

Group Theory

Imagine taking the direct product of two three-vectors. This gives a 3x3 matrix.

Imagine now that I rotate my coordinate system. How does my matrix change? To answer this, it helps to break down the matrix into several small matrices: one that is symmetric and traceless (5 degrees of freedom), one that is anti-symmetric (3 degrees of freedom), and one that is a number times the identity matrix (1 degree of freedom). Then each component transforms separately: the anti-symmetric component transforms just like a vector would; the symmetric component transforms in its own way, and the identity matrix doesn't transform at all.

We can consider this as the $SO(3)$ group. (S just meaning that the matrix has determinant 1 rather than -1)

Similarly, consider the possibility of adding angular momenta: a particle of spin-1 has a certain probability of having its z-component be 1, 0, or -1. Again, rotating the vector will change this value, so again, this problem can be considered just rotating the vector under the $O(3)$ group.

Now the $SO(3)$ group is isomorphic to the $SU(2)$ group. We're familiar with this group - we've used the Pauli matrices before. We know the Pauli Matrices have the property $[\sigma_1, \sigma_2] = 2i\sigma_3$. We say that the structure constant of $SU(2)$ is $2i$.

Are there any other sets of matrices - in any dimension - that obey this relation? If so, then they can be another representation of the $SU(2)$ group. So yes, the $SU(2)$ group can be represented by higher-order matrices. In fact, $SU(2)$ is special because it can be represented by matrices of any dimensionality; not all groups have this.

We say that the Pauli Matrices are the fundamental representation of $SU(2)$. This is just an arbitrary choice, but we choose it because it's the simplest case. Another important case is the Adjoint Representation, which has the special property that the A_{ij} matrix's ij component is equal to the structure constant, f_{aij} .