

## vector calculus

### Scalar and vector point function :-

A variable quantity whose value at any point in space depends upon the position of the point, is called a point function.

There are two types of point functions.

1. Scalar point function :- A function  $\phi(x, y, z)$  is called scalar point function if it associates a scalar with every point in space. For example: temperature distribution at any instant, density of a body, distribution of atmospheric pressure.
2. vector point function :- If a function  $\vec{F}(x, y, z)$  defines a vector at every point in space, then  $\vec{F}(x, y, z)$  is called vector point function and the region of space  $R$  is called vector field.  
For example: velocity of moving fluid at any instant, the gravitational force at any point in space are examples of vector point function.
3. Level surface :- The surface drawn in space containing all those points where  $\phi(x, y, z)$  has same value is known as level surface.
4. vector differential operator :- It is denoted by the symbol ' $\nabla$ ' called Del or nabla.  
$$\nabla = \hat{i} \frac{\partial}{\partial x} + \hat{j} \frac{\partial}{\partial y} + \hat{k} \frac{\partial}{\partial z}$$
5. Derivative of vector function :- A vector function  $\vec{V}(t)$  is said to be differentiable at a point  $t$ , if the following limit exists.  
$$\frac{d}{dt} \vec{V}(t) \text{ or } \vec{V}'(t) = \lim_{\Delta t \rightarrow 0} \frac{\vec{V}(t + \Delta t) - \vec{V}(t)}{\Delta t}$$
  
 $\vec{V}'(t)$  is called derivative of  $\vec{V}(t)$ .



The rules of diff. calculus holds for differentiation of vector function also. Thus

$$(C\vec{v})' = C\vec{v}', \text{ where } C \text{ is a constant.}$$

$$(\vec{u} \pm \vec{v})' = \vec{u}' \pm \vec{v}'$$

$$(\vec{u} \cdot \vec{v})' = \vec{u}' \cdot \vec{v} + \vec{u} \cdot \vec{v}', \text{ and } (\vec{u} \times \vec{v})' = \vec{u}' \times \vec{v} + \vec{u} \times \vec{v}'$$

Gradient of a scalar point function :- The gradient of scalar point function  $\phi$  is defined as

$$\nabla\phi \text{ or grad } \phi = \hat{i} \frac{\partial\phi}{\partial x} + \hat{j} \frac{\partial\phi}{\partial y} + \hat{k} \frac{\partial\phi}{\partial z}$$

The gradient at any point of scalar point fun.  $\phi(x, y, z)$  is a vector that is normal to level surface  $\phi(x, y, z) = C$ . The magnitude of gradient is the rate of change of  $\phi(x, y, z)$  in the direction of normal to surface at the point  $P(x, y, z)$ .

For example: In a room, the temp. is different at different points, gradient determines this difference. The roof of a house is built with a gradient to enable rain water to run down the roof.

Properties of gradient :- (1) If  $f$  and  $g$  are two scalar point functions, then

$$\text{grad}(f \pm g) \text{ or } \nabla(f \pm g) = \nabla f \pm \nabla g$$

(2) If  $f(x, y, z)$  is constant, then  $\nabla f = 0$

$$(3) \quad \nabla(f \cdot g) = f \nabla g + g \nabla f$$

$$(4) \quad \nabla(C \cdot f) = C \nabla f, \text{ where } C \text{ is a constant.}$$

Directional derivative :- The directional derivative in the direction of vector  $\vec{a}$  is  $\nabla\phi \cdot \hat{a}$ , where  $\hat{a}$  is unit vector. The directional derivative of  $\phi$  is maximum along the normal to the surface  $\phi(x, y, z) = C$ , and the magnitude of this maximum is given by  $|\nabla\phi|$



Q.1: Find a unit vector normal to the surface  $x^3 + y^3 + z^3 + 3xyz = 3$  at the point  $(1, 2, -1)$ .

Soln :- let the given surface be  $\phi(x, y, z) = x^3 + y^3 + z^3 + 3xyz - 3 = 0$

Since  $\nabla\phi$  is a vector normal to the surface  $\phi$ .

$$\therefore \nabla\phi = \hat{i} \frac{\partial\phi}{\partial x} + \hat{j} \frac{\partial\phi}{\partial y} + \hat{k} \frac{\partial\phi}{\partial z} = \hat{i}(3x^2 + 3yz) + \hat{j}(3y^2 + 3xz) + \hat{k}(3z^2 + 3xy)$$

At  $(1, 2, -1)$   $\nabla\phi = -3\hat{i} + 9\hat{j} + 9\hat{k}$  which is a vector normal to the given surface at  $(1, 2, -1)$

Hence unit vector normal to given surface at  $(1, 2, -1)$

$$= \frac{-3\hat{i} + 9\hat{j} + 9\hat{k}}{\sqrt{9 + 81 + 81}} = \frac{1}{\sqrt{19}} (-\hat{i} + 3\hat{j} + 3\hat{k}) \quad \underline{\text{Ans}}$$

Q.2. Find directional derivative of  $x^2 + y^2 + 4xz$  at  $(1, -2, 2)$  in the direction of vector  $2\hat{i} - 2\hat{j} - \hat{k}$

Soln :- let the scalar point function  $\phi(x, y, z) = x^2 + y^2 + 4xz$

then  $\nabla\phi = \hat{i} \frac{\partial\phi}{\partial x} + \hat{j} \frac{\partial\phi}{\partial y} + \hat{k} \frac{\partial\phi}{\partial z} = (2x + 4z)\hat{i} + 2y\hat{j} + 4x\hat{k}$

At  $(1, -2, 2)$   $\nabla\phi = 10\hat{i} - 4\hat{j} + 4\hat{k}$

Thus directional derivative at  $(1, -2, 2)$  along the vector  $2\hat{i} - 2\hat{j} - \hat{k}$  is  $(10\hat{i} - 4\hat{j} + 4\hat{k}) \cdot \frac{2\hat{i} - 2\hat{j} - \hat{k}}{\sqrt{9}}$

$$= \frac{1}{3} (20 + 8 - 4) = 8 \quad \underline{\text{Ans}}$$

Q.3. If  $\vec{r} = x\hat{i} + y\hat{j} + z\hat{k}$ . show that

(i)  $\text{grad } r = \frac{\vec{r}}{r}$

(ii)  $\text{grad}(\vec{a} \cdot \vec{r}) = \vec{a}$ , where  $\vec{a}$  is Const. vector

Soln :- Given  $\vec{r} = x\hat{i} + y\hat{j} + z\hat{k}$

$$\therefore |\vec{r}| \text{ or } r = \sqrt{x^2 + y^2 + z^2} \Rightarrow r^2 = x^2 + y^2 + z^2$$

Diff. partially w.r.t.  $x$ ,  $2r \frac{\partial r}{\partial x} = 2x$  or  $\frac{\partial r}{\partial x} = \frac{x}{r}$

Similarly diff. partially w.r.t.  $y$  and  $z$ , we get

$$\frac{\partial r}{\partial y} = \frac{y}{r} \text{ and } \frac{\partial r}{\partial z} = \frac{z}{r}$$



$$\begin{aligned}\therefore \text{grad } r &= \nabla r = \left( \hat{i} \frac{\partial}{\partial x} + \hat{j} \frac{\partial}{\partial y} + \hat{k} \frac{\partial}{\partial z} \right) r \\ &= \hat{i} \frac{\partial r}{\partial x} + \hat{j} \frac{\partial r}{\partial y} + \hat{k} \frac{\partial r}{\partial z} = \hat{i} \left( \frac{x}{r} \right) + \hat{j} \left( \frac{y}{r} \right) + \hat{k} \left( \frac{z}{r} \right) \\ &= \frac{x\hat{i} + y\hat{j} + z\hat{k}}{r} = \frac{\vec{r}}{r} \quad \text{proved}\end{aligned}$$

III) To show that  $\nabla(\vec{a} \cdot \vec{r}) = \vec{a}$ , where  $\vec{a}$  is Const. vector  
 Soln :- Let  $\vec{a} = a_1\hat{i} + a_2\hat{j} + a_3\hat{k}$ , where  $a_1, a_2, a_3$  are Const.  
 $\therefore \vec{a} \cdot \vec{r} = (a_1\hat{i} + a_2\hat{j} + a_3\hat{k}) \cdot (x\hat{i} + y\hat{j} + z\hat{k})$   
 $= a_1x + a_2y + a_3z$

$$\begin{aligned}\text{and } \nabla(\vec{a} \cdot \vec{r}) &= \left( \hat{i} \frac{\partial}{\partial x} + \hat{j} \frac{\partial}{\partial y} + \hat{k} \frac{\partial}{\partial z} \right) (a_1x + a_2y + a_3z) \\ &= \hat{i}a_1 + \hat{j}a_2 + \hat{k}a_3 = \vec{a} \quad \text{proved}\end{aligned}$$

Q.4. In what direction from  $(3, 1, -2)$  is the directional derivative of  $\phi = x^2y^2z^4$  maximum? Also find the magnitude of this maximum.

Soln :- The directional derivative of  $\phi$  is max. for  $\nabla\phi$  and the magnitude of this max. is  $|\nabla\phi|$

$$\therefore \nabla\phi = \left( \hat{i} \frac{\partial}{\partial x} + \hat{j} \frac{\partial}{\partial y} + \hat{k} \frac{\partial}{\partial z} \right) x^2y^2z^4 = 2xy^2z^4\hat{i} + 2yx^2z^4\hat{j} + 4z^3x^2y^2\hat{k}$$

$$\text{At } (3, 1, -2) \nabla\phi = 96\hat{i} + 288\hat{j} - 288\hat{k} = 96(\hat{i} + 3\hat{j} - 3\hat{k}) \quad \text{Ans}$$

$$\text{Also the magnitude of this maximum} = |\nabla\phi| = 96\sqrt{1+9+9} = 96\sqrt{19}$$

Q.5. The temperature of points in space is given by  $T(x, y, z) = x^2 + y^2 - z$ . A mosquito located at  $(1, 1, 2)$  desires to fly in such a direction that it will get warm as soon as possible. In what direction should it move?

Soln :- Since temperature  $T$  is a scalar point function,  $\nabla T$  will give maximum rate of change of temp. along the normal to the surface  $T = x^2 + y^2 - z$ .

$$\therefore \nabla T = \left( \hat{i} \frac{\partial}{\partial x} + \hat{j} \frac{\partial}{\partial y} + \hat{k} \frac{\partial}{\partial z} \right) x^2 + y^2 - z = 2x\hat{i} + 2y\hat{j} - \hat{k}$$

$$\text{At } (1, 1, 2) \nabla T = 2\hat{i} + 2\hat{j} - \hat{k}$$

Thus unit vector normal to the surface at  $(1, 1, 2)$  is  $\frac{2\hat{i} + 2\hat{j} - \hat{k}}{\sqrt{4+4+1}} = \frac{1}{3}(2\hat{i} + 2\hat{j} - \hat{k})$  which is the req. direction  
 Ans