Larmor Effect Switching to a rotating frame can sometimes simply the analysis of problems of various types for example, consider a particle w charge q or bit me aroud a fixed point charge -g'in the prescence of a mag. field B. Inertial france mdr = -Kr+ gdr x B eoum dt2 r2, dt where K = gg'What would the notion be w/ just trese two terms? ellipse Switch to a rotating frame: $M\left(\ddot{r} + 2\bar{\omega} \times \dot{r} + \bar{\omega} \times (\bar{\omega} \times \dot{r})\right) = -K\hat{r} + g\left(\dot{r} + \bar{\omega} \times \dot{r}\right) \times \vec{B}$ $\vec{r} + 2\vec{\omega} \times \vec{r} + \vec{\omega} \times (\vec{\omega} \times \vec{r}) = -K\vec{r} + g\vec{r} \times \vec{B} + g(\vec{\omega} \times \vec{r}) \times \vec{B}$ Choose $\omega = -93$ (ie, half the gyrofreg.) $\vec{r} - q \vec{B} \times \vec{r} + \left(\frac{q^2}{4m^2}\right) \vec{B} \times \left(\vec{B} \times \vec{r}\right) = -K \hat{r} + q \hat{r} \times \vec{B} - q^2 \left(\vec{B} \times \vec{r}\right) \times \vec{B}$ $=-\frac{K\hat{r}-g\hat{\mathbf{B}}\hat{\mathbf{x}}\hat{\mathbf{r}}+g^2\hat{\mathbf{B}}\hat{\mathbf{x}}\hat{\mathbf{r}}}{mr^2m}$

 $\vec{r} = -K\vec{r} + g^2 \vec{B} \times (\vec{B} \times \vec{r}) = -K\vec{r} + (g^2 \vec{B} \times (\vec{B} \times \vec{r}))$ $mr^2 + 4m^2 mr^2 (2m)$ Assure (B) is small enough that the 2nd term is negligible compared to

the first: ie. $(gB^2 < (K) = gg'$ $(mr^3) = 4mc_0mr^3$

When this is satisfied, FS-Kr So, the orbit in the rotating frame is an ellipse. -> In an mertial frame, the ellipse precesses w/ ang. vel. a The rotation of electron orbits in the prescence of a B-field is called the Larmor Effect, $\omega = \omega_L = gB$ is the Larmor freq. Experimentally, one observes spectral lines from an atom splitting in a B-freld (called the Zeeman Effect), as there are diff, ang. mom. states available in the atom. Really a QM. effect.

totential theory

In astronomy; astrophysics it is often important to add the gravitational contributions from multiple objects in order to Compute orbits of particles. Similarly, real objects are not always spherical of their grav. field must be computed through other means. In all these cases, it is often easier to compute the gravitational potential and then find forces, etc. Similar approach is used in electromagnetism. We'll return to convention $\hat{r} = \frac{dr}{dt}$.

first, recall the Overgence Theorem If Vis a volume in space bounded by the closed surface S then for any vector field A A. dS = (7. À dV where dV = dxdydz i the tuc side of S is taken to be outside at the surface

Recall the gravitational potential energy of a moss in moving in the field of a fixed mass in at it is -6mm, If instead of one mass (ii') is moving in a region with it is each w/a different mass and location. Then the gravitational potential energy at it will be $V(\vec{r}) = -\sum_{i} \frac{Gmm_i}{|\vec{r} - \vec{r}_{i}|}$ It we divide out the mass of our 'test' particle then we get a quality that depends only on the mass dist'n of our system. Call this quantity the gravitational potential (the potential energy per unit mass) $\Phi(\vec{r}) = V(\vec{r}) = -\sum_{j} G_{m_j} \qquad (\Phi \text{ is always negative})$ As the grave force can be found by $\vec{F} = -\vec{\nabla}V$ -> F=-mVD i. the accinat \vec{r} is $\vec{m}\vec{r} = -\vec{m}\vec{\nabla}\vec{\Phi}$ $[\vec{r} = -\vec{\nabla}\vec{\Phi}]$ Since $-\vec{\nabla} \Phi(\vec{r})$ is the grown accinat \vec{r} it is called $\vec{g} = -\vec{\nabla} \Phi(\vec{r})$ the grav. freld The potential is useful b/c it is a scalar field that is easier to visualize than the vector grav. freld. Also, in many situations the easiest way to obtain g is first to calculate the potential and then take the gradient.