```
    2     2   0.000000  0.000000
    1     2   0.719622  0.000000

============= PiLib Variable =============
flq.hop_mat(1)(1)(:,:,3), @a-sp, Floquet hop_mat(1)(:,:,3) of order 0
ORDER=    0, SIZE=[    2,    3], TYPE=SPARSE

    1     2                 3

    2     2   0.000000  0.000000
    1     2   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

    1     2                 3

    2     2   0.000000  0.000000
    1     1   0.000000  0.027876

============= 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
    1     1   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     2   0.000000  0.000000
    1     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
```