

# Warm-up for Electromagnetic Theory (PHYS330)

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## 1 Problem 1.54

Verify the divergence theorem for  $\vec{v} = r^2 \cos \theta \hat{r} + r^2 \cos \phi \hat{\theta} - r^2 \cos \theta \sin \phi \hat{\phi}$  over the octant of the sphere of radius  $R$  with the center at the origin.

Break the problem into manageable pieces. (a) What is the divergence of the field? (b) What is the volume integral of it?

Divergence:  $4r \cos \theta$ .

Volume integral of the divergence:

$$\int_0^R \int_0^{\pi/2} \int_0^{\pi/2} 4r \cos \theta r^2 \sin \theta dr d\theta d\phi = \frac{\pi R^4}{4} \quad (1)$$

The surface integral has four parts. (a) Outer curved surface with  $d\vec{a} = r^2 \sin \theta d\theta d\phi \hat{r}$ , and the result is  $\pi R^4/4$ . (b) The lower side is defined by  $\theta = \pi/2$ , and  $d\vec{a} = -r^2 dr d\phi \hat{z}$ . What is  $\hat{z}$  here ...  $\hat{\theta}$ . Consult back page of the book for conversions and set  $\theta = \pi/2$ . The result is  $R^4/4$ . (c) The left side is described by  $\phi = 0$ , and  $d\vec{a} = r dr d\theta (-\hat{y}) = -r dr d\theta \hat{\phi}$ . However, the  $\hat{\phi}$ -component is zero for  $\phi = 0$ , so the surface integral is zero. (d) The right side has  $d\vec{a} = r dr d\theta \hat{\phi}$ , and  $\phi = \pi/2$ . This time, the surface integral for  $\phi = \pi/2$  is not zero, and the result is  $-R^4/4$ . Summing all the pieces, we find

$$\oint \vec{v} \cdot d\vec{a} = \frac{\pi R^4}{4} \quad (2)$$

## 2 Problem 1.55

Break the problem into the following pieces: (a) What is the curl of  $\vec{v}$ ? (b) What is the surface integral of the curl? (c) How do we approach the line integral?

The curl may be evaluated in Cartesian coordinates:  $\nabla \times \vec{v} = (b - a)\hat{k}$ . Form the surface integral:

$$\int (\nabla \times \vec{v}) \cdot d\vec{a} = (b - a)\pi R^2 \quad (3)$$

The integrand is a constant, and parallel to the area vector. Thus, the constant moves outside the integral and we have just the area of the circle. What is  $d\vec{l}$  on the circle of radius  $R$ ? *Cylindrical coordinates* work best to describe the situation:  $d\vec{l} = ds\hat{s} + sd\phi\hat{\phi} + dz\hat{z}$ . However,  $dz = 0$  and  $ds = 0$ , so we are left with  $d\vec{l} = sd\phi\hat{\phi}$ . That makes the line integral ( $s = R$ ):

$$\oint \vec{v} \cdot d\vec{l} = \int_0^{2\pi} ay\hat{x} \cdot Rd\phi\hat{\phi} + \int_0^{2\pi} bx\hat{y} \cdot Rd\phi\hat{\phi} \quad (4)$$

Here are some useful conversions:

- $x = R \cos \phi$
- $y = R \sin \phi$
- $\hat{x} = 0 - \sin \phi \hat{\phi}$
- $\hat{y} = 0 + \cos \phi \hat{\phi}$

Substituting all of that into Eq. 4 gives  $(b - a)\pi R^2$ .

### 3 Problem 1.56

Break the problem into pieces. First, address the closed-path line integral. For the first path,

$$d\vec{l} = dy\hat{y} \quad (5)$$

$$\vec{v} \cdot d\vec{l} = yz^2 dy \quad (6)$$

$$z = 0 \quad (7)$$

$$\int \vec{v} \cdot d\vec{l} = 0 \quad (8)$$

For the other straight piece,

$$d\vec{l} = dz\hat{z} \quad (9)$$

$$\vec{v} \cdot d\vec{l} = (3y + z)dz \quad (10)$$

$$x = y = 0 \quad (11)$$

$$\int \vec{v} \cdot d\vec{l} = - \int_0^2 (3y + z)dz = -2 \quad (12)$$

For the diagonal piece, the path has  $x = 0$ , and  $z = 2 - 2y$ , with  $dz = -2dy$ . We have

$$d\vec{l} = dy\hat{y} + dz\hat{z} \quad (13)$$

$$\int \vec{v} \cdot d\vec{l} = \int_1^0 dy (4y^3 - 8y^2 + 2y - 4) = \frac{14}{3} \quad (14)$$

$$(15)$$

In total, the close-path line integral is  $\boxed{-2 + 14/3 = 8/3}$ . The curl of the field is

$$\nabla \times \vec{v} = (3 - 2yz)\hat{x} + \dots \quad (16)$$

*We don't need the other components of the curl because the area vector will just cancel them:  $d\vec{a} = dydz\hat{x}$ .*

$$\int (\nabla \times \vec{v}) \cdot d\vec{a} = \int_0^1 \int_0^{2-2y} dz dy (3 - 2yz) \quad (17)$$

$$\int_0^1 dy (4y^3 - 8y^2 + 10y - 6) = \frac{8}{3} \quad (18)$$

Notice in Eq. 17 that we integrate  $z$  from 0 to  $z_{max}$ , where  $z_{max}$  is determined by the relationship between  $z$  and  $y$ . Thus, Stoke's theorem checks out.

### 4 Problem 1.57

This exercise helps us practice with coordinate systems besides Cartesian. The line integral involves four pieces. The first is in the  $x$ -direction. In spherical coordinates:

$$d\vec{l} = dr\hat{r} \quad (19)$$

$$\phi = 0, \theta = \pi/2 \quad (20)$$

$$\vec{v} \cdot d\vec{l} = r \cos^2 \theta dr = 0 \quad (21)$$

The second piece is in the  $xy$ -plane, with  $\theta = \pi/2$  and  $r = 1$ . In spherical coordinates:

$$d\vec{l} = d\phi\hat{\phi} \quad (22)$$

$$\phi = 0, \theta = \pi/2 \quad (23)$$

$$\vec{v} \cdot d\vec{l} = r \cos^2 \theta d\phi = 0 \quad (24)$$

The result is

$$\int \vec{v} \cdot d\vec{l} = \int_0^{3\pi/2} 3r d\phi = \frac{3\pi}{2} \quad (25)$$

The third piece is in the  $z$ -direction, with  $y = 1$  and  $x = 0$ . We have

$$d\vec{l} = dr\hat{r} + r d\theta\hat{\theta} \quad (26)$$

$$\vec{v} \cdot d\vec{l} = r \cos^2 \theta dr - r^2 \cos \theta \sin \theta d\theta \quad (27)$$

$$y = r \sin \theta = 1 \quad (r = 1/\sin \theta) \quad (28)$$

$$dr = -\frac{\cos \theta}{\sin^2 \theta} d\theta \quad (29)$$

$$\vec{v} \cdot d\vec{l} = (-\cot^3 \theta - \cot \theta) d\theta \quad (30)$$

The line integral can therefore be cast in terms of  $\theta$  only, and integrated from  $\theta = \pi/2$  to  $\tan^{-1}(1/2)$ . The result is

$$\int \vec{v} \cdot d\vec{l} = -\frac{1}{2} \frac{1}{\sin^2 \theta} \Big|_{\pi/2}^{\tan^{-1}(1/2)} = 2 \quad (31)$$

For the last piece, the path is along  $r$ , while  $\phi = \pi/2$  and  $\theta = \theta_0 = \tan^{-1}(1/2)$  remain fixed. We find

$$d\vec{l} = dr\hat{r} \quad (32)$$

$$\vec{v} \cdot d\vec{l} = \cos^2 \theta_0 r dr \quad (33)$$

$$\int \vec{v} \cdot d\vec{l} = \cos^2 \theta_0 \int_{\sqrt{5}}^0 r dr = -2 \quad (34)$$

Totaling the four contributions to the line integral:  $\boxed{3\pi/2 + 2 - 2 = 3\pi/2}$ . Checking Stoke's theorem requires the curl in spherical coordinates:

$$\nabla \times \vec{v} = 3 \cot \theta \hat{r} - 6\hat{\theta} \quad (35)$$

The surface integral of the bottom face is ( $d\vec{a} = -r dr d\phi \hat{\theta}$ ):

$$\int \nabla \times \vec{v} \cdot d\vec{a} = \int_0^{\pi/2} \int_0^1 6r dr d\phi = \frac{3\pi}{2} \quad (36)$$

For the back face,  $d\vec{a} = da\hat{\phi}$ . But the curl does not have a  $\hat{\phi}$ -component, so that surface integral is zero. Thus, Stoke's Theorem checks out.

## 5 Problem 1.59

First, find the divergence using spherical coordinates:

$$\nabla \cdot \vec{v} = 4r \cot \theta \cos \theta \quad (37)$$

Integrate over the slice of the sphere with radius  $R$  and opening angle  $\theta = \pi/6$ .

$$\int_0^R \int_0^{2\pi} \int_0^{\pi/6} 4r \cot \theta \cos \theta r^2 \sin \theta dr d\theta d\phi = 2\pi R^4 \int_0^{\pi/6} \cos^2 \theta d\theta = \boxed{\frac{\pi R^4}{12} (2\pi + 3\sqrt{3})} \quad (38)$$

The closed surface integral must be broken into the “cone” portion, and the “top” portion. For the top, we have

$$d\vec{a} = R^2 \sin \theta d\theta d\phi \hat{r} \quad (39)$$

$$\vec{v} \cdot d\vec{a} = R^4 \sin^2 \theta d\theta d\phi \quad (40)$$

$$\int \vec{v} \cdot d\vec{a} = 2\pi R^4 \int_0^{\pi/6} \sin^2 \theta d\theta \quad (41)$$

$$\int \vec{v} \cdot d\vec{a} = \frac{\pi R^4}{12} (2\pi - 3\sqrt{3}) \quad (42)$$

For the cone portion:

$$d\vec{a} = \frac{1}{2} r dr d\theta d\phi \hat{\theta} \quad (43)$$

$$\int \vec{v} \cdot d\vec{a} = \int_0^1 \int_0^{2\pi} \sqrt{3} r^3 dr d\phi = \frac{\pi \sqrt{3} R^4}{2} \quad (44)$$

Summing the top and the cone, we find the surface integral total is  $\boxed{\frac{\pi R^4}{12} (2\pi + 3\sqrt{3})}$ .

## 6 Problem 1.62

- (a) First, note that  $d\vec{a} = R^2 \sin\theta d\theta d\phi \hat{r}$ . Integrating just  $d\vec{a}$  should yield a vector, which can be broken into x, y, and z-components. By symmetry, there should be no x or y-components. Just the z-component of  $\hat{r}$  is  $\cos\theta \hat{z}$  (back cover of the textbook). Integrating:

$$\vec{a} = 2\pi R^2 \hat{z} \int_0^{\pi/2} \sin\theta \cos\theta d\theta = \pi R^2 \hat{z} \quad (45)$$

In other words, we find the projected cross-sectional area, that of a circle and not of a hemisphere.

- (b) Note that Problem 1.61 (a) says that

$$\int_V (\nabla T) d\tau = \oint_S T d\vec{a} \quad (46)$$

This is the type of formula that follows from the other fundamental theorems of calculus. It says that the volume integral over a vector field that is the gradient of a scalar is equal to the closed surface integral of the scalar. However, we can let  $T(x, y, z) = 1$  so that the right hand side is

$$\oint_S d\vec{a} = \int_V (\nabla 1) d\tau = 0 \quad (47)$$

Thus, all closed surface integrals of constants are zero.

- (c) Suppose there are two surfaces  $S_1$  and  $S_2$  that share the same boundary line. Adding the surface integrals:

$$\oint_{S_1} d\vec{a} + \oint_{S_2} d\vec{a} = \vec{a}_{\text{total}} \quad (48)$$

But the two surfaces now form a closed surface, so  $\vec{a}_{\text{total}} = \vec{0}$  (part b). Further, the normal directions of  $S_1$  and  $S_2$  differ by a minus sign, so we find

$$\oint_{S_1} d\vec{a} - \oint_{S_2} d\vec{a} = 0 \quad (49)$$

$$\oint_{S_1} d\vec{a} = \oint_{S_2} d\vec{a} \quad (50)$$

- (d) For the kind of triangle described in the hint,  $d\vec{a} = \frac{1}{2} \vec{r} \times d\vec{l}$ , since the cross product can be interpreted as the area of a parallelogram and we need one half of that parallelogram. Totalling all of the triangles around the surface:

$$\vec{a} = \oint d\vec{a} = \oint \frac{1}{2} \vec{r} \times d\vec{l} \quad (51)$$

- (e) Letting  $T = \vec{c} \cdot \vec{r}$  in 1.61 (e), we find

$$- \oint (\vec{c} \cdot \vec{r}) d\vec{l} = \int_S \nabla(\vec{c} \cdot \vec{r}) \times d\vec{a} \quad (52)$$

From the reading, we need a product rule for the gradient on the left side:

$$\nabla(\vec{c} \cdot \vec{r}) = \vec{c} \times (\nabla \times \vec{r}) + (\vec{c} \cdot \nabla) \vec{r} \quad (53)$$

$$\nabla(\vec{c} \cdot \vec{r}) = (\vec{c} \cdot \nabla) \vec{r} = \vec{c} \quad (54)$$

$$(\nabla \times \vec{r} = 0) \quad (55)$$

Using that result gives

$$\oint (\vec{c} \cdot \vec{r}) d\vec{l} = - \int_S \vec{c} \times d\vec{a} = - \vec{c} \times \vec{a} = \vec{a} \times \vec{c} \quad (56)$$

Reversing the order of the cross-product removes the minus sign in the final step.

$$\vec{a} \times \vec{c} = \oint (\vec{c} \cdot \vec{r}) d\vec{l} \quad (57)$$