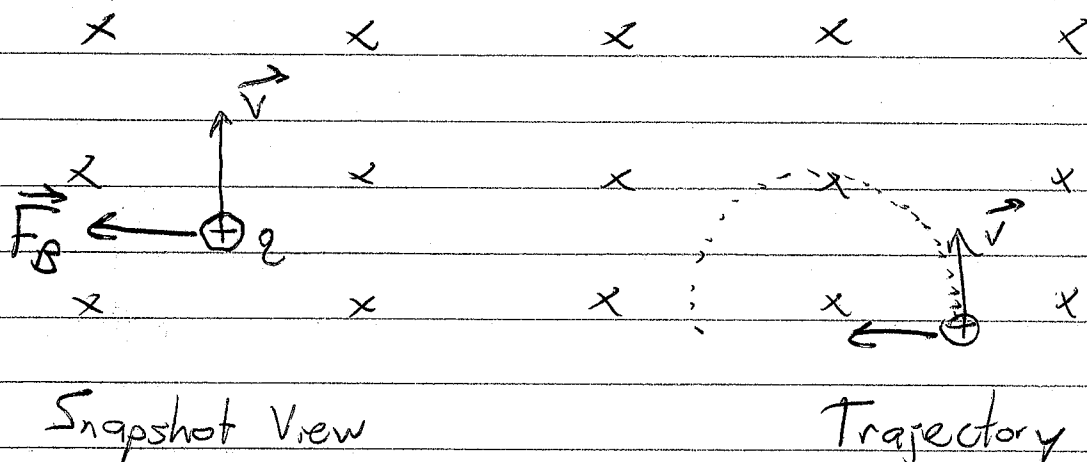


## Magnetic Forces and Torques

$$\hat{B} = (\text{in})$$



Magnetic Force:  $\vec{F}_B = q \vec{v} \otimes \vec{B}$

Index = up    Middle = Into page    thumb = left  
 For positive  $q$ ,  $F_B = \text{Thumb}$ .

Since  $\vec{F}_B \perp \vec{v} \rightarrow$  Uniform circular motion

$$F_{\text{net}} = ma$$

$$q v \perp B = m v^2 / R$$

$$R = \frac{m v}{q B}$$

What if  $\vec{v}$  isn't perpendicular to  $\vec{B}$ ?

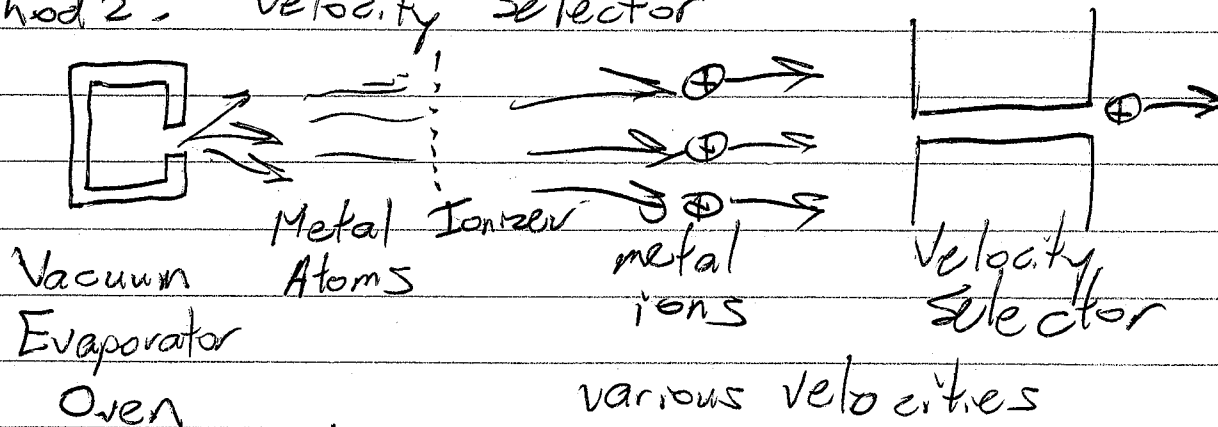
$$\vec{v} = \vec{v}_{\parallel} + \vec{v}_{\perp}$$

Forward progress  $\rightarrow$      $\curvearrowright$  circular motion

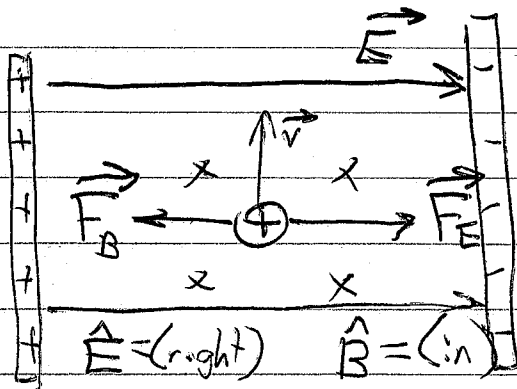


③

## Method 2: Velocity Selector



### Velocity Selector



- Want  $F_{\text{net}} = 0$
- $\vec{F}_B = -\vec{F}_E$
- $\vec{E}$  points  $\perp$   $\vec{B}$

Magnitudes:

$$|F_B| = |F_E|$$

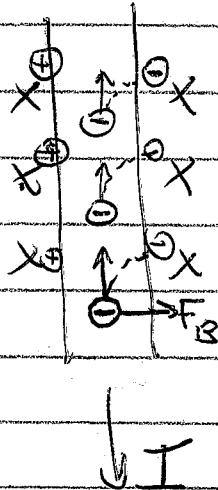
$$qvB = qE$$

$$v = E/B$$

- What if  $v = \text{too slow}$ ?  $F_E$  wins, bends right.
- What if  $v = \text{too fast}$ ?  $F_B$  wins, bends left.
- What if  $q = \ominus$ ? Both forces reverse.  
 $F_{\text{net}} = 0$  for same velocity.

4

Hall Effect: A wire in a magnetic field becomes its own velocity selector.

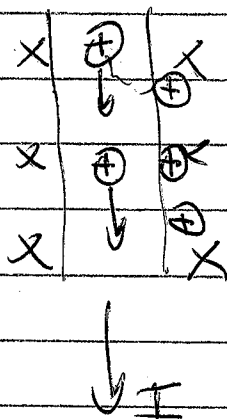


External  $\vec{B} = (\text{in})$

The moving electrons generate their own  $\vec{E}$  in the wire,  
 $\vec{E} = \vec{v} \times \vec{B}$

So the Left side gets a  $\oplus$  voltage.

If the current was from  $\oplus$  charges



Here, right side gets  $\oplus$  voltage,

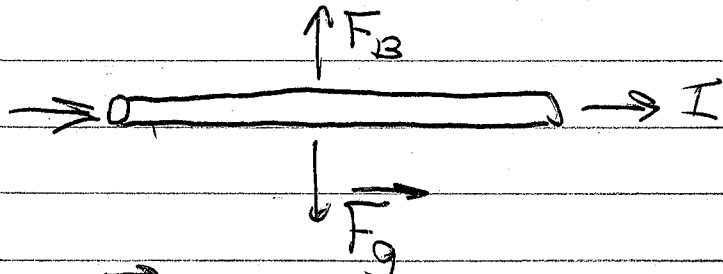
Hall effect confirms wires have moving electrons ( $\ominus$ ).

⑤

Forces on Currents

$$\vec{F}_B = q\vec{v} \otimes \vec{B} \quad \rightarrow \quad \vec{F}_B = I\vec{l} \otimes \vec{B}$$

How to Levitate a wire:

Need  $\vec{B} = B_0$  (in)Ex: wire is  $0.05 \text{ kg/m} = \lambda$ 

$$I = 0.5 \text{ A}$$

$$F_B = F_g$$

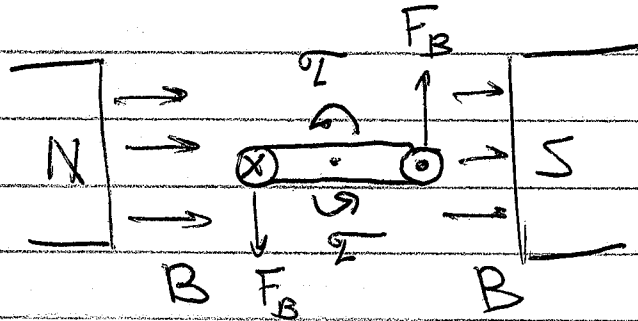
$$I l B = \lambda l g$$

$$(0.5 \text{ A}) \cancel{l} B = (0.05 \text{ kg/m}) \cancel{l} (9.8 \text{ N/kg})$$

$$B = \frac{(0.05) 9.8}{0.5} = 0.98 \text{ T}$$

6

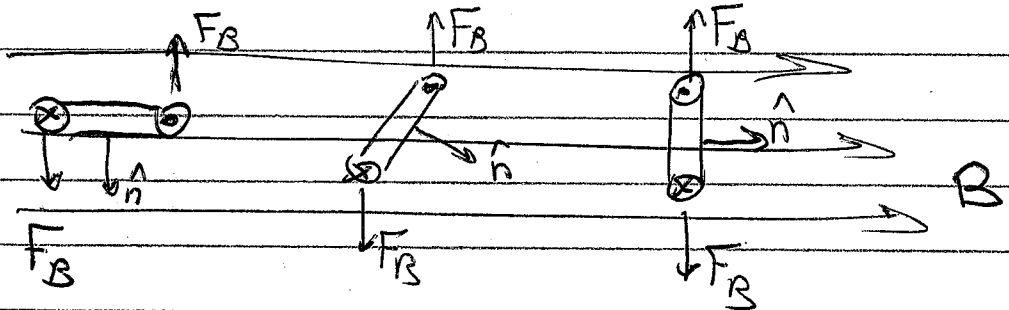
# Torque on a Coil



Net torque as drawn:  $\tau = NBA I$

Area of loop

What if the orientation changes?



$\tau = NBA I$

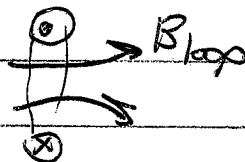
$\tau = 0$

$\tau = NBA I \sin \theta$

$\hat{n}$  = normal vector for loop by RHR

$\theta$  = angle between  $\hat{n}$  and  $B$

What does the loop do to B?



Looks like