

Divergence: radial solutions,  
sec. 6.2,6.5

Cross product review

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To understand the orbit stability example (section 6.5) one detail that is needed is very similar to Problem 6.2(a): Using

$$r = \sqrt{x^2 + y^2}$$

Show that

$$\frac{\partial r}{\partial x} = \frac{x}{r}, \quad (1)$$

and then that

$$(\nabla \cdot \vec{\mathbf{v}}) = 2f(r) + r \frac{df}{dr} \quad (2)$$

when the field is radially symmetric:

$$\vec{\mathbf{v}} = f(r)\vec{\mathbf{r}}. \quad (3)$$

The first part is simple:

$$\frac{\partial r}{\partial x} = \frac{\partial}{\partial x}(x^2 + y^2)^{1/2} \quad (4)$$

$$= 2x\left(\frac{1}{2}\right)(x^2 + y^2)^{-1/2} \quad (5)$$

$$= \frac{x}{(x^2 + y^2)^{1/2}} = \frac{x}{r} \quad (6)$$

For the next step, the key is to realize that simply

$$\vec{r} = x\hat{x} + y\hat{y}.$$

Forgetting this type of simple approach can drive you batty in vector calculus.

So, to take the divergence:

$$(\nabla \cdot \vec{v}) = \frac{\partial}{\partial x}(f(r)x) + \frac{\partial}{\partial y}(f(r)y), \quad (7)$$

$$= x \frac{\partial}{\partial x} f(r) + f(r) \frac{\partial x}{\partial x} + y \frac{\partial}{\partial y} f(r) + f(r) \frac{\partial y}{\partial y}, \quad (8)$$

$$= x \frac{df}{dr} \frac{\partial r}{\partial x} + f(r) + y \frac{df}{dr} \frac{\partial r}{\partial y} + f(r), \quad (9)$$

using our previous result:

$$= 2f(r) + \left( \frac{x^2 + y^2}{r} \right) \frac{df}{dr}, \quad (10)$$

$$= 2f(r) + r \frac{df}{dr}, \text{ Q.E.D} \quad (11)$$

The same result extended to N dimensions is **Problem 6.5 b.**

## Quick review of cross product.

It is an inherently three-dimensional product\*

$$\vec{\mathbf{a}} \times \vec{\mathbf{b}} = |\vec{\mathbf{a}}||\vec{\mathbf{b}}| \sin \theta \hat{\mathbf{n}} \quad (12)$$

$\theta$  is the angle between  $\vec{\mathbf{a}}, \vec{\mathbf{b}}$ .  $\hat{\mathbf{n}}$  is normal to the plane containing them. The orientation of  $\hat{\mathbf{n}}$  is chosen by the *handedness* of the coordinate system, usually right-hand-rule nowadays. This dependence on the choice for handedness makes it a *psuedovector*.

The magnitude

$$|\vec{\mathbf{a}} \times \vec{\mathbf{b}}| = |\vec{\mathbf{a}}||\vec{\mathbf{b}}| \sin \theta$$

is the area of the parallelogram spanned by  $\vec{\mathbf{a}}, \vec{\mathbf{b}}$ .

The fact that it can be used to get areas and normals is very important in computer graphics, particularly in 3-d rendering systems.

\*Apparently it may also be defined consistently in 7 dimensions. See Wikipedia.

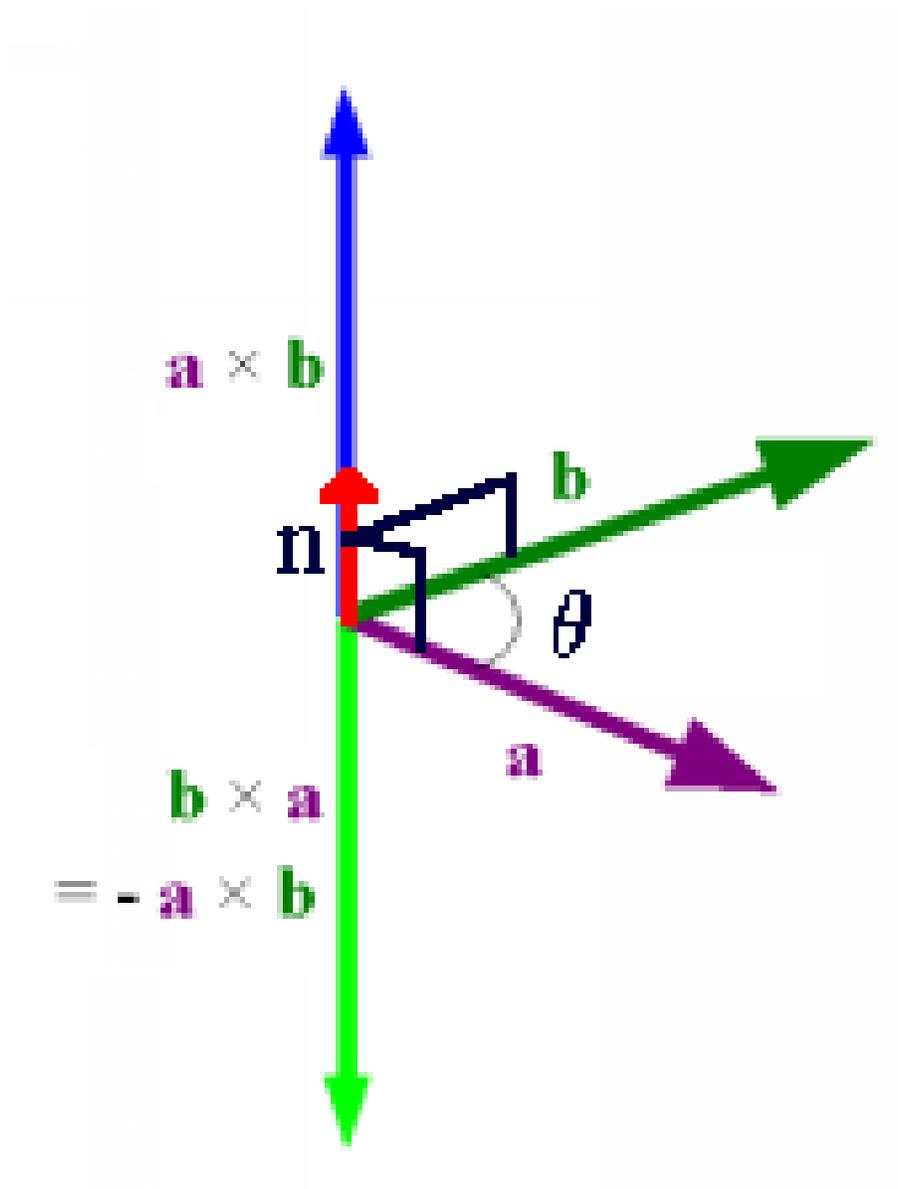


Image from

[http://en.wikipedia.org/wiki/Cross\\_product](http://en.wikipedia.org/wiki/Cross_product)

## Algebraic properties

Cross product is **anticommutative**, and is in general **not associative**. Hence many identities using it are non-obvious. Keep references at hand when doing vector algebra.

## Calculation

Four ways to remember it:

- Symbolic determinant
- Skew-symmetric matrix
- Levi-Civita symbol and indices
- Brute memorization (ick.)

Let  $\hat{\mathbf{e}}_1, \hat{\mathbf{e}}_2, \hat{\mathbf{e}}_3 = \hat{\mathbf{x}}, \hat{\mathbf{y}}, \hat{\mathbf{z}}$ , then

$$\vec{\mathbf{a}} \times \vec{\mathbf{b}} = \begin{vmatrix} \hat{\mathbf{e}}_1 & \hat{\mathbf{e}}_2 & \hat{\mathbf{e}}_3 \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} \quad (13)$$

$$= \sum_{i,j,k=1}^3 \epsilon_{ijk} \hat{\mathbf{e}}_i a_j b_k \quad (14)$$

The **Levi-Civita symbol**  $\epsilon_{ijk}$  is

$$\epsilon_{ijk} = \begin{cases} +1 & \text{when } (i, j, k) = (1, 2, 3), (2, 3, 1), (3, 1, 2); \\ -1 & \text{when } (i, j, k) = (3, 2, 1), (2, 1, 3), (1, 3, 2); \\ 0 & \text{all other cases (any repeated indices)}. \end{cases}$$

Note the cyclic order—this is how you can remember it: if the indices go forward from 1, it is +1 (wrap at end), otherwise -1, 0 if any repeats.

There is an interesting graphical representation of  $\epsilon_{ijk}$  at Wikipedia:

[http://en.wikipedia.org/wiki/Levi\\_civita\\_symbol](http://en.wikipedia.org/wiki/Levi_civita_symbol)

The skew-symmetric matrix form:

$$\vec{\mathbf{a}} \times \vec{\mathbf{b}} = \mathbf{A}_{\times} \mathbf{b} = \begin{bmatrix} 0 & -a_z & a_y \\ a_z & 0 & -a_x \\ -a_y & a_x & 0 \end{bmatrix} \begin{bmatrix} b_x \\ b_y \\ b_z \end{bmatrix}. \quad (15)$$