Lecture 2

Crystal Structure vs Crystal Lattice

• Structure: physical

• Lattice: mathematical

- Primitive: one **lattice point** per cell (not atom)

Wigner-Seitz Cell

• Draw a line from each lattice point to its nearest neighbour

- The perpendicular bisectors of each line form a Wigner-Seitz Cell
- The 3-D case is analogous

Reciprocal Lattice in 2-D

- Let the original lattice vectors be \mathbf{a}, \mathbf{b} with lengths α, β respectively
- The basis vectors in the reciprocal lattice \mathbf{a}^* , \mathbf{b}^* are then perpendicular to \mathbf{b} , \mathbf{a} and have lengths $\frac{1}{\alpha}$, $\frac{1}{\beta}$ respectively
- The 3-D case is analogous
- To be more exact, \mathbf{a}^* is in the direction perpendicular to the (100) plane with magintude the inverse of the d_{100} (distance between origin and the (100) plane)

Brillouin zone in 2-D

• The first Brillouin zone in a reciprical lattice is constructed exactly the same as how Wigner-Seitz cells are constructed in a real lattice

Equivalent cells in 3-D

• Similar to the 2-D case, the same cells can be named differently. Usually, cubic fcc is preferred as it is a special rhombohedral case with $\frac{\pi}{3}$ radians

Miller Indices

- 1. Select origin not in contact with lattice plane and define basis vectors
- 2. Determine intercepts of lattice plane with basis vectors
- 3. Take reciprocals of intercepts
- 4. Remove fractions but do not reduce index values using lowest common factor
- 5. Negative index values are represented with \overline{x}
- 6. A lattice plane and its negative are equivalent
- 7. Round brackets () for specific lattice planes
- 8. Brace brackets $\{\}$ for family of lattice planes, order, sign does not matter
 - e.g. (111) and $(\overline{111})$ are in $\{111\}$, but not $(\overline{1}11)$

Miller - Bravais Indices

- Miller Indices: (hkl)
- Miller-Bravais Indices: (hkil), where h + k + i = 0 or i = -(h + k)
- Planes with similar Miller-Bravais Indices are identical, but their Miller Indices may be different

Directions in Hexagonal Lattice

- Directions in general are written in the form of [abc] (or <abc> for general directions)
- They are also written in 4 (redundant) Weber indices

 $[uvw] \rightarrow [u'v'tw']$

$$u' = \frac{n(2u - v)}{3}$$
$$v' = \frac{n(2v - u)}{3}$$
$$t = -(u + v)$$
$$w' = nw$$

Where n is a factor that could be used to make new indices into smallest integers $[u'v't'w'] \rightarrow [uvw]$

$$u = u' - t'$$
$$v = v' - t'$$
$$w = w'$$

Equations:

• A direction lies on a plane if

$$uh + vk + wl = 0$$

• The intersection of two planes is the direction where

$$u = k_1 l_2 - k_2 l_1$$

$$v = h_2 l_1 - h_1 l_2$$

$$w = h_1 k_2 - h_2 k_1$$