

# Electromagnetic field theory -

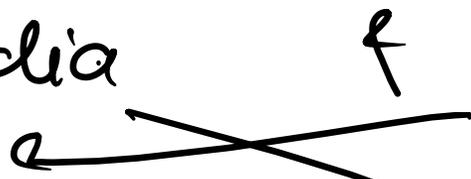
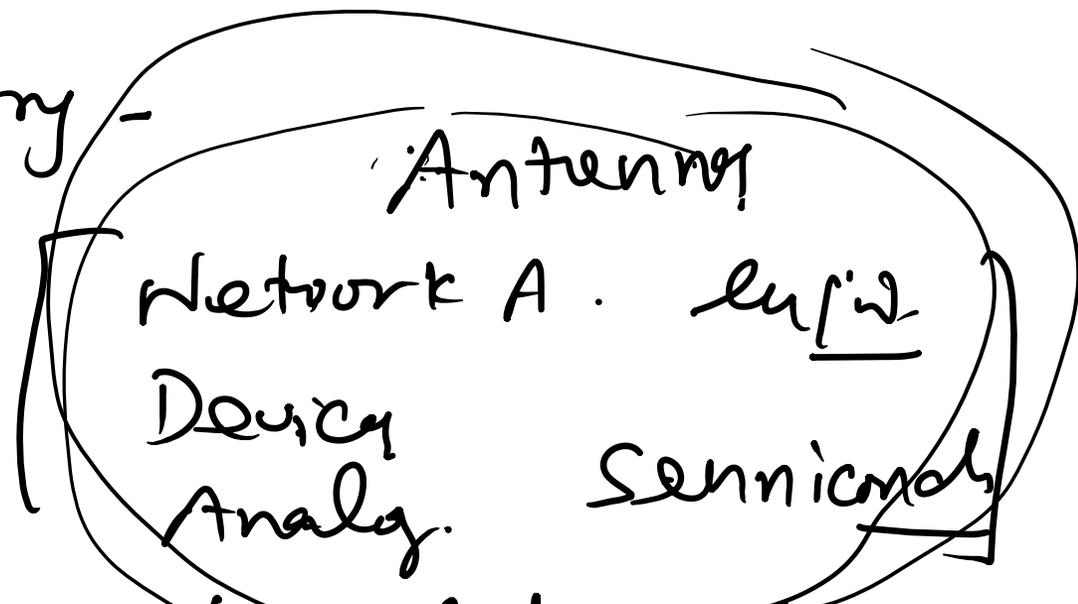
Course outcomes -

Bounded media

Free space

Unbounded media

- ① Transmission line
- ② waveguide



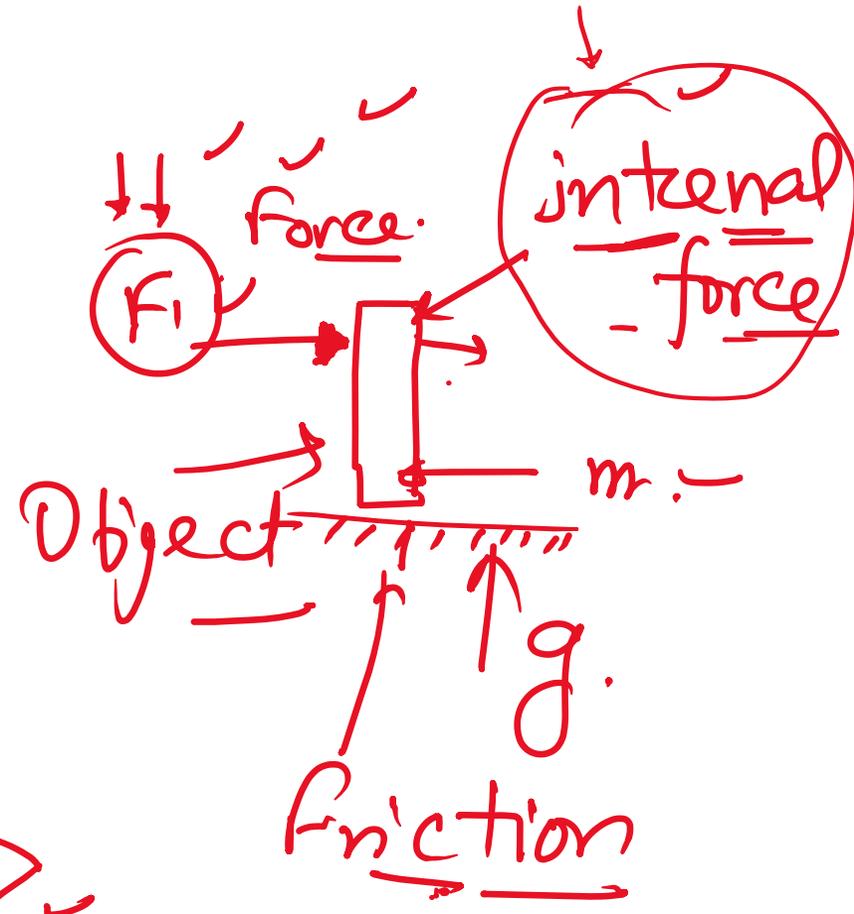
① Vectors & Scalars -

Vectors → magnitude & direction.

ex - force, field etc.

Scalars → magnitude

ex - mass



→ Unit vector

$$\underline{\underline{A}} = A_x \hat{x} + A_y \hat{y} + A_z \hat{z}$$

mit vector

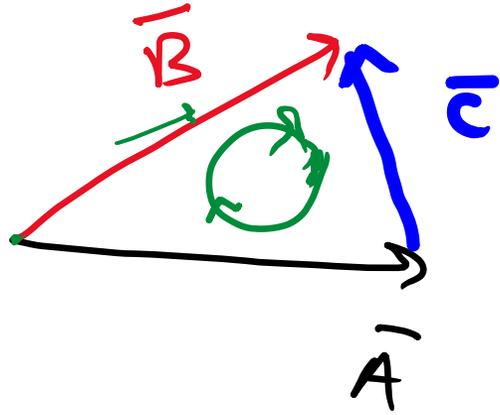
A small diagram showing a 3D coordinate system with three axes: x, y, and z. Each axis has a corresponding unit vector:  $\hat{x}$ ,  $\hat{y}$ , and  $\hat{z}$ .

$$\hat{a} = \frac{\vec{A}}{|\vec{A}|} = \frac{A_x \hat{x} + A_y \hat{y} + A_z \hat{z}}{\sqrt{A_x^2 + A_y^2 + A_z^2}}$$

unit vectors tells about the direction of  
a vector.

\* unit vector tells about the propagation,  
the direction of increment, the direction  
of expansion of a vector]

# Addition & subtraction of vectors -

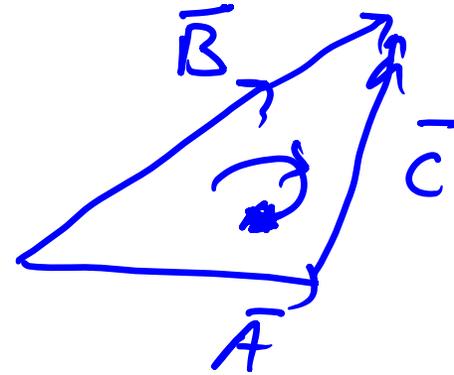
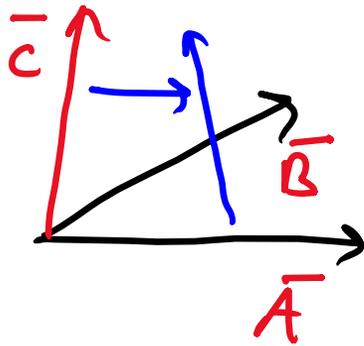


$$\vec{B} - \vec{C} - \vec{A} = 0$$

---


$$\vec{B} = \vec{C} + \vec{A} \quad \checkmark$$


---

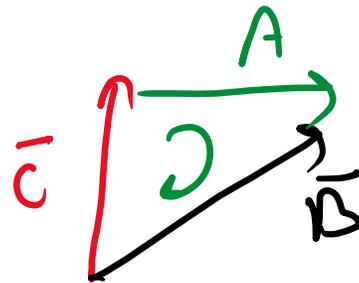


$$\vec{B} - \vec{C} - \vec{A} = 0$$

---


$$\vec{B} = \vec{C} + \vec{A}$$


---



$$\vec{C} + \vec{A} - \vec{B} = 0$$

$$-\vec{C} + \vec{A} = \vec{B}$$

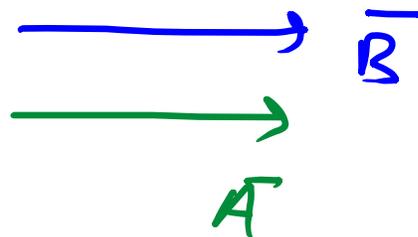
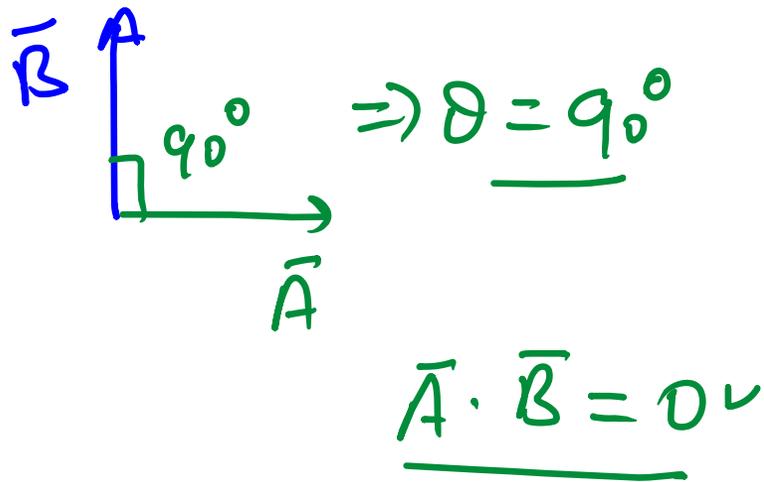
# vector multiplication -

① Dot product

② Cross product.

$$\underline{\vec{A}} \cdot \underline{\vec{B}} = |\vec{A}| |\vec{B}| \cos \theta$$

↑  
angle between  
" $\vec{A}$  &  $\vec{B}$ "

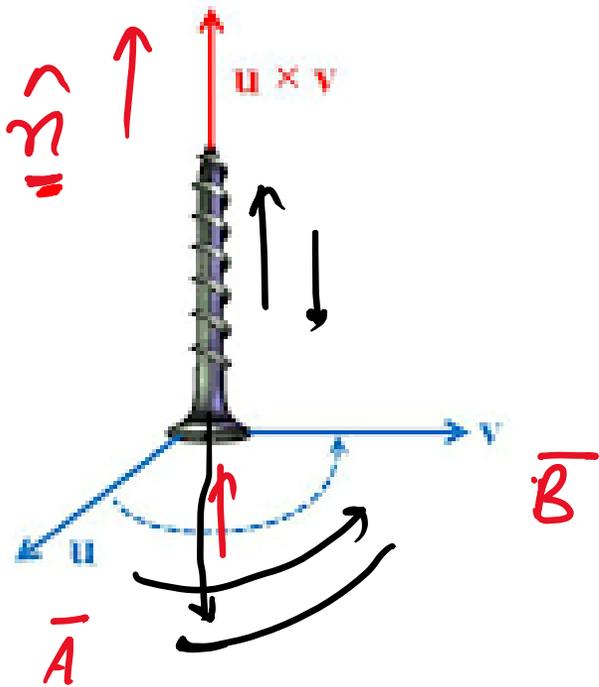


$\vec{A} \parallel \vec{B}$

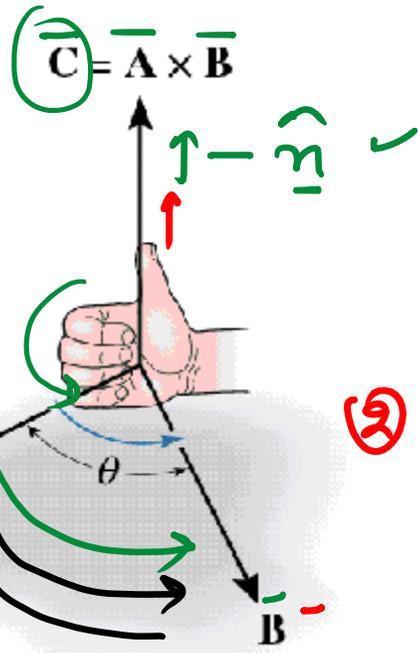
$\theta = 0^\circ$

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

Cross product -  $\underline{\underline{\vec{A} \times \vec{B}}} = |\vec{A}| |\vec{B}| \sin \theta \hat{n}$



rotation =  $\theta = 0^\circ$



$\vec{A}$   
 $\vec{B}$   $\Rightarrow \underline{\underline{\vec{A} \times \vec{B} = \underline{0}}}$

(2)  $\theta = 90^\circ$

$\vec{A}$   
 $\vec{B}$   $\Rightarrow \underline{\underline{\vec{A} \times \vec{B} = AB \hat{n}}}$

Elements of Electromagnetics by Sadiku, (3<sup>rd</sup> Edition)  
5th. 6th. 7th

$$\Rightarrow \vec{A} \cdot \vec{B} = |\vec{A}| |\vec{B}| \cos \theta$$

① Commutative law:  $\vec{A} \cdot \vec{B} = \vec{B} \cdot \vec{A}$

② Distributive law =  $\vec{A} \cdot (\vec{B} + \vec{C}) = \vec{A} \cdot \vec{B} + \vec{A} \cdot \vec{C}$

$$\Rightarrow \vec{A} \times \vec{B} = AB \sin \theta \hat{n}$$

① It is not commutative.  $\rightarrow \vec{A} \times \vec{B} \neq \vec{B} \times \vec{A}$

it is "anti commutative"  $\Rightarrow \vec{A} \times \vec{B} = -\vec{B} \times \vec{A}$

② Associative law -  $\vec{A} \times (\vec{B} \times \vec{C}) \neq (\vec{A} \times \vec{B}) \times \vec{C}$

③ Distributive law -  $\vec{A} \times (\vec{B} + \vec{C}) = \underline{\vec{A} \times \vec{B} + \vec{A} \times \vec{C}}$

$$\vec{A} \times \vec{B} \Rightarrow \vec{A} = A_x \hat{x} + A_y \hat{y} + A_z \hat{z}$$

$$\vec{B} = B_x \hat{x} + B_y \hat{y} + B_z \hat{z}$$

$$\vec{A} \times \vec{B} = \begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix}$$

$$\vec{A} \times \vec{B} = \hat{x} (A_y B_z - A_z B_y) - \hat{y} (B_x A_z - A_x B_z) + \hat{z} (A_x B_y - B_x A_y)$$

Q.  $\underline{\underline{A}} = 3\underline{\underline{x}} + 4\underline{\underline{y}} + \underline{\underline{z}}$  &  $\underline{\underline{B}} = 2\underline{\underline{y}} - 5\underline{\underline{z}}$

find the angle between  $\underline{\underline{A}}$  &  $\underline{\underline{B}}$ .

Sol.

$$\underline{\underline{A}} \cdot \underline{\underline{B}} = |\underline{\underline{A}}| |\underline{\underline{B}}| \cos \theta$$

$$\begin{aligned} \underline{\underline{A}} \cdot \underline{\underline{B}} &= (3\underline{\underline{x}} + 4\underline{\underline{y}} + \underline{\underline{z}}) \cdot (2\underline{\underline{y}} - 5\underline{\underline{z}}) \\ &= 0 + 8 - 5(\underline{\underline{z}} \cdot \underline{\underline{z}}) = 8 - 5 = 3 \end{aligned}$$

Dot Product  
of two  
vectors.

"A scalar  
quantity"

Note: -

$$\underline{\underline{x}} \cdot \underline{\underline{x}} = |\underline{\underline{x}}| |\underline{\underline{x}}| \cos \theta = 1 \cdot 1 \cos 0^\circ = 1$$

↑  
Parallel

$$\underline{\underline{x}} \cdot \underline{\underline{y}} = |\underline{\underline{x}}| |\underline{\underline{y}}| \cos 90^\circ = 1 \cdot 1 \cdot 0 = 0$$

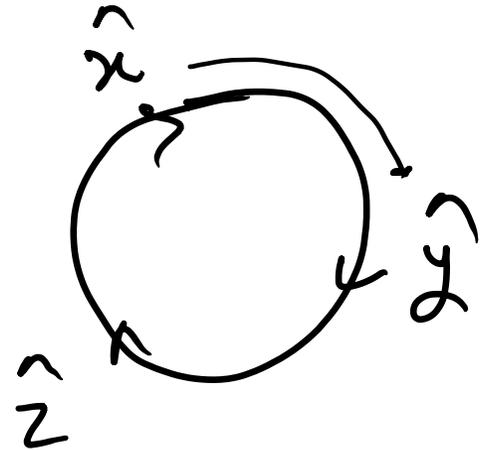
↑  
normal.

$$\cos \theta = \frac{\vec{A} \cdot \vec{B}}{|\vec{A}| |\vec{B}|} = \frac{3}{\sqrt{9+16+1} \cdot \sqrt{4+25}} = \frac{3}{\sqrt{26} \sqrt{29}}$$

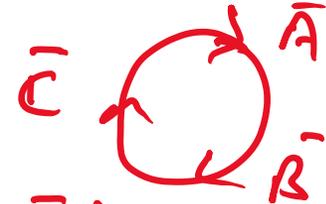
$$\theta = \cos^{-1} \left( \frac{3}{\sqrt{26} \sqrt{29}} \right) \rightarrow \underline{\text{Ans.}}$$

Cross product  $\rightarrow$

$$\left. \begin{array}{l} \hat{x} \times \hat{y} = \hat{z} \\ \hat{y} \times \hat{z} = \hat{x} \\ \hat{z} \times \hat{x} = \hat{y} \end{array} \right\} \begin{array}{l} \hat{y} \times \hat{x} = -\hat{z} \\ \hat{z} \times \hat{y} = -\hat{x} \\ \hat{x} \times \hat{z} = -\hat{y} \end{array}$$



## # Scalar triple product -



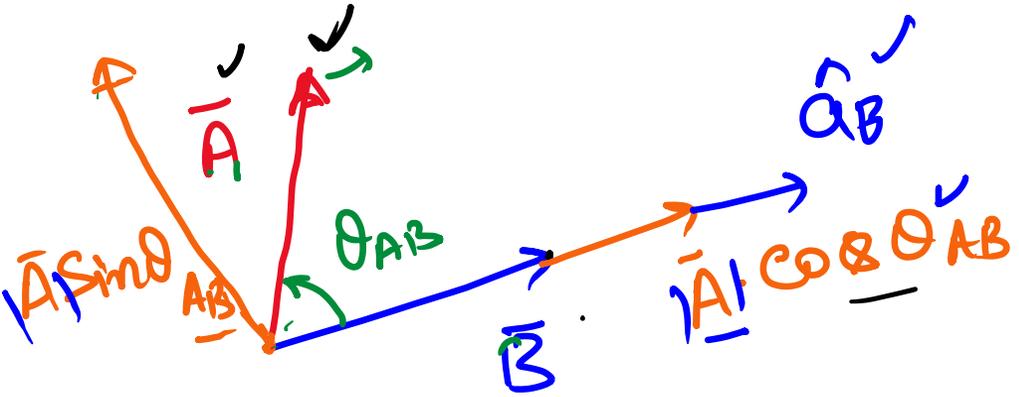
$$\vec{A} \cdot (\vec{B} \times \vec{C}) = \vec{B} \cdot (\vec{C} \times \vec{A}) = \vec{C} \cdot (\vec{A} \times \vec{B})$$

## # Vector triple product -

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

$\textcircled{BAC} - \textcircled{CAB}$

# Projection of a vector →



① find the <sup>Scalar</sup> Component of  $\vec{A}$  along  $\vec{B}$ .

② find the vector Component of  $\vec{A}$  along vector  $\vec{B}$ .

① Component of  $\vec{A}$  along  $\vec{B} \Rightarrow \underline{A_{AB}} = |\vec{A}| \cos \theta$

$$\underline{A_{AB}} = |\vec{A}| |\hat{u}_{AB}| \cos \theta = \vec{A} \cdot \hat{u}_{AB} \rightarrow \underline{\text{Scalar}}$$

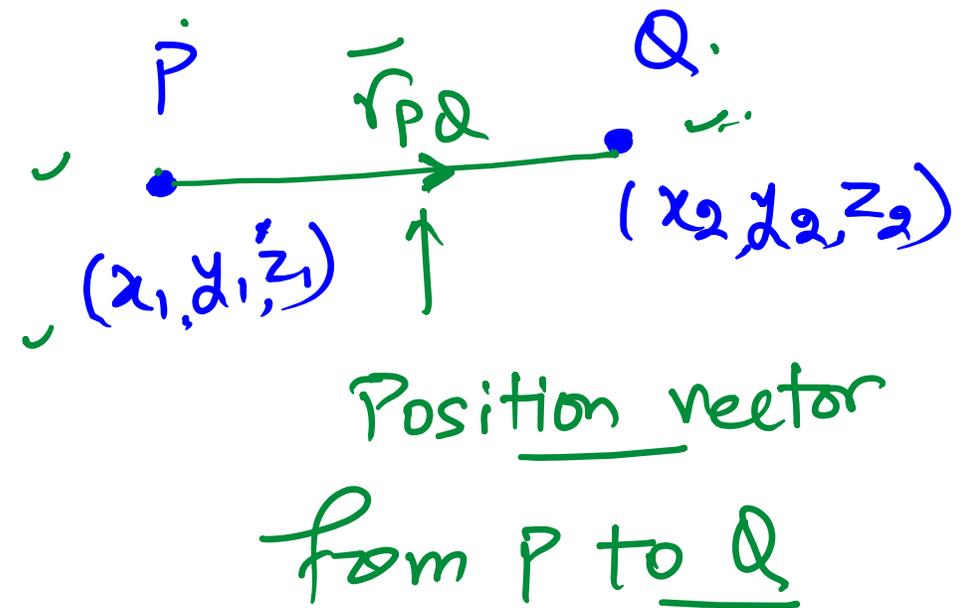
$$\vec{A} = A_x \hat{x} + A_y \hat{y} + A_z \hat{z} \Rightarrow \hat{u}_{AB} = \frac{\vec{B}}{|\vec{B}|} = \frac{B_x \hat{x} + B_y \hat{y} + B_z \hat{z}}{\sqrt{B_x^2 + B_y^2 + B_z^2}}$$

(2) The vector component of  $\vec{A}$  along  $\vec{B}$

$$\underline{\vec{A}_{\parallel B}} = A \cos \theta \cdot \hat{a}_B = \underbrace{(\vec{A} \cdot \hat{a}_B)}_{\text{Scalar Comp.}} \cdot \hat{a}_B$$

↑  
Vector Comp.

⇒ Position & distance -  
↑  
vector                      ↑  
                                  scalar



$$\vec{r}_{PQ} = (x_2 - x_1)\hat{x} + (y_2 - y_1)\hat{y} + (z_2 - z_1)\hat{z}$$

$$\text{Distance} = |\vec{r}_{PQ}| \rightarrow \text{between } P \text{ \& } Q$$
$$= \sqrt{\quad}$$



Solved Example - (1.3) ✓  
Assignment vector calculus -

Solve all the unsolved problems of chapter 1

Book - Elements of Electromagnetics by Sadiku  
(3<sup>rd</sup> edition) or any other too:

Time limit :- Two day up to 21/08/2021

Review Questions