



University of Djilali Bounaama - Khemis Miliana
Faculty of Sciences and Technology
Department of Material Sciences

Course of Physics 1: Mechanics

Level :1st year ST

Academic year: 2023-2024

Directed by : Dr. M. EL BAA

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Semestre 1

Unité d'enseignement	Matières	Crédits	Coefficient	Volume horaire hebdomadaire			Volume Horaire Semestriel (15 semaines)	Travail Complémentaire en Consultation (15 semaines)	Mode d'évaluation	
	Intitulé			Cours	TD	TP			Contrôle Continu	Examen
UE Fondamentale Code : UEF 1.1 Crédits : 18 Coefficients : 9	Mathématiques 1	6	3	3h00	1h30		67h30	82h30	40%	60%
	Physique 1	6	3	3h00	1h30		67h30	82h30	40%	60%
	Structure de la matière	6	3	3h00	1h30		67h30	82h30	40%	60%
UE Méthodologique Code : UEM 1.1 Crédits : 9 Coefficients : 5	TP Physique 1	2	1			1h30	22h30	27h30	100%	
	TP Chimie 1	2	1			1h30	22h30	27h30	100%	
	Informatique 1	4	2	1h30		1h30	45h00	55h00	40%	60%
	Méthodologie de la rédaction	1	1	1h00			15h00	10h00		100%
UE Découverte Code : UED 1.1 Crédits : 1 Coefficients : 1	Les métiers en sciences et technologies 1	1	1	1h30			22h30	02h30		100%
UE Transversale Code : UET 1.1 Crédits : 2 Coefficients : 2	Langue étrangère 1 Français	1	1	1h30			22h30	02h30		100%
	Langue étrangère 2 anglais	1	1	1h30			22h30	02h30		100%
Total semestre 1		30	17	16h00	4h30	4h30	375h00	375h00		

Semestre 2

Unité d'enseignement	Matières	Crédits	Coefficient	Volume horaire hebdomadaire			Volume Horaire Semestriel (15 semaines)	Travail Complémentaire en Consultation (15 semaines)	Mode d'évaluation	
	Intitulé			Cours	TD	TP			Contrôle Continu	Examen
UE Fondamentale Code : UEF 1.2 Crédits : 18 Coefficients : 9	Mathématiques 2	6	3	3h00	1h30		67h30	82h30	40%	60%
	Physique 2	6	3	3h00	1h30		67h30	82h30	40%	60%
	Thermodynamique	6	3	3h00	1h30		67h30	82h30	40%	60%
UE Méthodologique Code : UEM 1.2 Crédits : 9 Coefficients : 5	TP Physique 2	2	1			1h30	22h30	27h30	100%	
	TP Chimie 2	2	1			1h30	22h30	27h30	100%	
	Informatique 2	4	2	1h30		1h30	45h00	55h00	40%	60%
	Méthodologie de la présentation	1	1	1h00			15h00	10h00		100%
UE Découverte Code : UED 1.2 Crédits : 1 Coefficients : 1	Les métiers en sciences et technologies 2	1	1	1h30			22h30	02h30		100%
UE Transversale Code : UET 1.2 Crédits : 2 Coefficients : 2	Langue étrangère 1 Français	1	1	1h30			22h30	02h30		100%
	Langue étrangère 2 anglais	1	1	1h30			22h30	02h30		100%
Total semestre 2		30	17	16h00	4h30	4h30	375h00	375h00		

PROGRAMME "Physique1 » Chapitre 0.

Rappels mathématiques :

- Les équations aux dimensions.
- Calcul vectoriel

Chapitre I. Cinématique :

- 1- Vecteur position dans les systèmes de coordonnées (cartésiennes, cylindrique...)- loi de mouvement
- Trajectoire.
- 2- Vitesse et accélération dans les systèmes de coordonnées.
- 3- Applications : Mouvement du point matériel dans les différents systèmes de coordonnées
- 4- Mouvement relatif.

Chapitre II. Dynamique :

- 1- Généralité : Masse - Force - Moment de force –Référentiel Absolu et Gallilien
- 2- Les lois de Newton
- 3- Principe de la conservation de la quantité de mouvement.
- 4- Equation différentielle du mouvement
- 5- Moment cinétique
- 6- Applications de la loi fondamentale pour des forces (constante, dépendant du temps, dépendant de la vitesse, force centrale, etc).

Chapitre III. Travail et énergie :

- 1- Travail d'une force
- 2- Energie Cinétique
- 3- Energie potentiel – Exemples d'énergie potentielle (pesanteur, gravitationnelle, élastique)
- 4- Forces conservatives et non conservatives - Théorème de l'énergie totale

Chapter 0: Mathematical reminders

1.1. Generalities on Physical quantities (المقادير الفيزيائية)

- A physical quantity [A] is a quantity which can be measured, with instruments or even by using our senses, and which reports a physical property.
- **For example**: length, mass, time, temperature, electric current, light intensity, volume.... etc
- Physical quantities [A] have **numerical magnitude “a”** and **unit {A}**

numerical magnitude \nearrow

$$a = \frac{[A]}{\{A\}}$$

\longrightarrow Physical quantity
 \longrightarrow Unit

Example: The Velocity $V = 10 \text{ m/s}$



➤ **There are two types of measurable quantities**

▪ **Scalar quantities:**

Length, mass, time, energy.....

▪ **Vector quantities:**

Velocity, Acceleration, Electric and magnetic field.....

International System of Units(Called « SI » System)

- This system is composed of the following fundamental units:

Unit	Physical quantity
Meter (m)	Length
Kilogram (Kg)	Mass
Second (S)	Time
Ampere (A)	Electric current intensity
Kelvin (K)	Temperature
Candela (Cd)	Luminous intensity
Mole	Quantity of matter

- The First Fourth units form the system **MKSA**

Derived quantities

- These quantities are expressed as a combination of fundamental quantities.
- The units of all quantities other than fundamental units is called **derived unit**.
- Derived units are obtained in terms of fundamental quantities.

Exemple :

Area : m^2

velocity : m.s^{-1} .

Force : Newton (N) = Kg.m.s^{-2} .

Energy : Joule (J) = $\text{Kg m}^2.\text{s}^{-2}$

1.2. Equation for dimensions (Dimensional Equations)

➤ Determine derived units based on fundamental units nombres réels

$$[A] = M^\alpha L^\beta T^\gamma I^\lambda \quad \alpha, \beta, \gamma, \lambda: \text{real number}$$

➤ This equation consists of the equation for dimensions of a quantity A, with:

M : Mass, L : Length, T : Time, I : Current intensity

Examples:

❖ Velocity : $[V] = L.T^{-1}(m/s)$

❖ Acceleration: $[a] = L.T^{-2}(m/s^2)$

❖ Force : $\vec{F} = m\vec{a} \Rightarrow [F] = ML.T^{-2}(kg.m.s^{-2} = \text{Newton})$

❖ Work : $w = \int \vec{F} \cdot d\vec{l} \Rightarrow [W] = [F][dl] = MLT^{-2}L = ML^2T^{-2}(Kg.m^2/s^2 = \text{Joule})$

Remark :

- The dimensional equation is used to check the homogeneity of the physical formulas.

Example :

The period of oscillation of a simple pendulum of length L is it given by:

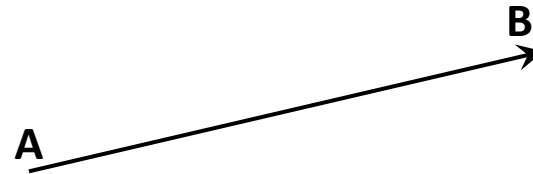
$$T = 2\pi\sqrt{\frac{g}{L}} \dots\dots\dots (I) \quad \text{Ou par} \quad T = 2\pi\sqrt{\frac{L}{g}} \dots\dots\dots (II)$$

- (I) $\Rightarrow T = 2\pi g^{1/2} L^{-1/2} \Rightarrow [T] = (LT^{-2})^{1/2} L^{-1/2} = T^{-1} \Rightarrow [T] = T^{-1}$ *False*
- (II) $\Rightarrow T = 2\pi L^{1/2} g^{-1/2} \Rightarrow [T] = L^{1/2} (LT^{-2})^{-1/2} = T \Rightarrow [T] = T$ *right*

II. Reminder on vectors

- Mathematical entity defined by multiple numeric values.
- These values describe the magnitude and orientation of the vector.

➤ A vector \overrightarrow{AB} is characterized by:

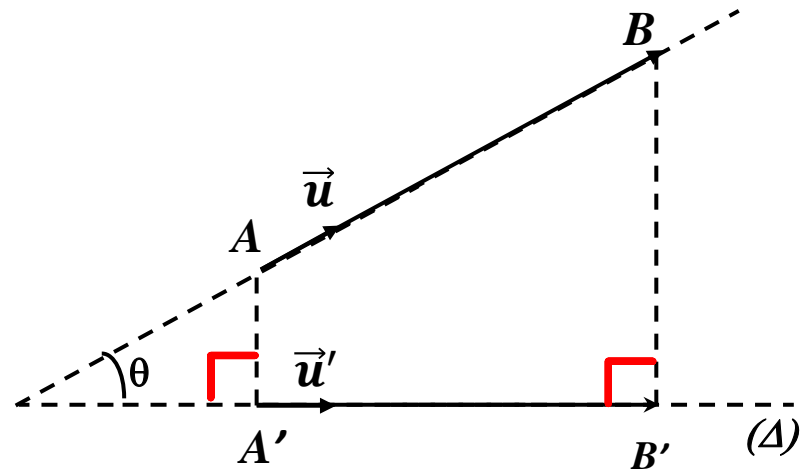


- Its origin or point of application.
 - Its direction, which is the direction of movement of a mobile having from point A to point B.
 - Its magnitude which presents the length AB. It is noted $\|\overrightarrow{AB}\|$
- **Unit vector** or **orth** is a vector whose length is equal to one.

II.1- Projecting a vector onto an axis:

$$\overrightarrow{AB} = \|\overrightarrow{AB}\| \vec{u}$$

\vec{u} represent unit vector, with $\|\vec{u}\| = 1$



A' and B' are perpendicular projections of A and B on the axis (Δ)

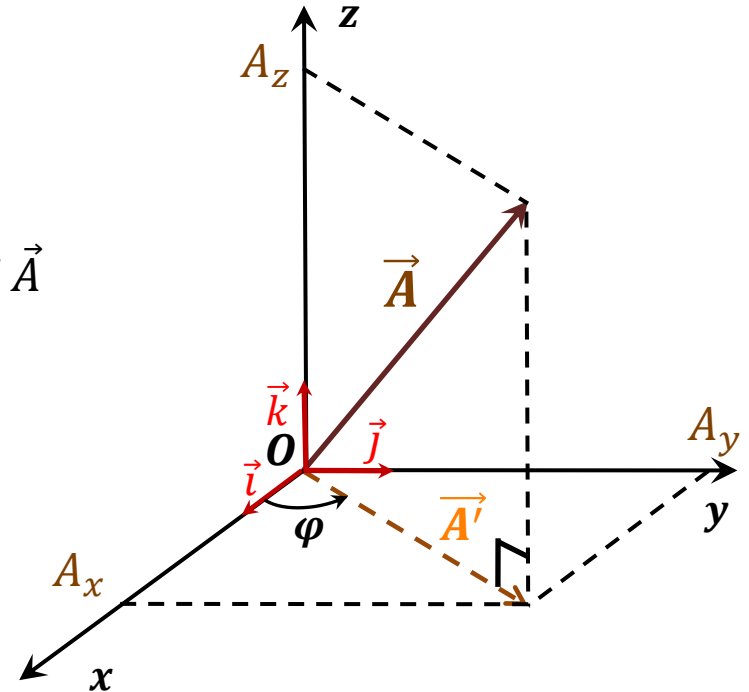
$$\overrightarrow{A'B'} = \|\overrightarrow{A'B'}\| \vec{u}'$$

$$\|\overrightarrow{A'B'}\| = \|\overrightarrow{AB}\| \cos \theta$$

II.2- The components of a vector:

$$\vec{A} = A_x \vec{i} + A_y \vec{j} + A_z \vec{k} \quad \text{Or} \quad \vec{A} \begin{pmatrix} A_x \\ A_y \\ A_z \end{pmatrix}$$

Tel that $\|\vec{A}\| = \sqrt{A_x^2 + A_y^2 + A_z^2}$ is the magnitude of \vec{A}



- If a vector \overrightarrow{AB} set by the coordinates of the points $A(A_x; A_y; A_z)$ and $A(B_x; B_y; B_z)$ can be found using the following formula:

$$\overrightarrow{AB} = (B_x - A_x) \vec{i} + (B_y - A_y) \vec{j} + (B_z - A_z) \vec{k}$$

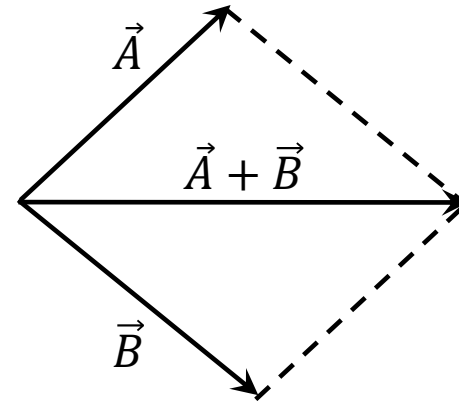
Vector operations:

I. Addition

$$\vec{A} \begin{pmatrix} A_x \\ A_y \\ A_z \end{pmatrix} \text{ et } \vec{B} \begin{pmatrix} B_x \\ B_y \\ B_z \end{pmatrix}$$

Analytically : $(\vec{A} \pm \vec{B}) \begin{pmatrix} A_x \pm B_x \\ A_y \pm B_y \\ A_z \pm B_z \end{pmatrix}$

Geometrically



Properties :

➤ $\sum_{i=1}^n \vec{A}_i = \sum_{i=1}^n A_{x_i} \vec{i} + \sum_{i=1}^n A_{y_i} \vec{j} + \sum_{i=1}^n A_{z_i} \vec{k}$

➤ $(\vec{A} + \vec{B}) = (\vec{B} + \vec{A})$

➤ $(\vec{A} + \vec{B}) + \vec{C} = \vec{A} + (\vec{B} + \vec{C})$

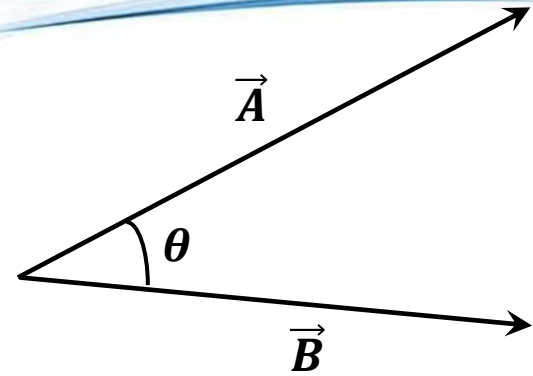
➤ $\|\vec{A} + \vec{B}\| \neq \|\vec{A}\| + \|\vec{B}\|$

➤ $\vec{A} \begin{pmatrix} A_x \\ A_y \\ A_z \end{pmatrix} \Rightarrow -\vec{A} \begin{pmatrix} -A_x \\ -A_y \\ -A_z \end{pmatrix}$

II. multiplication of two vectors:

II.1 Scalar multiplication:

$$\vec{A} \cdot \vec{B} = \|\vec{A}\| \|\vec{B}\| \cos(\widehat{\vec{A}, \vec{B}})$$



□ In Cartesian coordinates:

$$\vec{A} \cdot \vec{B} = A_x B_x + A_y B_y + A_z B_z$$

□ The angle θ between \vec{A} and \vec{B} is given by:

$$\cos \theta = \frac{A_x B_x + A_y B_y + A_z B_z}{\sqrt{A_x^2 + A_y^2 + A_z^2} \cdot \sqrt{B_x^2 + B_y^2 + B_z^2}}$$

Properties :

$$\triangleright \vec{A} \cdot \vec{B} = \vec{B} \cdot \vec{A}$$

$$\triangleright \vec{A} \cdot (\vec{B} + \vec{C}) = \vec{A} \cdot \vec{B} + \vec{A} \cdot \vec{C}$$

$$\triangleright \vec{A} \cdot (\vec{B} \cdot \vec{C}) = (\vec{A} \cdot \vec{B}) \cdot \vec{C}$$

$$\triangleright \vec{A} \cdot \vec{A} = \|\vec{A}\|^2$$

$$\triangleright (\lambda \vec{A}) \cdot \vec{B} = \lambda(\vec{A} \cdot \vec{B}) = \vec{A} \cdot (\lambda \vec{B})$$

$$\triangleright \vec{A} \perp \vec{B} \Rightarrow \vec{A} \cdot \vec{B} = 0 (\vec{A} \text{ and } \vec{B} \text{ are orthogonal})$$

II.2. Vector multiplication :

The vector multiplication of vectors \vec{A} and \vec{B} , denoted $\vec{A} \wedge \vec{B}$, is a vector \vec{C} with:

➤ \vec{C} is perpendicular to the plane formed by the vectors \vec{A} and \vec{B}

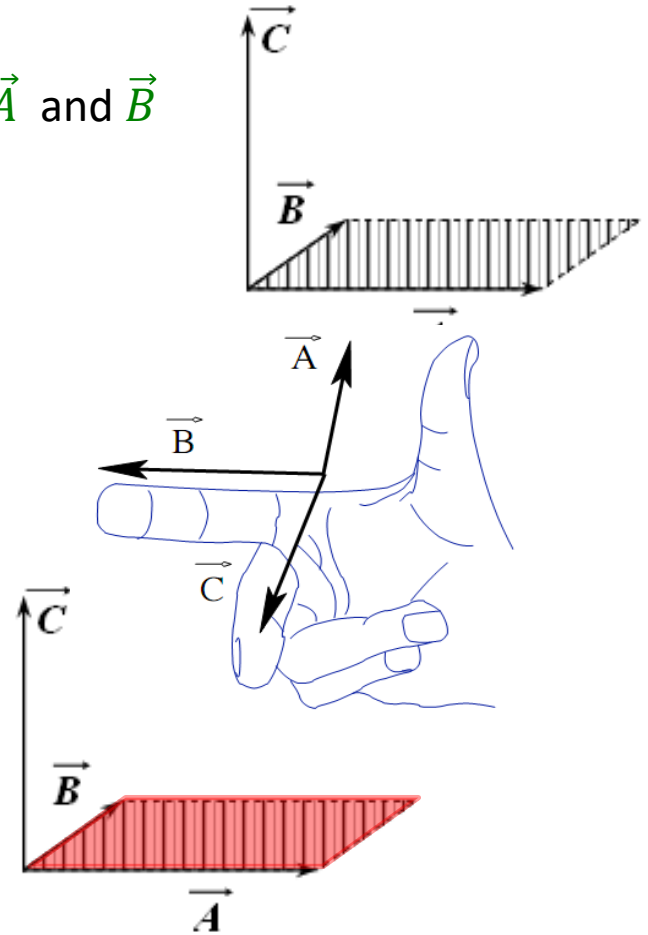
➤ The direction is given by using the right-hand rule.

⇒ $(\vec{A}, \vec{B}, \vec{C})$ make a direct trihedron (ثلاثية مباشرة).

➤ the magnitude of \vec{C} corresponds to the area of the parallelogram constructed on \vec{A} and \vec{B}

Analytically :

$$\|\vec{C}\| = \|\vec{A} \wedge \vec{B}\| = \|\vec{A}\| \cdot \|\vec{B}\| \cdot |\sin(\widehat{A, B})|$$



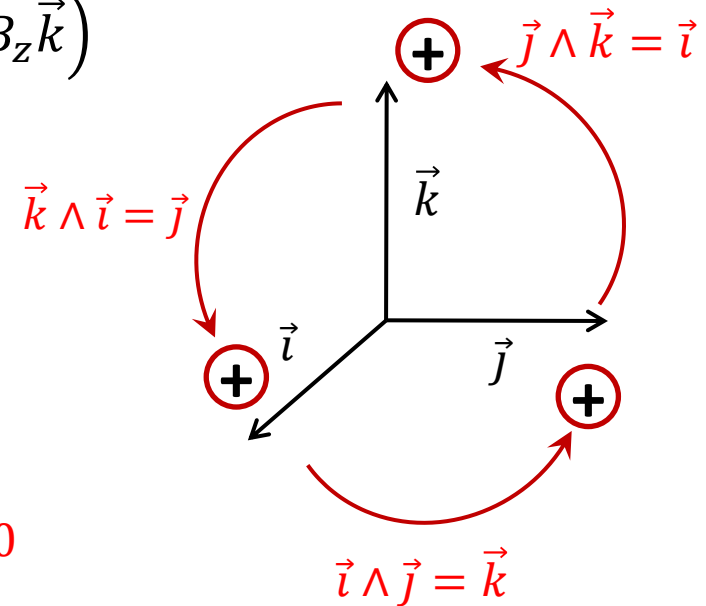
□ Cartesian coordinates of \vec{C} :

$$\vec{A} \begin{pmatrix} A_x \\ A_y \\ A_z \end{pmatrix} \text{ et } \vec{B} \begin{pmatrix} B_x \\ B_y \\ B_z \end{pmatrix}$$

$$\vec{C} = \vec{A} \wedge \vec{B} = (A_x \vec{i} + A_y \vec{j} + A_z \vec{k}) \wedge (B_x \vec{i} + B_y \vec{j} + B_z \vec{k})$$

$$\begin{aligned} &= A_x B_x \vec{i} \wedge \vec{i} + A_x B_y \vec{i} \wedge \vec{j} + A_x B_z \vec{i} \wedge \vec{k} \\ &+ A_y B_x \vec{j} \wedge \vec{i} + A_y B_y \vec{j} \wedge \vec{j} + A_y B_z \vec{j} \wedge \vec{k} \\ &+ A_z B_x \vec{k} \wedge \vec{i} + A_z B_y \vec{k} \wedge \vec{j} + A_z B_z \vec{k} \wedge \vec{k} \end{aligned}$$

➤ $\vec{i} \wedge \vec{i} = \|\vec{i}\| \|\vec{i}\| \sin(\vec{i}, \vec{i}) = \vec{0}$ Also $\vec{j} \wedge \vec{j} = \vec{k} \wedge \vec{k} = \vec{0}$



$$\Rightarrow \vec{A} \wedge \vec{B} = (A_y B_z - A_z B_y) \vec{i} - (A_x B_z - A_z B_x) \vec{j} + (A_x B_y - A_y B_x) \vec{k}$$

❖ Determinant method:

$$\vec{A} \wedge \vec{B} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix} = +\vec{i}(A_y B_z - A_z B_y) - \vec{j}(A_x B_z - A_z B_x) + \vec{k}(A_x B_y - A_y B_x)$$

$$\Rightarrow \vec{A} \wedge \vec{B} = (A_y B_z - A_z B_y)\vec{i} - (A_x B_z - A_z B_x)\vec{j} + (A_x B_y - A_y B_x)\vec{k}$$

□ Properties:

$$1. \vec{A} \wedge \vec{B} = -(\vec{B} \wedge \vec{A})$$

$$2. \vec{A} // \vec{B} \Rightarrow \vec{A} \wedge \vec{B} = \vec{0}$$

II.3. Mixed product:

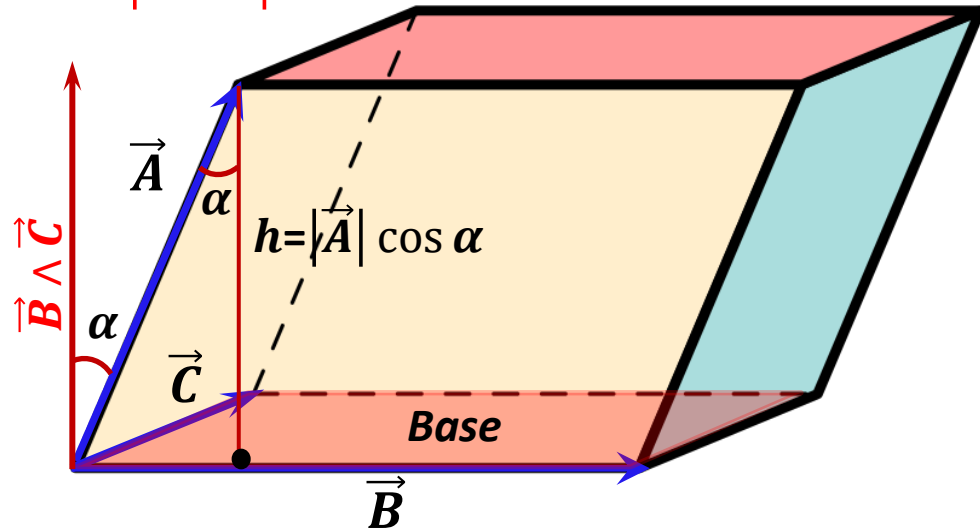
Mixed product is a triple vector product that combines the concept of *scalar* and *vectorial* products to yield a scalar value: $m = \vec{A} \cdot (\vec{B} \wedge \vec{C})$

Geometric interpretation:

- ❑ The absolute value m of the mixed product is the volume of the parallelepiped formed by the vectors \vec{A}, \vec{B} and \vec{C} .
 - ❑ The vector $\vec{B} \wedge \vec{C}$ is perpendicular of the base of The parallelepiped and its magnitude equal the area of the base: $b = |\vec{B} \wedge \vec{C}|$
 - ❑ The altitude of the parallelepiped h is given by: $h = |\vec{A}| \cos \alpha$
- Therefore, the volume is given by :

$$V = \text{Base}(b) \times h$$

$$\vec{A} \cdot (\vec{B} \wedge \vec{C}) = \underbrace{|\vec{B} \wedge \vec{C}|}_b \cdot \underbrace{|\vec{A}| \cos \alpha}_h$$



Mixed product properties :

$$\square \vec{A} \cdot (\vec{B} \wedge \vec{C}) = \vec{B} \cdot (\vec{C} \wedge \vec{A}) = \vec{C} \cdot (\vec{A} \wedge \vec{B}) = (\vec{B} \wedge \vec{C}) \cdot \vec{A} = (\vec{C} \wedge \vec{A}) \cdot \vec{B} = (\vec{A} \wedge \vec{B}) \cdot \vec{C}$$

$$\square \vec{A} \cdot (\vec{B} \wedge \vec{C}) = -\vec{A} \cdot (\vec{C} \wedge \vec{B}) = -\vec{B} \cdot (\vec{A} \wedge \vec{C}) = -\vec{C} \cdot (\vec{B} \wedge \vec{A})$$

\square If any two of vectors \vec{A} , \vec{B} and \vec{C} are parallel, or if \vec{A} , \vec{B} and \vec{C} are **Coplanar**, then:

$$\vec{A} \cdot (\vec{B} \wedge \vec{C}) = \mathbf{0}$$

\square Analytically, if: $\vec{A} \begin{Bmatrix} a_x \\ a_y \\ a_z \end{Bmatrix}$, $\vec{B} \begin{Bmatrix} b_x \\ b_y \\ b_z \end{Bmatrix}$ and $\vec{C} \begin{Bmatrix} c_x \\ c_y \\ c_z \end{Bmatrix}$:

$$\vec{A} \cdot (\vec{B} \wedge \vec{C}) = \begin{vmatrix} a_x & a_y & a_z \\ b_x & b_y & b_z \\ c_x & c_y & c_z \end{vmatrix}$$

$$= a_x(b_y c_z - b_z c_y) - a_y(b_x c_z - b_z c_x) + a_z(b_x c_y - b_y c_x)$$

II.4. Vector triple product

$$\vec{A} \wedge (\vec{B} \wedge \vec{C}) = (\vec{A} \cdot \vec{C})\vec{B} - (\vec{A} \cdot \vec{B})\vec{C} = \vec{B}(\vec{A} \cdot \vec{C}) - \vec{C}(\vec{A} \cdot \vec{B})$$

Properties:

❑ Non-Associativity: $\vec{A} \wedge (\vec{B} \wedge \vec{C}) \neq (\vec{A} \wedge \vec{B}) \wedge \vec{C}$

➤ $\vec{A} \wedge (\vec{B} \wedge \vec{C}) = (\vec{A} \cdot \vec{C})\vec{B} - (\vec{A} \cdot \vec{B})\vec{C}$

➤ $(\vec{A} \wedge \vec{B}) \wedge \vec{C} = (\vec{A} \cdot \vec{C})\vec{B} - (\vec{B} \cdot \vec{C})\vec{A}$

❑ The vector $\vec{A} \wedge (\vec{B} \wedge \vec{C})$ is in the plane defined by \vec{B} and \vec{C}

❑ The vector $(\vec{A} \wedge \vec{B}) \wedge \vec{C}$ is in the plane defined by \vec{A} and \vec{B}

II.5. Differential Operators :

□ Operator Nabla : $\vec{\nabla} = \frac{\partial}{\partial x} \vec{i} + \frac{\partial}{\partial y} \vec{j} + \frac{\partial}{\partial z} \vec{k}$

Ou

$$\vec{\nabla} = \begin{pmatrix} \frac{\partial}{\partial x} \\ \frac{\partial}{\partial y} \\ \frac{\partial}{\partial z} \end{pmatrix}$$

□ Gradient operator :

The gradient operator is a differential operator that applies to a scalar function dependent on space and time and transforms it into a vector dependent on space and time. It is read “gradient f” or “nabla f” and is noted :

$$\overrightarrow{\text{grad}f} \text{ or } \vec{\nabla}f$$

In the Cartesian coordinate system the gradient is expressed as follows:

$$\vec{\nabla}f(x, y, z, t) = \frac{\partial f(x, y, z, t)}{\partial x} \vec{i} + \frac{\partial f(x, y, z, t)}{\partial y} \vec{j} + \frac{\partial f(x, y, z, t)}{\partial z} \vec{k}$$

Properties:

$$\square \vec{\nabla}(\alpha f + \beta g) = \alpha \vec{\nabla}f + \beta \vec{\nabla}g \text{ (with } (\alpha, \beta) \in \mathbb{R}^2 \text{)}$$

$$\square \vec{\nabla}(f \cdot g) = f \vec{\nabla}g + g \vec{\nabla}f$$

Example:



$$f(x, y, z) = 3x^2y + z$$

- Calculate $\overrightarrow{\text{grad}}f(x, y, z)$ in point M(1, 2, -2)

Sol:

$$\overrightarrow{\text{grad}}f(x, y, z) = \left. \frac{\partial f}{\partial x} \right|_{(y, z)=Cts} \vec{i} + \left. \frac{\partial f}{\partial y} \right|_{(x, z)=Cts} \vec{j} + \left. \frac{\partial f}{\partial z} \right|_{(x, y)=Cts} \vec{k}$$

$$\Rightarrow \overrightarrow{\text{grad}}f(x, y, z) = \vec{\nabla}f(x, y, z) = 6xy \vec{i} + 3x^2 \vec{j} + \vec{k}$$

$$\Rightarrow \overrightarrow{\text{grad}}f(1, 2, -2) = \vec{\nabla}f(1, 2, -2) = \mathbf{2\vec{i} + 3\vec{j} + \vec{k}}$$

□ Divergence operator:

The divergence operator is a differential operator that applies to a vector field and returns a scalar field. It reads divergence and is noted:

$$\text{div}\vec{A} \text{ or } \vec{\nabla} \cdot \vec{A}$$

In the Cartesian coordinate system the Divergence of \vec{A} is expressed as follows:

$$\text{div}\vec{A} = \vec{\nabla} \cdot \vec{A} = \frac{\partial A_x}{\partial x} + \frac{\partial A_y}{\partial y} + \frac{\partial A_z}{\partial z}$$

Properties:

$$\square \text{div}(\vec{A} + \vec{B}) = \text{div}\vec{A} + \text{div}\vec{B}$$

$$\square \text{div}(\alpha\vec{A}) = \alpha \text{div}\vec{A}$$

$$\square \text{div}(f\vec{A}) = f \text{div}\vec{A} + \overrightarrow{\text{grad}}f \cdot \vec{A} \text{ (with } f \text{ is scalar function)}$$

Demonstration : Home work (واجب منزلي)

□ Rotational operator:

The rotational operator is a differential operator that transforms a vector field into another vector field. It reads rotational of \vec{A} and is noted: $\overrightarrow{rot}\vec{A}$ Or $\vec{\nabla} \wedge \vec{A}$

➤ In the Cartesian coordinate system the Rotational of \vec{A} is expressed as follows:

$$\vec{\nabla} \wedge \vec{A} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ A_x & A_y & A_z \end{vmatrix} = \left(\frac{\partial A_z}{\partial y} - \frac{\partial A_y}{\partial z} \right) \vec{i} + \left(\frac{\partial A_x}{\partial z} - \frac{\partial A_z}{\partial x} \right) \vec{j} + \left(\frac{\partial A_y}{\partial x} - \frac{\partial A_x}{\partial y} \right) \vec{k}$$

➤ Properties:

$$\square \operatorname{div}(\overrightarrow{rot}\vec{A}) = \vec{\nabla} \cdot (\vec{\nabla} \wedge \vec{A}) = 0$$

$$\square \overrightarrow{rot}(\alpha\vec{A} + \beta\vec{B}) = \alpha\overrightarrow{rot}\vec{A} + \beta\overrightarrow{rot}\vec{B}$$

$$\square \overrightarrow{rot}\overrightarrow{grad}f = \vec{\nabla} \wedge \vec{\nabla}f = 0$$

$$\square \overrightarrow{rot}(f\vec{A}) = \vec{\nabla} \wedge (f\vec{A}) = \vec{\nabla}f \wedge \vec{A} + f\vec{\nabla} \wedge \vec{A}$$

Demonstration : Home work (واجب منزلي)

□ Laplacian operator

Pierre-Simon Laplace
(1749 - 1827)



1. The Scalar Laplacian

The scalar Laplacian operator is a differential operator of order two that transforms a scalar function into another scalar function. The scalar Laplacian is obtained by taking the divergence of the gradient and denoted:

$$\Delta f = \operatorname{div}(\overrightarrow{\operatorname{grad} f}) = \nabla^2 f$$

➤ In the Cartesian coordinate: $\Delta f = \frac{\partial^2 f}{\partial x^2} + \frac{\partial^2 f}{\partial y^2} + \frac{\partial^2 f}{\partial z^2}$

➤ Properties :

$$\square \Delta(\alpha f + \beta g) = \alpha \Delta f + \beta \Delta g$$

$$\square \Delta(fg) = (\Delta f)g + 2(\nabla f) \cdot (\nabla g) + f(\Delta g)$$

2. The Vector Laplacian:

Laplacian also applies to a vector field. In this case it returns another vector field

and denotes: $\Delta \vec{A}$

By definition, the vector Laplacian is obtained using the identity (Vector triple product):

$$\overrightarrow{\text{rot}} \overrightarrow{\text{rot}} \vec{A} = \vec{\nabla} \wedge (\vec{\nabla} \wedge \vec{A}) = \vec{\nabla} (\vec{\nabla} \cdot \vec{A}) - \nabla^2 \vec{A} = \overrightarrow{\text{grad}}(\text{div} \vec{A}) - \Delta \vec{A}$$

□ Properties :

$$I. \quad \overrightarrow{\text{rot}} (\overrightarrow{\text{grad}} f) = \vec{0}$$

$$II. \quad \text{div}(\text{rot} \vec{A}) = 0$$

