

VectorOperator

`VectorOperator[vector]`
will create a derivative operator taking the components from a Grassmann VectorForm and based on the current coordinates.

Details

- A VectorOperator treats basis vectors as partial derivatives with respect to their coordinate, for example $e_x \rightarrow \partial_x$.
- The result is a pure function linear derivative operator that may be applied to a Grassmann expression with coordinate symbols.
- A VectorOperator is displayed, and may be entered from the ∇ tab of the Common Operations palette, as $\partial\mathcal{V}[\text{vector}]$.
- A VectorOperator will evaluate when applied to general Grassmann expressions as $\partial\mathcal{V}[\text{vector}][\text{expression}]$.

Examples (1)

Basic Examples (1)

```
In[1]:= << GrassmannCalculus`
```

Work in the GrassmannPlane.

```
In[2]:= SetActiveAssociation[PublicGrassmannAtlas["Grassmann Plane"]]
**S[f[_], g[_]]
```

A vector operator may be entered by using the long name or the template from the ∇ tab of the Common Operations palette.

```
In[3]:= {VectorOperator[ex - 3 ey],  $\partial\mathcal{V}[e_x - 3 e_y]}$ 
```

```
Out[3]= { $\partial\mathcal{V}[e_x - 3 e_y]$ ,  $\partial\mathcal{V}[e_x - 3 e_y]}$ 
```

A vector operator evaluates on all Grassmann expressions but not on non-Grassmann expressions.

```
In[4]:=  $\partial\mathcal{V}[e_x - 3 e_y]$  /@ {qqq, 3, x y2 Cos[y], *0 + 3 ex + x y ex ^ ey} // Column
```

```
Out[4]=  $\partial\mathcal{V}[e_x - 3 e_y][qqq]$ 
0
y2 Cos[y] - 3 (2 x y Cos[y] - x y2 Sin[y])
-3 x ex ^ ey + y ex ^ ey
```

A `DirectionalDerivative` is just a `VectorOperator` restricted to scalar functions.

```
In[5]:= {∇[2 ex + 3 ey, ⋆0 + x ex + y ey], ∂ $\mathcal{V}$ [2 ex + 3 ey]}[x2 y]
% // Through
```

```
Out[5]= {∇[2 ex + 3 ey, ⋆0 + x ex + y ey], d $\mathcal{V}$ [2 ex + 3 ey]}[x2 y]
```

```
Out[5]= {x (3 x + 4 y), 3 x2 + 4 x y}
```

The following is another way to implement a vector operator:

```
In[6]:= (2 ex + 3 ey)[x2 y3]
% // Operate[VectorOperator, #] &
```

```
Out[6]= (2 ex + 3 ey)[x2 y3]
```

```
Out[6]= 9 x2 y2 + 4 x y3
```

See Also

DirectionalDerivative - **DerivationBreakout**

Related Guides

- Calculus
- Derivatives
- Grassmann Calculus