### The Purpose of Education

"For an educational process to be truly successful, it must encourage students to reflect on the conceptual foundation of their own education."

—FUNDAEC

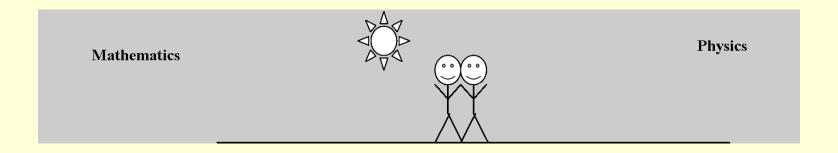
Fundación para la Aplicación y Enseñanza de las Ciencias

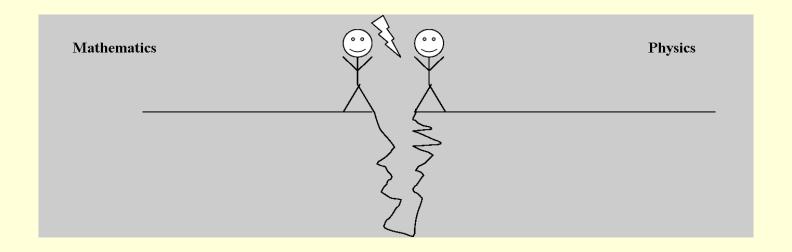
# Bridging the Gap: Vector Calculus in Mathematics and Physics

Tevian Dray & Corinne Manogue



### Mathematics vs. Physics





### Goals for this Talk

Show how geometry helps mathematics problem solving.

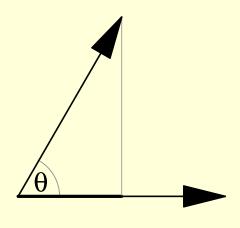
Explain WHY it is so hard to apply your mathematics knowledge in physics.

### Concept Image

Concept Image: the total cognitive structure that is associated with a concept, which includes all the mental pictures and associated properties and processes.

Tall and Vinner, Educational Studies in Mathematics, (1981).

## Tell me something you know about the dot product. Explain your answer to your neighbor.

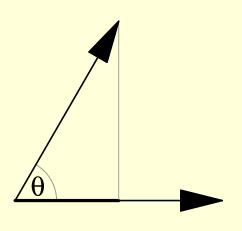


#### **Projection:**

$$\vec{\mathbf{u}} \cdot \vec{\mathbf{v}} = |\vec{\mathbf{u}}| |\vec{\mathbf{v}}| \cos \theta$$

$$\vec{\mathbf{u}}\cdot\vec{\mathbf{v}}=u_{x}v_{x}+u_{y}v_{y}$$

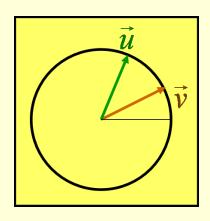
#### Dot Product



#### **Projection:**

$$\vec{\mathbf{u}} \cdot \vec{\mathbf{v}} = |\vec{\mathbf{u}}| |\vec{\mathbf{v}}| \cos \theta$$

$$\vec{\mathbf{u}} \cdot \vec{\mathbf{v}} = u_{\mathsf{X}} v_{\mathsf{X}} + u_{\mathsf{y}} v_{\mathsf{y}}$$



#### **Addition Formulas:**

$$\vec{\mathbf{u}} = \cos\alpha\,\hat{\mathbf{x}} + \sin\alpha\,\hat{\mathbf{y}}$$

$$\vec{\mathbf{v}} = \cos\beta\,\hat{\mathbf{x}} + \sin\beta\,\hat{\mathbf{y}}$$

$$\vec{\mathbf{u}} \cdot \vec{\mathbf{v}} = \cos(\alpha - \beta)$$
$$= \cos \alpha \cos \beta + \sin \alpha \sin \beta$$

#### Cube

Find the angle between the diagonal of a cube and the diagonal of one of its faces.

(Work with your neighbors.)

#### Algebra:

$$\vec{u} = \hat{x} + \hat{y} + \hat{z}$$
  
 $\vec{v} = \hat{x} + \hat{z}$ 

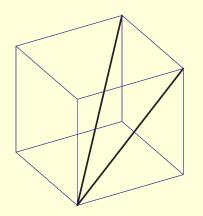
$$\implies \vec{\mathbf{u}} \cdot \vec{\mathbf{v}} = 2$$



$$\vec{\mathbf{u}} \cdot \vec{\mathbf{v}} = |\vec{\mathbf{u}}| |\vec{\mathbf{v}}| \cos \theta = \sqrt{3}\sqrt{2} \cos \theta$$

$$\therefore \cos \theta = \frac{2}{\sqrt{3}\sqrt{2}} = \frac{1}{\sqrt{6}}$$

Need both!



### Concept Image of Derivative

Tell me something you know about the derivative.

Explain your answer to your neighbor.

### Concept Image of 1-D Derivative

Ratio

Slope

Limit

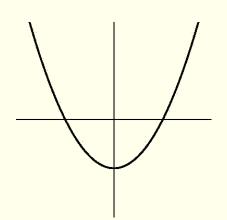
**Function** 

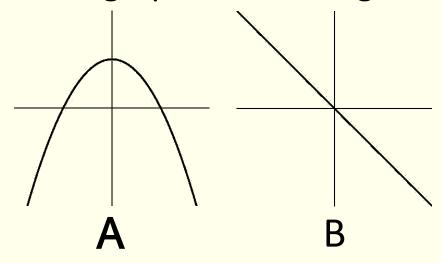
Rate of Change

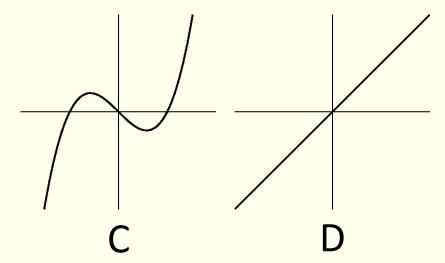
Velocity

**Difference Quotient** 

 Which of the graphs below could represent the derivative of the function which is graphed at the right?







#### Gradient

### Tell me something you know about the gradient.

Explain your answer to your neighbor.

- The gradient points in the steepest direction.
- The magnitude of the gradient tells you how steep.

• 
$$\vec{\nabla} f = \frac{\partial f}{\partial x} \hat{\mathbf{x}} + \frac{\partial f}{\partial y} \hat{\mathbf{y}} + \dots$$

#### **Gradient**

#### **Chain Rule:**

$$\frac{df}{dt} = \frac{\partial f}{\partial x} \frac{dx}{dt} + \frac{\partial f}{\partial y} \frac{dy}{dt} 
= \left(\frac{\partial f}{\partial x} \hat{\mathbf{x}} + \frac{\partial f}{\partial y} \hat{\mathbf{y}}\right) \cdot \left(\frac{dx}{dt} \hat{\mathbf{x}} + \frac{dy}{dt} \hat{\mathbf{y}}\right) 
= \vec{\nabla} f \cdot \vec{\mathbf{v}}$$

$$f = \mathrm{const} \Longrightarrow \frac{df}{dt} = 0 \implies \vec{\nabla} f \perp \vec{\mathbf{v}}$$

$$\frac{df}{ds} = \vec{\nabla} f \cdot \frac{\vec{\mathbf{v}}}{\vec{\mathbf{v}}}$$

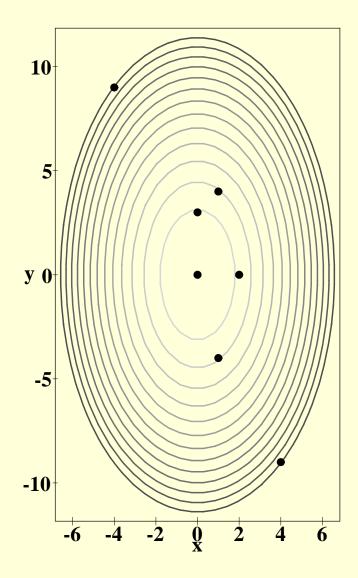
The gradient points in the steepest direction

#### The Hill

Suppose you are standing on a hill. You have a topographic map, which uses rectangular coordinates (x, y) measured in miles. Your global positioning system says your present location is at one of the points shown. Your guidebook tells you that the height h of the hill in feet above sea level is given by

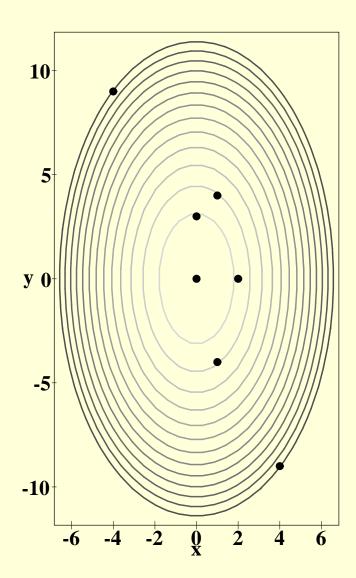
$$h = a - bx^2 - cy^2$$

where a=5000 ft,  $b=30\frac{\text{ft}}{\text{mi}^2}$ , and  $c=10\frac{\text{ft}}{\text{mi}^2}$ .



#### The Hill

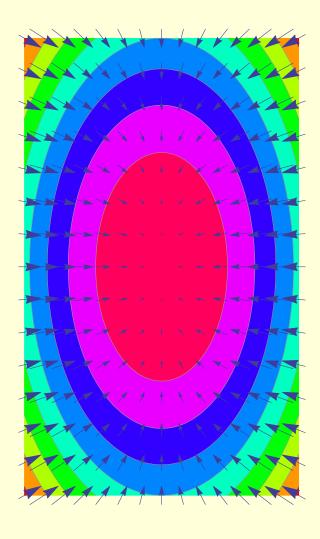
Stand up and close your eyes. Hold out your right arm in the direction of the gradient where you are standing.



### Gradient: Which Direction?



### Visualization



### **Introductory Mechanics:**

Vector-valued functions of time.

$$\vec{x}(t)$$

$$\vec{v}(t) = \frac{d}{dt}\vec{x}(t)$$

$$\vec{a}(t) = \frac{d^2}{dt^2}\vec{x}(t)$$

### Concept Image of Divergence

Tell me something you know about divergence.

Explain your answer to your neighbor.

### Divergence in Mathematics

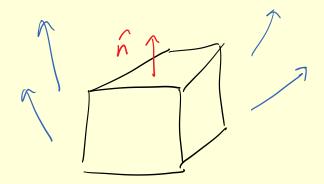
Definition in rectangular coordinates (Note algebra, not geometry!)

$$\vec{\nabla} \cdot \vec{F} = \frac{\partial F_x}{\partial x} + \frac{\partial F_y}{\partial y} + \frac{\partial F_z}{\partial z}$$

$$div F = \frac{\partial P}{\partial x} + \frac{\partial Q}{\partial y} + \frac{\partial R}{\partial z}$$

#### Divergence: Geometric Definition

$$\frac{\left(\left(\vec{\mathbf{F}}\cdot\hat{\mathbf{n}}\right)dx\,dy\right)dz}{dz}\bigg|_{\text{top}} + \frac{\left(\left(\vec{\mathbf{F}}\cdot\hat{\mathbf{n}}\right)dx\,dy\right)dz}{dz}\bigg|_{\text{bot}} = \frac{\partial F_z}{\partial z}d\tau$$



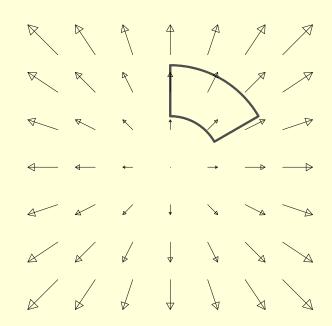
Flux per unit volume Schey, div, grad, curl and all that, Dover

#### Curvilinear Coordinates

#### Coordinate independence of definition

$$\vec{\mathbf{F}} = r\,\hat{\mathbf{r}}$$

$$\vec{\nabla} \cdot \vec{\mathbf{F}} = \frac{1}{r} \frac{\partial}{\partial r} (r\,F_r) + \frac{1}{r} \frac{\partial F_{\phi}}{\partial \phi} + \frac{\partial F_z}{\partial z}$$



### Divergence and Gauss

### Add a physics law.

$$\oint_{closed surface} \vec{E} \cdot \hat{n} \, dA = \frac{Q_{enclosed}}{\mathcal{E}_0}$$

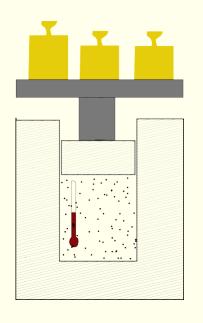
$$\Rightarrow \vec{\nabla} \cdot \vec{E} = \frac{\rho}{\mathcal{E}_0}$$

### Thermodynamics: State Variables

Name the experiment:

$$\left(\frac{\partial p}{\partial T}\right)_{S}$$

### Name the Experiment



$$\left(\frac{\partial p}{\partial T}\right)_{S}$$

$$\left(\frac{\partial p}{\partial T}\right)_{S}$$
 vs.  $\left(\frac{\partial p}{\partial T}\right)_{V}$ 

### **Learning Strategies**

Use geometry
Build rich concept images

Also:

Use available resources

Have confidence—especially important for women and underrepresented groups.

### Use Available Resources

Go to class! Ask questions.

**Tutoring** 

Form study groups

Find mentors

### Mentoring

#### Find a mentor:

- Find many mentors for the different aspects of yourself.
- Just because you ask for advice doesn't mean you need to take it.

#### Be a mentor:

- Listen carefully and echo back what the person is saying. Give open ended advice that leaves the person options.
- Assume the person doesn't know how to do what you suggest.
- "He imagined things for me that I could not imagine for myself."
- Consider the department climate for women.

### Have Confidence (even if you pretend)

Understand stereotype threat.

Use the Super Woman pose.

Change fixed mindset to growth mindset:

- Make new neurons
- Active learning

Beware the imposter/Curie syndrome.

Learn to brag in a culturally appropriate way.

Make use of resources available to you.

### Handling negativity

### Don't reject yourself:

 No one who has accepted you wants you to fail. (People get paid to reject you, make them earn their money.)

#### Don't believe the statistics:

 Women are less smart at math-> geometry -> 3d -> women can learn.

#### Don't automatically accept statements from others:

- "You don't need that job."
- Proving over and over again.
- "Are you the secretary or the genius?"
- "You can have THIS woman faculty member."

### ISRO's Female Scientists

After the success of the Mars Orbiter Mission on 24 September 2014. Women are 20% of the space agency's total workforce.



#### Geometry, geometry...



#### Tevian Dray & Corinne A. Manogue

http://math.oregonstate.edu/bridge

http://physics.oregonstate.edu/portfolioswiki