

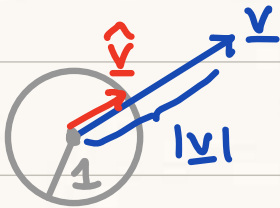
## Vectors and index notation

Def: Vector  $\underline{v}$  is a quantity with a magnitude and a direction

$$\underline{v} = |\underline{v}| \hat{\underline{v}}$$

$|\underline{v}| \geq 0$  magnitude (scalar)

$\hat{\underline{v}} = \frac{\underline{v}}{|\underline{v}|}$  direction (unit vector)



Physical examples: velocity, force, heat flux

Q: Is it possible to have a vector without direction?

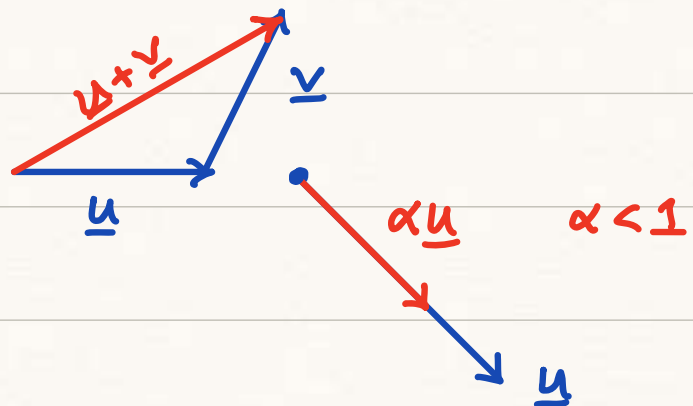
Def: Vector space,  $\mathcal{V}$ , is a collection of objects that is closed under addition and scalar multiplication

$$\underline{u} \in \mathcal{V} \quad \underline{v} \in \mathcal{V}$$

$$\alpha \in \mathbb{R}$$

$$1) \quad \underline{u} + \underline{v} \in \mathcal{V}$$

$$2) \quad \alpha \underline{u} \in \mathcal{V}$$



Q: Do vectors in  $\mathbb{R}^3$  form a vector space?

## Basis for a vector space

Def.: Basis for  $V$  is a set of linearly independent vectors  $\{\underline{e}_1, \underline{e}_2, \underline{e}_3\}$  that span the space (3D).

Examples in 2D:  $\{\underline{e}\} = \{\underline{e}_1, \underline{e}_2\}$



many choices  $\Rightarrow$  not unique

We use orthonormal basis  $\{\underline{e}\} = \{\underline{e}_1, \underline{e}_2, \underline{e}_3\}$

normal:  $|\underline{e}_1| = |\underline{e}_2| = |\underline{e}_3| = 1$

ortho:  $\underline{e}_1 \perp \underline{e}_2, \underline{e}_1 \perp \underline{e}_3, \underline{e}_2 \perp \underline{e}_3$

(reference) frame = orthonormal basis

Q: Any additional common restrictions on basis?

## Components of a vector in a basis

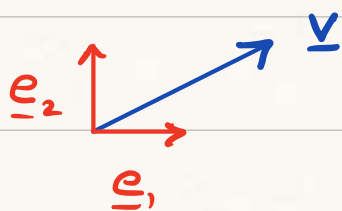
Project  $\underline{v}$  onto basis vectors to get components.

$$\underline{v} = v_1 \underline{e}_1 + v_2 \underline{e}_2 + v_3 \underline{e}_3 \quad [\underline{v}] = \begin{bmatrix} v_1 \\ v_2 \\ v_3 \end{bmatrix}$$

Here  $[\underline{v}]$  is the representation of  $\underline{v}$  in  $\{\underline{e}_1, \underline{e}_2, \underline{e}_3\}$

vector  $\longleftrightarrow$  representation

Example:



$$[\underline{v}] = \begin{bmatrix} 2 \\ 1 \end{bmatrix}$$



$$[\underline{v}]' = \begin{bmatrix} \sqrt{5} \\ 0 \end{bmatrix}$$

$$|\underline{v}| = \sqrt{1^2 + 2^2} = \sqrt{5}$$

$$|\underline{v}| = \sqrt{(\sqrt{5})^2 + 0^2} = \sqrt{5}$$

The vector is the same but representation is not.

## Index notation

### 1) Dummy index

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

$$\underline{v} = v_1 \underline{e}_1 + v_2 \underline{e}_2 + v_3 \underline{e}_3 = \sum_{i=1}^3 v_i \underline{e}_i \equiv v_i \underline{e}_i$$

If index is repeated twice in a term

$\Rightarrow$  summation is implied

(Einstein summation convention)

$\Rightarrow$  dummy index

Note:  $\underline{a} = a_i \underline{e}_i = a_k \underline{e}_k = a_q \underline{e}_q$

$\Rightarrow$  rename dummy indices

### 2) Free index

occurs only once in a term

Example:  $a_i = c_j b_j b_i$        $j = \text{dummy index}$   
 $i = \text{free index}$

$\Rightarrow$  set of equations  $i, j \in \{1, 2, 3\}$

$$a_i = \left( \sum_{j=1}^3 c_j b_j \right) b_i, \quad a_2 = \left( \sum_{j=1}^3 c_j b_j \right) b_2, \quad a_3 = \left( \sum_{j=1}^3 c_j b_j \right) b_3$$

Basis:  $\{e_1, e_2, e_3\} = \{e_i\}$

Note: - all terms must have same free indices

- there can be more than one free index

- same symbol cannot be used for both free and dummy index

Q: Why are these expressions meaningless?

1)  $a_i = b_j$

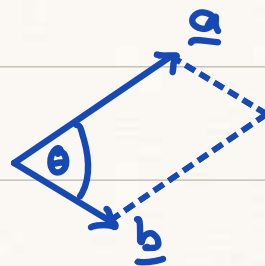
2)  $a_i b_j = c_i d_j d_j$

3)  $a_i b_j = c_i c_k d_k d_j + d_p c_e c_e d_q$

4)  $a_i = b_k c_k d_k e_i$

## Scalar product $\underline{a}, \underline{b} \in \mathcal{V}$

$$\underline{a} \cdot \underline{b} = |\underline{a}| |\underline{b}| \cos \theta \quad \theta \in [0, \pi]$$



$$\underline{a} \cdot \underline{b} = 0 \quad \underline{a} \perp \underline{b}$$

$$\underline{a} \cdot \underline{a} = |\underline{a}|^2$$

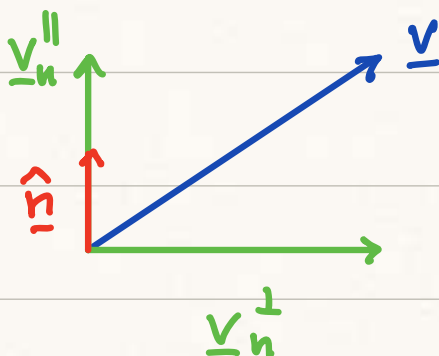
$$\underline{a} \cdot \underline{b} = \underline{b} \cdot \underline{a} \quad \text{commutative}$$

Projection:  $\hat{n}$  = unit vector

$$\underline{v} = \underline{v}_n^{\parallel} + \underline{v}_n^{\perp}$$

$$\underline{v}_n^{\parallel} = (\underline{v} \cdot \hat{n}) \hat{n}$$

$$\underline{v}_n^{\perp} = \underline{v} - \underline{v}_n^{\parallel}$$



$\Rightarrow$  components in a basis  $\{\underline{e}_i\}$

$$\underline{v} = \begin{bmatrix} v_1 \\ v_2 \\ v_3 \end{bmatrix}$$

$$v_1 = \underline{v} \cdot \underline{e}_1$$

$$v_2 = \underline{v} \cdot \underline{e}_2$$

$$v_3 = \underline{v} \cdot \underline{e}_3$$

# Kronecker Delta

To any frame  $\{\underline{e}_i\}$  we associate

$$\delta_{ij} = \underline{e}_i \cdot \underline{e}_j = \begin{cases} 1, & i=j \\ 0, & i \neq j \end{cases}$$

$\Rightarrow$  orthonormal basis

$\delta_{ij}$  expresses scalar product in index notation

Properties:  $\delta_{ij} = \delta_{ji}$  symmetry  
 $\underline{e}_i = \delta_{ij} \underline{e}_j$  transfer property

Examples:

Projection on basis

$$\underline{u} = u_i \underline{e}_i$$

$$\underline{u} \cdot \underline{e}_j = (u_i \underline{e}_i) \cdot \underline{e}_j = u_i \underline{e}_i \cdot \underline{e}_j = u_i \delta_{ij} = u_j$$

Scalar product:  $\underline{a} = a_i \underline{e}_i$        $\underline{b} = b_j \underline{e}_j$

$$\begin{aligned} \underline{a} \cdot \underline{b} &= (a_i \underline{e}_i) \cdot (b_j \underline{e}_j) = a_i b_j \underline{e}_i \cdot \underline{e}_j \\ &= a_i b_j \delta_{ij} \\ &= a_i b_i = a_j b_j \end{aligned}$$

## Vector product

$$\underline{a}, \underline{b} \in \mathcal{V}$$

$$\underline{a} \times \underline{b} = |\underline{a}| |\underline{b}| \sin \theta \hat{n}$$

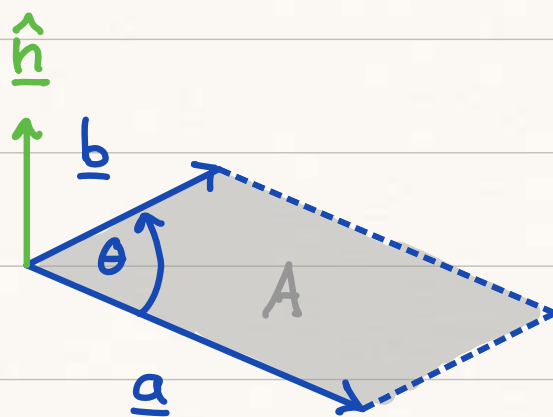
$$\theta \in [0, \pi]$$

$\hat{n}$  unit vector  $\perp$  to  $\underline{a}$  &  $\underline{b}$

(right hand rule)

$|\underline{a} \times \underline{b}| = \text{area of parallelogram}$

Q: Significance of  $\underline{a} \times \underline{b} = \underline{0}$  ?



Note:  $\underline{a} \times \underline{b} = -\underline{b} \times \underline{a} \Rightarrow$  not commutative

## Permutation symbol (Levi-Civita)

vector product in index notation

$$\epsilon_{ijk} = \begin{cases} 1 & \text{if } ijk \in \{123, 231, 312\} \text{ even perm.} \\ -1 & \text{if } ijk \in \{321, 213, 132\} \text{ odd perm.} \\ 0 & \text{repeated index} \end{cases}$$



Flipping any 2 indices changes sign

$$\epsilon_{ijk} = -\epsilon_{kji} = -\epsilon_{jik} = -\epsilon_{ikj}$$

Invariant under cyclic permutation

$$\epsilon_{ijk} = \epsilon_{kij} = \epsilon_{jki}$$

Relation to frame  $\{\underline{e}_i\}$

$$\underline{e}_i \times \underline{e}_j = \epsilon_{ijk} \underline{e}_k$$

Vector product:  $\underline{a} \times \underline{b} = \underline{c}$

$$\underline{a} = a_i \underline{e}_i \quad \underline{b} = b_j \underline{e}_j \quad \underline{c} = c_k \underline{e}_k$$

$$\begin{aligned} \underline{a} \times \underline{b} &= (a_i \underline{e}_i) \times (b_j \underline{e}_j) = a_i b_j (\underline{e}_i \times \underline{e}_j) \\ &= a_i b_j \epsilon_{ijk} \underline{e}_k = \underline{c} = \\ &= \underbrace{a_i b_j \epsilon_{ijk}}_{c_k} \underline{e}_k \end{aligned}$$

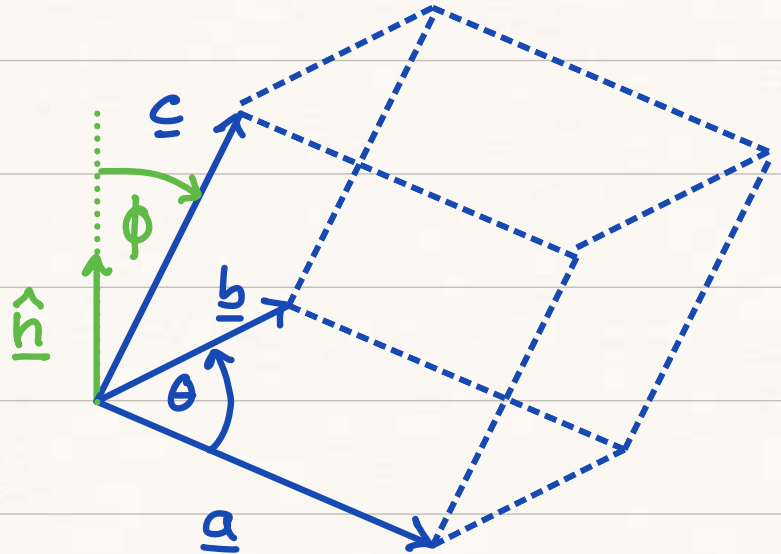
$$\Rightarrow \boxed{c_k = \epsilon_{ijk} a_i b_j}$$

## Triple scalar product

$$\underline{a}, \underline{b}, \underline{c} \in \mathbb{R}^3$$

$$(\underline{a} \times \underline{b}) \cdot \underline{c} = |\underline{a}| |\underline{b}| |\underline{c}| \sin \theta \cos \phi$$

$\Rightarrow$  Volume of the  
parallel piped



$$(\underline{a} \times \underline{b}) \cdot \underline{c} = 0 \Rightarrow \text{linearly dependent}$$

$$(\underline{a} \times \underline{b}) \cdot \underline{c} > 0 \Rightarrow \text{right handed}$$

$$(\underline{a} \times \underline{b}) \cdot \underline{c} < 0 \Rightarrow \text{left handed}$$

## Cartesian reference frame

right handed orthonormal basis  $\{\underline{e}_i\}$

$$\Rightarrow (\underline{e}_1 \times \underline{e}_2) \cdot \underline{e}_3 = 1$$

## Relation to Levi-Civita

$$\epsilon_{ijk} = (\underline{e}_i \times \underline{e}_j) \cdot \underline{e}_k$$

$$\begin{aligned} \text{Proof: } \epsilon_{ijk} &= (\underline{e}_i \times \underline{e}_j) \cdot \underline{e}_k \\ &= \epsilon_{ijl} \underline{e}_l \cdot \underline{e}_k \\ &= \epsilon_{ijl} \delta_{lk} = \epsilon_{ijk} \quad \checkmark \end{aligned}$$

$$\text{Use: } \underline{a} = a_i \underline{e}_i, \quad \underline{b} = b_j \underline{e}_j, \quad \underline{c} = c_k \underline{e}_k$$

$$\begin{aligned} (\underline{a} \times \underline{b}) \cdot \underline{c} &= ((a_i \underline{e}_i) \times (b_j \underline{e}_j)) \cdot (c_k \underline{e}_k) \\ &= a_i b_j c_k \underbrace{(\underline{e}_i \times \underline{e}_j) \cdot \underline{e}_k}_{\epsilon_{ijk}} \\ &= \epsilon_{ijk} a_i b_j c_k \end{aligned}$$

$$(\underline{a} \times \underline{b}) \cdot \underline{c} = \epsilon_{ijk} a_i b_j c_k$$

$\Rightarrow$  Invariant under cyclic perm.

$$(\underline{a} \times \underline{b}) \cdot \underline{c} = (\underline{c} \times \underline{a}) \cdot \underline{b} = (\underline{b} \times \underline{c}) \cdot \underline{a}$$

## Relation ship to determinant

$$\text{matrix } [\underline{a} \ \underline{b} \ \underline{c}] = \begin{bmatrix} a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \\ a_3 & b_3 & c_3 \end{bmatrix}$$

$$(\underline{a} \times \underline{b}) \cdot \underline{c} = \det([\underline{a} \ \underline{b} \ \underline{c}])$$

determinants  $\Rightarrow$  volumes

$$\underline{c} \cdot (\underline{a} \times \underline{b}) = \underline{a} \cdot (\underline{b} \times \underline{c})$$

$$\underline{b} \times \underline{c} = \begin{vmatrix} \underline{e}_1 & \underline{e}_2 & \underline{e}_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix} = \underline{e}_1(b_2 c_3 - b_3 c_2) - \underline{e}_2(b_1 c_3 - b_3 c_1) + \underline{e}_3(b_1 c_2 - b_2 c_1)$$

taking dot product with  $\underline{a}$  replaces first row

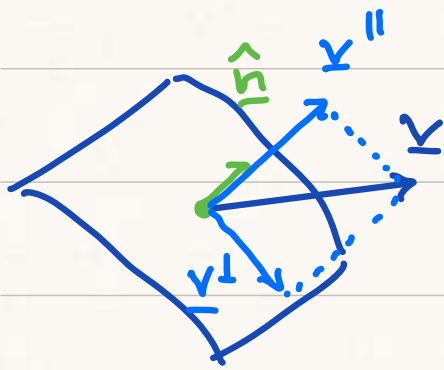
$$\Rightarrow \underline{a} \cdot (\underline{b} \times \underline{c}) = \begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix}$$

## Triple vector product

$$\underline{a}, \underline{b}, \underline{c} \in \mathbb{R}^3$$

$$\begin{aligned}\underline{a} \times (\underline{b} \times \underline{c}) &= (\underline{a} \cdot \underline{c}) \underline{b} - (\underline{a} \cdot \underline{b}) \underline{c} \\ (\underline{a} \times \underline{b}) \times \underline{c} &= (\underline{c} \cdot \underline{a}) \underline{b} - (\underline{c} \cdot \underline{b}) \underline{a}\end{aligned}$$

$\Rightarrow$  find normal component



$$\underline{v} = \underline{v}'' + \underline{v}^\perp$$

$$\underline{v}'' = (\underline{v} \cdot \underline{\hat{n}}) \underline{\hat{n}}$$

$$\underline{v}^\perp = \underline{v} - \underline{v}'' =$$

$$\underline{v}^\perp = -(\underline{v} \times \underline{\hat{n}}) \times \underline{\hat{n}}$$

## Epsilon-delta Identities

In any Cartesian reference frame

$$\epsilon_{pq\mathbf{s}} \epsilon_{hrs\mathbf{s}} = \delta_{pn} \delta_{qr} - \delta_{pr} \delta_{qn}$$

$$\epsilon_{p\mathbf{q}\mathbf{s}} \epsilon_{r\mathbf{q}\mathbf{s}} = 2 \delta_{pr}$$

$\Rightarrow$  vector identities with two cross products

Example:  $\underline{a} \times (\underline{b} \times \underline{c}) = (\underline{a} \cdot \underline{c}) \underline{b} - (\underline{a} \cdot \underline{b}) \underline{c} \equiv \underline{d}$

$$\underline{a} = a_q \underline{e}_q, \quad \underline{b} = b_i \underline{e}_i, \quad \underline{c} = c_j \underline{e}_j, \quad \underline{d} = d_p \underline{e}_p$$

$$\underline{b} \times \underline{c} = \epsilon_{ij\mathbf{k}} b_i c_j \underline{e}_{\mathbf{k}}$$

$$(a_q \underline{e}_q) \times (\epsilon_{ij\mathbf{k}} b_i c_j \underline{e}_{\mathbf{k}}) = \epsilon_{ij\mathbf{k}} a_q b_i c_j (\underbrace{\underline{e}_q \times \underline{e}_{\mathbf{k}}}_{\epsilon_{q\mathbf{k}}\mathbf{p} \underline{e}_{\mathbf{p}}})$$

$$= \epsilon_{ij\mathbf{k}} \epsilon_{q\mathbf{k}}\mathbf{p} a_q b_i c_j \underline{e}_{\mathbf{p}}$$

$$= \epsilon_{ij\mathbf{k}} \epsilon_{p\mathbf{q}}\mathbf{k} a_q b_i c_j \underline{e}_{\mathbf{p}}$$

$$= (\delta_{ip} \delta_{jq} - \delta_{iq} \delta_{jp}) a_q b_i c_j \underline{e}_{\mathbf{p}}$$

$$= a_j b_i c_j \underline{e}_i - a_i b_i c_j \underline{e}_j$$

$$= a_j c_j b_i \underline{e}_i - a_i b_i c_j \underline{e}_j$$

$$= (\underline{a} \cdot \underline{c}) \underline{b} - (\underline{a} \cdot \underline{b}) \underline{c}$$

## Frame Identities

frame  $\{\underline{e}_i\}$  = orthonormal basis

$$\underline{e}_i = \delta_{ij} \underline{e}_j \quad \text{and}$$

$$\underline{e}_i \times \underline{e}_j = \epsilon_{ijk} \underline{e}_k$$