

Fri: HW 3 by 8:5pm

Read 1.3.1

Vector derivatives of sums + products 1.2.6

We can differentiate sums and products. The various derivatives are always linear:

Gradient:	$\vec{\nabla}(f+g) = \vec{\nabla}f + \vec{\nabla}g$
Divergence:	$\vec{\nabla} \cdot (\vec{u} + \vec{v}) = \vec{\nabla} \cdot \vec{u} + \vec{\nabla} \cdot \vec{v}$
Curl:	$\vec{\nabla} \times (\vec{u} + \vec{v}) = \vec{\nabla} \times \vec{u} + \vec{\nabla} \times \vec{v}$

Rules involving multiplication can be derived from basic product rules of differentiation.

i) gradient

$\vec{\nabla}(fg) = f \vec{\nabla}g + g \vec{\nabla}f$
$\vec{\nabla}(\vec{A} \cdot \vec{B}) = \vec{A} \times (\vec{\nabla} \times \vec{B}) + \vec{B} \times (\vec{\nabla} \times \vec{A}) + (\vec{A} \cdot \vec{\nabla}) \vec{B} + (\vec{B} \cdot \vec{\nabla}) \vec{A}$

Note that $(\vec{A} \cdot \vec{\nabla}) \vec{B} \neq (\vec{\nabla} \cdot \vec{A}) \vec{B}$. What this actually means is

$$\begin{aligned}
 (\vec{A} \cdot \vec{\nabla}) \vec{B} &= \left[A_x \frac{\partial}{\partial x} + A_y \frac{\partial}{\partial y} + A_z \frac{\partial}{\partial z} \right] \left[B_x \hat{x} + B_y \hat{y} + B_z \hat{z} \right] \\
 &= \left[A_x \frac{\partial B_x}{\partial x} + A_y \frac{\partial B_x}{\partial y} + A_z \frac{\partial B_x}{\partial z} \right] \hat{x} \\
 &\quad + \left[A_x \frac{\partial B_y}{\partial x} + A_y \frac{\partial B_y}{\partial y} + A_z \frac{\partial B_y}{\partial z} \right] \hat{y} + \left[A_x \frac{\partial B_z}{\partial x} + A_y \frac{\partial B_z}{\partial y} + A_z \frac{\partial B_z}{\partial z} \right] \hat{z}
 \end{aligned}$$

2) divergence One can show:

$$\vec{\nabla} \cdot (f\vec{A}) = (\vec{\nabla}f) \cdot \vec{A} + f(\vec{\nabla} \cdot \vec{A})$$

$$\vec{\nabla} \cdot (\vec{A} \times \vec{B}) = \vec{B} \cdot (\vec{\nabla} \times \vec{A}) - \vec{A} \cdot (\vec{\nabla} \times \vec{B})$$

3) curl

Similar product rules exist for curl

↳ see pg 21 section 1.2.6

1 Divergence of a dot product

In general

$$\nabla(\mathbf{A} \cdot \mathbf{B}) = \mathbf{A} \times (\nabla \times \mathbf{B}) + \mathbf{B} \times (\nabla \times \mathbf{A}) + (\mathbf{A} \cdot \nabla)\mathbf{B} + (\mathbf{B} \cdot \nabla)\mathbf{A}$$

a) Verify that this is true for

$$\mathbf{A} = x^2 \hat{x}$$

$$\mathbf{B} = \hat{x}$$

b) Check that, for these vectors, $(\mathbf{B} \cdot \nabla)\mathbf{A} \neq (\nabla \cdot \mathbf{B})\mathbf{A}$.

Ans: a) LHS $\vec{A} \cdot \vec{B} = x^2 \Rightarrow \vec{\nabla}(\vec{A} \cdot \vec{B}) = 2x \hat{x}$

RHS $\vec{\nabla} \times \vec{A} = \begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ x^2 & 0 & 0 \end{vmatrix} = \hat{x} \cdot 0 + \hat{y} \underbrace{\frac{\partial}{\partial z} x^2}_0 + \hat{z} \underbrace{\left(-\frac{\partial}{\partial y} x^2\right)}_0$

$$\Rightarrow \vec{\nabla} \times \vec{A} = 0$$

$$\vec{\nabla} \times \vec{B} = 0 \quad \text{since } \vec{B} \text{ is constant.}$$

$$(\vec{A} \cdot \vec{\nabla})\vec{B} = \left(x^2 \frac{\partial}{\partial x} + 0 \frac{\partial}{\partial y} + 0 \frac{\partial}{\partial z}\right)\vec{B} = x^2 \frac{\partial \vec{B}}{\partial x} = 0 \quad \text{since } \vec{B} \text{ constant}$$

$$(\vec{B} \cdot \vec{\nabla})\vec{A} = \left(1 \frac{\partial}{\partial x} + 0 \frac{\partial}{\partial y} + 0 \frac{\partial}{\partial z}\right)\vec{A} = \frac{\partial \vec{A}}{\partial x} = 2x \hat{x}$$

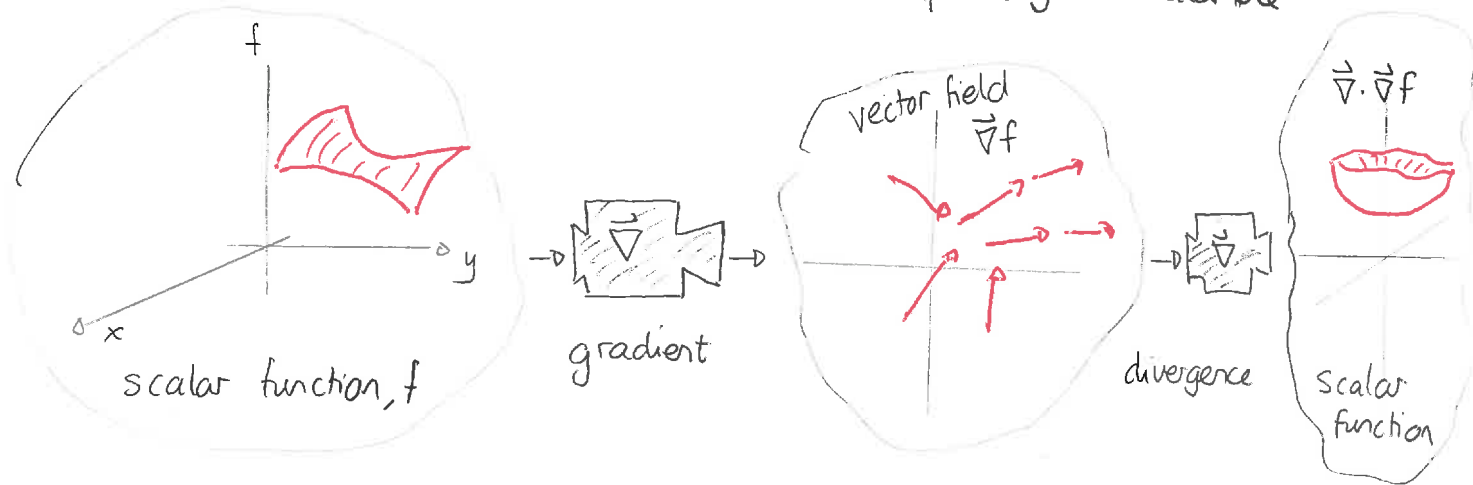
Thus RHS = $2x \hat{x}$ = LHS ✓

b) $(\vec{\nabla} \cdot \vec{B})\vec{A} = \underbrace{(\vec{\nabla} \cdot \hat{x})}_0 x^2 \hat{x} = 0$

So $\underbrace{(\vec{\nabla} \cdot \vec{B})\vec{A}}_0 \neq \underbrace{(\vec{B} \cdot \vec{\nabla})\vec{A}}_{2x \hat{x}}$

Multiple derivatives

Three dimensional differentiation can be done repeatedly. For example



In this example:

$$\begin{aligned}\nabla \cdot \nabla f &= \nabla \cdot \left[\frac{\partial f}{\partial x} \hat{x} + \frac{\partial f}{\partial y} \hat{y} + \frac{\partial f}{\partial z} \hat{z} \right] \\ &= \frac{\partial^2 f}{\partial x^2} + \frac{\partial^2 f}{\partial y^2} + \frac{\partial^2 f}{\partial z^2}\end{aligned}$$

This is a common operation in electromagnetic theory (in the context of electric potential), other branches of physics and also mathematics. Thus we define

The Laplacian operator, ∇^2 , maps functions to functions via

$$f \xrightarrow{\nabla^2} \nabla^2 f := \frac{\partial^2 f}{\partial x^2} + \frac{\partial^2 f}{\partial y^2} + \frac{\partial^2 f}{\partial z^2}$$

We will eventually see that

$$\nabla^2 V = \text{function of charge distribution}$$

2 Multiple derivatives in three dimensions

Let

$$f(x, y, z) = \frac{x^2 + y^2}{4}$$

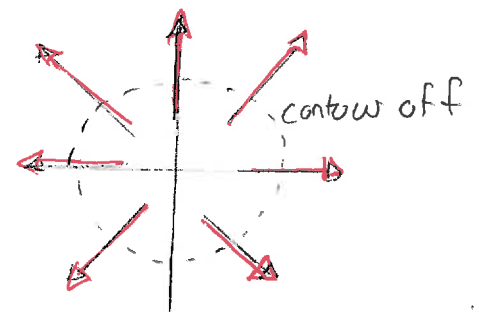
- Determine $\nabla^2 f$.
- Determine $\nabla \times (\nabla f)$.

Ans: a) $\nabla^2 f = \frac{\partial^2 f}{\partial x^2} + \frac{\partial^2 f}{\partial y^2} + \frac{\partial^2 f}{\partial z^2}$

$$= \frac{\partial^2}{\partial x^2} \left(\frac{x^2}{4} \right) + \frac{\partial^2}{\partial y^2} \left(\frac{y^2}{4} \right)$$
$$= \frac{1}{2} + \frac{1}{2} = 1$$

b) $\nabla f = \frac{\partial f}{\partial x} \hat{x} + \frac{\partial f}{\partial y} \hat{y} + \frac{\partial f}{\partial z} \hat{z}$

$$= \frac{x}{2} \hat{x} + \frac{y}{2} \hat{y}$$



So

$$\nabla \times (\nabla f) = \begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ \frac{x}{2} & \frac{y}{2} & 0 \end{vmatrix} = \hat{x} \left(\frac{\partial}{\partial y} 0 - \frac{\partial}{\partial z} \frac{y}{2} \right) + \hat{y} \left(\frac{\partial}{\partial z} \frac{x}{2} - \frac{\partial}{\partial x} 0 \right) + \hat{z} \left(\frac{\partial}{\partial x} \frac{y}{2} - \frac{\partial}{\partial y} \frac{x}{2} \right)$$

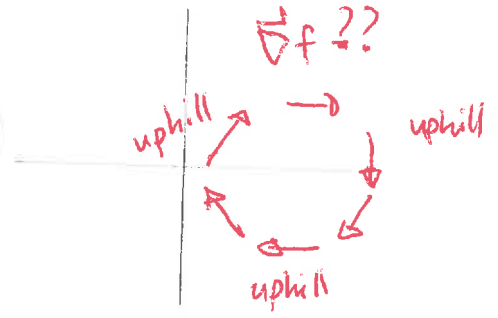
$$\Rightarrow \nabla \times (\nabla f) = 0$$

The example illustrates a general rule about gradients. A gradient cannot circle as that would indicate a closed loop along which the function keeps increasing.

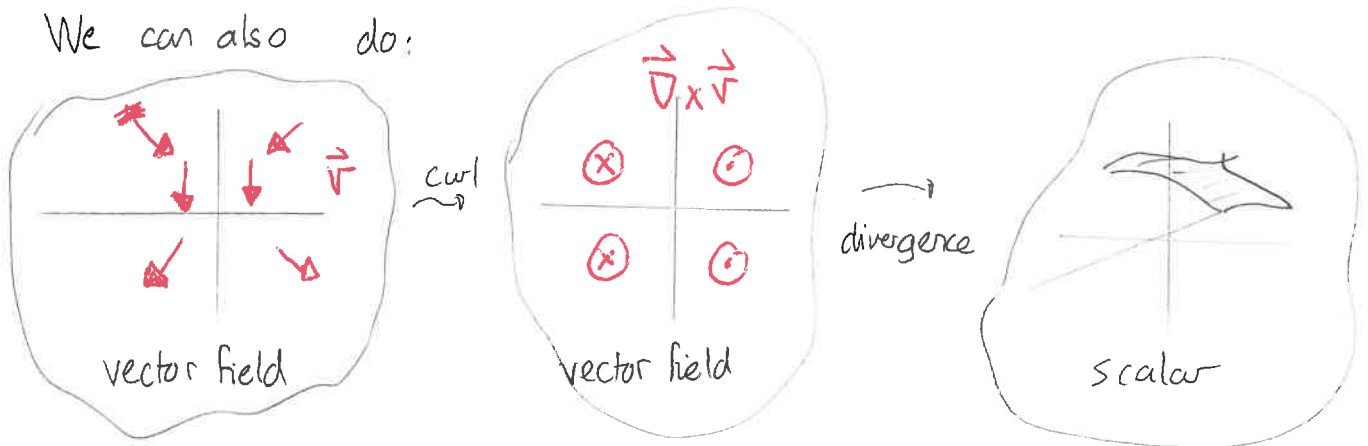
One can show using standard calculus that

$$\text{For any suitably differentiable function, } f,$$

$$\vec{\nabla} \times \vec{\nabla} f = 0$$



We can also do:



Again we can show generally.

$$\text{For any suitably differentiable vector field, } \vec{v},$$

$$\vec{\nabla} \cdot (\vec{\nabla} \times \vec{v}) = 0$$

Integration of functions in three dimensions

We will encounter integrals of the following types in electromagnetic theory

- 1) integrals of scalar functions
- 2) integrals of vector fields - line integrals and surface integrals

In all cases the basic concepts and theorems use the fundamental theorem of calculus:

$$\int_a^b \frac{df}{dx} dx = f(b) - f(a)$$

Volume integrals of scalar functions

Consider a scalar function of three position variables. In electromagnetic theory a common example is the volume charge density which describes how charge is distributed in space.

The volume charge density is a function $\rho(x, y, z)$ with units of C/m^3 which has the approximate meaning:

The charge contained in a region

$$x \rightarrow x+dx$$

$$y \rightarrow y+dy$$

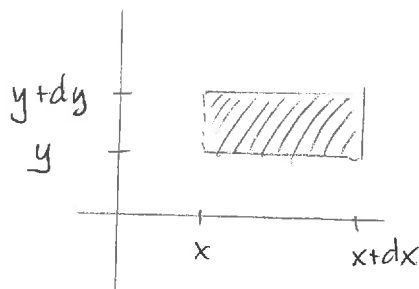
$$z \rightarrow z+dz$$

is

$$\rho(x, y, z) \underbrace{dx dy dz}_{\text{volume region}}$$

density

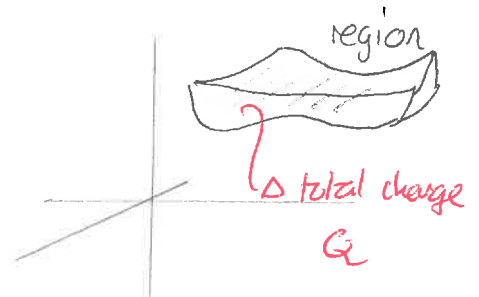
as $dx, dy, dz \rightarrow 0$



A more precise meaning is:

Consider any region of space. Then the volume charge density is the function $\rho(x, y, z)$ with units C/m^3 such that the total charge contained in this region is:

$$Q = \iiint_{\text{region}} \rho(x, y, z) dx dy dz$$



A frequent short notation is that the volume $dx dy dz$ is abbreviated as

$$d\tau = dx dy dz$$

and the charge in the region is

$$Q = \int_{\text{region}} \rho d\tau$$

Note that this does not mean

$Q = \int \rho d\tau$ \rightarrow DOES NOT mean integrate w.r.t variable τ .
DOES mean integrate w.r.t $x, y, \text{ and } z$
 \rightarrow USUALLY is not constant and cannot be pulled out of the integral
USUALLY depends on x, y, z .

3 Three dimensional charge distribution

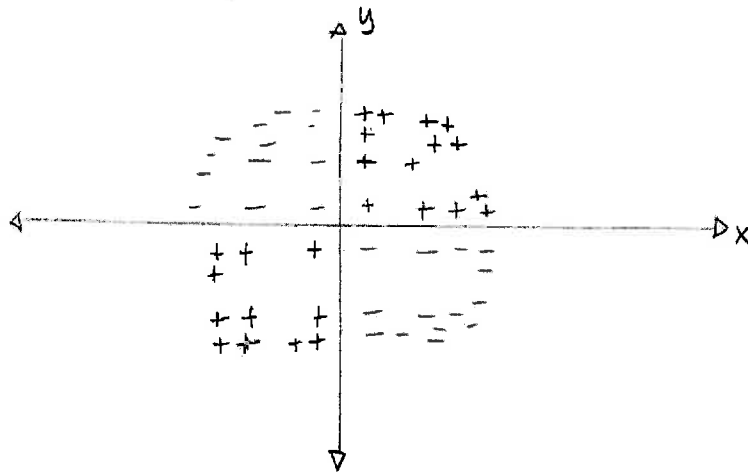
Within the region $-a \leq x, y, z \leq a$ with $a > 0$ the charge density is

$$\rho(x, y, z) = \frac{4q}{a^5} xy$$

where q is a constant with dimensions of charge.

- In the region $-a \leq xy \leq a$ in the xy plane sketch whether the charge is positive or negative indicating regions with greater and smaller charge density.
- Determine the total charge in the region $-a \leq x, y, z \leq a$.
- Determine the total charge in the region $0 \leq x, y, z \leq a$.
- Determine the total charge contained in the segment of a sphere of radius a in the quadrant where $0 \leq x, y, z \leq a$.

Answer: a)



- b) region $-a \leq x \leq a$
 $-a \leq y \leq a$
 $-a \leq z \leq a$

$$Q = \int_{-a}^a dz \int_{-a}^a dy \int_{-a}^a dx \rho(x, y, z)$$

$$= \int_{-a}^a dz \int_{-a}^a dy \int_{-a}^a \frac{4q}{a^5} xy$$

$$\begin{aligned} \Rightarrow Q &= \frac{4q}{a^5} \int_{-a}^a dz \int_{-a}^a y dy \int_{-a}^a x dx \\ &= \frac{4q}{a^5} 2a \underbrace{\left. \frac{y^2}{2} \right|_{-a}^a}_0 \underbrace{\left. \frac{x^2}{2} \right|_{-a}^a}_0 \Rightarrow Q=0 \end{aligned}$$

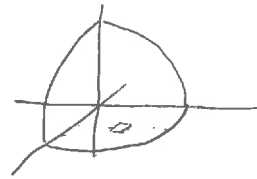
c) Now

$$\begin{aligned} 0 &\leq x \leq a \\ 0 &\leq y \leq a \\ 0 &\leq z \leq a \end{aligned}$$

$$\begin{aligned} Q &= \frac{4q}{a^5} \int_0^a dz \int_0^a y dy \int_0^a x dx \\ &= \frac{4q}{a^5} \left[a \right] \left[\left. \frac{y^2}{2} \right|_0^a \right] \left[\left. \frac{x^2}{2} \right|_0^a \right] \\ &= \frac{4q}{a^5} a \frac{a^2}{2} \frac{a^2}{2} \end{aligned}$$

$$\Rightarrow Q = q$$

d) Here



$$0 \leq x \leq a$$

$$0 \leq y \leq \sqrt{a^2 - x^2}$$

$$0 \leq z \leq \sqrt{a^2 - x^2 - y^2}$$

So

$$Q = \int_0^a dx \int_0^{\sqrt{a^2 - x^2}} dy \int_0^{\sqrt{a^2 - x^2 - y^2}} dz \frac{4q}{a^5} xy$$

$$= \frac{4q}{a^5} \int_0^a dx x \int_0^{\sqrt{a^2 - x^2}} dy y \sqrt{a^2 - x^2 - y^2}$$

$$= \frac{4q}{a^5} \int_0^a dx x \left(a^2 - x^2 - y^2 \right)^{3/2} \frac{2}{3} \frac{1}{2} (-1) \Big|_0^{\sqrt{a^2 - x^2}}$$

$$= -\frac{4q}{3a^5} \int_0^a dx x \left[0 - (a^2 - x^2)^{3/2} \right]$$

$$= \frac{4q}{3a^5} \int_0^a x (a^2 - x^2)^{3/2} dx$$

$$= \frac{4q}{3a^5} (a^2 - x^2)^{5/2} \frac{2}{5} \left(-\frac{1}{2} \right) \Big|_0^a$$

$$= \frac{4q}{15a^5} (a^2)^{5/2} \Rightarrow Q = \frac{4}{15} q$$