$\oint_C \vec{F} \cdot d\vec{r} = \oint_C P dx + Q dy = \iint_D Q_x - P_y dA$$

↑
Green's Thm

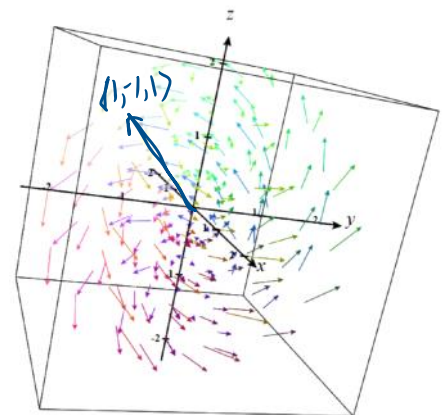
D is region contained by C.

§16.5 Curl and Divergence

Goal - Measure how much a vector field fails to be conservative.

* Rotation is the thing that stops v.f. from being conservative.

In 2D $\vec{F}(x,y) = \langle P, Q \rangle$
 $Q_x - P_y$ (If = 0, then conservative)



=

$$\vec{\nabla} = \left\langle \frac{\partial}{\partial x}, \frac{\partial}{\partial y}, \frac{\partial}{\partial z} \right\rangle \quad \text{"del" differential operator}$$

$\vec{\nabla} f$ del applied to $f(x,y,z)$, then I have gradient.

$$\vec{F} = \langle P, Q, R \rangle \quad P(x,y,z), Q(x,y,z), R(x,y,z)$$

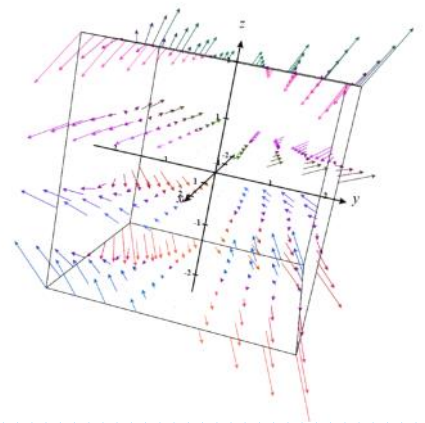
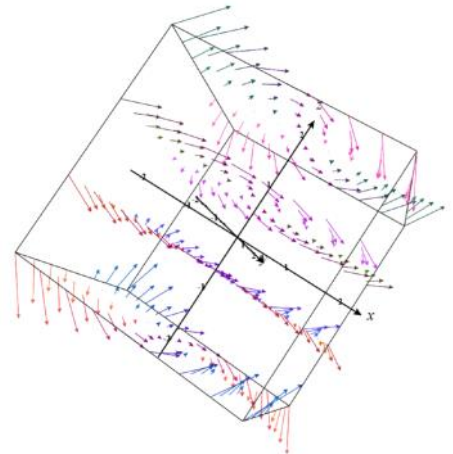
3D vector field

$$\text{curl } \vec{F} = \vec{\nabla} \times \vec{F} = \begin{vmatrix} i & j & k \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ P & Q & R \end{vmatrix}$$

$$= (R_y - Q_z) i + (P_z - R_x) j + (Q_x - P_y) k$$

\vec{F} is conservative exactly when each of those terms is zero (if \vec{F} is defined on whole 3D plane)

In other words conservative exactly when $\text{curl } \vec{F} = 0$



divergence $\text{div } \vec{F} = \vec{\nabla} \cdot \vec{F} = \left\langle \frac{\partial}{\partial x}, \frac{\partial}{\partial y}, \frac{\partial}{\partial z} \right\rangle \cdot \langle P, Q, R \rangle$

$$= P_x + Q_y + R_z$$

$$\vec{\nabla} \cdot (\vec{\nabla} \times \vec{W}) = 0$$

$$\text{div}(\text{curl } \vec{F}) = \vec{\nabla} \cdot (\vec{\nabla} \times \vec{F}) = 0$$

↑ outputs numbers, not vectors.

Ex. $\vec{F} = -z i + x j + y k$, compute $\text{curl } \vec{F}$

$$\text{curl } \vec{F} = \begin{vmatrix} i & j & k \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ -z & x & y \end{vmatrix} = \begin{matrix} 1 & -0 \\ \frac{\partial}{\partial y} y & -\frac{\partial}{\partial z} x \end{matrix} i$$

$$- \begin{matrix} 0 & 1 \\ \frac{\partial}{\partial x} y & -\frac{\partial}{\partial z} z \end{matrix} j$$

$$+ \begin{matrix} 1 & 0 \\ \frac{\partial}{\partial x} x & -\frac{\partial}{\partial z} y \end{matrix} k$$

$$+ \left(\frac{\partial}{\partial x} x - \frac{\partial}{\partial y} z \right) k$$

$$= i - j + k = \langle 1, -1, 1 \rangle$$

$\text{curl } \vec{F}$ points perpendicularly to direction of rotation, using Right Hand Rule.

$\text{div } \text{curl } \vec{F} = 0$ since $\text{curl } \vec{F}$ is constant.

Ex. $\vec{F}(x, y, z) = y^2 i + xy j + xyz k$
 Compute $\text{div } \vec{F}$, $\text{curl } \vec{F}$, $\text{div } \text{curl } \vec{F}$

$$\text{div } \vec{F} = \vec{\nabla} \cdot \vec{F} = \frac{\partial}{\partial x} P + \frac{\partial}{\partial y} Q + \frac{\partial}{\partial z} R$$

$$= \frac{\partial}{\partial x} y^2 + \frac{\partial}{\partial y} xy + \frac{\partial}{\partial z} xyz$$

$$= 0 + x + xy = x + xy$$

$$\text{curl } \vec{F} = \begin{vmatrix} i & j & k \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ y^2 & xy & xyz \end{vmatrix} = \left(\frac{\partial}{\partial y} xyz - \frac{\partial}{\partial z} xy \right) i$$

$$- \left(\frac{\partial}{\partial x} xyz - \frac{\partial}{\partial z} y^2 \right) j$$

$$+ \left(\frac{\partial}{\partial x} xy - \frac{\partial}{\partial y} y^2 \right) k$$

$$= xz i - yz j - y k$$

$$\text{div} \cdot \text{curl } \vec{F} = \frac{\partial}{\partial x} xz + \frac{\partial}{\partial y} (-yz) + \frac{\partial}{\partial z} (-y)$$

$$= z - z + 0 = 0!$$

Applications to 2D and Green's Thm.

Applications to 2D and Green's Thm.

$$\vec{F}(x,y,z) = P(x,y) \mathbf{i} + Q(x,y) \mathbf{j} + 0 \mathbf{k}$$

$$\text{curl } \vec{F} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ P & Q & 0 \end{vmatrix} = (Q_x - P_y) \mathbf{k}$$

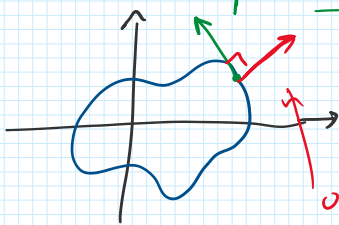
$$0 - \frac{\partial}{\partial x} Q = 0 - 0 = 0$$

Green's Thm $\oint_C \vec{F} \cdot d\vec{r} = \iint_D \text{curl } \vec{F} \cdot \mathbf{k} \, dA$

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$$\oint_C \vec{F} \cdot \vec{T} \, ds$$

$$\vec{T} = \frac{\langle x'(t), y'(t) \rangle}{|\vec{r}'(t)|} \quad \vec{r}(t) = \langle x(t), y(t) \rangle$$



(unit) outward normal vector $\vec{n} = \frac{\langle y'(t), -x'(t) \rangle}{|\vec{r}'(t)|}$

Green's Thm, II

$$\begin{aligned} \oint_C \vec{F} \cdot \vec{n} \, ds &= \oint_C \langle P, Q \rangle \langle dy, -dx \rangle \\ &= \oint_C P \, dy - Q \, dx = \iint_D P_x + Q_y \, dA \\ &= \iint_D \text{div } \vec{F} \, dA \end{aligned}$$

$$\vec{\nabla} \cdot \vec{F} = \frac{\partial}{\partial x} P + \frac{\partial}{\partial y} Q$$