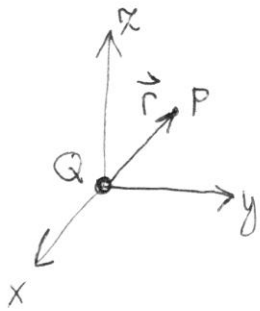


Ponttöltés potenciálja r távolságban:



$$U = \frac{kQ}{r}$$

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

$$\nabla = \begin{pmatrix} \frac{\partial}{\partial x} \\ \frac{\partial}{\partial y} \\ \frac{\partial}{\partial z} \end{pmatrix}$$

Alt skalártér $\varphi(\vec{r})$, vektortér $\vec{v}(\vec{r})$

$$\text{grad } \varphi = \begin{pmatrix} \frac{\partial \varphi}{\partial x} \\ \frac{\partial \varphi}{\partial y} \\ \frac{\partial \varphi}{\partial z} \end{pmatrix}$$

$$\text{div } \vec{v} = \frac{\partial v_x}{\partial x} + \frac{\partial v_y}{\partial y} + \frac{\partial v_z}{\partial z}$$

$$(\nabla \varphi)$$

$$(\nabla \times \vec{v}) = \text{rot } \vec{v} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ v_x & v_y & v_z \end{vmatrix}$$

$$\text{rot } \vec{v} = \begin{pmatrix} \frac{\partial v_z}{\partial y} - \frac{\partial v_y}{\partial z} \\ \frac{\partial v_x}{\partial z} - \frac{\partial v_z}{\partial x} \\ \frac{\partial v_y}{\partial x} - \frac{\partial v_x}{\partial y} \end{pmatrix}$$

$$\frac{\partial U}{\partial x} = \frac{\partial U}{\partial r} \frac{\partial r}{\partial x} = -\frac{kQ}{r^2} \frac{\partial r}{\partial x} = -\frac{kQ}{r^3} x$$

$$1.) \vec{E}(\vec{r}) = -\text{grad } U = -\begin{pmatrix} \frac{\partial kQ/r}{\partial x} \\ \frac{\partial kQ/r}{\partial y} \\ \frac{\partial kQ/r}{\partial z} \end{pmatrix} = \begin{pmatrix} \frac{kQ}{r^3} x \\ \frac{kQ}{r^3} y \\ \frac{kQ}{r^3} z \end{pmatrix} = \frac{kQ}{r^3} \vec{r} = \frac{kQ}{r^2} \vec{e}_r \Rightarrow \begin{matrix} \text{Coulomb-törvény} \\ \vec{F} = q\vec{E} \\ \vec{F} = k\frac{Qq}{r^2} \vec{e}_r \end{matrix} \checkmark$$

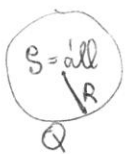
2.a)

$$\textcircled{*} \text{div } \vec{E} = \nabla \cdot \vec{E} = \frac{\partial E_x}{\partial x} + \frac{\partial E_y}{\partial y} + \frac{\partial E_z}{\partial z} = \frac{\partial E_x}{\partial r} \frac{\partial r}{\partial x} + \dots = -\frac{3kQ}{r^4} \left(\frac{x^2}{r} + \frac{y^2}{r} + \frac{z^2}{r} \right) + \frac{3kQ}{r^3} =$$

$$= \frac{3kQ}{r^3} \left(1 - \frac{x^2 + y^2 + z^2}{r^2} \right) = \frac{3kQ}{r^3} \left(1 - \frac{r^2}{r^2} \right) = 0 \quad (\text{ponttöltés } r=0 \text{-ban, } S=0 \checkmark \text{ máshol})$$

$$3.) \text{rot } \vec{E} = \nabla \times \vec{E} = \begin{pmatrix} \frac{\partial E_z}{\partial y} - \frac{\partial E_y}{\partial z} \\ \frac{\partial E_x}{\partial z} - \frac{\partial E_z}{\partial x} \\ \frac{\partial E_y}{\partial x} - \frac{\partial E_x}{\partial y} \end{pmatrix} = \begin{pmatrix} -\frac{3kQ}{r^4} \frac{yz}{r} + \frac{3kQ}{r^4} \frac{zy}{r} \\ -\frac{3kQ}{r^4} \frac{zx}{r} + \frac{3kQ}{r^4} \frac{xz}{r} \\ -\frac{3kQ}{r^4} \frac{xy}{r} + \frac{3kQ}{r^4} \frac{yx}{r} \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} = 0 \checkmark$$

2.b) $\textcircled{*}$ másként



$r < R$
 eset

$$D \cdot 4r^2 \pi = \frac{4}{3} r^3 \pi$$

$$D = \frac{\rho r}{3}$$

$$\vec{D} = \frac{\rho}{3} \vec{r} = \frac{\rho}{3} \begin{pmatrix} x \\ y \\ z \end{pmatrix}$$

$$\text{div } \vec{D} = \nabla \cdot \vec{D} = \frac{\partial D_x}{\partial x} + \frac{\partial D_y}{\partial y} + \frac{\partial D_z}{\partial z} =$$

$$= \frac{\rho}{3} + \frac{\rho}{3} + \frac{\rho}{3} = \underline{\underline{\rho}} \checkmark$$

$$\text{rot grad } U = \nabla \times (\nabla U) = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ \frac{\partial U}{\partial x} & \frac{\partial U}{\partial y} & \frac{\partial U}{\partial z} \end{vmatrix} = \underbrace{\left(\frac{\partial^2 U}{\partial z \partial y} - \frac{\partial^2 U}{\partial y \partial z} \right)}_0 \vec{i} + \underbrace{\left(\frac{\partial^2 U}{\partial x \partial z} - \frac{\partial^2 U}{\partial z \partial x} \right)}_0 \vec{j} + \underbrace{\left(\frac{\partial^2 U}{\partial y \partial x} - \frac{\partial^2 U}{\partial x \partial y} \right)}_0 \vec{k}$$

rot grad $\varphi(\vec{r}) = 0$ minden φ -re!

$$\begin{aligned} \text{div rot } \vec{v} &= \nabla \cdot (\nabla \times \vec{v}) = \frac{\partial}{\partial x} \left(\frac{\partial v_z}{\partial y} - \frac{\partial v_y}{\partial z} \right) + \frac{\partial}{\partial y} \left(\frac{\partial v_x}{\partial z} - \frac{\partial v_z}{\partial x} \right) + \frac{\partial}{\partial z} \left(\frac{\partial v_y}{\partial x} - \frac{\partial v_x}{\partial y} \right) = \\ &= \underbrace{\frac{\partial^2 v_z}{\partial x \partial y}} - \underbrace{\frac{\partial^2 v_y}{\partial x \partial z}} + \underbrace{\frac{\partial^2 v_x}{\partial y \partial z}} - \underbrace{\frac{\partial^2 v_z}{\partial y \partial x}} + \underbrace{\frac{\partial^2 v_y}{\partial z \partial x}} - \underbrace{\frac{\partial^2 v_x}{\partial z \partial y}} = 0 \end{aligned}$$

div rot $\vec{v} = 0$ minden \vec{v} -re!

$$\begin{aligned} \text{div grad } U &= \Delta U = \nabla \cdot (\nabla U) = \frac{\partial}{\partial x} \left(\frac{\partial U}{\partial x} \right) + \frac{\partial}{\partial y} \left(\frac{\partial U}{\partial y} \right) + \frac{\partial}{\partial z} \left(\frac{\partial U}{\partial z} \right) = \frac{\partial^2 U}{\partial x^2} + \frac{\partial^2 U}{\partial y^2} + \frac{\partial^2 U}{\partial z^2} \\ &\quad \uparrow \\ &\quad (-\vec{E}) \text{ Laplace-operator} \quad \left(\Delta U = -\frac{\rho}{\epsilon} \text{ Poisson-egyenlet} \right) \end{aligned}$$

$$\begin{aligned} \text{rot rot } \vec{v} &= \nabla \times (\nabla \times \vec{v}) = \nabla (\nabla \cdot \vec{v}) - (\nabla \cdot \nabla) \vec{v} = \text{grad div } \vec{v} - \Delta \vec{v} \\ \vec{a} \times (\vec{b} \times \vec{c}) &= \vec{b} (\vec{a} \cdot \vec{c}) - \vec{c} (\vec{a} \cdot \vec{b}) \end{aligned}$$

$$\vec{b} \times \vec{c} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ b_x & b_y & b_z \\ c_x & c_y & c_z \end{vmatrix} = (b_y c_z - b_z c_y) \vec{i} + (b_z c_x - b_x c_z) \vec{j} + (b_x c_y - b_y c_x) \vec{k}$$

$$\vec{a} \times (\vec{b} \times \vec{c}) = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ a_x & a_y & a_z \\ b_y c_z - b_z c_y & b_z c_x - b_x c_z & b_x c_y - b_y c_x \end{vmatrix} = \begin{pmatrix} a_y (b_x c_y - b_y c_x) - a_z (b_z c_x - b_x c_z) \\ a_z (b_y c_z - b_z c_y) - a_x (b_x c_y - b_y c_x) \\ a_x (b_z c_x - b_x c_z) - a_y (b_y c_z - b_z c_y) \end{pmatrix} =$$

$$\begin{aligned} &= \begin{pmatrix} b_x (a_y c_y + a_z c_z) - c_x (a_y b_y + a_z b_z) \\ b_y (a_z c_z + a_x c_x) - c_y (a_z b_z + a_x b_x) \\ b_z (a_x c_x + a_y c_y) - c_z (a_x b_x + a_y b_y) \end{pmatrix} = \begin{pmatrix} b_x (a_x c_x + a_y c_y + a_z c_z) - c_x (a_x b_x + a_y b_y + a_z b_z) \\ b_y (a_x c_x + a_y c_y + a_z c_z) - c_y (a_x b_x + a_y b_y + a_z b_z) \\ b_z (a_x c_x + a_y c_y + a_z c_z) - c_z (a_x b_x + a_y b_y + a_z b_z) \end{pmatrix} = \\ &\quad \begin{matrix} + a_x b_x c_x & - a_x b_x c_x \\ + a_2 b_2 c_2 & - a_2 b_2 c_2 \end{matrix} \\ &= \vec{b} (\vec{a} \cdot \vec{c}) - \vec{c} (\vec{a} \cdot \vec{b}) \end{aligned}$$