

Problem 5:

5. We want to demonstrate that the 3x3 and 2x2 representation of rotations are identical for infinitesimal rotations on a vector $v=\{x,y,z\}$.
 The 3x3 rotations can be represented as $\text{Exp}[\theta n \cdot M]$ where n is the axis vector, and M are the matrix generators of the rotation, and the rotated vector is $\text{Exp}[\theta n \cdot M] \cdot v$.
 The 2X2 rotations can be represented as $\text{Exp}[-I \theta/2 n \cdot \sigma]$ where n is the axis vector, and σ are the matrix generators of the rotation, and the rotated vector is $\text{Exp}[-I \theta/2 n \cdot \sigma] \cdot v$.
- Perform an infinitesimal rotation about the x-axis with both representations, and show the components transform identically.
 - Repeat for the y-axis.
 - Repeat for the z-axis.

3 - D rotations :

```
In[ ]:= m0 = DiagonalMatrix[{1, 1, 1}];
m1 = {{0, 0, 0}, {0, 0, -1}, {0, 1, 0}};
m2 = {{0, 0, 1}, {0, 0, 0}, {-1, 0, 0}};
m3 = {{0, -1, 0}, {1, 0, 0}, {0, 0, 0}};
MatrixForm /@ {m0, m1, m2, m3}

Out[ ]:= {
  ( 1 0 0 )
  ( 0 1 0 )
  ( 0 0 1 )
, ( 0 0 0 )
  ( 0 0 -1 )
  ( 0 1 0 )
, ( 0 0 1 )
  ( 0 0 0 )
  ( -1 0 0 )
, ( 0 -1 0 )
  ( 1 0 0 )
  ( 0 0 0 )
}

In[ ]:= series = Series[Exp[-I theta m] - 1, {theta, 0, 2}] // Normal

Out[ ]:= -i m theta - (m^2 theta^2)/2

In[ ]:= tmp1 = series /. {m^2 -> m1.m1, m -> m1};
tmp1 // MatrixForm
```

```
Out[ ]//MatrixForm=
( 0 0 0 )
( 0 (theta^2)/2 i theta )
( 0 -i theta (theta^2)/2 )
```

```
In[ ]:= tmp2 = tmp1 + m0;
tmp2 // MatrixForm
```

```
Out[ ]//MatrixForm=
( 1 0 0 )
( 0 1 + (theta^2)/2 i theta )
( 0 -i theta 1 + (theta^2)/2 )
```

```
In[ ]:= rotx = tmp2 /. {1 +  $\frac{\theta^2}{2}$  → Cos[ $\theta$ ],  $i \theta$  → Sin[ $\theta$ ],  $-i \theta$  → -Sin[ $\theta$ ]};
```

```
rotx // MatrixForm
```

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

$$\begin{pmatrix} 1 & 0 & 0 \\ 0 & \cos[\theta] & \sin[\theta] \\ 0 & -\sin[\theta] & \cos[\theta] \end{pmatrix}$$

3 - D rotations : commutator

```
In[ ]:= comm[x_, y_] := x.y - y.x
```

```
In[ ]:= comm[m1, m2] - m3
```

```
Out[ ]:= {{0, 0, 0}, {0, 0, 0}, {0, 0, 0}}
```

```
In[ ]:= comm[m2, m3] - m1
```

```
Out[ ]:= {{0, 0, 0}, {0, 0, 0}, {0, 0, 0}}
```

```
In[ ]:= comm[m3, m1] - m2
```

```
Out[ ]:= {{0, 0, 0}, {0, 0, 0}, {0, 0, 0}}
```

3 - D rotations : Rotate about x-axis:

```
In[ ]:= vec = {x, y, z};
```

```
rotx.vec
```

```
Out[ ]:= {x, y Cos[ $\theta$ ] + z Sin[ $\theta$ ], z Cos[ $\theta$ ] - y Sin[ $\theta$ ]}
```

```
In[ ]:= Series[rotx.vec, { $\theta$ , 0, 1}] // Normal
```

```
Out[ ]:= {x, y + z  $\theta$ , z - y  $\theta$ }
```

3 - D Rotations: 2x2

```
In[ ]:= s0 = {{1, 0}, {0, 1}};
```

```
s1 = {{0, 1}, {1, 0}};
```

```
s2 = {{0, -I}, {I, 0}};
```

```
s3 = {{1, 0}, {0, -1}};
```

```
MatrixForm /@ {s0, s1, s2, s3}
```

```
Out[ ]:=  $\left\{ \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}, \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}, \begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix}, \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} \right\}$ 
```

2 - D rotations : generator

```
In[ ]:= tmp1 = Series[ Exp[+ I θ / 2 s] - 1 , {θ, 0, 2}] // Normal
```

$$\text{Out[]:= } \frac{i s \theta}{2} - \frac{s^2 \theta^2}{8}$$

```
In[ ]:= tmp2 = tmp1 /. {s^2 -> s1.s1, s -> s1};
```

```
tmp3 = s0 + tmp2;
```

```
tmp3 // MatrixForm
```

Out[]//MatrixForm=

$$\begin{pmatrix} 1 - \frac{\theta^2}{8} & \frac{i \theta}{2} \\ \frac{i \theta}{2} & 1 - \frac{\theta^2}{8} \end{pmatrix}$$

```
In[ ]:= rules = {θ^2 -> 8 (1 - Cos[θ/2]), θ -> 2 Sin[θ/2]};
```

```
In[ ]:= srotx = tmp3 /. rules;
```

```
srotx // MatrixForm
```

Out[]//MatrixForm=

$$\begin{pmatrix} \text{Cos}\left[\frac{\theta}{2}\right] & i \text{Sin}\left[\frac{\theta}{2}\right] \\ i \text{Sin}\left[\frac{\theta}{2}\right] & \text{Cos}\left[\frac{\theta}{2}\right] \end{pmatrix}$$

2 - D rotations : commutator

```
In[ ]:= 1/2 comm[s1, s2] - I s3
```

```
Out[ ]:= {{0, 0}, {0, 0}}
```

```
In[ ]:= 1/2 comm[s2, s3] - I s1
```

```
Out[ ]:= {{0, 0}, {0, 0}}
```

```
In[ ]:= 1/2 comm[s3, s1] - I s1
```

```
Out[ ]:= {{0, 1 - i}, {-1 - i, 0}}
```

3 - D rotations : Rotate about x-axis:

```
In[ ]:= vec2 = x s1 + y s2 + z s3;
vec2 // MatrixForm
```

Out[]//MatrixForm=

$$\begin{pmatrix} z & x - i y \\ x + i y & -z \end{pmatrix}$$

```
In[ ]:= srotx // MatrixForm
```

Out[]//MatrixForm=

$$\begin{pmatrix} \cos\left[\frac{\theta}{2}\right] & i \sin\left[\frac{\theta}{2}\right] \\ i \sin\left[\frac{\theta}{2}\right] & \cos\left[\frac{\theta}{2}\right] \end{pmatrix}$$

```
In[ ]:= Clear[conjugate]
```

```
conjugate[mat_] := mat /. Complex[a_, b_] -> Complex[a, -b]
```

```
In[ ]:= srotxCT = srotx // conjugate // Transpose ;
srotxCT // MatrixForm
```

Out[]//MatrixForm=

$$\begin{pmatrix} \cos\left[\frac{\theta}{2}\right] & -i \sin\left[\frac{\theta}{2}\right] \\ -i \sin\left[\frac{\theta}{2}\right] & \cos\left[\frac{\theta}{2}\right] \end{pmatrix}$$

```
In[ ]:= output = srotx.vec2.srotxCT // Simplify;
output // MatrixForm
```

Out[]//MatrixForm=

$$\begin{pmatrix} z \cos[\theta] - y \sin[\theta] & x - i y \cos[\theta] - i z \sin[\theta] \\ x + i y \cos[\theta] + i z \sin[\theta] & -z \cos[\theta] + y \sin[\theta] \end{pmatrix}$$

```
In[ ]:= vec2 // MatrixForm
```

Out[]//MatrixForm=

$$\begin{pmatrix} z & x - i y \\ x + i y & -z \end{pmatrix}$$

Compare

```
In[ ]:= vec = {x, y, z};
rotx.vec
```

```
Out[ ]:= {x, y Cos[θ] + z Sin[θ], z Cos[θ] - y Sin[θ]}
```