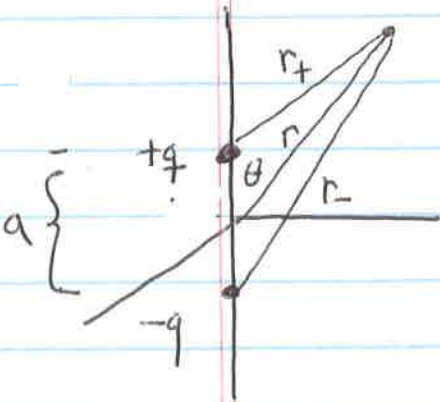


The sol'n to Laplace's Eqn in spherical coordinates as expansion in Legendre polynomials allows for a classification of \vec{E} fields based on how rapidly they fall off with $1/r$

point charge $V(r, \theta, \phi) = \frac{1}{4\pi\epsilon_0} \frac{q}{r}$

dipole $V(r, \theta, \phi) = \frac{q}{4\pi\epsilon_0} \left\{ \frac{1}{r_+} - \frac{1}{r_-} \right\}$



$$= \frac{q}{4\pi\epsilon_0} \left\{ \frac{1}{\sqrt{r^2 + a^2/4 - 2r \cos\theta}} - \frac{1}{\sqrt{r^2 + a^2/4 + 2r \cos\theta}} \right\}$$

$$= \frac{q}{4\pi\epsilon_0 r} \left\{ \left(1 - \frac{a}{r} \cos\theta + \frac{a^2}{4r^2}\right)^{-1/2} - \left(1 + \frac{a}{r} \cos\theta + \frac{a^2}{4r^2}\right)^{-1/2} \right\}$$

$$V(r, \theta, \phi) = \frac{q}{4\pi\epsilon_0 r} \left\{ 1 + \frac{a}{2r} \cos\theta - \frac{a^2}{8r^2} + \frac{3}{8} \frac{a^2}{r^2} \cos^2\theta - 1 + \frac{a}{2r} \cos\theta + \frac{a^2}{8r^2} - \frac{3}{8} \frac{a^2}{r^2} \cos^2\theta \right\}$$

$$= \frac{q}{4\pi\epsilon_0} \frac{a \cos\theta}{r^2} + \dots$$

$$\frac{1}{4\pi\epsilon_0} \frac{\vec{p} \cdot \hat{r}}{r^2}$$

$$+ \frac{1}{4\pi\epsilon_0} \frac{|\vec{p}| \cos\theta}{r^2} \quad |\vec{p}| = aq$$

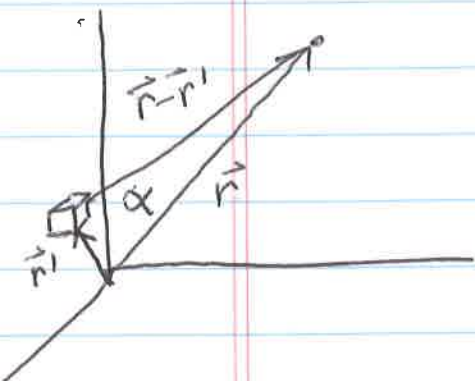
MP2

Generally

$$V(r, \theta, \phi) = \frac{1}{4\pi\epsilon_0} \int \frac{\rho(r') d\tau'}{r}$$

$$= \frac{1}{4\pi\epsilon_0} \int \frac{\rho(r') d\tau'}{[r^2 - 2rr' \cos\alpha + r'^2]^{1/2}}$$

$$= \frac{1}{4\pi\epsilon_0} \int \frac{\rho(r') d\tau'}{r [1 - 2r'/r \cos\alpha + r'^2/r^2]^{1/2}}$$



$$V(r, \theta, \phi) = \frac{1}{4\pi\epsilon_0 r} \underbrace{\int \rho(r') d\tau'}_{q_{\text{tot}}} + \frac{1}{4\pi\epsilon_0 r^2} \underbrace{\int \rho(r') r' d\tau' \cos\alpha}_{\text{dipole moment}} + \dots$$

$$V(r, \theta, \phi) = \frac{1}{4\pi\epsilon_0} \sum_{n=0}^{\infty} \frac{1}{r^{n+1}} \int (r')^n P_n(\cos\alpha) \rho(r') d\tau'$$

↑ "Multipole expansion of potential"

If choose \hat{z} axis along direction \vec{r} to field point
then $\alpha \rightarrow \theta$

HW: Think about how choice of origin affects the various terms.

Choice of origin in other contexts

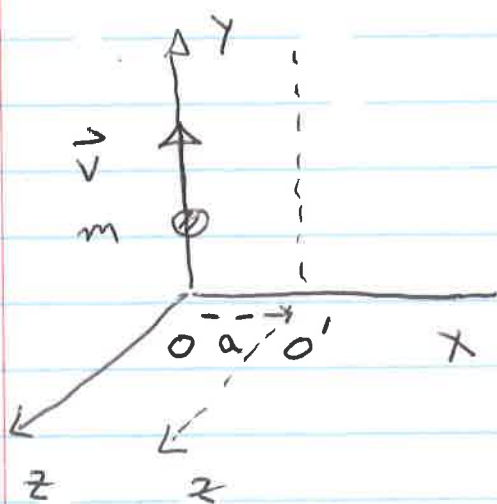


What is linear momentum?

$$\vec{p} = m\vec{v}$$

do not need to specify origin.

What is angular momentum? $\vec{r} \times \vec{p} = \hat{y} \hat{y} \times mv \hat{y}$



$\vec{L} = 0$ with original origin

$$\text{but } \vec{L} = (-ax + y\hat{y}) \times mv\hat{y}$$

$$= -mva\hat{z}$$

"clockwise"

on the other hand, torque

$$\vec{\tau}' = (\vec{r} + \vec{c}) \times \vec{F} = \vec{\tau} + \vec{c} \times \vec{F}$$

$$\vec{L}' = (\vec{r} + \vec{c}) \times \vec{p} = \vec{L} + \vec{c} \times \vec{p}$$

$$\frac{d\vec{L}'}{dt} = \frac{d\vec{L}}{dt} + \vec{c} \times \frac{d\vec{p}}{dt} = \frac{d\vec{L}}{dt} + \vec{c} \times \vec{F} = \vec{\tau}'$$

$\vec{\tau}$

$$\text{so } \frac{d\vec{L}}{dt} = \vec{\tau}$$

$$\frac{d\vec{L}'}{dt} = \vec{\tau}'$$

MP4

$$V_{\text{mon}} = \frac{1}{4\pi\epsilon_0} \frac{Q}{r} \quad V_{\text{dip}} = \frac{1}{4\pi\epsilon_0} \frac{\sum \hat{r}_i p_i}{r^2} \leftarrow \hat{r} \cdot \vec{p}$$

$$\vec{p} = \int \vec{r}' \rho(r') d\tau'$$

Quadrupolar term

$$V_{\text{quad}} = \frac{1}{4\pi\epsilon_0} \frac{\sum \hat{r}_i \hat{r}_j Q_{ij}}{r^3} \quad \hat{r}_i \equiv \text{ith component of } \hat{r}$$

$$Q_{ij} = \frac{1}{2} \int (3 \hat{r}_i \hat{r}_j - r'^2 \delta_{ij}) \rho(r') d\tau'$$

Proof

$$\sum_{ij} r_i r_j Q_{ij} = \frac{1}{2} \int \left\{ 3 \sum_i \hat{r}_i r'_i \sum_j \hat{r}_j r'_j - r'^2 \sum_{ij} \hat{r}_i \hat{r}_j \delta_{ij} \right\} \rho(r') d\tau'$$

$$\begin{array}{ccc} \uparrow & \uparrow & \underbrace{\hspace{2cm}} \\ \hat{r} \cdot \hat{r}' & r' \cos \alpha & \hat{r} \cdot \hat{r} = 1 \end{array}$$

$$= r' \cos \alpha$$

$$= \int r'^2 \underbrace{\frac{1}{2} (3 \cos^2 \alpha - 1)}_{P_2(\cos \alpha)} \rho(r') d\tau'$$

MP4A

Analogy to classical mechanics and moment of inertia

$$\vec{L} = \mathbf{I} \vec{\omega}$$

$$\vec{\tau} = \mathbf{I} \vec{\alpha} = \mathbf{I} \frac{d\vec{\omega}}{dt} \quad \text{is incomplete}$$

\vec{L} need
not be parallel
to $\vec{\omega}$!

$$\begin{pmatrix} \tau_1 \\ \tau_2 \\ \tau_3 \end{pmatrix} = \begin{pmatrix} I_{11} & I_{12} & I_{13} \\ I_{21} & I_{22} & I_{23} \\ I_{31} & I_{32} & I_{33} \end{pmatrix} \begin{pmatrix} d\omega_1/dt \\ d\omega_2/dt \\ d\omega_3/dt \end{pmatrix}$$



This is

Moment of inertia "tensor"

what makes

rotation problems

so incredibly

complicated

and weird.

(precession of spinning top,

nutation, etc)

$$I_{ij} = \frac{1}{2} \int (3r'_i r'_j - r'^2 \delta_{ij}) \rho(r') dt'$$

↑
mass density
rather than charge
density.