

Fri: HW3 by 5pmTues: HW4 by 5pmCorrections: HW1 by ~~Thurs~~ Fri.

HW2 by Tues

Read: 1.3.3, 1.3.1 surface int.Integration in three dimensions.

We will encounter integrals of the following types:

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

We frequently connect integrals and derivatives. This is based on the fundamental theorem of calculus

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

Volume integrals of scalar functionsA common example of a scalar function in electromagnetic theory is the charge density. This describes the spatial arrangement of charge. Specifically:

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

The charge in the region

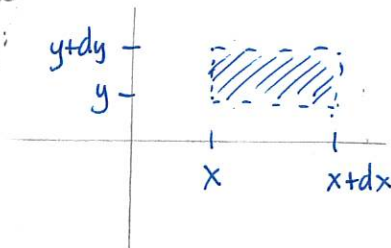
$$x \rightarrow x+dx$$

$$y \rightarrow y+dy$$

$$z \rightarrow z+dz$$

is

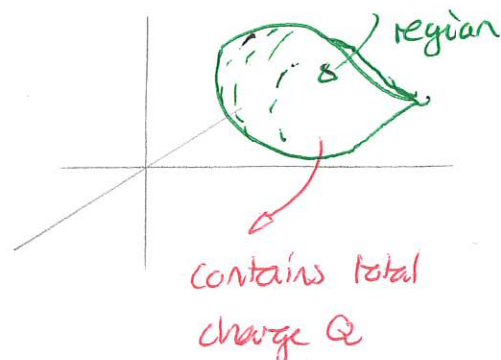
$$\underbrace{\rho(x, y, z)}_{\text{density}} \underbrace{dx dy dz}_{\text{volume}}$$

as  $dx, dy, dz \rightarrow 0$ 

More precisely

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

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



we often abbreviate the notation by using

$$dx dy dz \leadsto d\tau$$

and

$$Q = \int \rho d\tau.$$

This is deceptive

$$Q = \int \rho(x, y, z) d\tau$$

→ Does NOT mean integrate with respect to one variable  $\tau$ .

→ Does Mean integrate with respect to  $x, y, z$  (three variables)



IS NOT usually constant. CANNOT usually be pulled out of the integral

### 1 Three dimensional charge distribution

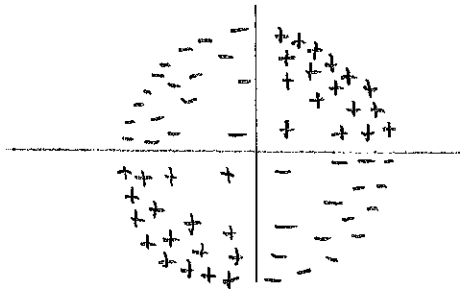
Within the region  $-a \leq x, y, z \leq a$  with  $a > 0$  the charge density is

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

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) the region has

$$\left. \begin{array}{l} -a \leq x \leq a \\ -a \leq y \leq a \\ -a \leq z \leq a \end{array} \right\} dz = dx dy dz$$

$$\begin{aligned} Q &= \int \rho dz = \int_{-a}^a dz \int_{-a}^a dy \int_{-a}^a dx \frac{4q}{a^5} xy \\ &= \frac{4q}{a^5} \underbrace{\int_{-a}^a dz}_{2a} \underbrace{\int_{-a}^a y dy}_{\frac{y^2}{2} \Big|_{-a}^a} \underbrace{\int_{-a}^a x dx}_{\frac{x^2}{2} \Big|_{-a}^a} \\ &= 0 \quad = 0 \end{aligned}$$

$$\Rightarrow Q = 0$$

$$c) \quad \left. \begin{array}{l} 0 \leq x \leq a \\ 0 \leq y \leq a \\ 0 \leq z \leq a \end{array} \right\} dz = dx dy dz$$

$$Q = \int p dz = \int_0^a dz \int_0^a dy \int_0^a dx \quad \frac{4q}{a^5} xy$$

$$\Rightarrow Q = \frac{4q}{a^5} \int_0^a dz \int_0^a y dy \int_0^a x dx$$

$$= \frac{4q}{a^5} a \left. \frac{y^2}{2} \right|_0^a \left. \frac{x^2}{2} \right|_0^a$$

$$= \frac{4q}{a^5} a \frac{a^2}{2} \frac{a^2}{2}$$

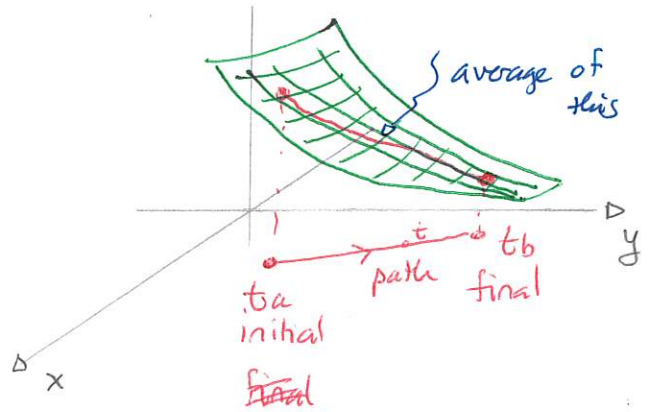
$$\Rightarrow Q = q.$$

## Line integrals

line integrals consider situations where one wants to aggregate information of a function of multiple variables but only along a line through space.

For example suppose that one traversed a landscape, represented by position co-ordinates  $x$  and  $y$  and altitude  $h(x,y)$ . To do this requires:

- 1) the function  $h(x,y)$
- 2) a description of the trajectory - a path in  $x, y$  space
  - parameterized by  $t_a \leq t \leq t_b$
  - $x(t), y(t)$



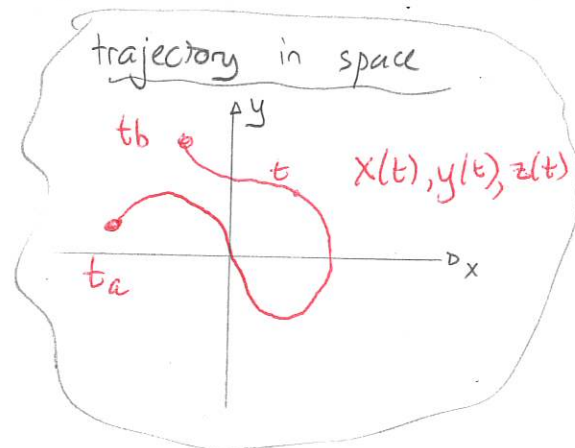
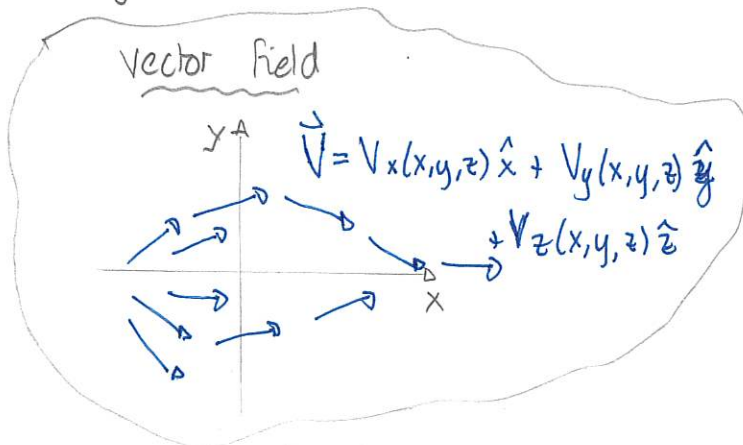
Then at the location represented by  $t$ ,

altitude at  $t = h(x(t), y(t))$

This is now a function of one variable and we could say that the average height is

$$\bar{h} = \frac{1}{\text{total distance } (t_b - t_a)} \int_{t_a}^{t_b} h(x(t), y(t)) dt$$

This is a line integral of a scalar function. Electromagnetic theory requires line integrals of vector functions. For these we need:

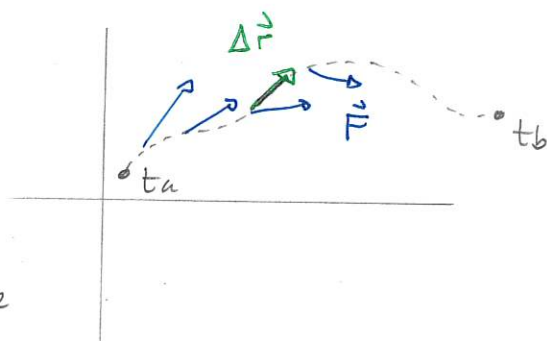


There are many possible constructions. In all cases we want the line integral to produce a result that is independent of:

- 1) the Cartesian co-ordinate system in use
- 2) the parameterization of the curve.

One possibility, which will appear in electromagnetic theory, stems from mechanical work. Consider a force that depends on location  $\vec{F} = \vec{F}(x, y, z)$  and suppose that a particle moves along a particular trajectory. We then decompose the trajectory into segments, each described by displacement  $\Delta\vec{r}$ . Then the work done by the force is

$$W = \sum_{\text{segments}} \vec{F} \cdot \Delta\vec{r}$$



Now  $\Delta\vec{r} = \Delta x \hat{x} + \Delta y \hat{y} + \Delta z \hat{z}$  and if the path is parameterized by  $t$  so that the parameter changes by  $\Delta t$  along  $\Delta\vec{r}$ , we get

$$\Delta\vec{r} \approx \left[ \frac{\Delta x}{\Delta t} \hat{x} + \frac{\Delta y}{\Delta t} \hat{y} + \frac{\Delta z}{\Delta t} \hat{z} \right] \Delta t$$

Thus

$$W \approx \sum \vec{F} \cdot \left[ \frac{\Delta x}{\Delta t} \hat{x} + \frac{\Delta y}{\Delta t} \hat{y} + \frac{\Delta z}{\Delta t} \hat{z} \right] \Delta t$$

Taking  $\Delta t \rightarrow 0$  gives

$$W = \int_{t_a}^{t_b} \vec{F} \cdot \left[ \frac{dx}{dt} \hat{x} + \frac{dy}{dt} \hat{y} + \frac{dz}{dt} \hat{z} \right] dt$$

$$= \int_{t_a}^{t_b} \left[ \underbrace{F_x(x(t), y(t), z(t))}_{\substack{\text{co-ord} \\ \text{label}}} \frac{dx}{dt} + F_y(x(t), y(t), z(t)) \frac{dy}{dt} + F_z(x(t), y(t), z(t)) \frac{dz}{dt} \right] dt$$

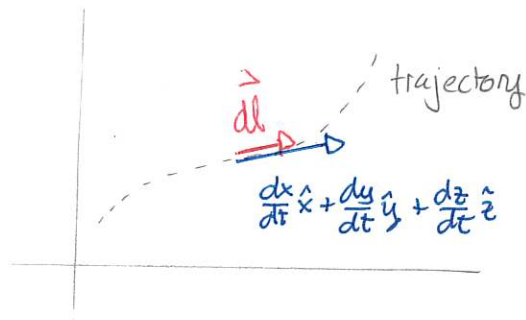
Function of  $t$  constructed from  $\vec{F}$  and trajectory

Note that

$$\frac{dx}{dt} \hat{x} + \frac{dy}{dt} \hat{y} + \frac{dz}{dt} \hat{z}$$

is a vector that is tangent to the trajectory.

It follows that



$$\vec{dl} = \left[ \frac{dx}{dt} \hat{x} + \frac{dy}{dt} \hat{y} + \frac{dz}{dt} \hat{z} \right] dt = dx \hat{x} + dy \hat{y} + dz \hat{z}$$

is also tangent to the trajectory. So we might express the work as

$$W = \int_{\text{trajectory}} \vec{F} \cdot \vec{dl}$$

In general we define:

The line integral of

$$\vec{V} = V_x(x, y, z) \hat{x} + V_y(x, y, z) \hat{y} + V_z(x, y, z) \hat{z}$$

along the curve described by

$$\vec{r}(t) = x(t) \hat{x} + y(t) \hat{y} + z(t) \hat{z}$$

is

$$\int \vec{V} \cdot \vec{dl} = \int_{t_a}^{t_b} \left[ V_x(x(t), y(t), z(t)) \frac{dx}{dt} + V_y(\dots) \frac{dy}{dt} + V_z(\dots) \frac{dz}{dt} \right] dt$$

where  $t_a \leq t \leq t_b$  is the range of parameters along the curve segment.

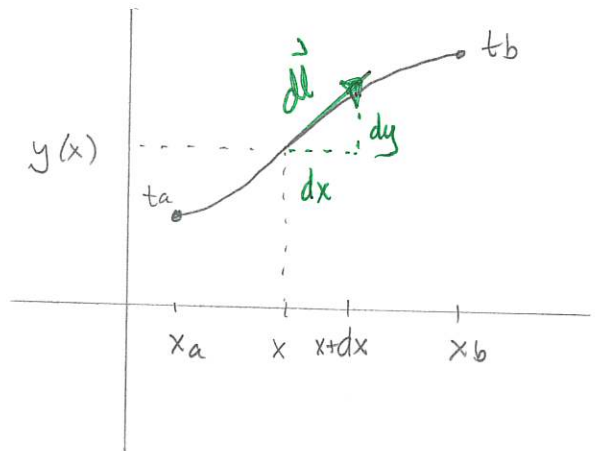
We can show:

- 1) this is independent of the parametrization of the curve
- 2) this is independent of the co-ordinate system as the basis vectors (on which  $V_x, V_y$  and  $V_z$  depend)
- 3) It could depend on the path

In some situations we can use the co-ordinates as integration variables.

For example if the path is such that each value of  $x$  corresponds to one value of  $y$  then the curve can be parameterized by  $x$ . So

$$\begin{aligned}\vec{dl} &= dx \hat{x} + dy \hat{y} + dz \hat{z} \\ &= dx \hat{x} + \frac{dy}{dx} dx \hat{y} + \frac{dz}{dx} dx \hat{z} \\ &= \left[ \hat{x} + \frac{dy}{dx} \hat{y} + \frac{dz}{dx} \hat{z} \right] dx\end{aligned}$$



So

$$\int \vec{v} \cdot \vec{dl} = \int_{x_a}^{x_b} \left[ v_x + v_y \frac{dy}{dx} + v_z \frac{dz}{dx} \right] dx$$

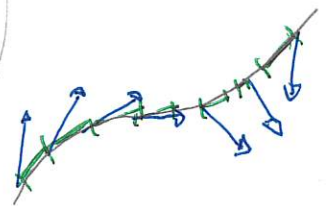
Qualitatively

The line integral aggregates the component of

$$\vec{v} = v_x \hat{x} + v_y \hat{y} + v_z \hat{z}$$

along the tangent to the trajectory

$$\vec{dl} = dx \hat{x} + dy \hat{y} + dz \hat{z}$$



## 2 Line integral in two dimensions: straight segments

Let  $\mathbf{v} = -y\hat{x} + x\hat{y}$ . Determine

$$\int \mathbf{v} \cdot d\mathbf{l}$$

along each of the two paths.

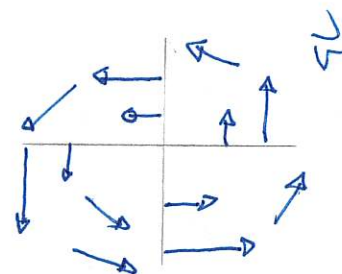
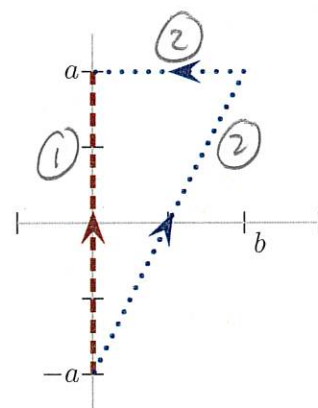
The vector field has components

$$v_x(x, y, z) = -y$$

$$v_y(x, y, z) = x$$

$$v_z(x, y, z) = 0$$

A sketch indicates that  $\vec{v}$  circles



Along path (1)

We can parameterize the path using  $y$ . Then

$$-a \leq y \leq a$$

$$x = 0$$

So

$$\int \vec{v} \cdot d\vec{l} = \int v_x dx + v_y dy$$

and  $dx = \frac{dx}{dy} dy = 0$  gives

$$\vec{v} \cdot d\vec{l} = v_x dx + v_y dy = \left[ v_x \frac{dx}{dy} + v_y \right] dy$$

Along this path,  $v_y = x = 0$ . Thus

$$\vec{v} \cdot d\vec{l} = 0 dy$$

$$\Rightarrow \int \vec{v} \cdot d\vec{l} = \int 0 dy = 0$$

$$\Rightarrow \int \vec{v} \cdot d\vec{l} = 0$$

Matches the sketch  
since  $\vec{v} \perp d\vec{l}$   
everywhere along  
this path

Along path ②. It appears that  $\vec{v} \cdot d\vec{l} > 0$  everywhere so the integral should be positive. We break it into

$$\int \vec{v} \cdot d\vec{l} = \int_{\text{diagonal}} \vec{v} \cdot d\vec{l} + \int_{\text{horizontal}} \vec{v} \cdot d\vec{l}$$

Along the diagonal  $0 \leq x \leq b$  so we use  $x$  as the parameter

$$y = \frac{2a}{b}x - a$$

$$\vec{v} \cdot d\vec{l} = v_x dx + v_y dy = v_x dx + v_y \frac{dy}{dx} dx = \left[ v_x + v_y \frac{dy}{dx} \right] dx$$

$$\text{Then } v_x = -y = -\frac{2a}{b}x + a$$

$$v_y = x$$

$$\frac{dy}{dx} = \frac{2a}{b}$$

Thus

$$\vec{v} \cdot d\vec{l} = \left[ -\frac{2a}{b}x + a + x \frac{2a}{b} \right] dx = a dx$$

$$\Rightarrow \int_{\text{diagonal}} \vec{v} \cdot d\vec{l} = \int_0^b a dx = ab \Rightarrow \int_{\text{diagonal}} \vec{v} \cdot d\vec{l} = ab$$

Along the horizontal

$$\begin{aligned} \overleftarrow{\int \vec{v} \cdot d\vec{l}} &= -\overrightarrow{\int \vec{v} \cdot d\vec{l}} \\ \Rightarrow \int_{\text{right to left}} \vec{v} \cdot d\vec{l} &= -\int_{\text{left to right}} \vec{v} \cdot d\vec{l} \end{aligned}$$

For the left to right integral

$0 \leq x \leq b$   $\leftarrow x$  is parameter

$$y = a \Rightarrow \frac{dy}{dx} = 0$$

$$\vec{v} \cdot d\vec{l} = v_x dx + v_y \frac{dy}{dx} dx$$

$$= -y dx + 0 = -a dx$$

$$\int_{l \text{ to } r} \vec{v} \cdot d\vec{l} = \int_0^b -a dx = -ab$$

$$\text{Thus } \int_{r \text{ to } l} \vec{v} \cdot d\vec{l} = ab$$

$$\Rightarrow \int_{\text{path 2}} \vec{v} \cdot d\vec{l} = 2ab$$

The example illustrates the fact that

Line integrals generally depend on the path between initial + final locations

