

Scalars, Vectors & Tensors

Scalars — magnitude

Vectors — magnitude + direction

Tensors — magnitude — $\left. \begin{array}{l} \text{Areal} \\ \text{Forcing} \end{array} \right\} \text{Stress}$

p, T, ρ

$$\vec{x} = x_1 \vec{e}_1 + x_2 \vec{e}_2 + x_3 \vec{e}_3$$

$$= x \hat{i} + y \hat{j} + z \hat{k}$$

$$\vec{e}_1 = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} \quad \vec{e}_2 = \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} \quad \vec{e}_3 = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

1, 2, 3

x, y, z

$\hat{i}, \hat{j}, \hat{k}$

Basis vectors

$\vec{e}_1, \vec{e}_2, \vec{e}_3$

$\vec{e}_x, \vec{e}_y, \vec{e}_z$

$$\vec{a} = a_1 \vec{e}_1 + a_2 \vec{e}_2 + a_3 \vec{e}_3 \quad [\text{Vector notation}]$$

$$= \sum_{i=1}^3 a_i \vec{e}_i \quad [\text{Index notation}]$$

$$\underline{\vec{a}} = a_i \vec{e}_i \quad \begin{array}{l} [\text{Summation is implicit}] \\ \text{Einstein notation} \end{array}$$

$$\vec{a} \cdot \vec{b} = a_1 b_1 + a_2 b_2 + a_3 b_3 = \sum_{i=1}^3 a_i b_i = a_i b_i$$

$$\vec{a} = a_1 \vec{e}_1 + a_2 \vec{e}_2 + a_3 \vec{e}_3$$

$$\vec{b} = b_1 \vec{e}_1 + b_2 \vec{e}_2 + b_3 \vec{e}_3$$

Scalar \leftarrow

$$\boxed{\nabla \cdot \vec{a}} = \frac{\partial a_1}{\partial x_1} + \frac{\partial a_2}{\partial x_2} + \frac{\partial a_3}{\partial x_3}$$

$$= \sum_{i=1}^3 \frac{\partial a_i}{\partial x_i} = \frac{\partial a_i}{\partial x_i}$$

$$\nabla = \frac{\partial}{\partial x_1} \vec{e}_1 + \frac{\partial}{\partial x_2} \vec{e}_2 + \frac{\partial}{\partial x_3} \vec{e}_3$$

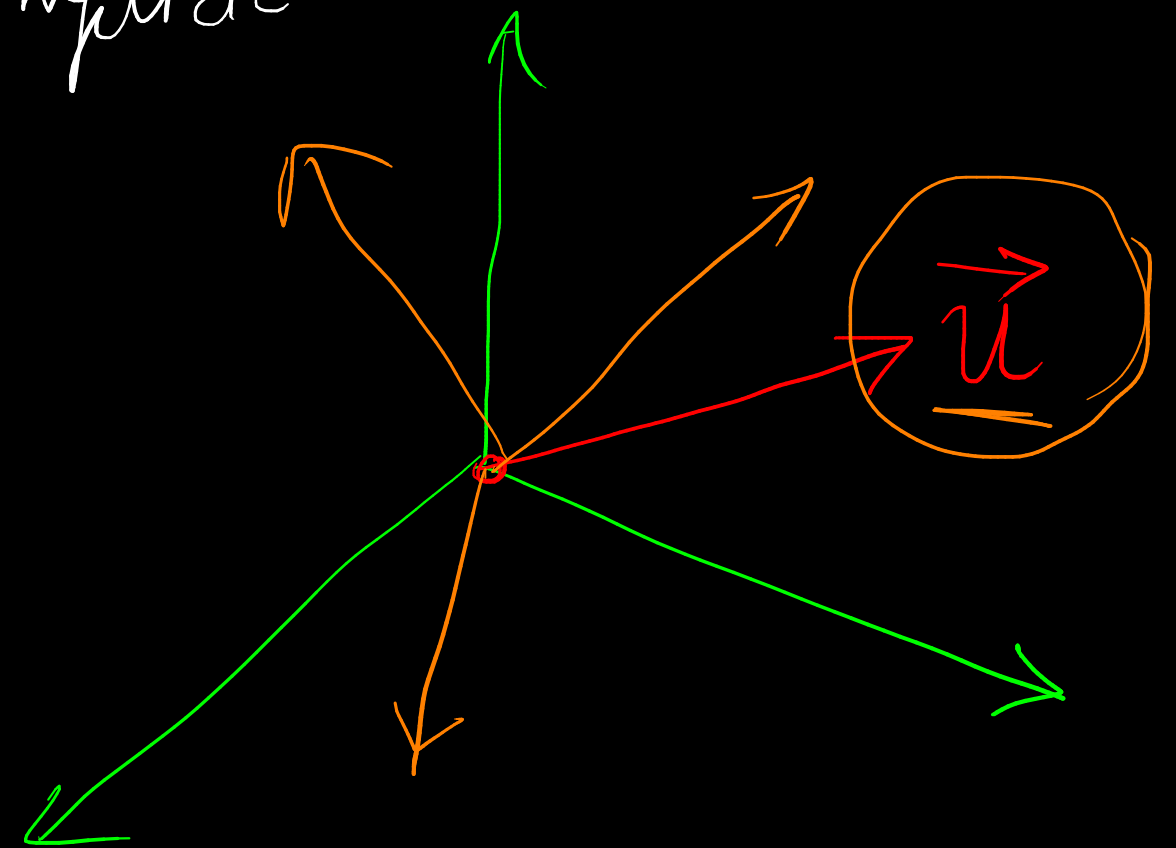
Gradient?

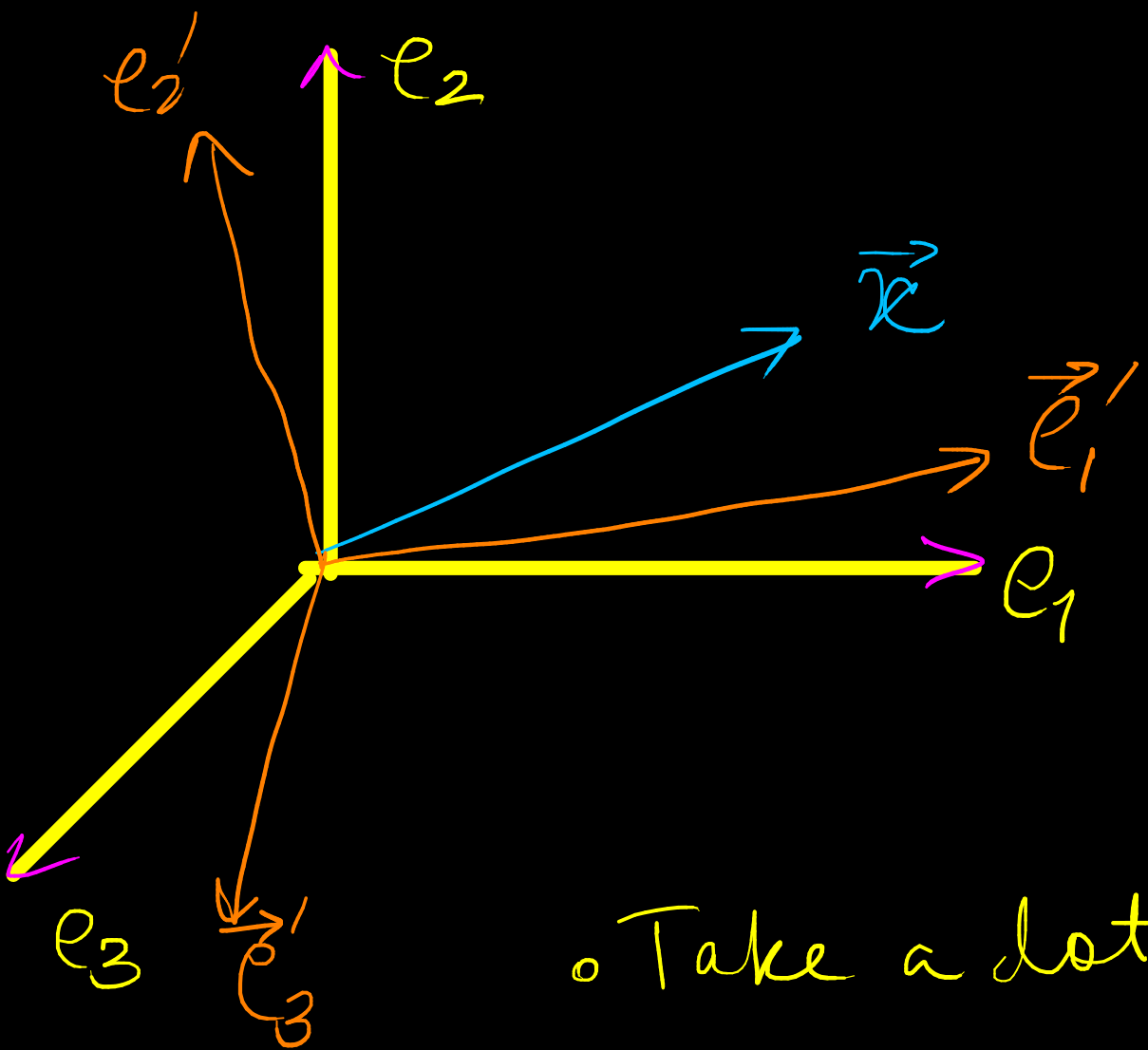
$$\underline{\nabla \phi} = \frac{\partial \phi}{\partial x_1} \vec{e}_1 + \frac{\partial \phi}{\partial x_2} \vec{e}_2 + \frac{\partial \phi}{\partial x_3} \vec{e}_3 = \sum_{i=1}^3 \frac{\partial \phi}{\partial x_i} \vec{e}_i$$

$$\nabla \phi = \frac{\partial \phi}{\partial x_i} e_i \quad \text{Summation is implicit}$$

Rotation of axis

How does component change
vector / pseudo-vector





$$\underline{\vec{x}} = x_1 \vec{e}_1 + x_2 \vec{e}_2 + x_3 \vec{e}_3$$

$$= x'_1 \vec{e}'_1 + x'_2 \vec{e}'_2 + x'_3 \vec{e}'_3$$

$$x'_1 \vec{e}'_1 + x'_2 \vec{e}'_2 + x'_3 \vec{e}'_3 = x_1 \vec{e}_1 + x_2 \vec{e}_2 + x_3 \vec{e}_3$$

Isolate ~~\vec{e}'_1~~ component
of \vec{e}'_1 ; x'_1

• Take a dot prod w/ \vec{e}'_1

$$x'_1 (\vec{e}'_1 \cdot \vec{e}'_1) + x'_2 (\vec{e}'_2 \cdot \vec{e}'_1) + x'_3 (\vec{e}'_3 \cdot \vec{e}'_1) = x_1 \vec{e}_1 \cdot \vec{e}'_1 + x_2 \vec{e}_2 \cdot \vec{e}'_1 + x_3 \vec{e}_3 \cdot \vec{e}'_1$$

$\swarrow \quad \quad \quad \searrow$
 $0 \quad \quad \quad 0$

$$x'_1 = x_1 \boxed{\vec{e}_1 \cdot \vec{e}'_1} + x_2 \boxed{\vec{e}_2 \cdot \vec{e}'_1} + x_3 \boxed{\vec{e}_3 \cdot \vec{e}'_1}$$

$$\boxed{x'_1 = \sum x_i \vec{e}_i \cdot \vec{e}'_1}$$

$$\underline{x'_1} = \underline{x_i \vec{e}_i \cdot \vec{e}'_1}$$

$$x_2' = x_i \vec{e}_i \cdot \vec{e}_2'$$

$$x_3' = x_i \vec{e}_i \cdot \vec{e}_3'$$

What is this?

direction cosines

$$\begin{bmatrix} x_1' \\ x_2' \\ x_3' \end{bmatrix} = \begin{bmatrix} \vec{e}_1' \cdot \vec{e}_1 & \vec{e}_1' \cdot \vec{e}_2 & \vec{e}_1' \cdot \vec{e}_3 \\ \vec{e}_2' \cdot \vec{e}_1 & \vec{e}_2' \cdot \vec{e}_2 & \vec{e}_2' \cdot \vec{e}_3 \\ \vec{e}_3' \cdot \vec{e}_1 & \vec{e}_3' \cdot \vec{e}_2 & \vec{e}_3' \cdot \vec{e}_3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix}$$

Rotation matrix

$$C_{ij} = \vec{e}_i \cdot \vec{e}_j'$$

$$\rightarrow \boxed{x_j' = x_i C_{ij}}$$

component of the vector must satisfy this rotation law

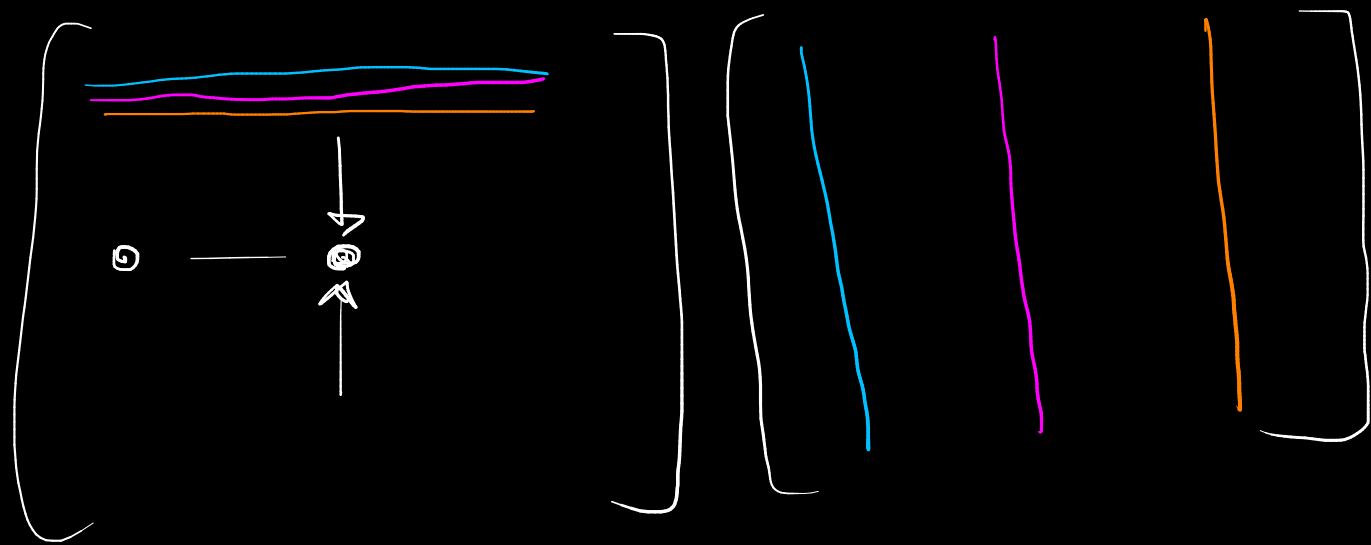
$$x_j' = x_1 \vec{e}_1 \cdot \vec{e}_j' + x_2 \vec{e}_2 \cdot \vec{e}_j' + x_3 \vec{e}_3 \cdot \vec{e}_j'$$

$C_{ij} \rightarrow$ Matrix

$$\begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} \xrightarrow{\text{Rotation}} \begin{bmatrix} x_1' \\ x_2' \\ x_3' \end{bmatrix}$$

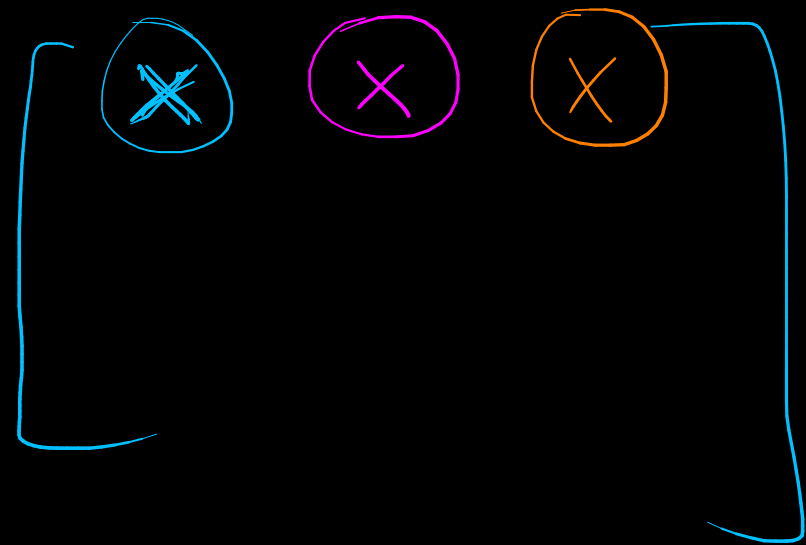
$j=1$

Multiplication of matrices



$$\overline{A} = \overline{B} \cdot \overline{C}$$

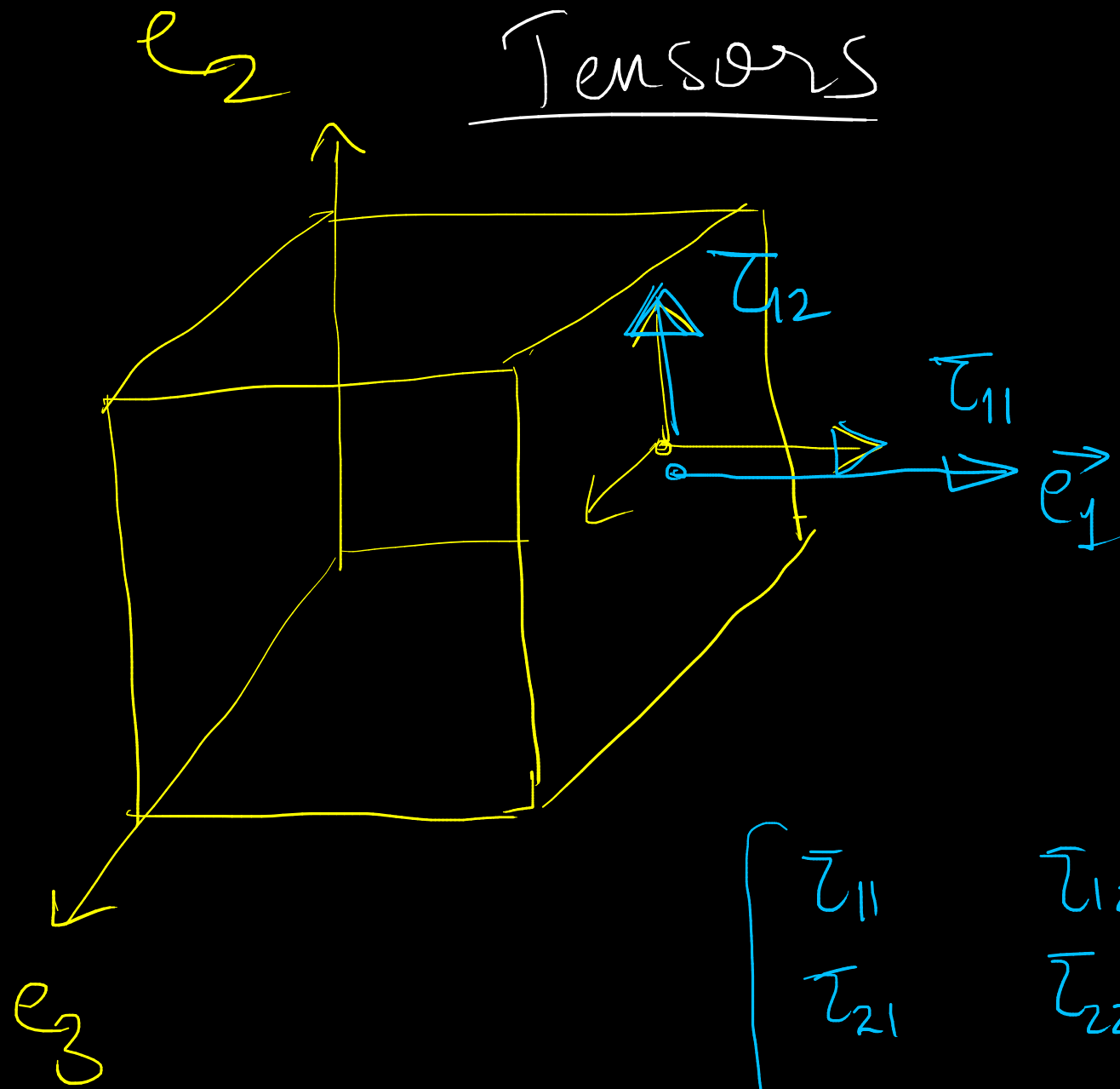
$$\overline{A}_{ij} = \sum_{k=1}^3 \overline{B}_{ik} \overline{C}_{kj}$$



$$A_{ij} = B_{ik} C_{kj}$$

(summation implied)

Tensors



→ normal / shear force!

→ Area vector ←

τ_{11}
↑
area vector direction of force

τ_{12}
↑
area force

$$\begin{bmatrix} \tau_{11} & \tau_{12} & \tau_{13} \\ \tau_{21} & \tau_{22} & \tau_{23} \\ \tau_{31} & \tau_{32} & \tau_{33} \end{bmatrix} \quad \left. \vphantom{\begin{bmatrix} \tau_{11} & \tau_{12} & \tau_{13} \\ \tau_{21} & \tau_{22} & \tau_{23} \\ \tau_{31} & \tau_{32} & \tau_{33} \end{bmatrix}} \right\} \text{State of stress}$$

→ Rotation law ??

Mohr's circle

$$\left. \begin{bmatrix} \tau'_{11} \\ \tau'_{22} \\ \tau'_{12} \end{bmatrix} \right\} \begin{bmatrix} \tau_{11} \cos 2\theta \\ \tau_{22} \sin 2\theta \\ \tau_{12} \end{bmatrix}$$

Home work : Find out rotation law for a tensor

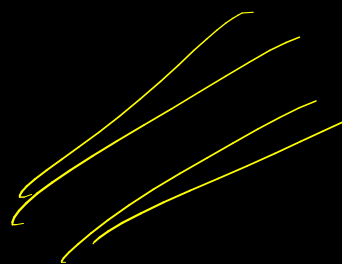
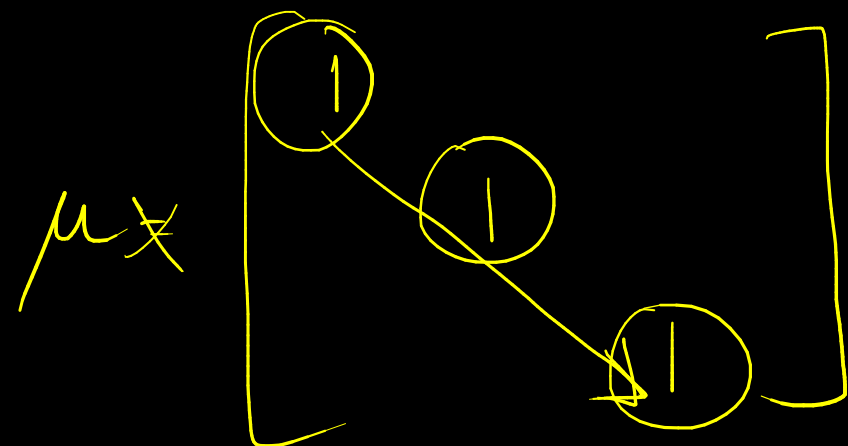
$$\tau_{ij}$$

$$C_{ij} = \vec{e}_i \cdot \vec{e}_j$$

$$\tau'_{mn} = \sum_{i=1}^3 \sum_{j=1}^3 C_{im} C_{jn} \tau_{ij}$$

$$\begin{aligned} \tau'_{mn} &= C_{im} C_{jn} \tau_{ij} \\ &= C_{mi}^T \tau_{ij} C_{jn} \end{aligned}$$

$$\overline{\tau}' = \overline{C}^T \overline{\tau} \cdot \overline{C}$$



$$\begin{bmatrix} \mu_1 & 0 & 0 \\ 0 & \mu_2 & 0 \\ 0 & 0 & \mu_3 \end{bmatrix}$$

Heat conductivity

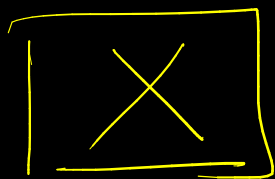
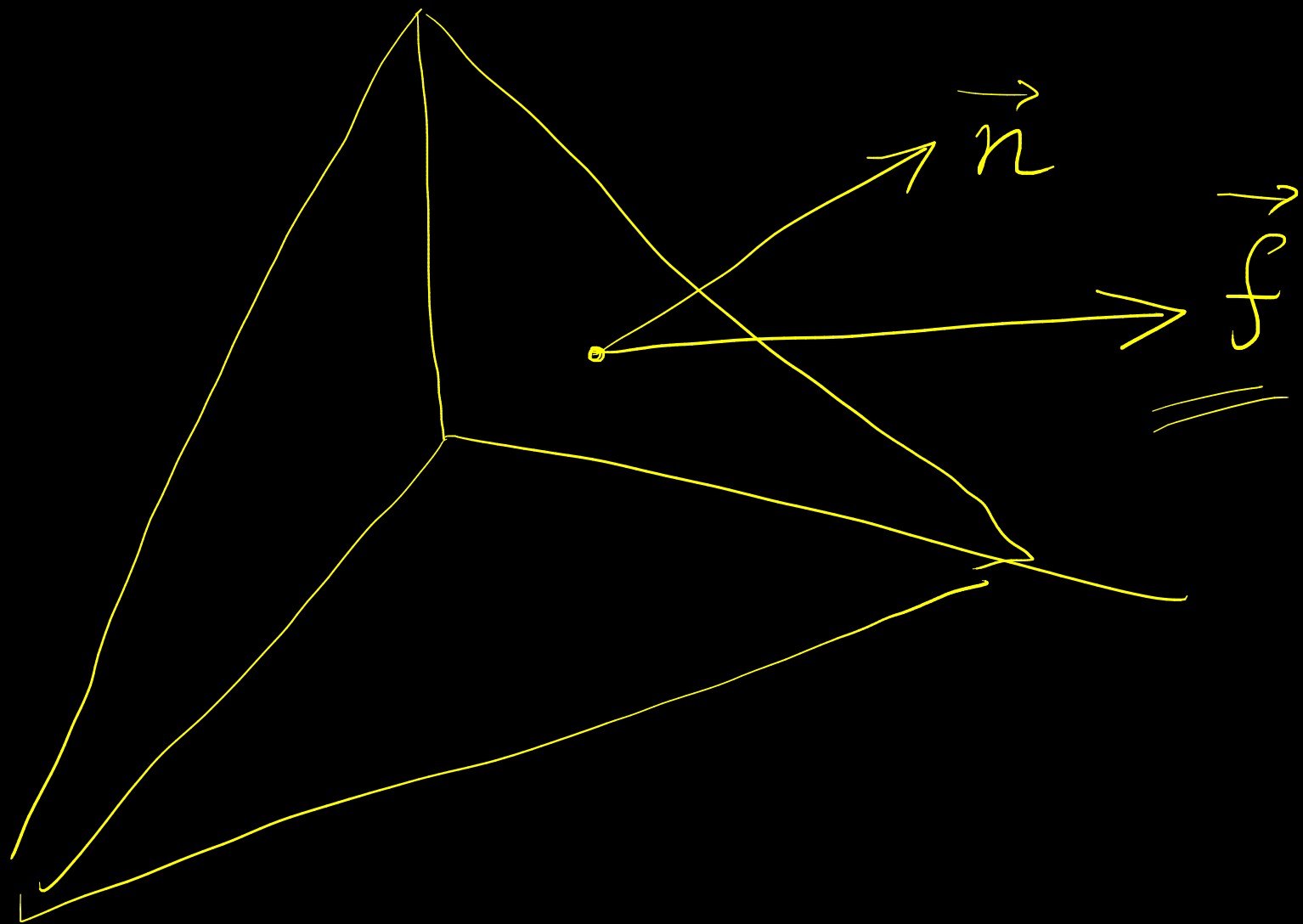
Contraction

$$\text{trace}(A_{ij}) = \underline{\underline{A_{ii}}}$$

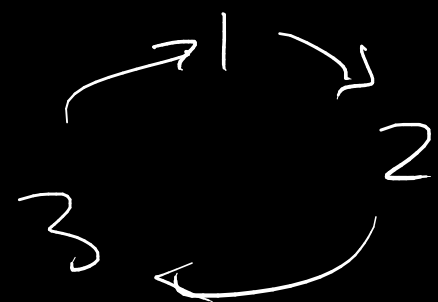
$$\text{trace}(\bar{\delta}) = ? = \underline{\underline{3}}$$

$$\bar{\delta}_{ij} = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

$$\delta_{ij} = \begin{cases} 1 & \text{if } i = j \\ 0 & \text{if } i \neq j \end{cases}$$



$$\vec{f} = \vec{k} ?$$



Alternating tensor $\delta_{ij} = \begin{cases} 1 & i=j \\ 0 & i \neq j \end{cases}$

$\boxed{\epsilon_{ijk}} = \begin{cases} 1 & ijk \text{ cyclic} \\ -1 & ijk \text{ anticyclic} \\ 0 & i, j, k \text{ repeat} \end{cases}$

$\epsilon_{123} = 1$	$\epsilon_{312} = 1$
$\epsilon_{213} = -1$	$\epsilon_{231} = 1$
$\epsilon_{113} = 0$	

Gross product

$$\underline{(\vec{a} \times \vec{b})}_k = \epsilon_{ijk} a_i b_j$$

$$\begin{vmatrix} \vec{e}_1 & \vec{e}_2 & \vec{e}_3 \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} = \vec{e}_1 (a_2 b_3 - a_3 b_2)$$

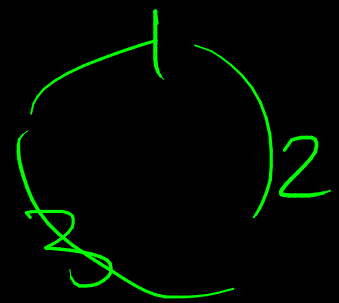
↑ component: "1"

$$k=1 \quad (\vec{a} \times \vec{b})_1 = \sum_{ij} \epsilon_{ij1} a_i b_j$$

$$\sum_{\substack{i=1 \\ \uparrow}}^3 \sum_{j=1}^3 \epsilon_{ij1} a_i b_j = \sum_{\substack{j=1 \\ \uparrow}}^3 \epsilon_{2j1} a_2 b_j + \sum_{j=1}^3 \epsilon_{3j1} a_3 b_j$$

$$= \epsilon_{231} a_2 b_3 + \epsilon_{321} a_3 b_2$$

$$= \underline{a_2 b_3 - a_3 b_2}$$



• Do it for 2 and 3rd components of the cross prod

• $\epsilon - \delta$ relationship

$$\boxed{\epsilon_{ijk} \epsilon_{klm} = \delta_{il} \delta_{jm} - \delta_{im} \delta_{jl}}$$