

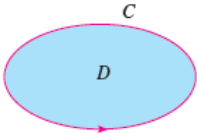
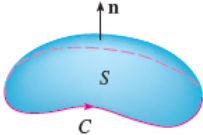
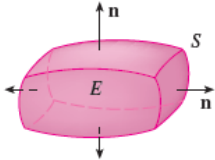


## **About the final exam**

- (1) Exam date: Wed, Dec 17, 3-6PM.**
- (2) DSP students *\*must\** send me an e-mail by Friday, Dec. 5th, 5PM, telling me that they have an accommodation letter specifying extra time.**
- (3) The exam will be *\*closed book\**. You may use one sheet of paper (both sides) of your own notes.**

Fundamental Theorem of Calculus	$\int_a^b F'(x) \, dx = F(b) - F(a)$	
Fundamental Theorem for Line Integrals	$\int_C \nabla f \cdot d\mathbf{r} = f(\mathbf{r}(b)) - f(\mathbf{r}(a))$	
Green's Theorem	$\iint_D \left( \frac{\partial Q}{\partial x} - \frac{\partial P}{\partial y} \right) dA = \int_C P \, dx + Q \, dy$	
Stokes' Theorem	$\iint_S \text{curl } \mathbf{F} \cdot d\mathbf{S} = \int_C \mathbf{F} \cdot d\mathbf{r}$	
Divergence Theorem	$\iiint_E \text{div } \mathbf{F} \, dV = \iint_S \mathbf{F} \cdot d\mathbf{S}$	

This chart in the book does a good job of summarizing the main “vector calculus” theorems, all but one of which we have proved.

Each one can be viewed as a higher dimensional version of the fundamental theory of calculus:

**The integral of the “derivative” of a function is related to the value of that function on the boundary.**

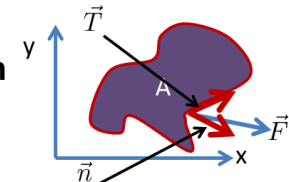
So now I can explain. Suppose you have:

**A vector field**

$$\vec{F}(x, y, z) = (P(x, y, z), Q(x, y, z), R(x, y, z))$$





**A boundary C surrounding an interior surface S which could be either open or closed**





You can't integrate a vector field on a boundary nor on an interior

**But you can derive scalar functions from that vector field which then can be integrated**

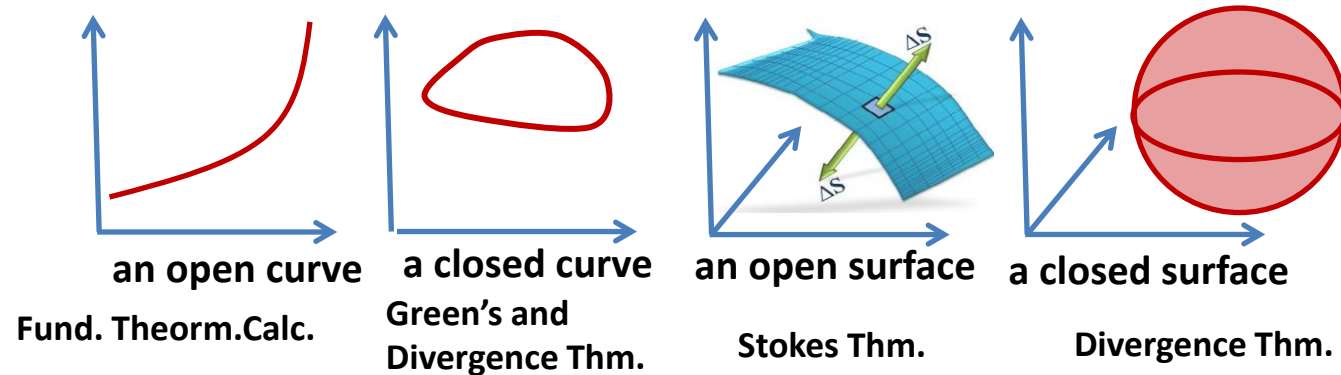
**On the closed boundary C, you could either**

- Build a scalar function on the boundary consisting of normal components:  $\vec{F}(x, y, z) \cdot \vec{n}$   this is a number at each point of the boundary C: So we can integrate all these numbers as we move around the boundary
- Build a scalar function on the boundary consisting of tangential components:  $\vec{F}(x, y, z) \cdot \vec{T}$   this is a number at each point of the boundary C: So we can integrate all these numbers as we move around the boundary

**In the interior S, you could**

- Build a scalar function in the closed interior by taking the divergence:  $\nabla \cdot \vec{F}$   this is a number at each point of the interior: So we can integrate all these numbers as we move through the interior
- Build a scalar function in closed surface in 2D or an open surface in 3D by taking the curl:  $\nabla \times \vec{F}$   Dotting this curl with the normal at each point of the interior gives a number: So we can integrate all these numbers as we move through the interior

So given a function in a domain, we can evaluate that function on



Let's examine the divergence theorem again:

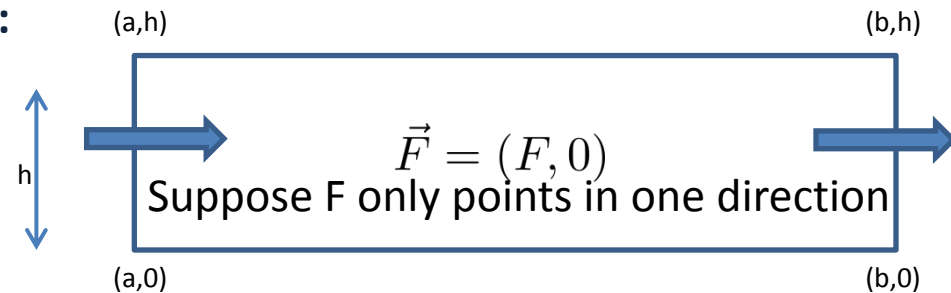
$$\int_S \vec{F} \cdot \vec{n} dS = \int_V \nabla \cdot \vec{F} dV$$

So  $\nabla \cdot \vec{F} = \frac{dF}{dx}$

$$\text{So } \int_V \nabla \cdot \vec{F} dV = \int_V \frac{dF}{dx} dx dy = \int_0^h \int_a^b \frac{dF}{dx} dx dy = (h) \int_a^b \frac{dF}{dx} dx$$

$$\int_S \vec{F} \cdot \vec{n} dS = hF(b) - hF(a) = h[F(b) - F(a)]$$

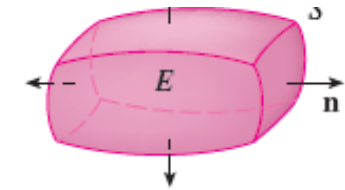
$$\text{So } F(b) - F(a) = \int \frac{dF}{dx} dx$$



The fundamental theorem of calculus is a special case of the divergence theorem

Divergence Theorem

$$\iiint_E \operatorname{div} \mathbf{F} \, dV = \iint_S \mathbf{F} \cdot d\mathbf{S}$$



I am going to review this course by working backwards!

Then, you can understand why everything was needed in order to understand the above.

$$\int \int_S \boxed{\vec{F}} \cdot \boxed{\vec{n}} dS = \int \int \int_E \boxed{\nabla} \cdot \boxed{\vec{F}} dV$$

We needed to define how to do an integral over a surface, which meant understanding cross products and stretching of patches (16.6-16.7)

(and we also learned about curls, Jacobians, max/min, and Lagrange multipliers)!

We needed to define normal and tangent vectors (12.1-12.3, )

We needed to define double and triple integration over regions (15.1-15.8)

We needed to define the gradient operator and what is meant by a partial derivative (14.1-14.8)

We needed to define what was meant by a vector field: (16.1)

We needed to define the dot product (12.1-12.3)

## Let's use all of this.....

The Navier-Stokes equations describe the flow of a fluid in complex settings  
(historical note—they pre-date Maxwell's equations for electromagnetism by roughly 20 years)

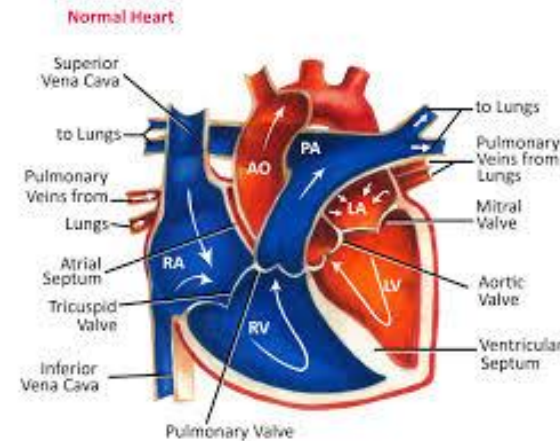
They describe



Weather and climate modeling: Every simulation that analyzes climate change uses these equations



Ocean, waves, tsunami modeling. Every simulation uses these equations.



Cardiac, pulmonary, and vascular modeling: Every simulation used to create heart valves, design stents, analyze aneurysms uses them



Forest fire modeling, combustion engines, plastic injection molding,.....

# Okay—what are they?

Navier-Stokes equations:

Let  $\vec{u}(x, y, z, t)$  be the velocity of the fluid at  $(x, y, z)$  at time  $t$

Let  $\rho(x, y, z, t)$  be the density of the fluid at  $(x, y, z)$  at time  $t$

Let  $P(x, y, z, t)$  be the pressure of the fluid at  $(x, y, z)$  at time  $t$

Then (greatly simplifying), there are two fundamental equations

Eqn 1.  $\rho(\mathbf{u}_t + (\mathbf{u} \cdot \nabla)\mathbf{u}) = -\nabla p + \mu \Delta \mathbf{u} + \mathbf{s.t.} + \mathbf{F}$

(mass)x(acceleration) = Force (pressure gradient + viscosity + surface tension + gravity)

**(Momentum equation)**

Eqn 2.  $\nabla \cdot \mathbf{u} = 0$

**Incompressibility requirement (you can't squeeze water)**



# Navier-Stokes Equations

$$\rho(\mathbf{u}_t + (\mathbf{u} \cdot \nabla)\mathbf{u}) = -\nabla p + \mu \Delta \mathbf{u} + \mathbf{s.t} + \mathbf{F} \quad \text{(Momentum equation)}$$

$$\nabla \cdot \mathbf{u} = 0$$

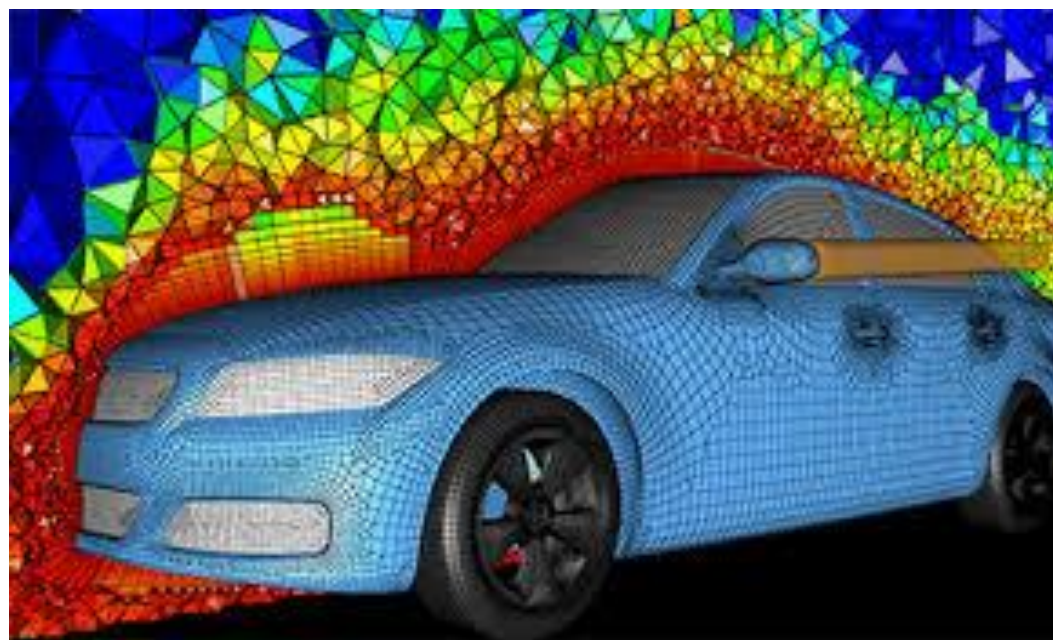
Incompressibility requirement

You now know what all these operators mean  
(gradient, dot product, divergence, partial derivatives)

How do you solve them? Answer:  
We approximate the equations

One approach:

- (1) discretize space into a grid
- (2) put all the variables  
(pressure, density, velocity)  
on the mesh
- (3) approximate all the  
derivatives (in space and  
time) and update the values





**Let's add one more complication:**

**Suppose your domain contains an interface, separating different fluids:**

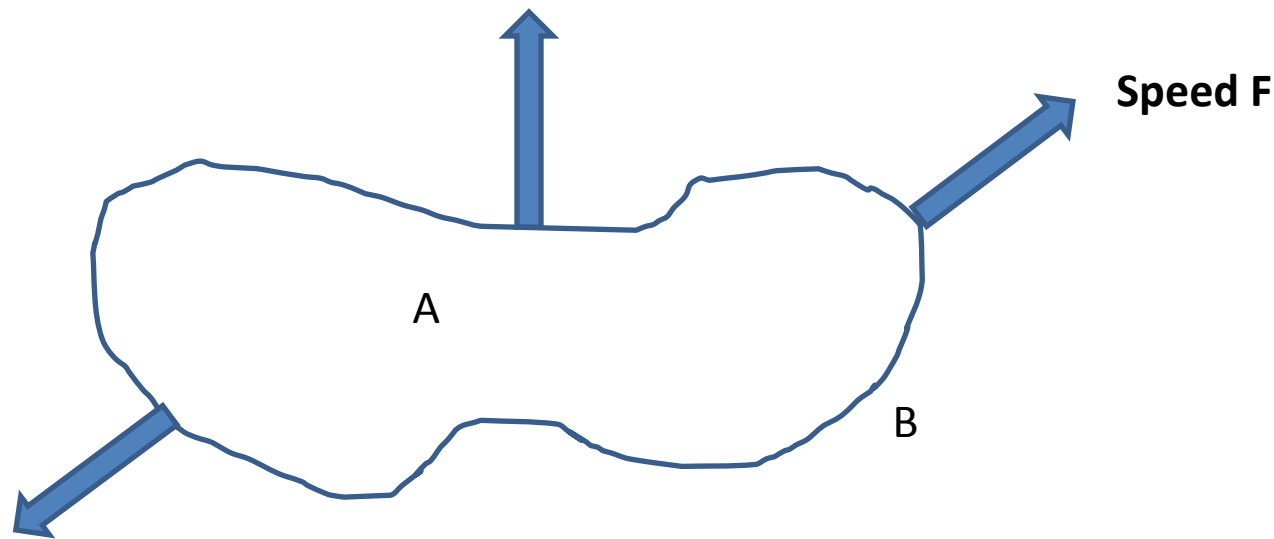


**Niagara Falls**

**This is an air-water interface (actually, lots of them!)**

**How can we build a method to approximate the interface when it moves?**

Let's figure out a new way to track moving interfaces (using stuff you now know!)



Region A is moving into region B with speed  $F$

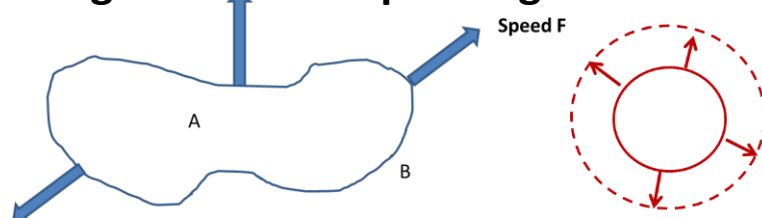
$F$  can depend on everything (temperature, density, fluid flow,....)

Examples: semiconductor modeling, blood flow, weather prediction, combustion, crystal growth, .....

How can we describe this moving "interface"?

# A crash course in "level set methods"

Imagine a circle expanding at constant speed



Let's think about this in a different way.

Let  $d(x,y)$  be the distance from a point  $(x,y)$  to the interface

Let's build the function  $z(x,y,t=0) = \pm d(x,y)$

Then the interface is the zero level set of a higher dimensional function

Can we write an equation for this function  $z(x,y,t)$  as it moves so that the zero level set moves with speed  $F$ ?

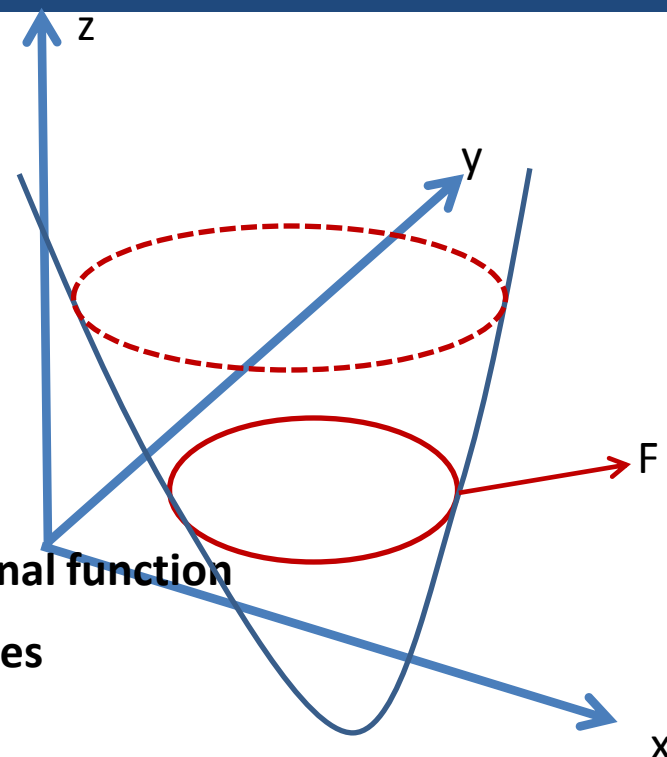
**YES!**

- (1) Let  $x(t)$ ,  $y(t)$  be the trajectory of a bug on the interface, moving with speed  $F$
- (2) Then we want  $z(x(t),y(t),t)=0$  for all time (since the bug stays on the zero level set)
- (3) Take the derivative of both sides with respect to  $t$ : (use the chain rule)

$$\frac{d[z(x(t),y(t),t)]}{dt} = (z_x x_t + z_y y_t + d(z)/dt) = z_t + (x_t, y_t) \cdot \nabla z = 0$$

- (4) And the speed  $F$  in the normal direction is just  $F = (x_t, y_t) \cdot \vec{n} = (x_t, y_t) \cdot \frac{\nabla z}{|\nabla z|}$

- (5) So our equation is  $z_t + F|\nabla z| = 0$  Works in any number of dimensions!



So now we have a way of solving moving interface problems in any number of dimensions

$$z_t + F |\nabla z| = 0$$

(we just used partial derivatives, gradients, normal vector, chain rule, level sets, ....)

**Let's use it....**

## **The last homework assignment**

**(1) Make your own sample final exam----**

**This is one of the best possible ways to  
prepare for the final.**

**(2) Make file cards, question on front, answers on back**

**Shuffle them, answer, shuffle, answer,  
repeat**

And now you have earned the chance to go out and buy this mug:

Search for  
“zazzle  
multivariable mug”



[https://www.zazzle.com/vector\\_calculus\\_mug-168936974754484221?srsId=AfmBOoqL-QD0M7hKPtmibMOF8uKWUAUfK5NkwIBQ01GDJvkFuM11xSXx](https://www.zazzle.com/vector_calculus_mug-168936974754484221?srsId=AfmBOoqL-QD0M7hKPtmibMOF8uKWUAUfK5NkwIBQ01GDJvkFuM11xSXx)