

Curl

$$\vec{X} = \langle P, Q, R \rangle$$

Last class $\operatorname{div} \vec{X} = \vec{\nabla} \cdot \vec{X} = \frac{\partial}{\partial x} P + \frac{\partial}{\partial y} Q + \frac{\partial}{\partial z} R$

Now: second curl of derivative

$\operatorname{curl} \vec{X}$, vector

a) How to compute

$$\begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ P & Q & R \end{vmatrix} = (\frac{\partial}{\partial y} R - \frac{\partial}{\partial z} Q) \hat{i} - (\frac{\partial}{\partial x} R - \frac{\partial}{\partial z} P) \hat{j} + (\frac{\partial}{\partial x} Q - \frac{\partial}{\partial y} P) \hat{k}$$

Look at the \hat{k} entry: $-\frac{\partial P}{\partial y} + \frac{\partial Q}{\partial x}$

\uparrow
we've seen this

expression in Green's th.

" $\vec{\nabla} \times \vec{X}$ "

e.g.

$$\vec{X} = xz\hat{i} + xy^2z\hat{j} - e^{xy}\hat{k}$$

$$\begin{matrix} \hat{i} & \hat{j} & \hat{k} \\ \partial_x & \partial_y & \partial_z \\ xz & xy^2z & -e^{xy} \end{matrix}$$

$$\text{curl } \vec{X} = (-ze^{xy} - xy^2)\hat{i} - (0 - x)\hat{j} + (y^2z - 0)\hat{k}$$

$$= (-ze^{xy} - xy^2)\hat{i} + x\hat{j} + y^2z\hat{k}$$

One application

$$\text{curl } \vec{\nabla}f = 0$$

$$\begin{matrix} \hat{i} & \hat{j} & \hat{k} \\ \partial_x & \partial_y & \partial_z \\ \partial_x f & \partial_y f & \partial_z f \end{matrix}$$

$$\begin{aligned} \text{curl } \vec{\nabla}f &= (\partial_y \partial_z f - \partial_z \partial_y f)\hat{i} \\ &\quad - (\partial_x \partial_z f - \partial_z \partial_x f)\hat{j} \\ &\quad + (\partial_x \partial_y f - \partial_y \partial_x f)\hat{k} \end{aligned}$$

This is the right generalization of the necessary condition $-\frac{\partial P}{\partial y} + \frac{\partial Q}{\partial x} = 0$.

In fact it is sufficient on simply connected domains.
 (Uses Stokes Thm, coming soon).

E.g.

$$f = e^{xy} - y \sin(z)$$

$$f_x = ye^{xy}$$

$$f_y = xe^{xy} - \sin(z)$$

$$f_z = y \cos(z)$$

$$\vec{X} = \langle ye^{xy}, xe^{xy} - \sin(z), y \cos(z) \rangle$$

$$\frac{\partial P}{\partial y} - \frac{\partial Q}{\partial x} = 0 \checkmark$$

$$\frac{\partial z}{\partial x} - \frac{\partial y}{\partial z} = 0 \checkmark$$

$$\frac{\partial z}{\partial y} - \frac{\partial x}{\partial z} = 0 \checkmark$$

$$f = e^{xy} + h(y, z)$$

$$f_y = xe^{xy} + 2y h(y, z)$$

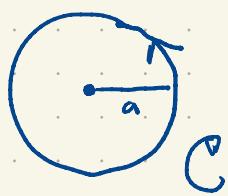
$$\frac{\partial}{\partial y} h(y, z) = -\sin(z)$$

$$h(y, z) = -y \sin(z) + g(z)$$

$$f = e^{xy} - y \sin(z) + g(z)$$

$$\partial_x f = y \cos z + g'(z) \Rightarrow g(z) = \text{const.}$$

But that's not what curl is for



$$\frac{1}{2\pi a} \int_C \vec{V} \cdot d\vec{r}$$

↳ avg speed in the ccw direction.

Distance around? $2\pi a$.

So fluid, on average traverses the circle in

$$\begin{aligned} \text{time } & \left(\frac{1}{2\pi a} \right)^2 \int_C \vec{V} \cdot d\vec{r} = \left(\frac{1}{2\pi a} \right)^2 \iint_C -\frac{\partial P}{\partial y} + \frac{\partial Q}{\partial x} dA \\ &= \frac{1}{4\pi} \frac{1}{\pi a^2} \iint_C \nabla \times \vec{V} dA \end{aligned}$$

Let $a \rightarrow 0$ and circulation time is

$$\frac{1}{4\pi} \left[-\frac{\partial P}{\partial y} + \frac{\partial Q}{\partial x} \right] \quad \text{rotations / time}$$

$$\frac{1}{2} \left[-\frac{\partial P}{\partial y} + \frac{\partial Q}{\partial x} \right] \quad \text{radius / time}$$

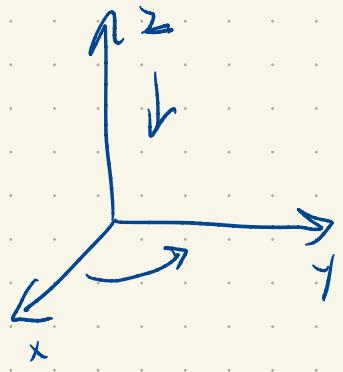
angular velocity
in the xy plane
of the fluid.

Job of $\operatorname{curl} \vec{x}$:

Pick a spot P and a normal vector \hat{n} at P .

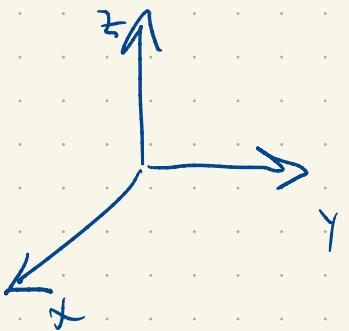
$\frac{1}{2} \operatorname{curl} \vec{x} \cdot \hat{n}$ tells you the circulation
of the fluid in the plane perpendicular to \hat{n}

in the ccw direction when looking from \hat{n}

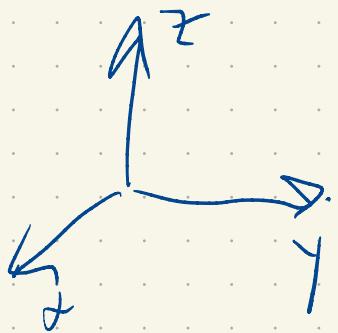


$$\operatorname{curl} \mathbf{X} \cdot \hat{\mathbf{i}} = \boxed{}$$

$$-\frac{\partial \phi}{\partial y} + \frac{\partial Q}{\partial n}$$



$$-\frac{\partial Q}{\partial z} + \frac{\partial R}{\partial y} - \operatorname{curl} \vec{\mathbf{Y}} \cdot \hat{\mathbf{j}}$$

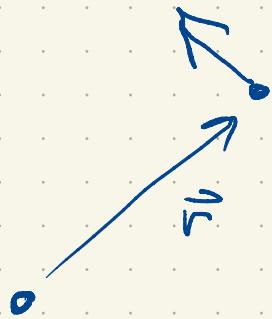


$$-\frac{\partial R}{\partial x} + \frac{\partial P}{\partial z} = \operatorname{curl} \vec{\mathbf{X}} \cdot \hat{\mathbf{k}}$$

The miracle: this works for any \vec{n} ,

not just $\hat{\mathbf{i}}, \hat{\mathbf{j}}, \hat{\mathbf{k}}$.

e.g. rotating fluid



$$x = r \cos(\omega t)$$

$$y = r \sin(\omega t)$$

$$x' = -r \sin(\omega t) \quad \omega = -\gamma \omega$$

$$y' = r \cos(\omega t) \quad \omega = x \omega$$

$$\vec{V} = -\gamma \omega \hat{i} + x \omega \hat{j}$$

$$\vec{\nabla} \times \vec{J} = 2 \omega \hat{k} \quad \text{everywhere!}$$

$$\vec{v} = \int v_0 e^{-x^2/\lambda^2}$$

$$-2 \frac{v_0 x}{\lambda} e^{-x^2/\lambda^2} \hat{k}$$

