Orthogonal Tensor

Transformation Matrix between two Rectangular Cartesian Coordinates

Transformation law for Contesion Components of a Vector/Tensor

A topic from earlier sessions:

$$T_{12} = e_1 \cdot T_{e_2} = \begin{bmatrix} 1 & 0 & 0 \end{bmatrix} \begin{bmatrix} T_{11} & T_{12} & T_{13} \\ T_{21} & T_{22} & T_{23} \end{bmatrix} \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}$$

$$= \begin{bmatrix} T_{11} & T_{12} & T_{13} \end{bmatrix} \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} = T_{12}$$

Orthogonal Tensor (Q): An orthogonal tensor is a tensor which transform a vector while

preserves its length and angle.

$$|Qa| = |a|$$
 preserves
 $|Qb| = |b|$ length

$$cos(a,b) = cos(Qa,Qb)$$
preserves angle

$$QQ^T = Q^TQ = I$$

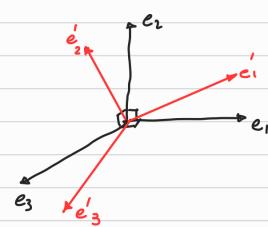
$$Q' = Q^T$$

Matrix form:

Determinant of an orthogonal tensor:

$$|[a][a]^{T}| = |1|$$

Transformation Matrix between two Rectangular Cartesian Coordinates:



$$Q_{11} = e_1 \cdot Q_{e_1} = e_1 \cdot Q_{m_1}e_m = e_1 \cdot (Q_{11}e_1 + Q_{21}e_2 + Q_{31}e_3)$$

$$Q_{m_1}e_m$$

$$= Q_{11} \cdot e_1 \cdot e_1 + Q_{21}e_1 \cdot e_2 + Q_{31}e_1 \cdot e_3 = Q_{11}$$

$$\delta_{11} \cdot \delta_{12} \cdot \delta_{13}$$

Example 2-16.1

$$e_{1} = e_{2} = e_{3}$$

$$e_{1} = \cos\theta = \cos\left(\frac{x}{2} + \theta\right) = \cos\left(\frac{x}{2}\right) = \begin{bmatrix} \cos\theta - \sin\theta & 0 \\ \sin\theta & \cos\theta & \cos\left(\frac{x}{2}\right) \\ \cos\left(\frac{x}{2} - \theta\right) & \cos\theta & \cos\left(\frac{x}{2}\right) \end{bmatrix} = \begin{bmatrix} \sin\theta & \cos\theta & 0 \\ \sin\theta & \cos\theta & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Transformation Law for Cortesian Components of a Vector:

$$a_i = a \cdot e_i$$

$$\begin{bmatrix} a'_{1} \\ a'_{2} \\ a'_{3} \end{bmatrix} = \begin{bmatrix} Q_{11} & Q_{21} & Q_{31} \\ Q_{12} & Q_{22} & Q_{32} \\ Q_{13} & Q_{23} & Q_{33} \end{bmatrix} \begin{bmatrix} a_{1} \\ a_{2} \\ a_{3} \end{bmatrix}$$

Transformation Law for Cortesian Components of a Tensor:

You should differentiate between (1) [T] = [Q] [T] [Q] (2) $T = Q^T T Q$

natice form tensorial form

to calculate T components in the primed coordinate system

the multiplication of three fensor

$$T = \begin{bmatrix} 0 & 1 & 0 \\ 1 & 2 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$Q = e_{2} \begin{bmatrix} \cos(\frac{\overline{\lambda}}{2}) & \cos(\overline{\lambda}) & \cos(\frac{\overline{\lambda}}{2}) \\ \cos(0) & \cos(\frac{\overline{\lambda}}{2}) & \cos(\frac{\overline{\lambda}}{2}) \end{bmatrix} = \begin{bmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \end{bmatrix}$$

$$e_{3} \begin{bmatrix} \cos(\frac{\overline{\lambda}}{2}) & \cos(\frac{\overline{\lambda}}{2}) & \cos(\frac{\overline{\lambda}}{2}) \\ \cos(\frac{\overline{\lambda}}{2}) & \cos(\frac{\overline{\lambda}}{2}) & \cos(\frac{\overline{\lambda}}{2}) \end{bmatrix}$$

$$Cos\left(\frac{\overline{k}}{2}\right) = Cos\left(\frac{\overline{k}}{2}\right) = Cos(o).$$

$$T' = [Q]^T[T][Q] = \begin{bmatrix} 0 & 1 & 0 & 1 & 0 & 1 & 0 \\ -1 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 1 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 0 & 1 & 0 & 0 & 1 \\ 1 & 2 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 & 1 \end{bmatrix}$$

$$T_{12} = ? \qquad Eq (2.18.9) : T_{ij} = [e_{i}]^{T}[T][e_{j}]$$

$$T_{12} = e_{1}' . Te_{2}' = e_{2} . T(-e_{1}) = -e_{2} . Te_{1} = -T_{21} = -1$$

$$e_{1}' = Qe_{1} = Q_{j1} e_{j} = Q_{11}e_{1} + Q_{21}e_{2} + Q_{31}e_{3}$$

$$= 0 + e_{2} + 0 = e_{2}$$

$$Q = \begin{bmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$e_{2}' = Qe_{2} = Q_{j2}e_{j} = Q_{12}e_{1} + Q_{22}e_{2} + Q_{32}e_{3}$$

$$= -e_{1} + 0 + 0 = -e_{1}$$