g-matrices of st-tilt(H_4)


```
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  [   0,   0,   1,   0 ],
  [   0,   0,   0,   1 ] ]
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  [   0,  -1,   0,   0 ],
  [   0,   0,  -1,   0 ],
  [   0,   0,   0,  -1 ] ]
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[ [   0,   1,   0,   0 ],
  [   0,   0,   1,   0 ],
  [   0,   1,   0,  -1 ],
  [   1,   0,   0,   0 ] ]
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  [   0,   1,   0,   0 ],
  [   0,   0,   0,   1 ],
  [   1,   0,   0,   0 ] ]
----------
[ [   1,  -1,   1,   1 ],
  [   0,   0,   1,   0 ],
  [   0,   0,   0,   1 ],
  [   1,   0,   0,   0 ] ]
----------
[ [  -1,   1,   0,   0 ],
  [   0,   1,   0,   0 ],
  [   0,   0,   1,   0 ],
  [   0,   0,   0,   1 ] ]
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[ [   0,   1,  -1,   0 ],
  [   0,   1,   0,   0 ],
  [   0,   1,   0,  -1 ],
  [   1,   0,   0,   0 ] ]
----------
[ [   0,   0,   1,   0 ],
  [   0,   0,   1,  -1 ],
  [   0,   1,   0,  -1 ],
```

```
        [    1,    0,    0,    0 ] ]
    ----------
    [ [   -1,    1,    0,    0 ],
      [    0,    1,    0,    0 ],
      [    0,    0,    1,    0 ],
      [    0,    1,    0,   -1 ] ]
    ----------
    [ [    0,    0,   -1,    1 ],
      [    0,    1,   -1,    0 ],
      [    0,    0,    0,    1 ],
      [    1,    0,    0,    0 ] ]
    ----------
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      [    0,    1,   -1,    0 ],
      [    0,    1,    0,    0 ],
      [    0,    0,    0,    1 ] ]
    ----------
    [ [    1,   -1,    1,    1 ],
      [    0,    0,    1,    0 ],
      [    1,   -1,    1,    0 ],
      [    1,    0,    0,    0 ] ]
    ----------
    [ [    1,   -1,    0,    1 ],
      [    1,   -1,    1,    1 ],
      [    0,    0,    0,    1 ],
      [    1,    0,    0,    0 ] ]
    ----------
    [ [    0,   -1,    1,    1 ],
      [    1,   -1,    1,    1 ],
      [    0,    0,    1,    0 ],
      [    0,    0,    0,    1 ] ]
    ----------
    [ [    0,    0,    0,    1 ],
      [    0,    0,    1,    0 ],
      [   -1,    1,    0,    0 ],
      [   -1,    0,    0,    0 ] ]
    ----------
    [ [    0,    1,   -1,    0 ],
      [    0,    1,    0,   -1 ],
      [    0,    1,   -1,   -1 ],
      [    1,    0,    0,    0 ] ]
```

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  [   0,    1,    0,    0 ],
  [   0,    1,    0,   -1 ] ]
----------
[ [   0,    1,    0,   -1 ],
  [   0,    0,    1,   -1 ],
  [   1,    0,    0,    0 ],
  [   0,    0,    0,   -1 ] ]
----------
[ [   0,    0,    1,    0 ],
  [   1,   -1,    1,    0 ],
  [   0,    0,    1,   -1 ],
  [   1,    0,    0,    0 ] ]
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  [   0,    0,    1,   -1 ],
  [   0,    1,    0,   -1 ] ]
----------
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  [  -1,    1,    0,   -1 ],
  [   0,    1,    0,   -1 ] ]
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[ [   0,    1,   -1,    0 ],
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  [   1,    0,    0,    0 ],
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[ [   1,   -1,    0,    1 ],
  [   0,    0,   -1,    1 ],
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  [   1,    0,    0,    0 ] ]
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[ [  -1,    1,   -1,    0 ],
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  [   0,    1,   -1,    0 ],
  [   0,    0,    0,    1 ] ]
----------
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  [   0,    0,    0,    1 ] ]
----------
[ [   1,   -1,    0,    1 ],
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  [   1,   -1,    1,    0 ],
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  [   1,   -1,    1,    1 ],
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----------
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  [   1,   -1,    1,    1 ],
  [   0,    0,    0,    1 ] ]
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  [   0,   -1,    1,    1 ],
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  [  -1,    0,    0,    0 ] ]
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  [  -1,    1,    0,    0 ],
  [  -1,    1,    0,   -1 ],
  [  -1,    0,    0,    0 ] ]
----------
[ [   0,    1,    0,   -1 ],
  [   1,    0,    0,    0 ],
  [   0,    1,   -1,   -1 ],
  [   0,    0,    0,   -1 ] ]
----------
[ [   0,    1,   -1,    0 ],
```

```
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  [    0,    1,   -1,   -1 ],
  [    0,    0,   -1,    0 ] ]
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[ [   -1,    2,   -1,   -1 ],
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  [    0,    1,   -1,    0 ],
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  [    1,    0,    0,    0 ],
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  [    0,    1,    0,   -1 ],
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  [    0,    0,    0,   -1 ] ]
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  [    1,   -1,    1,    0 ],
  [    0,    0,    1,   -1 ] ]
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  [   -1,    1,    0,   -1 ],
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[ [   -1,    2,   -1,   -1 ],
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  [    0,    1,    0,   -1 ] ]
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[ [    1,   -1,    0,    1 ],
  [    0,    0,   -1,    1 ],
```

```
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   [    0,    0,   -1,    0 ] ]
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   [    0,   -1,    1,    0 ],
   [    1,   -1,    1,    0 ] ]
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   [    1,   -1,    0,    1 ],
```

```
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[ [    0,   -1,    0,    1 ],
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  [   -1,    0,    0,    0 ] ]
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[ [   -1,    1,   -1,    0 ],
  [    0,    1,   -1,    0 ],
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  [    0,    0,   -1,    0 ] ]
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[ [   -1,    2,   -1,   -1 ],
  [   -1,    1,    0,   -1 ],
  [    0,    1,    0,   -1 ],
  [    0,    1,   -1,   -1 ] ]
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[ [   -1,    1,   -1,    0 ],
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  [    0,    1,   -1,   -1 ] ]
```

```
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  [    1,   -1,    0,    0 ],
  [    0,    0,    0,   -1 ] ]
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  [   -1,    0,    0,    0 ],
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----------
[ [    0,    0,    1,    0 ],
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  [    1,   -1,    0,    0 ],
  [    0,    0,   -1,    0 ] ]
----------
[ [    0,   -1,    0,    1 ],
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  [    0,    0,   -1,    1 ],
  [    0,    0,   -1,    0 ] ]
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  [   -1,    0,    0,    0 ],
  [    0,    0,   -1,    0 ] ]
----------
```

```
[ [   0,   0,   0,   1 ],
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  [   0,  -1,   0,   1 ],
  [  -1,   0,   0,   0 ] ]
----------
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  [   1,  -1,   1,   0 ],
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  [   1,  -1,   0,   1 ],
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  [   0,  -1,   1,   0 ],
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  [   0,  -1,   1,   1 ],
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----------
[ [   0,  -1,   0,   1 ],
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  [  -1,   0,   0,   0 ] ]
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  [  -1,   1,  -1,  -1 ],
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----------
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  [   0,   1,  -1,  -1 ],
  [   0,   0,  -1,   0 ],
  [   0,   0,   0,  -1 ] ]
----------
[ [   1,   0,   0,   0 ],
```

```
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    [   -1,    1,   -1,   -1 ],
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----------
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----------
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    [   -1,    1,   -1,   -1 ],
    [   -1,    0,    0,    0 ],
    [    0,    0,    0,   -1 ] ]
----------
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    [    1,   -1,    0,    1 ],
    [    1,   -1,    0,    0 ],
    [    0,    0,   -1,    0 ] ]
----------
[ [    0,    0,   -1,    1 ],
    [    0,   -1,    0,    1 ],
```

```
  [   -1,    0,    0,    0 ],
  [    0,    0,   -1,    0 ] ]
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  [   -1,    1,   -1,   -1 ],
  [   -1,    0,    0,    0 ],
  [    0,    0,   -1,    0 ] ]
----------
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  [    1,   -1,    1,    0 ],
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  [    1,   -2,    1,    1 ],
  [    1,   -1,    0,    1 ],
  [    1,   -1,    0,    0 ] ]
----------
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  [    1,   -2,    1,    1 ],
  [    0,   -1,    1,    1 ],
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----------
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  [    0,    0,    0,   -1 ] ]
----------
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  [    0,    0,   -1,    0 ],
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----------
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  [   -1,    1,    0,   -1 ],
  [   -1,    1,   -1,   -1 ],
```

```
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----------
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  [     0,    -1,     0,     0 ],
  [     0,     0,     0,    -1 ] ]
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  [     0,    -1,     0,     0 ],
  [     0,     0,     0,    -1 ] ]
----------
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   [     1,    -1,     0,     0 ],
   [     0,    -1,     0,     0 ],
   [     0,     0,    -1,     0 ] ]
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   [     1,    -1,     0,     0 ] ]
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```

Number: 96