

**Think deeply on simple
things (with computation):**

Optimal Filling of Shapes

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Argonne National Laboratory

Research done in the Glotzer Group at University of Michigan

Babies are fascinated by shape



So are Physicists



Make everything as simple as possible,
but not simpler.

-Albert Einstein



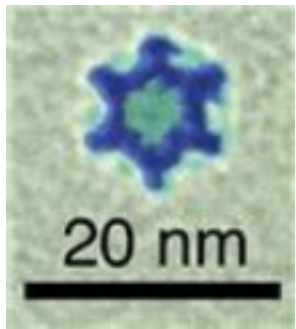
by George W. Hart

Lars Onsager (1903-1976)

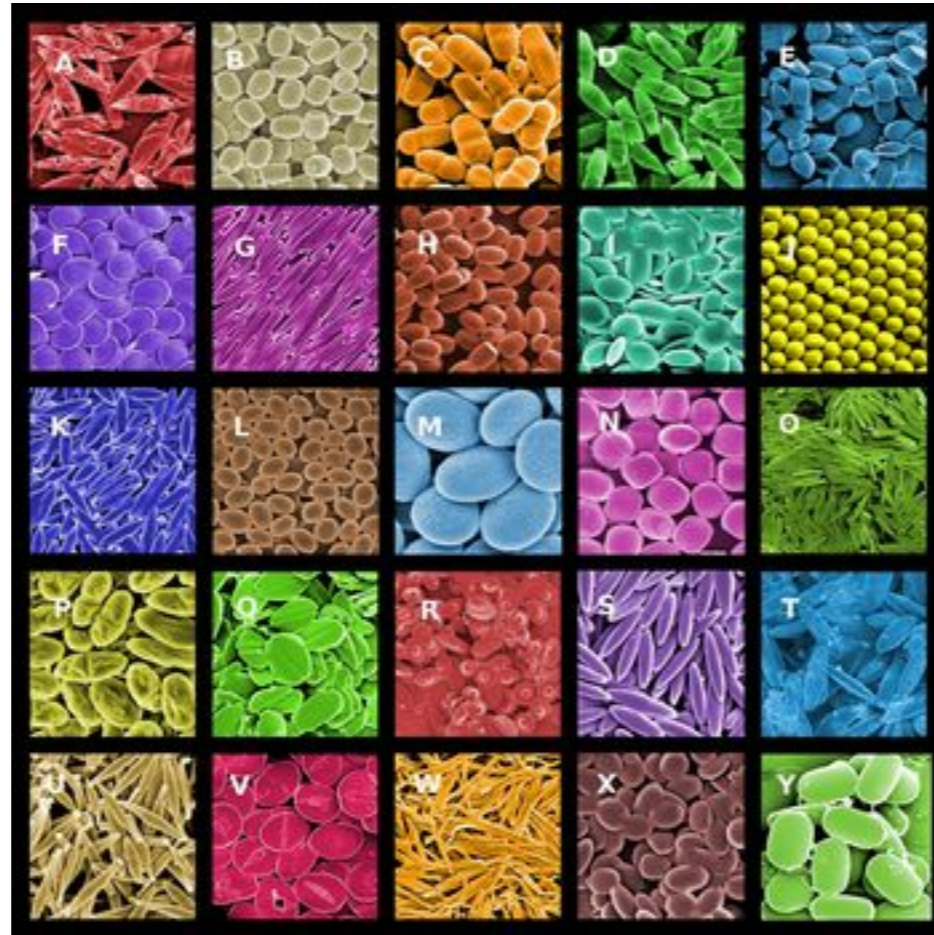


The Brazil Nut Problem

Shaped Nanoparticles

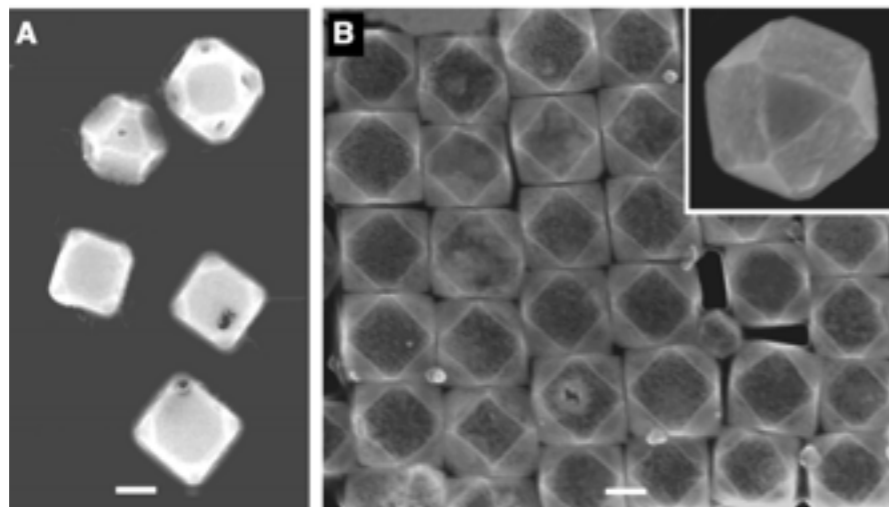
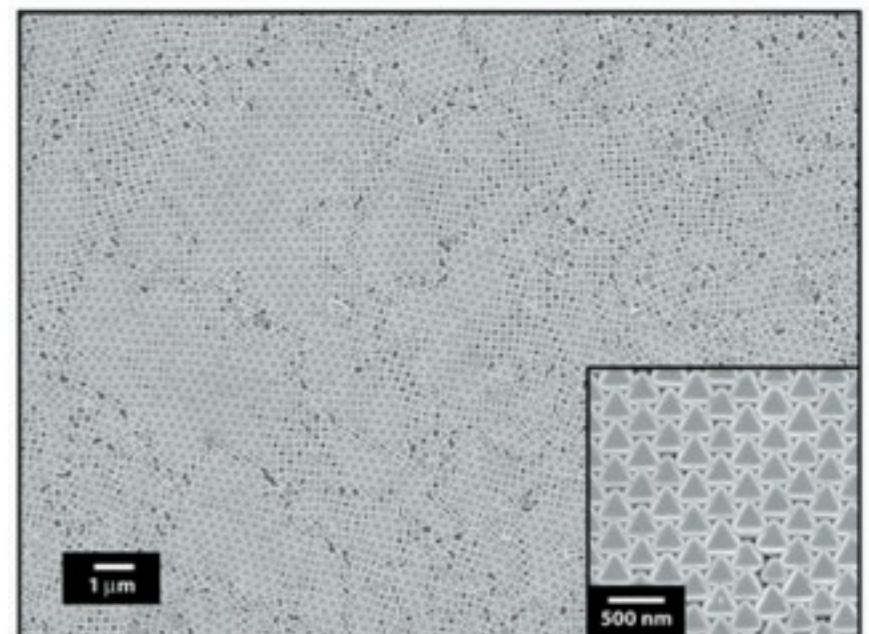
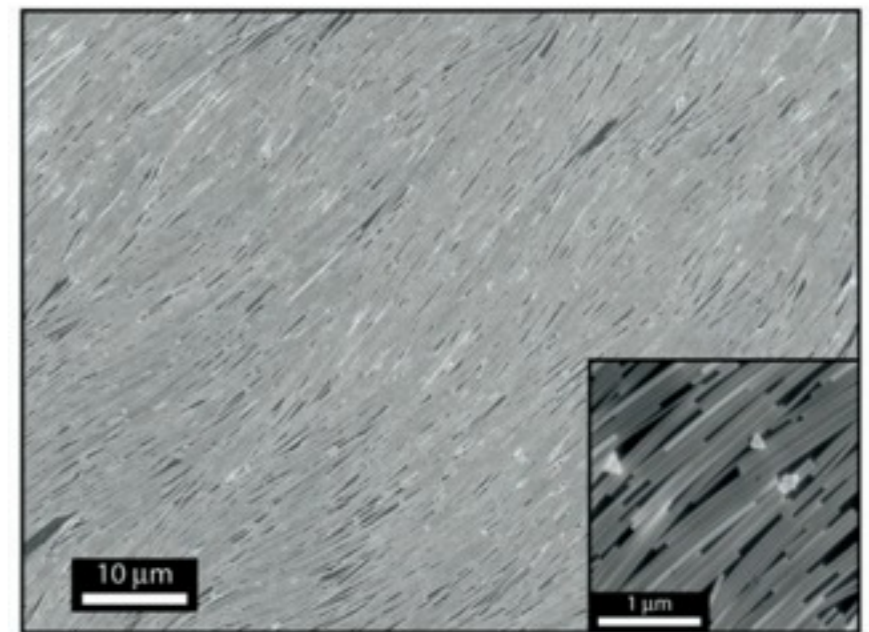


Star of David-shaped nanomaterial. (Credit: Image courtesy of Hebrew University of Jerusalem)



Champion, Katare, Mitragotri, PNAS, 2007

Tao, Habas, Yang, Small, 2008



Sun, Xia Science, 2002

Shape in Computation



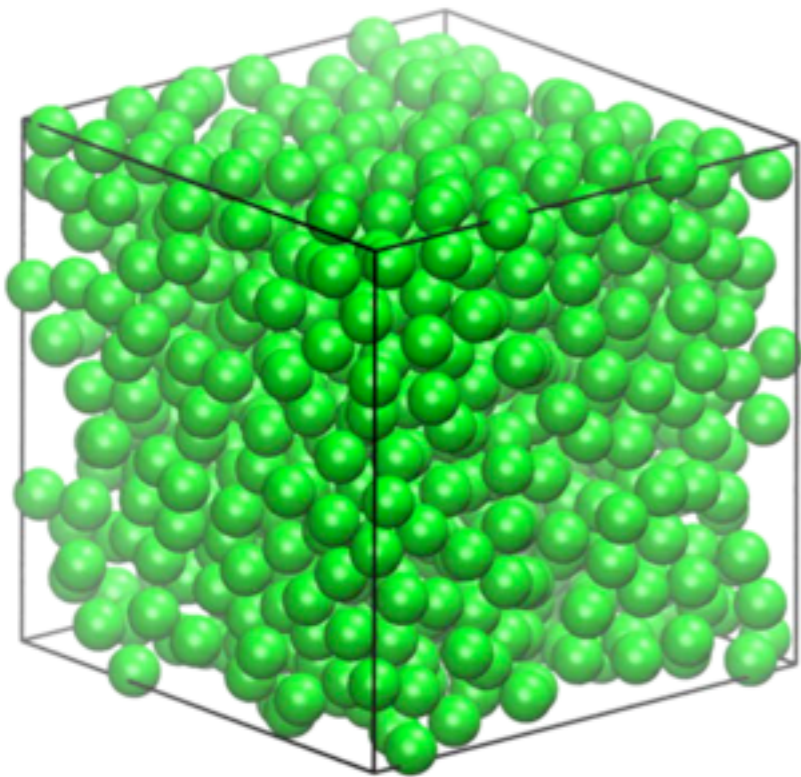
GPU Accelerated Many Particle Dynamics Code

www.codeblue.umich.edu/hoomd-blue

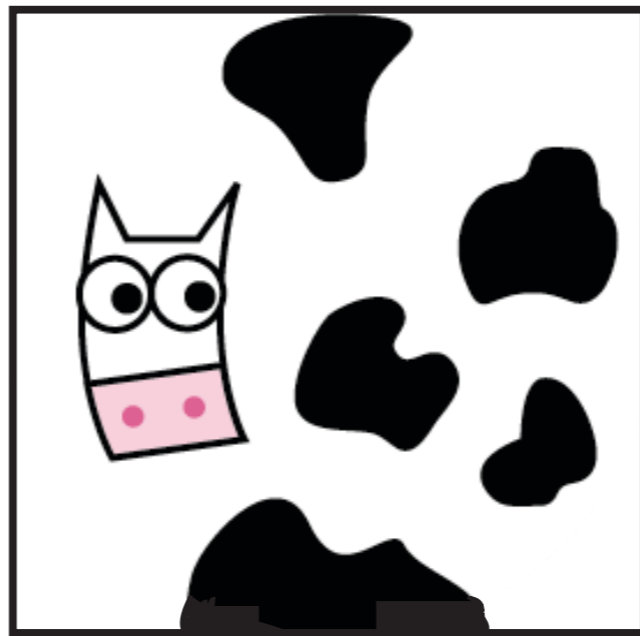
1 GPU ~ 30-100 CPUs with Infiniband

Molecular Dynamics (and especially HOOMD) is very good at:

- Radially Shifted Isotropic Pair Potentials
- Rigid Body Integration



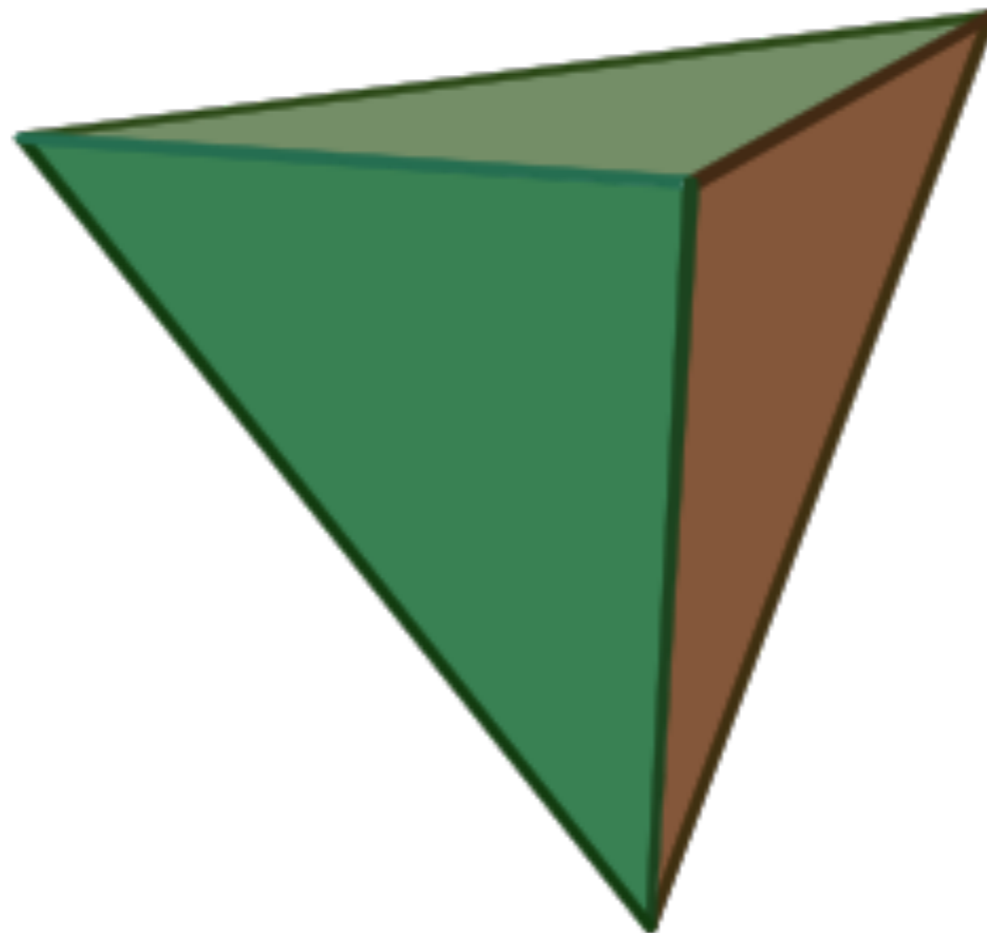
Assume a Spherical Cow.
Assume a Cubical Cow?



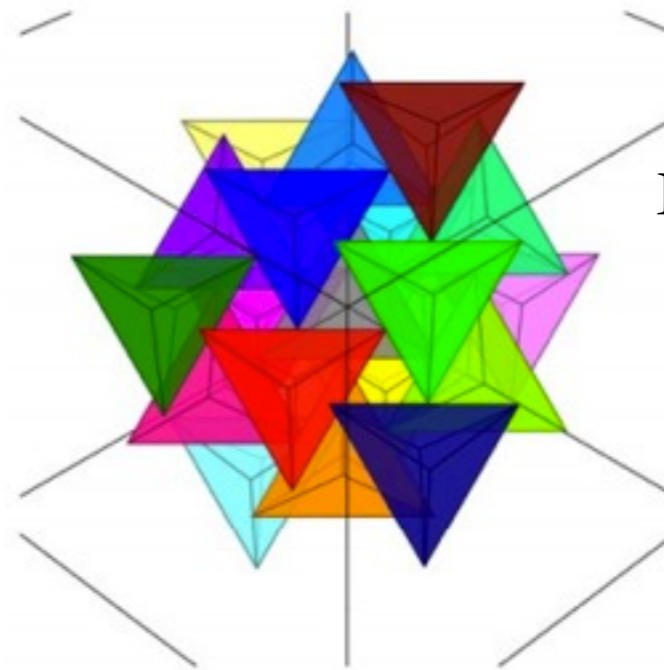
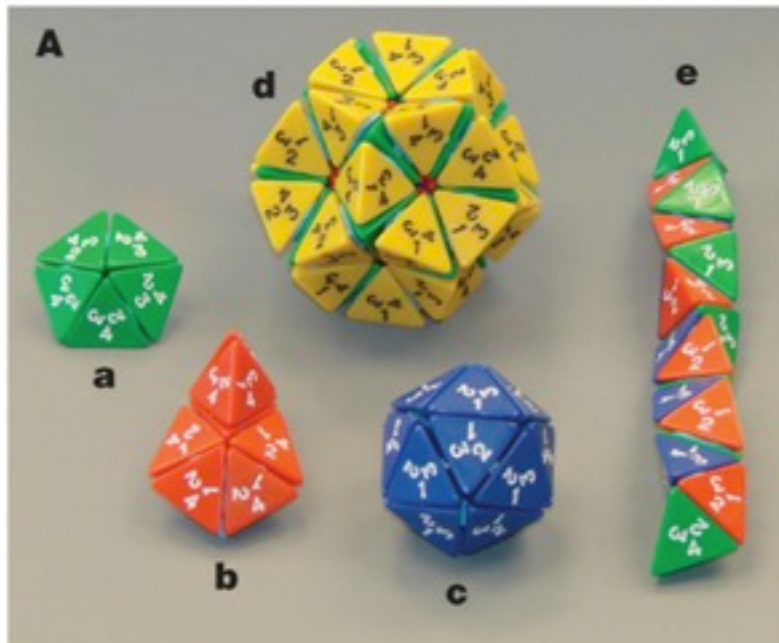
Assume MORE Spherical Cows.



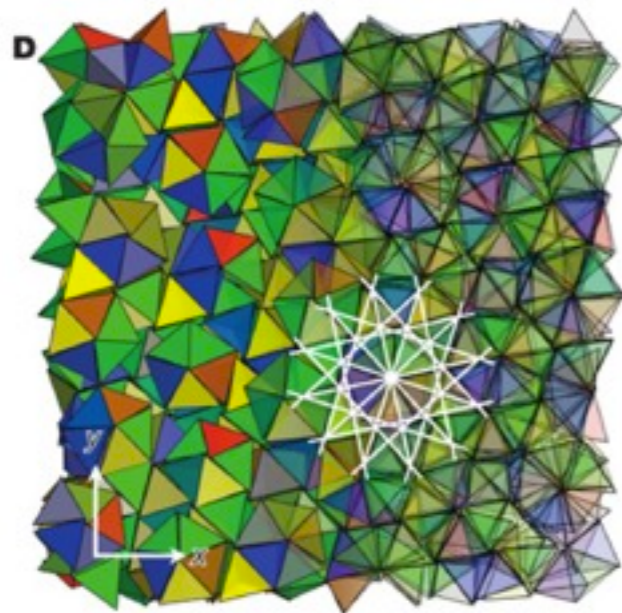
Tetrahedron



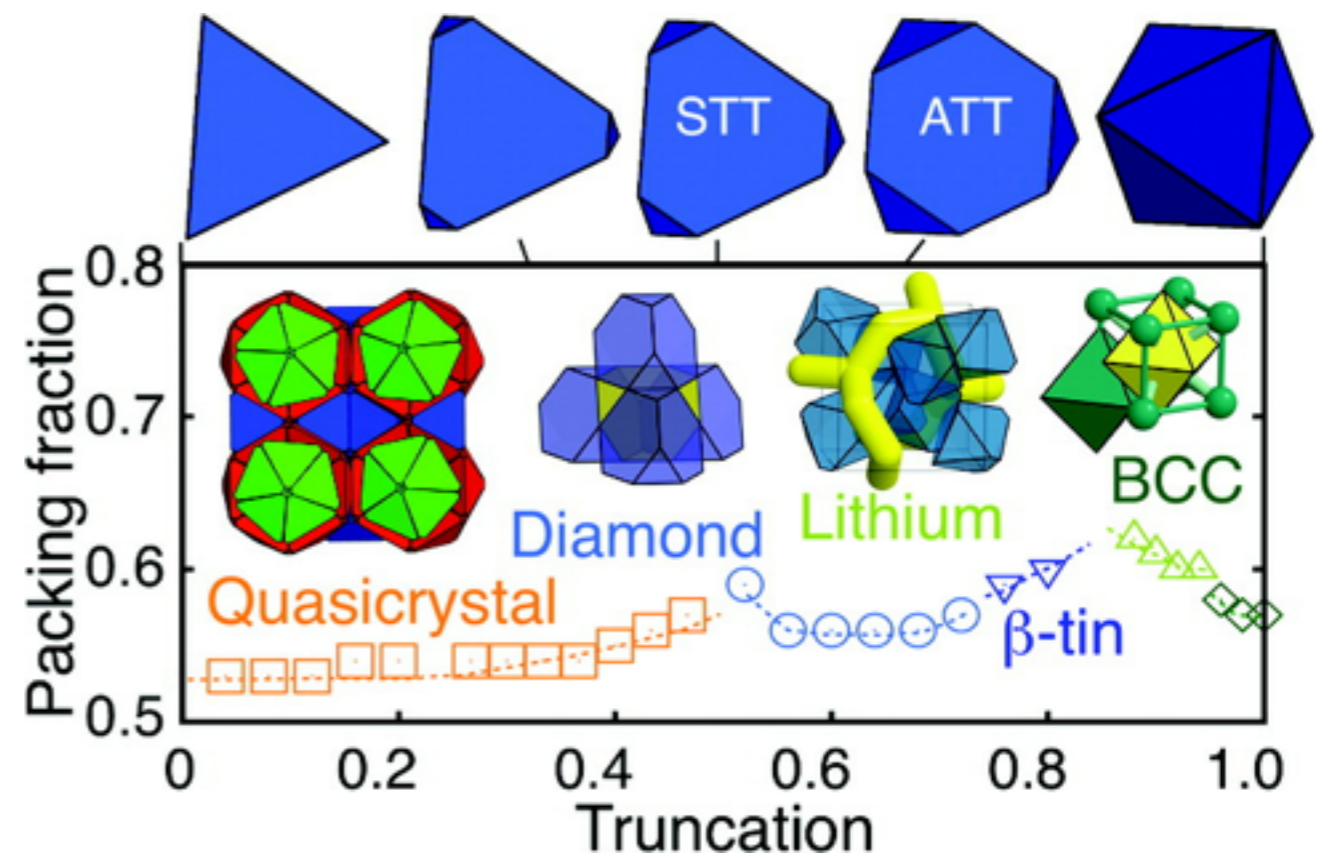
Glotzer Group Research in Tetrahedra



Dense crystalline dimer packing of regular tetrahedra, *Chen, Engel, Glotzer, Discrete Computational Geometry, 2010*

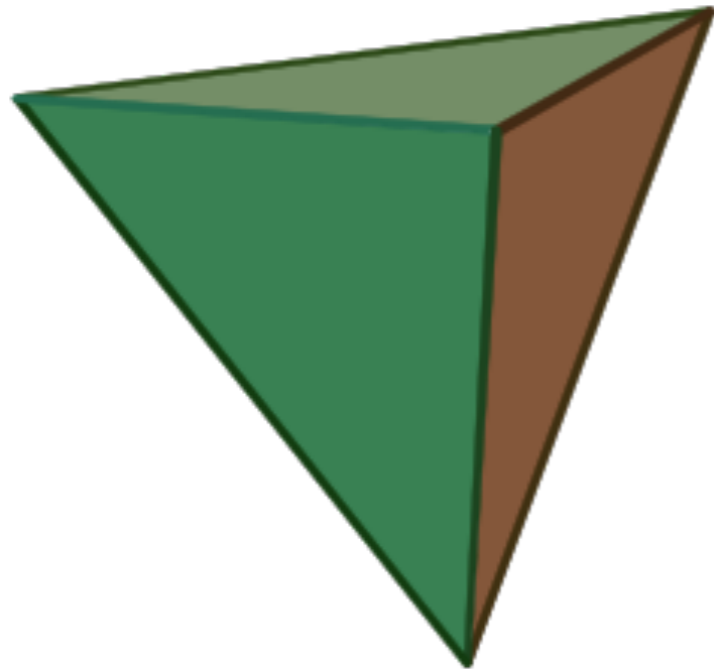


Packing Tetrahedra to form a quasi-crystal, *Haji-Ackbari, Engel, Glotzer, Nature, 2009*



Damasceno, Engel, Glotzer, ACS Nano, 2012

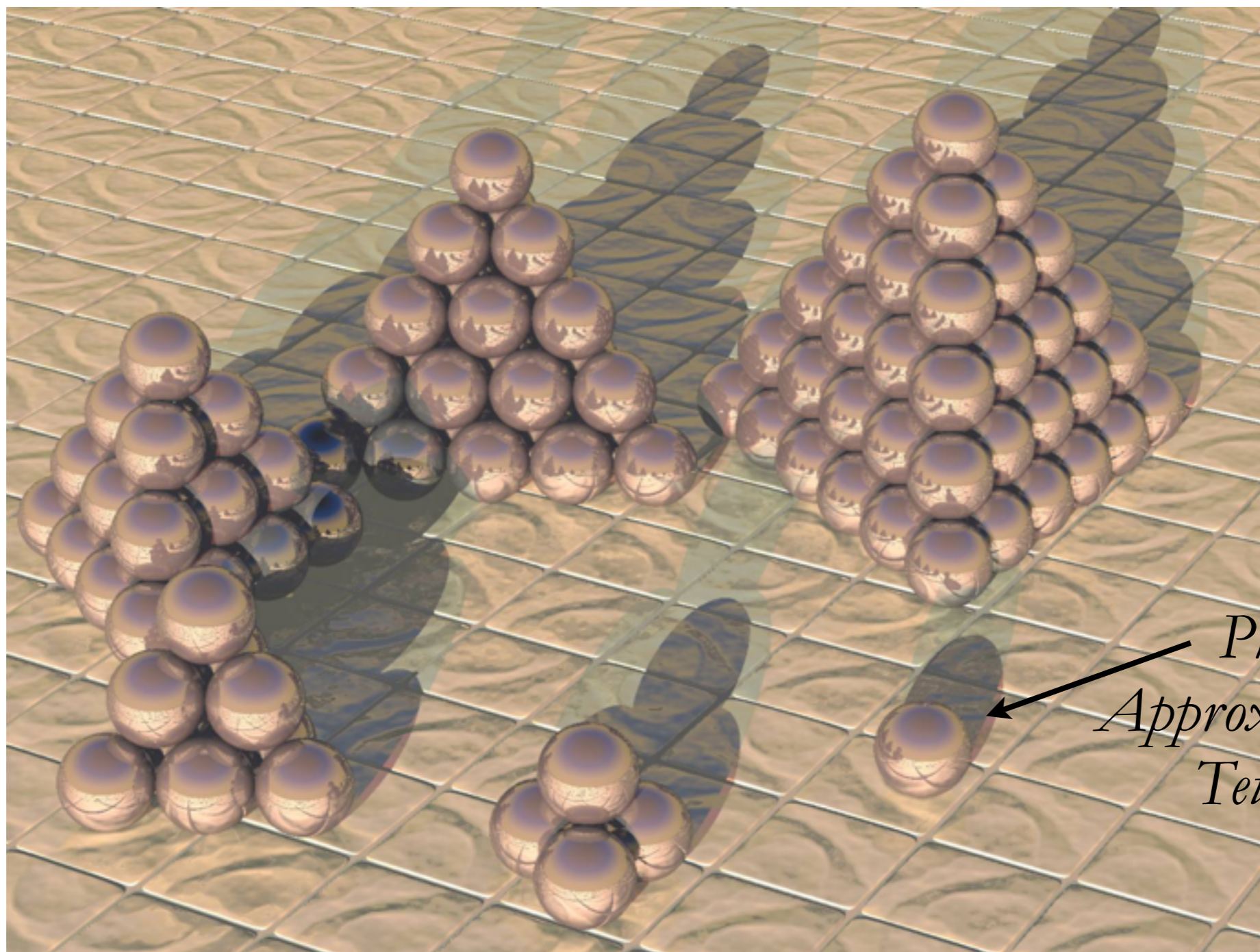
How do I make this



from the smallest number
of these



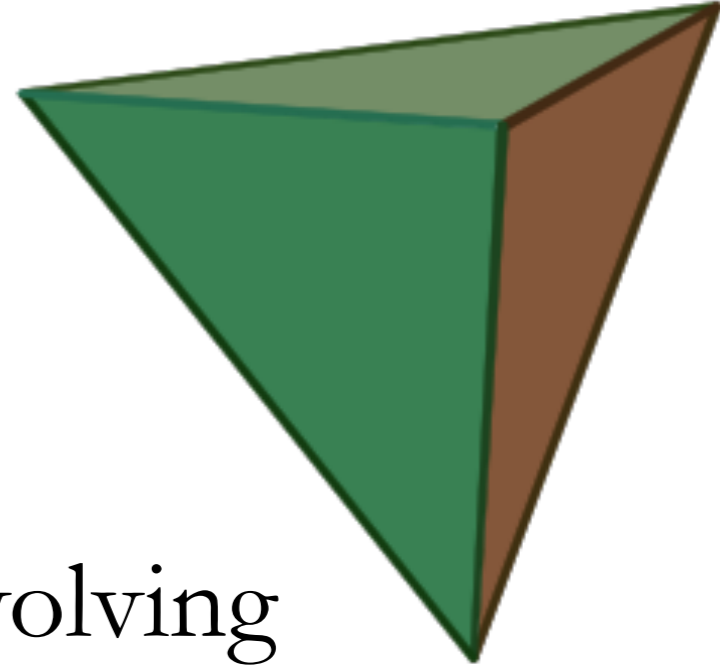
Not the Answer!



*Physicist's
Approximation of a
Tetrahedron*

NEW

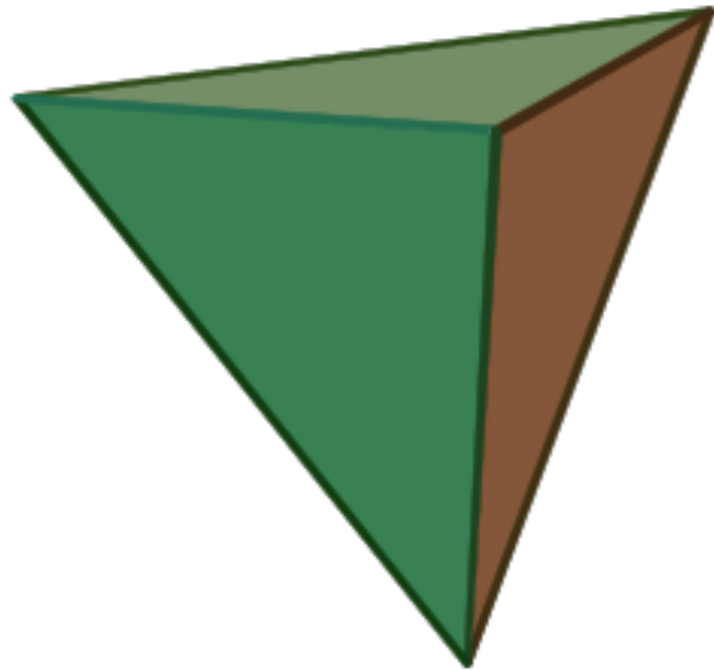
Filling



- A class of optimization problems involving *packing* simple objects inside a container, where the objects are permitted to overlap each other without restriction.
- The aim is to find the maximal *coverage* of the interior of the container.
- Our simple object are n-balls with varying diameters.

The problem (make it simpler)

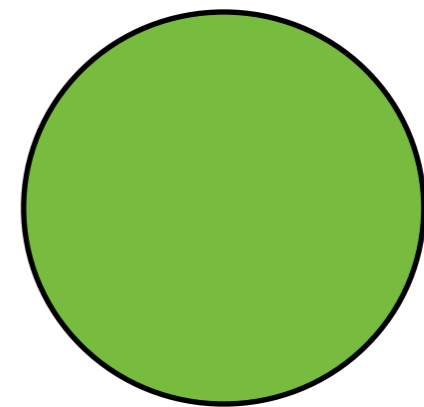
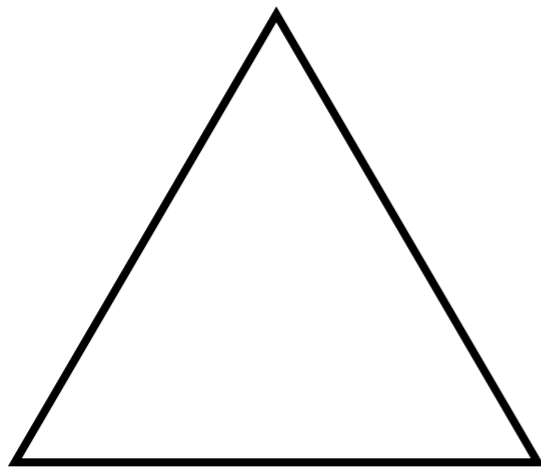
How do I make this

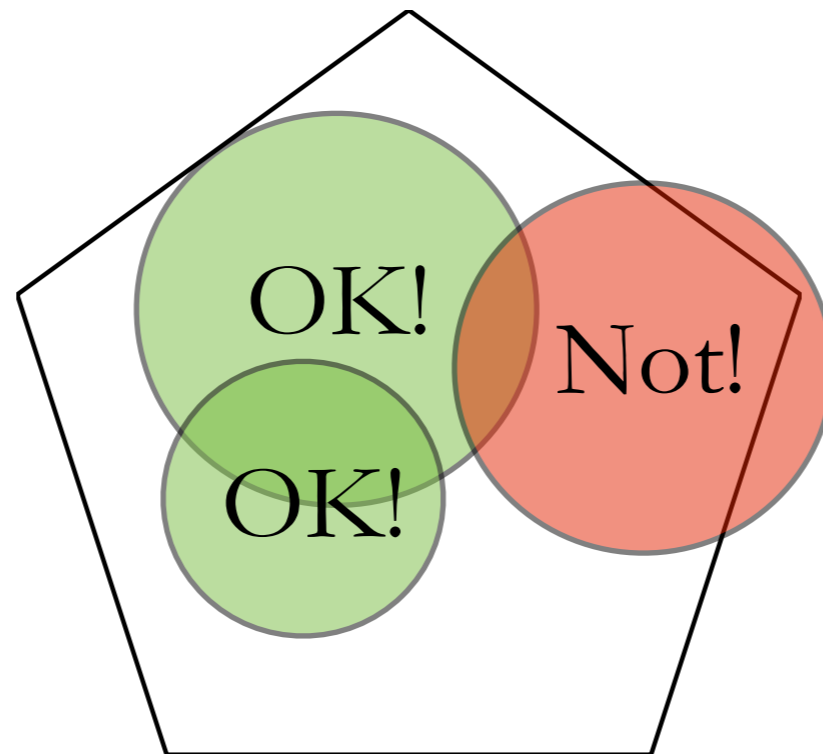


from the smallest number
of these



!!! Let's drop a dimension !!!





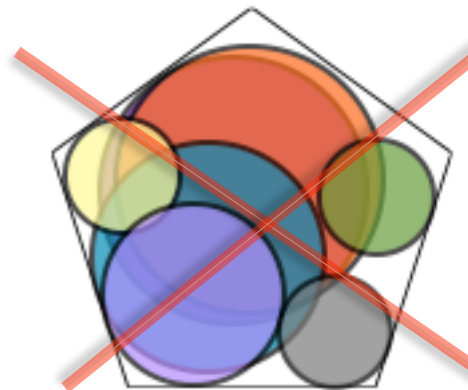


Ben Schultz

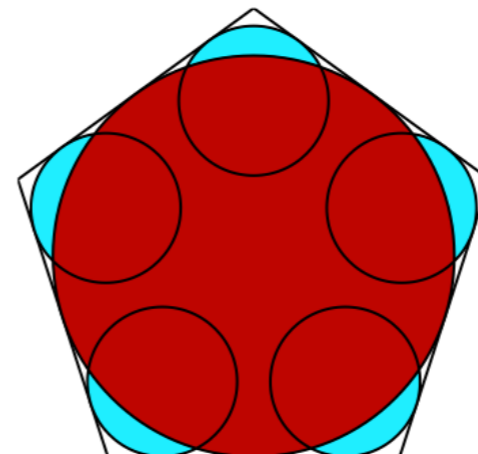
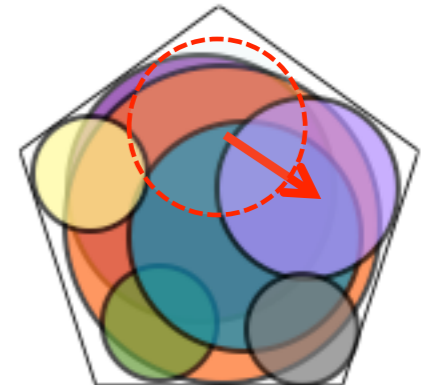
Genetic Algorithm

The best solutions are “mated” to make children solutions. The worst are thrown away.

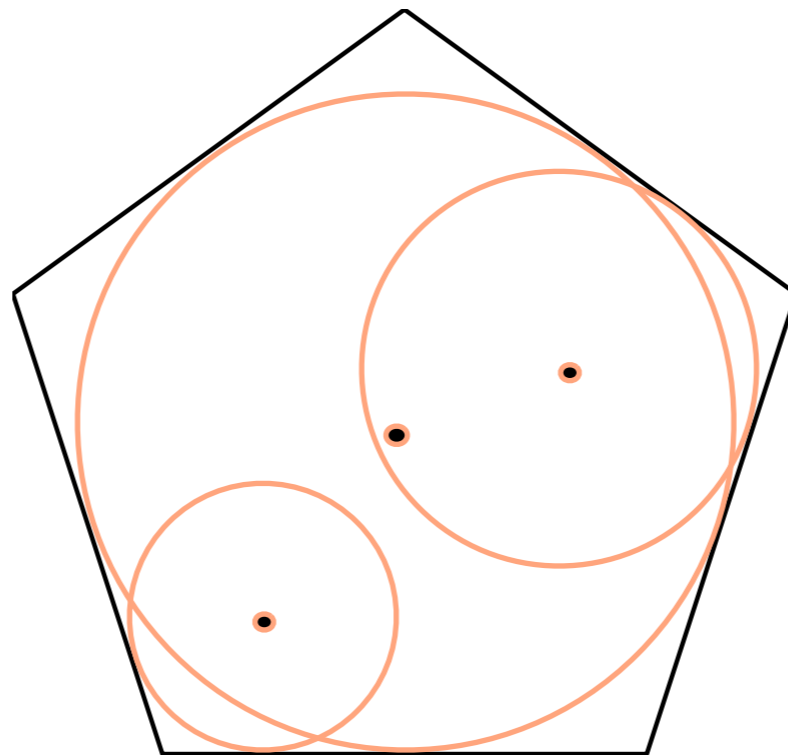
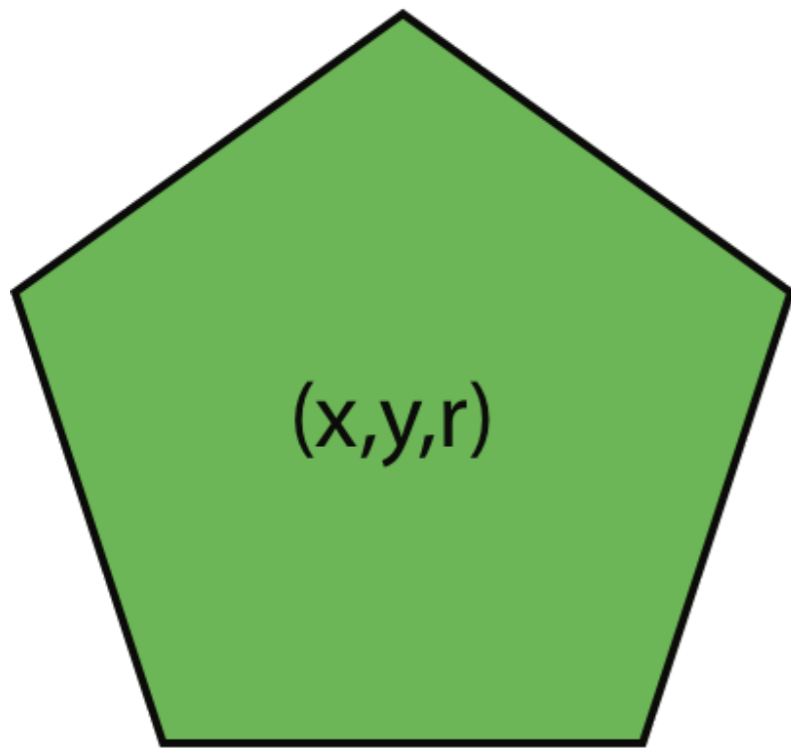
We create a population of random solutions. Each solution has a genome $\{x_1, y_1, r_1, x_2, y_2, r_2, \dots\}$



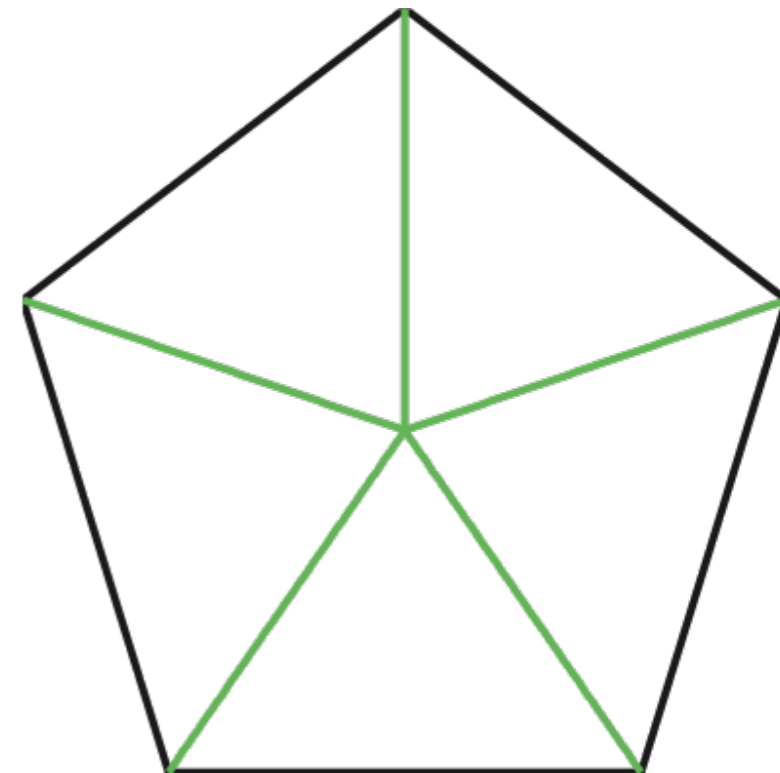
Some solutions are mutated.



We repeat until the process has converged



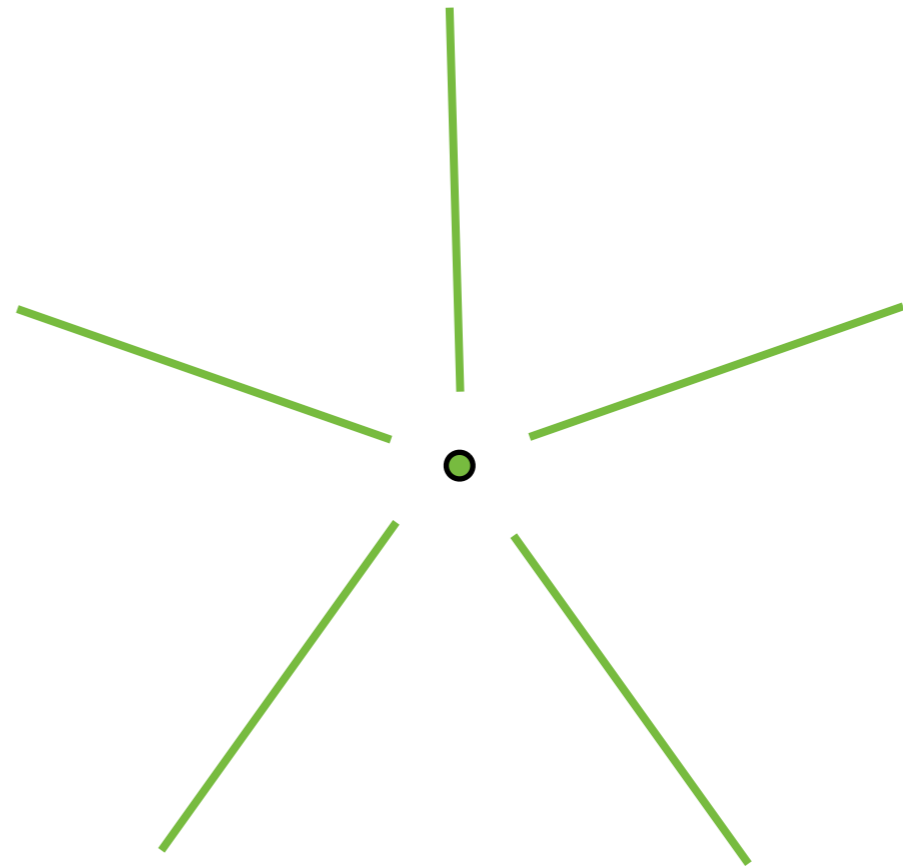
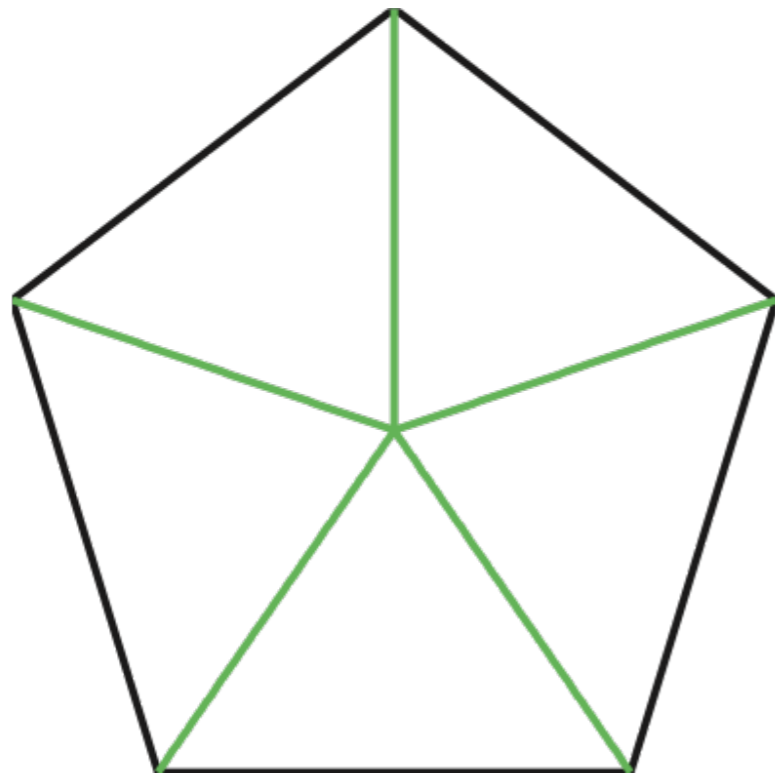
centers + radius



maximal discs

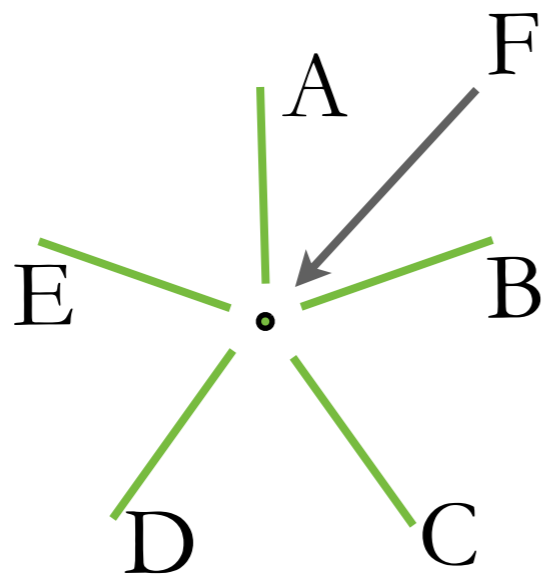
medial axis

Blum 1967, 1971, 1978

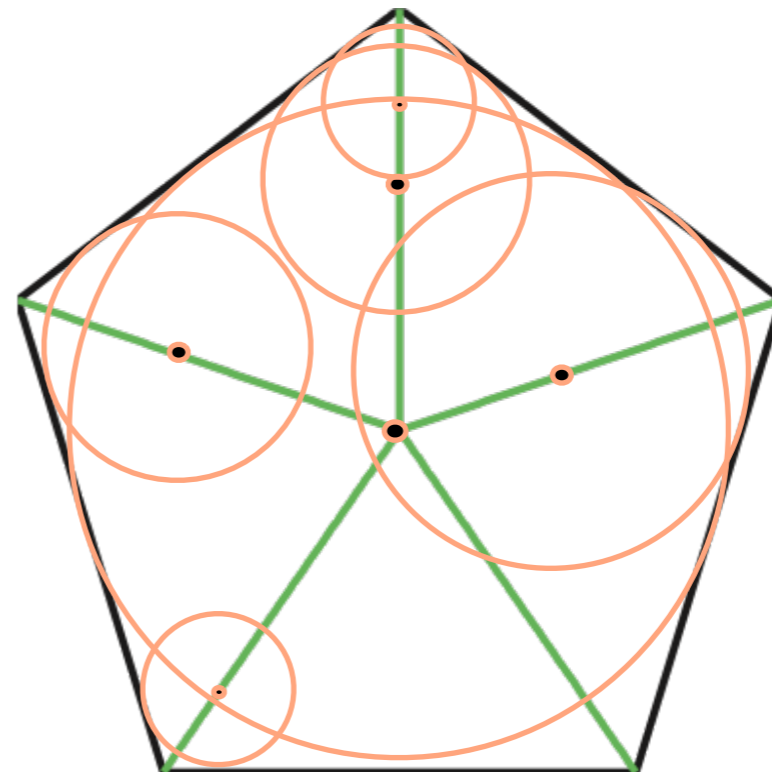


Conjecture: There is only at most, one local maximum per way of partitioning N discs over the pieces

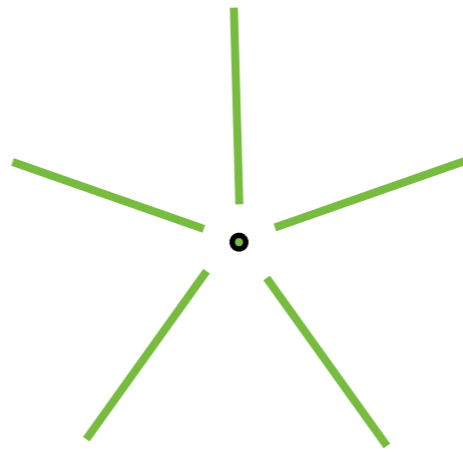
Number of searches for local
maxima $\sim O(N^{K-J-1})$



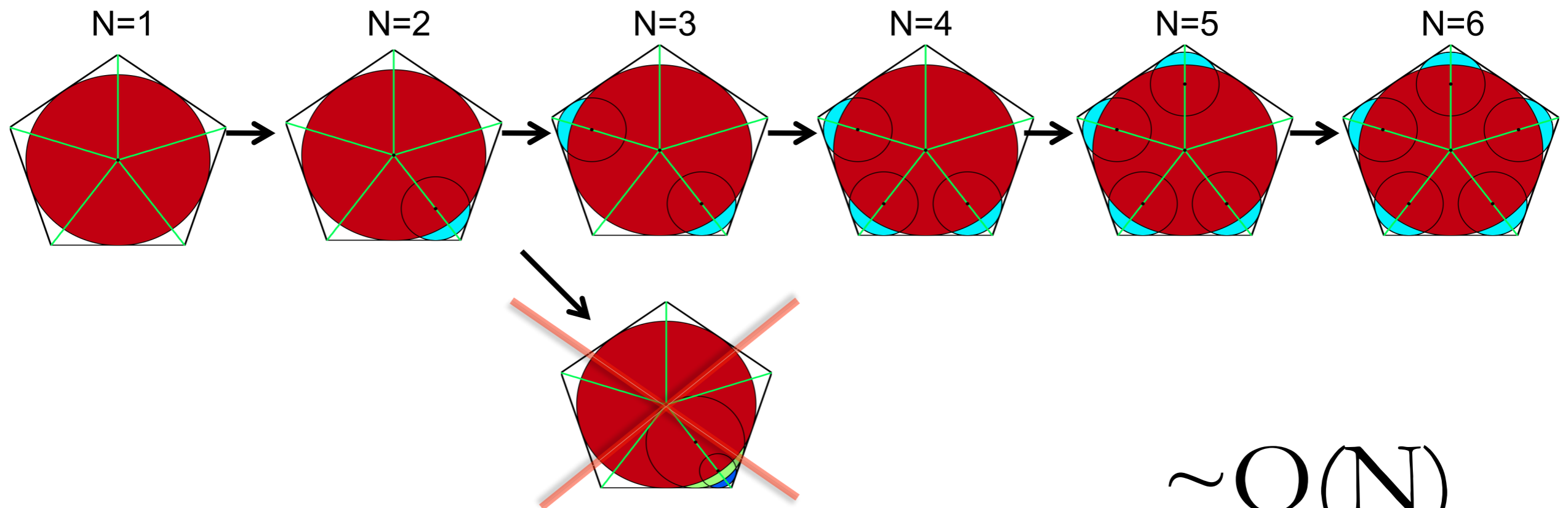
2	1	0	1	1	1
A	B	C	D	E	F



$O(N^4)$



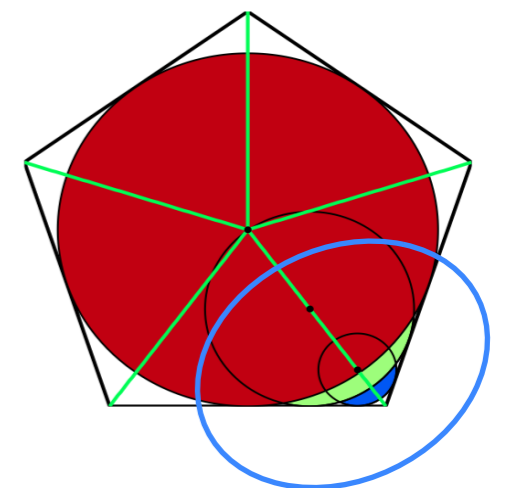
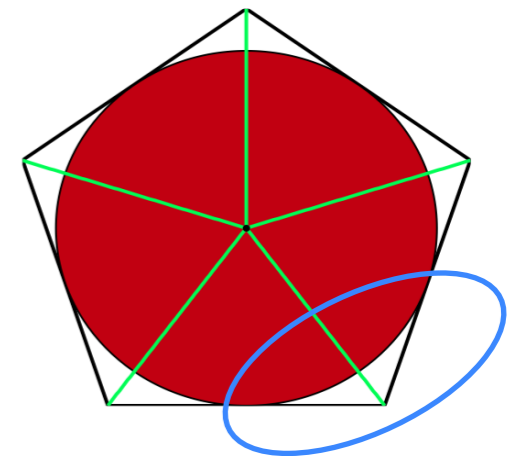
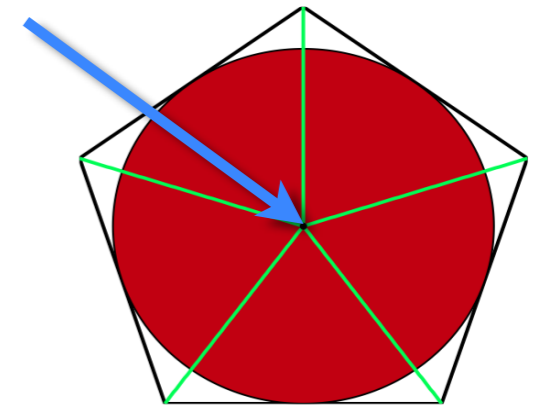
Assume the best way to partition N discs over the pieces
is *near* the best way of partitioning $N-1$ discs

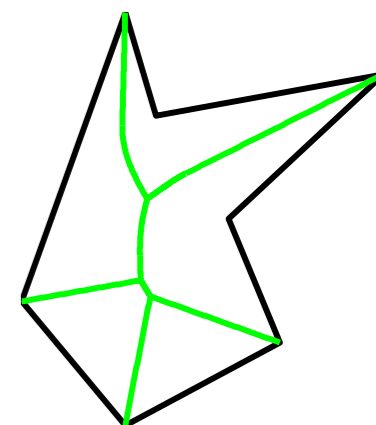
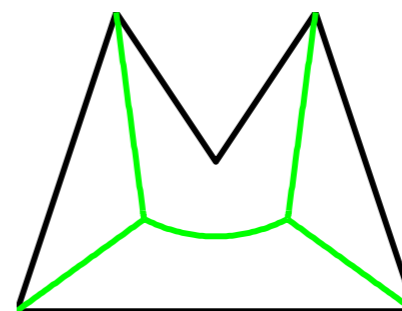
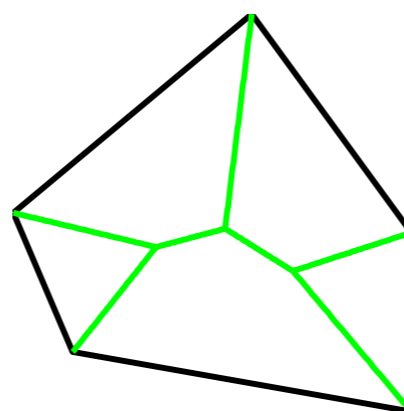
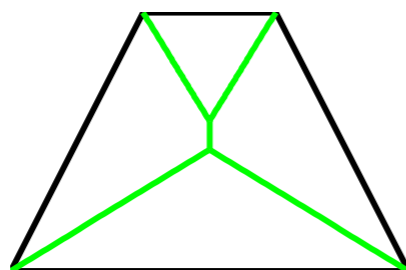
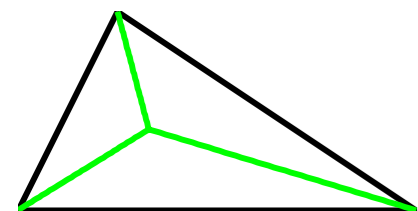


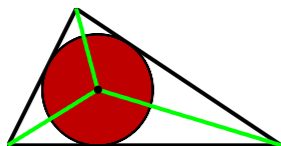
A few more tricks

- As N gets large, junctions stay occupied
- Occupied junctions divide filling space into smaller independent spaces
- Cache solved sub-problems

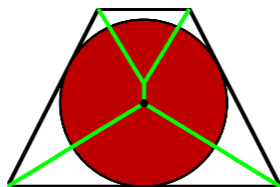
$\sim O(N)$ with a
coefficient of 1 !!!



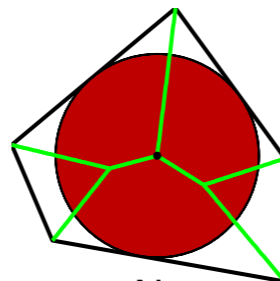




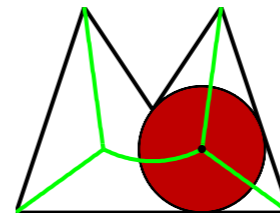
N = 1



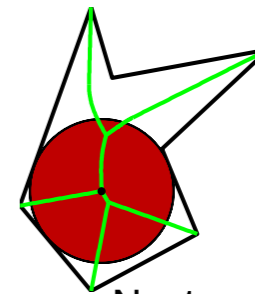
N = 1



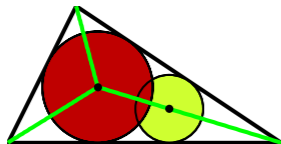
N = 1



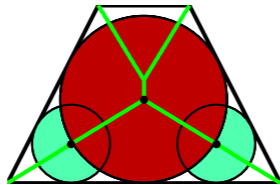
N = 1



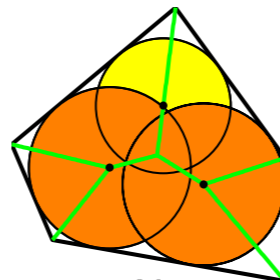
N = 1



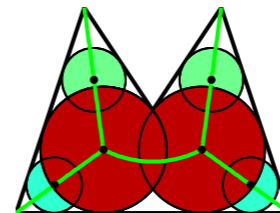
N = 2



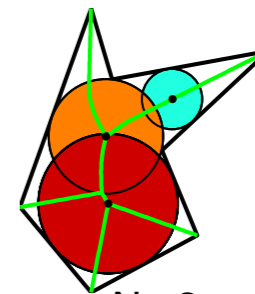
N = 3



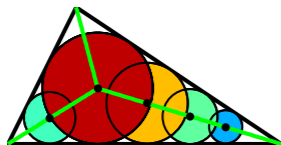
N = 3



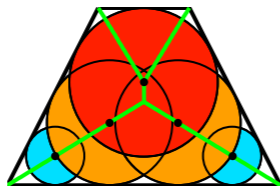
N = 6



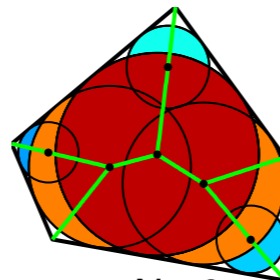
N = 3



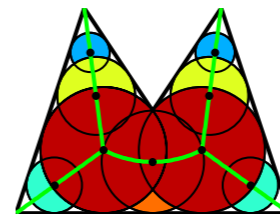
N = 5



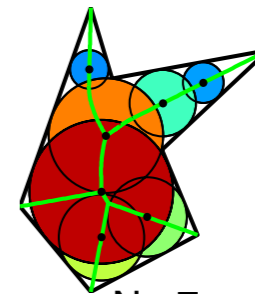
N = 5



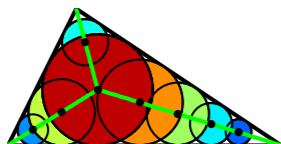
N = 6



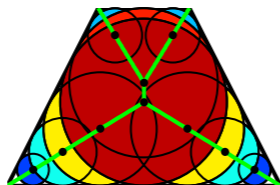
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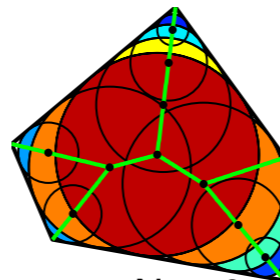
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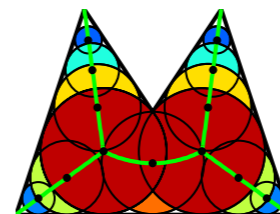
N = 8



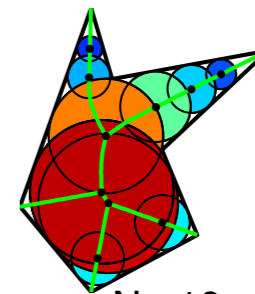
N = 10



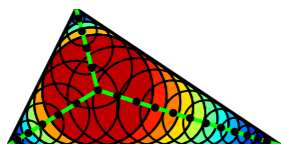
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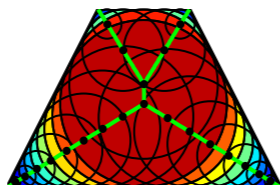
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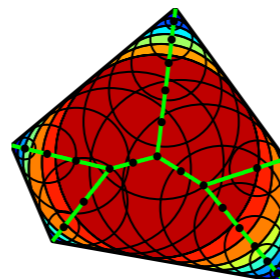
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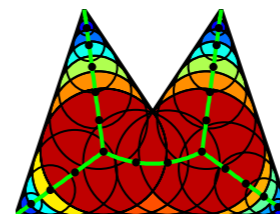
N = 21



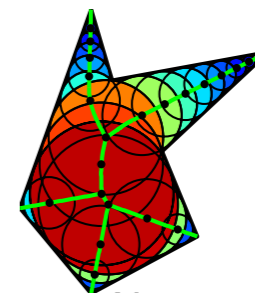
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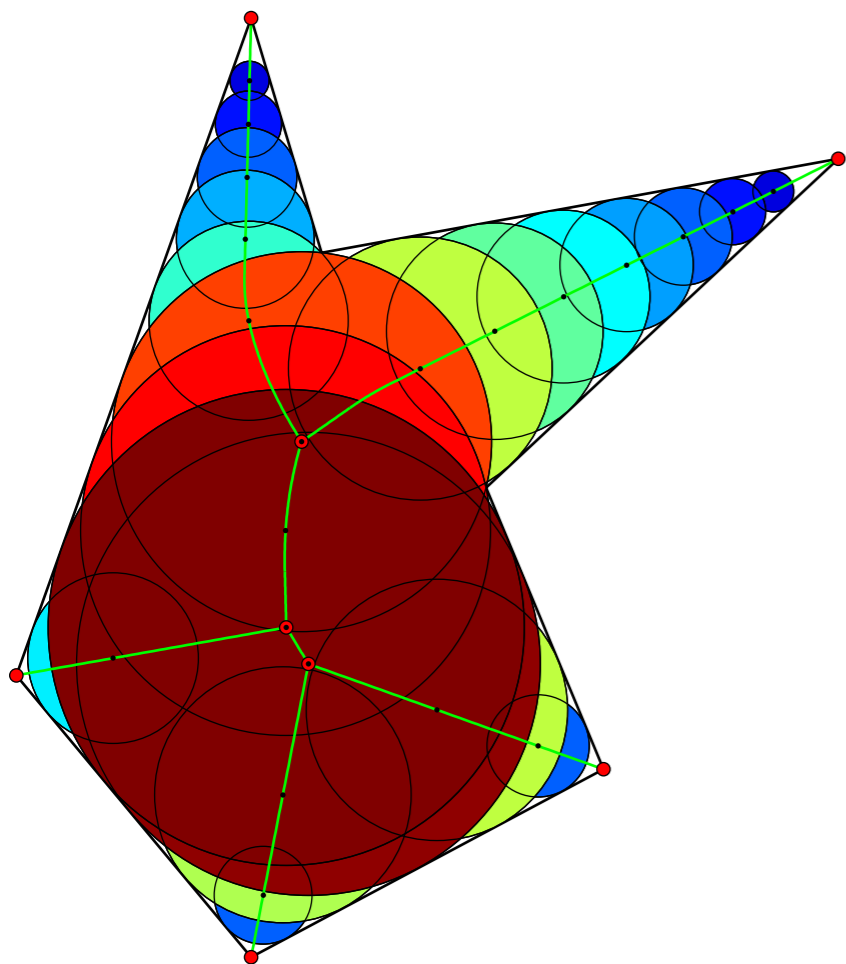
N = 21



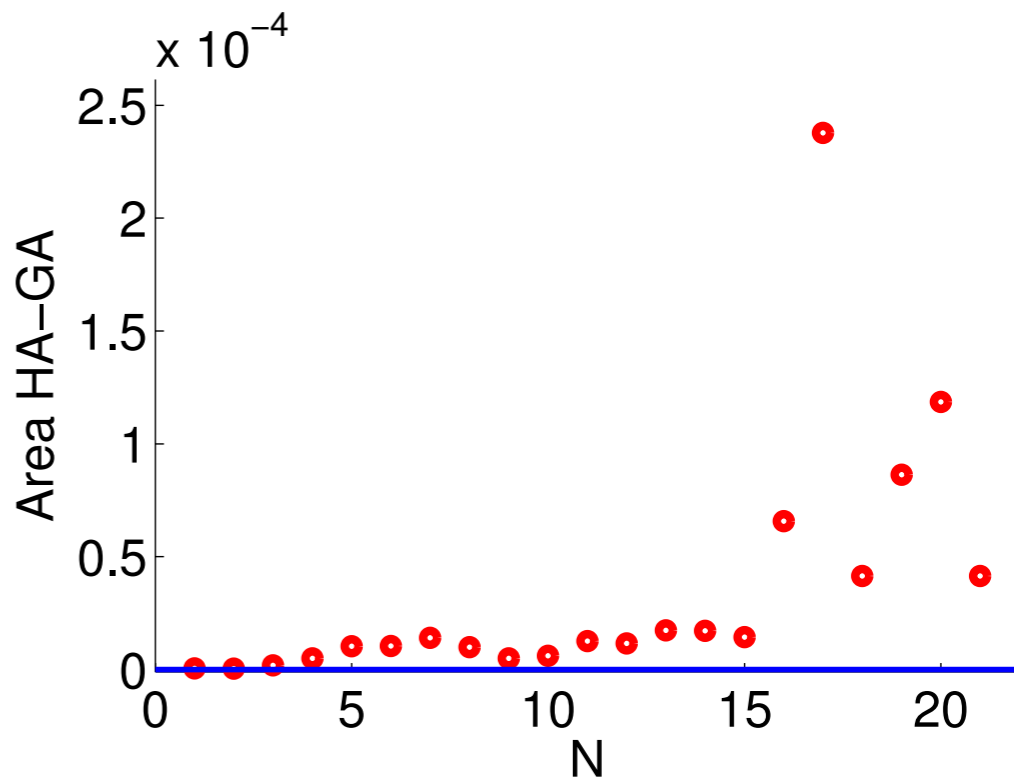
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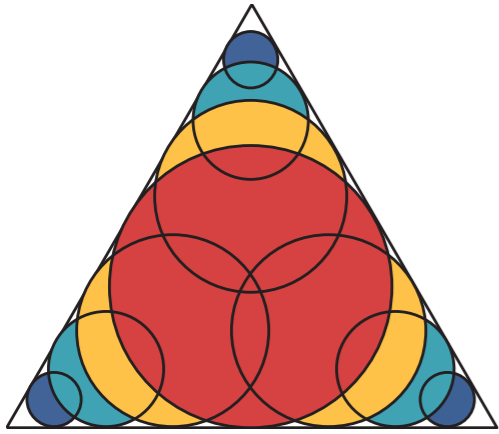
N = 21



N Family	HA	GA
N : 1 H 0 0 0 0 0 0 0 : 0 1 0 G 0 0 0 0 0 0 0 : 0 1 0 Distance (HA-GA): 0 (HA-GA) : 4.8301e-07		
N : 2 H 0 0 0 0 0 0 0 : 1 0 1 G 0 0 0 0 0 0 0 : 1 0 1 Distance (HA-GA): 0 (HA-GA) : 4.3091e-07 Distance (Best-LastBest): 3		
N : 3 H 1 0 0 0 0 0 0 : 1 0 1 G 1 0 0 0 0 0 0 : 1 0 1 Distance (HA-GA): 0 (HA-GA) : 1.8521e-06 Distance (Best-LastBest): 1		
N : 4 H 2 0 0 0 0 0 0 : 1 0 1 G 2 0 0 0 0 0 0 : 1 0 1 Distance (HA-GA): 0 (HA-GA) : 4.8964e-06 Distance (Best-LastBest): 1		
N : 5 H 2 1 0 0 0 0 0 : 1 0 1 G 2 1 0 0 0 0 0 : 1 0 1 Distance (HA-GA): 0 (HA-GA) : 1.0328e-05 Distance (Best-LastBest): 1		
N : 6 H 2 1 0 0 0 0 0 : 1 1 1 G 2 1 0 0 0 0 0 : 1 1 1 Distance (HA-GA): 0 (HA-GA) : 1.043e-05 Distance (Best-LastBest): 1		
N : 7 H 2 1 0 1 1 0 0 : 1 1 0 G 2 1 0 1 1 0 0 : 1 1 0 Distance (HA-GA): 0 (HA-GA) : 1.3993e-05 Distance (Best-LastBest): 3		



	HA and GA Way Match	Best Way: HA	Best Way: GA	Best ϕ : HA
Convex	98.1%	1.9%	0%	100%
Concave	92.97%	3.4%	3.63%	96.37%

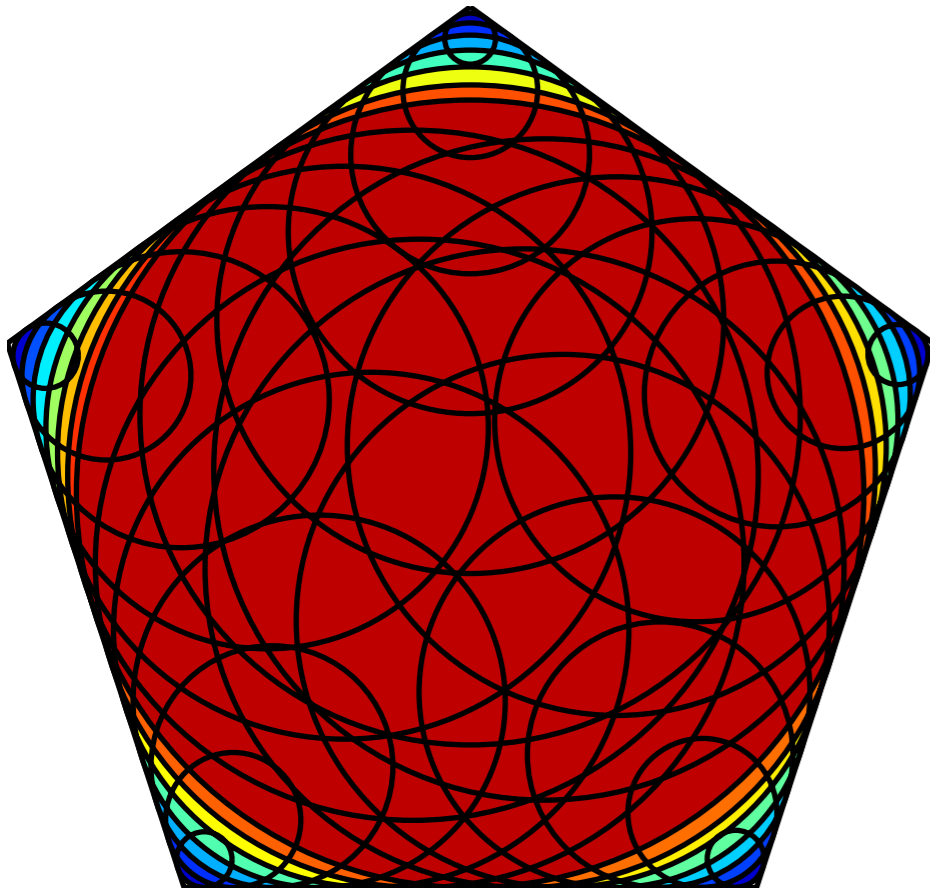


Filler

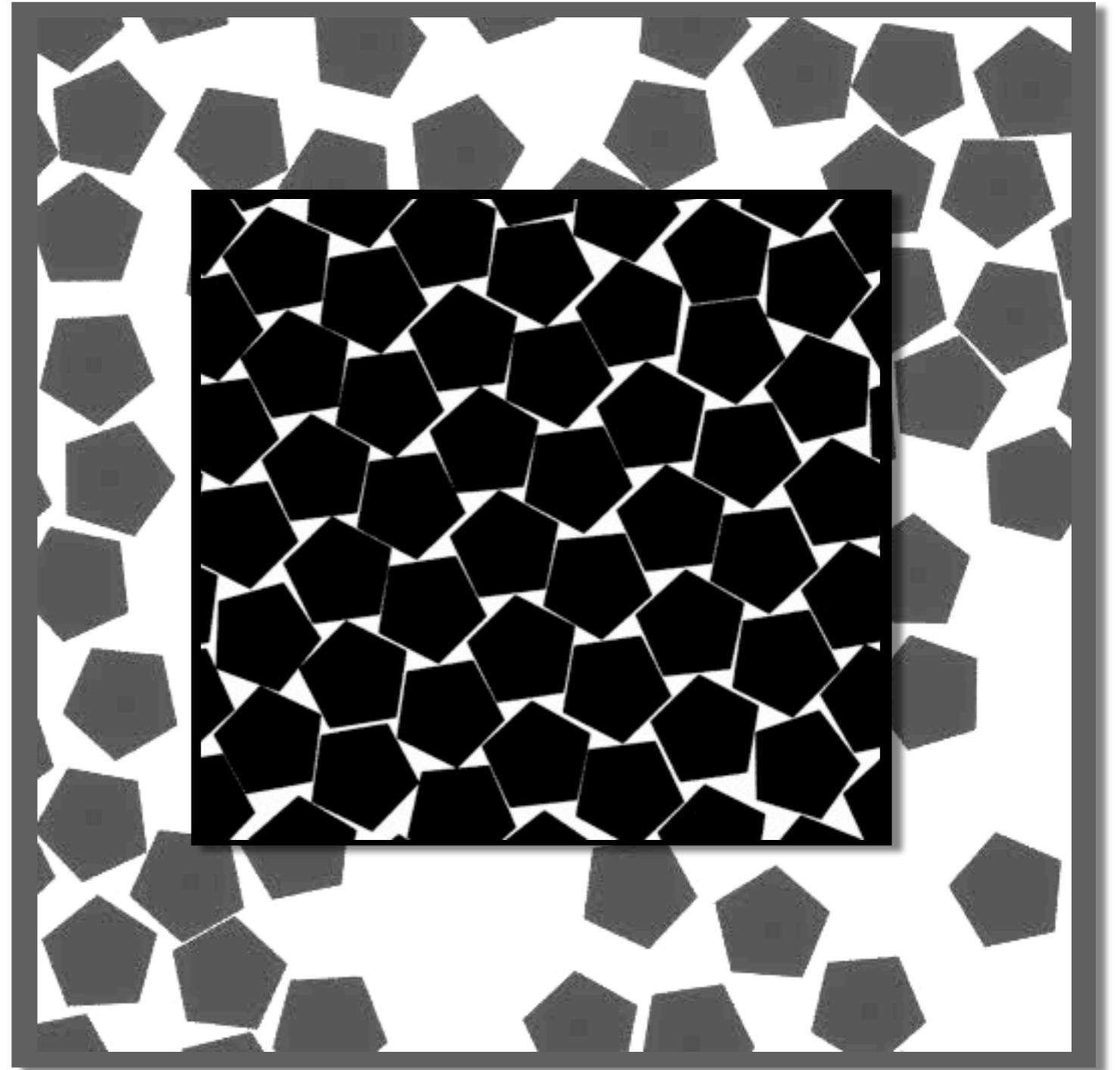
A freely distributed code for generating optimal filling solutions for convex and concave polygons.

Simulating shaped particles with MD

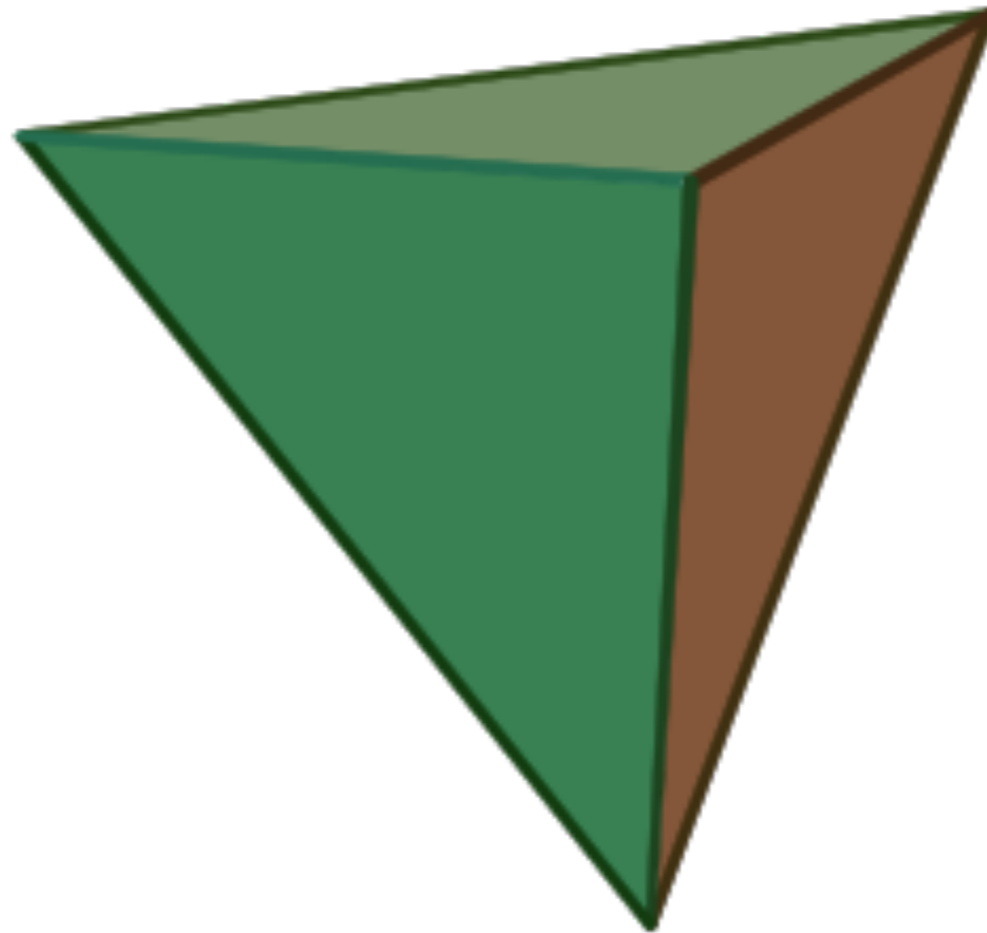
In this picture, there is only circles...

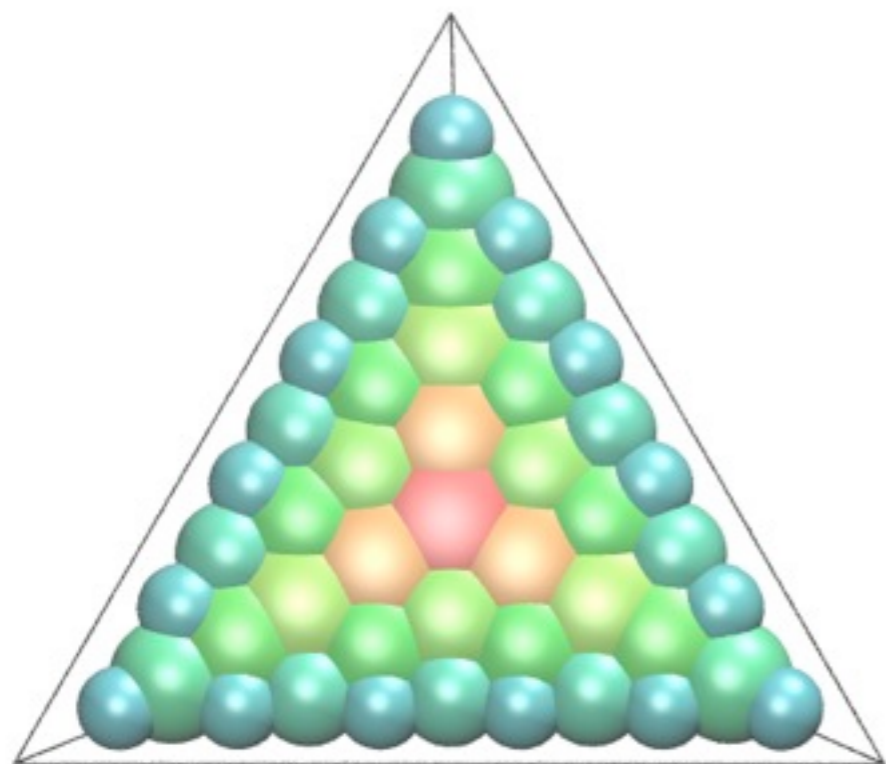


$N=31$

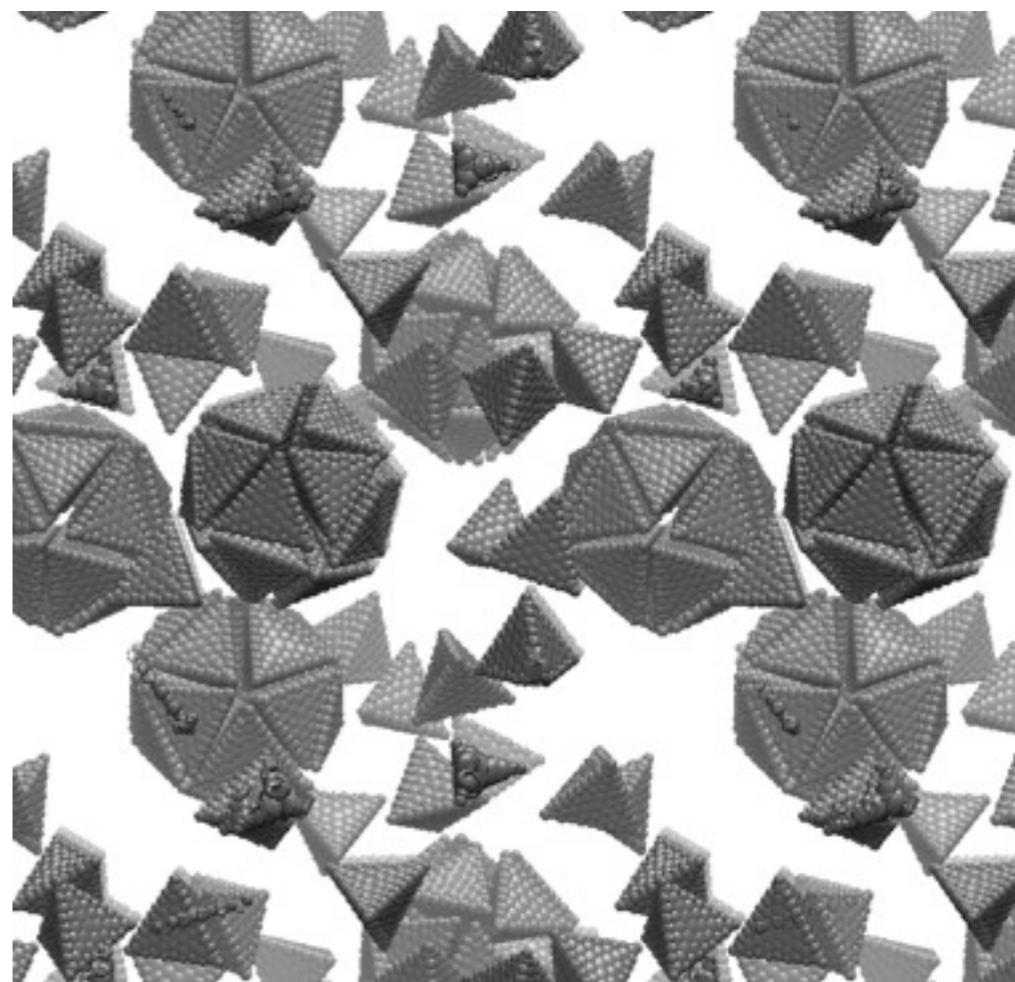
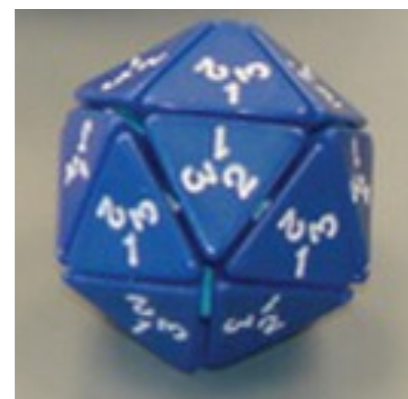
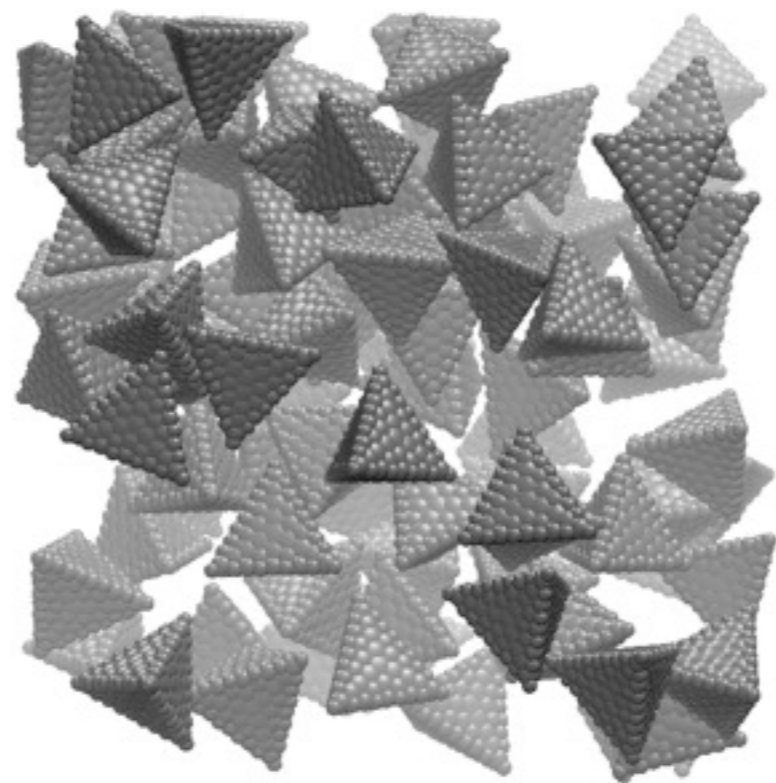


Tetrahedron





$$N = 81$$



Other Applications

- Designing colloidal particles
- Compact data representation
- Designing shaped wave fronts
- Material removal (lasers with tunable beams)

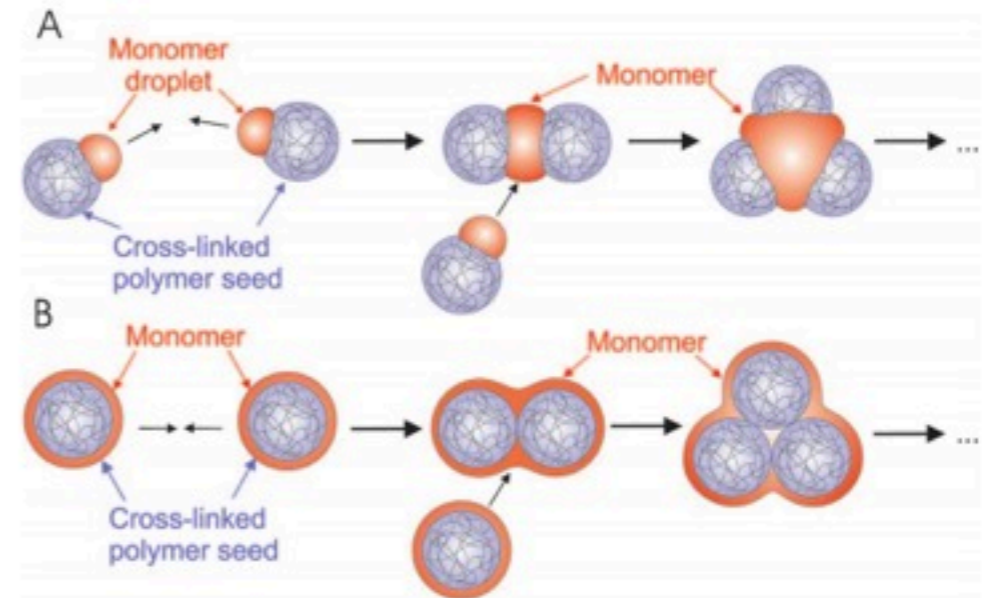
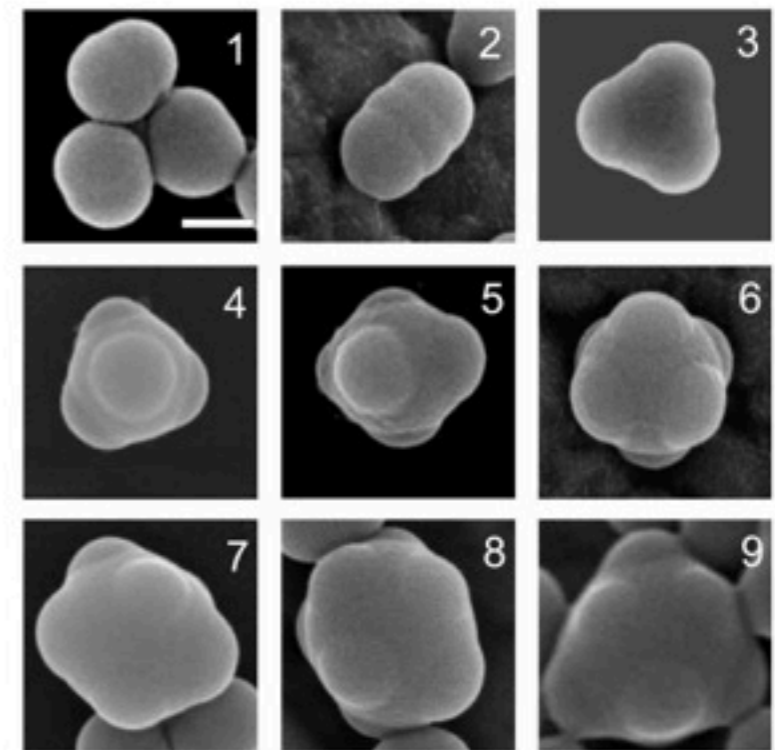


Figure 1. Schematic of merging of (A) liquid protrusions or (B) wetting layers, yielding colloidal molecules.



Kraft, Vlug, van Kats, van Blaaderen, Imhof, Kegel, Self-Assembly of Colloids with Liquid Protrusions. JACS., 2009, 131 (3), 1182-1186

Acknowledgements

*In Memory of Dr. Sally Ride
1951-2012*

Funding
Department of Energy Computational Science
Graduate Fellowship

Department of Energy, Office of Science, Basic
Energy Sciences, (DE - FG02 - 02ER4600)

Prof. Sharon Glotzer and the Glotzer Lab and useful
discussions with Beth Chen, Amir Haji-Akbari,
Michael Engel

The Cartooning Genius of Ben Schultz



<http://codeblue.umich.edu/hoomd-blue/>



<http://www.ks.uiuc.edu/Research/vmd/>

