

① Phys 2426

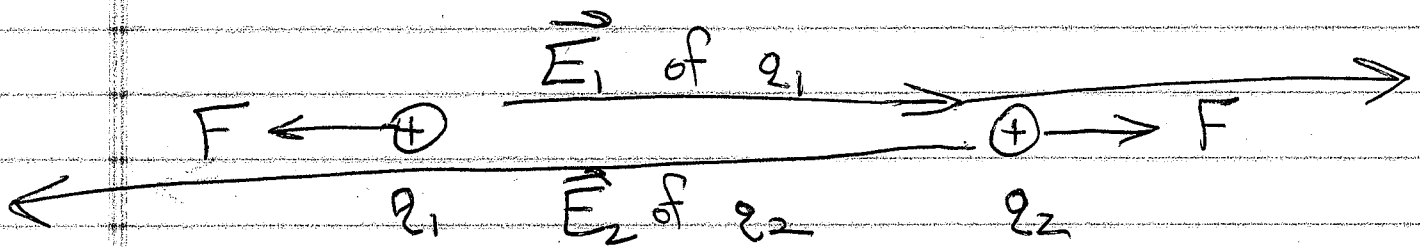
2017-09-07

Lec 2

Charge - Amount of electric "stuff"
Can be \oplus or \ominus .

Coulomb Force - Long-range, "central force",
attractive or repulsive

Alternative to Coulomb force: Electric Field



Old Process: $F = k q_1 q_2 / R^2$

New Process:

- q_1 makes E_1 , $E_1 = k q_1 / R^2$
- q_2 "feels" E_1 , $F = q_2 E_1$

Compare to $F_g = m g$

Here, q_1 is the "source" and
 q_2 is the "test charge".
The force is exerted on q_2 .

②

Electric Field is force per charge
(i.e. per test charge)

$$\vec{F}_E = q_0 \vec{E} \quad \rightarrow \quad \vec{E} = \frac{\vec{F}_E}{q_0}$$

\vec{E} is a vector,

- Points in same direction as \vec{F}_E on a positive q_0 .

- If q_0 is negative, \vec{E} is opposite to \vec{F}_E

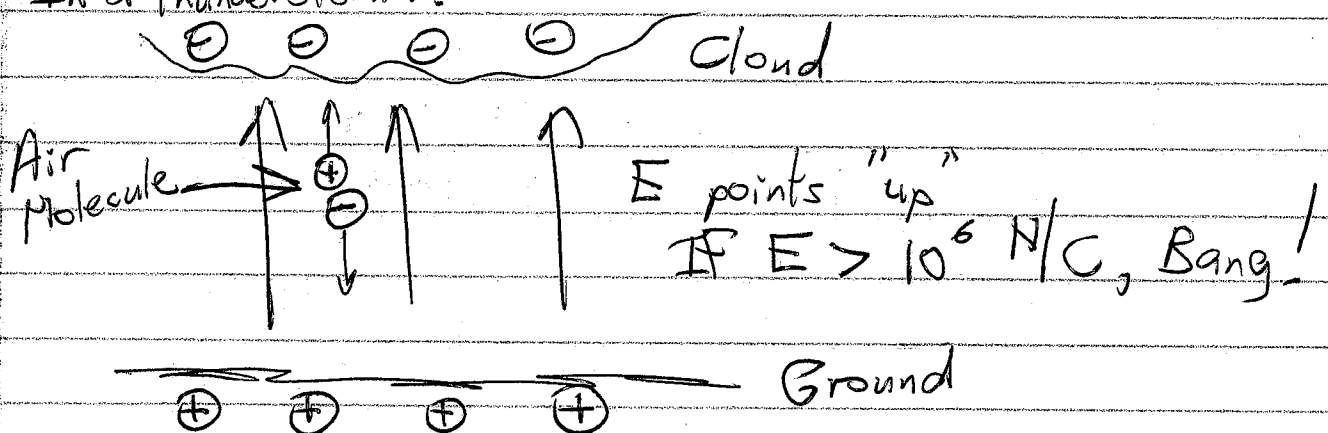
\vec{E} is caused by source charges

- For \oplus source, a $\oplus q_0$ is pushed away.
∴ \vec{E} points away from \oplus source.

- For \oplus source, a $\ominus q_0$ is attracted.
But \vec{E} is opposite to \vec{F} for $\ominus q_0$, so \vec{E} points away from \oplus source.

Effect on materials: \vec{E} distorts atom/molecule shapes.

In a thunderstorm:

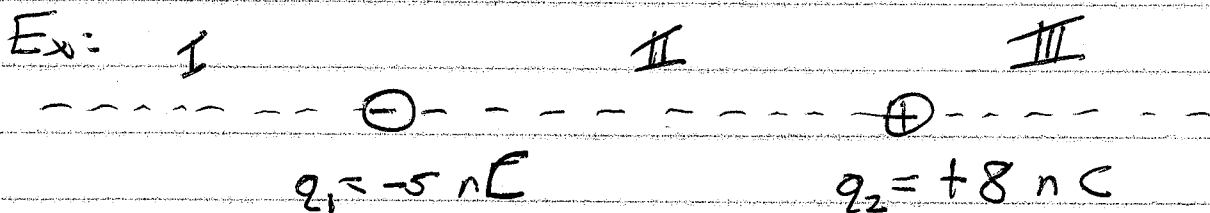


③

\vec{E} of Charge distributions

$$\vec{E} = \vec{E}_1 + \vec{E}_2 + \dots$$

\vec{E} of each source.



Is \vec{E} ever zero?

At each point, $\vec{E} = \vec{E}_1 + \vec{E}_2$

For $E=0$, E_1 & E_2 are equal & opposite,

• Our point must be along the connecting line.

X • In region II: E_1 is (left) toward q_1
 E_2 is (left) away q_2

Plausible • In region I: E_1 is toward $q_1 =$ (right)
 E_2 is away $q_2 =$ (left)

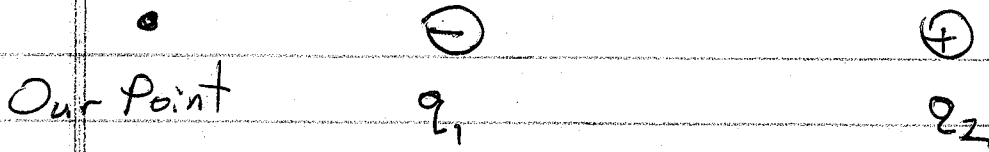
Plausible • In region III: ...

Want

$$E_1 = E_2$$
$$\frac{kq_1}{r_1^2} = \frac{kq_2}{r_2^2}$$

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Need one variable to solve for,



$$r_1 = x$$

$$r_2 = x + 0.25$$

$$\frac{5}{x^2} = \frac{8}{(x+0.25)^2}$$

E of charge distributions

$$Q = \int dq$$

$$\vec{E} = \int d\vec{E}$$

For a point charge: $\vec{E} = \frac{kq}{r^2} \hat{r}$

\hat{r} points away from source

\hat{r} is a unit vector

- magnitude is 1 w/ no units

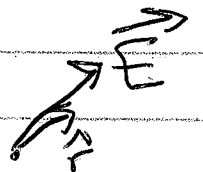
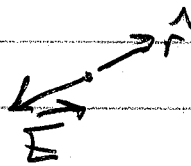
- direction is specific to that unit vector.

Easy to calculate as

$$\hat{r} = \frac{\vec{r}}{r}$$



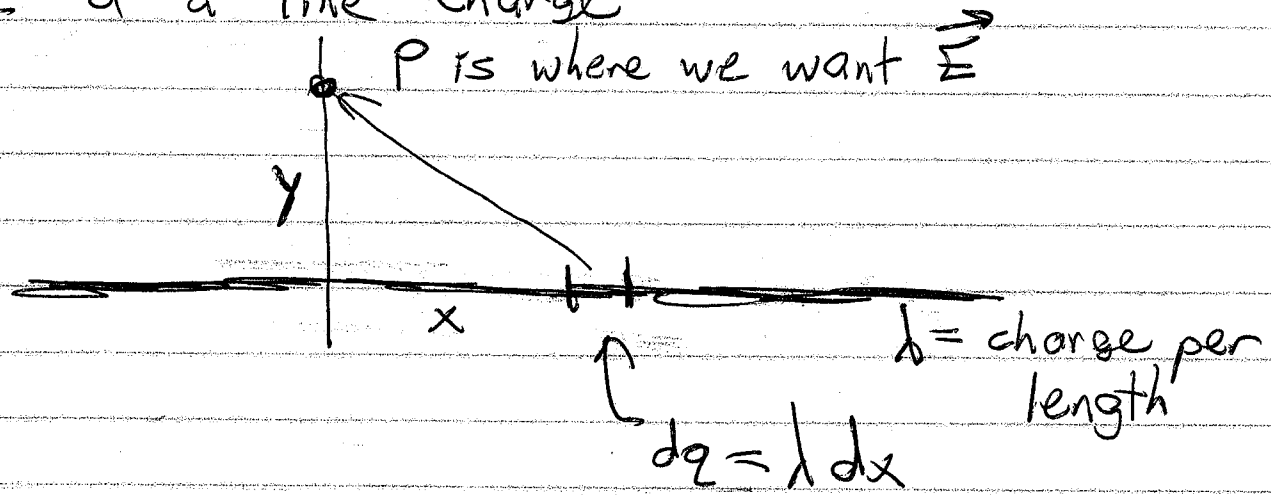
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⊕

$$d\vec{E} = \frac{k dq}{r^2} \hat{r}$$

E of a line charge



$$\vec{r} = \text{From } (dx) \text{ to } P$$
$$= (-x\hat{i} + y\hat{j})$$

$$r^2 = x^2 + y^2$$

$$\hat{r} = \frac{-x\hat{i} + y\hat{j}}{\sqrt{x^2 + y^2}}$$

$$E = \int \frac{k \lambda dx (-x\hat{i} + y\hat{j})}{(x^2 + y^2)\sqrt{x^2 + y^2}}$$

$$= \frac{2k\lambda}{y} \hat{j}$$