

Quiz 1 Chapter 1

10/30

1.) Vectors and Scalars

$$1. \alpha(\vec{B} + \vec{C}) = \alpha\vec{B} + \alpha\vec{C} \quad \vec{B} = \langle B_x, B_y, B_z \rangle, \vec{C} = \langle C_x, C_y, C_z \rangle$$

$$\vec{B} + \vec{C} = (B_x + C_x)\hat{i} + (B_y + C_y)\hat{j} + (B_z + C_z)\hat{k}$$

$$\begin{aligned} \alpha(\vec{B} + \vec{C}) &= \alpha(B_x + C_x)\hat{i} + \alpha(B_y + C_y)\hat{j} + \alpha(B_z + C_z)\hat{k} \\ &= \alpha B_x\hat{i} + \alpha C_x\hat{i} + \alpha B_y\hat{j} + \alpha C_y\hat{j} + \alpha B_z\hat{k} + \alpha C_z\hat{k} \\ &= \alpha B_x\hat{i} + \alpha B_y\hat{j} + \alpha B_z\hat{k} + \alpha C_x\hat{i} + \alpha C_y\hat{j} + \alpha C_z\hat{k} \\ &= \alpha\vec{B} + \alpha\vec{C} \end{aligned}$$

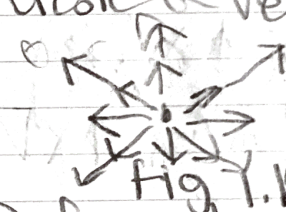
2. What is wrong w/ combination of objects? $\nabla(f(x,y) + \nabla g(x,y))$

$$\nabla(f(x,y) + \nabla g(x,y)) = \nabla f(x,y) + \nabla^2 g(x,y)$$

The thing that is wrong w/ the combination is that you cannot add a gradient of a vector w/ the location of the vector $g(x,y)$.

3. Create a vector field that has a zero curl

a)



has a zero curl

b) Perform line integral w/ unit circle in xy plane as path - parametric eqs

$$\begin{aligned} \vec{V} &= x\hat{i} + y\hat{j} + z\hat{k} & x^2 + y^2 &= 1 & \oint \vec{V} \cdot d\vec{l} &= 1 \\ r(t) &= \langle \cos(t), \sin(t) \rangle & 0 &< t < 2\pi \end{aligned}$$

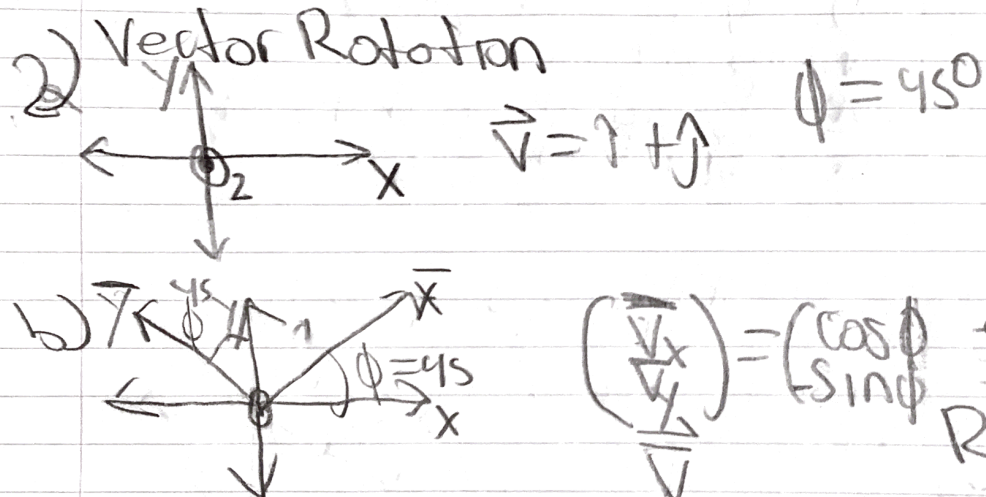
$$\begin{aligned} r(t) &= \langle \cos(t), \sin(t) \rangle & x &= r \cos t & y &= r \sin t \\ & & x &= \cos(t) & y &= \sin(t) \end{aligned}$$

$$\begin{aligned} \oint \mathbf{v} \cdot d\mathbf{l} &= \int_0^{2\pi} \mathbf{r}'(t) \cdot \mathbf{r}'(t) dt \\ &= \int_0^{2\pi} (\cos(t)\sin(t) dt + \sin(t)\cos(t) dt) \\ &= \int_0^{2\pi} (\cos(t)\sin(t) + \sin(t)\cos(t)) dt = \int_0^{2\pi} 0 dt = 0 \end{aligned}$$

Yes this does make sense since we know that the curl is zero. So the integral must be zero as well.

c) Divergence $\nabla \cdot \vec{v} = \frac{\partial(x)}{\partial x} + \frac{\partial(y)}{\partial y} + \frac{\partial(z)}{\partial z} = 1 + 1 + 1 = 3$
 $\vec{v} = x\hat{i} + y\hat{j} + z\hat{k}$

2) Vector Rotation



$$\begin{pmatrix} \bar{v}_x \\ \bar{v}_y \end{pmatrix} = \begin{pmatrix} \cos\phi & \sin\phi \\ -\sin\phi & \cos\phi \end{pmatrix} \begin{pmatrix} v_x \\ v_y \end{pmatrix}$$

$$\begin{aligned} \bar{v}_x &= v_x \cos\phi + v_y \sin\phi \\ \bar{v}_y &= -v_x \sin\phi + v_y \cos\phi \end{aligned}$$

c) $\bar{v}_x^2 = v_x^2 \cos^2\phi + v_y^2 \sin^2\phi + 2v_x v_y \cos\phi \sin\phi$
 $\bar{v}_y^2 = v_x^2 \sin^2\phi + v_y^2 \cos^2\phi - 2v_x v_y \sin\phi \cos\phi$

$$|\vec{v}|^2 = \vec{v}_x^2 + \vec{v}_y^2$$

$$\vec{v}_x^2 + \vec{v}_y^2 = v_x^2 + v_y^2 = |\vec{v}|^2$$

The magnitude is the same.

3) We know that for Stokes theorem, corollary 2 states that $\oint (\nabla \times \vec{v}) \cdot d\vec{a} = 0$ for any closed surface since the boundary shrink down to a point.

4) $\int_{-\infty}^{\infty} (f(x) \star g(x)) \delta(x) dx$

$$f(x) \star g(x) = \frac{f(x) - g(x)}{f(x) + g(x)}$$

a) $f(x) = \cos(x)$ and $g(x) = \sin(x)$

$$\int_{-\infty}^{\infty} (f(x) \star g(x)) \delta(x) dx = (f(0) \star g(0))$$

$$= \frac{f(0) - g(0)}{f(0) + g(0)} = \frac{\cos(0) - \sin(0)}{\cos(0) + \sin(0)} = 1$$

b) $f(x) = \cosh(x)$ and $g(x) = \sinh(x)$

$$\int_{-\infty}^{\infty} (f(x) \star g(x)) \delta(x) dx = \frac{f(0) - g(0)}{f(0) + g(0)} = \frac{\cosh(0) - \sinh(0)}{\cosh(0) + \sinh(0)} = 1$$

c) $f(x) = a + x + x^2$ and $g(x) = b + bx + bx^2$

$$\int_{-\infty}^{\infty} (f(x) \star g(x)) \delta(x) dx = \frac{f(0) - g(0)}{f(0) + g(0)} = \frac{a - b}{a + b}$$