

Sakurai 3-30

a) $\vec{U} = (U_x, U_y, U_z)$, $\vec{V} = (V_x, V_y, V_z)$

we will employ theorem 3.1 which says that if $X_{q_1}^{(k_1)}$ and $Z_{q_2}^{(k_2)}$ are irreducible spherical tensors, then

so is $T_z^{(k)} = \sum_{q_1} \sum_{q_2} \langle k_1, k_2, q_1, q_2 | k, k_2, q_k \rangle X_{q_1}^{(k_1)} Z_{q_2}^{(k_2)}$

Here we are given $k_1 = k_2 = 1$ and let $x \rightarrow U$, $z \rightarrow V$
 q_1, q_2 , and q_k are allowed to range from $-1, 0, 1$ only.

→ when $q_k = -1$, then $q_1 = -1$, so $q_1 + q_2 = -1$ as well.

The options are $q_1 = 0, q_2 = -1$, or $q_2 = 0, q_1 = -1$.

The Clebsch-Gordan coefficient can be looked up.

For $j_1 = j_2 = k_1 = k_2 = 1$, $m = k = 1$, and $m_1 = q_1 = 0, m_2 = q_2 = \pm 1$
 we have $+\frac{1}{\sqrt{2}}$

For $m_1 = q_1 = \pm 1$, and $m_2 = q_2 = 0$, we have $-\frac{1}{\sqrt{2}}$

Thus, $T_{-1}^{(1)} = \left(+\frac{1}{\sqrt{2}} U_0^{(1)} V_{-1}^{(1)} - \frac{1}{\sqrt{2}} U_{-1}^{(1)} V_0^{(1)} \right)$ (1)

→ when $q_k = 0$, we can have $q_1 = +1, q_2 = -1$, or $q_1 = -1, q_2 = +1$.

$T_0^{(1)} = +\frac{1}{\sqrt{2}} U_{+1}^{(1)} V_{-1}^{(1)} - \frac{1}{\sqrt{2}} U_{-1}^{(1)} V_{+1}^{(1)}$ (2)

→ similarly:

$T_{+1}^{(1)} = +\frac{1}{\sqrt{2}} U_{+1} V_0 - \frac{1}{\sqrt{2}} U_0 V_{+1}$ (3)

Now, as in the previous problem, $U_{\pm 1} = \mp \frac{U_x \pm i U_y}{\sqrt{2}}$, $U_0 = U_z$
 (same goes for V)

Plug those into (1), (2) and (3) (see Mathematica for algebra)

$T_q^{(1)} = \frac{1}{2} \begin{pmatrix} V_z (U_x - i U_y) + U_z (V_x + i V_y) \\ -i\sqrt{2} (U_y U_x - U_x V_y) \\ V_z (U_x + i U_y) - U_z (V_x - i V_y) \end{pmatrix}$ ✓

b) This time use 3.11.26.

$T_0^{(2)} = \frac{U_{+1} V_{-1} + 2 U_0 V_0 + U_{-1} V_{+1}}{\sqrt{6}}$

$T_{\pm 1}^{(2)} = \frac{U_{\pm 1} V_0 + U_0 V_{\pm 1}}{\sqrt{2}}$, $T_{\pm 2}^{(2)} = U_{\pm 1} V_{\pm 1}$

Plug in those same definitions of U_{\pm}, V_{\pm}, U_0 , and V_0 from part a, the previous problem, and beyond. (See Mathematica).

See Mathematica Output for the solutions. ✓

part (a)

Here are the definitions of the spherical tensors U and V:

$$\text{In[69]:= } \mathbf{U} = \left\{ -\frac{(\mathbf{Ux} + i \mathbf{Uy})}{\sqrt{2}}, \mathbf{Uz}, \frac{(\mathbf{Ux} - i \mathbf{Uy})}{\sqrt{2}} \right\};$$

$$\mathbf{V} = \left\{ -\frac{(\mathbf{Vx} + i \mathbf{Vy})}{\sqrt{2}}, \mathbf{Vz}, \frac{(\mathbf{Vx} - i \mathbf{Vy})}{\sqrt{2}} \right\};$$

Now I plug the elements of U and V in terms of cartesian coordinates into my three expressions. Note that *Mathematica's* indexing using 1, 2, and 3, while I really mean -1, 0, and 1. Understand as:

-1 → 1 0 → 2 +1 → 3

$$\text{In[106]:= } \frac{1}{\sqrt{2}} \mathbf{U}[[2]] * \mathbf{V}[[1]] + \frac{-1}{\sqrt{2}} \mathbf{U}[[3]] \mathbf{V}[[2]]$$

$$\frac{1}{\sqrt{2}} \mathbf{U}[[3]] * \mathbf{V}[[1]] - \frac{1}{\sqrt{2}} \mathbf{U}[[1]] \mathbf{V}[[3]] // \text{FullSimplify}$$

$$\frac{1}{\sqrt{2}} \mathbf{U}[[3]] * \mathbf{V}[[2]] - \frac{1}{\sqrt{2}} \mathbf{U}[[2]] \mathbf{V}[[3]]$$

$$\text{Out[106]:= } \frac{1}{2} \mathbf{Uz} (\mathbf{Vx} + i \mathbf{Vy}) + \frac{1}{2} (\mathbf{Ux} - i \mathbf{Uy}) \mathbf{Vz}$$

$$\text{Out[107]:= } \frac{i (\mathbf{Uy} \mathbf{Vx} - \mathbf{Ux} \mathbf{Vy})}{\sqrt{2}}$$

$$\text{Out[108]:= } \frac{1}{2} \mathbf{Uz} (\mathbf{Vx} - i \mathbf{Vy}) - \frac{1}{2} (\mathbf{Ux} - i \mathbf{Uy}) \mathbf{Vz}$$

part (b)

As in the previous part, let's plug the components of V and U into the 5 components of the spherical tensor of rank 2.

$$\text{In[115]:= } (* \mathbf{T}_2^{(2)} *) \mathbf{U}[[1]] \mathbf{V}[[1]] // \text{FullSimplify}$$

$$\text{Out[115]:= } \frac{1}{2} (\mathbf{Ux} + i \mathbf{Uy}) (\mathbf{Vx} + i \mathbf{Vy})$$

$$\text{In[114]:= } (* \mathbf{T}_1^{(2)} *) \frac{\mathbf{U}[[1]] \mathbf{V}[[2]] + \mathbf{U}[[2]] \mathbf{V}[[1]]}{\sqrt{2}} // \text{FullSimplify}$$

$$\text{Out[114]:= } \frac{1}{2} (\mathbf{Uz} (\mathbf{Vx} + i \mathbf{Vy}) + (\mathbf{Ux} + i \mathbf{Uy}) \mathbf{Vz})$$

$$\text{In[111]:= } (* \mathbf{T}_0^{(2)} *) \frac{\mathbf{U}[[3]] \mathbf{V}[[1]] + 2 \mathbf{U}[[2]] \mathbf{V}[[2]] + \mathbf{U}[[1]] \mathbf{V}[[3]]}{\sqrt{6}} // \text{FullSimplify}$$

$$\text{Out[111]:= } -\frac{\mathbf{Ux} \mathbf{Vx} + \mathbf{Uy} \mathbf{Vy} - 2 \mathbf{Uz} \mathbf{Vz}}{\sqrt{6}}$$

$$\text{In[113]:= } (* \mathbf{T}_{-1}^{(2)} *) \frac{\mathbf{U}[[3]] \mathbf{V}[[2]] + \mathbf{U}[[2]] \mathbf{V}[[3]]}{\sqrt{2}} // \text{FullSimplify}$$

$$\text{Out[112]:= } \frac{1}{2} (-\mathbf{Uz} \mathbf{Vx} + i \mathbf{Uz} \mathbf{Vy} - \mathbf{Ux} \mathbf{Vz} + i \mathbf{Uy} \mathbf{Vz})$$

$$\text{In[119]:= } (* \mathbf{T}_2^{(2)} *) \mathbf{U}[[3]] \mathbf{V}[[3]] // \text{FullSimplify}$$

$$\text{Out[119]:= } \frac{1}{2} (\mathbf{Ux} - i \mathbf{Uy}) (\mathbf{Vx} - i \mathbf{Vy})$$