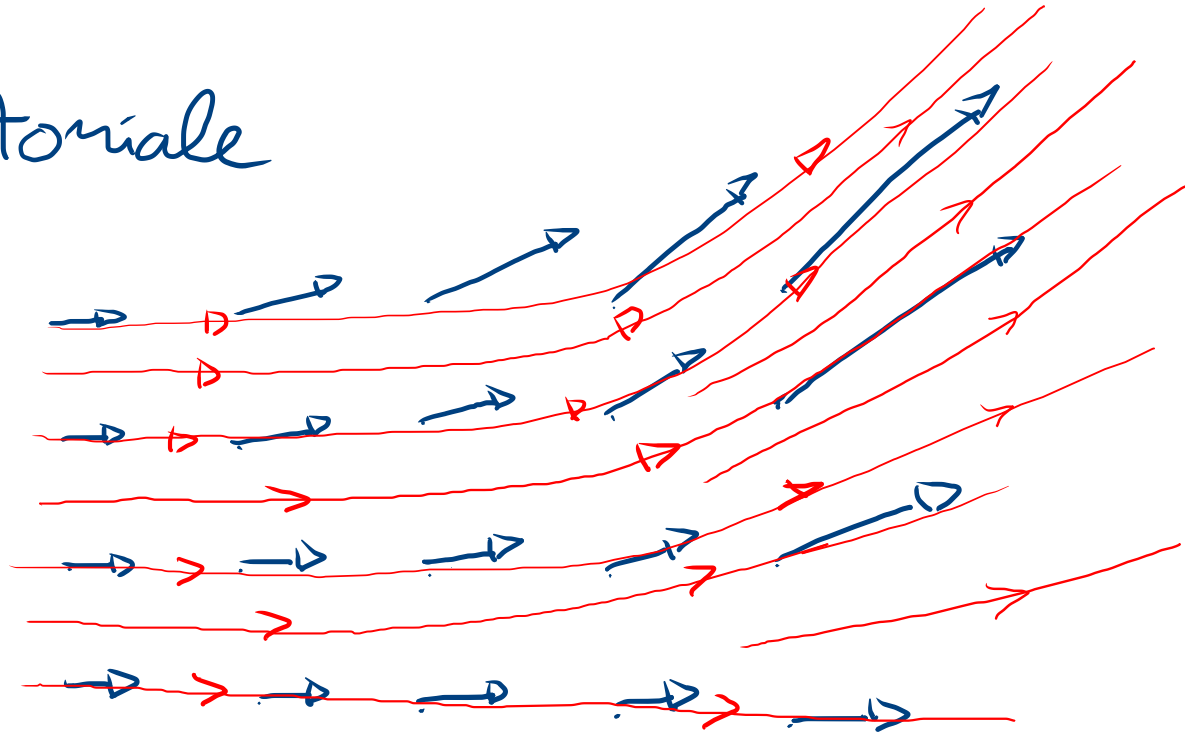


# APPROFONDIMENTO 1: CAMPO DI FORZE

Campo vettoriale

①



representatione  
"pu punti"

②

representatione "pu linee di forza"

l'intensità della forza si rende con la  
densità delle linee di forza

# FORZA DI LORENTZ

$$\vec{E}(\vec{r}; t)$$

$$\vec{B}(\vec{r}; t)$$

Forza di Lorentz : carica  $q$   
velocità  $\vec{v}$

$$\vec{F} = q(\vec{E} + \vec{v} \times \vec{B})$$

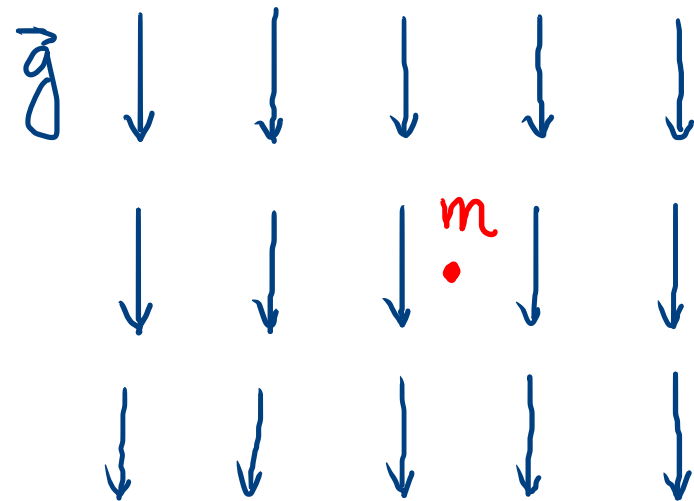
se  $\vec{B} = 0$

$$\vec{F} = q\vec{E}$$

# FORZA PESO

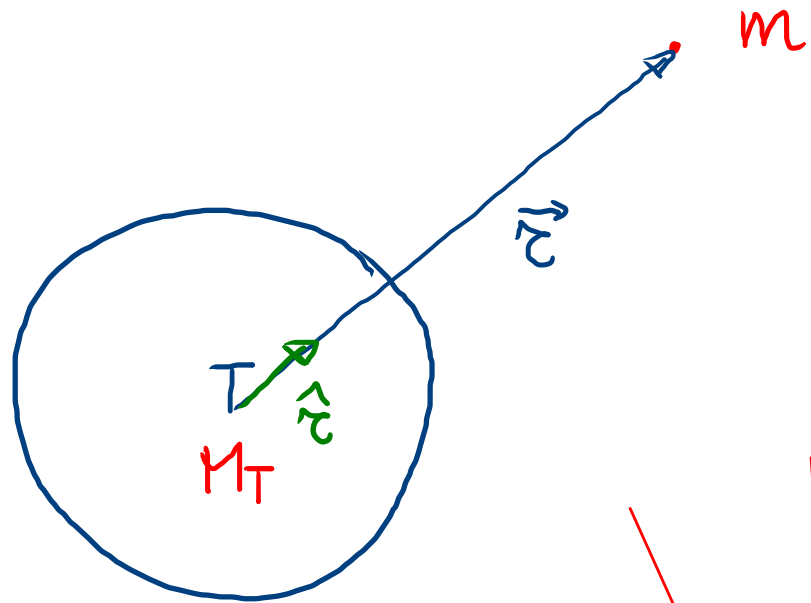
$$\vec{P} = m\vec{g}$$

Esiste un campo vettoriale costante  $\vec{g}$



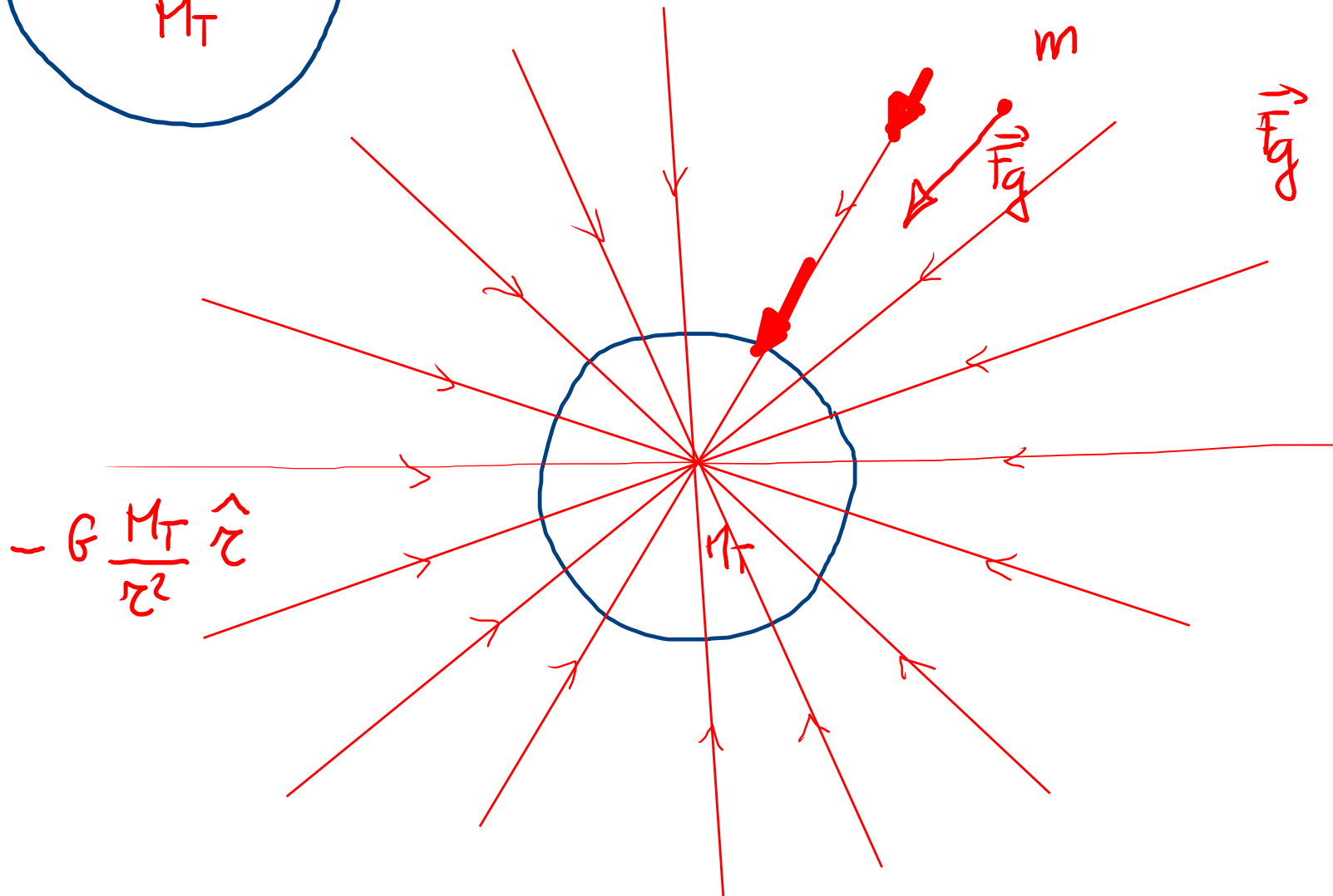
$$\Rightarrow \vec{P} = m\vec{g}$$

# FORZA GRAVITAZIONALE



$$\vec{F}_g = -G \frac{M_T \cdot m}{r^2} \hat{r}$$

$$\hat{r} = \frac{\vec{r}}{r}$$



$$\vec{F}_g = m \cdot \left( -G \frac{M_T}{r^2} \hat{r} \right)$$

$$-G \frac{M_T}{r^2} \hat{r}$$

# ENERGIA POTENZIALE & CAMPI DI FORZE

$$\mathcal{L} = -\Delta U$$

$$\text{in 1D, } \mathcal{L} = F \cdot \Delta x \quad (F \text{ e } \Delta x \text{ paralleli})$$

$$F \cdot \Delta x = -\Delta U$$

$$F = -\frac{\Delta U}{\Delta x}$$

$\lim_{\Delta x \rightarrow 0}$

$$F = -\frac{dU}{dx}$$

in 3D,

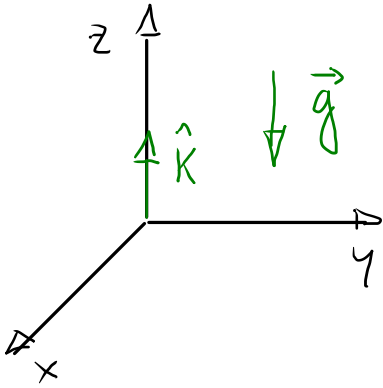
$$\vec{F} = -\left( \frac{\partial U}{\partial x} \hat{i} + \frac{\partial U}{\partial y} \hat{j} + \frac{\partial U}{\partial z} \hat{k} \right)$$

$$\vec{F} = -\text{grad } U = -\nabla U$$

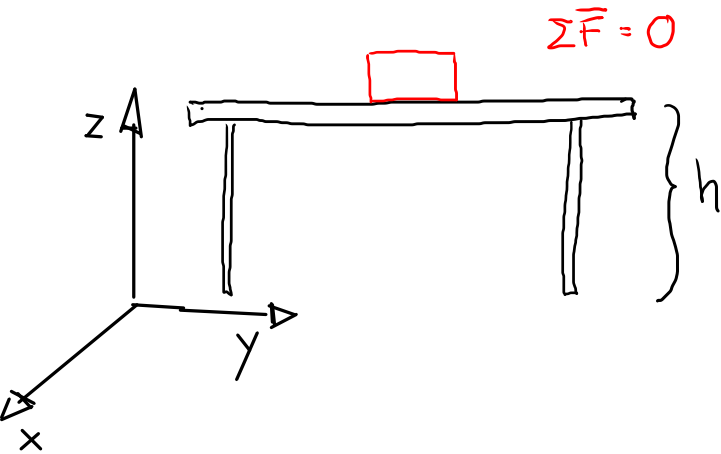
$\nearrow$   
campo vettoriale

$\nearrow$   
 $U$  è un campo scalare  
definisce uno scalare in  
ogni  $\vec{r}$  ed in ogni  $t$

ESEMPIO: forza peso e  $U = mgz$



$$\begin{aligned}\vec{F} &= -\vec{\nabla} U \\ &= -\left(\frac{\partial U}{\partial x} \hat{i} + \frac{\partial U}{\partial y} \hat{j} + \frac{\partial U}{\partial z} \hat{k}\right) \\ &= -\left(0 + 0 + mg \hat{k}\right) \\ &= -mg \hat{k} = m\vec{g}\end{aligned}$$

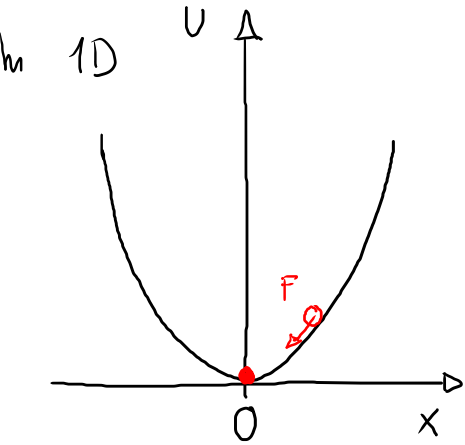


$$U = mgz \Big|_{z = \text{cost} = h} = mgh$$

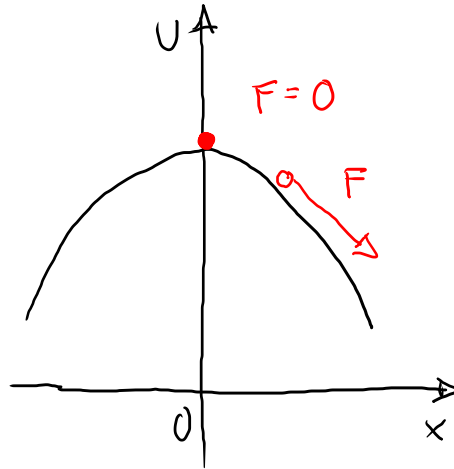
$$\begin{aligned}\vec{F} &= -\vec{\nabla} U \\ &= -(0 + 0 + 0) = 0\end{aligned}$$

# EQUILIBRIO

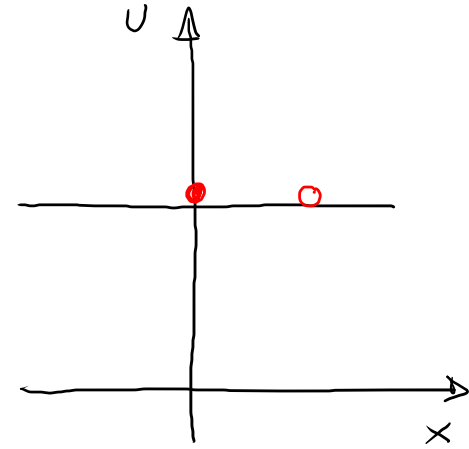
$$F = -\nabla U$$



eq. stabile



eq. instabile



eq. indifferente

