

Name: _____

Physics 263: Chapter 7 Practice Problems, Part I

These are practice for the first part of Chapter 7 of BTM, which covers vectors and gradients.

Vector Review: Dot, Cross, and Triple Products

We use the standard notation for cartesian unit vectors $\hat{\mathbf{i}} \equiv \hat{\mathbf{x}}$, $\hat{\mathbf{j}} \equiv \hat{\mathbf{y}}$, $\hat{\mathbf{k}} \equiv \hat{\mathbf{z}}$, which have the following properties under the dot product:

$$\hat{\mathbf{i}} \cdot \hat{\mathbf{i}} = \hat{\mathbf{j}} \cdot \hat{\mathbf{j}} = \hat{\mathbf{k}} \cdot \hat{\mathbf{k}} = 1, \quad \hat{\mathbf{i}} \cdot \hat{\mathbf{j}} = \hat{\mathbf{j}} \cdot \hat{\mathbf{k}} = \hat{\mathbf{k}} \cdot \hat{\mathbf{i}} = 0,$$

and the following properties under the cross product:

$$\hat{\mathbf{i}} \times \hat{\mathbf{i}} = \hat{\mathbf{j}} \times \hat{\mathbf{j}} = \hat{\mathbf{k}} \times \hat{\mathbf{k}} = 0, \quad \hat{\mathbf{i}} \times \hat{\mathbf{j}} = -\hat{\mathbf{j}} \times \hat{\mathbf{i}} = \hat{\mathbf{k}}, \quad \hat{\mathbf{j}} \times \hat{\mathbf{k}} = -\hat{\mathbf{k}} \times \hat{\mathbf{j}} = \hat{\mathbf{i}}, \quad \hat{\mathbf{k}} \times \hat{\mathbf{i}} = -\hat{\mathbf{i}} \times \hat{\mathbf{k}} = \hat{\mathbf{j}}.$$

Two vectors are *orthogonal* (at right angles) if their dot product is zero.

For the following vectors,

$$\vec{\mathbf{V}} = 2\hat{\mathbf{i}} + 3\hat{\mathbf{j}} - 4\hat{\mathbf{k}}, \quad \vec{\mathbf{W}} = \hat{\mathbf{i}} - 2\hat{\mathbf{j}} - \hat{\mathbf{k}}, \quad \vec{\mathbf{Z}} = -2\hat{\mathbf{i}} - 3\hat{\mathbf{j}} + 4\hat{\mathbf{k}}.$$

1. Check which pairs of vectors are orthogonal.
2. Find the cross products $\vec{\mathbf{V}} \times \vec{\mathbf{W}}$, $\vec{\mathbf{W}} \times \vec{\mathbf{Z}}$, and $\vec{\mathbf{Z}} \times \vec{\mathbf{V}}$, then find the magnitudes $|\vec{\mathbf{V}} \times \vec{\mathbf{W}}|$, $|\vec{\mathbf{W}} \times \vec{\mathbf{Z}}|$, and $|\vec{\mathbf{Z}} \times \vec{\mathbf{V}}|$.
3. Find the triple products $\vec{\mathbf{V}} \cdot (\vec{\mathbf{W}} \times \vec{\mathbf{Z}})$ and $\vec{\mathbf{W}} \cdot (\vec{\mathbf{V}} \times \vec{\mathbf{Z}})$.

Simple Line Integrals and Surface Integrals

1. Calculate the line integral of $\vec{\mathbf{F}} = (x^2 - y)\hat{\mathbf{i}} + (y^2 + x)\hat{\mathbf{j}}$ between the points (0, 1) and (1, 2) along a straight line.

2. Calculate the line integral of $\vec{\mathbf{F}} = (x^2 - y)\hat{\mathbf{i}} + (y^2 + x)\hat{\mathbf{j}}$ between the points $(0, 1)$ and $(1, 2)$ along the curve $x = t, y = t^2 + 1$.
3. Calculate the line integral of $\vec{\mathbf{F}} = (3x^2 - 6yz)\hat{\mathbf{i}} + (2y + 3xz)\hat{\mathbf{j}} + (1 - 4xyz^2)\hat{\mathbf{k}}$ between the points $(0, 0, 0)$ and $(1, 1, 1)$ along a straight line and along the curve $x = t, y = t^2, z = t^3$.
4. Find the surface integral of $\vec{\mathbf{V}} = (2x - z)\hat{\mathbf{i}} + x^2y\hat{\mathbf{j}} + -xz^2\hat{\mathbf{k}}$ over a unit cube in the first octant, with one corner at the origin.

Gradients

1. If $\phi = 2x^2y - xz^3$, find $\nabla\phi$.
2. The temperature on your favorite hot volcanic mountain is given by $T(x, y) = 3xy^2 + x^4y$.
(i) If you are located at $(x = 1, y = 1)$, in which direction should you walk to best escape the heat? *(ii)* If you steps are $1/10$ units long, by how much will the temperature drop after the first step? (Work to first order.)