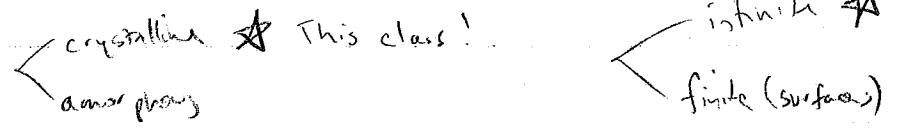


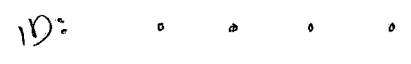
~~Next substitute for~~  
~~2014/15!~~

- Introduce myself
- Introduction of class.
- Syllabus.
  - textbook (Chap 1-8, part 9, part of 14)
  - HW
  - exam

What is a solid? resist shear



Crystal " periodicity (atoms)



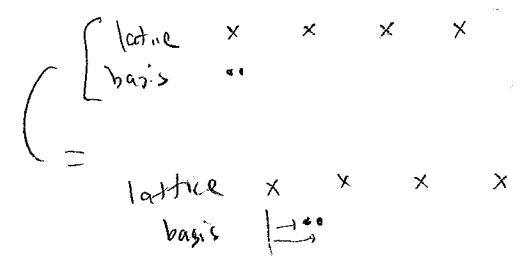
What about     ••   ••   ••   ••   ?

┌───┐  
 period     yes, is crystal

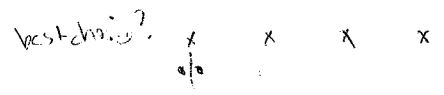
lattice     details of periodicity (abstract pts)

basis     details of atoms that are found at the lattice pts

Note lattice choice is not unique



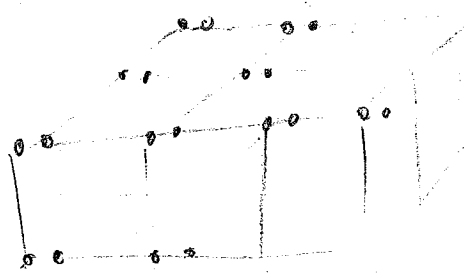
(but some choices are better than others)



• basis is symmetric, possibly best choice.

Symmetry! Mathematical techniques for analyzing symm = Group Theory (beyond this class)

3D



← could be crystal

lattice = "simple cubic"

basis?  
atom 1 at  $(0, 0, 0)$   
atom 2 at  $(0, \frac{1}{4}, 0)$

— Vectors that join lattice pts

Lattice vectors - Defn: Any vector which causes (infinite) crystal to be unchanged after translation  
(translates into itself)

What are some L.V.s for cube above?

Primitive lattice vectors: (1) the 3 axes (non unique choice) that form basis for all L.V.s

Example: for cube above,

$$\vec{a}_1 = (1, 0, 0)$$

$$\vec{a}_2 = (0, 1, 0)$$

$$\vec{a}_3 = (0, 0, 1)$$

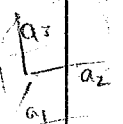
(2) and are as "small as possible" (a consequence of (1), multy. See Fig 3 pg 5)

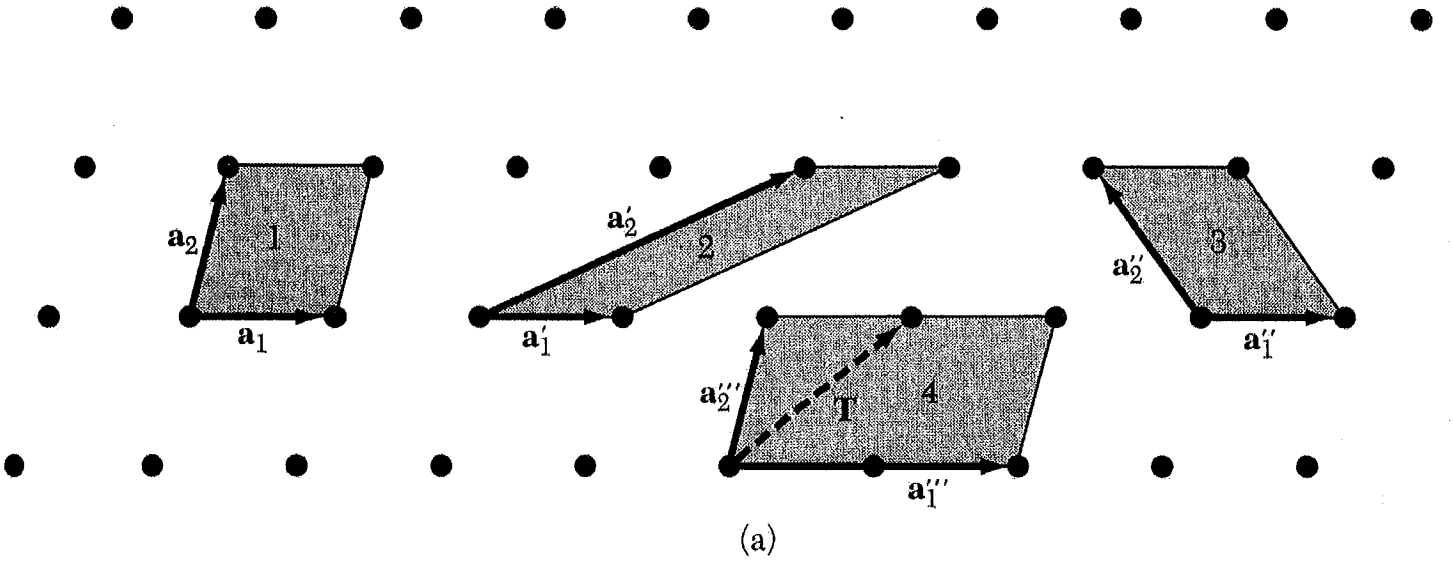
Small as possible = defined by volume of space of parallelepiped defined by  $\vec{a}_1, \vec{a}_2, \vec{a}_3$

$$\text{Volume} = |\vec{a}_1 \cdot (\vec{a}_2 \times \vec{a}_3)|$$

$$\text{any lattice vector } \vec{R} = n\vec{a}_1 + m\vec{a}_2 + l\vec{a}_3$$

measured minimum area (volume) will all work





Basis vectors - vectors from origin to basis atoms  
 ↳ portion of lattice point

$$j \text{ atoms: } \vec{r}_j = x_j \vec{a}_1 + y_j \vec{a}_2 + z_j \vec{a}_3$$

if desired, can pick origin so

$x_j, y_j, z_j$  all between 0 + 1.

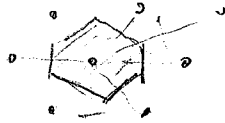
Day 2

Wigner-Seitz cell

= a "primitive lattice cell" = parallelepiped formed by  $\vec{a}_1, \vec{a}_2, \vec{a}_3$

↳ How many will there be in a given volume?  
 Answer: the same as # of lattice pts.

- the WS cell = a specially chosen primitive cell



region enclosed by perpendicular bisectors.

primitive basis

- a basis that's based on a set of primitive L.V.s.

14 Bravais Lattices - handout, see notes on next page

Symmetry, again

1) translation (already discussed)

2) rotation

simple cubic:  $90^\circ, 180^\circ, 270^\circ$  about x

defined by axis about which x'tal can be rotated

$C_4, C_2, C_2, C_4^3$

also about y, z

Notation... let's not bother (?)

$C_{4x} = 270^\circ$  rotation about x-axis

$C_{4y} = 90^\circ$  rotation

3) reflection: defined by plane about which x'tal atoms can be reflected  $\sigma_x$

4) combo: rotation + reflection labeled "S"

5) inversion: if pt exists through which all atoms can be inverted "I"

Symmetry of crystal vs symmetry of lattice

Day 2 Notation

group of all symmetries together form a group

rev

3D lattices

14 Bravais lattices! (I expected more)

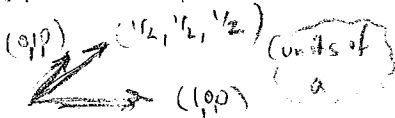
→ handout from Stokes' book

Note on bcc and fcc: like 2D "centered rectangular" have a choice

→ Mostly use the "conventional cell", cubic and not the primitive cell

Skipped

one choice of lattice vectors



Another choice, Kittel Fig 1.10 Pg 10

- $\frac{1}{2}, \frac{1}{2}, \frac{1}{2}$
- $-\frac{1}{2}, \frac{1}{2}, \frac{1}{2}$
- $\frac{1}{2}, -\frac{1}{2}, \frac{1}{2}$

(bcc) = How many pts in conventional cell?



two

$$\frac{1}{8} \times 8 + 1 = 2$$

Volume of primitive cell =  $\frac{a^3}{2}$



four

corner: 8, each shared by 8

face: 6, each shared by 2

$$\frac{1}{8} \times 8 + \frac{1}{2} \times 6 = 4$$

Volume of primitive cell =  $\frac{a^3}{4}$

primitive basis vectors

- $\frac{1}{2}, \frac{1}{2}, 0$
- $0, \frac{1}{2}, \frac{1}{2}$
- $\frac{1}{2}, 0, \frac{1}{2}$

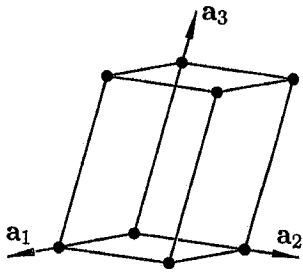
Fig 11 Pg 11

This class:

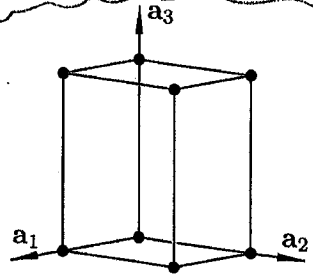
I think all materials we will study are lattice types

- 1) cubic (sc)
- 2) bcc
- 3) fcc
- 4) hexagonal (?)

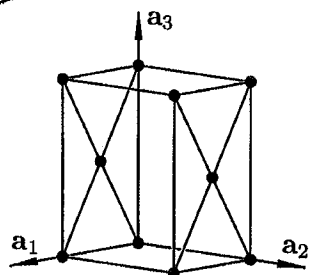
14 Bravais Lattices in 3D



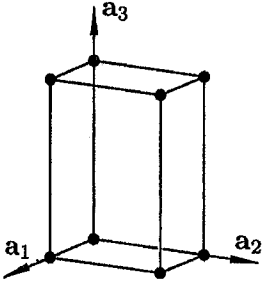
Triclinic P  
 $a_1 \neq a_2 \neq a_3$   
 $\alpha \neq \beta \neq \gamma$



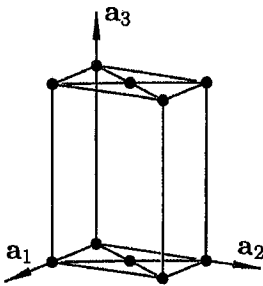
Monoclinic P  
 $a_1 \neq a_2 \neq a_3$   
 $\alpha = \gamma = 90^\circ \neq \beta$



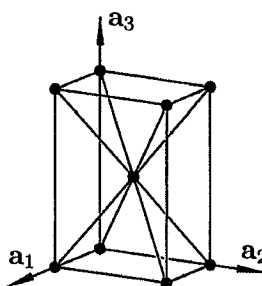
Monoclinic B



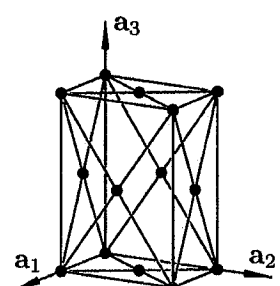
Orthorhombic P  
 $a_1 \neq a_2 \neq a_3$   
 $\alpha = \beta = \gamma = 90^\circ$



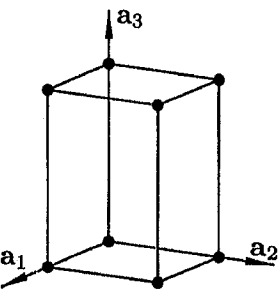
Orthorhombic C



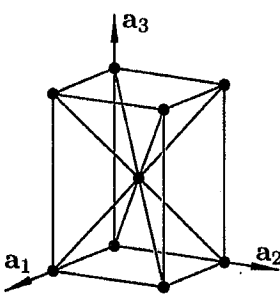
Orthorhombic I



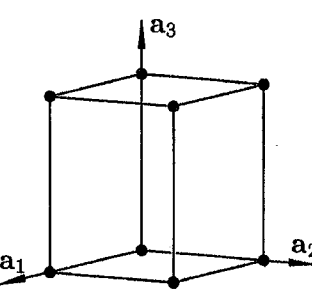
Orthorhombic F



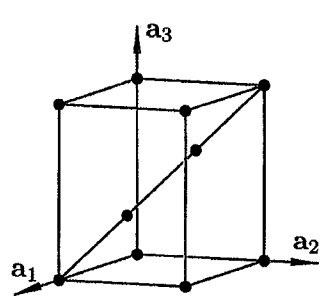
Tetragonal P  
 $a_1 = a_2 \neq a_3$   
 $\alpha = \beta = \gamma = 90^\circ$



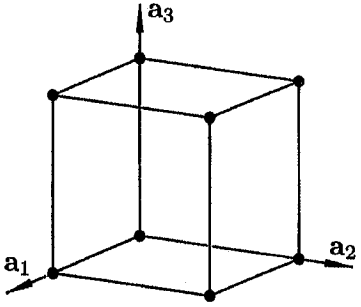
Tetragonal I



Hexagonal P  
 $a_1 = a_2 \neq a_3$   
 $\alpha = \beta = 90^\circ, \gamma = 120^\circ$

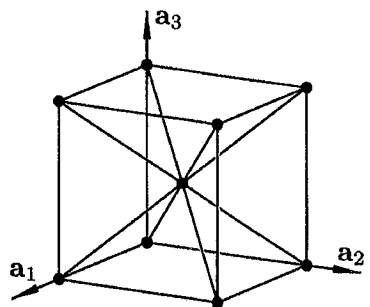


Hexagonal R  
 aka "Trigonal"  
 (with different  $a_1, a_2, a_3$  vectors)



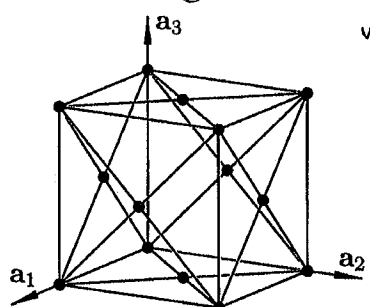
Cubic P

$a_1 = a_2 = a_3$   
 $\alpha = \beta = \gamma = 90^\circ$



Cubic I

"body centered"



Cubic F

"face centered"

(Not mentioned in Kittel)

There are an infinite # of possible crystals  
(because basis atoms could be anywhere)

However, there are not an infinite # of ways of classifying the  
crystals by symmetry.

→ 230 different "space groups"

(of which the Bravais lattices are 14)

dividing into full symmetry of translations + pt group

→ usually ~~are~~ categorized in

32 different "crystal classes"

when ~~are~~ sorted only by pt group symmetries

sc, fcc, bcc (and diamond)

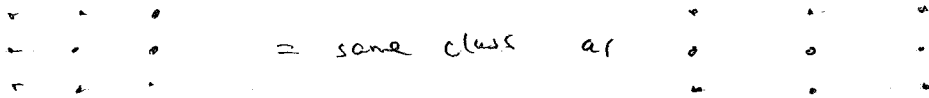
all in same crystal class

but are different space groups

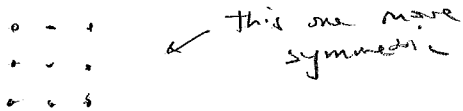
Lattice always has at least as much (if not more) symmetry than crystal

Focus now on lattices

Group lattices by symmetry properties



but different than



Consider all possible lattices, turns out only so many distinct classes.

↳ called the "Bravais lattices"

2D - 5 Bravais lattices

1) oblique ↗  $a_1 \neq a_2, \phi = \text{no special angle}$

2) rectangular ↑  $a_1 \neq a_2, \phi = 90^\circ$

3) square ↑  $a_1 = a_2, \phi = 90^\circ$

4) hexagonal

↖  $a_1 = a_2, \phi = 120^\circ$

why not  $60^\circ$ ? → arbitrary  
 Hurdle: obtuse angles generally used  
 integer choice

~~why not pentagonal?~~



5) centered rectangular



rectangular, but w/extra  
dot in middle of rectangle