LECTURE 29: VELTOR FIELDS AND GRADIENT OPERATOR

7.1. VECTOR FIELDS

pgs. 325-328 in 2020 when

7.1 vector fields





Definition 7.1.1.

A vector field on $S \subseteq \mathbb{R}^n$ is an assignment of a n-dimensional vector to each point in S. If $\vec{F} = \langle F_1, F_2, \dots, F_n \rangle = \sum_{j=1}^n F_j \hat{x}_j$ then the multivariate functions $F_j : S \to \mathbb{R}$ are called the **component functions** of \vec{F} . In the cases of n=2 and n=3 we sometimes use the popular notations

$$\vec{F} = \langle P, Q \rangle$$
 & $\vec{F} = \langle P, Q, R \rangle$.

We have already encountered examples of vector fields earlier in this course.

Example 7.1.2. Let $\vec{F} = \hat{x}$ or $\vec{G} = \hat{y}$. These are constant vector fields on \mathbb{R}^2 . At each point we attach the same fixed vector; $\vec{F}(x,y) = \langle 1,0 \rangle$ or $\vec{G}(x,y) = \langle 0,1 \rangle$. In contrast, $\vec{H} = \hat{r}$ and $\vec{I} = \hat{\theta}$ are non-constant and technically are only defined on the punctured plane $\mathbb{R}^2 - \{(0,0)\}$. In particular,

$$\vec{H}(x,y) = \left\langle \frac{x}{\sqrt{x^2 + y^2}} \ , \ \frac{y}{\sqrt{x^2 + y^2}} \right\rangle \qquad \& \qquad \vec{I}(x,y) = \left\langle \frac{-y}{\sqrt{x^2 + y^2}} \ , \ \frac{x}{\sqrt{x^2 + y^2}} \right\rangle.$$

Of course, given any differentiable $f: S \subseteq \mathbb{R}^2 \to \mathbb{R}$ we can create the vector field $\nabla f = \langle \partial_x f, \partial_y f \rangle$ which is normal to the level curves of f.

Example 7.1.3. Let $\vec{F} = \widehat{x}$ or $\vec{G} = \widehat{y}$ or $\vec{H} = \widehat{z}$. These are constant vector fields on \mathbb{R}^3 . At each point we attach the same fixed vector; $\vec{F}(x,y,z) = \langle 1,0,0 \rangle$ or $\vec{G}(x,y,z) = \langle 0,1,0 \rangle$ and $\vec{H}(x,y,z) = \langle 0,1,0 \rangle$. In contrast, $\vec{I} = \widehat{r}$ and $\vec{J} = \widehat{\theta}$ are non-constant and technically are only defined on $\mathbb{R}^3 - \{(0,0,z) \mid z \in \mathbb{R}\}$. In particular,

$$\vec{I}(x,y,z) = \left\langle \frac{x}{\sqrt{x^2 + y^2}} \; , \; \frac{y}{\sqrt{x^2 + y^2}} \; , \; \vec{O} \right\rangle \; \; \& \qquad \vec{J}(x,y,z) = \left\langle \frac{-y}{\sqrt{x^2 + y^2}} \; , \; \frac{x}{\sqrt{x^2 + y^2}} \; , \; \vec{O} \right\rangle \; \; .$$

Similarly, the spherical coodinate frame $\widehat{\rho}, \widehat{\phi}, \widehat{\theta}$ are vector fields on the domain of their definition. Of course, given any differentiable $f: S \subseteq \mathbb{R}^3 \to \mathbb{R}$ we can create the vector field $\nabla f = \langle \partial_x f, \partial_y f, \partial_z f \rangle$ which is normal to the level surfaces of f.

The flow-lines or streamlines are paths for which the velocity field matches a given vector field. Sometimes these paths which line up with the vector field are also called <u>integral curves</u>.

Definition 7.1.4.

In particular, given a vector field $\vec{F} = \langle P, Q, R \rangle$ we say $\vec{r}(t) = \langle x(t), y(t), z(t) \rangle$ is an **integral** curve of \vec{F} iff

$$\vec{F}(\vec{r}(t)) = \left\langle \frac{dx}{dt}, \frac{dy}{dt}, \frac{dz}{dt} \right\rangle$$
 a.k.a $\frac{dx}{dt} = P, \ \frac{d\mathbf{y}}{dt} = Q, \ \frac{dz}{dt} = R.$

We need to integrate each component of the vector field to find this curve. Of course, given that P,Q,R are typically functions of x,y,z the "integration" requires thought. Even in differential equations (334) the general problem of finding integral curves for vector fields is beyond our standard techniques for all but a handful of well-behaved vector fields. That said, the streamlines for the examples below are geometrically obvious so we can reasonably omit the integration.

$$\vec{F} = \langle 1, 0, 0 \rangle$$

$$\vec{A} = 0$$

Example 7.1.5. Suppose $\vec{F} = \hat{x}$ then obviously $x(t) = x_o + t, y = y_o, z = z_o$ is the streamline of \hat{x} through (x_o, y_o, z_o) . Likewise, I think you can calculate the steamlines for \hat{y} and \hat{z} without much trouble. In fact, any constant vector field $\vec{F} = \vec{v}_o$ simply has streamlines which are lines with direction vector \vec{v}_o .

Example 7.1.6. The magnetic field around a long steady current in the postive z-direction is conveniently written as $\vec{B}(r,\theta,z) = \frac{\mu_0 I}{2\pi r} \hat{\theta}$. The streamlines are circles which are centered on the axis and point in the $\hat{\theta}$ direction.

Example 7.1.7. If a charge Q is distributed uniformly through a sphere of radius R then the electric field can be show to me a function of the distance from the center of the sphere alone. Placing that center at the origin gives

 $k = \frac{G}{\sqrt{\pi \epsilon_0}}$ (not consistent $\vec{E}(\rho) = \hat{\rho} \begin{cases} \frac{k\rho}{R^3} & 0 \le \rho \le R \\ \frac{k}{\rho^2} & \rho \ge R \end{cases}$

The streamlines are simply lines which flow radially out from the origin in all directions.

Challenge: in electrostatics the density of streamlines (often called fieldlines in physics) is used to measure the magnitude of the electric field. Why is that reasonable?

Example 7.1.8. The other side of the thinking here is that given a differential equation we could use the plot of the vector field to indicate the flow of solutions. We can solve numerically by playing a game of directed connect the dots which is the multivariate analog of Euler's method for solving dy/dx = f(x,y).

 $\frac{dx}{dt} = 2x(y^2 + z^2), \qquad \frac{dy}{dt} = 2x^2y, \qquad \frac{dz}{dt} = 2x^2z$

We'd look to match the curve up with the vector-field plot of $\vec{F} = \langle 2x(y^2+z^2), 2x^2y, 2x^2z \rangle$. This particular field is a gradient field with $\vec{F} = \nabla f$ for $f(x,y,z) = x^2(y^2+z^2)$. Solutions to the differential equations describe paths which are orthogonal to the level surfaces of f since the paths are parallel to ∇f .

Perhaps you can see how this way of thinking might be productive towards analyzing otherwise intractable problems in differential equations. I merely illustrate here to give a bit more breadth to the concept of a vector field. Of course Stewart³ has pretty pictures with real world jutsu so you should read that if this is not *real* to you without those comments.

³we are covering chapter 17 from here on out