

Basic Crystallography: Reciprocal Space (a Gentle Introduction)

Paul D. Boyle
Department of Chemistry
University of Western Ontario
London, ON

Introduction

- Notions of **reciprocal space** and the **reciprocal lattice** are indispensable for understanding X-ray Crystallography
- Diffraction by a lattice gives a lattice as a diffraction pattern
- There is a precise mathematical relationship between the original diffracting lattice and the resulting pattern
- However, this is a (mostly) non-mathematical introduction to help you qualitatively understand the concepts of reciprocal space and the reciprocal lattice

Direct Space & Reciprocal Space

- We live in direct space
- Distances and orientations between isolated objects
- Reciprocal space is a “spatial frequency” space (e.g. number of Tim Horton’s per kilometre)
- In NMR time and frequency are related by a Fourier transform (units: time t and frequency t^{-1})
- In X-ray Crystallography direct space and reciprocal space are related by Fourier transform (units: distance \AA and spatial frequency \AA^{-1})

Bragg's Law

- $n\lambda = 2d\sin\theta$
- Rewrite as:
- $\sin\theta = 0.5n\lambda(1/d)$
- Reciprocal relationship between diffraction angle, θ , and the d spacing
- The smaller the d spacing, the higher the diffraction angle

Reciprocal Quantities

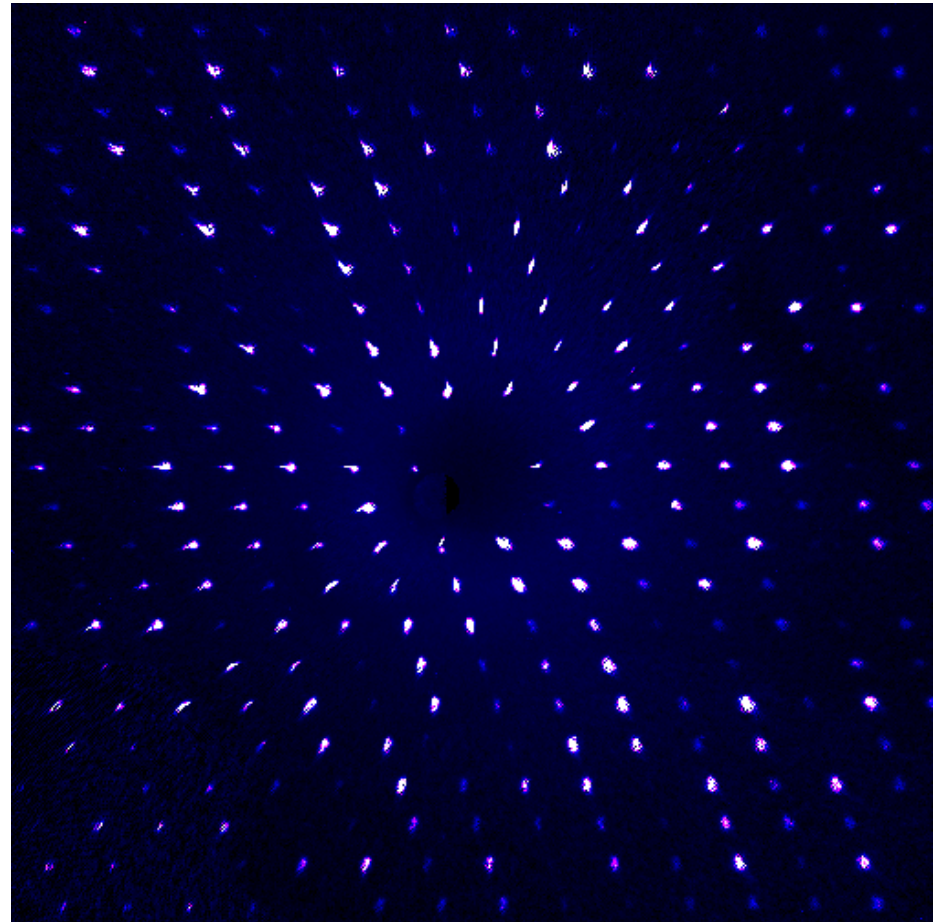
- $1/d = d^*$
- d^* is a reciprocal quantity and typically has units of \AA^{-1}
- The '*' in general means a reciprocal space quantity
- A direct space unit cell with parameters $a, b, c, \alpha, \beta, \gamma$ has a corresponding reciprocal unit cell: $a^*, b^*, c^*, \alpha^*, \beta^*, \gamma^*$
- There are exact mathematical relationships which relate the direct space and reciprocal space unit cell parameters

Reciprocal Relationships

- The relationships between the direct axes and reciprocal axes is strictly reciprocal
- Any statement about the two lattices remains true if you simply replace all starred (*) quantities by unstarred quantities and vice-versa
- $a^* \perp bc(\text{face})$ and $a \perp b^*c^*(\text{face})$
- Any direct axis has as family of reciprocal lattice planes which are perpendicular to that axis
- Conversely, any reciprocal axis has a family of direct lattice planes which are perpendicular to that axis

X-ray Diffraction Patterns

- The X-ray diffraction pattern is the reciprocal lattice of a crystal's direct lattice
- Referred to as the **intensity weighted reciprocal lattice**
- Diffraction maxima are reciprocal lattice points
- Intensity distribution of diffraction pattern is related to the electron density distribution in the crystal

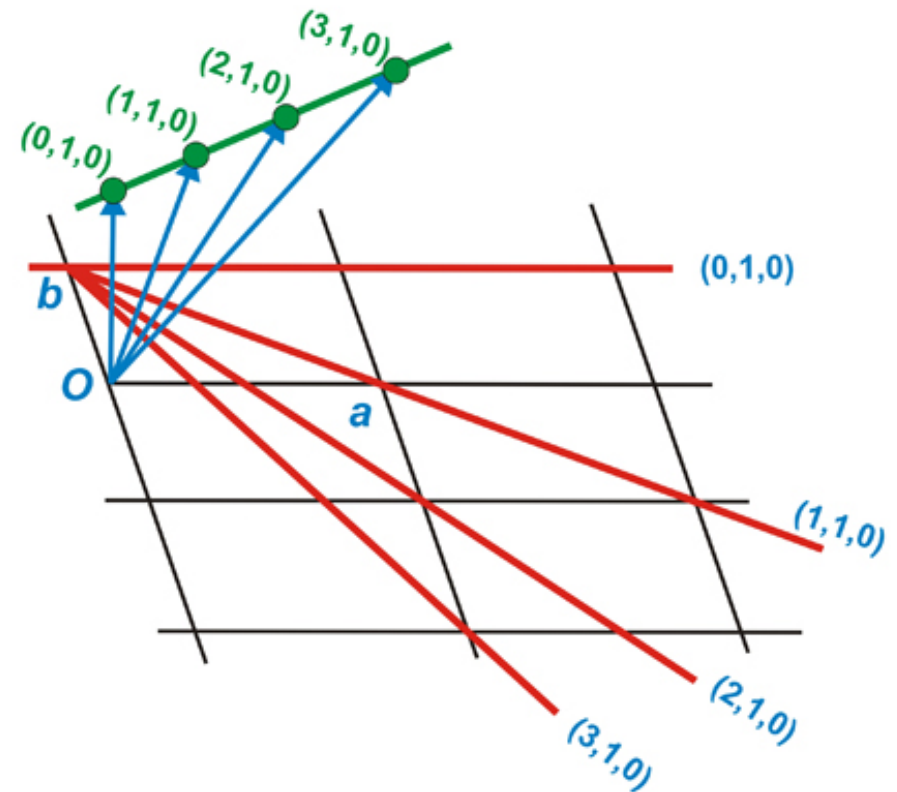


Reciprocal Lattice Points

- Are designated by their Miller index, hkl
- Assigning hkl values to the reciprocal lattice points is called *indexing the crystal* or *indexing the diffraction pattern*
- Reciprocal lattice points represent the diffraction from a **set of planes** designated by the hkl value and have a corresponding d^* value
- Normal to the set of planes and therefore represent a direction in reciprocal space

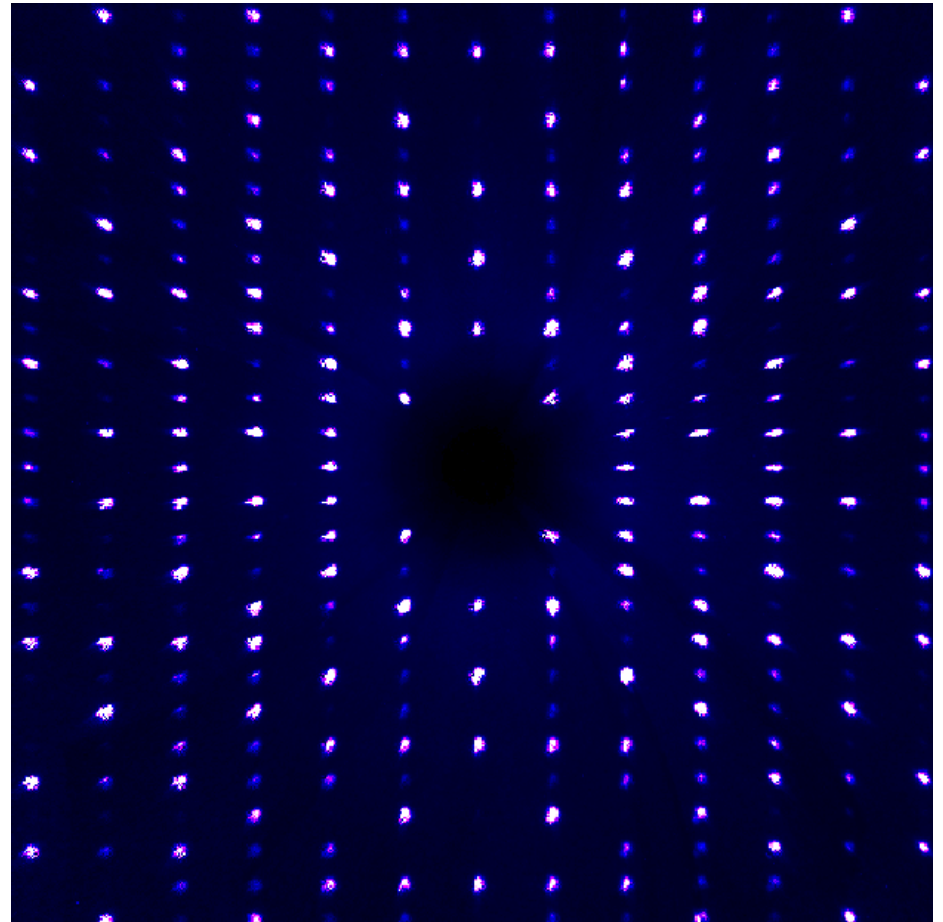
Graphical Construction of Reciprocal Lattice from Direct Space Lattice

- For a set of planes in direct space, we draw a vector normal to these planes
- Terminate the vector at a distance $1/d$
- For a given lattice row:
- $d^*(nh, nk, nl) = nd^*(hkl)$
- Graphic:
http://www.xtal.iqfr.csic.es/Cristalografia/parte_04-en.html



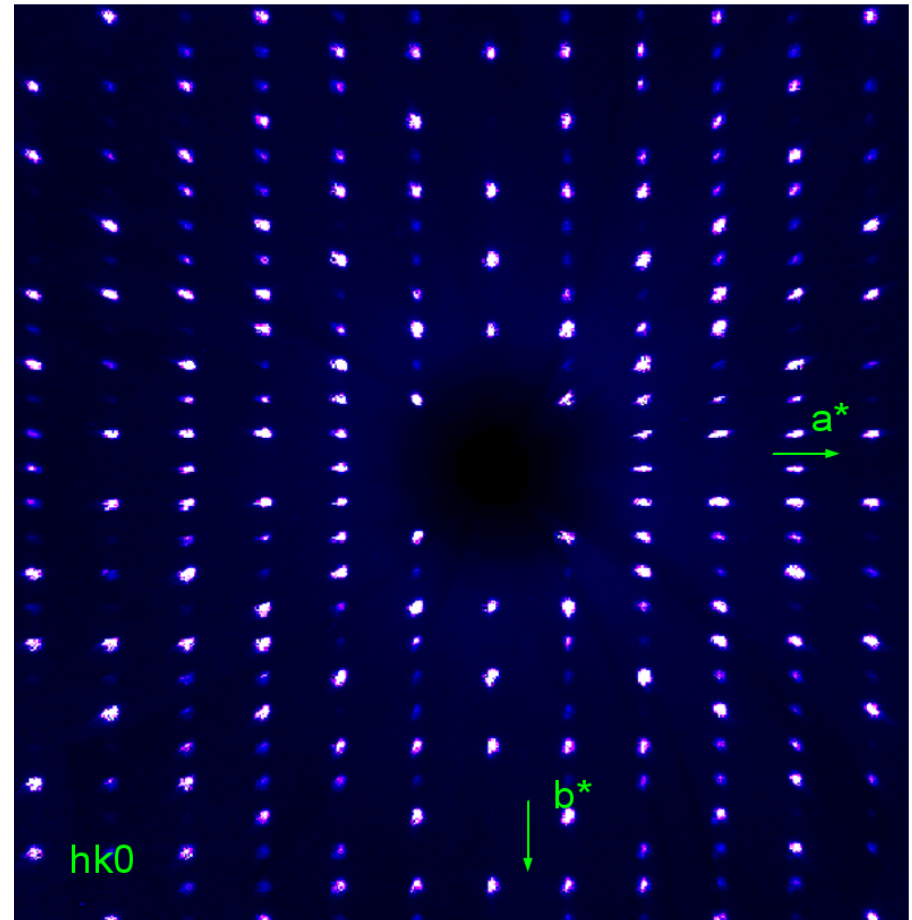
Indexing a Diffraction Pattern

- Synthesized reciprocal lattice layer ($hk0$) from an actual crystal
- Vertical axis has closer packed reciprocal lattice points
- Vertical axis has larger direct space unit cell parameter



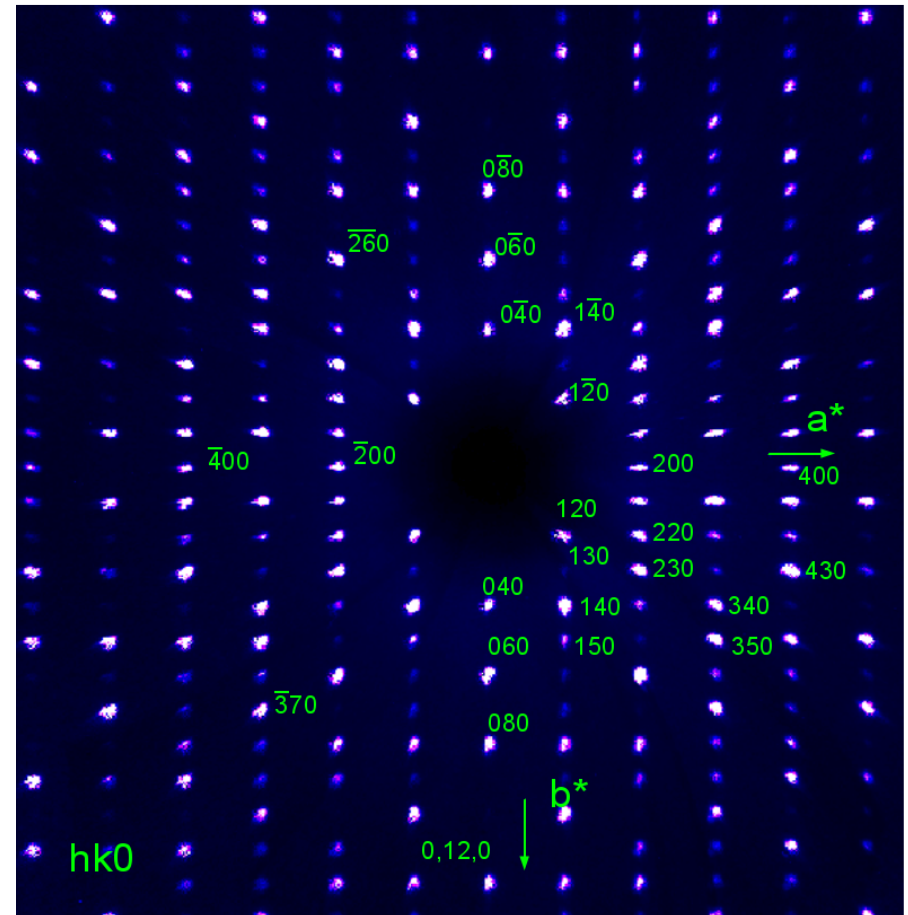
Indexing a Diffraction Pattern

- First assign the lattice directions
- Notice there are systematic absences along the $h00$ and $0k0$ reciprocal axes
- Indicative of two screw axes (translational symmetry elements)



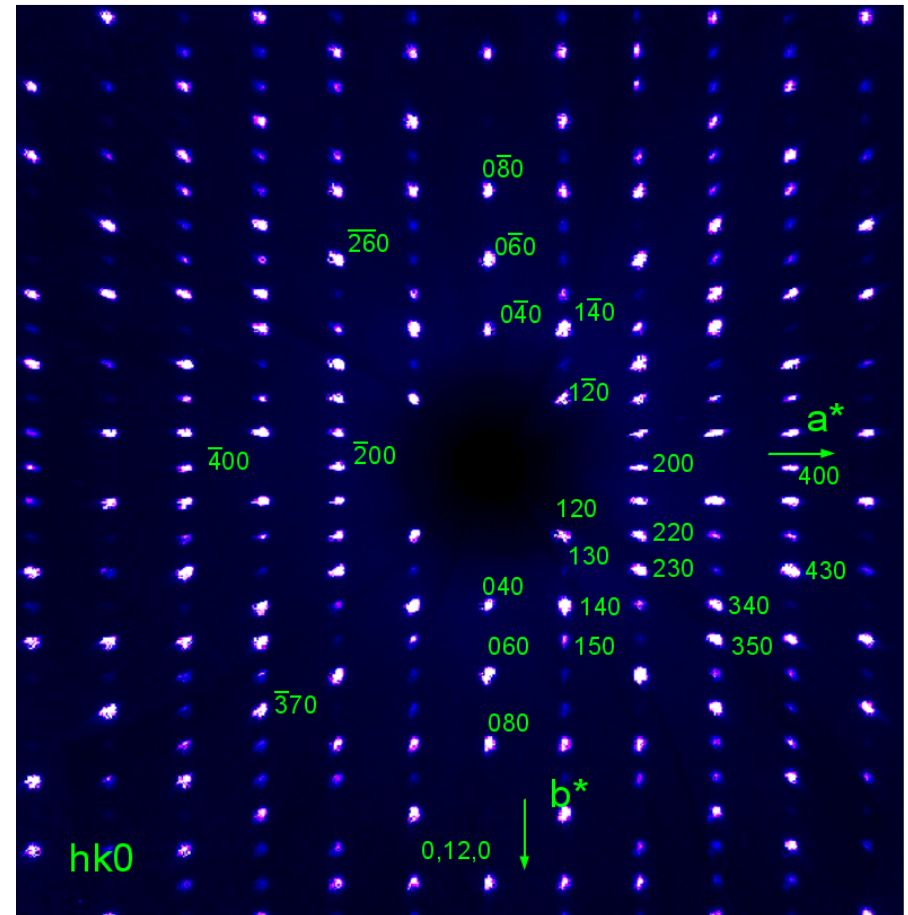
Indexing a Diffraction Pattern

- Assign hkl values to each reciprocal lattice point
- Use Bragg's Law to calculate the interplanar spacing associated with each reciprocal lattice point
- Measure angle between a^* and b^* to obtain γ^*
- Repeat process with other zero layers ($0kl$ and $h0l$)



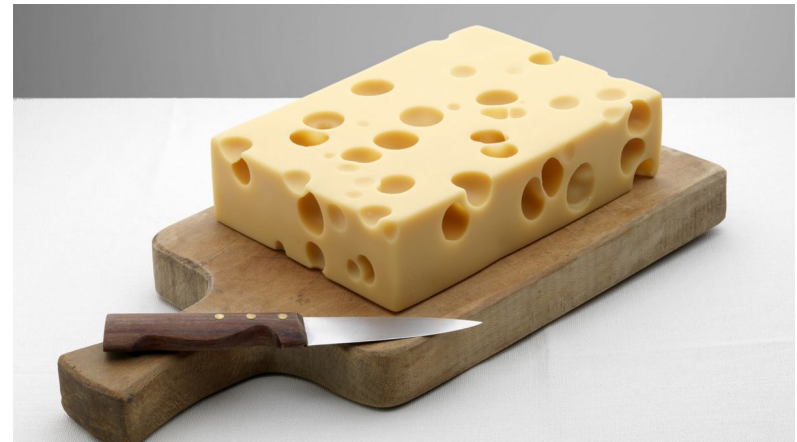
How to think about this

- Each reciprocal lattice point represents both a direction and d spacing
- With each reciprocal lattice point measured, we are “sampling” the electron density with certain spatial frequency in a given direction




The Swiss Cheese Analogy

- We want to map where all the holes are in a block of Swiss cheese
- We (virtually) slice the block using various thicknesses and at various orientations
- We then take these slices and use them to map the size and shapes of all the holes in the block



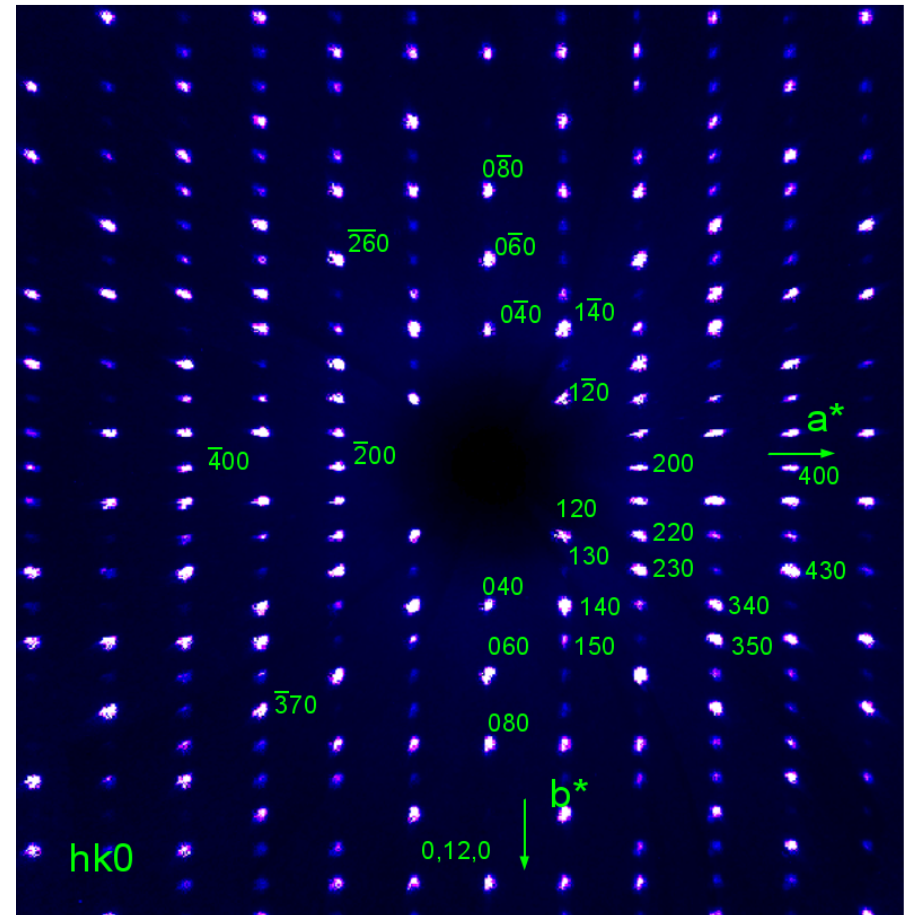
Resolution of Our Mapping

- Slicing our cheese every 10 mm will cause us to miss some of the smaller holes in the cheese
- We make finer and finer slices to map even the smaller holes within the cheese
- Why not just use all fine slices rather than both low and high resolution slices?
- Analogy breaks down at this point
- In X-ray we need both the low resolution data and high resolution data

Slice Width	Reciprocal Units	Low Resolution
Every 10.0 mm	$1/10$ or 0.1 mm^{-1}	 High Resolution
Every 5.0 mm	$1/5$ or 0.2 mm^{-1}	
Every 2.0 mm	$1/2$ or 0.5 mm^{-1}	
Every 1.0 mm	$1/1$ or 1 mm^{-1}	
Every 0.5 mm	$1/(1/2)$ or 2.0 mm^{-1}	

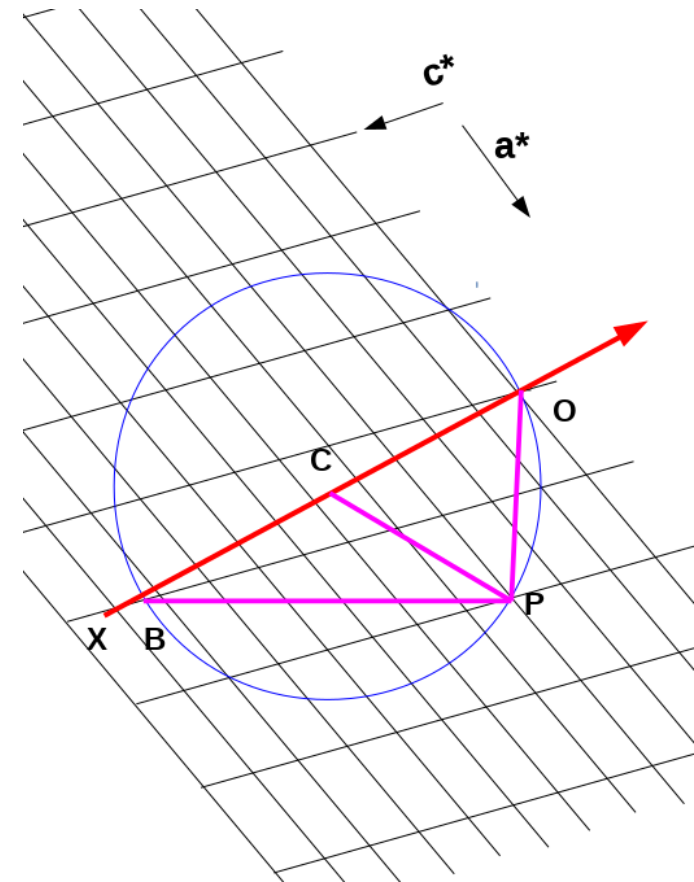
Resolution in Reciprocal Space

- The higher the diffraction angle, the finer the slice we are using to sample our crystal's electron density
- Diffraction condition only allows us to sample the electron density distribution at certain spatial frequencies (Bragg's Law)
- We need to collect both high and low resolution data



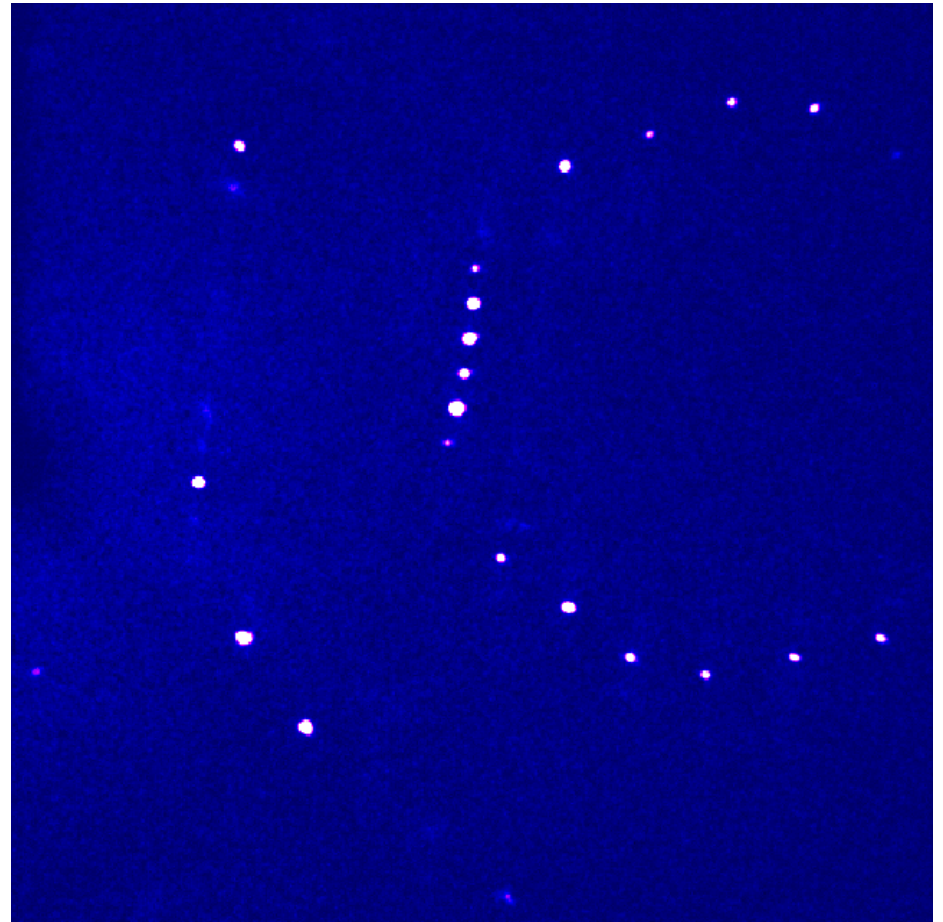
Ewald Construction

- Graphical depiction of Bragg's Law
- Circle has radius of $1/\lambda$, centre at C such that origin of reciprocal lattice, O, lies on circumference
- XO is the X-ray beam, P is the reciprocal lattice point (in this case the 202 reflection)
- OP is the reciprocal lattice vector (\mathbf{d}^*) and is normal to the (202) set of planes [aka the Scattering Vector]
- Angle OBP is θ , the Bragg angle
- Angle OCP is 2θ
- CP is the direction of the diffracted beam
- BP is parallel to the set of (202) planes
- **Any time a reciprocal lattice point falls on the circumference, Bragg's Law is fulfilled**



Ewald Sphere

- 2D Ewald construction can be generalized to 3D to generate the “Ewald Sphere” (also called the “Sphere of Reflection”)
- Anytime a reciprocal lattice point is on the surface of the sphere Bragg’s Law is fulfilled
- Experimentally, we rotate the crystal (lattice) to bring a greater number of reciprocal lattice points pass through the surface of the sphere
- Image shows the detector slicing through part of the Ewald sphere and all the lattice points which were laying on the surface of the sphere



Ewald Spheres and Limiting Spheres

- Ewald sphere has a diameter of $2/\lambda$
- Every reciprocal lattice point within that distance can be brought into diffracting position
- Limiting sphere has a radius of $2/\lambda$
- The total number of reciprocal lattice points within the limiting sphere is approximated by
- $N \approx 33.5(V_{\text{cell}} / \lambda^3)$

Limiting Spheres of Common Radiations

- $N_{\text{MoK}\alpha} \approx 33.5V_{\text{cell}} / 0.71073^3 = 93.3V_{\text{cell}}$
- $N_{\text{CuK}\alpha} \approx 33.5V_{\text{cell}} / 1.54178^3 = 9.14V_{\text{cell}}$
- Normally, we don't collect all reflections within the limiting sphere. In practice, we pick some maximum value of θ
- $N_{\theta(\text{max})} \approx (33.5 / \lambda^3)V_{\text{cell}} \sin^3\theta_{\text{max}}$
- You will always get more data with a shorter wavelength

Wavelength Imposed Limits

- Maximum value of sine function = 1.0
- Imposes certain limits on the X-ray experiment
- Shorter wavelengths allow collection of more data points out to higher resolution

Quantity	CuK α	MoK α
λ	1.54178 Å	0.71073 Å
$(\sin\theta/\lambda)_{\max}$	0.648 Å ⁻¹	1.407 Å ⁻¹
d_{\min}	0.771 Å	0.355 Å
Resolution Limit ($0.92d_{\min}$)	0.71 Å	0.33 Å

Practical Considerations for Data Collection

- Long axes give densely packed reciprocal lattice rows
- Integration is better if peaks aren't overlapping
- Choose minimum crystal to detector distance as:
 - $DX(\text{mm}) = 2 * \text{longest primitive axis } (\text{\AA}) [\text{MoK}\alpha]$
 - $DX(\text{mm}) = 1 * \text{longest primitive axis } (\text{\AA}) [\text{CuK}\alpha]$
- For non-merohedrally twinned samples, move the detector back even farther

Experimental Determination of Space Group

- Space groups are determined primarily through the examination of systematic absences in the diffraction pattern
- Systematic absences arise from the presence of translational symmetry elements
 - Non-primitive lattice centerings
 - Screw axes (rotation with translation)
 - Glide planes (reflection with translation)

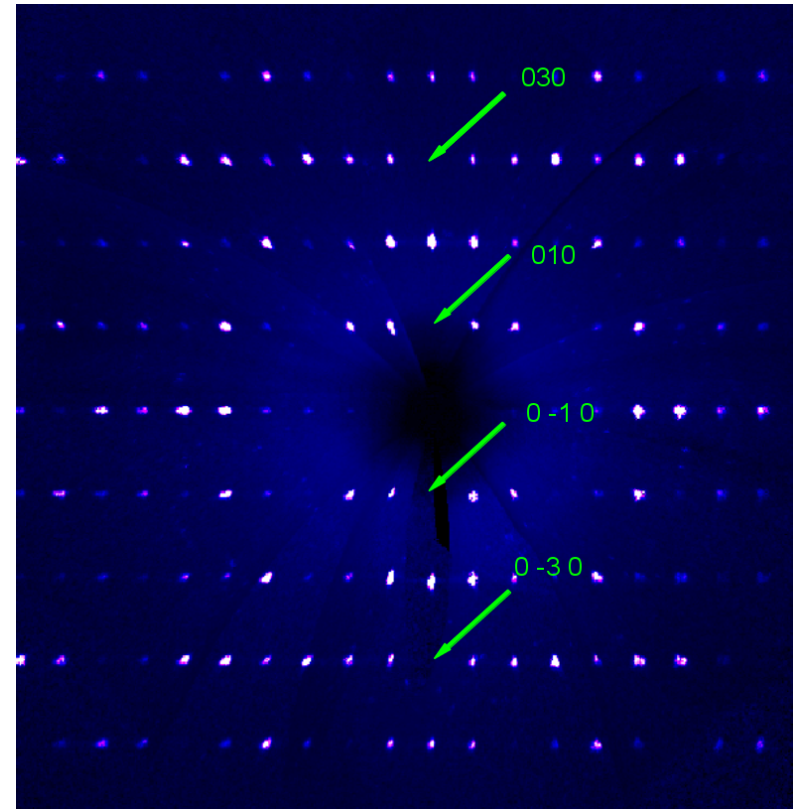
Systematic Absences due to Non-Primitive Lattices

- Non-primitive lattices exhibit systematic absences in the general hkl class of reflections

Centring	Absence Condition for hkl reflections
A	$k+l = \text{odd}$
B	$h+l = \text{odd}$
C	$h+k = \text{odd}$
F	$k+l = \text{odd},$ $h+l = \text{odd},$ $h+k = \text{odd}$
I	$h+k+l = \text{odd}$

Screw Axis Absences

- Screw axes affect the classes of axial reflections: $h00$, $0k0$, and $00l$
- The type of screw axis is determined by examining the pattern of the absence
- Example: In this figure there is a 2_1 axis parallel to b^*
- $0k0$: $k = \text{odd}$



Orientation of Glide Planes

- When a glide plane is present one can determine the orientation and type of glide plane present from the affected class(es) of reflections
- The 0 index of the affected layer indicates the orientation of the glide's reflection
 - $0kl$: glide reflects across (100)
 - $h0l$: glide reflects across (010)
 - $hk0$: glide reflects across (001)

Identification of Glide Planes

- The translational component identifies the type of glide plane
- The translational component causes absences in along the affected axes
- $0kl$:
 $k = \text{odd} \rightarrow b \text{ glide}; l = \text{odd} \rightarrow c \text{ glide}; k+l = \text{odd} \rightarrow n \text{ glide}$
- $h0l$:
 $h = \text{odd} \rightarrow a \text{ glide}; l = \text{odd} \rightarrow c \text{ glide}; h+l = \text{odd} \rightarrow n \text{ glide}$
- $hk0$:
 $h = \text{odd} \rightarrow a \text{ glide}; k = \text{odd} \rightarrow b \text{ glide}; h+k = \text{odd} \rightarrow n \text{ glide}$

Example of c glide ($h0l$: $l = \text{odd}$)

