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> restart;
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>
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Clebsch-Gordan coefficients

A Maple implementation. Maple V12

These procedures are derived from the C program described by William J. Thompson.
William J. Thompson, Angular Momentum: An Illustrated Guide
to Rotational Symmetries for Physical Systems,
John Wiley and Sons Inc., 1994

The 3j Wigner coefficients.

$$\begin{bmatrix} j_1 & j_2 & j_3 \\ m_1 & m_2 & m_3 \end{bmatrix} = (-1)^{j_1 - j_2 - m_3} \cdot N \cdot S$$

$$N = \sqrt{\frac{(j_3 + j_1 - j_2)! (j_3 - j_1 + j_2)! (j_1 + j_2 - j_3)! (j_3 - m_3)! (j_3 + m_3)!}{(j_1 + j_2 + j_3 + 1)! (j_1 - m_1)! (j_1 + m_1)! (j_2 - m_2)! (j_2 + m_2)!}}$$

$$S = \sum_{kmin}^{kmax} \frac{(-1)^{(kmin + j_2 + m_2)} (j_2 + j_3 + m_1 - k)! (j_1 - m_1 + k)!}{(k)! (j_3 - j_1 + j_2 - k)! (j_3 - m_3 - k)! (k + j_1 - j_2 + m_3)!}$$

where

$kmin = \max(0, j_2 - j_1 - m_3)$, and $kmax = \min(j_3 - j_1 + j_2, j_3 - m_3)$

The Clebsch-Gordan Coefficients from Wigner 3j Coefficients

$$\langle j_1, j_2; m_1, m_2 | j_1, j_2, j_3, m_3 \rangle = (-1)^{j_1 - j_2 + m_3} \sqrt{2j_3 + 1} \begin{bmatrix} j_1 & j_2 & j_3 \\ m_1 & m_2 & -m_3 \end{bmatrix}$$

***** Note: We are using the following convention *****

$$[\pm N] \equiv \pm \sqrt{N}$$

```
> TriangleBroken := proc( j1, j2, j3)
    local sum;
    sum := 2 * ( j1 + j2 + j3 );
    if ( (type(sum, odd)) or ( j2 < abs( j1 - j3 ) ) or ( j2 > j1 + j3 ) ) then
        return 1;
    else return 0 end if;
end proc;
```

```

> EvenOrOdd := proc( j, m)
    local sum;
    sum := 2 · ( j + m ); # print( sum );
    if type( sum, even) then return 0;
    else return 1 end if;
end proc:

```

This procedure returns a signed squared coefficient.

$$\pm a\sqrt{n} = \pm a^2 n = \pm N$$

```

> SQ := proc( n )
    local sign, c;
    if ( evalf( n ) < 0 ) then sign := - 1 else sign := 1 end if;
    c := simplify( ( n · n ) · sign );
    return ( c );
end proc:

```

```

> CG := proc( j1, j2, j3, m1, m2, M )
    local k, kmin, kmax, m3, N, S, WC, CG;
    m3 := - 1 · M;
    if ( j1 < 0 ) then
        printf( "\nEnd 3j - CG coefficient\n" );
        return 0;
    end if;
    if ( m1 + m2 + m3 ≠ 0 ) then
        printf( "\n!! m1+m2+m3 not zero; try again\n\n" );
    else
        if ( TriangleBroken( j1, j2, j3 ) ≠ 0 ) then
            printf( "\n!! (%a,%a,%a) breaks triangle rule: try again\n\n", j1, j2, j3 );
        else
            if ( abs( m1 ) > j1 or abs( m2 ) > j2 or abs( m3 ) > j3 ) then
                printf( "\n!! An m values is too big; try again\n\n" );
            else
                if ( EvenOrOdd( j1, m1 ) + EvenOrOdd( j2, m2 ) + EvenOrOdd( j3, m3 ) > 0 ) then
                    printf( "\n!! An m does not match a j; try again\n\n" );
                else
                    kmin := max( 0, j2 - j1 - m3 ); kmax := min( j3 - j1 + j2, j3 - m3 );

                    
$$N := \sqrt{\frac{(j3 + j1 - j2)!(j3 - j1 + j2)!(j1 + j2 - j3)!(j3 - m3)!(j3 + m3)!}{(j1 + j2 + j3 + 1)!(j1 - m1)!(j1 + m1)!(j2 - m2)!(j2 + m2)!}}$$
;

                    
$$S := \sum_{k=kmin}^{kmax} \frac{(-1)^{(k + j2 + m2)} \cdot (j2 + j3 + m1 - k)!(j1 - m1 + k)!}{(k)!(j3 - j1 + j2 - k)!(j3 - m3 - k)!(k + j1 - j2 + m3)!}$$
;

                    WC := (-1)j1 - j2 - m3 · N · S;
                    CG := (-1)j1 - j2 - m3 · √( 2 · j3 + 1 ) · WC;
                    printf( "The Clebsh-Gordan coefficient <%a,%a;%a,%a|%a,%a,%a,%a> = [%a] = %lf\n\n", j1, j2, m1, m2, j1, j2, j3, -m3, SQ( CG ), CG );
                end if;
            end if;
        end if;
    end if;
end proc:

```

Examples:

CG(j1,j2,j3,m1,m2,m3) or CG(j1,j2,J,m1,m2,M)

> CG(1,1,2,1,1,2);

The Clebsh-Gordan coefficient $\langle 1,1;1,1|1,1;2,2\rangle = [1] = 1.000000$

> CG(1,1,2,0,1,1);

The Clebsh-Gordan coefficient $\langle 1,1;0,1|1,1;2,1\rangle = [1/2] = 0.707107$

> CG(1,1,2,1,0,1);

The Clebsh-Gordan coefficient $\langle 1,1;1,0|1,1;2,1\rangle = [1/2] = 0.707107$

> CG(1,1,2,-1,1,0);

The Clebsh-Gordan coefficient $\langle 1,1;-1,1|1,1;2,0\rangle = [1/6] = 0.408248$

> CG(1,1,2,0,0,0);

The Clebsh-Gordan coefficient $\langle 1,1;0,0|1,1;2,0\rangle = [2/3] = 0.816497$

> CG(1,1,2,1,-1,0);

The Clebsh-Gordan coefficient $\langle 1,1;1,-1|1,1;2,0\rangle = [1/6] = 0.408248$

> CG(1,1,2,-1,0,-1);

The Clebsh-Gordan coefficient $\langle 1,1;-1,0|1,1;2,-1\rangle = [1/2] = 0.707107$

> CG(1,1,2,0,-1,-1);

The Clebsh-Gordan coefficient $\langle 1,1;0,-1|1,1;2,-1\rangle = [1/2] = 0.707107$

> CG(1,1,2,-1,-1,-2);

The Clebsh-Gordan coefficient $\langle 1,1;-1,-1|1,1;2,-2\rangle = [1] = 1.000000$

> CG(1,1,1,0,1,1);

The Clebsh-Gordan coefficient $\langle 1,1;0,1|1,1;1,1\rangle = [-1/2] = -0.707107$

> CG(1,1,1,1,0,1);

The Clebsh-Gordan coefficient $\langle 1,1;1,0|1,1;1,1\rangle = [1/2] = 0.707107$

> CG(1,1,1,0,0,0);

The Clebsh-Gordan coefficient $\langle 1,1;0,0|1,1;1,0\rangle = [0] = 0.000000$

> CG(1,1,1,1,-1,0);

The Clebsh-Gordan coefficient $\langle 1,1;1,-1|1,1;1,0\rangle = [1/2] = 0.707107$

> CG(1,1,1,-1,1,0);

The Clebsh-Gordan coefficient $\langle 1,1;-1,1|1,1;1,0\rangle = [-1/2] = -0.707107$

> CG(1,1,1,0,-1,-1);

The Clebsh-Gordan coefficient $\langle 1,1;0,-1|1,1;1,-1\rangle = [1/2] = 0.707107$

```

[ > CG(1,1,1,-1,0,-1);
The Clebsh-Gordan coefficient <1,1;-1,0|1,1;1,-1> = [-1/2] = -0.707107
]
[ > CG(1,1,0,1,-1,0);
The Clebsh-Gordan coefficient <1,1;1,-1|1,1;0,0> = [1/3] = 0.577350
]
[ > CG(1,1,0,-1,1,0);
The Clebsh-Gordan coefficient <1,1;-1,1|1,1;0,0> = [1/3] = 0.577350
]
[ > CG(1,1,0,0,0,0);
The Clebsh-Gordan coefficient <1,1;0,0|1,1;0,0> = [-1/3] = -0.577350
]

[ > CG(1/2, 1/2, 1, 1/2, 1/2, 1);
The Clebsh-Gordan coefficient <1/2,1/2;1/2,1/2|1/2,1/2;1,1> = [1] = 1.000000
]
[ > CG(1/2, 1/2, 1, 1/2, -1/2, 0);
The Clebsh-Gordan coefficient <1/2,1/2;1/2,-1/2|1/2,1/2;1,0> = [1/2] = 0.707107
]
[ > CG(1/2, 1/2, 1, -1/2, 1/2, 0);
The Clebsh-Gordan coefficient <1/2,1/2;-1/2,1/2|1/2,1/2;1,0> = [1/2] = 0.707107
]
[ > CG(1/2, 1/2, 1, -1/2, -1/2, -1);
The Clebsh-Gordan coefficient <1/2,1/2;-1/2,-1/2|1/2,1/2;1,-1> = [1] = 1.000000
]

[ > CG(2, 3/2, 5/2, -2, -1/2, -5/2);
The Clebsh-Gordan coefficient <2,3/2;-2,-1/2|2,3/2;5/2,-5/2> = [-4/7] = -0.755929
]
[ >

```