

Recall that \mathbf{V} is a vector operator if its operator components $V[i]$ transform as,

$$U^\dagger[R]V_iU[R] = R_{ij}V_j \quad [I.1]$$

1) for an infinitesimal rotation $\delta\vec{\theta}$ show, on the basis of the previous exercise, that,

$$R_{ij}V_j = V_i + (\delta\vec{\theta} \times \mathbf{V})_i = V_i + \varepsilon_{ijk}(\delta\theta)_j V_k \quad [I.2]$$

See what the RHS of [I.1] implies.

$$\begin{aligned} R_{ij}V_j &= U^\dagger(\delta\vec{\theta})V_iU(\delta\vec{\theta}) = (\mathbf{1} - \frac{1}{i\hbar}\delta\vec{\theta} \bullet \mathbf{L}_\theta)V_i(\mathbf{1} + \frac{1}{i\hbar}\delta\vec{\theta} \bullet \mathbf{L}_\theta) = V_i + \frac{1}{i\hbar}[V_i, \delta\theta_j L_j] + \mathcal{O}(\delta\theta^2) = V_i + \frac{1}{i\hbar}[V_i, \delta\theta_j (R_k P_i - R_i P_k)] \\ &= V_i + \frac{1}{i\hbar}[V_i, \delta\theta_j (R_k P_i - R_i P_k)] = \dots = V_i + \varepsilon_{ijk}(\delta\theta)_j V_k \end{aligned} \quad [I.3]$$

Another try

Oops...I think this carries implications for part (2) of this problem (below). We should work with the LHS of [I.1]. The $R[ij]$ looks like it introduces the notion of a “cross product” by looking at [I.2]. Expand it out,

$$R_{ij}V_j = V_i + \varepsilon_{ijk}(\delta\theta)_j V_k = V_i + (\delta\theta_j V_k - \delta\theta_k V_j) \rightarrow \mathbf{V}' = \mathbf{V} + \text{oops....same cross product: tautology} \quad [I.4]$$

Try using the general rotation matrix by the Euler angles for the angles $\rightarrow d(\theta)$,

$$RZ1 := \begin{bmatrix} 1 & x1 & 0 \\ -x1 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \quad RY2 := \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & x2 \\ 0 & -x2 & 1 \end{bmatrix} \quad RZ3 := \begin{bmatrix} 1 & x3 & 0 \\ -x3 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

We have a X-rotate, Z-rotate, X-rotate. Composing them,

$$\begin{aligned} RZ3.RY2.RZ1 = \text{matrix multiplication} = & \begin{bmatrix} 1 - x3 x1 & x3 + x1 & x3 x2 \\ -x1 - x3 & 1 - x3 x1 & x2 \\ x2 x1 & -x2 & 1 \end{bmatrix} \rightarrow \begin{bmatrix} 1 & \theta_3 + \theta_1 & 0 \\ -\theta_3 - \theta_1 & 1 & \theta_2 \\ 0 & -\theta_2 & 1 \end{bmatrix} + \mathcal{O}(\theta_i^2) \end{aligned}$$

But now, if I multiply this rotation matrix by a vector \mathbf{V} , I don't see Levi-Civita-like terms appearing [(ij - ji), e.g.], which I could collect into a cross product which appears on the RHS of [I.2]...

Another another try

Build up the matrix elements I “want” to see in order to get a cross-product,

$$R\mathbf{V} = \begin{bmatrix} 1 & +\theta_3 & -\theta_2 \\ -\theta_3 & 1 & +\theta_1 \\ +\theta_2 & -\theta_1 & 1 \end{bmatrix} \mathbf{V} = \mathbf{V} + (V_2\theta_3 - V_3\theta_2)\hat{x}_1 + (V_3\theta_1 - V_1\theta_3)\hat{x}_2 + (V_1\theta_2 - V_2\theta_1)\hat{x}_3 = \mathbf{V} + (\vec{\theta} \times \mathbf{V}) \quad [I.5]$$

....Should this matrix in [I.5] look familiar?

Looking at the solution of a similar problem

Show that under an infinitesimal rotation by an angle $\delta\vec{\theta}$, the vector \mathbf{V} transforms as,

$$\mathbf{V} \rightarrow \mathbf{V}' = R\mathbf{V} = \mathbf{V} + \delta\vec{\theta} \times \mathbf{V} \leftrightarrow V_j \rightarrow V'_j = R_{ij}V_j = V_i + \delta\theta_j V_k \varepsilon_{ijk} \quad [\text{I.6}]$$

Special case: let the z axis be along the direction of $\delta\vec{\theta}$. In this case, $\delta\vec{\theta} = |\delta\theta|\hat{k} = \delta\theta_z\hat{k}$. Then,

$$\begin{bmatrix} V_x \\ V_y \\ V_z \end{bmatrix} \rightarrow \begin{bmatrix} V'_x \\ V'_y \\ V'_z \end{bmatrix} = \begin{bmatrix} 1 & -\delta\theta_z & 0 \\ +\delta\theta_z & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} V_x \\ V_y \\ V_z \end{bmatrix} = \mathbf{V} + \delta\theta_z(V_x - V_y) \rightarrow \boxed{\mathbf{V} = \mathbf{V}' = \mathbf{V} + \delta\vec{\theta} \times \mathbf{V}} \quad [\text{I.7}]$$

The last step was made because this is a vector equation it applies to all coordinate systems. **But I say:** You only have theta_z running around after you do the z-special case. Shouldn't you have theta_x and -theta_y running around to constitute the requested cross product?

2) feed in $U[R] = \mathbf{1} + \frac{1}{i\hbar} \delta\vec{\theta} \cdot \mathbf{L}$ into the LHS of [I.1], and thereby deduce that,

$$[V_i, L_j] = i\hbar \cdot \varepsilon_{ijk} V_k \quad [\text{I.8}]$$

$$U^\dagger[R]V_iU[R] = \left(\mathbf{1} + i\frac{1}{\hbar} \delta\vec{\theta} \cdot \mathbf{L}\right)V_i\left(\mathbf{1} - i\frac{1}{\hbar} \delta\vec{\theta} \cdot \mathbf{L}\right) = V_i + \frac{1}{\hbar} [\delta\vec{\theta} \cdot \mathbf{L}, V_i] + \mathcal{O}((\delta\vec{\theta} \cdot \mathbf{L})^2) = V_i + \varepsilon_{ijk}(\delta\theta)_j V_k \quad [\text{I.9}]$$

Discarding the $\mathcal{O}((\delta\vec{\theta} \cdot \mathbf{L})^2)$ and absorbing a negative sign into $[A, B] \equiv -[B, A]$, we immediately conclude that,

$$[V_i, \delta\vec{\theta} \cdot \mathbf{L}] = [V_i, L_j] = i\hbar \cdot \varepsilon_{ijk}(\delta\theta)_j V_k \quad [\text{I.10}]$$

Oops. We need $\delta\vec{\theta} \cdot \mathbf{L} = L_j$, but we're pretty close...

This is as good a definition of a vector-operator as [I.1]. by setting $\mathbf{V} = \mathbf{L}$, we can obtain the commutation-rules among the L 's.

For help, do sakurai problem 3.7...

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$$U^\dagger[R]V_iU[R] = R_{ij}V_j$$

Show that under an infinitesimal rotation by an angle $\delta\vec{\theta}$, the vector \mathbf{V} transforms as,

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Special case: let the z axis be along the direction of $\delta\vec{\theta}$. In this case, $\delta\vec{\theta} = |\delta\theta|\hat{k} = \delta\theta_z\hat{k}$. Then,

$$\begin{bmatrix} V_x \\ V_y \\ V_z \end{bmatrix} \rightarrow \begin{bmatrix} V'_x \\ V'_y \\ V'_z \end{bmatrix} = \begin{bmatrix} 1 & -\delta\theta_z & 0 \\ +\delta\theta_z & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} V_x \\ V_y \\ V_z \end{bmatrix} = \mathbf{V} + \delta\theta_z(V_x - V_y) \rightarrow \boxed{\mathbf{V} = \mathbf{V}' = \mathbf{V} + \delta\vec{\theta} \times \mathbf{V}} \quad [\text{I.12}]$$

The last step was made because this is a vector equation it applies to all coordinate systems. **But I say:** You only have theta_z running around after you do the z-special case. Shouldn't you have theta_x and -theta_y running around to constitute the requested cross product?