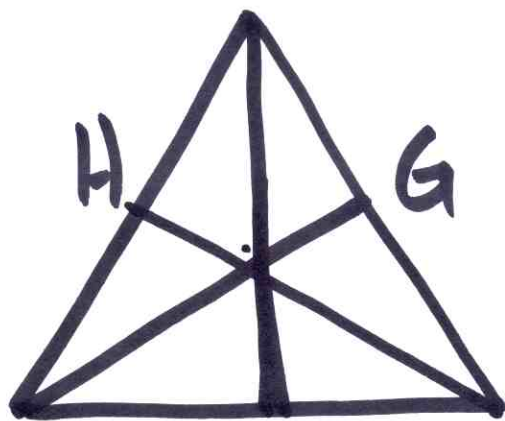


Find Gram matrix
 vertices, etc. (3/2, 1/2)



⊗	I	A	B	F	G	H
I						
A						
B						
F						
G						
H						

$$I = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$

$$A = \frac{1}{2} \begin{pmatrix} -1 & -\sqrt{3} \\ \sqrt{3} & -1 \end{pmatrix}$$

$$B = \frac{1}{2} \begin{pmatrix} -1 & \sqrt{3} \\ -\sqrt{3} & -1 \end{pmatrix}$$

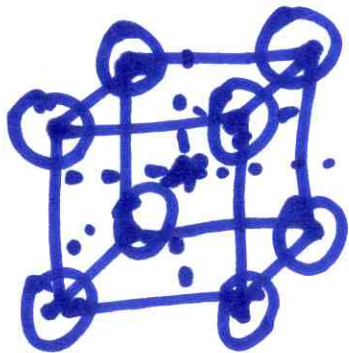
$$F = \begin{pmatrix} -1 & 0 \\ 0 & 1 \end{pmatrix}$$

$$G = \frac{1}{2} \begin{pmatrix} 1 & -\sqrt{3} \\ -\sqrt{3} & -1 \end{pmatrix}$$

$$H = \frac{1}{2} \begin{pmatrix} 1 & \sqrt{3} \\ \sqrt{3} & -1 \end{pmatrix}$$

Lattice - Points in space - Periodic
Motif

Unit cell



Crystal structure

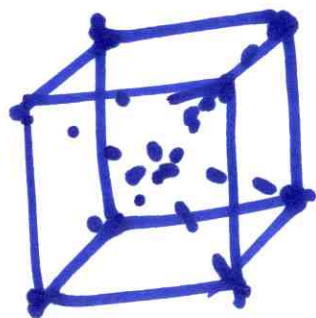
Centre of symmetry - Inversion
 $(x, y, z) \rightarrow (-x, -y, -z)$

Inversion



Mirror plane

1, 2, 3, 4, or 6-fold rot. n -fold
 $\frac{2\pi}{n}$.
1, 2, 3, 4, or 6-fold inversion $\frac{2\pi}{n}$.



$\frac{2\pi}{n}$ rotation, choose a point on the rotation axis
→ do an inversion about that point.

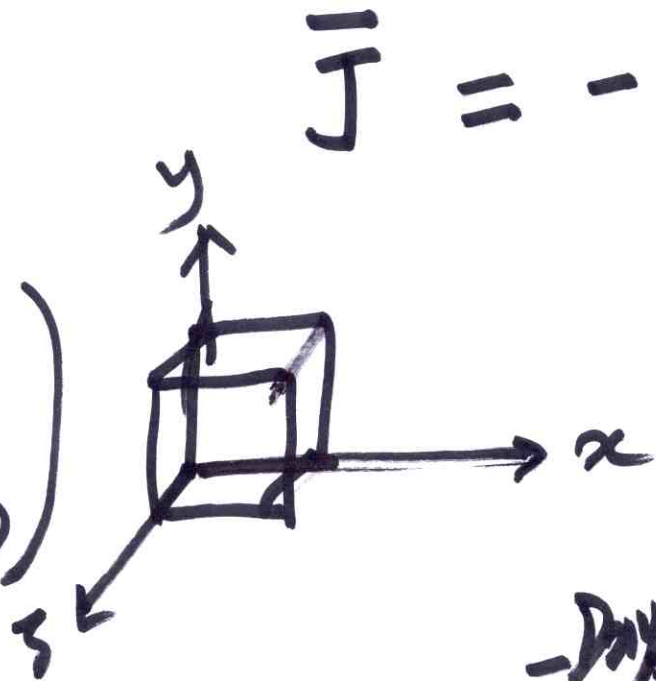
Response \longleftrightarrow Physical Property

Stimuli

$$D \delta_{ij}$$

$$\begin{pmatrix} D & 0 & 0 \\ 0 & D & 0 \\ 0 & 0 & D \end{pmatrix}$$

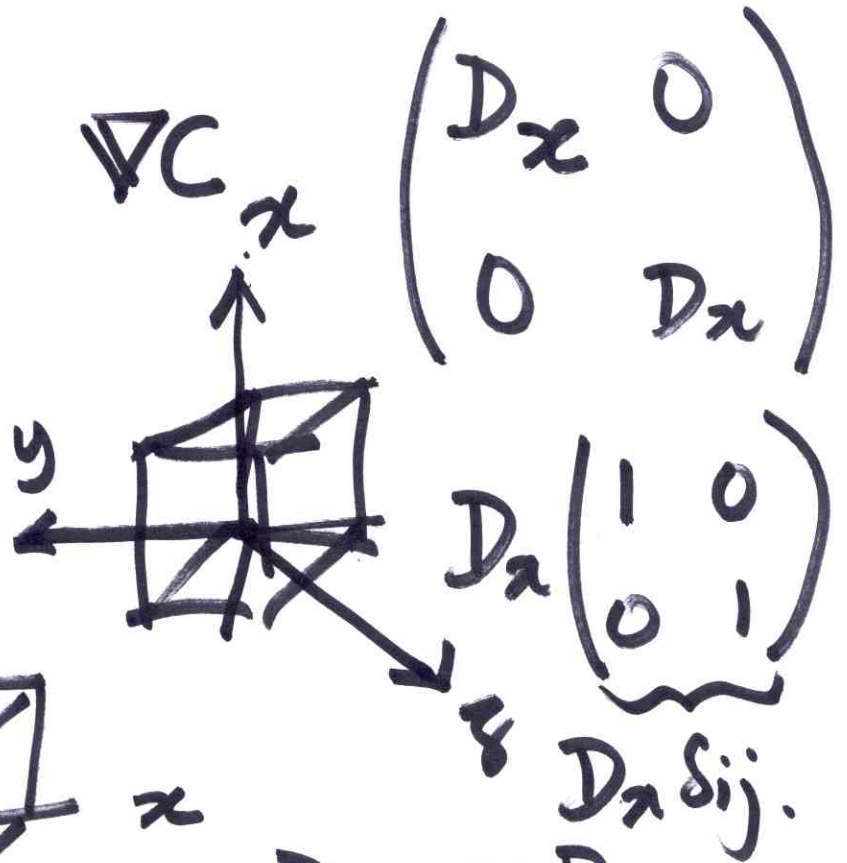
$$DI =$$



$$D_{xy} = -D_{yx} = -D_{yx}$$

$$D_{ij} = D_{ji}$$

$$\bar{J} = -D$$



∇C

y

x

$$\begin{pmatrix} D_x & 0 \\ 0 & D_x \end{pmatrix}$$

$$D_x \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$

$D_x \delta_{ij}$

$$D_{xx} = D_{yy}$$

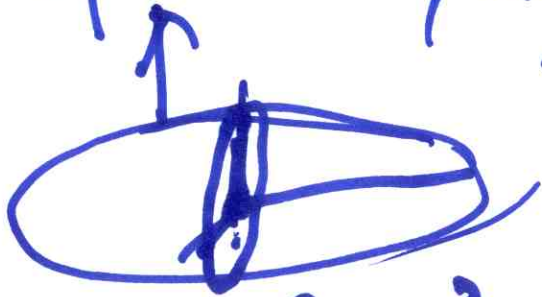
$$D_{xy} = 0$$

$$S_{ij} x_i x_j = 1$$

$$S_{11} x_1^2 + S_{22} x_2^2 + S_{33} x_3^2 + 2S_{12} x_1 x_2 + 2S_{13} x_1 x_3 + 2S_{23} x_2 x_3 = 1$$

Sphere

Symmetric \mathbb{I} rank tensor.



$$S_{ij} x_i x_j = 1$$

Representation
quadric

$$\frac{x_1^2}{a^2} + \frac{x_2^2}{b^2} + \frac{x_3^2}{c^2} = 1 \quad S_1 x_1^2 + S_2 x_2^2 + S_3 x_3^2 = 1$$

Isotropic