

Today

I Last time

II The gradient  $\vec{\nabla} f$   
points in the direction  
of steepest increase of  $f$ .

III Definitions of the  $\vec{\nabla}$   
operator and the  
divergence  $\vec{\nabla} \cdot \vec{v}$

for the curve  $\vec{r}(x)$ . We did  
this for the coordinate curves  
of the  $\hat{x}$  basis vectors field and  
for  $\vec{E}(r)$ , the electric field  
of a point charge.

• We also studied the total  
derivative of a function  $f(x,y,z)$ :

$$df = \vec{\nabla} f \cdot d\vec{r} = \frac{\partial f}{\partial x} dx + \frac{\partial f}{\partial y} dy.$$

Math Methods

Day 7

I • Worked with

P1/3

integral curves. Recall  
that given a vector field  
 $\vec{v}$ , its integral curves  
are  $\vec{r}(x)$  such that the  
tangent vector  $d\vec{r}/dx$  agrees  
with  $\vec{v}$ . That is, we solve  
the differential equation

$$\frac{d\vec{r}}{dx} = \vec{v}$$

• We also proved that the  
gradient

$$\vec{\nabla} f = \left( \frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z} \right)$$

is always perpendicular to  
the level sets  $f(x,y,z) = \text{const.}$

Let's pick up at this point  
and find in which direction  
 $\vec{\nabla} f$  points.

Recall:

What if we chose to move along a  $\vec{d}$  such that we remain on this level set? Then  $df = d(\text{const.}) = 0$  and hence

$$\vec{\nabla}f \cdot \vec{d} = 0 \quad \leftarrow \text{when } \vec{d} \text{ along level set}$$

Geometrically what does this imply?

II That  $\vec{\nabla}f$  is perpendicular to the level sets of  $f$ ! Ok, but there are two directions perp. to a level set, uphill and downhill, which one does gradient points uphill. Not just uphill, but along the steepest slope of the hill where  $df$  has its maximum value!   
 *'read the change in height!'*

A second example, also easy to compute, is

$$f(x, y, z) = x^2 + y^2 + z^2$$

The level sets of this function are  $f = \text{const.} \Rightarrow x^2 + y^2 + z^2 = \text{const.}$

$\vec{\nabla}f$  point in? Let's consider  $\vec{d}$  in an arbitrary direction

$$\vec{d} = \epsilon \hat{u} \quad \leftarrow \text{unit vector}$$

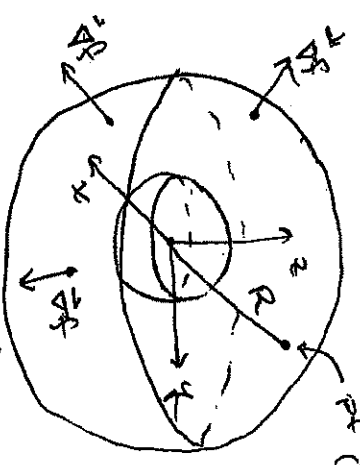
$\epsilon \ll 1$   
 $\leftarrow \text{makes } d\text{r small}$

Then

$$df = \vec{\nabla}f \cdot \vec{d} = \vec{\nabla}f \cdot (\epsilon \hat{u}) \\ = \epsilon \vec{\nabla}f \cdot \hat{u} \\ = \epsilon |\vec{\nabla}f| \cos\theta$$

Maximized when  $\cos\theta = 1$  hence when  $\hat{u}$  points along  $\vec{\nabla}f$ . The

which is the equation for a sphere in 3D



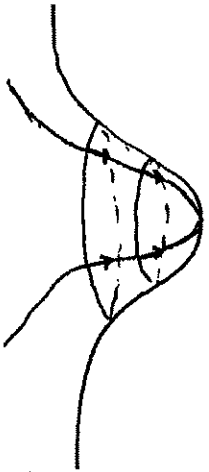
The gradient is  $\vec{\nabla}f = \left( \frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z} \right) = (2x, 2y, 2z)$

This is the radial vector at every point.

Is  $\vec{\nabla}f$  a vector field? Absolutely, it gives you a vector at every point

$$\vec{\nabla}f(x, y, z).$$

But this means it has integral curves.



These are the curves of "steepest ascent"; they're good for hard core hikers.

As such, it can act on a vector

$$\text{Field } \vec{V}(x, y, z) = V_x(x, y, z)\hat{x} + V_y(x, y, z)\hat{y} + V_z(x, y, z)\hat{z}$$

through the dot product

$$\vec{\nabla} \cdot \vec{V} = \frac{\partial V_x}{\partial x} + \frac{\partial V_y}{\partial y} + \frac{\partial V_z}{\partial z}$$

We call the result (a scalar) the divergence of  $\vec{V}$ .

III Today just definitions, P3/3  
next time we'll explore the physics. Define

$$\vec{\nabla} = \left( \frac{\partial}{\partial x}, \frac{\partial}{\partial y}, \frac{\partial}{\partial z} \right) \\ = \hat{x} \frac{\partial}{\partial x} + \hat{y} \frac{\partial}{\partial y} + \hat{z} \frac{\partial}{\partial z}$$

We put the unit vectors to the left to make sure it's clear that  $\frac{\partial}{\partial x}$  is not acting on  $\hat{x}$ .

This is a vector of derivative operators.