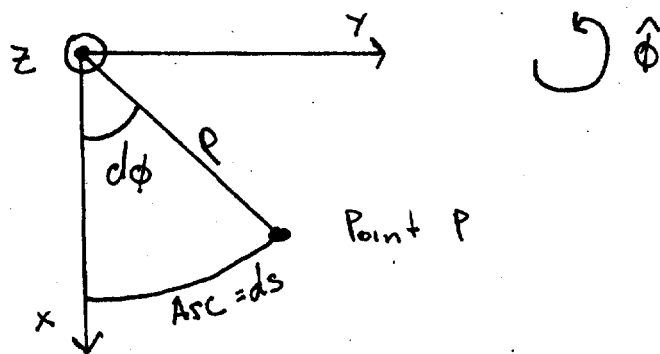


Solutions PS 1

1. a) The first step is to solve for \vec{v} . This is most easily done in cylindrical coords.

The vector $\vec{\omega} = \omega \hat{z}$ tells us that \vec{v} is rotating about the z-axis in the $\hat{\phi}$ direction.

Recall from mechanics that $\vec{\omega} = \vec{\rho} \times \vec{v}$.



To calculate the magnitude $\|\vec{v}\|$ we start with $v = \frac{\text{distance}}{\Delta \text{time}} = \frac{ds}{dt}$. We know that the

Arc $ds = \rho d\phi$ so that $v = \rho \frac{d\phi}{dt}$. Since $\omega = \frac{d\phi}{dt}$

$$\vec{v} = \rho \omega \hat{\phi}.$$

Looking in the cover of Griffiths we see that only the \hat{z} component survives for $\nabla \times \vec{v}$

$$= \frac{1}{\rho} \frac{\partial}{\partial \rho} (\rho v_{\phi}) \hat{z} = \frac{1}{\rho} \frac{\partial}{\partial \rho} (\omega \rho^2) \hat{z} = 2\omega \hat{z}$$

1. cont.

b) now $\vec{v} = \rho \omega \hat{\phi} = \frac{a}{\rho} \hat{\phi}$, so again only the \hat{z} component has a chance to survive

$$\nabla \times \vec{v} = \frac{1}{\rho} \frac{\partial}{\partial \rho} (\rho v_{\phi}) \hat{z}. \text{ However, the } \rho\text{'s cancel}$$

$$\text{so that } \nabla \times \vec{v} = \frac{1}{\rho} \frac{\partial}{\partial \rho} a \hat{z} = 0$$

$$2 \quad a) \quad \nabla \times \vec{A} = \frac{b}{r} \hat{z} \quad \vec{A} = a \hat{r} + b \hat{\phi} + c \hat{z}$$

$$\nabla \cdot \vec{A} = \frac{a}{r}$$

Just use front cover of Griffiths

Why is this unique? Well this vector \vec{A} seems like a constant vector field, i.e. if

we were to compute $\nabla \times \vec{A}$ and $\nabla \cdot \vec{A}$

for $\vec{A} = a \hat{x} + b \hat{y} + c \hat{z}$ they would both vanish.

However, both the divergence and the curl exist for this seemingly constant field. If we look a little closer, however, it is obvious why. The direction

\hat{r} is always spreading out (diverging) from the origin.

The direction $\hat{\phi}$ is always twisting (curling) around the z -axis. Though the magnitude is constant they are both diverging or curling respectively.

$$b) \quad \nabla \times \vec{A} = \frac{c}{r \sin \theta} \hat{r} - \frac{c}{r} \hat{\theta} + \frac{b}{r} \hat{\phi}$$

$$\nabla \cdot \vec{A} = \frac{2a}{r} + \frac{b}{r \sin \theta}$$

Same method and similar explanation as above

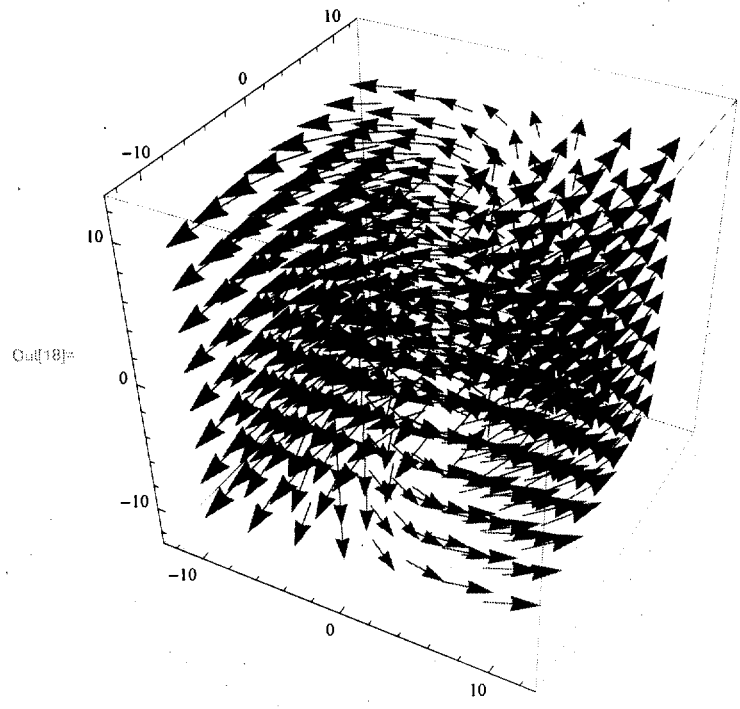
Graph 2 a)

```

In[11]:= cosphi := x / (x^2+y^2)^.5
sinphi := y / (x^2+y^2)^.5
costheta := z / (x^2+y^2+z^2)^.5
sintheta := (x^2+y^2)^.5 / (x^2+y^2+z^2)^.5
a := 1
b := 2
c := .01
VectorPlot3D[{a * cosphi - a * sinphi, a * sinphi + b * cosphi, c * z},
{x, -10, 10}, {y, -10, 10}, {z, -10, 10}]

```

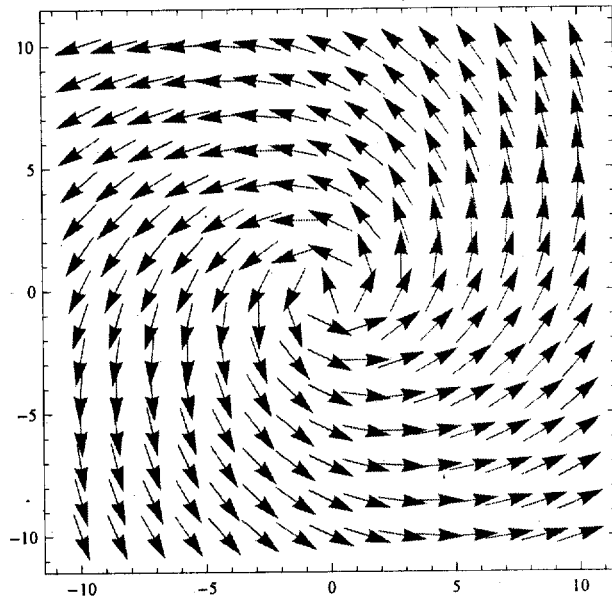
} all unit vectors must be in terms of cartesian comps. Mathematica likes in a linear world



2 | curvyplots.nb

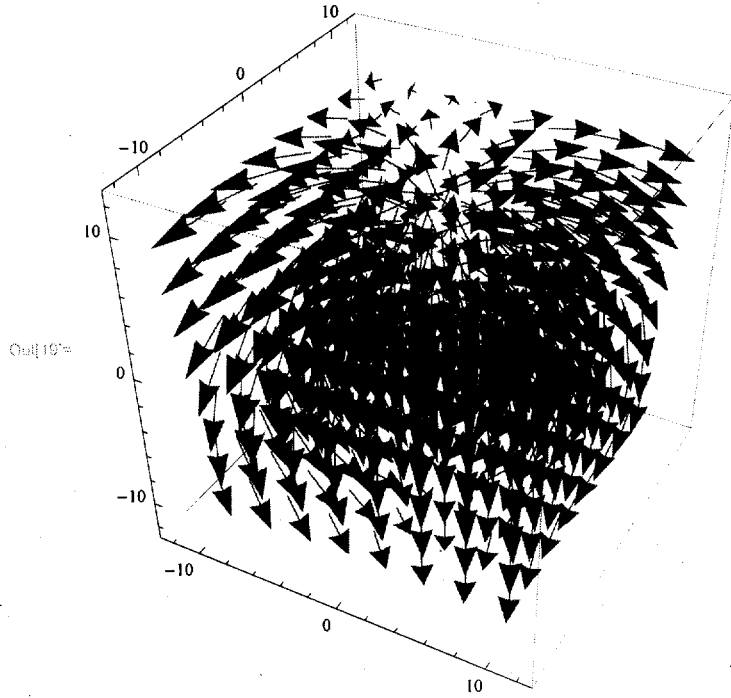
2 a) no z comp

```
VectorPlot[{a * cosphi - b * sinphi, a * sinphi + b * cosphi}, {x, -10, 10}, {y, -10, 10}]
```



2 b)

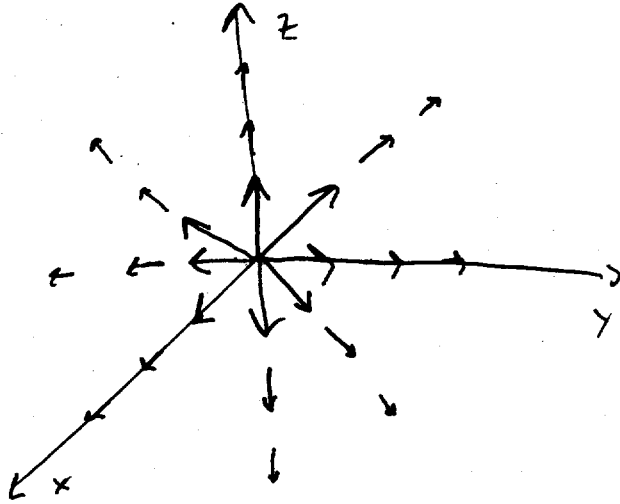
```
In[19]:= VectorPlot3D[{a * sintheta * cosphi + b * costheta * cosphi - c * sinphi,  
a * sintheta * sinphi + b * costheta * sinphi + c * cosphi, a * costheta - b * sintheta},  
{x, -10, 10}, {y, -10, 10}, {z, -10, 10}]
```



3. Griffiths 1.16

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$$\vec{V} = \frac{\hat{r}}{r^2}$$



Looks like a pt charge

$$\nabla \cdot \vec{V} = \frac{1}{r^2} \frac{\partial}{\partial r} (r^2 V_r) \quad \text{since jus } \hat{r} \text{ comp}$$

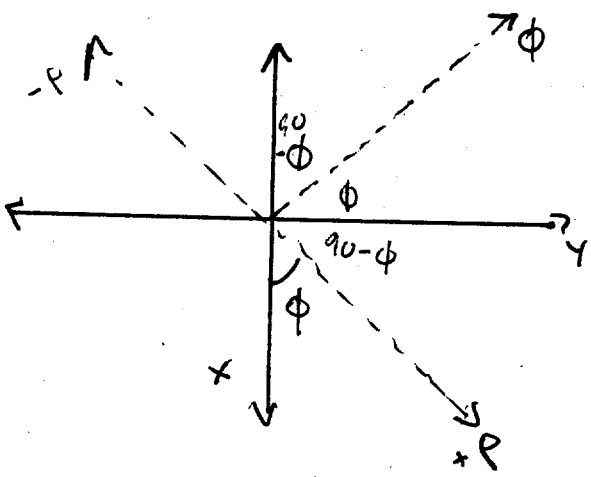
$$= \frac{1}{r^2} \frac{\partial}{\partial r} \left(r^2 \frac{1}{r^2} \right) = 0$$

The field is obviously diverging but the math says no. All the stuff that made the field was at a singularity (a non-differentiable pt.) The field does diverge, the math just chokes. The δ function saves the day. See Griffiths section 1.5.1

4.

Cylindrical case

$z = \hat{z}$ easy



$$\hat{x} = \cos\phi \hat{\rho} - \sin\phi \hat{\phi}$$

$$\hat{y} = \sin\phi \hat{\rho} + \cos\phi \hat{\phi}$$

from geometry just like we did in class, but backwards

Spherical

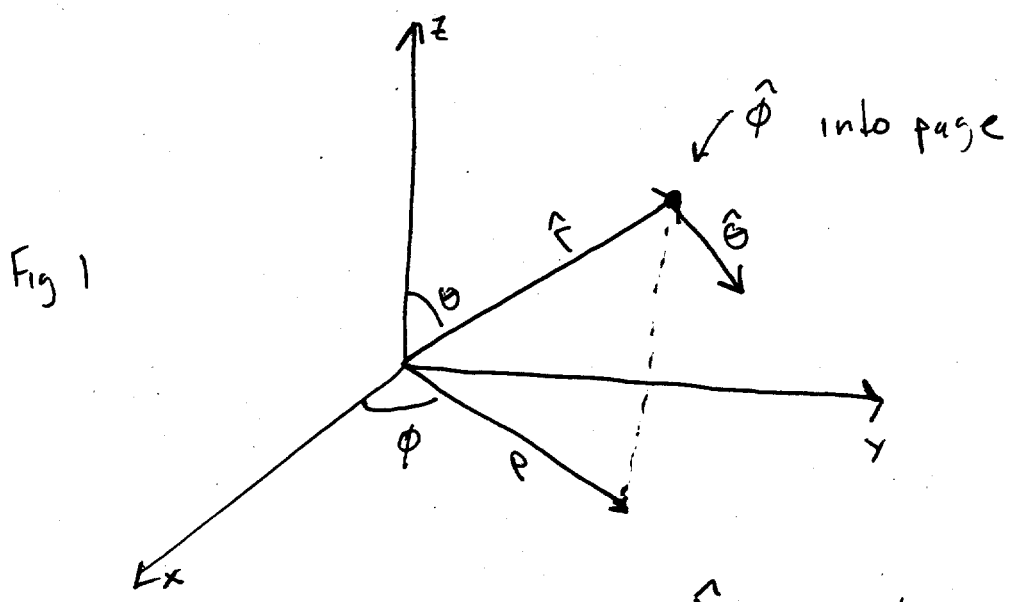
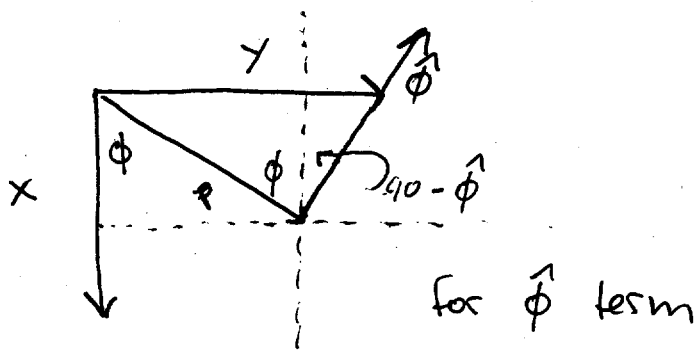


Fig 1

$$\hat{x} = \cos\phi \sin\theta \hat{r} + -\sin\phi \hat{\phi}$$

gets to e
gets up along r

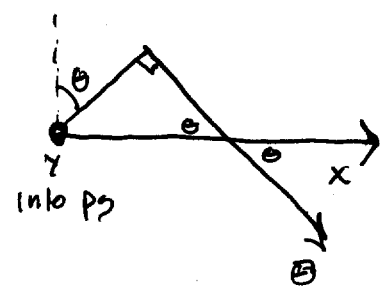
Fig 2



for phi term

+ $\hat{\phi}$

$\hat{\theta}$ comp $\cos\phi \cos\theta$ along $\hat{\theta}$
 \uparrow
 \hat{x} axis along P



So $\hat{x} = \cos\phi \sin\theta \hat{r} + \cos\phi \cos\theta \hat{\theta} - \sin\phi \hat{\phi}$

$\hat{y} = \sin\theta \sin\phi \hat{r} + \cos\theta \sin\phi \hat{\theta} + \cos\phi \hat{\phi}$

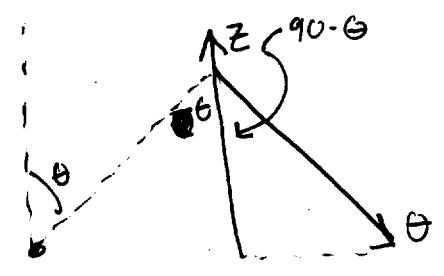
\uparrow
 gets along r
 just like previous
 \uparrow
 gets for

\uparrow see Fig 2

notice that \hat{r} and $\hat{\theta}$ are same for \hat{x}, \hat{y}
 just that $\cos\phi \rightarrow \sin\phi$

$\hat{z} = \cos\theta \hat{r} - \sin\theta \hat{\theta}$

\uparrow
 gets \hat{z} onto \hat{r}



5. $du = d\vec{s} \cdot \nabla U$

$$d\vec{s}_{\text{cylindrical}} = dp \hat{p} + p d\phi \hat{\phi} + dz \hat{z}$$

$$dU_{\text{cylin}} = \frac{\partial U}{\partial p} dp + \frac{\partial U}{\partial \phi} d\phi + \frac{\partial U}{\partial z} dz$$

$$\nabla U = \frac{\partial U}{\partial p} \hat{p} + \frac{1}{p} \frac{\partial U}{\partial \phi} \hat{\phi} + \frac{\partial U}{\partial z} \hat{z}$$

From inspection

For sphere

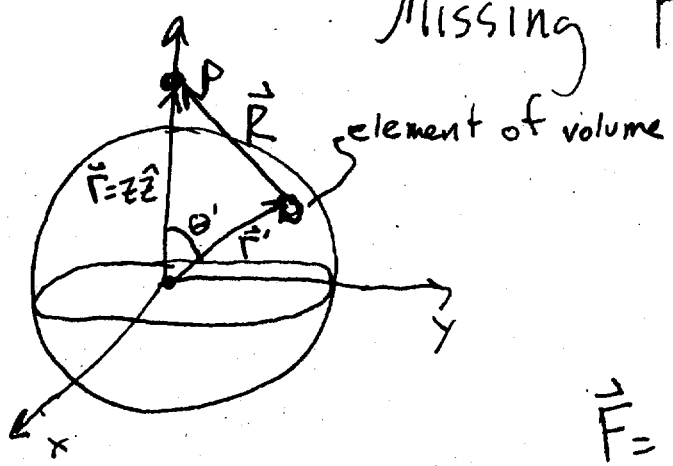
$$d\vec{s} = dr \hat{r} + r d\theta \hat{\theta} + r \sin \theta d\phi \hat{\phi}$$

$$dU = \frac{\partial U}{\partial r} dr + \frac{\partial U}{\partial \theta} d\theta + \frac{\partial U}{\partial \phi} d\phi$$

$$\nabla U = \frac{\partial U}{\partial r} \hat{r} + \frac{1}{r} \frac{\partial U}{\partial \theta} \hat{\theta} + \frac{1}{r \sin \theta} \frac{\partial U}{\partial \phi} \hat{\phi}$$

Missing Page

6.



Note \vec{R} (big \vec{R})
 is the same as Griffiths's
 \vec{R} (script \vec{R})

$$\vec{F} = Q\vec{E}$$

From Coulombs Law and Superposition

$$\vec{E} = \frac{1}{4\pi\epsilon_0} \int \frac{\hat{R} \rho(r') d\tau'}{R^2} \quad \text{eq. 2.8 Griffiths}$$

Since $\hat{R} = \frac{\vec{R}}{R}$, we can re-write this as

$$\vec{E} = \frac{1}{4\pi\epsilon_0} \int \frac{\rho(r') \vec{R} d\tau'}{R^3}$$

We just need to find \vec{R} and its length R .

We have spherical symmetry, so we integrate in spherical coords. $d\tau' = r'^2 \sin\theta' d\theta' d\phi' dr'$. However we want the unit vectors in cartesian.

$$\vec{R} = \vec{r} - \vec{r}' = z\hat{z} - r'\hat{r}' \quad \text{re-write in cartesian}$$

$$\hat{r}' = \sin\theta' \cos\phi' \hat{x} + \sin\theta' \sin\phi' \hat{y} + \cos\theta' \hat{z}$$

$$\vec{R} = -r' \sin\theta' \cos\phi' \hat{x} - r' \sin\theta' \sin\phi' \hat{y} + (z - r' \cos\theta') \hat{z}$$

$$R = \sqrt{(R_x)^2 + (R_y)^2 + (R_z)^2}$$

$$R = \sqrt{r'^2 \sin^2 \theta \cos^2 \phi + r'^2 \sin^2 \theta \sin^2 \phi + z^2 + r'^2 \cos^2 \theta - 2zr' \cos \theta}$$

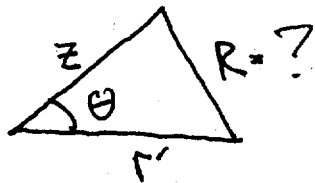
$$= \sqrt{r'^2 \sin^2 \theta (\cos^2 \phi + \sin^2 \phi) + z^2 + r'^2 \cos^2 \theta - 2zr' \cos \theta}$$

↓
1

$$= \sqrt{r'^2 (\sin^2 \theta + \cos^2 \theta) + z^2 - 2zr' \cos \theta}$$

↓
1

$$= \sqrt{r'^2 + z^2 - 2r'z \cos \theta}$$



← law of cosines
for any triangle
for $\theta = 90^\circ$, pythagorean Thm.

so $F = \frac{Q\rho}{4\pi\epsilon_0} \int_V \frac{\hat{R}}{R^3} dz'$ since $\hat{R} = \frac{\vec{R}}{R}$

$$= \frac{Q\rho}{4\pi\epsilon_0} \int \frac{-r'\sin\theta'\cos\phi'\hat{x} - r'\sin\theta'\sin\phi'\hat{y} + (z-r'\cos\theta')\hat{z}}{(z^2 + r'^2 - 2zr'\cos\theta')^{3/2}} dz'$$

Use cartesian for vectors, but spherical for integration.

$$F_z = \frac{Q\rho}{4\pi\epsilon_0} \int_0^a \int_0^\pi \int_0^{2\pi} \frac{(z - r'\cos\theta')}{(z^2 + r'^2 - 2zr'\cos\theta')^{3/2}} r'^2 \sin\theta' d\phi' d\theta' dr'$$

$$= \frac{Q\rho}{2\epsilon_0} \int_0^a \int_0^\pi \frac{(z - r'\cos\theta') r'^2 \sin\theta' d\theta' dr'}{(z^2 + r'^2 - 2zr'\cos\theta')^{3/2}}$$

Let $u = \cos\theta'$, $du = -\sin\theta' d\theta'$

$$= -\frac{Q\rho}{2\epsilon_0} \int_0^a \int_1^{-1} \frac{(z - r'u) r'^2 du}{(z^2 + r'^2 - 2zr'u)^{3/2}} dr'$$

Integral table $\rightarrow \frac{zu - r'}{z^2(z^2 + r'^2 - 2zr'u)^{1/2}} \Big|_{-1}^{-1} = -\frac{2}{z^2}$

(b cont.)

$$\text{so } F_z = \frac{Q\rho}{2\epsilon_0} \int_0^a \frac{2r'^2}{z^2} dr'$$

$$\vec{F} = \boxed{\frac{Q\rho a^3}{3\epsilon_0 z^2} \hat{z}}$$

Note $F_x = F_y = 0$
just do ϕ' integral first,
wipes them out

$$Q_{\text{Tot}} = \int \rho dz' \quad \rho = \text{const} \quad Q_{\text{Tot}} = \rho \int_0^a \int_0^\pi \int_0^{2\pi} r'^2 d\phi' \sin\theta d\theta dz'$$

$$Q_{\text{Tot}} = \rho \frac{4}{3} \pi a^3$$

$$\text{so } \rho = \frac{Q_{\text{Tot}}}{\frac{4}{3} \pi a^3}$$

Plugging into expression above,

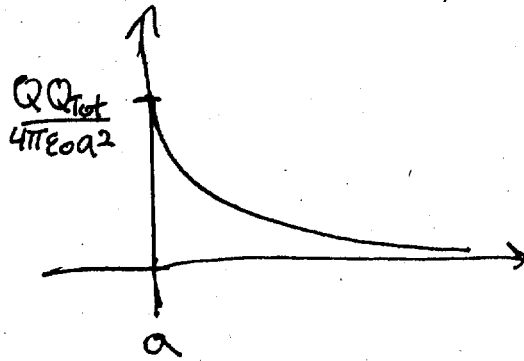
$$\vec{F} = \frac{Q Q_{\text{Tot}}}{4\pi\epsilon_0 z^2} \hat{z} \quad z \rightarrow r \quad \vec{F} = \frac{Q Q_{\text{Tot}}}{4\pi\epsilon_0 r^2} \hat{r}$$

For $z > a$ the charged sphere looks like
a single charge whose value is Q_{Tot} .
Just coulombs law for a big "point" charge

(6 cont.)

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Sketch

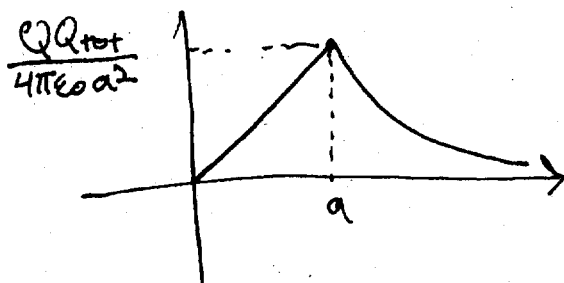


we just need to take the last integral on page 14 and change the limits. Since we are inside the sphere the r' limits go 0 to arbitrary z

$$\Rightarrow F_z = \frac{Q\rho}{2\epsilon_0} \int_0^z \frac{2r'^2}{z^2} dr' = \frac{Q\rho z}{3\epsilon_0}$$

substituting $Q_{tot} = \frac{4}{3}\pi a^3 \rho$

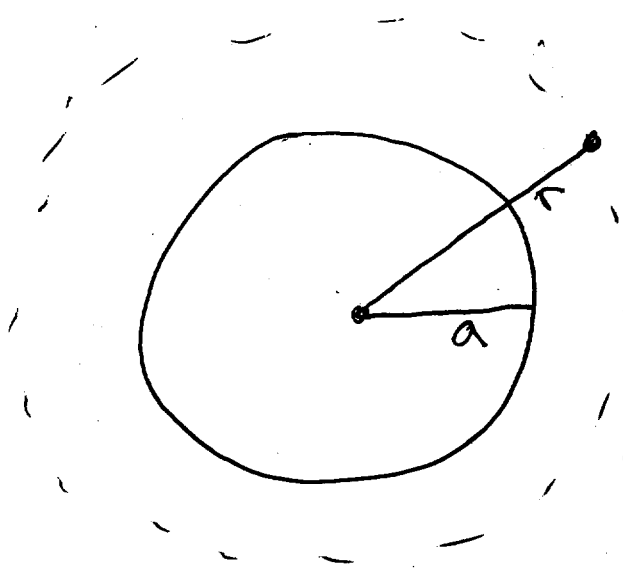
$$F_z = \frac{QQ_{tot}z}{4\pi\epsilon_0 a^3} \quad z \rightarrow r \quad F = \frac{QQ_{tot}r}{4\pi\epsilon_0 a^3}$$



6. cont

PS16

GAUSS'S LAW



$$\int \vec{E} \cdot d\vec{a} = \frac{Q_{enc}}{\epsilon_0}$$

$$\vec{E} = \frac{Q_{enc}}{\int da \epsilon_0} \hat{r}$$

$$\boxed{\vec{E} = \frac{Q_{enc}}{4\pi\epsilon_0 r^2} \hat{r}}$$

inside and out

out side ($r > a$) $Q_{enc} = Q_{tot}$

$$\vec{E} = \frac{1}{4\pi\epsilon_0} \frac{Q_{tot}}{r^2} \hat{r}$$

inside ($r < a$) $\vec{E} = \frac{1}{4\pi\epsilon_0} \frac{Q_{tot} r}{a^3} \hat{r}$

$$\rho = \frac{Q_{tot}}{\frac{4}{3}\pi a^3}$$

Since for surface inside

$$Q_{enc} = \int_0^r \int_0^\pi \int_0^{2\pi} \rho d\tau'$$

$$= \frac{4}{3}\pi r^3 \rho$$

$$\boxed{Q_{tot} = \int_0^a \int_0^\pi \int_0^{2\pi} \rho d\tau' = \frac{4}{3}\pi a^3 \rho}$$