

Rotate to Std Orientation (no trig)

All math here is taken from: <http://inside.mines.edu/~gmurray/ArbitraryAxisRotation/>

Cell matrix, row vectors:

$$C1 = \begin{matrix} & x1 & x2 & x3 \\ y1 & y2 & y3; \\ z1 & z2 & z3 \end{matrix}$$

Define the vectors for convenience :

$$\begin{aligned} v1 &= \begin{matrix} x1 \\ y1; \\ z1 \end{matrix} \\ v2 &= \begin{matrix} x2 \\ y2; \\ z2 \end{matrix} \\ v3 &= \begin{matrix} x3 \\ y3; \\ z3 \end{matrix} \end{aligned}$$

Set up initial rotation matrix:

$$R = \begin{matrix} 1 & 0 & 0 \\ 0 & 1 & 0; \\ 0 & 0 & 1 \end{matrix}$$

First rotate v1 about x into the xy plane:

$$\text{length1} = \sqrt{C1[[2, 1]]^2 + C1[[3, 1]]^2}$$

$$\sqrt{y1^2 + z1^2}$$

$$R1 = \begin{matrix} 1 & 0 & 0 \\ 0 & \frac{y1}{\text{length1}} & \frac{z1}{\text{length1}}; \\ 0 & \frac{-z1}{\text{length1}} & \frac{y1}{\text{length1}} \end{matrix}$$

$$R = R * R1;$$

$$C2 = \text{Simplify}[R1.C1]; C2 // \text{MatrixForm}$$

$$\begin{pmatrix} x1 & x2 & x3 \\ \sqrt{y1^2 + z1^2} & \frac{y1 y2 + z1 z2}{\sqrt{y1^2 + z1^2}} & \frac{y1 y3 + z1 z3}{\sqrt{y1^2 + z1^2}} \\ 0 & \frac{-y2 z1 + y1 z2}{\sqrt{y1^2 + z1^2}} & \frac{-y3 z1 + y1 z3}{\sqrt{y1^2 + z1^2}} \end{pmatrix}$$

Now rotate around z to get v1 parallel to the x axis:

$$\text{projx2} = C2[[1, 1]];$$

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projy2 = C2[[2, 1]];
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length2 = Sqrt[projx2^2 + projy2^2];
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$$R2 = \begin{pmatrix} \frac{\text{projx2}}{\text{length2}} & \frac{\text{projy2}}{\text{length2}} & 0 \\ -\frac{\text{projy2}}{\text{length2}} & \frac{\text{projx2}}{\text{length2}} & 0 \\ 0 & 0 & 1 \end{pmatrix};$$

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R = R * R2;
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C3 = Simplify[R2.C2]; C3 // MatrixForm
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$$\begin{pmatrix} \sqrt{x1^2 + y1^2 + z1^2} & \frac{x1 x2 + y1 y2 + z1 z2}{\sqrt{x1^2 + y1^2 + z1^2}} & \frac{x1 x3 + y1 y3 + z1 z3}{\sqrt{x1^2 + y1^2 + z1^2}} \\ 0 & \frac{-x2 (y1^2 + z1^2) + x1 (y1 y2 + z1 z2)}{\sqrt{y1^2 + z1^2} \sqrt{x1^2 + y1^2 + z1^2}} & \frac{-x3 (y1^2 + z1^2) + x1 (y1 y3 + z1 z3)}{\sqrt{y1^2 + z1^2} \sqrt{x1^2 + y1^2 + z1^2}} \\ 0 & \frac{-y2 z1 + y1 z2}{\sqrt{y1^2 + z1^2}} & \frac{-y3 z1 + y1 z3}{\sqrt{y1^2 + z1^2}} \end{pmatrix}$$

Now rotate about x to get v2 in the xy plane:

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projy3 = C3[[2, 2]];
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projz3 = C3[[2, 3]];
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length3 = Sqrt[projy3^2 + projz3^2];
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$$R3 = \begin{pmatrix} 1 & 0 & 0 \\ 0 & \frac{\text{projy3}}{\text{length3}} & \frac{\text{projz3}}{\text{length3}} \\ 0 & -\frac{\text{projz3}}{\text{length3}} & \frac{\text{projy3}}{\text{length3}} \end{pmatrix};$$

C4 is the final cell matrix that has been rotated to std orientation, viz. v1 along x-axis and v2 in xy-plane, in terms of the original cell matrix:

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R = R * R3;
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C4 = FullSimplify[R3.C3]; C4 // MatrixForm
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$$\begin{pmatrix} \sqrt{x1^2 + y1^2 + z1^2} & \frac{x1 x2 + y1 y2 + z1 z2}{\sqrt{x1^2 + y1^2 + z1^2}} & \frac{x1 x3}{\sqrt{x1^2 + y1^2 + z1^2}} \\ 0 & \sqrt{\frac{x2^2 (y1^2 + z1^2) + (y2 z1 - y1 z2)^2 - 2 x1 x2 (y1 y2 + z1 z2) + x1^2 (y2^2 + z2^2)}{x1^2 + y1^2 + z1^2}} & \frac{-x1 x3 (y1 y2 + z1 z2) + (y2 z1 - y1 z2) (y3 z1 - y1 z3)}{(x1^2 + y1^2 + z1^2) \sqrt{\frac{x2^2 (y1^2 + z1^2) + (y2 z1 - y1 z2)^2 - 2 x1 x2 (y1 y2 + z1 z2) + x1^2 (y2^2 + z2^2)}{x1^2 + y1^2 + z1^2}}} \\ 0 & 0 & \frac{-x3 y2 z1 + x2 y3 z1 + x3 y3}{\sqrt{x1^2 + y1^2 + z1^2} \sqrt{\frac{x2^2 (y1^2 + z1^2) + (y2 z1 - y1 z2)^2 - 2 x1 x2 (y1 y2 + z1 z2) + x1^2 (y2^2 + z2^2)}{x1^2 + y1^2 + z1^2}}} \end{pmatrix}$$

C4

$$\left\{ \left\{ \sqrt{x_1^2 + y_1^2 + z_1^2}, \frac{x_1 x_2 + y_1 y_2 + z_1 z_2}{\sqrt{x_1^2 + y_1^2 + z_1^2}}, \frac{x_1 x_3 + y_1 y_3 + z_1 z_3}{\sqrt{x_1^2 + y_1^2 + z_1^2}} \right\}, \right.$$

$$\left. \left\{ 0, \sqrt{\frac{x_2^2 (y_1^2 + z_1^2) + (y_2 z_1 - y_1 z_2)^2 - 2 x_1 x_2 (y_1 y_2 + z_1 z_2) + x_1^2 (y_2^2 + z_2^2)}{x_1^2 + y_1^2 + z_1^2}}, \right. \right.$$

$$\left. \left. \begin{aligned} & (-x_1 x_3 (y_1 y_2 + z_1 z_2) + (y_2 z_1 - y_1 z_2) (y_3 z_1 - y_1 z_3) + \\ & x_1^2 (y_2 y_3 + z_2 z_3) + x_2 (x_3 (y_1^2 + z_1^2) - x_1 (y_1 y_3 + z_1 z_3))) \end{aligned} \right\} / \right.$$

$$\left. \left((x_1^2 + y_1^2 + z_1^2) \sqrt{\frac{x_2^2 (y_1^2 + z_1^2) + (y_2 z_1 - y_1 z_2)^2 - 2 x_1 x_2 (y_1 y_2 + z_1 z_2) + x_1^2 (y_2^2 + z_2^2)}{x_1^2 + y_1^2 + z_1^2}} \right) \right\},$$

$$\left\{ 0, 0, \frac{-x_3 y_2 z_1 + x_2 y_3 z_1 + x_3 y_1 z_2 - x_1 y_3 z_2 - x_2 y_1 z_3 + x_1 y_2 z_3}{\sqrt{x_1^2 + y_1^2 + z_1^2} \sqrt{\frac{x_2^2 (y_1^2 + z_1^2) + (y_2 z_1 - y_1 z_2)^2 - 2 x_1 x_2 (y_1 y_2 + z_1 z_2) + x_1^2 (y_2^2 + z_2^2)}{x_1^2 + y_1^2 + z_1^2}}} \right\}$$