

> restart; assume(a,'positive'); with(LinearAlgebra);

[&x, Add, Adjoint, BackwardSubstitute, BandMatrix, Basis, BezoutMatrix, BidiagonalForm, BilinearForm, CARE, CharacteristicMatrix, CharacteristicPolynomial, Column, ColumnDimension, ColumnOperation, ColumnSpace, CompanionMatrix, ConditionNumber, ConstantMatrix, ConstantVector, Copy, CreatePermutation, CrossProduct, DARE, DeleteColumn, DeleteRow, Determinant, Diagonal, DiagonalMatrix, Dimension, Dimensions, DotProduct, EigenConditionNumbers, Eigenvalues, Eigenvectors, Equal, ForwardSubstitute, FrobeniusForm, GaussianElimination, GenerateEquations, GenerateMatrix, Generic, GetResultDataType, GetResultShape, GivensRotationMatrix, GramSchmidt, HankelMatrix, HermiteForm, HermitianTranspose, HessenbergForm, HilbertMatrix, HouseholderMatrix, IdentityMatrix, IntersectionBasis, IsDefinite, IsOrthogonal, IsSimilar, IsUnitary, JordanBlockMatrix, JordanForm, KroneckerProduct, LA_Main, LUdecomposition, LeastSquares, LinearSolve, LyapunovSolve, Map, Map2, MatrixAdd, MatrixExponential, MatrixFunction, MatrixInverse, MatrixMatrixMultiply, MatrixNorm, MatrixPower, MatrixScalarMultiply, MatrixVectorMultiply, MinimalPolynomial, Minor, Modular, Multiply, NoUserValue, Norm, Normalize, NullSpace, OuterProductMatrix, Permanent, Pivot, PopovForm, QRdecomposition, RandomMatrix, RandomVector, Rank, RationalCanonicalForm, ReducedRowEchelonForm, Row, RowDimension, RowOperation, RowSpace, ScalarMatrix, ScalarMultiply, ScalarVector, SchurForm, SingularValues, SmithForm, StronglyConnectedBlocks, SubMatrix, SubVector, SumBasis, SylvesterMatrix, SylvesterSolve, ToeplitzMatrix, Trace, Transpose, TridiagonalForm, UnitVector, VandermondeMatrix, VectorAdd, VectorAngle, VectorMatrixMultiply, VectorNorm, VectorScalarMultiply, ZeroMatrix, ZeroVector, Zip]

Define lattice translation

> T1 := Vector(3, [a, 0, 0]); T2 := Vector(3, [0, a, 0]); T3 := Vector(3, [0, 0, a]);

$$T1 := \begin{bmatrix} a \\ 0 \\ 0 \end{bmatrix}$$

$$T2 := \begin{bmatrix} 0 \\ a \\ 0 \end{bmatrix}$$

$$T3 := \begin{bmatrix} 0 \\ 0 \\ a \end{bmatrix}$$

(2)

Define reciprocal lattice translation

> G1 := Vector(3, [$\frac{2 \cdot \text{Pi}}{a}$, 0, 0]); G2 := Vector(3, [0, $\frac{2 \cdot \text{Pi}}{a}$, 0]); G3 := Vector(3, [0, 0, $\frac{2 \cdot \text{Pi}}{a}$]);

