

cons of charge

$$3.) \quad \nabla \cdot \vec{J} = - \frac{\partial \rho}{\partial t} \quad \underline{3-D}$$

↓  
div th

$$- \frac{\partial}{\partial t} \int \rho d\tau$$

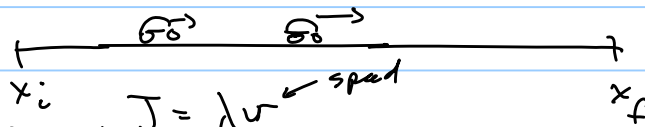
charge within surface decreases →

$$\int_V \nabla \cdot \vec{J} d\tau = \oint_S \vec{J} \cdot d\vec{a} = - \frac{\partial}{\partial t} Q_{enc}$$

flow of charge out of a surface

No source of charge

1-D example



$$\int \nabla \cdot \vec{J} d\tau = \int \left( \frac{\partial J_x}{\partial x} + \frac{\partial J_y}{\partial y} + \dots \right) d\tau$$

↓ 1-D

$$\int \frac{\partial J_x}{\partial x} dx = - \frac{\partial}{\partial t} \int \lambda dx$$

$$\int dJ_x = J_{x,f} - J_{x,i} = - \frac{\partial}{\partial t} \underbrace{\int \lambda dx}_{\# \text{ cons within } x_f - x_i}$$

$$\vec{J} = \lambda \vec{v}$$

↑ car density
← speed

4.) Retarded potentials  $\Rightarrow \vec{B} = \nabla \times \vec{A} \quad \vec{E} =$

$$\vec{A}(\vec{r}, t) = \int_{\Omega} \frac{\vec{J}(\vec{r}', t_r)}{r} d\tau'$$

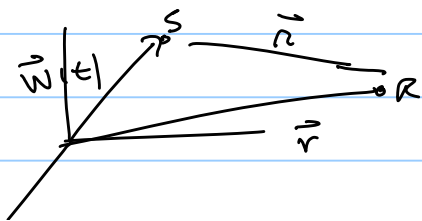
$$ct = r = 10^3 \text{ m} \quad t = \frac{10^3}{3 \times 10^8} = \frac{1}{3} \times 10^{-5}$$

5.)  $\vec{\nabla} \left( \frac{1}{|\vec{r} - \vec{r}'|} \right) = \vec{\nabla} \sqrt{(x-x')^2 + (y-y')^2 + (z-z')^2}$

$$\hat{x} \frac{\partial}{\partial x} \sqrt{\quad} + \hat{y} \frac{\partial}{\partial y} \sqrt{\quad} + \hat{z} \frac{\partial}{\partial z} \sqrt{\quad} = \hat{x} \frac{1}{2} \frac{2(x-x')}{\sqrt{\quad}} + \hat{y} \dots$$

$$= \frac{\hat{x}(x-x') + \hat{y}(y-y') + \hat{z}(z-z')}{\sqrt{\quad}} = \frac{\vec{r}}{|\vec{r}|} = \hat{r}$$

6.)



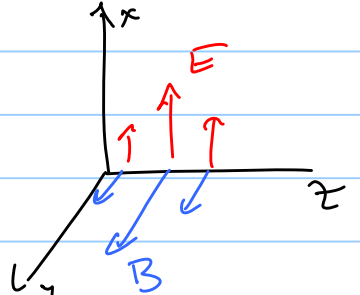
flash goes off at source  
 $w(t_r)$ . Distance light travels

is  $|\vec{r}| = |\vec{r} - \vec{w}(t_r)|$  and this distance is speed

time taken  $(t - t_r)$   $|\vec{r} - \vec{w}(t_r)| = c(t - t_r)$   
 ↑ ↑ when flash went off ↑  
 $x_0 + vt$

Not the same as when the source & rec. are stationary ( $t_r = t - \frac{r}{c}$ )

8.)  $\frac{dr}{dt} = \frac{\partial r}{\partial x} + (\vec{v} \cdot \vec{\nabla}) \vec{r} = (v_x \frac{\partial}{\partial x} + v_y \frac{\partial}{\partial y} + v_z \frac{\partial}{\partial z}) x \hat{x} + \dots$   
 L fix  $x, y, z$   $\vec{r} = x \hat{x} + y \hat{y} + z \hat{z}$

11.)   $T_{ij} = \epsilon_0 (E_i E_j - \frac{1}{2} \delta_{ij} E^2) + \frac{1}{\mu_0} (B_i B_j - \frac{1}{2} \delta_{ij} B^2)$   
 E has only  $\hat{x}$  component  
 B " "  $\hat{y}$  "

$i \neq j \quad T_{ij} = -E_x E_y + -B_x B_y = 0$   
 $i=1,2,3; x,y,z$   $\vec{T} = \underbrace{\epsilon_0 \vec{v} \times \vec{B}} + \epsilon_0 \vec{E}$

$$\begin{aligned}
 T_{xx} &= \epsilon_0 \left( E_x^2 - \frac{1}{2} E^2 \right) + \frac{1}{\mu_0} \left( B_x^2 + \frac{1}{2} B^2 \right) \\
 &= \epsilon_0 \frac{1}{2} E^2 - \frac{1}{\mu_0} \frac{1}{2} B^2 \\
 &= \epsilon_0 \frac{1}{2} \dot{E}^2 - \frac{1}{\mu_0} \frac{1}{2} \dot{E}^2 / \epsilon_0 = 0
 \end{aligned}$$

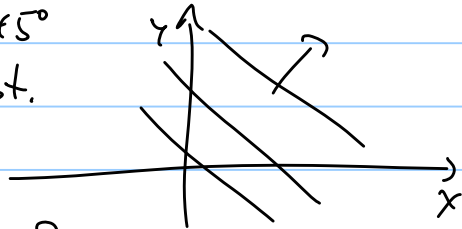
$$B^2 = \frac{E^2}{c^2} = \frac{E^2}{\mu_0 \epsilon_0}$$

$$T_{yy} = 0$$

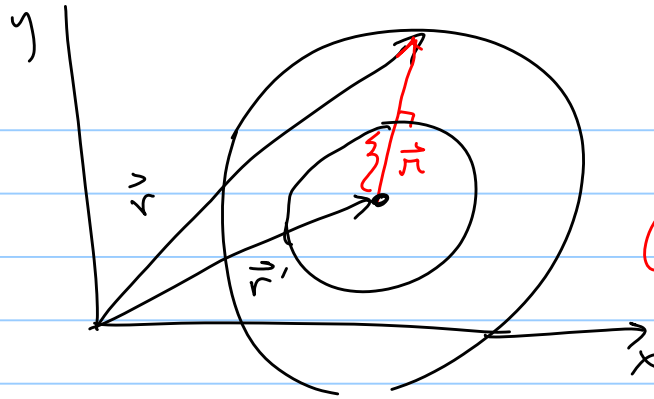
$$T_{zz} = -\frac{1}{2} \left( \epsilon_0 E^2 + \frac{B^2}{\mu_0} \right) = -u \quad \begin{array}{l} \text{energy density} \\ \downarrow \end{array}$$

$\int T \cdot d\vec{a}$  rate at which momentum crosses area

Generate with Mathematica a plane wave moving a  $45^\circ$  in a contour plot.



ContourPlot [



$$\vec{k} = \frac{2\pi}{\lambda} \hat{n}$$

$$\phi = \vec{k} \cdot \vec{r} = \frac{2\pi}{\lambda} \hat{n} \cdot \vec{r}$$

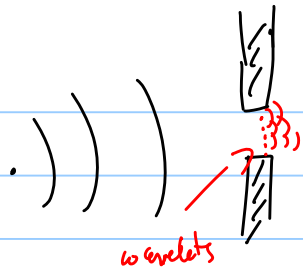
$$= \frac{2\pi}{\lambda} \frac{\vec{r}}{|\vec{r}|} \cdot \vec{r} = \frac{2\pi}{\lambda} \frac{r^2}{r}$$

$$\vec{r} = \vec{r} - \vec{r}' = (x-x')\hat{x} + (y-y')\hat{y} + (z-z')\hat{z}$$

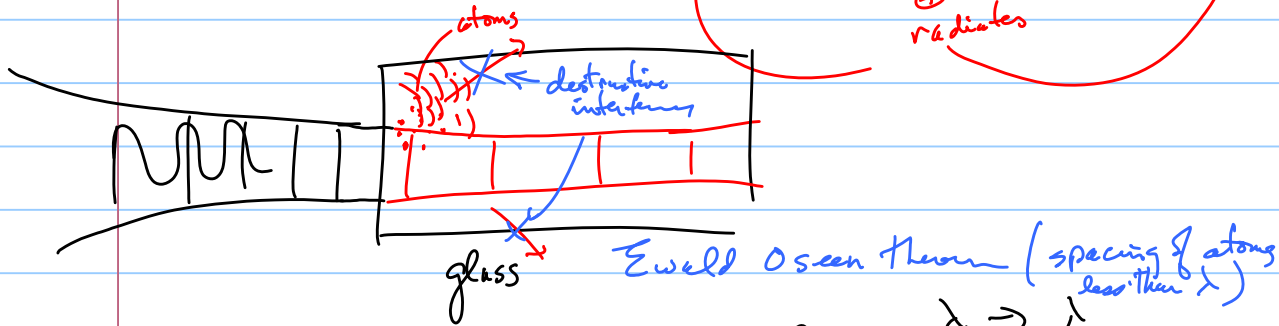
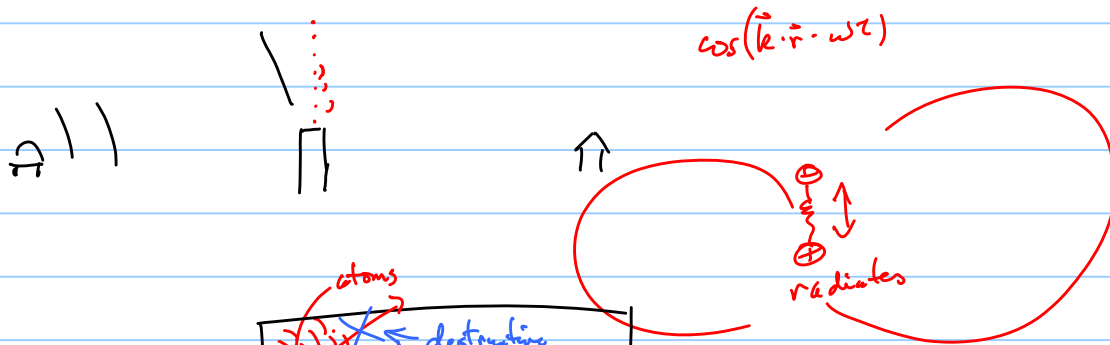
$$\phi = \frac{2\pi}{\lambda} |\vec{r}|$$

$$\cos(\vec{k} \cdot \vec{r} - \omega t)$$

Wave eqn: PDE can be by Huygens Principle

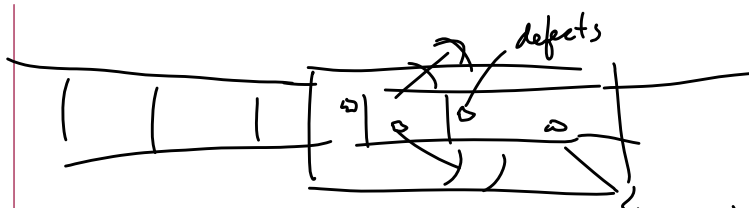


x amplitude = sum of wave amplitudes from wavelets

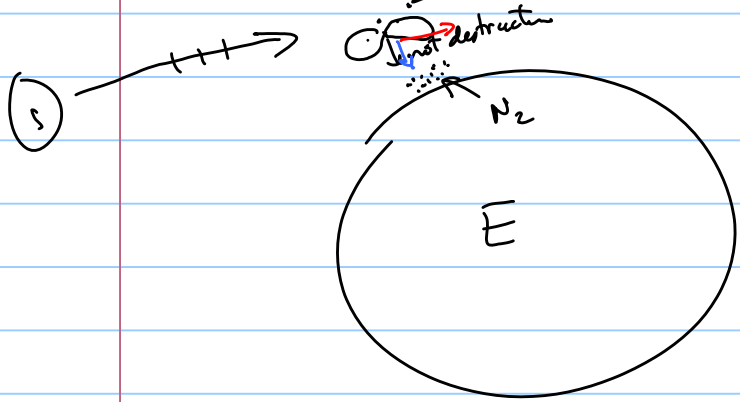


macroscopic ME  $\Rightarrow c \rightarrow \frac{c}{n}$        $\lambda \rightarrow \frac{\lambda}{n}$

microscopic



density fluctuations whose size  $\geq \lambda$



spacing of  $N_2$  near surface  
is  $\ll \lambda$