



Khemis Miliana University – Djilali BOUNAAMA
Faculty of Science and Technology
Department of Physics



Electromagnetism

L2 Fundamental Physics

By:

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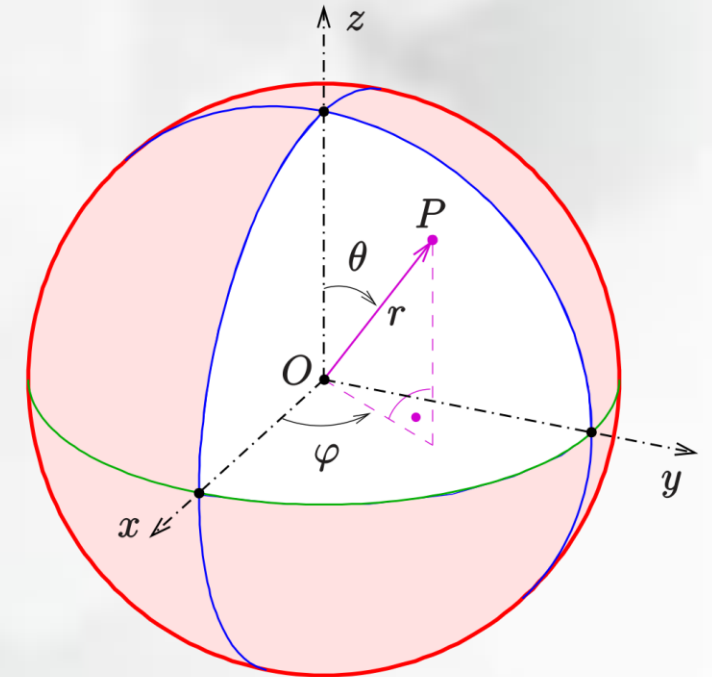


Electromagnetism

L2 Fundamental Physics

Chapter 01

Useful Maths



I. Useful Maths

For the cartesian system we have:

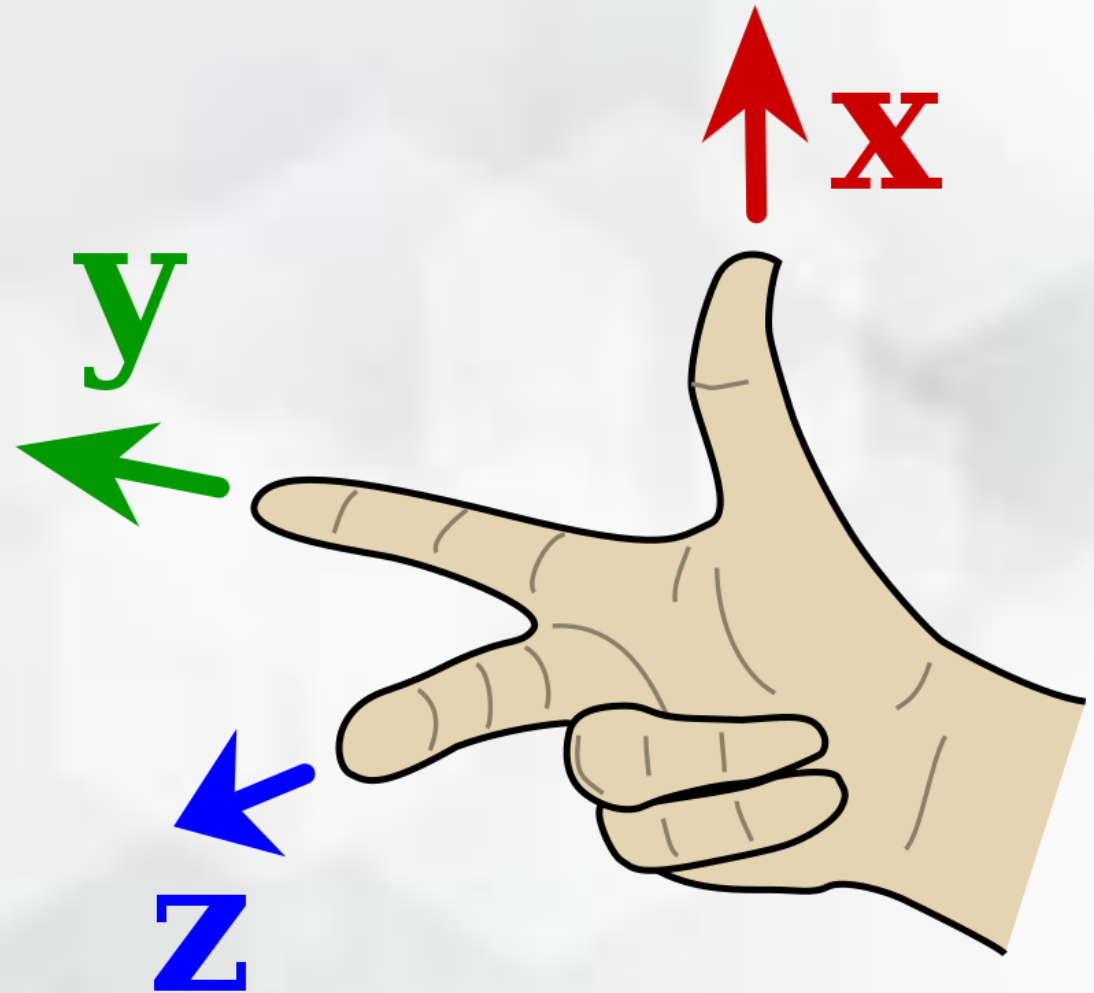
$$\vec{i} \cdot \vec{i} = \vec{j} \cdot \vec{j} = \vec{k} \cdot \vec{k} = 1$$

$$\vec{i} \cdot \vec{j} = \vec{j} \cdot \vec{k} = \vec{k} \cdot \vec{i} = 0$$

$$\vec{i} \wedge \vec{i} = \vec{j} \wedge \vec{j} = \vec{k} \wedge \vec{k} = 0$$

$$\vec{i} \wedge \vec{j} = \vec{k}; \vec{j} \wedge \vec{k} = \vec{i}; \vec{k} \wedge \vec{i} = \vec{j}$$

This is an orthonormal system



I. Useful Maths

Let's define two vectors \vec{A} and \vec{B} in cartesian referential (O, x, y, z) :

$$\vec{A} = A_x \vec{i} + A_y \vec{j} + A_z \vec{k}$$

$$\vec{B} = B_x \vec{i} + B_y \vec{j} + B_z \vec{k}$$

Both, obey the following rules:

- *Constant multiplication:*

$$\alpha \cdot \vec{A} = \alpha A_x \vec{i} + \alpha A_y \vec{j} + \alpha A_z \vec{k}$$

- *Sum and difference:*

$$\vec{A} \pm \vec{B} = (A_x \pm B_x) \vec{i} + (A_y \pm B_y) \vec{j} + (A_z \pm B_z) \vec{k}$$

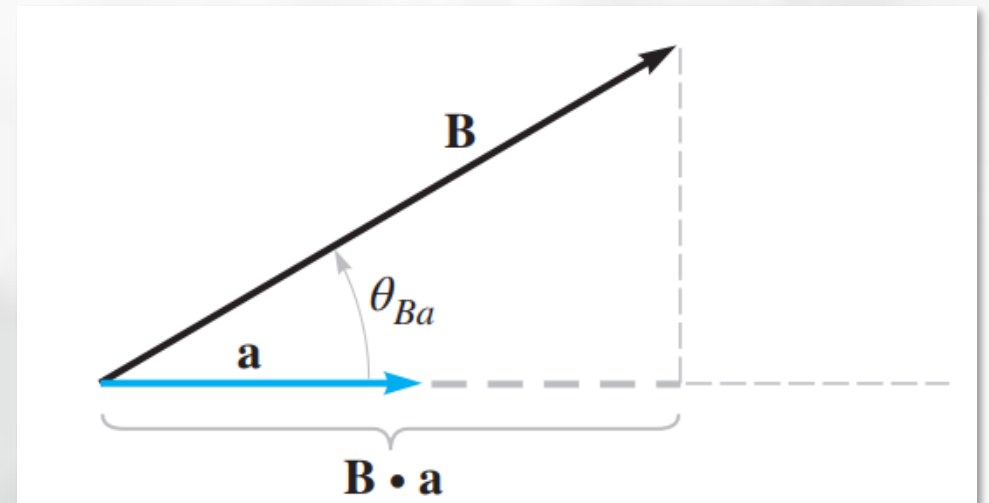
- *Dot product (Scalar product):*

$$\vec{A} \cdot \vec{B} = S = A_x \cdot B_x + A_y \cdot B_y + A_z \cdot B_z$$

$$\vec{A} \cdot \vec{A} = A^2 = A_x^2 + A_y^2 + A_z^2$$

$$A = \|\vec{A}\| = \sqrt{A_x^2 + A_y^2 + A_z^2} \in \mathbb{R}^+$$

$$\vec{A} \cdot \vec{B} = A \cdot B \cos(\widehat{AB})$$

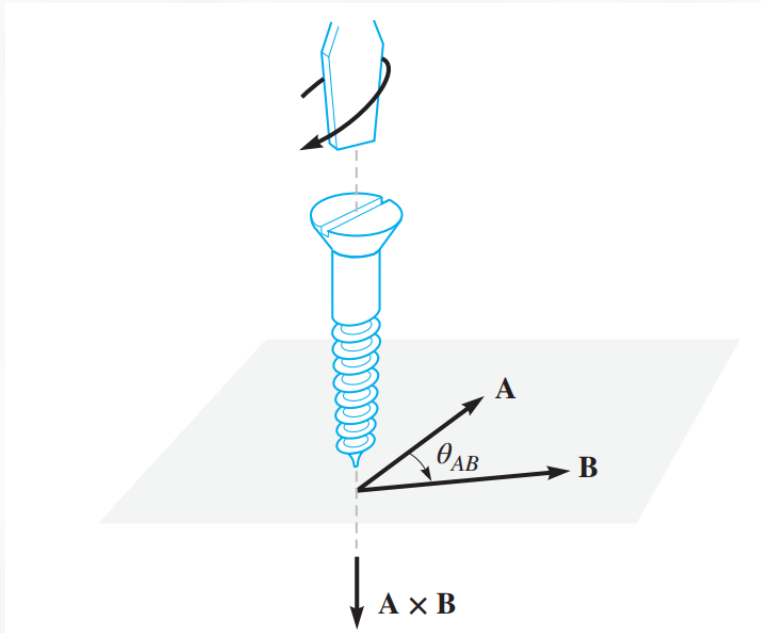


I. Useful Maths

- Cross product

$$\vec{A} \wedge \vec{B} = \vec{A} \otimes \vec{B} = \vec{C} = A \cdot B \sin(\widehat{AB}) \vec{u}_C$$

$$\vec{A} \wedge \vec{B} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix}$$



It is important to note that:

- Dot product is commutative

$$\vec{A} \cdot \vec{B} = \vec{B} \cdot \vec{A}$$

- Dot product is associative

$$\vec{A} \cdot (\vec{B} \pm \vec{C}) = \vec{A} \cdot \vec{B} \pm \vec{A} \cdot \vec{C}$$

- Cross product is anti-commutative

$$\vec{A} \wedge \vec{B} = -\vec{B} \wedge \vec{A}$$

- Cross product is associative

$$\vec{A} \wedge (\vec{B} \pm \vec{C}) = \vec{A} \wedge \vec{B} \pm \vec{A} \wedge \vec{C}$$

Following rules are applied too:

- $\vec{A} \cdot (\vec{B} \wedge \vec{C}) = \vec{B} \cdot (\vec{C} \wedge \vec{A}) = \vec{C} \cdot (\vec{A} \wedge \vec{B})$

- $\vec{A} \wedge (\vec{B} \wedge \vec{C}) = (\vec{A} \cdot \vec{C})\vec{B} - (\vec{A} \cdot \vec{B})\vec{C}$

I. Useful Maths

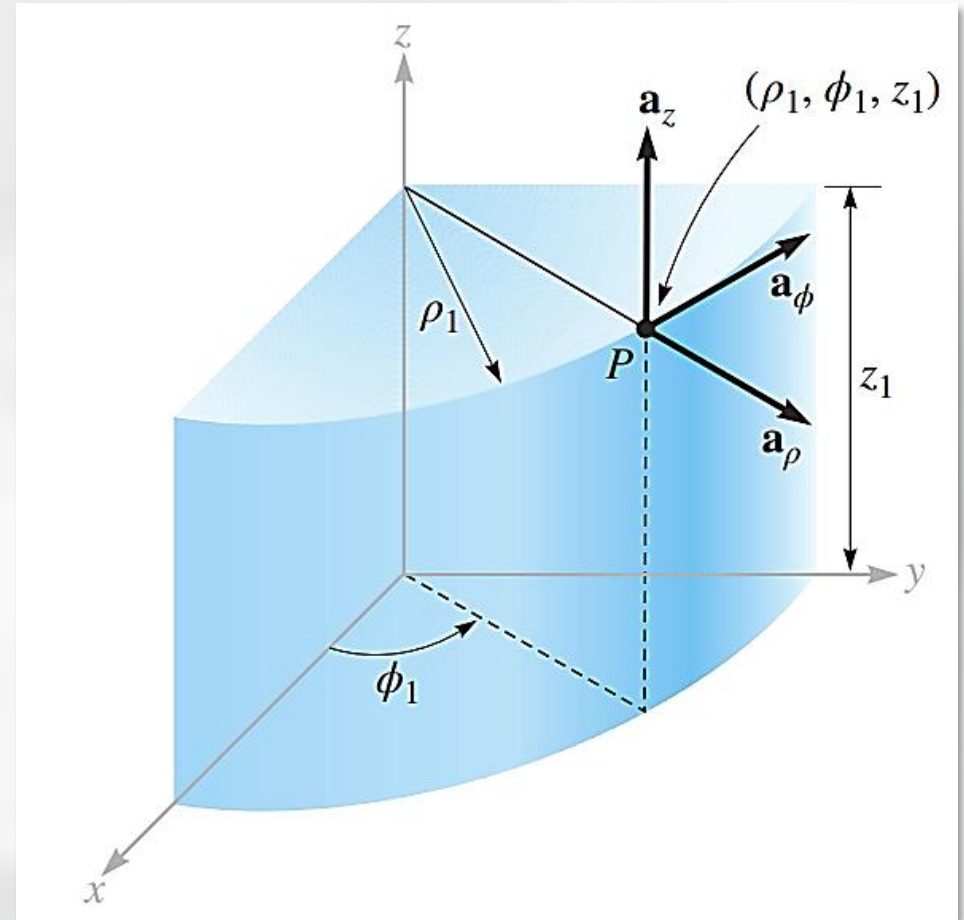
Other systems of coordinates are also useful to express vectors:

- Cylindrical coordinates (3D):

$$(x, y, z) \rightarrow (\rho, \varphi, z): \begin{cases} x = \rho \cdot \cos\varphi \\ y = \rho \cdot \sin\varphi \\ z \end{cases} \leftrightarrow \begin{cases} \rho = \sqrt{x^2 + y^2} \\ \tan\varphi = y/x \end{cases}$$

$$\vec{A} = A_\rho \vec{u}_\rho + A_\varphi \vec{u}_\varphi + A_z \vec{k}$$

With the interval of the azimuthal angle: $\varphi \in [0, 2\pi]$



Cylindrical coordinates

I. Useful Maths

Other systems of coordinates are also useful to express vectors:

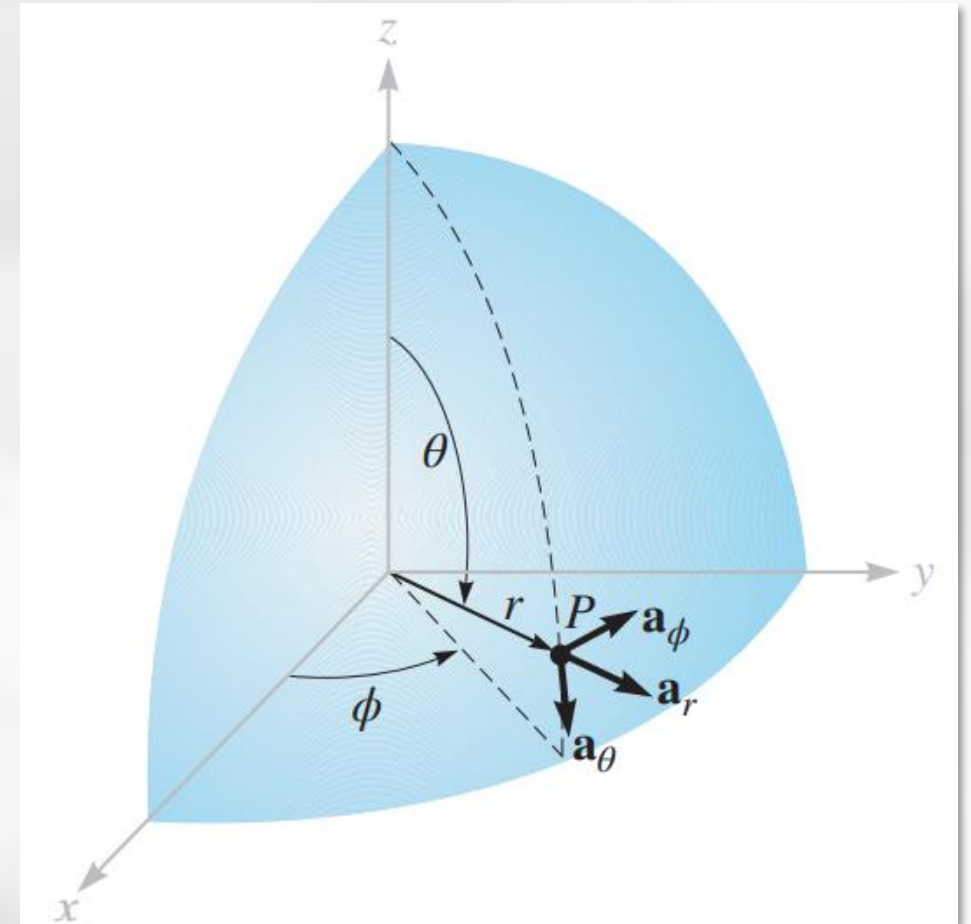
- *Spherical coordinates (3D):*

$$(x, y, z) \rightarrow (r, \varphi, \theta): \begin{cases} x = r \cdot \sin\theta \cdot \cos\varphi \\ y = r \cdot \sin\theta \cdot \sin\varphi \\ z = r \cdot \cos\theta \end{cases} \leftrightarrow \begin{cases} r = \sqrt{x^2 + y^2 + z^2} \\ \tan\varphi = y/x \\ \cos\theta = z/r \end{cases}$$

$$\vec{A} = A_r \vec{u}_r + A_\varphi \vec{u}_\varphi + A_\theta \vec{u}_\theta$$

With the interval of the azimuthal angle: $\varphi \in [0, 2\pi]$

And the interval of polar angle : $\theta \in [0, \pi]$



Spherical coordinates

I. Useful Maths

Systems of coordinates

**Conversion rules
between different
systems of
coordinates**

		From		
		Cartesian	Cylindrical	Spherical
To	Cartesian	$x = x$ $y = y$ $z = z$	$x = \rho \cos \varphi$ $y = \rho \sin \varphi$ $z = z$	$x = r \sin \theta \cos \varphi$ $y = r \sin \theta \sin \varphi$ $z = r \cos \theta$
	Cylindrical	$\rho = \sqrt{x^2 + y^2}$ $\varphi = \arctan\left(\frac{y}{x}\right)$ $z = z$	$\rho = \rho$ $\varphi = \varphi$ $z = z$	$\rho = r \sin \theta$ $\varphi = \varphi$ $z = r \cos \theta$
	Spherical	$r = \sqrt{x^2 + y^2 + z^2}$ $\theta = \arctan\left(\frac{\sqrt{x^2 + y^2}}{z}\right)$ $\varphi = \arctan\left(\frac{y}{x}\right)$	$r = \sqrt{\rho^2 + z^2}$ $\theta = \arctan\left(\frac{\rho}{z}\right)$ $\varphi = \varphi$	$r = r$ $\theta = \theta$ $\varphi = \varphi$

I. Useful Maths

Elementary measures

□ Line element:

- *Cartesian coordinates:*

$$d\vec{l} = dx\vec{i} + dy\vec{j} + dz\vec{k}$$

- *Cylindrical coordinates:*

$$d\vec{l} = d\rho\vec{u}_\rho + \rho d\phi\vec{u}_\phi + dz\vec{k}$$

- *Spherical coordinates:*

$$d\vec{l} = dr\vec{u}_r + r \cdot \sin\theta d\phi\vec{u}_\phi + rd\theta\vec{u}_\theta$$

□ Surface element:

- *Cartesian coordinates:*

$$OZ: dS = dx \cdot dy$$

$$OY: dS = dx \cdot dz$$

$$OX: dS = dy \cdot dz$$

- *Cylindrical coordinates:*

$$\text{radial: } dS = \rho d\phi dz$$

$$\text{axial: } dS = \rho d\phi d\rho$$

- *Spherical coordinates:*

$$\text{radial: } dS = r^2 \sin\theta d\phi d\theta$$

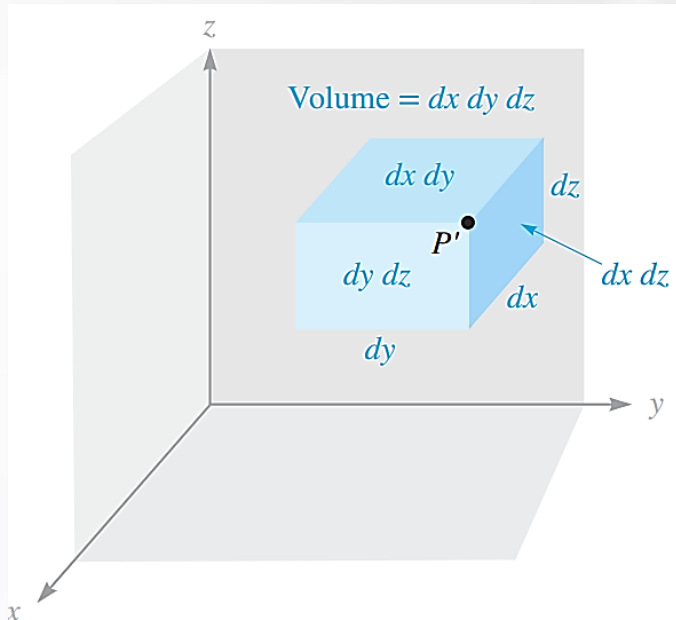
I. Useful Maths

Elementary measures

□ Volume element:

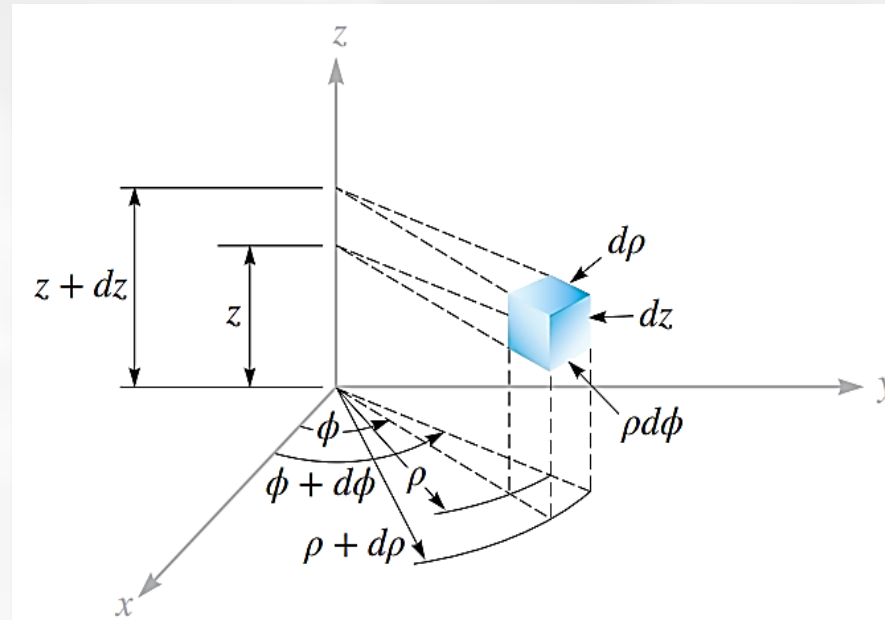
- *Cartesian coordinates:*

$$dV = dx \cdot dy \cdot dz$$



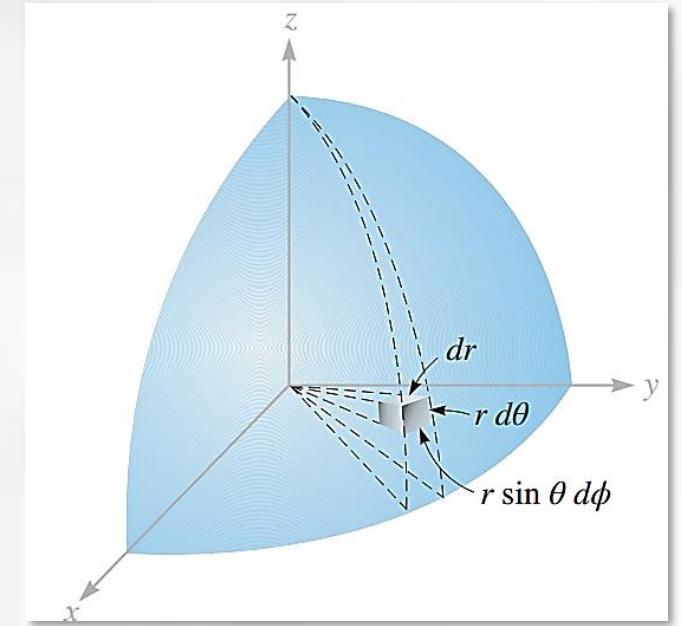
- *Cylindrical coordinates:*

$$dV = \rho d\rho \cdot d\phi \cdot dz$$



- *Spherical coordinates:*

$$dV = r^2 \sin\theta dr \cdot d\phi \cdot d\theta$$



I. Useful Maths

For a given variable x , we recall that partial derivation noted:

$$\frac{\partial}{\partial x} = \partial_x = \frac{d}{dx} \Big|_{y=z=t=Cte}$$

We define the vector operator Nabla:

$$\vec{\nabla} = \vec{i} \frac{\partial}{\partial x} + \vec{j} \frac{\partial}{\partial y} + \vec{k} \frac{\partial}{\partial z}$$

In such case, when applied on a given vector \vec{A} , we obtain the divergent of \vec{A} (Scalar):

$$\vec{\nabla} \cdot \vec{A} = \text{div.} \vec{A} = \frac{\partial A_x}{\partial x} + \frac{\partial A_y}{\partial y} + \frac{\partial A_z}{\partial z}$$

Similarly, the curl of \vec{A} (Vector) is given by:

$$\vec{\nabla} \wedge \vec{A} = \text{rot} \vec{A} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ \partial_x & \partial_y & \partial_z \\ A_x & A_y & A_z \end{vmatrix}$$

When Nabla operator is applied on scalar function $f(x, y, z)$ it gives the gradient of f :

$$\vec{\nabla} f = \overrightarrow{\text{grad} f} = \vec{i} \frac{\partial f}{\partial x} + \vec{j} \frac{\partial f}{\partial y} + \vec{k} \frac{\partial f}{\partial z}$$

The Nabla operator could be applied twice on the same operand (scalar or vector function):

- *The scalar function*

$$(\vec{\nabla} \cdot \vec{\nabla}) f = \nabla^2 f = \Delta f = \frac{\partial^2 f}{\partial x^2} + \frac{\partial^2 f}{\partial y^2} + \frac{\partial^2 f}{\partial z^2}$$

This squared operator is called Laplacian.

I. Useful Maths

- *The vector function:*

$$\nabla^2 \vec{A} = \nabla^2 A_x \vec{i} + \nabla^2 A_y \vec{j} + \nabla^2 A_z \vec{k}$$

Also, given as follows:

$$\nabla^2 \vec{A} = \vec{\nabla}(\vec{\nabla} \cdot \vec{A}) - \vec{\nabla} \wedge (\vec{\nabla} \wedge \vec{A})$$

Besides that, it is possible to demonstrate that alternate application of Nabla with dot and cross product on scalar or vector function will give always null result:

- $\vec{\nabla} \cdot (\vec{\nabla} \wedge \vec{A}) = 0, \forall \vec{A}$
- $\vec{\nabla} \wedge (\vec{\nabla} f) = 0, \forall f$

When applied with dot or cross product, Nabla operator obeys some arithmetic rules:

- $\vec{\nabla} \cdot (\vec{A} \pm \vec{B}) = \vec{\nabla} \cdot \vec{A} \pm \vec{\nabla} \cdot \vec{B}$
- $\vec{\nabla} \wedge (\vec{A} \pm \vec{B}) = \vec{\nabla} \wedge \vec{A} \pm \vec{\nabla} \wedge \vec{B}$
- $\vec{\nabla}(f \pm g) = \vec{\nabla}f \pm \vec{\nabla}g$
- $\vec{\nabla}(f\vec{A}) = \vec{A} \cdot (\vec{\nabla}f) + f(\vec{\nabla} \cdot \vec{A})$
- $\vec{\nabla} \wedge (f\vec{A}) = (\vec{\nabla}f) \wedge \vec{A} + f(\vec{\nabla} \wedge \vec{A})$
- $\vec{\nabla}(fg) = g(\vec{\nabla}f) + f(\vec{\nabla}g)$
- $\vec{\nabla} \cdot (\vec{A} \wedge \vec{B}) = \vec{B} \cdot \vec{\nabla} \wedge \vec{A} - \vec{A} \cdot \vec{\nabla} \wedge \vec{B}$
- $\vec{\nabla} \cdot (\vec{A} \cdot \vec{B}) = (\vec{A} \cdot \vec{\nabla})\vec{B} + (\vec{B} \cdot \vec{\nabla})\vec{A} + \vec{A} \wedge (\vec{\nabla} \wedge \vec{B}) + \vec{B} \wedge (\vec{\nabla} \wedge \vec{A})$
- $\vec{\nabla} \wedge (\vec{A} \cdot \vec{B}) = \vec{A}(\vec{\nabla} \cdot \vec{B}) - \vec{B}(\vec{\nabla} \cdot \vec{A}) + (\vec{B} \cdot \vec{\nabla})\vec{A} - (\vec{A} \cdot \vec{\nabla})\vec{B}$

I. Useful Maths

The Nabla operator could be written in other systems of coordinates:

□ Cylindrical coordinates:

$$\vec{\nabla} = \vec{u}_\rho \frac{\partial}{\partial \rho} + \vec{u}_\varphi \frac{1}{\rho} \frac{\partial}{\partial \varphi} + \vec{k} \frac{\partial}{\partial z}$$

When applied on a scalar function $f(\rho, \varphi, z)$:

• Gradient of a scalar:

$$\vec{\nabla} f = \vec{u}_\rho \frac{\partial f}{\partial \rho} + \vec{u}_\varphi \frac{1}{\rho} \frac{\partial f}{\partial \varphi} + \vec{k} \frac{\partial f}{\partial z}$$

When applied on a vector function (field):

$$\vec{A}(\rho, \varphi, z) = A_\rho \vec{u}_\rho + A_\varphi \vec{u}_\varphi + A_z \vec{k}$$

• Dot product (Divergent of \vec{A}):

$$\vec{\nabla} \cdot \vec{A} = \left(\vec{u}_\rho \frac{\partial}{\partial \rho} + \vec{u}_\varphi \frac{1}{\rho} \frac{\partial}{\partial \varphi} + \vec{k} \frac{\partial}{\partial z} \right) A_\rho \vec{u}_\rho + A_\varphi \vec{u}_\varphi + A_z \vec{k}$$

And here we should take in consideration that:

$$\frac{\partial}{\partial \varphi} \vec{u}_\rho = \vec{u}_\varphi; \frac{\partial}{\partial \varphi} \vec{u}_\varphi = -\vec{u}_\rho; \frac{\partial}{\partial \varphi} \vec{k} = \mathbf{0}$$

$$\partial_\rho \vec{u}_{\rho, \varphi, z} = \mathbf{0}; \partial_z \vec{u}_{\rho, \varphi, z} = \mathbf{0}$$

We obtain the divergent of \vec{A} :

$$\vec{\nabla} \cdot \vec{A} = \frac{1}{\rho} \frac{\partial(\rho A_\rho)}{\partial \rho} + \frac{1}{\rho} \frac{\partial A_\varphi}{\partial \varphi} + \frac{\partial A_z}{\partial z}$$

I. Useful Maths

- *Cross product (Curl of \vec{A}):*

$$\vec{\nabla} \wedge \vec{A} = \left(\vec{u}_\rho \frac{\partial}{\partial \rho} + \vec{u}_\varphi \frac{1}{\rho} \frac{\partial}{\partial \varphi} + \vec{k} \frac{\partial}{\partial z} \right) \wedge \vec{A}$$

In similar way, one can demonstrate that:

$$\vec{\nabla} \wedge \vec{A} = \vec{u}_\rho \left(\frac{1}{\rho} \frac{\partial A_z}{\partial \varphi} - \frac{\partial A_\varphi}{\partial z} \right)$$

$$+ \vec{u}_\varphi \left(\frac{\partial A_\rho}{\partial z} - \frac{\partial A_z}{\partial \rho} \right) + \vec{k} \left(\frac{1}{\rho} \frac{\partial(\rho A_\varphi)}{\partial \rho} - \frac{1}{\rho} \frac{\partial A_\rho}{\partial \varphi} \right)$$

- *Laplacian:*

$$\nabla^2 = \left(\vec{u}_\rho \frac{\partial}{\partial \rho} + \vec{u}_\varphi \frac{1}{\rho} \frac{\partial}{\partial \varphi} + \vec{k} \frac{\partial}{\partial z} \right) \cdot \left(\vec{u}_\rho \frac{\partial}{\partial \rho} + \vec{u}_\varphi \frac{1}{\rho} \frac{\partial}{\partial \varphi} + \vec{k} \frac{\partial}{\partial z} \right)$$

It gives in the cylindrical coordinates:

$$\nabla^2 = \Delta = \frac{1}{\rho} \frac{\partial}{\partial \rho} \left(\rho \frac{\partial}{\partial \rho} \right) + \frac{1}{\rho^2} \frac{\partial^2}{\partial \varphi^2} + \frac{\partial^2}{\partial z^2}$$

- Spherical coordinates:

$$\vec{\nabla} = \vec{u}_r \frac{\partial}{\partial r} + \vec{u}_\varphi \frac{1}{r \cdot \sin\theta} \frac{\partial}{\partial \varphi} + \vec{u}_\theta \frac{1}{r} \frac{\partial}{\partial \theta}$$

When applied on a scalar function $f(\rho, \varphi, \theta)$:

- *Gradient of a scalar:*

$$\vec{\nabla} f = \vec{u}_r \frac{\partial f}{\partial r} + \vec{u}_\varphi \frac{1}{r \cdot \sin\theta} \frac{\partial f}{\partial \varphi} + \vec{u}_\theta \frac{1}{r} \frac{\partial f}{\partial \theta}$$

I. Useful Maths

When applied on a vector function (field):

$$\vec{A}(\rho, \varphi, z) = A_r \vec{u}_r + A_\varphi \vec{u}_\varphi + A_\theta \vec{u}_\theta$$

• Dot product (divergent of \vec{A}):

$$\vec{\nabla} \cdot \vec{A} = \frac{1}{r^2} \frac{\partial(r^2 A_r)}{\partial r} + \frac{1}{r \cdot \sin\theta} \frac{\partial A_\varphi}{\partial \varphi} + \frac{1}{r \cdot \sin\theta} \frac{\partial(A_\theta \sin\theta)}{\partial \theta}$$

• Cross product (Curl of \vec{A}):

$$\begin{aligned} \vec{\nabla} \wedge \vec{A} = & \vec{u}_r \frac{1}{r \cdot \sin\theta} \left(\frac{\partial(A_\varphi \sin\theta)}{\partial \theta} - \frac{\partial A_\theta}{\partial \varphi} \right) \\ & + \vec{u}_\varphi \frac{1}{r} \left(\frac{\partial(r A_\theta)}{\partial r} - \frac{\partial A_r}{\partial \theta} \right) + \vec{u}_\theta \frac{1}{r} \left(\frac{1}{\sin\theta} \frac{\partial A_r}{\partial \varphi} - \frac{\partial(r A_\varphi)}{\partial r} \right) \end{aligned}$$

• Laplacian:

$$\nabla^2 = \left(\vec{u}_r \frac{\partial}{\partial r} + \vec{u}_\varphi \frac{1}{r \cdot \sin\theta} \frac{\partial}{\partial \varphi} + \vec{u}_\theta \frac{1}{r} \frac{\partial}{\partial \theta} \right) \cdot \left(\vec{u}_r \frac{\partial}{\partial r} + \vec{u}_\varphi \frac{1}{r \cdot \sin\theta} \frac{\partial}{\partial \varphi} + \vec{u}_\theta \frac{1}{r} \frac{\partial}{\partial \theta} \right)$$

It gives in the cylindrical coordinates:

$$\begin{aligned} \nabla^2 &= \frac{1}{r^2} \frac{\partial}{\partial r} \left(r^2 \frac{\partial}{\partial r} \right) + \frac{1}{r^2 \cdot \sin\theta} \frac{\partial}{\partial \theta} \left(\sin\theta \frac{\partial}{\partial \theta} \right) \\ &+ \frac{1}{r^2 \cdot \sin^2\theta} \frac{\partial^2}{\partial \varphi^2} \end{aligned}$$

The End.

