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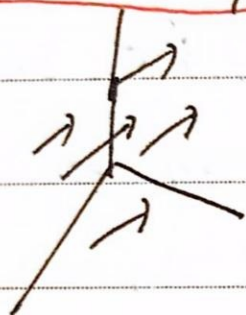
# LEC 31 Stokes' Theorem 225.2.25.

Recall:  $\text{curl } \vec{F} = \nabla \times \vec{F}$

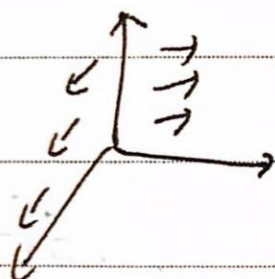
(measure rotation part of a velocity field:

dir = axis of rotation, magnitude =  $2 \cdot$  angular velocity)

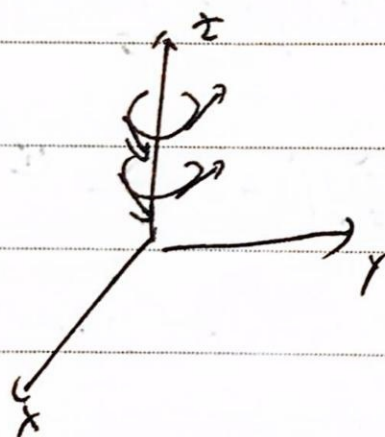
Ex:



$$\vec{F} = \langle a, b, c \rangle \quad \text{curl } \vec{F} = 0$$



$$\vec{F} = \langle x, 0, 0 \rangle, \quad \text{curl } \vec{F} = 0, \quad (\text{but } \text{div } \vec{F} = 1)$$



$$\vec{F} = \langle -y, x, 0 \rangle, \quad \text{curl } \vec{F} = 2\hat{k}$$

STokes' THM (3D Green's Theorem)

$$\oint_C \vec{F} \cdot d\vec{r} = \iint_S (\nabla \times \vec{F}) \cdot \hat{n} dS$$

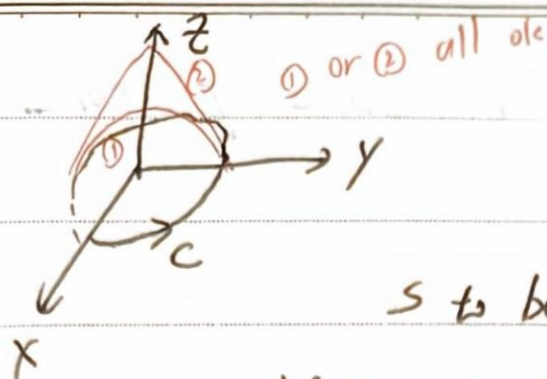
If  $C$  is closed curve  
 $S$  = any surface bounded  
 by  $C$



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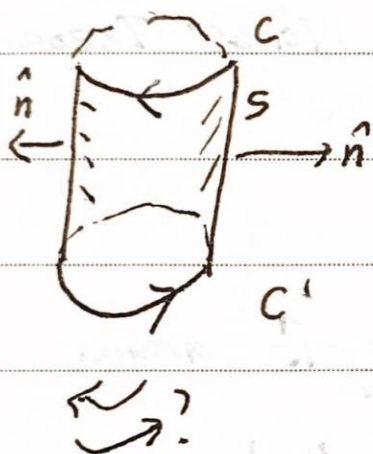
Orientation?

need orientation of C and

S to be compatible:

- if I walk along C, S is left of me, then it is positive (up) or use the right-hand rule

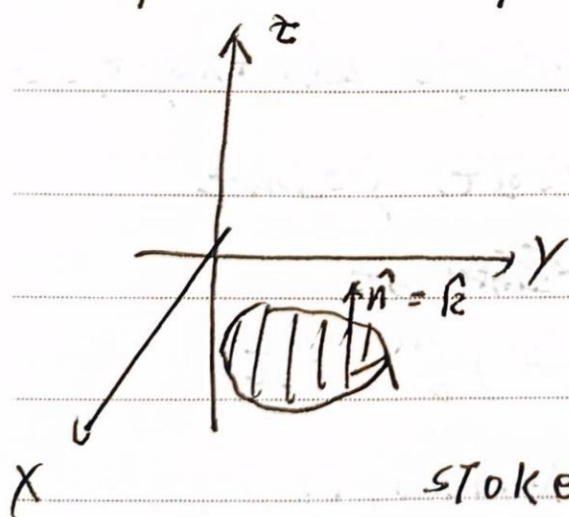
- thumb along C positive
- index tangent to S
- middle points  $\parallel \hat{n}$



Example: Comparing Stokes with Green.

S = portion of xy-plane bounded by a curve C (counterclockwise)

$$\oint_C \vec{F} \cdot d\vec{r} = \oint_C P dx + Q dy \quad (\vec{F} = \langle P, Q, R \rangle)$$



$$\text{Stokes} = \iint_S \text{curl } \vec{F} \cdot \hat{n} dS = \iint_S \underbrace{(\nabla \times \vec{F}) \cdot \hat{k}}_{\substack{\text{z-component} \\ \downarrow}} dS$$

$$(\nabla \times \vec{F}) \cdot \hat{k} = (Q_x - P_y) = \iint_S (Q_x - P_y) dS$$

is same as  $\iint_S (Q_x - P_y) dx dy$





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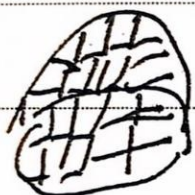
Green's theorem is special case of Stokes in the space

• Why Stokes is true?

★ Know it for  $C, S$  on  $x-y$  plane

★ also for  $C, S$  in any plane

⇒ give any  $S$ : decompose it into tiny, almost flat pieces, use Stokes' Theorem



on each ~~piece~~ pieces

Example: work of  $\vec{F} = z\vec{i} + x\vec{j} + y\vec{k}$  around unit circle in  $xy$  plane (counterclockwise)



① directly  $\oint_C \vec{F} \cdot d\vec{r} = \oint_C z dx + x dy + y dz$

$$\Rightarrow z=0, x=\cos t, y=\sin t$$

$$= \int_0^{2\pi} \cos^2 t \, dt$$

$$= \left( \frac{t}{2} + \frac{\cos 2t}{4} \right) \Big|_0^{2\pi} = \pi$$

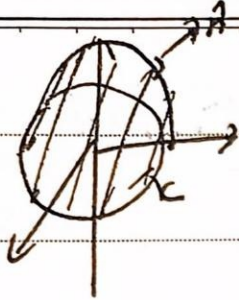
② I can choose any surface bounded by  $C$   
use  $z = 1 - x^2 - y^2$



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$$= \iint_S (\nabla \times \vec{F}) \cdot \hat{n} dS$$

$$\text{curl } \vec{F} = \nabla \times \langle z, x, y \rangle = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ \partial_x & \partial_y & \partial_z \\ z & x & y \end{vmatrix} = \hat{i} + \hat{j} + \hat{k}$$

$$= \langle 1, 1, 1 \rangle$$

$$\hat{n} dS = \langle -f_x, -f_y, 1 \rangle dx dy$$

$$= \langle 2x, 2y, 1 \rangle dx dy$$

$$\Rightarrow \iint_S (2x + 2y + 1) dx dy$$

$$=$$


→ from the LEC  
about divergence

- ① switch to polar =  $\pi$
- ② by symmetry =  $\pi$

$$\downarrow \int x \text{ and } \int y \, dx dy = 0$$

$$= \iint_S 1 \, dx dy = \pi$$