

In the attached Mathematica document, I show that

Sakurai 3-29

$$\sum_{q'} d_{qq'}^{(1)}(\beta) V_{q'}^{(1)} = \begin{bmatrix} \frac{-1}{\sqrt{2}}(iV_y + V_x \cos(\beta) + V_z \sin(\beta)) \\ V_z \cos(\beta) - V_x \sin(\beta) \\ \frac{-1}{\sqrt{2}}(iV_y - V_x \cos(\beta) - V_z \sin(\beta)) \end{bmatrix}$$

This is exactly what we'd expect. Note that the rotation matrix about the y-axis by angle  $\beta$  is:

$$R_y(\beta) = \begin{bmatrix} \cos\beta & 0 & \sin\beta \\ 0 & 1 & 0 \\ -\sin\beta & 0 & \cos\beta \end{bmatrix} \Rightarrow \text{under this rotation,}$$

$$\begin{aligned} V_x &\rightarrow V_x \cos\beta + V_z \sin\beta \quad \checkmark \\ V_y &\rightarrow V_y \quad \checkmark \\ V_z &\rightarrow V_z \cos\beta - V_x \sin\beta \quad \checkmark \end{aligned} \quad (10)$$

Plugging those transformations into the definition of  $V$ :

$$V_+^{(1)} = \frac{-(V_x + iV_y)}{\sqrt{2}} \rightarrow \frac{-(V_x \cos\beta + V_z \sin\beta + iV_y)}{\sqrt{2}}$$

$$V_0^{(1)} = V_z \rightarrow V_z \cos\beta - V_x \sin\beta$$

$$V_-^{(1)} = \frac{V_x - iV_y}{\sqrt{2}} \rightarrow \frac{V_x \cos\beta + V_z \sin\beta - iV_y}{\sqrt{2}}$$

These are the exact same components of  $\sum_{q'} d_{qq'}^{(1)}(\beta) V_{q'}^{(1)}$  that we found above.

Define the  $d_{qq'}^{(1)}$  matrix as  $d$ , and the  $V$  matrix  $\mathbf{V} = \{V_+, V_0, V_-\}$ , as  $\mathbf{V}$  below.

$$\text{In[55]} = \mathbf{d} = \left\{ \left\{ \frac{1}{2} (1 + \cos[\beta]), -\left(\frac{1}{\sqrt{2}}\right) \sin[\beta], \frac{1}{2} (1 - \cos[\beta]) \right\}, \right.$$

$$\left. \left\{ \left(\frac{1}{\sqrt{2}}\right) \sin[\beta], \cos[\beta], -\left(\frac{1}{\sqrt{2}}\right) \sin[\beta] \right\}, \left\{ \frac{1}{2} (1 - \cos[\beta]), \left(\frac{1}{\sqrt{2}}\right) \sin[\beta], \frac{1}{2} (1 + \cos[\beta]) \right\} \right\};$$

$$\text{In[54]} = \mathbf{V} = \left\{ -\left(\frac{V_x + i V_y}{\sqrt{2}}\right), V_z, \left(\frac{V_x - i V_y}{\sqrt{2}}\right) \right\};$$

Now simply do the matrix multiplication as indicated to get the  $V'$  vector, rotated an angle  $\beta$  around the y axis.

`In[59] = d.V // FullSimplify // MatrixForm`

`Out[59]//MatrixForm=`

$$\begin{pmatrix} \frac{-i V_y - V_x \cos[\beta] - V_z \sin[\beta]}{\sqrt{2}} \\ V_z \cos[\beta] - V_x \sin[\beta] \\ \frac{-i V_y + V_x \cos[\beta] + V_z \sin[\beta]}{\sqrt{2}} \end{pmatrix}$$