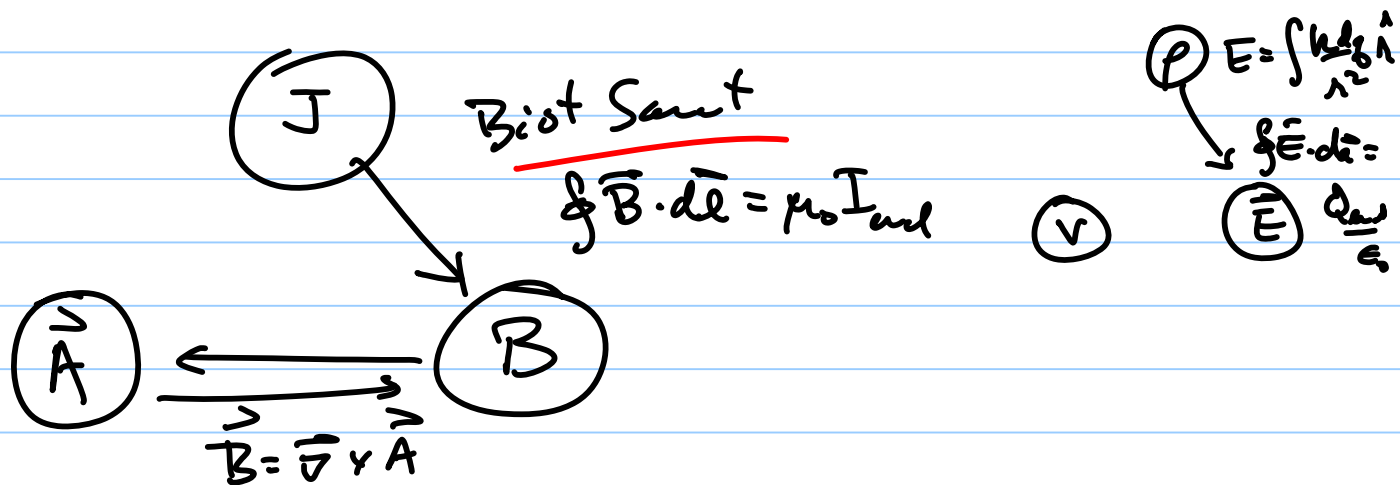


Overview

$$\vec{F} = q\vec{v} \times \vec{B} \xrightarrow{\text{wire}} \int \underbrace{I d\vec{e}' \times \vec{B}}_{\vec{I} \times \vec{B} d\vec{e}'} \xrightarrow[\text{sheet}]{\text{current}} \int \vec{K} \times \vec{B} da \rightarrow \int \vec{J} \times \vec{B} d\tau'$$

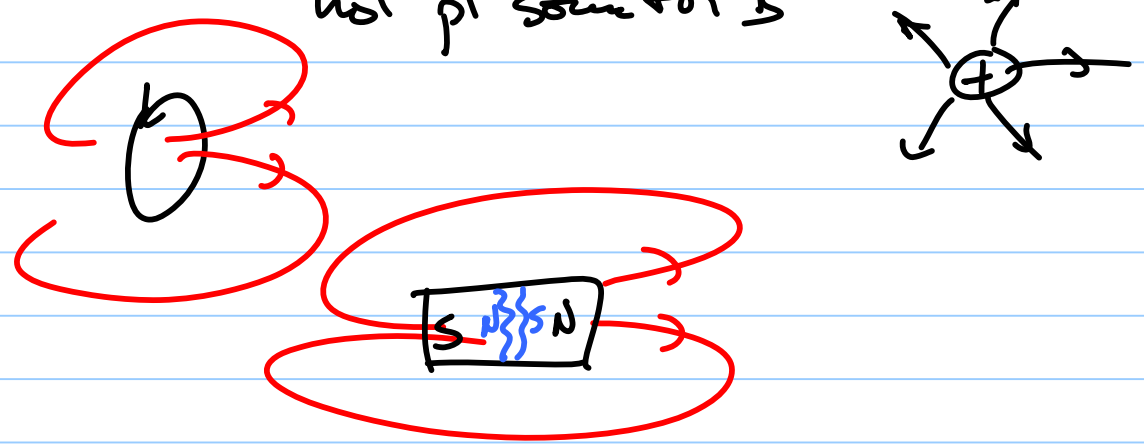
Find \vec{B} magnetostatics:
$$\vec{B} = \frac{\mu_0}{4\pi} \int \frac{I d\vec{e}' \times \hat{r}}{r^2}$$

$$\rightarrow \frac{\mu_0}{4\pi} \int \frac{\vec{K} \times \hat{r}}{r^2} da \rightarrow \frac{\mu_0}{4\pi} \int \frac{\vec{J} \times \hat{r}}{r^2} d\tau'$$

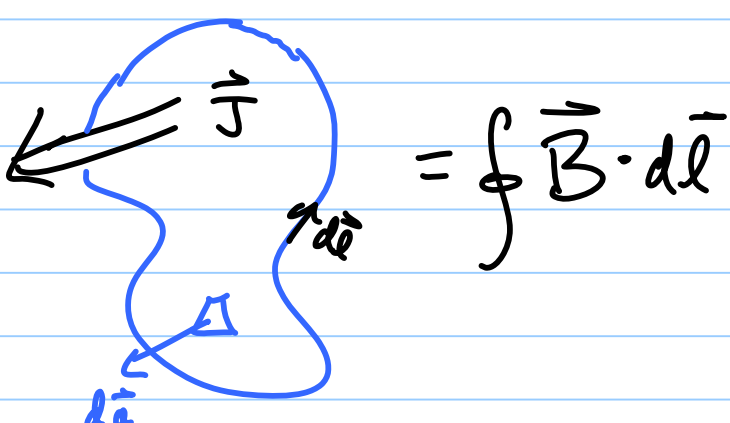


Biot Savart $\Rightarrow \vec{\nabla} \cdot \vec{B} = 0$ $\vec{\nabla} \cdot \vec{E} = \frac{\rho}{\epsilon_0}$

not pt source for \vec{B}



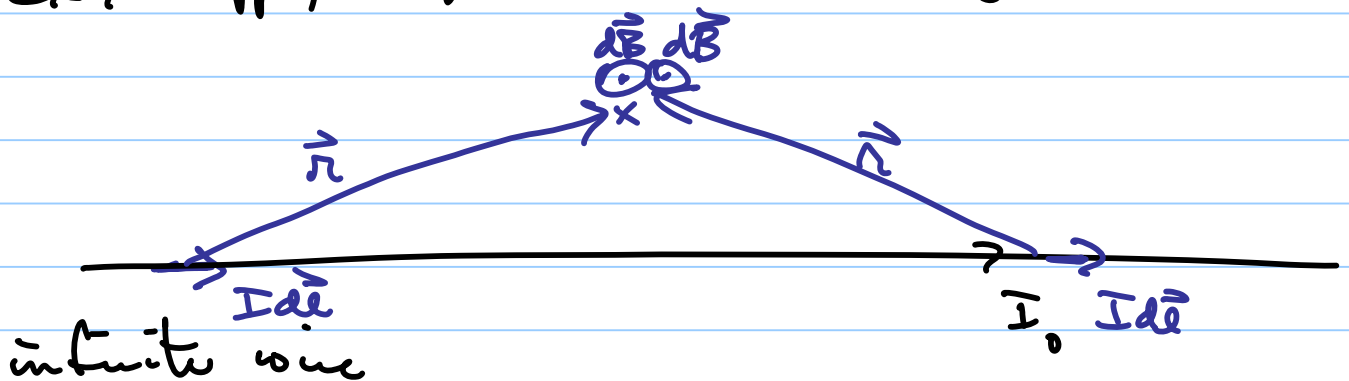
$$\nabla \times \vec{B} = \mu_0 \vec{J} \quad \text{diff form of Biot Savart}$$

$\int \nabla \times \vec{B} \cdot d\vec{a}$

 $= \oint \vec{B} \cdot d\vec{l}$

files that make up surface

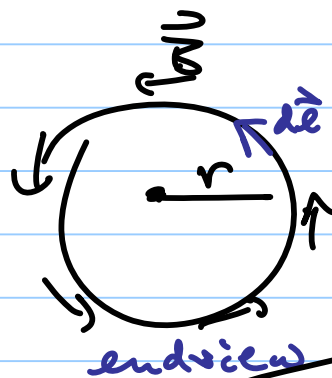
$$\mu_0 \underbrace{\int \vec{J} \cdot d\vec{a}}_{I_{\text{encl}}} = \oint \vec{B} \cdot d\vec{l} \quad \text{Ampere's Law}$$

Ex: Apply Ampere's Law to find \vec{B} given \vec{I} .



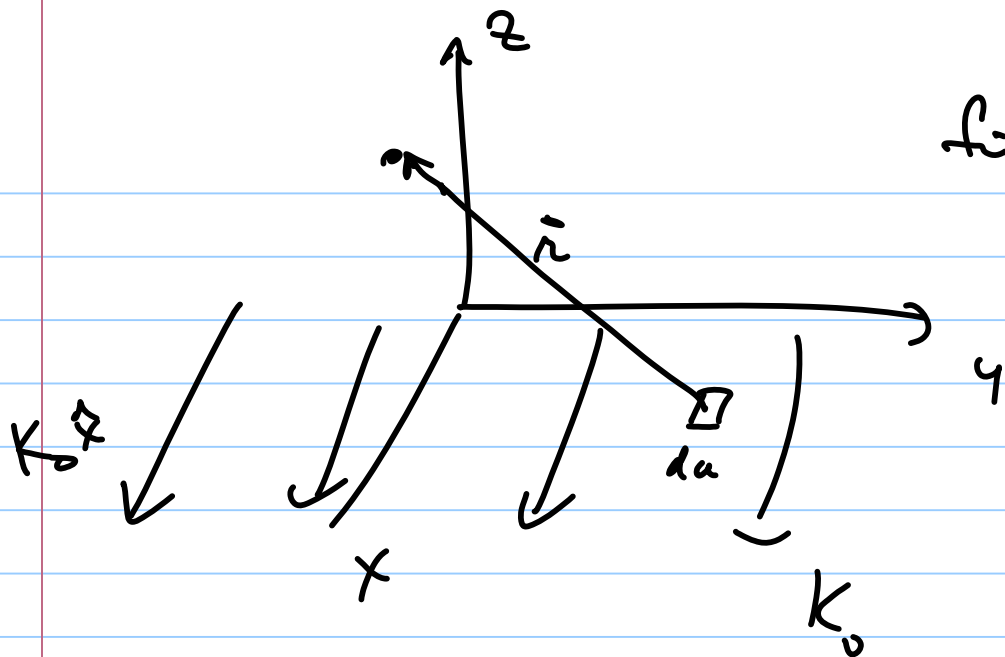
$$\oint \vec{B} \cdot d\vec{l} = \mu_0 I_{\text{encl}}$$

$$\oint |\vec{B}| |d\vec{l}| \cos \phi$$



$$B \oint |d\vec{l}| = B 2\pi r = \mu_0 I_0$$

$$\boxed{B = \frac{\mu_0 I_0}{2\pi r}}$$

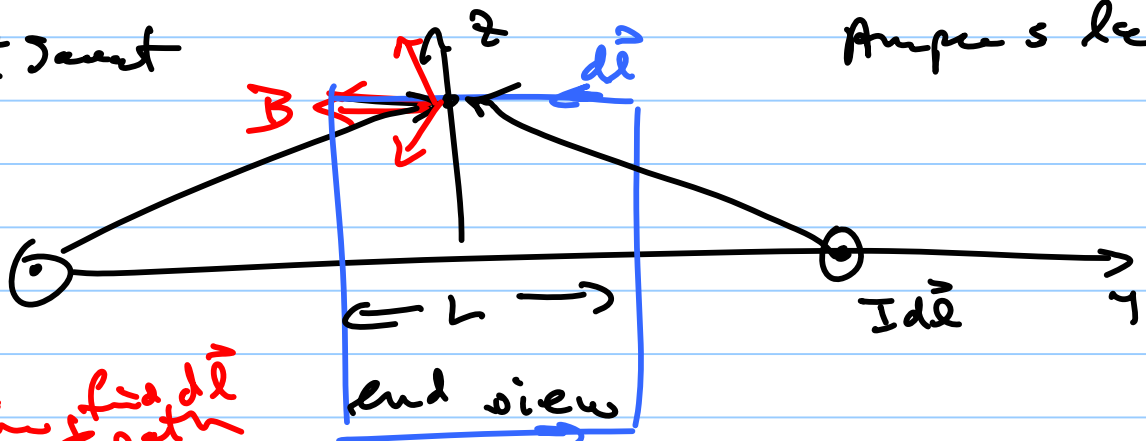


field B above $\frac{z}{2}$
below xy plane

(1)

Biot Savart

Ampere's law



(2) out line $\oint \vec{B} \cdot d\vec{l}$
path

$$\oint \vec{B} \cdot d\vec{l} = \int_{\text{sides}} + \int_{\text{top}} + \int_{\text{bottom}} + \int_{\text{side}}$$

$$B L + B L = \mu_0 K L$$

$$B = \frac{\mu_0 K}{2}$$

(3)

limit s

$$K \rightarrow 0 : B \rightarrow 0$$

$$\vec{\nabla} \times \vec{B} = \mu_0 \vec{J}$$

$$\vec{\nabla} \cdot \vec{B} = 0$$

$$\vec{\nabla} \cdot \vec{E} = \rho / \epsilon_0$$

$$\vec{E} = -\vec{\nabla} V \Rightarrow \nabla^2 V = -\rho / \epsilon_0$$

~~$$\vec{B} = \vec{\nabla} \phi$$~~

$$\vec{\nabla} \times \vec{B} = \vec{\nabla} \times \vec{\nabla} \phi = \vec{0} \text{ always}$$

$$\vec{\nabla} \cdot \vec{B} = 0$$

$$\vec{\nabla} \cdot \vec{\nabla} \times \vec{A} = \vec{0} \text{ always zero}$$

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

$$\vec{\nabla} \times \vec{A} = \vec{\nabla} \times \vec{A}' + \underbrace{\vec{\nabla} \times \vec{\nabla} \phi}$$

always zero

\vec{A} is not unique up to a const. but also
we can add $\vec{\nabla} \phi$ and nothing changes

Want to find \vec{A} we need $\vec{\nabla} \times \vec{A} \stackrel{!}{=} \vec{\nabla} \cdot \vec{A}$
"B"

$$\vec{\nabla} \cdot \vec{A} = \vec{\nabla} \cdot \vec{A}' + \underbrace{\nabla^2 \phi}_{\text{can be anything}}$$

choice of $\phi \Rightarrow \boxed{\vec{\nabla} \cdot \vec{A} = 0}$

Gauge choice: Coulomb gauge

Ex: $\vec{B} = B_0 \hat{k}$ given find \vec{A}

$$\vec{\nabla} \times \vec{A} = \begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ A_x & A_y & A_z \end{vmatrix} = B_0 \hat{k}$$

$$\vec{A} = -\frac{B_0 y}{2} \hat{x} + \frac{B_0 x}{2} \hat{y} + 0 \hat{z}$$

$$\vec{A} = -B_0 y$$