General Instantiation: 
$$A = \left\{ \begin{array}{ll} L\left(\boldsymbol{e_x}\right) = & A_{xx}\boldsymbol{e_x} + A_{yx}\boldsymbol{e_y} + A_{zx}\boldsymbol{e_z} \\ L\left(\boldsymbol{e_y}\right) = & A_{xy}\boldsymbol{e_x} + A_{yy}\boldsymbol{e_y} + A_{zy}\boldsymbol{e_z} \\ L\left(\boldsymbol{e_z}\right) = & A_{xz}\boldsymbol{e_x} + A_{yz}\boldsymbol{e_y} + A_{zz}\boldsymbol{e_z} \end{array} \right\}$$

Rotor: 
$$R = \cos\left(\frac{\theta}{2}\right) + \sin\left(\frac{\theta}{2}\right) e_x \wedge e_y$$

$$\text{Rotor Instantiation: } B = \left\{ \begin{array}{ll} L\left(\boldsymbol{e_x}\right) = & \cos\left(\theta\right)\boldsymbol{e_x} - \sin\left(\theta\right)\boldsymbol{e_y} \\ L\left(\boldsymbol{e_y}\right) = & \sin\left(\theta\right)\boldsymbol{e_x} + \cos\left(\theta\right)\boldsymbol{e_y} \\ L\left(\boldsymbol{e_z}\right) = & \boldsymbol{e_z} \end{array} \right\}$$

$$\text{Dictionary} = \left\{ e_x : e_y + e_z, \quad e_y : e_x + e_z, \quad e_z : e_y + e_z \right\}$$

Dictionary Instantiation: 
$$C = \left\{ \begin{array}{ll} L\left(\boldsymbol{e_x}\right) = & 0 \\ L\left(\boldsymbol{e_y}\right) = & 0 \\ L\left(\boldsymbol{e_z}\right) = & 0 \end{array} \right\}$$

$$List = \begin{bmatrix} \begin{bmatrix} 1, & 0, & 1 \end{bmatrix}, & \begin{bmatrix} 0, & 1, & 0 \end{bmatrix}, & \begin{bmatrix} 1, & 0, & 1 \end{bmatrix} \end{bmatrix}$$

$$\text{List Instantiation: } D = \left\{ \begin{array}{ll} L\left(\mathbf{e_x}\right) = & \mathbf{e_x} + \mathbf{e_z} \\ L\left(\mathbf{e_y}\right) = & \mathbf{e_y} \\ L\left(\mathbf{e_z}\right) = & \mathbf{e_x} + \mathbf{e_z} \end{array} \right\}$$

$$\text{List} = \begin{bmatrix} \boldsymbol{e_y} + \boldsymbol{e_z}, & \boldsymbol{e_x} + \boldsymbol{e_z}, & \boldsymbol{e_x} + \boldsymbol{e_y} \end{bmatrix}$$

List Instantiation: 
$$E = \left\{ \begin{array}{ll} L\left(\mathbf{e_x}\right) = & \mathbf{e_y} + \mathbf{e_z} \\ L\left(\mathbf{e_y}\right) = & \mathbf{e_x} + \mathbf{e_z} \\ L\left(\mathbf{e_z}\right) = & \mathbf{e_x} + \mathbf{e_y} \end{array} \right\}$$