

Geometric Electro-Magnetic Field Equations for Particles with Charge and Spin

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APS / GPS2025
MAR-R00 #455
20-Mar-2025

The complete and self-consistent "Maxwell" equations are displayed algebraically, describing (time-delayed) force and torque interactions between moving particles with charge and spin.

The algebra is the **4-level Grassmann linear algebra** describing 3D Euclidean space, with BasisElements of { **3 Vectors, 1 Point** }, generating structures for particles distinct from lines, planes, and volumes. Here, this is denoted, here denoted **G3p1**.

With this full algebra, **Forces** from 2 particles can add to become a **Torque**, and two linear Flows can add to become a **Circulation**.

With similar clarity, the algebra describes the motional "transformations" between vector electric \vec{E} and bi-vector magnetic \hat{B} through 1st order (v/c) motion of an origin Point, without 2nd order space-time algebra effects.

Thus, the algebra explicitly distinguishes between conduction currents and the (orthogonal) spin/circulation currents; and between dynamic effects such as spin-transfer Torque, and entropic effects such as conduction Resistance or magnetization damping.

Geometrically, there are two fundamental lengths in electro-magnetism: the "classical radius of the electron $R_e = e^2/m_e c^2 = 2.82 \text{ pm}$ (10^{-15} m), which scales the electric interaction energy between two charges; and the "Compton wavelength", here denoted $D_v = \hbar c / m_e c^2 = 386 \text{ pm}$, which scales the magnetic dipole moment of a *single* electron Spin.

Significantly, a single propagating E-M wave necessarily links both together, with $|\vec{E}| = |\hat{B}|$ in magnitude. Moreover, as a bi-vector, \hat{B} squares to *negative*, making $\hat{B}^2 = -1$; and this agrees with the first Lorentz invariant, generally written as $E^2 - B^2 = 0$. Thus, a single E-M wave emanated from a particle does not by itself carry energy; but rather *two oppositely propagating waves* are required to transfer energy from one particle to another. This is closely analogous to the QM combination of $\Psi \Psi^*$.

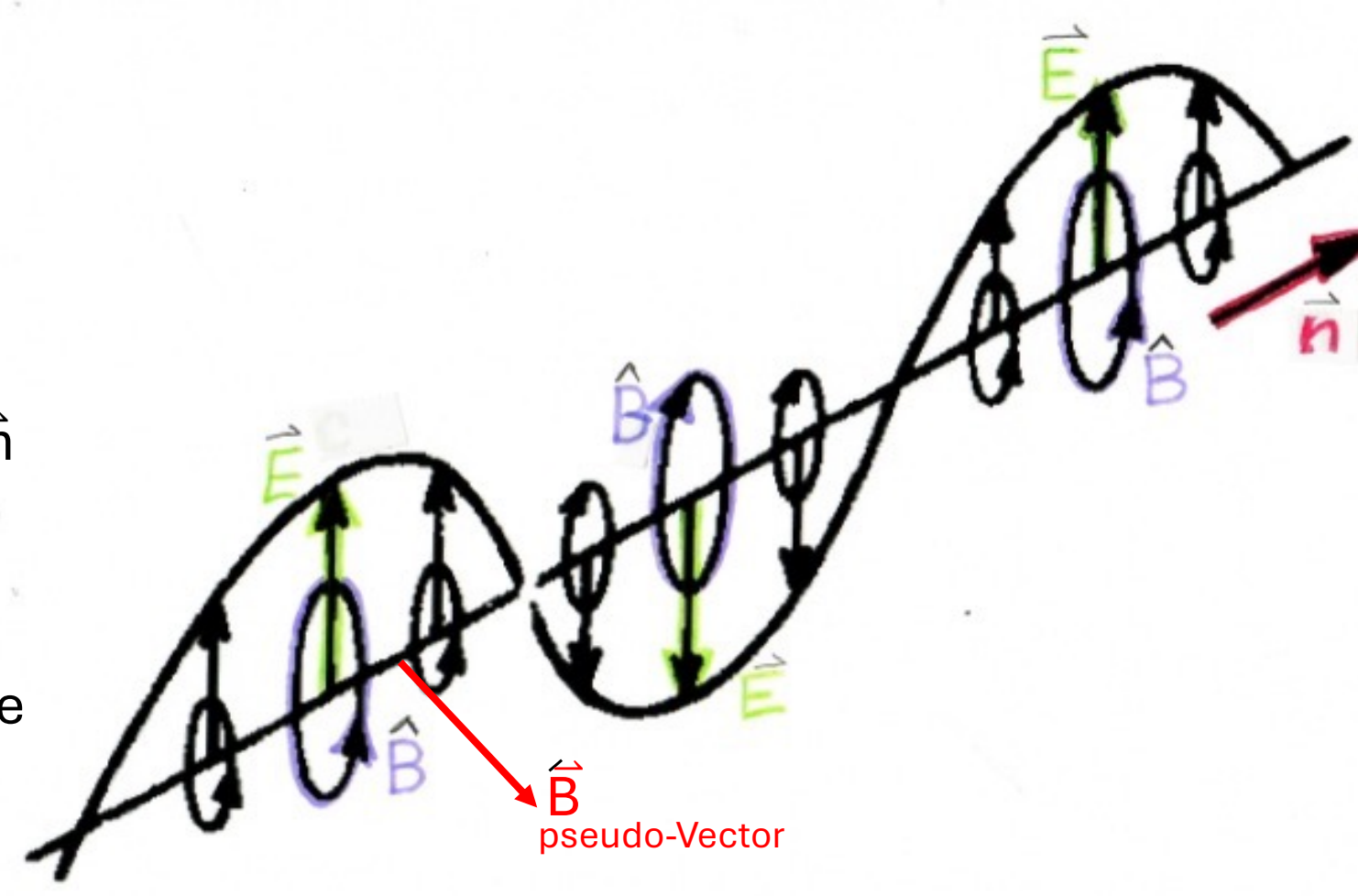
Understanding these geometrical structures can substantially clarify the meaning of complex probability wave function analysis.

Supported by ONR, NSF, DOE, and AFOSR. Full poster at NNP.ucsd.edu /GeoLocCau2.

Travelling EM Waves from a single Particle (Charge & Spin) are NilPotent; Interaction with 2nd Particle transfers Force & Torque.

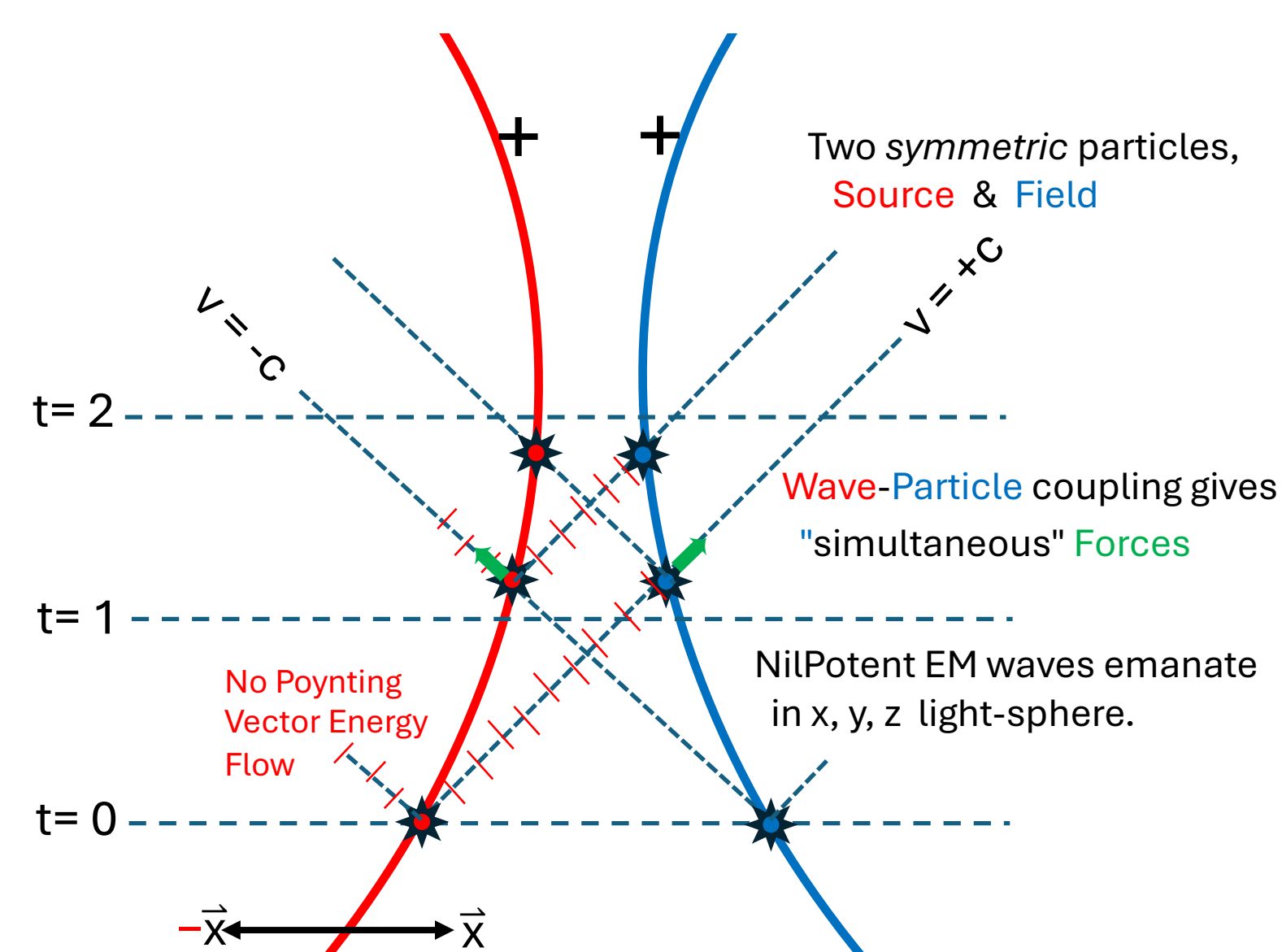
Always "Transverse"

with $|\vec{E}| = |\hat{B}|$
and $\vec{E} \perp \hat{n}$ and $\hat{B} \parallel \hat{n}$



NilPotent Travelling Wave

when $\vec{E} \parallel \hat{B}$
i.e. $\vec{E} \perp \hat{B}$



G3p1 linear algebra connects Fields to Particle Sources

cl3 Fluid Maxwell

$$\nabla \circ \vec{E} = 4\pi(\rho_+ - \rho_-)$$

$$\nabla \wedge \hat{B} = \nabla \circ \vec{B} = 0$$

$$\nabla \times \vec{E} + \frac{\partial}{\partial ct} \vec{B} = 0$$

$$-\nabla \circ \hat{B} = \nabla \times \vec{B} = 4\pi \vec{J}_c + \frac{\partial}{\partial ct} \vec{E}$$

Length scales of E & M

$$R_e = \frac{e^2}{m_e c^2}$$

$$D_v = \frac{\hbar c}{m_e c^2}$$

c defines Time

G3p1

$$\vec{r}_{sf} = P_s - P_f$$

$$\nabla \circ \vec{E} = \int d^3x \left\{ q_s \frac{P_s(\tau)}{R_{sf}} \left(1 + \frac{d_{//}}{R_{sf}} \right) \right\}_{t=R/c}$$

$$\nabla \times \vec{E} = -\frac{\partial}{\partial ct} \hat{B}$$

$$\nabla \circ \hat{B} = -\frac{\partial}{\partial ct} \vec{E}$$

$$\nabla \times \hat{B} = \int d^3x \left\{ q_s \frac{\tilde{M}_B(\tau)}{R_{sf}} \right\}_{t=R/c} \quad \tilde{M}_B = q_s \frac{D_v}{2} c \tilde{S}$$

Energy

$$\mathcal{E} = q_f \phi - \tilde{M}_f \wedge \hat{B}$$

Force

$$\vec{F}_f = q_f (R_e) \left\{ \vec{E} - \vec{\beta}_f \circ \hat{B} + \tilde{M}_f \circ \vec{A} \right\}$$

Torque

$$\hat{\tau}_f = q_f (R_e) \left\{ \tilde{M}_f \wedge (\vec{\beta}_f \wedge \vec{E} - \hat{B}) \right\}$$

Geometric Linear Algebras

clm \equiv Clifford "Geometric Algebra"
m Basis Elements, all **Vectors** (Hestenes.)

? SpcDim

Geometric Product : $\vec{A} \circ \vec{B} = \vec{A} \cdot \vec{B} + \vec{A} \wedge \vec{B}$

Gnp1 \equiv Grassmann Extension Theory
n+1 Basis Elements : **1 Point, n Vectors**

or : n+1 Points **n SpcDim**

\hat{P} Point $\vec{e}_1 = \hat{P}_1 - \hat{P}_0$ FreVec
 $\hat{P} \wedge \vec{e}_1$ BndVec $\hat{U} = \vec{e}_1 \wedge \vec{e}_2$ FreBiVec circulation
 $\hat{P} \wedge \vec{e}_1 \wedge \vec{e}_2$ BndBiVec $\hat{T} = \vec{e}_1 \wedge \vec{e}_2 \wedge \vec{e}_3$ FreTriVec
 $\hat{P} \wedge \vec{e}_1 \wedge \vec{e}_2 \wedge \vec{e}_3$ BndTriVec

G3p1 gives full structures *needed* for geometric Particle/Field interactions in real 3-Space

$$\check{u} = \sqrt[2]{1}$$

$$\check{i} = \sqrt[4]{1}$$

	g0	g1	g2	g3	g4	3 SpcDim	
G3p1 $N_{BasEl}=4$	scalar s P_0 $P_1 - P_0 = \vec{e}_1$ $P_2 - P_0 = \vec{e}_2$ $P_3 - P_0 = \vec{e}_3$	\vec{E} $P_0 \wedge \vec{e}_1 = \vec{B}_1$ $P_0 \wedge \vec{e}_2 = \vec{B}_2$ $P_0 \wedge \vec{e}_3 = \vec{B}_3$	\vec{E} $\vec{e}_2 \wedge \vec{e}_3 = \hat{U}_1$ $\vec{e}_3 \wedge \vec{e}_1 = \hat{U}_2$ $\vec{e}_1 \wedge \vec{e}_2 = \hat{U}_3$	\hat{B} $\vec{e}_1 \wedge \hat{U}_1 = \tilde{T}_3$ $P_0 \wedge \hat{U}_1 = \tilde{S}_1$ $P_0 \wedge \hat{U}_2 = \tilde{S}_2$ $P_0 \wedge \hat{U}_3 = \tilde{S}_3$	\tilde{M}_B $\hat{P}_0 \wedge \tilde{T}_3 = \tilde{I}_4$	\tilde{H}_B \tilde{I}_4	E&M $\check{u}_0 \check{u}_x \check{u}_y \check{u}_z$ $\check{u}_x \check{u}_y \check{u}_z$
cl3 $N_{BasEl}=3$	s \vec{e}_1 \vec{e}_2 \vec{e}_3	\vec{E} \vec{e}_1 \vec{e}_2 \vec{e}_3	\hat{B} $\vec{e}_2 \wedge \vec{e}_3 = \hat{U}_1$ $\vec{e}_3 \wedge \vec{e}_1 = \hat{U}_2$ $\vec{e}_1 \wedge \vec{e}_2 = \hat{U}_3$	\tilde{M}_B $\hat{I}_3 = \vec{e}_1 \wedge \vec{e}_2 \wedge \vec{e}_3$	\tilde{H}_B \hat{I}_3	$\check{u}_x \check{u}_y \check{u}_z$	
G2p1 $N_{BasEl}=3$	s P_0 $P_1 - P_0 = \vec{e}_1$ $P_2 - P_0 = \vec{e}_2$	\vec{E} \vec{e}_1 \vec{e}_2	\hat{B} $P_0 \wedge \vec{e}_1$ $P_0 \wedge \vec{e}_2$	\tilde{M}_B $\hat{I}_3 = P_0 \wedge \vec{e}_1 \wedge \vec{e}_2$	\tilde{H}_B \hat{I}_3	$\check{u}_0 \check{u}_x \check{u}_y$ $\check{u}_x \check{u}_y$	
cl2 $N_{BasEl}=2$	s \vec{e}_1 \vec{e}_2	\vec{E} \vec{e}_1 \vec{e}_2	\hat{B} \vec{e}_1 \vec{e}_2	\tilde{M}_B $\hat{I}_2 = \vec{e}_1 \wedge \vec{e}_2$	\tilde{H}_B \hat{I}_2	$\check{u}_x \check{u}_y$	
G1p1 $N_{BasEl}=2$	s P_0 $P_1 - P_0 = \vec{e}_1$	\vec{E} \vec{e}_1	\hat{B} \vec{e}_1	\tilde{M}_B $\hat{I}_2 = P_0 \wedge \vec{e}_1$	\tilde{H}_B \hat{I}_2	$\check{u}_0 \check{u}_x$	

G0p1 \check{u}_A \check{u}_B \check{u}_C \check{u}_D \check{u}_E \check{u}_F \check{u}_G \check{u}_H \check{u}_I \check{u}_J \check{u}_K \check{u}_L \check{u}_M \check{u}_N \check{u}_O \check{u}_P \check{u}_Q \check{u}_R \check{u}_S \check{u}_T \check{u}_U \check{u}_V \check{u}_W \check{u}_X \check{u}_Y \check{u}_Z

G0pm \check{u}_A \check{u}_B \check{u}_C \check{u}_D \check{u}_E \check{u}_F \check{u}_G \check{u}_H \check{u}_I \check{u}_J \check{u}_K \check{u}_L \check{u}_M \check{u}_N \check{u}_O \check{u}_P \check{u}_Q \check{u}_R \check{u}_S \check{u}_T \check{u}_U \check{u}_V \check{u}_W \check{u}_X \check{u}_Y \check{u}_Z (independent)

Boolean (Sets)

A = { 0 No / Out / Tails
1 Yes / In / Heads } \check{u}

Not \check{u}
 \wedge or
 \vee and

$A \wedge B = \overline{A \vee \overline{B}}$
 $A \vee B = \overline{A \wedge \overline{B}}$