

C4 action on Matrices

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In[89]:= r = {{0, -1}, {1, 0}}  
M = {{a, b}, {c, d}}
```

```
Out[89]= {{0, -1}, {1, 0}}
```

```
Out[90]= {{a, b}, {c, d}}
```

```
In[92]:= r.M.Inverse[r]
```

```
Out[92]= {{d, -c}, {-b, a}}
```

```
In[93]:= r.r.M.Inverse[r.r]
```

```
Out[93]= {{a, b}, {c, d}}
```

```
In[94]:= r.r.r.M.Inverse[r.r.r]
```

```
Out[94]= {{d, -c}, {-b, a}}
```

SO(2) actions on ρ_1 \[TensorProduct] ρ_1

```
In[95]:= rθ = RotationMatrix[θ]
```

```
Out[95]= {{Cos[θ], -Sin[θ]}, {Sin[θ], Cos[θ]}}
```

```
In[99]:= rθ.M.Transpose[rθ] // FullSimplify // MatrixForm
```

```
Out[99]//MatrixForm=
```

$$\begin{pmatrix} a \cos^2[\theta] - (b + c) \cos[\theta] \sin[\theta] + d \sin^2[\theta] & b \cos^2[\theta] + (a - d) \cos[\theta] \sin[\theta] - c \sin^2[\theta] \\ c \cos^2[\theta] + (a - d) \cos[\theta] \sin[\theta] - b \sin^2[\theta] & d \cos^2[\theta] + (b + c) \cos[\theta] \sin[\theta] + a \sin^2[\theta] \end{pmatrix}$$

```
In[102]:= M1 = {{a, 0}, {0, a}}  
M2 = {{0, -b}, {b, 0}}
```

```
Out[102]= {{a, 0}, {0, a}}
```

```
Out[103]= {{0, -b}, {b, 0}}
```

```
In[104]:= r0.M1.Transpose[r0] // FullSimplify // MatrixForm
```

```
Out[104]//MatrixForm=
```

$$\begin{pmatrix} a & 0 \\ 0 & a \end{pmatrix}$$

```
In[105]:= r0.M2.Transpose[r0] // FullSimplify // MatrixForm
```

```
Out[105]//MatrixForm=
```

$$\begin{pmatrix} 0 & -b \\ b & 0 \end{pmatrix}$$



```
In[112]:= RR = {Cos[θ]^2 -> (Cos[2 θ] + 1) / 2, Sin[θ] Cos[θ] -> Sin[2 θ] / 2, Sin[θ]^2 -> (Cos[2 θ] - 1) / -2}
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```
Out[112]= {Cos[θ]^2 -> 1/2 (1 + Cos[2 θ]), Cos[θ] Sin[θ] -> 1/2 Sin[2 θ], Sin[θ]^2 -> 1/2 (1 - Cos[2 θ])}
```

```
In[116]:= 2 FullSimplify[rθ.M.Transpose[rθ]] /. RR // Simplify // MatrixForm
```

$$\begin{pmatrix} a + d + (a - d) \cos[2 \theta] - (b + c) \sin[2 \theta] & b - c + (b + c) \cos[2 \theta] + (a - d) \sin[2 \theta] \\ -b + c + (b + c) \cos[2 \theta] + (a - d) \sin[2 \theta] & a + d + (-a + d) \cos[2 \theta] + (b + c) \sin[2 \theta] \end{pmatrix}$$

```
In[118]:= M3 = {{1, 0}, {0, -1}}
M4 = {{0, 1}, {1, 0}}
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```
Out[118]= {{1, 0}, {0, -1}}
```

```
Out[119]= {{0, 1}, {1, 0}}
```

```
In[120]:= FullSimplify[rθ.(α M3 + β M4).Transpose[rθ]]
```

```
Out[120]= {{α Cos[2 θ] - β Sin[2 θ], β Cos[2 θ] + α Sin[2 θ]}, {β Cos[2 θ] + α Sin[2 θ], -α Cos[2 θ] + β Sin[2 θ]}}
```

```
In[123]:= (α Cos[2 θ] - β Sin[2 θ]) M3 + (β Cos[2 θ] + α Sin[2 θ]) (M4)
```

```
Out[123]= {{α Cos[2 θ] - β Sin[2 θ], β Cos[2 θ] + α Sin[2 θ]}, {β Cos[2 θ] + α Sin[2 θ], -α Cos[2 θ] + β Sin[2 θ]}}
```

```
In[125]:= RotationMatrix[2 θ].{α}, {β}}
```

```
Out[125]= {{α Cos[2 θ] - β Sin[2 θ]}, {β Cos[2 θ] + α Sin[2 θ]}}
```

Rotation Matrix in SO(3)

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In[6]:= RotationMatrix[α, {0, 0, 1}].RotationMatrix[β, {1, 0, 0}].RotationMatrix[γ, {0, 0, 1}] // Simplify // MatrixForm
```

```
Out[6]//MatrixForm=
```

$$\begin{pmatrix} \cos[\alpha] \cos[\gamma] - \cos[\beta] \sin[\alpha] \sin[\gamma] & -\cos[\beta] \cos[\gamma] \sin[\alpha] - \cos[\alpha] \sin[\gamma] & \sin[\alpha] \sin[\beta] \\ \cos[\gamma] \sin[\alpha] + \cos[\alpha] \cos[\beta] \sin[\gamma] & \cos[\alpha] \cos[\beta] \cos[\gamma] - \sin[\alpha] \sin[\gamma] & -\cos[\alpha] \sin[\beta] \\ \sin[\beta] \sin[\gamma] & \cos[\gamma] \sin[\beta] & \cos[\beta] \end{pmatrix}$$