July 7, 2022

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[2]: #Q1
     import numpy as np
     import math
     from scipy.integrate import dblquad
     import matplotlib.pyplot as plt
     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):
         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)
     # get the field at point p2, generated by charge q as p1, ignore constants p_{i}
     \rightarrow and epsilon_0
     def pointField(p1, p2, q):
         Ex = q*disX(p2, p1)/(dis(p1, p2)**3)
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Ey = q*disY(p2, p1)/(dis(p1, p2)**3)
    Ez = q*disY(p2, p1)/(dis(p1, p2)**3)
    return Ex, Ey, Ez
# 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 x-component of E at p from the disk with raduis R, ignoring the constants
def Ex(R, p):
   return dblquad(inte_x, -R, R, lambda x: -math.sqrt(R**2-x**2), lambda x:_u
\rightarrowmath.sqrt(R**2-x**2), args=(p,))
# 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 y-component of E at p from the disk with raduis R, ignoring the constants
def Ev(R, p):
    return dblquad(inte_y, -R, R, lambda x: -math.sqrt(R**2-x**2), lambda x:_u
\rightarrowmath.sqrt(R**2-x**2), args=(p,))
# 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 z-component of E at p from the disk with raduis R, ignoring the constants
def Ez(R, p):
    return dblquad(inte_z, -R, R, lambda x: -math.sqrt(R**2-x**2), lambda x:_u
\rightarrowmath.sqrt(R**2-x**2), args=(p,))
# get the field at p generated by disk with radius R and density delta
# require: p is not on the disk
def diskField(p: Point, R, delta, slient = False):
    if (p.z == 0 \text{ and } dis(p,Point(0,0,0)) \le R):
        print("Error: the point is on the disk")
        return 0
    C = delta * k
    E_x = E_x(R, p)[0] * C
    E_y = E_y(R, p)[0] * C
    E_z = E_z(R, p)[0] * C
    # print the result
    if not slient:
```

```
print("The Radius is {}, the field at point ({},{},{}) is {}, {}". \hookrightarrowformat(R, p.x, p.y, p.z, E_x, E_y, E_z)) return E_x, E_y, E_z
```

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[3]: # Q3
     # try some examples
     \# p = (1,1,0), R = 1, delta = 1
     delta = 1
     p = Point(1,1,0)
     R = 1
     diskField(p, R, delta)
     \# p = (1,0,1), R = 1, delta = 1
     delta = 1
     p = Point(1,0,1)
     R = 1
     diskField(p, R, delta)
     \# p = (0,1,1), R = 1, delta = 1
     delta = 1
     p = Point(0,1,1)
     R = 1
     diskField(p, R, delta)
     \# p = (0,0,1), R = 2, delta = 1
     delta = 1
     p = Point(0,0,1)
     R = 2
     diskField(p, R, delta)
     \# p = (1,1,1), R = 1, delta = 80
     delta = 80
     p = Point(1,1,1)
     R = 1
     diskField(p, R, delta)
     \# p = (0,0,-1), R = 2, delta = 1
     delta = 1
     p = Point(0,0,-1)
     R = 2
     diskField(p, R, delta)
```

```
The Radius is 1, the field at point (1,1,0) is 12797530657.240902, 12797530657.411942, 0.0

The Radius is 1, the field at point (1,0,1) is 7067364018.84748, 0.0, 10090206063.571383

The Radius is 1, the field at point (0,1,1) is 0.0, 7067364018.846738, 10090206063.571802

The Radius is 2, the field at point (0,0,1) is 0.0, 0.0, 31216098878.14335

The Radius is 1, the field at point (1,1,1) is 383916303333.2634, 383916303333.29083, 497037752788.6956

The Radius is 2, the field at point (0,0,-1) is 0.0, 0.0, -31216098878.14335
```

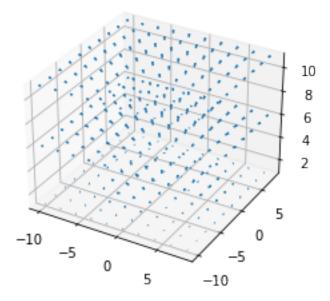
```
[3]: (0.0, 0.0, -31216098878.14335)
```

```
[4]: | # Q4 Compare with the formula on central axis, with height h
     # for the sake of simplicity, set the constant k and delta to 1
     k = 1
     delta = 1
     def centralField(R, delta, h):
         E_z = 2*np.pi*k*delta*(1-h/math.sqrt(h**2+R**2))
         print("The Radius is {}, the field at point ({},{},{}) is {}, {}".
     \rightarrowformat(R, 0, 0, h, 0, 0, E_z))
         return E z
     \# h = 10, R = 1
     h = 10
     p = Point(0,0,h)
     R = 1
     _{-}, _{-}, Ez1 = diskField(p, R, delta)
     Ez2 = centralField(R, delta, h)
     print("the relative difference is {}".format(abs((Ez1-Ez2)/Ez1)))
     \# h = 9999, R = 1
     h = 9999
     p = Point(0,0,h)
     R = 1
     __, __, Ez1 = diskField(p, R, delta)
     Ez2 = centralField(R, delta, h)
     print("the relative difference is {}".format(abs((Ez1-Ez2)/Ez1)))
```

```
The Radius is 1, the field at point (0,0,10) is 0.0, 0.0, 0.031182253554923316
The Radius is 1, the field at point (0,0,10) is 0, 0, 0.031182253554923163
the relative difference is 4.895594400099298e-15
The Radius is 1, the field at point (0,0,9999) is 0.0, 0.0,
3.1422977112290846e-08
The Radius is 1, the field at point (0,0,9999) is 0, 0, 3.142221078642826e-08
the relative difference is 2.4387436615207278e-05
```

Note that when the point is further away, the error is larger, but still very small

```
p = Point(x,y,z)
    return diskField(p,5,1,True)
u,v,w = [], [], []
for i in np.arange(-10, 10, 2):
    u.append([])
    v.append([])
    w.append([])
    for j in np.arange(-10, 10, 2):
        u[-1].append([])
        v[-1].append([])
        w[-1].append([])
        for k in np.arange(1, 12, 5):
            # after investigation on the meshgrid function, it very wierdly is \Box
\rightarrow in the form y-x-z loop
            E_x, E_y, E_z = disField1(j,i,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/2)
ax.quiver(x, y, z, u, v, w, length=0.1, normalize=False)
plt.show()
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