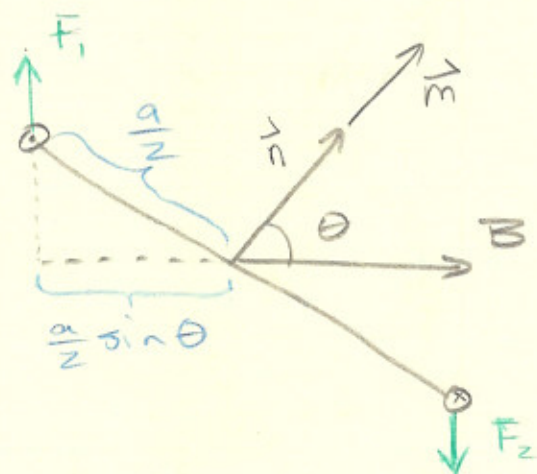
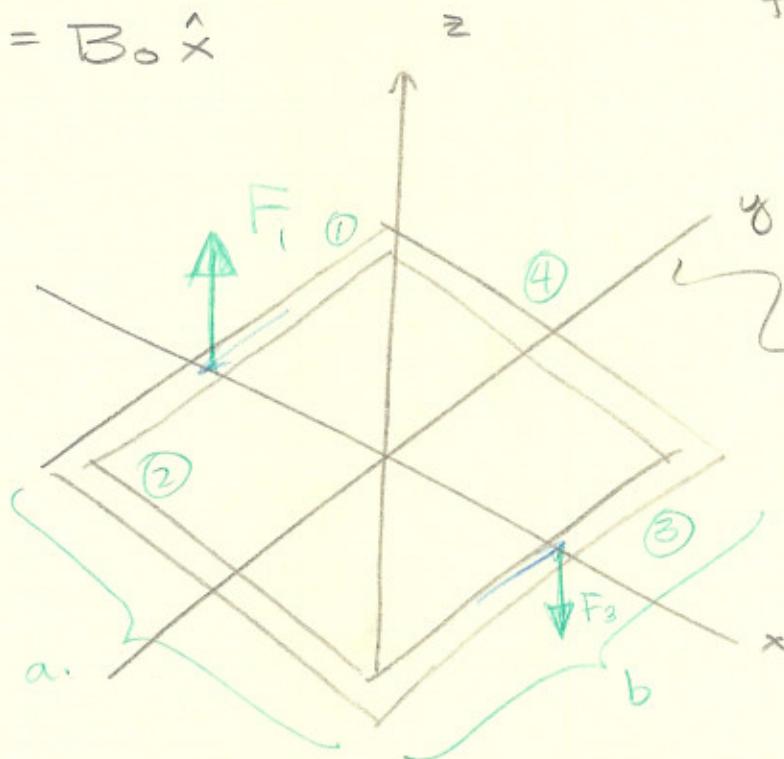


$$\mathbf{B} = B_0 \hat{x}$$

I call it Mike,  
fine dining.



pivot  
axis.



$$\vec{\tau}_1 = \vec{r}_1 \times \vec{F}$$

$$\vec{r}_1 = \left\langle -\frac{a}{2} \sin \theta, 0, \frac{a}{2} \cos \theta \right\rangle$$

$$\begin{aligned} \vec{\tau}_1 &= \int_{l_1} I d\vec{l}_1 \times \vec{B} = \int_{l_1} (-I dy \hat{y}) \times (B_0 \hat{x}) \\ &= I_1 b B_0 \hat{z} \end{aligned}$$

$$\vec{\tau}_1 = \begin{bmatrix} \hat{x} & \hat{y} & \hat{z} \\ -\frac{a}{2} \sin \theta & 0 & \frac{a}{2} \cos \theta \\ 0 & 0 & I b B_0 \end{bmatrix}$$

$$= -\hat{y} \left( -\frac{a}{2} \sin \theta I b B_0 \right)$$

$$= \frac{a I b B_0}{2} \sin \theta \hat{y}$$

$$|\vec{m}| = I \cdot \text{Area}$$

magnetic dipole moment.

$$\vec{\tau}_2 = \vec{r}_2 \times \vec{F}_2$$

$$\vec{r}_2 = \frac{b}{2} \hat{y}$$

we see here that  $\vec{r}_2$  is parallel with the  $B$  field, therefore it's  $\tau$  is zero.

$\vec{\tau}_3$  is quite clearly  $+\vec{\tau}_1$

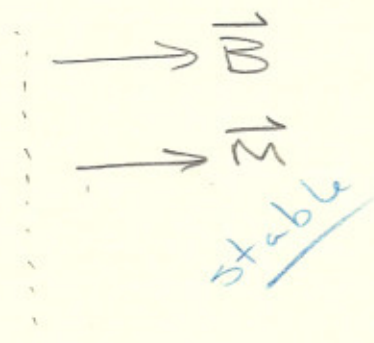
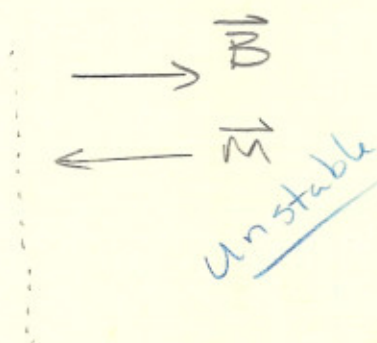
$$\vec{\tau}_3 = \vec{r}_3 \times \vec{F}_3$$

$$\vec{r}_3 = \left\langle \frac{a}{2} \sin \theta, 0, -\frac{a}{2} \cos \theta \right\rangle = -\vec{r}_1$$

$$\vec{F}_3 = \int_{l_2} (I d\vec{y} \hat{y}) \times \vec{B} = -\vec{F}_1$$

$$\tau_3 = \tau_1$$

$$\vec{\tau}_{\text{net}} = \vec{\tau}_1 + \vec{\tau}_3 = IabB_0 \sin\theta \hat{y}$$



$$\vec{F} \sim \nabla (\vec{M} \cdot \vec{B})$$

## Magnetic Materials

Magnetism is a quantum magnetic effect

Paramagnets	}	Proportional to the <u>B-field</u>
Diamagnets		
Ferromagnets	}	very non-proportional to magnetic <u>field</u>

↳ idiot

↳ idiot

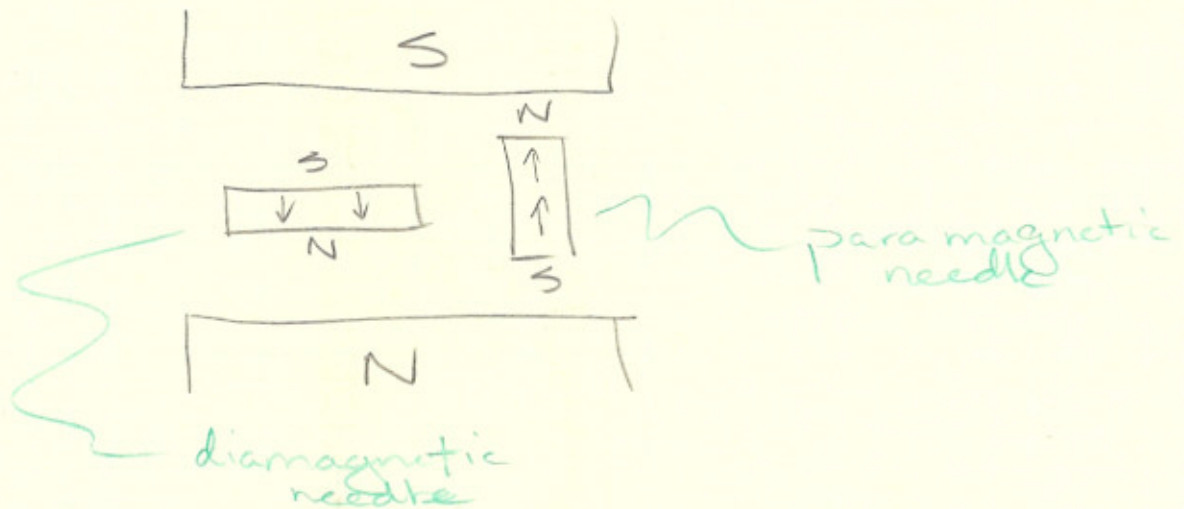
$\vec{M} \sim$  can be expressed in terms of angular momentum of  $e^-$  circulating about the nucleus.

"After vigorous handwaving"

In diamagnets,  $\vec{M}$  is in the reverse direction of  $\vec{B}$  ( $l=0$ ; even atomic #'s)



Spin of electrons is also a source of angular momentum. This spin is what makes paramagnetism work.



We magnetise an iron rod by placing it in a solenoid; we reach a saturation point



We