






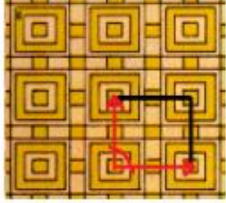
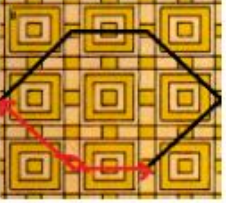
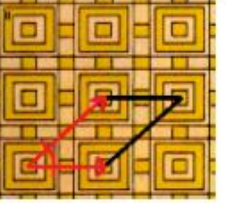


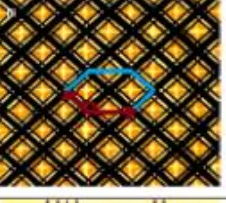
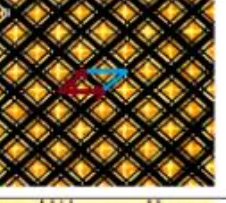
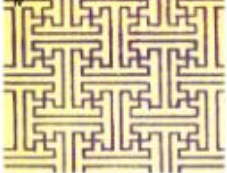
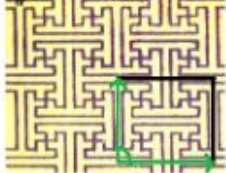
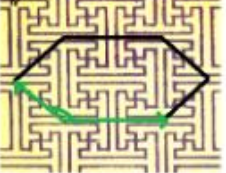
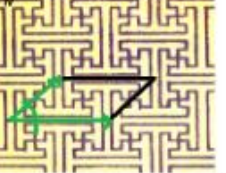







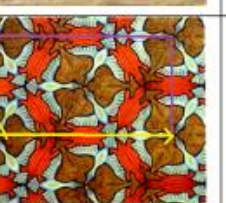





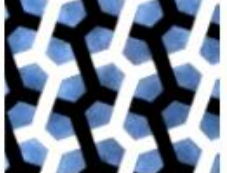
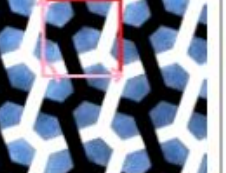
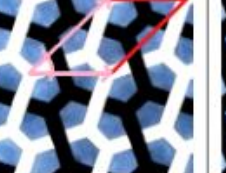
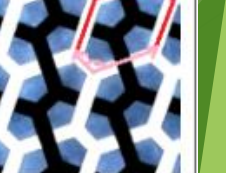
Redes de Bravais

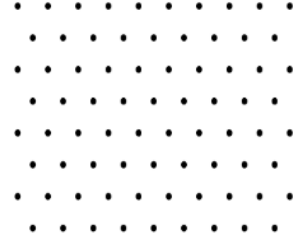
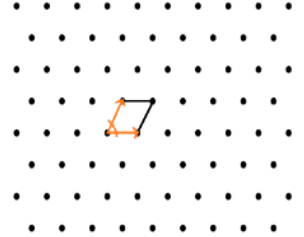
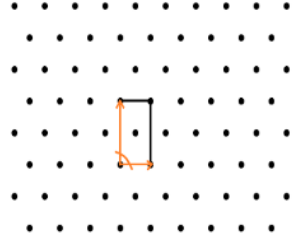
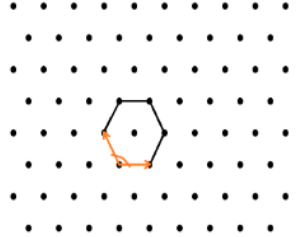
Métodos matemáticos para físicos I
Profesor: Luis Nuñez

Gabriela Sánchez Ariza - 2200816
Nicolás Toledo - 2200017

Inciso a

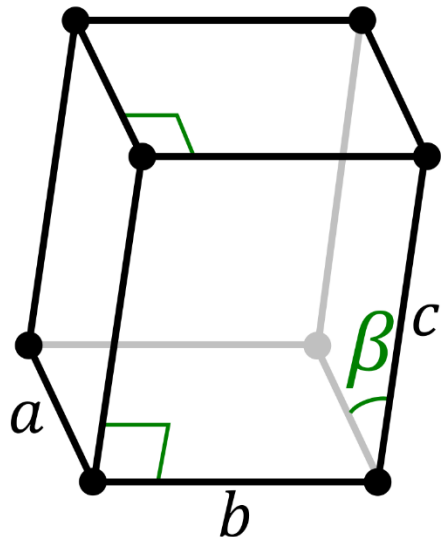
Detalles geométricos	Celda primitiva 1	Celda primitiva 2	Celda primitiva 3
			
			
			
			

Teselados	Celda primitiva 1	Celda primitiva 2	Celda primitiva 3
			
			
			
			

Red bidimensional	Celda primitiva 1	Celda primitiva 2	Celda primitiva 3
			

Inciso b

Monoclínico



$$|a| \neq |b| \neq |c| \text{ y } \alpha = \gamma = 90^\circ \\ \beta < 90^\circ$$

$$\mathbf{a} = (a_1, a_2, a_3), \quad \mathbf{b} = (b_1, b_2, b_3), \quad \mathbf{c} = (c_1, c_2, c_3)$$

$$v = \mathbf{c} * (\mathbf{a} \times \mathbf{b}) = \begin{vmatrix} c_1 & c_2 & c_3 \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix}$$

$$v^2 = \text{Det}(\mathbf{D}\mathbf{D}^T) = \begin{vmatrix} \mathbf{c} \cdot \mathbf{c} & \mathbf{c} \cdot \mathbf{a} & \mathbf{c} \cdot \mathbf{b} \\ \mathbf{c} \cdot \mathbf{a} & \mathbf{a} \cdot \mathbf{a} & \mathbf{a} \cdot \mathbf{b} \\ \mathbf{c} \cdot \mathbf{b} & \mathbf{a} \cdot \mathbf{b} & \mathbf{b} \cdot \mathbf{b} \end{vmatrix}$$

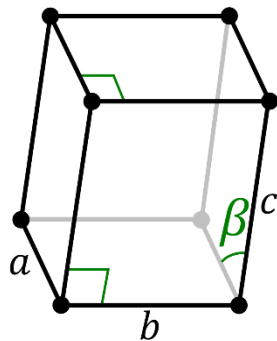
$$v^2 = \text{Det}(\mathbf{D}\mathbf{D}^T) = (\mathbf{c} \cdot \mathbf{c})(\mathbf{a} \cdot \mathbf{a})(\mathbf{b} \cdot \mathbf{b}) - (\mathbf{a} \cdot \mathbf{b})^2 - (\mathbf{c} \cdot \mathbf{a})(\mathbf{c} \cdot \mathbf{a})(\mathbf{b} \cdot \mathbf{b}) - (\mathbf{a} \cdot \mathbf{b})(\mathbf{c} \cdot \mathbf{b}) + (\mathbf{c} \cdot \mathbf{b})(\mathbf{c} \cdot \mathbf{a})(\mathbf{a} \cdot \mathbf{b}) - (\mathbf{a} \cdot \mathbf{a})(\mathbf{c} \cdot \mathbf{b})$$

$$v = |\mathbf{a}||\mathbf{b}||\mathbf{c}|\sqrt{1 - \cos^2 \gamma - \cos^2 \beta - \cos^2 \alpha + 2\cos\gamma\cos\beta\cos\alpha}$$

$$v = |\mathbf{a}||\mathbf{b}||\mathbf{c}|\sqrt{1 - \cos^2 \beta}$$

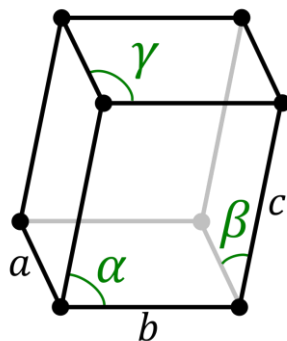
$$v = |\mathbf{a}||\mathbf{b}||\mathbf{c}|\sin\beta$$

Monoclínica



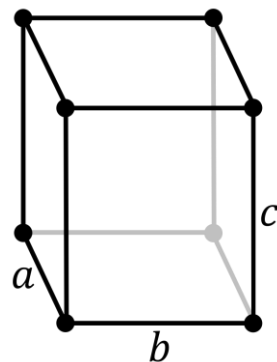
$$v = |\mathbf{a}||\mathbf{b}||\mathbf{c}|\sin\beta$$

Triclínica

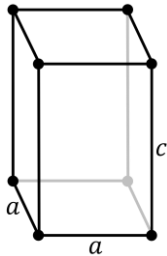
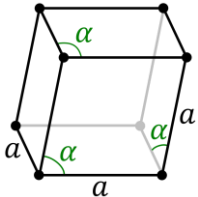
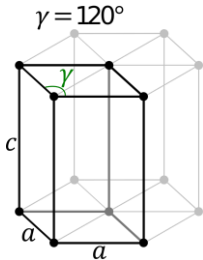
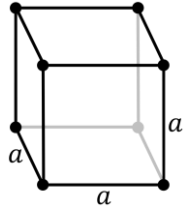


$$v = \frac{|\mathbf{a}||\mathbf{b}||\mathbf{c}|}{\sqrt{1 - \cos^2 \alpha - \cos^2 \beta - \cos^2 \gamma + 2\cos\alpha\cos\beta\cos\gamma}}$$

Ortorrómbica



$$v = |\mathbf{a}||\mathbf{b}||\mathbf{c}|$$

Tetragonal		$v = \mathbf{a} ^2 \mathbf{c} $
Romboédrico		$v = \mathbf{a} ^3 \sqrt{1 - 3 \cos^2 \alpha + 2 \cos^3 \alpha}$
Hexagonal		$v = \mathbf{a} ^2 \mathbf{c} \frac{\sqrt{3}}{2}$
Cúbico		$v = \mathbf{a} ^3$

Inciso c

Parte I: BCC

$$\mathbf{a} = a\hat{\mathbf{i}}, \mathbf{b} = a\hat{\mathbf{j}}, \mathbf{c} = a(\hat{\mathbf{i}} + \hat{\mathbf{j}} + \hat{\mathbf{k}})/2$$

$$\mathbf{c} \cdot (\mathbf{a} \times \mathbf{b}) = \begin{vmatrix} c_1 & c_2 & c_3 \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} = \begin{vmatrix} \frac{a}{2} & \frac{a}{2} & \frac{a}{2} \\ a & 0 & 0 \\ 0 & a & 0 \end{vmatrix} = \frac{a^3}{2}$$

Parte II: BCC $\mathbf{a} = a(\hat{\mathbf{j}} + \hat{\mathbf{k}} - \hat{\mathbf{i}})/2, \mathbf{b} = a(\hat{\mathbf{i}} + \hat{\mathbf{k}} - \hat{\mathbf{j}})/2, \mathbf{c} = a(\hat{\mathbf{i}} + \hat{\mathbf{j}} - \hat{\mathbf{k}})/2$

$$\mathbf{c} \cdot (\mathbf{a} \times \mathbf{b}) = \begin{vmatrix} c_1 & c_2 & c_3 \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} = \begin{vmatrix} \frac{a}{2} & \frac{a}{2} & -\frac{a}{2} \\ -\frac{a}{2} & \frac{a}{2} & \frac{a}{2} \\ \frac{a}{2} & -\frac{a}{2} & \frac{a}{2} \end{vmatrix} = \frac{a^3}{2}$$

Parte III: FCC $\mathbf{a} = a(\hat{\mathbf{j}} + \hat{\mathbf{k}})/2, \mathbf{b} = a(\hat{\mathbf{i}} + \hat{\mathbf{k}})/2, \mathbf{c} = a(\hat{\mathbf{i}} + \hat{\mathbf{j}})/2$

$$\mathbf{c} \cdot (\mathbf{a} \times \mathbf{b}) = \begin{vmatrix} c_1 & c_2 & c_3 \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} = \begin{vmatrix} \frac{a}{2} & \frac{a}{2} & 0 \\ 0 & \frac{a}{2} & \frac{a}{2} \\ \frac{a}{2} & 0 & \frac{a}{2} \end{vmatrix} = \frac{a^3}{4}$$

$\mathbf{a} = a\hat{\mathbf{i}}, \mathbf{b} = a\hat{\mathbf{j}}, \mathbf{c} = a\hat{\mathbf{k}}$	$\mathbf{c}' \cdot (\mathbf{a}' \times \mathbf{b}') = V = \frac{1}{a^3}$
$\mathbf{a} = a\hat{\mathbf{i}}, \mathbf{b} = a\hat{\mathbf{j}},$ $\mathbf{c} = a(\hat{\mathbf{i}} + \hat{\mathbf{j}} + \hat{\mathbf{k}})/2$	$\mathbf{c}' \cdot (\mathbf{a}' \times \mathbf{b}') = V = \frac{2}{a^3}$
$\mathbf{a} = \frac{a(\hat{\mathbf{j}} + \hat{\mathbf{k}} - \hat{\mathbf{i}})}{2},$ $\mathbf{b} = \frac{a(\hat{\mathbf{i}} + \hat{\mathbf{k}} - \hat{\mathbf{j}})}{2},$ $\mathbf{c} = a(\hat{\mathbf{i}} + \hat{\mathbf{j}} - \hat{\mathbf{k}})/2$	$\mathbf{c}' \cdot (\mathbf{a}' \times \mathbf{b}') = V = \frac{2}{a^3}$
$\mathbf{a} = \frac{a(\hat{\mathbf{j}} + \hat{\mathbf{k}})}{2}, \mathbf{b} = \frac{a(\hat{\mathbf{i}} + \hat{\mathbf{k}})}{2},$ $\mathbf{c} = a(\hat{\mathbf{i}} + \hat{\mathbf{j}})/2$	$\mathbf{c}' \cdot (\mathbf{a}' \times \mathbf{b}') = V = \frac{4}{a^3}$