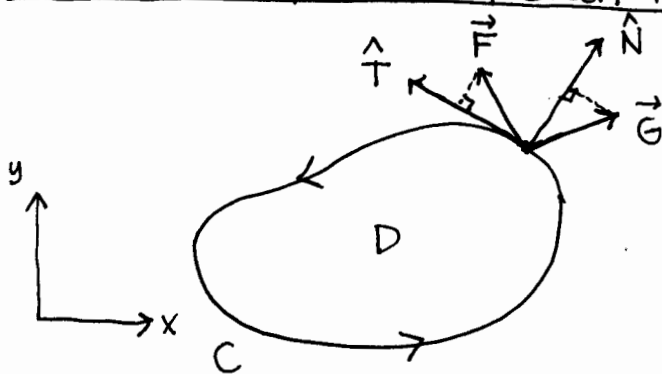


geometrical interpretation of Green's Theorem: Gauss and Stokes



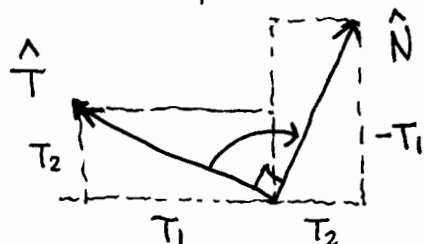
Green's Theorem:

$$\oint_C \vec{F} \cdot d\vec{r} = \iint_D \left(\frac{\partial F_2}{\partial x} - \frac{\partial F_1}{\partial y} \right) dA$$

$$\oint_C \vec{F} \cdot \hat{T} ds \quad \text{geometrical interpretation of LHS}$$

closed curve with counterclockwise orientation (direction) enclosing a region D of the plane

let \hat{N} be the outer unit normal (points away from D) obtained from the unit tangent \hat{T} by a 90° clockwise rotation:

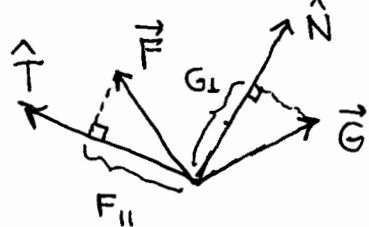


$$\hat{T} = \langle T_1, T_2 \rangle \longrightarrow \hat{N} = \langle N_1, N_2 \rangle = \langle T_2, -T_1 \rangle$$

any vector field in the plane can be rotated pointwise by 90°

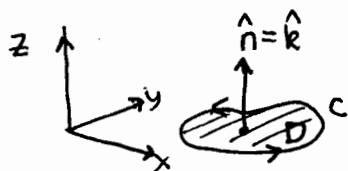
$$\vec{F} = \langle F_1, F_2 \rangle \longrightarrow \vec{G} = \langle G_1, G_2 \rangle = \langle F_2, -F_1 \rangle$$

$$F_{||} = \vec{F} \cdot \hat{T} = \vec{G} \cdot \hat{N} = G_{\perp}$$



(since rotation does not change the dot product between 2 vectors: $\hat{N} \cdot \vec{G} = N_1 G_1 + N_2 G_2 = T_2 F_2 + (-T_1)(-F_1) = T_1 F_1 + T_2 F_2 = \hat{T} \cdot \vec{F}$)

so tangential component of F equals the (outer) normal component of \vec{G} (scalars; can be positive, negative or zero)



Stokes' Theorem version:

$$\oint_C \vec{F} \cdot \hat{T} ds = \iint_D (\text{curl } \vec{F}) \cdot \hat{n} dA$$

integral of tangential component of vector field around a closed loop equals the integral of the RHR normal component of its curl over the surface enclosed by the curve

D is a surface in space.

its upward normal \hat{n} obeys the righthand rule (RHR): curl fingers in direction of C, thumb points upwards

$$\frac{\partial F_2}{\partial x} - \frac{\partial F_1}{\partial y} = \hat{k} \cdot (\nabla \times \vec{F}) = \hat{k} \cdot \text{curl } \vec{F} = \hat{n} \cdot \text{curl } \vec{F}$$

Gauss's law version

$$\oint_C \vec{G} \cdot \hat{N} ds = \iint_D \text{div } \vec{G} dA$$

integral of the outer normal component of a vector field around a closed loop equals the integral of its divergence over the interior of the loop

$$\frac{\partial G_1}{\partial x} - \frac{\partial (-G_2)}{\partial y} = \frac{\partial G_1}{\partial x} + \frac{\partial G_2}{\partial y} = \nabla \cdot \vec{G} = \text{div } \vec{G}$$

divergence and curl

$$\vec{F} = \langle F_1, F_2, F_3 \rangle$$

$$\vec{\nabla} = \left\langle \frac{\partial}{\partial x}, \frac{\partial}{\partial y}, \frac{\partial}{\partial z} \right\rangle$$

$$\vec{\nabla} \cdot \vec{F} = \left\langle \frac{\partial}{\partial x}, \frac{\partial}{\partial y}, \frac{\partial}{\partial z} \right\rangle \cdot \langle F_1, F_2, F_3 \rangle = \boxed{\frac{\partial F_1}{\partial x} + \frac{\partial F_2}{\partial y} + \frac{\partial F_3}{\partial z} = \text{div } \vec{F}}$$

$$\vec{\nabla} \times \vec{F} = \left\langle \frac{\partial}{\partial x}, \frac{\partial}{\partial y}, \frac{\partial}{\partial z} \right\rangle \times \langle F_1, F_2, F_3 \rangle$$

$$= \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ F_1 & F_2 & F_3 \end{vmatrix} = \boxed{\left\langle \frac{\partial F_3}{\partial y} - \frac{\partial F_2}{\partial z}, \frac{\partial F_1}{\partial z} - \frac{\partial F_3}{\partial x}, \frac{\partial F_2}{\partial x} - \frac{\partial F_1}{\partial y} \right\rangle = \text{curl } \vec{F}}$$

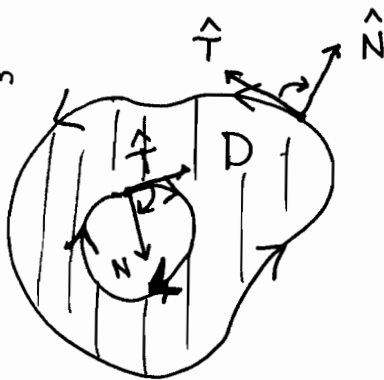
$$\text{If } F_3 = 0 \quad \text{div } \vec{F} = \frac{\partial F_1}{\partial x} + \frac{\partial F_2}{\partial y}$$

$$\hat{k} \cdot \text{curl } \vec{F} = \frac{\partial F_2}{\partial x} - \frac{\partial F_1}{\partial y}$$

combinations which enter
Greens Theorem for 2-d vector fields

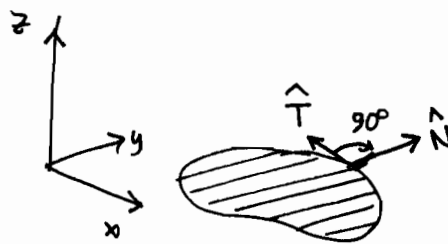
Right Hand Rule : Thumbs Down!

2d
Greens Thm
with
hole



\hat{T} and outer \hat{N} always related
by clockwise 90° rotation

Within 3d space, $F_3 = 0$ 2d vector:



$\vec{F} \rightarrow -\hat{k} \times \vec{F}$ performs clockwise rotation
in x-y plane

$$-\hat{k} \times \vec{F} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 0 & 0 & -1 \\ F_1 & F_2 & 0 \end{vmatrix} = \langle F_2, -F_1, 0 \rangle$$

thumb points down in space, fingers curl
in the clockwise direction in x-y plane