

EE 209 Lecture Notes:

P1

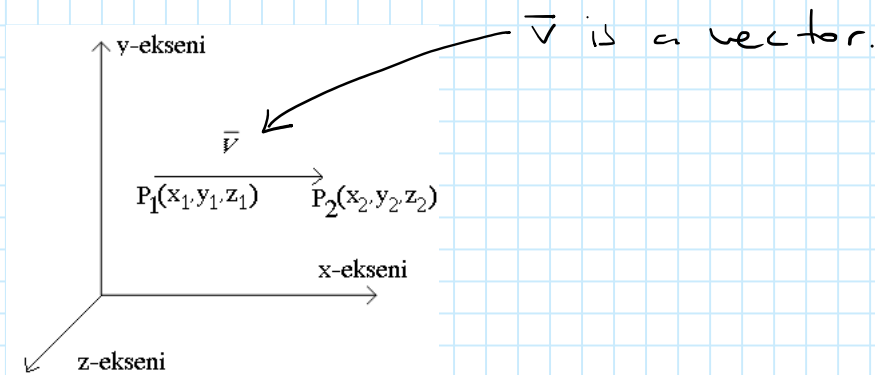
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Vector Calculus:

Vectors:

A vector is a quantity with a magnitude and direction.

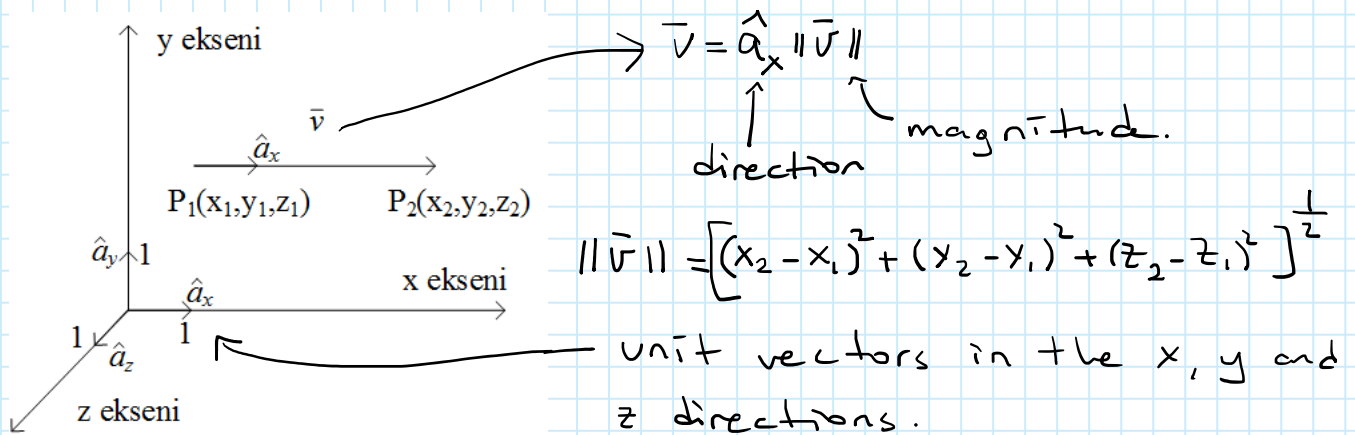
Electric and magnetic fields are vectors.



Unit vector: It is a vector with unity magnitude

$\|\vec{a}\| = \text{Norm of a vector} = \text{Magnitude of a vector}$

For unit vector $\|\vec{a}\| = |\vec{a}| = 1$.

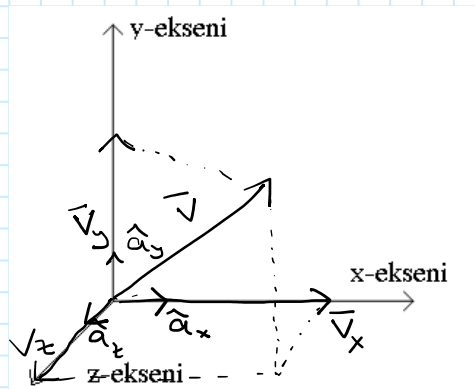


The vector \vec{v} in the above figure is directed on the x-axis. Thus,

$$\vec{v} = \hat{a}_x \cdot \underbrace{V_x}_{\text{magnitude}}$$

along the x-direction

Any vector in 3D space can be composed by components.



$$\vec{V} = \vec{V}_x + \vec{V}_y + \vec{V}_z$$

↑ ↑ ↑
components.

where

$$\vec{V}_x = \hat{a}_x V_x, \quad \vec{V}_y = \hat{a}_y V_y, \quad \vec{V}_z = \hat{a}_z V_z$$

Thus,

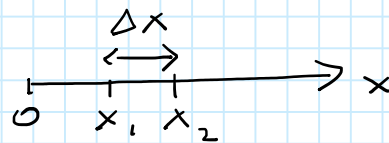
$$\vec{V} = \hat{a}_x V_x + \hat{a}_y V_y + \hat{a}_z V_z \quad \checkmark$$

$$\vec{V} = \langle V_x, V_y, V_z \rangle \quad (\text{notation used by mathematicians})$$

Differentials (scalar, vector):

In a 3D space, to show small distances, we use the following notations:

$$\Delta x = x_2 - x_1 = \text{Small distance in } x \text{ direction}$$



Similarly,

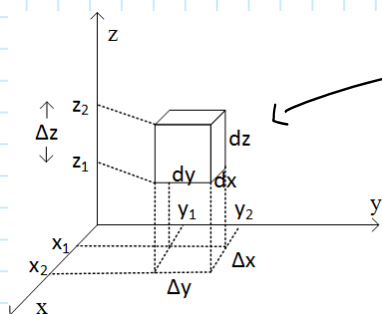
$$\Delta y = y_2 - y_1, \quad \Delta z = z_2 - z_1.$$

Define differentials as:

$$dx = \lim_{(x_2 - x_1) \rightarrow 0} \Delta x,$$

$$dy = \lim_{(y_2 - y_1) \rightarrow 0} \Delta y, \quad dz = \lim_{(z_2 - z_1) \rightarrow 0} \Delta z.$$

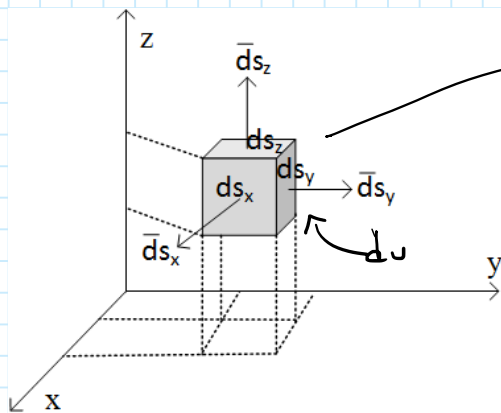
We can show differentials graphically as:



Differentials (infinitely small).

Differential areas: $ds_x = dydz$, $ds_y = dx dz$, $ds_z = dx dy$

Graphically:



Infinitely small areas = differential areas.

Vector differential areas:

$$\bar{ds}_x = \hat{a}_x dy dz = \hat{a}_x ds_x$$

$$\bar{ds}_y = \hat{a}_y dx dz, \quad \bar{ds}_z = \hat{a}_z dx dy$$

We have also volume differential element:

$$du = dx dy dz \quad (\text{scalar})$$

↳ only magnitude.
no direction.

Vector Algebra:

1-) Vector Addition:

Given the following vectors:

$$\bar{v}_1 = \hat{a}_x v_{1x} + \hat{a}_y v_{1y} + \hat{a}_z v_{1z},$$

$$\bar{v}_2 = \hat{a}_x v_{2x} + \hat{a}_y v_{2y} + \hat{a}_z v_{2z},$$

$$\bar{v}_3 = \hat{a}_x v_{3x} + \hat{a}_y v_{3y} + \hat{a}_z v_{3z}.$$

The sum of them can be written as:

$$\bar{v}_1 + \bar{v}_2 + \bar{v}_3 + \dots = \hat{a}_x (v_{1x} + v_{2x} + v_{3x} + \dots) + \hat{a}_y (v_{1y} + v_{2y} + v_{3y} + \dots) + \hat{a}_z (v_{1z} + v_{2z} + v_{3z} + \dots).$$

If a vector is negative ($-\bar{v}$), it means the direction is reversed.



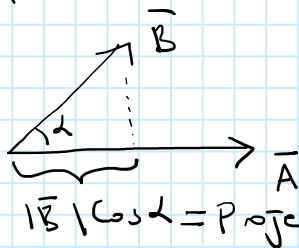
Thus, the subtraction of vectors can be written as addition:

$$\vec{v} - \vec{v}_2 = \hat{a}_x (v_{1x} - v_{2x}) + \hat{a}_y (v_{1y} - v_{2y}) + \hat{a}_z (v_{1z} - v_{2z})$$

2-) Vector Multiplication:

- Dot Product:

Let \vec{A} and \vec{B} be two vectors. The dot product of \vec{A} and \vec{B} is defined as:



$$\vec{A} \cdot \vec{B} = |\vec{A}| |\vec{B}| \cos(\alpha)$$

(scalar)

, α = Angle between \vec{A} and \vec{B} .

$|\vec{B}| \cos \alpha$ = Projection of \vec{B} onto \vec{A} .

Remark: $\vec{A} \cdot \vec{B}$ is max. for when $\vec{A} \parallel \vec{B}$.

$\vec{A} \cdot \vec{B}$ is zero for when $\vec{A} \perp \vec{B}$.

In terms of components:

$$\vec{A} = \hat{a}_x A_x + \hat{a}_y A_y + \hat{a}_z A_z$$

$$\vec{B} = \hat{a}_x B_x + \hat{a}_y B_y + \hat{a}_z B_z$$

$$\vec{A} \cdot \vec{B} = (A_x \cdot B_x) + (A_y \cdot B_y) + (A_z \cdot B_z) \text{ (scalar)}$$

Properties:

Commutative law:

$$\vec{A} \cdot \vec{B} = \vec{B} \cdot \vec{A}$$

Associative law:

$$\vec{A} \cdot (\vec{B} \cdot \vec{C}) = (\vec{A} \cdot \vec{B}) \cdot \vec{C}$$

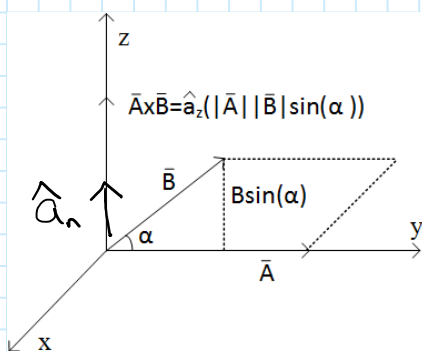
Distributive law:

$$\vec{A} \cdot (\vec{B} + \vec{C}) = \vec{A} \cdot \vec{B} + \vec{A} \cdot \vec{C}$$

- Cross Product:

Let \vec{A} and \vec{B} be two vectors. The cross product of \vec{A} and \vec{B} is given as:

$$\text{Graphically, } \vec{A} \times \vec{B} = \hat{a}_n |\vec{A}| |\vec{B}| \sin \alpha$$



Properties:

Commutative law:

$$\vec{A} \times \vec{B} \neq \vec{B} \times \vec{A}$$

Associative law:

$$(\vec{A} \times \vec{B}) \times \vec{C} \neq \vec{A} \times (\vec{B} \times \vec{C})$$

Distributive law:

$$\vec{A} \times (\vec{B} + \vec{C}) = \vec{A} \times \vec{B} + \vec{A} \times \vec{C}$$

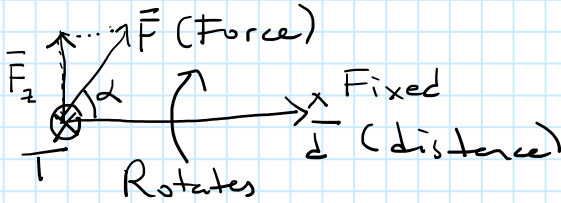
In terms of vector components,

$$\vec{A} = \hat{a}_x A_x + \hat{a}_y A_y + \hat{a}_z A_z$$

$$\vec{B} = \hat{a}_x B_x + \hat{a}_y B_y + \hat{a}_z B_z$$

$$\vec{A} \times \vec{B} = \begin{vmatrix} \hat{a}_x & \hat{a}_y & \hat{a}_z \\ A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix} = \hat{a}_x (A_y B_z - A_z B_y) - \hat{a}_y (A_x B_z - A_z B_x) + \hat{a}_z (A_x B_y - A_y B_x)$$

Physical explanation:



$$\vec{F} \times \vec{d} = \text{Torque.}$$

$\alpha = 90^\circ \rightarrow \text{max. torque.}$
 max. rotation

$\alpha = 0^\circ \rightarrow T=0, \text{ no rotate.}$

Coordinate Systems:

There are 3 major coordinate systems we use in electromagnetic theory:

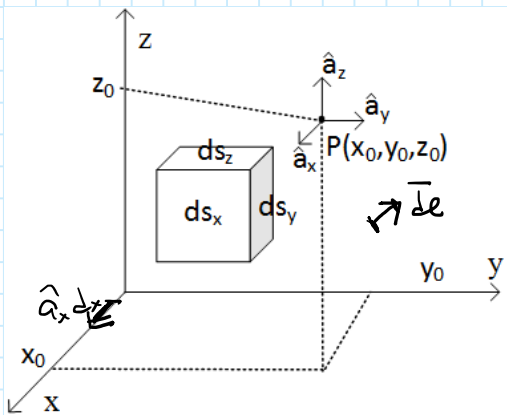
1-) Rectangular Coordinates (Cartesian Coordinates):

The unit vectors are: $\hat{a}_x, \hat{a}_y, \hat{a}_z$.

Axis: x, y, z .

A point $P: P(x, y, z)$

Dot products: $\hat{a}_x \cdot \hat{a}_y = 0, \hat{a}_x \cdot \hat{a}_z = 0, \hat{a}_y \cdot \hat{a}_z = 0$.



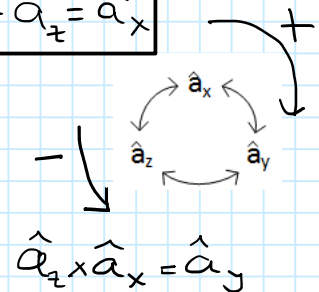
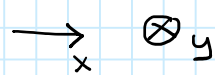
Rectangular coord. system.

Cross Products:

$$\hat{a}_x \times \hat{a}_y = \hat{a}_z, \hat{a}_y \times \hat{a}_z = \hat{a}_x$$



Right hand



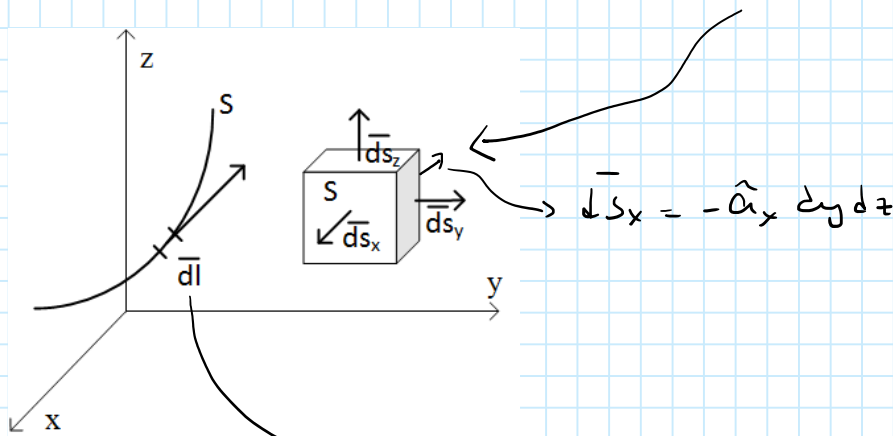
$$\hat{a}_z \times \hat{a}_x = \hat{a}_y$$

$$\hat{a}_x \times \hat{a}_z = -\hat{a}_y \text{ (ccw)}$$

Differential length vector:

$$d\vec{l} = \hat{a}_x dx + \hat{a}_y dy + \hat{a}_z dz$$

Differential area vectors: $\overline{ds}_x = \hat{a}_x dy dz$, $\overline{ds}_y = \hat{a}_y dx dz$, $\overline{ds}_z = \hat{a}_z dx dy$



The direction of \overline{dl} is always tangential to S at the given point.

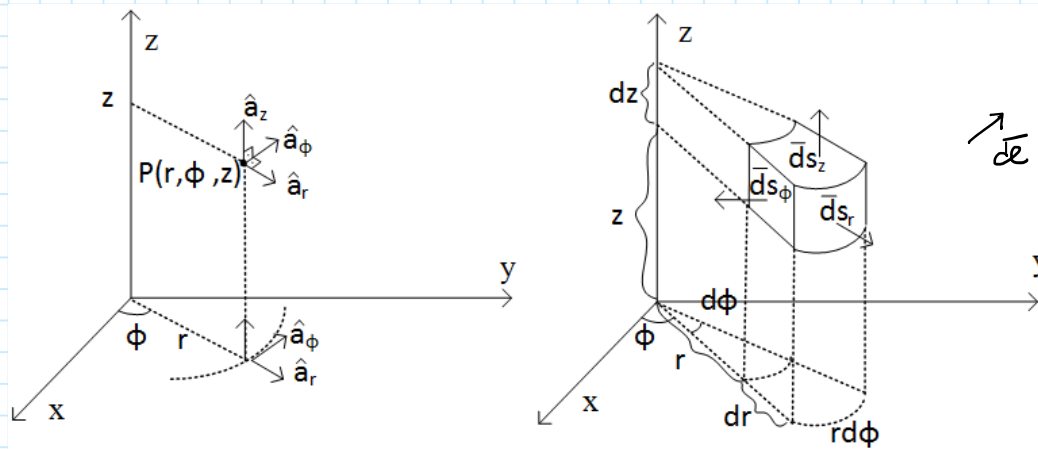
2-) Cylindrical Coordinate System:

Unit vectors: $\hat{a}_r, \hat{a}_\phi, \hat{a}_z$

Axis: r, ϕ, z

A given point P is shown by $P(r, \phi, z)$.

$$\begin{aligned} \hat{a}_r \cdot \hat{a}_\phi &= 0 \\ \hat{a}_r \cdot \hat{a}_z &= 0 \\ \hat{a}_\phi \cdot \hat{a}_z &= 0 \end{aligned}$$



$$\begin{aligned} \hat{a}_r \times \hat{a}_\phi &= \hat{a}_z \\ \hat{a}_\phi \times \hat{a}_z &= \hat{a}_r \\ \hat{a}_z \times \hat{a}_r &= \hat{a}_\phi \end{aligned}$$

The differential length vector:

$$\overline{dl} = \hat{a}_r dr + \hat{a}_\phi r d\phi + \hat{a}_z dz$$

The differential area vectors are:

$$\begin{aligned} \overline{ds}_r &= \hat{a}_r r d\phi dz \\ \overline{ds}_\phi &= \hat{a}_\phi dr dz \\ \overline{ds}_z &= \hat{a}_z r dr d\phi \end{aligned}$$

Transformation Equations:

Point transformation:

We want to find $P(r, \phi, z)$ given the point P in cartesian coordinate system $P(x, y, z)$.

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

$$\phi = \tan^{-1} \frac{y}{x}, \quad z = z$$

Transformation from cylindrical to cartesian coord:

$$x = r \cos \phi, \quad y = r \sin \phi, \quad z = z$$

Vector Transformation:

Given a vector $\bar{A} = \hat{a}_r A_r + \hat{a}_\phi A_\phi + \hat{a}_z A_z$, we want to find \bar{A} in rectangular coord. system.

$$\bar{A} = \hat{a}_x A_x + \hat{a}_y A_y + \hat{a}_z A_z \text{ (rectangular coord.)}$$

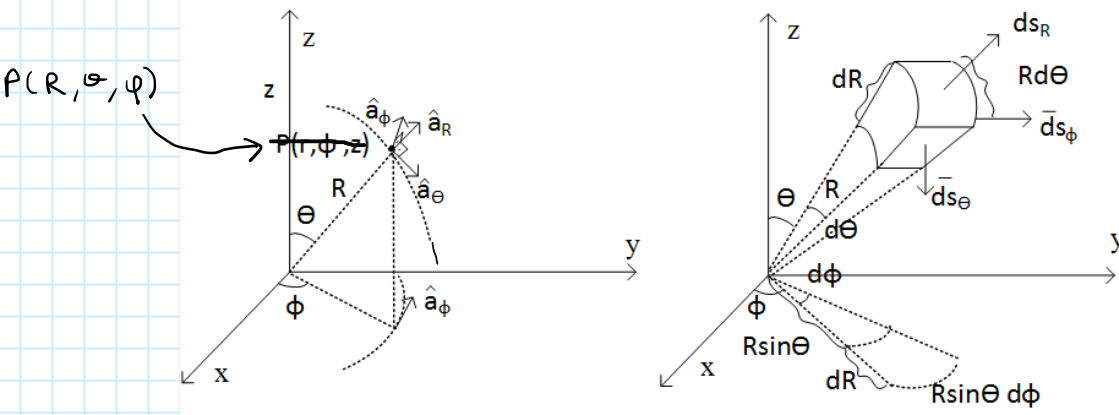
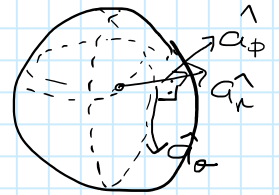
$$\begin{bmatrix} A_x \\ A_y \\ A_z \end{bmatrix} = \begin{bmatrix} \cos \phi & -\sin \phi & 0 \\ \sin \phi & \cos \phi & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} A_r \\ A_\phi \\ A_z \end{bmatrix}$$

For transformation from rectangular to cartesian,

$$\begin{bmatrix} A_r \\ A_\phi \\ A_z \end{bmatrix} = \begin{bmatrix} \cos \phi & \sin \phi & 0 \\ -\sin \phi & \cos \phi & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} A_x \\ A_y \\ A_z \end{bmatrix}$$

3.) Spherical Coordinate System:Unit vectors: $\hat{a}_R, \hat{a}_\theta, \hat{a}_\phi$ Axis variables: R, θ, ϕ .

Given a point $P(R, \theta, \phi)$



Dot Products:

$$\begin{aligned} \hat{a}_r \cdot \hat{a}_\theta &= 0 \\ \hat{a}_r \cdot \hat{a}_\phi &= 0 \\ \hat{a}_\theta \cdot \hat{a}_\phi &= 0 \end{aligned}$$

Cross Products:

$$\begin{aligned} \hat{a}_r \times \hat{a}_\theta &= \hat{a}_\phi \\ \hat{a}_\theta \times \hat{a}_\phi &= \hat{a}_r \\ \hat{a}_\phi \times \hat{a}_r &= \hat{a}_\theta \end{aligned}$$

Vector Length Differential:

$$d\bar{l} = \hat{a}_r dR + \hat{a}_\theta R d\theta + \hat{a}_\phi R \sin\theta d\phi$$

Vector Surface Differentials:

$$\begin{aligned} d\bar{S}_r &= \hat{a}_r R^2 \sin\theta d\theta d\phi \\ d\bar{S}_\theta &= \hat{a}_\theta R \sin\theta dR d\phi \\ d\bar{S}_\phi &= \hat{a}_\phi R dR d\theta \end{aligned}$$

Point Transformation:

Given a point in rectangular coordinates $P(x, y, z)$, we want to find $P(R, \theta, \phi) = ?$

$$R^2 = x^2 + y^2 + z^2$$

$$\theta = \tan^{-1} \frac{\sqrt{x^2 + y^2}}{z}$$

$$\phi = \tan^{-1} \frac{y}{x}$$

From spherical to rectangular coord:

$$\begin{aligned} x &= R \sin\theta \cos\phi \\ y &= R \sin\theta \sin\phi \\ z &= R \cos\theta \end{aligned}$$

Vector Transformations:

Given a vector $\bar{A} = \hat{a}_r A_r + \hat{a}_\theta A_\theta + \hat{a}_\phi A_\phi$ in spherical coord. We want $\bar{A} = \hat{a}_x A_x + \hat{a}_y A_y + \hat{a}_z A_z = ?$

$$\begin{bmatrix} A_x \\ A_y \\ A_z \end{bmatrix} = \begin{bmatrix} \sin\theta \cos\phi & \cos\theta \cos\phi & -\sin\phi \\ \sin\theta \sin\phi & \cos\theta \sin\phi & \cos\phi \\ \cos\theta & -\sin\theta & 0 \end{bmatrix} \begin{bmatrix} A_R \\ A_\theta \\ A_\phi \end{bmatrix}$$

and

$$\begin{bmatrix} A_R \\ A_\theta \\ A_\phi \end{bmatrix} = \begin{bmatrix} \sin\theta \cos\phi & \sin\theta \sin\phi & \cos\theta \\ \cos\theta \cos\phi & \cos\theta \sin\phi & -\sin\theta \\ -\sin\phi & \cos\phi & 0 \end{bmatrix} \begin{bmatrix} A_x \\ A_y \\ A_z \end{bmatrix}$$

Vector Field:

is a group of vectors in a given space.
 In 2D space, there is a vector defined at every point $P(x,y)$.
 Then, this becomes a "vector field" in 2D space.
 Its notation is

$$\vec{F}(x,y) = P(x,y)\hat{a}_x + Q(x,y)\hat{a}_y \quad (2D).$$

In 3D,

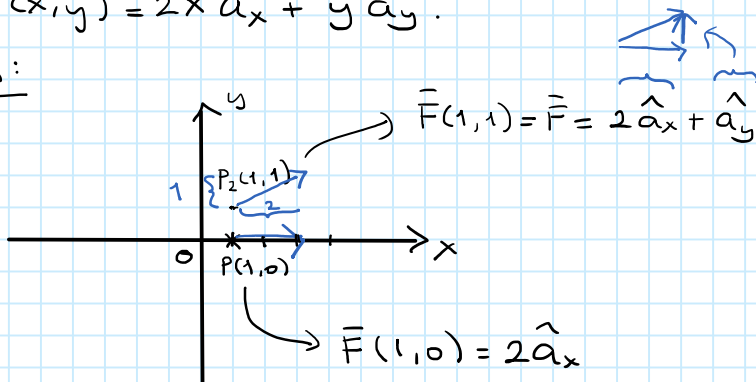
$$\vec{F}(x,y,z) = \underbrace{P(x,y,z)}_{\text{Functions}} \hat{a}_x + \underbrace{Q(x,y,z)}_{\leftarrow} \hat{a}_y + \underbrace{T(x,y,z)}_{\leftarrow} \hat{a}_z$$

Ex:

Draw some of the vectors of a vector field

$$\vec{F}(x,y) = 2x\hat{a}_x + y\hat{a}_y.$$

Ans:



Integrals of Vector Fields:

There are 2 types of integrals of vector fields used in electromagnetic theory.
(E.M.T)

1-) Line Integral (Curve Integral)

← Scalars → Vector ✓

2-) Surface Integrals

← Scalars → Vector ✓

1-) Line Integral of Vector Fields:

Suppose that C is a curve given in 3D space. Also, suppose that there exists a vector field \vec{F} everywhere in this space.

Let's take a point P on this curve. Suppose \vec{F} is at P .

\vec{F}_t is the tangential component of \vec{F} at P .

Then, $\vec{F}_t \cdot d\vec{l} = |\vec{F}_t| \cdot |d\vec{l}| = ?$
 (Differential length vector is always tangential to the curve at point P .)

We can see that $dW = \vec{F} \cdot d\vec{l}$ (differential work)
 assuming \vec{F} is a force.

So, we sum all dW 's at every point on C from point a to b .

$$\Rightarrow \text{Work} = \lim_{\Delta l \rightarrow 0} \sum_a^b \vec{F} \cdot \Delta \vec{l} = \int_a^b \vec{F} \cdot d\vec{l}$$

or

$$\text{Work} = \int_a^b \vec{F}(x, y, z) \cdot d\vec{l} \quad \checkmark$$

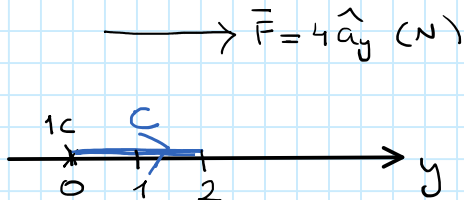
$$\text{Work} = \int_a^b \vec{F} \cdot d\vec{l}$$

(Line integral of a vector field \vec{F} (force) gives us work)

Ex:

Given the force field $\vec{F} = 4\hat{a}_y$ (N). This force field moves a 1C of charge (protons or e^-) along the y-axis from $y=0$ to $y=2$ m. Find the work done by this field?

Ans:



$$W = \int_a^b \vec{F} \cdot d\vec{l}$$

where $d\vec{l} = \hat{a}_x dx + \hat{a}_y dy + \hat{a}_z dz$

$$\begin{aligned} \Rightarrow \text{Work} &= \int_a^b (4\hat{a}_y) \cdot (\hat{a}_x dx + \hat{a}_y dy + \hat{a}_z dz) \\ &= \int_0^2 4 dy = 4 \int_0^2 dy = 4 \left. y \right|_0^2 = 4 \cdot (2-0) = 4 \cdot 2 = 8 \text{ Joules.} \end{aligned}$$

Solution Steps:

1-) Determine the proper coord. system: Rectangular.

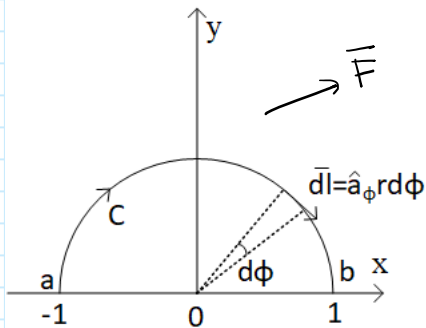
Geometry = Curve. C.

2-) Use the formulas to find the unknown in the problem.

Ex:

Given $\vec{F}(x,y) = x\hat{a}_x + x\hat{a}_y$, the contour C is given

as:



Find the work done in moving a 1C of charge from point a to point b along the contour C.

Ans:

1-) Coord. system? Geometry of the curve.

Cylindrical coord. is a proper choice for this problem.

2-)

$$W = \int_a^b \vec{F} \cdot d\vec{l} \quad \text{where } d\vec{l} = \hat{a}_r dr + \hat{a}_\phi r d\phi + \hat{a}_z dz \quad (\text{cylind. coord.})$$

and $\vec{F} = x\hat{a}_x + x\hat{a}_y$ (in rectangular coord.)

We need to change \vec{F} into cylindrical coord. First, let us transform the coord. variables:

$$\vec{F} = x \hat{a}_x + y \hat{a}_y = \underbrace{r \cos \varphi}_{F_x} \hat{a}_x + \underbrace{r \sin \varphi}_{F_y} \hat{a}_y \quad (N)$$

coord. variables.

We need to also change the vector into cartesian coord:

$$\begin{bmatrix} F_r \\ F_\varphi \\ F_z \end{bmatrix} = \begin{bmatrix} \cos \varphi & \sin \varphi & 0 \\ -\sin \varphi & \cos \varphi & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} r \cos \varphi \\ r \sin \varphi \\ 0 \end{bmatrix}$$

$$\begin{aligned} \Rightarrow F_r &= r \cos^2 \varphi + r \cos \varphi \sin \varphi \\ F_\varphi &= -r \sin \varphi \cos \varphi + r \cos^2 \varphi \\ F_z &= 0. \end{aligned}$$

$$\begin{aligned} \Rightarrow \vec{F} &= \hat{a}_r F_r + \hat{a}_\varphi F_\varphi + \hat{a}_z F_z = \hat{a}_r (r \cos^2 \varphi + r \cos \varphi \sin \varphi) \\ &\quad + \hat{a}_\varphi (-r \sin \varphi \cos \varphi + r \cos^2 \varphi) \\ &\quad \text{(the same } \vec{F} \text{ in cylindrical coord.)} \end{aligned}$$

Now, we can substitute \vec{F} and $d\vec{l}$ into the formula:

$$\begin{aligned} W &= \int_a^b (\hat{a}_r F_r + \hat{a}_\varphi F_\varphi) \cdot (\hat{a}_\varphi r d\varphi) \\ &= \int_a^b F_\varphi \cdot r d\varphi = \int_{-\pi}^0 (-r \sin \varphi \cos \varphi + r \cos^2 \varphi) d\varphi \end{aligned}$$

where $r=1$ on C .

$$W = \int_{-\pi}^0 (-\sin \varphi \cos \varphi + \cos^2 \varphi) d\varphi = \frac{\pi}{2}.$$

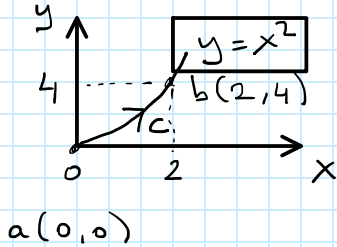
by using Matlab.

Ex:

Given $\vec{F} = \hat{a}_x x + \hat{a}_y xy$ as a force field.

and the curve is defined as:

C:



Find the work done for moving a 1C of charge from point a to point b.

Ans:

$$W = \int_a^b \vec{F} \cdot d\vec{l} \quad \text{where } d\vec{l} = \hat{a}_x dx + \hat{a}_y dy$$

$$W = \int_a^b (\hat{a}_x x + \hat{a}_y xy) \cdot (\hat{a}_x dx + \hat{a}_y dy)$$

$$W = \int_a^b x dx + xy dy = \int_a^b x dx + \int_a^b xy dy$$

The curve is given by $y = x^2$

$$\Rightarrow W = \int_0^2 x dx + \int_0^2 x(x^2) 2x dx$$

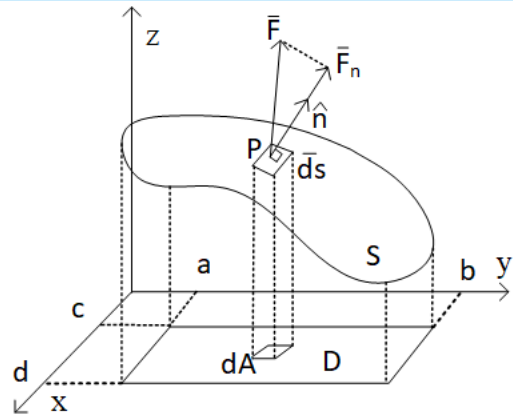
Then,

$$W = \frac{1}{2} x^2 \Big|_0^2 + 2 \int_0^2 x^4 dx = \frac{1}{2} (4) + 2 \left(\frac{1}{5} x^5 \right) \Big|_0^2$$

$$= 2 + \frac{2}{5} (2^5) = 2 + \frac{64}{5} = 14.8 \text{ J.}$$

2-) Surface Integral of Vector Fields:

Let us consider a surface S in a 3D space as shown below:



Suppose that there exists a vector field (force field) at every point in this space. Thus, \vec{F} also exists at every point on S .

Consider a point P on S . We define \vec{F}_n as the component of F normal to the surface at P .

We take a vector differential surface at point P as \vec{ds} . If we multiply $\vec{F}_n \cdot \vec{ds}$ and sum this operation over S , we obtain the "surface integral of vector fields".

Thus,

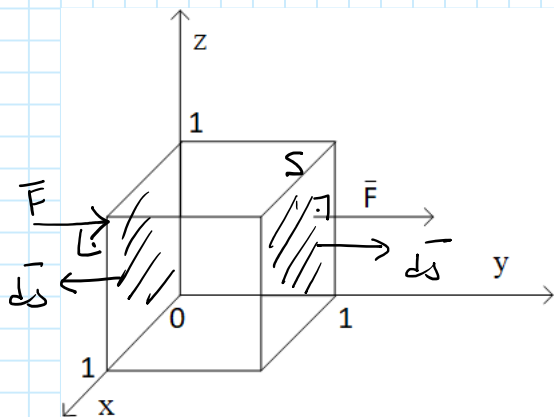
$$\text{Surface Integral of vector field } \vec{F} = \int_S \vec{F} \cdot \vec{ds}$$

We can also write this formula as:

$$\text{Flux} = \int_S \vec{F} \cdot \vec{ds}$$

Ex:

Given $\vec{F} = x^2\hat{a}_x + xy\hat{a}_y + yz\hat{a}_z$ (N), find the total flux that this force field creates on the surface of a unit cube located at the origin as shown below.



If $\vec{F} = 4\hat{a}_y$ (N), then the solution is:

On the left side:

$$\vec{ds} = -\hat{a}_y dx dz$$

$$\text{Flux}_1 = \int \int (4\hat{a}_y) \cdot (-\hat{a}_y dx dz)$$

$$\text{On the right: } = \int_0^1 \int_0^1 4 dx dz = -4.$$

$$\text{Flux}_2 = +4 \quad \text{Flux} = \text{Flux}_1 + \text{Flux}_2 = 0$$

Ans:

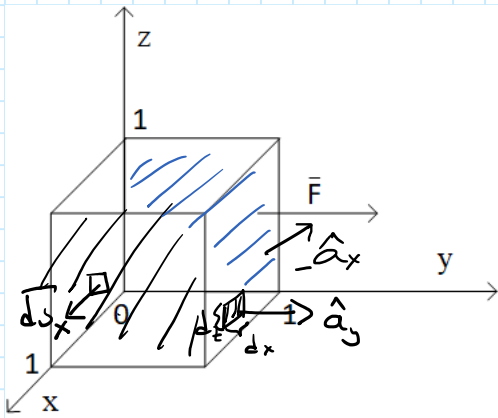
1-) Use rectangular coord because of the cube.

2-) $\text{Flux} = \int_S \vec{F} \cdot d\vec{S}$

$$S = S_1 + S_2 + \dots + S_6$$

For each surface, we will find the flux and at the end sum the fluxes to find the total flux.

⇒ On the front face: $d\vec{S}_x = \hat{a}_x dy dz, x=1$



$$\begin{aligned} \text{Flux}_1 &= \int \int \vec{F} \cdot d\vec{S}_x \\ &= \int \int (x^2 \hat{a}_x) \cdot (\hat{a}_x dy dz) \end{aligned}$$

$$\Phi = \int_0^1 \int_0^1 x^2 dy dz = 1$$

\uparrow
 $x=1$

For the back surface: $d\vec{S}_x = -\hat{a}_x dy dz, x=0,$

$$\text{Flux}_2 = \int_0^1 \int_0^1 -x^2 dy dz = 0 //$$

On the right surface: $d\vec{S}_y = \hat{a}_y dx dz, y=1,$

$$\begin{aligned} \text{Flux}_3 &= \int_0^1 \int_0^1 xy dx dz = \int_0^1 \int_0^1 x dx dz = \int_0^1 \left(\frac{1}{2} x^2 \Big|_0^1 \right) dz \\ &= \frac{1}{2} \int_0^1 dz = \frac{1}{2} // \end{aligned}$$

On the left surface: $d\vec{S}_y = -\hat{a}_y dx dz, y=0,$

$$\text{Flux}_4 = \int_0^1 \int_0^1 -xy dx dz = 0.$$

On the top surface: $d\vec{S}_z = \hat{a}_z dx dy, z=1,$

$$\text{Flux}_5 = \int_0^1 \int_0^1 yz dx dy = \frac{1}{2}.$$

On the bottom surface: $d\vec{S}_z = -\hat{a}_z dx dy, z=0$

$$\text{Flux}_6 = \int_0^1 \int_0^1 yz dx dy = 0.$$

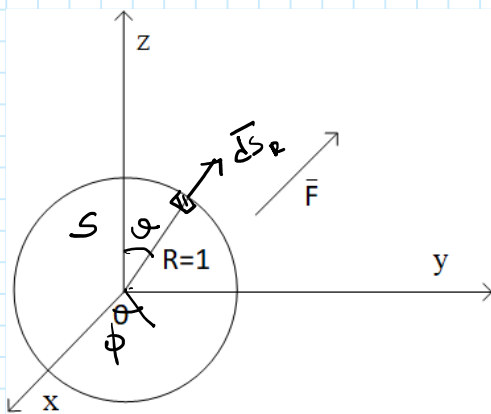
$$\text{Flux}_{\text{total}} = \text{Flux}_1 + \text{Flux}_2 + \dots + \text{Flux}_6 = 2 //$$

Ex:

$\vec{F} = \hat{a}_r R^2$ (N), find the total flux that this force field creates on a unit sphere?

Ans:

Let us draw the geometry of the problem:



1-) Spherical coord. system.

because the surface is a sphere.

$$2-) \text{ Flux} = \int_S \vec{F} \cdot d\vec{s}$$

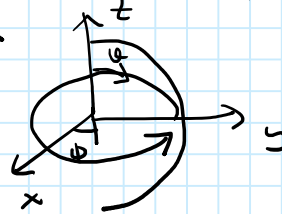
where

$$d\vec{s} = dS_r \hat{a}_r = R^2 \sin \theta d\theta d\phi$$

$$\text{Flux} = \int \int R^4 \sin \theta d\theta d\phi$$

$R=1$ on the sphere.

$$\begin{aligned} \Rightarrow \text{Flux} &= \int_0^{2\pi} \int_0^{\pi} \sin \theta d\theta d\phi \\ &= \int_0^{2\pi} (\cos \theta) \Big|_0^{\pi} d\phi \\ &= 2 \int_0^{2\pi} d\phi = 4\pi. // \end{aligned}$$



Gradient of a Scalar Field:

Define the grad or del operator as:

$$\nabla = \text{Grad} = \text{Del} = \hat{a}_x \frac{\partial}{\partial x} + \hat{a}_y \frac{\partial}{\partial y} + \hat{a}_z \frac{\partial}{\partial z}$$

Let $f(x, y, z)$ be a scalar function, then

$$\nabla f(x, y, z) = \hat{a}_x \frac{\partial f(x, y, z)}{\partial x} + \hat{a}_y \frac{\partial f(x, y, z)}{\partial y} + \hat{a}_z \frac{\partial f(x, y, z)}{\partial z}$$

Thus, the gradient of a scalar function f gives us the rate of change vector in space coordinates (distance).

In general notation,

$$\nabla f = \hat{a}_{u_1} \frac{\partial f}{h_1 \partial u_1} + \hat{a}_{u_2} \frac{\partial f}{h_2 \partial u_2} + \hat{a}_{u_3} \frac{\partial f}{h_3 \partial u_3}$$

where the parameters $u_1, u_2, u_3, \hat{a}_{u_1}, \hat{a}_{u_2}, \hat{a}_{u_3}$ and h_1, h_2, h_3 are given as:

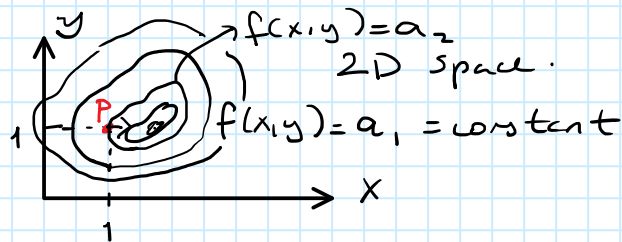
Koordinat Sistemi:	Kartezyen	Silindirik	Küresel
u_1	x	r	R
u_2	y	ϕ	θ
u_3	z	z	ϕ
h_1	1	1	1
h_2	1	r	R
h_3	1	1	$R \sin \theta$

Table 1.1: Koordinat Sistemi Sabitleri

Ex:

Given a scalar function $f(x, y) = x^2 + y^2$ find the gradient of this function at point $P(1, 1)$?

(For instance, $f(x, y)$ may represent the height of a geographical area.)



Ans:

$$\begin{aligned} \nabla f(x, y, z) &= \nabla f = \hat{a}_x \frac{\partial f}{\partial x} + \hat{a}_y \frac{\partial f}{\partial y} + \hat{a}_z \frac{\partial f}{\partial z} \\ &= \hat{a}_x 2x + \hat{a}_y 2y \end{aligned}$$

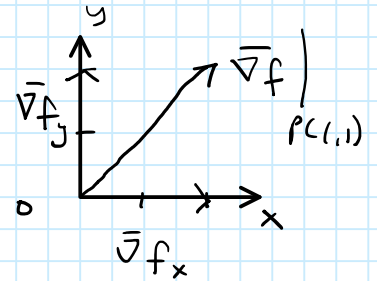
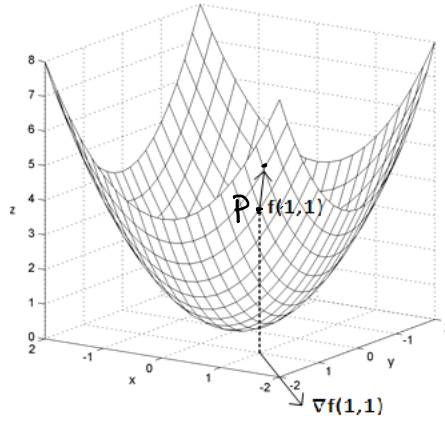
$$\nabla f \Big|_{P(1,1)} = \hat{a}_x 2 + \hat{a}_y 2$$

What does it mean graphically?

Let us draw $f(x, y) = x^2 + y^2$ (3D graph that gives us a surface)
 $z = x^2 + y^2$

$$\begin{aligned} \text{or} \\ x^2 + y^2 - z &= 0 \\ f(x, y, z) &= 0 \end{aligned}$$

The graph of $f(x,y) = x^2 + y^2$ is given as :



- Thus, the gradient of f at P gives the vector that shows the max. change of f in that direction.

Divergence of a vector field:

Let $\vec{F} = \hat{a}_x F_x + \hat{a}_y F_y + \hat{a}_z F_z$ be a vector field,

$$\text{div. } \vec{F}(x,y,z) = \nabla \cdot \vec{F} = \frac{\partial F_x}{\partial x} + \frac{\partial F_y}{\partial y} + \frac{\partial F_z}{\partial z} \quad (\text{scalar})$$

In a general notation: for $\vec{F} = \hat{a}_{u_1} F_1 + \hat{a}_{u_2} F_2 + \hat{a}_{u_3} F_3$

$$\nabla \cdot \vec{F}(x,y,z) \leftarrow \nabla \cdot \vec{F} = \frac{1}{h_1 h_2 h_3} \left[\frac{\partial}{\partial u_1} (h_2 h_3 F_1) + \frac{\partial}{\partial u_2} (h_1 h_3 F_2) + \frac{\partial}{\partial u_3} (h_1 h_2 F_3) \right]$$

where $h_1, h_2, h_3, u_1, u_2, u_3$ are given in Table 1.1.

The divergence is also applicable at a point.

The divergence gives the rate of change of \vec{F} when it leaves point P .

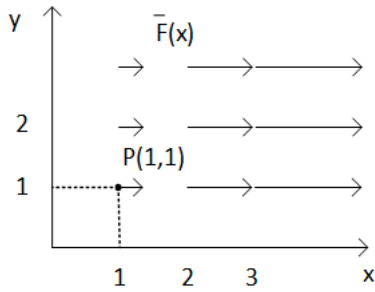
Ex:

Given the vector field $\vec{F}(x) = \hat{a}_x \frac{1}{2} x$. Find $\nabla \cdot \vec{F}$ at point $P(1,1)$?

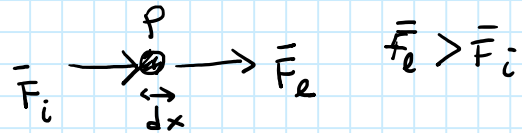
Ans:

$$\nabla \cdot \vec{F} \Big|_{P(1,1)} = \frac{\partial}{\partial x} F_x + \frac{\partial}{\partial y} F_y + \frac{\partial}{\partial z} F_z = \frac{\partial}{\partial x} \left(\frac{1}{2} x \right) \Big|_{P(1,1)} = \frac{1}{2} //$$

Graphical interpretation of the problem is as follows:
 Let us draw the vector field $\vec{F} = \hat{a}_x \frac{1}{2}x$



- At point $P(1,1)$ vector field \vec{F} coming to P from left is not equal to the field leaving from right.



- Therefore $\nabla \cdot \vec{F} > 0$ means there is a source at P .

and the value of $\nabla \cdot \vec{F}$ gives us how much \vec{F} diverges from the point P .

- $\nabla \cdot \vec{F} = 0$, this means that there is no source at point P .
source free.
charge

- $\nabla \cdot \vec{F} < 0$ means there is a sink at point P .

Ex:

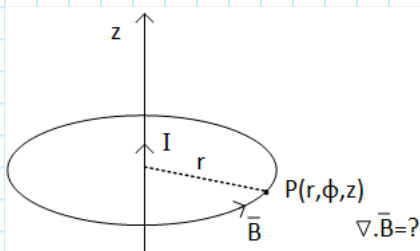
Magnetic field (vector field of force) created by a straight current carrying wire is given by

$$\vec{B} = \hat{a}_\phi \frac{k}{r} \left(\frac{wb}{m^2} \right), \text{ where } k = \text{constant.}$$

↳ Mag. field vector. $r =$ radial distance from the wire.

Find $\nabla \cdot \vec{B}(r) = ?$
 ↳ $\nabla \cdot \vec{B} = ?$

Ans:



Step 1: Cylindrical coord.

Step 2:

$$\begin{aligned} \nabla \cdot \vec{B} &= \frac{1}{r} \left[\frac{\partial}{\partial r} (r B_r) + \frac{\partial}{\partial \phi} (B_\phi) + \frac{\partial}{\partial z} (r B_z) \right] \\ \Rightarrow \nabla \cdot \vec{B} &= \frac{1}{r} \frac{\partial}{\partial \phi} (B_\phi) \\ &= \frac{1}{r} \frac{\partial}{\partial \phi} \left(\frac{k}{r} \right) = 0. \quad \text{// (source free)} \end{aligned}$$

Curl of a Vector Field:

Let $\vec{F} = \hat{a}_x F_x + \hat{a}_y F_y + \hat{a}_z F_z$ be a vector field

$$\Rightarrow \text{curl } \vec{F} = \nabla \times \vec{F} = \begin{vmatrix} \hat{a}_x & \hat{a}_y & \hat{a}_z \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ F_x & F_y & F_z \end{vmatrix} = \hat{a}_x \left(\frac{\partial}{\partial y} F_z - \frac{\partial}{\partial z} F_y \right) - \hat{a}_y \left(\frac{\partial}{\partial x} F_z - \frac{\partial}{\partial z} F_x \right) + \hat{a}_z \left(\frac{\partial}{\partial x} F_y - \frac{\partial}{\partial y} F_x \right).$$

In general notation: $\vec{F} = \hat{a}_{u_1} F_1 + \hat{a}_{u_2} F_2 + \hat{a}_{u_3} F_3$

$$\nabla \times \vec{F} = \frac{1}{h_1 h_2 h_3} \begin{vmatrix} \hat{a}_{u_1} h_1 & \hat{a}_{u_2} h_2 & \hat{a}_{u_3} h_3 \\ \frac{\partial}{\partial u_1} & \frac{\partial}{\partial u_2} & \frac{\partial}{\partial u_3} \\ h_1 F_1 & h_2 F_2 & h_3 F_3 \end{vmatrix} = \hat{a}_{u_1} h_1 \left\{ \left[\frac{\partial}{\partial u_2} (h_3 F_3) - \frac{\partial}{\partial u_3} (h_2 F_2) \right] - \hat{a}_{u_2} h_2 \left[\frac{\partial}{\partial u_1} (h_3 F_3) - \frac{\partial}{\partial u_3} (h_1 F_1) \right] + \hat{a}_{u_3} h_3 \left[\frac{\partial}{\partial u_1} (h_2 F_2) - \frac{\partial}{\partial u_2} (h_1 F_1) \right] \right\}$$

Physical interpretation of the curl of a vector field: