

Chapter 1 Review

$$\vec{A} \cdot \vec{B} = AB \cos \theta = A_1 B_1 + A_2 B_2 + A_3 B_3$$

$|\vec{A} \times \vec{B}| = AB \sin \theta$, $\vec{A} \times \vec{B}$ direction given by right hand rule

$$\vec{A} \times \vec{B} = \begin{vmatrix} \vec{e}_1 & \vec{e}_2 & \vec{e}_3 \\ A_1 & A_2 & A_3 \\ B_1 & B_2 & B_3 \end{vmatrix} \quad \begin{aligned} A_i &= \vec{A} \cdot \vec{e}_i \\ B_i &= \vec{B} \cdot \vec{e}_i \end{aligned}$$

In Cartesian coordinates x, y, z :

Grad: $\vec{\nabla} f = \frac{\partial f}{\partial x} \vec{i} + \frac{\partial f}{\partial y} \vec{j} + \frac{\partial f}{\partial z} \vec{k}$



Div: $\vec{\nabla} \cdot \vec{A} = \frac{\partial A_1}{\partial x} + \frac{\partial A_2}{\partial y} + \frac{\partial A_3}{\partial z}$



Curl: $\vec{\nabla} \times \vec{A} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ A_1 & A_2 & A_3 \end{vmatrix}$



Laplacian $\nabla^2 f \equiv \vec{\nabla} \cdot \vec{\nabla} f = \frac{\partial^2 f}{\partial x^2} + \frac{\partial^2 f}{\partial y^2} + \frac{\partial^2 f}{\partial z^2}$

Gauss' Law: $\int_V \vec{\nabla} \cdot \vec{A} d\tau = \int_S \vec{A} \cdot \vec{n} da$

Stokes' Theorem: $\int_S \vec{\nabla} \times \vec{A} da = \int_C \vec{A} \cdot \vec{T} ds$

Spherical Polar Coordinates

$$r = \sqrt{x^2 + y^2 + z^2}$$

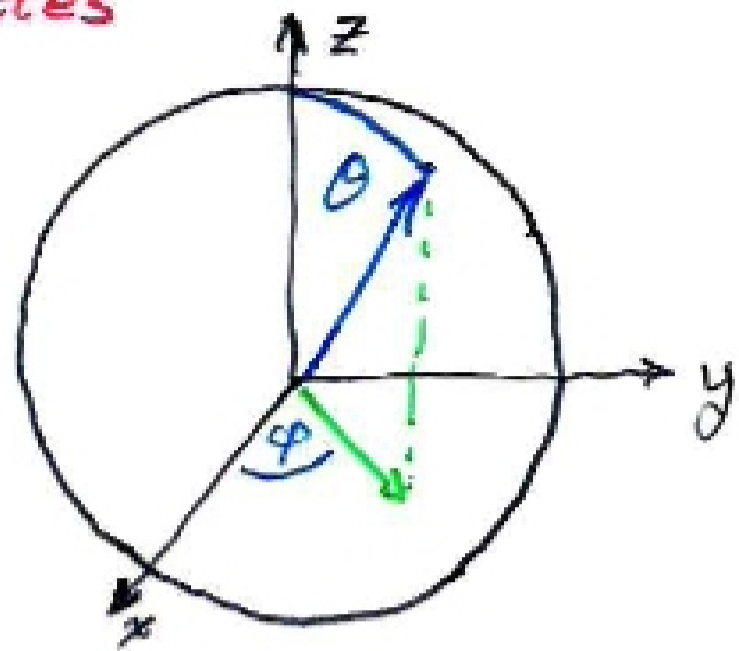
$$\theta = \cos^{-1} \left(\frac{z}{\sqrt{x^2 + y^2 + z^2}} \right)$$

$$\varphi = \tan^{-1} (y/x)$$

$$x = r \sin \theta \cos \varphi$$

$$y = r \sin \theta \sin \varphi$$

$$z = r \cos \theta$$



Note: Derivatives of \vec{i} , \vec{j} , or \vec{k} are 0.

But derivatives of \vec{e}_r , \vec{e}_θ , \vec{e}_φ are not 0
(in general)

Position vector is $r \vec{e}_r$

$\frac{d}{dt} \vec{e}_r \neq 0$, so velocity (and acceleration)
have \vec{e}_θ and \vec{e}_φ components (in general).

$\vec{\nabla} f$, $\vec{\nabla} \cdot \vec{A}$, and $\vec{\nabla} \times \vec{A}$ are more complicated
than in Cartesian x, y, z coordinates.
(See appendix F)

Chapter 2 Review

$$\vec{F} = m\vec{a}$$

Solve for $\vec{r}(t)$, position as function of time, given a starting position $\vec{r}(0)$ and initial velocity $\vec{v}(0)$, using a known force $\vec{F}(\vec{r})$.

Examples

Sliding on an inclined plane

Projectile motion

Weight with ropes and pulleys.


Conservative force: $\vec{F} = -\vec{\nabla}U \Leftrightarrow \vec{\nabla} \times \vec{F} = 0$

Examples: gravity $\vec{F} = -mg\vec{k}$ $U = mgz$
spring $\vec{F} = -k(x-x_0)$ $U = \frac{1}{2}k(x-x_0)^2$

Non-conservative force $\vec{\nabla} \times \vec{F} \neq 0$, no potential energy.

Examples: Friction

Air resistance

Work $W = \int_1^2 \vec{F} \cdot d\vec{r}$ 

Path independence \Leftrightarrow "work function" \Leftrightarrow potential energy

$T + U = \text{constant}$ if motion is governed by a conservative force with potential energy U .

$T = \text{kinetic energy} = \frac{1}{2}mv^2$