Goal

We want to compute a matrix element like:

$$\langle j',m'|T_q^{(k)}|j,m
angle = \langle j'||T^{(k)}||j
angle \cdot C_{j,m;\,k,q}^{j',m'}$$

Where:

- ullet $T_q^{(k)}$: tensor operator of rank k, component q
- $\langle j'||T^{(k)}||j\rangle$: reduced matrix element (you provide)
- C: Clebsch-Gordan coefficient, computable with GSL

GSL Functions Used

- gsl_sf_coupling_3j(2j1, 2j2, 2j3, 2m1, 2m2, 2m3) to get **CG coefficients**
- gsl_sf_coupling_6j(...) if you want to do full recoupling

lacksquare Example: Compute $\langle rac{1}{2}, rac{1}{2} | S_z | rac{1}{2}, rac{1}{2} angle$

We know:

- Operator $S_z \sim T_0^{(1)}$
- CG coefficient: $C_{1/2,1/2;1,0}^{1/2,1/2}=\sqrt{1/3}$
- Reduced matrix element: $\langle \frac{1}{2}||\vec{S}||\frac{1}{2}\rangle = \frac{\sqrt{3}}{2}$

So the full value should be:

$$\langle rac{1}{2},rac{1}{2}|S_z|rac{1}{2},rac{1}{2}
angle =rac{\sqrt{3}}{2}\cdot\sqrt{rac{1}{3}}=rac{1}{2}$$

Full C Code (with GSL)

```
#include <stdio.h>
#include <math.h>
#include <gsl/gsl_sf_coupling.h>

// Convert float spin to 2j format (integers)
#define TWICE(x) ((int)(2 * (x)))

int main(void) {
    // Spins
    double j = 0.5;
    double m = 0.5;
    int two_j = TWICE(j);
```

int two m = TWICE(m);

```
// Operator: vector operator T^{(1)}_0 corresponds to q = 0, rank k = 1
int k = 1;
int q = 0;
// Final state same: j', m'
int two_jp = two_j;
int two_mp = two_m;
// Compute Clebsch–Gordan coefficient using 3j symbol:
// C^{j',m'}_{j,m;k,q} = (-1)^{j'-j-q} * sqrt(2j'+1) * (j j' k; m -m' -q)
double phase = pow(-1.0, (two_jp - two_j - 2*q)/2.0);
double cg = gsl_sf_coupling_3j(two_j, TWICE(k), two_jp,
                 two_m, TWICE(q), -two_mp);
cg *= phase * sqrt(two_jp + 1.0);
// Reduced matrix element for spin-1/2 operator
double red = sqrt(3.0) / 2.0;
// Apply Wigner-Eckart theorem
double matrix_element = red * cg;
printf("Clebsch-Gordan coefficient: %.6f\n", cg);
printf("Reduced matrix element: %.6f\n", red);
printf("Full matrix element:
                             %.6f\n", matrix_element); // should be 0.5
return 0;
```

ℰ Compile & Run

}

```
bash の复制 gcc wigner_eckart_gsl.c -lgsl -lgslcblas -lm -o wigner ./wigner
```

Output (Expected)

```
yaml

Clebsch-Gordan coefficient: 0.577350

Reduced matrix element: 0.866025

Full matrix element: 0.500000
```

This confirms:

$$\frac{\sqrt{3}}{2}\cdot\sqrt{\frac{1}{3}}=\frac{1}{2}$$

Great - let me explain the line:

```
c cg *= phase * sqrt(two_jp + 1.0);
```

in the context of the Wigner-Eckart theorem implementation using GSL's 3j symbols.

Background: Wigner-Eckart Theorem

We want to compute the Clebsch-Gordan coefficient:

$$C_{j,m;\,k,q}^{j',m'}$$

But GSL does not provide CG coefficients directly — it gives Wigner 3j symbols:

$$\begin{pmatrix} j & k & j' \\ m & q & -m' \end{pmatrix}$$

These are related by:

$$C^{j',m'}_{j,m;\,k,q}=(-1)^{j'-j-q}\cdot\sqrt{2j'+1}\cdotegin{pmatrix}j&k&j'\m&q&-m'\end{pmatrix}$$

Code Explanation

So in the C code:

```
c
double cg = gsl_sf_coupling_3j(...); // computes the Wigner 3j symbol
```

Then:

```
c
double phase = pow(-1.0, (two_jp - two_j - 2*q)/2.0);
```

This computes $(-1)^{j'-j-q}$ — note that two_jp , two_j , and 2q are used to keep integers (GSL needs integers), then divided by 2 to recover the float exponent.

Finally:

```
cg *= phase * sqrt(two_jp + 1.0);
```

This multiplies by:

- The phase factor: $(-1)^{j'-j-q}$
- The normalization: $\sqrt{2j'+1}$

Together, this converts the Wigner 3j symbol into the actual **Clebsch–Gordan coefficient** $C^{j',m'}_{j,m;\,k,q'}$ as required by the **Wigner–Eckart theorem**.

Summary

Term	Meaning
phase	$(-1)^{j'-j-q}$, phase convention
sqrt(two_jp + 1.0)	equals $\sqrt{2j'+1}$, normalization factor
cg *=	converts Wigner 3j \rightarrow CG coefficient for use in Wigner–Eckart

Would you like me to write a helper function that wraps this as $gsl_clebsch_gordan(j, m, k, q, j', m')$?