

# Matrices - A Primer

A matrix is commonly used to represent how equivalent coordinates or objects are interchanged by ~~some~~ operation.

The most common example is the rotation matrix to describe the effects of ~~rotating~~ <sup>moving</sup> a vector:  $\begin{pmatrix} x \\ y \end{pmatrix}$  into a new vector  $\begin{pmatrix} x' \\ y' \end{pmatrix}$  by rotating it ~~xxx~~ an angle  $\phi$  about  $\begin{pmatrix} 0 \\ 0 \end{pmatrix}$

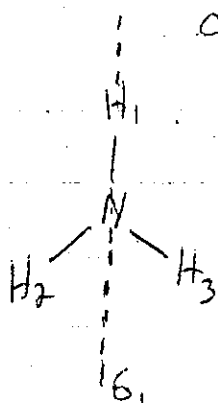
$$\text{Here: } \begin{pmatrix} \cos\phi & -\sin\phi \\ +\sin\phi & \cos\phi \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} x' \\ y' \end{pmatrix}$$

$$\text{Hence a } C_4 \text{ rotation: } \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix}; \text{ a } C_2: \begin{pmatrix} -1 & 0 \\ 0 & -1 \end{pmatrix}$$

Now anything else can be interchanged. If we represent the set of objects ~~eg.~~  $\{x_1, x_2, \dots, x_n\}$  as a column vector, their interchange can be represented as a matrix. For example:

let  $\begin{pmatrix} H_1 \\ H_2 \\ H_3 \end{pmatrix}$  be the vector of the set of three H-atoms in  $NH_3$ , then:

$$E: \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}; C_3: \begin{pmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 0 & 0 \end{pmatrix}; \sigma_1: \begin{pmatrix} 1 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 1 & 0 \end{pmatrix}$$



Since the three H-atoms have the symmetry of the  $\text{NH}_3$  molecule, the matrices describing their interchange under  $C_{3v}$  symmetry operations will form a representation of the group. The characters of this reducible representation are:

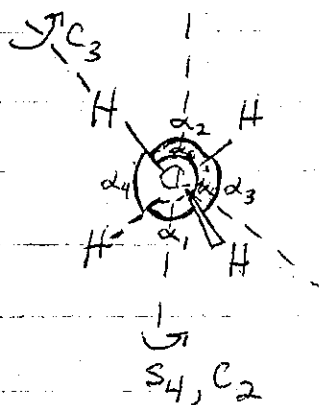
$$\chi_{\text{red}}: 3 \ 0 \ 1$$

which can be decomposed:  $\Gamma_{\text{red}} = A_1 + E$  (try it!) by the usual formula.

Note: a help in getting characters for these interchange matrices is to note that only unmoved atoms contribute to the diagonal.

Using this reasoning, it is often possible to derive the characters of the interchange matrices without actually working them out.

To find the reducible representation of all the H-C-H angles of  $\text{CH}_4$  -  $T_d$ :



There are six angles, none move under  $E$ :  $\chi_E = 6$   
 under an  $S_4$ , all move:  $\chi_{S_4} = 0$   
 under a  $C_2$ , 2 remain the same:  $\chi_{C_2} = 2$   
 under a  $C_3$ , all move:  $\chi_{C_3} = 0$   
 under a  $\sigma$ , 2 remain:  $\chi_{\sigma} = 2$

$T_d$  does not have  $\sigma$ .  $\Gamma_{\text{red}} = A_1 + E + T_2$