

* symmetry operation

Table 1: Symmetry operations for 3d polar vector.

No.	tag	matrix (polar)	det	TR
1	{1 0}	$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix}$	1	1
2	{2 ₁₀₀ 0 ₂ ¹ 0}	$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & -1 & 0 & \frac{1}{2} \\ 0 & 0 & -1 & 0 \end{bmatrix}$	1	1
3	{2 ₀₁₀ ₂ ¹ 00}	$\begin{bmatrix} -1 & 0 & 0 & \frac{1}{2} \\ 0 & 1 & 0 & 0 \\ 0 & 0 & -1 & 0 \end{bmatrix}$	1	1
4	{2 ₀₀₁ ₂ ¹ ₂ ¹ 0}	$\begin{bmatrix} -1 & 0 & 0 & \frac{1}{2} \\ 0 & -1 & 0 & \frac{1}{2} \\ 0 & 0 & 1 & 0 \end{bmatrix}$	1	1
5	{-4 ₀₀₁ ⁺ ₂ ¹ 00}	$\begin{bmatrix} 0 & 1 & 0 & \frac{1}{2} \\ -1 & 0 & 0 & 0 \\ 0 & 0 & -1 & 0 \end{bmatrix}$	-1	1
6	{-4 ₀₀₁ ⁻ 0 ₂ ¹ 0}	$\begin{bmatrix} 0 & -1 & 0 & 0 \\ 1 & 0 & 0 & \frac{1}{2} \\ 0 & 0 & -1 & 0 \end{bmatrix}$	-1	1
7	{m ₁₁₀ 0}	$\begin{bmatrix} 0 & -1 & 0 & 0 \\ -1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix}$	-1	1
8	{m ₁₋₁₀ ₂ ¹ ₂ ¹ 0}	$\begin{bmatrix} 0 & 1 & 0 & \frac{1}{2} \\ 1 & 0 & 0 & \frac{1}{2} \\ 0 & 0 & 1 & 0 \end{bmatrix}$	-1	1
9	{4 ₀₀₁ ⁺ ' ₂ ¹ 00}	$\begin{bmatrix} 0 & -1 & 0 & \frac{1}{2} \\ 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix}$	1	-1
10	{4 ₀₀₁ ⁻ ' 0 ₂ ¹ 0}	$\begin{bmatrix} 0 & 1 & 0 & 0 \\ -1 & 0 & 0 & \frac{1}{2} \\ 0 & 0 & 1 & 0 \end{bmatrix}$	1	-1
11	{2 ₁₁₀ ' 0}	$\begin{bmatrix} 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 0 & -1 & 0 \end{bmatrix}$	1	-1
12	{2 ₁₋₁₀ ' ₂ ¹ ₂ ¹ 0}	$\begin{bmatrix} 0 & -1 & 0 & \frac{1}{2} \\ -1 & 0 & 0 & \frac{1}{2} \\ 0 & 0 & -1 & 0 \end{bmatrix}$	1	-1
13	{-1' 0}	$\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & -1 & 0 & 0 \\ 0 & 0 & -1 & 0 \end{bmatrix}$	-1	-1

continued ...

Table 1

No.	tag	matrix (polar)	det	TR
14	$\{m_{100}' 0\frac{1}{2}0\}$	$\begin{bmatrix} -1 & 0 & 0 & 0 \\ 0 & 1 & 0 & \frac{1}{2} \\ 0 & 0 & 1 & 0 \end{bmatrix}$	-1	-1
15	$\{m_{010}' \frac{1}{2}00\}$	$\begin{bmatrix} 1 & 0 & 0 & \frac{1}{2} \\ 0 & -1 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix}$	-1	-1
16	$\{m_{001}' \frac{1}{2}\frac{1}{2}0\}$	$\begin{bmatrix} 1 & 0 & 0 & \frac{1}{2} \\ 0 & 1 & 0 & \frac{1}{2} \\ 0 & 0 & -1 & 0 \end{bmatrix}$	-1	-1