

X ray Scattering at UCD

Fadley group (Advanced Light Source) LBL : Synchrotron

esp layered materials

also xray in, e⁻ out "photoemission"

Savrasov group - theoretical calculation of phonons (lattice vibrations)
probed by inelastic x-ray scattering

$$|\vec{k}| \neq |\vec{k}'| \quad E_k \neq E_{k'}$$

$E_{k'} - E_k \rightarrow$ phonons

Pickett group / LLNL DAC group CaLi₂ under pressure

superconductor under pressure

x-ray diffraction at APS at ANL

another synchrotron

Where do x rays come from?

Accelerated e⁻ hitting anode (Röntgen 1895)
Nobel prize 1901

project:

FOURIER TRANSFORM AND RECIPROCAL LATTICE

FT1D

One dimensional example

$$X_n = na \quad n = 0, 1, 2, 3, 4, \dots$$

$$f_k = \sum_n e^{ikx_n} \quad \text{Wave number } k \text{ has units } 1/\text{Length}$$

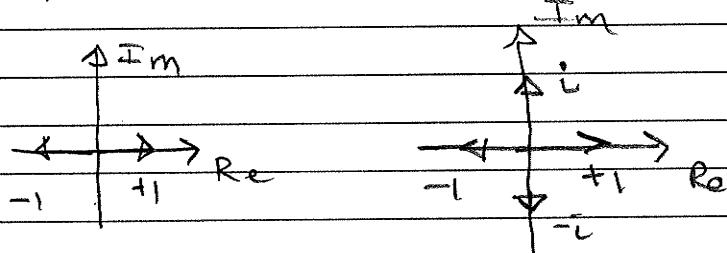
$$k = \frac{\pi}{a} \quad e^{ikx_n} = e^{i(\frac{\pi}{a})na} = e^{i\pi n} = (-1)^n$$

$$f_{\frac{\pi}{a}} = \sum_n (-1)^n = 1 - 1 + 1 - 1 + 1 - 1 \dots \rightarrow \phi$$

$$k = \frac{\pi}{2a} \quad e^{ikx_n} = i^n = 1, i, -1, -i, 1, i, \dots$$

$$\text{again } f_{\frac{\pi}{2a}} \rightarrow \phi$$

Pictorially



Cancellation will occur $\forall k$ except $k = 2\pi/a$

(Do not need to consider k outside $[0, \frac{2\pi}{a}]$ because

$$e^{i((k+2\pi/a)x_n)} = e^{ikx_n} \quad (\text{"Brillouin Zone"})$$

$k = 2\pi/a \leftarrow \text{"Reciprocal lattice vector"}$

$$e^{ikx_n} = 1 \quad \forall x_n \text{ in lattice}$$

DiVOGA

more appropriate
when we consider
 $d > 1$

project:

R-1

Reciprocal Lattice

In $d=1$ we considered \mathbf{k}
which give $e^{i\mathbf{k}\cdot\mathbf{r}} = e^{ikna} = 1$

$$\mathbf{k} = \frac{2\pi}{a}$$

We have discussed lattices of atoms which have property

that if you move to a new location $\vec{r} \rightarrow \vec{r} + \vec{R}$

your environment looks the same.

$$n_1 \vec{q}_1 + n_2 \vec{q}_2 + n_3 \vec{q}_3$$

It turns out to be very useful to ask which \vec{k} generate plane waves which vectors obey this same periodicity

$$e^{i\vec{k} \cdot \vec{r}} = e^{i\vec{k} \cdot (\vec{r} + \vec{R})} \Rightarrow e^{i\vec{k} \cdot \vec{R}} = 1$$

The answer is $\vec{k} = k_1 \vec{b}_1 + k_2 \vec{b}_2 + k_3 \vec{b}_3$ (k_i integers)

where

$$\vec{b}_1 = \frac{2\pi}{V_c} \vec{q}_2 \times \vec{q}_3$$

$$\vec{b}_2 = \frac{2\pi}{V_c} \vec{q}_3 \times \vec{q}_1$$

$$V_c = \vec{q}_1 \cdot (\vec{q}_2 \times \vec{q}_3)$$

\uparrow volume of unit cell

$$\vec{b}_3 = \frac{2\pi}{V_c} \vec{q}_1 \times \vec{q}_2$$

proof $\vec{b}_i \cdot \vec{q}_j = 2\pi \delta_{ij}$

eg $\vec{b}_1 \cdot \vec{q}_1 = 2\pi$ obviously

likewise $\vec{b}_1 \cdot \vec{q}_2 = 0$ also obvious $\vec{q}_1 \perp \vec{q}_2 \times \vec{q}_3$

so $\vec{k} \cdot \vec{R} = (k_1 n_1 + k_2 n_2 + k_3 n_3) 2\pi \Rightarrow e^{i\vec{k} \cdot \vec{R}} = 1$

$\underbrace{\hspace{10em}}$
integer

DiVOGA

project:

R-2

The reciprocal of the reciprocal lattice is the original lattice.

Almost obvious interchange rules of \vec{b} and \vec{q} .

But can also prove

$$\vec{c}_1 = \frac{2\pi}{V'_c} \vec{b}_2 \times \vec{b}_3 = \frac{2\pi}{V_c} \left(\frac{2\pi}{V_c}\right)^2 (\vec{q}_3 \times \vec{q}_1) \times (\vec{q}_1 \times \vec{q}_2)$$

$$\vec{A} \times (\vec{B} \times \vec{C}) = \vec{B}(\vec{A} \cdot \vec{C}) - \vec{C}(\vec{A} \cdot \vec{B}) \quad "BAC-CAB"$$

$$\sim \vec{q}_1 \left[(\vec{q}_3 \times \vec{q}_1) \cdot \vec{q}_2 \right] - \vec{q}_2 \left[(\vec{q}_3 \times \vec{q}_1) \cdot \vec{q}_1 \right]$$

$$= \frac{2\pi}{V'_c} \left(\frac{2\pi}{V_c}\right)^2 V_c \vec{q}_1$$

$$V'_c = \vec{b}_1 \cdot (\vec{b}_2 \times \vec{b}_3)$$

$$= \left(\frac{2\pi}{V_c}\right)^3 (\vec{q}_2 \times \vec{q}_3) \cdot [(\vec{q}_3 \times \vec{q}_1) \times (\vec{q}_1 \times \vec{q}_2)]$$

$$V_c \vec{q}_1 \quad \text{from above}$$

$$= \left(\frac{2\pi}{V_c}\right)^3 V_c^2 = \frac{(2\pi)^3}{V_c}$$

Finally $\vec{c}_1 = \frac{2\pi}{(2\pi)^3} \frac{V_c}{V'_c} \left(\frac{2\pi}{V_c}\right)^2 V_c \vec{q}_1 = \vec{q}_1$

$\frac{1}{V'_c}$ when!

DIVOGA

project:

R-3

$$SC \quad \vec{q}_1 = a \hat{x} \quad \vec{q}_2 = a \hat{y} \quad \vec{q}_3 = a \hat{z}$$

$$\vec{b}_1 = \frac{2\pi}{a} \hat{x} \quad \vec{b}_2 = \frac{2\pi}{a} \hat{y} \quad \vec{b}_3 = \frac{2\pi}{a} \hat{z} \quad \rightarrow \text{also SC}$$

Can easily show

FCC reciprocal lattice is BCC

BCC

"

"

FCC

↳ follows also from

page R-2

Wigner Seitz cell of Reciprocal lattice \leftrightarrow "First Brillouin Zone"

Miller Indices

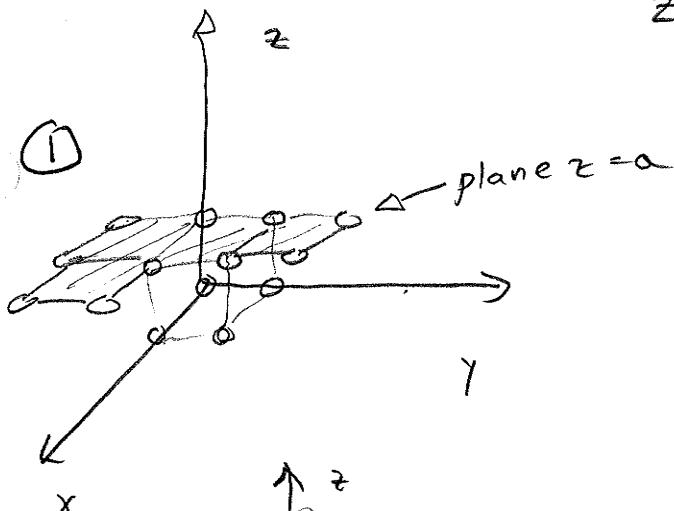
We specified positions of unit cells via

$$\vec{r} = n_1 \vec{a}_1 + n_2 \vec{a}_2 + n_3 \vec{a}_3$$

Another way to describe regular crystal structures is via set of parallel planes which contain lots of atoms

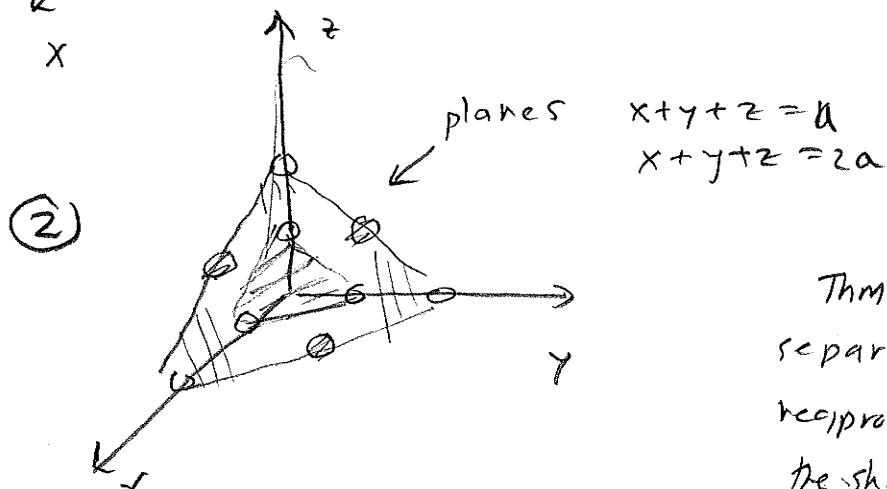
Eg simple cubic : xy planes (normal is \hat{z})

$$z = \dots, -2a, -a, 0, a, 2a, \dots$$



But many possibilities even
besides $x = -2a, -a, 0, a, 2a, \dots$
 $y = -2a, -a, 0, a, 2a, \dots$

e.g.



Thms Given a family of planes separated by d there are reciprocal lattice vectors \perp to planes the shortest of which has length $\frac{2\pi}{d}$.

The Miller indices (k_1, k_2, k_3) are the k_1, k_2, k_3 which give the smallest $|\vec{g}|$,

Eqn of Plane

$$ax + by + cz = d$$

wLOG normalize eqn

$$\text{so } a^2 + b^2 + c^2 = 1$$

$$(a, b, c) \cdot (x, y, z) = d$$



geometric &
significance



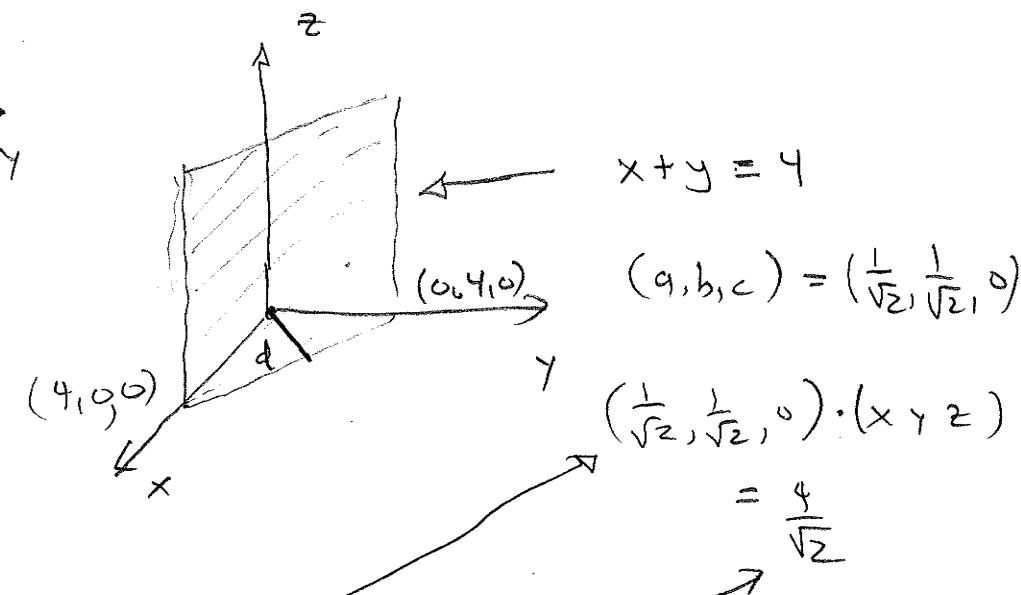
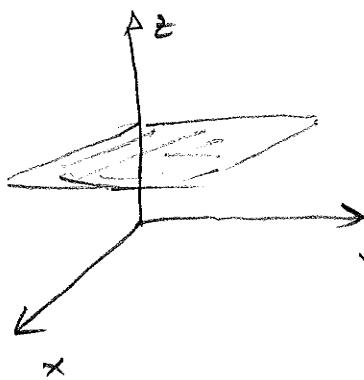
shortest distance of plane to origin

(a, b, c) \Rightarrow normal to plane

Examples

$$z = 3$$

$$(a, b, c) = (0, 0, 1) \Rightarrow \hat{z}$$



clearly this
is \hat{n} to plane

clearly this is distance
 d to origin

Proof (see page P1)

planes are defined by Eqn $\hat{n} \cdot \vec{r} = d$

\rightarrow

normal to plane ($|\hat{n}|=1$)

distance from origin to plane

If we choose $\vec{G} = \frac{2\pi}{d} \hat{n}$ (integer)

$$e^{i\vec{G} \cdot \vec{r}} = e^{i\frac{2\pi}{d}(\text{integer}) \hat{n} \cdot \vec{r}} = e^{i2\pi(\text{integer})} = 1$$

Such a \vec{G} is a reciprocal lattice vector since it

obeys the defining eqn $e^{i\vec{G} \cdot \vec{r}} = 1$ if a RLV,

Miller indices of planes on page M1

$$\textcircled{1} \quad z = -2q_1, -q_1, 0, q_1, 2q_1, \dots$$

$$\begin{aligned}\vec{a}_1 &= a\hat{x} & \vec{b}_1 &= \frac{2\pi}{a} \hat{x} \\ \vec{a}_2 &= a\hat{y} & \vec{b}_2 &= \frac{2\pi}{a} \hat{y} \\ \vec{a}_3 &= a\hat{z} & \vec{b}_3 &= \frac{2\pi}{a} \hat{z}\end{aligned}$$

vectors $\vec{G} = k_1 \vec{b}_1 + k_2 \vec{b}_2 + k_3 \vec{b}_3$ are normal to planes, Shortest is $\frac{2\pi}{a}$

Planes

$$x+y+z=a$$

(2)

$$x+y+z=2a$$

$$x+y+z=3a$$

normal is clearly $\propto (1, 1, 1)$

to get this from $k_1 \vec{b}_1 + k_2 \vec{b}_2 + k_3 \vec{b}_3$ need $k_1 = k_2 = k_3$

$$\text{so } \vec{g} = \frac{2\pi}{a} k (\hat{x} + \hat{y} + \hat{z})$$

$$\text{shortest length is } k=1 \quad \frac{2\pi}{a} \sqrt{3}$$

Meanwhile distance between planes is $a/\sqrt{3}$

(consider points $(\frac{a}{3}, \frac{a}{3}, \frac{a}{3})$ on $x+y+z=a$

$(\frac{2a}{3}, \frac{2a}{3}, \frac{2a}{3})$ on $x+y+z=2a$

{ separation is $\sqrt{3(\frac{a}{3})^2} = a/\sqrt{3}$

Theorem says shortest $|G| = \frac{2\pi}{a} = 2\pi/(a\sqrt{3}) = \frac{2\pi}{a}\sqrt{3} \text{ N}$

Another example

fcc

$$\vec{a}_1 = \frac{a}{2}(\hat{i} + \hat{j})$$

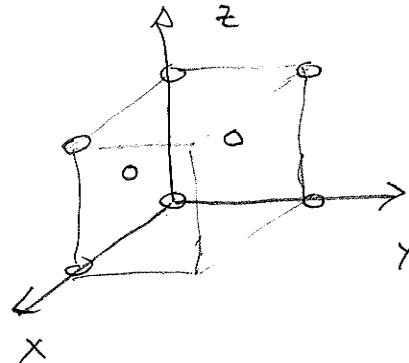
$$\vec{a}_2 = \frac{a}{2}(\hat{i} + \hat{k})$$

$$\vec{a}_3 = \frac{a}{2}(\hat{j} + \hat{k})$$

$$\vec{b}_1 = \frac{2\pi}{a}(\hat{j} + \hat{k} - \hat{i})$$

$$\vec{b}_2 = \frac{2\pi}{a}(\hat{i} + \hat{k} - \hat{j})$$

$$\vec{b}_3 = \frac{2\pi}{a}(\hat{j} + \hat{i} - \hat{k})$$



One set of planes is $\vec{z} = -a, -\frac{a}{2}, 0, \frac{a}{2}, a, \dots$

separation $d = a/2$

Theorem says there are \vec{q} normal to planes, ie $\vec{q} = \# \vec{z}$

the shortest of which is length $\frac{2\pi}{(a/2)} = \frac{4\pi}{a}$

$$k_1 \vec{b}_1 + k_2 \vec{b}_2 + k_3 \vec{b}_3 = \# \vec{z}$$

$$\frac{2\pi}{a} (-k_1 + k_3 + k_2) \hat{i} + \frac{2\pi}{a} (k_1 + k_3 - k_2) \hat{j} + \frac{2\pi}{a} (k_1 + k_2 - k_3) \hat{k} = \# \vec{z}$$

$$\begin{aligned} -k_1 + k_3 + k_2 &= 0 \\ k_1 + k_3 - k_2 &= 0 \end{aligned}$$

$$\Rightarrow k_3 = 0$$

$$k_1 = k_2$$

$$\frac{2\pi}{a} 2k_1 \hat{z}$$

$$\frac{4\pi}{a} k_1 \hat{z}$$

shortest length $\frac{4\pi}{a}$

integer

Another view of Miller indices

$$k_1 \vec{b}_1 + k_2 \vec{b}_2 + k_3 \vec{b}_3 = \vec{G}$$

is 1 b plane of atoms

$$n_1 \vec{q}_1 + n_2 \vec{q}_2 + n_3 \vec{q}_3 = \vec{R} \Rightarrow \vec{G} \cdot \vec{R} = A$$

This plane hits \vec{q}_1 axis at $x_1 q_1$

$$\vec{G} \cdot x_1 \vec{q}_1 = 2\pi k_1 x_1 = A \quad x_1 = A / 2\pi k_1$$

$$\vec{G} \cdot x_2 \vec{q}_2 = 2\pi k_2 x_2 = A \quad x_2 = A / 2\pi k_2$$

$$\vec{G} \cdot x_3 \vec{q}_3 = 2\pi k_3 x_3 = A \quad x_3 = A / 2\pi k_3$$

So in the coordinate system $\vec{q}_1, \vec{q}_2, \vec{q}_3$

the intercepts with axes are inversely proportional to

Miller indices