```
2 0.000000 0.000000
   2
   1
        2
           0.719622 0.000000
         flq.hop mat(1)(1)(:,:,3), @a-sp, Floquet hop mat(1)(:,:,3) of order 0
ORDER= 0, SIZE=[ 2, 3], TYPE=SPARSE
   1
                    3
        2
   2
        2
          0.000000 0.000000
   1
           0.719622 0.000000
    ====== PiLib Variable ======
flq.hop_mat(1)(1)(:,:,4), @a-sp, Floquet hop_mat(1)(:,:,4) of order 0
ORDER= 0, SIZE=[ 2, 3], TYPE=SPARSE
                    3
   1
        2
   2
        2
           0.000000 \ 0.000000
           0.000000 0.027876
   1
         ===== PiLib Variable ======
flq.hop mat(1)(1)(:,:,5), @a-sp, Floquet hop mat(1)(:,:,5) of order 0
ORDER= 0, SIZE=[ 2, 3], TYPE=SPARSE
   1
        2
                    3
   2
        2 0.000000 0.000000
           0.000000 -0.027876
======== PiLib Variable ========
flq.hop mat(1)(1)(:,:,6), @a-sp, Floquet hop mat(1)(:,:,6) of order 0
ORDER= 0, SIZE=[ 2, 3], TYPE=SPARSE
   1
        2
                    3
        2
          0.000000 0.000000
   1
           0.000000 -0.027876
        ===== PiLib Variable ======
flq.hop mat(1)(1)(:,:,7), @a-sp, Floquet hop mat(1)(:,:,7) of order 0
ORDER= 0, SIZE=[ 2, 3], TYPE=SPARSE
   1
        2
                    3
   2
        2
           0.000000 0.000000
```