

### Homework 4.

Consider the following vector fields in  $\mathbf{R}^3$

$$\mathbf{T}_x = \frac{\partial}{\partial x}, \quad \mathbf{T}_y = \frac{\partial}{\partial y}, \quad \mathbf{T}_z = \frac{\partial}{\partial z}, \quad \mathbf{L}_x = y \frac{\partial}{\partial z} - z \frac{\partial}{\partial y}, \quad \mathbf{L}_y = z \frac{\partial}{\partial x} - x \frac{\partial}{\partial z}, \quad \mathbf{L}_z = x \frac{\partial}{\partial y} - y \frac{\partial}{\partial x}$$

1 Calculate  $\mathbf{T}_x f$ ,  $\mathbf{L}_x f$ ,  $\mathbf{L}_y f$ ,  $\mathbf{L}_z f$  for  $f = x^2 + y^2 + z^2$ ,  $f = x^2 + y^2 - z^2$

2 Calculate  $(\mathbf{L}_x \mathbf{L}_y - \mathbf{L}_y \mathbf{L}_x)f$  and  $\mathbf{L}_z f$  for  $f = z^n$

3  $\mathbf{L}_x f = \mathbf{L}_y f = 0$ . Show that  $\mathbf{L}_z f = 0$  also.

4 Show that vector fields  $\mathbf{T}_x$ ,  $\mathbf{T}_y$ ,  $\mathbf{T}_z$  commute with each other, i.e. commutators are equal to zero:

$$[\mathbf{T}_x, \mathbf{T}_y] = [\mathbf{T}_y, \mathbf{T}_z] = [\mathbf{T}_z, \mathbf{T}_x] = 0.$$

5 Calculate commutators  $[\mathbf{L}_x, \mathbf{L}_y]$ ,  $[\mathbf{L}_y, \mathbf{L}_z]$ ,  $[\mathbf{L}_z, \mathbf{L}_x]$ .

6 Calculate commutators  $[\mathbf{T}_x, \mathbf{L}_x]$ ,  $[\mathbf{T}_x, \mathbf{L}_y]$ ,  $[\mathbf{T}_x, \mathbf{L}_z]$ .

7 The linear operator  $D$  on smooth functions on  $\mathbf{R}^3$  obeys the following conditions:

$$D(fg) = f(\mathbf{x}_0)D(g) + D(f)g(\mathbf{x}_0) \quad \text{for an arbitrary smooth functions } f, g$$

$D(f) = x_0 \cos y_0$  for the function  $f = \sin y$

$D(f) = y_0 \sin x_0$  for the function  $f = \cos x$

$D(f) = 0$  for the function  $f = z$

Show that  $D$  is equal to the value of the vector field  $\mathbf{L}_z$  at the point  $\mathbf{x}_0 = (x_0, y_0, z_0)$ .

8\* Calculate  $\exp(a\mathbf{T}_x)f(x, y, z)$  in the case if  $f = f(x, y, z)$  is a polynomial. Is it true that  $\exp(a\mathbf{T}_x)f(x, y, z) = f(x + a, y, z)$  for an arbitrary smooth function. (Answer: No!)

9\* Calculate  $\exp(a\mathbf{L}_z)f(x, y, z)$  (Hint: Use polar (or spherical) coordinates)