

COURSE INFO: P3327 ADVANCED E&M

LECTURER: MAXIM PERELSTEIN  $\leftarrow$  away, will return FRIDAY

TA: FLIP TANEDO  $\leftarrow$  this is me

GRADER: SHIVAM GOSH

SECTION: F 2:30-3:20 PM R321

SEE SYLLABUS FOR MAIN INFO; MAXIM WILL GO OVER IT ON FRIDAY.

FOR NOW, SOME NUTS & BOLTS:

① REGISTERED FOR THIS CLASS (OTHERWISE NO ACCESS TO BLACKBOARD)

② 321 (ADV E&M) VS. 323 (INT E&M)

for physics concentrators

eg. 2x majors not focusing on physics

(eg. main academic focus is physics)

$\rightarrow$  REFER TO ADVICE FROM DUS, etc.

IF YOU'RE NOT SURE WHICH COURSE TO TAKE, FEEL FREE TO SAMPLE BOTH. SEE MAXIM IF YOU HAVE PROBLEMS REGISTERING FOR BOTH.

③ TEXTBOOK  $\rightarrow$  OUT OF PRINT! RELEVANT CHAPTERS WILL BE PUT ON THE BLACKBOARD SITE.

$\hookrightarrow$  FEEL FREE TO LOOK FOR USED COPIES, OTHER...

④ HOMEWORK ? OFFICE HRS  $\rightarrow$  MONDAY 5:15-7:15, PSB 470 "HW PARTY STYLE"

$\hookrightarrow$  HW1 POSTED, DUE WED. (50% CREDIT IF TURNED IN IN CLASS. FRIDAY IN SECTION)

GENERAL ADVICE: PHYSICS IS A PARTICIPATION SPORT. WORK TOGETHER ON HWs (? TAKE THEM SERIOUSLY), LEARN TO DISCUSS PHYSICS W/ COLLEAGUES.

⑤ MATHEMATICA: VERY USEFUL TOOL; WE WILL HAVE TUTORIAL SESSIONS STARTING WK 2. I SUGGEST BUYING THE STUDENT SOFTWARE LICENSE SO YOU CAN USE IT PAST THIS SEMESTER.

# THIS COURSE : "INTRO TO FIELD THEORY" ELECTROMAGNETIC

- THIS IS ONE OF THE FIRST "REAL" PHYSICS COURSES THAT WILL TIE INTO MOST (ALL?) OF YOUR FUTURE STUDIES.

Q'S: WHAT IS THE EM FIELD ? WHAT ARE ITS PROPERTIES?  
HOW DOES IT BEHAVE IN DIFFERENT MATERIALS, SETTINGS, ETC?  
HOW IS RELATIVITY BUILT INTO EM?

YOU ALL HAVE ALREADY MET MAXWELL'S EQNS IN SOME FORM

↳ you already "know" the main part of this course

BUT THE GOAL IS TO DEVELOP SOME FAMILIARITY & SOPHISTICATION W/ THE LANGUAGE & TOOLS THAT BOOSTER THE IDEAS.  
the MATH

YOU'RE EXPECTED TO HAVE SEEN LOTS OF THIS MATH ALREADY

↳ VECTOR CALCULUS, DIFFERENTIAL EQS, & ANALYSIS.

BUT THIS IS WHERE WE PUT IT ALL TOGETHER & USE THEM TO UNDERSTAND PHYSICS.

note: THE ONLY WAY TO REALLY GET A FEEL FOR ALL OF THIS IS TO WORK THROUGH IT.  
TAKE YOUR HW SERIOUSLY!

→ THE INTUITION THAT YOU DEVELOP HERE WILL CARRY OVER TO THE REST OF YOUR PHYSICS (& OTHER?) LIFE.

## TODAY : VECTOR CALCULUS REVIEW (hbc in section 441)

- ASK QUESTIONS!
- MY GOAL IS TO ASSESS YOUR FAMILIARITY W/ THESE IDEAS : WE'LL REVIEW AS NECESSARY IN SECTION

VECTORS : WE WILL ASSUME 3-DIMENSIONS

CARTESIAN COORDINATES :

$$\underline{V} = V_x \hat{x} + V_y \hat{y} + V_z \hat{z} \leftrightarrow \begin{pmatrix} V_x \\ V_y \\ V_z \end{pmatrix}$$

$\nearrow$   
 $V$  or  $\vec{V}$

$\uparrow$   
 $\hat{e}_x$  or  $\begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}$ , <sup>BASIS</sup> UNIT VECTOR

eg can also use radial vector

$$\underline{r} = x \hat{x} + y \hat{y} + z \hat{z} = \begin{pmatrix} x \\ y \\ z \end{pmatrix}$$

$$\hat{r} = \frac{\underline{r}}{r} = \frac{\underline{r}}{\sqrt{x^2 + y^2 + z^2}}$$

$\uparrow$   
no underline:

SCALAR QUANTITY

=  $|\underline{r}|$ , length of vector

REMARK :  $\hat{r}$  WILL BE IMPORTANT AS A BASIS VECTOR  
IN SPHERICAL COORDINATES.

WHAT IS A VECTOR? "MAGNITUDE + DIRECTION"  
usual response

BETTER : AN OBJECT WHICH TRANSFORMS IN A SPECIFIC WAY  
UNDER SPATIAL ROTATIONS.

$\uparrow$   
WE WILL GENERALIZE LATER IN THIS COURSE TO  
SPACE-TIME "ROTATIONS." IN OTHER COURSES YOU'LL  
SEE EVEN MORE GENERAL "ROTATIONS".

eg: rotation about the  $\hat{z}$  axis by  $\theta$   
IN MATRIX NOTATION: ~~rotation matrix~~

$$\begin{pmatrix} V_x' \\ V_y' \\ V_z' \end{pmatrix} = \underbrace{\begin{pmatrix} \cos \theta & \sin \theta & 0 \\ -\sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{pmatrix}}_{\text{rotation matrix, } R} \begin{pmatrix} V_x \\ V_y \\ V_z \end{pmatrix}$$

A MORE USEFUL WAY OF WRITING THIS:

$$V'_i = \sum_{j=1}^3 R_{ij} V_j \quad \leftarrow i=1 \leftrightarrow x, i=2 \leftrightarrow y, \text{ etc}$$

$\uparrow$   $\hookrightarrow$  eg  $R_{11} = \cos \theta, R_{12} = \sin \theta, \text{ etc.}$

Sometimes we omit the explicit  $\Sigma$  symbol  
(EINSTEIN SUMMATION NOTATION - repeated indices  
are assumed to be summed over)

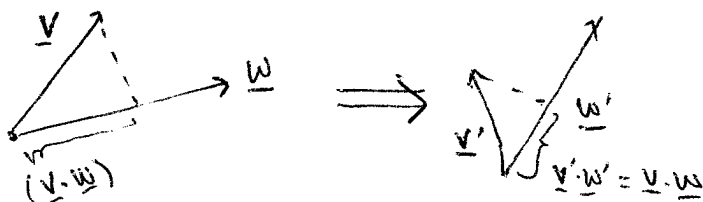
HOW TO THINK ABOUT THIS: A VECTOR IS AN OBJECT WITH  
ONE INDEX. ROTATIONS ACT ON THIS INDEX w/ A ROTATION  
MATRIX ( $R_{ij}$ ). THE INDEX ENCODES HOW THE OBJECT  
TRANSFORMS.

YOU CAN ALSO CONSIDER OBJECTS w/ NO INDICES: SCALARS

eg: # of STUDENTS IN THE ROOM IS INVARIANT  
UNDER ROTATIONS

BUT THERE ARE OTHER WAYS TO FORM OBJECTS w/ NO INDICES!

$\hookrightarrow$  DOT PRODUCT / INNER PRODUCT OF VECTORS



HOW WE WROTE THIS IN KINDERGARDEN:

$$\underline{V} \cdot \underline{W} = \underbrace{(\underline{V}^T)}_{\text{"matrix mult"}} \underline{W} = \underbrace{(V_x \ V_y \ V_z)}_{\text{ROW VECTOR}} \begin{pmatrix} W_x \\ W_y \\ W_z \end{pmatrix}$$

Q: HOW DOES A ROW VECTOR TRANSFORM UNDER ROTATIONS?

$$\begin{aligned} \underline{V} &\longrightarrow \underline{V}' = \underline{R} \underline{V} & \leftarrow \begin{pmatrix} \cos \theta & \sin \theta & 0 \\ -\sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} V_x \\ V_y \\ V_z \end{pmatrix} \\ \Rightarrow \underline{V}^T &\longrightarrow \underline{V}'^T = (\underline{R} \underline{V})^T \\ &= \underline{V}^T \underline{R}^T & \leftarrow (V_x \ V_y \ V_z) \begin{pmatrix} \cos \theta & \sin \theta & 0 \\ -\sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{pmatrix} \end{aligned}$$

SO COLUMN VECTORS: TRANSF BY MULT  $R$  FROM LEFT  
 ROW VECTORS: TRANSF BY MULT  $R^T$  FROM RIGHT

DOES THIS MAKE SENSE?

$$\underline{V} \cdot \underline{W} \rightarrow \underline{V}^T \underbrace{R^T R}_{\text{using this silly "matrix" multiplication notation}} \underline{W}$$

PROPERTY OF ROTATION MATRICES:  $R^T = R^{-1}$   
 SO THIS PRODUCT IS  $\mathbb{1}$ .

IN "GROWN UP" NOTATION:

$$V_i^j W_j = "V_i W_j" \rightarrow V_i (R^T)_{ik} R_{kj} W_j = V_i \boxed{R_{ki} R_{kj}} W_j$$

implied sum

↑ UPPER INDEX TO DENOTE  $V^T$

DON'T WORRY, WE'LL GO INTO THIS WHEN WE DO RELATIVITY

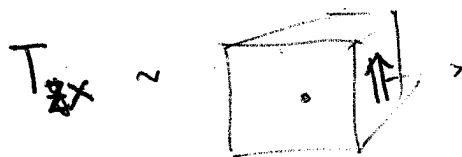
↑  
 for those w/ some linear algebra: col & row vectors  
 should be thought of as vectors & DUAL VECTORS

check that  
 this is  $\mathbb{1}_{ij}$

IN ADDITION TO SCALARS & VECTORS, THERE ARE MORE GENERAL  
 OBJECTS WITH MULTIPLE INDICES: TENSORS. (2 INDICES  $\rightarrow$  MATRIX)

eg. later in this course you'll meet maxwell's stress tensor

$T_{ij}$ : the FORCE/AREA ACTING IN THE  $i$ th DIRECTION  
 acting on a surface in the  $j$ th DIRECTION



HOW DOES THIS TRANSFORM UNDER A ROTATION?

$$T_{ij} \rightarrow T'_{ij} = R_{ik} R_{jl} T_{kl}$$

↑  
 ROTATES DIR  
 of THE FORCE

↑  
 ROTATES  
 DIR of THE PLANE

SANITY CHECK: HOW DO MATRICES TRANSFORM UNDER A CHANGE of  
 BASIS? [need to be careful about row vs col indices]

## REMARKS ('for culture')

THE FUNDAMENTAL PRINCIPLE HERE (and in all of physics) IS SYMMETRY.

↑ in this case, rotational symmetry

@ THIS LEVEL: THE LAWS OF NATURE ARE INVARIANT UNDER ROTATIONS.

⇒ OBJECTS (actual or mathematical) MUST BE COVARIANT, ie transform in a particular way.

[this is so intuitively obvious that you probably never had to actually say it.]

this is not true for other symmetries!

eg: CP sym: SWAP PARTICLES w/ ANTI-PARTICLES  
[not obvious.]

SCALE INVARIANCE: physics @ galactic scales  
is very different from  
physics @ subatomic scales.

LATER IN THIS COURSE: EXTEND TO SPACE-TIME SYMMETRY.

↳ Relativity.

then we work with spacetime vectors w/ 4 components.

∴ the idea of a 3-vector becomes worthless  
(it's not even covariant!)

## CALCULUS ON VECTOR SPACES

GRADIENT:  $\underline{\nabla} = \hat{x} \frac{\partial}{\partial x} + \hat{y} \frac{\partial}{\partial y} + \hat{z} \frac{\partial}{\partial z}$

... that's all there is to it. NOW THERE'S A BUNCH OF THINGS YOU CAN DO w/  $\underline{\nabla}$ :

- DIRECTIONAL DERIVATIVE:  $\underline{v} \cdot \underline{\nabla}$

"how much is a function changing as i head in the  $\underline{v}$  direction?"

→ note  $(\underline{v} \cdot \underline{\nabla})$  is a SCALAR OPERATOR

- GRADIENT of a function:  $\underline{\nabla} f(x)$

~~GRADIENT of a function:  $\underline{\nabla} f(x)$~~

takes a function, returns vector of derivatives

- DIVERGENCE:  $\underline{\nabla} \cdot \underline{v}(x)$

takes vector function, returns scalar  
YOU SHOULD ALREADY KNOW THAT THIS IS INTERPRETED AS "SOURCE-Y-NESS"

- CURL:  $\underline{\nabla} \times \underline{v}(x)$

takes vector function, returns vector  
"circulation"

SANITY CHECKS: MAKE SURE YOUR OPERATORS MAKE SENSE

eg:  $\underline{\nabla} \times \underline{\nabla} \cdot \underline{v}(x)$

no!

$\underline{\nabla} \times f(x)$

no!

$\underline{\nabla} \cdot \underline{\nabla} f \rightarrow$  yes!  
LAPLACIAN

can also form things like the Hessian...

What about:  $\underline{\nabla} \times \underline{\nabla}$  ?

TECHNICALLY  $\neq$ , BUT NOT CLEAR WHY IT'S USEFUL. NOTE:

$\underline{\nabla} \times \underline{\nabla} \neq -\underline{\nabla} \times \underline{\nabla} !$

## REMARK : CURVILINEAR COORDINATES

WE CAN WRITE OUR VECTORS IN OTHER ORTHONORMAL COORDINATE SYSTEMS

$\left\{ \begin{array}{l} \text{CYLINDRICAL} \\ \text{SPHERICAL} \end{array} \right. \rightarrow \begin{array}{l} \text{eg. COAXIAL CABLES, SHEETS} \\ \text{eg. POINT CHARGES, SHELLS} \end{array}$

MAKES LIFE MUCH EASIER WHEN A SYSTEM HAS PARTICULAR SYMMETRIES.

OUR CONVENTIONS :

$$\text{CYLINDER: } d\mathbf{l} = dp \hat{p} + p d\phi \hat{\phi} + dz \hat{z}$$

$$\text{SPHERE: } d\mathbf{l} = dr \hat{r} + r d\theta \hat{\theta} + r \sin \theta d\phi \hat{\phi}$$

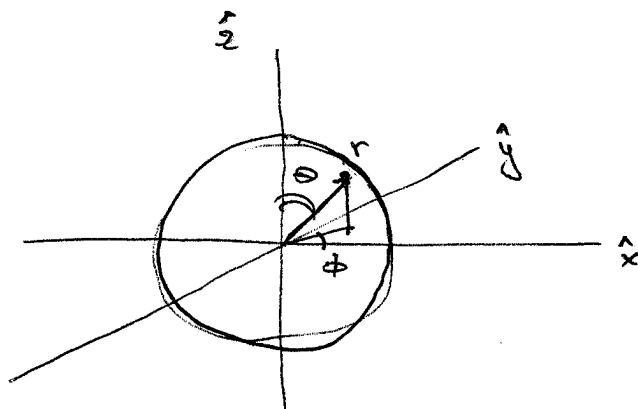
YOU SHOULD FAMILIARIZE YOURSELF WITH THE EXPRESSIONS FOR  $\nabla$ ,  $\nabla \cdot$ ,  $\nabla \times$ ,  $\nabla^2$  IN THESE COORDINATES

$\rightarrow$  don't have to memorize,  
but know how to derive them!

ALSO : UNDERSTAND WHY THEY LOOK SO DIFFERENT FROM CARTESIAN COORDINATES!

$\hookrightarrow$  "position-dependent metric"

IF YOU DON'T KNOW HOW TO DO THIS, I RECOMMEND SPENDING TIME REVIEWING IT.





# INTEGRATION

Now "MANY" OPTIONS :

1D INTEGRAL:  $\int_a^b \underline{V}(r) \cdot d\underline{l}$

differential  
LINE ELEMENT  
 $= dx \hat{x} + \dots$

↳ typically PATH DEPENDENT

PATH CONSTRAINTS, SAY,  $z \neq y$  TO  
BE FUNCTIONS OF  $x$ , SO INTEGRAL  
IS REALLY ONE DIMENSIONAL

2D INTEGRAL:  $\int_S \underline{V}(r) \cdot d\underline{a}$

differential surface elem  
char by:  
normal vector.  
eg  $d\underline{a} = dx dy \hat{z}$

3D INTEGRAL:  $\int_V f(r) dV$

differential volume elem

REMARK: IN DIFF COORDINATES, THE "differential — element"  
TAKES DIFFERENT FORMS!

$$dx dy dz \neq dr d\theta d\phi$$

[eg: dimensional analysis]

$$r^2 dr d(\cos\theta) d\phi$$

THERE ARE A BUNCH OF INTEGRATION THEOREMS  
eg GREEN'S THM, STOKES' THM...

→ THEY'RE ALL THE SAME.

fancy formulation: [GENERAL STOKES' THM]:

$\int_{\partial R} \omega = \int_R d\omega$

↑  
BOUNDARY

differential form

~~DIFFERENTIALLY:~~

~~THEOREM: IF  $\omega$  IS A DIFFERENTIAL FORM OF DEGREE  $n$  ON A MANIFOLD  $M$ , THEN  $\int_M d\omega = 0$ .~~

~~IS SOME CO~~

~~INTEGRAL OVER THE~~

[should be familiar to those who know  
differential geometry — we'll  
explain heuristically for those  
who don't]

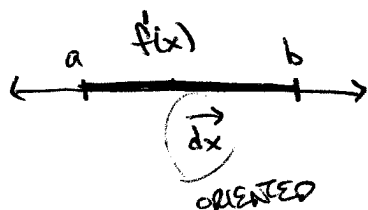
## MORE CONSEQUALLY:

THE INTEGRAL OF AN OBJECT  $w$  OVER THE ORIENTED BOUNDARY OF A REGION " $\partial\Omega$ "

IS EQUAL TO

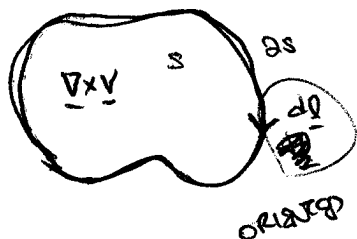
THE INTEGRAL OF THE DERIVATIVE OF THAT OBJECT  $dw$  OVER THE ENTIRE REGION  $\Omega$ .

eg. FUNDAMENTAL THM OF CALCULUS:  $\Omega = \text{INTERVAL IN 1D}$



$$\int_a^b \underbrace{dx f'(x)}_{df(x)} = f(x) \Big|_a^b$$

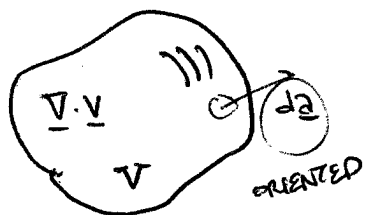
eg. GREEN'S THM



$$\int_S (\nabla \times \underline{v}) \cdot d\underline{a} = \oint_{\partial S} \underline{v} \cdot d\underline{l}$$

Why  $\nabla \times$ ? GIVES VECTOR. ALSO, THE ANTISYMMETRY IS ACTUALLY PART OF THE DIF OF INTEGRAL! (DIFF. FORM)

eg. GAUSS' THM



$$\int_V (\nabla \cdot \underline{v}) d\tau = \oint_{\partial V} \underline{v} \cdot d\underline{a}$$

← MAXWELL'S EDS, BR EG

PHYSICS: PHYSICAL LAWS ARE DIFFERENTIAL EDS WHICH GOVERN SPACETIME DYNAMICS OF A SYSTEM.

THIS CONSTRAINS THE "DATA" OF A SYSTEM: GIVEN INFO ABOUT THE BOUNDARY, WE CAN LEARN WHAT'S HAPPENING IN THE BULK.

# THE DIRAC DELTA FUNCTION

↑ not really a function

$$\int_{-\infty}^{\infty} f(x) \delta(x) dx = f(0)$$

kills integrals.

Formally:  $\delta(x) = \begin{cases} 0 & \text{if } x \neq 0 \\ \infty & \text{if } x = 0 \end{cases}$  in such a way that...

WORKING w/  $\delta$ : WHAT IS  $\int_{-\infty}^{\infty} f(x) \delta(e^{2x-3} - 4) dx$ ?

I ALWAYS FORGET THE RULES... JUST CHANGE VARS:  $y = \dots$

↳ but: BE CAREFUL w/ ABSOLUTE VALUES.

SIGNS COME FROM INTERCHANGING  $x = +\infty \rightarrow y = -\infty$ .

eg:  $\int_{-\infty}^{\infty} f(x) \delta(kx) dx = \frac{1}{|k|} f(0)$

MORE GENERALLY:  $\delta^{(3)}(\mathbf{r}) = \delta(x) \delta(y) \delta(z)$

s.t.  $\int_{\text{space}} f(\mathbf{r}) \delta^{(3)}(\mathbf{r}) dx dy dz = f(0)$

YOU SHOULD ALREADY BE VERY FAMILIAR w/  $\delta$  FUNCTIONS AS THE ORIGIN of THE "POINT ELECTRIC SOURCE"