

Up to now, everything has been static (DC)
No time dependence.

Module 3: C, L, V(t), i(t)

- Capacitance and inductance are geometrical effects
- They introduce/cause time delays in circuits.

Capacitance $Q = C \cdot V$

[F] Farad

Any separation of charge will generate an electric field between the charges.

⇒ The charges are at different electrical potential.

Inductance $\Phi_B = L \cdot I$

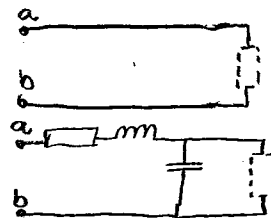
[H] Henry

Φ_B is the magnetic flux. Any moving charges (i.e. current) will set up a magnetic field.

- Faradays induction law states that a time varying magnetic field induces a voltage, (and thus a current), in a conductor.

Capacitance and inductance effects are "everywhere" but can often be negligible. For example two wires

can be modeled as

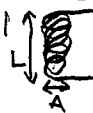


A Capacitor is a device designed to have a large capacitance

- Two parallel plates separated by a thin insulator has a high capacitance $C = \frac{\epsilon A}{d}$, ϵ [F/m]

An Inductor is a device designed to have a large inductance

- A conducting wire formed like a coil has a high inductance



$$L = \mu_0 n^2 A L \quad \mu_0 \text{ [H/m]}$$

$n = \text{turns/unit length}$

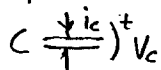
Two new linear circuit elements
Capacitor and Inductor

Resistor



$$V_R = R I_R$$

Capacitor



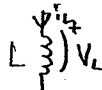
$$i_C = C \frac{dV_C}{dt}$$

V_C is continuous
since $i_C \neq \infty$

Converts electrical energy to heat/light

Store/release electrical energy (from/to circuit) in/from an electric field between the two metal plates.

Inductor



$$V_L = L \frac{di_L}{dt}$$

i_L is continuous
since $V_L \neq \infty$

Store/release electrical energy (from/to circuit) in/from a magnetic field in the coil.

NOTE

$f(x+y) = f(x) + f(y)$ additivity

$f(ax) = a f(x)$ homogeneity

This is called a linear map or that the function is linear.

Resistor

No energy
is stored

Capacitor

$$E = C \frac{V_c^2}{2}$$

$$P = \frac{dE}{dt} = C V_c \frac{dV_c}{dt} = i_c V_c$$

Inductor

$$E = L \frac{i_c^2}{2}$$

$$P = \frac{dE}{dt} = L i_c \cdot \frac{di_c}{dt} = i_c V_c$$