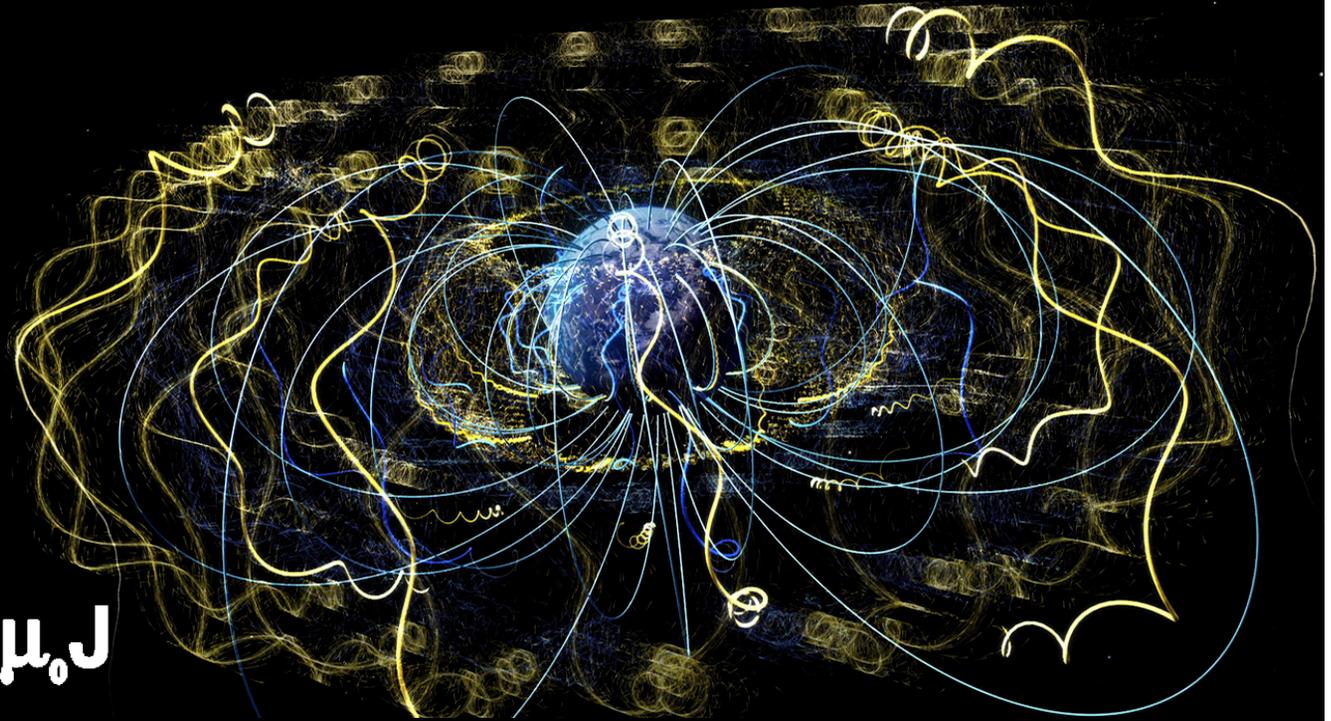


$$\nabla \cdot \mathbf{E} = \frac{\rho}{\epsilon_0}$$

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

$$\nabla \times \mathbf{E} = -\frac{\partial \mathbf{B}}{\partial t}$$

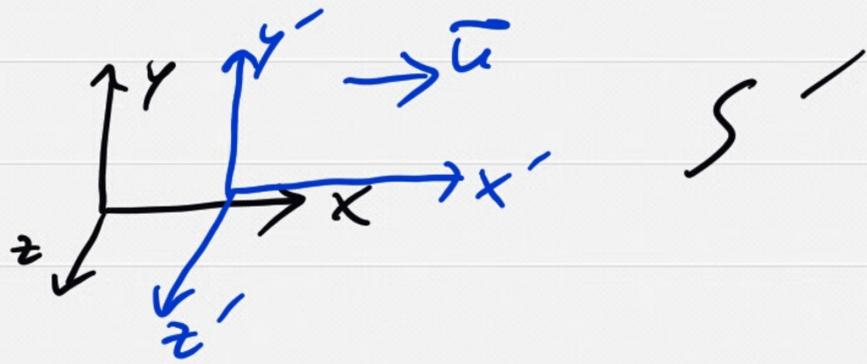
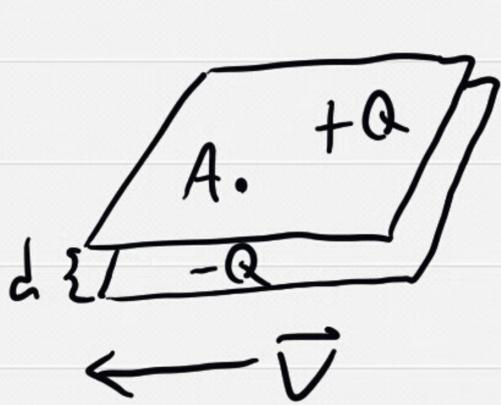
$$\nabla \times \mathbf{B} = \mu_0 \epsilon_0 \frac{\partial \mathbf{E}}{\partial t} + \mu_0 \mathbf{J}$$



# Electricity and Magnetism II: 3812

Professor Jasper Halekas  
Virtual by Zoom!  
MWF 9:30-10:20 Lecture

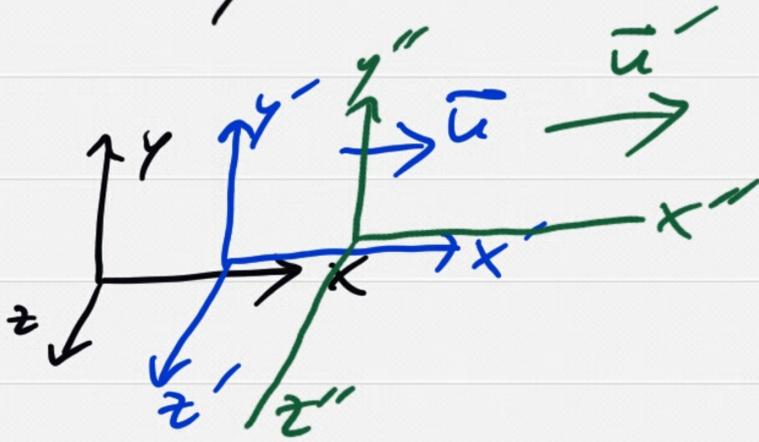
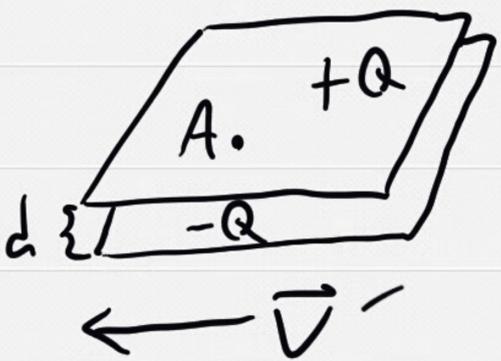
- Now start w/ both  $\vec{E}$ ,  $\vec{B}$   
 (start in  $S'$ )



$$\vec{E}' = -\frac{Q}{\epsilon_0 A_0} \cdot \frac{1}{\sqrt{1-v^2/c^2}} \hat{y}$$

$$\vec{B}' = \frac{\mu_0 Q}{A_0} \cdot \frac{v}{\sqrt{1-v^2/c^2}} \hat{z}$$

$T$  transform again!



$$v' = \frac{u + u'}{1 + \frac{uu'}{c^2}} \quad \text{to left in } S''$$

$$\vec{E}'' = -\frac{Q}{\epsilon_0 A_0} \cdot \frac{1}{\sqrt{1-v'^2/c^2}} \hat{y}$$

$$= \vec{E}' \cdot \frac{\sqrt{1-v^2/c^2}}{\sqrt{1-v'^2/c^2}} \hat{y}$$

$$\begin{aligned}
\sqrt{\frac{1 - v^2/c^2}{1 - v'^2/c^2}} &= \sqrt{\frac{1 - u^2/c^2}{1 - \frac{(u+u')^2}{c^2(1+uu'/c^2)^2}}} \\
&= \sqrt{\frac{(1 - u^2/c^2)(1 + \frac{uu'}{c^2})^2}{(1 + \frac{uu'}{c^2})^2 - \frac{(u+u')^2}{c^2}}} \\
&= \left(1 + \frac{uu'}{c^2}\right) \sqrt{\frac{1 - u^2/c^2}{1 + \frac{2uu'}{c^2} + \frac{u'^2}{c^2} - \frac{u^2}{c^2} - \frac{u'^2}{c^2} - \frac{2uu'}{c^2}}} \\
&= \left(1 + \frac{uu'}{c^2}\right) \sqrt{\frac{1 - u^2/c^2}{(1 - u^2/c^2)(1 - u'^2/c^2)}} \\
&= \left(1 + \frac{uu'}{c^2}\right) \cdot \frac{1}{\sqrt{1 - u'^2/c^2}} \\
&= \left(1 + \frac{uu'}{c^2}\right) \gamma'
\end{aligned}$$

$$\Rightarrow \vec{E}'' = \gamma' \left(1 + \frac{uu'}{c^2}\right) \vec{E}'$$

$$\text{or } E_y'' = \gamma' \left(1 + \frac{uu'}{c^2}\right) E_y'$$

$$\text{But } \frac{u E_y'}{c^2} = -\beta z'$$

$$\Rightarrow E_y'' = \gamma' (E_y' - u' \beta z')$$

$$\text{Similarly } E_z'' = \gamma' (E_z' + u' \beta y')$$

Next:

$$\vec{B}'' = \frac{1}{c^2} \vec{v}' \times \vec{E}''$$

$$B_z'' = -\frac{v'}{c^2} E_y''$$

$$= -\frac{u + u'}{1 + \frac{uu'}{c^2}} \cdot \gamma' \cdot \left(1 + \frac{uu'}{c^2}\right) E_y' / c^2$$

$$= -\gamma' (u E_y' + u' E_y') / c^2$$

$$= -\gamma' (-c^2 B_z' + u' E_y') / c^2$$

$$= \gamma (B_z - \frac{u'}{c^2} E_y)$$

Similarly  $B_y'' = \gamma (B_y' + \frac{u'}{c^2} E_z')$

Finally (dropping all extra primes)

$$E_x' = E_x, \quad E_y' = \gamma (E_y - u B_z)$$

$$E_z' = \gamma (E_z + u B_y)$$

$$B_x' = B_x, \quad B_y' = \gamma (B_y + \frac{u}{c^2} E_z)$$

$$B_z' = \gamma (B_z - \frac{u}{c^2} E_y)$$

## Special Cases

$$\boxed{\vec{B} = 0}$$

$$\begin{aligned}\vec{B}' &= \left[ 0, \frac{\partial u}{\partial z} E_z, -\frac{\partial u}{\partial y} E_y \right] \\ &= \left[ 0, \frac{u}{c^2} E_z', -\frac{u}{c^2} E_y' \right] \\ &= -\frac{1}{c^2} \vec{u} \times \vec{E}' \\ &= \frac{1}{c^2} \vec{v} \times \vec{E}' \quad \text{if } \vec{v} = -\vec{u}\end{aligned}$$

$$\text{so } \vec{B} = \frac{\vec{v} \times \vec{E}}{c^2} \quad \text{for moving object}$$

$$\boxed{\vec{E} = 0}$$

$$\begin{aligned}\vec{E}' &= \left[ 0, -\partial u \partial z, \partial u \partial y \right] \\ &= \left[ 0, -u \partial z', u \partial y' \right] \\ &= \vec{u} \times \vec{B}' \\ &= -\vec{v} \times \vec{B}' \quad \text{for moving object}\end{aligned}$$

This is often called the motional electric field and is very important in space physics

# Transformations

If  $S'$  is moving with speed  $v$  in the positive  $x$  direction relative to  $S$ , then the coordinates of the same event in the two frames are related by:

**Galilean transformation**  
(classical)

$$x' = x - ut$$

$$y' = y$$

$$z' = z$$

$$t' = t$$

**Lorentz transformation**  
(relativistic)

$$x' = \gamma(x - ut)$$

$$y' = y$$

$$z' = z$$

$$t' = \gamma\left(t - \frac{u}{c^2}x\right)$$

**Note:** This assumes  $(0,0,0,0)$  is the same event in both frames.

# Lorentz Transformation of 4-Vectors

$$\begin{bmatrix} ct' \\ x' \\ y' \\ z' \end{bmatrix} = \begin{bmatrix} \gamma ct - \beta \gamma x \\ -\beta \gamma ct + \gamma x \\ y \\ z \end{bmatrix}$$

$$\beta = \frac{v}{c}$$

$$\gamma = \frac{1}{\sqrt{1 - \frac{v^2}{c^2}}}$$

# Quick Intro to Four-Vectors

## Lorentz Transformation

$$x' = \gamma(x - ut)$$

$$y' = y$$

$$z' = z$$

$$t' = \gamma\left(t - \frac{u}{c^2}x\right)$$

Rewrite:  $ct' = \gamma(ct - \beta x)$

$$x' = \gamma(x - \beta ct)$$

$$y' = y$$

$$z' = z$$

Can represent as:

$$x^{\mu'} = \begin{pmatrix} ct' \\ x' \\ y' \\ z' \end{pmatrix} = \begin{pmatrix} \gamma & -\gamma\beta & 0 & 0 \\ -\gamma\beta & \gamma & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} ct \\ x \\ y \\ z \end{pmatrix}$$

$$= \sum_{\nu}^{\mu} x^{\nu}$$

w/ repeated summation convention that:

$$\sum_{\nu}^{\mu} x^{\nu} = \sum_{\nu=0}^3 \sum_{\nu}^{\mu} x^{\nu}$$

# Repeated Summation Convention

## Einstein Summation Convention:

The convention that repeated indices are implicitly summed over. This can greatly simplify and shorten equations involving [tensors](#). For example, using Einstein summation,

And

$$a_i a_i \equiv \sum_i a_i a_i$$
$$a_{ik} a_{ij} = \sum_i a_{ik} a_{ij}.$$

The convention was introduced by Einstein (1916, sec. 5), who later jested to a friend, "I have made a great discovery in mathematics; I have suppressed the summation sign every time that the summation must be made over an index which occurs twice..." (Kollros 1956; Pais 1982, p. 216).

- Any set of four quantities that transforms w/ this same matrix is a four-vector

$$x^\mu = (ct, x, y, z)$$
$$x_\mu = (-ct, x, y, z)$$

- The quantity  $x^\mu x_\mu$   
 $= -(ct)^2 + x^2 + y^2 + z^2$   
is invariant

Proof:  $x^\mu x_\mu = -(ct)^2 + x^2 + y^2 + z^2$

$$= -(\gamma(ct - \beta x))^2 + (\gamma(x - \beta ct))^2 + y^2 + z^2$$
$$= -\gamma^2((ct)^2 + (\beta x)^2 - 2\beta xct) + \gamma^2(x^2 + (\beta ct)^2 - 2\beta xct) + y^2 + z^2$$
$$= \gamma^2(1 - \beta^2)(x^2 - (ct)^2) + y^2 + z^2$$
$$= -(ct)^2 + x^2 + y^2 + z^2$$

since  $\gamma^2(1 - \beta^2) = 1$  //

- The same is true for any 4-vector

# Interval

$$\Delta x^\mu = x_A^\mu - x_B^\mu$$

$$I = \Delta x^\mu \Delta x_\mu$$

$$= -c^2 \Delta t^2 + \Delta r^2$$

$$= \text{const.}$$

= Invariant Interval

$\Delta t$  &  $\Delta r$  depend on  
reference frame, but  
not  $I$