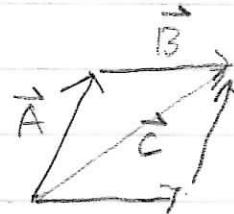


Basic properties of vector

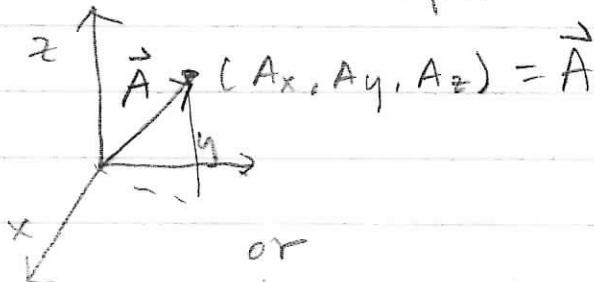
$$\vec{C} = \vec{A} + \vec{B} = \vec{B} + \vec{A}$$



$$a(\vec{A} + \vec{B}) = a\vec{A} + a\vec{B}$$

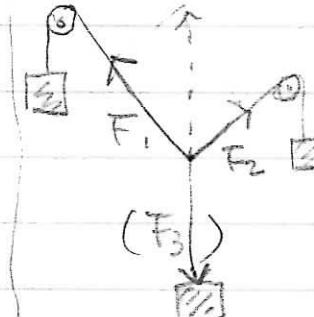
$$(a+b)\vec{A} = a\vec{A} + b\vec{A}$$

- expression in coordinate system



$$\vec{A} = iA_x + jA_y + kA_z$$

i, j, k are orthonormal unit vectors

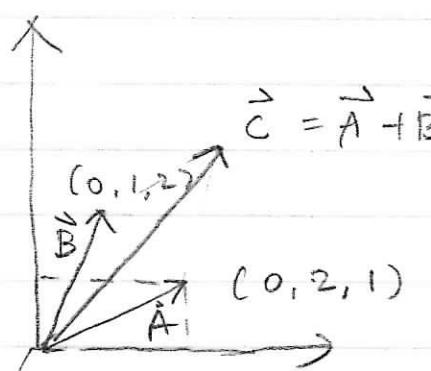


$$\underline{F_1 + F_2 + F_3 = 0}$$

$$F_3 = -(F_1 + F_2)$$

$$\begin{aligned}\vec{A} + \vec{B} &= (A_x, A_y, A_z) + (B_x, B_y, B_z) \\ &= (A_x + B_x, A_y + B_y, A_z + B_z)\end{aligned}$$

$$\vec{A} + \vec{B} = i(A_x + B_x) + j(A_y + B_y) + k(A_z + B_z)$$



$$\vec{C} = \vec{A} + \vec{B} = (0, 3, 3)$$

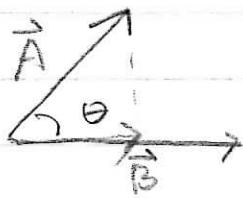
Benefit of coordinate expression
(just add numbers!)

$$|A| = \sqrt{A_x^2 + A_y^2 + A_z^2} \quad \text{Pythagorean theorem.}$$

$$|C| = \sqrt{0+9+9} = \sqrt{18} = 3\sqrt{2}$$

Dot product (내적) ← 동일한 방향을

갖는 벡터는 100% 같다



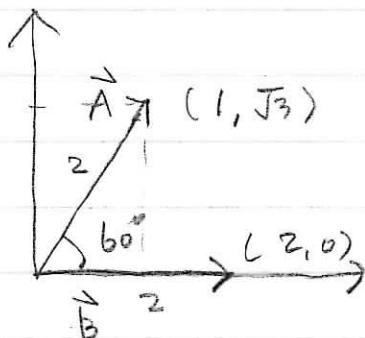
$$\vec{A} \cdot \vec{B} = |A| |B| \cos \theta$$

In cartesian coordinates

$$(A_x, A_y, A_z) \cdot (B_x, B_y, B_z) = A_x B_x + A_y B_y + A_z B_z$$

$$\hat{i} \cdot \hat{i} = 1 ; \hat{i} \cdot \hat{j} = 0 ; \hat{i} \cdot \hat{k} = 0 ; \hat{j} \cdot \hat{k} = 0$$

$$(\hat{i} A_x + \hat{j} A_y + \hat{k} A_z) \cdot \hat{i} = A_x \quad \leftarrow \text{extract } \hat{i} \text{ component.}$$



$$\vec{A} \cdot \vec{B} = 2 \cdot 2 \cdot \cos 60^\circ = 2$$

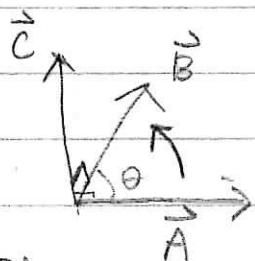
$$(2, 0) \cdot (1, \sqrt{3}) = 2 + 0 \cdot \sqrt{3} = 2$$

Cross product ($\vec{A} \times \vec{B}$) $1/2$

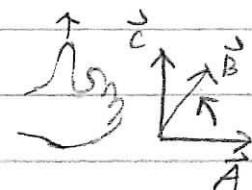
Vector 3

$$\vec{C} = \vec{A} \times \vec{B}$$

$$|C| = |A| \cdot |B| \sin \theta, \quad \vec{C} \perp \vec{A}; \quad \vec{C} \perp \vec{B}$$

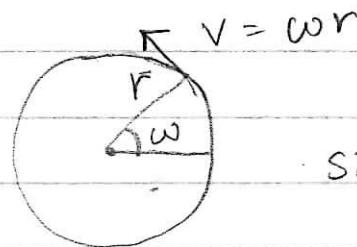


(direction, right-handed system)



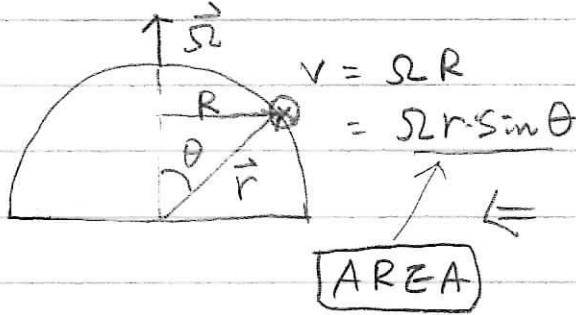
► Physics

- Angular velocity
- Angular momentum
- Torque

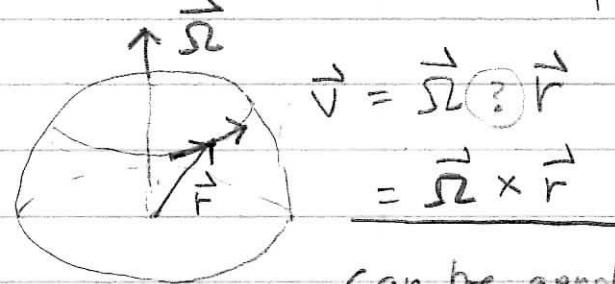


Simple

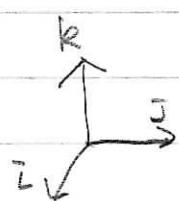
but reality



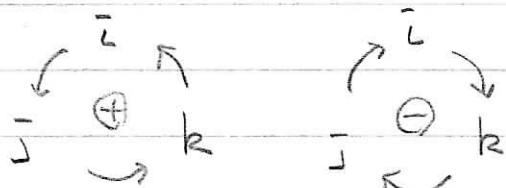
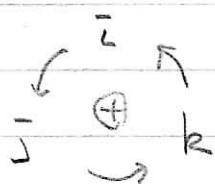
AREA



can be generalized
 for any vector
 $\vec{r} \Rightarrow \vec{u} \dots$



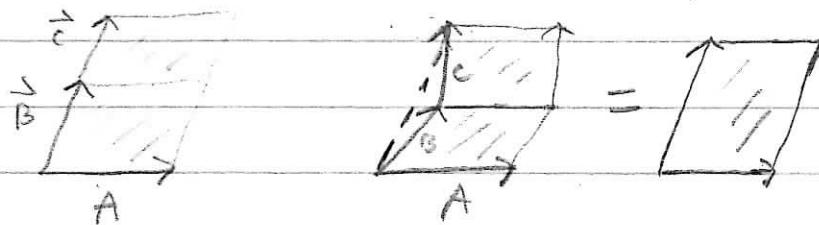
$$\begin{aligned} \vec{i} \times \vec{j} &= \vec{k} & \vec{j} \times \vec{i} &= -\vec{k} \\ \vec{j} \times \vec{k} &= \vec{i} & \vec{k} \times \vec{j} &= -\vec{i} \\ \vec{k} \times \vec{i} &= \vec{j} & \vec{i} \times \vec{k} &= -\vec{j} \end{aligned}$$



Basic math
vector 4

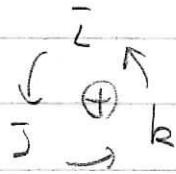
Cross product ($\vec{A} \vec{B}$) $\frac{1}{2}$

$$\vec{A} \times (\vec{B} + \vec{C}) = \vec{A} \times \vec{B} + \vec{A} \times \vec{C}$$



$$\begin{aligned}
 \vec{A} \times \vec{B} &= \vec{A} \times (iB_x + jB_y + kB_z) \\
 &= (iA_x + jA_y + kA_z) \times iB_x \\
 &\quad + (iA_x + jA_y + kA_z) \times jB_y \\
 &\quad + (iA_x + jA_y + kA_z) \times kB_z \\
 &= j \times k (-A_z B_y + A_y B_z) \\
 &\quad + k \times i (A_z B_x - A_x B_z) \\
 &\quad + i \times j (-A_y B_x + A_x B_y)
 \end{aligned}$$

$$\begin{aligned}
 \vec{A} \times \vec{B} &= i (A_y B_z - A_z B_y) \\
 &\quad + j (A_z B_x - A_x B_z) \\
 &\quad + k (A_x B_y - A_y B_x)
 \end{aligned}$$



Basic math

Del operator

del operator 1

Total variation of a function $F(x(t), y(t), z(t))$
during small time Δt

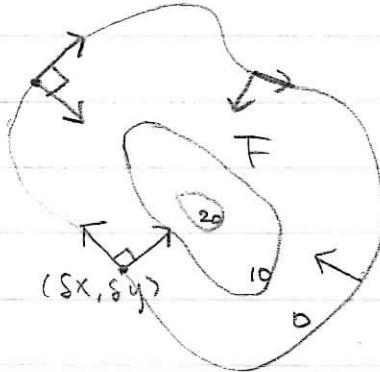
$$\frac{dF}{dt} = \underbrace{\frac{\partial F}{\partial x} \frac{dx}{dt}}_u + \underbrace{\frac{\partial F}{\partial y} \frac{dy}{dt}}_v + \underbrace{\frac{\partial F}{\partial z} \frac{dz}{dt}}_w$$

$$= \left(i \frac{\partial F}{\partial x} + j \frac{\partial F}{\partial y} + k \frac{\partial F}{\partial z} \right) \cdot (iu + jv + kw)$$

$$= \nabla F \cdot \vec{v}$$

$$\boxed{\nabla \equiv i \frac{\partial}{\partial x} + j \frac{\partial}{\partial y} + k \frac{\partial}{\partial z}}$$

Gradient ∇F



$$SF = \frac{\partial F}{\partial x} sx + \frac{\partial F}{\partial y} sy$$

$$\left(i \frac{\partial F}{\partial x} + j \frac{\partial F}{\partial y} \right) \cdot (isx + jsy) = 0$$

" ∇F is always orthogonal to a constant contour line."

& pointing to the direction obtaining maximum increase in F

Basic math
del operator 2

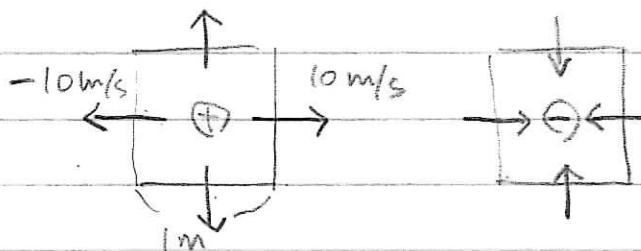
Divergence. $\nabla \cdot \vec{v}$

$$\left(i \frac{\partial}{\partial x} + j \frac{\partial}{\partial y} + k \frac{\partial}{\partial z} \right) \cdot (u, v, w)$$

$$= \frac{\partial u}{\partial x} + \frac{\partial v}{\partial y} + \frac{\partial w}{\partial z}$$

A physical interpretation

$$\frac{\partial \phi}{\partial t} + \nabla \cdot (\rho \vec{v}) = 0$$

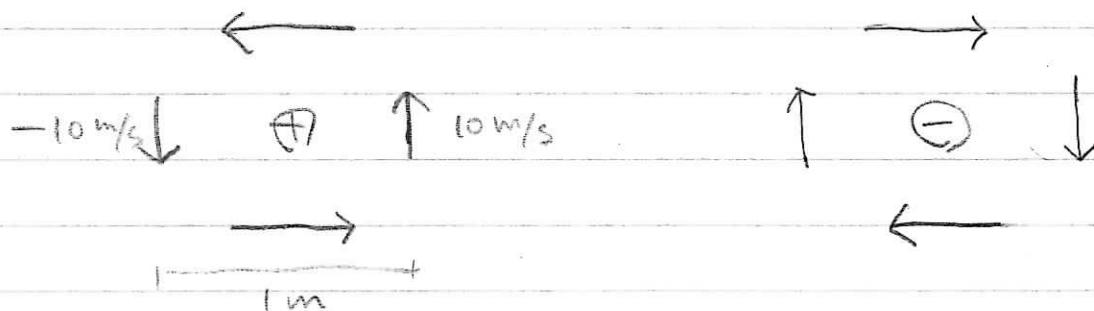


$$\frac{10 \text{ m/s} - (-10 \text{ m/s})}{1 \text{ m}} = 20 \text{ s}^{-1}$$

Curl $\nabla \times \vec{v}$

$$\left(i \frac{\partial}{\partial x} + j \frac{\partial}{\partial y} + k \frac{\partial}{\partial z} \right) \times (iu + jv + kw)$$

$$= i \left(\frac{\partial w}{\partial y} - \frac{\partial v}{\partial z} \right) + j \left(\frac{\partial u}{\partial z} - \frac{\partial w}{\partial x} \right) + k \left(\frac{\partial v}{\partial x} - \frac{\partial u}{\partial y} \right)$$



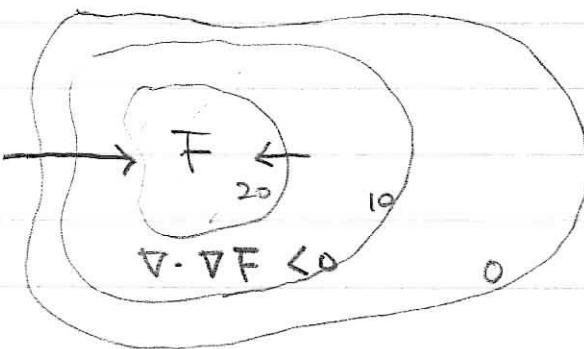
$$\frac{10 \text{ m/s} - (-10 \text{ m/s})}{1 \text{ m}} = 20 \text{ s}^{-1}$$

Basic math
del operator 3

Laplacian $\nabla^2 F$ ($= \nabla \cdot \nabla F$)

$$\left(\frac{\partial^2}{\partial x^2} + \frac{\partial^2}{\partial y^2} + \frac{\partial^2}{\partial z^2} \right) F$$

physically diffusion



lose a physical value
(F ; e.g. Temperature, windspeed)
from the maximum region
e.g.) diffusion equation.

$$\frac{\partial T}{\partial t} = c \nabla^2 T$$

