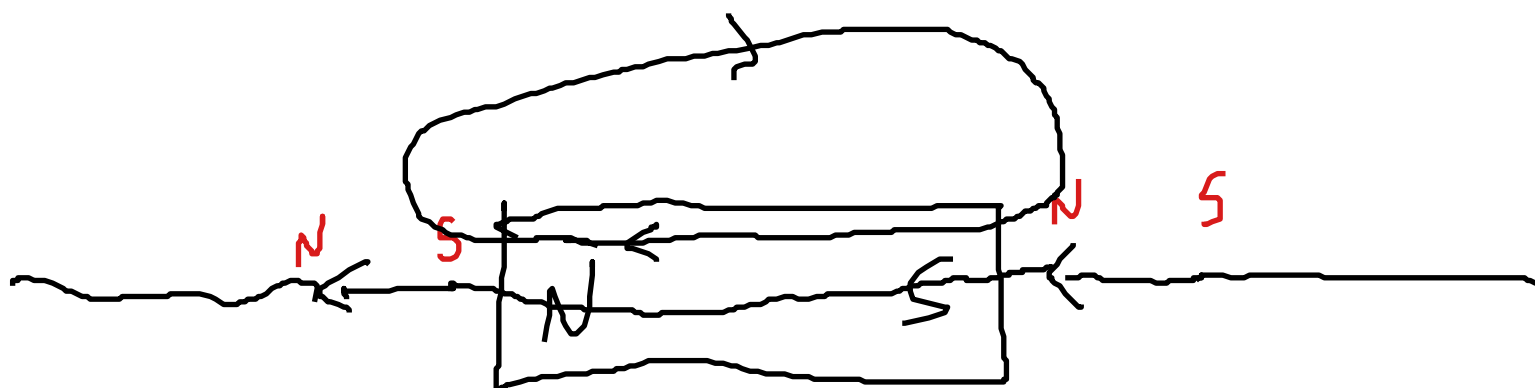


Magnets

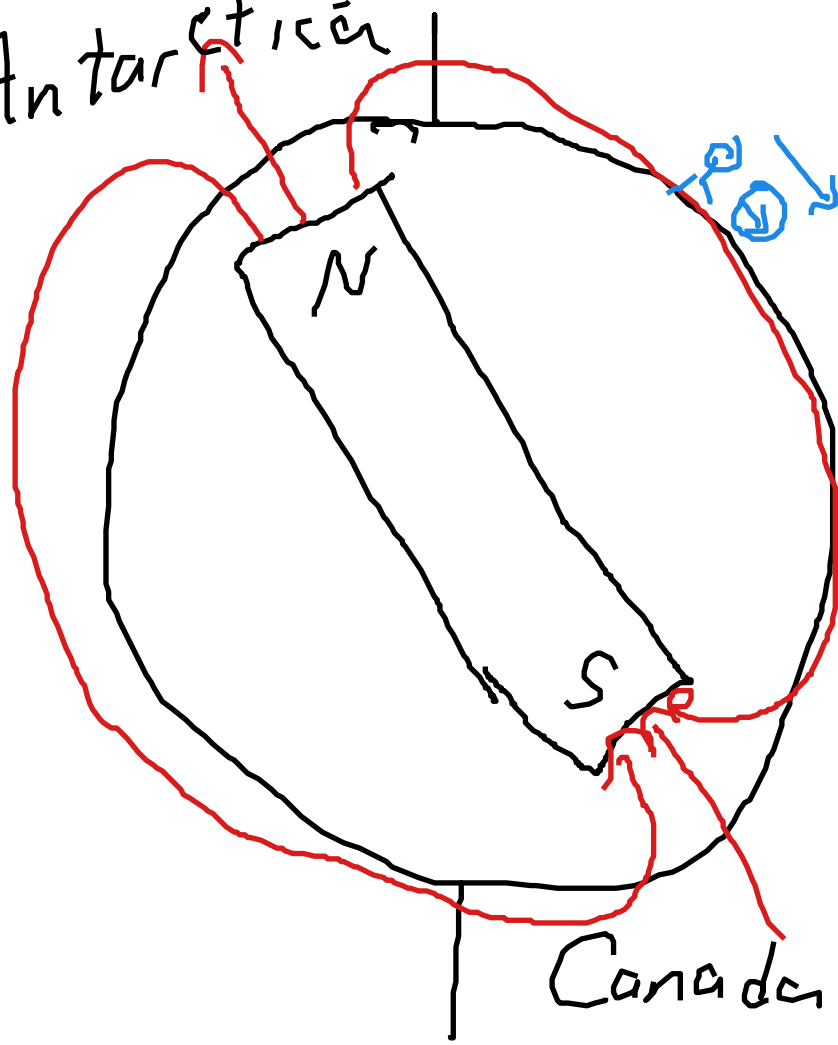
$\vec{B}$: magnetic field

points in direction a
compass would point



Magnetic field lines
never terminate

Earth has a magnetic field



Earth is
not actually
a giant
bar magnet
Field is created
by currents in
the core.

The "north magnetic pole" (Canada)
is an S pole.

The "south magnetic pole"
is an N pole.

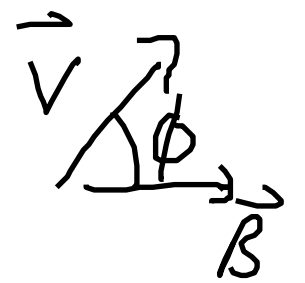
What does $\vec{B}$ do?

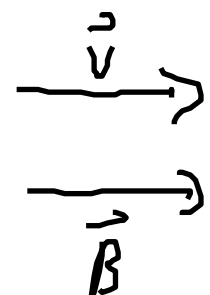
exerts a force on moving charge

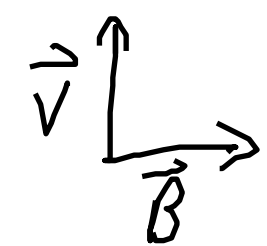
$$\vec{F} = q \vec{v} \times \vec{B}$$

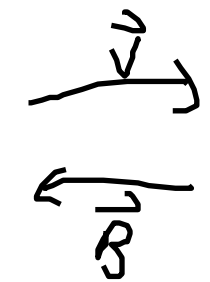
- $\vec{F}$: force
- q : charge
- $\vec{v}$: velocity of charge
- $\vec{B}$: magnetic field

4
Cross Product : vector

$$|\vec{v} \times \vec{B}| = |\vec{v}| |\vec{B}| \sin \phi$$


$\phi = 0^\circ$:  $\sin \phi = 0$ $|\vec{v} \times \vec{B}| = 0$
parallel

$\phi = 90^\circ$  $\sin 90^\circ = 1$ $|\vec{v} \times \vec{B}| = |\vec{v}| |\vec{B}|$

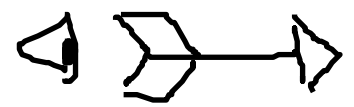
$\phi = 180^\circ$  $\sin 180^\circ = 0$ $|\vec{v} \times \vec{B}| = 0$
antiparallel

$\vec{v} \times \vec{B}$ is perpendicular to $\vec{v}$ & $\vec{B}$.
is perpendicular to the plane
defined by $\vec{v}$ & $\vec{B}$

If $\vec{V}$ & $\vec{B}$ are on the screen
 $\vec{V} \times \vec{B}$ is $\perp$ to screen

 vector out of screen

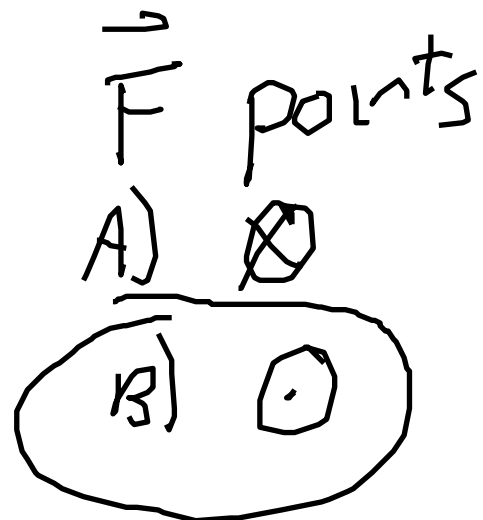
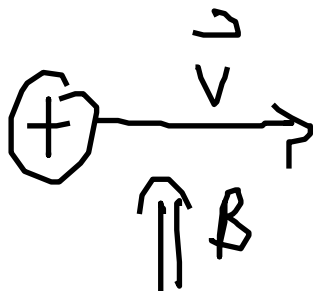
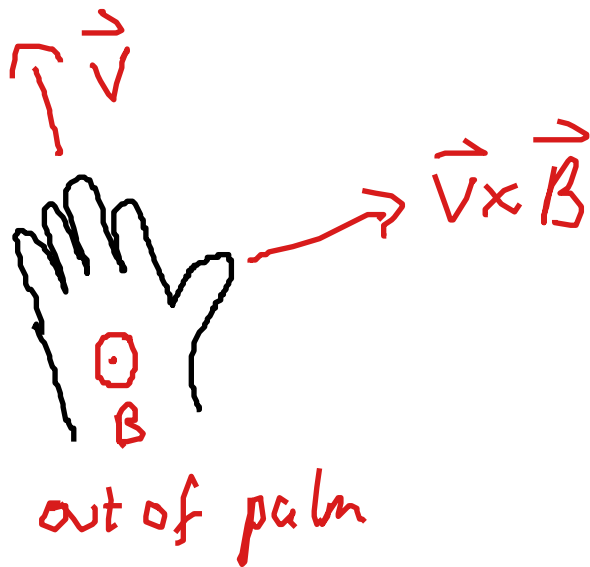
 vector into screen

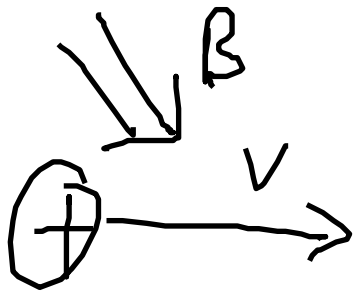



feathers

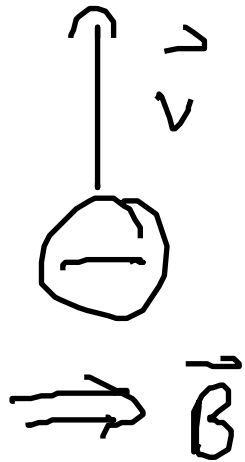

point

Right-Hand Rule #1





$$\vec{F} : \otimes$$

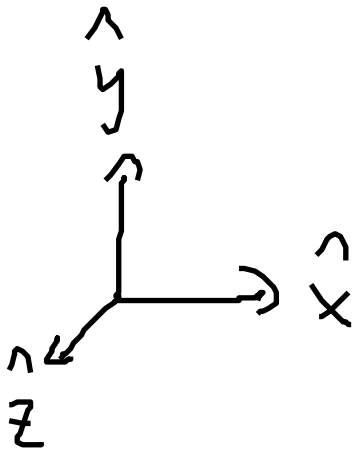


$$\vec{F} = q \vec{v} \times \vec{B}$$

$$\vec{v} \times \vec{B} \otimes$$

negative $\rightarrow q \vec{v} \times \vec{B} \odot$

"electron twist"



right handed coordinate system

$$\hat{x} \times \hat{y} = \hat{z}$$

$$\hat{y} \times \hat{z} = \hat{x}$$

$$\hat{z} \times \hat{x} = \hat{y}$$

$$\hat{y} \times \hat{x} = -\hat{z}$$

$$\vec{A} \times \vec{B} = -\vec{B} \times \vec{A} \quad \text{anti-commutative}$$

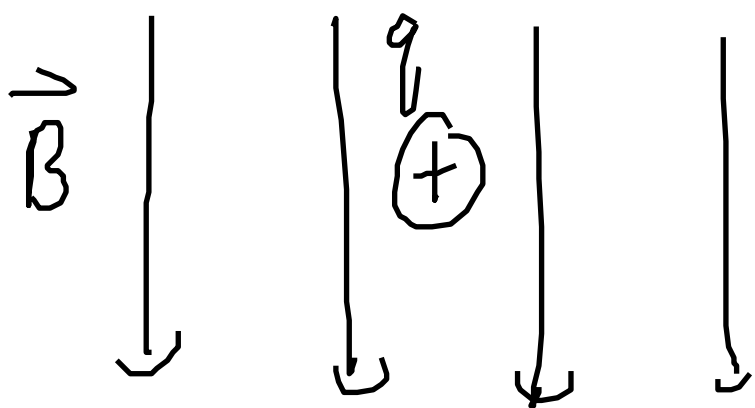
$$\hat{x} \times \hat{x} = 0 \quad \hat{y} \times \hat{y} = 0 \quad \hat{z} \times \hat{z} = 0$$

$$(3\hat{x} + 4\hat{y}) \times (\hat{y} - \hat{z})$$

$$3\hat{x} \times \hat{y} + 4\hat{y} \times \hat{y} - 3\hat{x} \times \hat{z} - 4\hat{y} \times \hat{z}$$

$$3\hat{z} + 0 - 3(-\hat{y}) - 4\hat{x}$$

$$-4\hat{x} + 3\hat{y} + 3\hat{z}$$



What direction must charge move to feel a downward force?

$$\vec{F} = q \vec{v} \times \vec{B}$$

$\vec{F}$ is $\perp$ to $\vec{v}$ & $\vec{B}$

so this is impossible

$\vec{B}$: the direction the force can't point

$\vec{v}$ & $\vec{B}$ can be parallel but then $\vec{F} = 0$