July 8, 2022

```
[1]: import numpy as np
     import math
     import matplotlib.pyplot as plt
     # do integeration on func(x,y,arg1,...), from x = a to b, y from gfun(x) to
     \hookrightarrow hfun(x)
     def dblquad(func, a, b, gfun, hfun, args=(), x_step = 0.01, y_step = 0.01):
         result = 0
         while (x < b):
             y = gfun(x)
             y_max = hfun(x)
             while (y < y_max):</pre>
                 result += (func(x,y,*args) * y_step * x_step)
                 y += y_step
             x += x_step
         return result
     epsilon_0 = 8.8541878128*(10**-12)
     k = 1 / (4* np.pi * epsilon_0)
     # define a point class
     class Point:
         def __init__(self, x: float, y: float, z: float):
             self.x = x
             self.y = y
             self.z = z
     # calculate x-distance between two points
     def disX(p1: Point, p2: Point):
         return p1.x-p2.x
     # calculate y-distance between two points
     def disY(p1: Point, p2: Point):
         return p1.y-p2.y
     # calculate z-distance between two points
     def disZ(p1: Point, p2: Point):
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return p1.z-p2.z
# calculate distance between two points
# regiure: p1 != p2
def dis(p1: Point, p2: Point):
    return math.sqrt((p1.x-p2.x)**2+(p1.y-p2.y)**2+(p1.z-p2.z)**2)
# the integrand of the result for x-component
def inte x(y, x, p):
    q = Point(x,y,0)
    return disX(p, q)/(dis(q, p)**3)
# the integrand of the result for y-component
def inte_y(y, x, p):
    q = Point(x,y,0)
    return disY(p, q)/(dis(q, p)**3)
# the integrand of the result for z-component
def inte_z(y, x, p):
    q = Point(x,y,0)
    return disZ(p, q)/(dis(q, p)**3)
# the x-component of E at p from the rectangle of (a,b), ignoring the constants
def Ex(a, b, p):
    return dblquad(inte_x, -a/2, a/2, lambda x: -b/2, lambda x: b/2, args=(p,))
# the y-component of E at p from the rectangle of (a,b), ignoring the constants
def Ey(a, b, p):
    return dblquad(inte_y, -a/2, a/2, lambda x: -b/2, lambda x: b/2, args=(p,))
# the z-component of E at p from the rectangle of (a,b), ignoring the constants
def Ez(a, b, p):
    return dblquad(inte_z, -a/2, a/2, lambda x: -b/2, lambda x: b/2, args=(p,))
# get the field at p generated from the rectangle of (a,b) and density delta
# require: p is not on the rectangle, a,b >0
def rectangleField(p: Point, a, b, delta, slient = False):
    if (p.z == 0 \text{ and } p.x \le a/2 \text{ and } p.x \ge -a/2 \text{ and } p.y \le b/2 \text{ and } p.y \ge -b/2):
        print("Error: the point is on the rectangle")
        return 0
    C = delta * k
    E_x = Ex(a, b, p)
    E_y = E_y(a, b, p)
    E_z = Ez(a, b, p)
    E_{size} = math.sqrt(E_{x**2} + E_{y**2} + E_{z**2}) * C
    E_x *= C
    E_y *= C
```

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E_z *= C
# print the result
if not slient:
    print("The rectangle is {}*{}, the field at point ({},{},{}) is {}x,
    →{}y, {}z, with size {}".format(a, b, p.x, p.y, p.z, E_x, E_y, E_z, E_size))
return E_x, E_y, E_z, E_size
```

```
[2]: # Q3
     # try some examples
     \# p = (4,3,0), a = 1, b = 1, delta = 1
     delta = 1
     p = Point(4,3,0)
     a = 1
     b = 1
     rectangleField(p, a, b, delta)
     \# p = (4,3,3), a = 1, b = 1, delta = 1
     delta = 1
     p = Point(4,3,3)
     a = 1
     b = 1
     rectangleField(p, a, b, delta)
     \# p = (4,0,3), a = 1, b = 1, delta = 1
     delta = 1
     p = Point(4,0,3)
     a = 1
     b = 1
    rectangleField(p, a, b, delta)
```

The rectangle is 1*1, the field at point (4,3,0) is 288221765.9275177x, 216242227.14645335y, 0.0z, with size 360322754.1463835
The rectangle is 1*1, the field at point (4,3,3) is 180788211.97337925x, 135644105.54040807y, 136422961.3546347z, with size 263997964.65343636
The rectangle is 1*1, the field at point (4,0,3) is 286106584.21990496x, 357134.3337067172y, 216458060.3973014z, with size 358763427.60916376

[2]: (286106584.21990496, 357134.3337067172, 216458060.3973014, 358763427.60916376)

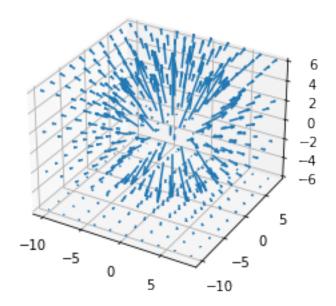
```
[4]: # Q4 Compare with the formula on central axis, with height h
  # for the sake of simplicity, set the constant delta to 1
  delta = 1
  def planeField(delta, h):
       E_z = delta/(2*epsilon_0)
       print("The field at point ({},{},{}) is {}, {}, {}".format(0, 0, h, 0, 0, □
       →E_z))
       return E_z
```

```
# large plane
h = 0.01
p = Point(0,0,h)
a = 10
b = 10
__, __, E1 = rectangleField(p, a, b, delta)
Ez2 = planeField(delta, h)
print("the relative difference is {}".format(abs((E1-Ez2)/Ez2)))
# smaller plane
h = 0.01
p = Point(0,0,h)
a = 1
b = 1
__, __, E1 = rectangleField(p, a, b, delta)
Ez2 = planeField(delta, h)
print("the relative difference is {}".format(abs((E1-Ez2)/Ez2)))
```

The rectangle is 10*10, the field at point (0,0,0.01) is 0.009480480882536226x, 0.009491984174046104y, 56823095526.54007z, with size 56823095526.54007
The field at point (0,0,0.01) is 0, 0, 56470453368.65096
the relative difference is 0.006244719793322444
The rectangle is 1*1, the field at point (0,0,0.01) is 254072952.2688889x, 254072952.26890674y, 55907935637.810875z, with size 55909090257.41479
The field at point (0,0,0.01) is 0, 0, 56470453368.65096
the relative difference is 0.009940828836125671

Note that when the rectangle is smaller, the difference from an infinite plane is larger, but still very small (<0.01), as long as the height is much smaller than the area

```
w.append([])
    for j in np.arange(len(x[0])):
        u[-1].append([])
        v[-1].append([])
        w[-1].append([])
        for k in np.arange(len(x[0][0])):
            # after investigation on the meshgrid function, it very wierdly is \square
 \rightarrow in the form y-x-z loop
            E_x, E_y, E_z, _ = recField1(x[i][j][k],y[i][j][k],z[i][j][k])
            u[-1][-1].append(E_x)
            v[-1][-1].append(E_y)
            # Ez is way too large in comparison to the other two, divide by \Box
 → constant just to show symmetry
            w[-1][-1].append(E_z)
ax.quiver(x, y, z, u, v, w, length=0.7, normalize=False)
plt.show()
```



[]: