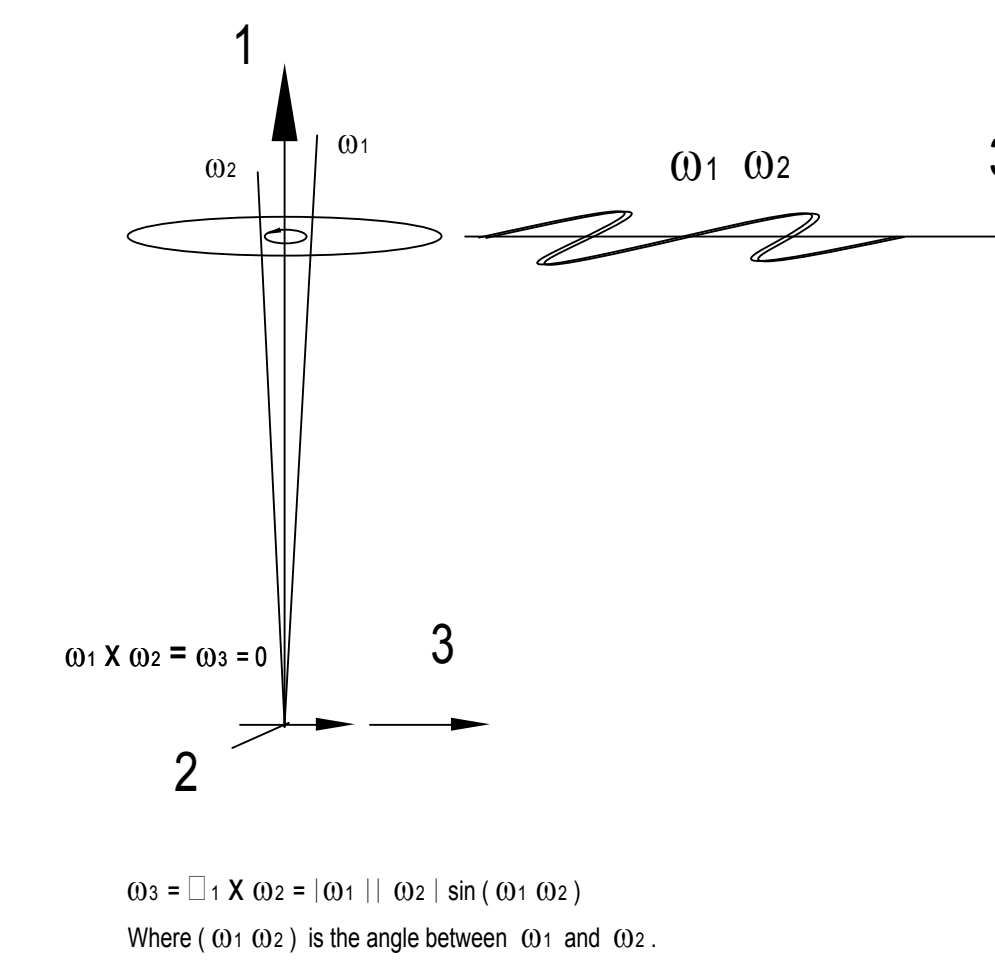
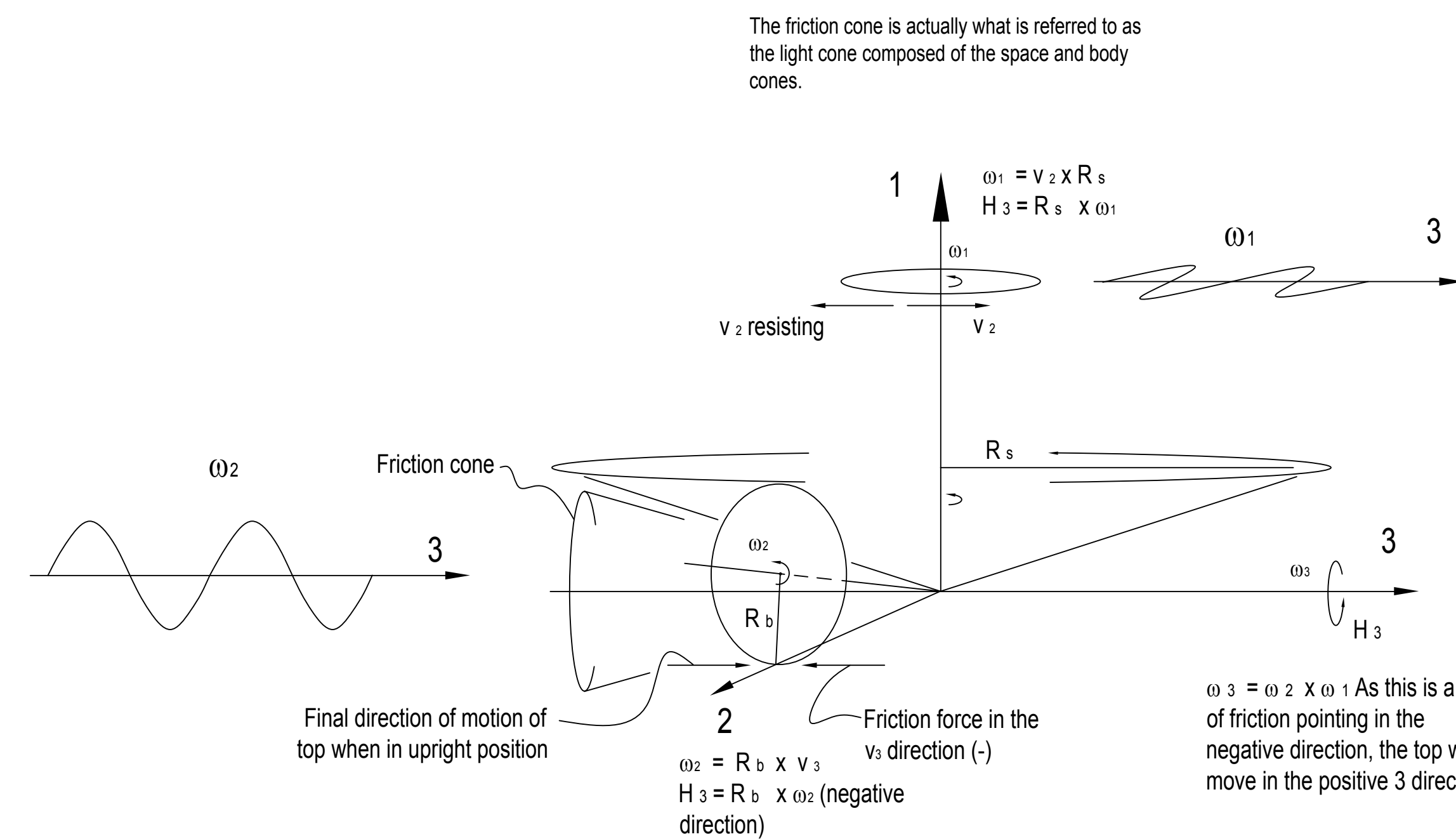
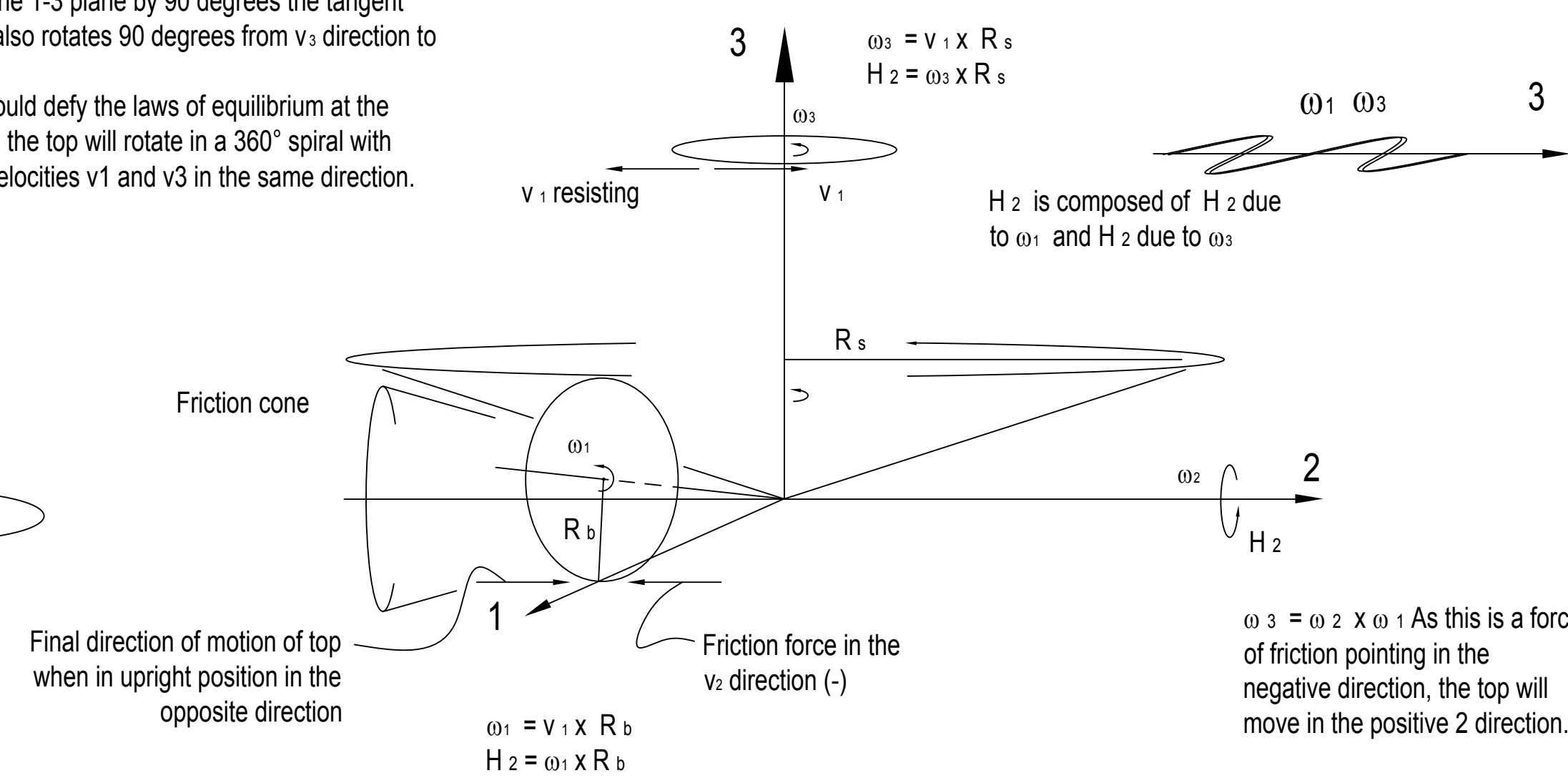
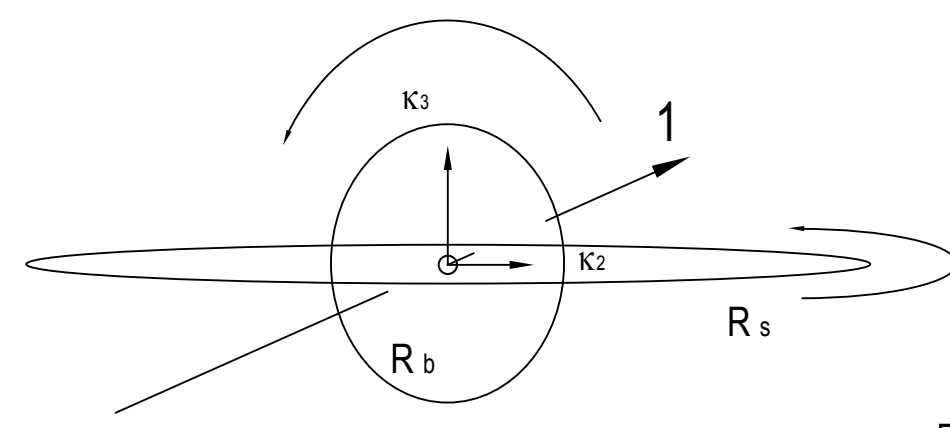
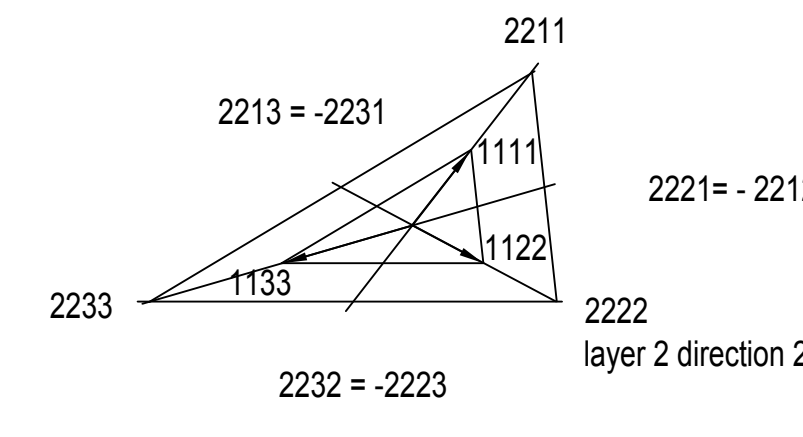
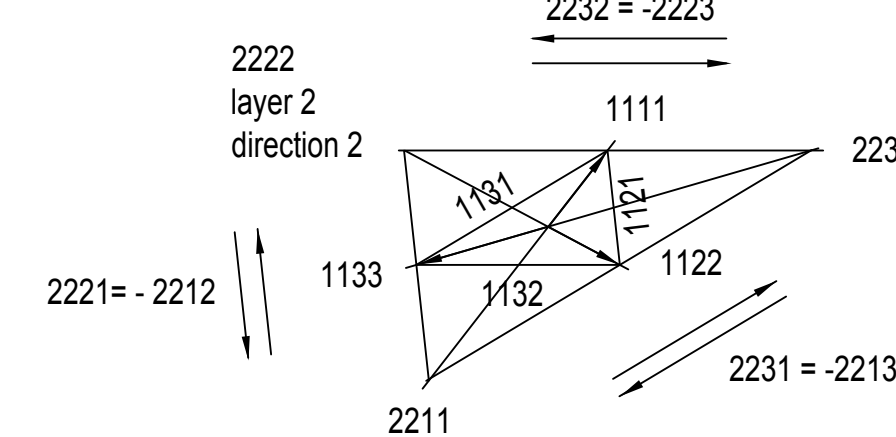
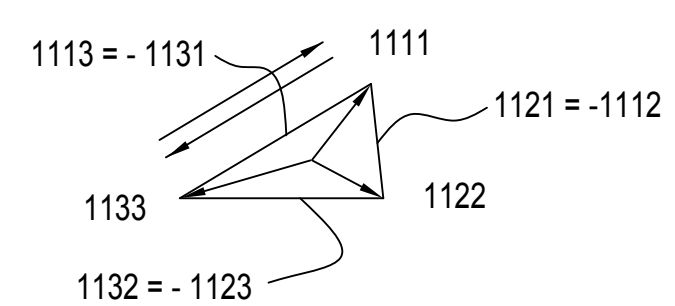


# Elastic constants - The hyper cube and Riemann tensor

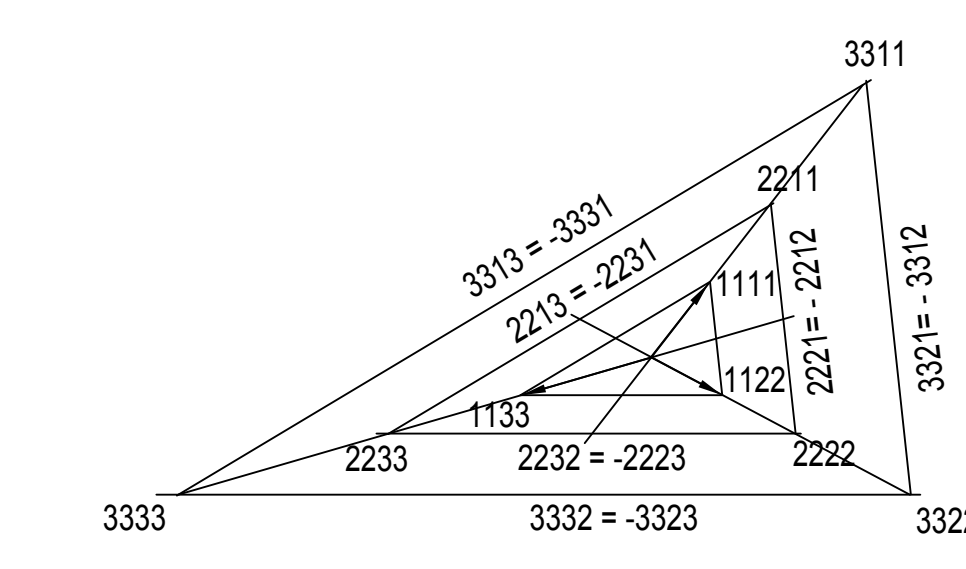
As the top rises to the upright position, and appears to have rotated in the 1-3 plane by 90 degrees the tangent velocity vector also rotates 90 degrees from  $v_1$  direction to  $v_3$  direction.  
This however would defy the laws of equilibrium at the singularity. Thus the top will rotate in a 360° spiral with initial and final velocities  $v_1$  and  $v_3$  in the same direction.



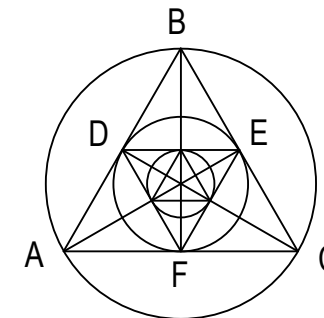
Clockwise rotation positive (rotation is directly proportional to the edge length)



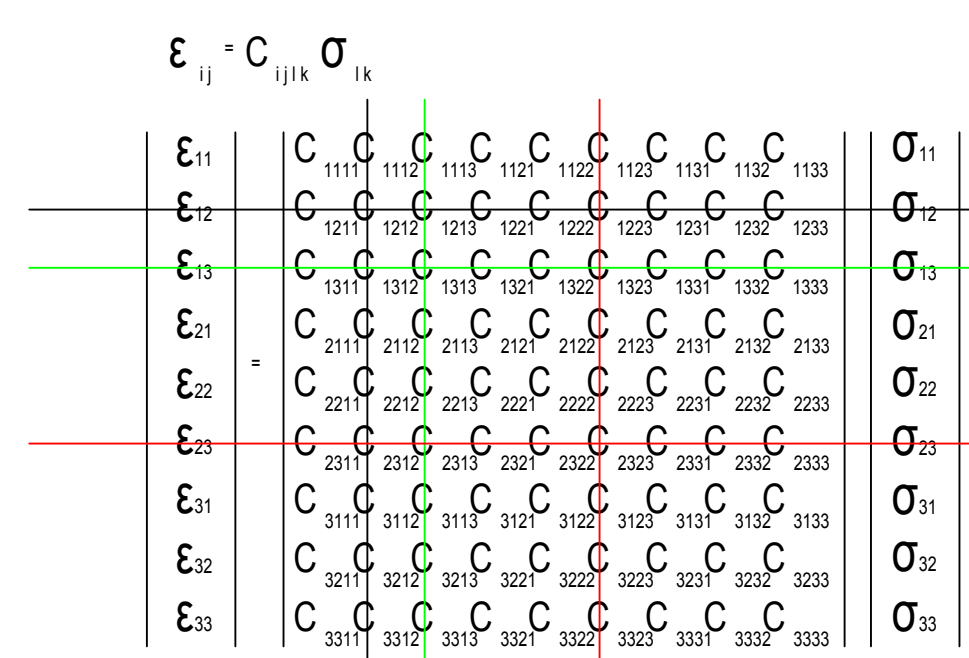
Irrotational



Interesting side note:  
When we join the midpoints of the sides of a triangle with a straight line, this line is equal to one half the third side.  
DE = 0.5 AC  
EF = 0.5 AB  
DF = 0.5 BC  
DE + EF + DF = 0.5 (AB + AC + BC)  
The sum of the sides of the inner triangle is equal to one half the sum of the sides of the outer triangle.  
If the sum of the sides of the outer triangle ABC is S, the sum of the sides of the inner triangle DEF = 0.5 S. The sum of the second inner triangle is 0.5^2 S and the sum of the third inner triangle is 0.5^3 S and we have a sequence whose first term is S and whose common ratio is 0.5 and whose number of terms may be n. If n is infinitely large, the sum of the sequence of the sums of the sides of the triangles is:  
S - 0.5^n S / (1 - 0.5)



As the rotation vector perpendicular to the planes, 1-2, 1-3, 2-3, disappears so does its rotational components from the matrix. Cross the terms out shown in white, red and green.



Now that via rotation, we have eliminated one of the dimensions, we can show the compliance matrix in the 6x6 matrix as opposed to 9x9.

We have the usual 3x3 matrix, plus the 3 additional diagonal terms c44, c55, c66 which related to the extension in the 3 perpendicular cartesian axis due only to rotation.

Then c66 will be related to the top moving in the 3 direction when the rotation in this direction has approached zero.

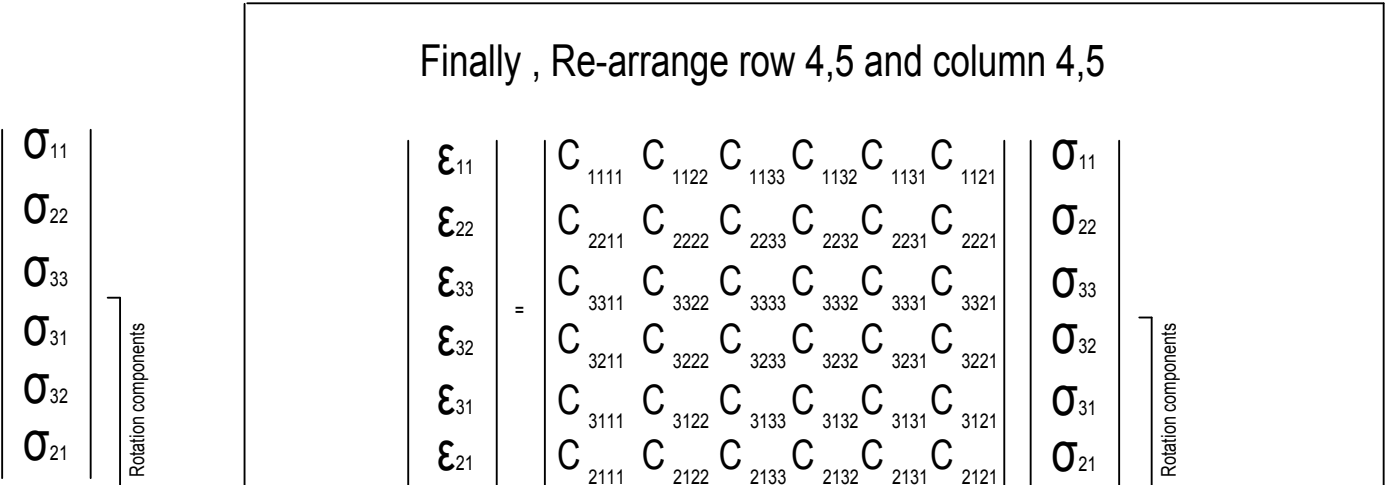
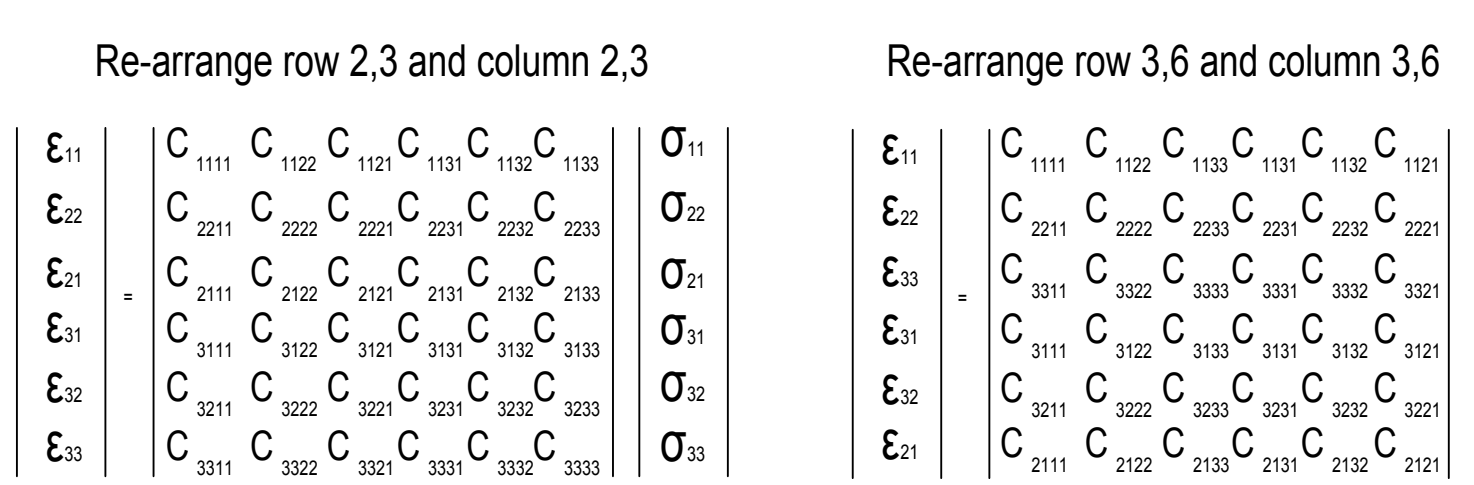
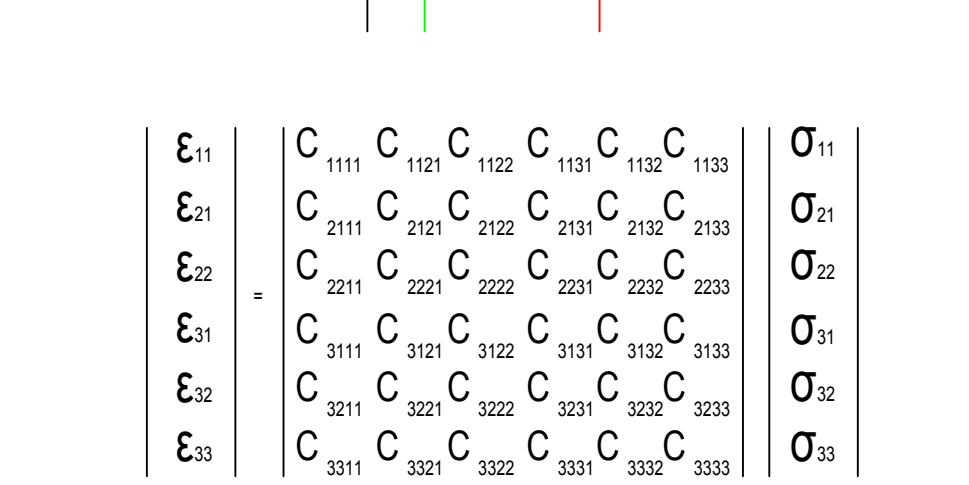
As the vector perpendicular to the planes, 1-2, 1-3, 2-3, disappears so it does from the matrix. Cross the terms out shown in white, red and green.

Though not necessary, we can, re-arrange the matrix, which will enable us to see the terms that contribute to the extensions in the 11, 22, and 33 direction.

The terms 44, 55, 66, are friction/retardation terms due to rotation, which can be obtained by subtracting the two rotations (with two components subtracted)

Components which indirectly contribute to the forces in the 3 direction would all be related to this retardation, and have to have rotation components as the cube say is squeezed in to a plane. If not, they are then eliminated.

In addition, if we have accounted for the rotation components perpendicular to say the 3-3 axis, then to avoid redundancy, components which contribute to this rotation and act on the remaining planes, 1-1, 2-2, can be eliminated.



Tensor notation	11	22	33	32, 23	31, 13	12, 21
Matrix notation	1	2	3	4	5	6

See Nye, physical properties of crystals, pg. 134

C66 is then the Rotation / Friction / Retardation component perpendicular to the 21 plane in the 3-3 direction

C44 is then the Rotation / Friction / Retardation component perpendicular to the 32 plane in the 1-1 direction

C55 is then the Rotation / Friction / Retardation component perpendicular to the 31 plane in the 2-2 direction

Re-arrange row 2,3 and column 2,3

Re-arrange row 3,6 and column 3,6

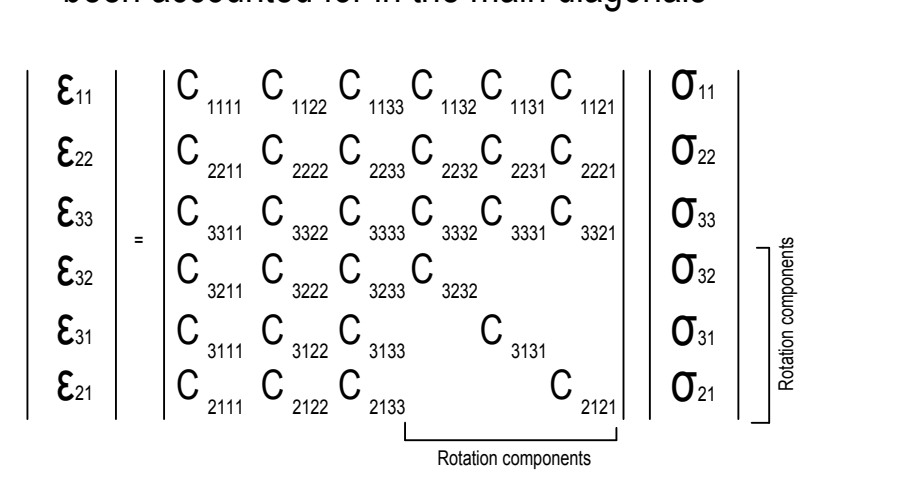
Finally, Re-arrange row 4,5 and column 4,5

C44 is then the Rotation / Friction / Retardation component perpendicular to the 32 plane in the 1-1 direction

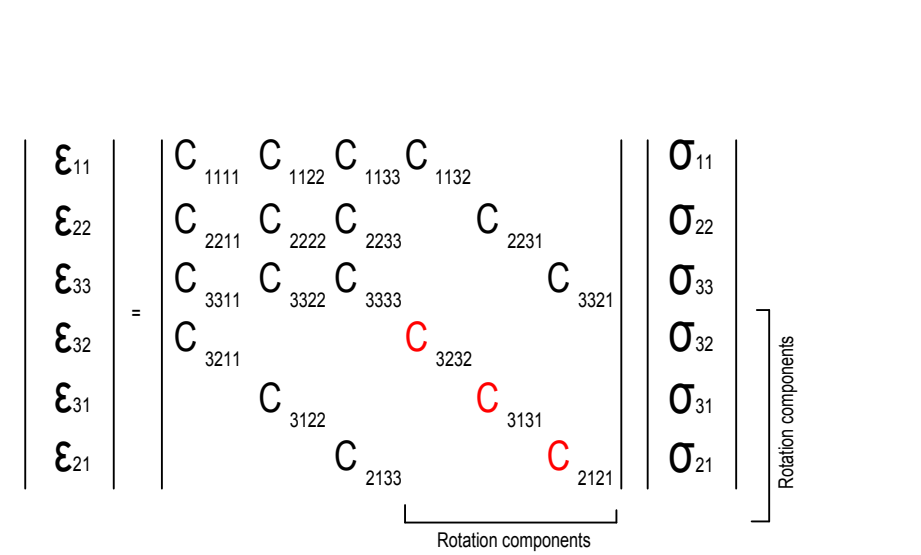
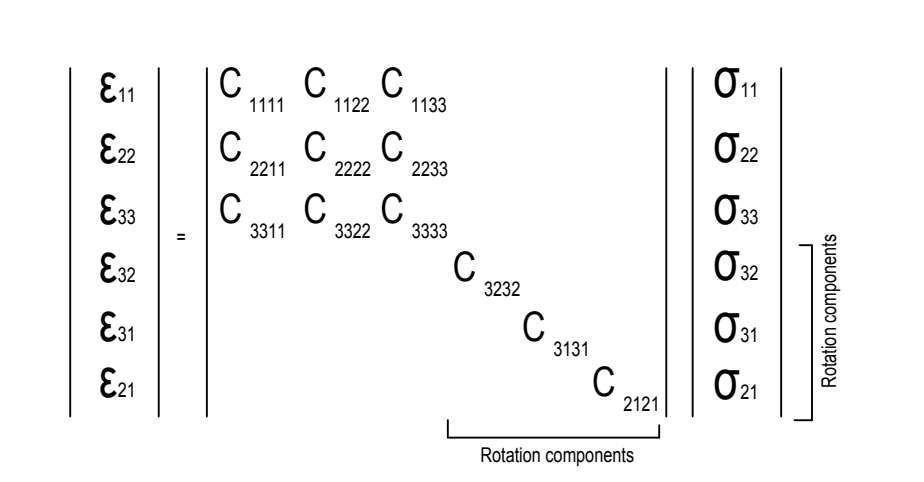
C55 is then the Rotation / Friction / Retardation component perpendicular to the 31 plane in the 2-2 direction

C66 is then the Rotation / Friction / Retardation component perpendicular to the 21 plane in the 3-3 direction

Quickly eliminate the following, their last indices have been accounted for in the main diagonals



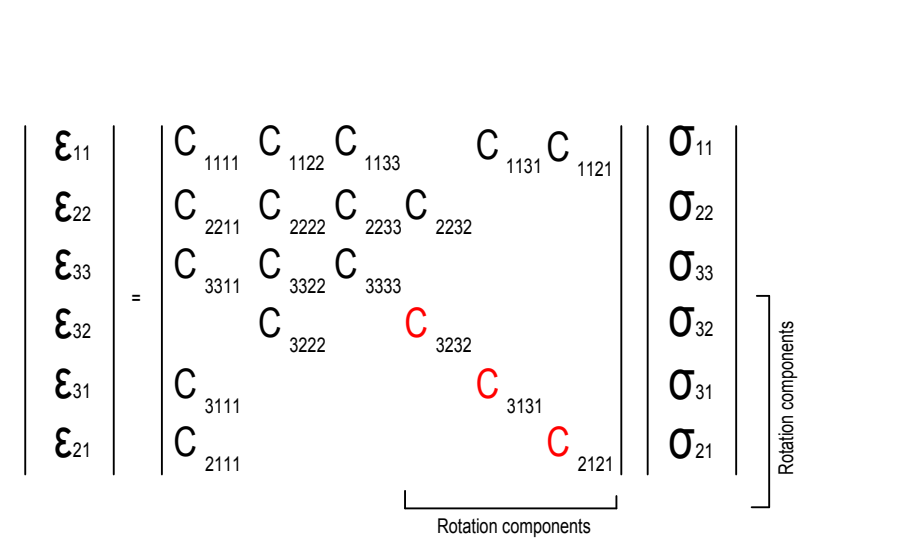
Keep only the main rotational components



ε<sub>32</sub> is acting in the 1 direction so leave the components which act in the 11 direction, eliminate the rest.

ε<sub>31</sub> is acting in the 2 direction so leave the components which act in the 22 direction, eliminate the rest.

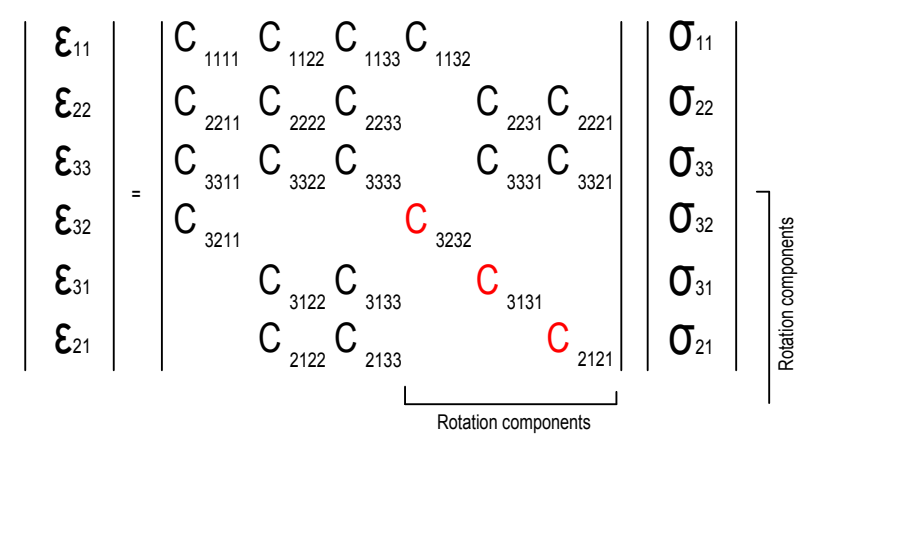
ε<sub>21</sub> is acting in the 3 direction so leave the components which act in the 33 direction, eliminate the rest.



ε<sub>32</sub> is acting in the 2 direction so leave the components which act in the 22 direction, eliminate the rest.

ε<sub>31</sub> is acting in the 1 direction so leave the components which act in the 11 direction, eliminate the rest.

ε<sub>21</sub> is acting in the 1 direction so leave the components which act in the 11 direction, eliminate the rest.

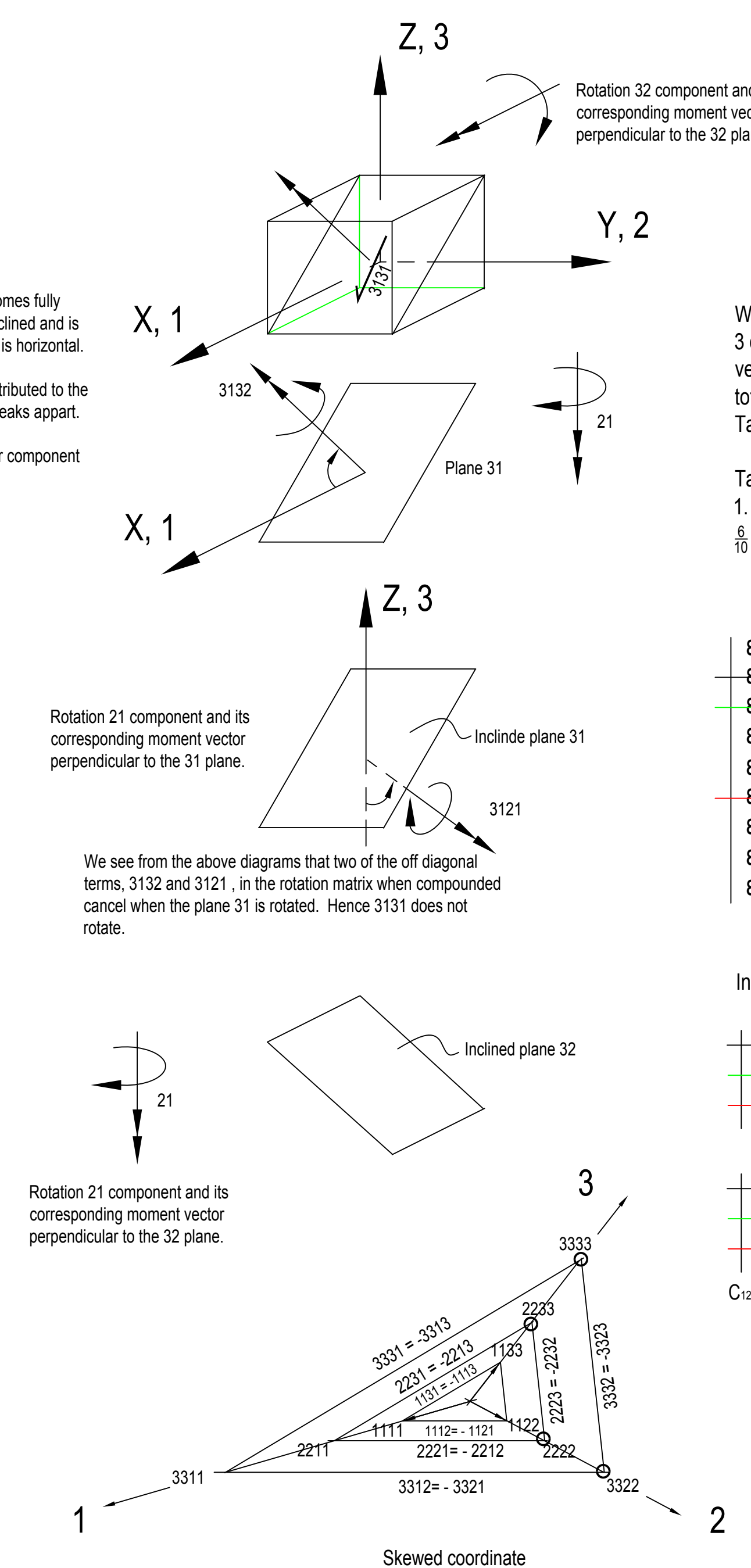
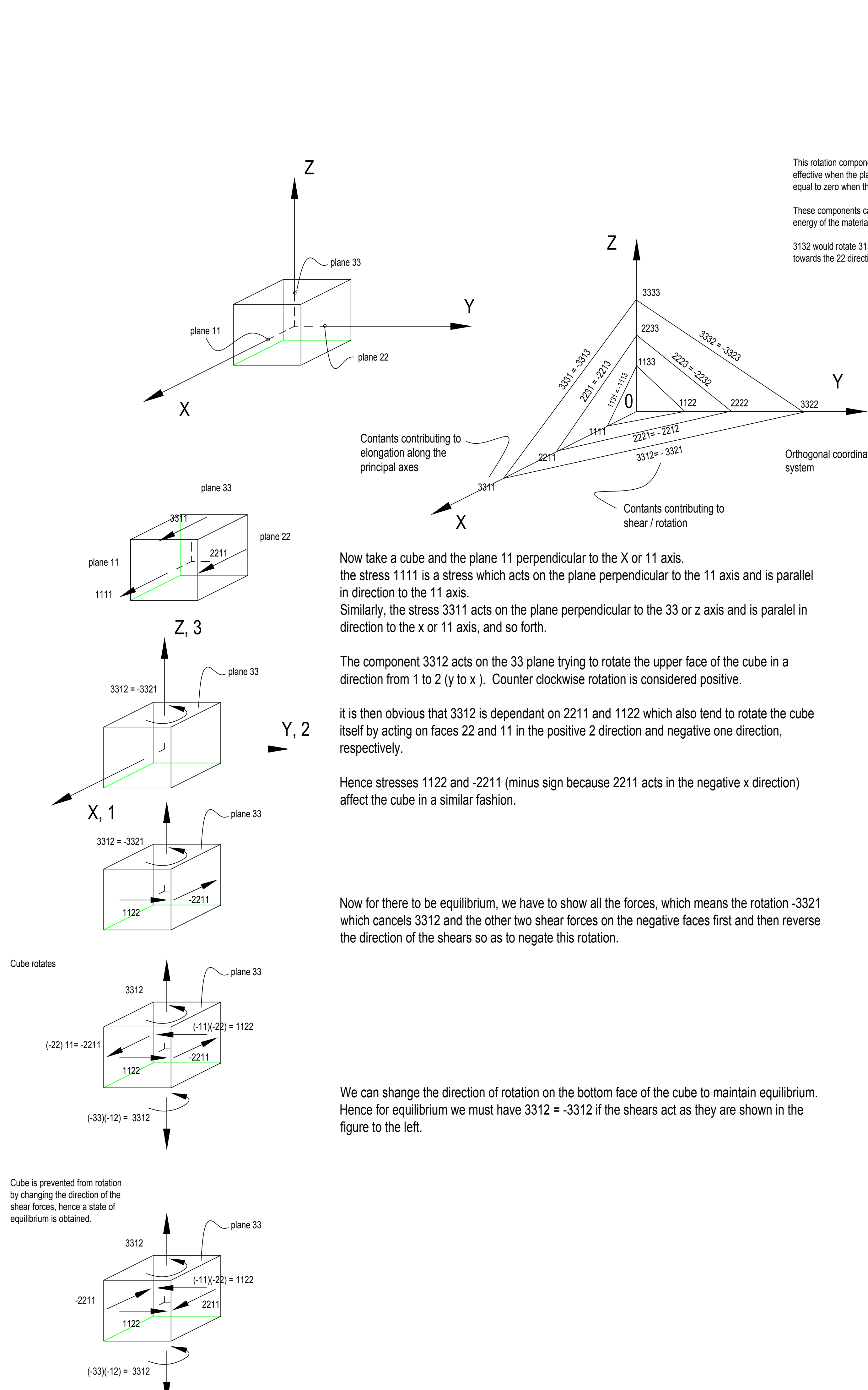


ε<sub>32</sub> is acting in the 2 direction so leave the components which act in the 22 direction, eliminate the rest.

ε<sub>31</sub> is acting in the 1 direction so leave the components which act in the 11 direction, eliminate the rest.

ε<sub>21</sub> is acting in the 1 direction so leave the components which act in the 11 direction, eliminate the rest.

# Elastic constants - The Hypercube and Riemann tensor - Continued



Rotation matrix

$$\begin{bmatrix} \epsilon_{11} & C_{112} & C_{113} & C_{112} & C_{113} \\ \epsilon_{21} & C_{211} & C_{212} & C_{211} & C_{212} \\ \epsilon_{31} & C_{311} & C_{312} & C_{311} & C_{312} \end{bmatrix} \begin{bmatrix} \sigma_{11} \\ \sigma_{21} \\ \sigma_{31} \\ \sigma_{12} \\ \sigma_{22} \end{bmatrix}$$

What was eliminated, which started it all!  
 3 quarks (rotation vectors which we eliminated to get the 6x6 matrix) each of which gives rise to two vectors. By eliminating each vector we have two vectors remaining each with 3 components for a total of 6.  
 Take Radiation as the 10th column in the 9x9 matrix.  
 Take for the composition the inverse ratio in decreasing order of magnitude:  
 1. Temperature (heat / radiation) 3. Aether (rotation matrix) 6. Matter (stress / strain matrix)  
 $\epsilon_{ij}$  should be radiation  $\sigma_{ij}$  should be Aether  $\sigma_{ij}$  should be matter

Invert and apply as friction tensor.

$\epsilon_{11}$	$C_{112}$	$C_{113}$	$C_{112}$	$C_{113}$	$\sigma_{11}$
$\epsilon_{21}$	$C_{211}$	$C_{212}$	$C_{211}$	$C_{212}$	$\sigma_{21}$
$\epsilon_{31}$	$C_{311}$	$C_{312}$	$C_{311}$	$C_{312}$	$\sigma_{31}$
$\epsilon_{12}$	$C_{121}$	$C_{122}$	$C_{121}$	$C_{122}$	$\sigma_{12}$
$\epsilon_{22}$	$C_{221}$	$C_{222}$	$C_{221}$	$C_{222}$	$\sigma_{22}$
$\epsilon_{32}$	$C_{321}$	$C_{322}$	$C_{321}$	$C_{322}$	$\sigma_{32}$

Each axis has two direction cosines for a total of 6 rotations  
 Each axis extends and contracts for a total of 3

Visualizing the number of constants in the Riemann Tensor:

Take the first plane: there are three lengths on the x, y, and z axis which can be varied, depending on the orientation of the plane (3). Each of the axis rotates towards the others for a total of 6 possible movements. (each axis is skewed from the other two by the two direction cosines for a total of 6 direction cosines at each layer for three layers this amounts to 18 constants). So now we have a total of 6+3+9 constants. Now put a vector on the point located on the plane. The resultant would have 5 constants, 3 for magnitude and 2 for direction. Total constants for the first plane would amount to 9+5 = 14.

Take two planes: there are 3 x 2 = 6 for the lengths and 2 x 6 = 12 for a total of 18 constants. Having obtained the resultant, add 5 for its 3 components and two directions and we have 23 constants.

Counting the vector from the third plane outwards:  
 As before, we have 3 x 3 = 9 for the lengths and 3 x 6 = 18 constants. The total now is 27 constants. Add 5 more for the resultant and we have 32 constants.  
 Now for a cube we have 8 such vertices so 8 x 32 = 256 total. These are the constants on the Riemann sphere.  
 The uniform expansion-no rotation: gives us 9 constants for the lengths plus 5 = 14.

In other words, we have the 27 + 2 = 29 with the two rotations. Define the point in space by 3 more constants and for a vector on a plane passing through this point we have a total of 32 constants. For the 27 constants, take non-uniform expansion and prevent rotation about one axis. we had 18 constants (6 x 3 layers) = 18

Factor in the non-uniform expansion of the 3 vectors for 3 layers for a total of 9 additional constants. This will amount to 18 + 9 = 27 constants. Prevent rotation about one axis for a total of 29 constants. A point is specified in space by three constants. Adding these to the 29 constants results in 32 constants total.

For a hyper cube we have eight such vertices and hence 8 x 32 = 256 constants.

For two dimensions we have two lengths and one angle for a total of 3 constants. 3 x 3 planes = 9 constants. The resultant has a given magnitude and direction for an additional two which totals 11 constants. For four quadrants this amounts to a total of 44 constants.

Since one can derive the direction cosines given the component of each vector which lies on the plane, the problem reduces to a 9x9 matrix with 81 components. This is in effect the same as saying we have merged the three planes into one. In other words, there are three normals to the deviator plane which can be averaged to represent the mean normal. This normal will then deviate by what is called the change of phase of similitude of deviators, i.e., from the resultant.

