

14.1: Vector Fields

A vector function

$$\mathbf{r} = x(t)\mathbf{i} + y(t)\mathbf{j} + z(t)\mathbf{k}$$

is an example of a function whose domain is a set of real numbers and whose range is a set of vectors in \mathbb{R}^3 :

$$\mathbf{r}(t) : \mathbb{R} \rightarrow \mathbb{R}^3.$$

Consider a type of functions (vector fields) whose domain is \mathbb{R}^2 (or \mathbb{R}^3) and whose range is a set of vectors in \mathbb{R}^2 (or \mathbb{R}^3):

$$\vec{F}(u,v) = x(u,v)\hat{i} + y(u,v)\hat{j} \quad \mathbb{R} \rightarrow \mathbb{R}^2$$

$$\text{Surface in } \mathbb{R}^3 \left\{ \vec{F}(u,v) = x(u,v)\hat{i} + y(u,v)\hat{j} + z(u,v)\hat{k} \quad \mathbb{R} \rightarrow \mathbb{R}^3 \right.$$

Vector field over \mathbb{R}^2 .

$$\mathbf{F}(x, y) = P(x, y)\mathbf{i} + Q(x, y)\mathbf{j} = \langle P(x, y), Q(x, y) \rangle$$

Vector field over \mathbb{R}^3 :

$$\mathbf{F}(x, y, z) = P(x, y, z)\mathbf{i} + Q(x, y, z)\mathbf{j} + R(x, y, z)\mathbf{k} = \langle P(x, y, z), Q(x, y, z), R(x, y, z) \rangle$$

EXAMPLE 1. Describe the vector field $F(x, y) = -yi + xj$ by sketching.

$$\vec{F}(0, 0) = \vec{0}$$

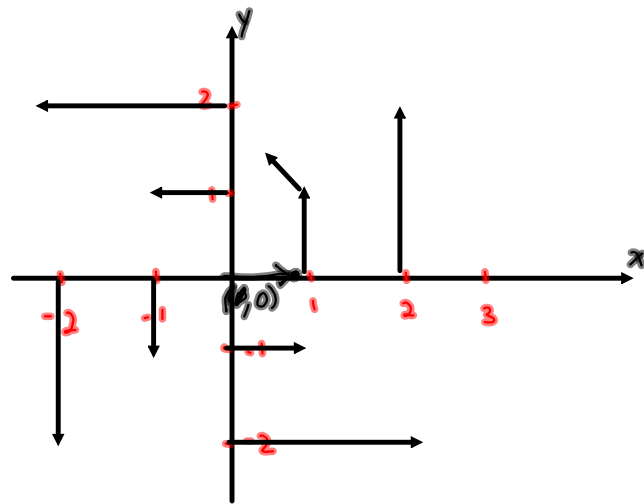
$$\vec{F}(1, 0) = \langle 0, 1 \rangle$$

$$\vec{F}(0, 1) = \langle -1, 0 \rangle$$

$$\vec{F}(-1, 0) = \langle 0, -1 \rangle$$

$$\vec{F}(0, -1) = \langle 1, 0 \rangle$$

$$\vec{F}(1, 1) = \langle -1, 1 \rangle$$



$$|\vec{F}(x, y)| = | \langle -y, x \rangle | = \sqrt{x^2 + y^2} = | \langle x, y \rangle |$$

distance from the origin

$$\vec{F}(x, y) \cdot \langle x, y \rangle = \langle -y, x \rangle \cdot \langle x, y \rangle = -yx + xy = 0$$

$\vec{F}(x, y)$ at each point is perpendicular

to the position vector of that point

and its magnitude coincides with the position vector of that point.

Function $u = f(x, y, z)$ is also called a scalar field. Its gradient is also called gradient vector field:

$$\mathbf{F}(x, y, z) = \nabla f(x, y, z) = \langle f_x(x, y, z), f_y(x, y, z), f_z(x, y, z) \rangle$$

EXAMPLE 2. Find the gradient vector field of $f(x, y, z) = xyz$.

$$\nabla f(x, y, z) = \langle f_x, f_y, f_z \rangle = \boxed{\langle yz, xz, xy \rangle}$$