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1) Gradient :- It is the rate of change of physical quantity with respect to the distance. The gradient of most of the physical quantities decreases as we move away from source.

Divergence :- It is the term used to represent how much the physical quantity has diverged away when it moves away from the center. Eg - In case of top water in the water basin. In that case when water fall as the basis surface.

Curl :- It is a parameter which decides how much a physical quantity is twisting around its center.

Eg - A tornado at the centre.

2) According to Gauss "Divergence theorem".

$$\int_S f_i dA = \int_V (\nabla \cdot F) dv$$

According to this theorem the surface integration of my vector field  $f$  is equal to the volume integration of divergence of the vector field  $f$ .

$$r \geq \rho \phi = \sqrt{x^2 + y^2} ; \tan \phi = \frac{y}{x}$$

Also  $x = \rho \cos \phi$ ,  $y = \rho \sin \phi$ ,  $r^2 = x^2 + y^2$

$$\frac{dx}{dr} = \frac{x}{\sqrt{x^2 + y^2}} = \frac{\rho \cos \phi}{\sqrt{\rho^2}} = \frac{\rho \cos \phi}{\rho} = \cos \phi$$

$$\frac{dy}{dr} = \cancel{\frac{y}{\sqrt{x^2 + y^2}}} \rightarrow \sin \phi$$

$$\frac{d\phi}{dr} = \frac{dy}{dx} = \frac{d(\rho \sin \phi)}{dx}$$

$$\frac{d\phi}{dx} = \frac{y}{x^2} = \frac{1}{1 + \left(\frac{y}{x}\right)^2}$$

$$\Rightarrow \frac{-y}{x^2 + y^2} = -\frac{\sin \phi}{\rho}$$

$$\frac{d\phi}{dy} = \frac{dy}{dx} = \frac{d(\rho \sin \phi)}{dx} = \cancel{\rho \cos \phi}$$

$$\frac{d\phi}{dy} = \frac{\cos \phi}{\rho}$$

From chain rule,

$$\frac{dx}{dr} = \frac{d\rho}{dr} \cdot \frac{d\rho}{d\phi} + \frac{d\phi}{dr} \cdot \frac{d\phi}{d\phi}$$

$$\frac{dy}{dr} = \frac{d\rho}{dr} \cdot \frac{d\rho}{dy} + \frac{d\phi}{dr} \cdot \frac{d\phi}{dy}$$

From unit vector transformation,

$$\hat{a}_r = \cos \phi \hat{a}_x - \sin \phi \hat{a}_y$$

$$\hat{a}_y = \sin \phi \hat{a}_x + \cos \phi \hat{a}_y$$

$$\vec{\nabla} = \frac{d}{ds} \hat{a}_s + \frac{d}{dy} \hat{a}_y + \frac{d}{dz} \hat{a}_z$$

$$\rightarrow \left( \frac{d}{ds} \cdot \frac{d\theta}{ds} + \frac{d}{dy} \cdot \frac{d\phi}{ds} \right) (\cos\phi \hat{a}_s - \sin\phi \hat{a}_\phi)$$

$$\rightarrow + \left( \frac{d}{dy} \cdot \frac{d\phi}{dy} + \frac{d}{dz} \cdot \frac{d\phi}{dy} \right) (\sin\phi \hat{a}_s + \cos\phi \hat{a}_\phi)$$

$$\rightarrow \left( \frac{d}{ds} \cos\phi - \frac{d}{dy} \frac{\sin\phi}{s} \right) (\cos\phi \hat{a}_s - \sin\phi \hat{a}_\phi)$$

$$+ \left( \frac{d}{ds} \sin\phi + \frac{d}{dy} \frac{\cos\phi}{s} \right) (\sin\phi \hat{a}_s + \cos\phi \hat{a}_\phi)$$

$$\vec{\nabla} = (\sin^2\phi + \cos^2\phi) \frac{d\hat{a}_s}{ds} + \frac{1}{s} (\sin^2\phi + \cos^2\phi) + \frac{d\hat{a}_\phi}{ds}$$

$$\boxed{\vec{\nabla} = \frac{d}{ds} \hat{a}_s + \frac{1}{s} \frac{d}{d\phi} \hat{a}_\phi + \frac{d}{dz} \hat{a}_z}$$

(4)

A scalar field is a physical quantity as regions in which a scalar function has a defined value and no direction.

For e.g. a hot ironrod is kept in a corner of a room then also its heat can be felt at some distance away from it. So the region in which the heat can be felt is the scalar field.

Temperature because in all the fields inside the field the temperature has a defined value.

- A vector field is a field in which the vector quantity will have a defined value and some direction.

Eg. a bullet from a gun is having a velocity field around it. propagated path which is a vector field because it has a particular direction of propagation i.e., along the direction of bullet.

$$6) \quad S(x, y, z) = x^2 + y^2 - z$$

$$\frac{\partial S}{\partial x} = 2x, \quad \frac{\partial S}{\partial y} = 2y, \quad \frac{\partial S}{\partial z} = -1$$

$$\hat{n} = \frac{\nabla f}{|\nabla f|}$$

$$|\nabla f| \text{ at } (1, 3, 0)$$

$\hat{n} = \text{Unit vector}$

$$\hat{n} = \frac{(2, 6, 1)}{\sqrt{1+36+1}} = \frac{1}{\sqrt{38}} (2, 6, 1)$$

$$= (1, 3, \frac{1}{2})$$

$$7) \quad P = (-2, 6, 3), \quad A = y \hat{a}_x + (x+z) \hat{a}_y + \hat{a}_z$$

Cartesian to Cylindrical.

~~Ans~~

$$\Rightarrow \begin{bmatrix} A_x \\ A_\phi \\ A_z \end{bmatrix} = \begin{bmatrix} \cos \phi & \sin \phi & 0 \\ -\sin \phi & \cos \phi & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} A_n \\ A_y \\ A_z \end{bmatrix}$$

$$\therefore \underline{A_n = 6}, \underline{A_y = 0}, \underline{A_z = 0}$$

$$\phi = \tan^{-1}\left(\frac{y}{n}\right) = \tan^{-1}\left(\frac{6}{7.2}\right) = -71.5^\circ$$

$$\begin{bmatrix} A_x \\ A_\phi \\ A_z \end{bmatrix} = \begin{bmatrix} \cos(-71.5^\circ) & \sin(-71.5^\circ) & 0 \\ -\sin(-71.5^\circ) & \cos(-71.5^\circ) & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 6 \\ 4 \\ 0 \end{bmatrix}$$

$$\begin{bmatrix} A_x \\ A_\phi \\ A_z \end{bmatrix} = \begin{bmatrix} 0.31 & -0.94 & 0 \\ 0.94 & 0.31 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 6 \\ 4 \\ 0 \end{bmatrix}$$

$$A_x = 0.31 \times 6 - 0.94 \times 4 + 0$$

$$A_\phi = 0.94 \times 6 + 0.31 \times 4 + 0$$

$$A_z = 0$$

So

$$F = -1.96 \hat{a}_x + 6.88 \hat{a}_\phi + 0 \hat{a}_z$$

$$9) \vec{A} = (4x + 9y) \hat{a}_x - 14yz \hat{a}_y + 8x^2z \hat{a}_z$$

$\oint \vec{A} \cdot d\vec{L}$  from P(0,0,0) to Q(0,1,1).

along ①  $x=t, y=t^2, z=t^3$

$$dx = dt, \quad dy = 2t \, dt, \quad dz = 3t^2 \, dt$$

$$\oint \vec{A} \cdot d\vec{L} = \int_0^1 (4 + 9t^2) \, dt + \int_0^1 (-14t^5) \, dt + \\ + \int_0^1 8t^2 + t^3 \, dt$$

$$\Rightarrow \int_0^1 3t \, dt + \int_0^1 28t^6 \, dt + \int_0^1 24t^7 \, dt$$

$$\Rightarrow \left[ \frac{14}{2} t^2 \right]_0^1 + \left[ \frac{9t^3}{3} \right]_0^1 - \left[ \frac{28}{7} t^7 \right]_0^1 + \left[ \frac{24}{8} t^8 \right]_0^1$$

$$\leftarrow \underline{\underline{4}}$$

② from (0,0,0) to (1,0,0)

$$\oint \vec{A} \cdot d\vec{L} = \int_0^1 (4x + 9y) \, dx + 0$$

$$\Rightarrow \left[ \frac{4x^2}{2} \right]_0^1 = \underline{\underline{12}}$$

10) According to the divergence theorem

$$\vec{D} = 3x^2 \vec{a}_x + (3y+2) \vec{a}_y + (3z-x) \vec{a}_z$$

region bounded by cylinder

$$x^2 + y^2 = 9 \text{ and the plane } z=0;$$

$$z=0, z=2, y=0$$

∴ parameter of cylinder are,

$$\begin{cases} S = 3 \\ \phi = 0 \text{ to } 90^\circ \text{ (1st quadrant)} \\ z = 2 \end{cases}$$

According to divergence theorem,

$$\boxed{\int_S \vec{D} \cdot d\vec{s} = \oint_V (\nabla \cdot \vec{D}) dv}$$

Now, Solving the RHS part,

$$\int_V (\nabla \cdot \vec{D}) dv$$

$$\vec{\nabla} \cdot \vec{D} \Rightarrow \frac{\partial}{\partial x} (3x^2) + \frac{\partial}{\partial y} (3y+2) + \frac{\partial}{\partial z} (3z-x)$$

$$\Rightarrow (6x+6) \cdot dv$$

$$\Rightarrow (6x+6) \rho d\phi ds dz$$

$$\text{Also } x = r \cos \phi$$

$$\Rightarrow \oint_V (6r \cos \phi + 6) \rho d\phi ds dz,$$

$$\Rightarrow \left( 6 \int_0^{2\pi} \int_0^3 \int_0^2 r^2 dr d\phi \int_0^2 \cos \phi dz \right) + \left( \int_0^{2\pi} \int_0^3 \int_0^2 r^2 dr d\phi \int_0^2 dz \right)$$

$$\Rightarrow 6 \left( \left[ \frac{5}{3} \right]_0^3 \times [\sin \phi]_0^2 \times [2]_0 \right)$$

$$+ \left( 0 + \pi + \frac{\pi \cdot 3}{2} \times 2 \right)$$

$$= 2 \times 27 \times 2 + 54 + (27 \times \pi)$$

$$= \underline{192.8}$$

11) # include < stdio.h >

# include < math.h >

void main()

{

float n, y, r, theta;

printf ("In Enter the value of n  
coordinate");

scanf ("%f", & n);

printf ("In Enter the value of y  
coordinate");

scanf ("%f", & y);

r = sqrt (pow (n, 2) + pow (y, 2));

theta = atan (y/n);

printf ("Value of r is: %f", r);

printf ("The value of theta is: %f",  
theta);

return 0;

}