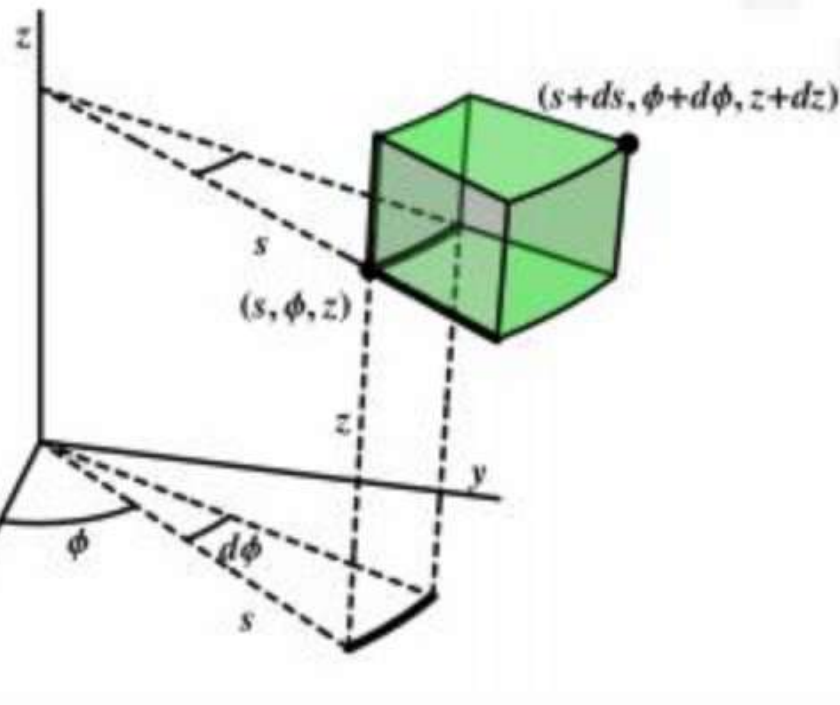
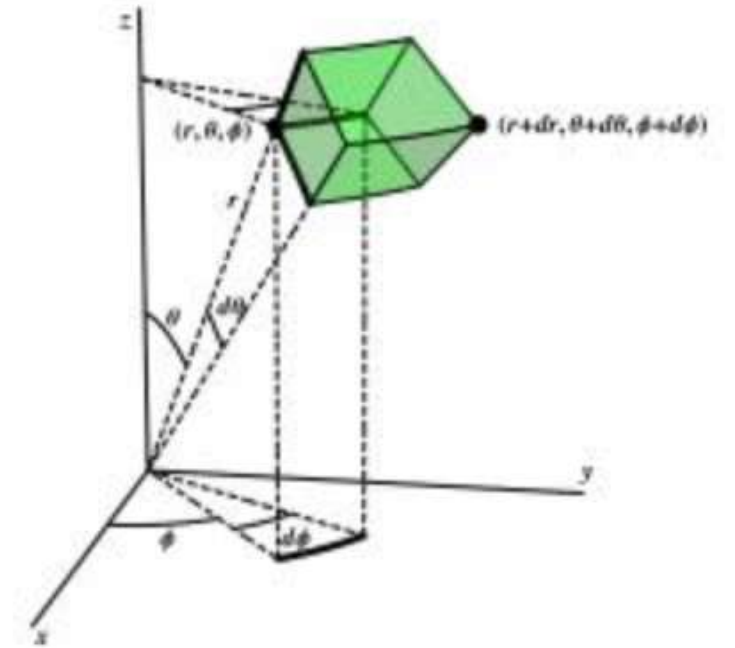
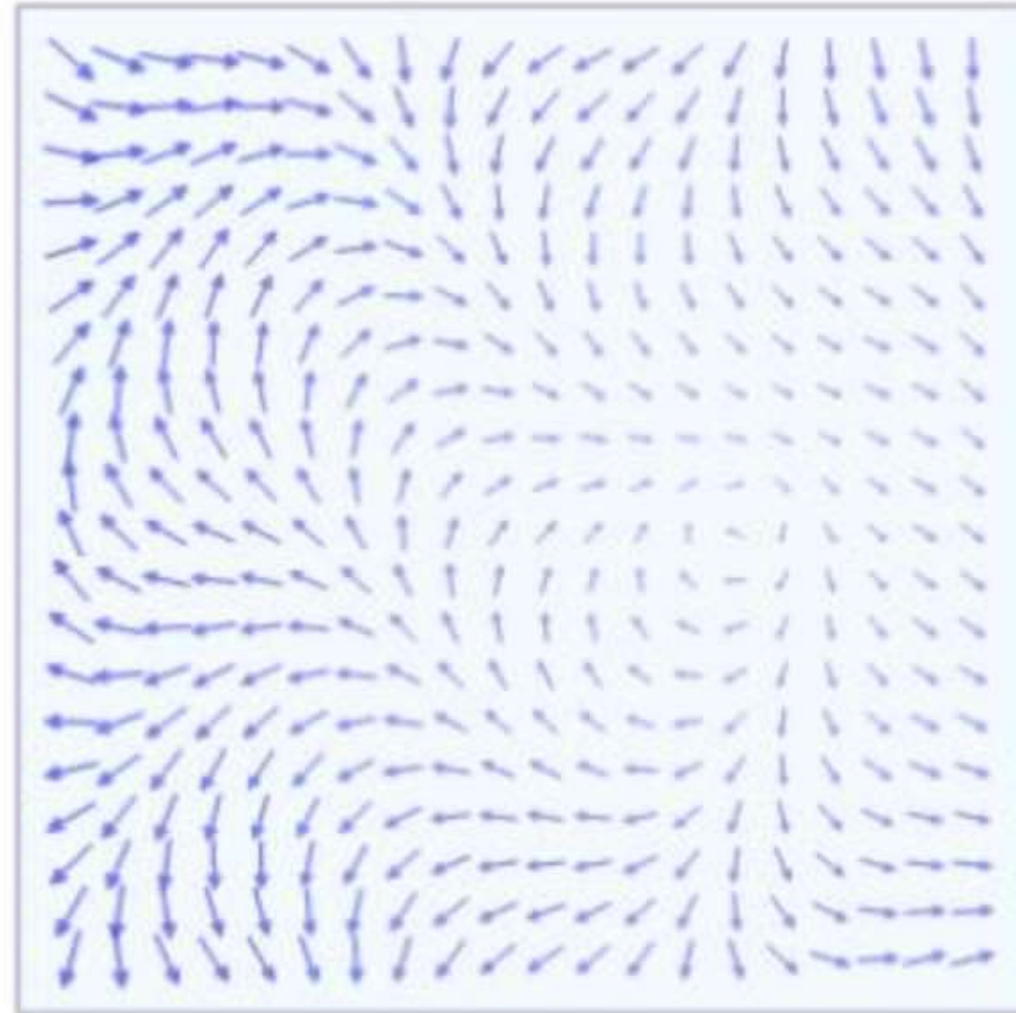
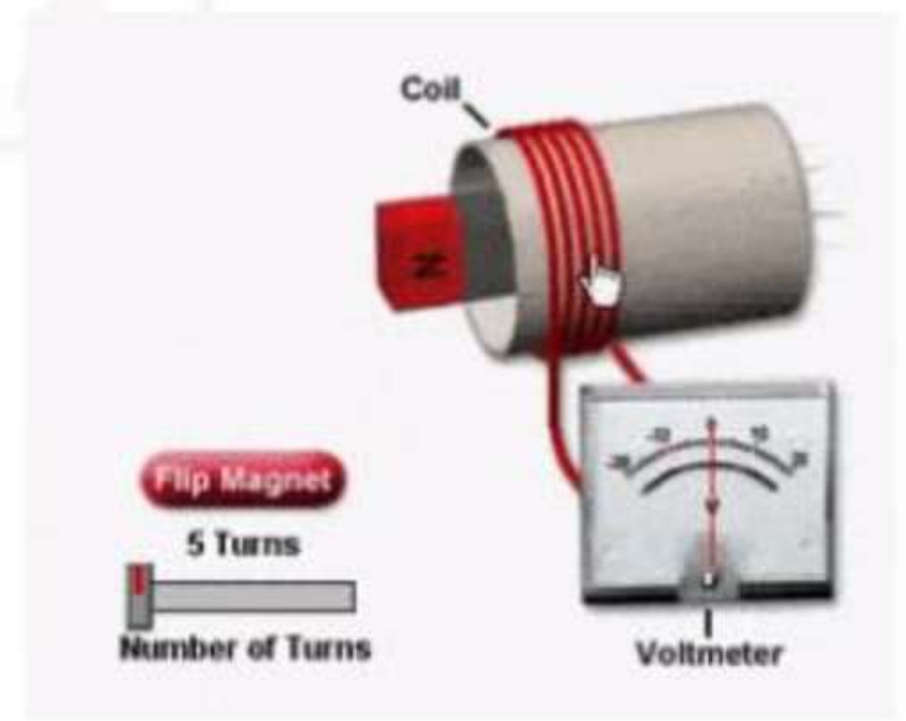
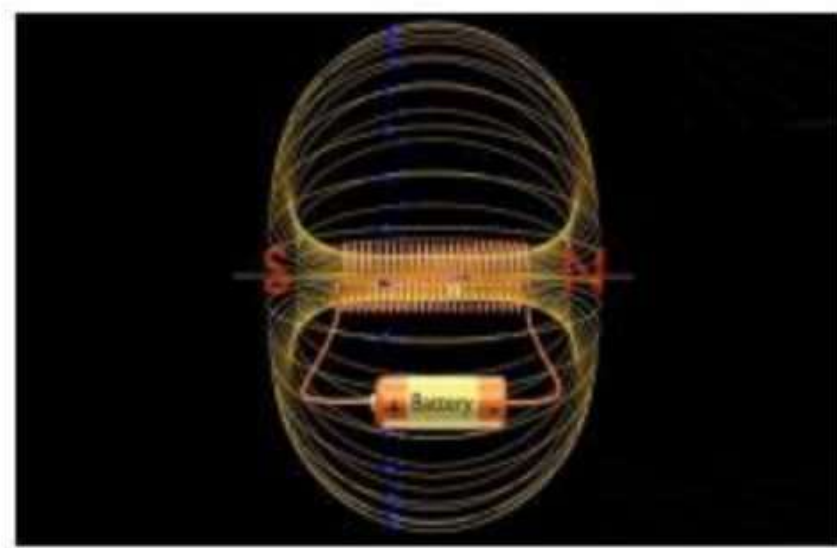
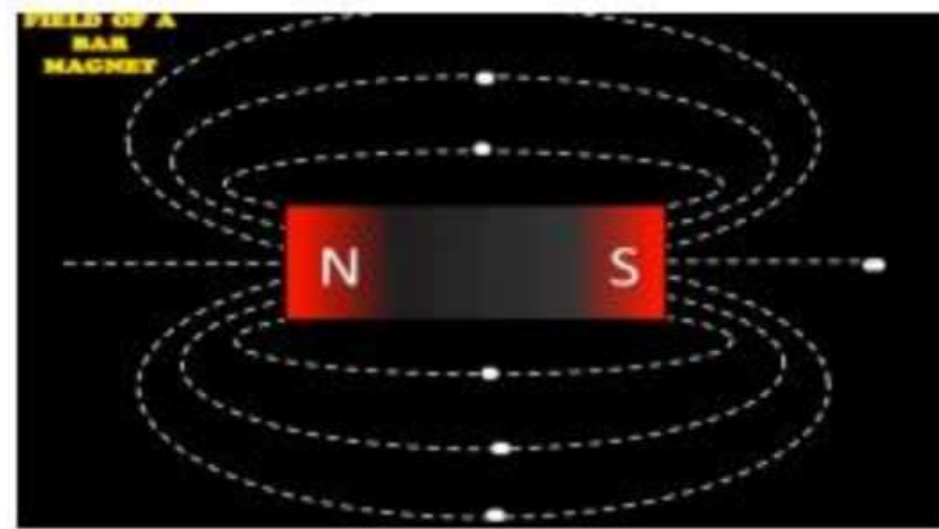
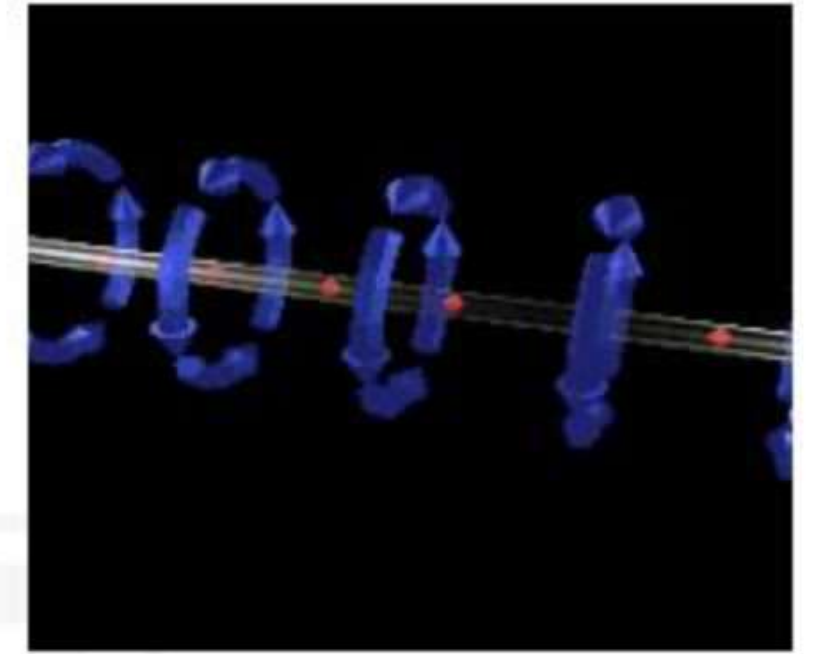
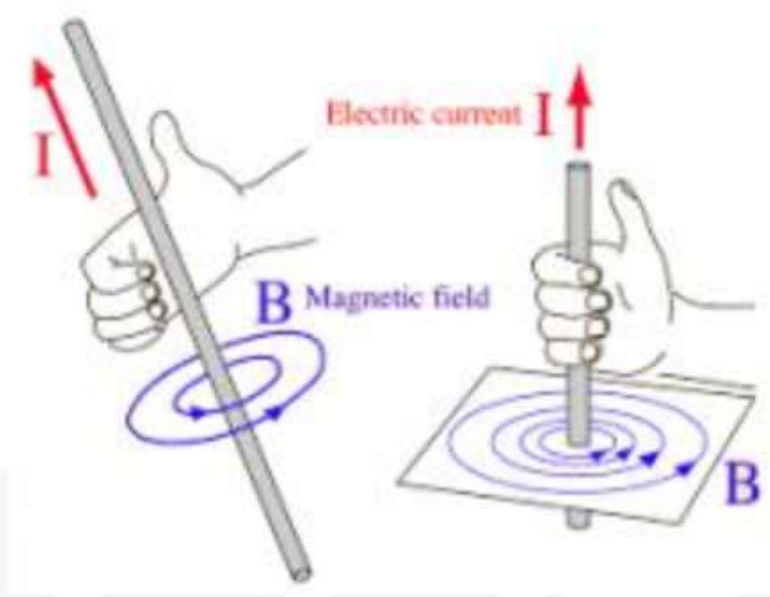
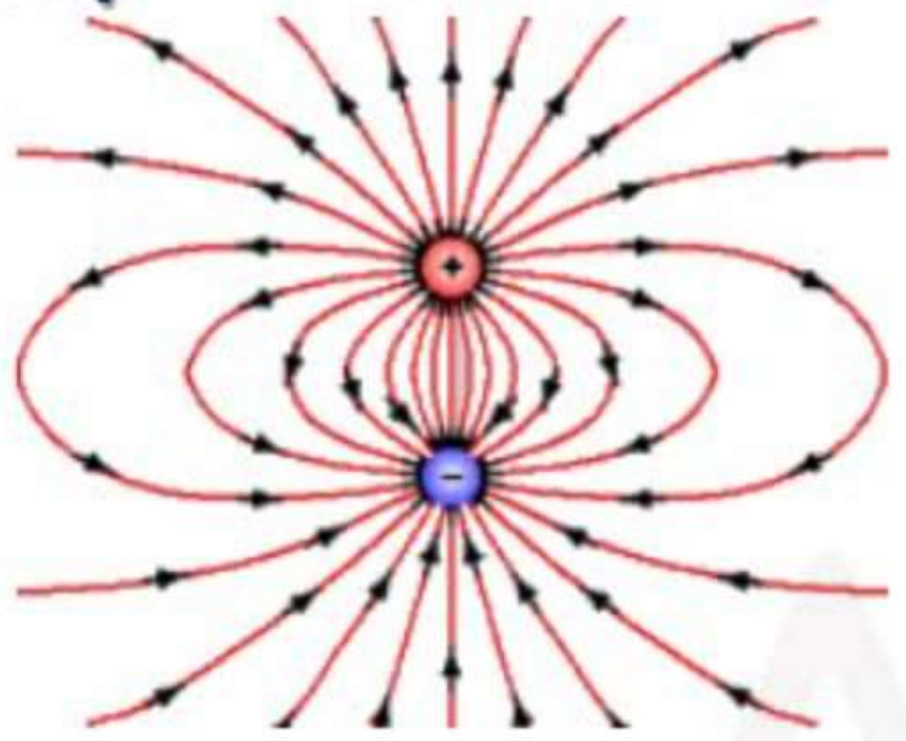




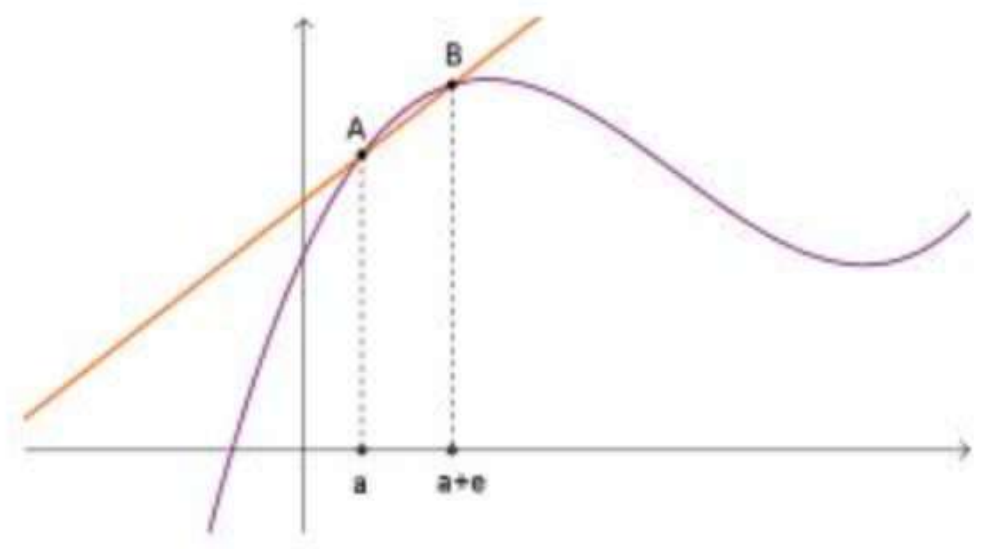
Introduction to Vector Integrals



Recap



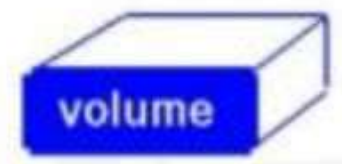
Recap



A scalar quantity has only **magnitude**.
 A vector quantity has both **magnitude** and **direction**.

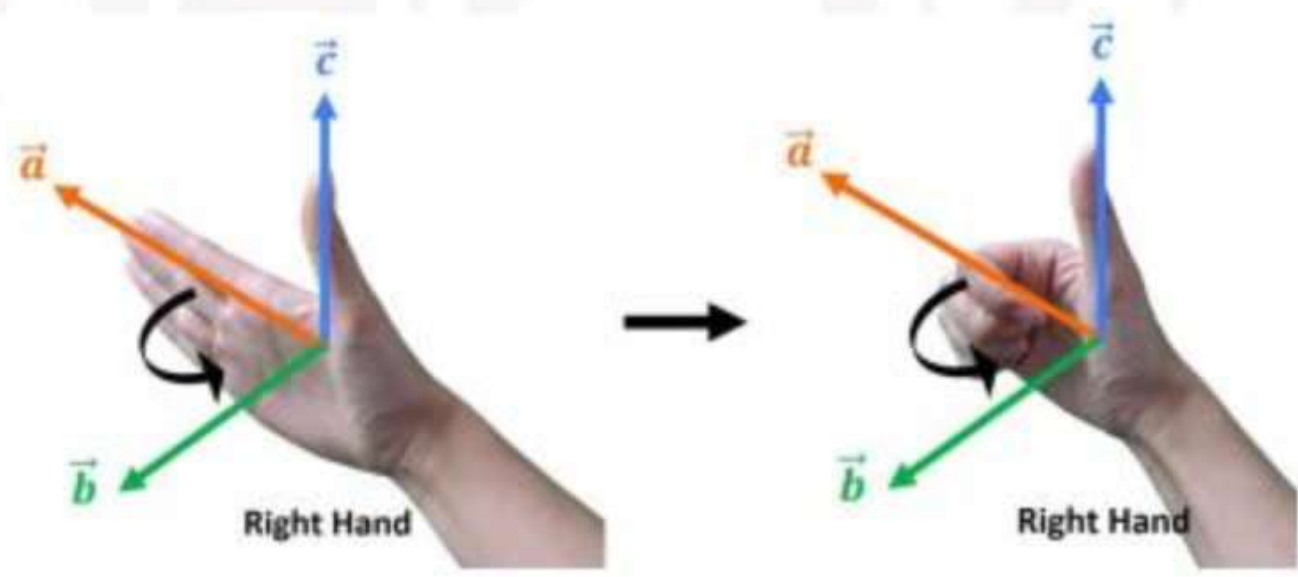
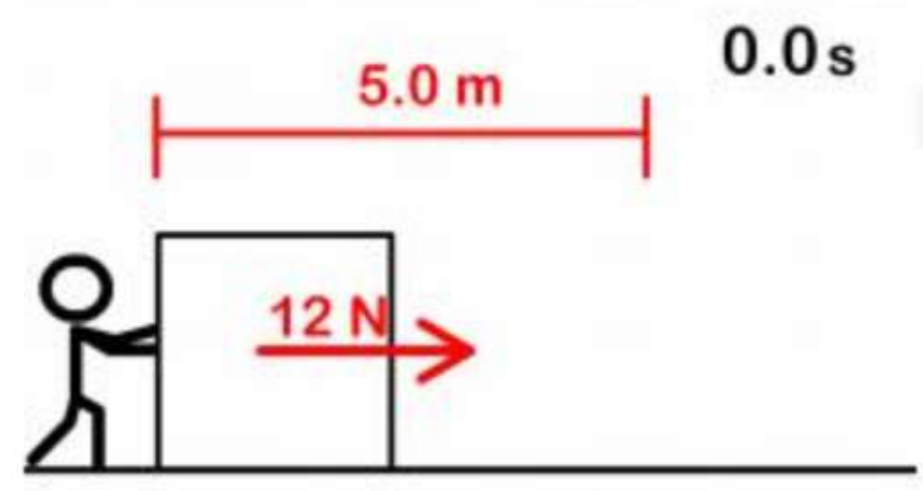
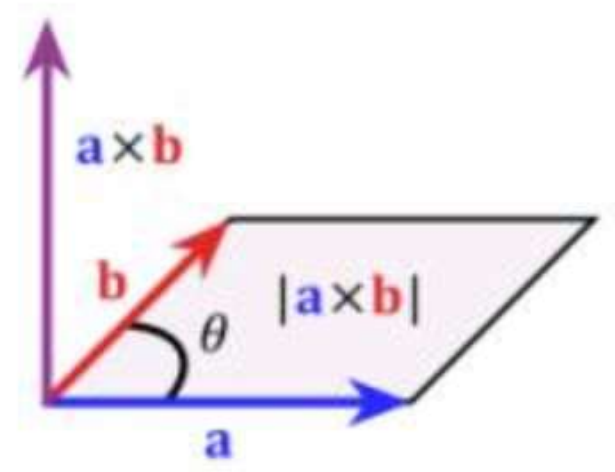
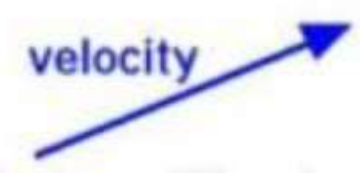
Scalar Quantities

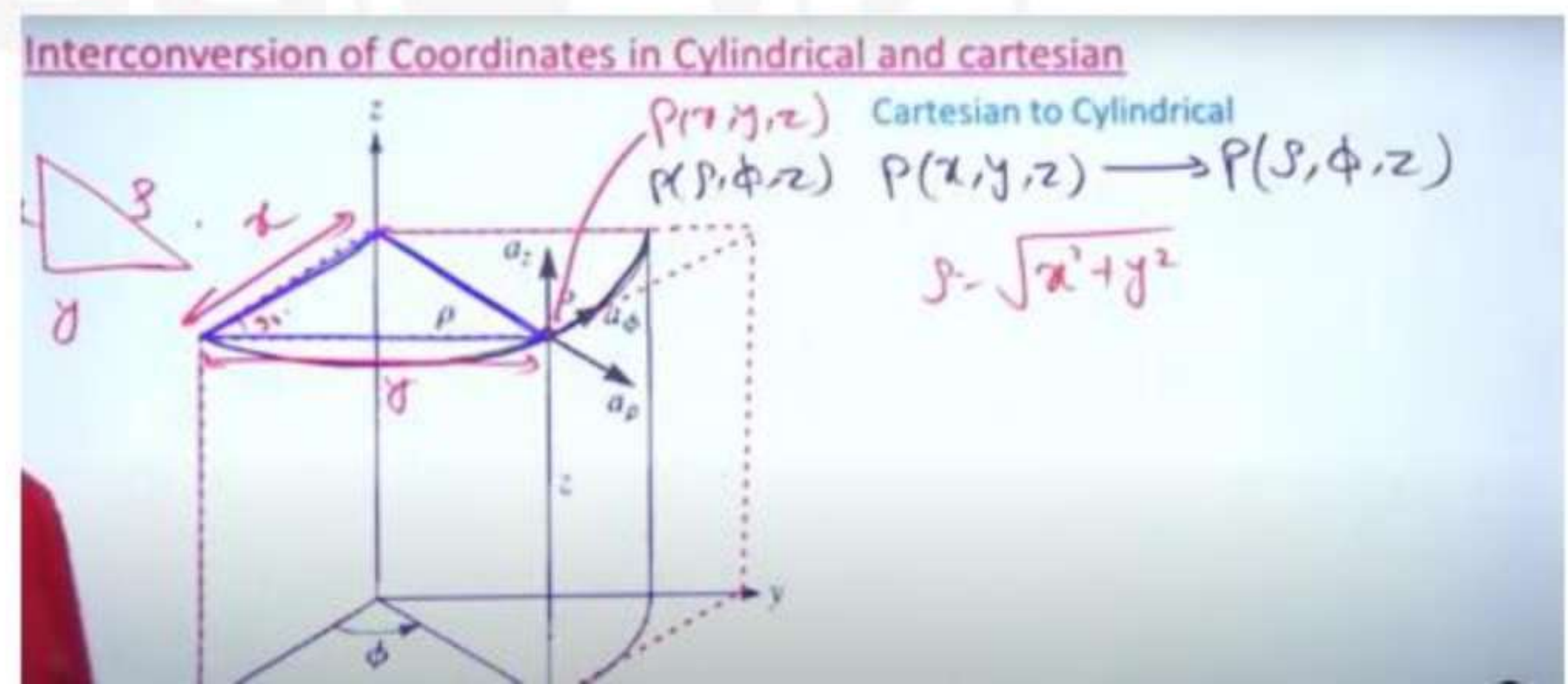
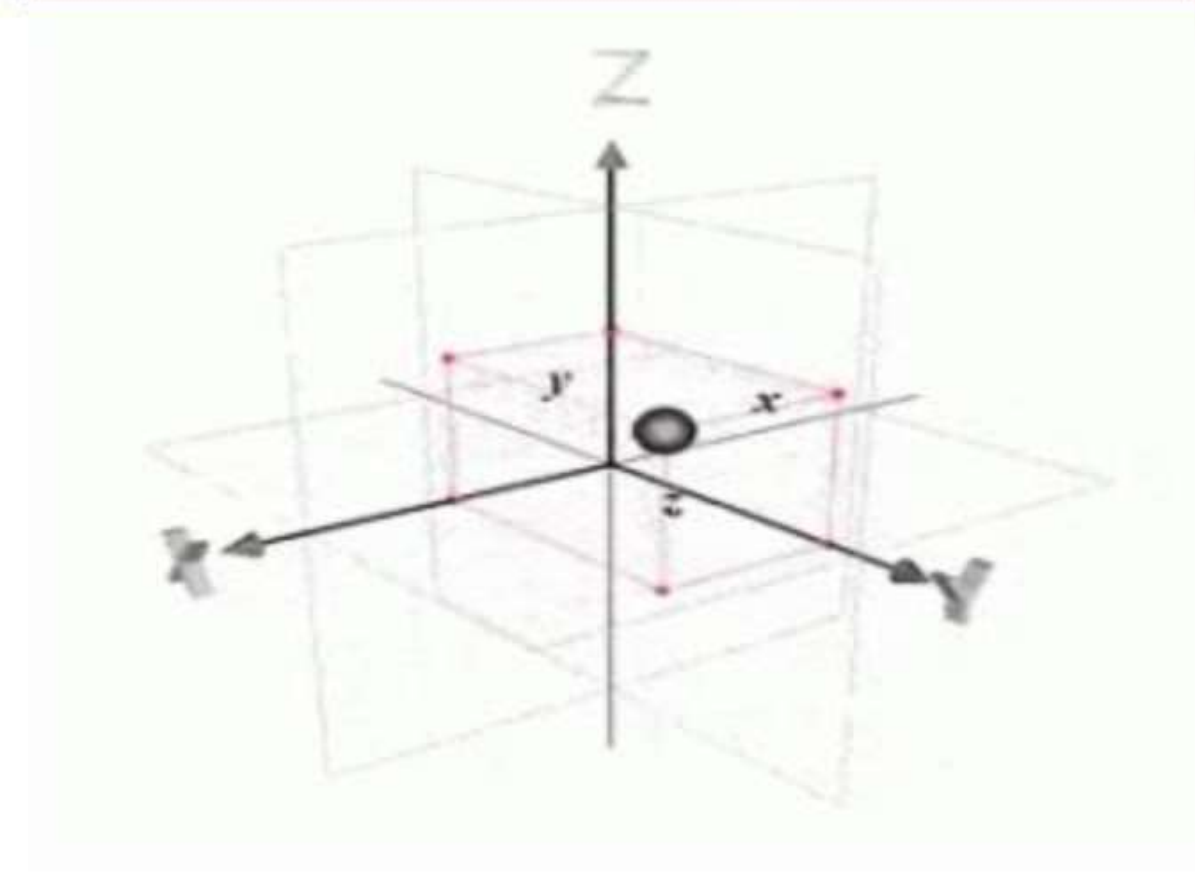
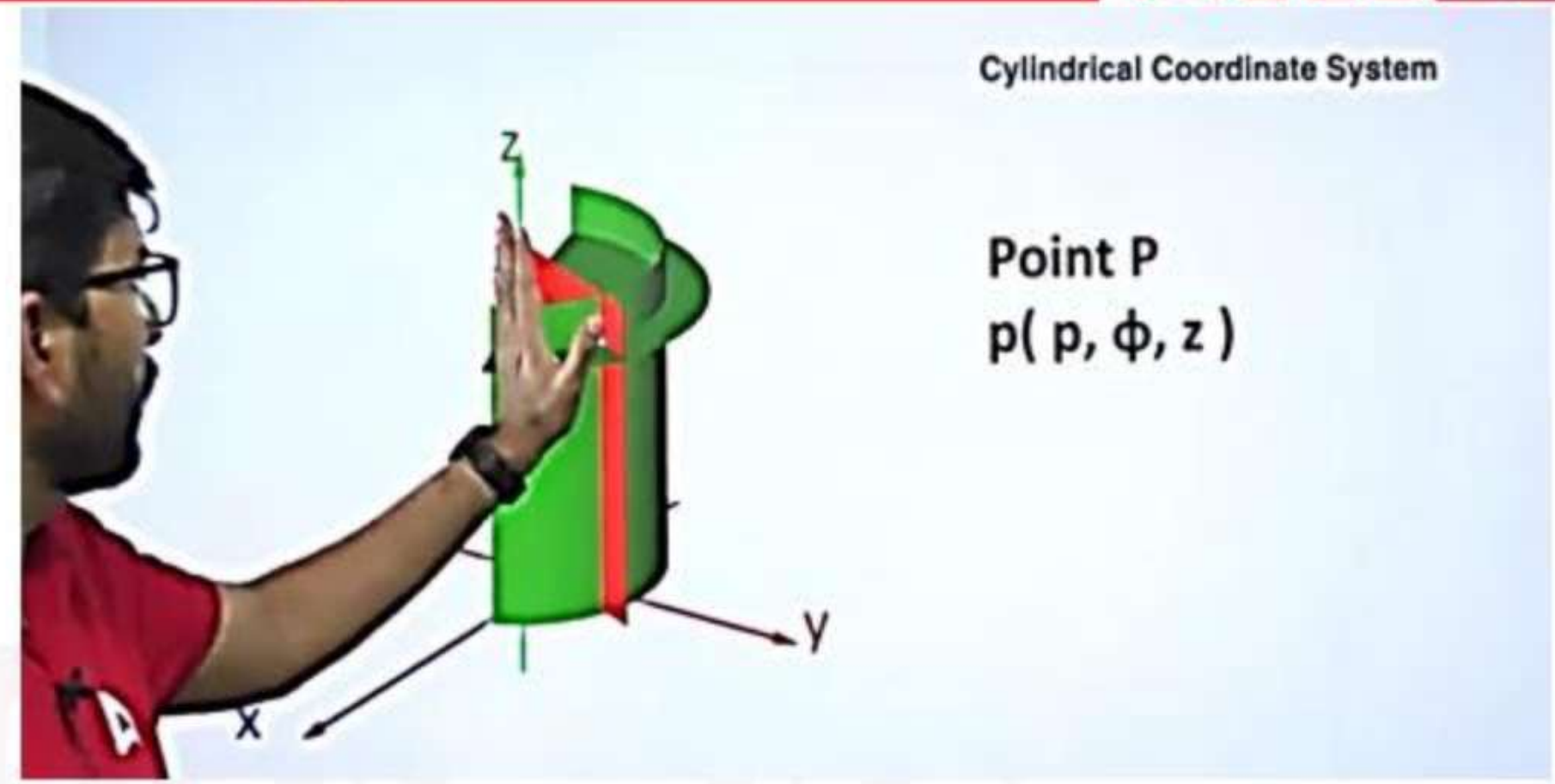
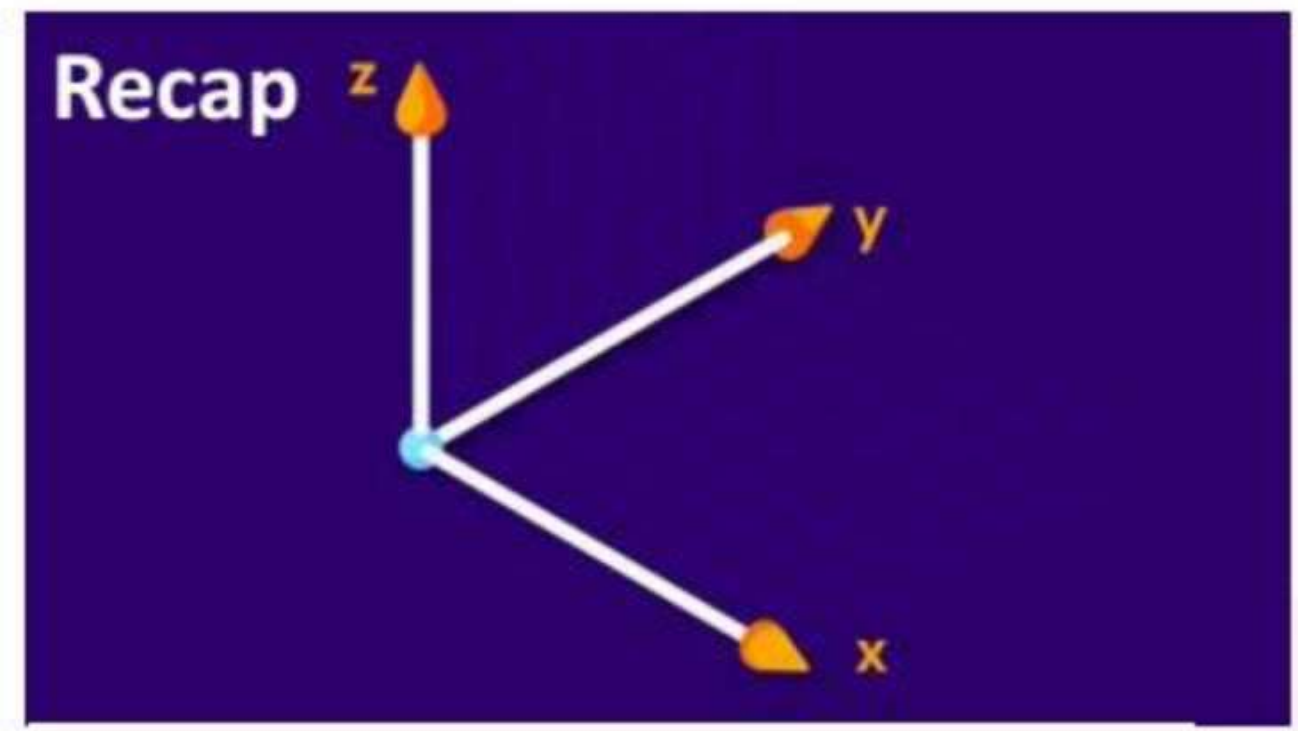
- length, area, volume
- speed
- mass, density
- pressure
- temperature
- energy, entropy
- work, power



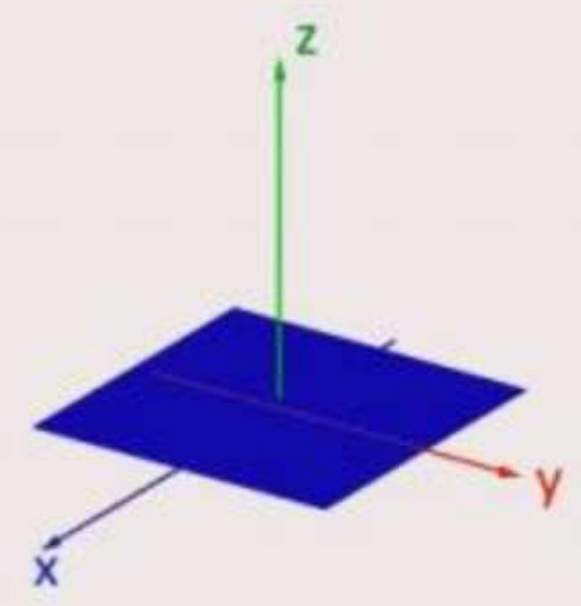
Vector Quantities

- displacement
- velocity
- acceleration
- momentum
- force
- lift, drag, thrust
- weight





Cylindrical Coordinate System



Cylindrical Coordinate System

z

Constant r surface

$$R \geq 0^\circ$$

y

x

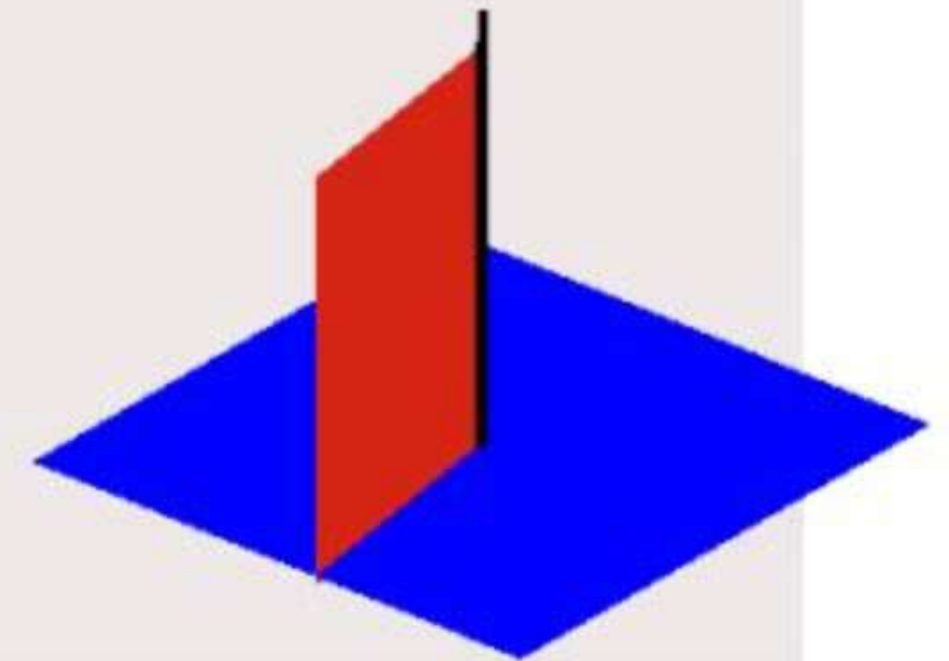
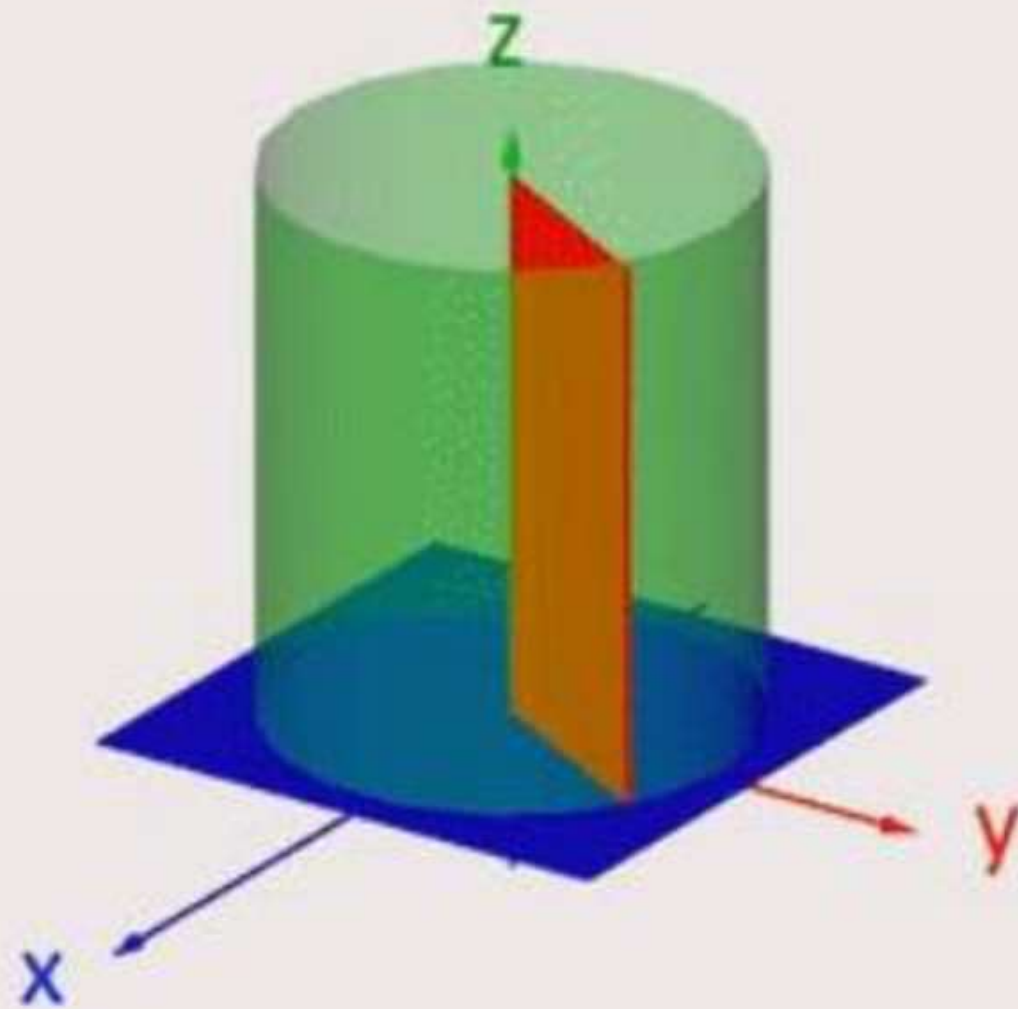
Cylindrical Coordinate System

Constant z surface

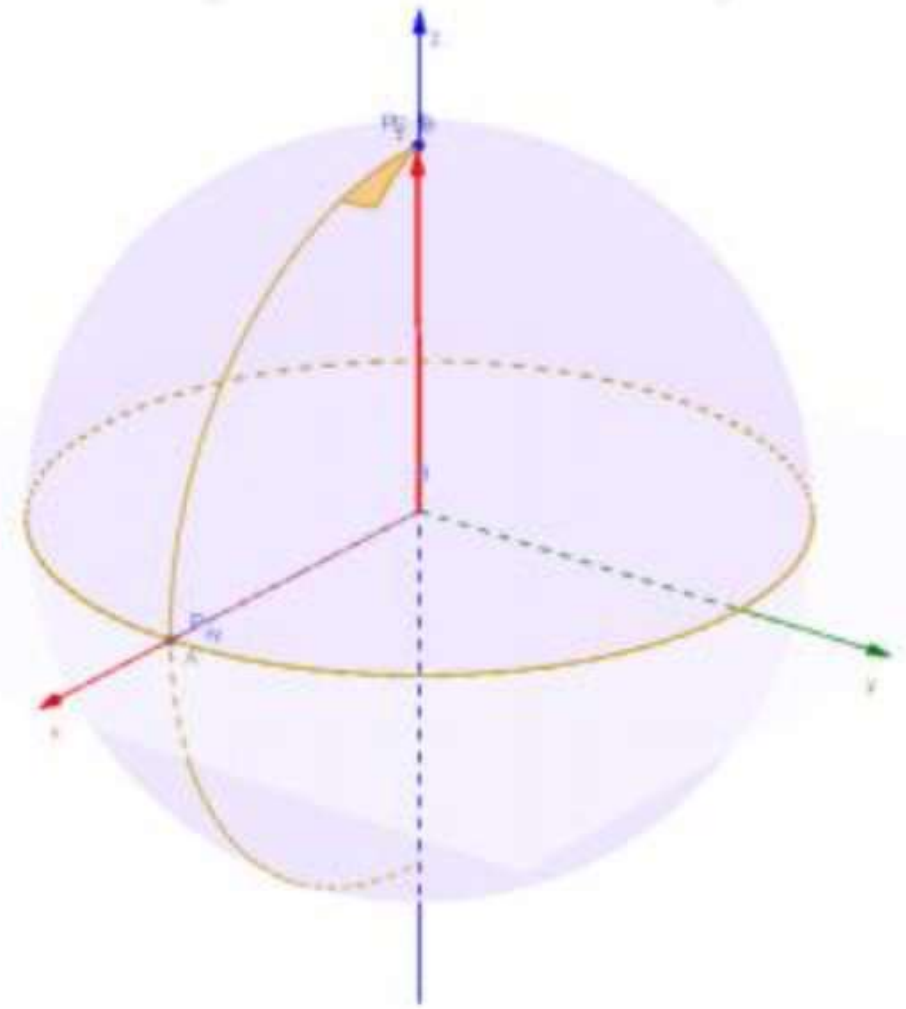
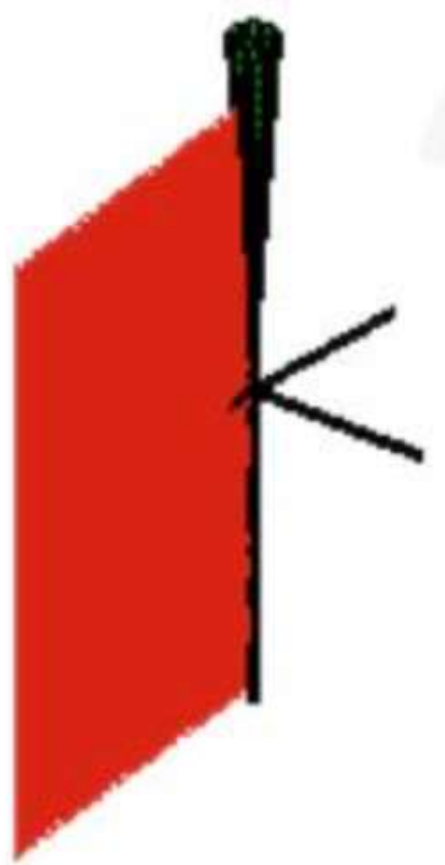
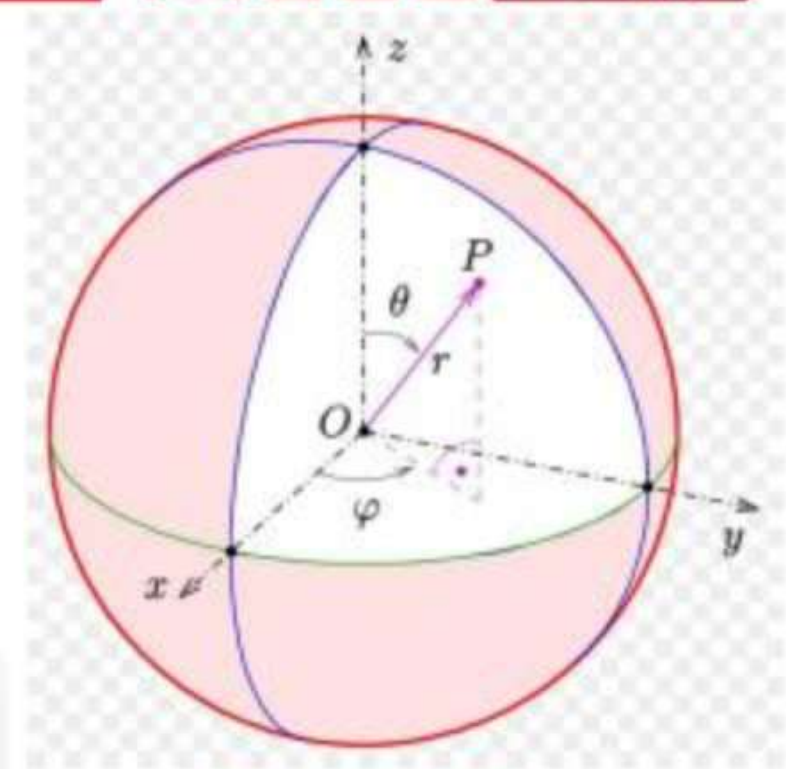
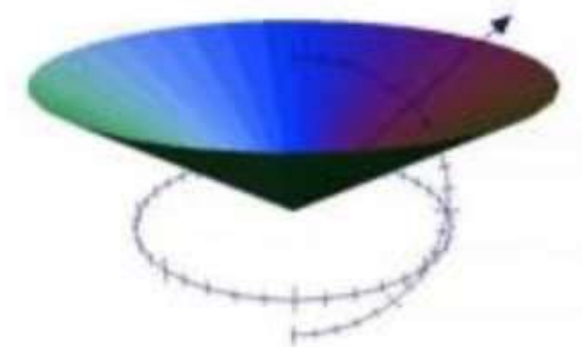
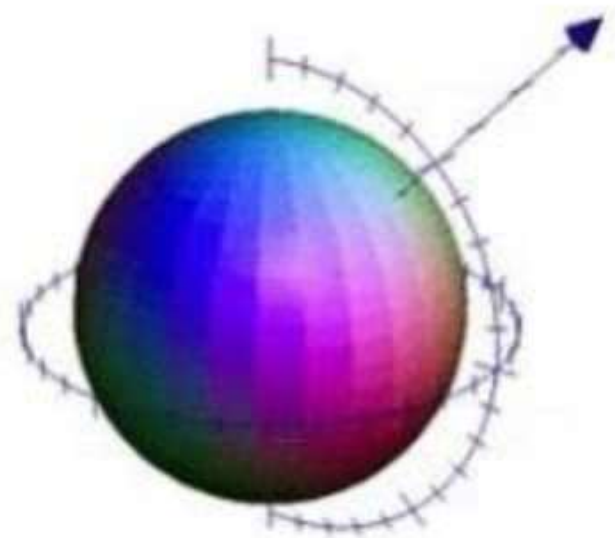
$$-\infty \leq z \leq +\infty$$

Cylindrical Coordinate System

Cylindrical coordinate system planes



Spherical Coordinates $P(r, \theta, \phi)$



Q. If \vec{a} and \vec{b} are two arbitrary vectors with magnitudes a and b , respectively, $|\vec{a} \times \vec{b}|^2$ will be equal to

(a) $a^2b^2 - (\vec{a} \cdot \vec{b})^2$
 (b) $ab - \vec{a} \cdot \vec{b}$
 (c) $a^2b^2 + (\vec{a} \cdot \vec{b})^2$
 (d) $ab + \vec{a} \cdot \vec{b}$

$\vec{a} \times \vec{b} = ab \sin \theta \hat{a}_n$
 $|\vec{a} \times \vec{b}| = ab \sin \theta$
 $|\vec{a} \times \vec{b}|^2 = a^2 b^2 \sin^2 \theta$ Ans
 $\vec{a} \cdot \vec{b} = ab \cos \theta$ $\sin^2 \theta = 1 - \cos^2 \theta$
 $|\vec{a} \times \vec{b}|^2 = a^2 b^2 (1 - \cos^2 \theta) = a^2 b^2 - a^2 b^2 \cos^2 \theta$
 $= a^2 b^2 - (\vec{a} \cdot \vec{b})^2$

Q. The angle between two unit - magnitude coplanar vectors P(0.866, 0.500, 0) and Q(0.259, 0.966, 0) will be

(a) 0°
 (b) 30°
 (c) 45°
 (d) 60°

$\theta = \cos^{-1} \left(\frac{0.866 \times 0.259 + 0.500 \times 0.966}{\sqrt{(0.866)^2 + (0.500)^2} \sqrt{(0.259)^2 + (0.966)^2}} \right)$
 $= \cos^{-1} \left(\frac{0.707}{1 \times 1} \right) = \cos^{-1} \left(\frac{1}{\sqrt{2}} \right) = 45^\circ$

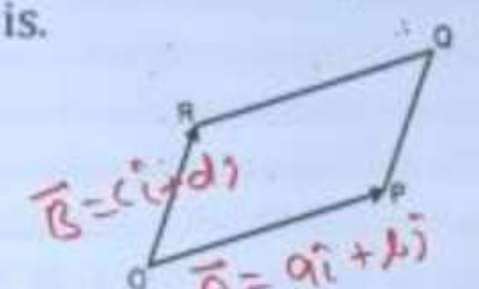
$A(2, -3, 2)$
 $\vec{OA} = 2\hat{i} - 3\hat{j} + 2\hat{k}$
 $|\vec{OA}| = \sqrt{2^2 + (-3)^2 + 2^2} = \sqrt{17}$

Number of Questions covered-9

Q. For the parallelogram OPQR shown in the sketch, $\vec{OP} = a\hat{i} + b\hat{j}$ and $\vec{OR} = c\hat{i} + d\hat{j}$. The area of the parallelogram is.

(a) $ad - bc$
 (b) $ac + bd$
 (c) $ad + bc$
 (d) $ab - cd$

$\text{Area} = |\vec{A} \times \vec{B}|$
 $\vec{A} \times \vec{B} = \vec{OP} \times \vec{OR} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ a & b & 0 \\ c & d & 0 \end{vmatrix} = (ad - bc)\hat{k}$
 $\text{Area} = ad - bc$

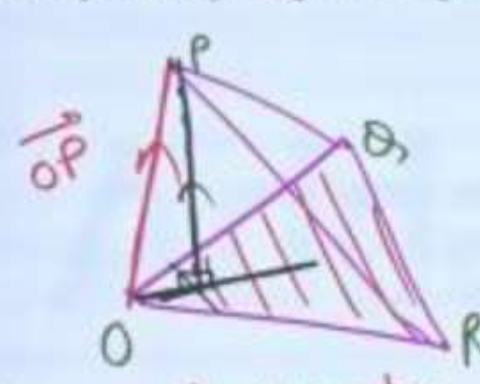


Q. P, Q and R are three points having coordinates (3, -2, -1), (1, 3, 4), (2, 1, -2) in XYZ space, then the distance from point P to plane OQR (O being the origin of coordinate system) is given by

$\vec{OQ} \times \vec{OR} = \vec{X}$
 $\vec{OQ} = \hat{i} + 3\hat{j} + 4\hat{k}$
 $\vec{OR} = 2\hat{i} + \hat{j} - 2\hat{k}$
 $\vec{OQ} \times \vec{OR} = ?$

$\vec{OP} = 3\hat{i} - 2\hat{j} - \hat{k}$
 Distance = $\frac{|\vec{OP} \cdot \vec{X}|}{|\vec{X}|}$

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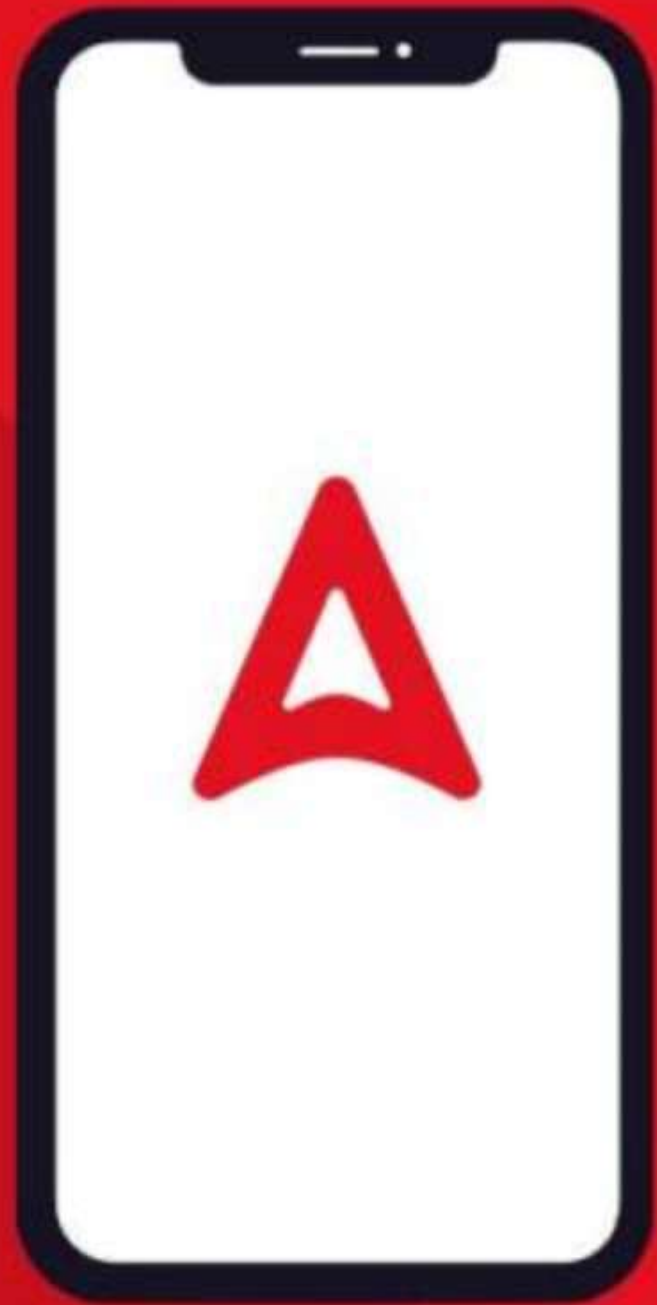
UNDERSTANDING OF VECTOR INTEGRALS

LEC-05

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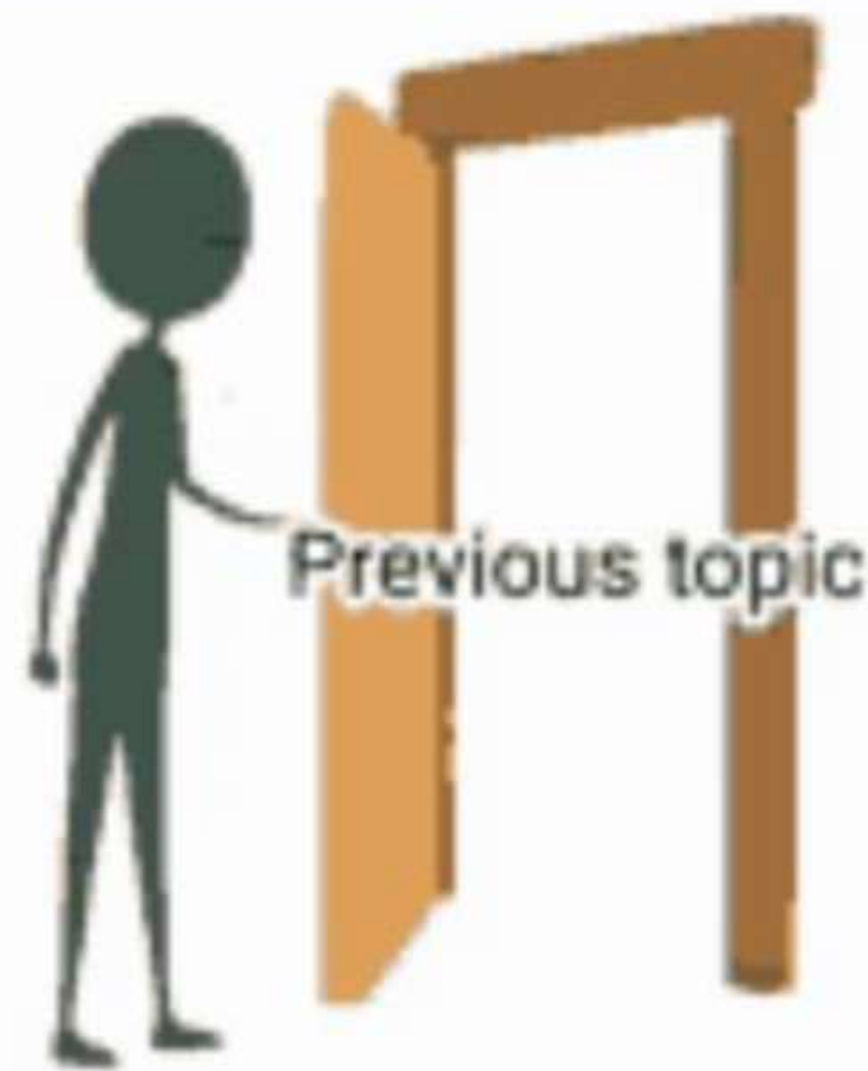
Power Capsule



Notes & Articles



Videos

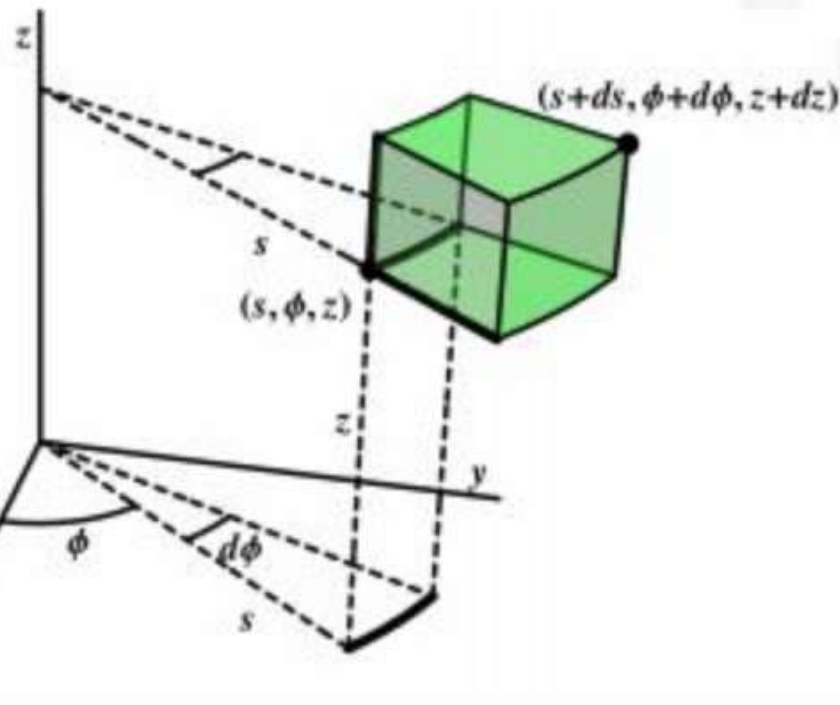
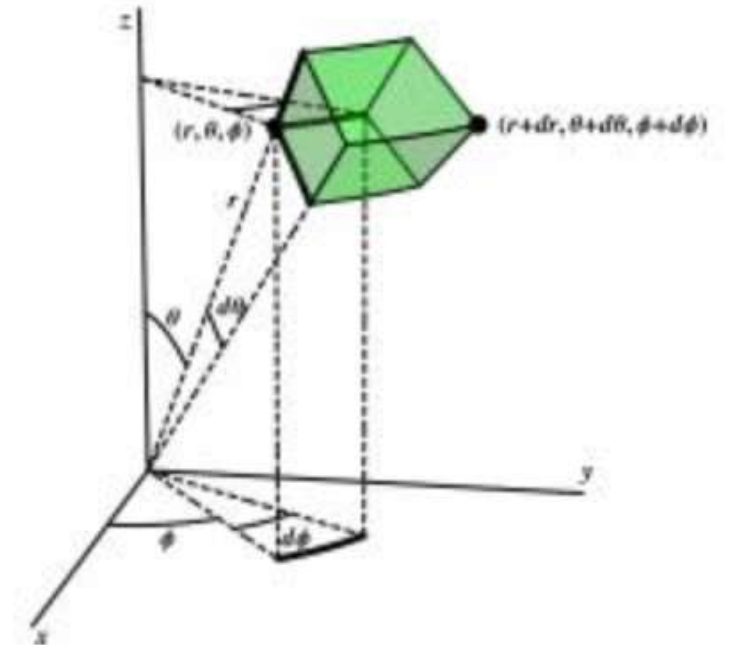
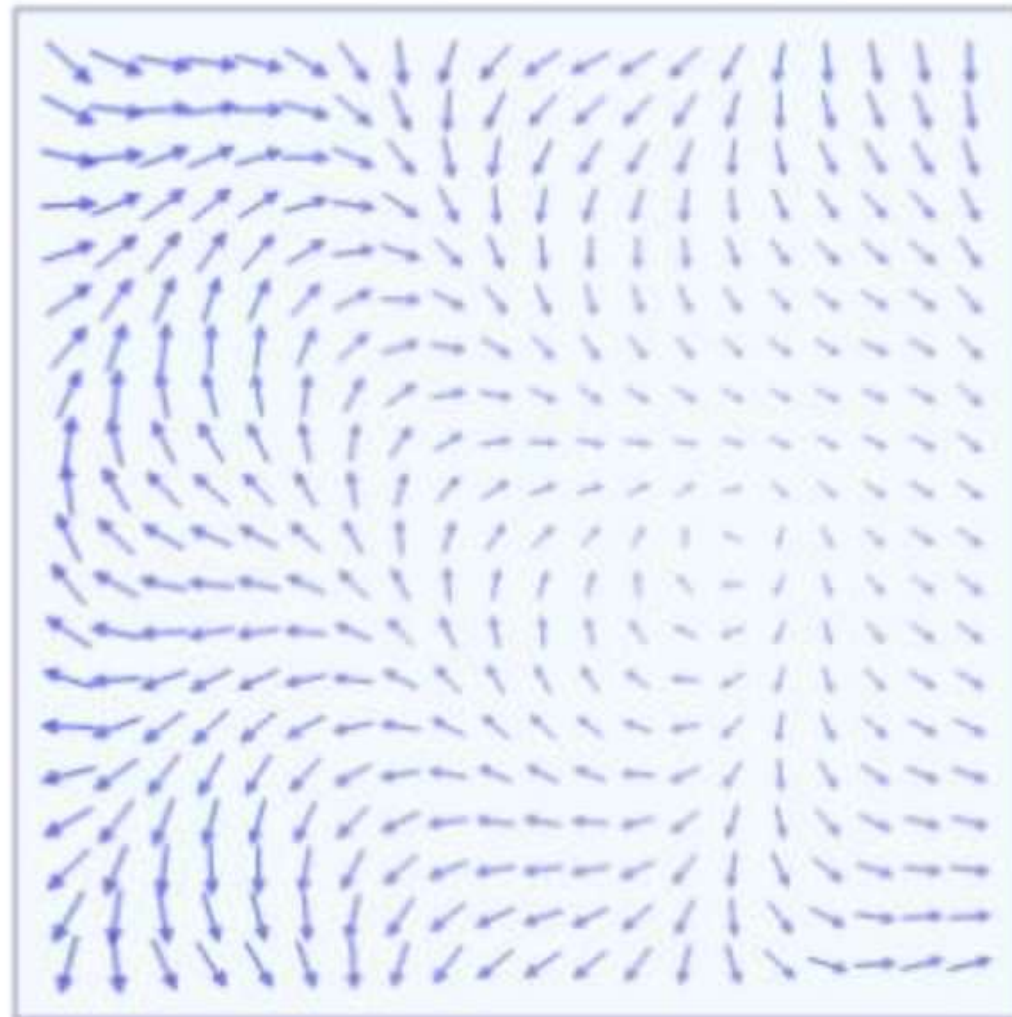


- 1. Basic introduction of Fields**
- 2. Vectors, Scalars and Tensors**
- 3. Position vector and vector between points**
- 4. Magnitude and direction of vector**
- 5. Dot and cross products and its applications**
- 6. Cartesian and Cylindrical and Spherical Coordinate systems**





Introduction to Vector Integrals



Vector Integrals Introduction

$$\int_{-2}^{+1} f(x) dx$$

$$\int f(x, y) dx$$

$$\int f(x, y) dx dy$$

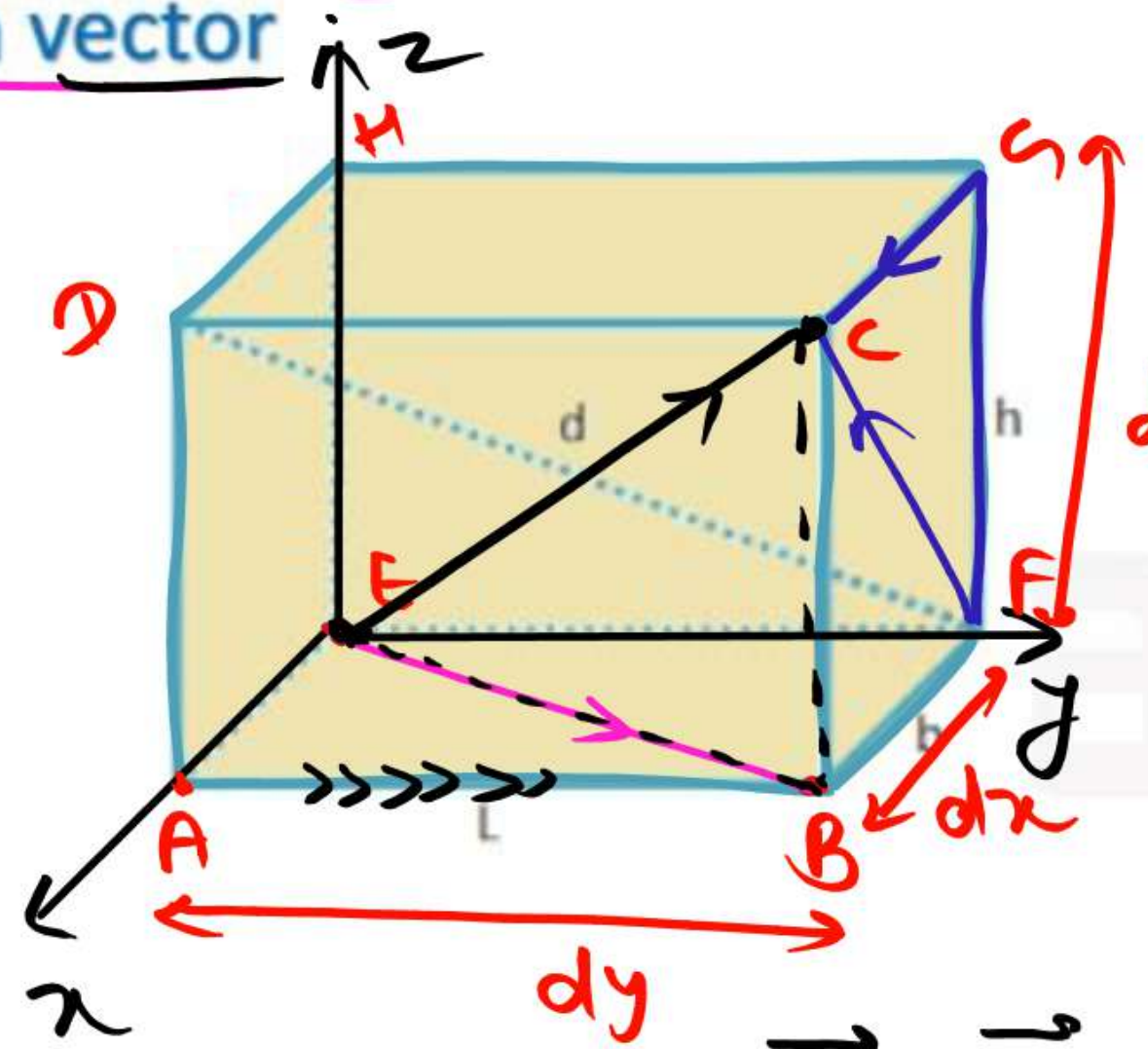
$$\int [f_1(x, y) dx + f_2(x, y) dy]$$

$$\int_{-2}^1 f(x, y) dy$$

$dx \rightarrow$ Small change 'x'
differential element

Small Elements in cartesian Coordinate systems

Small Length vector



$$\vec{AB} = dy \hat{a}_y$$

$$\vec{BA} = -dy \hat{a}_y$$

$$\vec{SD} = dx \hat{a}_x = \vec{HD} = \vec{FB} = \vec{EA}$$

$$\vec{BC} = dz \hat{a}_z = \vec{AD} = \vec{FS} = \vec{EH}$$

$$\vec{FB} = \vec{FA} + \vec{AB} = dx \hat{a}_x + dy \hat{a}_y$$

$$\vec{FC} = dz \hat{a}_z + dx \hat{a}_x$$

$$\vec{FC} = \vec{FB} + \vec{BC} = dx \hat{a}_x + dy \hat{a}_y + dz \hat{a}_z$$

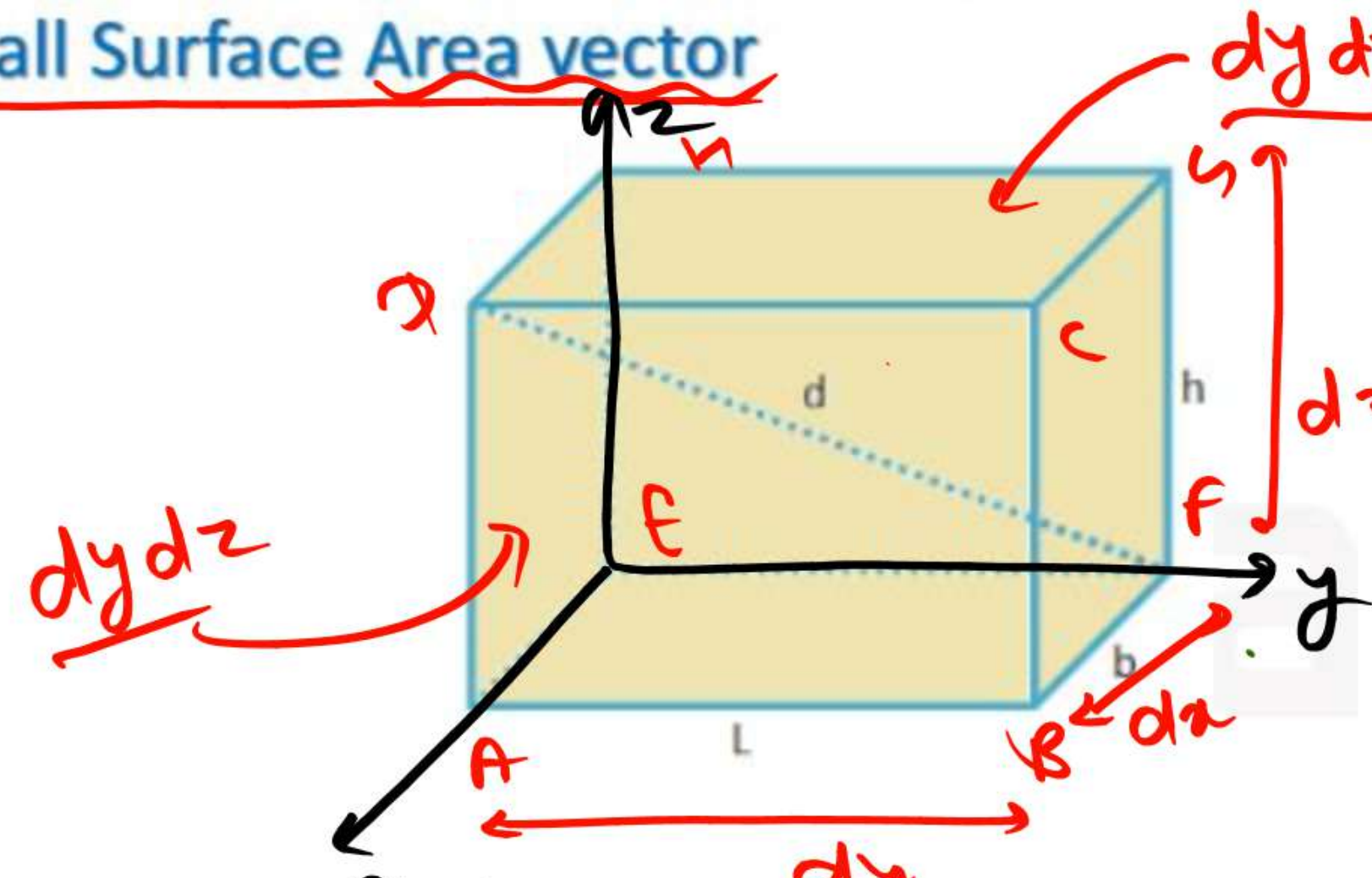
in general

$$\vec{dr} = dx \hat{a}_x + dy \hat{a}_y + dz \hat{a}_z$$

Small Elements in cartesian Coordinate systems

\vec{dl}, \vec{ds}, dv

Small Surface Area vector



* surface vector direction is normally outward from surface.

$\vec{dl} = dx \hat{a}_x + dy \hat{a}_y + dz \hat{a}_z$

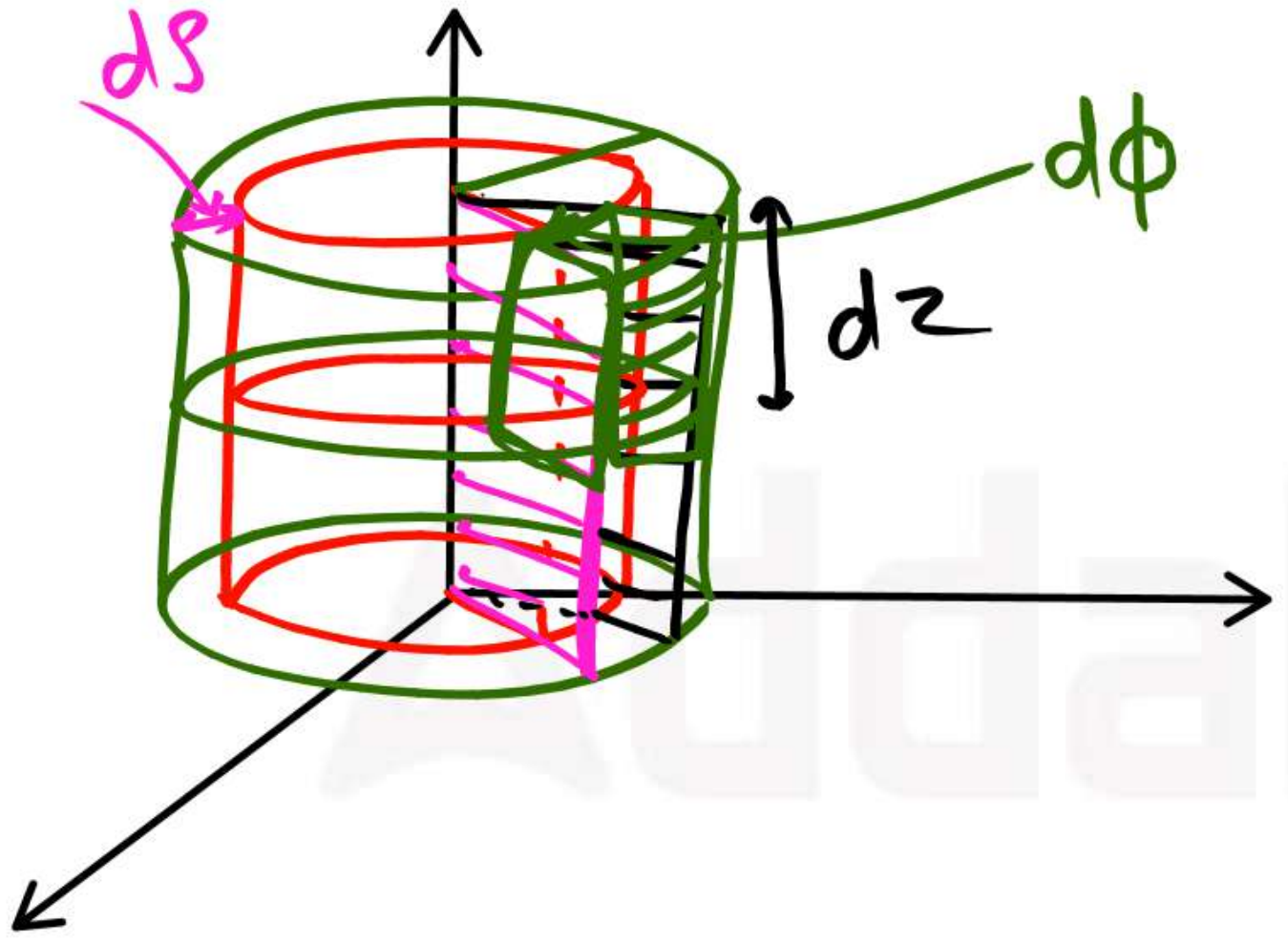
Small volume = $dx dy dz \leftarrow$ scalar.

$\vec{ds} = dy dz \hat{a}_x$ (ABCD front)

$\vec{ds} = dx dy \hat{a}_z$ (CDGH top)

$\vec{ds} = dx dz \hat{a}_y$ (BCFH right)

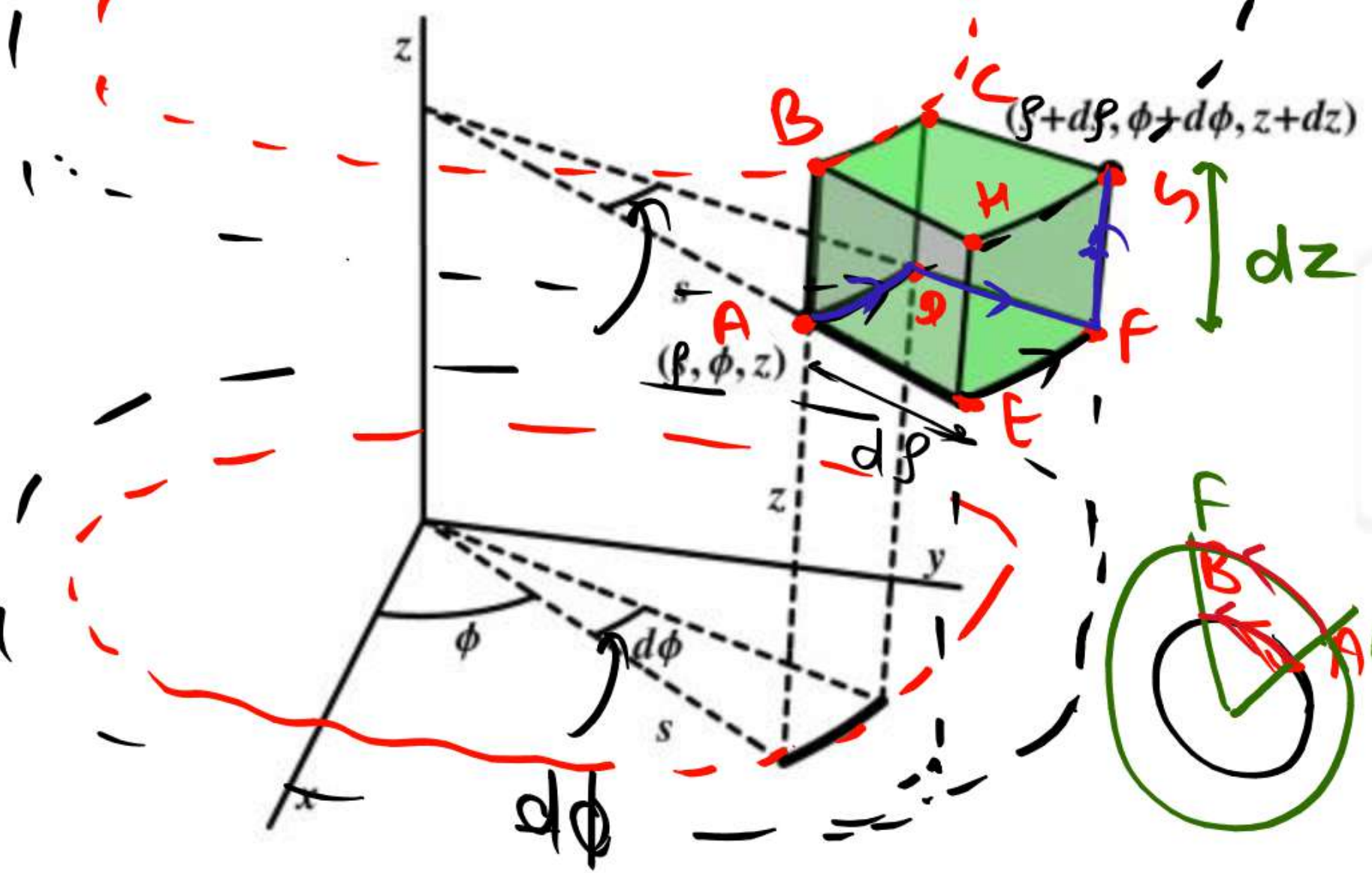
Small Elements in cylindrical Coordinate systems



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Small Elements in cylindrical Coordinate systems

Small Length vector



$d\vec{l} = ???$

$\vec{AE} = d\rho \hat{a}_\rho$

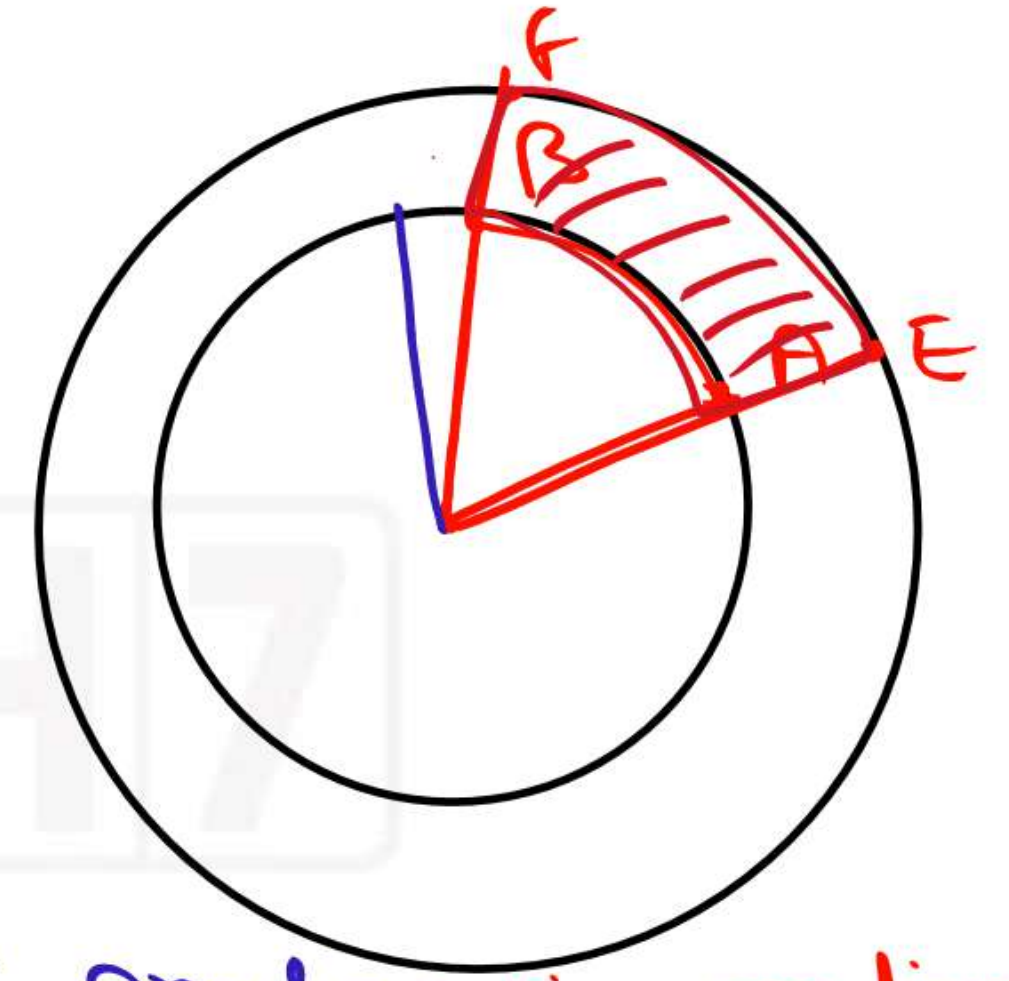
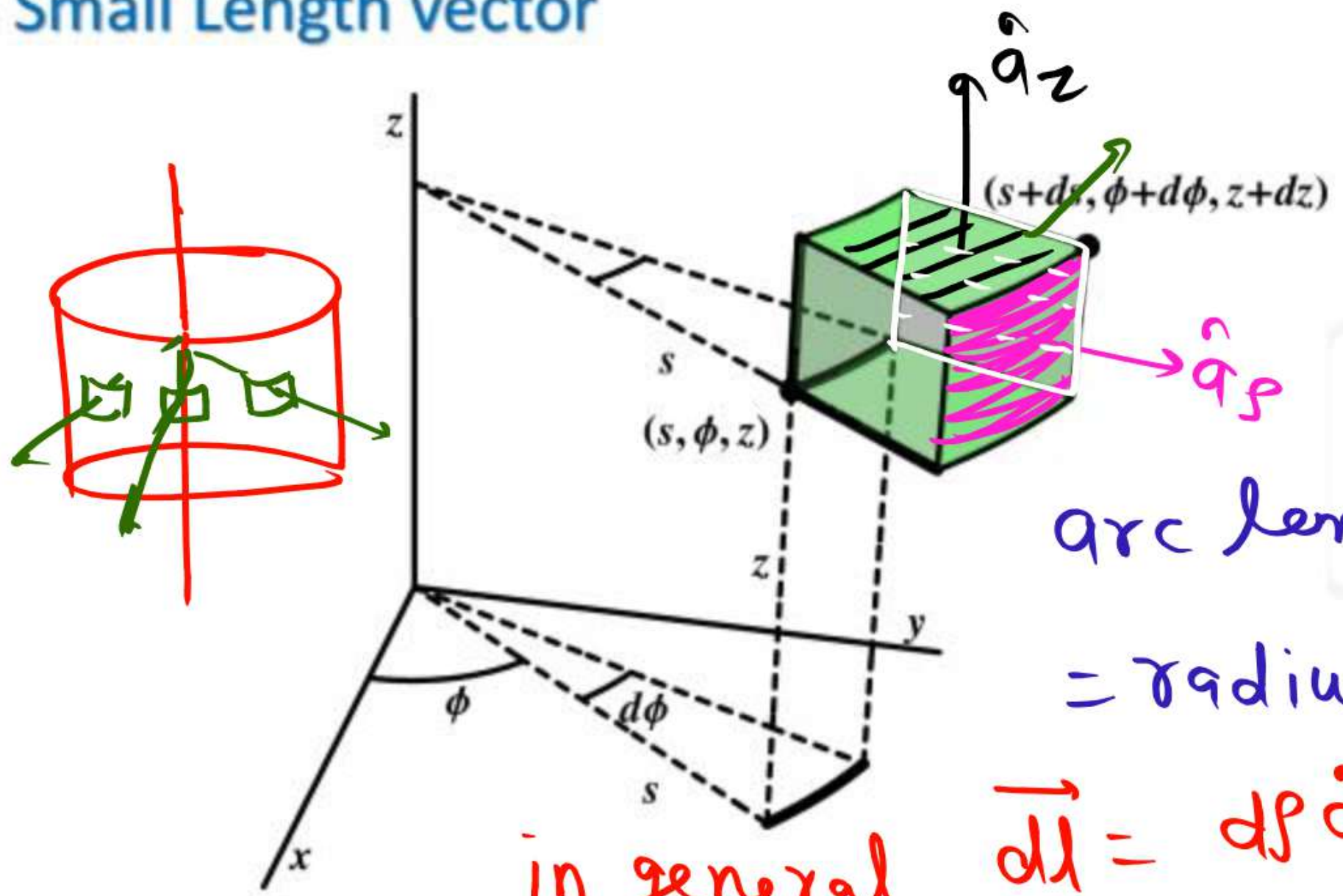
$\vec{AB} = dz \hat{a}_z$

$\vec{AD} = \rho d\phi \hat{a}_\phi$ X

$\vec{DE} = (\rho + d\rho) d\phi \hat{a}_\phi$ X

Small Elements in cylindrical Coordinate systems

Small Length vector



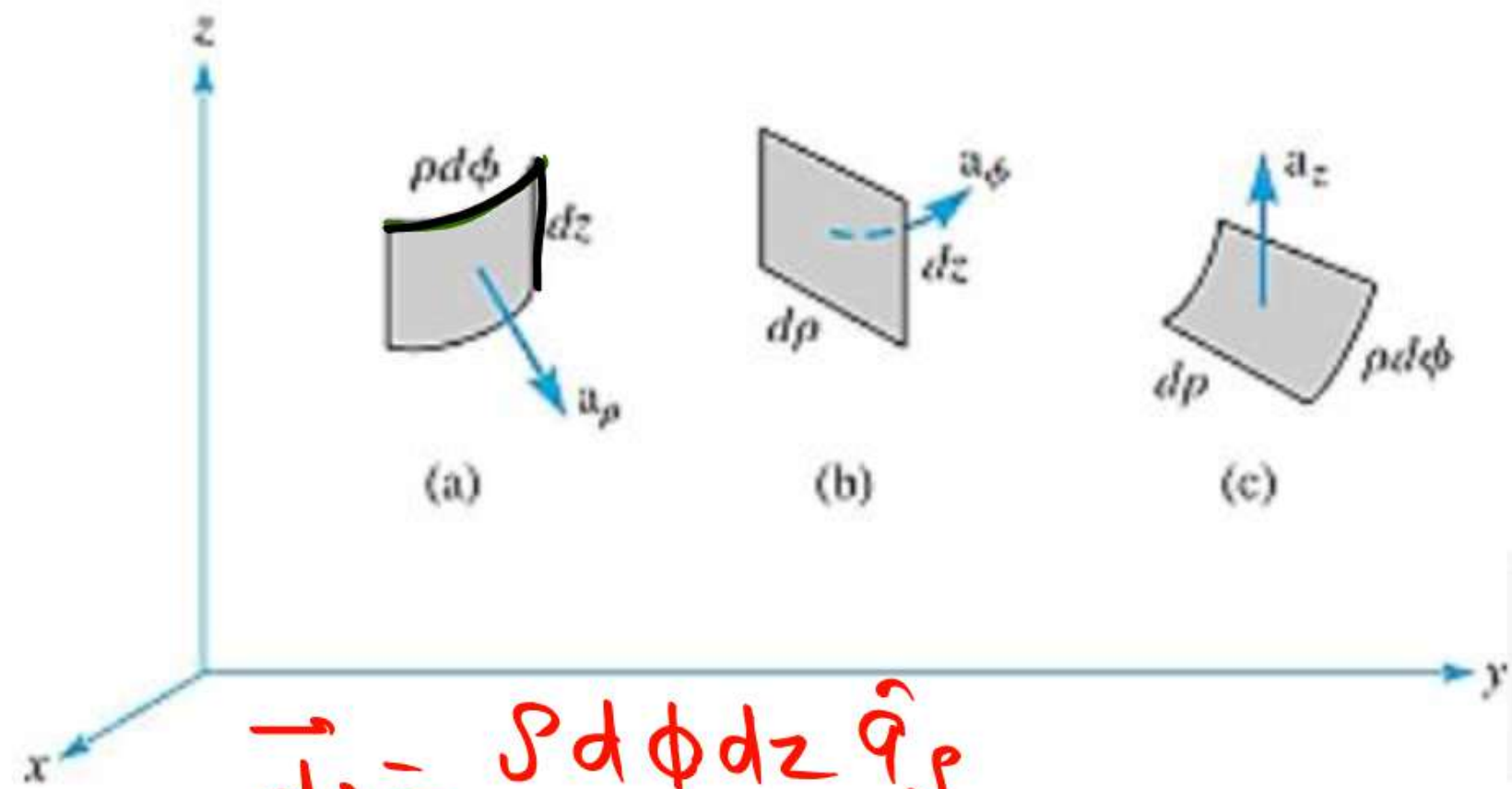
arc length

= radius \times arc angle (in radians)

in general

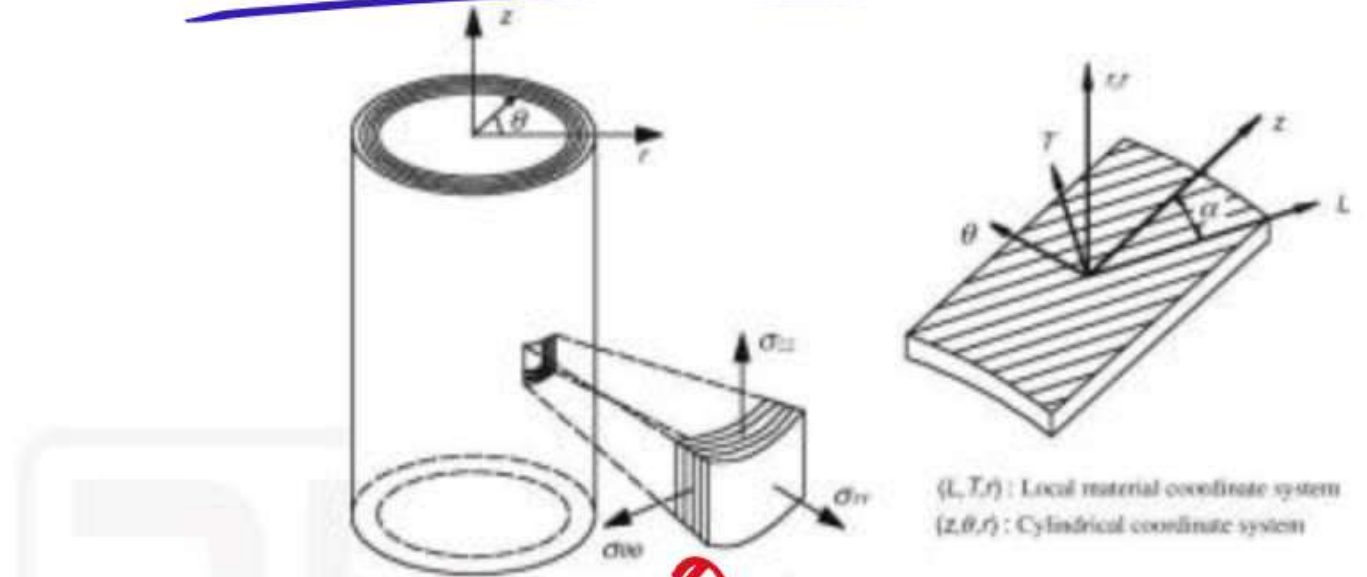
$$\vec{dl} = ds \hat{a}_s + s d\phi \hat{a}_\phi + dz \hat{a}_z$$

Small Surface Area vector



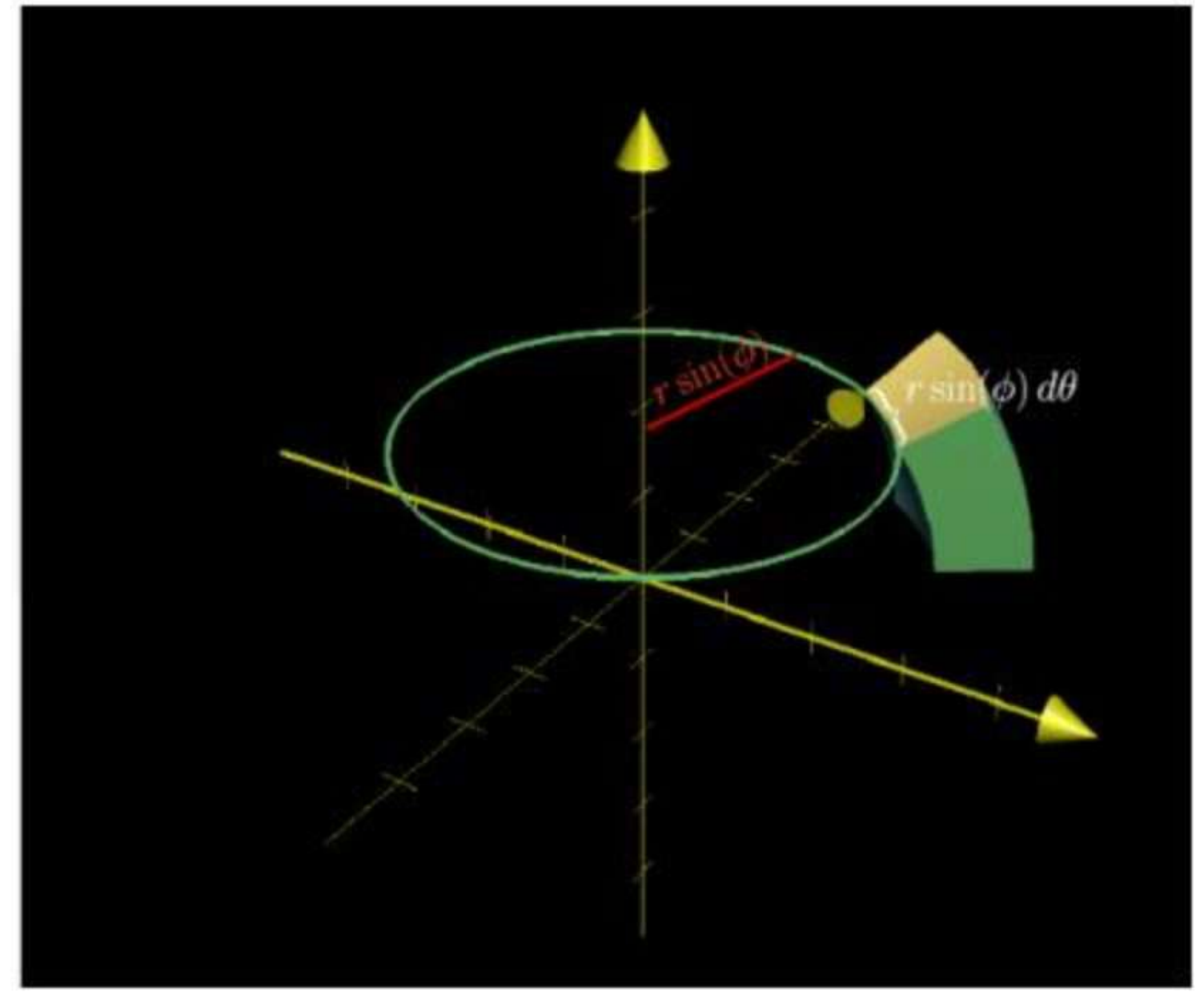
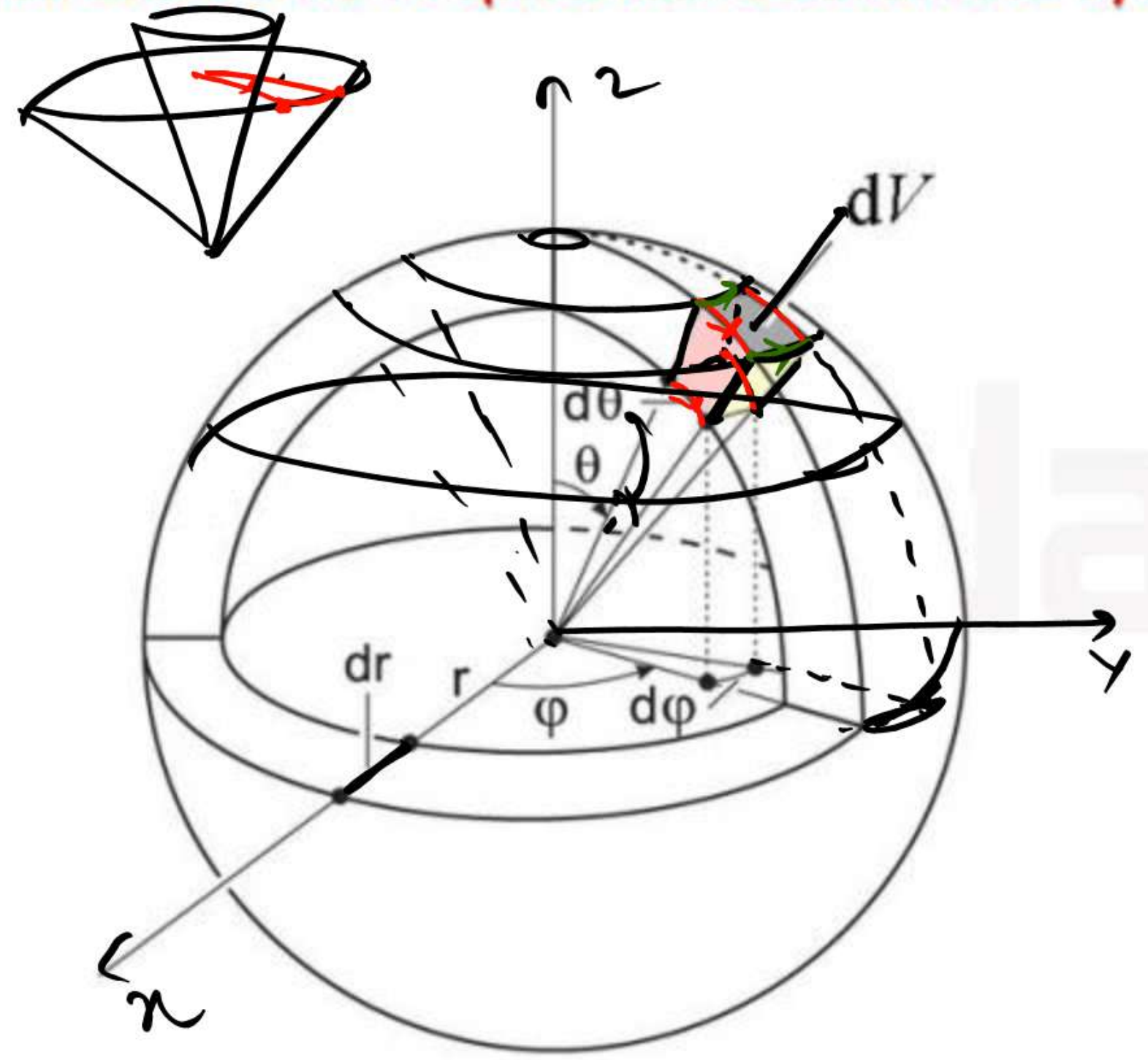
$$\vec{ds} = \rho d\phi dz \hat{a}_\rho + dp dz \hat{a}_\phi + \rho dp d\phi \hat{a}_z$$

Small volume

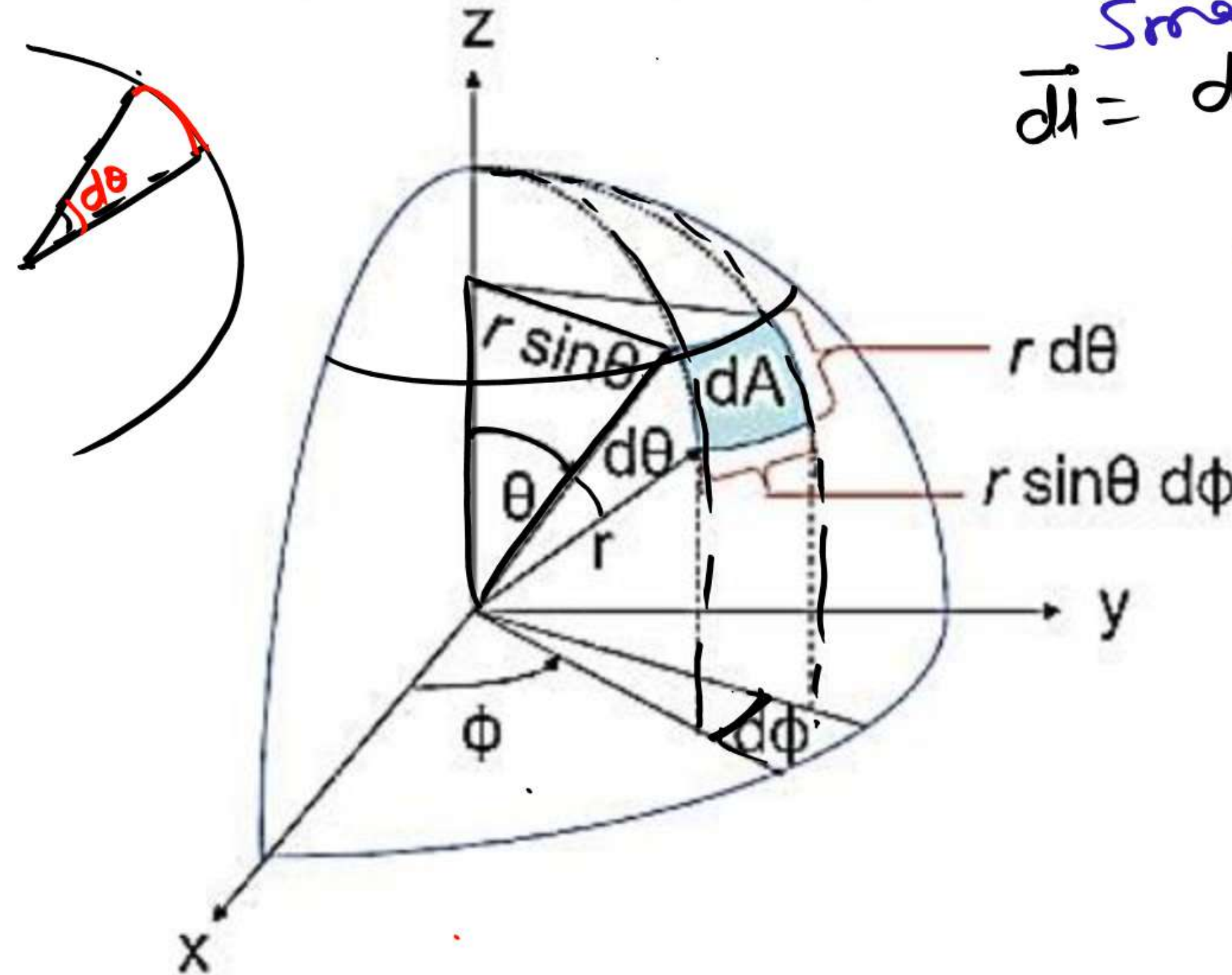


$$dV = \rho dr r d\theta dz$$

Small Elements in spherical Coordinate systems



Small Elements in spherical Coordinate systems



Small length vector

$$\vec{dl} = dr \hat{a}_r + r d\theta \hat{a}_\theta + r \sin\theta d\phi \hat{a}_\phi$$

Small surface area vector

$$\vec{ds} = r^2 \sin\theta d\theta d\phi \hat{a}_r$$

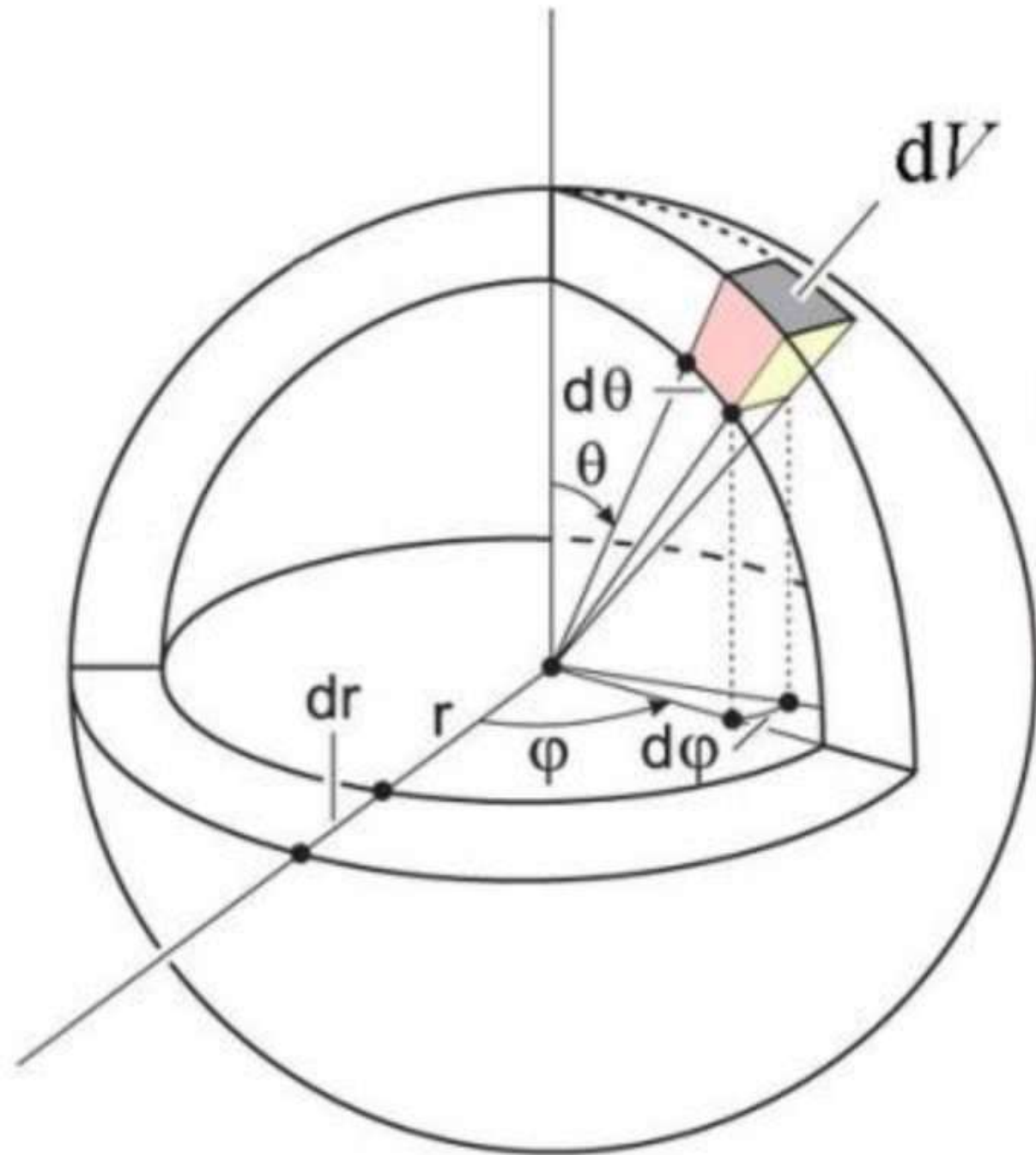
or

$$r dr \sin\theta d\phi \hat{a}_\theta$$

or

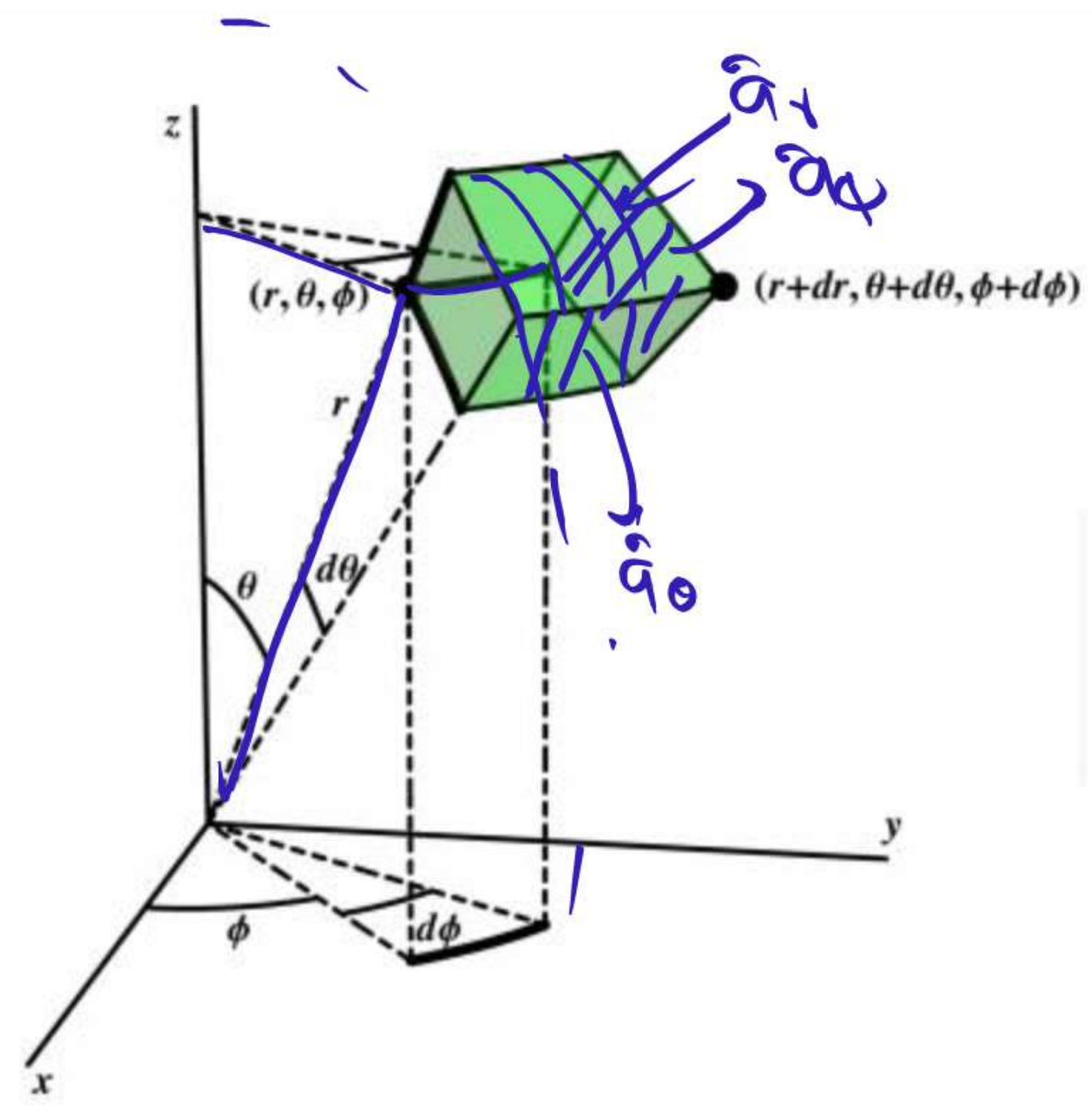
$$r dr d\theta \hat{a}_\phi$$

Small Elements in spherical Coordinate systems



Small volume

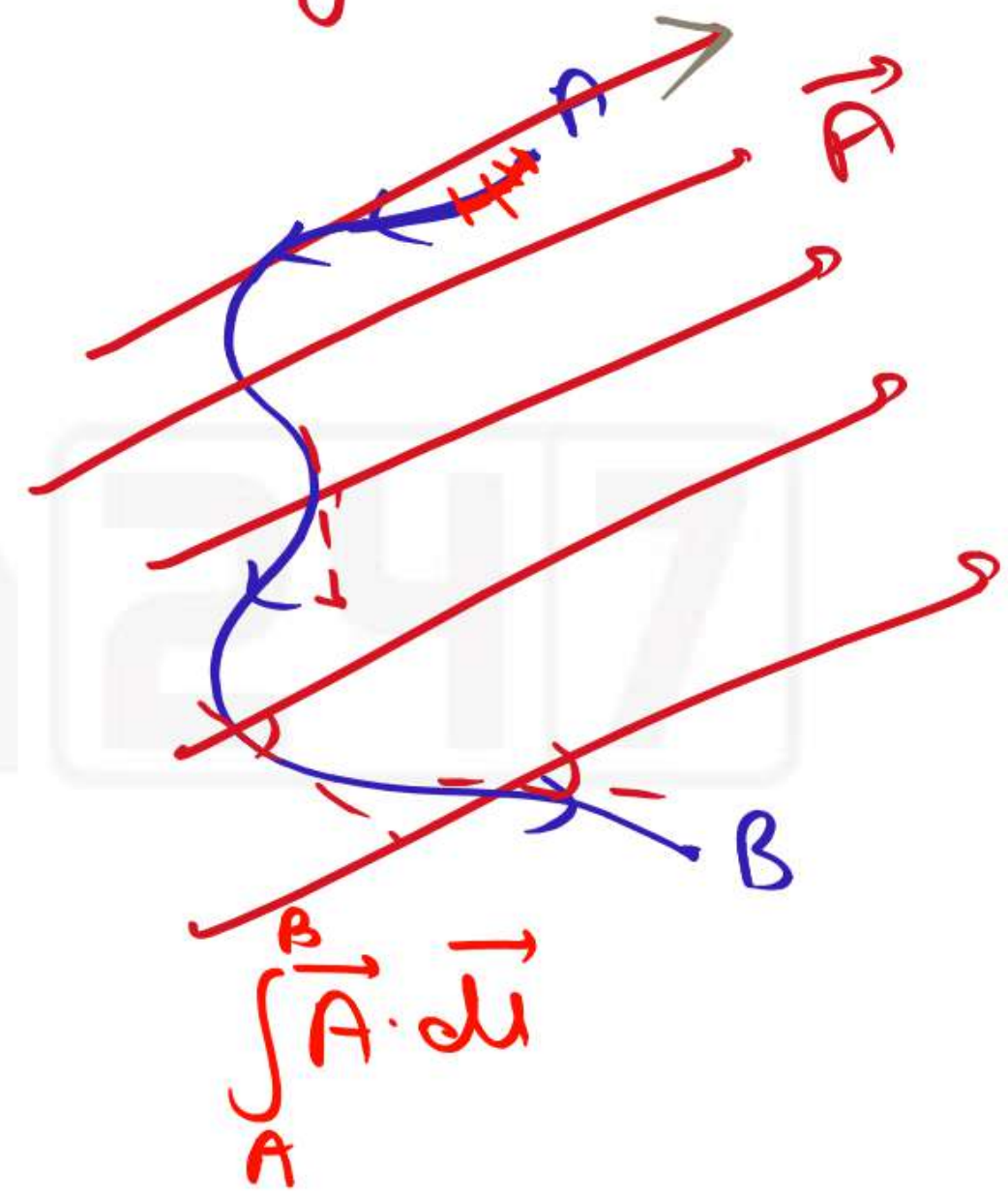
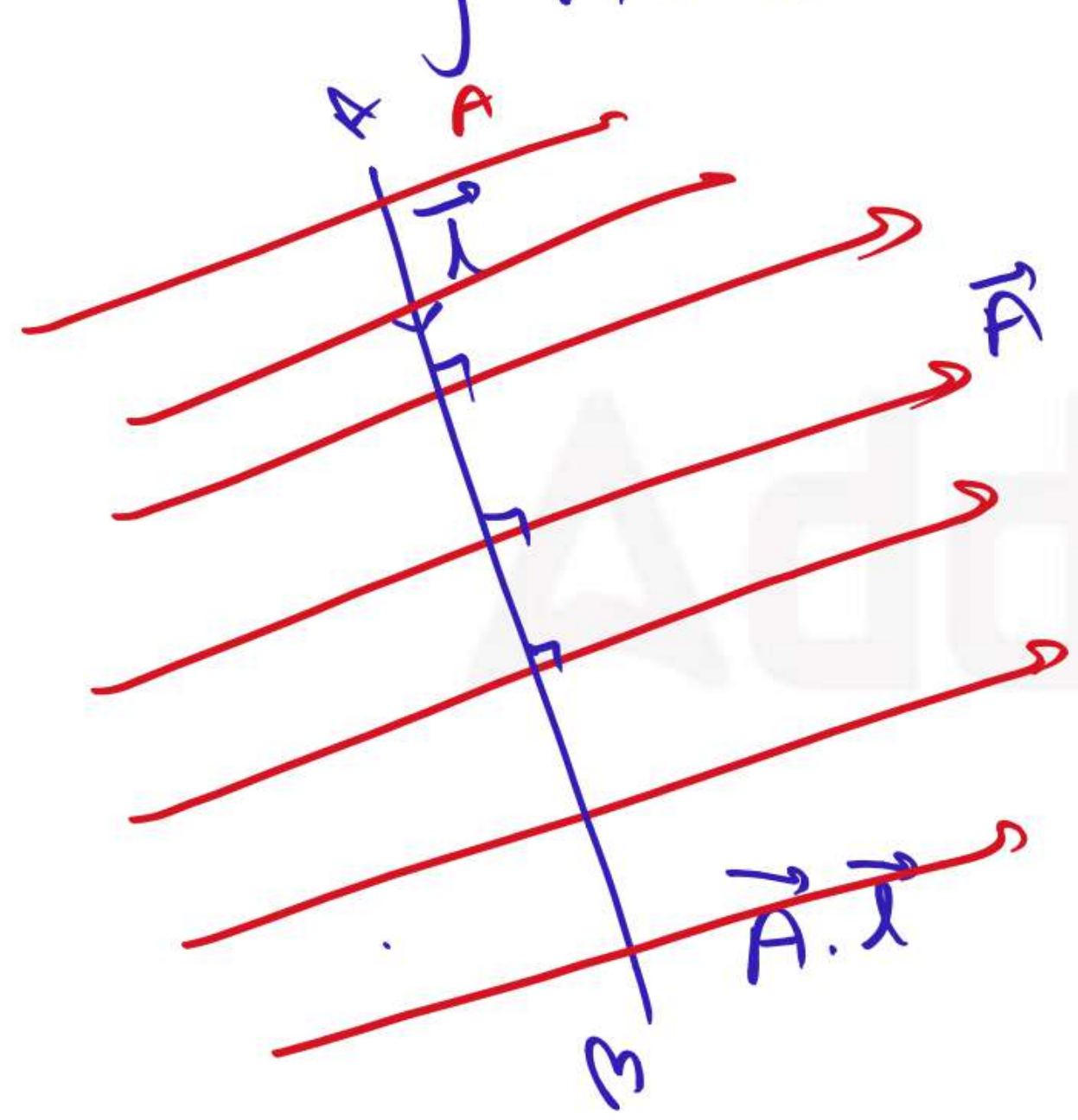
$$dV = r^2 \sin\theta \, dr \, d\theta \, d\phi$$



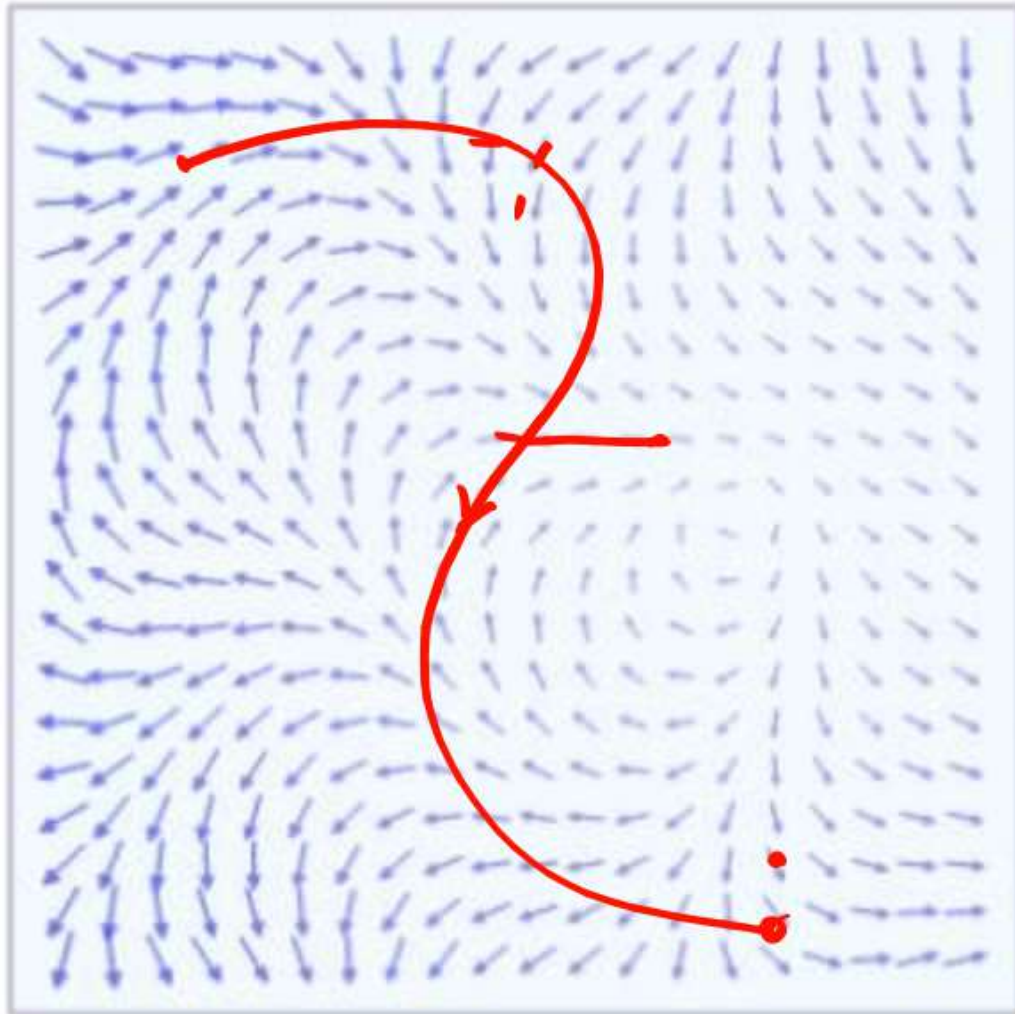
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Line Integral

$\int_A^B \vec{A} \cdot d\vec{u} \rightarrow$ line integral.

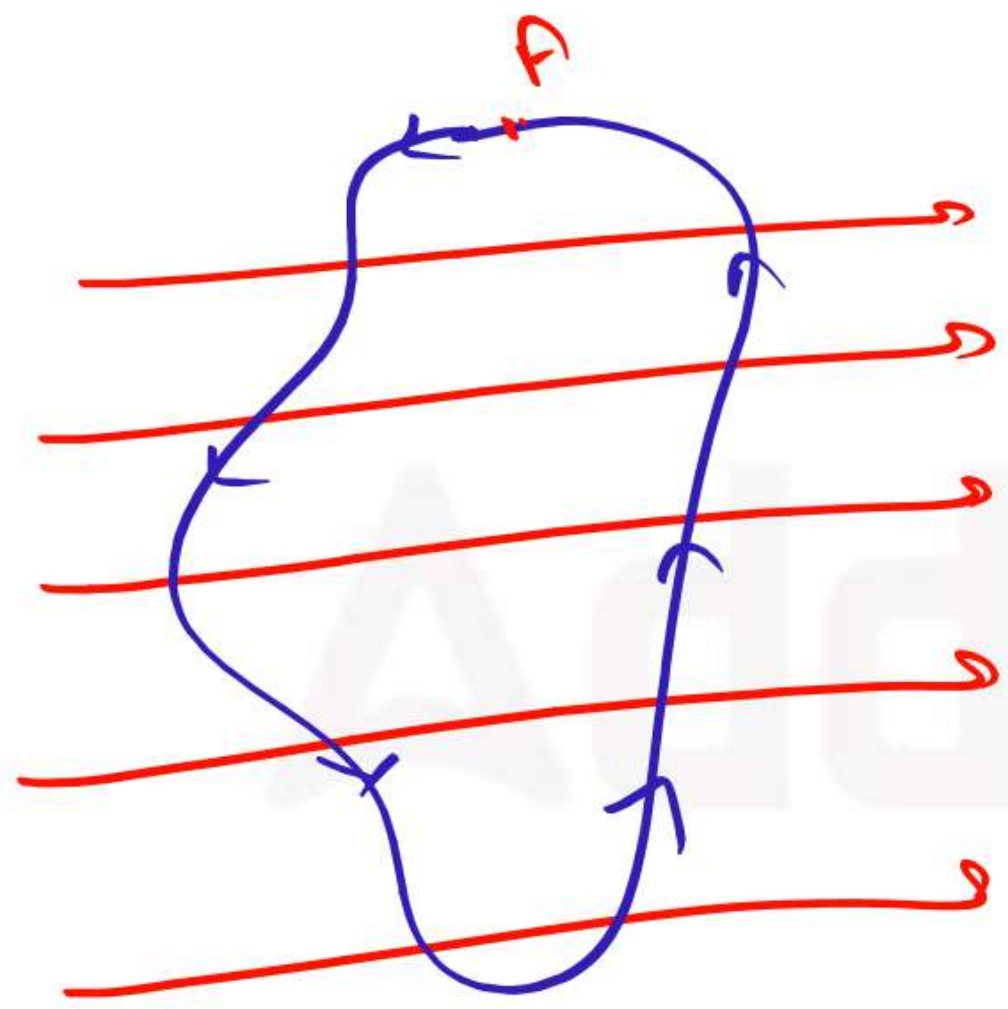


Physical Significance of Line Integral



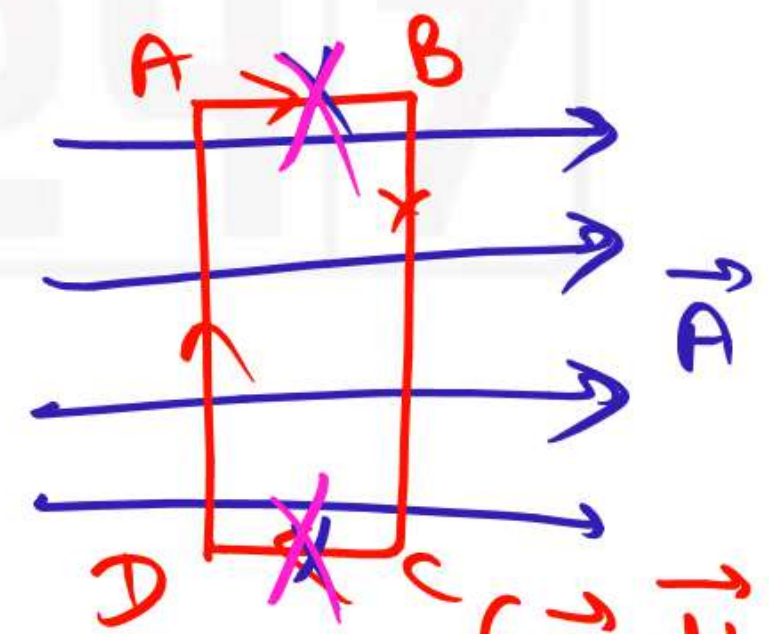
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Closed Line Integral



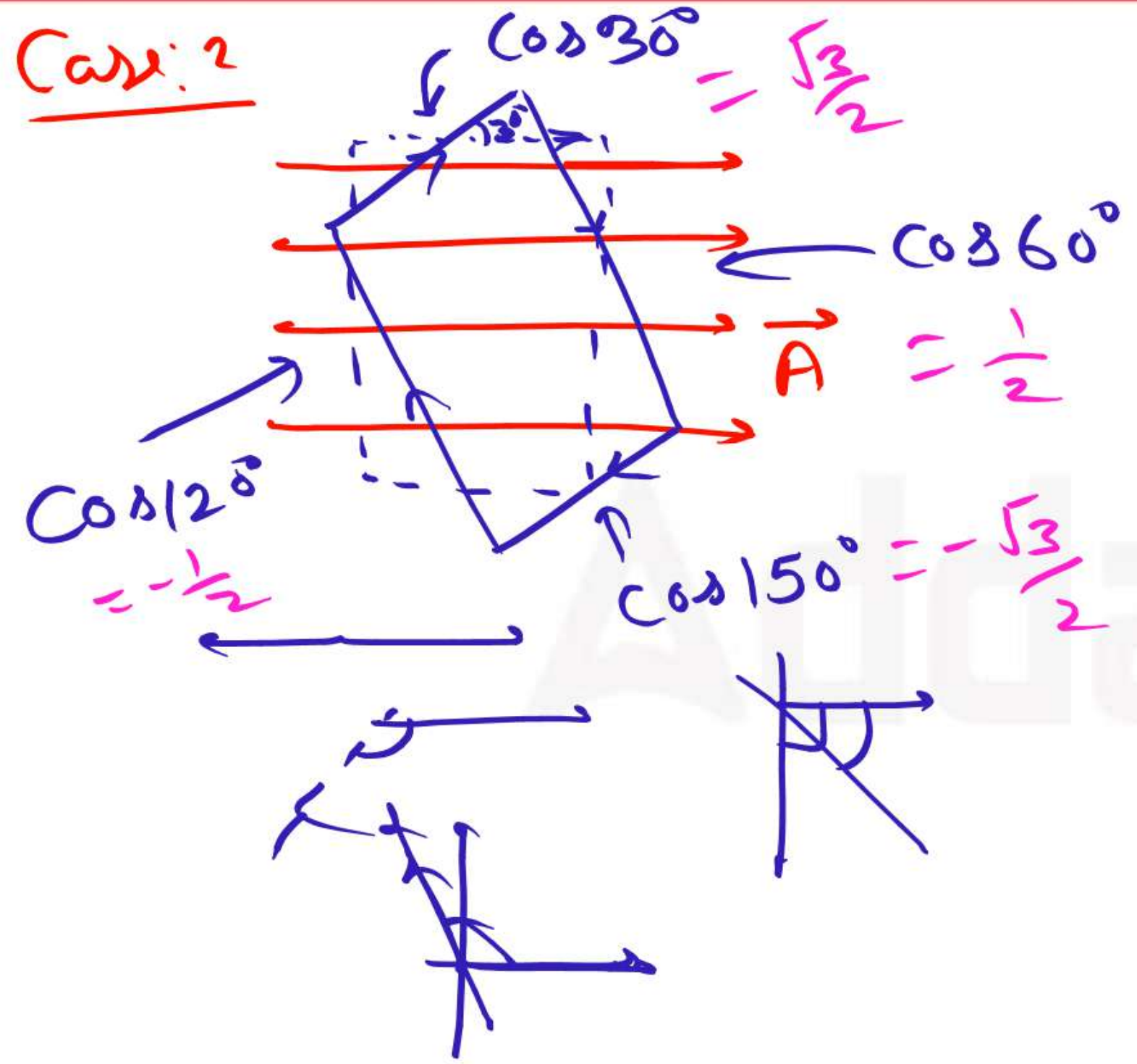
$$\oint \vec{A} \cdot d\vec{u}$$

Case: I



$$\oint \vec{A} \cdot d\vec{u} = 0$$

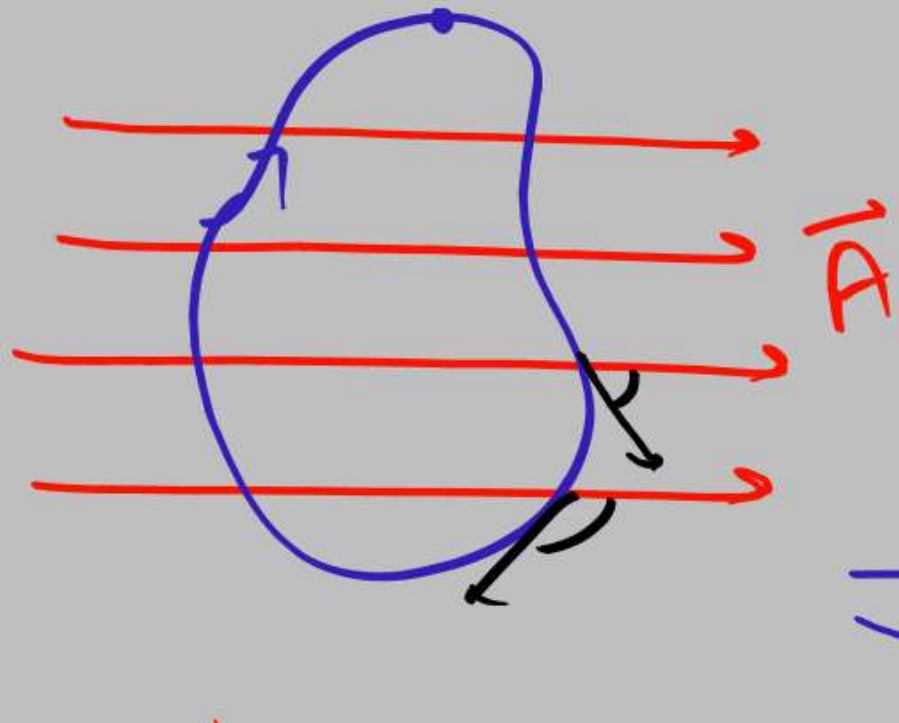
Case: 2



$$\oint \vec{A} \cdot d\vec{l} = 0$$

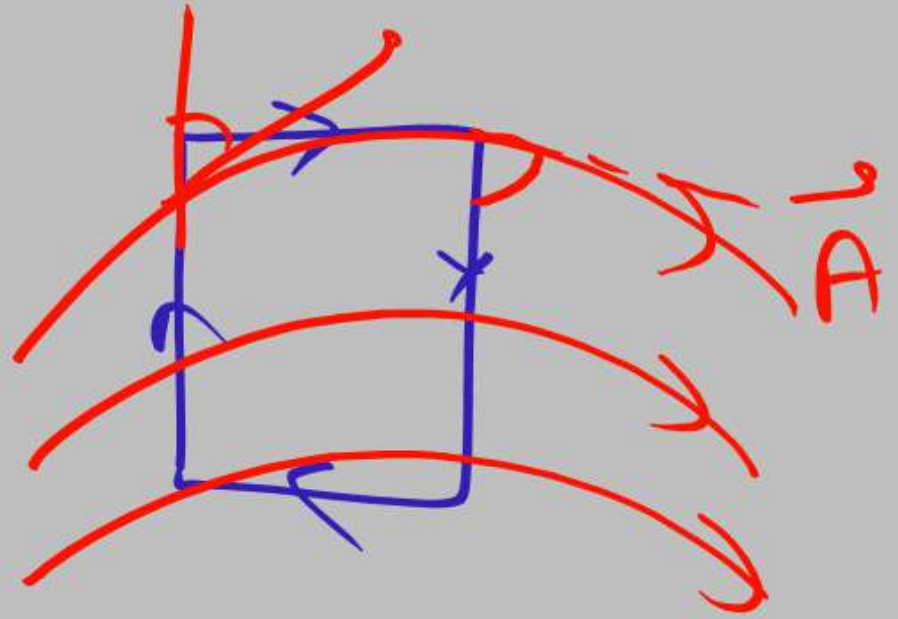
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Case: 3



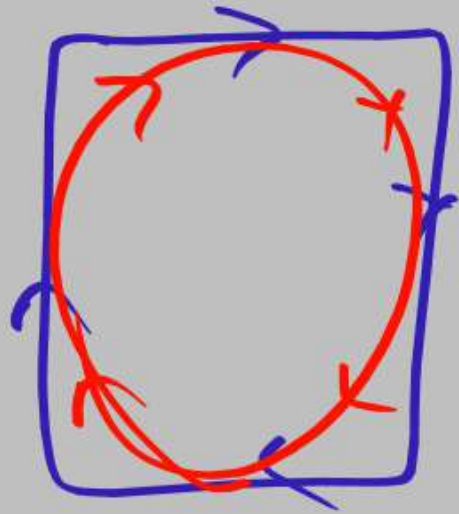
$$\oint \vec{A} \cdot d\vec{l} = 0$$

Case: 4



$$\oint \vec{A} \cdot d\vec{l} \neq 0 = X$$

Case: 5



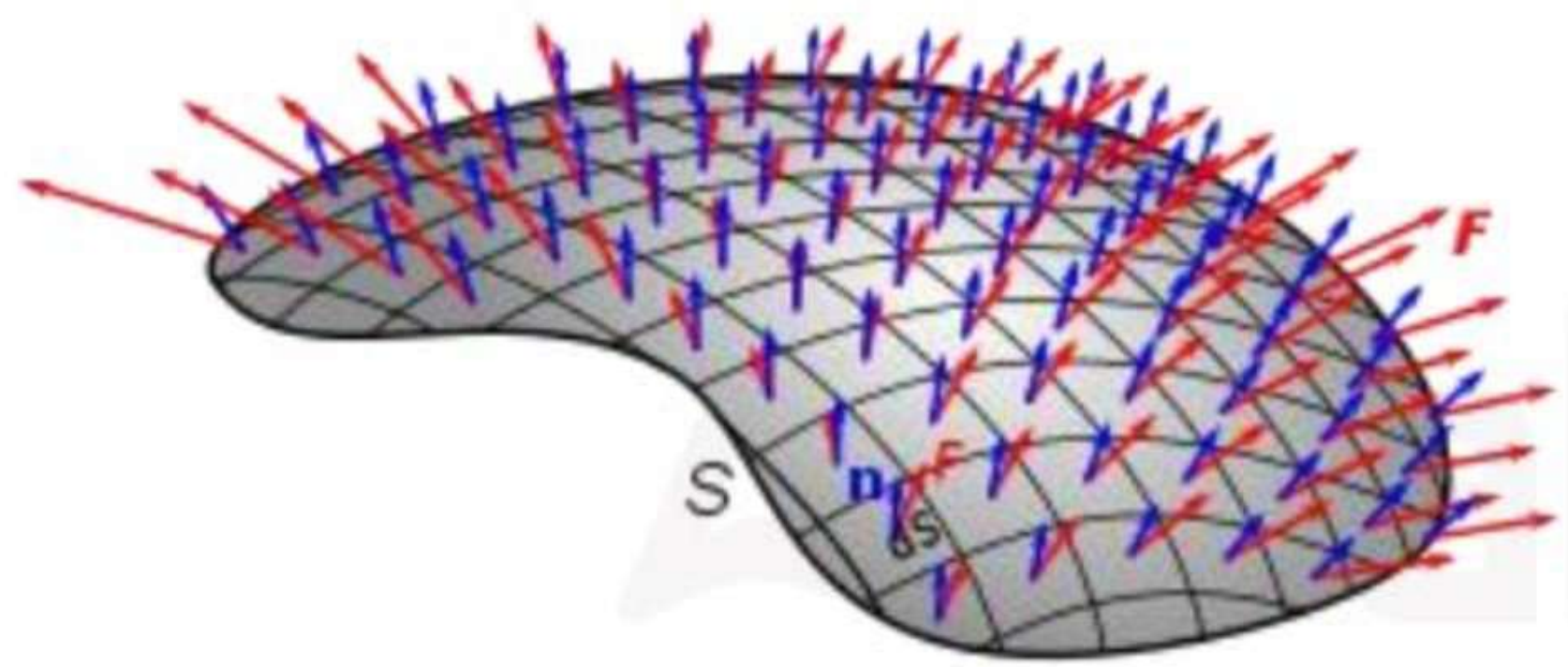
$$\oint \vec{A} \cdot d\vec{l} \neq 0 = \gamma$$

$$X < Y$$

It is evident that closed line integral of a vector is the measure of how much a vector is circulative around that closed line.

closed line integral \rightarrow circulation.

Volume Integral



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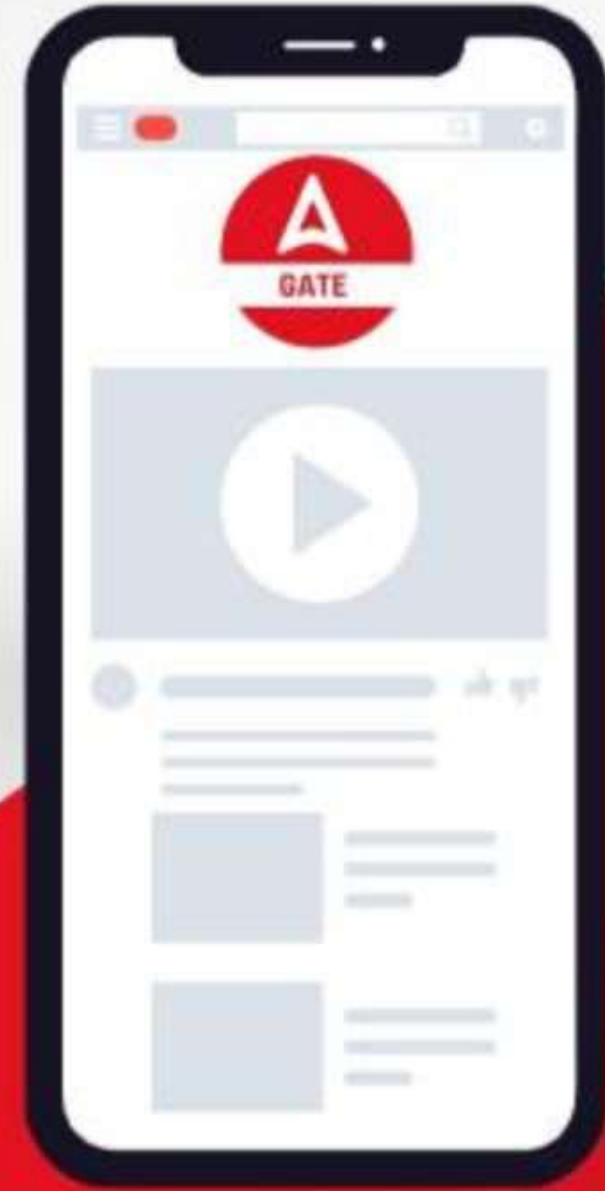
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