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# Differential Forms with Mathematica

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## Use of the intrinsic function TensorWedge

We can compute wedge products of differential forms using TensorWedge:

$$\omega \wedge \lambda = \text{TensorWedge}[\omega, \lambda]$$

The wedge like symbols is special, not the ordinary wedge  $\wedge$  ([Esc]^[Esc]).

You can type it with [Esc]t^[Esc] or \ [TensorWedge]

First define some differential forms:

```
d = 4; (* dimension of space *)

(*Two forms:*)
A = Array[Subscript[a, #1, #2] &, {d, d}];
B = Array[Subscript[b, #1, #2] &, {d, d}];

(*One Forms *)
Ω = Array[Subscript[ω, #1] &, {d}];
Λ = Array[Subscript[λ, #1] &, {d}];

$Assumptions =
  {(A | B) ∈ Arrays[{d, d}, Reals, Antisymmetric[All]], (Ω | Λ) ∈ Arrays[{d}, Reals]};

Print["A=", A // MatrixForm, " B=", B // MatrixForm,
      " Ω=", Ω // MatrixForm, " Λ=", Λ // MatrixForm]
```

$$A = \begin{pmatrix} a_{1,1} & a_{1,2} & a_{1,3} & a_{1,4} \\ a_{2,1} & a_{2,2} & a_{2,3} & a_{2,4} \\ a_{3,1} & a_{3,2} & a_{3,3} & a_{3,4} \\ a_{4,1} & a_{4,2} & a_{4,3} & a_{4,4} \end{pmatrix} \quad B = \begin{pmatrix} b_{1,1} & b_{1,2} & b_{1,3} & b_{1,4} \\ b_{2,1} & b_{2,2} & b_{2,3} & b_{2,4} \\ b_{3,1} & b_{3,2} & b_{3,3} & b_{3,4} \\ b_{4,1} & b_{4,2} & b_{4,3} & b_{4,4} \end{pmatrix} \quad \Omega = \begin{pmatrix} \omega_1 \\ \omega_2 \\ \omega_3 \\ \omega_4 \end{pmatrix} \quad \Lambda = \begin{pmatrix} \lambda_1 \\ \lambda_2 \\ \lambda_3 \\ \lambda_4 \end{pmatrix}$$

Whenever you want the two forms A,B to keep only the independent components, apply the following rule:

```
In[ ]:= rule = {
  Table[ai,j → -aj,i, {i, 2, d}, {j, i-1}], Table[ai,i → 0, {i, d}],
  Table[bi,j → -bj,i, {i, 2, d}, {j, i-1}], Table[bi,i → 0, {i, d}]
} // Flatten;

Print["A=", A /. rule // MatrixForm, " B=", B /. rule // MatrixForm, "\nrule= ", rule]
```

$$A = \begin{pmatrix} 0 & a_{1,2} & a_{1,3} & a_{1,4} \\ -a_{1,2} & 0 & a_{2,3} & a_{2,4} \\ -a_{1,3} & -a_{2,3} & 0 & a_{3,4} \\ -a_{1,4} & -a_{2,4} & -a_{3,4} & 0 \end{pmatrix} \quad B = \begin{pmatrix} 0 & b_{1,2} & b_{1,3} & b_{1,4} \\ -b_{1,2} & 0 & b_{2,3} & b_{2,4} \\ -b_{1,3} & -b_{2,3} & 0 & b_{3,4} \\ -b_{1,4} & -b_{2,4} & -b_{3,4} & 0 \end{pmatrix}$$

```
rule = {a2,1 → -a1,2, a3,1 → -a1,3, a3,2 → -a2,3, a4,1 → -a1,4, a4,2 → -a2,4,
  a4,3 → -a3,4, a1,1 → 0, a2,2 → 0, a3,3 → 0, a4,4 → 0, b2,1 → -b1,2, b3,1 → -b1,3,
  b3,2 → -b2,3, b4,1 → -b1,4, b4,2 → -b2,4, b4,3 → -b3,4, b1,1 → 0, b2,2 → 0, b3,3 → 0, b4,4 → 0}
```

```
In[ ]:= TensorWedge[Ω ∧ Λ] // Normal // MatrixForm
```

```
Out[ ] // MatrixForm =
```

$$\begin{pmatrix} 0 & \lambda_2 \omega_1 - \lambda_1 \omega_2 & \lambda_3 \omega_1 - \lambda_1 \omega_3 & \lambda_4 \omega_1 - \lambda_1 \omega_4 \\ -\lambda_2 \omega_1 + \lambda_1 \omega_2 & 0 & \lambda_3 \omega_2 - \lambda_2 \omega_3 & \lambda_4 \omega_2 - \lambda_2 \omega_4 \\ -\lambda_3 \omega_1 + \lambda_1 \omega_3 & -\lambda_3 \omega_2 + \lambda_2 \omega_3 & 0 & \lambda_4 \omega_3 - \lambda_3 \omega_4 \\ -\lambda_4 \omega_1 + \lambda_1 \omega_4 & -\lambda_4 \omega_2 + \lambda_2 \omega_4 & -\lambda_4 \omega_3 + \lambda_3 \omega_4 & 0 \end{pmatrix}$$

Same, use the  $\wedge$  symbol:

```
In[ ]:= Ω ∧ Λ // Normal // MatrixForm
```

```
Out[ ] // MatrixForm =
```

$$\begin{pmatrix} 0 & \lambda_2 \omega_1 - \lambda_1 \omega_2 & \lambda_3 \omega_1 - \lambda_1 \omega_3 & \lambda_4 \omega_1 - \lambda_1 \omega_4 \\ -\lambda_2 \omega_1 + \lambda_1 \omega_2 & 0 & \lambda_3 \omega_2 - \lambda_2 \omega_3 & \lambda_4 \omega_2 - \lambda_2 \omega_4 \\ -\lambda_3 \omega_1 + \lambda_1 \omega_3 & -\lambda_3 \omega_2 + \lambda_2 \omega_3 & 0 & \lambda_4 \omega_3 - \lambda_3 \omega_4 \\ -\lambda_4 \omega_1 + \lambda_1 \omega_4 & -\lambda_4 \omega_2 + \lambda_2 \omega_4 & -\lambda_4 \omega_3 + \lambda_3 \omega_4 & 0 \end{pmatrix}$$

Wedge product of 1 form and 2 form:

In[ ]:=  $\Omega \wedge A$  // Normal // MatrixForm

Out[ ]//MatrixForm=

$$\begin{pmatrix} 0 \\ 0 \\ 0 \\ 0 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ \frac{1}{2} \omega_3 (a_{1,2} - a_{2,1}) - \frac{1}{2} \omega_2 (a_{1,3} - a_{3,1}) + \frac{1}{2} \omega_1 (a_{2,3} - a_{3,2}) \\ \frac{1}{2} \omega_4 (a_{1,2} - a_{2,1}) - \frac{1}{2} \omega_2 (a_{1,4} - a_{4,1}) + \frac{1}{2} \omega_1 (a_{2,4} - a_{4,2}) \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ -\frac{1}{2} \omega_3 (a_{1,2} - a_{2,1}) + \frac{1}{2} \omega_2 (a_{1,3} - a_{3,1}) - \frac{1}{2} \omega_1 (a_{2,3} - a_{3,2}) \\ -\frac{1}{2} \omega_4 (a_{1,2} - a_{2,1}) + \frac{1}{2} \omega_2 (a_{1,4} - a_{4,1}) - \frac{1}{2} \omega_1 (a_{2,4} - a_{4,2}) \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ 0 \\ 0 \end{pmatrix} \\ \begin{pmatrix} 0 \\ 0 \\ \frac{1}{2} \omega_3 (a_{1,2} - a_{2,1}) - \frac{1}{2} \omega_2 (a_{1,3} - a_{3,1}) + \frac{1}{2} \omega_1 (a_{2,3} - a_{3,2}) \\ 0 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ -\frac{1}{2} \omega_3 (a_{1,2} - a_{2,1}) + \frac{1}{2} \omega_2 (a_{1,3} - a_{3,1}) - \frac{1}{2} \omega_1 (a_{2,3} - a_{3,2}) \\ 0 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ 0 \\ 0 \end{pmatrix} \\ \begin{pmatrix} 0 \\ 0 \\ -\frac{1}{2} \omega_4 (a_{1,3} - a_{3,1}) + \frac{1}{2} \omega_3 (a_{1,4} - a_{4,1}) - \frac{1}{2} \omega_1 (a_{3,4} - a_{4,3}) \\ 0 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ -\frac{1}{2} \omega_4 (a_{2,3} - a_{3,2}) + \frac{1}{2} \omega_3 (a_{2,4} - a_{4,2}) - \frac{1}{2} \omega_1 (a_{3,4} - a_{4,3}) \\ 0 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ 0 \\ 0 \end{pmatrix} \\ \begin{pmatrix} 0 \\ \frac{1}{2} \omega_4 (a_{1,2} - a_{2,1}) - \frac{1}{2} \omega_2 (a_{1,4} - a_{4,1}) + \frac{1}{2} \omega_1 (a_{2,4} - a_{4,2}) \\ \frac{1}{2} \omega_4 (a_{1,3} - a_{3,1}) - \frac{1}{2} \omega_3 (a_{1,4} - a_{4,1}) + \frac{1}{2} \omega_1 (a_{3,4} - a_{4,3}) \\ 0 \end{pmatrix} \begin{pmatrix} 0 \\ -\frac{1}{2} \omega_4 (a_{1,2} - a_{2,1}) + \frac{1}{2} \omega_2 (a_{1,4} - a_{4,1}) - \frac{1}{2} \omega_1 (a_{2,4} - a_{4,2}) \\ \frac{1}{2} \omega_4 (a_{2,3} - a_{3,2}) - \frac{1}{2} \omega_3 (a_{2,4} - a_{4,2}) + \frac{1}{2} \omega_1 (a_{3,4} - a_{4,3}) \\ 0 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ 0 \\ 0 \end{pmatrix}$$

Get rid of redundant components of A: apply the rule:

In[ ]:=  $(\Omega \wedge A$  // Normal) /. rule // MatrixForm

Out[ ]//MatrixForm=

$$\begin{pmatrix} 0 \\ 0 \\ 0 \\ 0 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ \omega_3 a_{1,2} - \omega_2 a_{1,3} + \omega_1 a_{2,3} \\ \omega_4 a_{1,2} - \omega_2 a_{1,4} + \omega_1 a_{2,4} \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ -\omega_3 a_{1,2} + \omega_2 a_{1,3} - \omega_1 a_{2,3} \\ \omega_4 a_{1,3} - \omega_3 a_{1,4} + \omega_1 a_{3,4} \end{pmatrix} \begin{pmatrix} -\omega_4 a_{1,2} \\ -\omega_4 a_{1,3} \\ \omega_4 a_{1,4} \\ \omega_4 a_{1,5} \end{pmatrix} \\ \begin{pmatrix} 0 \\ 0 \\ -\omega_3 a_{1,2} + \omega_2 a_{1,3} - \omega_1 a_{2,3} \\ -\omega_4 a_{1,2} + \omega_2 a_{1,4} - \omega_1 a_{2,4} \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ 0 \\ 0 \end{pmatrix} \begin{pmatrix} \omega_3 a_{1,2} - \omega_2 a_{1,3} + \omega_1 a_{2,3} \\ 0 \\ 0 \\ \omega_4 a_{2,3} - \omega_3 a_{2,4} + \omega_2 a_{3,4} \end{pmatrix} \begin{pmatrix} \omega_4 a_{1,2} \\ -\omega_4 a_{2,3} \\ \omega_4 a_{2,4} \\ \omega_4 a_{2,5} \end{pmatrix} \\ \begin{pmatrix} 0 \\ \omega_3 a_{1,2} - \omega_2 a_{1,3} + \omega_1 a_{2,3} \\ 0 \\ -\omega_4 a_{1,3} + \omega_3 a_{1,4} - \omega_1 a_{3,4} \end{pmatrix} \begin{pmatrix} -\omega_3 a_{1,2} + \omega_2 a_{1,3} - \omega_1 a_{2,3} \\ 0 \\ 0 \\ -\omega_4 a_{2,3} + \omega_3 a_{2,4} - \omega_2 a_{3,4} \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ 0 \\ 0 \end{pmatrix} \begin{pmatrix} \omega_4 a_{1,2} \\ \omega_4 a_{2,3} \\ \omega_4 a_{2,4} \\ \omega_4 a_{2,5} \end{pmatrix} \\ \begin{pmatrix} 0 \\ \omega_4 a_{1,2} - \omega_2 a_{1,4} + \omega_1 a_{2,4} \\ \omega_4 a_{1,3} - \omega_3 a_{1,4} + \omega_1 a_{3,4} \\ 0 \end{pmatrix} \begin{pmatrix} -\omega_4 a_{1,2} + \omega_2 a_{1,4} - \omega_1 a_{2,4} \\ 0 \\ \omega_4 a_{2,3} - \omega_3 a_{2,4} + \omega_2 a_{3,4} \\ 0 \end{pmatrix} \begin{pmatrix} -\omega_4 a_{1,3} + \omega_3 a_{1,4} - \omega_1 a_{3,4} \\ -\omega_4 a_{2,3} + \omega_3 a_{2,4} - \omega_2 a_{3,4} \\ 0 \\ 0 \end{pmatrix}$$

Nonzero elements: ( x === y is SameQ[x,y])

In[ ]:=

```
Select[Flatten[(ΩΛA // Normal) /. rule], (!# === 0) &] // Column
```

```

ω3 a1,2 - ω2 a1,3 + ω1 a2,3
ω4 a1,2 - ω2 a1,4 + ω1 a2,4
- ω3 a1,2 + ω2 a1,3 - ω1 a2,3
ω4 a1,3 - ω3 a1,4 + ω1 a3,4
- ω4 a1,2 + ω2 a1,4 - ω1 a2,4
- ω4 a1,3 + ω3 a1,4 - ω1 a3,4
- ω3 a1,2 + ω2 a1,3 - ω1 a2,3
- ω4 a1,2 + ω2 a1,4 - ω1 a2,4
ω3 a1,2 - ω2 a1,3 + ω1 a2,3
ω4 a2,3 - ω3 a2,4 + ω2 a3,4
ω4 a1,2 - ω2 a1,4 + ω1 a2,4
- ω4 a2,3 + ω3 a2,4 - ω2 a3,4
ω3 a1,2 - ω2 a1,3 + ω1 a2,3
- ω4 a1,3 + ω3 a1,4 - ω1 a3,4
- ω3 a1,2 + ω2 a1,3 - ω1 a2,3
- ω4 a2,3 + ω3 a2,4 - ω2 a3,4
ω4 a1,3 - ω3 a1,4 + ω1 a3,4
ω4 a2,3 - ω3 a2,4 + ω2 a3,4
ω4 a1,2 - ω2 a1,4 + ω1 a2,4
ω4 a1,3 - ω3 a1,4 + ω1 a3,4
- ω4 a1,2 + ω2 a1,4 - ω1 a2,4
ω4 a2,3 - ω3 a2,4 + ω2 a3,4
- ω4 a1,3 + ω3 a1,4 - ω1 a3,4
- ω4 a2,3 + ω3 a2,4 - ω2 a3,4

```

Out[ ]:=

Nonzero elements: ( x === y is SameQ[x,y]) with components:

```
list = (Ω∧A // Normal) /. rule;
```

```
Select[
  Flatten[
    Table[{Subscript["(Ω∧A)", i, j, k], list[[i, j, k]], {i, d}, {j, d}, {k, d}}
      (*make pairs of name+values*)
    , 2] (*Flatten to level 2 only*)
  , (!#[[2] == 0) & (*select nonzero elements*)
] // Column
```

```
{(Ω∧A)1,2,3, ω3 a1,2 - ω2 a1,3 + ω1 a2,3}
{(Ω∧A)1,2,4, ω4 a1,2 - ω2 a1,4 + ω1 a2,4}
{(Ω∧A)1,3,2, -ω3 a1,2 + ω2 a1,3 - ω1 a2,3}
{(Ω∧A)1,3,4, ω4 a1,3 - ω3 a1,4 + ω1 a3,4}
{(Ω∧A)1,4,2, -ω4 a1,2 + ω2 a1,4 - ω1 a2,4}
{(Ω∧A)1,4,3, -ω4 a1,3 + ω3 a1,4 - ω1 a3,4}
{(Ω∧A)2,1,3, -ω3 a1,2 + ω2 a1,3 - ω1 a2,3}
{(Ω∧A)2,1,4, -ω4 a1,2 + ω2 a1,4 - ω1 a2,4}
{(Ω∧A)2,3,1, ω3 a1,2 - ω2 a1,3 + ω1 a2,3}
{(Ω∧A)2,3,4, ω4 a2,3 - ω3 a2,4 + ω2 a3,4}
{(Ω∧A)2,4,1, ω4 a1,2 - ω2 a1,4 + ω1 a2,4}
{(Ω∧A)2,4,3, -ω4 a2,3 + ω3 a2,4 - ω2 a3,4}
{(Ω∧A)3,1,2, ω3 a1,2 - ω2 a1,3 + ω1 a2,3}
{(Ω∧A)3,1,4, -ω4 a1,3 + ω3 a1,4 - ω1 a3,4}
{(Ω∧A)3,2,1, -ω3 a1,2 + ω2 a1,3 - ω1 a2,3}
{(Ω∧A)3,2,4, -ω4 a2,3 + ω3 a2,4 - ω2 a3,4}
{(Ω∧A)3,4,1, ω4 a1,3 - ω3 a1,4 + ω1 a3,4}
{(Ω∧A)3,4,2, ω4 a2,3 - ω3 a2,4 + ω2 a3,4}
{(Ω∧A)4,1,2, ω4 a1,2 - ω2 a1,4 + ω1 a2,4}
{(Ω∧A)4,1,3, ω4 a1,3 - ω3 a1,4 + ω1 a3,4}
{(Ω∧A)4,2,1, -ω4 a1,2 + ω2 a1,4 - ω1 a2,4}
{(Ω∧A)4,2,3, ω4 a2,3 - ω3 a2,4 + ω2 a3,4}
{(Ω∧A)4,3,1, -ω4 a1,3 + ω3 a1,4 - ω1 a3,4}
{(Ω∧A)4,3,2, -ω4 a2,3 + ω3 a2,4 - ω2 a3,4}
```

Out[ ]:=

Check graded anticommutativity of wedge product:

```
In[ ]:= ((A ∧ Ω - Ω ∧ A) // Normal) == ConstantArray[0, {d, d, d}]
```

Out[ ]:= True

In[ ]:= **Dimensions[list]**

Out[ ]:= {4, 4, 4}

Wedge product of two 2-forms: the nonzero elements

In[ ]:= **Select[Flatten[(A $\wedge$ B // Normal) /. rule], (!# === 0) &] // Column**

Out[ ]:=

$$\begin{aligned}
 & a_{3,4} b_{1,2} - a_{2,4} b_{1,3} + a_{2,3} b_{1,4} + a_{1,4} b_{2,3} - a_{1,3} b_{2,4} + a_{1,2} b_{3,4} \\
 & - a_{3,4} b_{1,2} + a_{2,4} b_{1,3} - a_{2,3} b_{1,4} - a_{1,4} b_{2,3} + a_{1,3} b_{2,4} - a_{1,2} b_{3,4} \\
 & - a_{3,4} b_{1,2} + a_{2,4} b_{1,3} - a_{2,3} b_{1,4} - a_{1,4} b_{2,3} + a_{1,3} b_{2,4} - a_{1,2} b_{3,4} \\
 & a_{3,4} b_{1,2} - a_{2,4} b_{1,3} + a_{2,3} b_{1,4} + a_{1,4} b_{2,3} - a_{1,3} b_{2,4} + a_{1,2} b_{3,4} \\
 & a_{3,4} b_{1,2} - a_{2,4} b_{1,3} + a_{2,3} b_{1,4} + a_{1,4} b_{2,3} - a_{1,3} b_{2,4} + a_{1,2} b_{3,4} \\
 & - a_{3,4} b_{1,2} + a_{2,4} b_{1,3} - a_{2,3} b_{1,4} - a_{1,4} b_{2,3} + a_{1,3} b_{2,4} - a_{1,2} b_{3,4} \\
 & - a_{3,4} b_{1,2} + a_{2,4} b_{1,3} - a_{2,3} b_{1,4} - a_{1,4} b_{2,3} + a_{1,3} b_{2,4} - a_{1,2} b_{3,4} \\
 & a_{3,4} b_{1,2} - a_{2,4} b_{1,3} + a_{2,3} b_{1,4} + a_{1,4} b_{2,3} - a_{1,3} b_{2,4} + a_{1,2} b_{3,4} \\
 & a_{3,4} b_{1,2} - a_{2,4} b_{1,3} + a_{2,3} b_{1,4} + a_{1,4} b_{2,3} - a_{1,3} b_{2,4} + a_{1,2} b_{3,4} \\
 & - a_{3,4} b_{1,2} + a_{2,4} b_{1,3} - a_{2,3} b_{1,4} - a_{1,4} b_{2,3} + a_{1,3} b_{2,4} - a_{1,2} b_{3,4} \\
 & - a_{3,4} b_{1,2} + a_{2,4} b_{1,3} - a_{2,3} b_{1,4} - a_{1,4} b_{2,3} + a_{1,3} b_{2,4} - a_{1,2} b_{3,4} \\
 & a_{3,4} b_{1,2} - a_{2,4} b_{1,3} + a_{2,3} b_{1,4} + a_{1,4} b_{2,3} - a_{1,3} b_{2,4} + a_{1,2} b_{3,4} \\
 & a_{3,4} b_{1,2} - a_{2,4} b_{1,3} + a_{2,3} b_{1,4} + a_{1,4} b_{2,3} - a_{1,3} b_{2,4} + a_{1,2} b_{3,4} \\
 & - a_{3,4} b_{1,2} + a_{2,4} b_{1,3} - a_{2,3} b_{1,4} - a_{1,4} b_{2,3} + a_{1,3} b_{2,4} - a_{1,2} b_{3,4} \\
 & - a_{3,4} b_{1,2} + a_{2,4} b_{1,3} - a_{2,3} b_{1,4} - a_{1,4} b_{2,3} + a_{1,3} b_{2,4} - a_{1,2} b_{3,4} \\
 & a_{3,4} b_{1,2} - a_{2,4} b_{1,3} + a_{2,3} b_{1,4} + a_{1,4} b_{2,3} - a_{1,3} b_{2,4} + a_{1,2} b_{3,4} \\
 & a_{3,4} b_{1,2} - a_{2,4} b_{1,3} + a_{2,3} b_{1,4} + a_{1,4} b_{2,3} - a_{1,3} b_{2,4} + a_{1,2} b_{3,4} \\
 & - a_{3,4} b_{1,2} + a_{2,4} b_{1,3} - a_{2,3} b_{1,4} - a_{1,4} b_{2,3} + a_{1,3} b_{2,4} - a_{1,2} b_{3,4} \\
 & - a_{3,4} b_{1,2} + a_{2,4} b_{1,3} - a_{2,3} b_{1,4} - a_{1,4} b_{2,3} + a_{1,3} b_{2,4} - a_{1,2} b_{3,4} \\
 & a_{3,4} b_{1,2} - a_{2,4} b_{1,3} + a_{2,3} b_{1,4} + a_{1,4} b_{2,3} - a_{1,3} b_{2,4} + a_{1,2} b_{3,4}
 \end{aligned}$$

## Use of the function HodgeDual to compute duals of forms

Compare a two form and its Hodge Dual:

```
In[*]:= A1 = ( A // Normal ) /. rule ;
A2 = (HodgeDual[A] // Normal) /. rule ;
Print["A= ", A1 // MatrixForm, " *A= ", A2 // MatrixForm]
```

$$A = \begin{pmatrix} 0 & a_{1,2} & a_{1,3} & a_{1,4} \\ -a_{1,2} & 0 & a_{2,3} & a_{2,4} \\ -a_{1,3} & -a_{2,3} & 0 & a_{3,4} \\ -a_{1,4} & -a_{2,4} & -a_{3,4} & 0 \end{pmatrix} \quad *A = \begin{pmatrix} 0 & a_{3,4} & -a_{2,4} & a_{2,3} \\ -a_{3,4} & 0 & a_{1,4} & -a_{1,3} \\ a_{2,4} & -a_{1,4} & 0 & a_{1,2} \\ -a_{2,3} & a_{1,3} & -a_{1,2} & 0 \end{pmatrix}$$

The Hodge dual of a 4-form is a scalar:

```
In[*]:= HodgeDual[A∧B] /. rule
```

```
Out[*]:= a3,4 b1,2 - a2,4 b1,3 + a2,3 b1,4 + a1,4 b2,3 - a1,3 b2,4 + a1,2 b3,4
```

The Hodge dual of a 3-form is a vector:

```
In[*]:= (HodgeDual[A∧Ω] // Normal) /. rule // MatrixForm
```

```
Out[*] // MatrixForm =
```

$$\begin{pmatrix} -\omega_4 a_{2,3} + \omega_3 a_{2,4} - \omega_2 a_{3,4} \\ \omega_4 a_{1,3} - \omega_3 a_{1,4} + \omega_1 a_{3,4} \\ -\omega_4 a_{1,2} + \omega_2 a_{1,4} - \omega_1 a_{2,4} \\ \omega_3 a_{1,2} - \omega_2 a_{1,3} + \omega_1 a_{2,3} \end{pmatrix}$$

## Work with abstract forms without explicit components

Define 10 dimensional forms

```
In[*]:= Dim = 10;
$Assumptions = {
  {ξ | ξ1 | ξ2 | ξ3} ∈ Arrays[{Dim, Dim, Dim}, Reals, Antisymmetric[{1, 2, 3}],
  σ ∈ Arrays[{Dim}, Reals, Antisymmetric[{1}]]
}
```

```
Out[*]:= {{ξ | ξ1 | ξ2 | ξ3} ∈ Arrays[{10, 10, 10}, ℝ, Antisymmetric[{1, 2, 3}], σ ∈ Arrays[{10}, ℝ, {}]}
```

This is left unevaluated:

```
In[*]:= ξ ∧ σ + σ ∧ ξ
```

```
Out[*]:= ξ ∧ σ + σ ∧ ξ
```

TensorReduce puts tensors in canonical form. Here it applies the anticommutative property of the wedge product:

In[ ]:=  $\xi \wedge \sigma + \sigma \wedge \xi$  // TensorReduce

Out[ ]:= 0

Linear combinations and wedge product of those: Here they are left unevaluated:

In[ ]:=  $(a_1 \xi_1 + a_2 \xi_2) \wedge (b_1 \xi_1 + b_2 \xi_2)$

Out[ ]:=  $(a_1 \xi_1 + a_2 \xi_2) \wedge (b_1 \xi_1 + b_2 \xi_2)$

The products are expanded:

In[ ]:=  $(a_1 \xi_1 + a_2 \xi_2) \wedge (b_1 \xi_1 + b_2 \xi_2)$  // TensorExpand

Out[ ]:=  $a_1 b_2 \xi_1 \wedge \xi_2 + a_2 b_1 \xi_2 \wedge \xi_1$

A differential form of order higher than Dim is zero:

In[ ]:=  $\xi \wedge \xi_1 \wedge \xi_2 \wedge \xi_3$

Out[ ]:= 0