

PHYSICS 110A, WINTER 2018
ELECTRICITY AND MAGNETISM

First Midterm Exam

[1.] Let $\mathbf{A} = 2\hat{x} - \hat{y}$, $\mathbf{B} = 2\hat{x} + \hat{z}$, and $\mathbf{C} = \hat{y} + 3\hat{z}$. Evaluate $\mathbf{A} \times (\mathbf{B} \times \mathbf{C})$ and $\mathbf{B}(\mathbf{A} \cdot \mathbf{C}) - \mathbf{C}(\mathbf{A} \cdot \mathbf{B})$, and show they are equal.

$$\vec{B} \times \vec{C} = \begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ 2 & 0 & 1 \\ 0 & 1 & 3 \end{vmatrix} = \hat{x}(0-1) + \hat{y}(0-6) + \hat{z}(2-0) = -\hat{x} - 6\hat{y} + 2\hat{z}$$

$$\vec{A} \times (\vec{B} \times \vec{C}) = \begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ 2 & -1 & 0 \\ -1 & -6 & 2 \end{vmatrix} = \hat{x}(-2-0) + \hat{y}(0-4) + \hat{z}(-12-1) \\ = -2\hat{x} - 4\hat{y} - 13\hat{z}$$

$$\vec{A} \cdot \vec{C} = -1$$

$$\vec{A} \cdot \vec{B} = 4$$

$$\left. \begin{aligned} \vec{B}(\vec{A} \cdot \vec{C}) &= (2\hat{x} + \hat{z})(-1) = -2\hat{x} - \hat{z} \\ \vec{C}(\vec{A} \cdot \vec{B}) &= (\hat{y} + 3\hat{z})(4) = 4\hat{y} + 12\hat{z} \end{aligned} \right\} \begin{array}{l} \vec{B}(\vec{A} \cdot \vec{C}) \\ -\vec{C}(\vec{A} \cdot \vec{B}) \\ \hline = -2\hat{x} - 4\hat{y} - 13\hat{z} \end{array}$$

✓

[2.] Given any scalar field f , show that $\nabla \times \nabla f = 0$. What is the importance of this identity if you are given the vector field \mathbf{v} and are asked to compute f such that $\mathbf{v} = \nabla f$?

$$\nabla f = \frac{\partial f}{\partial x} \hat{x} + \frac{\partial f}{\partial y} \hat{y} + \frac{\partial f}{\partial z} \hat{z}$$

(derivatives commute)

$$\vec{\nabla} \times \vec{\nabla} f = \begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ \partial/\partial x & \partial/\partial y & \partial/\partial z \\ \partial f/\partial x & \partial f/\partial y & \partial f/\partial z \end{vmatrix} = \hat{x} \left(\frac{\partial^2 f}{\partial y \partial z} - \frac{\partial^2 f}{\partial z \partial y} \right) \\ + \hat{y} \left(\frac{\partial^2 f}{\partial z \partial x} - \frac{\partial^2 f}{\partial x \partial z} \right) + \hat{z} \left(\frac{\partial^2 f}{\partial x \partial y} - \frac{\partial^2 f}{\partial y \partial x} \right)$$

↑ same reasoning

If $\vec{v} = \vec{\nabla} f$

then $\vec{\nabla} \times \vec{v} = \vec{\nabla} \times \vec{\nabla} f = 0$ so finding f is possible only if $\vec{\nabla} \times \vec{v} = 0$.

[3.] Given a vector field \mathbf{v} . Suppose you are asked to compute \mathbf{A} such that $\mathbf{v} = \nabla \times \mathbf{A}$. What test should you perform on \mathbf{v} ? Why? Given $\mathbf{v} = x^2 \hat{x} - z^2 \hat{y} + (y^2 - 2xz) \hat{z}$. Does it pass the test? If so, find \mathbf{A} .

Check that $\vec{\nabla} \cdot \vec{v} = 0$. This is required since $\vec{\nabla} \cdot (\vec{\nabla} \times \vec{A}) = 0$.

$$\vec{\nabla} \cdot \vec{v} = 2x + 0 - 2x = 0 \quad \text{so yes, } \vec{v} \text{ passes!}$$

the given \vec{v}

$$\vec{\nabla} \times \vec{A} = \begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ A_x & A_y & A_z \end{vmatrix} = \begin{pmatrix} \frac{\partial A_z}{\partial y} - \frac{\partial A_y}{\partial z} \end{pmatrix} \hat{x} \quad \leftarrow x^2$$

$$+ \begin{pmatrix} \frac{\partial A_x}{\partial z} - \frac{\partial A_z}{\partial x} \end{pmatrix} \hat{y} \quad \leftarrow -z^2$$

$$+ \begin{pmatrix} \frac{\partial A_y}{\partial x} - \frac{\partial A_x}{\partial y} \end{pmatrix} \hat{z} \quad \leftarrow y^2 - 2xz$$

We are free to choose $A_z = 0$. \leftarrow could do $A_x = 0$ but this is more simple!

Then $\frac{\partial A_y}{\partial z} = -x^2 \quad A_y = -x^2 z + f(x, y)$

$\frac{\partial A_x}{\partial z} = -z^2 \quad A_x = -\frac{1}{3} z^3 + g(x, y)$

$$\frac{\partial A_y}{\partial x} - \frac{\partial A_x}{\partial y} = -2xz + \frac{\partial f}{\partial x} - (0 + \frac{\partial g}{\partial y}) = y^2 - 2xz$$

Choose $f = 0$ and $g = -\frac{1}{3} y^3$

$A_x = -\frac{1}{3} z^3 - \frac{1}{3} y^3$

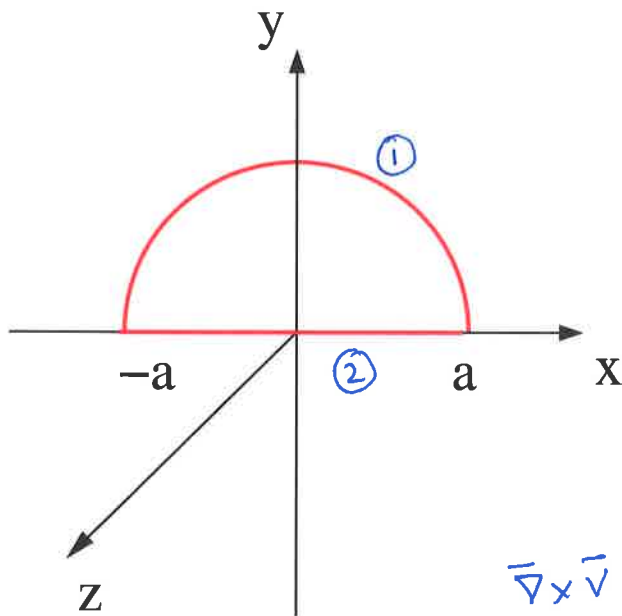
$A_y = -x^2 z$

$A_z = 0$

Check $\vec{\nabla} \times \vec{A} =$

$$[0 - (-x^2)] \hat{x} + [-z^2 - 0] \hat{y} + [-2xz + y^2] \hat{z}$$

$$= x^2 \hat{x} - z^2 \hat{y} + (y^2 - 2xz) \hat{z} \quad \checkmark$$



on ultimate version of exam, $\int_P \vec{v} \cdot d\vec{l}$ was optional (extra credit).

[4.] The vector field $\vec{v} = x\hat{y}$. Show that $\int_S \nabla \times \vec{v} \cdot d\vec{a} = \int_P \vec{v} \cdot d\vec{l}$ for the figure shown at left, which consists of a closed half circle in the xy plane.

$$\nabla \times \vec{v} = \begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ \partial/\partial x & \partial/\partial y & \partial/\partial z \\ 0 & x & 0 \end{vmatrix} = \hat{z}$$

$$d\vec{a} = dx dy \hat{z}$$

$$\int_S \nabla \times \vec{v} \cdot d\vec{a} = \int_S \underbrace{\hat{z} \cdot \hat{z}}_1 dx dy = \int_S dx dy = \text{Area} = \frac{1}{2} \pi a^2$$

$$d\vec{l} = \hat{x} dx + \hat{y} dy$$

$$x = \pm \sqrt{a^2 - y^2}$$

y goes from 0 to a and then back from a to 0

$$\int_{P_1} \vec{v} \cdot d\vec{l} = \int_{P_1} x\hat{y} \cdot (\hat{x} dx + \hat{y} dy) = \int x dy$$

$$\left. \begin{array}{l} \leftarrow x = +\sqrt{a^2 - y^2} \\ \leftarrow x = -\sqrt{a^2 - y^2} \end{array} \right\} \text{factor of 2}$$

$$\int_{P_1} \vec{v} \cdot d\vec{l} = 2 \int_0^a \underbrace{\sqrt{a^2 - y^2}}_x dy = 2 \int_0^{\pi/2} a \cos \theta \cdot a \cos \theta d\theta$$

$$y = a \sin \theta$$

$$dy = a \cos \theta d\theta$$

$$= 2a^2 \int_0^{\pi/2} \cos^2 \theta d\theta = 2a^2 \int_0^{\pi/2} \frac{1}{2} (1 + \cos 2\theta) d\theta$$

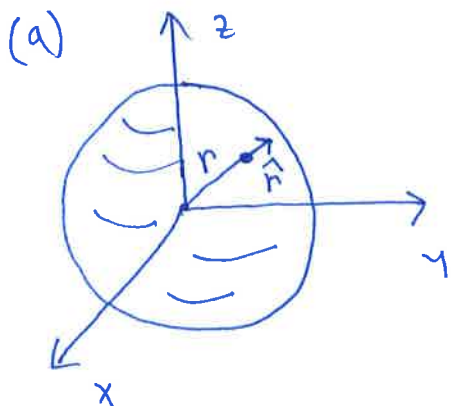
$$= a^2 (\theta + \sin 2\theta) \Big|_0^{\pi/2} = \frac{\pi a^2}{2}$$

Meanwhile along 2 $d\vec{l} = \hat{x} dx$ $\vec{v} \cdot d\vec{l} = 0$ so $\int_2 \vec{v} \cdot d\vec{l} = 0$

So get $\frac{1}{2} \pi a^2$ for both integrals together

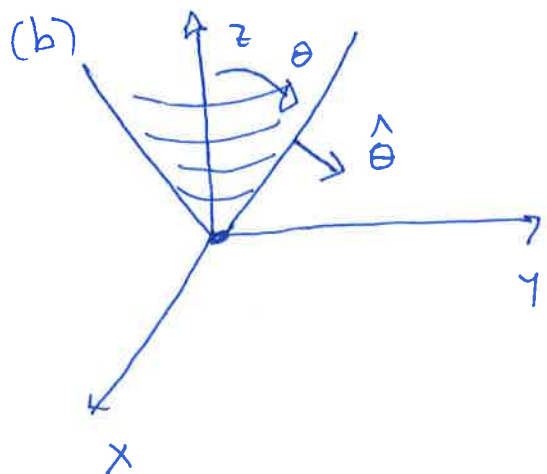
[5.] Consider spherical coordinates.

- Draw a picture of a surface $r = \text{constant}$. What unit vector is normal to that surface?
- Draw a picture of a surface $\theta = \text{constant}$. What unit vector is normal to that surface?
- Draw a picture of a surface $\phi = \text{constant}$. What unit vector is normal to that surface?



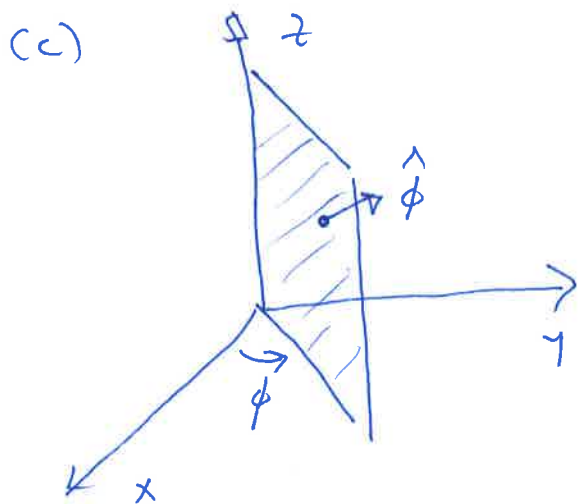
Surface is
Sphere about origin

Normal vector is \hat{r}



Surface is a cone with apex at origin

unit vector is $\hat{\theta}$



Surface is a plane containing \hat{z}
axis and making angle ϕ
with xz plane.

Unit vector is $\hat{\phi}$