

Lesson 02

Supplementary Materials

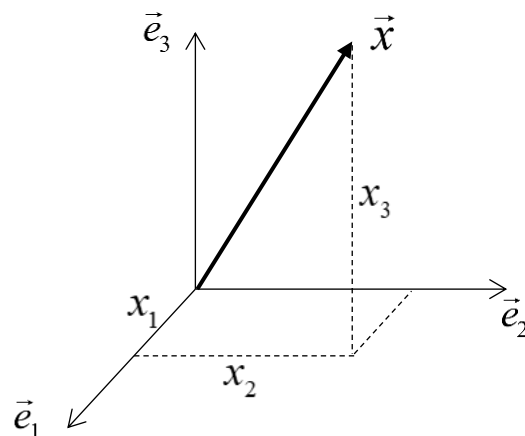
1. Preliminary Algebra

1.1. Scalar, Vector, Matrix, Tensor

- ✓ **Scalar** (α): A real number to describe a physical quantity.
i.e., length, temperature, height, ...
- ✓ **Vector** (\vec{a} , \mathbf{a} , \underline{a}): An array of scalars to describe a physical quantity.
i.e., force, velocity, moment, ...
- ✓ **Matrix** (\mathbf{A} , $\vec{\underline{A}}$, $\underline{\underline{A}}$): An array of vector to describe a physical quantity.
i.e., stress, strain, stiffness, curvature, ...
- ✓ **Tensor**: “a generalized quantity”. (# order = # of indices)
Tensor = Scalar (0th order) \cup Vector (1st order) \cup Matrix (2nd order) \cup 3rd order
 \cup 4th order \cup ...

1.2. Vector Algebra

- ✓ Position vector in 3D: $\vec{x} = x_1\vec{e}_1 + x_2\vec{e}_2 + x_3\vec{e}_3$ in which $\vec{e}_1, \vec{e}_2, \vec{e}_3$ are base vectors of the Cartesian coordinate system.



(Cartesian coordinate system)

- ✓ The geometric representation of \vec{x} depends completely on the coordinate system chosen.
- ✓ In general, the geometric vector can be represented by components with their base vectors.

$$\vec{x} = \sum_{i=1}^3 x_i \vec{v}_i \quad \rightarrow \quad \vec{x} = x_1 \vec{v}_1 + x_2 \vec{v}_2 + x_3 \vec{v}_3$$

- ✓ Summation convention (Einstein convention)

$$\vec{x} = \sum_{i=1}^3 x_i \vec{v}_i = x_i \vec{v}_i \quad \text{is component notation, } i \text{ is dummy index or free index.}$$

- ✓ Tensorial representation of a vector

$$\mathbf{x} = x_i \mathbf{V}_i$$

In the Cartesian coordinate system given,

$$\mathbf{x} = x_i \mathbf{e}_i \quad \rightarrow \quad x_i$$

$$\mathbf{u} = u_i \mathbf{e}_i \quad \rightarrow \quad u_i$$

- ✓ Vector sum

$$\vec{c} = \vec{a} + \vec{b} \quad \rightarrow \quad \mathbf{c} = \mathbf{a} + \mathbf{b} \quad \rightarrow \quad c_i = a_i + b_i$$

- ✓ Scalar multiplication

$$\vec{b} = \alpha \vec{a} \quad \rightarrow \quad \mathbf{b} = \alpha \mathbf{a} \quad \rightarrow \quad b_i = \alpha a_i$$

- ✓ Dot product, or scalar product, or inner product:

In the Cartesian coordinate system,

$$\mathbf{e}_i \cdot \mathbf{e}_j = \delta_{ij} \quad \text{with} \quad \delta_{ij} = \begin{cases} 1 & i = j \\ 0 & i \neq j \end{cases} \quad (\text{Kronecker delta})$$

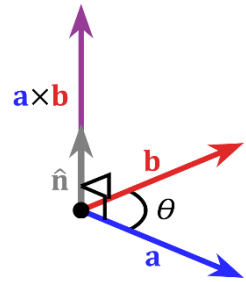
Question 1: Compute δ_{ii} ($\delta_{11} + \delta_{22} + \delta_{33} = 3$)

Dot product between 02 vectors $\vec{a} \cdot \vec{b} = |\vec{a}| |\vec{b}| \cos \theta$:

$$\alpha = \vec{a} \cdot \vec{b} = a_1 b_1 + a_2 b_2 + a_3 b_3 \quad \rightarrow \quad \alpha = a_i b_i$$

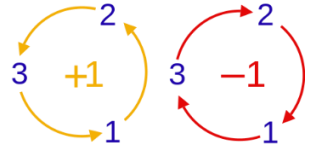
✓ Cross product

$$\vec{c} = \vec{a} \times \vec{b} = |\vec{a}| \cdot |\vec{b}| \cdot \sin \theta \cdot \vec{n}$$



ε_{ijk} is “permutation symbol” (also Levi-Civita symbol):

$$\varepsilon_{ijk} = \begin{cases} 0 & \text{for } i = j, j = k \text{ or } k = i \\ 1 & \text{for } i, j, k \in \{(1, 2, 3), (2, 3, 1), (3, 1, 2)\} \\ -1 & \text{for } i, j, k \in \{(1, 3, 2), (3, 2, 1), (2, 1, 3)\} \end{cases}$$



In the Cartesian coordinate system,

$$\vec{e}_i \times \vec{e}_j = \varepsilon_{ijk} \vec{e}_k$$

Cross product between 02 vectors,

$$\vec{c} = \vec{a} \times \vec{b} = a_j b_k (\vec{e}_j \times \vec{e}_k) = \varepsilon_{ijk} a_j b_k \vec{e}_i \quad \rightarrow \quad c_i = \varepsilon_{ijk} a_j b_k$$

$$\vec{c} = (a_2 b_3 - a_3 b_2) \vec{e}_1 + (a_3 b_1 - a_1 b_3) \vec{e}_2 + (a_1 b_2 - a_2 b_1) \vec{e}_3$$

✓ $\varepsilon - \delta$ identity (relation)

$$\begin{aligned} \varepsilon_{ijk} \varepsilon_{lmn} &= \begin{vmatrix} \delta_{il} & \delta_{im} & \delta_{in} \\ \delta_{jl} & \delta_{jm} & \delta_{jn} \\ \delta_{kl} & \delta_{km} & \delta_{kn} \end{vmatrix} = \delta_{il} \begin{vmatrix} \delta_{jm} & \delta_{jn} \\ \delta_{km} & \delta_{kn} \end{vmatrix} - \delta_{im} \begin{vmatrix} \delta_{jl} & \delta_{jn} \\ \delta_{kl} & \delta_{kn} \end{vmatrix} + \delta_{in} \begin{vmatrix} \delta_{jl} & \delta_{jm} \\ \delta_{kl} & \delta_{km} \end{vmatrix} \\ &= \delta_{il} (\delta_{jm} \delta_{kn} - \delta_{jn} \delta_{km}) - \delta_{im} (\delta_{jl} \delta_{kn} - \delta_{jn} \delta_{kl}) + \delta_{in} (\delta_{jl} \delta_{km} - \delta_{jm} \delta_{kl}) \end{aligned}$$

A special case with summation convention,

$$\sum_{k=1}^3 \varepsilon_{ijk} \varepsilon_{mnk} = \varepsilon_{ijk} \varepsilon_{mnk} = \delta_{im} \delta_{jn} - \delta_{in} \delta_{jm}$$

1.3. Matrix Algebra

✓ A set of linear equations

$$\begin{aligned} 3x_1 + 3x_2 - x_3 &= 1 \\ 2x_1 + 7x_2 + 3x_3 &= -3 \\ x_1 - x_2 - x_3 &= 4 \end{aligned}$$

In matrix form,

$$\begin{bmatrix} 3 & 3 & -1 \\ 2 & 7 & 3 \\ 1 & -1 & -1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 1 \\ -3 \\ 4 \end{bmatrix} \quad \rightarrow \quad \mathbf{A}\vec{x} = \mathbf{b} \quad \rightarrow \quad \mathbf{A}\mathbf{x} = \mathbf{b}$$

✓ In 3D geometry,

$$\mathbf{A} = \sum_{i=1}^3 \sum_{j=1}^3 a_{ij} (\vec{e}_i \otimes \vec{e}_j) \quad \text{in which } a_{ij} \text{ are components of matrix } \mathbf{A}$$

✓ Note: \otimes is the tensor product.

$$\vec{e}_1 \otimes \vec{e}_2 = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} \begin{bmatrix} 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} \text{ is a base matrix.}$$

$$\mathbf{A} = a_{11}(\vec{e}_1 \otimes \vec{e}_1) + a_{12}(\vec{e}_1 \otimes \vec{e}_2) + \dots + a_{33}(\vec{e}_3 \otimes \vec{e}_3)$$

$$= a_{11} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} + a_{12} \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} + \dots + a_{33} \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

✓ Matrix sum

$$\mathbf{C} = \mathbf{A} + \mathbf{B} \quad \rightarrow \quad c_{ij} = a_{ij} + b_{ij}$$

✓ Scalar multiplication

$$\mathbf{B} = \alpha \mathbf{A} \quad \rightarrow \quad b_{ij} = \alpha a_{ij}$$

✓ Dot product

$$\mathbf{A} = \mathbf{B}\mathbf{C} \quad \rightarrow \quad a_{ij} = b_{ik} c_{kj} = b_{i1} c_{1j} + b_{i2} c_{2j} + b_{i3} c_{3j}$$

- ✓ Identity matrix

$$\mathbf{I} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \rightarrow \delta_{ij} = \begin{cases} 1 & i = j \\ 0 & i \neq j \end{cases} \text{ (Kronecker delta)}$$

- ✓ A set of linear equations

$$\mathbf{A}\vec{x} = \mathbf{b} \rightarrow \mathbf{A}\mathbf{x} = \mathbf{b} \rightarrow A_{ij}x_j = b_i \text{ (03 equations)}$$

- ✓ Summary

Direct tensor notation	Tensor component notation	Matrix notation
$\alpha = \mathbf{a} \cdot \mathbf{b}$	$\alpha = a_i b_i$	$\alpha = \mathbf{a}^T \mathbf{b}$
$\mathbf{A} = \mathbf{a} \otimes \mathbf{b}$	$A_{ij} = a_i b_j$	$\mathbf{A} = \mathbf{a} \mathbf{b}^T$
$\mathbf{b} = \mathbf{A} \cdot \mathbf{a}$	$b_i = A_{ij} a_j$	$\mathbf{b} = \mathbf{A} \mathbf{a}$
$\mathbf{b} = \mathbf{a} \cdot \mathbf{A}$	$b_j = a_i A_{ij}$	$\mathbf{b}^T = \mathbf{a}^T \mathbf{A}$

1.4. Tensor Calculus

- ✓ A vector is a rank-1 tensor (i.e., a single index $v_i \vec{e}_i$).
- ✓ A matrix is a rank-2 tensor (i.e., Two indices $a_{ij} \vec{e}_i \otimes \vec{e}_j$, $\mathbf{1} = [\delta_{ij}]$ is a 3x3 matrix).
- ✓ Any tensor can be indicated as $\mathbf{T} = T_{ijk...lm} \vec{e}_i \otimes \vec{e}_j \otimes \vec{e}_k \otimes \dots \otimes \vec{e}_l \otimes \vec{e}_m$.
- ✓ Tensor product of two vectors

$$\mathbf{u} \otimes \mathbf{v} \neq \mathbf{v} \otimes \mathbf{u}$$

$$(\alpha \mathbf{u}) \otimes \mathbf{v} = \alpha (\mathbf{u} \otimes \mathbf{v})$$

$$\mathbf{u} \otimes (\mathbf{v} + \mathbf{w}) = \mathbf{u} \otimes \mathbf{v} + \mathbf{u} \otimes \mathbf{w}$$

$$(\mathbf{u} \otimes \mathbf{v}) \cdot \mathbf{w} = (\mathbf{v} \cdot \mathbf{w}) \mathbf{u}$$

$$\mathbf{u} \cdot (\mathbf{v} \otimes \mathbf{w}) = (\mathbf{u} \cdot \mathbf{v}) \mathbf{w}$$

- ✓ Inner product of two tensors

$$\mathbf{A} = A_{ij} \vec{e}_i \otimes \vec{e}_j \text{ and } \mathbf{B} = B_{kl} \vec{e}_k \otimes \vec{e}_l$$

$$\mathbf{C} = \mathbf{A} \cdot \mathbf{B} = (A_{ij} \vec{e}_i \otimes \vec{e}_j) \cdot (B_{kl} \vec{e}_k \otimes \vec{e}_l) = A_{ij} B_{kl} \delta_{jk} \vec{e}_i \otimes \vec{e}_l = A_{ik} B_{kl} \vec{e}_i \otimes \vec{e}_l$$

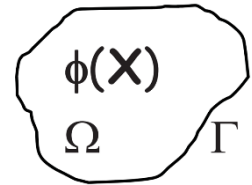
$$C_{ij} = A_{ik} B_{kl} \text{ same to matrix multiplication between components of } \mathbf{A} \text{ and } \mathbf{B}.$$

1.5. Gradient, Divergence, Laplace

- ✓ \vec{X} is a position vector (spatial coordinates, field variables).
- ✓ Gradient is considered a vector,

$$\nabla = \frac{\partial}{\partial \vec{X}} = \vec{e}_i \frac{\partial}{\partial X_i}$$

- ✓ Gradient of a scalar field $\phi(\vec{X})$ is a vector,



$$\nabla \phi = \text{grad} \phi = \vec{e}_i \frac{\partial \phi}{\partial X_i} = \phi_{,i} \vec{e}_i$$

- ✓ Gradient of a vector field $\mathbf{u}(\vec{X})$ (rank-1 tensor) is a rank-2 tensor,

$$\nabla \mathbf{u} = \left(\vec{e}_i \frac{\partial}{\partial X_i} \right) \otimes u_j \vec{e}_j = \frac{\partial u_j}{\partial X_i} \vec{e}_i \otimes \vec{e}_j = u_{j,i} \vec{e}_i \otimes \vec{e}_j$$

- ✓ The divergence of a vector field $\mathbf{u}(\vec{X})$ (rank-1 tensor) is a scalar,

$$\nabla \cdot \mathbf{u} = \left(\vec{e}_i \frac{\partial}{\partial X_i} \right) \cdot u_j \vec{e}_j = \frac{\partial u_j}{\partial X_i} \delta_{ij} = \frac{\partial u_i}{\partial X_i} = \frac{\partial u_1}{\partial X_1} + \frac{\partial u_2}{\partial X_2} + \frac{\partial u_3}{\partial X_3}$$

- ✓ The divergence of a rank-2 tensor $\boldsymbol{\sigma} = \sigma_{ij} \vec{e}_i \otimes \vec{e}_j$ is a rank-1 tensor,

$$\nabla \cdot \boldsymbol{\sigma} = \left(\vec{e}_i \frac{\partial}{\partial X_i} \right) \cdot \sigma_{jk} \vec{e}_j \otimes \vec{e}_k = \frac{\partial \sigma_{jk}}{\partial X_i} \delta_{ij} \vec{e}_k = \frac{\partial \sigma_{jk}}{\partial X_j} \vec{e}_k$$

- ✓ The Laplace operator is the inner product of two gradient operators,

$$\begin{aligned} \nabla^2 &= \nabla \cdot \nabla = \left(\vec{e}_i \frac{\partial}{\partial X_i} \right) \cdot \left(\vec{e}_i \frac{\partial}{\partial X_i} \right) = \frac{\partial}{\partial X_i} \frac{\partial}{\partial X_j} \delta_{ij} = \frac{\partial}{\partial X_j} \frac{\partial}{\partial X_j} \\ &= \frac{\partial^2}{\partial X_1^2} + \frac{\partial^2}{\partial X_2^2} + \frac{\partial^2}{\partial X_3^2} \end{aligned}$$

- ✓ Curl of a vector,

$$\nabla \times \mathbf{v} = \left(\vec{e}_i \frac{\partial}{\partial X_i} \right) \times v_j \vec{e}_j = \frac{\partial v_j}{\partial X_i} \varepsilon_{ijk} \vec{e}_k$$

1.6. Integral Theorems

- ✓ Divergence Theorem

$$\iint_{\Omega} \nabla \cdot \mathbf{A} d\Omega = \int_{\Gamma} \mathbf{n} \cdot \mathbf{A} d\Gamma \quad (\mathbf{n} \text{ is a unit outward normal vector, } \mathbf{A} \text{ is a tensor}).$$

- ✓ Gradient Theorem

$$\iint_{\Omega} \nabla \mathbf{A} d\Omega = \int_{\Gamma} \mathbf{n} \otimes \mathbf{A} d\Gamma$$

- ✓ Stokes Theorem

$$\int_{\Gamma} \mathbf{n} \cdot (\nabla \times \mathbf{v}) d\Gamma = \oint_c \mathbf{r} \cdot \mathbf{v} dc$$

- ✓ Reynolds Transport Theorem

$$\frac{d}{dt} \iint_{\Omega} \mathbf{A} d\Omega = \iint_{\Omega} \frac{d\mathbf{A}}{dt} d\Omega + \int_{\Gamma} (\mathbf{n} \cdot \mathbf{v}) \mathbf{A} d\Gamma$$

1.7. Integration-by-Parts

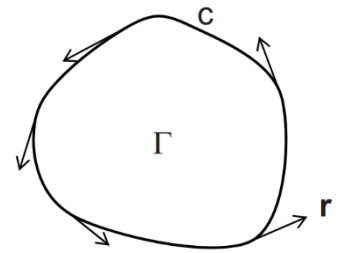
✓ $u(x)$ and $v(x)$ are continuously differentiable functions.

✓ 1D

$$\int_a^b u(x)v'(x)dx = \left[u(x)v(x) \right]_a^b - \int_a^b u'(x)v(x)dx$$

✓ 2D, 3D

$$\int_{\Omega} \frac{\partial u}{\partial x_i} v d\Omega = \int_{\Gamma} u v n_i d\Gamma - \int_{\Omega} u \frac{\partial v}{\partial x_i} d\Omega$$



✓ For a vector field $\mathbf{v}(x)$

$$\int_{\Omega} \nabla u \cdot \mathbf{v} d\Omega = \int_{\Gamma} u (\mathbf{v} \cdot \mathbf{n}) d\Gamma - \int_{\Omega} u \nabla \cdot \mathbf{v} d\Omega$$

✓ Green's identity

$$\int_{\Omega} \nabla u \cdot \nabla v d\Omega = \int_{\Gamma} u \nabla v \cdot \mathbf{n} d\Gamma - \int_{\Omega} u \nabla^2 v d\Omega$$

1.8. Example: Divergence Theorem

✓ S : unit sphere ($x^2 + y^2 + z^2 = 1$), $\mathbf{F} = 2x\mathbf{i} + y^2\mathbf{j} + z^2\mathbf{k}$

✓ Integrate $\int_S \mathbf{F} \cdot \mathbf{n} dS$

$$\begin{aligned} \int_S \mathbf{F} \cdot \mathbf{n} dS &= \iiint_{\Omega} \nabla \cdot \mathbf{F} d\Omega \\ &= 2 \iiint_{\Omega} (1 + y + z) d\Omega \\ &= 2 \iiint_{\Omega} d\Omega + 2 \iiint_{\Omega} y d\Omega + 2 \iiint_{\Omega} z d\Omega \\ &= 2 \iiint_{\Omega} d\Omega \\ &= \frac{8\pi}{3} \end{aligned}$$

