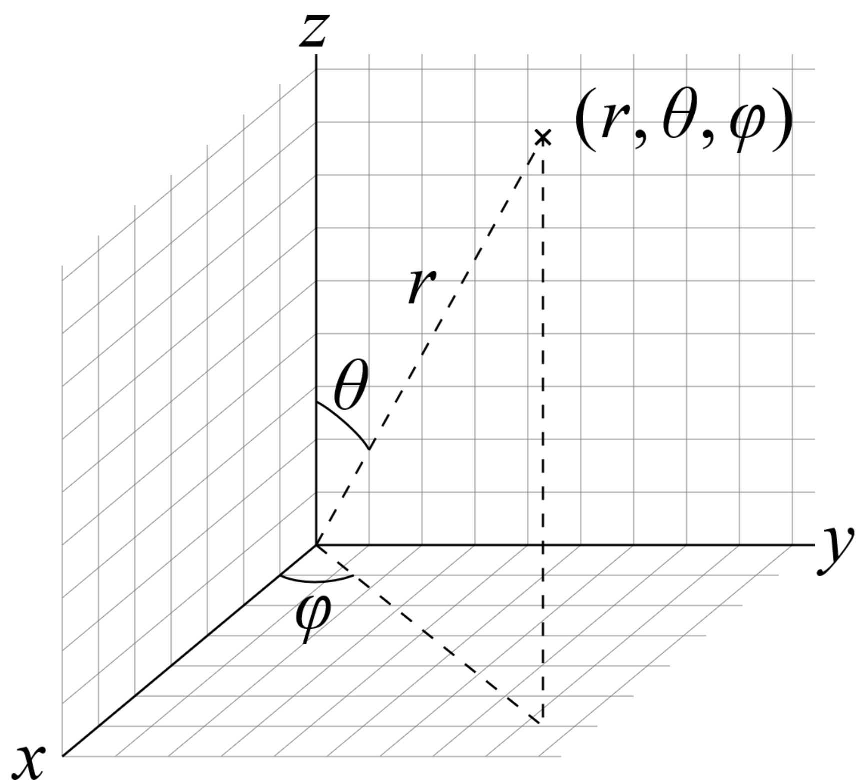
3-Dimensional Position From Trinary 3-D Integration Of Div, Grad, & Curl According To The Free World Alliance By Dr. AllA Viacad

$$\vec{\imath} = x, \vec{\jmath} = y, \vec{k} = z \text{ Directional Unit Vecors}$$

$$\overrightarrow{Force} = F_{\vec{\imath}}\vec{\imath} + F_{\vec{\jmath}}\vec{\jmath} + F_{\vec{k}}\vec{k} = \langle F_{\vec{\imath}}, F_{\vec{\jmath}}, F_{\vec{k}} \rangle = mass * \overrightarrow{accelertion} = m * \vec{a} = \mathrm{m}\vec{a}$$

$$\text{Gradient} = \nabla = \frac{\partial}{\partial x}\vec{\imath} + \frac{\partial}{\partial y}\vec{\jmath} + \frac{\partial}{\partial z}\vec{k} = \left\langle \frac{\partial}{\partial x}, \frac{\partial}{\partial y}, \frac{\partial}{\partial z} \right\rangle = \text{Rate of Change In 3D} \leftrightarrow \iiint \nabla\, d\vec{a} = \iint \nabla d\vec{v} = \int \nabla\, d\overrightarrow{position} = (x, y, z)$$

$$Div = \nabla \cdot \vec{\mathrm{F}} = \frac{\partial F_{\vec{\imath}}}{\partial x} + \frac{\partial F_{\vec{\jmath}}}{\partial y} + \frac{\partial F_{\vec{k}}}{\partial z} = \text{Rate Of Change of Force Applied Which Changes } \vec{a} \text{ From Above}$$



$$\text{Curl} = \nabla \times \vec{\mathrm{F}} = \begin{vmatrix} \vec{\imath} & \vec{\jmath} & \vec{k} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ F_{\vec{\imath}} & F_{\vec{\jmath}} & F_{\vec{k}} \end{vmatrix} = \frac{\partial \vec{F} \sin(\theta)\cos(\varphi)\,\vec{\imath}}{\partial x} + \frac{\partial \vec{F} \sin(\theta)\sin(\varphi)\,\vec{\jmath}}{\partial y} + \frac{\partial \vec{F} \cos(\theta)\,\vec{k}}{\partial z} = \text{Rate Of Change of Rotation Of Force Causeing Centripetal Velocity From}$$

$$\vec{a}_c = \frac{v^2}{\vec{r}} \left| \vec{r} \Leftarrow \frac{\vec{F}}{m} \right. \text{ Inducing Divergence Of Trajectory Of NonInertially Dampened Movement}$$

Which If Integrated Over All Div For 1 Dimension Provides Linear Acceleration Felt Equal & Opposite If UnDampened, If There Is Change In Rotation Of Force Felt As $\vec{a}_c$ If UnDampened. Integration Of Curl Provides Acceleration In 3D. Integration Of $\overrightarrow{Acceleration}$ Provides $\overrightarrow{Velocity}$. Integration Of $\overrightarrow{Velocity}$ Position (x,y,z).

$$\iiint_{time=beginning}^{time=end} \overline{Div}\,(dt) = \iint_{time=beginning}^{time=end} m\vec{a}\,dt = \int_{time=beginning}^{time=end} \vec{v}\,dt = (x, y, z) = (\,r * \sin(\theta)\cos(\varphi), r * \sin(\theta)\sin(\varphi)\,, r * \cos(\varphi)\,)$$

$$\oiiint_{t=beginning}^{t=end} \widehat{Curl}\,(dt) = \oiint_{t=beginning}^{t=end} m\vec{a}\,dt = \oint_{t=beginning}^{t=end} \vec{v}\,dt = (x, y, z) = (\,r * \sin(\theta)\cos(\varphi), r * \sin(\theta)\sin(\varphi)\,, r * \cos(\varphi)\,)$$