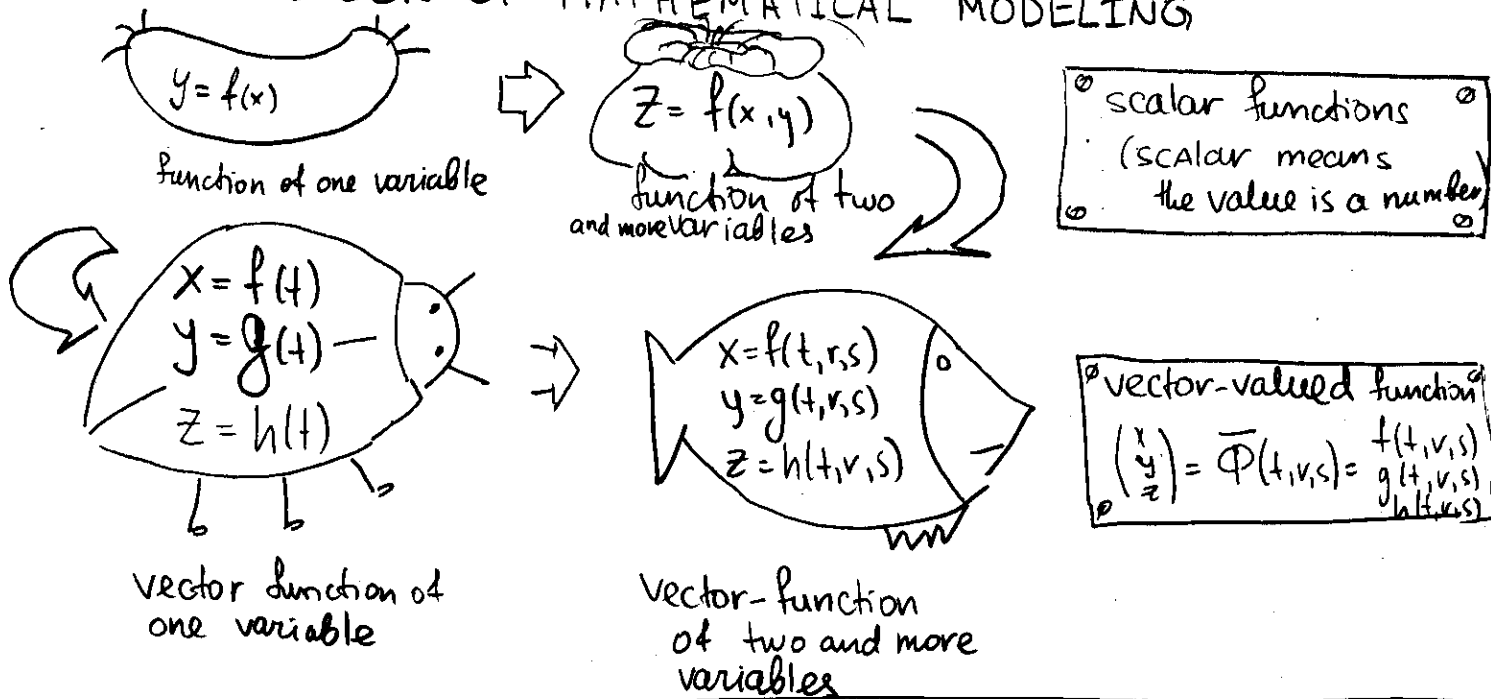


Vector fields.

SPIRAL EVOLUTION OF MATHEMATICAL MODELING



Most Commonly used notations:

$$\vec{U}(x, y, z) = (U_1(x, y, z), U_2(x, y, z), U_3(x, y, z))$$

is the same to say

$$\vec{U}(x, y, z) = \begin{pmatrix} U_1(x, y, z) \\ U_2(x, y, z) \\ U_3(x, y, z) \end{pmatrix} \quad \text{OR} \quad \begin{matrix} U_1 = U_1(x, y, z) \\ U_2 = U_2(x, y, z) \\ U_3 = U_3(x, y, z) \end{matrix}$$

3-D vector function simply is a bundle of 3 functions

$U_1(x, y, z), U_2(x, y, z), U_3(x, y, z)$
WITH CONVENIENTLY CHOSEN NOTATIONS U_1, U_2, U_3

to show that that's a bundle

No matter how you write it, for each value of (x, y, z) this function associates with each value of (x, y, z) a vector (U_1, U_2, U_3)

VISUALISING:

2-D vector function in one variable

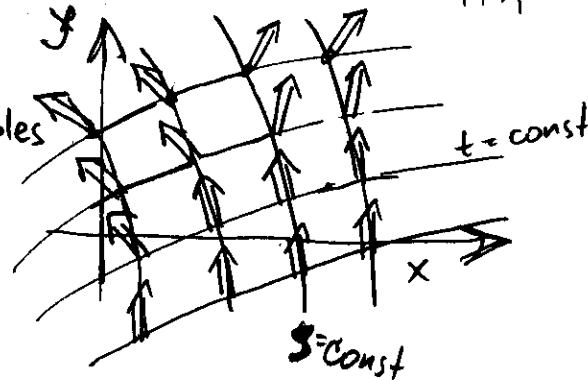
$$\vec{U}(t) = (U_1(t), U_2(t))$$



3-D vector function IN 2-variables

2-D vector function in two variables

$$\vec{U}(t, s) = (U_1(t, s), U_2(t, s))$$



Vector Fields

