

Vectors

position \vec{r} denotes displacement with respect to "origin"

dot product (also called scalar product or inner product)

$$\vec{r} \cdot \vec{r}' = |\vec{r}| |\vec{r}'| \cos \theta$$

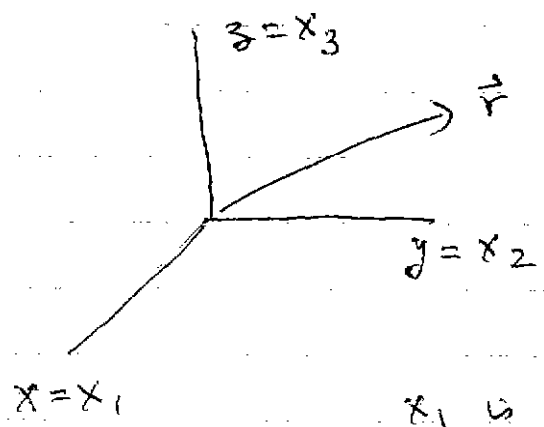
\uparrow magnitudes \uparrow angle between

dot product of two vectors is a scalar

$$\frac{\vec{r} \cdot \vec{r}'}{|\vec{r}'|} = |\vec{r}| \cos \theta$$

is projection of \vec{r} onto direction of \vec{r}'

Rectangular coordinates



$$\vec{r} = x_1 \hat{e}_1 + x_2 \hat{e}_2 + x_3 \hat{e}_3$$

\hat{e}_i is unit vector along direction of coordinate

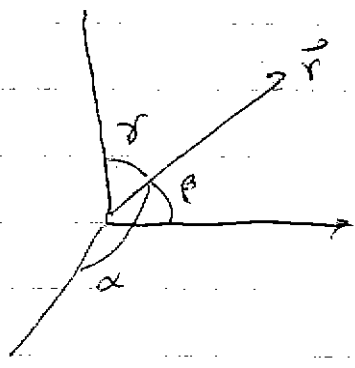
x_1 is projection of \vec{r} onto direction \hat{e}_1

$$\Rightarrow \begin{cases} x_1 = \vec{r} \cdot \hat{e}_1 \\ x_2 = \vec{r} \cdot \hat{e}_2 \\ x_3 = \vec{r} \cdot \hat{e}_3 \end{cases}$$

← Kronecker Delta

follows algebraically from $\hat{e}_i \cdot \hat{e}_j = \delta_{ij} = \begin{cases} 1 & i=j \\ 0 & i \neq j \end{cases}$ since \hat{e}_i are orthogonal

$$\Rightarrow \vec{r} \cdot \hat{e}_1 = (x_1 \hat{e}_1 + x_2 \hat{e}_2 + x_3 \hat{e}_3) \cdot \hat{e}_1 = x_1 + 0 + 0$$



α, β, γ are angles \vec{r} makes with respect to $\hat{e}_1, \hat{e}_2, \hat{e}_3$

$$\Rightarrow \begin{aligned} x_1 &= r \cos \alpha & r &= |\vec{r}| \\ x_2 &= r \cos \beta \\ x_3 &= r \cos \gamma \end{aligned}$$

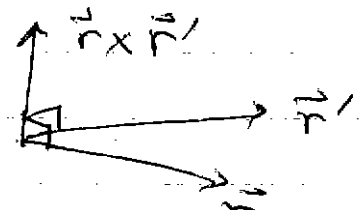
For two vectors \vec{r} and \vec{r}'

$$\begin{aligned} \vec{r} \cdot \vec{r}' &= (x_1 \hat{e}_1 + x_2 \hat{e}_2 + x_3 \hat{e}_3) \cdot (x'_1 \hat{e}_1 + x'_2 \hat{e}_2 + x'_3 \hat{e}_3) \\ &= x_1 x'_1 + y_1 y'_1 + z_1 z'_1 \quad \text{since } \hat{e}_i \cdot \hat{e}_j = \delta_{ij} \end{aligned}$$

cross product - result is a vector

$$|\vec{r} \times \vec{r}'| = |\vec{r}| |\vec{r}'| \sin \theta$$

direction of $\vec{r} \times \vec{r}'$ points in direction orthogonal to both \vec{r} and \vec{r}' , with orientation given by the Right Hand Rule



If write vectors in rectangular coordinates

$$\vec{r} \times \vec{r}' = \begin{vmatrix} \hat{e}_1 & \hat{e}_2 & \hat{e}_3 \\ x_1 & x_2 & x_3 \\ x'_1 & x'_2 & x'_3 \end{vmatrix}$$

symbolically expand determinant to get cross product

$$\vec{r} \times \vec{r}' = (x_2 x_3' - x_3 x_2') \hat{e}_1 + (x_3 x_1' - x_1 x_3') \hat{e}_2 + (x_1 x_2' - x_2 x_1') \hat{e}_3$$

$(\hat{e}_j \times \hat{e}_k) \equiv \epsilon_{ijk}$ ← "Levi-Civita density"

$$\epsilon_{ijk} = \begin{cases} 0 & \text{if any two indices are equal} \\ +1 & \text{if } ijk \text{ even permutation of } 123 \\ -1 & \text{if } ijk \text{ odd permutation of } 123 \end{cases}$$

can check from geometrical definition of cross product that above correctly gives

$$\begin{aligned} \hat{e}_1 \times \hat{e}_2 &= \hat{e}_3 = -\hat{e}_2 \times \hat{e}_1 \\ \hat{e}_2 \times \hat{e}_3 &= \hat{e}_1 = -\hat{e}_3 \times \hat{e}_2 \\ \hat{e}_3 \times \hat{e}_1 &= \hat{e}_2 = -\hat{e}_1 \times \hat{e}_3 \end{aligned}$$

we can now use the above to derive the determinant formulation

$$\begin{aligned} \vec{r} \times \vec{r}' &= (x_1 \hat{e}_1 + x_2 \hat{e}_2 + x_3 \hat{e}_3) \times (x_1' \hat{e}_1 + x_2' \hat{e}_2 + x_3' \hat{e}_3) \\ &= x_1 x_2' (\hat{e}_1 \times \hat{e}_2) + x_2 x_1' (\hat{e}_2 \times \hat{e}_1) \\ &\quad + x_1 x_3' (\hat{e}_1 \times \hat{e}_3) + x_3 x_1' (\hat{e}_3 \times \hat{e}_1) \\ &\quad + x_2 x_3' (\hat{e}_2 \times \hat{e}_3) + x_3 x_2' (\hat{e}_3 \times \hat{e}_2) \\ &= (x_1 x_2' - x_2 x_1') \hat{e}_3 \\ &\quad + (x_3 x_1' - x_1 x_3') \hat{e}_2 \\ &\quad + (x_2 x_3' - x_3 x_2') \hat{e}_1 \end{aligned}$$

all terms $\hat{e}_i \times \hat{e}_i = \hat{e}_i \times \hat{e}_j - \hat{e}_j \times \hat{e}_i = 0$ in above expansion

In terms of Levi-Civita density

(4)

↳ i th component of $\vec{r} \times \vec{r}'$

$$(\vec{r} \times \vec{r}')_i = \sum_{jk} \epsilon_{ijk} r_j r'_k$$

$$\vec{r} \cdot \vec{r}' = \sum_i x_i x'_i$$

Summation Convention

$$(\vec{r} \times \vec{r}')_i = \epsilon_{ijk} x_j x'_k$$

$$\vec{r} \cdot \vec{r}' = x_i x'_i$$

} summation over repeated indices is implied.

Useful formulae to remember

$$\vec{A} \cdot \vec{A} = A^2 \quad \text{square of length of } \vec{A}$$

$$A^2 = A_1^2 + A_2^2 + A_3^2$$

$$\vec{A} \times \vec{A} = 0$$

$$\vec{A} \cdot (\vec{A} \times \vec{B}) = 0$$

$$\vec{A} \cdot (\vec{B} \times \vec{C}) = \vec{B} \cdot (\vec{C} \times \vec{A}) = \vec{C} \cdot (\vec{A} \times \vec{B})$$

$$\vec{A} \times (\vec{B} \times \vec{C}) = \vec{B} (\vec{A} \cdot \vec{C}) - \vec{C} (\vec{A} \cdot \vec{B}) \quad \text{"BAC-CAB" rule}$$

$$\sum_i \epsilon_{ijk} \epsilon_{ilm} = \delta_{jl} \delta_{km} - \delta_{jm} \delta_{kl}$$

can use above to derive BAC-CAB rule

$$(\vec{A} \times (\vec{B} \times \vec{C}))_i = \sum_{jkm} \epsilon_{ijk} A_j \epsilon_{kjm} B_k C_m$$

$$= \epsilon_{kej} \epsilon_{kjm} A_j B_k C_m \quad \text{as } \epsilon_{ijk} = \epsilon_{kji}$$

$$= (\delta_{je} \delta_{jm} - \delta_{em} \delta_{je}) A_j B_k C_m$$

$$= 0 \quad (\vec{A} \cdot \vec{A}) - 0 \quad (\vec{A} \cdot \vec{A})$$