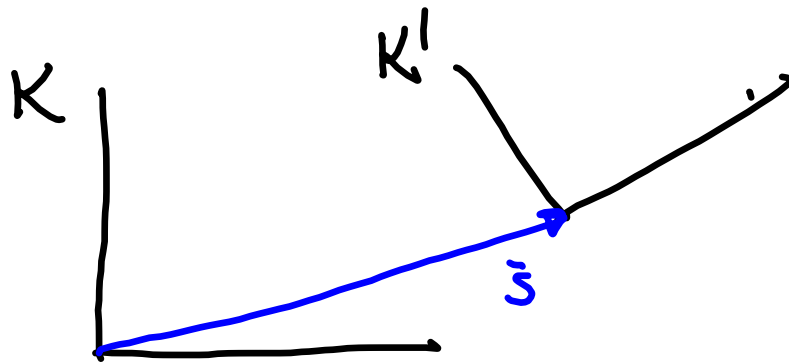


8/28

In reply to class questions:

If  $K'$  is translated with respect to  $K$

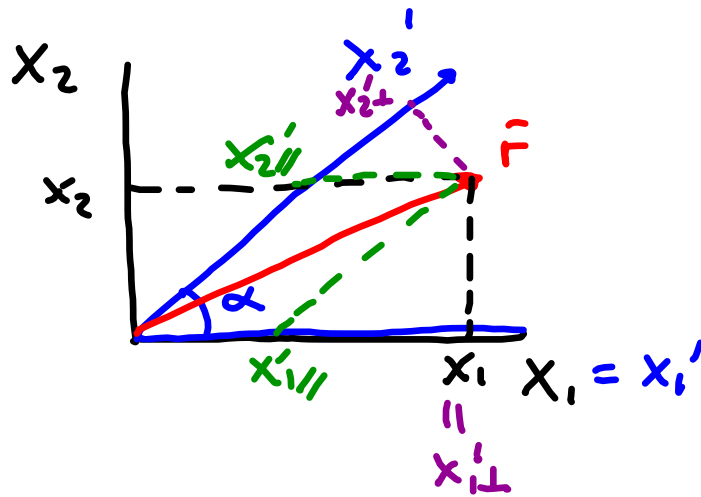


$$x'^i = M^i_j x^j + s'^i$$

rotation  
matrix.

coordinates  
of  $\bar{s}$  in  $K'$

# Obligque system



We found that

$\hat{e}_i$ , covariant, transform

like:

$$(\hat{e}'_1, \hat{e}'_2) = (\hat{e}_1, \hat{e}_2) \begin{pmatrix} 1 & \cos \alpha \\ 0 & \sin \alpha \end{pmatrix}$$

A

Covariant  
transformation

## Parallel Components

$$\begin{cases} x_1 = x'_{1\parallel} + x'_{2\parallel} \cos \alpha \\ x_2 = x'_{2\parallel} \sin \alpha \end{cases}$$

Then,

$$\begin{cases} x'_{1\parallel} = x_1 - x_2 \cot \alpha \\ x'_{2\parallel} = \frac{1}{\sin \alpha} x_2 = \operatorname{cosec} \alpha x_2 \end{cases}$$

We see that

$$\begin{pmatrix} x'_{1\parallel} \\ x'_{2\parallel} \end{pmatrix} = \underbrace{\begin{pmatrix} 1 & -\cot \alpha \\ 0 & \operatorname{cosec} \alpha \end{pmatrix}}_M \begin{pmatrix} x_1 \\ x_2 \end{pmatrix}$$

$x'_{i\parallel} = x_i$   
contravariant components.

## Perpendicular Components

$$x'_{1\perp} = x_1$$

$$\begin{aligned} x'_{2\perp} &= x_2'_{\parallel} + x_1'_{\parallel} \cos \alpha = \\ &= \frac{1}{\sin \alpha} x_2 + x_1 \cos \alpha - x_2 \frac{\cos^2 \alpha}{\sin \alpha} \\ &= x_1 \cos \alpha + x_2 \frac{\sin^2 \alpha}{\sin \alpha} = \\ &= x_1 \cos \alpha + x_2 \sin \alpha \end{aligned}$$

We see that

$$\begin{aligned} (x'_{1\perp}, x'_{2\perp}) &= (x_1, x_2) \begin{pmatrix} 1 & \cos \alpha \\ 0 & \sin \alpha \end{pmatrix} \\ &= (x_1, x_2) \underbrace{A}_A \end{aligned}$$

$x'_{i\perp} = x_i$  covariant components.

Check that

$$M^i_j = \frac{\partial x'^i}{\partial x^j} = \frac{\partial x'^i}{\partial x^i} = \begin{pmatrix} 1 & -\cot \alpha \\ 0 & \csc \alpha \end{pmatrix}$$

$$A^i_j = \frac{\partial x^i}{\partial x'^j} = \begin{pmatrix} 1 & \cos \alpha \\ 0 & \sin \alpha \end{pmatrix}$$

You can check that  $A = M^{-1}$  or in tensor notation

$$A^i_j M^j_k = \delta^i_k \quad \begin{cases} 1 & \text{if } i=k \\ 0 & \text{if } i \neq k \end{cases}$$

Sum over  
j due to  
Einstein's  
notation

Not any array of  $N$  numbers is a vector.

A vector is an array whose components transform according to the rule:

$$x'^i = M^i_j x^j$$

or

$$x'^j = A^i_j x^i$$

Example: the electric field  $\vec{E}$  is a vector in 3D. But in Minkowski space  $\vec{E}$  does not transform as a vector.

↳  $(x, y, z, ct)$  4-d space in which the components of  $\vec{E}$  are part of a rank 2 tensor.

## Vector operations:

- Scalar or dot product.

$$\bar{A} \cdot \bar{B} = \sum_{i=1}^N A_i B_i = \bar{B} \cdot \bar{A}$$

- In terms of matrices:

$$(A_1, A_2, \dots, A_N) \begin{pmatrix} B_1 \\ B_2 \\ \vdots \\ B_N \end{pmatrix} = A_i B_i \quad \text{summing over } i$$

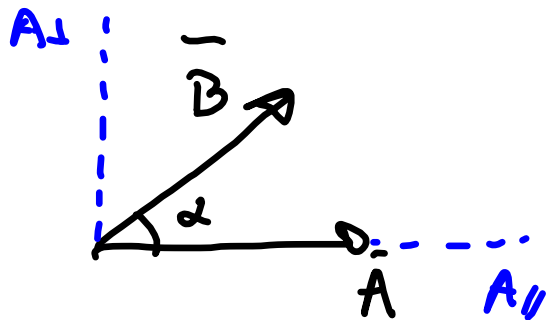
also you can write  $A^i B_i = S$  scalar-tensor of rank 0.

Norm or length of a vector:

$$\vec{A} \cdot \vec{A} = a_i a^i = \sum_{i=1}^N a_i^2 = |\vec{A}|^2$$

Square of  
the length.  
SCALAR.

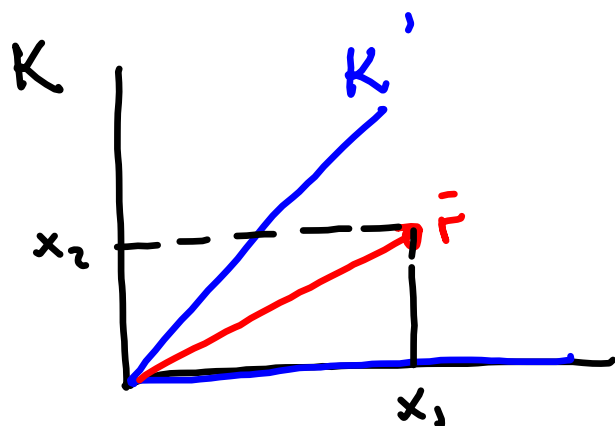
$$|\vec{A}| = (\vec{A} \cdot \vec{A})^{1/2} \equiv A$$



$$\begin{aligned} \vec{A} \cdot \vec{B} &= A_{\parallel} B_{\parallel} + \overset{0}{A_{\perp}} B_{\perp} = \\ &= A B \cos \alpha \end{aligned}$$

$$\cos \alpha = \frac{\vec{A} \cdot \vec{B}}{AB} = \frac{a_i b^i}{(a_j a^j)^{1/2} (b_k b^k)^{1/2}} \quad \text{scalar.}$$

Scalar product in the oblique system:



In  $K$ :

$$r^2 = x_i x^i = x_1^2 + x_2^2$$

In  $K'$ :

$$r^2 = r'^2 = x'_i x'^i = x'_1 x'^1 + x'_2 x'^2 =$$

$$= x_1 (x_1 - \cot \alpha x_2) + (x_1 \cos \alpha + x_2 \sin \alpha) \frac{x_2}{\sin \alpha} =$$

$$= x_1^2 + \cancel{x_1 x_2 \cot \alpha} + \cancel{x_1 x_2 \cot \alpha} + x_2^2 =$$

$$= x_1^2 + x_2^2 = r^2$$

Check at home that  $x'^i x'^i \neq r$   
and  $x'_i x'_i \neq r$ .

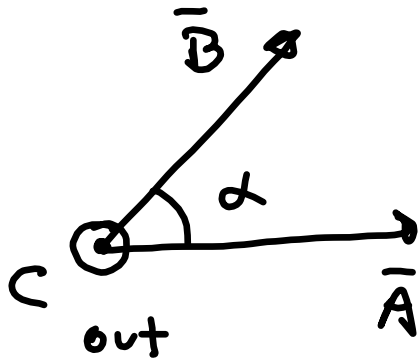
writing  
 $x'^1 = f(x_i)$   
and  
 $x'^2 = g(x_i)$   
found in  
page 2.



Cross or vector product:

$$\vec{C} = \vec{A} \times \vec{B} = AB \sin \alpha$$

Direction obtained using right hand rule.



Clearly:

$$\vec{B} \times \vec{A} = -\vec{A} \times \vec{B}$$

Another way is using the determinat form:

$$\vec{C} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix} = \hat{i}(A_y B_z - A_z B_y) + \hat{j}(A_z B_x - A_x B_z) + \hat{k}(A_x B_y - B_x A_y)$$

In tensor notation:

$$C_i = \epsilon_{ijk} A^j B^k$$

$\epsilon_{ijk}$  : Levi-Civita tensor

$$\epsilon_{ijk} \begin{cases} 0 & \text{if any of the indices are the same.} \\ 1 & \text{if all the indices are different and in} \\ & \text{cyclic order} \\ -1 & \text{if all the indices are different but not} \\ & \text{in cyclic order.} \end{cases}$$

$$\epsilon_{112} = 0$$

$$\epsilon_{123} = 1$$

$$\epsilon_{213} = -1$$

Example:

$$C_i = \epsilon_{ijk} A^j B^k$$

Then  $C_x = C_1$

$$C_1 = \overset{1}{\epsilon_{123}} A^2 B^3 + \overset{-1}{\epsilon_{132}} A^3 B^2 =$$

$$= A^2 B^3 - A^3 B^2$$

only non-zero terms

then

$$C_x = A_y B_z - A_z B_y$$

Vectors and covectors in real, reciprocal  
and dual space.

Solid State Physics:

Crystals: are periodic arrays of ions in  
real space.

The ions are attached to a Bravais lattice.