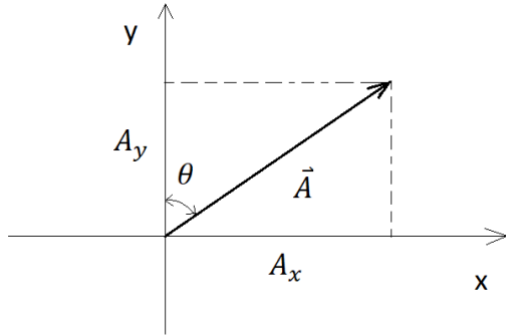


## MET3502 Synoptic Meteorology

### Lecture 10: Vectors and Del Operator (Martin's book chapter 1.2.1)

#### 1. Definition:



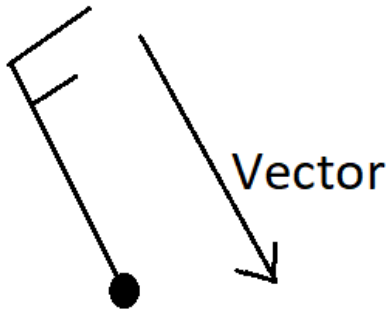
- 1) A vector has both magnitude & direction
- 2) It has components along particular directions.

$$\text{Here } \vec{A} = A_x \vec{i} + A_y \vec{j}$$

$$A_y = |A| \cos \theta \quad A_x = |A| \sin \theta$$

- 3) Vectors are different from scalars, which have only magnitude.

#### 2. Meteorological and Vector Winds:



- 1) Meteorological (MET) winds are reckoned as the direction **FROM** which the wind is blowing. North-North-West (NNW) for the figure on the left.
- 2) However, vector winds are reckoned as the direction **TOWARD** which the wind is blowing. South-South-East (SSE) for the figure on the left.
- 3) When using degrees to describe wind directions for either MET winds or vector winds, please use the compass coordinates (Lec. 3 slide#14), i.e.: 0°=N, 45°=NE, 90°=E, 180°=S, 270°=W, 315°=NW.

- 4) Vector wind direction = MET wind direction + 180°  
Subtract 360° if the answer is greater than 360°

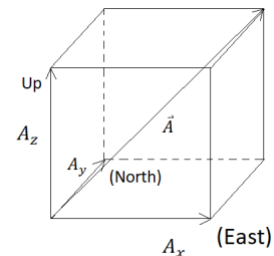
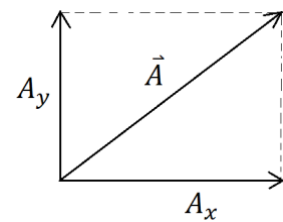
#### 3. Vector Components:

- 1) Two dimensional: X, Y components. X points East and Y points North (in meteorology).

$$\vec{A} = A_x \vec{i} + A_y \vec{j} \text{ or } (A_x, A_y)$$

- 2) Three-dimensional vector:  
x points East, y North, z up.

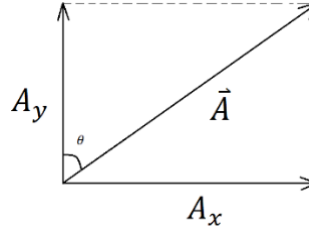
$$\vec{A} = A_x \vec{i} + A_y \vec{j} + A_z \vec{k} \text{ or } (A_x, A_y, A_z)$$



- 3) Wind vector:  
 2D:  $\vec{V} = u\vec{i} + v\vec{j}$  or  $(u, v)$   
 3D:  $\vec{V} = u\vec{i} + v\vec{j} + w\vec{k}$  or  $(u, v, w)$   
 Generally,  $w \ll u, v$

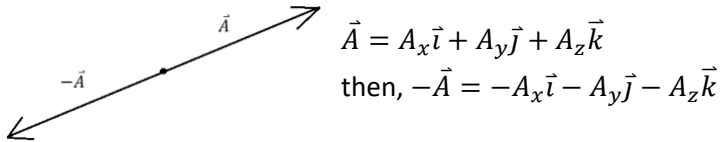
**4. Magnitude & Direction:**

- 1) 2D: direction angle  $\theta$   
 $\tan \theta = \frac{A_x}{A_y}$   
 2) Magnitude:  
 3D:  $|\vec{A}| = \sqrt{A_x^2 + A_y^2 + A_z^2}$ ;  
 2D:  $|\vec{A}| = \sqrt{A_x^2 + A_y^2}$

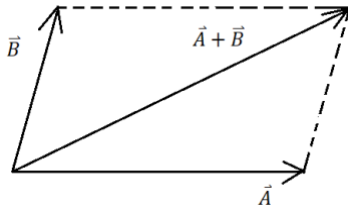


**5. Adding and Subtracting Vectors:**

- 1) Negative of a vector: is the negative of its components.

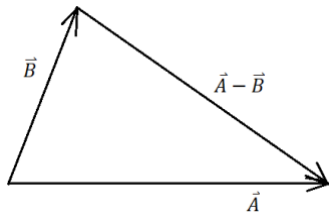


- 2) Sum of two vectors: add corresponding components.



If  $\vec{A} = A_x\vec{i} + A_y\vec{j} + A_z\vec{k}$ ;  $\vec{B} = B_x\vec{i} + B_y\vec{j} + B_z\vec{k}$   
 Then  $\vec{A} + \vec{B} = (A_x + B_x)\vec{i} + (A_y + B_y)\vec{j} + (A_z + B_z)\vec{k}$   
 Sum of two vectors is the sum of their components.  
 Graphical sum of two vectors is the diagonal vector of the parallelogram formed by vectors  $\vec{A}$  and  $\vec{B}$  as shown on the left.

- 3) Subtracting: difference of two vectors is the difference of their corresponding components.



$\vec{A} - \vec{B} = (A_x - B_x)\vec{i} + (A_y - B_y)\vec{j} + (A_z - B_z)\vec{k}$   
 Graphical subtraction: results a vector from the head of  $\vec{B}$  to the head of  $\vec{A}$ , as shown on the left

**6. Vector Products:**

- 1) Dot Product:

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

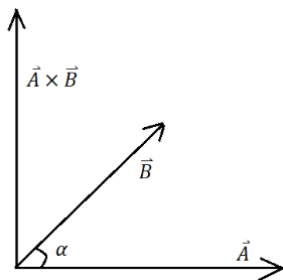
- Multiply corresponding components
- Dot product of two vectors is a scalar.

2) Cross Product → results in a vector!

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

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

Magnitude of  $\vec{A} \times \vec{B}$ :  $|\vec{A} \times \vec{B}| = |\vec{A}| \cdot |\vec{B}| \sin \alpha$



Direction of  $\vec{A} \times \vec{B}$ : the resultant vector is in a plane that is perpendicular to the plane that contains  $\vec{A}$  and  $\vec{B}$ . The direction of  $\vec{A} \times \vec{B}$  in that plane is determined by Right Hand Rule: curl your 4 fingers of your right hand from  $\vec{A}$  to  $\vec{B}$ , your thumb points to the direction of  $\vec{A} \times \vec{B}$ .

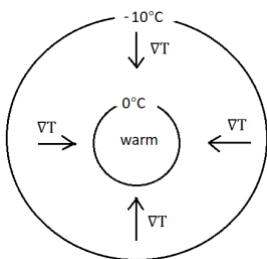
### 7. Gradient (Del) Operator:

- Describes both the magnitude and direction of the derivative of a scalar field.

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

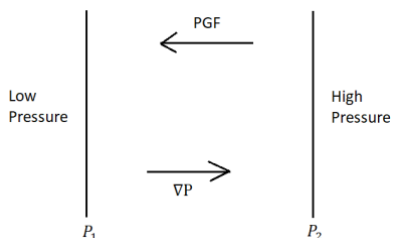
- After applying this partial differential Del operator to a scalar function or field, the result is a vector that is known as the Gradient of that scalar.
- For example: the gradient of temperature: the gradient of temperature:

$$\nabla T = \frac{\partial T}{\partial x} \vec{i} + \frac{\partial T}{\partial y} \vec{j} + \frac{\partial T}{\partial z} \vec{k}$$



Note: 1) the  $\nabla T$  vector always points toward high temperature values.

2) Because vertical temperature change is very big and points downwards, meteorologists usually only consider the horizontal temperature gradient:  $\nabla_p T = \frac{\partial T}{\partial x} \vec{i} + \frac{\partial T}{\partial y} \vec{j}$



- Another example: Pressure gradient  $\nabla P$  is in the opposite direction of pressure gradient force (PGF).

Note: Keep in mind, gradient also refers to “rate of change” with distance.

### 8. Divergence:

The Del operation ( $\nabla$ ) may be applied to vectors. The dot product of Del operator and  $\vec{A}$ :

$$\nabla \cdot \vec{A} = \left( \frac{\partial}{\partial x} \vec{i} + \frac{\partial}{\partial y} \vec{j} + \frac{\partial}{\partial z} \vec{k} \right) \cdot (A_x \vec{i} + A_y \vec{j} + A_z \vec{k})$$

$$= \frac{\partial A_x}{\partial x} + \frac{\partial A_y}{\partial y} + \frac{\partial A_z}{\partial z}$$

- Which is a scalar quantity known as **the divergence of  $\vec{A}$** .

Example: Divergence of wind:  $\nabla \cdot \vec{V} = \frac{\partial u}{\partial x} + \frac{\partial v}{\partial y} + \frac{\partial w}{\partial z}$

- Represents expansion of an element of air when the wind increases downstream.
- Can be negative — convergence (contraction)
- Horizontal divergence (convergence) at surface causes sinking (rising) motion.

$$\nabla \cdot \vec{V} = \frac{\partial u}{\partial x} + \frac{\partial v}{\partial y}$$

- A flow with zero divergence is said to be non-divergent.

Below are a few common flow patterns in meteorology:

