

Curl

$$X = \langle P, Q, R \rangle$$

Last class $\operatorname{div} \vec{X} = \vec{\nabla} \cdot \vec{X} = \partial_x P + \partial_y Q + \partial_z R$

Now: second kind of derivative

$\operatorname{curl} \vec{X}$, vector.

a) How to compute

$$\begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ \partial_x & \partial_y & \partial_z \\ P & Q & R \end{vmatrix} = (\partial_y R - \partial_z Q) \hat{i} \\ - (\partial_x R - \partial_z P) \hat{j} \\ + (\partial_x Q - \partial_y P) \hat{k}$$

Look at the \hat{k} entry:

$$-\frac{\partial P}{\partial y} + \frac{\partial Q}{\partial x}$$



we've seen this

expression in Green's Thm.

" $\vec{\nabla} \times \vec{X}$ "

e.g.

$$\vec{X} = xz\hat{i} + y^2z\hat{j} - e^{2y}\hat{k}$$

$$\begin{array}{ccc} \hat{i} & \hat{j} & \hat{k} \\ \partial_x & \partial_y & \partial_z \\ xz & y^2z & -e^{2y} \end{array}$$

$$\begin{aligned} \text{curl } \vec{X} &= (-ze^{2y} - y^2)\hat{i} - (0 - x)\hat{j} + (y^2z - 0)\hat{k} \\ &= (-ze^{2y} - y^2)\hat{i} + x\hat{j} + y^2z\hat{k} \end{aligned}$$

One application

$$\text{curl } \vec{\nabla} f = 0$$

$$\begin{array}{ccc} \hat{i} & \hat{j} & \hat{k} \\ \partial_x & \partial_y & \partial_z \\ \partial_x f & \partial_y f & \partial_z f \end{array}$$

$$\begin{aligned} \text{curl } \vec{\nabla} f &= (\partial_y \partial_z f - \partial_z \partial_y f)\hat{i} \\ &\quad - (\partial_x \partial_z f - \partial_z \partial_x f)\hat{j} \\ &\quad + (\partial_x \partial_y f - \partial_y \partial_x f)\hat{k} \end{aligned}$$

This is the right generalization of the necessary condition $-\frac{\partial P}{\partial y} + \frac{\partial Q}{\partial x} = 0$.

In fact it is sufficient on simply connected domains.
(Uses Stokes Thm, coming soon).

E.g.

$$f = e^{xy} - y \sin(z)$$

$$f_x = ye^{xy}$$

$$f_y = xe^{xy} - \sin(z)$$

$$f_z = -y \cos(z)$$

$$\vec{f} = \langle ye^{xy}, xe^{xy} - \sin(z), -y \cos(z) \rangle$$

$$\begin{matrix} \uparrow & \uparrow \\ \partial_y & - \partial_x \end{matrix}$$

$$= 0 \checkmark$$

$$\begin{matrix} \uparrow & \uparrow \\ \partial_z & - \partial_y \end{matrix}$$

$$= 0 \checkmark$$

$$\begin{matrix} \uparrow \\ \partial_z \end{matrix}$$

$$- \begin{matrix} \uparrow \\ \partial_x \end{matrix}$$

$$= 0 \checkmark$$

$$f = e^{xy} + h(y, z)$$

$$f_y = xe^{xy} + \partial_y h(y, z)$$

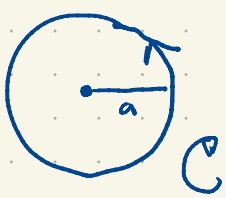
$$\partial_y h(y, z) = -\sin(z)$$

$$h(y, z) = -y \sin(z) + g(z)$$

$$f = e^{xy} - y \sin(z) + g(z)$$

$$\partial_z f = y \cos z + g'(z) \Rightarrow g(z) = \text{const.}$$

But that's not what curl is for



$$\frac{1}{2\pi a} \int_C \vec{V} \cdot d\vec{r}$$



avg speed in the ccw direction.

Distance around? $2\pi a$.

So fluid, on average traverses the circle in

$$\begin{aligned} \text{time} \quad \left(\frac{1}{2\pi a}\right)^2 \int_C \vec{V} \cdot d\vec{r} &= \left(\frac{1}{2\pi a}\right)^2 \int_C \frac{\partial p}{\partial y} + \frac{\partial \theta}{\partial x} dA \\ &= \frac{1}{4\pi} \frac{1}{\pi a^2} \int_C \uparrow dA \end{aligned}$$

Let $a \rightarrow 0$ and circulation time is

$$\frac{1}{4\pi} \left[-\frac{\partial p}{\partial y} + \frac{\partial Q}{\partial x} \right] \quad \text{rotations / time}$$

$$\frac{1}{2} \left[-\frac{\partial p}{\partial y} + \frac{\partial Q}{\partial x} \right] \quad \text{radians / time}$$

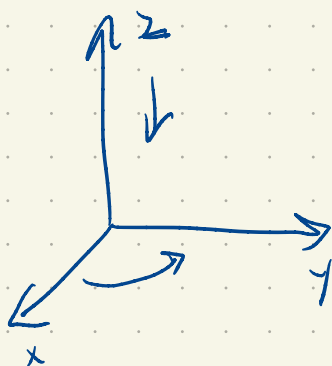
→ angular velocity
in the xy plane
of the fluid.

Job of $\text{curl } \vec{X}$:

Pick a spot P and a normal vector \vec{n} at P .

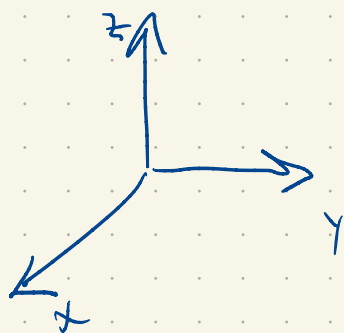
$\frac{1}{2} \text{curl } \vec{X} \cdot \vec{n}$ tells you the circulation
of the fluid in the plane perp to \vec{n}

in the ccw direction when looking from \vec{n}

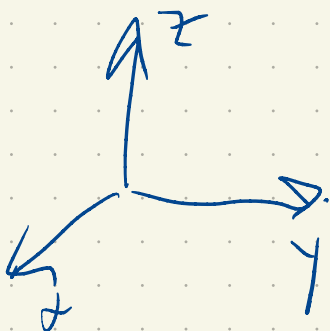


$$\text{curl } \vec{X} \cdot \hat{z} =$$

$$-\frac{\partial P}{\partial y} + \frac{\partial Q}{\partial x}$$



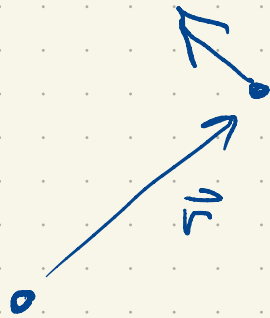
$$-\frac{\partial Q}{\partial z} + \frac{\partial R}{\partial y} = \text{curl } \vec{X} \cdot \hat{y}$$



$$-\frac{\partial R}{\partial x} + \frac{\partial P}{\partial z} = \text{curl } \vec{X} \cdot \hat{x}$$

The miracle: this works for any \hat{n} ,
not just \hat{i} , \hat{j} , \hat{k} .

e.g. rotating fluid



$$x = r \cos(\omega t)$$

$$y = r \sin(\omega t)$$

$$x' = -r \sin(\omega t) \omega = -y \omega$$

$$y' = r \cos(\omega t) \omega = x \omega$$

$$\vec{v} = -y \omega \hat{i} + x \omega \hat{j}$$

$$\vec{\nabla} \times \vec{v} = 2\omega \hat{k} \quad \text{everywhere!}$$

$$\vec{v} = \hat{j} v_0 e^{-x^2/\lambda^2}$$

$$-\frac{2v_0 x}{\lambda} e^{-x^2/\lambda^2} \hat{k}$$

