

Math 223 - Section 010
Vector Fields Lab

In this lab, you will use the applet at <http://www.falstad.com/vector3d/> to develop some intuition about vector fields in space. Some general comments about the applet:

- The “Particles (Vel.)” and “Streamlines” display modes (in the second drop-down menu from the top) are typically the most useful.
 - In the “Field Vectors” display mode, the magnitude of each vectors is indicated by its color, rather than by the length of the arrow.
 - Many of the predefined fields in the ”Field selection” menu have been scaled by constant factors. You can scale the vector fields you enter either by multiplying by a scalar in each formula or by adjusting the “Field Strength” slider.
 - Click the “Reset” button to start more particles flying around the field.
 - To enter a field, choose “user-defined field” from the “Field selection” drop-down menu. Three boxes will appear underneath the menus. The first box represents the \vec{i} component of the field, the second box represents the \vec{j} component, and the third box represents the \vec{k} component.
 - If your vector field is not defined at some points—e.g., on the xy -plane—the applet may show you something strange at those points.
1. Find formulas for the following vector fields from the first drop-down menu under “Field selection.”
 - a. One direction
 - b. Linear radial
 - c. Constant radial
 - d. Linear to xy -plane
 - e. Constant to xy plane

- f. Linear rotational
 - g. Constant rotational
 - h. Helical
2. Give a formula for a vector field that causes a particle at any point in space to rise straight up (in the direction of the vector \vec{k}) at increasing speed.
 3. Give a formula for a vector field that causes a particle at any point in space to move in the direction of the vector $\vec{i} + \vec{j} + \vec{k}$ at increasing speed.
 4. Find a vector field that causes particles to spiral up toward the xy -plane from below and spiral down toward the xy -plane from above. Design your field so that particles spiral in the same direction above and below the xy -plane.
 5. Find a vector field that causes particles to spiral upward in such a way that
 - a. particles below the xy -plane spiral counterclockwise, and particles above the xy -plane spiral clockwise (when viewed from above).
 - b. any particle that starts below the xy -plane never ranges above the xy -plane.
 6. (Bonus) Give a formula for a vector field that causes particles to revolve about the line $z = y, x = 0$.