

Vector line integral

Idea: [Fundamental Theorem of Calculus](#)

integrate the [Vector field](#) \vec{F} over the curve C , where $\vec{F}(x, y) = (f_1(x, y), f_2(x, y))$

Both \vec{F} and C are 1D object living in 2D space. Their dimensions are the same. Works in 3D as well.

Why do this?

- We can talk about the projection of F onto C
- It's an analogy of total work done in moving particle

Definition

C is given by $\vec{r}(t)$, then $\vec{r}'(t)$ is tangent to curve C , then $\vec{F} \cdot \vec{r}'(t)$ is the [Tangential component](#) of \vec{F} along curve C .

$$\int_C \vec{F} \cdot d\vec{r} = \int_C \vec{F} \cdot \vec{r}' dt = \int_C \vec{F}(\vec{r}(t)) \cdot \vec{r}' dt$$

Also, unit tangent $\vec{T} = \frac{\vec{r}'(t)}{|\vec{r}'(t)|}$, then $d\vec{r} = \vec{r}'(t)dt = \vec{T} |\vec{r}'(t)|dt$.

$$\text{So } \int_C \vec{F} \cdot d\vec{r} = \int_C \vec{F} \cdot \vec{T} |\vec{r}'(t)| dt$$

Note that $\vec{F} \cdot \vec{T}$ is a number, so this is a [Scalar line Integral](#), where $|\vec{r}'(t)|$ is the [Magic factor](#) in [Mapping > From 1D to 2D](#) and [Mapping > From 1D to 3D](#).

So $|\vec{r}'(t)|dt = dC$. TheF

$$\int_C \vec{F} \cdot d\vec{r} = \int_C \vec{F} \cdot \vec{T} |\vec{r}'(t)| dt = \int_C \vec{F} \cdot \vec{T} dC$$

Calculate in "pieces"

Let $\vec{F} = (P(x, y), Q(x, y))$, and we have $\vec{r}'(t) = (x'(t), y'(t))$

$$\begin{aligned} \int_C \vec{F} \cdot d\vec{r} &= \int_C \vec{F} \cdot \vec{r}' dt = \int_C P(x, y)x'(t)dt + \int_C Q(x, y)y'(t)dt \\ &= \int_C P(x, y)dx + \int_C Q(x, y)dy \end{aligned}$$

Intuitively, that's from $d\vec{r} = (dx, dy)$

Integration with respect to x in [Scalar line Integral > Integrate in pieces](#)

Rotation

You can also view closed [Vector line integral](#) as a representation of rotation of \vec{F} over the boundary, which makes sense, because if the [Orientation](#) of curve C is positive, then more [Tangential component](#) occurs when \vec{F} is in the same direction as $d\vec{r}$, namely counterclockwise.

(see: [Fundamental Theorem of Calculus > Surface integral](#))