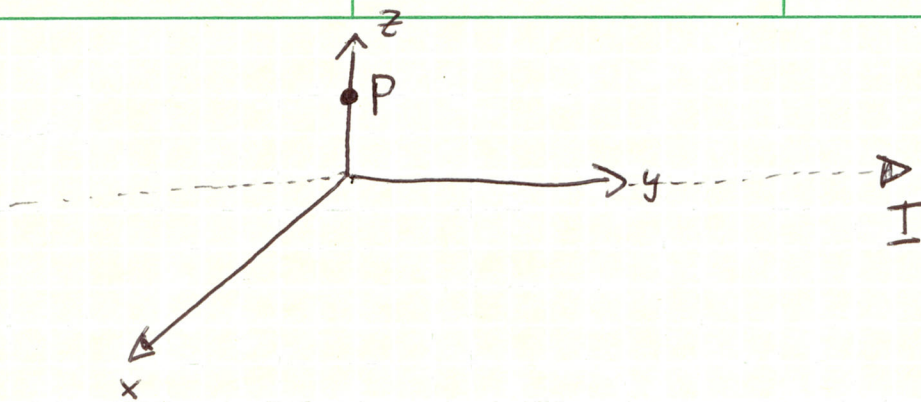
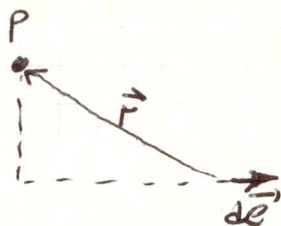




$P(x=0, y=0, z)$ ← Want $\vec{B}$ at this point

By Ampere's law $\vec{B} = +\frac{\mu_0 I}{2\pi z} \hat{x}$

Can also be obtained by integrating along the wire



$$d\vec{B} = \frac{\mu_0 I}{4\pi} \frac{d\vec{\ell} \times \hat{r}}{r^2} \quad d\vec{\ell} = dy \hat{y}$$

$$\vec{r} = -y \hat{y} + z \hat{z} \quad r = \sqrt{y^2 + z^2}$$

$$\hat{r} = -\frac{y}{r} \hat{y} + \frac{z}{r} \hat{z}$$

$$d\vec{\ell} \times \hat{r} = \begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ 0 & dy & 0 \\ 0 & -\frac{y}{r} & \frac{z}{r} \end{vmatrix} = \frac{z dy}{r} \hat{x}$$

$$\vec{B} = \frac{\mu_0 I}{4\pi} \hat{x} \int_{-\infty}^{\infty} \frac{z dy}{(y^2 + z^2)^{3/2}}$$

$$\vec{B} = \frac{\mu_0 I z}{4\pi} \hat{x} \int_{-\infty}^{\infty} \frac{dy}{(y^2 + z^2)^{3/2}} = \frac{\mu_0 I z}{4\pi} \left[\frac{y}{z^2 \sqrt{z^2 + y^2}} \right]_{-\infty}^{\infty} \hat{x}$$

$$\vec{B} = \frac{\mu_0 I z}{4\pi} \left[\frac{2}{z^2} \right] \hat{x}$$

$$\boxed{\vec{B} = \frac{\mu_0 I}{2\pi z} \hat{x}}$$

Can also do via $\vec{A}$ instead of $\vec{B}$

$$d\vec{A} = \frac{\mu_0 I}{4\pi} \frac{d\vec{\ell}}{r}$$

$$\vec{A} = \frac{\mu_0 I \hat{y}}{4\pi} \int_{-\infty}^{\infty} \frac{dy}{\sqrt{y^2 + z^2}} = \frac{\mu_0 I}{2\pi} \hat{y} \int_0^{\infty} \frac{dy}{\sqrt{y^2 + z^2}}$$

Since $\int \frac{dx}{\sqrt{x^2 + a^2}} = \log |x + \sqrt{x^2 + a^2}|$ this looks like a disaster because the integral diverges

But do it with an upper limit of integration instead

$$\vec{A} = \frac{\mu_0 I}{2\pi} \hat{y} \int_0^{y_{\text{MAX}}} \frac{dy}{\sqrt{y^2 + z^2}} = \frac{\mu_0 I}{2\pi} \hat{y} \log z$$

$$\vec{A} = \frac{\mu_0 I}{2\pi} \hat{y} \left[\log |y_{\text{MAX}} + \sqrt{y_{\text{MAX}}^2 + z^2}| - \log z \right]$$

This is the interesting part

Now let $y_{\text{MAX}} \rightarrow \infty$

$$\vec{A} = -\frac{\mu_0 I \log z}{2\pi} \hat{y} + \underbrace{\frac{\mu_0 I \log 2y_{\text{MAX}}}{2\pi} \hat{y}}_{\text{this is a constant}}$$

Since eventually $\vec{B} = \vec{\nabla} \times \vec{A}$, ie, I need to take a bunch of derivatives, the constant doesn't matter and can be dropped - Take $A = -\frac{\mu_0 I \log z}{2\pi} \hat{y}$

$$\vec{B} = \vec{\nabla} \times \vec{A} = -\frac{\mu_0 I}{2\pi} \begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ 0 & \log z & 0 \end{vmatrix} = -\frac{\mu_0 I}{2\pi} \left(-\frac{1}{z} \right) \hat{x} = \frac{\mu_0 I}{2\pi z} \hat{x}$$