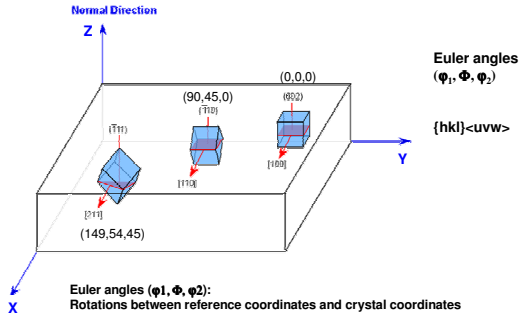


Orientations



Euler angles (ϕ_1, ϕ, ϕ_2):
Rotations between reference coordinates and crystal coordinates

{hkl}<uvw>
Orientation defined by plane {hkl} // specimen surface and crystal direction <uvw> // RD (X)

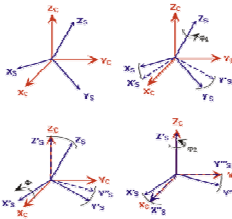
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Euler angles

OIM follows the formalism of Bunge (Texture Analysis in Materials Science, Butterworths, 1982).

The three Euler angles (ϕ_1, ϕ, ϕ_2) describe the three rotations that will bring the sample reference frame (S) into coincidence with the crystal reference frame (C).

Euler Angles



In a simple cubic case these three rotations are those that will bring the specimen coordinate system onto the crystal coordinate system:

- 1- rotation around Z_s : to bring RD (X_s) into X_c - Y_c plane,
- 2- rotation around X'_c : to bring TD (Y_s) into X_c - Y_c plane, and ND (Z_s) parallel to Z_c , and
- 3- rotation around Z'_s : to bring RD (X'_s) and TD (Y'_s) parallel to X_c and Y_c with ND (Z'_s) parallel to (Z_c).

The rotations for Bunge's Euler angles (default) are shown on the left.

The Roe and Kocks Euler angles are similar. The relationship between these angles is as follows:

Bunge: (ϕ_1, ϕ, ϕ_2)
Roe: (Ψ, Θ, Φ) = ($\phi_1 - 90^\circ, \phi, 90^\circ - \phi_2$)
Kocks: (Φ, Θ, ϕ) = ($\phi_1 - 90^\circ, \phi, 90^\circ + \phi_2$)

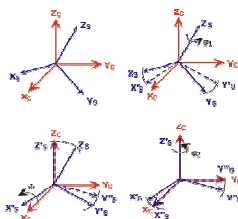
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Euler angles

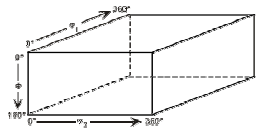
PASSIVE: Orientations are defined as the rotation(s) needed to bring the sample reference frame into coincidence with the crystal reference frame. This is the definition used by Bunge which is used in OIM.

ACTIVE: Orientations are defined as the rotation(s) needed to bring the crystal reference frame into coincidence with the sample reference frame.

Euler Angles



Euler Space



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Conversions

Euler Angles

Range: $(0^\circ, 90^\circ)$

Box: (ψ, θ, ϕ)

Matrix: (R_{11}, R_{12}, R_{13})

Matrix

Conversion from Euler angles to matrix: $R_{11} = \cos\psi \cos\theta \cos\phi - \sin\psi \sin\theta \cos\phi - \cos\psi \sin\theta \sin\phi$
 $R_{12} = \cos\psi \cos\theta \sin\phi + \sin\psi \sin\theta \cos\phi - \cos\psi \sin\theta \cos\phi$
 $R_{13} = \cos\psi \sin\theta - \sin\psi \cos\theta$

Axis Angle

Direction cosines: (l, m, n)

Conversion from axis angle to matrix: $R_{11} = \cos\alpha + 2l^2 \sin^2 \frac{\alpha}{2}$
 $R_{12} = 2lm \sin^2 \frac{\alpha}{2}$
 $R_{13} = 2ln \sin^2 \frac{\alpha}{2}$
 $R_{21} = 2ml \sin^2 \frac{\alpha}{2}$
 $R_{22} = \cos\alpha + 2m^2 \sin^2 \frac{\alpha}{2}$
 $R_{23} = 2mn \sin^2 \frac{\alpha}{2}$
 $R_{31} = 2nl \sin^2 \frac{\alpha}{2}$
 $R_{32} = 2nm \sin^2 \frac{\alpha}{2}$
 $R_{33} = \cos\alpha + 2n^2 \sin^2 \frac{\alpha}{2}$

$2 \cos\alpha = \text{Trace}(R) = R_{11} + R_{22} + R_{33} = 1$

Rodriguez Vector

$R = \frac{1}{1 + \mathbf{u} \cdot \mathbf{u}} [1 - \mathbf{u} \cdot \mathbf{u} + 2(\mathbf{u} \otimes \mathbf{u})]$

Miller Indices

Plane: (h, k, l)

Direction: $[h, k, l]$

Plane: (h, k, l)

Direction: $[h, k, l]$

$\cos\theta = \frac{1}{\sqrt{h^2 + k^2 + l^2}}$

$\cos\phi = \frac{h}{\sqrt{h^2 + k^2}}$

$\cos\psi = \frac{l}{\sqrt{l^2 + k^2}}$

$\sin\theta = \frac{\sqrt{h^2 + k^2}}{\sqrt{h^2 + k^2 + l^2}}$

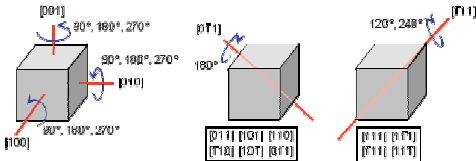
$\sin\phi = \frac{k}{\sqrt{h^2 + k^2}}$

$\sin\psi = \frac{l}{\sqrt{l^2 + k^2}}$

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Crystal symmetry

Crystal symmetry: The set of rotations (a point group) which when applied to the crystal lattice rotate the lattice into an orientation indistinguishable from the original orientation. For example consider the symmetries of a cube:



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Crystal symmetry

Mathematically if an orientation is represented as a matrix then the symmetry elements of the point group can be represented as a set of matrices (L):

| | | | |
|--|--|---|--|
| $L_1 = E = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$ | $L_2 = L_{111} = \begin{bmatrix} 0 & -1 & 0 \\ 0 & 0 & -1 \\ 1 & 0 & 0 \end{bmatrix}$ | $L_3 = L_{1\bar{1}1} = \begin{bmatrix} 0 & 0 & -1 \\ 0 & -1 & 0 \\ -1 & 0 & 0 \end{bmatrix}$ | $L_4 = L_{11\bar{1}} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & -1 \\ 0 & -1 & 0 \end{bmatrix}$ |
| $L_5 = L_{1\bar{1}\bar{1}} = \begin{bmatrix} -1 & 0 & 0 \\ 0 & 0 & -1 \\ 0 & -1 & 0 \end{bmatrix}$ | $L_6 = L_{1\bar{1}0} = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & -1 \\ 0 & 0 & 0 \end{bmatrix}$ | $L_7 = L_{10\bar{1}} = \begin{bmatrix} 0 & 0 & 1 \\ 0 & -1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$ | $L_8 = L_{101} = \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$ |
| $L_9 = L_{100} = \begin{bmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$ | $L_{10} = L_{10\bar{0}} = \begin{bmatrix} 0 & 1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$ | $L_{11} = L_{010} = \begin{bmatrix} 0 & 0 & -1 \\ 0 & -1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$ | $L_{12} = L_{01\bar{0}} = \begin{bmatrix} 0 & 0 & -1 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$ |
| $L_{13} = L_{0\bar{1}0} = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & -1 \\ 1 & 0 & 0 \end{bmatrix}$ | $L_{14} = L_{0\bar{1}\bar{0}} = \begin{bmatrix} 0 & 0 & -1 \\ -1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix}$ | $L_{15} = L_{001} = \begin{bmatrix} -1 & 0 & 0 \\ 0 & 0 & -1 \\ 0 & -1 & 0 \end{bmatrix}$ | $L_{16} = L_{00\bar{1}} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & -1 \\ 0 & -1 & 0 \end{bmatrix}$ |
| $L_{17} = L_{00\bar{0}} = \begin{bmatrix} 0 & -1 & 0 \\ 0 & 0 & -1 \\ -1 & 0 & 0 \end{bmatrix}$ | $L_{18} = L_{000} = \begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & -1 \\ -1 & 0 & 0 \end{bmatrix}$ | $L_{19} = L_{0\bar{0}1} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & -1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$ | $L_{20} = L_{0\bar{0}\bar{1}} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$ |

The mathematical relation can then be written as: $g^e = Lg$ where g^e is an orientation symmetrically equivalent to the original orientation, g . For misorientations the relation is given as follows:

$$\Delta g^e = g_2 g_1^{-1}$$

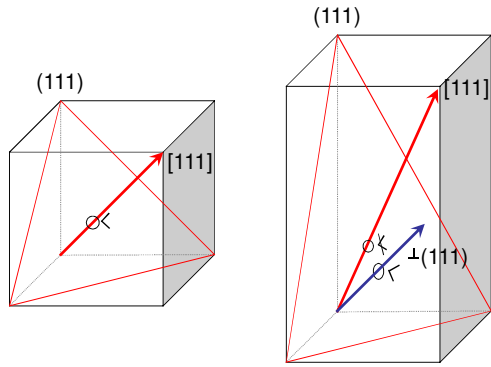
$$\Delta g^e = L_2 g_2 (L_1 g_1)^{-1}$$

$$\Delta g^e = L_2 g_2 (g_1^{-1} L_1^{-1})$$

$$\Delta g^e = L_2 \Delta g L_1^{-1}$$

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Planes, poles, and directions

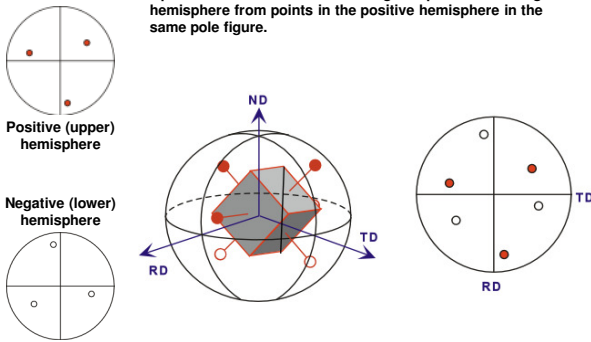


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Pole figures: negative hemisphere

Open circles can be used to distinguish points in the negative hemisphere from points in the positive hemisphere in the same pole figure.

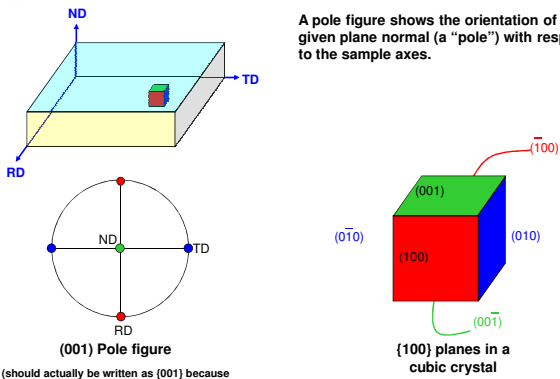


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Pole figures – single orientation

A pole figure shows the orientation of a given plane normal (a "pole") with respect to the sample axes.

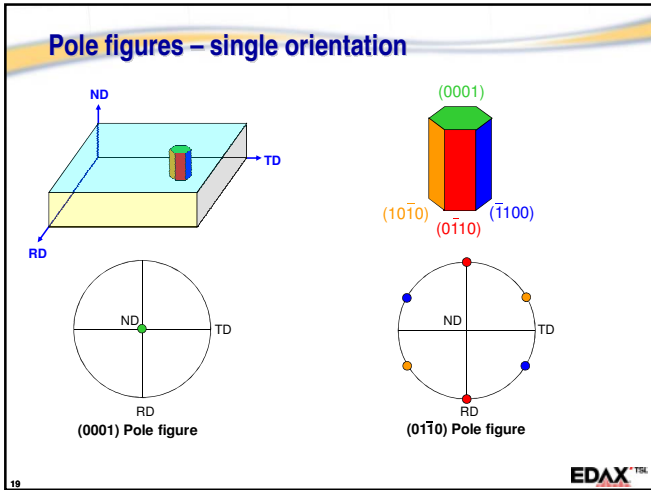


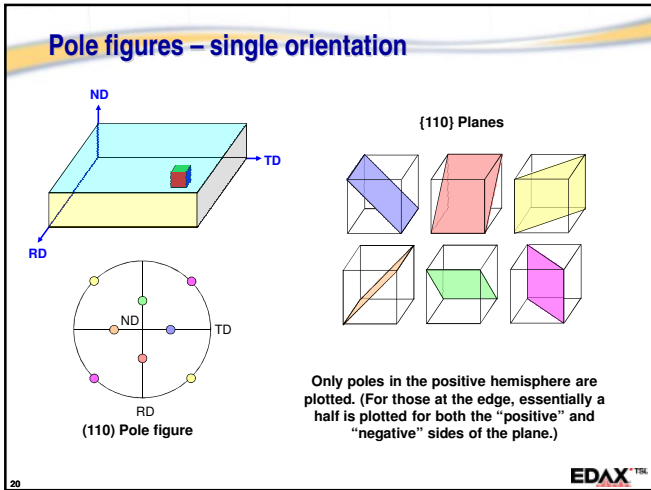
(should actually be written as (001) because all symmetric equivalents are included)

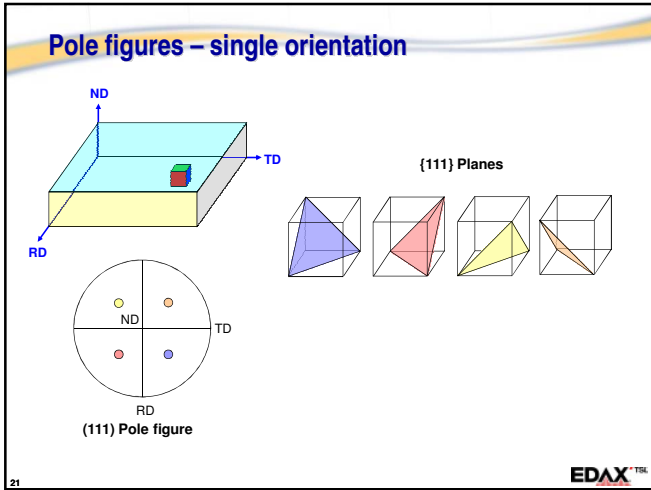
{100} planes in a cubic crystal

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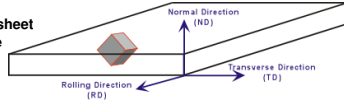






Inverse pole figures

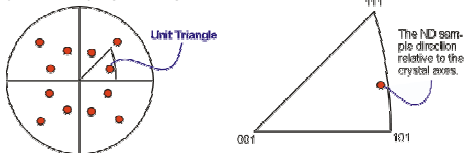
Consider a cubic crystal in a rolled sheet sample with "laboratory" or "sample axes as shown.



The Inverse Pole Figure plots the orientation of a given specimen direction (typically the sample normal) with respect to the crystal axes.

- There are two ways of looking at inverse pole figures:
- 1) Which crystal axis is aligned with a specified sample axis.
 - 2) The orientation of the specified sample axis with respect to the crystal axes.

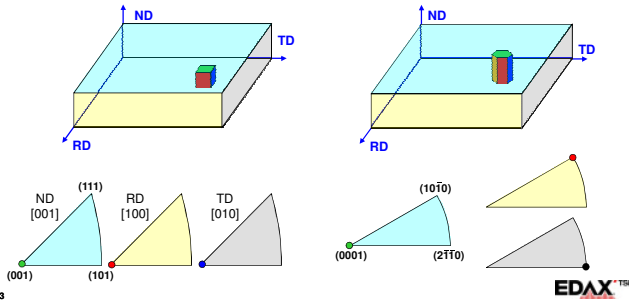
The example below is a normal direction inverse pole figure. In the full inverse pole figure all symmetrically equivalent points are shown.



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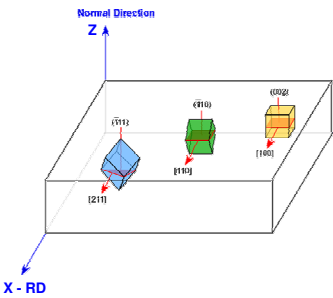
Inverse pole figures – single orientation

An inverse pole figure shows the pole that is parallel to a given sample direction. Because of crystal symmetry only a "unit triangle" is needed instead of a full circle. The triangle changes from symmetry to symmetry.



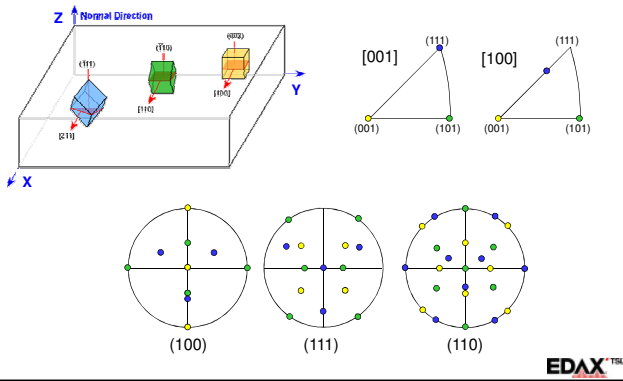
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Inverse pole figures



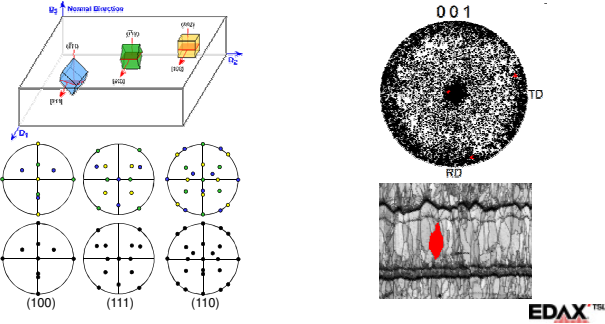
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Comparison – three orientations

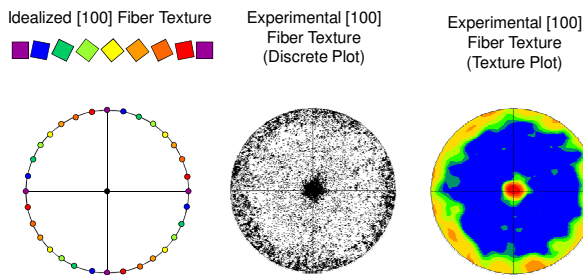


Comparison – three orientations

But in typical analysis of EBSD data, all points are shown in a single color so you can't tell which points should be grouped together. However, one of the powerful capabilities of OIM Analysis is the ability to highlight individual grains in a map and then see the corresponding highlighting in the pole figure.

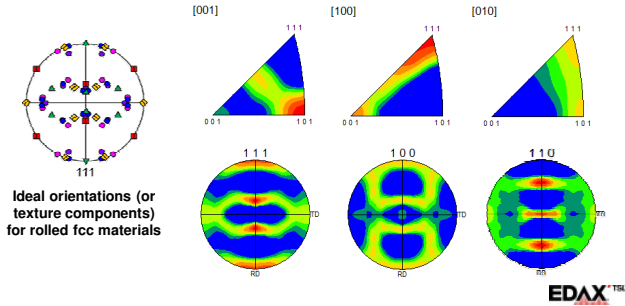


Set of orientations



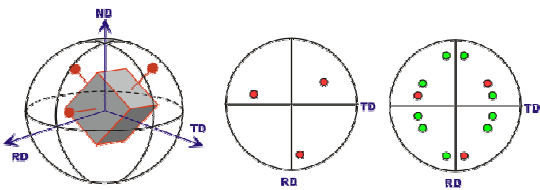
Rolling texture

Other textures can be much more complicated such as a rolling texture. The following is an example for rolled copper. Note the peak at (110) in the normal direction inverse pole figure and the peak at (111) in the reference direction inverse pole figure. This suggests that the (110)[111] orientation is an important one in this material.



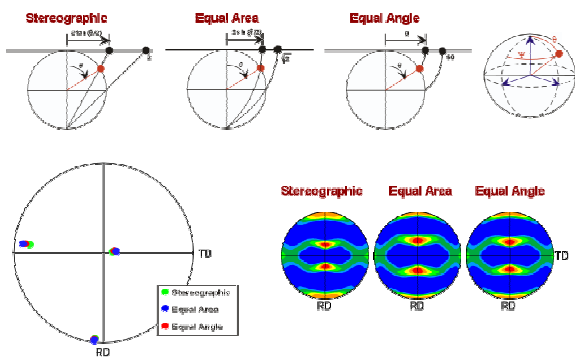
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Pole figures: crystal & sample symmetry



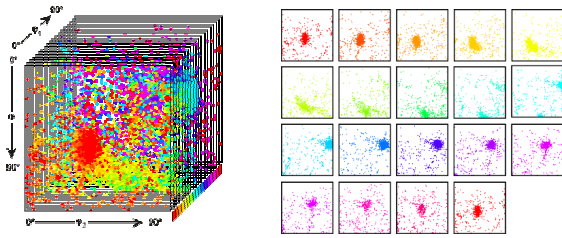
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Projections



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Euler space sections

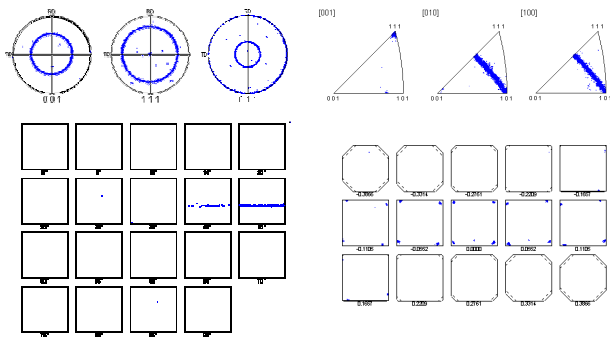


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Comparison

111 Fiber Texture

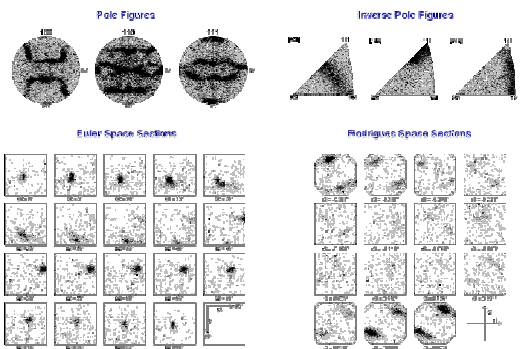


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Comparison

Rolled Aluminum Sheet - Discrete Plots



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References

For a description of the representation of orientation, especially in terms of Euler angles, and the mathematics behind the harmonic expansion of the ODF see:

H. Bunge (1982). *Texture Analysis in Materials Science*. Butterworths: London.

For a general overview of textures in metals see:

L. Dillamore and W. Roberts (1965). Preferred orientation in Wrought and Annealed Metals. *Metallurgical Reviews* 10, 271-380

For a general overview of textures in hexagonal materials see the first few chapters of:

E. Tenckhoff (1988). *Deformation Mechanisms, Texture and Anisotropy in Zirconium and Zircaloy*. ASTM: Philadelphia.

A good place to become familiar with the general body of literature in texture analysis is in the proceedings of the International Conference on Texture of Materials (ICOTOM) held every three years.

Electron Backscatter Diffraction in Materials Science, 2nd edition

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