$$\begin{bmatrix} 3.18 \\ b \end{bmatrix} V(r,\theta) = \sum_{l=0}^{\infty} \left( A_l r^l + \frac{B_l}{r^{l+1}} \right) P_l(\cos\theta)$$
V everywhere on a spherical shell is a given constant, i.e. V(R,  $\theta$ ) = V<sub>0</sub>.  
There are no charges inside the sphere.  
Which terms do you expect to appear when finding V(inside) ?  
A) Many A<sub>l</sub> terms (but no B<sub>l</sub>'s)  
B) Many B<sub>l</sub> terms (but no A<sub>l</sub>'s)  
C) Just A<sub>0</sub>  
D) Just B<sub>0</sub>  
E) Something else!







**Orthogonality**  

$$\int_{-1}^{1} P_{l}(x)P_{m}(x)dx = \begin{cases} \frac{2}{2l+1} & \text{if } l = m \\ 0 & \text{if } l \neq m \end{cases}$$
With:  $x = \cos\theta$  and:  $dx = -\sin\theta d\theta$ , we get:  

$$\int_{0}^{\pi} P_{l}(\cos\theta)P_{m}(\cos\theta)\sin\theta d\theta = \begin{cases} \frac{2}{2l+1} & \text{if } l = m \\ 0 & \text{if } l \neq m \end{cases}$$

3.17 Given  $V_0(\theta) = \sum_{l} C_l P_l(\cos(\theta))$  we want to get to the integral:  $\int_{-1}^{1} P_l(u) P_m(u) du = \begin{bmatrix} \frac{2}{2l+1}, l = m \\ 0, l \neq m \end{bmatrix}$ we can do this by multiplying both sides by: A)  $P_m(\cos\theta)$ B)  $P_m(\sin\theta)$ C)  $P_m(\cos\theta) \sin\theta$ D)  $P_m(\sin\theta) \cos\theta$ E)  $P_m(\sin\theta) \cos\theta$ 

E)  $P_m(sin\theta) sin\theta$ 

3.18  

$$V(r,\theta) = \sum_{l=0}^{\infty} \left( A_l r^l + \frac{B_l}{r^{l+1}} \right) P_l(\cos\theta)$$
Suppose V on a spherical shell is constant, i.e. V(R,  $\theta$ ) = V<sub>0</sub>.  
Which terms do you expect to appear when finding V(outside) ?  
A) Many A<sub>l</sub> terms (but no B<sub>l</sub>'s)  
B) Many B<sub>l</sub> terms (but no A<sub>l</sub>'s)  
C) Just A<sub>0</sub>  
D) Just B<sub>0</sub>  
E) Something else!!

3.19a  $P_{0}(\cos\theta) = 1, \qquad P_{1}(\cos\theta) = \cos\theta$   $P_{2}(\cos\theta) = \frac{3}{2}\cos^{2}\theta - \frac{1}{2}, \qquad P_{3}(\cos\theta) = \frac{5}{2}\cos^{3}\theta - \frac{3}{2}\cos\theta$ Can you write the function  $V_{0}(1 + \cos^{2}\theta)$ as a sum of Legendre Polynomials?  $V_{0}(1 + \cos^{2}\theta) \stackrel{???}{=} \sum_{l=0}^{\infty} C_{l}P_{l}(\cos\theta)$ A)No, it cannot be done B) It would require an infinite sum of terms C) It would only involve P<sub>2</sub> D) It would involve all three of P<sub>0</sub>, P<sub>1</sub> AND P<sub>2</sub> E) Something else/none of the above

3.19  $V(r,\theta) = \sum_{l=0}^{\infty} \left( A_l r^l + \frac{B_l}{r^{l+1}} \right) P_l(\cos\theta)$ Suppose V on a spherical shell is  $V(R,\theta) = V_0(1 + \cos^2\theta)$ Which terms do you expect to appear when finding V(inside) ? A) Many A\_l terms (but no B\_l's) B) Many B\_l terms (but no A\_l's) C) Just A\_0 and A\_2

D) Just  $B_0$  and  $B_2$ E) Something else!

<sup>3.19</sup>  
<sup>b</sup>  

$$V(r,\theta) = \sum_{l=0}^{\infty} \left( A_l r^l + \frac{B_l}{r^{l+1}} \right) P_l(\cos\theta)$$
  
Suppose V on a spherical shell is  
 $V(R,\theta) = V_0(1 + \cos^2\theta)$   
Which terms do you expect to appear  
when finding V(outside) ?  
A) Many A<sub>l</sub> terms (but no B<sub>l</sub>'s)  
B) Many B<sub>l</sub> terms (but no A<sub>l</sub>'s)  
C) Just A<sub>0</sub> and A<sub>2</sub>  
D) Just B<sub>0</sub> and B<sub>2</sub>  
E) Something else!

MD11-2	$\nabla^2 \mathbf{V} = 0$
Suppose that applying boundary conditions to Laplace's eguation leads to an equation of the form:	
$\sum C_1 P_1(\cos\theta) = 4 + 3\cos\theta$	$(x = \cos \theta)$
l=0	$P_0(x) = 1$
	$P_1(x) = x$
	$P_2(x) = (3x^2 - 1)/2$
Can you solve for the coefficients, the C 's ?	
A)No, you need at least one more equation to solve for any the C's.	
B) Yes, you have enough info to solve for all of the C's	
C)Partially. Can solve for $C_0$ and $C_1$ , but cannot solve for the other C's.	
D)Partially. Can solve for $\mathrm{C}_{\mathrm{o}},$ but cannot solve for the other C's.	



![](_page_3_Figure_3.jpeg)

![](_page_3_Figure_4.jpeg)

![](_page_3_Figure_5.jpeg)

3.21 b

> Does the previous answer change at all if you're asked for V *outside* the sphere?

a) yes

b) No

![](_page_4_Figure_5.jpeg)

![](_page_4_Figure_6.jpeg)