

Solution to E.1.1

$$\nabla \left(\frac{\vec{p} \cdot \vec{r}}{r^3} \right) = -\vec{E} \quad \vec{p} \text{ constant}$$

Three Possible Methods

I. All Cartesian

II. All Spherical

III. Mixed

Method III

Product Rule $\nabla(fg) = g \nabla f + f \nabla g$

Let $f = \frac{1}{r^3}$ $g = \vec{p} \cdot \vec{r}$

$$-\vec{E} = (\vec{p} \cdot \vec{r}) \nabla \left(\frac{1}{r^3} \right) + \left(\frac{1}{r^3} \right) \nabla (\vec{p} \cdot \vec{r})$$

In Cartesian, $\vec{p} = (p_x, p_y, p_z)$

$$\vec{r} = (x, y, z)$$

$$\vec{p} \cdot \vec{r} = x p_x + y p_y + z p_z$$

$$\nabla (\vec{p} \cdot \vec{r}) = \vec{p}$$

In Spherical

$$\nabla\left(\frac{1}{r^3}\right) = \frac{\partial}{\partial r}\left(\frac{1}{r^3}\right) \hat{r} = -3\frac{1}{r^4} \hat{r}$$

$$\begin{aligned} -\vec{E} &= (\vec{p} \cdot \hat{r}) \left(-\frac{3}{r^4} \hat{r}\right) + \frac{1}{r^3} \cdot \nabla \\ &= \frac{1}{r^3} \left(\vec{p} - 3(\vec{p} \cdot \hat{r}) \hat{r}\right) \end{aligned}$$

Method II All Cartesian

$$\vec{p} = (p_x, p_y, p_z) \quad \vec{r} = (x, y, z)$$

$$r = \sqrt{x^2 + y^2 + z^2}$$

$$V = \frac{p_x x + p_y y + p_z z}{(x^2 + y^2 + z^2)^{3/2}}$$

Take curl in cartesian.

Method III All spherical

$$\vec{r} = r \hat{r} \quad \vec{p} = p_r \hat{r} + p_\theta \hat{\theta} + p_\phi \hat{\phi}$$

$$\vec{p} \cdot \vec{r} = r p_r$$

$$V = \frac{r p_r}{r^3} = \frac{p_r}{r^2}$$

⇒ Problem: p_r may not be constant in spherical coordinates.

$$\vec{p} = p_x \hat{x} + p_y \hat{y} + p_z \hat{z} = p_r \hat{r} + p_\theta \hat{\theta} + p_\phi \hat{\phi}$$

$$p_r = \hat{r} \cdot \vec{p} = p_x (\hat{r} \cdot \hat{x}) + p_y (\hat{r} \cdot \hat{y}) + p_z (\hat{r} \cdot \hat{z})$$

From Gr. ff. ths Transformation Equations

$$\hat{x} \cdot \hat{r} = \sin \theta \cos \phi$$

$$\hat{y} \cdot \hat{r} = \sin \theta \sin \phi$$

$$\hat{z} \cdot \hat{r} = \cos \theta$$

$$p_r = p_x \sin \theta \cos \phi + p_y \sin \theta \sin \phi + p_z \cos \theta$$

$$V = \frac{P_x \sin \theta \cos \phi + P_y \sin \theta \sin \phi + P_z \cos \theta}{r^2}$$

Take Gradient in Spherical

Maple solutions to Cartesian and Spherical gradients follow.

Cartesian

```
> assume(px, real);
> assume(py, real);
> assume(pz, real);
> with(VectorCalculus);
```

Warning, the assigned names '<,>' and '<|>' now have a global binding

Warning, these protected names have been redefined and unprotected:

'*', '+', '-', '.', D, Vector, diff, int, limit, series

[&x, *, +, -, ., <,>, <|>, AddCoordinates, ArcLength, BasisFormat, Binormal, CrossProd, (1)
 CrossProduct, Curl, Curvature, D, Del, DirectionalDiff, Divergence, DotProd, DotProduct,
 Flux, GetCoordinateParameters, GetCoordinates, Gradient, Hessian, Jacobian, Laplacian,
 LineInt, MapToBasis, Nabla, Norm, Normalize, PathInt, PrincipalNormal, RadiusOfCurvature,
 ScalarPotential, SetCoordinateParameters, SetCoordinates, SurfaceInt, TNBFrame, Tangent,
 TangentLine, TangentPlane, TangentVector, Torsion, Vector, VectorField, VectorPotential,
 Wronskian, diff, evalVF, int, limit, series]

```
> p := < px, py, pz >;
```

$$p := (px\sim)e_x + (py\sim)e_y + (pz\sim)e_z \quad (2)$$

```
> r := < x, y, z >;
```

$$r := (x)e_x + (y)e_y + (z)e_z \quad (3)$$

```
> p.r;
```

$$px\sim x + py\sim y + pz\sim z \quad (4)$$

```
> V := \frac{p.r}{Norm(r)^3};
```

$$V := \frac{px\sim x + py\sim y + pz\sim z}{(x^2 + y^2 + z^2)^{(3/2)}} \quad (5)$$

```
> SetCoordinates(cartesian[x, y, z]);
```

$$cartesian_{x,y,z} \quad (6)$$

```
> Gradient(V);
```

$$\left(\frac{px\sim}{(x^2 + y^2 + z^2)^{(3/2)}} - \frac{3(px\sim x + py\sim y + pz\sim z)x}{(x^2 + y^2 + z^2)^{(5/2)}} \right) e_x \quad (7)$$

$$+ \left(\frac{py\sim}{(x^2 + y^2 + z^2)^{(3/2)}} - \frac{3(px\sim x + py\sim y + pz\sim z)y}{(x^2 + y^2 + z^2)^{(5/2)}} \right) e_y$$

$$+ \left(\frac{pz\sim}{(x^2 + y^2 + z^2)^{(3/2)}} - \frac{3(px\sim x + py\sim y + pz\sim z)z}{(x^2 + y^2 + z^2)^{(5/2)}} \right) e_z$$

```
> simplify(%);
```

$$\left(\frac{-2px\sim x^2 + px\sim y^2 + px\sim z^2 - 3xpy\sim y - 3zpx\sim x}{(x^2 + y^2 + z^2)^{(5/2)}} \right) e_x \quad (8)$$

$$+ \left(\frac{py\sim x^2 - 2py\sim y^2 + py\sim z^2 - 3y px\sim x - 3y px\sim z}{(x^2 + y^2 + z^2)^{(5/2)}} \right) e_y$$

$$-\frac{-px \sim x^2 - px \sim y^2 + 2px \sim z^2 + 3zpx \sim x + 3zpy \sim y}{(x^2 + y^2 + z^2)^{(5/2)}} \bar{e}_z$$

>

Note, $px \sim$ means px is a variable about which some assumptions have been made.

> with(VectorCalculus);

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[&x, *, +, -, ., <,>, <|>, AddCoordinates, ArcLength, BasisFormat, Binormal, CrossProd, (1)

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> SetCoordinates('spherical'[r, φ, θ]);

spherical_{r, φ, θ} (2)

> V := $\frac{(px \cdot \sin(\theta) \cdot \cos(\phi) + py \cdot \sin(\theta) \cdot \sin(\phi) + pz \cdot \cos(\theta))}{r^2}$;

$$V := \frac{px \sin(\theta) \cos(\phi) + py \sin(\theta) \sin(\phi) + pz \cos(\theta)}{r^2} \quad (3)$$

> Gradient(V);

$$-\frac{2(px \sin(\theta) \cos(\phi) + py \sin(\theta) \sin(\phi) + pz \cos(\theta))}{r^3} \bar{e}_r \quad (4)$$

$$+ \left(\frac{-px \sin(\theta) \sin(\phi) + py \sin(\theta) \cos(\phi)}{r^3} \right) \bar{e}_\phi$$

$$+ \left(\frac{px \cos(\theta) \cos(\phi) + py \cos(\theta) \sin(\phi) - pz \sin(\theta)}{r^3 \sin(\phi)} \right) \bar{e}_\theta$$

>