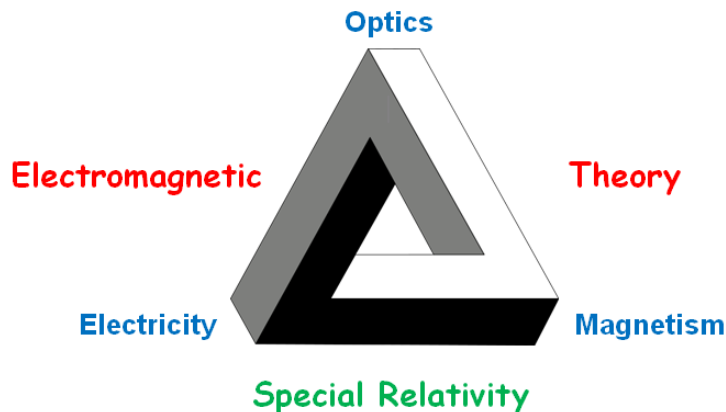


**Electromagnetic Theory (EMT)**  
**Prof. Ruiz, UNC Asheville, doctorphys on YouTube**  
**Chapter S Notes. Lorentz Force Law**

**S1. EMT and Other Physics Courses**

We have seen the figure below with its triad of courses: Optics, Electromagnetic Theory, and Special Relativity (Modern Physics).



We have also seen a connection to quantum mechanics through our deep analysis of Laplace's equation and Poisson's equation:

$$\nabla^2 V = 0 \quad \text{and}$$

$$\nabla^2 V = -\frac{\rho}{\epsilon_0}.$$

The Laplacian appears in the Schrödinger equation:

$$-\frac{\hbar^2}{2m} \nabla^2 \psi + V\psi = E\psi.$$

In spherical coordinates, we found for our Laplacian solutions of the form

$$V(r, \theta) = \sum_{l=0}^{\infty} \left[ Ar^l + \frac{B_l}{r^{l+1}} \right] P_l(\cos \theta).$$

In quantum mechanics things are more complicated. For spherical problems, the associated Legendre polynomials  $P_l^m(\theta)$  appear in the angular part:  $Y_l^m(\theta, \phi) = N_{lm} P_l^m(\theta) e^{im\phi}$ , where  $N_{lm}$  are normalization constants. The functions  $Y_l^m(\theta, \phi)$  are called spherical harmonics. The general solution for spherical problems is a wave function of the following form.

$$\psi_{nlm}(r, \theta, \phi) = R_{nl}(r) Y_l^m(\theta, \phi)$$

Today we add a fifth course to the list: Classical Mechanics. Mechanics especially connects to our course via the Lorentz Force Law.

- Electromagnetic Theory (The Maxwell Equations)
- Optics (Electromagnetic Waves as a Solution to the Free-Space Maxwell Equations)
- Special Relativity (Invariance of the Maxwell Equations)
- Quantum Mechanics (The Mathematics of the Laplacian)
- Classical Mechanics (The Lorentz Force Law)

Other connections with mechanics include the following:

- The Concept of the Potential
- Kinetic and Potential Energy
- Mechanical Energy converted to Electrical Energy

The Lorentz force law is perhaps the best since we can combine Newton's Law with it.

Mechanics

$$\vec{F} = m\vec{a}$$

Newton's 2nd Law

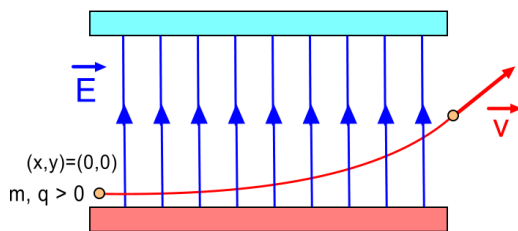
Electromagnetic Theory

$$\vec{F} = q(\vec{E} + \vec{v} \times \vec{B})$$

Lorentz Force Law

We have already seen the following two simple cases.

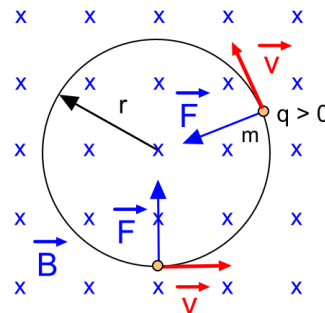
$$\vec{F} = q\vec{E}$$



$$x(t) = v_0 t$$

$$y(t) = \frac{qE}{2m} t^2$$

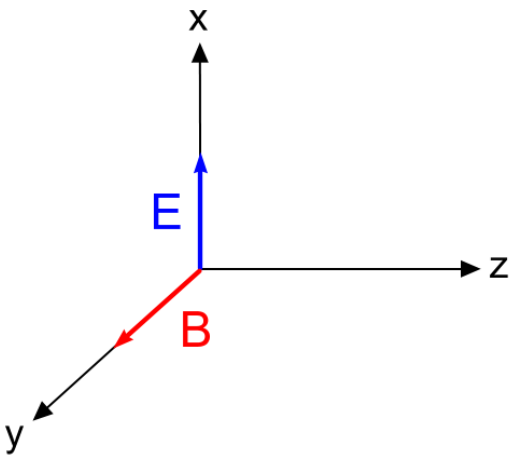
$$\vec{F} = q\vec{v} \times \vec{B}$$



$$\frac{mv^2}{r} = qvB \quad \text{and} \quad \omega = \frac{v}{r} = \frac{qB}{m}$$

In the next section we consider the simplest problem where there is both a constant electric field and a constant magnetic field.

## S2. Lorentz Force



Place a charge  $q$  at the origin so that it is at rest at  $t = 0$ . What happens?

**GIVEN:**  $\vec{E} = E\hat{i}$  and  $\vec{B} = B\hat{j}$

Charge  $q$  with  $\vec{r}(0) = 0$  and  $\vec{v}(0) = 0$ .

**SOLUTION:** We start the solution by combining Newton's Second Law with the Lorentz Force Law.

$$\vec{F} = m\vec{a} \quad \vec{F} = q(\vec{E} + \vec{v} \times \vec{B})$$

We will use the notation where a dot means a derivative with respect to time. For the  $x$ -variable we have  $v_x = \dot{x}$  and  $a_x = \ddot{x}$ .

$$\vec{F} = q(\vec{E} + \vec{v} \times \vec{B}) = qE\hat{i} + q \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ \dot{x} & \dot{y} & \dot{z} \\ 0 & B & 0 \end{vmatrix} = qE\hat{i} + q\hat{i}(-B\dot{z}) + q\hat{k}(\dot{x}B)$$

Combining with Newton's equations we arrive at three differential equations.

$$m\ddot{x} = qE - qB\dot{z}$$

$$m\ddot{y} = 0$$

$$m\ddot{z} = qB\dot{x}$$

The  $y$ -equation is the easiest. The solution to  $\ddot{y} = 0$  gives  $\dot{y}(t) = c_1$ , where  $c_1$  is the constant of integration. Then.

$$y(t) = c_0 + c_1 t.$$

But  $c_0 = y(0) = 0$  and  $c_1 = \dot{y}(0) = 0$ .

Therefore,  $y(t) = 0$ . There is no motion along the  $y$ -axis.

This leaves  $m\ddot{x} = qE - qB\dot{z}$  and  $m\ddot{z} = q\dot{x}B$ . Divide by the mass.

$$\ddot{x} = \frac{qE}{m} - \frac{qB}{m}\dot{z} \quad \ddot{z} = \frac{qB}{m}\dot{x}$$

Let  $\omega = \frac{qB}{m}$ .

$$\ddot{x} = \omega \frac{E}{B} - \omega\dot{z} \quad \ddot{z} = \omega\dot{x}$$

The trick now is to differentiate  $x$  with respect to time to obtain a term with  $\ddot{z}$  which we then get rid of using our second equation, i.e.,  $\ddot{z} = \omega\dot{x}$ .

$$\ddot{x} = -\omega\dot{z}$$

$$\ddot{x} = -\omega^2\dot{x}$$

When you take two derivatives and get the same thing back with a minus sign out solutions are the cosine and sine.

$$\dot{x}(t) = a \cos \omega t + b \sin \omega t, \text{ where } a \text{ and } b \text{ are constants.}$$

The initial condition for the speed is  $\dot{x}(0) = a = 0$ , which takes care of one constant.

Integrating

$$\dot{x}(t) = b \sin \omega t$$

leads to

$$x(t) = -\frac{b}{\omega} \cos \omega t + c, \text{ where } c \text{ is a constant.}$$

From the initial condition  $x(0) = -\frac{b}{\omega} + c = 0$ , we find  $c = \frac{b}{\omega}$ . Then,

$$x(t) = \frac{b}{\omega} (1 - \cos \omega t).$$

Summary:  $\ddot{x} = \omega \frac{E}{B} - \omega \dot{z}$      $\ddot{z} = \omega \dot{x}$      $x(t) = \frac{b}{\omega} (1 - \cos \omega t)$

$$\dot{x}(t) = b \sin \omega t$$

$$\ddot{z} = \omega \dot{x} = \omega b \sin \omega t$$

$$\dot{z} = -b \cos \omega t + d$$

Since  $\dot{z}(0) = -b + d = 0$  from the initial condition,  $d = b$  and our equation becomes

$$\dot{z} = -b \cos \omega t + b \quad \text{or} \quad \dot{z} = b(1 - \cos \omega t).$$

Integrating again leads to

$$z = -\frac{b}{\omega} \sin \omega t + bt + b_0, \text{ where } b_0 \text{ is a constant.}$$

The initial condition  $z(0) = b_0 = 0$  means  $b_0$  is gone. Then we have

$$z = -\frac{b}{\omega} \sin \omega t + bt \quad \text{and} \quad \dot{z} = \frac{b}{\omega} (-\sin \omega t + \omega t).$$

But where did this  $b$  constant creep in. We have to get rid of that. All final answers must be in terms of the given parameters. We need to work with one of these.

$$\ddot{x} = \omega \frac{E}{B} - \omega \dot{z} \quad \ddot{z} = \omega \dot{x}$$

**PS1 (Practice Problem).** Why does the second equation not work for us?

We will work with

$$\ddot{x} = \omega \frac{E}{B} - \omega \dot{z}, \quad \dot{z} = \frac{b}{\omega} (\omega t - \sin \omega t), \quad \text{and} \quad x(t) = \frac{b}{\omega} (1 - \cos \omega t).$$

Substitute  $\dot{z} = b(1 - \cos \omega t)$  in  $\ddot{x} = \omega \frac{E}{B} - \omega \dot{z}$  to find

$$\ddot{x} = \omega \frac{E}{B} - \omega \dot{z} = \omega \frac{E}{B} - \omega b(1 - \cos \omega t)$$

Then set this equal to  $\ddot{x} = \frac{d^2 x(t)}{dt^2} = \frac{d^2}{dt^2} \left[ \frac{b}{\omega} (1 - \cos \omega t) \right] = b \omega \cos \omega t$ .

The result is

$$b \omega \cos \omega t = \omega \frac{E}{B} - \omega b(1 - \cos \omega t)$$

The constant terms on the right side must cancel:  $\omega \frac{E}{B} - \omega b = 0$ . Note that the cosine terms on each side of the equation balance and we learn nothing from that. The constant b comes from the constant terms:

$$b = \frac{E}{B}$$

The solutions  $x(t) = \frac{b}{\omega} (1 - \cos \omega t)$  and  $z(t) = \frac{b}{\omega} (\omega t - \sin \omega t)$  become

$$x(t) = \frac{E}{\omega B} (1 - \cos \omega t) \quad \text{and} \quad z(t) = \frac{E}{\omega B} (\omega t - \sin \omega t)$$

Let  $R = \frac{E}{\omega B}$ . Then  $x(t) = R(1 - \cos \omega t)$  and  $z(t) = R(\omega t - \sin \omega t)$ . Now watch.

$$x = R - R \cos \omega t \quad z = R \omega t - R \sin \omega t$$

$$R \cos \omega t = R - x \quad R \sin \omega t = R \omega t - z$$

$$R^2 \cos^2 \omega t + R^2 \sin^2 \omega t = (R - x)^2 + (R \omega t - z)^2$$

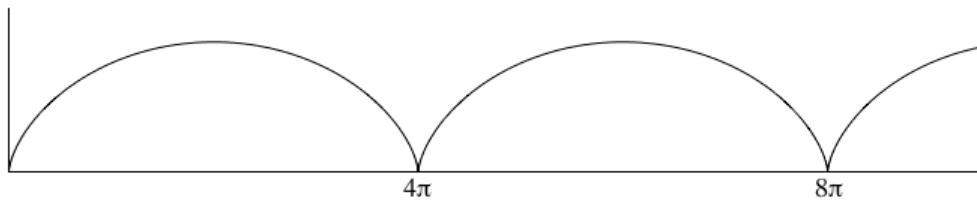
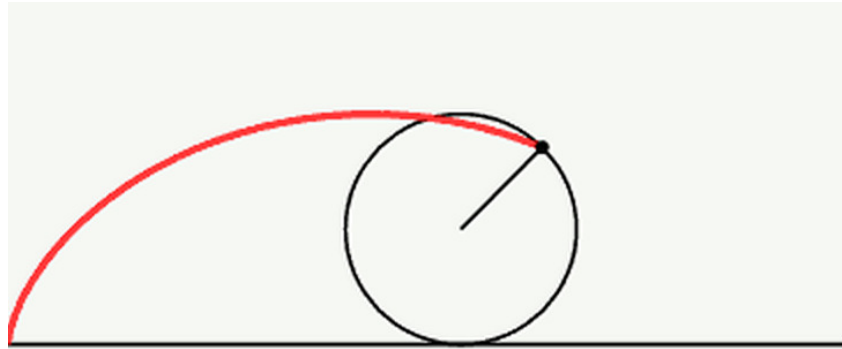
$$R^2 (\cos^2 \omega t + \sin^2 \omega t) = (x - R)^2 + (z - R\omega t)^2$$

$$R^2 = (x - R)^2 + (z - R\omega t)^2$$

We can use our shift rule to figure out this is a circle whose center is at

$$(x, y, z) = (R, 0, R\omega t).$$

Note that the center moves along the z-axis. The charge q follows along the perimeter of the moving circle according to  $x(t) = R(1 - \cos \omega t)$  and  $z(t) = R(\omega t - \sin \omega t)$ . The path is a cycloid.



Courtesy Wikipedia

### S3. The Vector Potential

We are in search for a potential for the magnetic field. After all, the electric field has one. In electrostatics, we have

$$\nabla \cdot \vec{E} = \frac{\rho}{\epsilon_0}, \quad \nabla \times \vec{E} = 0, \quad \text{and} \quad \vec{E} = -\nabla V.$$

In magnetostatics, we have

$$\nabla \cdot \vec{B} = 0 \quad \text{and} \quad \nabla \times \vec{B} = \mu_0 \vec{J}.$$

Note that  $\nabla \times \vec{E} = 0$  means that the electric field is a gradient of a scalar:  $\vec{E} = \nabla f$ . Here is why.

$$\nabla \times \vec{E} = \nabla \times \nabla f = \epsilon_{ijk} \frac{\partial}{\partial x_i} \frac{\partial f}{\partial x_j} \hat{e}_k = \epsilon_{ijk} \frac{\partial^2 f}{\partial x_i \partial x_j} \hat{e}_k = 0$$

You get zero because the  $\epsilon_{ijk}$  is antisymmetric in i and j, but you have symmetry in i and j with the partial derivatives which can be taken in any order. The result is zip!

**PS2 (Practice).** Work this out the long way without Einstein's summation convention.

Note that  $\nabla \cdot \vec{B} = 0$  means that the magnetic field is a curl of a vector:  $\vec{B} = \nabla \times \vec{A}$ . Here is why.

$$\nabla \cdot \vec{B} = \nabla \cdot (\nabla \times \vec{A}) = \frac{\partial (\nabla \times \vec{A})_i}{\partial x_i} = \frac{\partial}{\partial x_i} (\epsilon_{jki} \frac{\partial A_k}{\partial x_j}) = \epsilon_{ijk} \frac{\partial^2 A_k}{\partial x_i \partial x_j} = 0$$

I used  $\epsilon_{jki} = \epsilon_{ijk}$  since you can always make a cyclic change. Then it is easier to see that you get zero because the  $\epsilon_{ijk}$  is antisymmetric in i and j while the derivative are symmetric in i and j. This is essentially the same argument as before.

**PS3 (Practice).** Work this out the long way without Einstein's summation convention.

Our summary is

$$\begin{aligned} \nabla \cdot \vec{E} &= \frac{\rho}{\epsilon_0}, \quad \nabla \times \vec{E} = 0, \quad \text{and} \quad \vec{E} = -\nabla V, \\ \nabla \times \vec{B} &= \mu_0 \vec{J}, \quad \nabla \cdot \vec{B} = 0, \quad \text{and} \quad \vec{B} = \nabla \times \vec{A}. \end{aligned}$$