

Disc 7

General procedures for rotating
about $P = (p_x, p_y, p_z) \in S^2$ w/
angle θ (reflecting through a
plane)

Want to rotate P to $(0, 0, 1)$

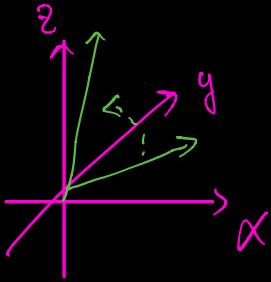


$$R_{p,\theta} = T^{-1} \cdot S \cdot T$$

$$R_{z,\theta} = \begin{bmatrix} c & -s & 0 \\ s & c & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

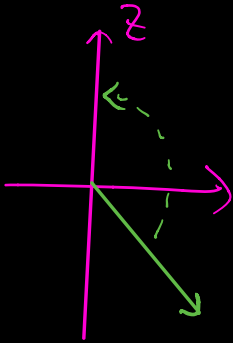
To find T , given $p = (p_x, p_y, p_z)$

1st rotate into yz -plane ($P_x^* = 0$)

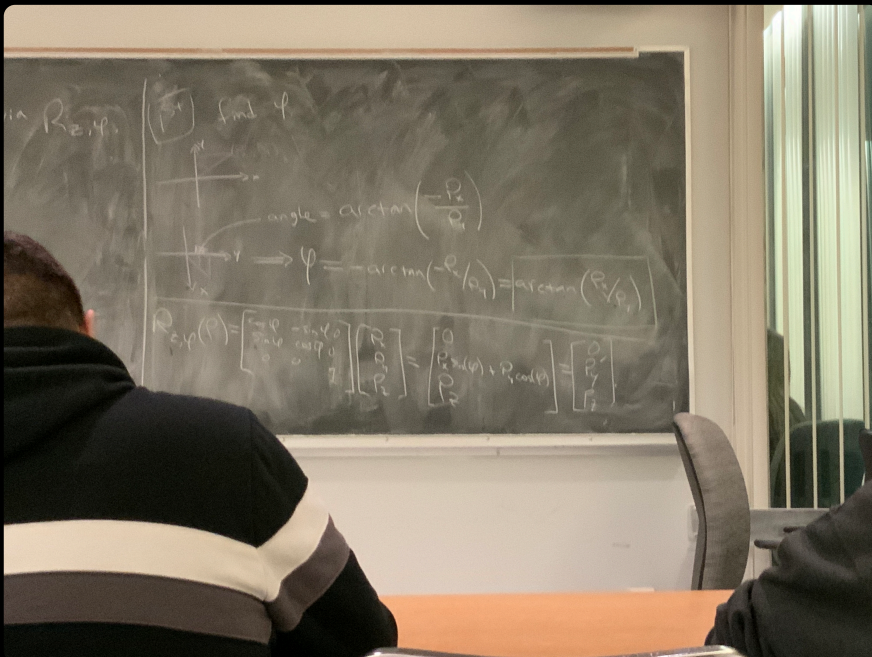


via $R_{z, \psi}$

2nd rotate to $(0, 0, 1)$ via $R_{x, \psi}$



$$T = R_{x, \psi} \circ R_{z, \psi}$$

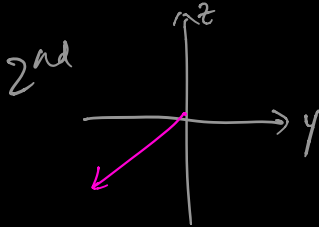


$$T^{-1} R_{z,0} \cdot T$$

Ex. Rotate about π about $p = (0, -\frac{1}{\sqrt{2}}, -\frac{1}{\sqrt{2}})$.

1st $\psi = 0$

$\psi = -$



$$\psi = \frac{5\pi}{4}$$

$$(\psi = \arctan(\frac{p_y}{p_x}) + \pi)$$

$$(\psi = \arctan(1) + \pi)$$

$$T = R_{x, \frac{\pi}{4}} \circ R_{z, 0} = R_{x, \frac{\pi}{4}} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \frac{\pi}{4} & -\sin \frac{\pi}{4} \\ 0 & \sin \frac{\pi}{4} & \cos \frac{\pi}{4} \end{bmatrix}$$

$$T^{-1} = \begin{bmatrix} 1 & -\frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 1 & -\frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 0 \\ -1/\sqrt{2} \\ -1/\sqrt{2} \end{bmatrix}$$

$$R_{p, \pi} = T^{-1} R_{z, \pi} T = T^{-1} \begin{bmatrix} -1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} T$$

$$= \begin{bmatrix} -1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Check: if $R_{p, \pi}$ for the axis

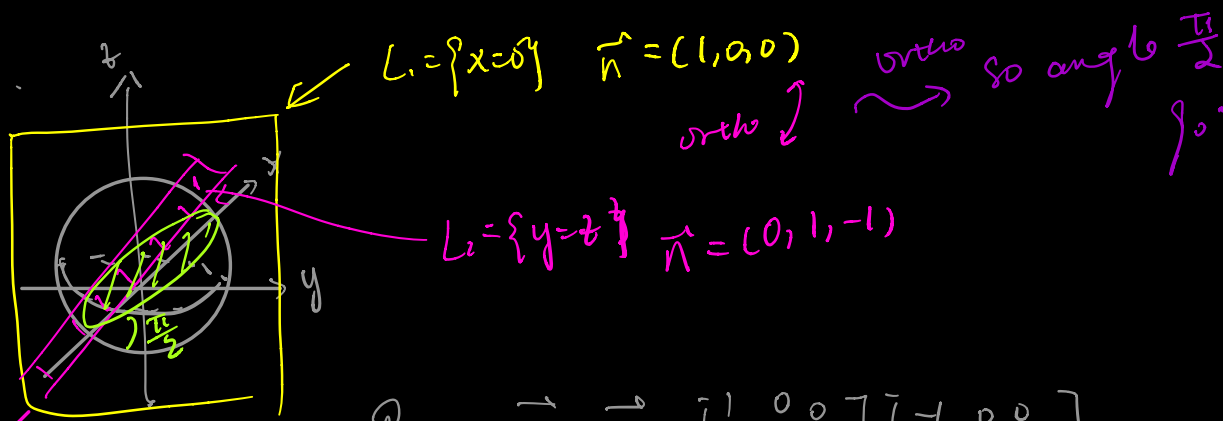
$$\langle p \rangle = \{ (0, t, t) \in \mathbb{R}^3 : t \in \mathbb{R} \}$$

$$\begin{bmatrix} -1 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} 0 \\ t \\ t \end{bmatrix} = \begin{bmatrix} 0 \\ t \\ t \end{bmatrix} \checkmark$$

$$\text{Det} = 1 \checkmark$$

Orthogonal matrix (columns form orthonormal basis) \checkmark

Q: Decompose \mathbb{R}^3 into 2 refs. $\mathbb{R}^3 =$



$$\mathbb{R}^3 = \vec{r}_{L_2} \cdot \vec{r}_{L_1} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} -1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} -1 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 1 & 0 \end{bmatrix}$$



Same as above.