

# General Physics A (II) – Spring Semester 2019 Homework Set 3

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1.

Total E-flux outward the box of  $dx dy dz$

$$\left( \frac{dE_x}{dx} + \frac{dE_y}{dy} + \frac{dE_z}{dz} \right) dx dy dz = 0$$

$$\Rightarrow \frac{\partial^2 V}{\partial x^2} + \frac{\partial^2 V}{\partial y^2} + \frac{\partial^2 V}{\partial z^2} = 0$$

$$V(x_0 + \delta x, y_0, z_0)$$

$$= V(x_0, y_0, z_0) + \frac{\partial V}{\partial x} \delta x + \frac{1}{2} \frac{\partial^2 V}{\partial x^2} \delta x^2 + \dots$$

$$V(x_0 - \delta x, y_0, z_0)$$

$$= V(x_0, y_0, z_0) + \frac{\partial V}{\partial x} (-\delta x) + \frac{1}{2} \frac{\partial^2 V}{\partial x^2} \delta x^2 + \dots$$

$$V(x_0 + \delta x, y_0, z_0) + V(x_0 - \delta x, y_0, z_0) + V(x_0, y_0 + \delta y, z_0) + \dots = 0$$

$$\Rightarrow V(x_0, y_0, z_0) = \frac{1}{6} \left( \frac{\partial^2 V}{\partial x^2} + \frac{\partial^2 V}{\partial y^2} + \frac{\partial^2 V}{\partial z^2} \right) \delta^2$$

$$\Rightarrow V(x_0, y_0, z_0) = V_{\text{neighbor}}$$

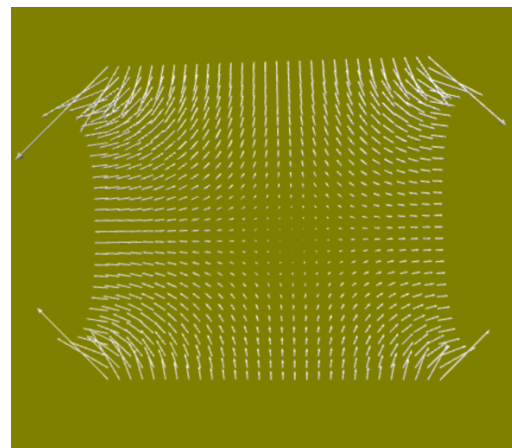
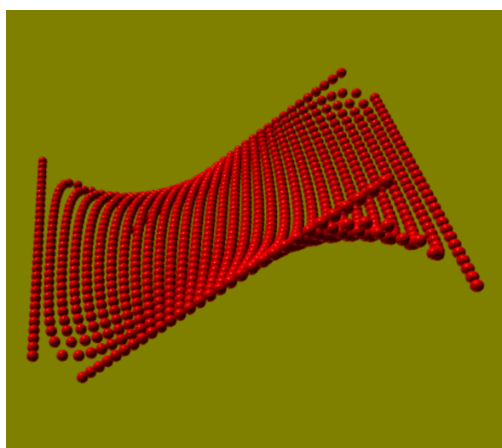
2.

When we set  $V_1, V_2, V_3, V_4$  as following:

$$V[(0, 0)] = 5V \quad V[(0, 30)] = -10V \quad V[(30, 30)] = -15V \quad V[(30, 0)] = 0V$$

The right profile represents the potential distribution within the hollow region.

The left profile represents the field distribution within the hollow region.



Code explanation:

```
for x in range (0, 31):
    for y in range (0, 31):
        z = 0
        spheres[(x, y)] = sphere(radius = size, color=color.red)
        spheres[(x, y)].pos = vec(x,y,z)
        location[(x, y)] = z ##initialize the array
location[(0, 0)] = 5 ##set the potential value of boundary
location[(0, 30)] = -10
location[(30, 30)] = -15
location[(30, 0)] = 0
for x in range (1, 30):
    location[(x, 0)] = location[(30,0)]
    location[(x, 30)] = location[(0,30)]
for y in range (1, 30):
    location[(0, y)] = location[(0,0)]
    location[(30, y)] = location[(30,30)]
##start find out potential of each point by average the potential value of its neighbors.
for c in range (1,1000):
    for x in range (1, 30):
        for y in range (1, 30):
            tmp = ((location[(x+1,y)] + location[(x-1,y)] + location[(x,y+1)]
                    + location[(x,y-1)]))/4
            location[(x, y)] = tmp
    for x in range (0, 31):
        for y in range (0, 31):
            z = 0
            spheres[(x, y)].pos = vec(x,y,location[(x,y)])
```

```
for c in range (1,1000):
    for x in range (1, 30):
        for y in range (1, 30):##compute field value of each point.
            tmpvx =(location[(x+1,y)] - location[(x-1,y)])/2/d
            tmpvy =(location[(x,y+1)] - location[(x,y-1)])/2/d
            tmp = ((location[(x+1,y)] + location[(x-1,y)] +
                    location[(x,y+1)] + location[(x,y-1)]))/4
            location[(x, y)] = tmp
            arrows[(x, y)].axis = vec(-tmpvx,-tmpvy,0)
```