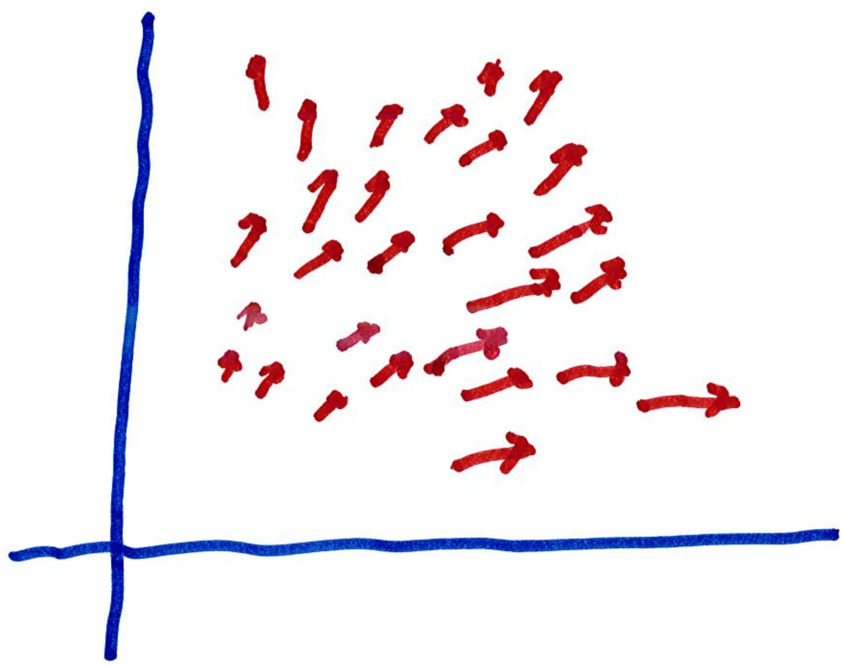
16.1 Vector Fields

Imagine a map showing

the direction of the wind



At each point, there is an

arrow. Also, if the wind is

strong, then the arrow is bigger.

This is a vector field.

Def'n. Let D be a region in $\mathbb{R}^2$.

A vector field $\vec{F}$ is a function

that assigns to each point

(x,y) in D a vector (2-dimensional)

$\vec{F}(x,y)$.

More precisely, we can write

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

Def'n. Let E be region in $\mathbb{R}^3$.

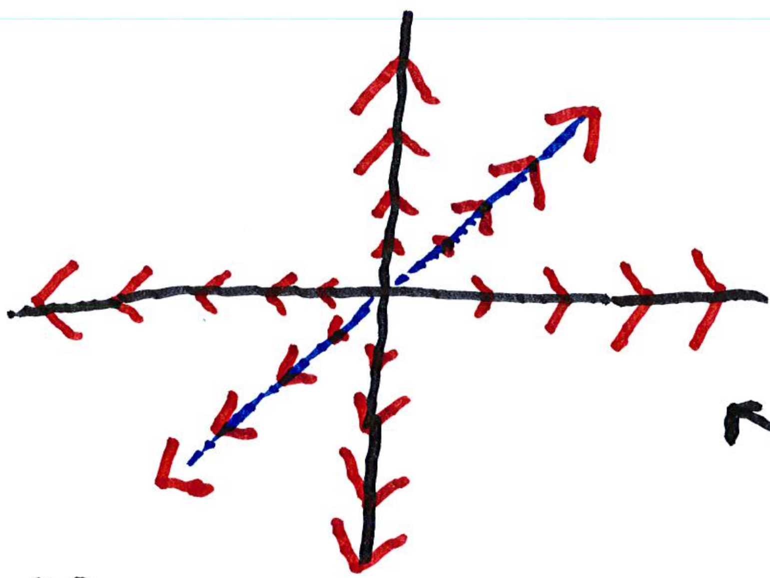
A vector field $\vec{F}$ on $\mathbb{R}^3$ is a function that assigns to each point (x, y, z) a 3-dimensional vector $\vec{F}(x,y,z)$

We can write $\vec{F}(x,y,z)$ as

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

We will say $\vec{F}$ is continuous on E if P, Q, and R are continuous functions of (x,y,z).

Ex. Sketch $\vec{F} = \langle x, y \rangle$



$F(x,x) = \langle x, x \rangle$

$F(x,0) = \langle x, 0 \rangle$

if $y = 0$

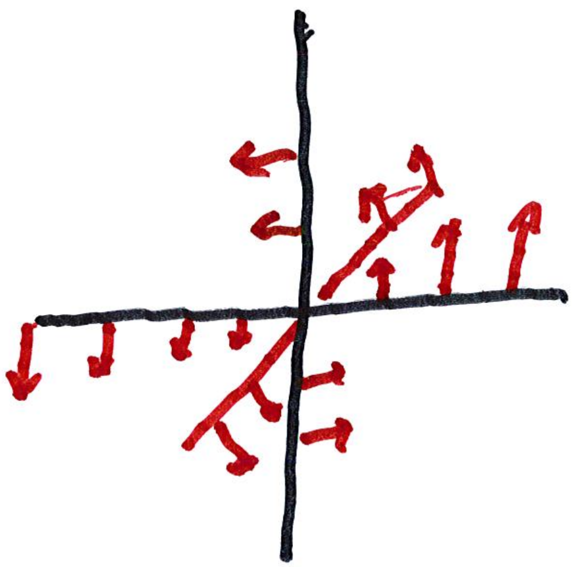
If $x = 0$

$F(0,y) = \langle 0, y \rangle$

$\vec{F}$ points radially outward.

Rotational vector field

(like a hurricane)



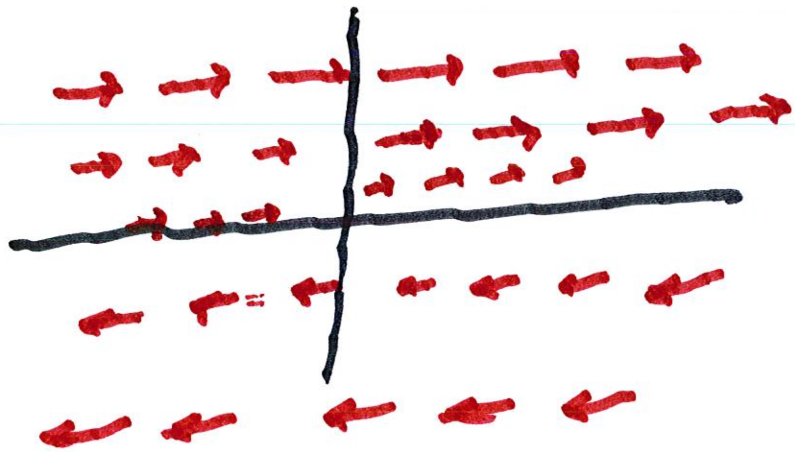
$\vec{F}(x,y) = \langle -y, x \rangle$

When $y=0$ $\vec{F} = \langle 0, x \rangle$

When $x=0$, $\vec{F} = \langle -y, 0 \rangle$

When $y=x$, $\vec{F} = \langle \quad , \quad \rangle$

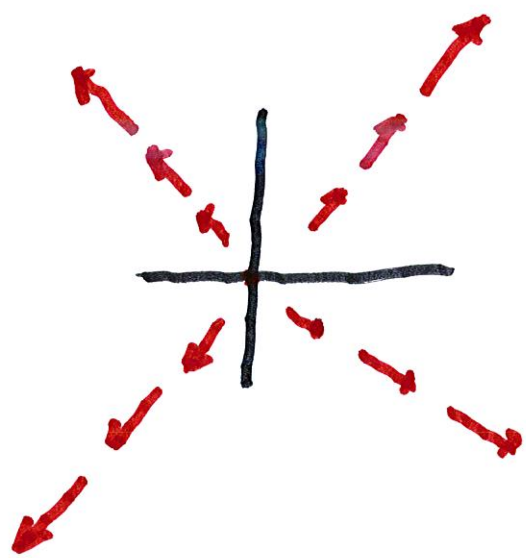
Doldrums $\vec{F}(x,y) = \langle y, 0 \rangle$



Gravity

1. $\vec{F}(x,y) = \langle x, y \rangle$

   $|\langle x,y \rangle| = \sqrt{x^2+y^2}$



2. But gravity gets stronger as $(x,y) \to (0,0)$

$\vec{x} = \langle x, y \rangle$

$$\vec{F} = \frac{\vec{x}}{|\vec{x}|}$$ outward, always

has magnitude = 1

$$\vec{F} = \frac{\langle x, y \rangle}{|\langle x, y \rangle|} = \left\langle \frac{x}{\sqrt{x^2+y^2}}, \frac{y}{\sqrt{x^2+y^2}} \right\rangle$$

We want the magnitude to be

inversely proportionally to

the square of distance from (0,0)

$$\vec{F} = \left\langle \frac{x}{(x^2+y^2)^{3/2}} , \frac{y}{(x^2+y^2)^{3/2}} \right\rangle$$

But we want $\vec{F}$ to point inward

$$\vec{F} = \left\langle \frac{-x}{(x^2+y^2)^{3/2}} , \frac{-y}{(x^2+y^2)^{3/2}} \right\rangle$$

Finally we have to multiply by the right constant C.

The U.S. economy or the world economy, etc.

Think of many possible quantities

1. Price of Steel
2. Price of Oil
3. Interest Rate
4. Price of wheat, etc.

One can model the economy

(based on many measures)

(say 100)

as a vector field in 100

measures. Given

$P_1, P_2, \ldots, P_{100}$, the vector

field measures ~~[illegible]~~ the ~~ex~~

expected value of how $P_1, \ldots, P_{100}$

should change

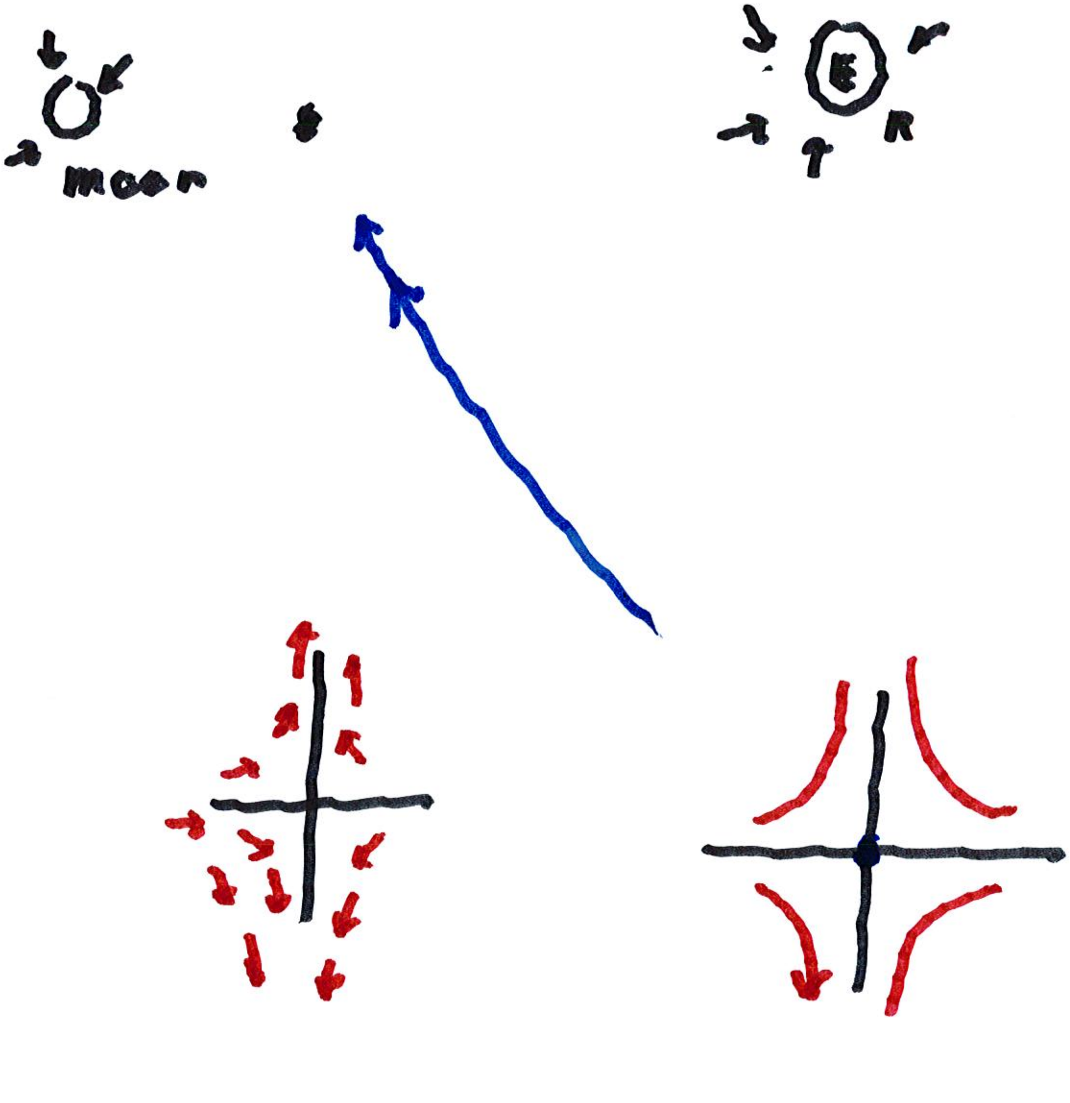
i.e. $P_1' = a_{11} P_1 + \cdots + a_{1N} P_N + g_1$

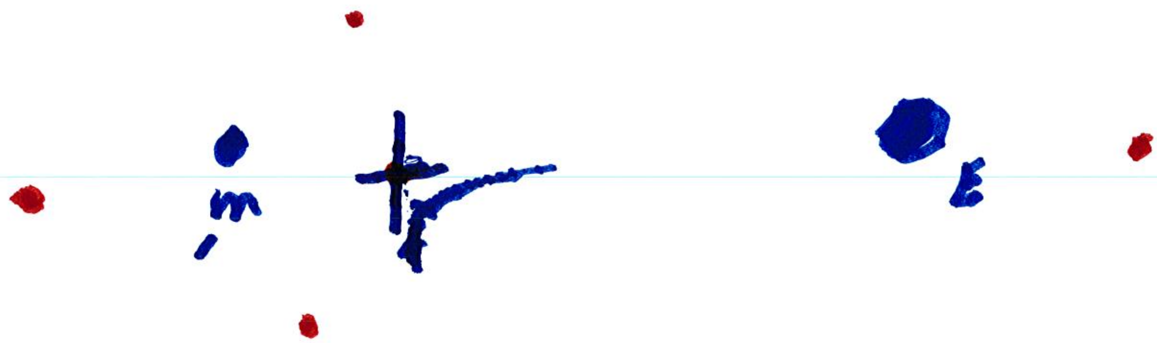
$P_2' = a_{21} P_1 + \cdots + a_{2N} P_N + g_2$

$\vdots$

$P_N' = a_{N1} P_1 + \cdots + a_{NN} P_N + g_N$

Five Lagrangean Points





Five Lag. Points.

Think of a building. The location of the joints gives quantities $p_1, \dots, p_N$

Also, the velocity of the joints

gives quantities $Q_1, \dots, Q_N$

By Newton's 2nd (or 3rd) law

$$P_1'' = a_1^1 P_1 + \dots + a_N^1 P_N + b_1^1 Q_1 \dots + b_N^1 Q_N$$

$$+ g_1(t)$$

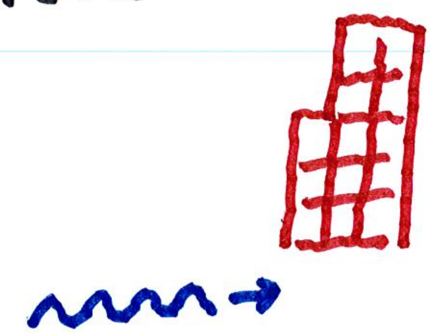
$$\vdots$$

$$P_N'' = a_1^N P_1 + \dots + a_N^N + \dots \quad + g_N(t)$$

Say an earthquake happens

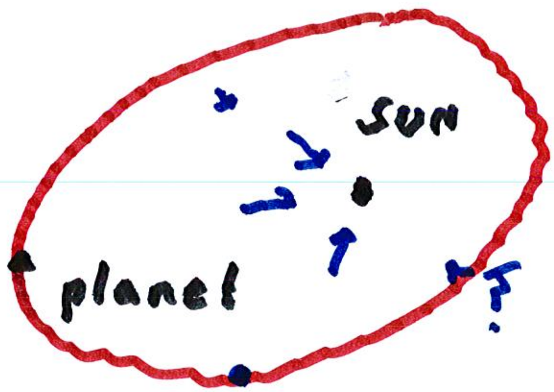
This is an external force

with a vibration.



Does the frequency of the earthquake match up with the "natural frequency" of the building (Resonance)

Galloping Gertie.



Kepler's Laws.

A planet travels about the sun, so that Sun is at the focus of an ellipse.

Newton invented calculus to show this.

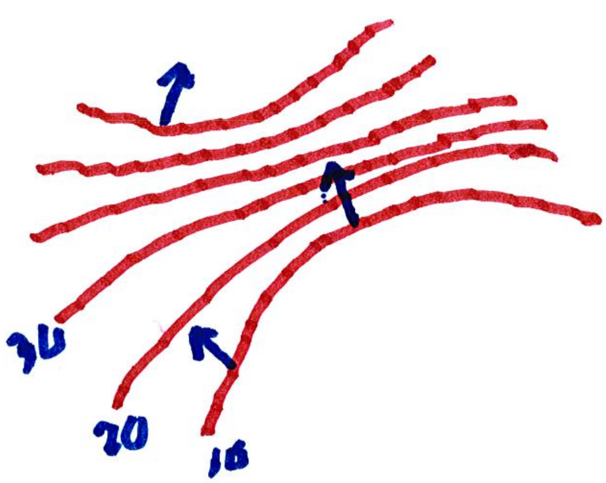
Given a function $f(x,y)$.

the gradient of f is

$$\nabla f(x,y) = f_x(x,y)\,\vec{i} + f_y(x,y)\,\vec{j}$$

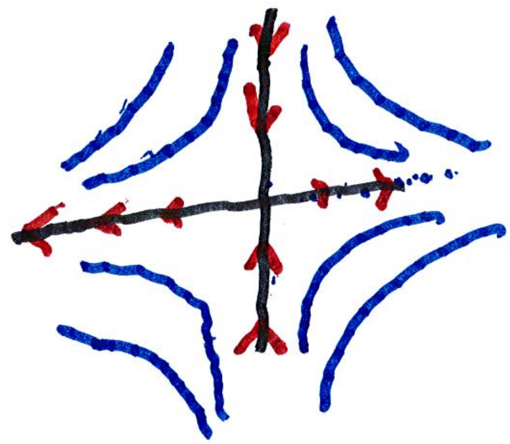
The gradient ∇f is always

$\perp$ to the level sets (level surfaces)



Sketch the ~~curve~~ vector field

$\vec{F} = x\vec{i} - y\vec{j}$



When $y=0$

$\langle x, 0 \rangle$

When

$x=0$ $\langle 0, -y \rangle$