## Recitation 3

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## Part a)

$$curl\vec{A} = \nabla \times A = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ A_x & A_y & A_z \end{vmatrix} = \begin{vmatrix} \vec{e}_r & r\vec{e}_{\theta} & \vec{e}_z \\ \frac{1}{r} & \frac{\partial}{\partial r} & \frac{\partial}{\partial \theta} & \frac{\partial}{\partial z} \\ A_r & rA_{\theta} & A_z \end{vmatrix} = \frac{1}{r^2 \sin\theta} \begin{vmatrix} \vec{e}_r & r\vec{e}_{\theta} & r\sin\theta\vec{e}_{\phi} \\ \frac{\partial}{\partial r} & \frac{\partial}{\partial \theta} & \frac{\partial}{\partial \phi} \\ A_r & rA_{\theta} & r\sin\theta A_{\phi} \end{vmatrix}$$

## Part b)

- We know initial shape corner locations
  - (r,0), (r+dR,0),(r,dTheta),(r+dR,dTheta)
- New shape corner locations after translation
  - Integral of V evaluated from 0 90 degree gives us positions shift of every corner
    - Evaluate shape change

## Part c)

$$div\vec{A} = \nabla \cdot \vec{A} = \begin{cases} \frac{\partial A_x}{\partial x} + \frac{\partial A_y}{\partial y} + \frac{\partial A_z}{\partial z} \\ \frac{1}{r} \frac{\partial r A_r}{\partial r} + \frac{1}{r} \frac{\partial A_{\theta}}{\partial \theta} + \frac{\partial A_z}{\partial z} \\ \frac{1}{r^2} \frac{\partial r^2 A_r}{\partial r} + \frac{1}{r \sin \theta} \frac{\partial A_{\theta} \sin \theta}{\partial \theta} + \frac{1}{r \sin \theta} \frac{\partial A_{\phi}}{\partial \phi} \end{cases}$$
 distortion

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rotation