

**Problem set #3**

**1) Problem 2.5**

**2) Problem 2.6**

**3) Problem 2.7** (solve without Gauss's Law)

**4) Problem 2.9**

**5) Vector calculus review: Archimedes' principle for an object of arbitrary shape**

The pressure  $p$  as a function of depth in body of water (i.e. lake, ocean, bucket) is given by  $p = \rho gh$ , where  $\rho$  is the density of water ( $10^3 \text{ kg/m}^3$ ),  $g$  is the local acceleration due to gravity ( $9.8 \text{ m/s}^2$ ), and  $h$  is the depth below the water surface ( $h$  is positive).

The pressure on the surface of a (fully) submerged object manifest itself as a force per unit area  $\vec{f}$  that is perpendicular to the surface, i.e.  $\vec{f} = -p\hat{n}$ , where  $\hat{n}$  is a unit vector perpendicular to the surface (pointing out).

**Task:** Use the divergence theorem to show that the water pressure generates a vertically upwards force of  $\vec{F} = \rho V g \hat{z}$ , where  $V$  is the volume of the object regardless of its shape ( $\hat{z}$  points vertically upwards). In other words, the water pressure produces an upwards buoyancy force that is equal to the mass of the displaced water.