Tersor transformation Transformation rules (addition, multiplication, quotient) Tensor Transformation: zero-order tensor ai = Qmiam first order tensor (vector) Tij = Qmi Qnj Tmn second order tensor (tensor) Sijk = Qmi Qnj Qrk Smnr third-order tensor Cijkl = Qmi Qnj Qpk Qql Cmnpq fourth-order tensor Transformation Rules: The addition rule:

Wijk = ami anjark Wmnr

Tijk + Sijk = ami anjark Tmnr + ami anjark Smnr

= Qmi Qnj Qrk [Tmnr + Smnr] = Qmi Qnj Qrk Wmnr

Wmnr

The multiplication rule:

ai is a vector, it can be proved that the product result order is equal to the number of Tij is a tensor FREE indices.

For a second-order tensor: Tij = aiaj

If Tij = ai aj, then it is true for all coordinate systems.

a' = Qmi am O

Plugin O and Q in 3 gives

For a third-order tensor:

If Mijhl=TijThe, then it is true for all coordinate systems.

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Tij = Qmi Qnj Tmn &
TKI = arkape Trp 6
Substitute (3) and (6) in (4) gives
 Might = Qmi Quy Tmm Qrk Qpl Trp
       = ami anj arkapl Town Top
                       Mansp
Mijkl = ami anjarh ape Mmmp
The Quotient Rule:
   ai is a rector

ai is a rector

Tij is a tensor

Tij is a tensor
Proof: ai = Tij bj (*)
if ai = Tijbj, then it is true in all coordinate system.
                   a; = Tig bj (2)
ai=Qmiam ____ ai=Qim am
Tij = anianj Tmn ___ Tij = aim ajn Tmn a
plug-in () and (2) in (*) gives
                aimam = aimajn Tmn bj
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aimajn Tmn = aim ajn akrals Cmnrs Ekl (**)
The can be rewritten as ( from (2))
            Tmn = Cmnrs Ers 3
Plug-in (3 in (* *)
 Qim Qjn Conrs Ers = Qim Qjn Qkr Qls Connrs Ekl
ant=aniait
              * Qif Qim Qjn Cmurs Ers =
Sim = Qim Qif
                   ail aim ajn akrals Commers Eke
ain Cmnrs Ers = a jnakrab Cmnrs Ekl
anz = anj ajz xajz ajn cmnrs Ers =
                  Gjz Gjn Qkr Qls Cmnrs Ekl
 Cmnrs Ers = QkrQls Cmnrs ELL
 Commers Ers - Quals Commers Exe =0
Cmnrs [Ers - Quals Exe] =0
 Ers-Qkr Qls Ekl =0 => Ers = Qkr Qls Ekl
          : Ell are the components of a lod-order tensor.
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