

## Section 13.1 VECTOR FIELDS.

DEF. A 2D vector field  $\vec{F}(x, y)$  is a rule that for all  $(x, y)$  in the domain  $D \subseteq \mathbb{R}^2$  associates a unique vector  $\langle f_1(x, y), f_2(x, y) \rangle$  in the range  $\mathbb{R}^2$ .

DEF. A 3D vector field  $\vec{F}(x, y, z)$  is a rule that for all  $(x, y, z)$  in the domain  $D \subseteq \mathbb{R}^3$  associates a unique vector  $\langle f_1(x, y, z), f_2(x, y, z), f_3(x, y, z) \rangle$

Ex.

$$\vec{F}(x, y) = \langle 3x + y^2, x - y \rangle \quad \text{For all } (x, y) \text{ in } \mathbb{R}^2$$

$$\vec{F}(x, y, z) = \langle yz, \sqrt{1 - x^2 - z^2}, \ln(y) \rangle \quad \text{For } (x, y, z) \text{ in } \mathbb{R}^3 \text{ such that } \begin{cases} 1 - x^2 - z^2 \geq 0 \\ y > 0 \end{cases}$$

Remark. You can always think a 2D vector field as a 3D vector field that depends only on  $(x, y)$  and whose third component is zero.

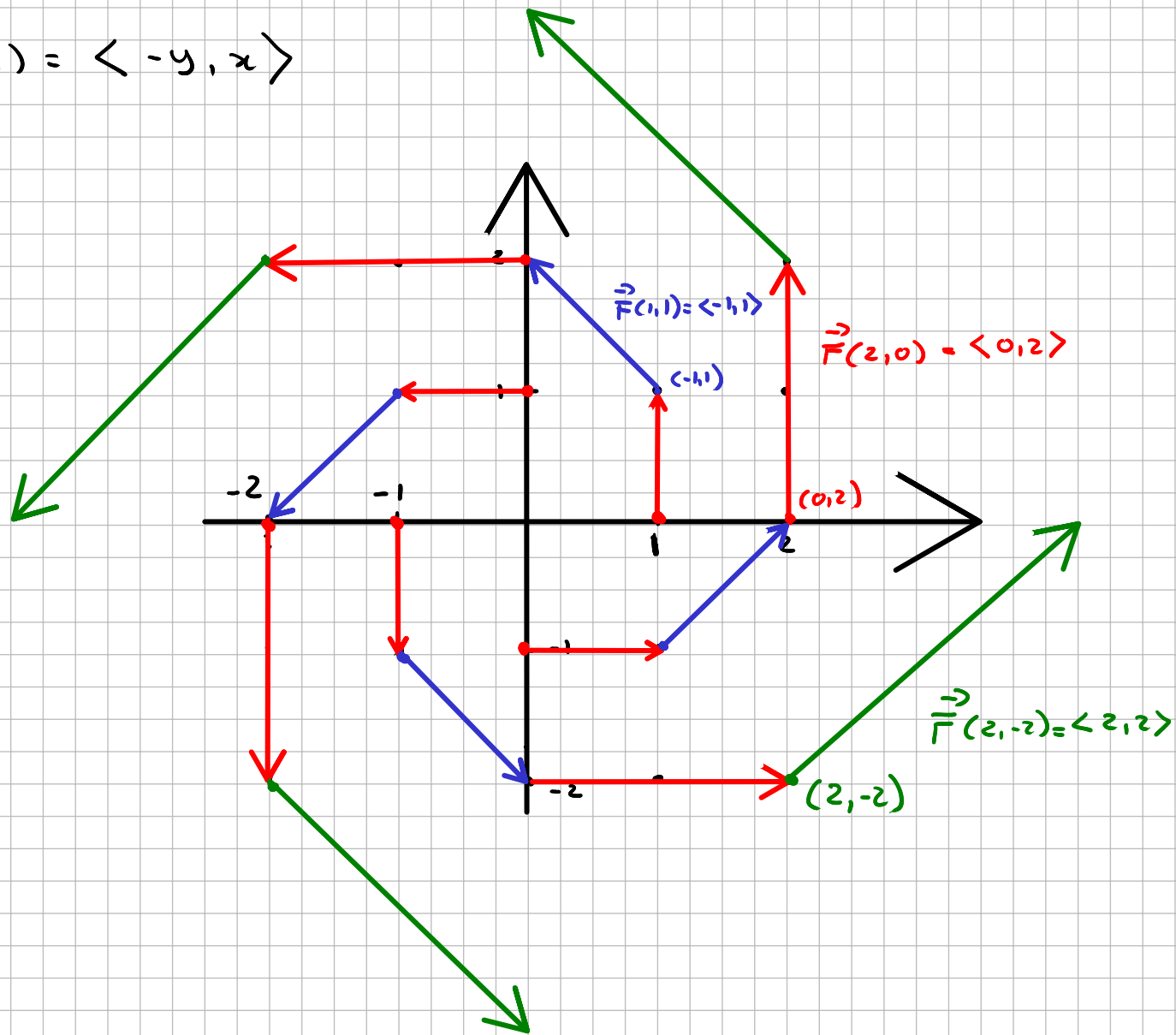
$$\vec{F}_{2D}(x, y) = \langle f_1(x, y), f_2(x, y) \rangle \Rightarrow \vec{F}_{3D}(x, y, z) = \langle f_1(x, y), f_2(x, y), 0 \rangle$$

Ex.

$$\vec{F}(x, y) = \langle x^2 + y, -xy \rangle \xrightarrow{3D} \vec{F}(x, y, z) = \langle x^2 + y, -xy, 0 \rangle$$

Visualize a vector field  $\vec{F}$  as a field of vectors:  
use  $(x_0, y_0)$  as a foot for the vector  $\vec{F}(x_0, y_0)$

Ex.  $\vec{F}(x, y) = \langle -y, x \rangle$



Have we ever seen a vector field before. **Yes!!**

Think about the gradient of a function  $f$ ?

$$\nabla f(x,y) = \langle \partial_x f(x,y), \partial_y f(x,y) \rangle = \langle g_1(x,y), g_2(x,y) \rangle = \vec{G}(x,y)$$

We use the same algebra from vectors:

Let  $\vec{F}(x,y)$  on  $D_1$  and  $\vec{G}(x,y)$  on  $D_2$  then

$$(a\vec{F} + b\vec{G})(x,y,z) := a\vec{F}(x,y,z) + b\vec{G}(x,y,z) \quad \text{For all } (x,y,z) \text{ on } D_1 \cap D_2$$

$$(\vec{F} \cdot \vec{G})(x,y,z) := \vec{F}(x,y,z) \cdot \vec{G}(x,y,z) \quad \text{For all } (x,y,z) \text{ on } D_1 \cap D_2$$

$$(\vec{F} \times \vec{G})(x,y,z) := \vec{F}(x,y,z) \times \vec{G}(x,y,z) \quad \text{For all } (x,y,z) \text{ on } D_1 \cap D_2$$

Recall the definition of the Del operator  $\nabla$

$$\nabla = \langle \partial_x, \partial_y, \partial_z \rangle$$

Def: Divergence of  $\vec{F}(x,y,z) = \langle f_1(x,y,z), f_2(x,y,z), f_3(x,y,z) \rangle$

$$\operatorname{div} \vec{F} = \nabla \cdot \vec{F} = \langle \partial_x, \partial_y, \partial_z \rangle \cdot \langle f_1, f_2, f_3 \rangle = f_{1,x} + f_{2,y} + f_{3,z} = g(x,y,z)$$

Function  
↓

Def: Curl of  $\vec{F}(x,y,z) = \langle f_1(x,y,z), f_2(x,y,z), f_3(x,y,z) \rangle$

$$\operatorname{curl} \vec{F} = \nabla \times \vec{F} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ \partial_x & \partial_y & \partial_z \\ f_1 & f_2 & f_3 \end{vmatrix} = \hat{i}(f_{3,y} - f_{2,z}) - \hat{j}(f_{3,x} - f_{1,z}) + \hat{k}(f_{2,x} - f_{1,y}) = \vec{G}(x,y,z)$$

↑  
vector field

Ex. Find the divergence and the curl of  $\vec{F}(x,y,z) = \langle e^{xy}, \cos z, yz \rangle$

$$\operatorname{div} \vec{F} = \nabla \cdot \vec{F} = \langle \partial_x, \partial_y, \partial_z \rangle \cdot \langle e^{xy}, \cos z, yz \rangle = y e^{xy} + 0 + y = y(1 + e^{xy})$$

$$\operatorname{curl} \vec{F} = \nabla \times \vec{F} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ \partial_x & \partial_y & \partial_z \\ e^{xy} & \cos z & yz \end{vmatrix} = \hat{i}(z - (-\sin z)) - \hat{j}(0 - 0) + \hat{k}(0 - x e^{xy})$$
$$= \langle z + \sin z, 0, -x e^{xy} \rangle$$

Special cases

Let  $\vec{F}(x, y, z) = \langle f_1(y, z), f_2(x, z), f_3(x, y) \rangle$  then

$$\nabla \cdot \vec{F} = \partial_x f_1(y, z) + \partial_y f_2(x, z) + \partial_z f_3(x, y) = 0$$

Let  $\vec{F}(x, y) = \langle f_1(x, y), f_2(x, y) \rangle$  then

$$\nabla \times \vec{F} = \nabla \times \langle f_1(x, y), f_2(x, y), 0 \rangle = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ \partial_x & \partial_y & \partial_z \\ f_1(x, y) & f_2(x, y) & 0 \end{vmatrix} = \hat{i}(0-0) - \hat{j}(0-0) + \hat{k}(f_{2,x} - f_{1,y}) = \langle 0, 0, f_{2,x} - f_{1,y} \rangle$$

Let  $\vec{F}(x, y, z) = \langle f_1(x), f_2(y), f_3(z) \rangle$  then

$$\nabla \times \vec{F} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ \partial_x & \partial_y & \partial_z \\ f_1(x) & f_2(y) & f_3(z) \end{vmatrix} = \langle 0-0, 0-0, 0-0 \rangle = \vec{0}$$