



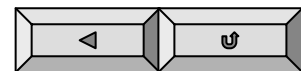
数学物理方法

Methods in Mathematical Physics

第十章 格林函数法

Method of Green's Function

武汉大学物理科学与技术学院

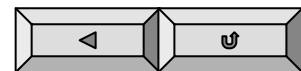




第十章 格林函数法

§ 10.3- § 10.4 格林函数

Green's Functions

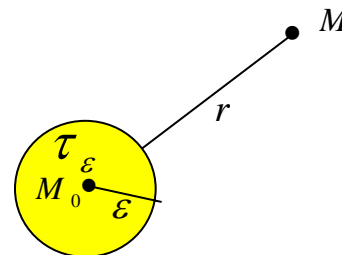




一、泊松方程的格林函数

1、三维： $\Delta G = -\delta(M - M_0)$

$$\Delta G = \frac{1}{r^2} \frac{\partial}{\partial r} \left(r^2 \frac{\partial G}{\partial r} \right) = -\delta(r)$$



(1) 若 $r \neq 0$: $G = -C_1 \frac{1}{r}$

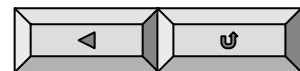
(2) 若 $r = 0$: 考虑: $\iiint_{\tau_\epsilon} \Delta G dv = -\iiint_{\tau_\epsilon} \delta(r) dv = -1$

$$\begin{aligned} \text{又 } \iiint_{\tau_\epsilon} \Delta G dv &= \iiint_{\tau_\epsilon} \nabla \cdot \nabla G dv = \iint_{\sigma_\epsilon} \nabla G \cdot d\vec{\sigma} = C_1 4\pi \\ &\rightarrow C_1 = -\frac{1}{4\pi}, \end{aligned}$$

(1), (2) \rightarrow

$$G = \frac{1}{4\pi r}$$

—泊松方程格林函数。





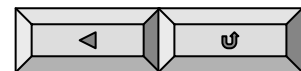
一、泊松方程的格林函数

2、二维： $\Delta G = -\delta(M - M_0)$

$$\Delta G = \frac{1}{r} \frac{\partial}{\partial r} \left(r \frac{\partial G}{\partial r} \right) = -\delta(r), \quad r = \sqrt{(x - x_0)^2 + (y - y_0)^2}$$

$$\iint_{\sigma} \nabla \cdot \nabla u d\sigma = \int_l \nabla u \cdot d\vec{l}$$

$$G(M, M_0) = \frac{1}{2\pi} \ln \frac{1}{r}$$





二、狄氏格林函数

1、三维：
$$\begin{cases} \Delta G = -\delta(x-x_0, y-y_0, z-z_0), M \in \tau \\ G|_{\sigma} = 0 \end{cases}$$

令 $G(M, M_0) = F(M, M_0) + g(M, M_0)$

使 $\Delta F(M, M_0) = -\delta(M - M_0) \quad M \in \tau$

则

$$G(M, M_0) = \frac{1}{4\pi r} + g$$

$$\begin{cases} \Delta g = 0, M \in \tau \\ g|_{\sigma} = -\frac{1}{4\pi r}|_{\sigma} \end{cases}$$

—狄氏格林函数



二、狄氏格林函数

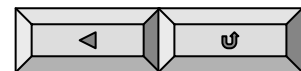
2、二维：

$$\begin{cases} \Delta G = -\delta(x - x_0, y - y_0) \\ G|_l = 0 \end{cases}$$

类似 $G = \frac{1}{2\pi} \ln \frac{1}{r} + g$

$$\begin{cases} \Delta g = 0, M \in \sigma \\ g|_l = -\frac{1}{2\pi} \ln \frac{1}{r}|_l \end{cases}$$

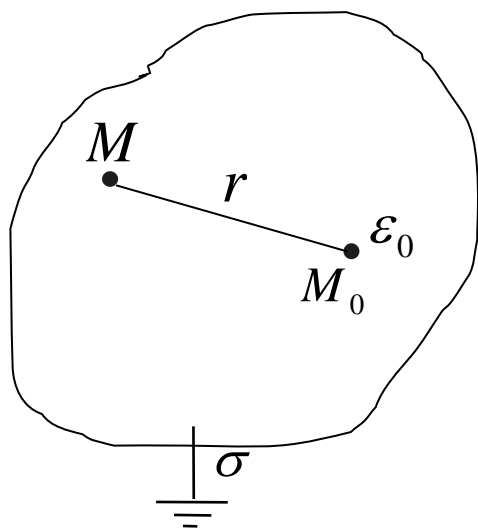
—狄氏格林函数





二、狄氏格林函数

3、狄氏格林函数的物理意义：



$$\begin{cases} \Delta G = -\delta(M - M_0), M \in \tau \\ G|_{\sigma} = 0 \end{cases}$$

$$G(M, M_0) = \frac{1}{4\pi r} + g$$

$$\begin{cases} \Delta g = 0, M \in \tau \\ g|_{\sigma} = -\frac{1}{4\pi r}|_{\sigma} \end{cases}$$

$G - M$ 点电位

$$\varepsilon_0 \text{ 提供: } \frac{1}{4\pi\varepsilon_0} \frac{\varepsilon_0}{r} = \frac{1}{4\pi r}$$

$$\begin{cases} \Delta v = 0, M \in \tau \\ v|_{\sigma} = -\frac{1}{4\pi r}|_{\sigma} \end{cases} \quad \therefore v = g$$



二、狄氏格林函数

3、狄氏格林函数的物理意义：

求 $G \rightarrow$ 求 M 点电位 \rightarrow 求感应电荷产生的电位

对于三维：
即求：
$$\begin{cases} \Delta g = 0, M \in \tau \\ g|_{\sigma} = -\frac{1}{4\pi r}|_{\sigma} \end{cases}$$

对于二维：

即求：
$$\begin{cases} \Delta g = 0, M \in \sigma \\ g|_l = -\frac{1}{2\pi} \ln \frac{1}{r}|_l \end{cases}$$



三、用电像法求狄氏格林函数

1、问题的引入:

求解球内的狄氏问题:
$$\begin{cases} \Delta u = 0, & \rho < a \\ u|_{\rho=a} = f(M) \end{cases}$$

解:
$$u(M) = - \iint_{\sigma} f(M_0) \frac{\partial G}{\partial n_0} d\sigma_0$$

$$G(M, M_0) = \frac{1}{4\pi r} + g \quad ; \quad \begin{cases} \Delta g = 0, & M \in \rho < a \\ g|_{\rho=a} = -\frac{1}{4\pi r}|_{\rho=a} \end{cases}$$

求 $u \rightarrow$ 求 $G \rightarrow$ 求 M 点电位 \rightarrow 求感应电荷产生的电位 g



三、用电像法求狄氏格林函数

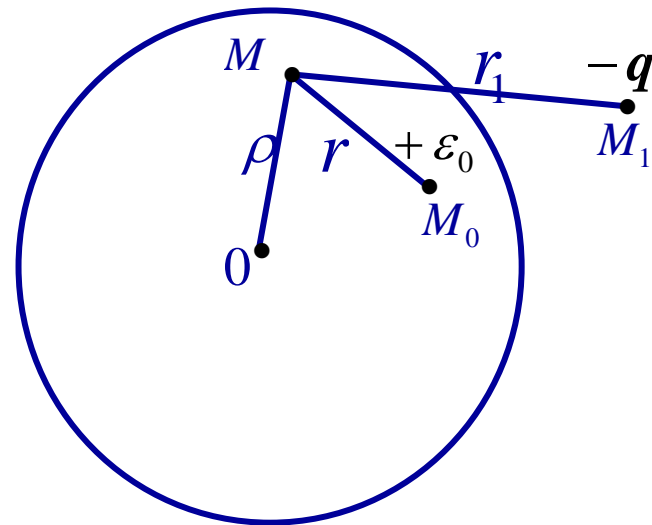
2、用电像法求 g :

(1) 分析: 若能在 σ 外的某点 M_1 放一适当的负 q , 则

$$\Delta\left(\frac{-q}{4\pi\epsilon_0 r_1}\right) = 0, \quad M \in \rho < a$$

$$\text{使: } -\frac{q}{4\pi\epsilon_0 r_1}\Big|_{\rho=a} = -\frac{1}{4\pi r}\Big|_{\rho=a}$$

$$\text{则 } g = -\frac{q}{4\pi\epsilon_0 r_1}$$



\therefore 求 $g \rightarrow a$) 确定 M_1 的位置; b) 确定 q 大小问题



10.3-10.4
格林函数

三、用电像法求狄氏格林函数

2、用电像法求 g :

(2) 求球域的 G

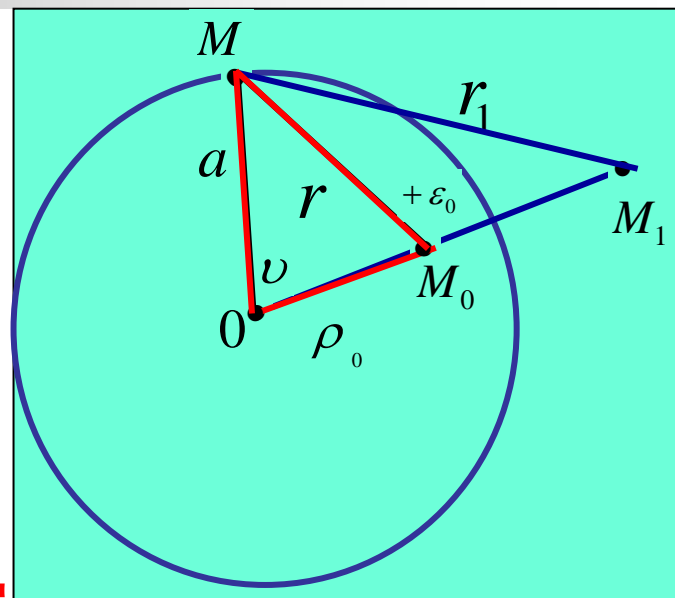
a) $r_1 = ?$ 记 $|OM_0| = \rho_0$, $|OM_1| = \rho_1$

$$\text{使 } \rho_0 \cdot \rho_1 = a^2 \quad \text{即} \quad \boxed{\frac{\rho_0}{a} = \frac{a}{\rho_1}}$$

则称 M_1 为 M_0 关于球面 $\rho = a$ 的像

b) $q = ? \quad \frac{1}{r}|_{\sigma} = ? \quad \because \triangle OM_0M \sim \triangle OM_1M$

$$\therefore \frac{\rho_0}{a} = \frac{a}{\rho_1} = \frac{r}{r_1}, \quad \text{即} \quad \boxed{\frac{1}{r}|_{\rho=a} = \frac{a/\rho_0}{r_1}|_{\rho=a}}$$





三、用电像法求狄氏格林函数

2、用电像法求 g :

(2) 求球域的 G

$$g = \frac{-\varepsilon_0 a / \rho_0}{4\pi\varepsilon_0 r_1} = \frac{-a / \rho_0}{4\pi r_1} \quad q = \frac{\varepsilon_0 a}{\rho_0}$$

$$G = \frac{1}{4\pi r} - \frac{a / \rho_0}{4\pi r_1} \quad -q = -\frac{\varepsilon_0 a}{\rho_0} \text{ 是 } \varepsilon_0 \text{ 的电像}$$

(3) 电像法：这种在像点放一虚构的点电荷，来等效代替边界面上的感应电荷所产生的电位的方法称之为电像法



三、用电像法求狄氏格林函数

3、求 $u(M)$

$$\frac{\partial G}{\partial n} = \frac{1}{4\pi} \left[\frac{\partial}{\partial \rho} \left(\frac{1}{r} \right) - \frac{a}{\rho_0} \frac{\partial}{\partial \rho} \left(\frac{1}{r_1} \right) \right]$$

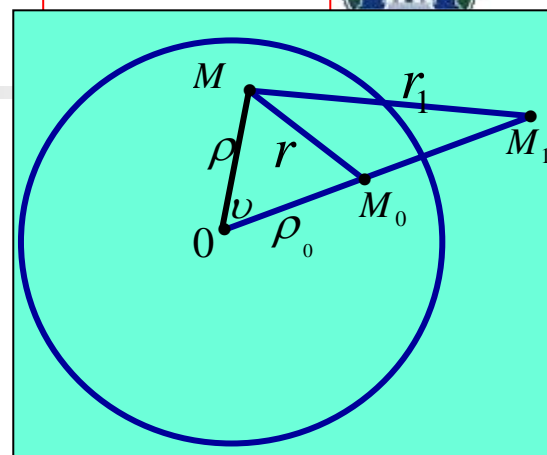
$$r = \sqrt{\rho^2 + \rho_0^2 - 2\rho\rho_0 \cos \gamma} \quad r_1 = \sqrt{\rho^2 + \rho_1^2 - 2\rho\rho_1 \cos \gamma}$$

$$\frac{\partial}{\partial \rho} \frac{1}{r} = \frac{\rho_0^2 - \rho^2 - r^2}{2\rho r^3} \rightarrow \frac{\partial}{\partial \rho} \left(\frac{1}{r} \right)_{\rho=a} = \frac{\rho_0^2 - a^2 - r^2}{2ar^3}$$

类似有：

$$\frac{a}{\rho_0} \frac{\partial}{\partial \rho} \left(\frac{1}{r_1} \right)_{\rho=a} = \frac{a}{\rho_0} \frac{\rho_1^2 - a^2 - r_1^2}{2ar_1^3} = \frac{a^2 - r^2 - \rho_0^2}{2ar^3}$$

$$\frac{\partial G}{\partial n} \Big|_{\rho=a} = \frac{1}{4\pi a} \frac{\rho_0^2 - a^2}{r^3}$$





三、用电像法求狄氏格林函数

3、求 $u(M)$

$$\begin{aligned} u(M) &= -\iint_{\sigma} f(M_0) \frac{\partial G}{\partial n_0} d\sigma_0 \\ &= \frac{1}{4\pi a} \int_0^{2\pi} \int_0^{\pi} f(\theta_0, \varphi_0) \frac{a^2 - \rho^2}{(a^2 + \rho^2 - 2a\rho \cos \gamma)^{\frac{3}{2}}} a^2 \sin \theta_0 d\theta_0 d\varphi_0 \end{aligned}$$

$$u(M) = \frac{a}{4\pi} \int_0^{2\pi} \int_0^{\pi} f(\theta_0, \varphi_0) \frac{a^2 - \rho^2}{(a^2 + \rho^2 - 2a\rho \cos \gamma)^{\frac{3}{2}}} \sin \theta_0 d\theta_0 d\varphi_0$$

—球的泊松积分公式

其中, $\cos \gamma = \sin \theta \sin \theta_0 \cos(\varphi - \varphi_0) + \cos \theta \cos \theta_0$

四、注释

10.3-10.4
格林函数



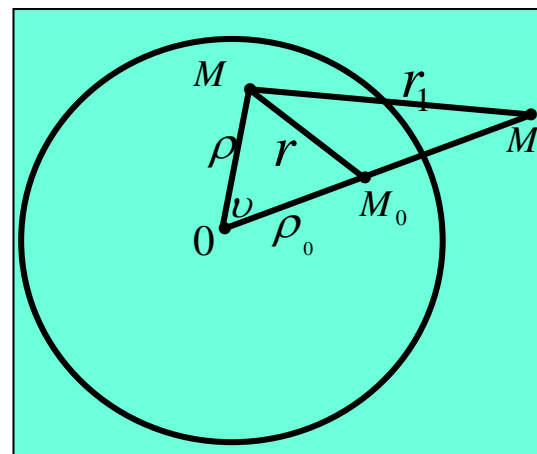
1、 $\cos \gamma = ?$

设 \vec{I} 为 OM 方向单位向量, \vec{I}_0 为 OM_0 方向单位向量

$$\text{则 } \vec{I} = x \vec{i} + y \vec{j} + z \vec{k} = \sin \theta \cos \varphi \vec{i} + \sin \theta \sin \varphi \vec{j} + \cos \theta \vec{k}$$

$$\vec{I}_0 = x_0 \vec{i} + y_0 \vec{j} + z_0 \vec{k} = \sin \theta_0 \cos \varphi_0 \vec{i} + \sin \theta_0 \sin \varphi_0 \vec{j} + \cos \theta_0 \vec{k}$$

$$\begin{aligned} \therefore \vec{I} \cdot \vec{I}_0 &= |\vec{I} \cdot \vec{I}_0| \cos \gamma = \cos \gamma \\ &= \sin \theta \cos \varphi \sin \theta_0 \cos \varphi_0 \\ &\quad + \sin \theta \sin \varphi \sin \theta_0 \sin \varphi_0 \\ &\quad + \cos \theta \cos \theta_0 \end{aligned}$$



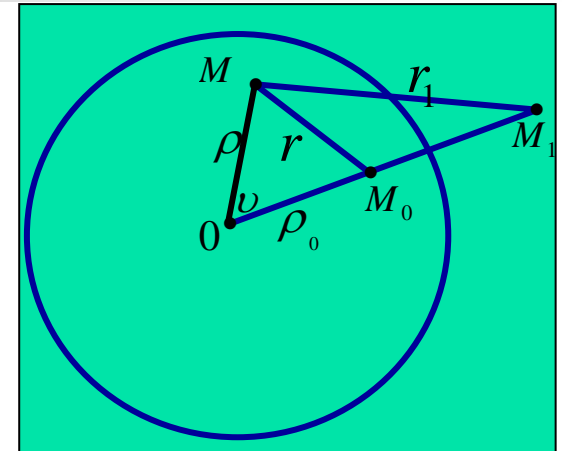


四、注释

2、对于球外的狄氏问题:

$$\begin{cases} \Delta u_1 = 0, & \rho > a \\ u_1|_{\rho=a} = f(M) \end{cases}$$

$$u_1(M) = -u(M)$$



$$u_1(M) = \frac{-a}{4\pi} \int_0^{2\pi} \int_0^\pi f(\theta_0, \varphi_0) \frac{a^2 - \rho^2}{(a^2 + \rho^2 - 2a\rho \cos \gamma)^{\frac{3}{2}}} \sin \theta_0 d\theta_0 d\varphi_0$$



四、注释

10.3-10.4
格林函数

3、对于圆内的狄氏问题:

$$\begin{cases} \Delta u = 0, \rho < a \\ u|_{\rho=a} = f(\varphi) \end{cases}$$

$$G = \frac{1}{2\pi} \ln \frac{1}{r} + g$$
$$\begin{cases} \Delta g = 0, M \in \sigma \\ g|_{\rho=a} = -\frac{1}{2\pi} \ln \frac{1}{r}|_{\rho=a} \end{cases}$$

$$u(M) = \frac{1}{2\pi} \int_0^{2\pi} f(\varphi_0) \frac{a^2 - \rho^2}{a^2 + \rho^2 - 2a\rho \cos(\varphi - \varphi_0)} d\varphi_0$$

4、对于圆外的狄氏问题:

$$\begin{cases} \Delta u_1 = 0, \rho > a \\ u_1|_{\rho=a} = f(\varphi) \end{cases}$$

$$u_1(M) = -u(M)$$

$$u(M) = \frac{1}{2\pi} \int_0^{2\pi} f(\varphi_0) \frac{\rho^2 - a^2}{a^2 + \rho^2 - 2a\rho \cos(\varphi - \varphi_0)} d\varphi_0$$



五、小结

$$\Delta G = -\delta(M - M_0) \rightarrow$$

$$G = \frac{1}{4\pi r}$$

$$\begin{cases} \Delta G = -\delta(M - M_0), M \in \tau \\ G|_{\sigma} = 0 \end{cases}$$

\rightarrow

$$G(M, M_0) = \frac{1}{4\pi r} + g$$

$$\rho < a:$$

$$G = \frac{1}{4\pi r} - \frac{a/\rho_0}{4\pi r_1}$$

$$\begin{cases} \Delta g = 0 \\ g|_{\sigma} = -\frac{1}{4\pi r}|_{\sigma} \end{cases}$$

$$\begin{cases} \Delta u = 0, \rho < a \\ u|_{\rho=a} = f(M) \end{cases}$$

$$u(M) = \frac{a}{4\pi} \int_0^{2\pi} \int_0^{\pi} f(\theta_0, \varphi_0) \frac{a^2 - \rho^2}{(a^2 + \rho^2 - 2a\rho \cos \gamma)^{\frac{3}{2}}} \sin \theta_0 d\theta_0 d\varphi_0$$



本节作业



习题 10.3: 1;

习题 10.4: 1; 2 ; 3

Good-bye!

