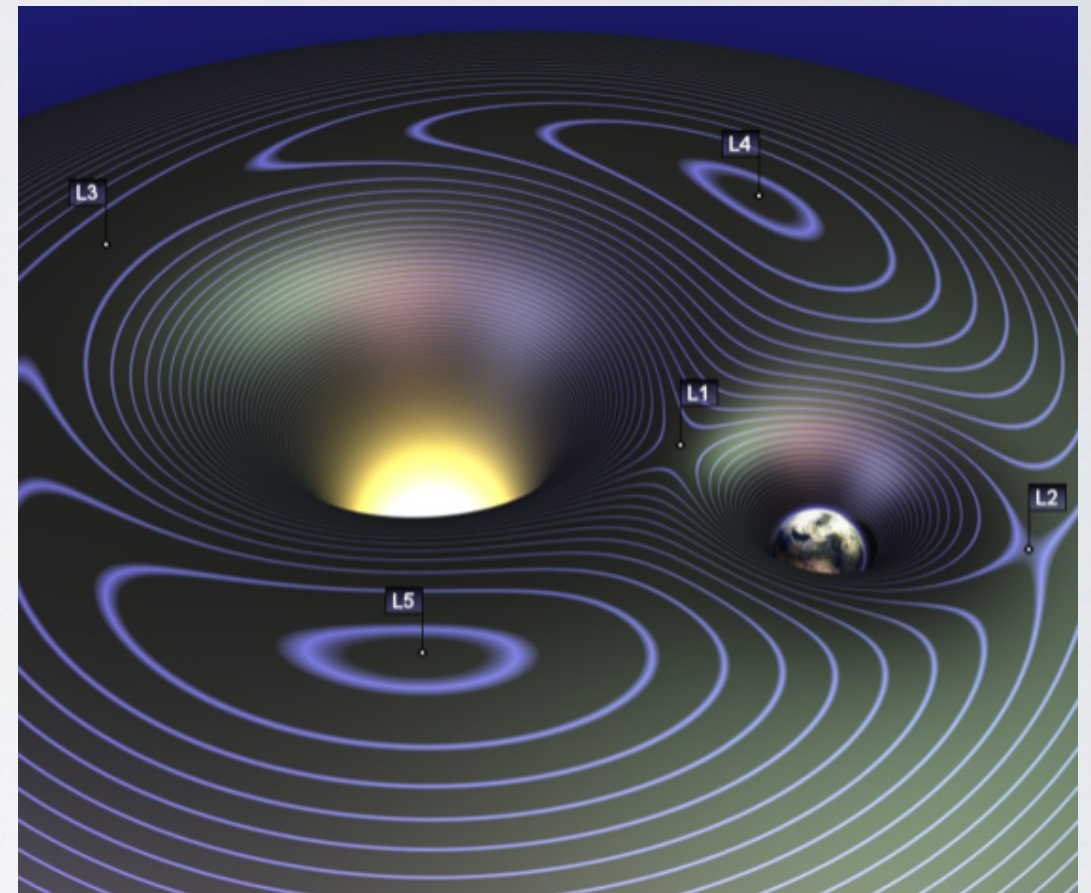
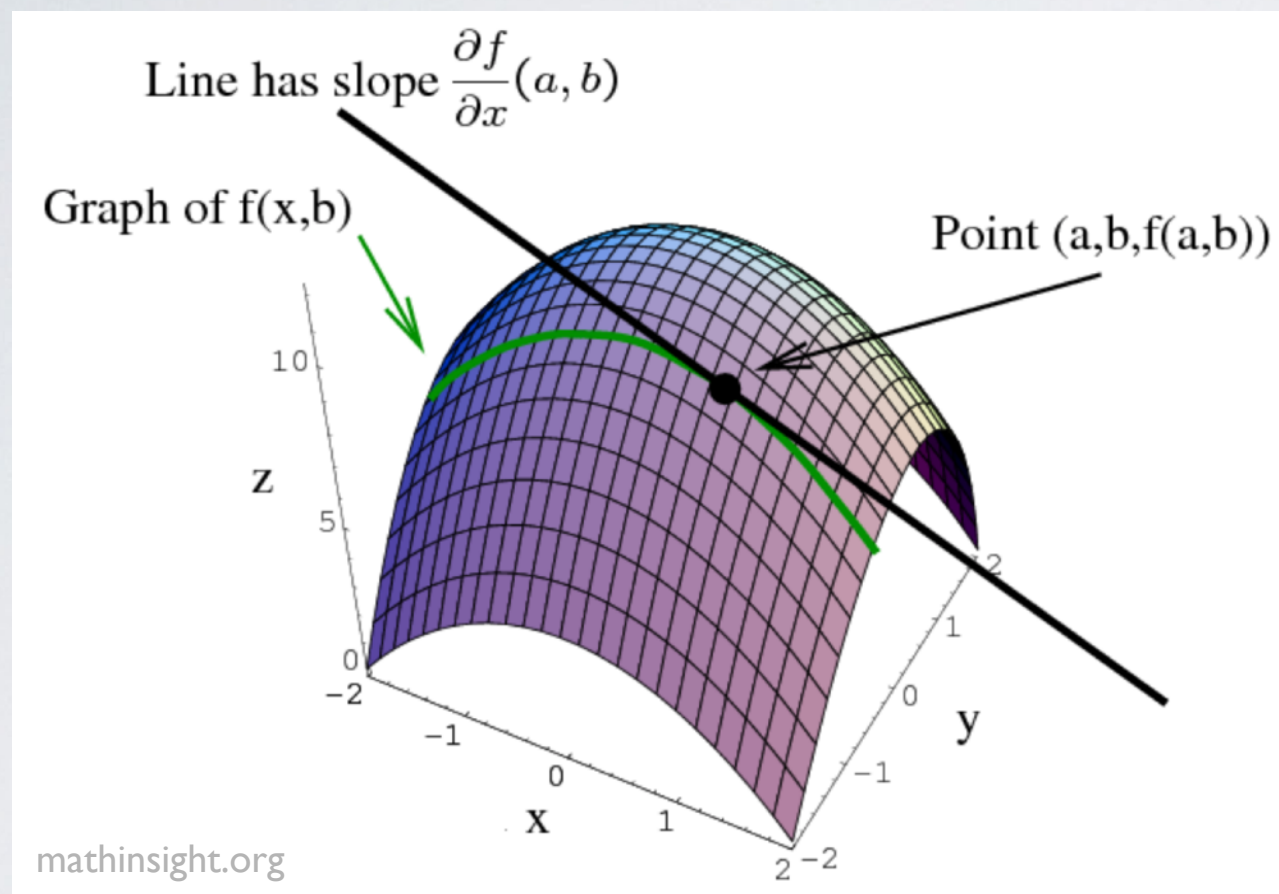


Week 5 - #1

Partial Differentiation



Today: Ch 4

Next Class: Ch 5

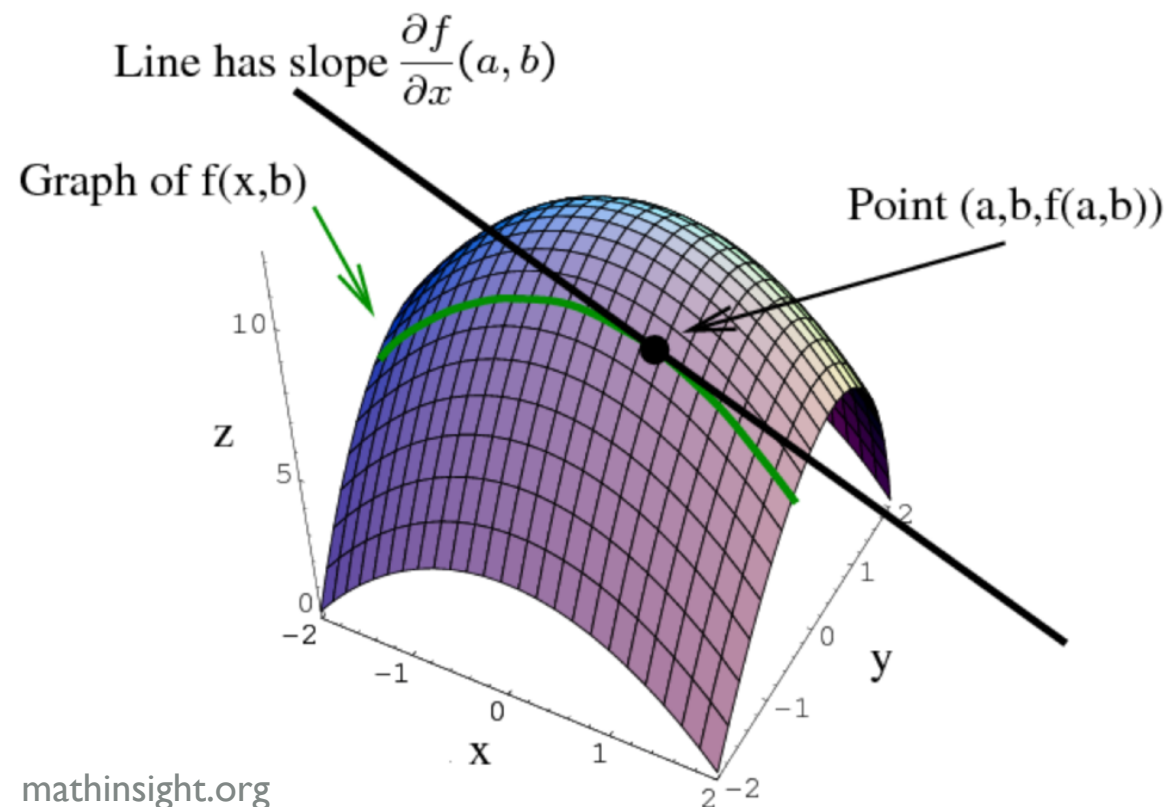
Ji-hoon Kim (Seoul National University)

Rudimentary Mathematical Methods of Physics (Fall 2025): Quiz #7

— [open book and open note, “and” cellphone or laptop, drop it off as you leave the class] —

Please write down your name and student ID in the top right corner. (0.0 pt: no paper found with your name / 0.5 pt: paper found with your name and some answers / 1.0 pt: good answers)

1. Boas, Chapter 4, Section 4, Problem 1
2. What is the difference between the two formulae, Eq.(3.6) and (5.3) of Boas, Chapter 4?
3. List any research area you can think of where tensors are used — e.g., in physics textbooks, or in describing daily phenomena of any kind.



Rudimentary Mathematical Methods of Physics (Fall 2025): Suggested Problems in Chapter 4, Boas, 3rd ed.

The problems I suggest you to take a deeper look into include, but are not limited to, the following.
The class homework assignments will mainly be from this list.

- Section 01: Problems 7, 8, 9, 15, 16
- Section 02: Problems 1, 2, 3
- Section 04: Problems 2, 3, 7, 15
- Section 05: Problems 1, 2, 6, 8
- Section 06: Problems 1, 4, 9
- Section 07: Problems 2, 4, 7, 10, 16, 25, 28
- Section 08: Problems 2, 8, 11, 13
- Section 09: Problems 2, 5, 9, 11
- Section 10: Problems 2, 5, 10, 14
- Section 11: Problems 1, 4, 6, 7, 8
- Section 12: Problems 2, 5, 10, 13, 16, 19
- Section 13: Problems 6, 9, 16, 27, 29

Rudimentary Mathematical Methods of Physics (Fall 2025): Suggested Problems in Chapter 5, Boas, 3rd ed.

The problems I suggest you to take a deeper look into include, but are not limited to, the following.
The class homework assignments will mainly be from this list.

- Section 01: Problems 2, 4, 5
- Section 02: Problems 3, 5, 9, 11, 13, 16, 20, 22, 26, 39, 41
- Section 03: Problems 6, 12, 13, 17, 18, 19, 20, 21, 25
- Section 04: Problems 2, 4, 7, 14, 16, 19, 20
- Section 05: Problems 1, 5
- Section 06: Problems 4, 6, 11, 18, 23, 25, 27

Rudimentary Mathematical Methods of Physics (Fall 2025): Suggested Problems in Chapter 6, Boas, 3rd ed.

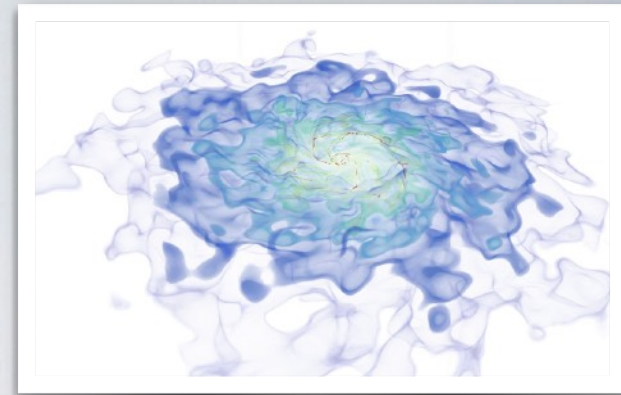
The problems I suggest you to take a deeper look into include, but are not limited to, the following.
The class homework assignments will mainly be from this list.

- Section 03: Problems 12, 13, 14, 16, 17
- Section 04: Problems 6, 9
- Section 06: Problems 8, 13, 14, 16
- Section 07: Problems 6, 7, 15, 16, 17
- Section 08: Problems 6, 14, 18, 19, 20
- Section 09: Problems 3, 4, 7, 8
- Section 10: Problems 6, 10, 12, 15, 16
- Section 11: Problems 8, 10, 12, 16, 17(b)(d)(e), 18
- Section 12: Problems 3, 16, 19

Chapter 10, Sections 5 & 7-9

- Section 05: Problems 5, 7, 10
- Section 08: Problems 6
- Section 09: Problems 2, 5

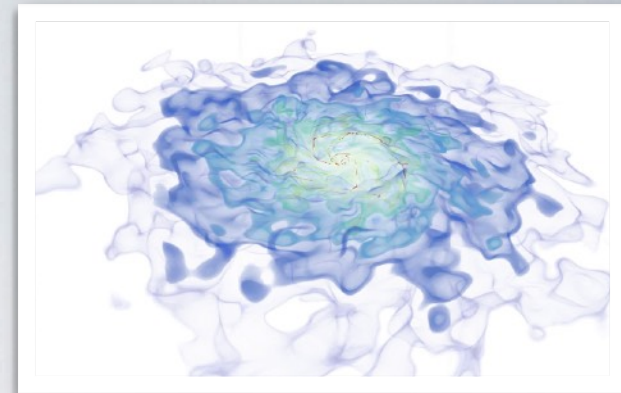
39 problems / 173 total
(Ch.10) 13 problems / 138 total



HW #2 has been posted!

(Posted on jihoonkim.org, Due: **Oct. 3 (Fri), 23:00pm**,

Grader TA this time: 서현우, hyeonu@snu.ac.kr)



Tensors In Physics

Tensors In Physics: Examples

- (1) Coordinate transformation tensor (Cartesian $\leftrightarrow$ Cartesian)

$$\begin{pmatrix} x' \\ y' \\ z' \end{pmatrix} = \begin{pmatrix} l_1 & m_1 & n_1 \\ l_2 & m_2 & n_2 \\ l_3 & m_3 & n_3 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \end{pmatrix}$$

Boas Ch 10.2, Eq.(2.7)

- (2) Coordinate transformation tensor (Cartesian $\leftrightarrow$ curvilinear)

$$\begin{pmatrix} dx \\ dy \\ dz \end{pmatrix} = \begin{pmatrix} \sin \theta \cos \phi & r \cos \theta \cos \phi & -r \sin \theta \sin \phi \\ \sin \theta \sin \phi & r \cos \theta \sin \phi & r \sin \theta \cos \phi \\ \cos \theta & -r \sin \theta & 0 \end{pmatrix} \begin{pmatrix} dr \\ d\theta \\ d\phi \end{pmatrix}$$

Boas Ch 10.10, Eq.(10.2)

- (3) Metric tensor

$$ds^2 = \begin{pmatrix} dx_1 & dx_2 & dx_3 \end{pmatrix} \begin{pmatrix} h_1^2 & 0 & 0 \\ 0 & h_2^2 & 0 \\ 0 & 0 & h_3^2 \end{pmatrix} \begin{pmatrix} dx_1 \\ dx_2 \\ dx_3 \end{pmatrix}$$

Boas Ch 10.2, Eq.(2.7)

Tensors In Physics: Examples

- (4) Stress tensor, Strain tensor, Elastic constant tensor

$$P_{ij} = \begin{pmatrix} P_{xx} & P_{xy} & P_{xz} \\ P_{yx} & P_{yy} & P_{yz} \\ P_{zx} & P_{zy} & P_{zz} \end{pmatrix} = C_{ijkl} S_{kl}$$

Boas Ch 10.7, Eq.(7.5)

- (5) Lorentz spacetime transformation tensor

$$\Lambda = \begin{pmatrix} \gamma & -\gamma\beta & 0 & 0 \\ -\gamma\beta & \gamma & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

$$\begin{aligned} x^0 &\equiv ct, \\ x^1 &= x, \quad x^2 = y, \quad x^3 = z \end{aligned}$$

Griffiths Eq.(12.117, 12.21-22)

$$\lambda = \begin{pmatrix} \gamma & 0 & 0 & i\beta\gamma \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ -i\beta\gamma & 0 & 0 & \gamma \end{pmatrix}$$

$$\mathbb{X} = (x_1, x_2, x_3, ict)$$

Marion Eq.(14.77, 14.79a)

- (6) Electromagnetic field tensor

$$F^{\mu\nu} = \begin{pmatrix} 0 & E_x/c & E_y/c & E_z/c \\ -E_x/c & 0 & B_z & -B_y \\ -E_y/c & -B_z & 0 & B_x \\ -E_z/c & B_y & -B_x & 0 \end{pmatrix}$$

Griffiths Eq.(12.122)

Tensors In Physics: Examples

- (7) Ricci curvature tensor, Stress-Energy tensor

$$R_{\alpha\beta} - \frac{1}{2}g_{\alpha\beta}R = 8\pi GT_{\alpha\beta}$$

Hartle Eq.(22.51)

- (8) Inertia tensor

$$I_{xx} = \sum_i m_i (y_i^2 + z_i^2)$$

$$I_{xy} = - \sum_i m_i x_i y_i$$



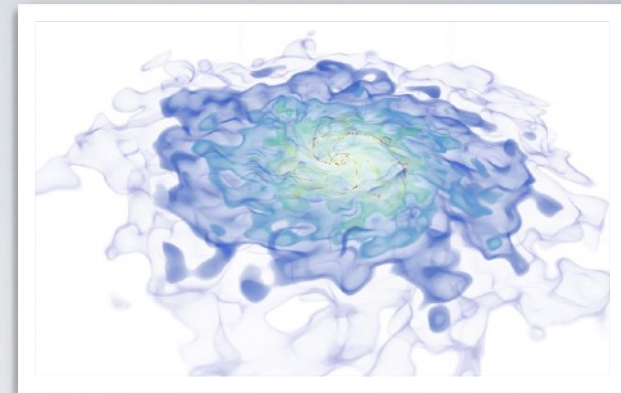
$$I_{xx} = \int (y^2 + z^2) dm$$

$$I_{xy} = - \int xy dm$$

Boas Ch 10.4, Eq.(4.5)

$$\{\mathbf{I}\} = \left\{ \begin{array}{ccc} \sum_{\alpha} m_{\alpha} (x_{\alpha,2}^2 + x_{\alpha,3}^2) & - \sum_{\alpha} m_{\alpha} x_{\alpha,1} x_{\alpha,2} & - \sum_{\alpha} m_{\alpha} x_{\alpha,1} x_{\alpha,3} \\ - \sum_{\alpha} m_{\alpha} x_{\alpha,2} x_{\alpha,1} & \sum_{\alpha} m_{\alpha} (x_{\alpha,1}^2 + x_{\alpha,3}^2) & - \sum_{\alpha} m_{\alpha} x_{\alpha,2} x_{\alpha,3} \\ - \sum_{\alpha} m_{\alpha} x_{\alpha,3} x_{\alpha,1} & - \sum_{\alpha} m_{\alpha} x_{\alpha,3} x_{\alpha,2} & \sum_{\alpha} m_{\alpha} (x_{\alpha,1}^2 + x_{\alpha,2}^2) \end{array} \right\}$$

Marion Eq.(11.13a)



Inertia Tensors

Matrix Diagonalization (Ch 10.4, Ex 4)



eigenvector {{4,2,0}, {2,3,-1}, {0,-1,5}}

NATURAL LANGUAGE

MATH INPUT

EXTENDED KEYBOARD

EXAMPLES

UPLOAD

RANDOM

Input

eigenvectors

$$\begin{pmatrix} 4 & 2 & 0 \\ 2 & 3 & -1 \\ 0 & -1 & 5 \end{pmatrix}$$

Results

Approximate forms

☒ Step-by-step solution

$$v_1 = (-1, -1, 1)$$

$$v_2 = (-1 + \sqrt{3}, 2 - \sqrt{3}, 1)$$

$$v_3 = (-1 - \sqrt{3}, 2 + \sqrt{3}, 1)$$

Corresponding eigenvalues

Enlarge

Data

Customize

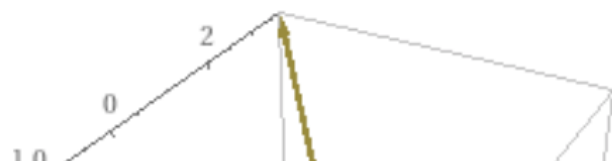
Plain Text

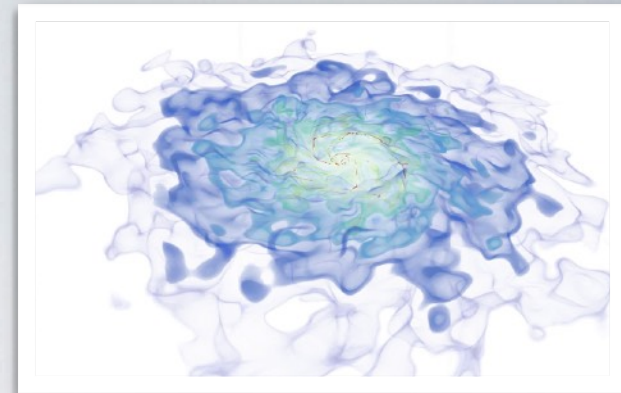
$$\lambda_1 = 6$$

$$\lambda_2 = 3 + \sqrt{3}$$

$$\lambda_3 = 3 - \sqrt{3}$$

Plot of eigenvectors





Pitfalls of Blind Computation (Again)

Pitfalls of Blind Computation

- Inaccurate estimation on Google:

The screenshot shows a Google search for the expression $1/\sqrt{0.25-1e-20} - 1/\sqrt{0.25}$. The search bar contains the expression, and the results show "About 14,900,000 results (0.63 seconds)". Below the results, a calculator interface displays the expression $(1 / \sqrt{0.25 - 1e-20}) - (1 / \sqrt{0.25}) =$ and the result 0. The calculator interface includes buttons for Rad, Deg, x!, (,), %, AC, Inv, sin, ln, 7, 8, 9, ÷, π, cos, log, 4, 5, 6, ×, e, tan, √, 1, 2, 3, −, Ans, EXP, x^y, 0, ., =, and +.

Pitfalls of Blind Computation

- Inaccurate estimation on Python:

```
bash-3.2$ python
Python 2.7.9 (default, Sep  9 2015, 22:07:15)
[GCC 4.2.1 Compatible Apple LLVM 6.1.0 (clang-602.0.53)] on darwin
Type "help", "copyright", "credits" or "license" for more information.
>>> import math
>>> 1/math.sqrt(0.25-1e-20) - 1/math.sqrt(0.25)
0.0
>>> 1/math.sqrt(0.25-1e-10) - 1/math.sqrt(0.25)
4.000000330961484e-10
>>>
```

Pitfalls of Blind Computation

- Accurate estimation on WolframAlpha:

 **WolframAlpha**[®] computational intelligence[™]

[Extended Keyboard](#) [Upload](#) [Examples](#) [Random](#)

Input interpretation:

$$\frac{1}{\sqrt{0.25 - 1 \times 10^{-20}}} - \frac{1}{\sqrt{0.25}}$$

Result:

$4.00000... \times 10^{-20}$

[More digits](#)

Number line:



A horizontal number line with tick marks at -0.5, 0.0, and 0.5. A blue dot is placed exactly at the 0.0 mark.

Number name:

zero point zero zero zero zero zero zero zero zero
zero zero zero zero zero zero zero zero zero zero zero four

[Download Page](#) POWERED BY THE WOLFRAM LANGUAGE