

Final Project due Fri: 11:59 PM
on Blackboard.



Bonus Lecture:

Stokes Theorem \rightarrow Green's Theorem
3D 2D.

$$\vec{F}(x, y) = \langle P(x, y), Q(x, y) \rangle.$$

$$\text{curl}(\vec{F}) = Q_x(x, y) - P_y(x, y).$$

[detects c.c.w. rotation]

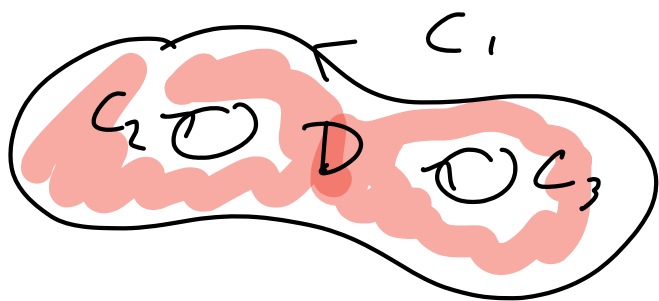
Green (special case of Stokes):

$$\iint_D \text{curl}(\vec{F}) = \int_{\partial D} \vec{F}$$

$$\iint (Q_x - P_y) dx dy = \int \vec{F}(\vec{r}(t)) \circ \vec{r}'(t) dt$$

for parametrization $\vec{r}(t)$ of bdy curve.

The boundary curve can have multiple components:



$$\partial D = C_1 + C_2 + C_3$$

[Rule: D is "to the left" of ∂D .]

Reason for notation:

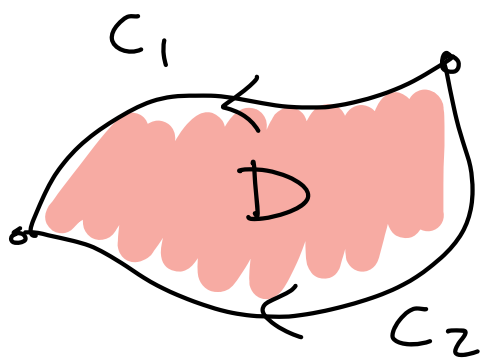
$$\int_{C_1 + C_2 + C_3} \vec{F} = \int_{C_1} \vec{F} + \int_{C_2} \vec{F} + \int_{C_3} \vec{F}$$

We can also reverse orientation:



$$\partial D = C_1 - C_2 + C_3$$

[C_2 is backwards: it has D "on the right"]



$$\partial D = C_1 - C_2$$

e.g. IF $\text{curl}(\vec{F}) = 0$ on D . Then

$$0 = \iint_D \text{curl}(\vec{F}) = \int_{C_1 - C_2} \vec{F}$$

$$= \int_{C_1} \vec{F} - \int_{C_2} \vec{F}$$

$$\implies \int_{C_1} \vec{F} = \int_{C_2} \vec{F}.$$

Summary:

$$\text{curl}(\vec{F}) = 0$$

$\implies \int_C \vec{F}$ only depends on endpoints of C , not the shape.



Example: $\vec{F}(x, y) = \frac{1}{x^2 + y^2} \langle -y, x \rangle$.

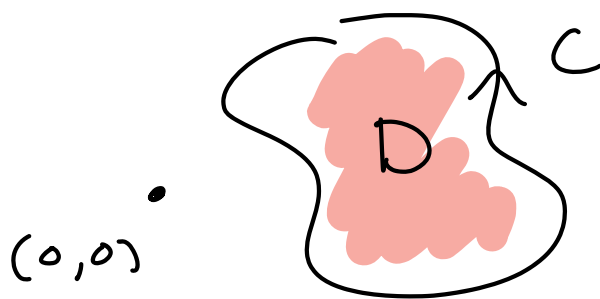
$$P = -y / (x^2 + y^2) \rightarrow P_y = (y^2 - x^2) / (x^2 + y^2)^2$$

$$Q = x / (x^2 + y^2) \rightarrow Q_x = (y^2 - x^2) / (x^2 + y^2)^2$$

$$\text{So } \text{curl}(\vec{F}) = Q_x - P_y = 0,$$

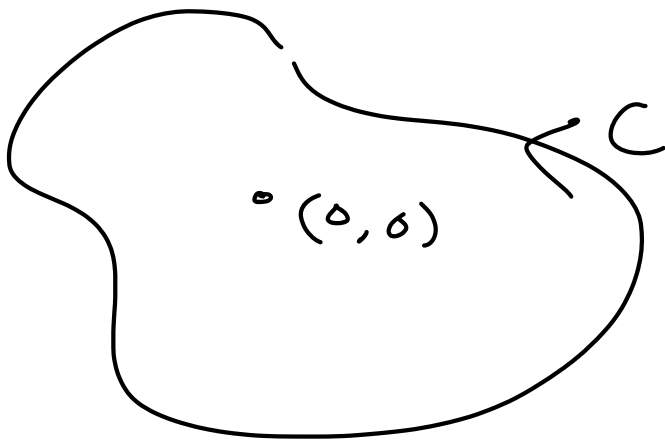
when it is defined. It's not

defined at $(0, 0)$. If a loop C does not contain $(0, 0)$



$$\text{then } \int_C \vec{F} = \iint_D \text{curl}(\vec{F}) = \iint_D 0 = 0.$$

What about a loop that contains $(0, 0)$?



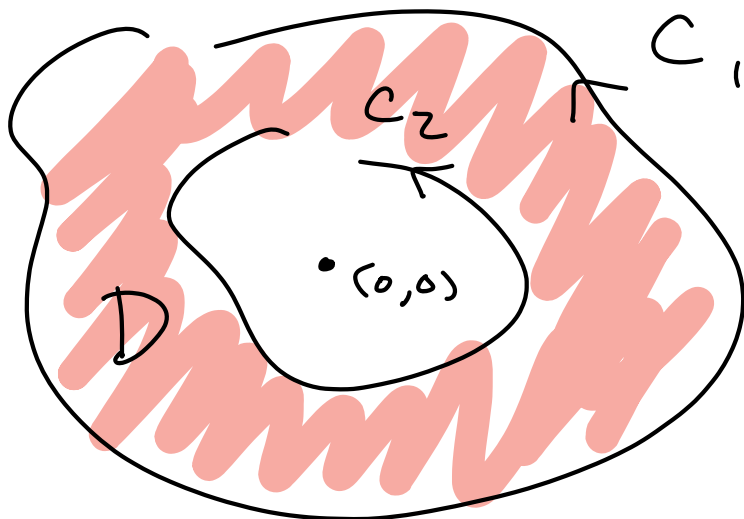
$$\int_C \vec{F} = ?$$

Claim: $\int_C \vec{F} = 2\pi$,

independent of the shape of C .

Proof has 2 steps:

① Any two such loops have the same integral:



$$\partial D = C_1 - C_2$$

$$0 = \iint_D \text{curl}(\vec{F}) = \int_{C_1 - C_2} \vec{F}$$

$$= \int_{C_1} \vec{F} - \int_{C_2} \vec{F}$$

$$\Rightarrow \int_{C_1} \vec{F} = \int_{C_2} \vec{F}.$$

(2) So pick the easiest curve.

$$\vec{r}(t) = \langle \cos t, \sin t \rangle.$$

$$\int \vec{F}(\vec{r}(t)) \cdot \vec{r}'(t) dt$$

$$= \int_0^{2\pi} \left\langle \frac{-\sin t}{\cancel{\cos^2 t + \sin^2 t}}, \frac{\cos t}{\cancel{\cos^2 t + \sin^2 t}} \right\rangle \cdot \langle -\sin t, \cos t \rangle dt$$

$$= \int (\sin^2 t + \cos^2 t) dt$$

$$= \int_0^{2\pi} 1 dt = 2\pi \quad \checkmark$$

Summary : $\vec{F}(x,y) = \frac{1}{x^2+y^2} \langle -y, x \rangle.$

$$\oint_C \vec{F} = \begin{cases} 0 & C \text{ does not contain } (0,0) \\ 2\pi & C \text{ goes around } (0,0) \\ & \text{once in c.c.w. direction} \\ 2\pi k & C \text{ goes around } (0,0) \\ & k \text{ times in c.c.w. direction.} \end{cases}$$



Flux form of Green's Theorem.

Let $\vec{F} = \langle P, Q \rangle$

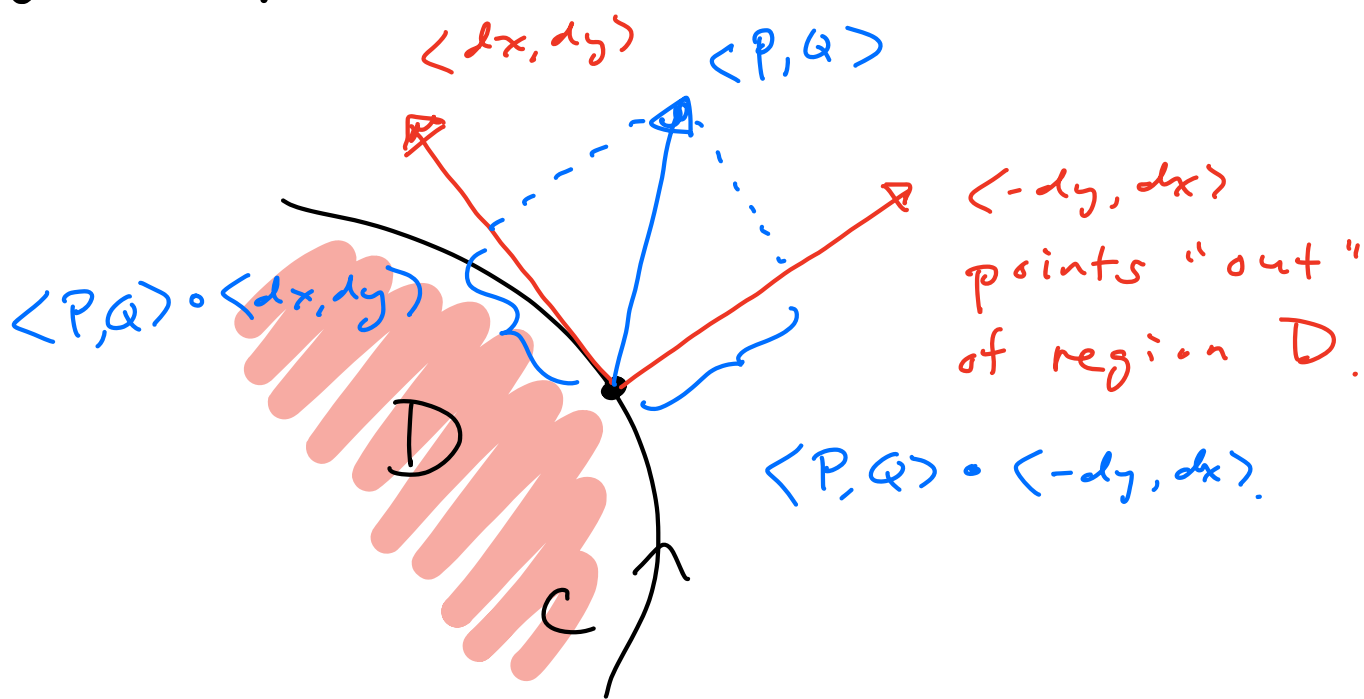
$\vec{G} = \langle u, v \rangle = \langle -Q, P \rangle.$

Apply Green to \vec{G} .

$$\iint_D (v_x - u_y) dx dy = \int_{\partial D} \langle u, v \rangle \cdot \langle dx, dy \rangle.$$

$$\begin{aligned} \iint_D (P_x + Q_y) dx dy &= \int \langle -Q, P \rangle \cdot \langle dx, dy \rangle \\ &= \int \langle P, Q \rangle \cdot \langle -dy, dx \rangle. \end{aligned}$$

What?



so $\int_C \langle P, Q \rangle \cdot \langle -dy, dx \rangle$

measures how much the vector field $\langle P, Q \rangle$ points "out of" the region D, called "Flux".

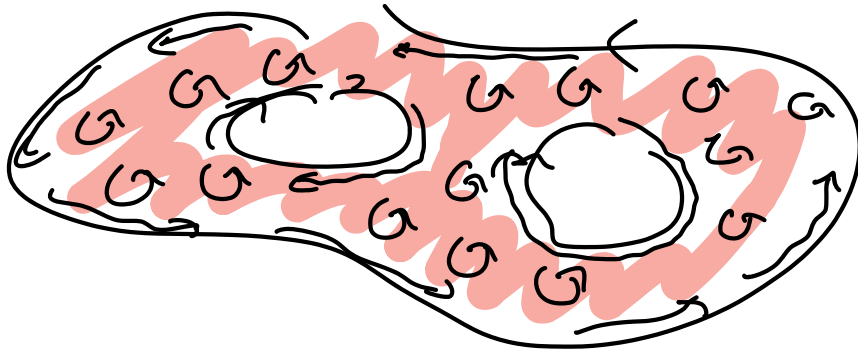
Cleaner Notation:

$$\iint_D (Q_x - P_y) dx dy = \int_{\partial D} \vec{F} \cdot \left(\frac{\vec{N}}{|\vec{N}|} \right)$$

amount of curling in D

amount \vec{F} points along ∂D .

little tangent vector

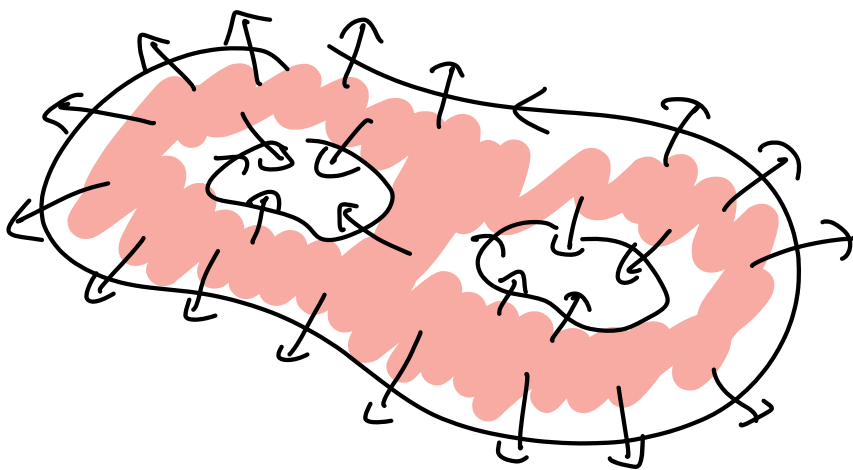


$$\iint_D (P_x + Q_y) dx dy = \int_{\partial D} \vec{F} \cdot \vec{N}$$

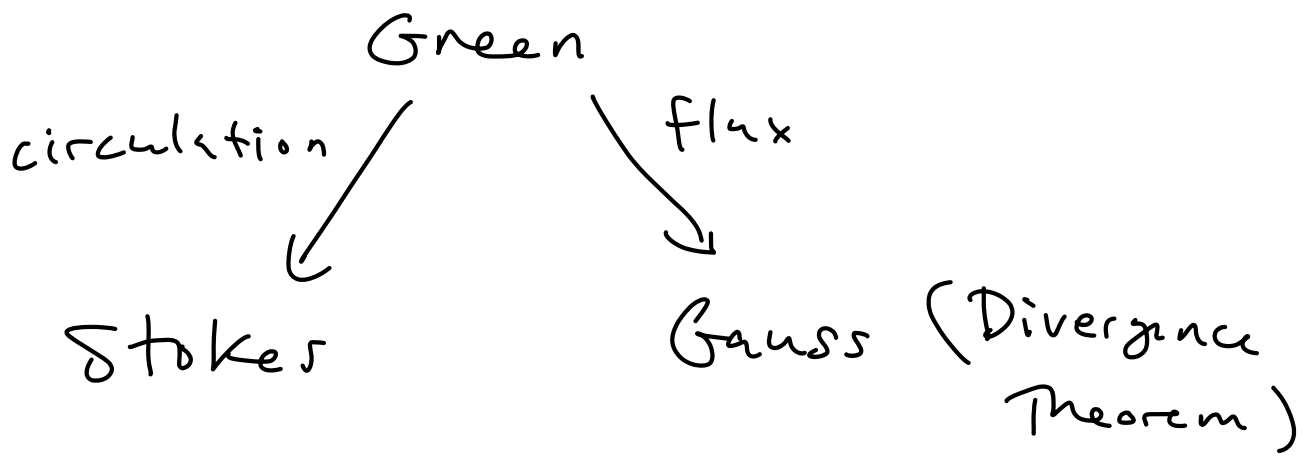
little normal vector.

amount that \vec{F} expands inside D

amount that \vec{F} flows across ∂D .



Moving from 2D to 3D: Green's Theorem becomes two different theorems.



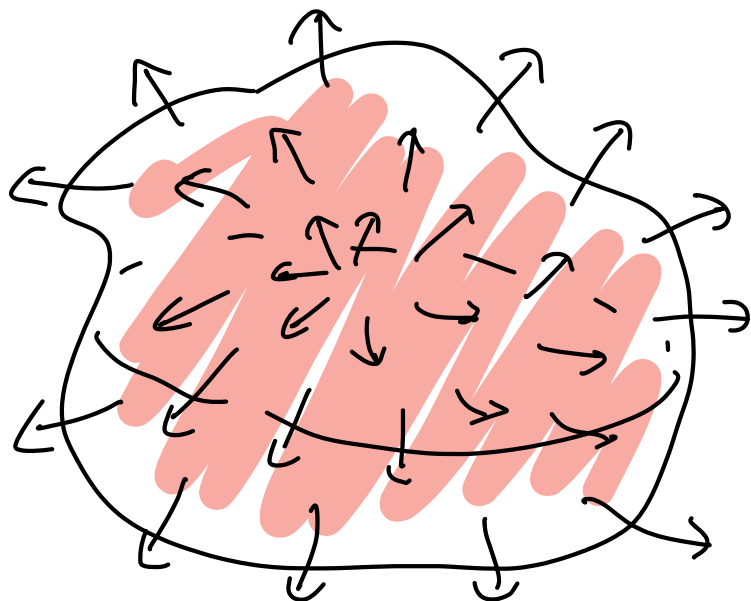
We've seen Stokes.

Now: Gauss' Theorem

$$\iiint_V \nabla \cdot \vec{F} = \iint_{\partial V} \vec{F} \cdot \vec{N}$$

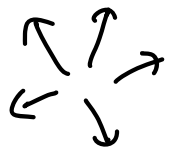
$\underbrace{\hspace{10em}}$
 expansion of \vec{F}
 in a volume V


 $\underbrace{\hspace{10em}}$
 flow of \vec{F} across
 boundary surface ∂V .



$$\nabla \cdot \langle P, Q, R \rangle = P_x + Q_y + R_z$$

Gauss tells us what this ↑
strange formula has to do with
"expansion/contraction".


$$\nabla \cdot \vec{F} > 0$$


$$\nabla \cdot \vec{F} < 0$$



Application to Gravity.

Let $\vec{F}(x, y, z)$ be the gravitational
force acting on a particle of mass
 m at point (x, y, z) , due to some
mass distribution $\rho(x, y, z)$.

Gauss' Law:

assume gravitational
constant = 1

$$\nabla \cdot \vec{F} = -4\pi m \rho(x, y, z)$$

This is equivalent to (and more useful than) Newton's universal gravitation. It is particularly useful when dealing with a spherically symmetric density ρ .

Suppose

$$M = \text{total mass} = \iiint \rho \, dV$$

Suppose

$$\vec{F}(\vec{r}) = \underbrace{F(r)}_{\text{some scalar function of } r = \|\vec{r}\|} \frac{\vec{r}}{\|\vec{r}\|}$$

some
scalar function
of $r = \|\vec{r}\|$

i.e. the force is the same in all directions, only depends on

the distance from $(0,0,0)$.

Then Divergence Theorem says

$$\iiint_{\text{ball radius } r} \nabla \cdot \vec{F} = \iint_{\text{sphere radius } r} \underbrace{\vec{F} \cdot \vec{N}}_{\substack{\text{we can use} \\ \vec{N} = \frac{\vec{r}}{\|\vec{r}\|}}}}$$

$$\iiint -4\pi m \rho = \iint F(r)$$

$$-4\pi m (M_r) = F(r) (4\pi r^2)$$

how much mass inside ball of radius r .

surface area of sphere

this is the component of \vec{F} normal to surface of the sphere.

Three interesting Examples:

- Point particle at $(0,0,0)$ mass M .

$$F(r) = -Mm/r^2 \quad (\text{Newton}).$$

- Solid sphere radius R .

$$F(r) = \begin{cases} -Mm/r^2 & r \geq R \\ -\frac{Mm}{R^3} r & r < R \end{cases}$$

- Empty shell radius R with all mass M on its boundary

$$F(r) = \begin{cases} -Mm/r^2 & r \geq R \\ 0 & r < R. \end{cases}$$

Inside a massive spherical shell you feel no gravity.

Called "Newton's shell theorem", proved by him using complicated argument.

Gauss' Law & Divergence Thm make it "almost obvious" ;)