#### L12: Flux across a curve

October 6, 2016 1:30 PM

Midterm: Oct 25th 6pm-8pm (Stir.A)

Today: Flux across a curve.



Local Picture:

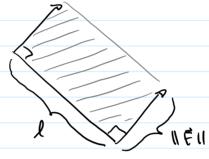
Suppose a fluid flows with constant velocity For IR2

G;

How much fluid flows across a line segment of length I per unit time?

· Perpendicular case:

A: IFIL.



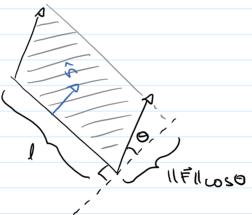
·Skew case:

assur

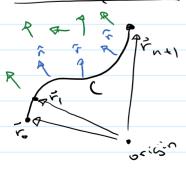
1. 080 IFIL USB.

if we write a unit normal to I as n:

ド・分・人



Global picture:



Same question for a curre C, with a choice of normal direction.

For  $\vec{r}_{ij} - \vec{r}_{ij}$ , the flow across is approximately  $\vec{F}(\vec{r}_{ij}) \cdot \hat{n}(\vec{r}_{ij}) || \vec{r}_{ijj} - \vec{r}_{ij}||$ 

So, the total flow:

# ₹ ( أر ، ﴿ ( أ ) / أحرر - حزا

Parametrite ( as t => F(x) t & [a, b]

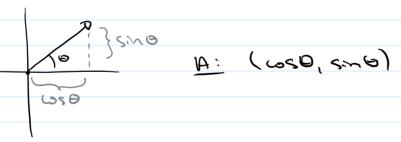
Choose E: so that r'(Ei) = ri

≈ 2 € (β(t))· ρ (β(t)) | (β(t)) | (t) |

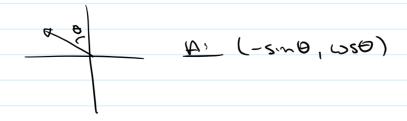
Called the flux of  $\vec{F}$  across (in direction  $\hat{n}$ .  $\int_{C} \vec{F} \cdot \hat{n} ds$ 

## Rotating vectors in IR2

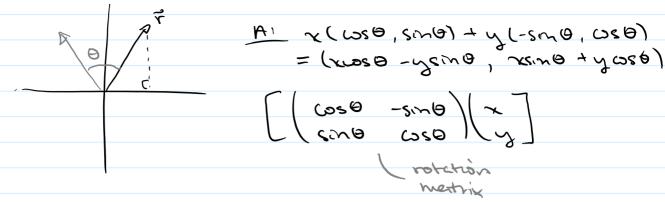
 $\frac{Q:}{If the vector}$  (1,0) (= i) is notated  $\Theta$  radians counter clockwise, what are the components of the resulting vector?



Same question for (0,1) (= ])



Same question for  $\dot{r} = (x, y)$ 



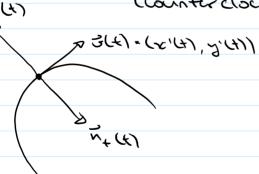
Special cases:

This gives a way of finding normals.

If a curve ( is perenetrized by t +> Flt), (t = [a, L]) Define the doclarice and counterchoclesies normals to the parametrisation of ( as

$$\begin{array}{ll}
t & \Rightarrow \vec{r}_{+}(t) := (y'(t), -x(t)) \\
(clockwise)
\end{array}$$

$$\vec{\pi}_{-}(t) := (-y'(t), -c'(t))$$
 $\vec{\pi}_{-}(t)$ 
 $(counter clockwise)$ 



(same for \$ )

Conclusion

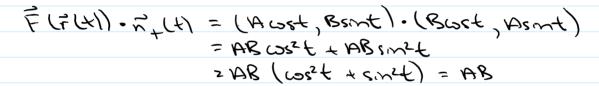
To compute flux, find: ∫° € (₹(₹)) • 元+ (٤) d6 or ] = F(F(+1) · 元+(+)ab or () ディー(ル)・ディーの

### Example:

Flx,y) = (x,y)

across an ellipse centured at the origin, oriented outward

+ Ho (Acost, Beint) =: it) t + [0,2m] JH) = (-Asont, Bust) not (4) = (Boost, Asmt)



Exercise:

P(x,y) = ( x/21y2 ) x21y2)

Then the flow across any circle centered at the origin (oriented outbard) is equal.

