

Verify hand calculation from polarization.tex (also set as a problem).

```
ClearAll[ cToVec]
```

```
cToVec = {one → e1, Complex[0, 1] → -e2, Complex[0, -1] → e2};
```

Take II

Got my hand calculation wrong. Try this with Mathematica instead:

```
ClearAll[alpha1, alpha2, beta1, beta2, alphaR, alphaL, phi, one, e1, e2]
```

```
alphaR = alphaR1 + I alphaR2;
```

```
alphaL = alphaL1 + I alphaL2;
```

```
vecE = (alphaR Exp[I phi] + alphaL Exp[-I phi] // ExpToTrig) // Simplify
```

```
(alphaL1 + I alphaL2 + alphaR1 + I alphaR2) Cos[phi] +  
(-I alphaL1 + alphaL2 + I alphaR1 - alphaR2) Sin[phi]
```

```
((one alphaL1 + I alphaL2 + one alphaR1 + I alphaR2) Cos[phi] +  
(-I alphaL1 + one alphaL2 + I alphaR1 - one alphaR2) Sin[phi] /. cToVec) // Simplify
```

```
(alphaL1 e1 + alphaR1 e1 - (alphaL2 + alphaR2) e2) Cos[phi] +  
(alphaL2 e1 - alphaR2 e1 + (alphaL1 - alphaR1) e2) Sin[phi]
```

```
s = Solve[{alphaL1 + alphaR1 == alpha1, -(alphaL2 + alphaR2) == alpha2,  
alphaL2 - alphaR2 == -beta1, (alphaL1 - alphaR1) == -beta2},  
(*{alpha1, alpha2, beta1, beta2}*)  
{alphaR1, alphaR2, alphaL1, alphaL2}  
] // First
```

```
{alphaR1 →  $\frac{\alpha_1 + \beta_2}{2}$ , alphaR2 →  $\frac{1}{2}(-\alpha_2 + \beta_1)$ ,  
alphaL1 →  $\frac{\alpha_1 - \beta_2}{2}$ , alphaL2 →  $\frac{1}{2}(-\alpha_2 - \beta_1)$ }
```

Now check this solution:

```
alphaR = (alphaR1 + I alphaR2) /. s
alphaL = (alphaL1 + I alphaL2) /. s
```

```
(alphaR Exp[I phi] + alphaL Exp[-I phi] // ExpToTrig) // Simplify
```

$$\frac{1}{2} i (-\alpha_2 + \beta_1) + \frac{\alpha_1 + \beta_2}{2}$$

$$\frac{1}{2} i (-\alpha_2 - \beta_1) + \frac{\alpha_1 - \beta_2}{2}$$

```
(alpha1 - i alpha2) Cos[phi] - (beta1 - i beta2) Sin[phi]
```

Manually change from complex basis to vector

```
((one alpha1 - i alpha2) Cos[phi] - (one beta1 - i beta2) Sin[phi]) /. cToVec
```

```
(alpha1 e1 + alpha2 e2) Cos[phi] - (beta1 e1 + beta2 e2) Sin[phi]
```

Works!