

§ 1.1 矢量代数

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一、矢量运算

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1. 矢量的加法

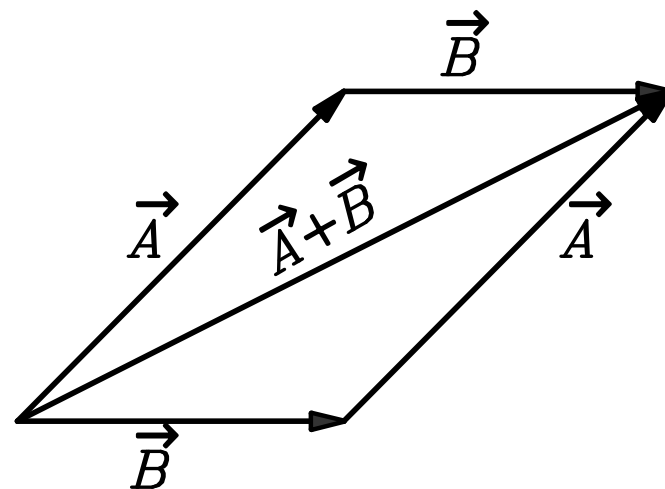
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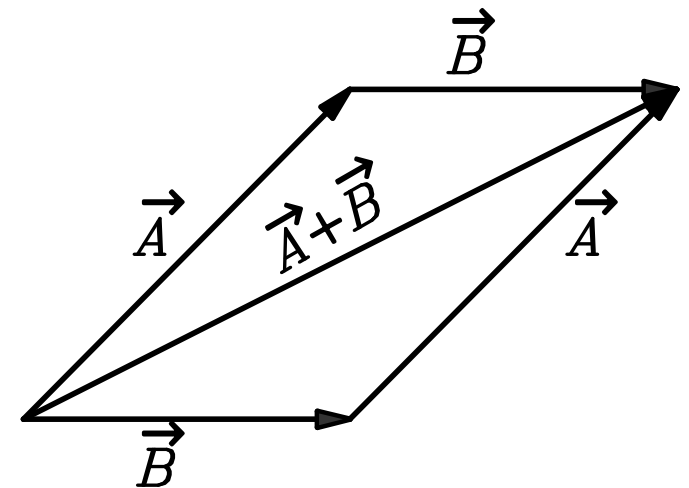
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交换律 (commutative)



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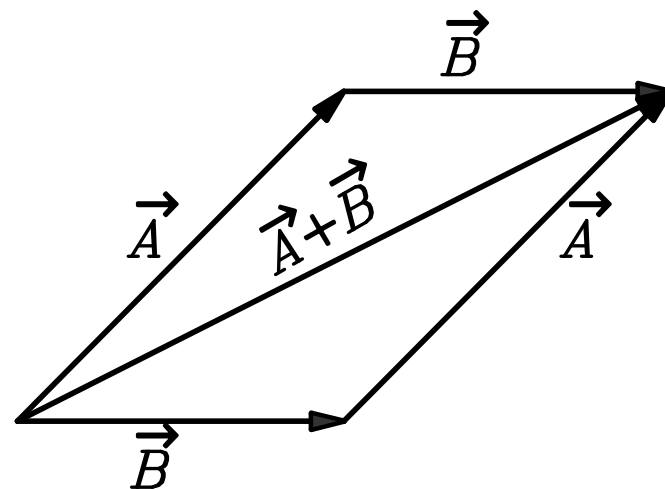
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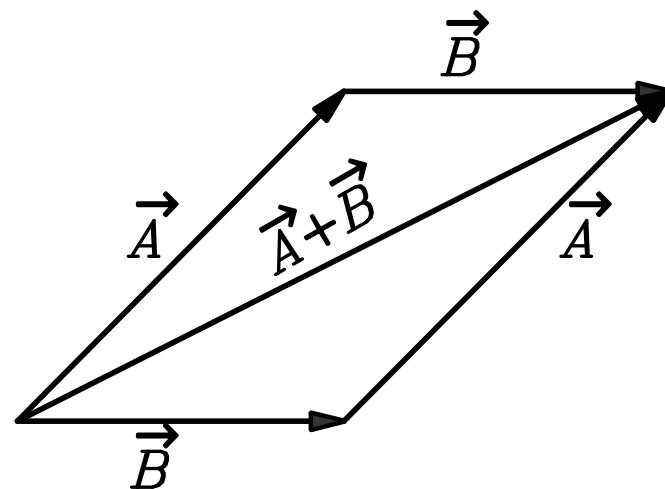
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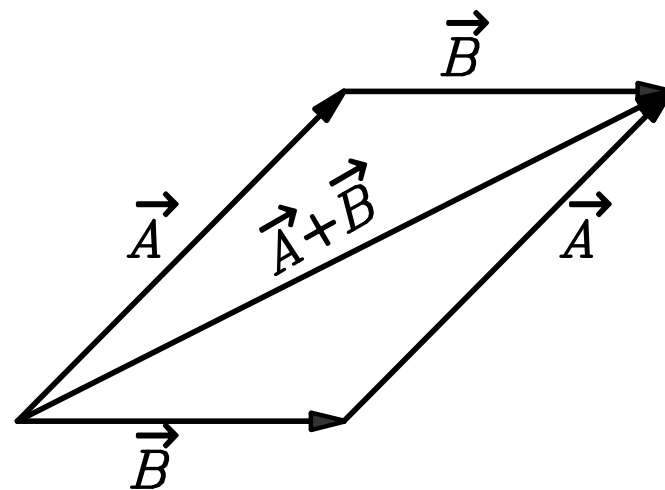
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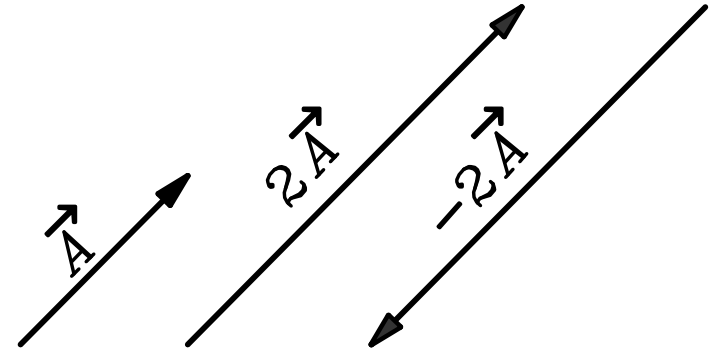
结合律 (associative)

$$(\vec{A} + \vec{B}) + \vec{C} = \vec{A} + (\vec{B} + \vec{C})$$



Let there be light

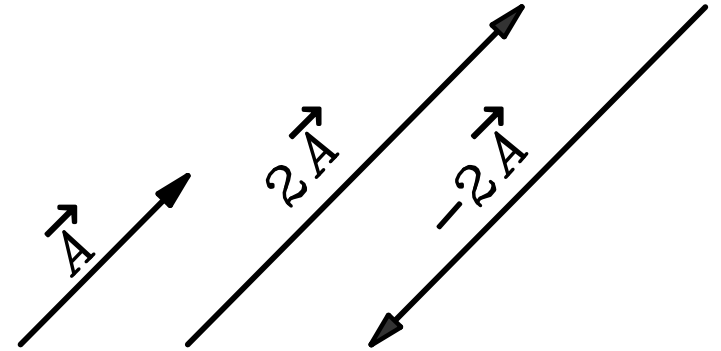
2. 矢量与标量的乘积



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2. 矢量与标量的乘积

分配律 (distributive)

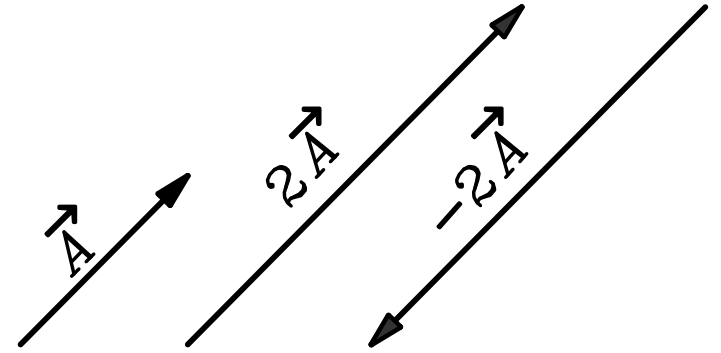


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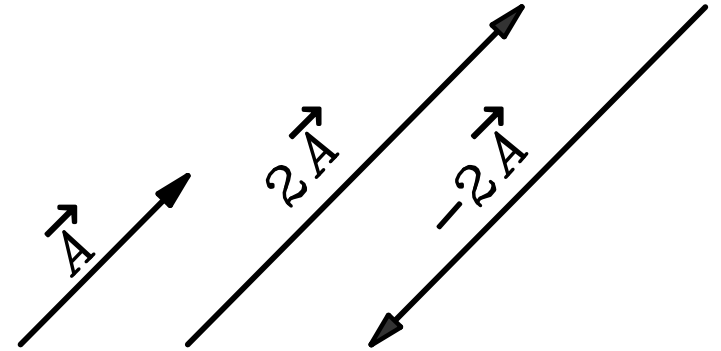
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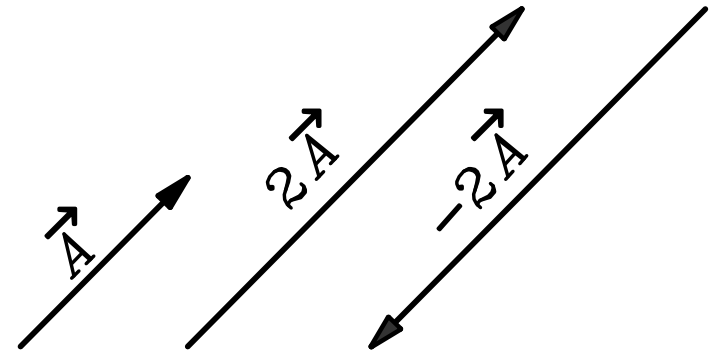
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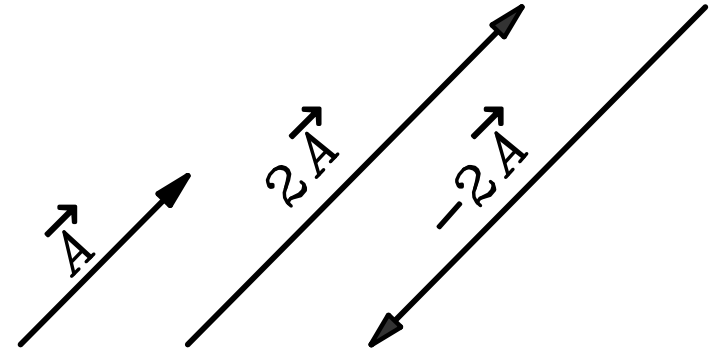
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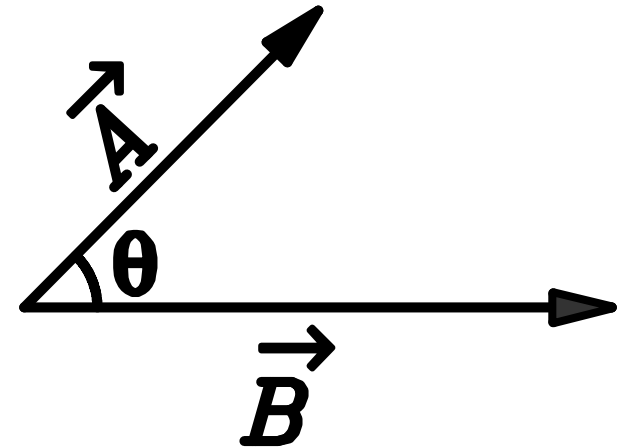
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3. 两个矢量的点积 (dot product, scalar product)



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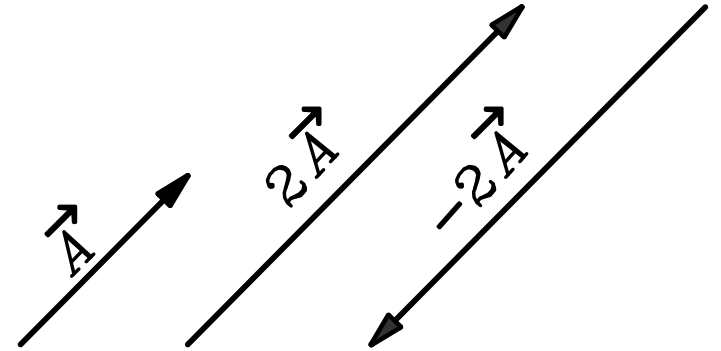
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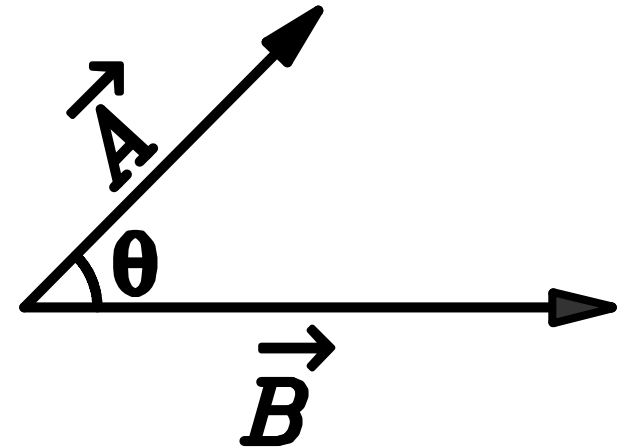
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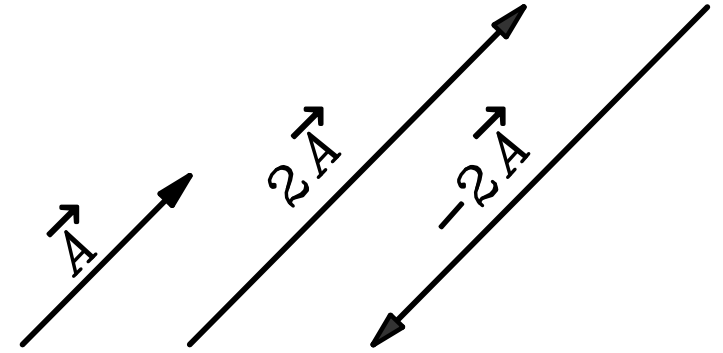
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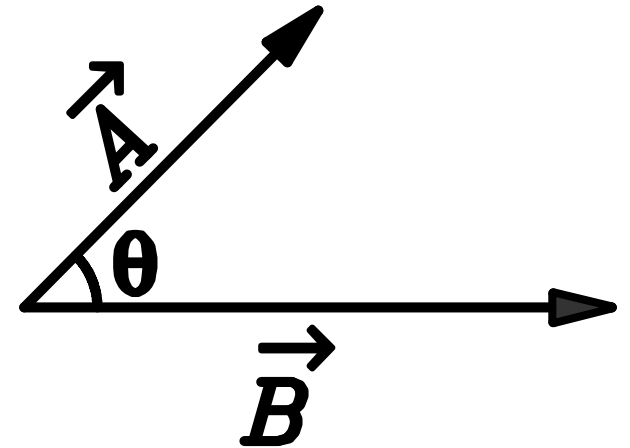
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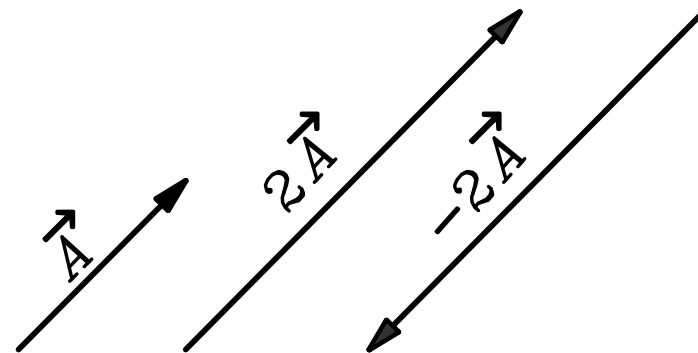
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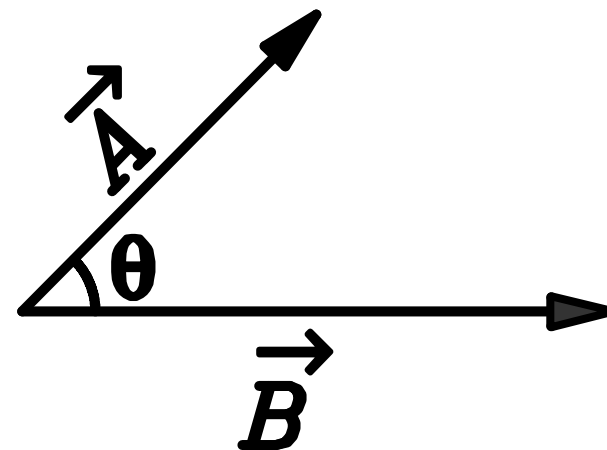


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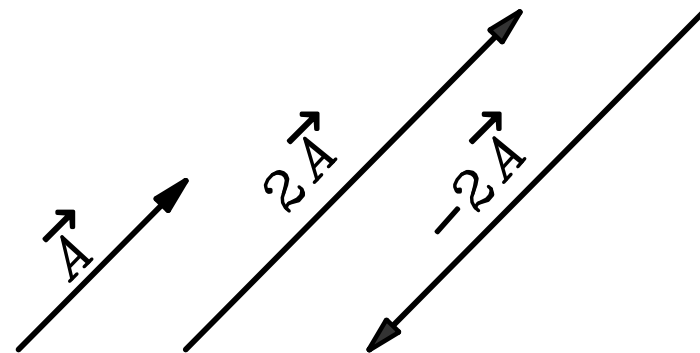
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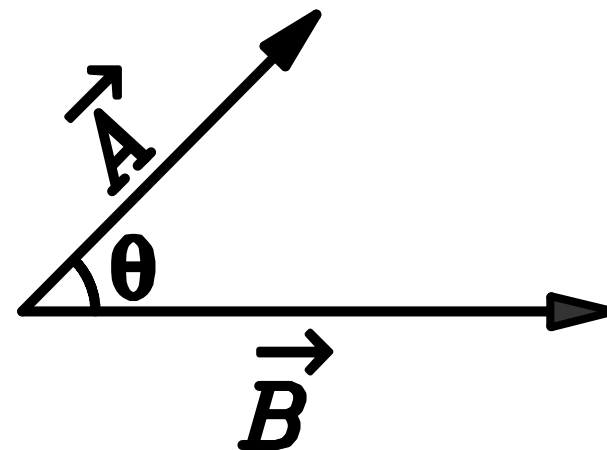
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$$\vec{A} \cdot \vec{A} = |\vec{A}|^2 = A^2$$

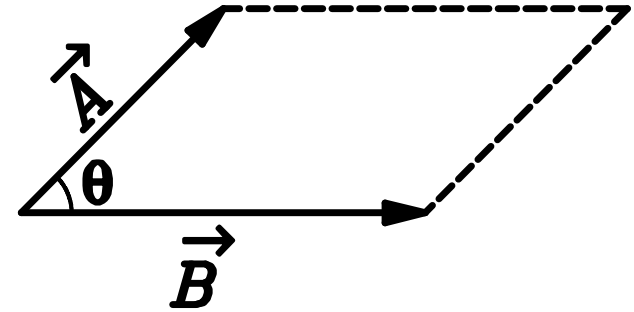


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4. 两个矢量的叉积 (cross product, vector product)

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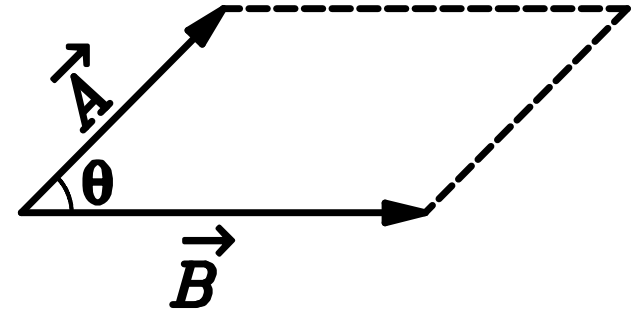
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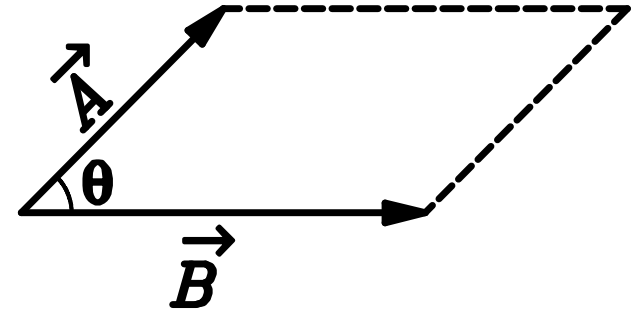


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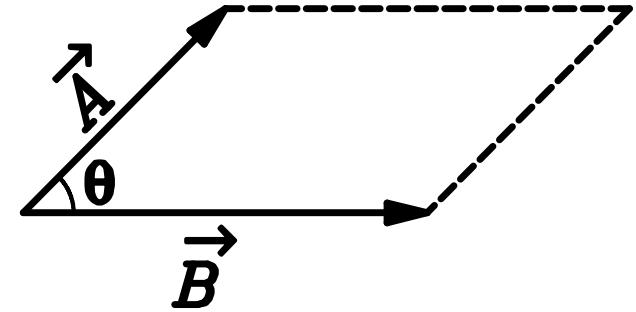
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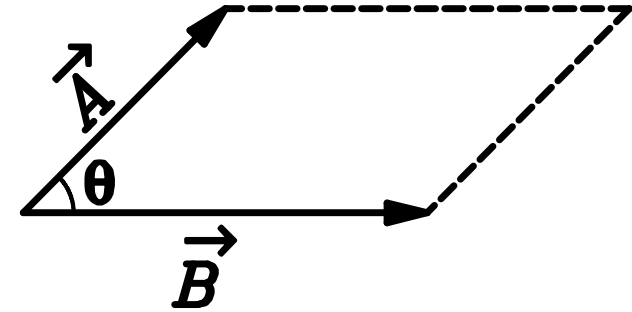
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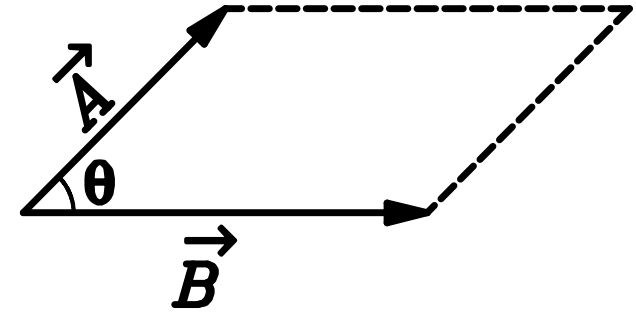
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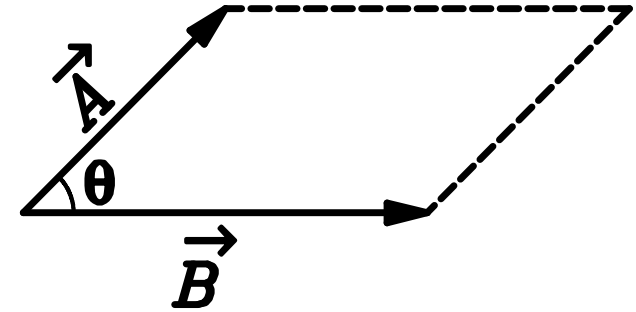
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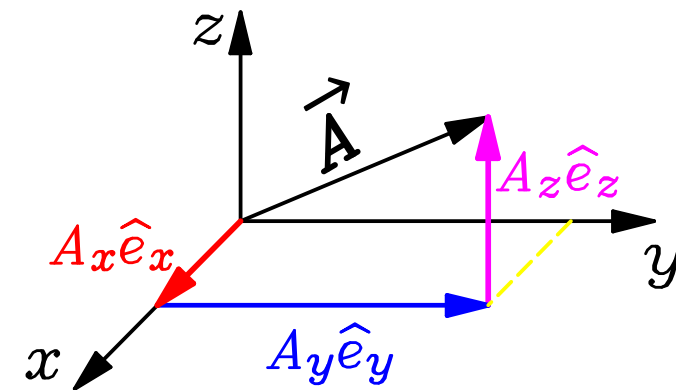
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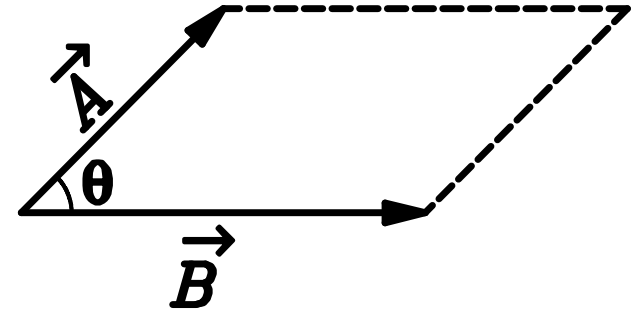
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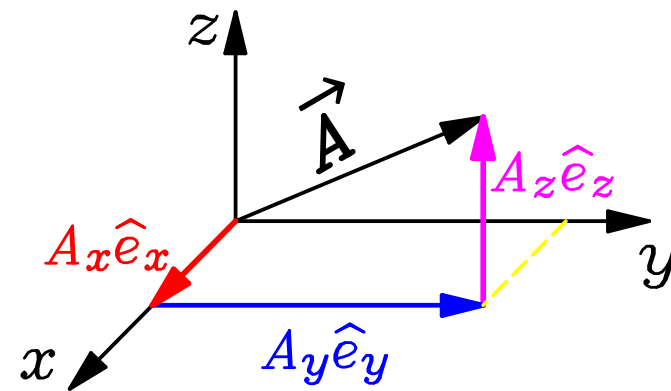
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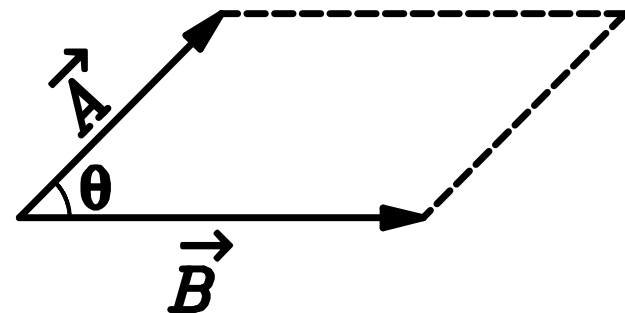
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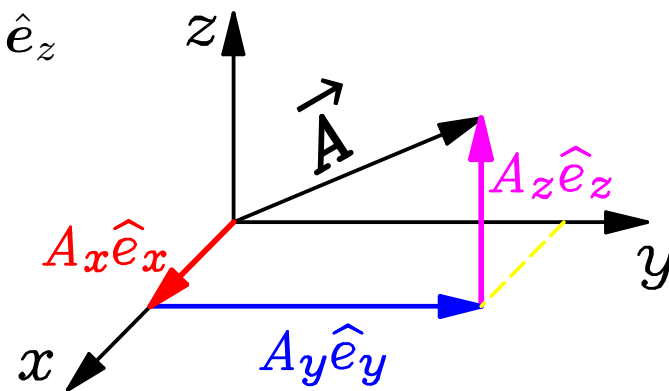
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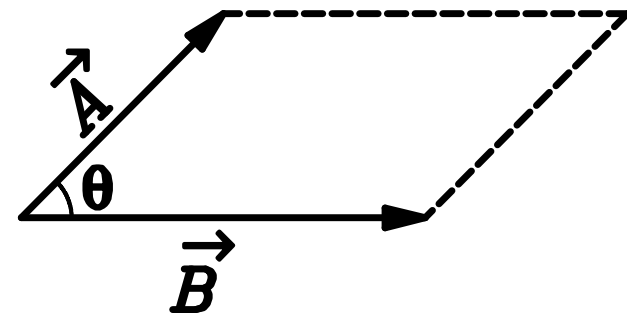
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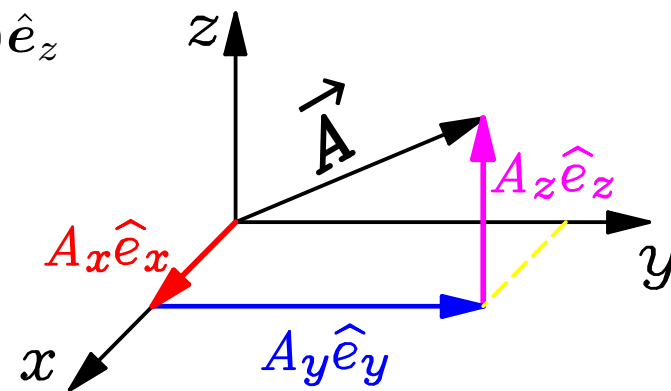


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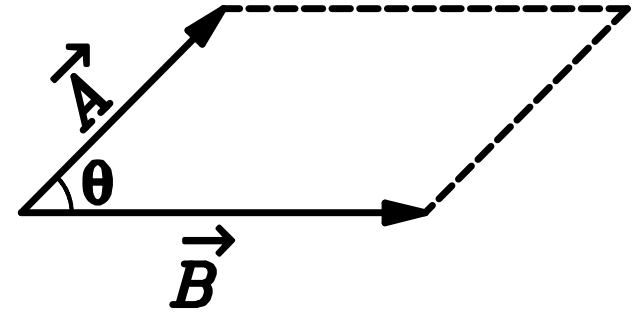
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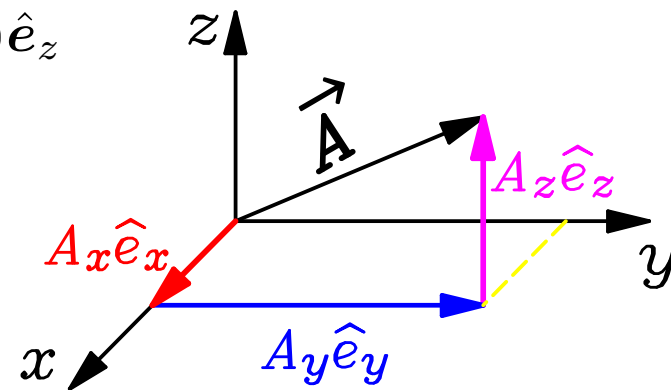
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$$A = \sqrt{\vec{A} \cdot \vec{A}} = \sqrt{A_x^2 + A_y^2 + A_z^2}$$



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$$\varepsilon_{ijk} = \hat{e}_i \cdot (\hat{e}_j \times \hat{e}_k) = \begin{cases} 1 & \text{if } ijk = 123, 231, 312 \\ -1 & \text{if } ijk = 132, 213, 321 \\ 0 & \text{otherwise} \end{cases}$$

Let there be light

Levi-Civita 张量的性质

1. 简单表示右手系中基矢量的矢积：
$$\hat{e}_i \times \hat{e}_j = \sum_k \varepsilon_{ijk} \hat{e}_k$$

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$$\underbrace{\varepsilon_{ijk} \varepsilon_{mnk}}_{\text{隐含对 } k \text{ 求和}} = \delta_{im} \delta_{jn} - \delta_{in} \delta_{jm} = \begin{vmatrix} \delta_{im} & \delta_{in} \\ \delta_{jm} & \delta_{jn} \end{vmatrix}$$

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4. 两重求和（上式中令 $n = j$ ）

$$\underbrace{\varepsilon_{ijk}\varepsilon_{mjk}}_{\text{隐含对 } j, k \text{ 求和}} = \delta_{im}\delta_{jj} - \delta_{ij}\delta_{mj} = 3\delta_{im} - \delta_{im} = 2\delta_{im}$$

Let there be light

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5. 三重求和（上式中令 $m = i$ ）

$$\underbrace{\varepsilon_{ijk}\varepsilon_{ijk}}_{\text{隐含对 } i, j, k \text{ 求和}} = 2\delta_{ii} = 6$$

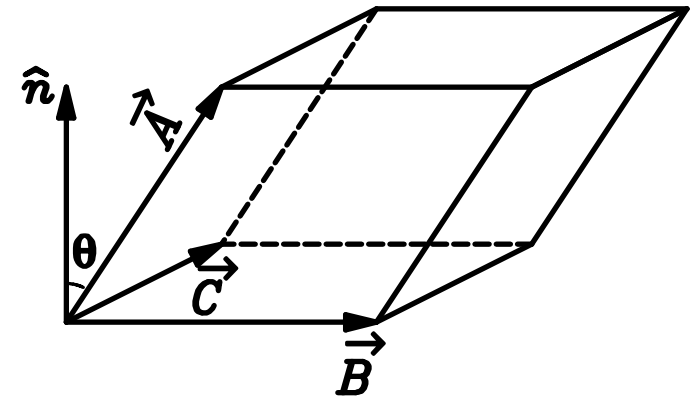
Let there be light

三、三重积

Let there be light

三、三重积

1. 三重标积 (scalar triple product, 混合积)

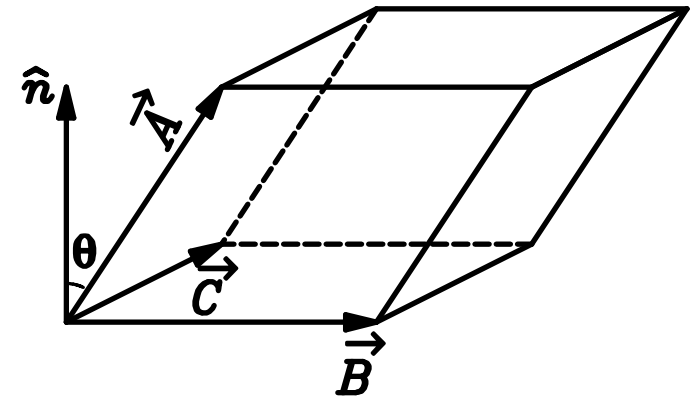


Let there be light

三、三重积

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



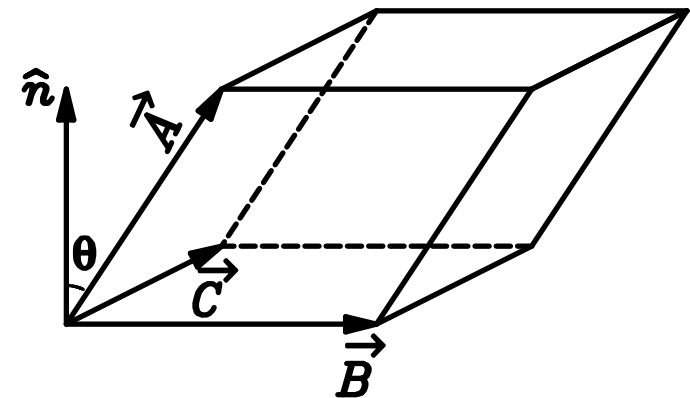
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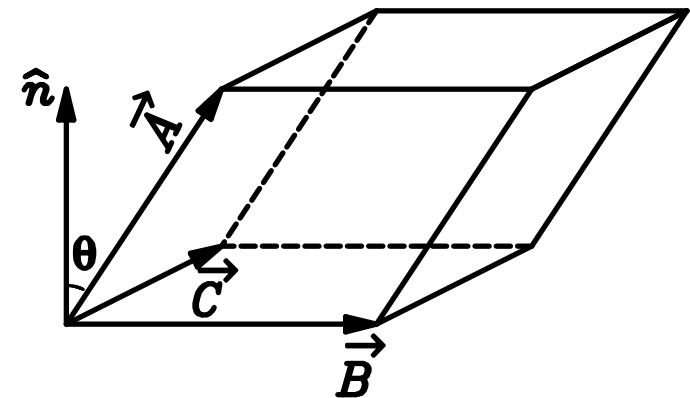
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2. 三重矢积 (vector triple product)

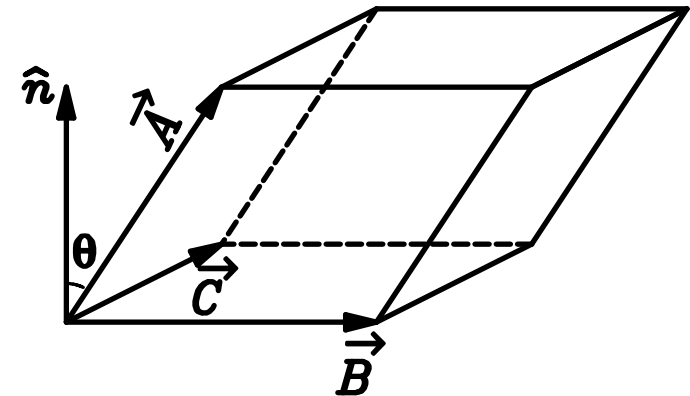
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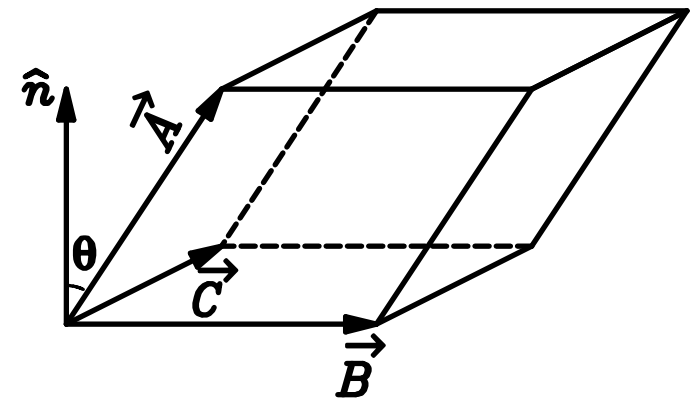
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$$\vec{A} \times (\vec{B} \times \vec{C}) \neq (\vec{A} \times \vec{B}) \times \vec{C} \quad \text{not associative}$$

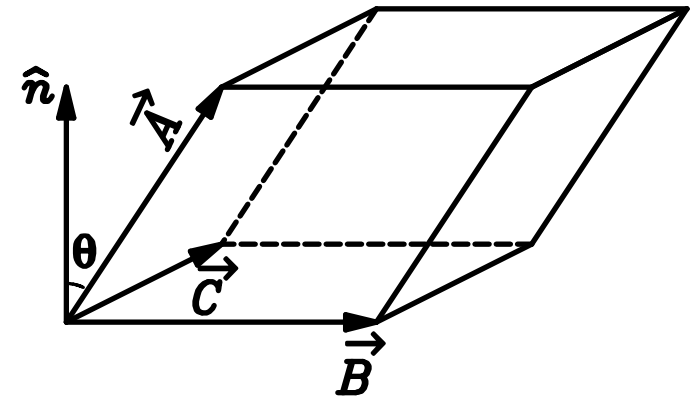
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$$\vec{A} \times (\vec{B} \times \vec{C}) + \vec{B} \times (\vec{C} \times \vec{A}) + \vec{C} \times (\vec{A} \times \vec{B}) = 0$$

Let there be light

四、位置矢量、位移矢量、间距矢量

Let there be light

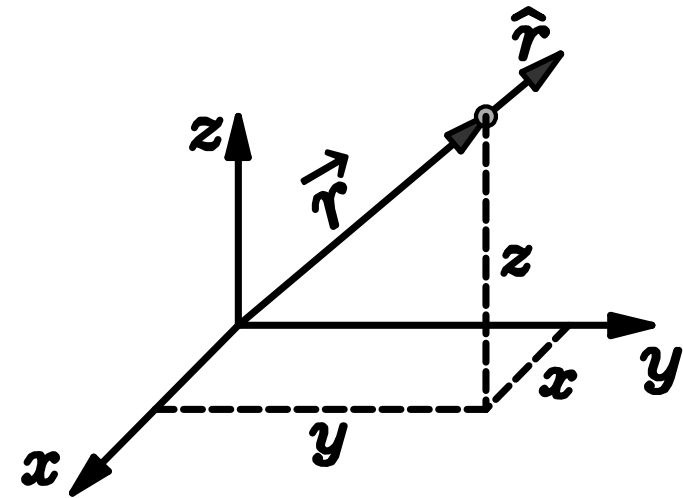
四、位置矢量、位移矢量、间距矢量

位置矢量

Let there be light

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位置矢量



Let there be light

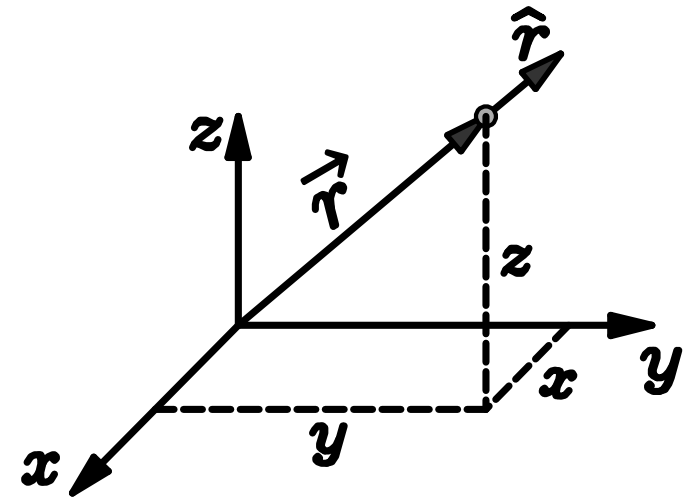
四、位置矢量、位移矢量、间距矢量

位置矢量

$$\vec{r} = x\hat{e}_x + y\hat{e}_y + z\hat{e}_z$$

$$r = |\vec{r}| = \sqrt{\vec{r} \cdot \vec{r}} = \sqrt{x^2 + y^2 + z^2}$$

$$\hat{e}_r = \vec{r}/r$$



Let there be light

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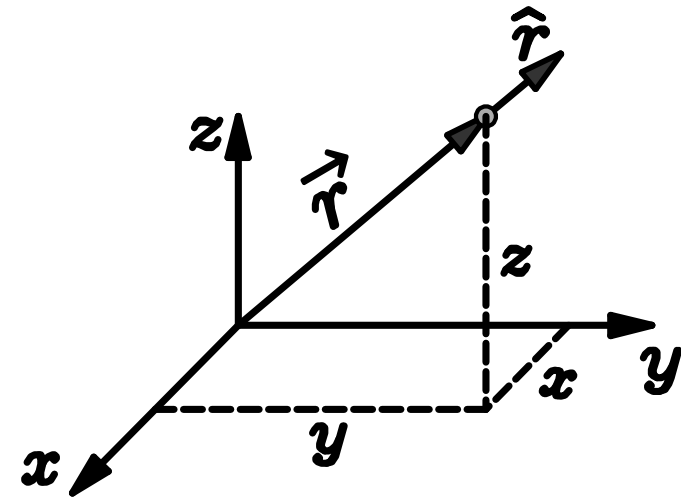
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无限小位移矢量



Let there be light

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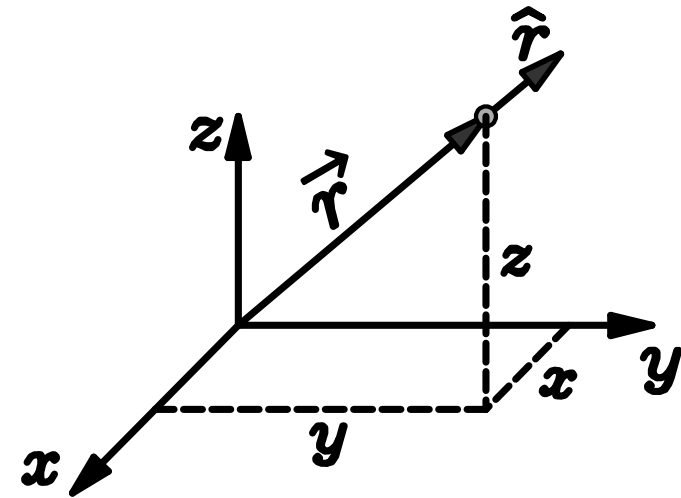
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Let there be light

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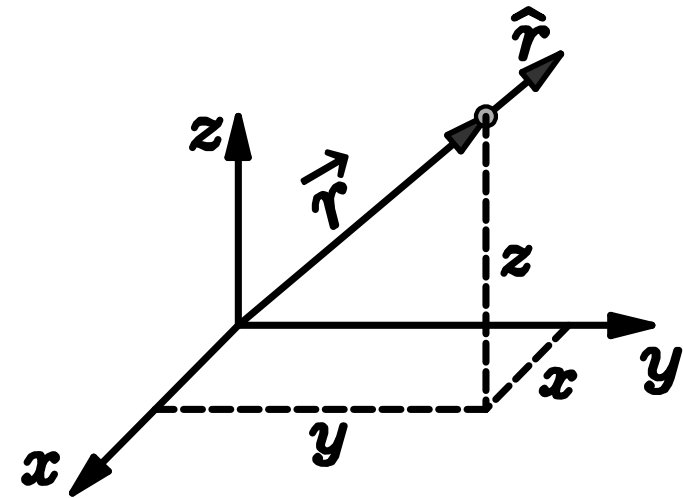
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Let there be light

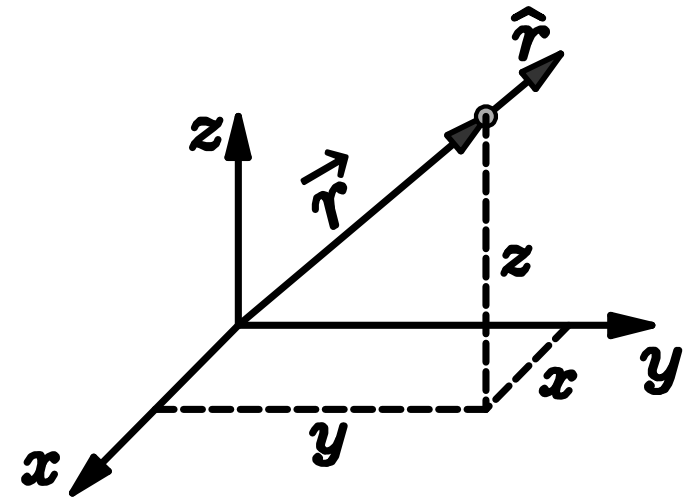
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$$\vec{R} \equiv \vec{r} - \vec{r}' = (x - x')\hat{e}_x + (y - y')\hat{e}_y + (z - z')\hat{e}_z$$

Let there be light

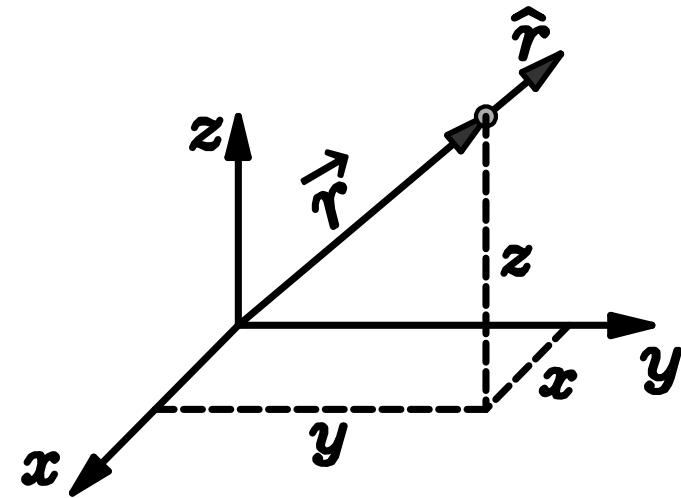
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\vec{r} 为场点（field point 观察点）的位置矢量，

Let there be light

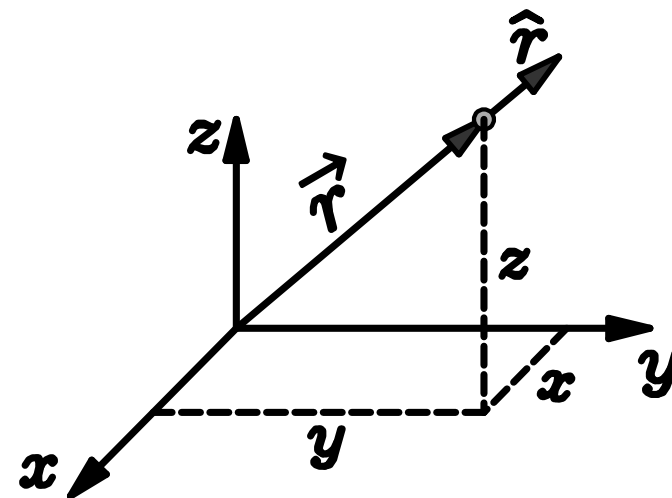
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Let there be light

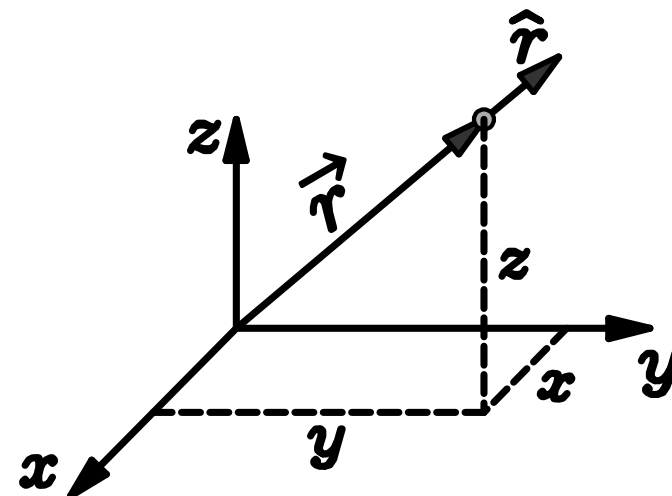
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$$R = |\vec{R}| = \sqrt{(x - x')^2 + (y - y')^2 + (z - z')^2}$$