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## Vectors and Tensors

They arise as generalizations of scalars and vectors that are common in physics.

Tensors have a rank:

rank	notation	entity	Examples
0	$a$	scalar	mass, energy
1	$a_i$	vectors	velocity, momentum
2	$a_{ij}$	matrix	polarization tensor, inertia tensor
3	$a_{ijk}$	cube	Hall effect coefficient
4	$a_{ijkl}$	hypercube	stress tensor <sup>12</sup>

The indices range from 1 to  $N$  where  $N$  is the dimension of the space.

 $N$ 

2

3

4

⋮

 $n$ 

examples

2-d space for graphene  $(x, y)$ real space  $(x, y, z)$ relativity  $(x, y, z, t)$ 

?

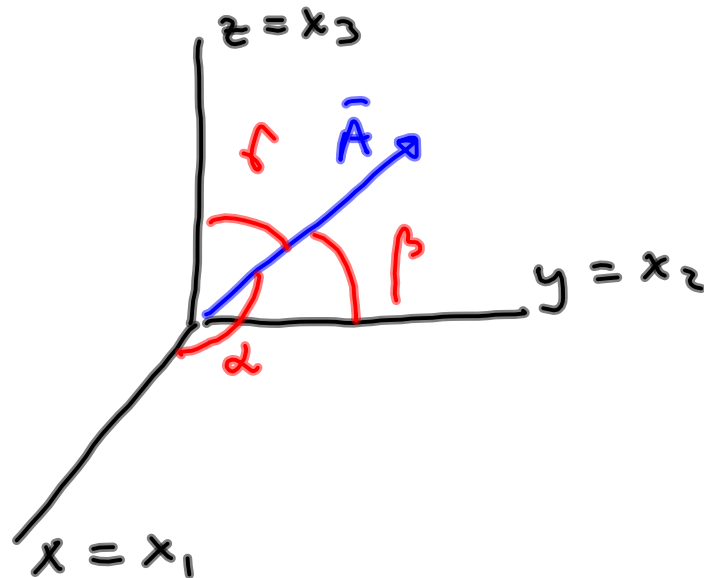
 $(x_1, x_2, \dots, x_n)$

Vectors: tensors of rank 1

In  $N=3$

System of reference:

Cartesian coordinates



- magnitude  $|\bar{A}|$
- direction  $(\alpha, \beta, \gamma)$

Components:

$$A_x = A_1 = |\bar{A}| \cos \alpha$$

$$A_y = A_2 = |\bar{A}| \cos \beta$$

$$A_z = A_3 = |\bar{A}| \cos \gamma$$

$$|\bar{A}| = (A_x^2 + A_y^2 + A_z^2)^{1/2} \quad (\text{Hw \#1})$$

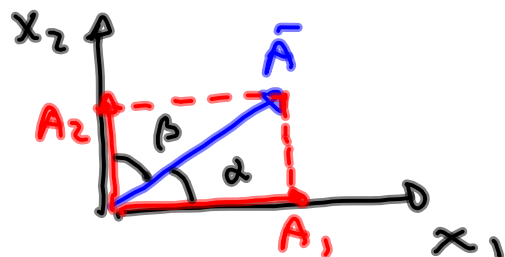
$\cos \alpha, \cos \beta, \cos \gamma$ : direction cosines and  
 $\cos^2 \alpha + \cos^2 \beta + \cos^2 \gamma = 1$  (Hw \#1).

$|\bar{A}|$  is a scalar  
 it is a tensor  
 of rank 0.

## Systems of Reference

N=2

Cartesian system:



$A_1$  is the projection of  $\bar{A}$  parallel to  $x_2$  or perpendicular to  $x_1$ .

$$\bar{A} = (A_1, A_2) \equiv A_i = A^i$$

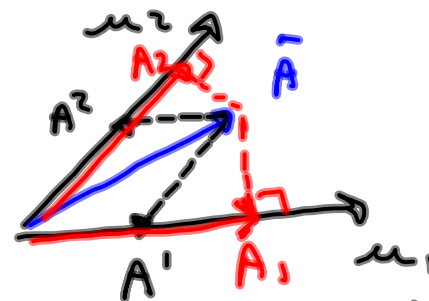
$$A_1 = A \cos \alpha$$

$$A_2 = A \cos \beta = A \sin \alpha$$

$$|\bar{A}| = (A_1^2 + A_2^2)^{1/2}$$

$$\cos^2 \alpha + \cos^2 \beta = \cos^2 \alpha + \sin^2 \alpha = 1$$

oblique system



$$\bar{A} = (A^1, A^2) \equiv A^i \text{ (parallel projection)}$$

$$\bar{A} = (A_1, A_2) \equiv A_i \text{ (perpendicular projection)}$$

Two sets of possible components.

$A_i$ : covariant } to be shown later  
 $A^i$ : contravariant }

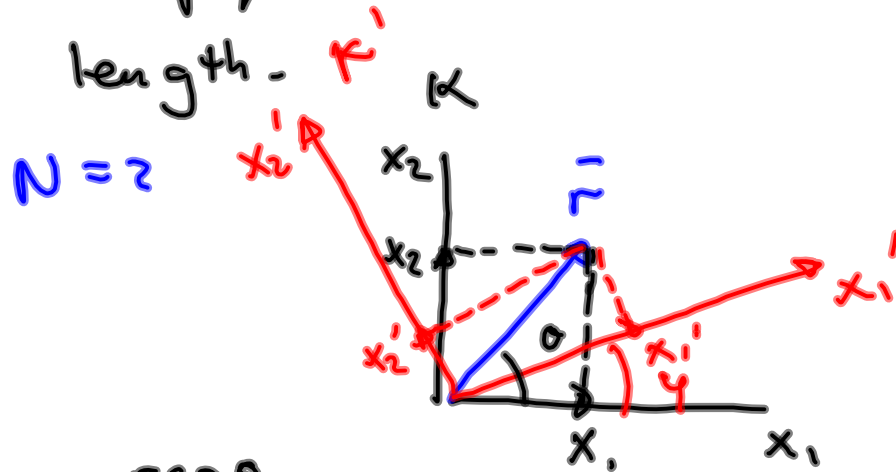
## Tensorial Definition of a vector.

We are going to define a vector in terms of the way in which its components get transformed as we change our system of reference.

For that we need to define a  
**prototype vector.**

Prototype vector:  $\vec{r}$  (position vector).

In physics vectors have units proportional to length.  $\kappa$



Find:

$$x_1' = f(x_1, x_2)$$

$$x_2' = f(x_1, x_2)$$

$$x_1 = r \cos \theta$$

$$x_1' = r \cos(\theta - \varphi) =$$

$$= \underbrace{r \cos \theta}_{x_1} \cos \varphi + \underbrace{r \sin \theta}_{x_2} \sin \varphi =$$

$$= x_1 \cos \varphi + x_2 \sin \varphi$$

$$x_2 = r \sin \theta$$

$$x_2' = r \sin(\theta - \varphi) =$$

$$= \underbrace{r \sin \theta}_{x_2} \cos \varphi - \underbrace{r \cos \theta}_{x_1} \sin \varphi =$$

$$= x_2 \cos \varphi - x_1 \sin \varphi$$