

## Vector calculus

In Section A.9 of Appendix A we review the algebra of vectors, and in Chapter 1 we considered how to transform one vector into another using a linear operator. In this chapter and the next we discuss the calculus of vectors, i.e. the differentiation and integration both of vectors describing particular bodies, such as the velocity of a particle, and of vector fields, in which a vector is defined as a function of the coordinates throughout some volume (one-, two- or three-dimensional). Since the aim of this chapter is to develop methods for handling multi-dimensional physical situations, we will assume throughout that the functions with which we have to deal have sufficiently amenable mathematical properties, in particular that they are continuous and differentiable.

### 2.1 Differentiation of vectors

Let us consider a vector  $\mathbf{a}$  that is a function of a scalar variable  $u$ . By this we mean that with each value of  $u$  we associate a vector  $\mathbf{a}(u)$ . For example, in Cartesian coordinates  $\mathbf{a}(u) = a_x(u)\mathbf{i} + a_y(u)\mathbf{j} + a_z(u)\mathbf{k}$ , where  $a_x(u)$ ,  $a_y(u)$  and  $a_z(u)$  are scalar functions of  $u$  and are the components of the vector  $\mathbf{a}(u)$  in the  $x$ -,  $y$ - and  $z$ -directions respectively. We note that if  $\mathbf{a}(u)$  is continuous at some point  $u = u_0$  then this implies that each of the Cartesian components  $a_x(u)$ ,  $a_y(u)$  and  $a_z(u)$  is also continuous there.

Let us consider the derivative of the vector function  $\mathbf{a}(u)$  with respect to  $u$ . The derivative of a vector function is defined in a similar manner to the ordinary derivative of a scalar function  $f(x)$ . The small change in the vector  $\mathbf{a}(u)$  resulting from a small change  $\delta u$  in the value of  $u$  is given by  $\delta \mathbf{a} = \mathbf{a}(u + \delta u) - \mathbf{a}(u)$  (see Figure 2.1). The derivative of  $\mathbf{a}(u)$  with respect to  $u$  is defined to be

$$\frac{d\mathbf{a}}{du} = \lim_{\delta u \rightarrow 0} \frac{\mathbf{a}(u + \delta u) - \mathbf{a}(u)}{\delta u} \quad (2.1)$$

assuming that the limit exists, in which case  $\mathbf{a}(u)$  is said to be differentiable at that point. Note that  $d\mathbf{a}/du$  is also a vector, which is not, in general, parallel to  $\mathbf{a}(u)$ . In Cartesian coordinates, the derivative of the vector  $\mathbf{a}(u) = a_x\mathbf{i} + a_y\mathbf{j} + a_z\mathbf{k}$  is given by

$$\frac{d\mathbf{a}}{du} = \frac{da_x}{du}\mathbf{i} + \frac{da_y}{du}\mathbf{j} + \frac{da_z}{du}\mathbf{k}.$$

Perhaps the simplest application of the above is to finding the velocity and acceleration of a particle in classical mechanics. If the time-dependent position vector of the particle with respect to the origin in Cartesian coordinates is given by  $\mathbf{r}(t) = x(t)\mathbf{i} + y(t)\mathbf{j} + z(t)\mathbf{k}$

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