

TENSOR COMPONENT MANIPULATION RULES

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References: Kip S. Thorne & Roger D. Blandford, *Modern Classical Physics*, Princeton University Press (2017). Exercise 1.3.

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T&B's definition of a tensor is an object which takes a number of vectors as input (the number is the *rank* of the tensor) and outputs a single number. In their eqn 1.4d, the inner product is defined as the output produced when a vector (considered as a rank-1 tensor) takes another vector as input:

$$\mathbf{A} \cdot \mathbf{C} = A(\mathbf{C}) \quad (1)$$

Using eqn 1.9b, we can write a vector \mathbf{A} in terms of its components in a Cartesian coordinate system with basis vectors \mathbf{e}_j :

$$\mathbf{A} = A_j \mathbf{e}_j \quad (2)$$

where there is an implied sum over $j = 1, 2, 3$. Since the basis vectors \mathbf{e}_j are orthonormal, we have

$$\mathbf{e}_i \cdot \mathbf{e}_j = \delta_{ij} \quad (3)$$

and, using the above, we have

$$\mathbf{A} \cdot \mathbf{e}_j = A_i \mathbf{e}_i \cdot \mathbf{e}_j = A_i \delta_{ij} = A_j \quad (4)$$

Ex 1.3(a)

The scalar product of two arbitrary vectors is then

$$\mathbf{A} \cdot \mathbf{B} = (A_i \mathbf{e}_i) \cdot (B_j \mathbf{e}_j) \quad (5)$$

$$= A_i B_j (\mathbf{e}_i \cdot \mathbf{e}_j) \quad (6)$$

$$= A_i B_j \delta_{ij} \quad (7)$$

$$= A_i B_i \quad (8)$$

This is the familiar expression for a scalar product expressed in terms of components.

Ex. 1.3(b) For a general rank-3 tensor, we have T&B's eqn 1.9d:

$$\mathbb{T} = T_{ijk} \mathbf{e}_i \otimes \mathbf{e}_j \otimes \mathbf{e}_k \quad (9)$$

This gives the components of the tensor for a given Cartesian coordinate system.

A rank-3 tensor has 3 slots for inputting vectors and, using T&B's eqn 1.5a, we have

$$\mathbb{T}(\mathbf{A}, \mathbf{B}, \mathbf{C}) = T_{ijk} \mathbf{e}_i \otimes \mathbf{e}_j \otimes \mathbf{e}_k (\mathbf{A}, \mathbf{B}, \mathbf{C}) \quad (10)$$

$$= T_{ijk} (\mathbf{e}_i \cdot \mathbf{A}) (\mathbf{e}_j \cdot \mathbf{B}) (\mathbf{e}_k \cdot \mathbf{C}) \quad (11)$$

$$= T_{ijk} A_i B_j C_k \quad (12)$$

This is similar to the treatment of one-forms and vectors in 4 dimensions that we met earlier, except here we're considering only 3-dim flat space.

PINGBACKS

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