

## Electromagnetism I – Problem sheet 6

A cylindrical volume of radius  $a$  is filled with charge of uniform volume density  $\rho$ . We want to know the *potential energy per unit length* of this cylinder of charge as measured from a radial distance  $R > a$  from the cylinder. You are asked to compute this in two ways (and they should give the same answer!)

**Method 1.** You can compute the electrostatic energy by computing the work that is needed to build up the cylinder step by step, from a distance  $R$ , in this case by bringing in cylindrical shells of charge  $\Delta q$  with the same density.

1. Consider first the set up at an intermediate stage when you have already built a cylinder with a radius  $r < a$ , and charge density  $\rho$ .
  - (a) What is the electric field  $E$  of this cylinder at radius  $x > r$ ? Express the result as a function of  $x$  and  $\rho$ . [1]
  - (b) What is the work,  $\Delta W$ , done in bringing charge  $\Delta q$  from a radius  $R > r$  down to the radius  $r$ ? [2]
2. As we build up the cylinder in steps, using cylindrical shells of infinitesimal width  $\delta r$  and length  $\ell$ , write down an expression for  $\Delta q$  in terms of  $r$ ,  $\delta r$ ,  $\ell$  and  $\rho$ . [1]
3. Compute now the total work per unit length done in building up the full cylinder of radius  $a$  by integrating the work  $\Delta W$ . [3]

You may use the following integral result:

$$\int_0^A x^3 \ln \frac{B}{x} dx = \frac{A^4}{16} + \frac{A^4}{4} \ln \frac{B}{A}$$

**Method 2.** You should obtain the same result if you compute the energy per unit length by applying the known result that the energy density of the electrostatic field is

$$\frac{dU}{dV} = \frac{1}{2} \epsilon_0 E^2.$$

6. Compute the energy per unit length  $u_{\text{ins}}$  inside the cylinder. [2]
7. Compute the energy per unit length  $u_{\text{ext}}$  external to the cylinder up to a radius  $R > r$ . [1]

You should find that  $u_{\text{ins}} + u_{\text{ext}}$  is equal to the result of point (3). If it isn't, check your work.