

Mathematics for Physicists 2

Vector Calculus

Why?

Vector calculus is used in many equations in physics,

- Maxwell's equations (Electromagnetism)
- Continuity equation (Conservation)
- Schrodinger equation (Quantum mechanics)
- Wave equation (Optics etc.)
- Navier-Stokes equation (Fluid mechanics)

Calculating gradient, divergent, curl etc.

- A scalar field $\phi(x, y, z) = \phi(\mathbf{r})$ is a scalar quantity defined at each point in space $\mathbf{r} = (x, y, z)$
- A vector field $\mathbf{A}(x, y, z) = \mathbf{A}(\mathbf{r})$ is a vector quantity defined at each point in space. It can be represented by its cartesian components,

$$\mathbf{A}(x, y, z) = A_x(x, y, z)\mathbf{i} + A_y(x, y, z)\mathbf{j} + A_z(x, y, z)\mathbf{k}$$

- The vector differential operator ∇ (del or nabla) is defined as

$$\nabla = \mathbf{i} \frac{\partial}{\partial x} + \mathbf{j} \frac{\partial}{\partial y} + \mathbf{k} \frac{\partial}{\partial z}$$

- If we apply ∇ to a scalar function ϕ we get its gradient $\nabla\phi$

$$\nabla\phi = \frac{\partial\phi}{\partial x}\mathbf{i} + \frac{\partial\phi}{\partial y}\mathbf{j} + \frac{\partial\phi}{\partial z}\mathbf{k}$$

- If we take the scalar product of ∇ with a vector function \mathbf{A} we get its divergence $\nabla \cdot \mathbf{A}$

$$\nabla \cdot \mathbf{A} = \frac{\partial A_x}{\partial x} + \frac{\partial A_y}{\partial y} + \frac{\partial A_z}{\partial z}$$

- If we take the vector product of ∇ with a vector function \mathbf{A} we get its curl $\nabla \times \mathbf{A}$

$$\nabla \times \mathbf{A} = \text{Det} \left[\begin{pmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ A_x & A_y & A_z \end{pmatrix} \right]$$

- The scalar product of ∇ with itself gives the Laplacian ∇^2

$$\nabla^2 = \frac{\partial^2}{\partial x^2} + \frac{\partial^2}{\partial y^2} + \frac{\partial^2}{\partial z^2}$$

- The Laplacian can act on scalar and vector fields

Differentiation of Vectors

Consider a vector function of a single real variable, $\mathbf{r}(t)$. A good example of this is position of a particle as a function of time. We can describe the derivative as usual, using the definition of the derivative,

$$\frac{d\mathbf{r}}{dt} = \lim_{\delta t \rightarrow 0} \frac{\mathbf{r}(t + \delta t) - \mathbf{r}(t)}{\delta t}$$

The product rules still apply, for dot product, cross product, and scalar multiple of a vector,

$$\frac{d}{dt} \mathbf{a}(t) \cdot \mathbf{b}(t) = \frac{d\mathbf{a}}{dt} \cdot \mathbf{b} + \mathbf{a} \cdot \frac{d\mathbf{b}}{dt}$$

$$\frac{d}{dt} \mathbf{a}(t) \times \mathbf{b}(t) = \frac{d\mathbf{a}}{dt} \times \mathbf{b} + \mathbf{a} \times \frac{d\mathbf{b}}{dt}$$

$$\frac{d}{dt} f(t) \mathbf{a}(t) = \frac{df}{dt} \mathbf{a} + f \frac{d\mathbf{a}}{dt}$$

If we have a vector $\mathbf{r}(t) = x(t)\mathbf{i} + y(t)\mathbf{j} + z(t)\mathbf{k}$, then

$$\frac{d\mathbf{r}}{dt} = \frac{dx}{dt} \mathbf{i} + \frac{dy}{dt} \mathbf{j} + \frac{dz}{dt} \mathbf{k}$$