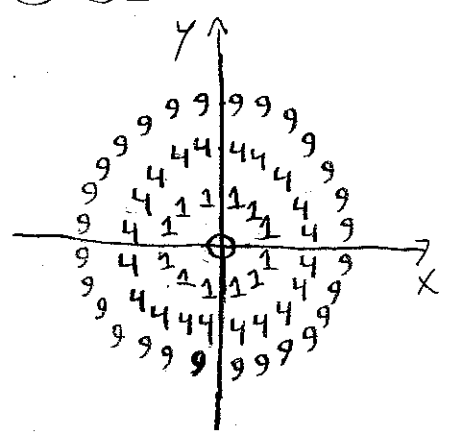


# Scalar fields, vector fields, and differential one-forms (covector fields). [Andrew Critch, Math 53]

A scalar field on  $\mathbb{R}^3$  is just a function  $f: \mathbb{R}^3 \rightarrow \mathbb{R}^1$  (usually differentiable), i.e.  $f$  has point inputs and

scalar outputs. Example on  $\mathbb{R}^2$ :  $f(x,y) = \boxed{x^2 + y^2}$



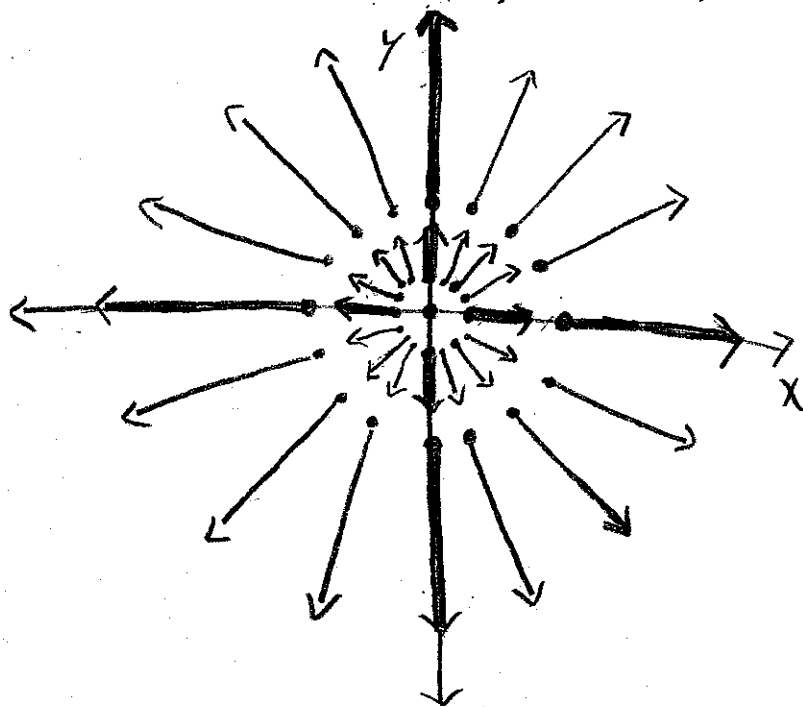
You can think visually about a scalar field by imagining each scalar output sitting at its input (so you don't have to think of graphs in  $\mathbb{R}^4$ !)

A vector field on  $\mathbb{R}^3$  is just a function  $F: \mathbb{R}^3 \rightarrow \mathbb{R}^3$ , (usually differentiable), i.e.  $F$  has point inputs and vector outputs.

The  $\hat{i}$ ,  $\hat{j}$ ,  $\hat{k}$  components of these vector outputs will be scalars (functions) that depend on the point inputs, so we can write any vector field on  $\mathbb{R}^3$  in the form  $F(\underline{x}) = \langle P(\underline{x}), Q(\underline{x}), R(\underline{x}) \rangle$ , or simply

$$F = \langle P, Q, R \rangle = P\hat{i} + Q\hat{j} + R\hat{k}$$

Example: The gradient  $\nabla f$  of any scalar field  $f$  is a vector field! After all,  $\nabla f(\underline{x}_0)$  is a vector for each point input  $\underline{x}_0$ . You can visualize a vector field by thinking of each vector output as sitting at its point input. E.g. on  $\mathbb{R}^2$ , say  $F(x,y) = \langle 2x, 2y \rangle = 2x\hat{i} + 2y\hat{j} = \nabla(x^2 + y^2)$ :



Most arbitrary vector fields do not arise as gradients of scalar fields; e.g.  $F = y\mathbf{i} - x\mathbf{j}$ .

if we had  $\nabla\phi = F$ , i.e.  $f_x = \boxed{y}$  and  $f_y = \boxed{-x}$ ,  
then  $f_{xy} = \boxed{1} \neq \boxed{-1} = f_{yx}$ , contradicting

Clairaut's Theorem. Thus  $\langle y, -x \rangle$  is not the gradient of any scalar field (more on gradients later).

A covector field or (differential) one-form is just the "dot" or "dual" of a vector field,

$$F \cdot = \langle P, Q, R \rangle \cdot = (P\mathbf{i} + Q\mathbf{j} + R\mathbf{k}) \cdot = Pdx + Qdy + Rdz.$$

It is very important to understand that, although the covectors  $dx, dy, dz$  take vectors as inputs, the

scalar functions  $P, Q, R$  take points as inputs.

For example, consider the one-form (covector field)

$$F \bullet = \langle x^2, xy, yz \rangle \bullet = x^2 dx + xy dy + yz dz.$$

$$\text{Then } (x^2 dx + xy dy + yz dz)^{\text{of}} \begin{pmatrix} 2 \\ 3 \\ 4 \end{pmatrix} = \boxed{4dx + 6dy + 12dz},$$

$$\text{whereas } (x^2 dx + xy dy + yz dz)^{\text{of}} \begin{pmatrix} 4 \\ 5 \\ 6 \end{pmatrix} = \boxed{4x^2 + 5xy + 6yz}.$$

It's like the coordinate functions  $x, y, z$  extract the components

of **points**, whereas the covectors  $dx, dy, dz$

extract the components of **vectors**. More examples:

$$\text{If } F \bullet = \langle y, -x \rangle \bullet, \text{ then } (F \bullet)^{\text{of}} \begin{pmatrix} 3 \\ 4 \end{pmatrix} = \boxed{\langle 4, -3 \rangle}, \text{ and}$$

$$(F \bullet)^{\text{of}} \begin{pmatrix} 5 \\ 6 \end{pmatrix} = \boxed{5y - 6x}. \text{ Evaluate } \sin(x) dx - \cos(y) dy$$

$$\text{at the point } \begin{pmatrix} \pi \\ \pi \end{pmatrix}: \boxed{dy}$$

$$\text{on the vector } \begin{pmatrix} \pi \\ \pi \end{pmatrix}: \boxed{\pi \sin(x) - \pi \cos(y)}$$

It is not usually important in vector calculus exercises to actually evaluate one-forms at particular points/vectors, but it helps a great deal with understanding them conceptually.