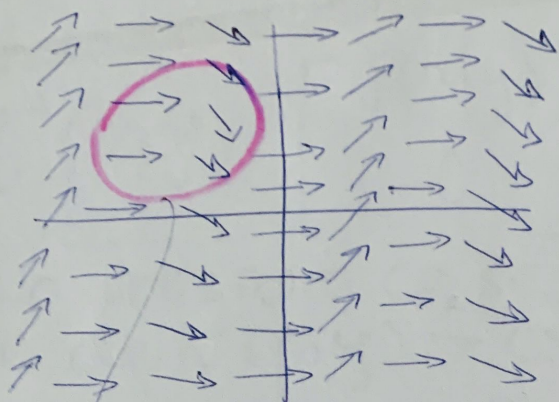
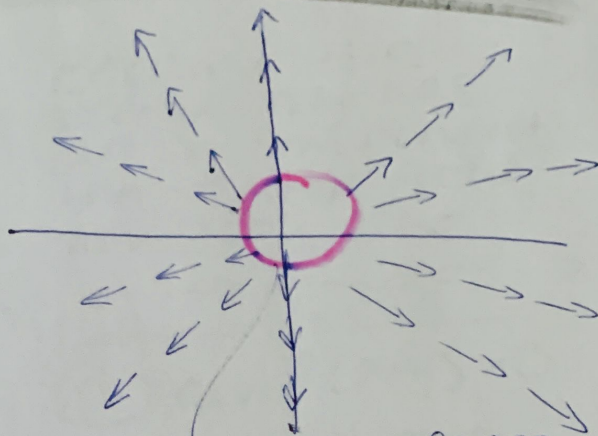


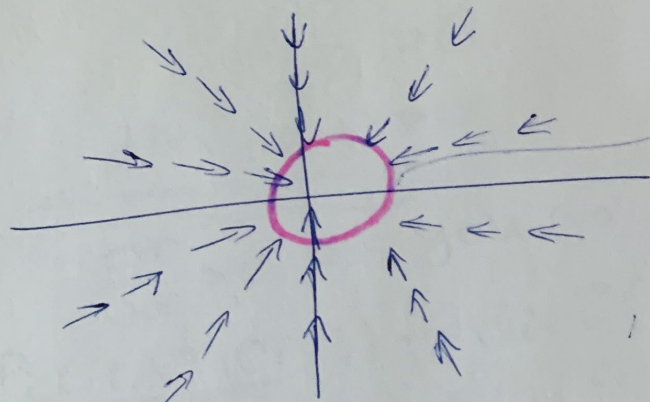
# DIVERGENCE



→ density remains constant  
 → molecules (same # go in as go out)  
 → divergence is 0

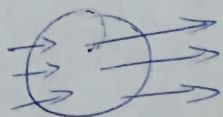
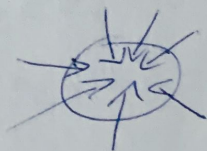


→ density decreases  
 → molecules diverge  
 → divergence is positive

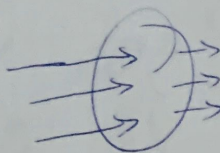
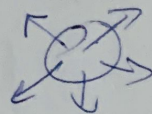


→ density increases  
 → molecules all converge at the origin  
 → divergence is negative

$$\text{div}(\vec{v}(x,y)) = 0$$



$$\text{div}(\vec{v}(x,y)) > 0$$



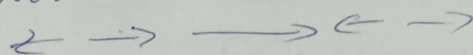
$$\text{div}(\vec{v}(x,y)) = 0$$



# DIVERGENCE

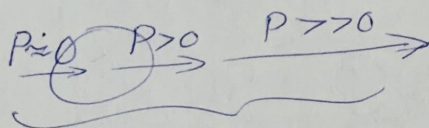
$$\vec{v}(x,y) = \begin{bmatrix} P(x,y) \\ 0 \end{bmatrix}$$

Because the vector only has an x-component, the vector field will look like:



Two possible cases for  $\text{div } \vec{v}(x,y) > 0$

(1)  $\text{div } \vec{v}(x,y) > 0$



$$\frac{\partial P}{\partial x} > 0$$

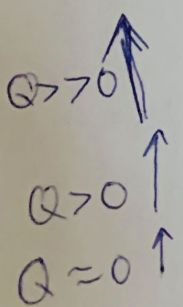
$$\text{div } \vec{v}(x,y) > 0$$

$\frac{\partial P}{\partial x} > 0$  as you go to the right

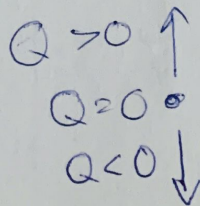
EXPECTATION: If  $\text{div } \vec{v}(x,y) > 0$  for  $\vec{v}(x,y) = \begin{bmatrix} P(x,y) \\ 0 \end{bmatrix}$  then  $\frac{\partial P}{\partial x} > 0$  & if  $\vec{v}(x,y) = \begin{bmatrix} 0 \\ Q(x,y) \end{bmatrix}$ ,  $\frac{\partial Q}{\partial y} > 0$

Two possible cases for  $\text{div } \vec{v}(x,y) > 0$

$$\text{for } \vec{v}(x,y) = \begin{bmatrix} 0 \\ Q(x,y) \end{bmatrix}$$



$$\frac{\partial Q}{\partial y} > 0$$



$$\frac{\partial Q}{\partial y} > 0$$

# DIVERGENCE

$$\text{div } \vec{v}(x,y) = \frac{\partial P}{\partial x} + \frac{\partial Q}{\partial y} \text{ for } \vec{v}(x,y) = \begin{bmatrix} P(x,y) \\ Q(x,y) \end{bmatrix}$$

$$\vec{v}(x,y) = \begin{bmatrix} xy \\ y^2 - x^2 \end{bmatrix}; \text{div } \vec{v}(x,y) = \left[ \frac{\partial}{\partial x} (xy) + \frac{\partial}{\partial y} (y^2 - x^2) \right]$$

$$\text{div } \vec{v}(x,y) = \frac{\partial P}{\partial x} + \frac{\partial Q}{\partial y} = \left[ y + 2y \right] = 3y$$

$$\vec{v}(x,y) = \begin{bmatrix} P(x,y) \\ Q(x,y) \end{bmatrix} \text{ can be interpreted as "fluid flow only affected by } y \text{ value"}$$

$$\nabla \cdot \vec{v} = \begin{bmatrix} \frac{\partial}{\partial x} \\ \frac{\partial}{\partial y} \end{bmatrix} \cdot \begin{bmatrix} P(x,y) \\ Q(x,y) \end{bmatrix} = \frac{\partial P}{\partial x} + \frac{\partial Q}{\partial y}$$

$$\vec{v}(x,y,z) = \begin{bmatrix} P(x,y,z) \\ Q(x,y,z) \\ R(x,y,z) \end{bmatrix}; \nabla \cdot \vec{v} = \begin{bmatrix} \partial/\partial x \\ \partial/\partial y \\ \partial/\partial z \end{bmatrix} \cdot \begin{bmatrix} P \\ Q \\ R \end{bmatrix} = \frac{\partial P}{\partial x} + \frac{\partial Q}{\partial y} + \frac{\partial R}{\partial z}$$