

Example to illustrate circulation:

Helmholtz theorem states for sufficient well behaved $\vec{U}$,

$$\vec{U} = \underbrace{\vec{\nabla}\phi}_{\text{Scalar Potential (not rotating Part)}} + \underbrace{\vec{\nabla} \times \vec{\psi}}_{\text{Vector potential (rotating Part)}} \quad \text{where } \vec{\nabla} \cdot \vec{\psi} = 0$$

$\Rightarrow$
Think
Velocity
field

Class

For:

$$\vec{\psi} = \left(\frac{x^2 + y^2}{4} \right) \hat{z}$$

Show:

$$\vec{\nabla} \cdot \vec{\psi} = 0 \quad \nabla^2 \vec{\psi} = 1 \hat{z}$$

$$\vec{\nabla} \times \vec{\psi} = \frac{\hat{x}y}{2} - \frac{\hat{y}x}{2} \equiv \vec{U}_t$$

For:

$$\phi = (x^2 + y^2)/4$$

Show:

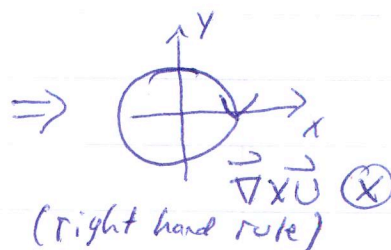
$$\vec{\nabla}\phi = \frac{x}{2}\hat{x} + \frac{y}{2}\hat{y} \equiv \vec{U}_e$$

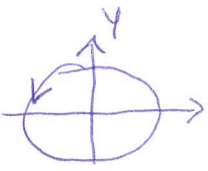
$$\nabla^2\phi = \vec{\nabla} \cdot \vec{\nabla}\phi = 1$$

Thus: $\vec{\nabla} \cdot \vec{U} = \vec{\nabla} \cdot \vec{\nabla}\phi = \nabla^2\phi = 1$
(divergence of $\vec{U} = 1$)

$$\begin{aligned} \vec{\nabla} \times \vec{U} &= \vec{\nabla} \times \vec{\nabla}\phi + \vec{\nabla} \times (\vec{\nabla} \times \vec{\psi}) \\ &= \vec{\nabla}(\vec{\nabla} \cdot \vec{\psi}) - \nabla^2 \vec{\psi} \\ &= -\hat{z} \end{aligned}$$

(Vorticity of $\vec{U} = -1\hat{z}$)



$A = \text{area of loop}$  $\hat{n} = \hat{z}$

Pg 2.6.2

We can now evaluate the circulation:

$$\oint \vec{U} \cdot d\vec{s} = \iint_A (\vec{\nabla} \times \vec{U}) \cdot \hat{n} dA = -A$$

Graphing $\vec{U}$:

$$\vec{U} = \vec{\nabla} \phi + \vec{\nabla} \times \vec{\psi} \equiv \vec{U}_e + \vec{U}_t$$

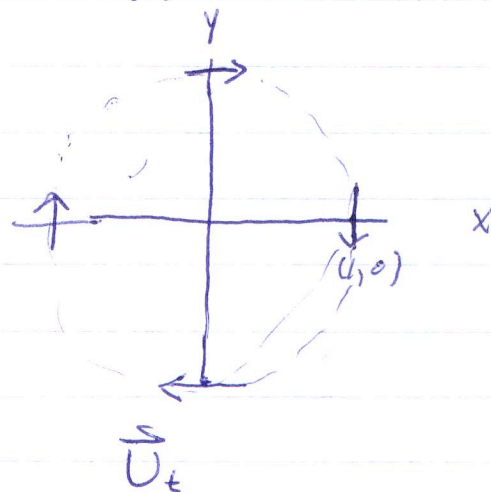
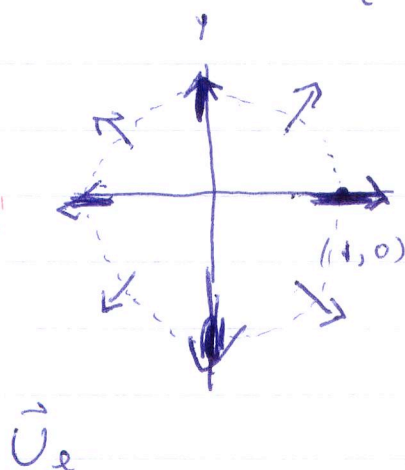
$$\vec{U} = \underbrace{\frac{x}{2} \hat{x} + \frac{y}{2} \hat{y}}_{\vec{U}_e} + \underbrace{\frac{\hat{z} y}{2} - \hat{j} \frac{x}{2}}_{\vec{U}_t}$$

Show

Note:

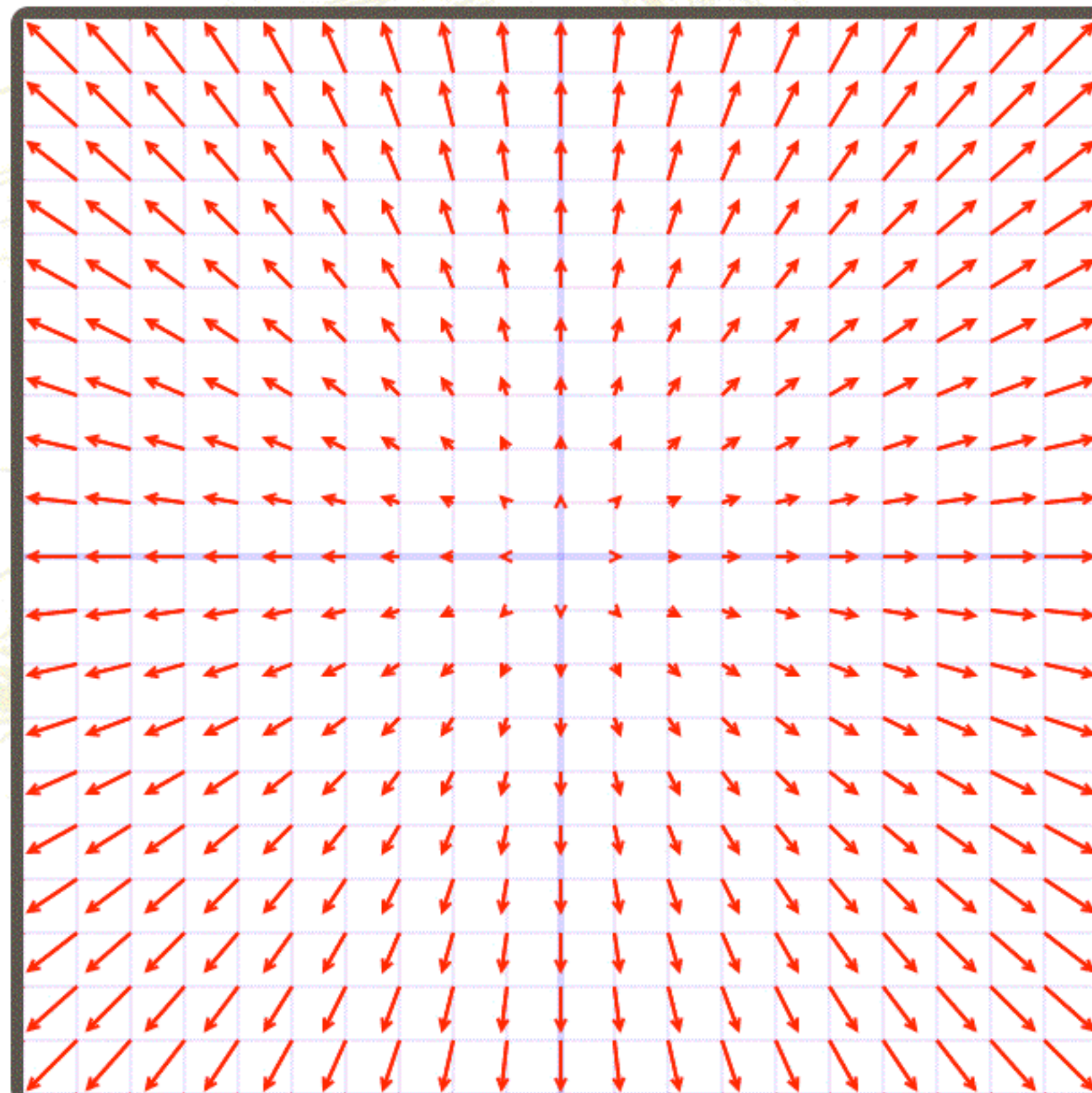
$$|\vec{U}_e| = |\vec{U}_t| = \left(\frac{x^2}{4} + \frac{y^2}{4} \right)^{1/2}$$

Contours of equal magnitude are circles



Negative Vorticity
(rotates in clockwise sense)

Can use online facility to plot
Very nicely Kevin McHall Online Graphing



☒ $xi+yj$

Add Field

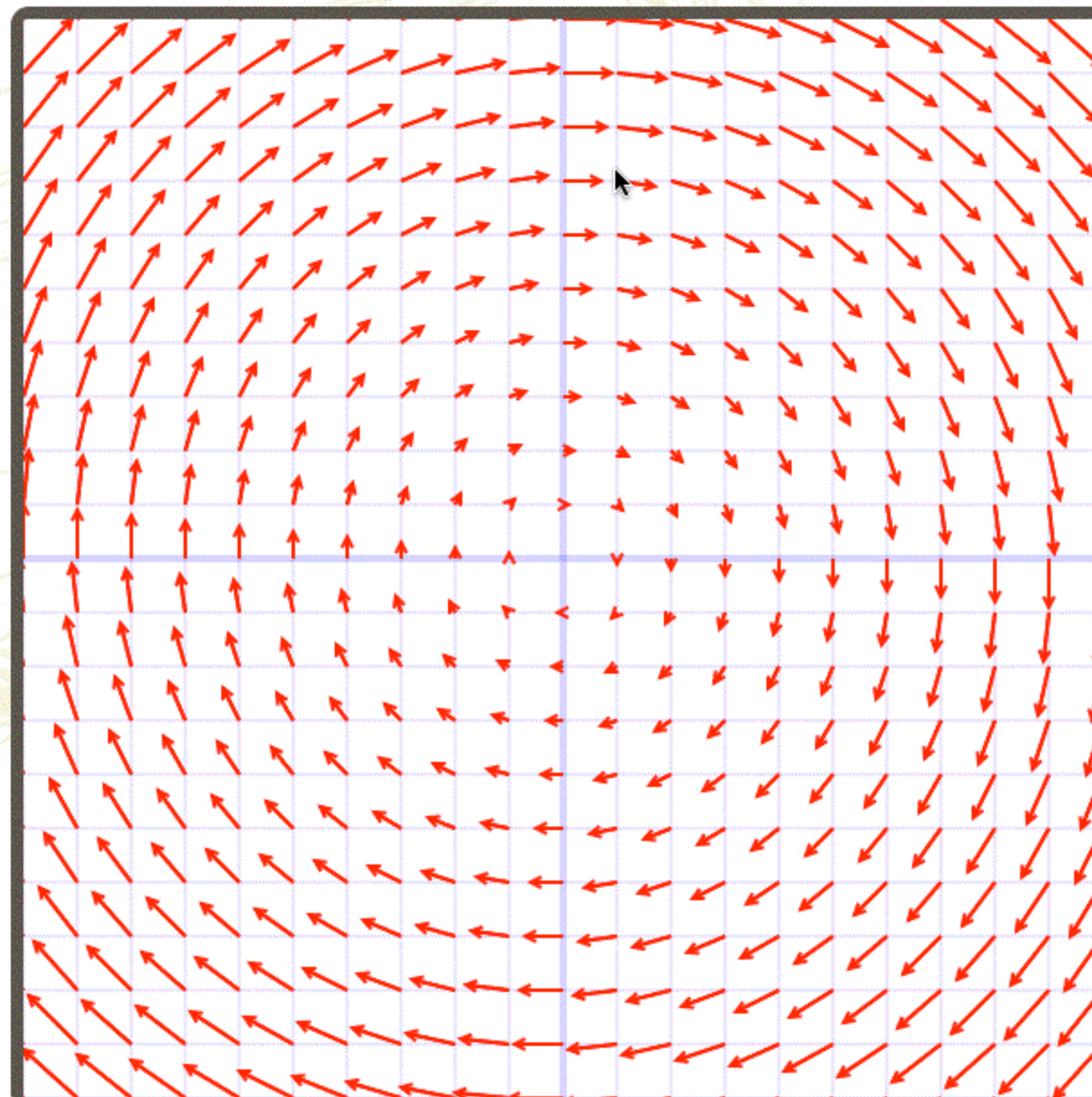
WINDOW SETTINGS

xmin = xmax =

ymin = ymax =

scale =





$y_i - x_j$

Add Field

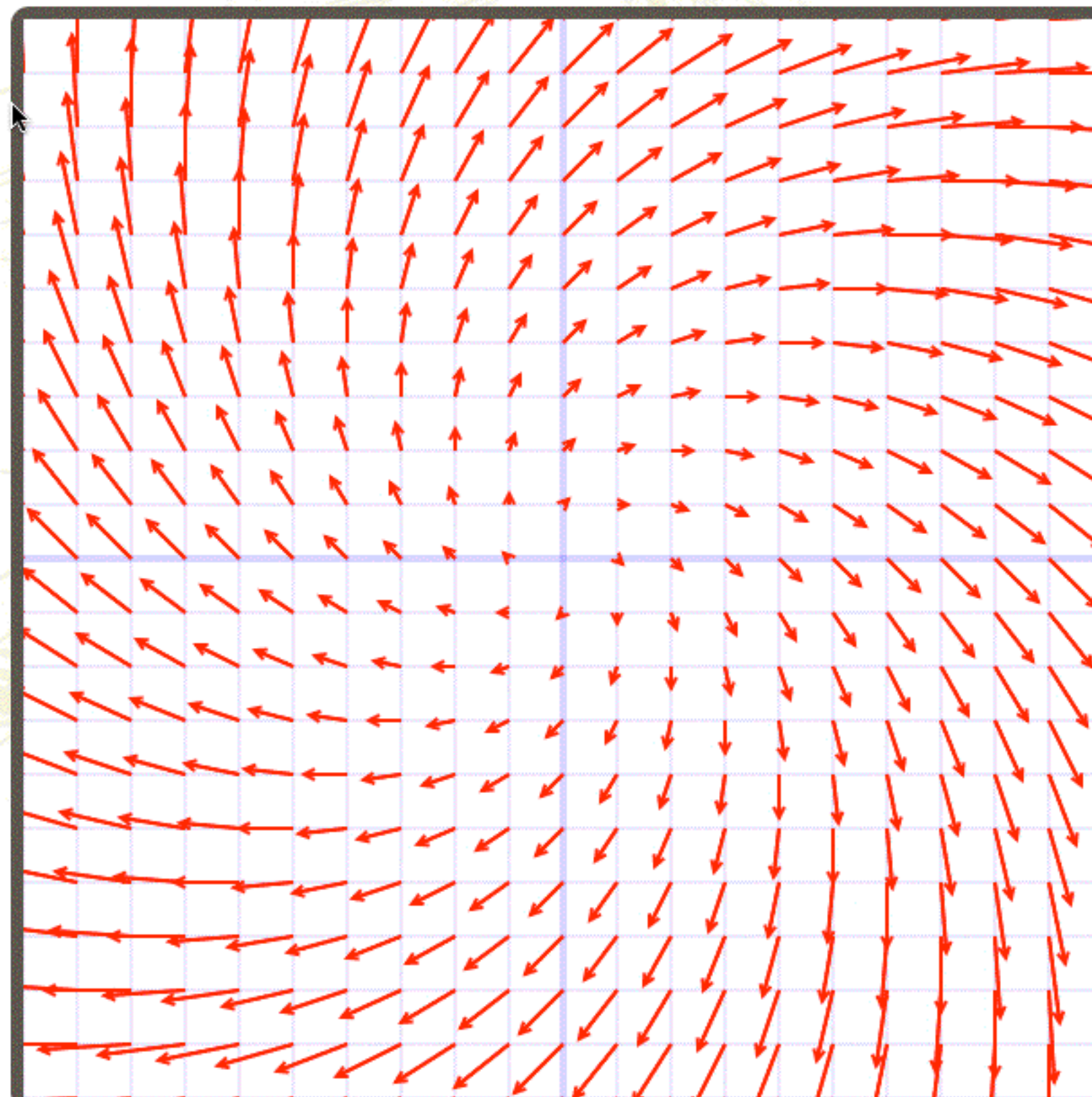
WINDOW SETTINGS

xmin = -10 xmax = 10

ymin = -10 ymax = 10

scale = 0.1





☐ $(x+y)i + (y-x)j$

Add Field

WINDOW SETTINGS

xmin = xmax =

ymin = ymax =

scale =

