Scalar: Tensor of Rank O

It remains invariant under coordinate transformation.

for example-size mass temperature, distance speed et<u>cetera</u> are the scaler quantities, that is, they have only magnitude and no direction.

Hence they are independent of the coordinate transformation.

A scalar quantity is a tensor of rank zero, this means, that a scalar quantity requires zero or no basis to describe itself.

It is represented as A.

Vector: Tensor of Rank 1

 $P = (x_1, y_1, z_1)$ $P = (x_1, y_1, z_1)$

It is a quantity which carries both magnitude as well as direction

When we go from one coordinate system S to another coordinate system S', then the components of P and Q in itself changes but the vector as such l.e. the nature of the vector does not change, its magnitude does not change, it is pointing from P to Q only in another frame of reference. This implies that if an object does not vary under coordinate transformation by following a set of transformation rules then that object is called as a tensor. The only thing that changes is the components of tensor.

A vector is a tensor of rank one that is it requires one basis vector (x or y or z) to describe its each component. For example A_{y} , A_{z}

In 3D (d=3), number of components of such a vector /tensor of rank 1 (n=1) is 3 (i.e d^n)

Note that pseudo vector is not a tensor because it does not satisfy those transformation rules.



Total Required Components to describe all forces at A: 9 3 elongations or stretching 6 shearing

Set of Basis Vectors required to describe each component n=2 (n is the rank of the tensor) For eg xy, xz, yyetc

Dimension of system d= 3

So, the components of a rank 2 tensor in 3D is $3^2 = d^n = 9$

Representation of a tensor of Rank 2: