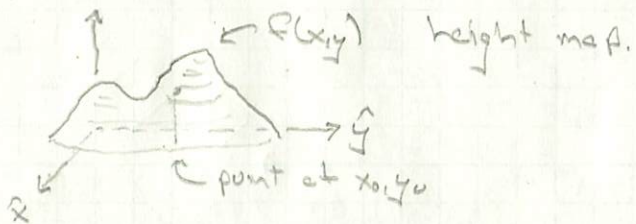


# Gradient



Given  $f(x, y)$  - at a point  $\vec{r}_0 = x_0 \hat{x} + y_0 \hat{y}$   
 the "height" is  $f(x_0, y_0)$  - how should  
 we pick  $dx_0 + dy_0$  in

$$d\vec{l} = dx_0 \hat{x} + dy_0 \hat{y}$$

such that  $f(x_0 + dx_0, y_0 + dy_0) \geq f(x_0, y_0)$  ?

$$f(x_0 + dx_0, y_0 + dy_0) \approx f(x_0, y_0) + dx_0 \left. \frac{\partial f}{\partial x} \right|_{x_0} + dy_0 \left. \frac{\partial f}{\partial y} \right|_{x_0} \quad (*)$$

Define the "gradient" of  $f(x, y)$ :

$$\nabla f \equiv \frac{\partial f}{\partial x} \hat{x} + \frac{\partial f}{\partial y} \hat{y}$$

then (\*) can be written:

$$f(x_0 + dx_0, y_0 + dy_0) \approx f(x_0, y_0) + \underbrace{\nabla f \cdot d\vec{l}}_{\text{want } \geq 0}$$

we can maximize the dir. of increase:

$$\nabla f \cdot d\vec{l} = \|\nabla f\| dl \cos \Theta \leftarrow \text{angle between } \nabla f \text{ \& } d\vec{l}$$

by taking  $d\vec{l} \parallel \nabla f$ , ( $\Theta = 0$ )

$$\text{in } D=3: \nabla \equiv \hat{x} \frac{\partial}{\partial x} + \hat{y} \frac{\partial}{\partial y} + \hat{z} \frac{\partial}{\partial z} \quad (+)$$

is a vector operator. The gradient of  $f(x, y, z)$ ,  
 $\nabla f$  gives direction of greatest increase of  $f$ .

## Divergence & Curl

Taking (+) "seriously" as a vector, we can define  
 the divergence of a vector function

$$\vec{A} = A^x(x, y, z) \hat{x} + A^y(x, y, z) \hat{y} + A^z(x, y, z) \hat{z}$$

via

$$\nabla \cdot \vec{A} = \frac{\partial A^x}{\partial x} + \frac{\partial A^y}{\partial y} + \frac{\partial A^z}{\partial z}$$

and the "curl"

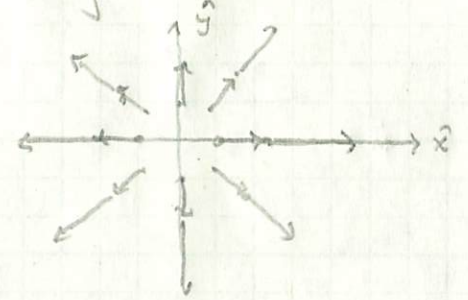
$$\nabla \times \vec{A} = \begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ A^x & A^y & A^z \end{vmatrix} = \hat{x} \left( \frac{\partial A^z}{\partial y} - \frac{\partial A^y}{\partial z} \right) - \hat{y} \left( \frac{\partial A^z}{\partial x} - \frac{\partial A^x}{\partial z} \right) + \hat{z} \left( \frac{\partial A^y}{\partial x} - \frac{\partial A^x}{\partial y} \right)$$

Some examples help w/ the names - define  
 the vector functions:

$$\vec{U} \equiv x \hat{x} + y \hat{y} \quad + \quad \vec{V} \equiv -y \hat{x} + x \hat{y}$$

we can sketch vector functions by drawing vectors at a sampling of points:

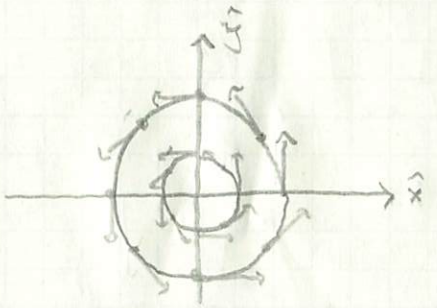
sketch of  $\vec{u}$ :



The divergence of  $\vec{u}$  is:  $\nabla \cdot \vec{u} = \frac{\partial(x)}{\partial x} + \frac{\partial(y)}{\partial y} = 2$

The curl of  $\vec{u}$  is:  $\nabla \times \vec{u} = \hat{z} \left( \frac{\partial y}{\partial x} - \frac{\partial x}{\partial y} \right) = 0$

sketch of  $\vec{v}$ :



The divergence of  $\vec{v}$  is:  $\nabla \cdot \vec{v} = \frac{\partial(-y)}{\partial x} + \frac{\partial(x)}{\partial y} = 0$

w/ curl  $\nabla \times \vec{v} = \hat{z} \left( \frac{\partial x}{\partial x} - \frac{\partial(-y)}{\partial y} \right) = 2\hat{z}$   
dir. given by right-hand rule for curls.

### Example

Take  $\vec{A} = \frac{x\hat{x} + y\hat{y} + z\hat{z}}{(x^2 + y^2 + z^2)^{3/2}}$  ? What does a sketch of  $\vec{A}$  look like?

(points radially away from the origin, gets smaller in magnitude as you go further from the origin).

What is the divergence of  $\vec{A}$ ?

let's compute the "first" term of the sum:

$$\frac{\partial}{\partial x} \left[ \frac{x}{(x^2 + y^2 + z^2)^{3/2}} \right] = \frac{1}{(x^2 + y^2 + z^2)^{3/2}} - \frac{3/2 x \cdot 2x}{(x^2 + y^2 + z^2)^{5/2}} = \frac{x^2 + y^2 + z^2 - 3x^2}{(x^2 + y^2 + z^2)^{5/2}} = \frac{-2x^2 + y^2 + z^2}{(x^2 + y^2 + z^2)^{5/2}}$$

then, w/ similar expressions for the y + z derivs of the y + z components, we have:

$$\nabla \cdot \vec{A} = \frac{[-2x^2 + y^2 + z^2 + x^2 - 2y^2 + z^2 + x^2 + y^2 - 2z^2]}{(x^2 + y^2 + z^2)^{5/2}} = 0$$

... ?!

# Second Derivatives

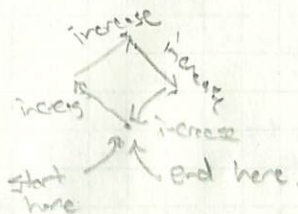
A lot of options here:

$$\nabla \cdot (\nabla f), \nabla \cdot (\nabla \times \vec{A}), \nabla \times (\nabla f), \nabla \times (\nabla \times \vec{A}), \nabla (\nabla \cdot \vec{A})$$

Consider  $\nabla \times (\nabla f)$  first:  $\nabla f$  points in the direction of increasing  $f$ .



suppose  $\nabla \times (\nabla f) \neq 0$  - s "curls around"



this cannot happen, so  $\nabla \times (\nabla f) = 0$ .

"similarly"  $\nabla \cdot (\nabla \times \vec{A}) = 0$

example:  $\vec{A} = A^x(x,y)\hat{x} + A^y(x,y)\hat{y}$

$$\nabla \times \vec{A} = \left( \frac{\partial A^y}{\partial x} - \frac{\partial A^x}{\partial y} \right) \hat{z} \quad \nabla \cdot (\nabla \times \vec{A}) = \frac{\partial}{\partial z} \left( \frac{\partial A^y}{\partial x} - \frac{\partial A^x}{\partial y} \right) = 0$$

The only non-identically-zero combos are:

$$\nabla \cdot (\nabla f) = \frac{\partial^2 f}{\partial x^2} + \frac{\partial^2 f}{\partial y^2} + \frac{\partial^2 f}{\partial z^2} \equiv \nabla^2 f \quad \nabla (\nabla \cdot \vec{A}),$$

↳ "Laplacian"

note that

$$\nabla^2 \vec{A} = \nabla^2 (A^x \hat{x}) + \nabla^2 (A^y \hat{y}) + \nabla^2 (A^z \hat{z})$$

$$= (\nabla^2 A^x) \hat{x} + (\nabla^2 A^y) \hat{y} + (\nabla^2 A^z) \hat{z}$$

since  $\nabla^2 \hat{x} = \nabla^2 \hat{y} = \nabla^2 \hat{z} = 0$

careful - this is not true for basis vectors that depend on position.

$$\nabla \times (\nabla \times \vec{A}) = \nabla (\nabla \cdot \vec{A}) - \nabla^2 \vec{A}$$