

# Theoretical Physics, Problem Set 4.

FS15

Hand in: 18.03.15

## 1. Electrostatic energy in an external field

Let there be a charge density  $\rho(\vec{x})$  in a neighbourhood of  $\vec{x} = 0$ . Furthermore, let there be an external potential  $\varphi(\vec{x})$ , which is nearly constant in this neighbourhood and whose sources are located outside. Show that the electrostatic energy of the former in the field  $\vec{E} = -\vec{\nabla}\varphi$  of the latter can be expressed as follows:

$$W = e\varphi(0) - \vec{p} \cdot \vec{E}(0) - \frac{1}{6} \sum_{i,j=1}^3 Q_{ij} \frac{\partial E_j}{\partial x_i}(0) + \dots, \quad (1)$$

where  $e = \int d^3x \rho(\vec{x})$  is the total charge,  $\vec{p} = \int d^3x \vec{x} \rho(\vec{x})$  is the dipole moment, and  $Q_{ij} = \int d^3x (3x_i x_j - \vec{x}^2 \delta_{ij}) \rho(\vec{x})$  is the quadrupole moment.

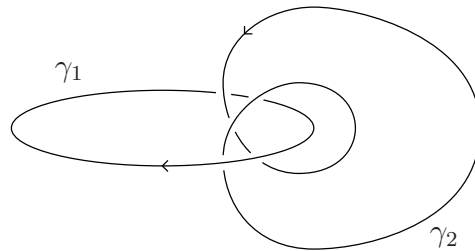
*Hint:* Expand the potential  $\varphi$  inside  $W = \int d^3x \rho(\vec{x}) \varphi(\vec{x})$  around  $\vec{x} = 0$  using the Taylor series.

## 2. Gauss' linking number

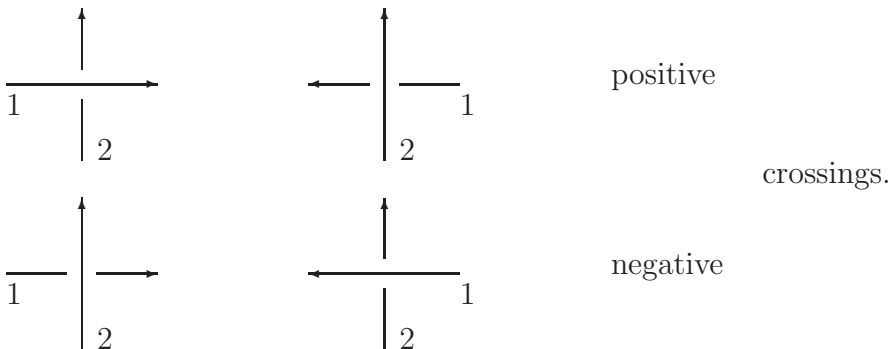
Gauss' linking number of two closed curves  $\gamma_1, \gamma_2$  is defined as

$$n(\gamma_1, \gamma_2) = \int_{\gamma_2} \int_{\gamma_1} \frac{(d\vec{s}_2 \wedge d\vec{s}_1) \cdot \vec{r}}{4\pi r^3}$$

where  $\vec{r}$  has the same meaning as in Ampère's law of force (2.1). To show:  $n(\gamma_1, \gamma_2)$  is an integer describing how often one curve is wound around the other ( $n(\gamma_1, \gamma_2) = n(\gamma_2, \gamma_1)$ ).



More precisely: Project the two curves on a plane; let the following be



Then  $n(\gamma_1, \gamma_2) = (n_+ - n_-)/2$ , where  $n_{\pm}$  is the number of positive/negative crossings.

*Hint:* Setting  $I_1 = I_2 = c = 1$ , we have  $n(\gamma_1, \gamma_2) = \int_{\gamma_2} \vec{B}_1 \cdot d\vec{s}_2$ . Use the theorem of Stokes to show that this expression is invariant under deformations of  $\gamma_2$ . The same holds for decompositions such as the one pictured below. Use deformations and decompositions to simplify the linkings as much as possible.

