Lecture 14: Integrals along a Path

Reading:
Kreyszig Sections: 10.1, 10.2, 10.3

Integrals along a Curve

Consider the type of integral that everyone learns initially:

$$E(b) - E(a) = \int_a^b f(x)dx \tag{14-1}$$

The equation implies that f is integrable and

$$dE = f dx = \frac{dE}{dx} dx \tag{14-2}$$

so that the integral can be written in the following way:

$$E(b) - E(a) = \int_a^b dE \tag{14-3}$$

where a and b represent "points" on some *line* where E is to be evaluated.

Of course, there is no reason to restrict integration to a straight line—the generalization is the integration along a curve (or a path) $\vec{x}(t) = (x_1(t), x_2(t), \ldots, x_n(t))$.

$$E(b) - E(a) = \int_{\vec{x}(a)}^{\vec{x}(b)} \vec{f}(\vec{x}) \cdot d\vec{x} = \int_a^b g(x(\vec{t}))dt = \int_a^b \nabla E \cdot \frac{d\vec{x}}{dt} dt = \int_a^b dE \tag{14-4}$$

This last set of equations assumes that the gradient exists–i.e., there is some function E that has the gradient $\nabla E = \vec{f}$.

Path-Independence and Path-Integration

If the function being integrated along a simply-connected path (Eq. 14-4) is a gradient of some scalar potential, then the path between two integration points does not need to be specified: the integral is independent of path. It also follows that for closed paths, the integral of the gradient of a scalar potential is zero.[6] A simply-connected path is one that does not self-intersect or can be shrunk to a point without leaving its domain.

There are familiar examples from classical thermodynamics of simple one-component fluids that satisfy this property:

$$\oint dU = \oint \nabla_{\vec{\mathcal{S}}} U \cdot d\vec{\mathcal{S}} = 0 \qquad \oint dS = \oint \nabla_{\vec{\mathcal{S}}} S \cdot d\vec{\mathcal{S}} = 0 \qquad \oint dG = \oint \nabla_{\vec{\mathcal{S}}} G \cdot d\vec{\mathcal{S}} = 0 \tag{14-5}$$

$$\oint dP = \oint \nabla_{\vec{\mathcal{S}}} P \cdot d\vec{\mathcal{S}} = 0 \qquad \oint dT = \oint \nabla_{\vec{\mathcal{S}}} T \cdot d\vec{\mathcal{S}} = 0 \qquad \oint dV = \oint \nabla_{\vec{\mathcal{S}}} V \cdot d\vec{\mathcal{S}} = 0 \tag{14-6}$$

Where $\vec{\mathcal{S}}$ is any other set of variables that sufficiently describe the equilibrium state of the system (i.e, $U(S,V)$, $U(S,P)$, $U(T,V)$, $U(T,P)$ for U describing a simple one-component fluid).

The relation curl grad $f = \nabla \times \nabla f = 0$ provides method for testing whether some *general* $\vec{F}(\vec{x})$ is independent of path. If

$$\vec{0} = \nabla \times \vec{F} \tag{14-7}$$

or equivalently,

$$0 = \frac{\partial F_j}{\partial x_i} - \frac{\partial F_i}{\partial x_j} \tag{14-8}$$

for all variable pairs x_i, x_j, then $\vec{F}(\vec{x})$ is independent of path. These are the Maxwell relations of classical thermodynamics.

[6] In fact, there are some extra requirements on the domain (i.e., the space of all paths that are supposed to be path-independent) where such paths are defined: the scalar potential must have continuous second partial derivatives everywhere in the domain.

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Path Dependence of Integration of Vector Function: Non-Vanishing Curl

The path dependence of a vector field with a non-vanishing curl ($\vec{v}(\vec{x}) = xyz(\hat{\imath} + \hat{k} + \hat{z})$) is demonstrated with a family of closed curves.

Integrals over a Curve, Multidimensional Integrals

Examples of Path-Dependent Integrals: Vector Fields with Non-Vanishing Curl

Here is a vector function (xyz, xyz, xyz) for which the curl does not vanish anywhere, except the origin

```
Needs["VectorAnalysis`"];
VectorFunction = {x y z, x y z, x y z}
CurlVectorFunction = Simplify[Curl[VectorFunction, Cartesian[x, y, z]]]
```

{x y z, x y z, x y z}

{x (-y + z), y (x - z), (-x + y) z}

These are the conditions that the curl is zero:

```
ConditionsOfZeroCurl = Table[0 == CurlVectorFunction[[i]], {i, 3}]
```

{0 == x (-y + z), 0 == y (x - z), 0 == (-x + y) z}

There is only one point where this occurs:

```
FindInstance[ConditionsOfZeroCurl, {x, y, z}]
```

{{x → 0, y → 0, z → 0}}

Let's evaluate the integral of the vector potential ($\oint \vec{v} \cdot d\vec{s}$) for any curve that wraps around a cylinder of radius R with an axis that coincides with the z-axis

Any curve that wraps around the cylinder can be parameritized as (x(t), y(t), z(t)) = (R cos(t), R sin(t), A $P_{2\pi}$(t)) where $P_{2\pi}(t) = P_{2\pi}(t + 2\pi)$ and in particular $P_{2\pi}(0) = P_{2\pi}(2\pi)$.

Therefore $d\vec{s}$ = $\left(-R \sin(t), R \cos(t), P'_{2\pi}(t)\right) dt = \left(-y(t), x(t), A\, P'_{2\pi}(t)\right) dt$

The integrand for an integral of "VectorFunction" around such a curve is (written in terms of an arbitrary P(t):

1: *VectorFunction* (xyz, xyz, xyz) is an example vector field that has a *non-vanishing curl*. The curl is computed with `Curl` which is in the `VectorAnalysis` package. Here, the particular coordinate system is specified with `Cartesian` argument to `Curl`.

2–3: The curl vanishes only at the origin—this is shown with `FindInstance` called with a list of equations corresponding to the vanishing curl.

4: This is the integrand $\vec{v} \cdot d\vec{s}$ computed as indicated in the figure, $d\vec{s} = -(y(t), x(t), P'(t))dt$. $P(\theta)$ represents any periodic function, but $(x, y) = R(\cos\theta, \sin\theta)$ representing paths that wrap around cylinders.

5: *PathDepInt* is an integral for $\vec{v}$ represented by *VectorFunction* an arbitrary path wrapping around the cylinder.

6–9: These are examples of a computation by using a replacement for a periodic $P(\theta)$ (i.e., each of the $P(\theta)$ begin and end at the same point, but the path between differs). The examples use $P(t) = \sin(t)$, $\cos(t)$, and $t(t - 2\pi)$. That the results differ shows that $\vec{v}$ is path-dependent—this is a general result for non-vanishing curl vector functions.

9–10: These results show that, for *some* closed paths, the result will be path-independent (here, for $P(t) = \cos(nt)$ the path-integral vanishes for integer n. This doesn't imply path-independence for all paths.

11: Our last result seems to contradict the result in **7** for which the integral was zero. However, computing the limit resolves the contradiction.

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Examples of Path-Independence of Curl-Free Vector Fields

A curl-free vector field can be generated from any scalar potential, in this case $\vec{w} = \nabla e^{xyz} = \vec{w}(\vec{x}) = e^{xyz}(yz\hat{i} + zx\hat{k} + xy\hat{z})$ will be shown to be curl-free.

Try the path dependence with a conservative (curl free, or exact) Vector Function:

Start with a scalar potential

```
temp = Grad[Exp[x y z], Cartesian[x, y, z]]
```
1

Create another vector function that should have a zero curl

```
AnotherVFunction = {e^(x y z) y z, e^(x y z) x z, e^(x y z) x y}
Simplify[
 Curl[AnotherVFunction, Cartesian[x, y, z]]]
```
2

```
anothervf =
 AnotherVFunction.{-y, x, D[P[t], t]} /.
   {x → Radius Cos[t], y → Radius Sin[t],
    z → P[t]} // Simplify
```
3

The integral depends doesn't on the choice of P(t)

```
PathDepInt = Integrate[anothervf, t]
```
4

$$e^{\text{Radius}^2 \cos[t]\, P[t] \sin[t]}$$

```
(PathDepInt /. t → 2 Pi) - (PathDepInt /. t → 0)
```
5

```
0
```

1: To ensure that we will have a zero-curl, a vector field is generated from a gradient of a scalar potential. The curl vanishes because $\nabla \times \nabla f = 0$.

2: This is a demonstration that the curl does indeed vanish.

3: Here is the integrand for $\oint \vec{v} \cdot d\vec{s}$ for the family of paths that wrap around a cylinder for the particular case of this conservative fields.

4: This is the general result for the family of curves indicated by $P(\theta)$.

5: This demonstrates that the path integral closes for any periodic $P(\theta)$—which is the same as the condition that the curve is closed.

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Examples of Path-Independence of Curl-Free Vector Fields on a Restricted Subspace

If a path-integral is path-dependent for an arbitrary three path, it is possible that path-independence can occur over closed paths restricted to some surface where the curl vanishes. To find a function that is curl-free on a restricted subspace (for example, the vector function $\vec{v}(\vec{x}) = (x^2 + y^2 - R^2)\hat{z}$ vanishes on the surface of a cylinder) one needs to find a $\vec{m}$ such that $\nabla \times \vec{m} = \vec{v}$ (for this case

For a last example, suppose the curl vanishes on the cylindrical surface defined above:

Suppose we can find a function that has a non-vanishing curl on this surface

We want to find a function which is generally non-curl free, but for which the curl vanishes on a surface. Let's pick the cylinder as our surface.

```
VanishOnCylinder = x^2 + y^2 - Radius^2
```
1

If a function can be found, that has the following curl, then we will have constructed such a function,

```
CurlOfOneStooge = {0, 0, VanishOnCylinder}
```
2

It is easy to see that this is the curl of Stooge, where we construct Stooge by integrating.

```
Stooge =
 {-1 / 2 Integrate[VanishOnCylinder, y],
  1 / 2 Integrate[VanishOnCylinder, x], 0}
```
3

In fact, we could add to Stooge, any vector function that has vanishing curl--there are an infinite number of these

```
Simplify[Curl[Stooge, Cartesian[x, y, z]]]
```
4

Its integral doesn't care which path around the cylinder it takes, the integrand doesn't depend on P(t)

```
WhyIOughta = Stooge.{-y, x, D[P[t], t]} /.
   {x → Radius Cos[t],
    y → Radius Sin[t], z → P[t]} // Expand
```
5

*This is the value for *any* path on the cylinder that is closed.*

```
Integrate[WhyIOughta, {t, 0, 2 Pi}]
```
6

$$-\frac{\pi\,\text{Radius}^4}{2}$$

1–3: This demonstrates a method to find a vector field for which the curl that vanishes on a on a surface. This is an example for the cylinder surface. The zero constraint, *VanishOnCylinder* , is used to produce a vector field that will represent the curl, *CurlOfOneStooge* . The formula for the curl is integrated to find the vector function, *Stooge* , that has the specified curl.

4: This demonstrates that the curl is what we designed it to be.

5–6: This demonstrates that the integral of *Stooge* is path-independent on the cylinder and its value is $-\pi R^4/2$.

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Multidimensional Integrals

Perhaps the most straightforward of the higher-dimensional integrations (e.g., vector function along a curve, vector function on a surface) is a scalar function over a domain such as, a rectangular block in two dimensions, or a block in three dimensions. In each case, the integration over a dimension is uncoupled from the others and the problem reduces to pedestrian integration along a coordinate axis.

Sometimes difficulty arises when the domain of integration is not so easily described; in these cases, the limits of integration become functions of another integration variable. While specifying the limits of integration requires a bit of attention, the only thing that makes these cases difficult is that the integrals become tedious and lengthy. MATHEMATICA® removes some of this burden.

A short review of various ways in which a function's variable can appear in an integral follows:

	The Integral	Its Derivative
Function of limits	$p(x) = \int_{\alpha(x)}^{\beta(x)} f(\xi) d\xi$	$\frac{dp}{dx} = f(\beta(x))\frac{d\beta}{dx} - f(\alpha(x))\frac{d\alpha}{dx}$
Function of integrand	$q(x) = \int_{a}^{b} g(\xi, x) d\xi$	$\frac{dq}{dx} = \int_{a}^{b} \frac{\partial g(\xi, x)}{\partial x} d\xi$
Function of both	$r(x) = \int_{\alpha(x)}^{\beta(x)} g(\xi, x) d\xi$	$\frac{dr}{dx} = f(\beta(x))\frac{d\beta}{dx} - f(\alpha(x))\frac{d\alpha}{dx} + \int_{\alpha(x)}^{\beta(x)} \frac{\partial g(\xi, x)}{\partial x} d\xi$

Using Jacobians to Change Variables in Thermodynamic Calculations

Changing of variables is a topic in multivariable calculus that often causes difficulty in classical thermodynamics.

This is an extract of my notes on thermodynamics: http://pruffle.mit.edu/3.00/

Alternative forms of differential relations can be derived by changing variables.

To change variables, a useful scheme using Jacobians can be employed:

$$\begin{aligned}\frac{\partial(u,v)}{\partial(x,y)} &\equiv \det\begin{vmatrix}\frac{\partial u}{\partial x} & \frac{\partial u}{\partial y}\\ \frac{\partial v}{\partial x} & \frac{\partial v}{\partial y}\end{vmatrix}\\ &= \frac{\partial u}{\partial x}\frac{\partial v}{\partial y} - \frac{\partial u}{\partial y}\frac{\partial v}{\partial x}\\ &= \left(\frac{\partial u}{\partial x}\right)_y\left(\frac{\partial v}{\partial y}\right)_x - \left(\frac{\partial u}{\partial y}\right)_x\left(\frac{\partial v}{\partial x}\right)_y\\ &= \frac{\partial u(x,y)}{\partial x}\frac{\partial v(x,y)}{\partial y} - \frac{\partial u(x,y)}{\partial y}\frac{\partial v(x,y)}{\partial x}\end{aligned} \tag{14-9}$$

$$\begin{aligned}\frac{\partial(u,v)}{\partial(x,y)} &= -\frac{\partial(v,u)}{\partial(x,y)} = \frac{\partial(v,u)}{\partial(y,x)}\\ \frac{\partial(u,v)}{\partial(x,v)} &= \left(\frac{\partial u}{\partial x}\right)_v\\ \frac{\partial(u,v)}{\partial(x,y)} &= \frac{\partial(u,v)}{\partial(r,s)}\frac{\partial(r,s)}{\partial(x,y)}\end{aligned} \tag{14-10}$$

For example, the heat capacity at constant volume is:

$$\begin{aligned}C_V &= T\left(\frac{\partial S}{\partial T}\right)_V = T\frac{\partial(S,V)}{\partial(T,V)}\\ &= T\frac{\partial(S,V)}{\partial(T,P)}\frac{\partial(T,P)}{\partial(T,V)} = T\left[\left(\frac{\partial S}{\partial T}\right)_P\left(\frac{\partial V}{\partial P}\right)_T - \left(\frac{\partial S}{\partial P}\right)_T\left(\frac{\partial V}{\partial T}\right)_P\right]\left(\frac{\partial P}{\partial V}\right)_T\\ &= T\frac{C_P}{T} - T\left(\frac{\partial P}{\partial V}\right)_T\left(\frac{\partial V}{\partial T}\right)_P\left(\frac{\partial S}{\partial P}\right)_T\end{aligned} \tag{14-11}$$

Using the Maxwell relation, $\left(\frac{\partial S}{\partial P}\right)_T = -\left(\frac{\partial V}{\partial T}\right)_P$,

$$C_P - C_V = -T\frac{\left[\left(\frac{\partial V}{\partial T}\right)_P\right]^2}{\left(\frac{\partial V}{\partial P}\right)_T} \tag{14-12}$$

which demonstrates that $C_P > C_V$ because, for any stable substance, the volume is a decreasing function of pressure at constant temperature.

It can also be shown that

$$C_P - C_V = -T\frac{\left[\left(\frac{\partial P}{\partial T}\right)_V\right]^2}{\left(\frac{\partial P}{\partial V}\right)_T} \tag{14-13}$$

. Example of a Multiple Integral: Electrostatic Potential above a Charged Region

This will be an example calculation of the spatially-dependent energy of a unit point charge in the vicinity of a charged planar region having the shape of an equilateral triangle. The calculation superimposes the charges from each infinitesimal area by integrating a $1/r$ potential from each point in space to each infinitesimal patch in the equilateral triangle The energy of a point charge $|e|$ due to a surface patch on the plane $z = 0$ of size $d\xi d\eta$ with surface charge density $\sigma(x, y)$ is:

$$dE(x, y, z, \xi, \eta) = \frac{|e|\sigma(\xi, \eta)d\xi d\eta}{\vec{r}(x, y, z, \xi, \eta)} \tag{14-14}$$

for a patch with uniform charge,

$$dE(x, y, z, \xi, \eta) = \frac{|e|\sigma d\xi d\eta}{\sqrt{(x-\xi)^2 + (y-\eta)^2 + z^2}} \tag{14-15}$$

For an equilateral triangle with sides of length one and center at the origin, the vertices can be located at $(0, \sqrt{3}/2)$ and $(\pm 1/2, -\sqrt{3}/6)$.
The integration becomes

$$E(x, y, z) \propto \int_{-\sqrt{3}/6}^{\sqrt{3}/2} \left(\int_{\eta-\sqrt{3}/2}^{\sqrt{3}/2-\eta} \frac{d\xi}{\sqrt{(x-\xi)^2 + (y-\eta)^2 + z^2}} \right) d\eta \tag{14-16}$$

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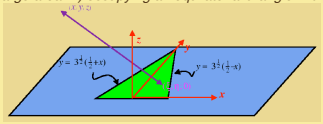
Integrals over Variable Domains

This will demonstrate how MATHEMATICA® handles multiple integrals; in particular, when the domains depend on the integration variables. The goal is to find a function that will give the potential in the vicinity of a triangular patch with uniform charge density.

We will attempt to model the energy of ion just above one half of a triangular capacitor. Suppose there is a uniformly charged surface ($\sigma \equiv$ charge/area=1) occupying an equilaterial triangle in the z=0 plane:



what is the energy (voltage) of a unit positive charge located at (x,y,z)

The electrical potential goes like $\frac{1}{r}$, therefore the potential of a unit charge located at (x,y,z) from a small surface patch at (ξ,η,0) is $\frac{\sigma\, d\xi\, d\eta}{r} = \frac{d\xi\, d\eta}{\sqrt{(x-\xi)^2+(y-\eta)^2+z^2}}$

Therefore it remains to integrate this function over the domain $\eta \in (0, \frac{\sqrt{3}}{2})$ and $\xi \in (\frac{\eta}{\sqrt{3}} - \frac{1}{2}), (\frac{1}{2} - \frac{\eta}{\sqrt{3}}))$

$$\int_0^{\frac{\sqrt{3}}{2}} \int_{\frac{\eta}{\sqrt{3}}-\frac{1}{2}}^{\frac{1}{2}-\frac{\eta}{\sqrt{3}}} \frac{d\xi\, d\eta}{\sqrt{(x-\xi)^2+(y-\eta)^2+z^2}}\, d\xi\, d\eta$$

```
Integrate[f[x, y], y, x]
Integrate[f[x, y], {y, Yi, Yf}, {x, Xi, Xf}]
Integrate[f[x, y],
 {y, Yi, Yf}, {x, Xi[y], Xf[y]}]
```

1

For example,consider the difference in the following two cases: First, we integrate over x and y using the two iterators in Integrate with the order {y,0,1}, {x,0,y}. Then explicitely using two separate steps

```
Integrate[Exp[3 x], {y, 0, 1}, {x, 0, y}]
interx = Integrate[Exp[3 x], {x, 0, y}]
Integrate[interx, {y, 0, 1}]
```

2

Compared to integrate over x and y using the two iterators in Integrate with the order {x,0,y},{y,0,1}. Then explicitely using two separate steps

```
Integrate[Exp[3 x], {x, 0, y}, {y, 0, 1}]
intery = (Integrate[Exp[3 x], {y, 0, 1}])
Integrate[intery, {x, 0, y}]
```

3

1: These examples demonstrate that MATHEMATICA® integrates over the last iterator which appears in the argument-list of `Integrate` first: LIFI-FILI (last iterator, first integrated; first iterator, last integrated).

2–3: Here we demonstrate the order of integration explicitly, by first integrating with two iterators, and then integrating in two step-sequence. The methods are equivalent.

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Potential near a Charged and Shaped Surface Patch: Brute Force

A example of a multiple integral and its numerical evaluation for the triangular charged patch.

```
TrianglePotentialNumeric[x_, y_, z_] :=
 NIntegrate[1 / Sqrt[(x - ξ)^2 + (y - η)^2 + z^2], {η, 0,
   Sqrt[3] / 2}, {ξ, η / Sqrt[3] - 1 / 2, 1 / 2 - η / Sqrt[3]}]
```
1

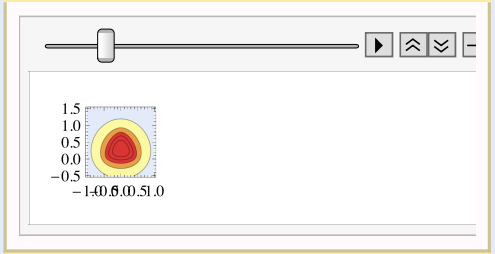
```
TrianglePotentialNumeric[1, 3, .01]
```
2

```
Plot[TrianglePotentialNumeric[x, x, 1 / 40],
 {x, -1, 1}]
```
3

```
cplot[h_] := cplot[h] = ContourPlot[
   TrianglePotentialNumeric[x, y, h],
   {x, -1, 1}, {y, -0.5, 1.5}, Contours →
    Table[v, {v, .25, 2, .25}], ColorFunction →
    ColorData["TemperatureMap"],
   ColorFunctionScaling -> False,
   PlotPoints → 11]
Timing[cplot[1 / 10]]
```
4

```
Row[{TextCell[
   "Computing ContourPlots a different
     h: Progress:  ", "Text"],
  ProgressIndicator[Dynamic[h], {0, .5}]}]
cplots = Table[cplot[h], {h, .025, .5, .025}];
```
5

```
ListAnimate[cplots]
```
6



1: MATHEMATICA® can't seem to find a closed-form solution to this integral over the triangular domain, However, the energy can be integrated numerically. Here is a function that calls `NIntegrate` for a location given by its arguments. We will call this function at different heights z. Multidimensional integration is generally computationally expensive.

2–3: Here are examples calling the numerical function *TrianglePotentialNumeric* . First, the function is evaluated at a single point; next, it is evaluated and plotted along a $^\circ$45-line parallel in the $z = 1/40$ plane.

4: The function *cplot* calls *TrianglePotentialNumeric* repeatedly at variable x and y to generate a `ContourPlot` at height specified by the argument to *cplot* . These plots will eventually appear in an animation, so `ColorFunctionScaling` is set to false so that the colors will be consistent between frames. The `Contours` are set explicitly so that they are also consistent across frames. `Timing` indicates that each plot consumes a large number of cpu cycles.

5: Because each frame is expensive to compute, it is not a good idea to compute them *within* an animation. Here, we use `Table` to generate individual frames (n.b., the *cplots* stores its previous calculations in memory). Because this is time consuming, we add a *progress monitor* that will dynamically update as each `cplot[h]` is computed. We use `ProgressIndicator` on the argument `Dynamic[h]`. `Dynamic` informs MATHEMATICA® that a particular variable will be changing; therefore the object that calls it will need to be updated.

6: We use `ListAnimate` on the pre-computed frames.

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