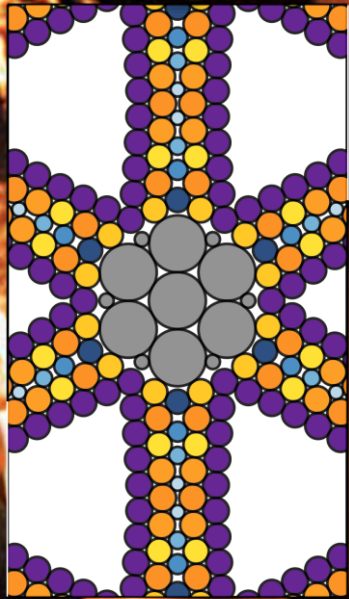
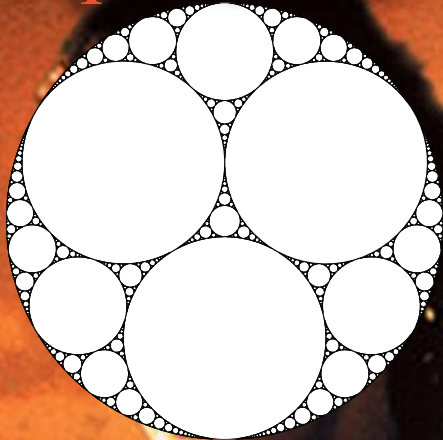


# BEST OF THE BEST

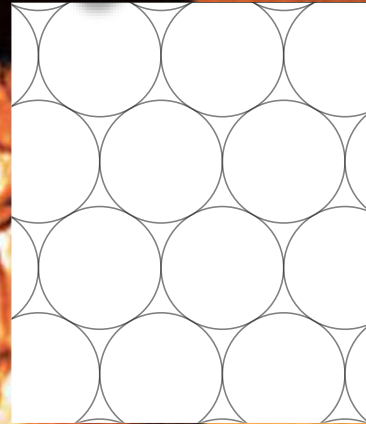
Dionysian



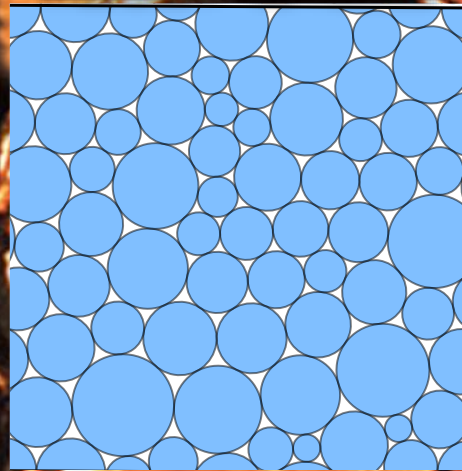
Apollonian



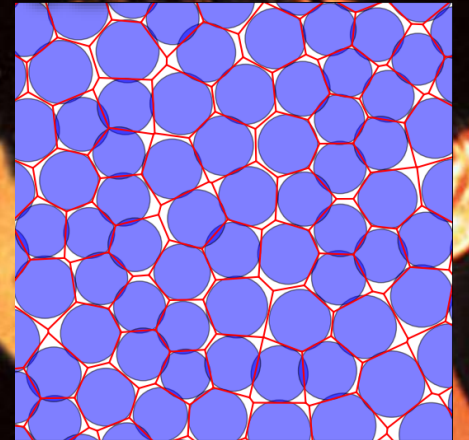
Crystalline



Ideal Glass



Hyperuniform



Eric Corwin

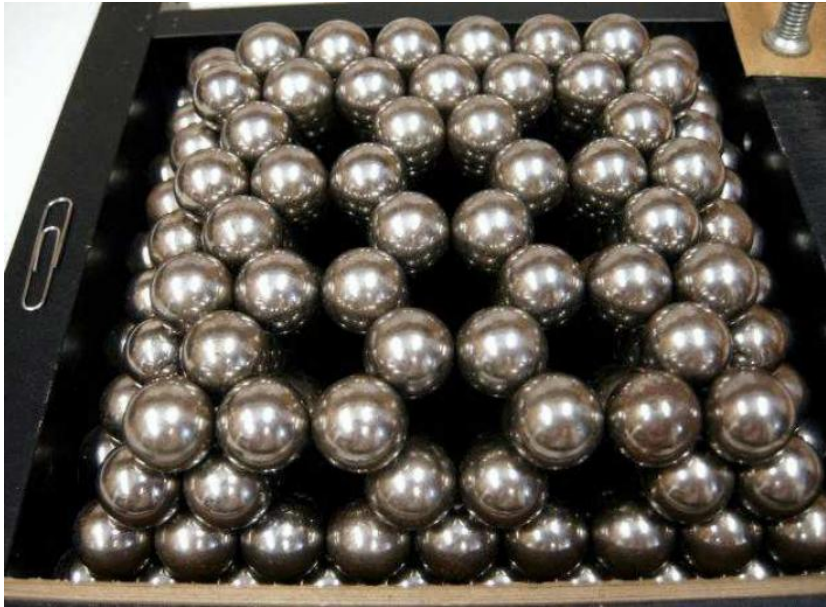
University of Oregon

# Part 1, Best $\equiv$ Lowest Density Jammed Packing

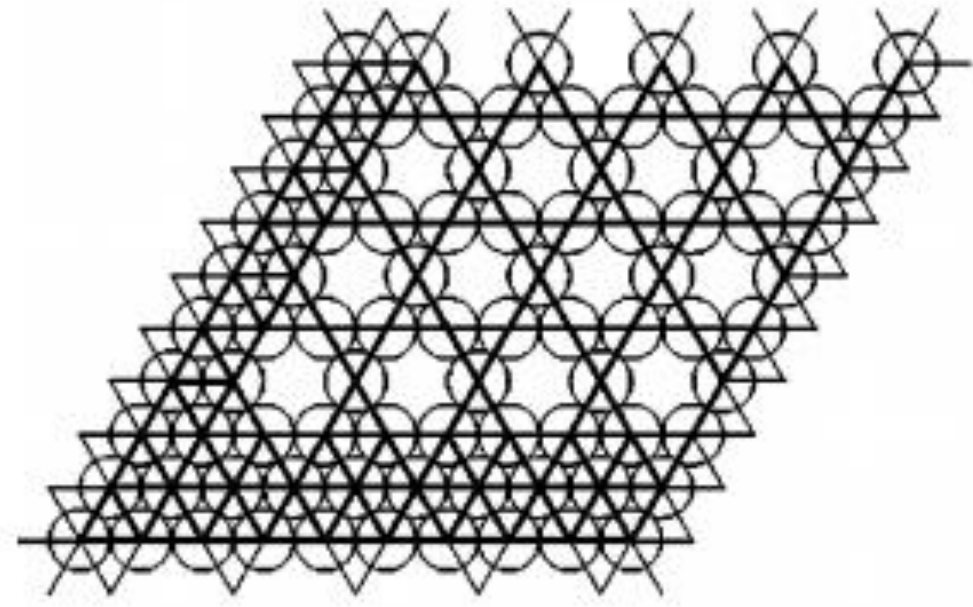


# Tunneled Crystals: Sparsest (Then) Known

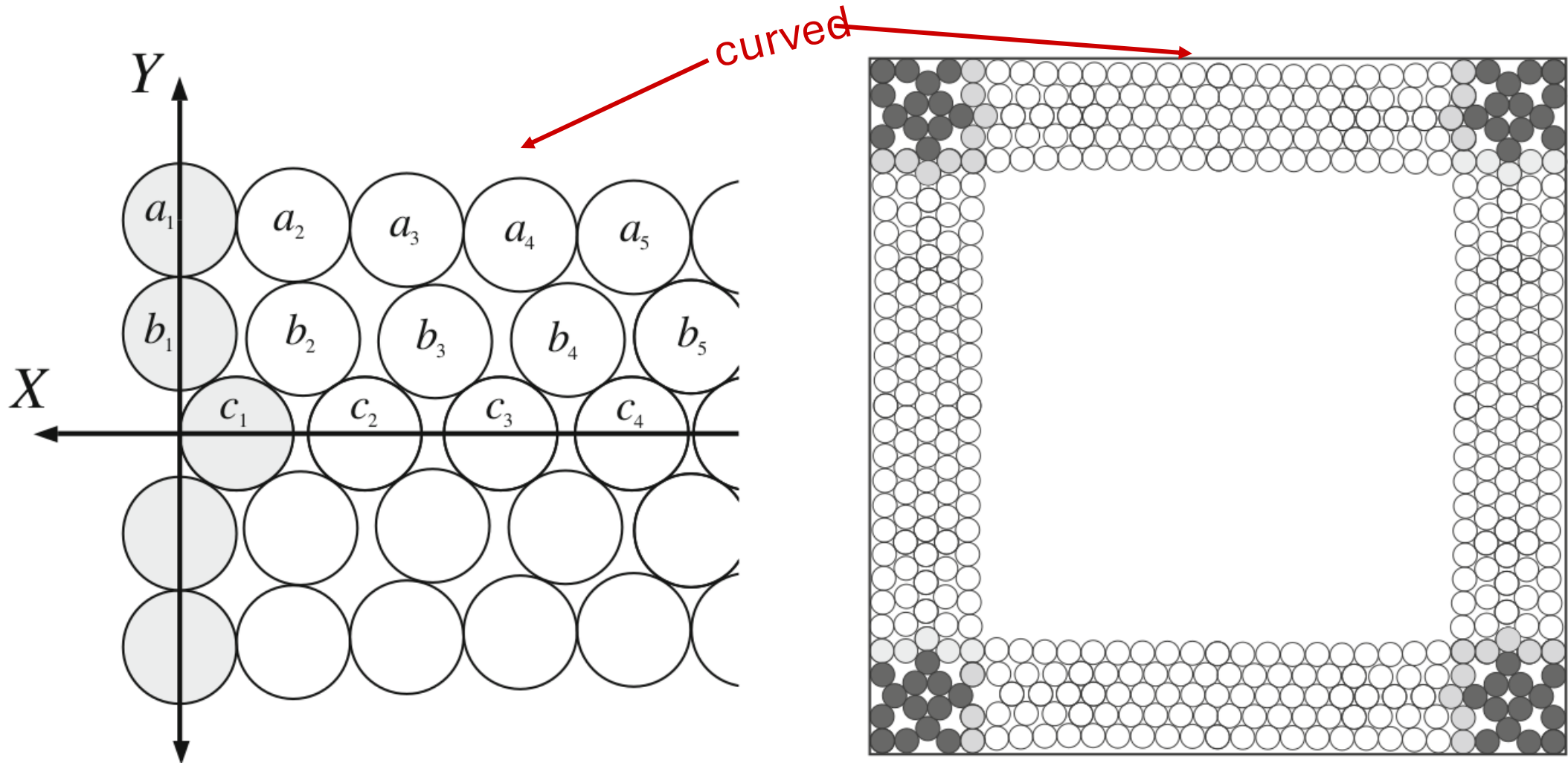
Density = 0.494



Density = 0.680

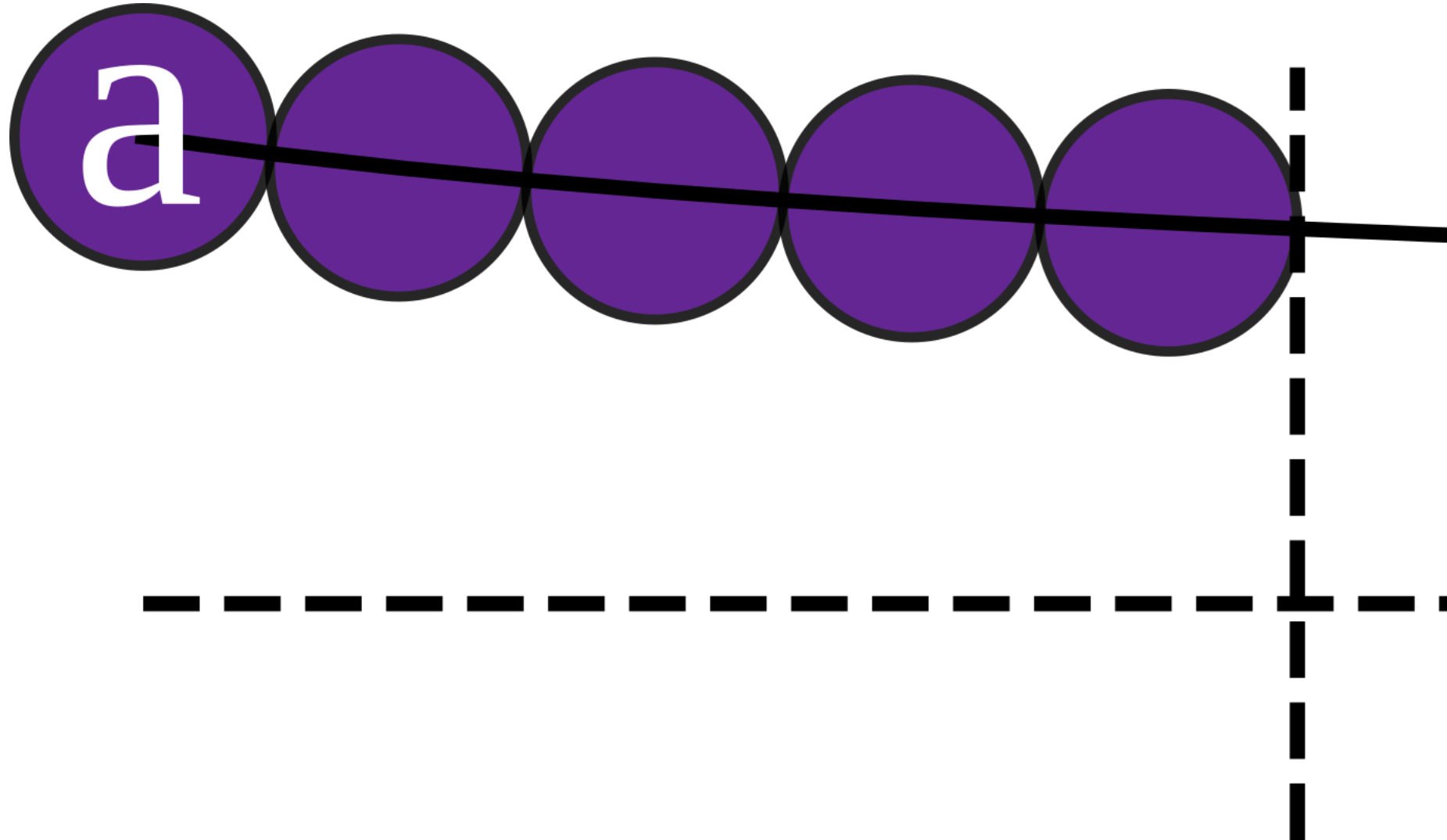


# Just Locally Stable: Böröczky's Packing

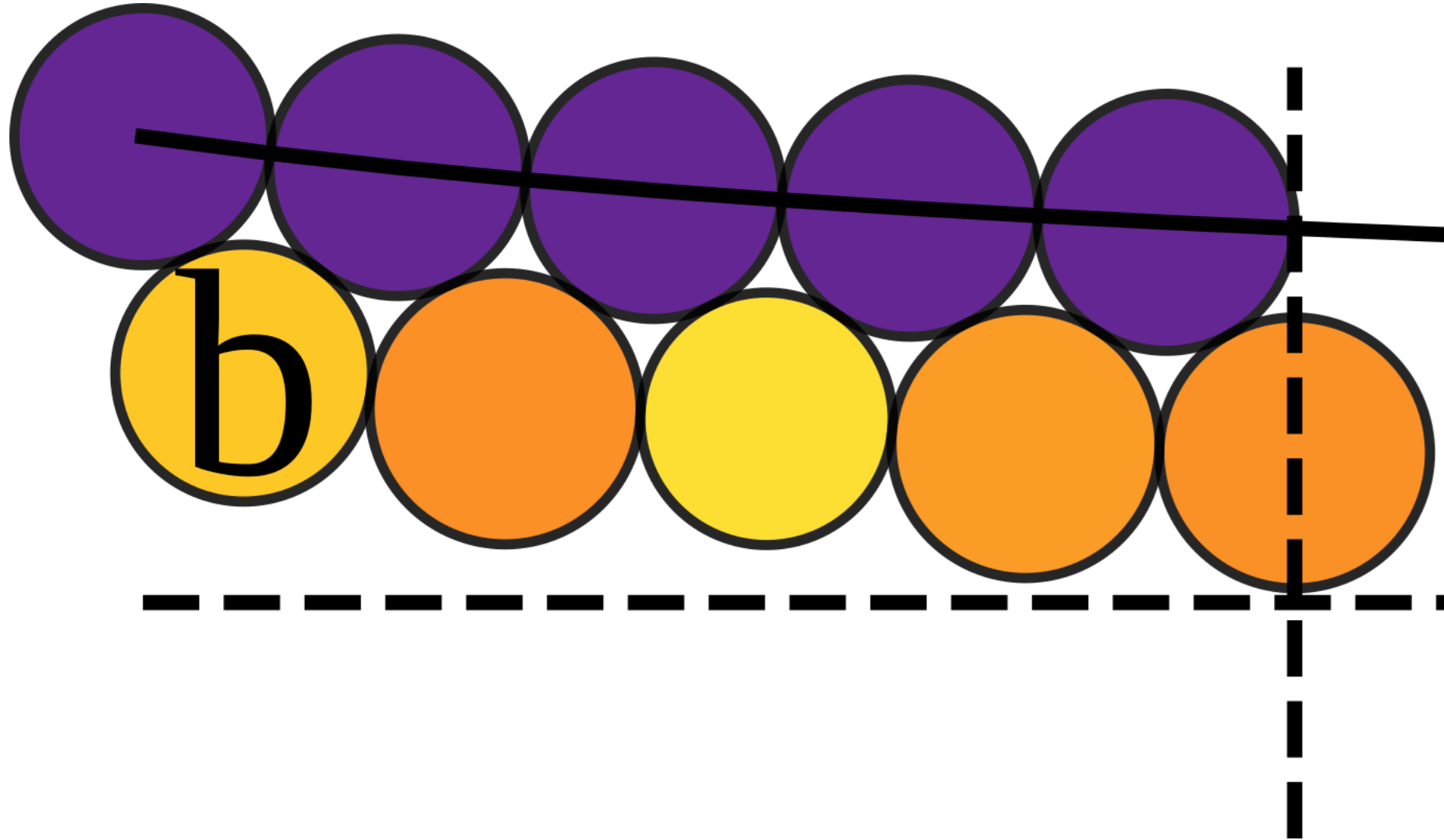


Kahle, Matthew. "Sparse Locally-Jammed Disk Packings." *Annals of Combinatorics* 16 (2012): 773-780.

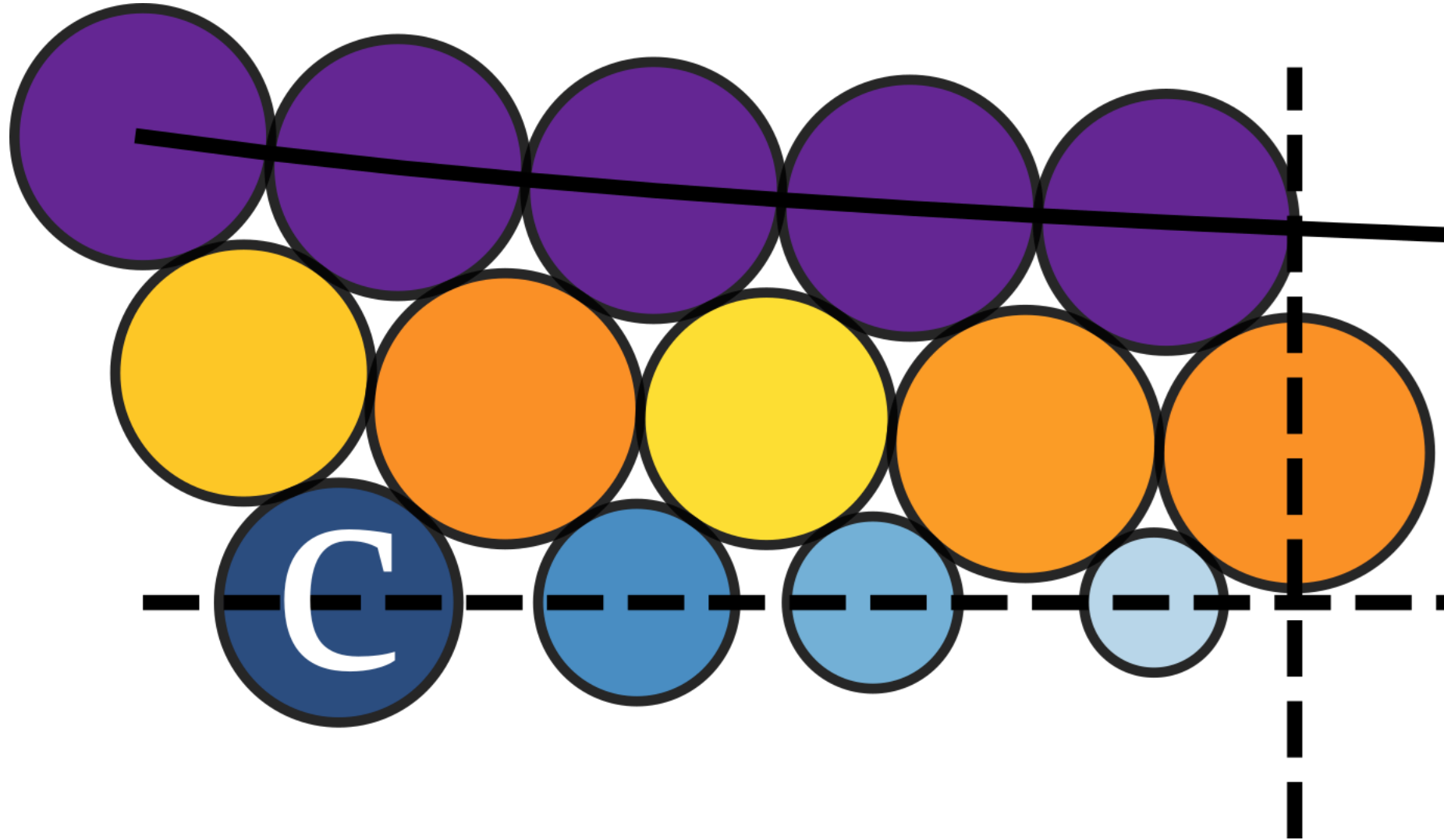
# Proposing a Dionysian Packing



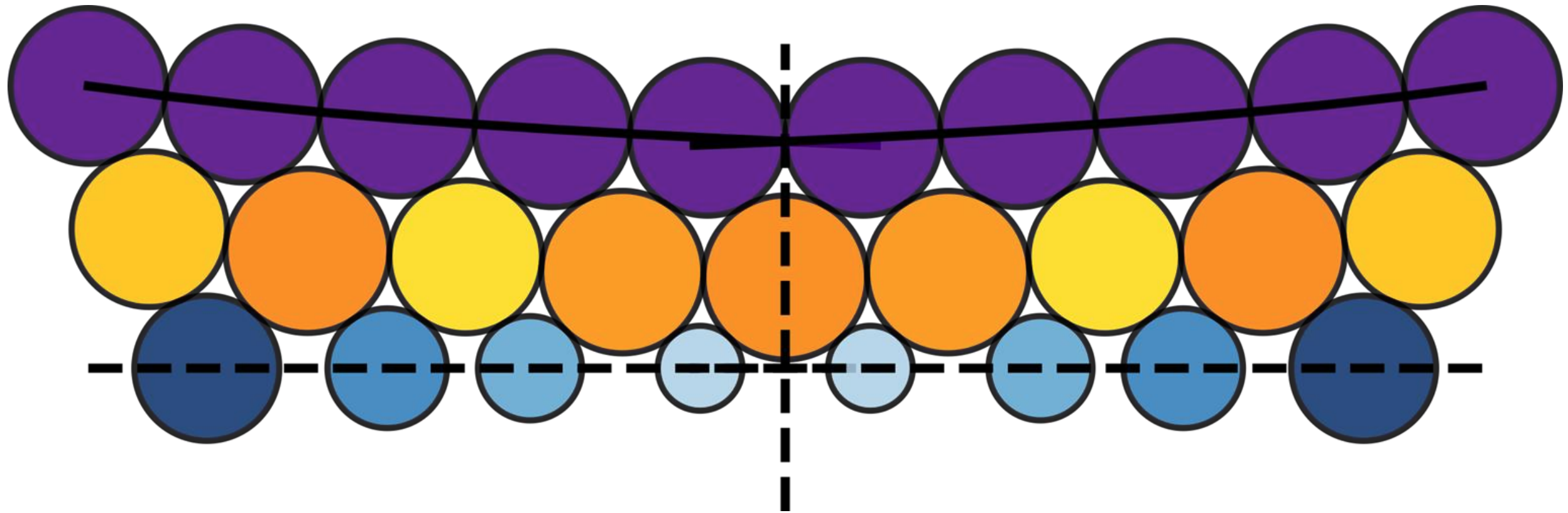
# Proposing a Dionysian Packing



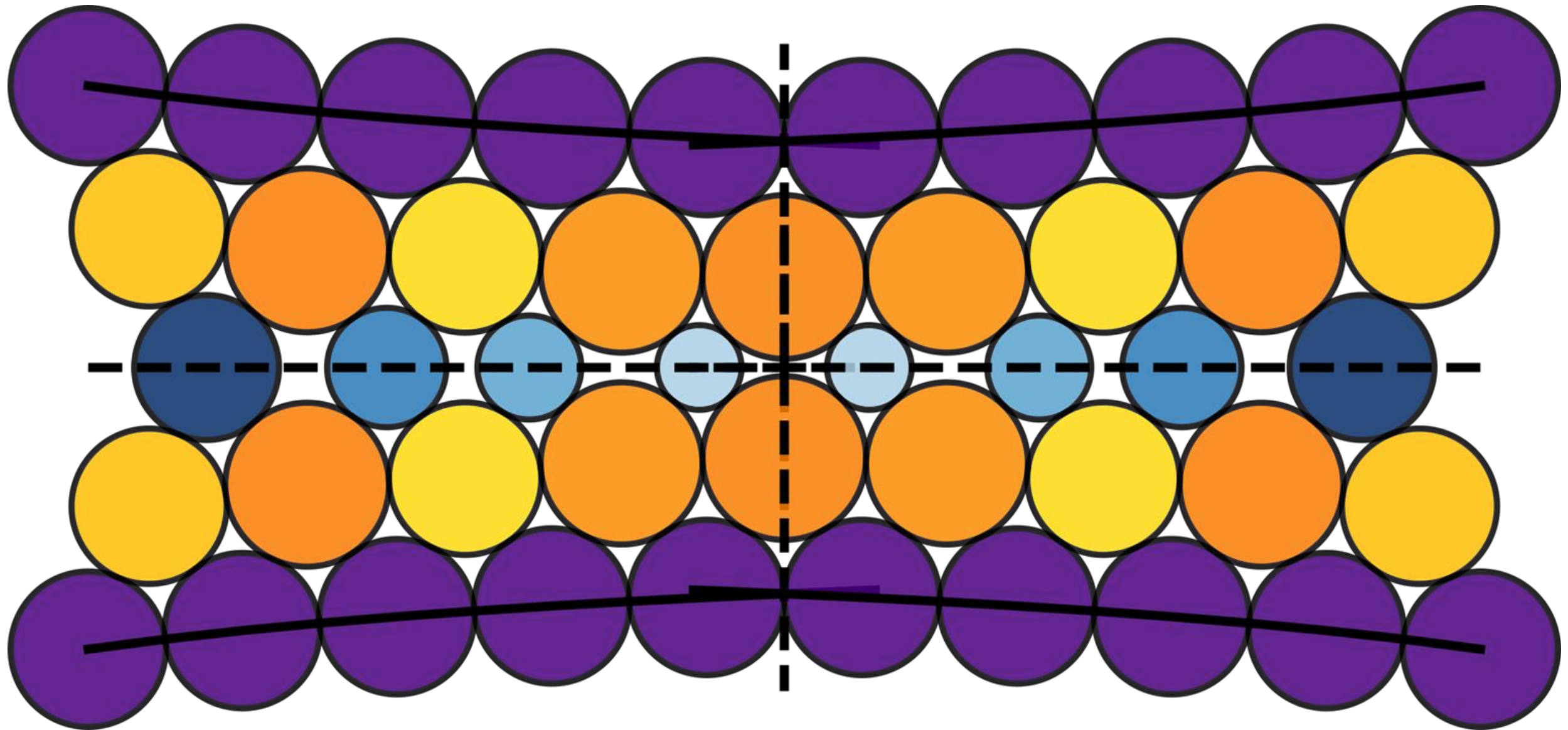
# Proposing a Dionysian Packing



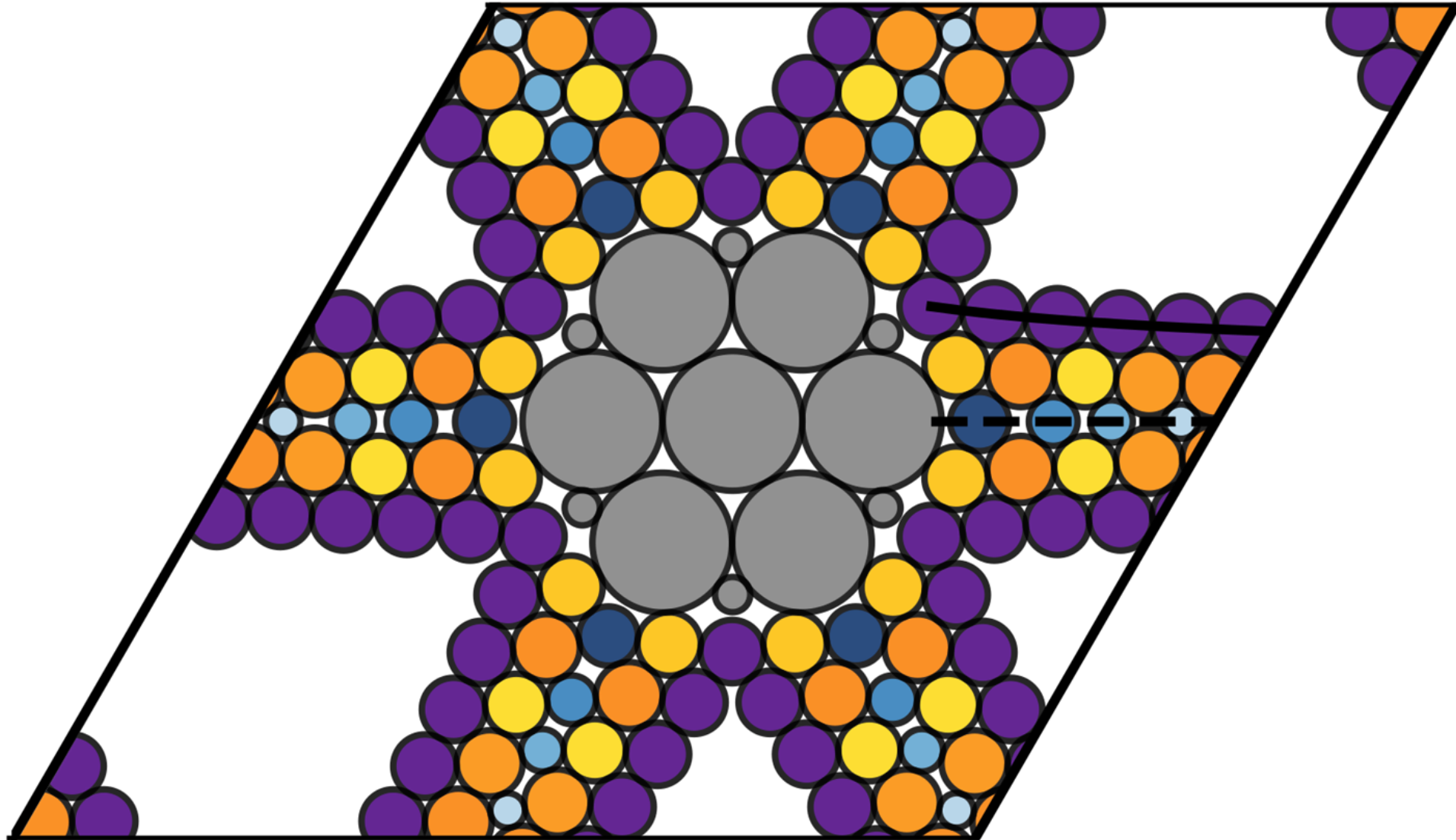
# Proposing a Dionysian Packing



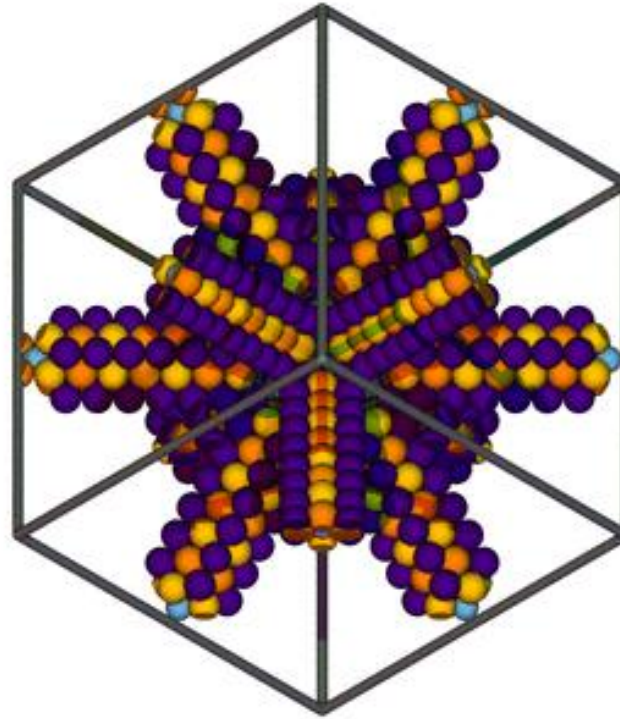
# Proposing a Dionysian Packing



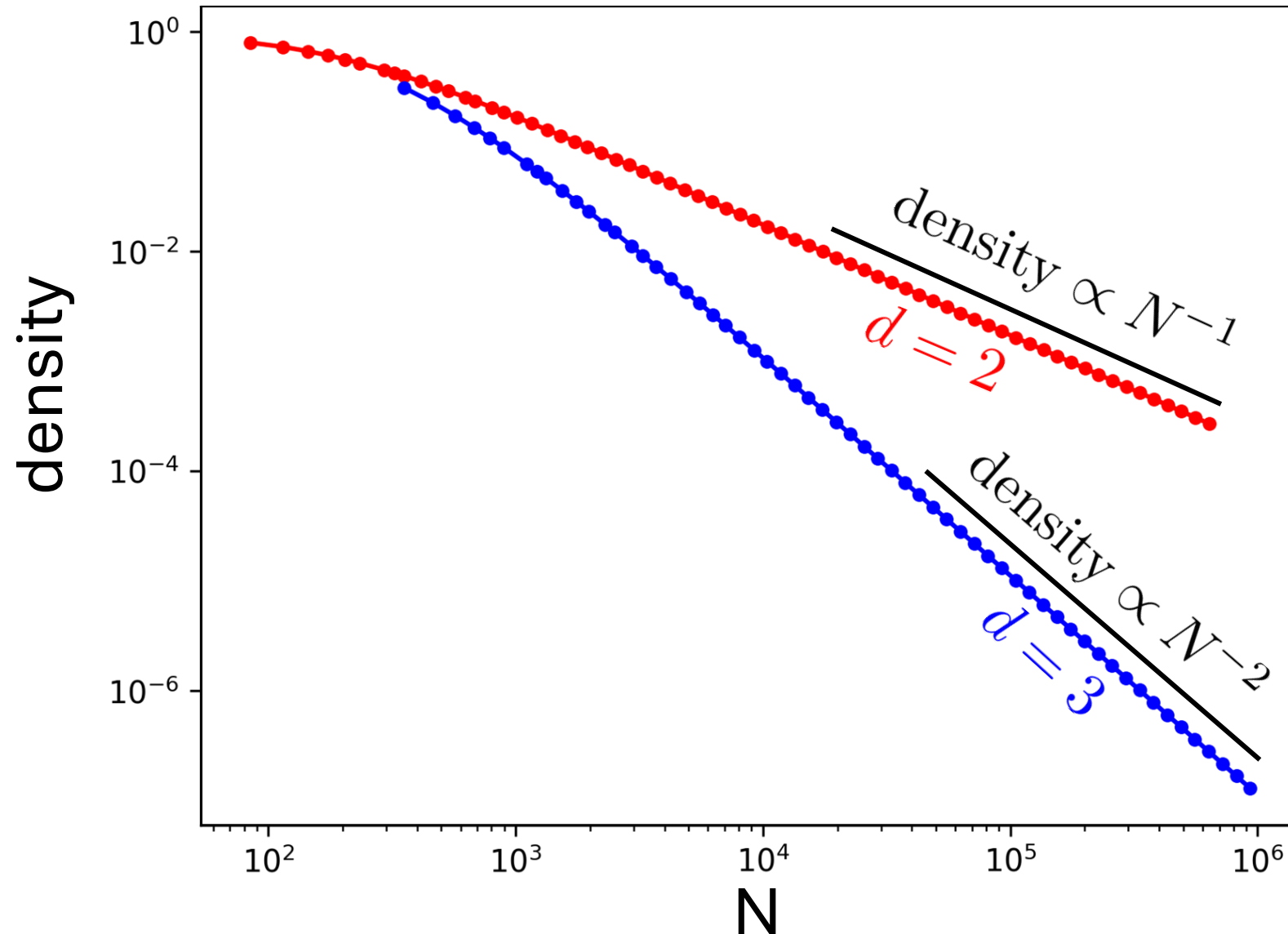
# Proposing a Dionysian Packing



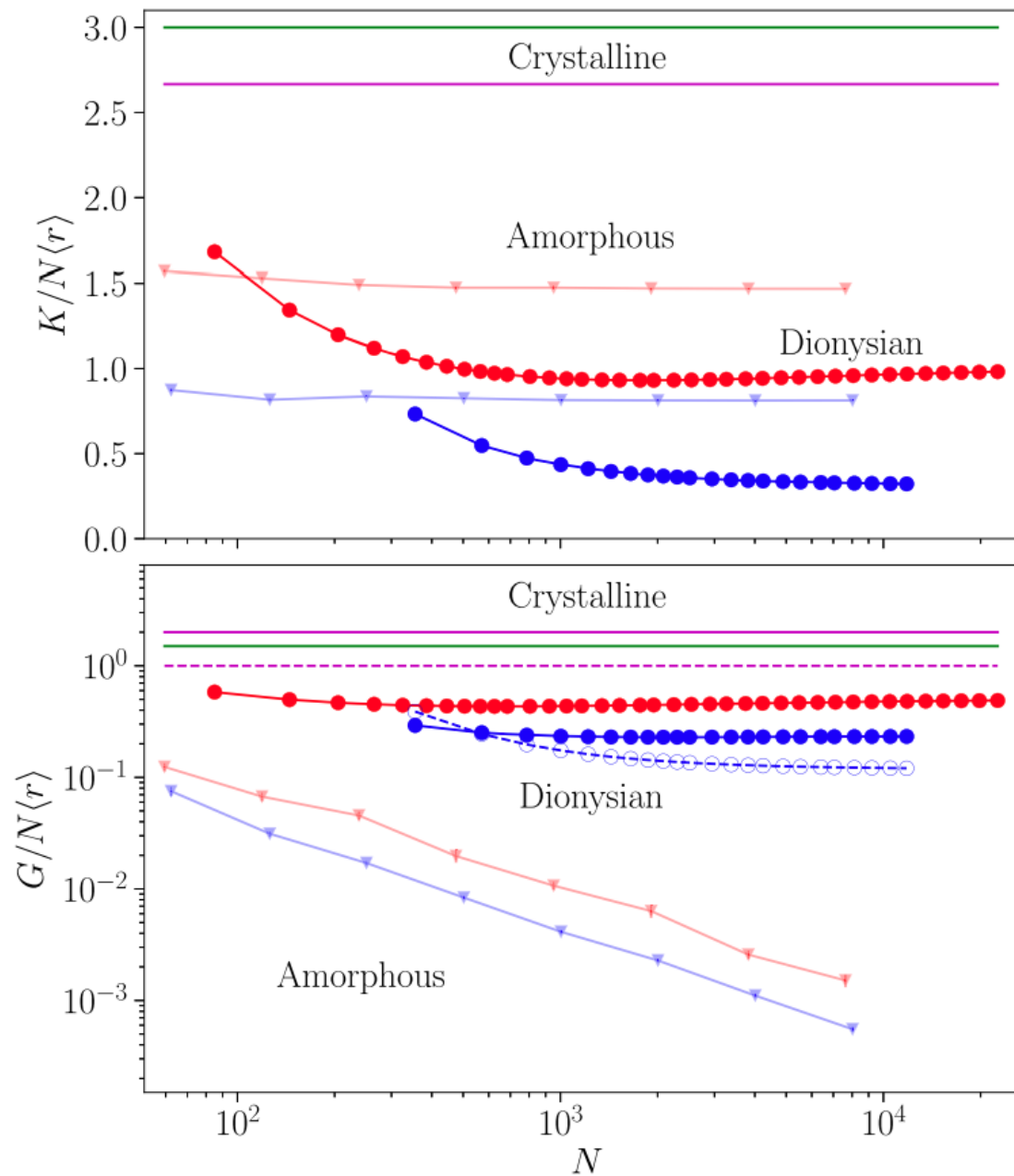
# 3D Dionysian Packing



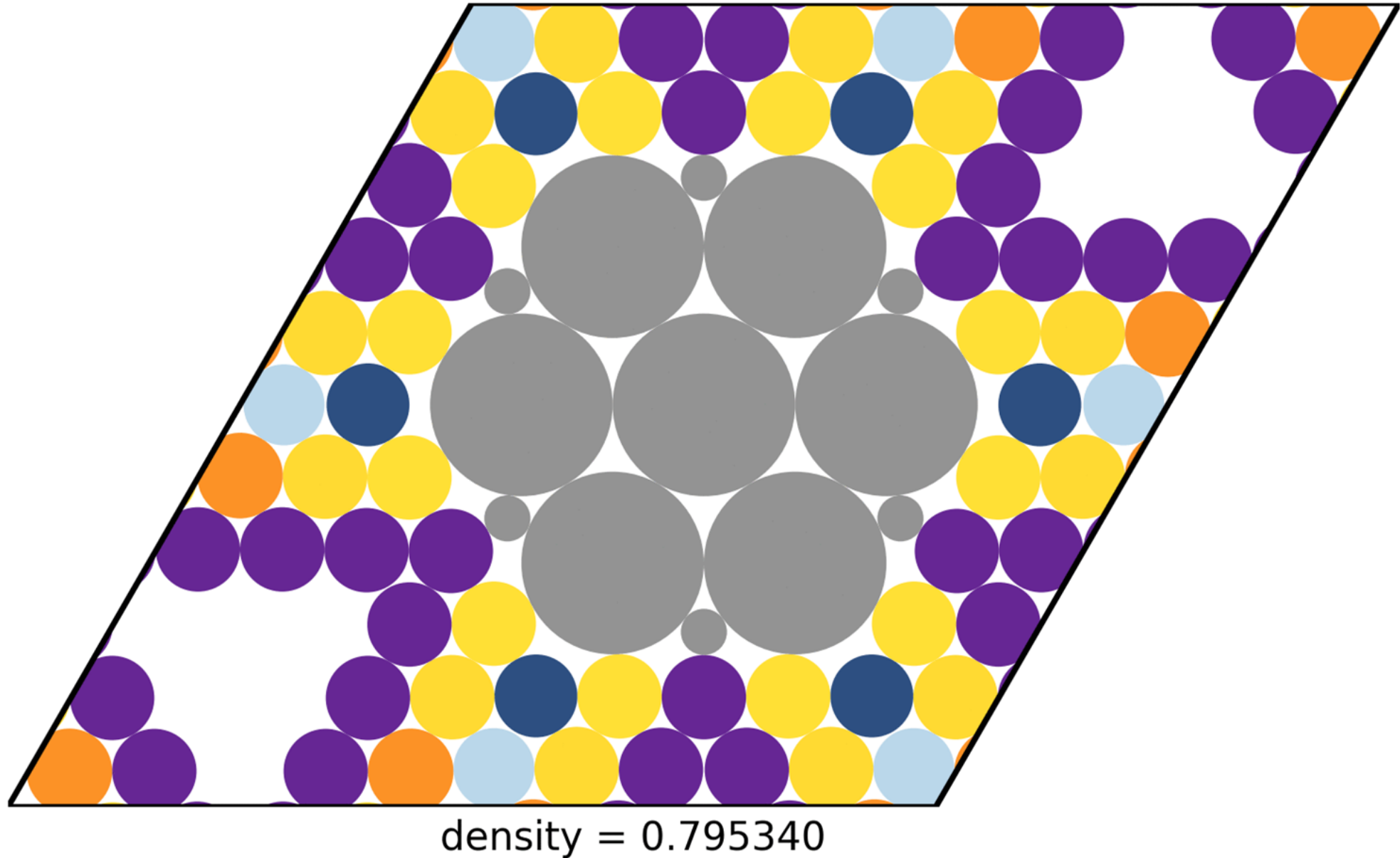
# Density as a Function of Particle Number




# Mechanically Stable at all N



# Dionysian Packing is Best: Stable at Zero Density



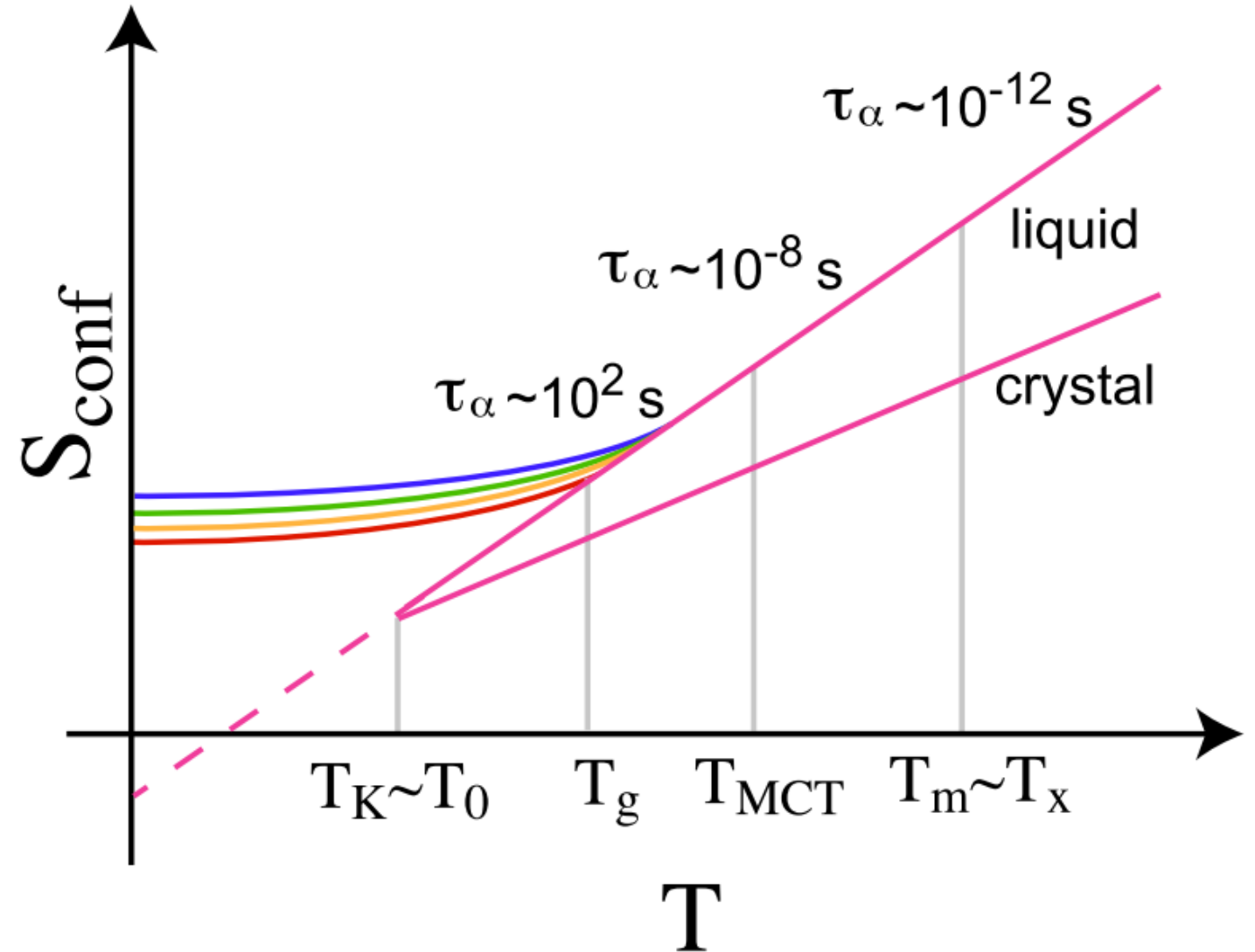


# Part 3, Best $\equiv$ Densest Amorphous Packing

# Kauzmann Paradox: An Amorphous Crystal

At low temperature

- Volume
- Heat Content
- Specific Heat
- Entropy of the forecasted supercooled liquid is **lower than the crystal**

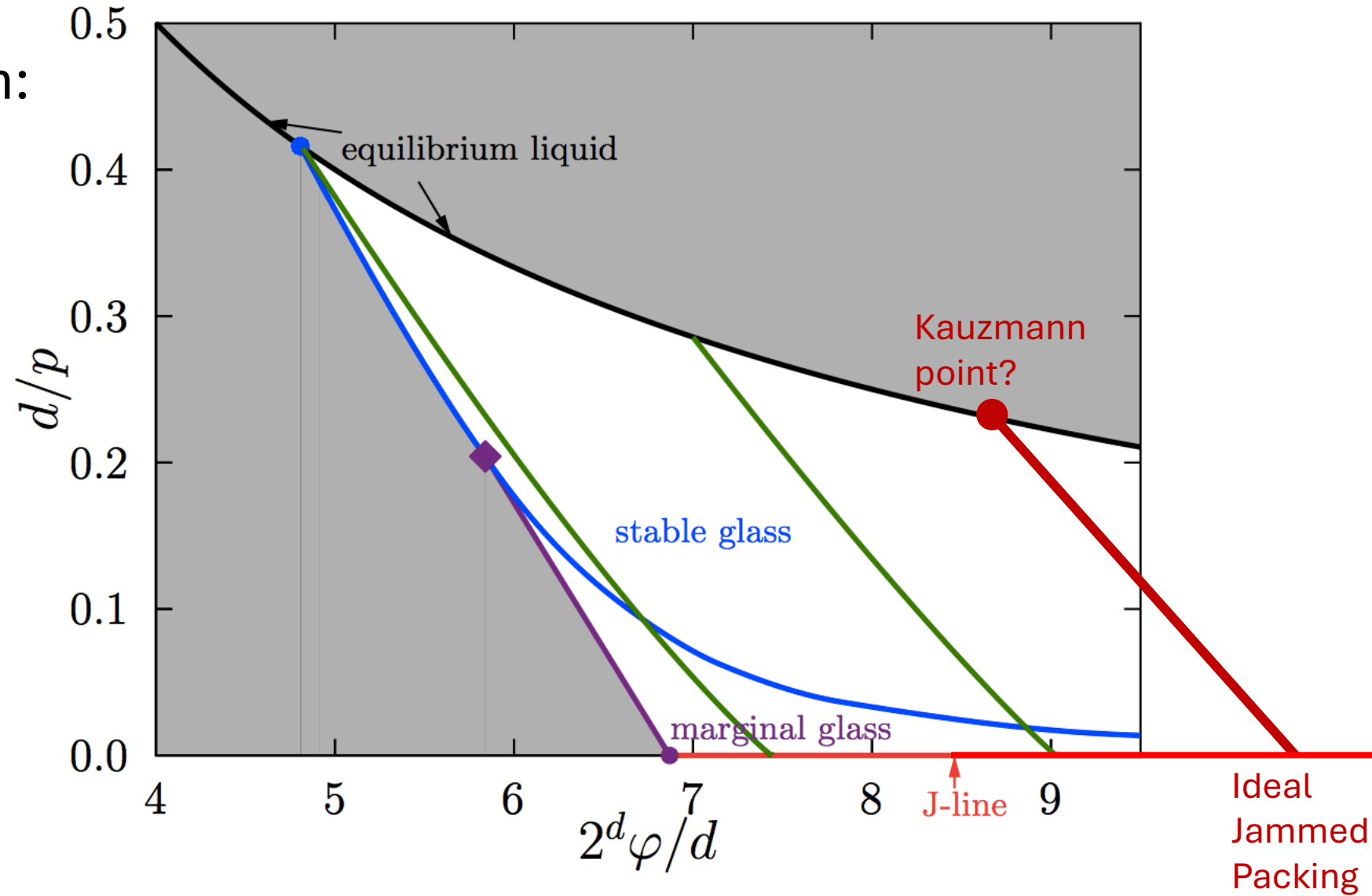


# But, You Can Never **Ever** Get There

Past dynamical transition:

- Timescales diverge
- Fall out of equilibrium
- Glassy behavior

No thermal path to the ideal glass other than to wait forever

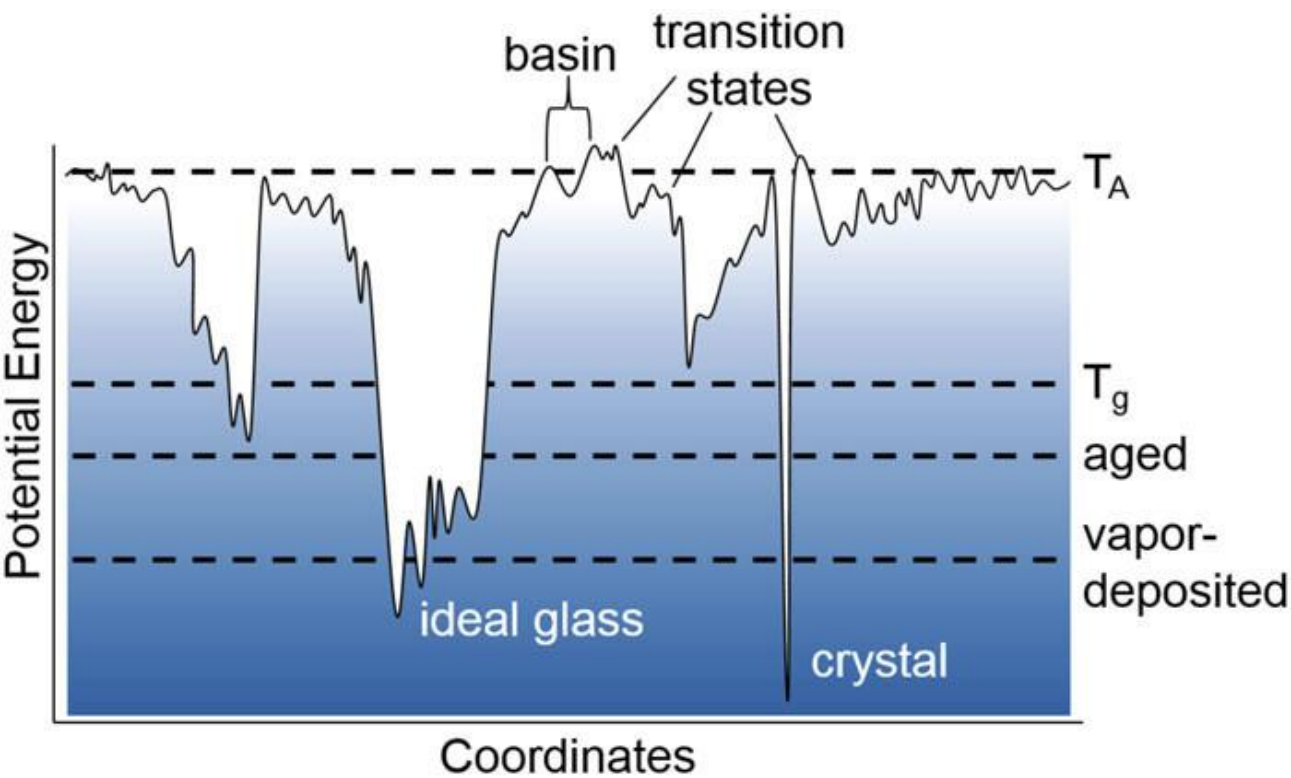


# We can try to wait forever: 320 Million Year Old Amber

<https://news.siu.edu/2009/10/100209tjc9084.php>



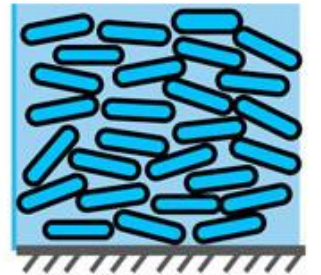
# Vapor deposition speeds up clock



equilibrium liquid

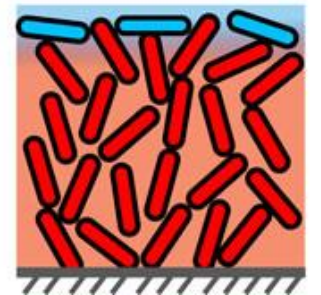


vapor-deposited  
glasses



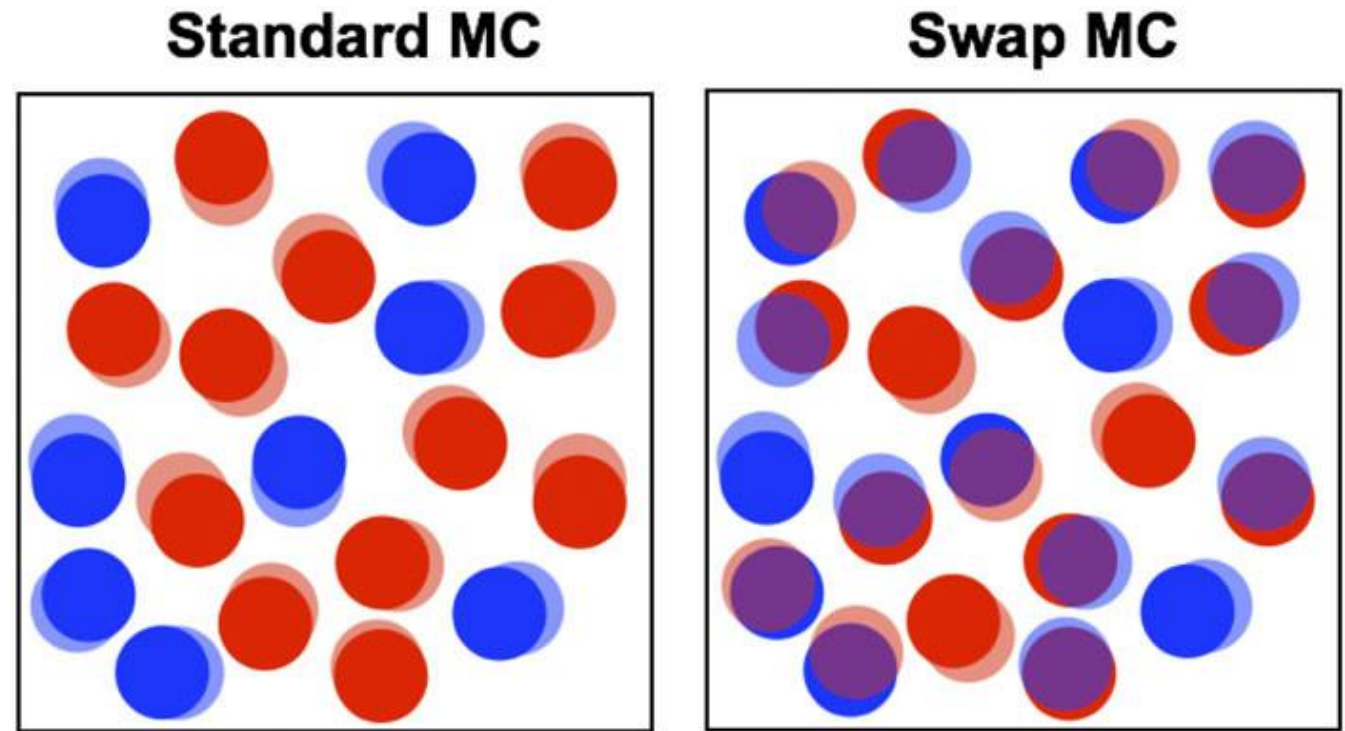
low  $T_{sub}$

moderate  $T_{sub}$



# Numerical thermal systems speed up the clock

- Swap Monte Carlo
  - Particles exchange radii
- Breathing Modes
  - Radii fluctuate with an energy cost function proportional to  $(r_i - r_{i0})^2$



Approaching infinity, faster, still takes infinite time

Andrea Ninarello, Ludovic Berthier, and Daniele Coslovich *Phys. Rev. X* **7**, 021039 (2017)

Harukuni Ikeda; Francesco Zamponi; Atsushi Ikeda; *J. Chem. Phys.* **147**, 234506 (2017)

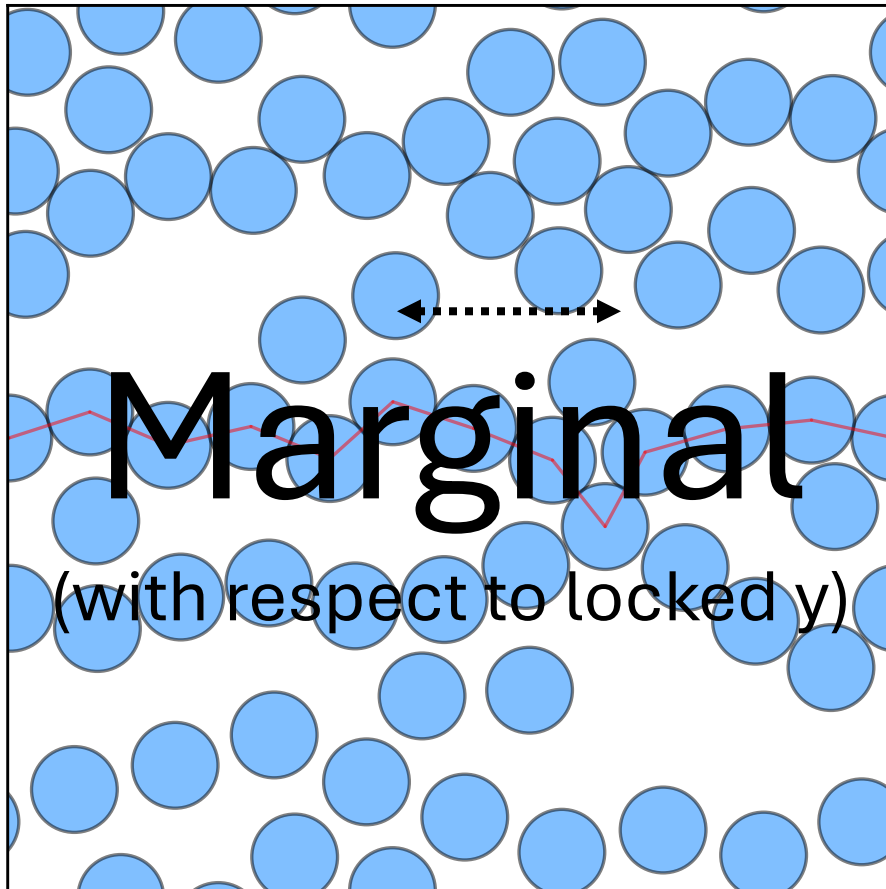
Geert Kapteijns, Wencheng Ji, Carolina Brito, Matthieu Wyart, and Edan Lerner *Phys. Rev. E* **99**, 012106 (2019)

# Trivial ultrastability: Freeze degrees of freedom

2D system with locked y-coordinate

1 DOF, 2 contacts per particle

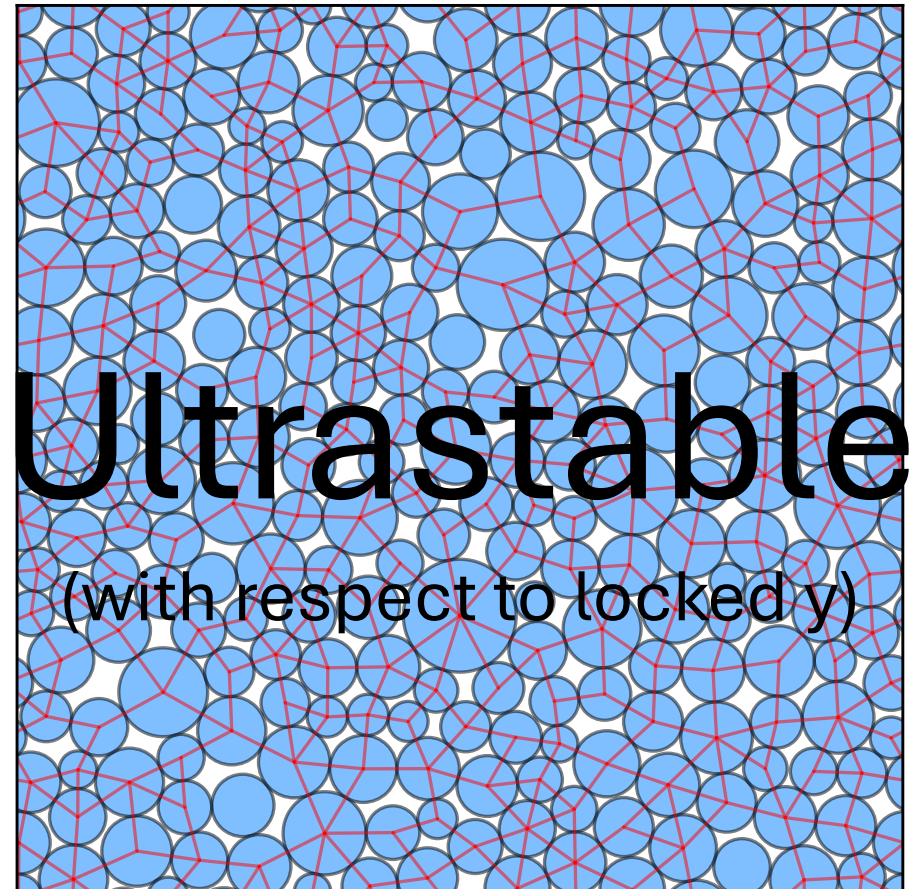
Isostatic



2D system with locked y-coordinate

2 DOF, 4 contacts per particle

Very Hyper-static



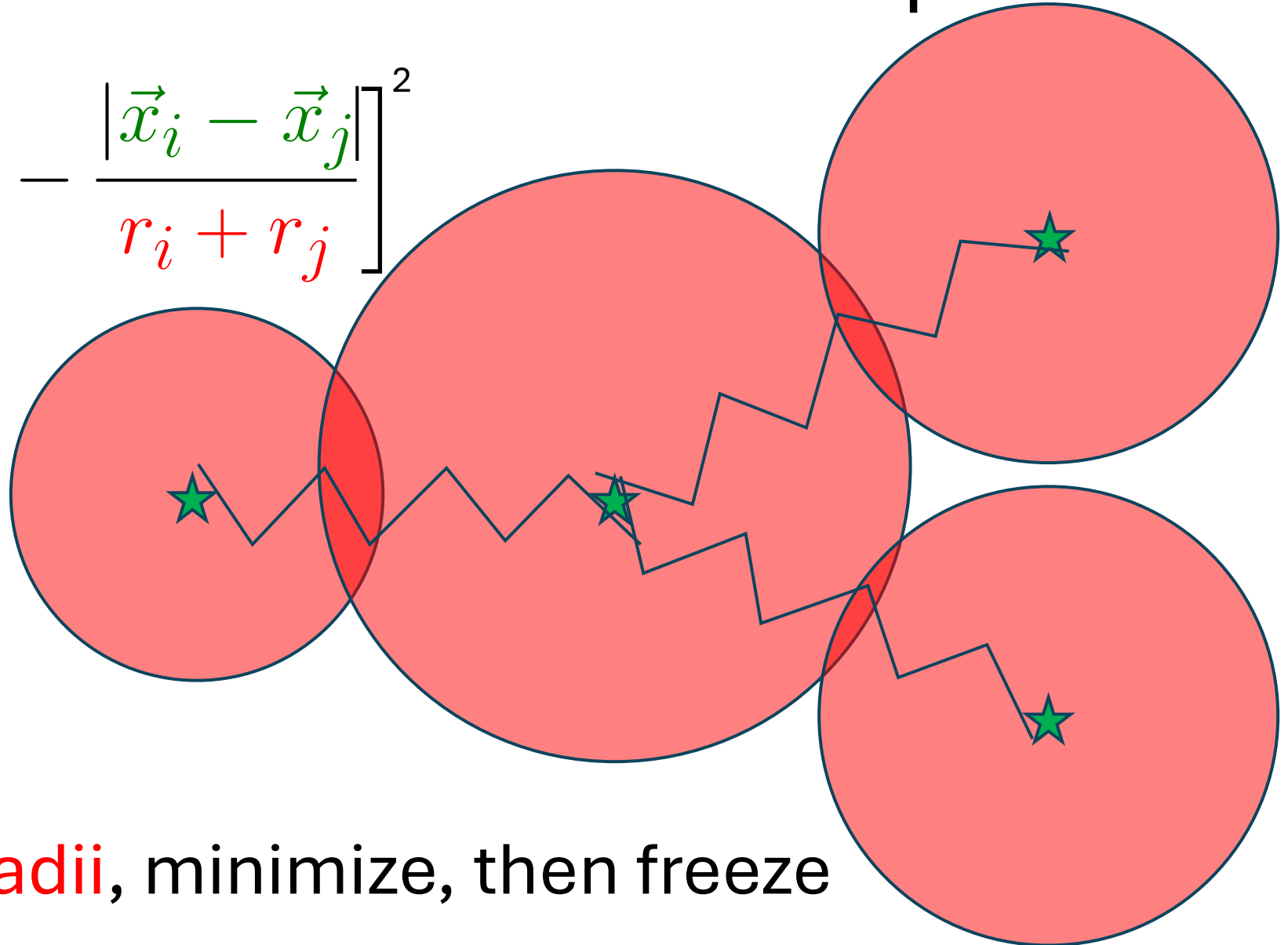
# What degrees of freedom can we exploit?

$$V_{ij} = \frac{k_i k_j}{k_i + k_j} \left[ 1 - \frac{|\vec{x}_i - \vec{x}_j|}{r_i + r_j} \right]^2$$

Positions

Radii

Stiffnesses



Free **Radii**, minimize, then freeze

# How to minimize with respect to radii DOFs

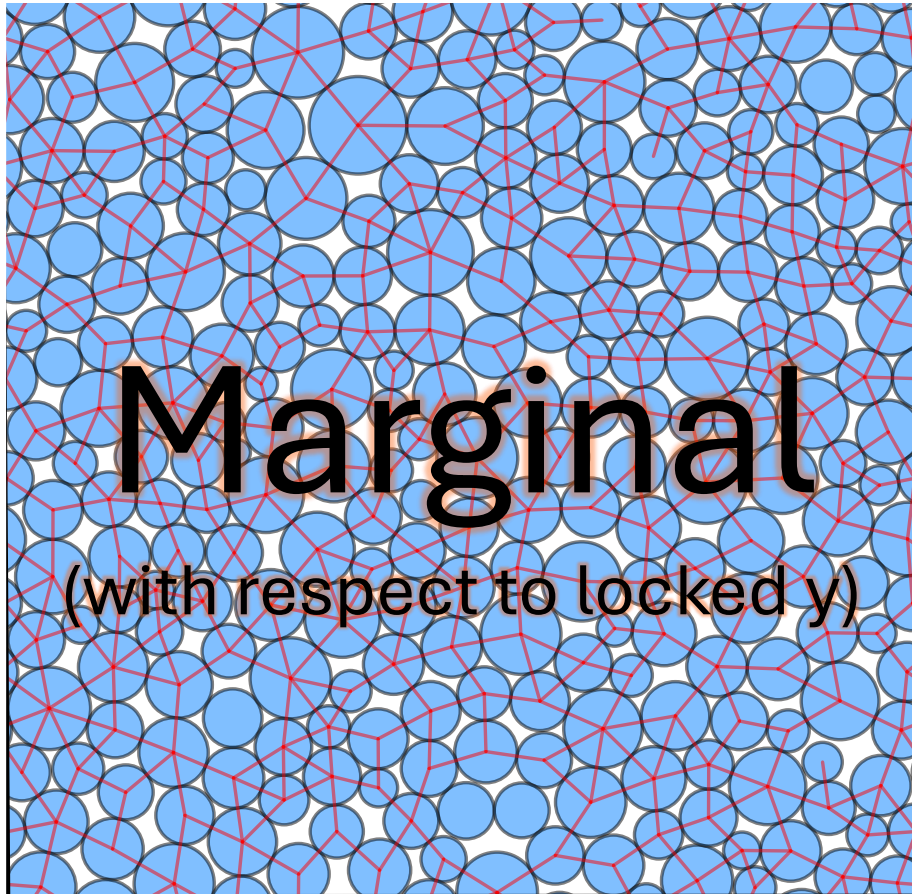
1. Fix  $\varphi$  by constraining  $\sum r_i^d$
2. Require that no radii can become negative by constraining  $\sum r_i^{-d}$
3. Require that no particle grows too big by constraining  $\sum r_i^{2d}$
4. Orthonormalize these constraints to find constrained subspace
5. During minimization project motion into the subspace perpendicular to these constraints

Three extra constraints to avoid “run away” scenarios

6. Refine away defects with “CirclePack” (Orick, Stephenson, Colins, Computational Geometry 64 (2017) or using Lagrange Multipliers

# Ideal ultrastability: Unlock degrees of freedom

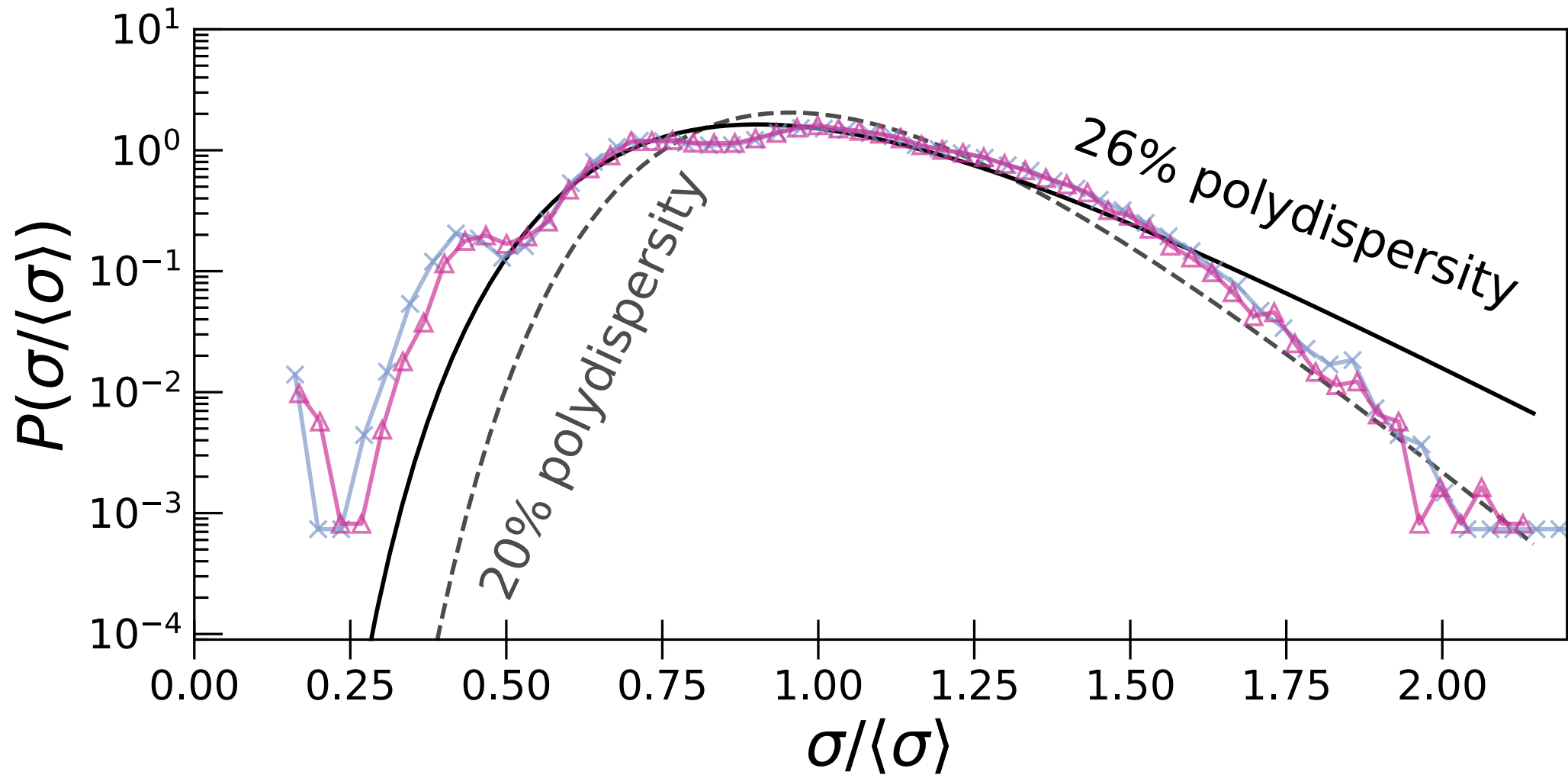
2D system with locked radii  
2 DOF, 4 contacts per particle  
Isostatic



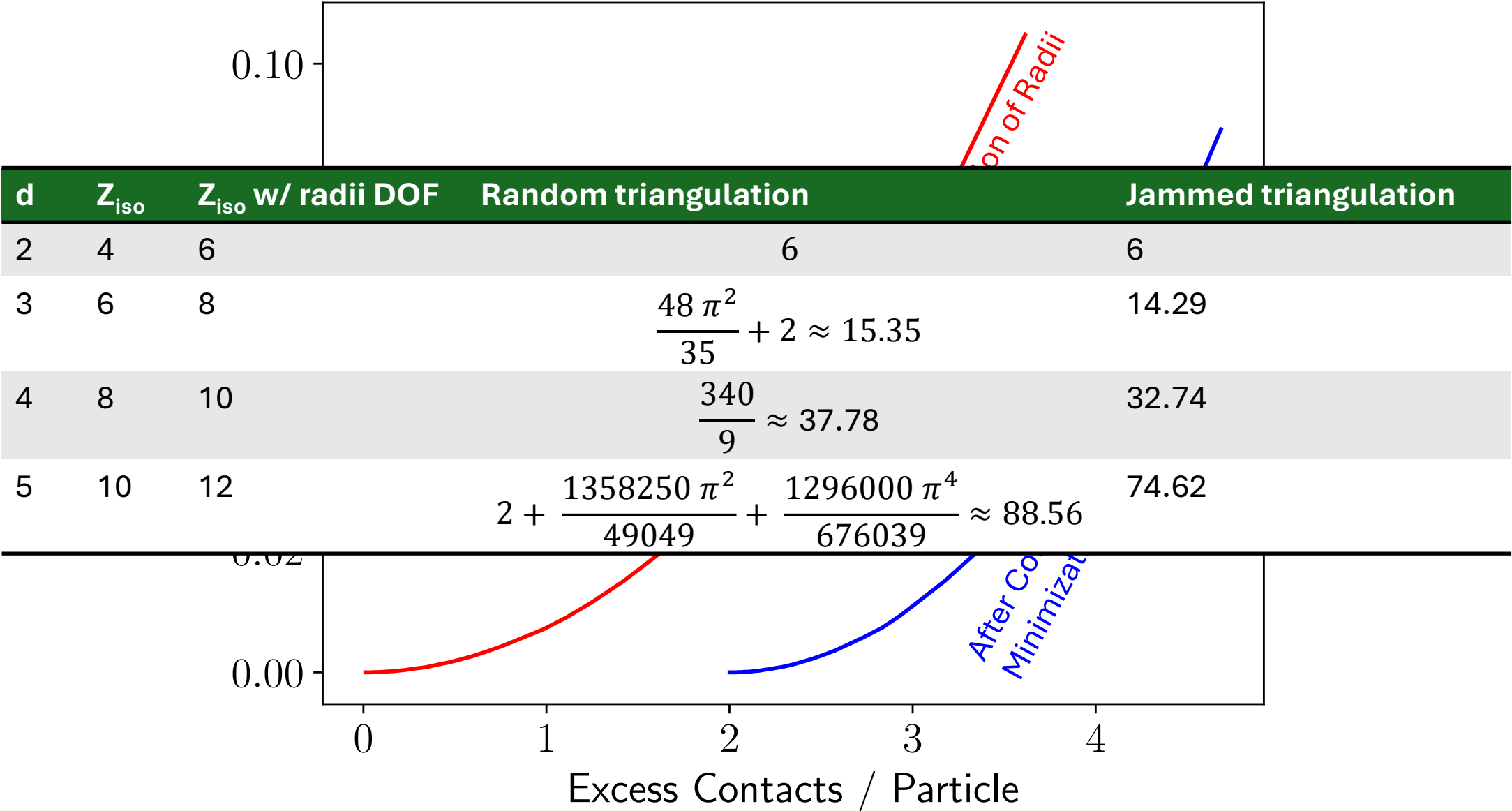
2D system with locked radii  
3 DOF, 6 contacts per particle  
Very Hyper-static



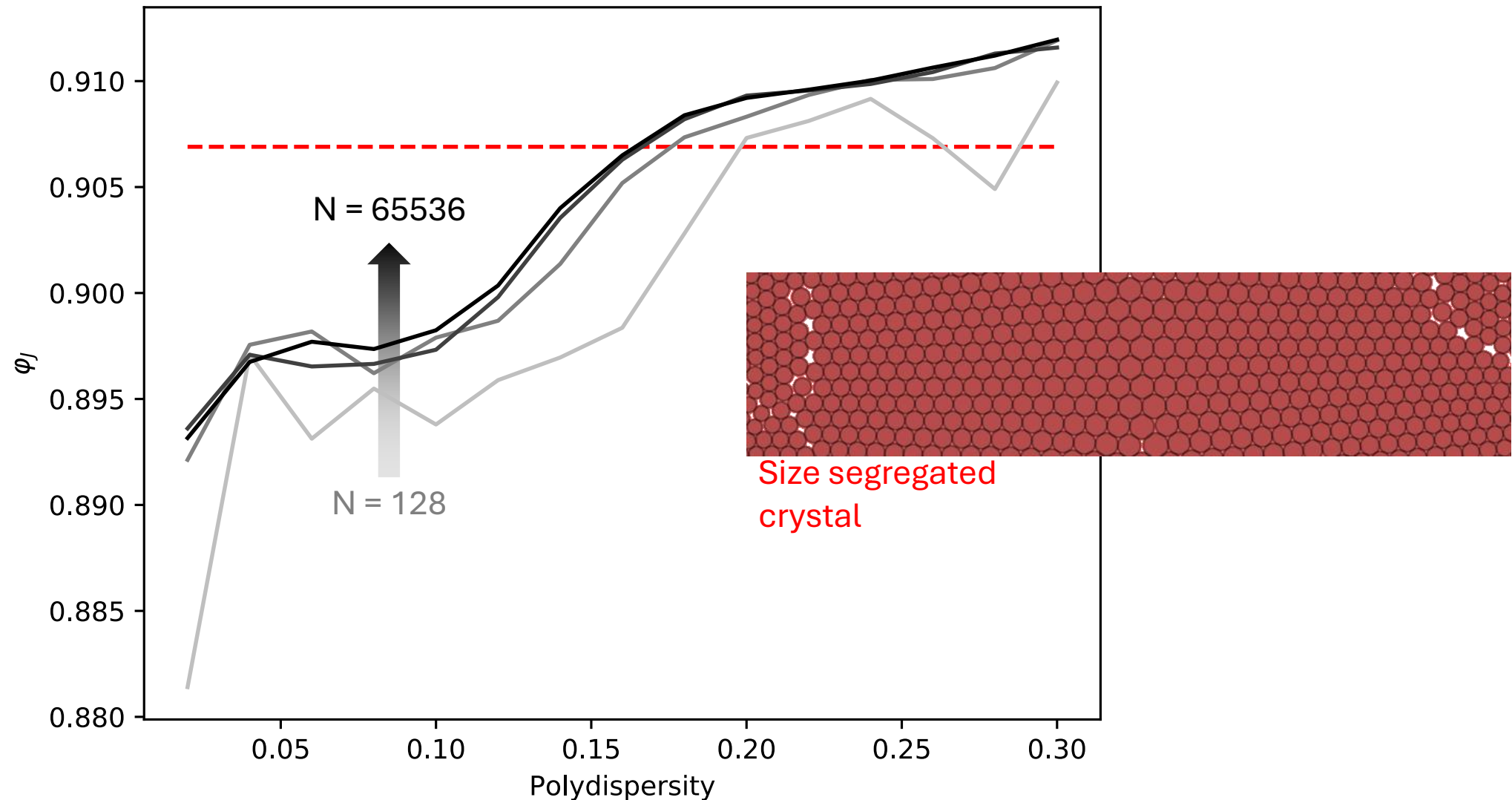
# Distribution of radii is unchanged



# Radii DOFs shift isostatic point by 2



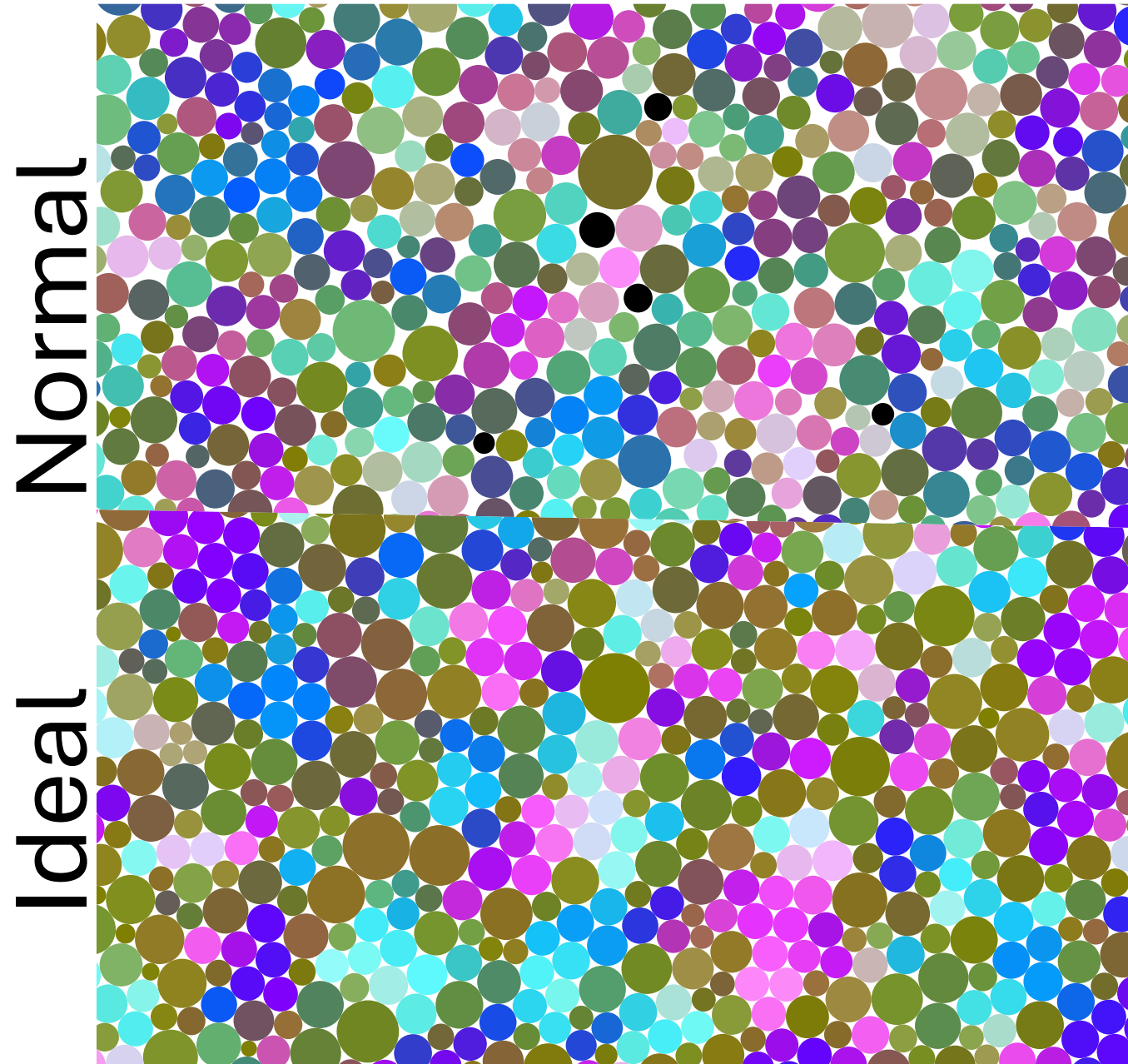
# Denser than the size segregated crystal



Denser for polydispersities  $> 0.15$

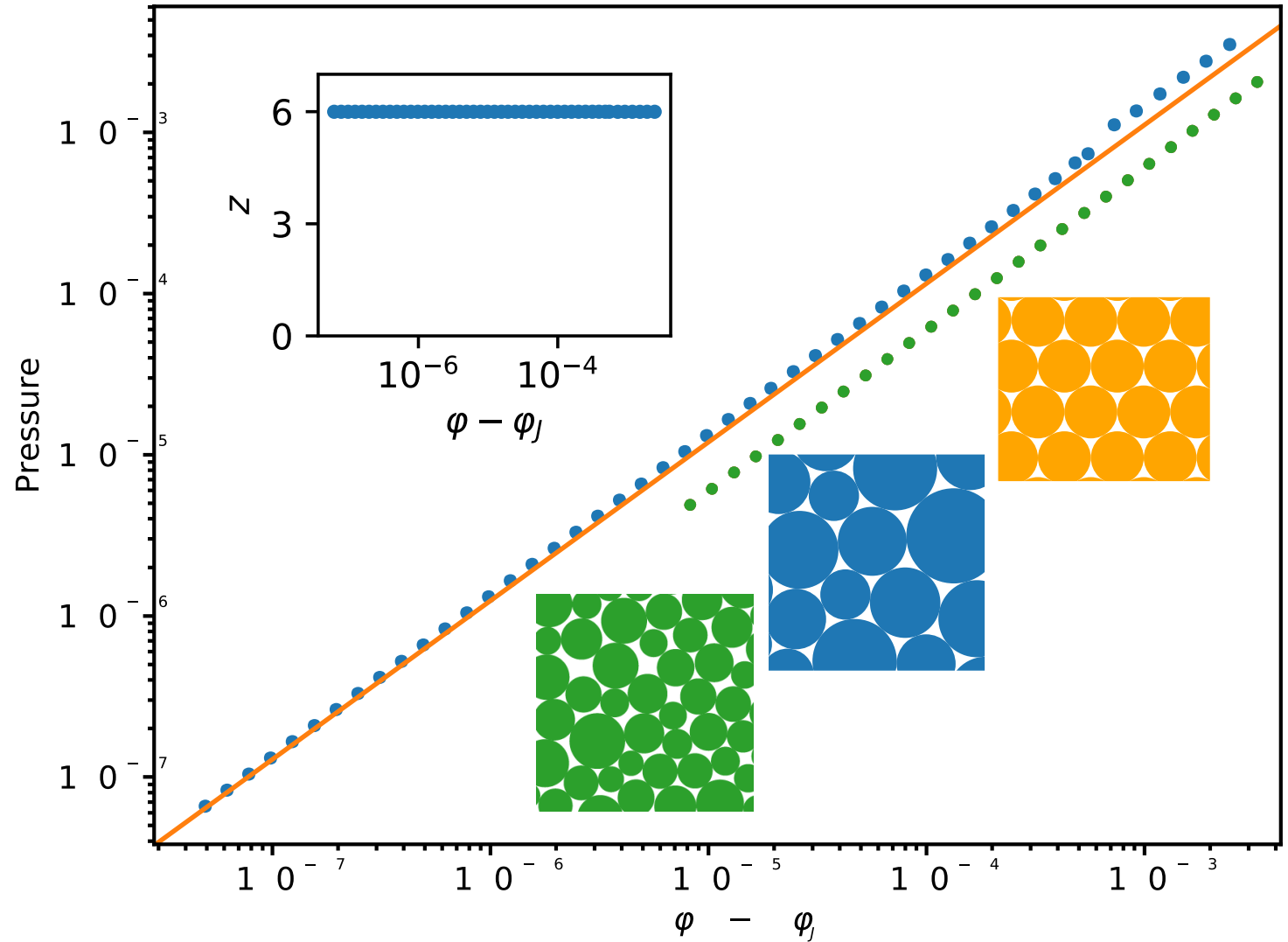
# Claim: A zero T (polydisperse) ideal glass/packing must be...

1. Critically Jammed
2. Triangulated
3. Amorphous (no long range order)
4. Mechanically ultra-stable
5. Hyperuniform
6. Anomalously high melting  $T=T_K$



# 1. Ideal glass is critically jammed

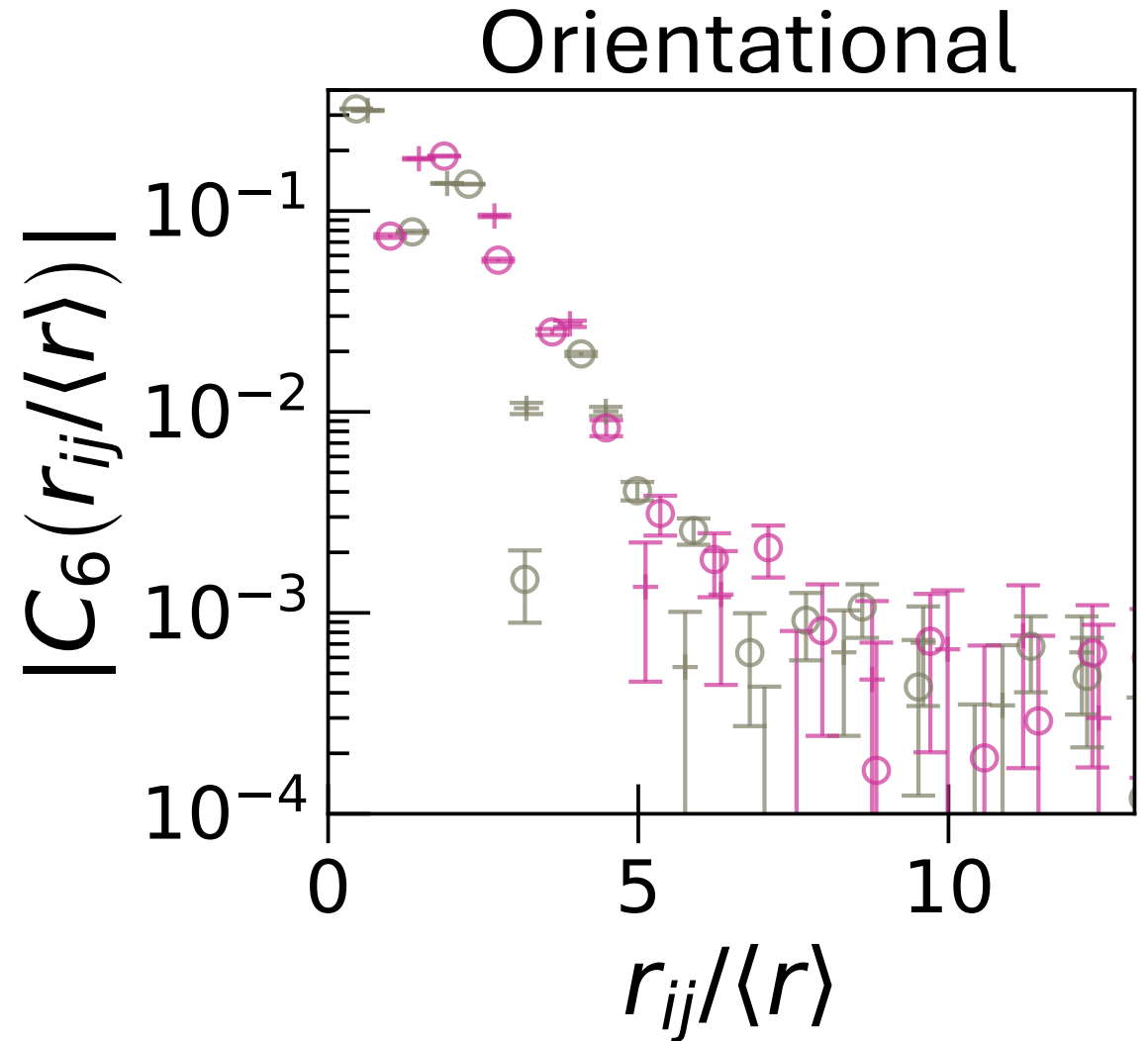
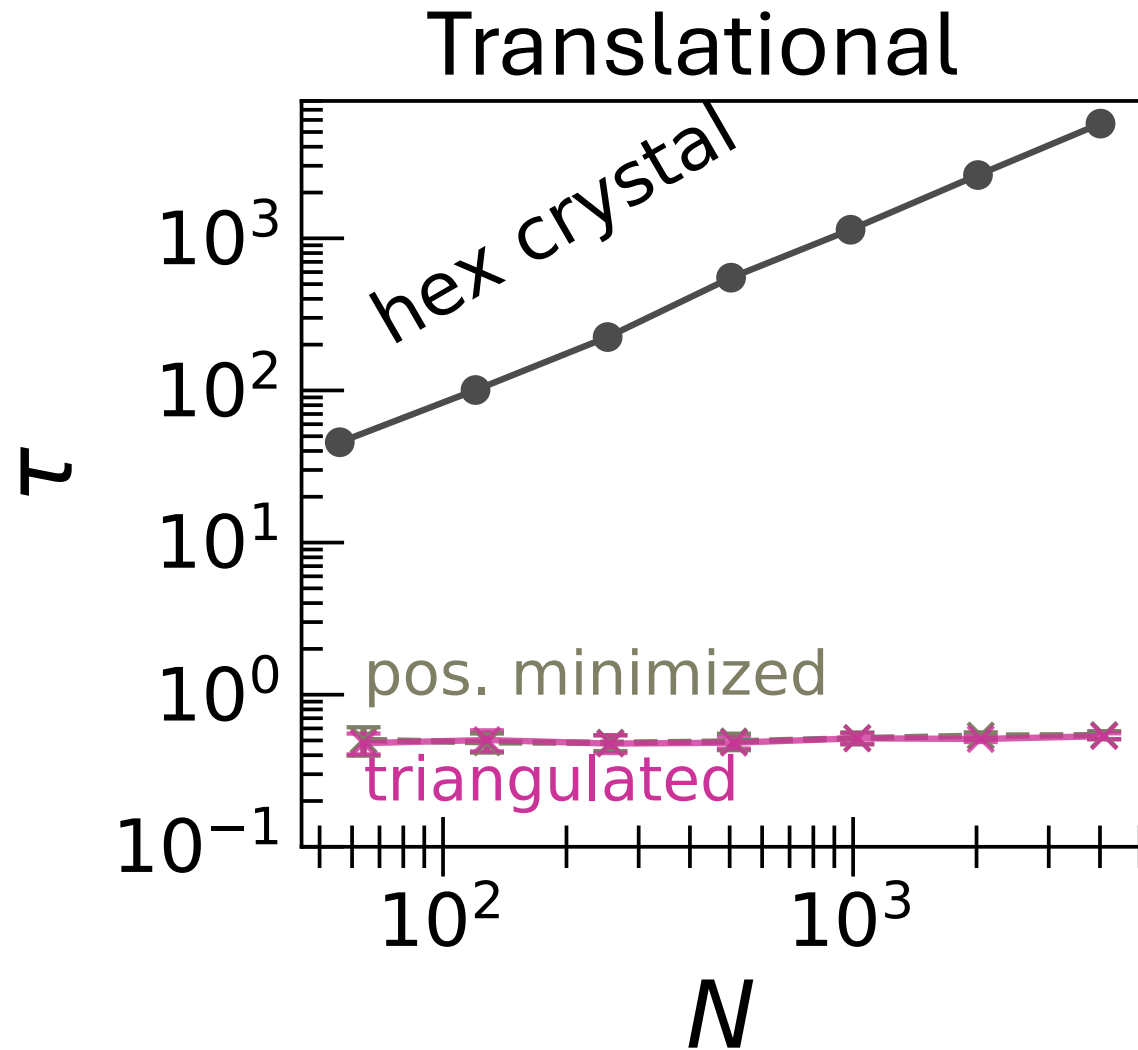
- Structure jammed at zero pressure
- Contacts **don't** decrease with density/pressure
- Same pressure scaling as crystal



## 2. Ideal glass is triangulated (by construction)

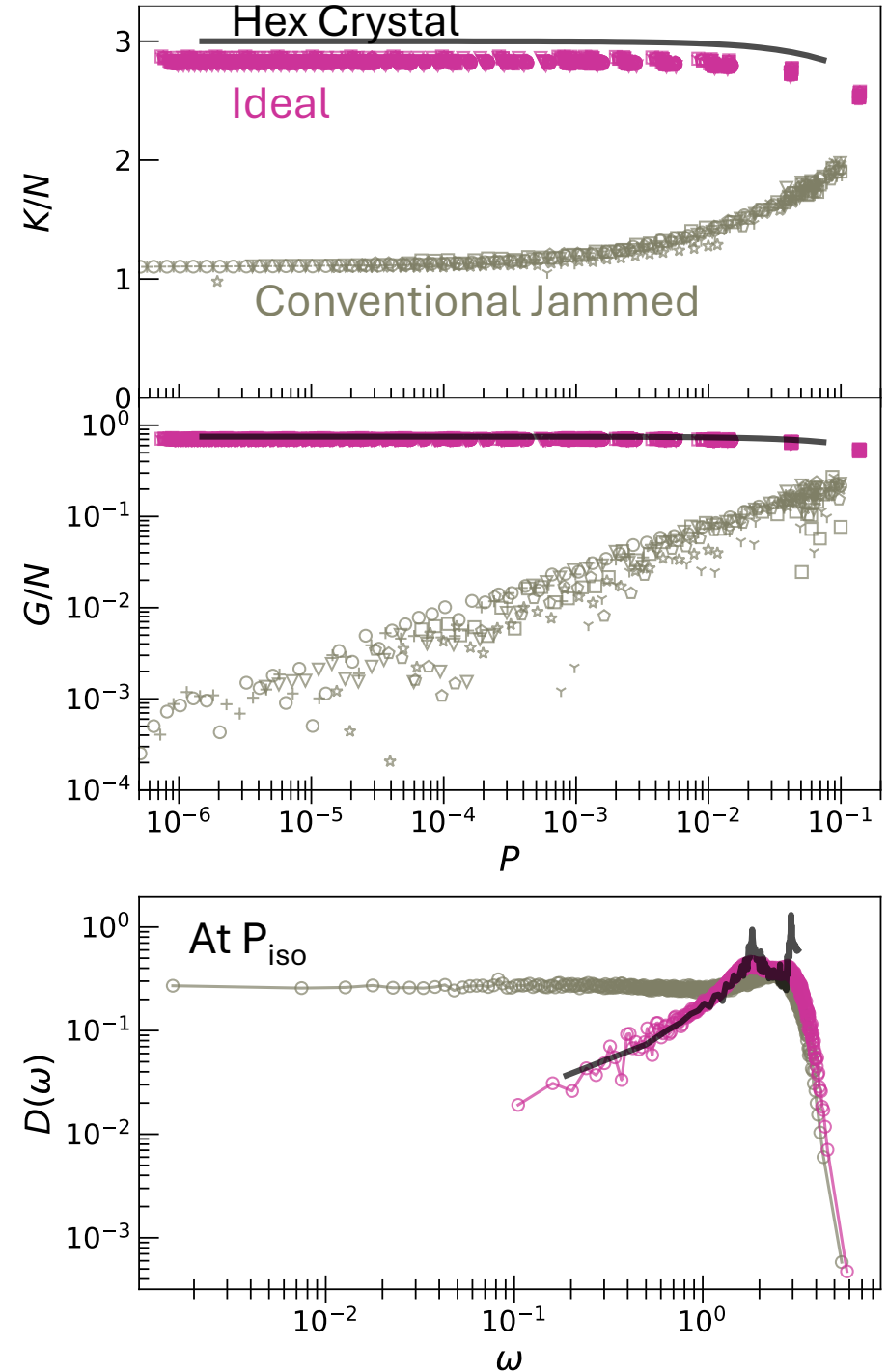
- Many possible disk packings for any connectivity graph
- $S_{graph} \leq S_{conf}$
- Theorem: triangulated graphs on spheres and torii have zero entropy
- Theorem: triangulated graphs are 1-1 with triangulated packings
- Therefore, triangulated packings have zero configurational entropy

### 3. Ideal glass is amorphous

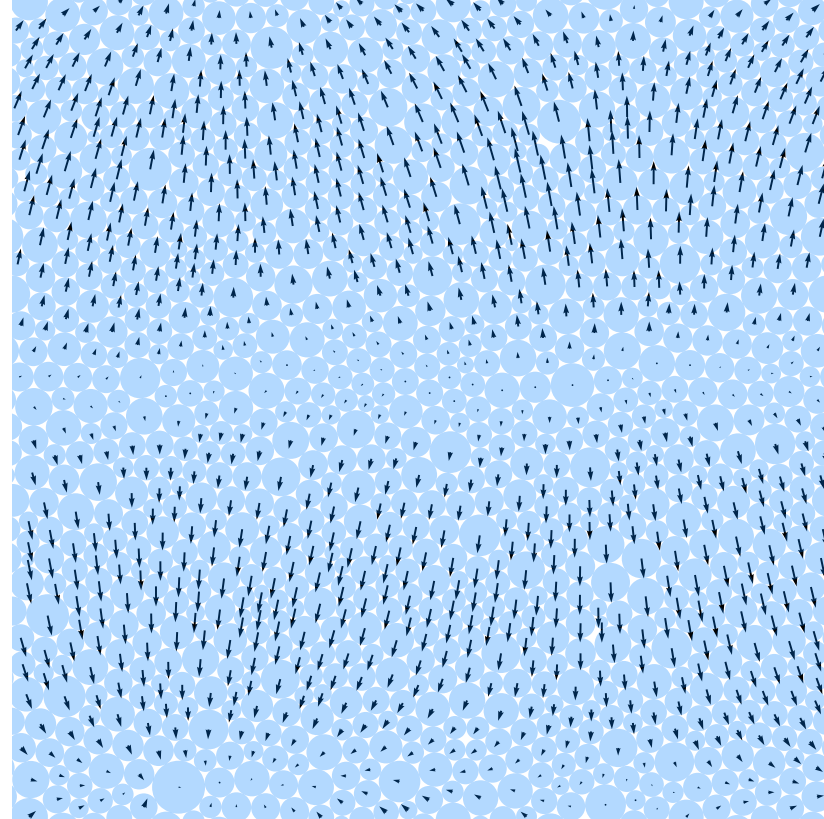
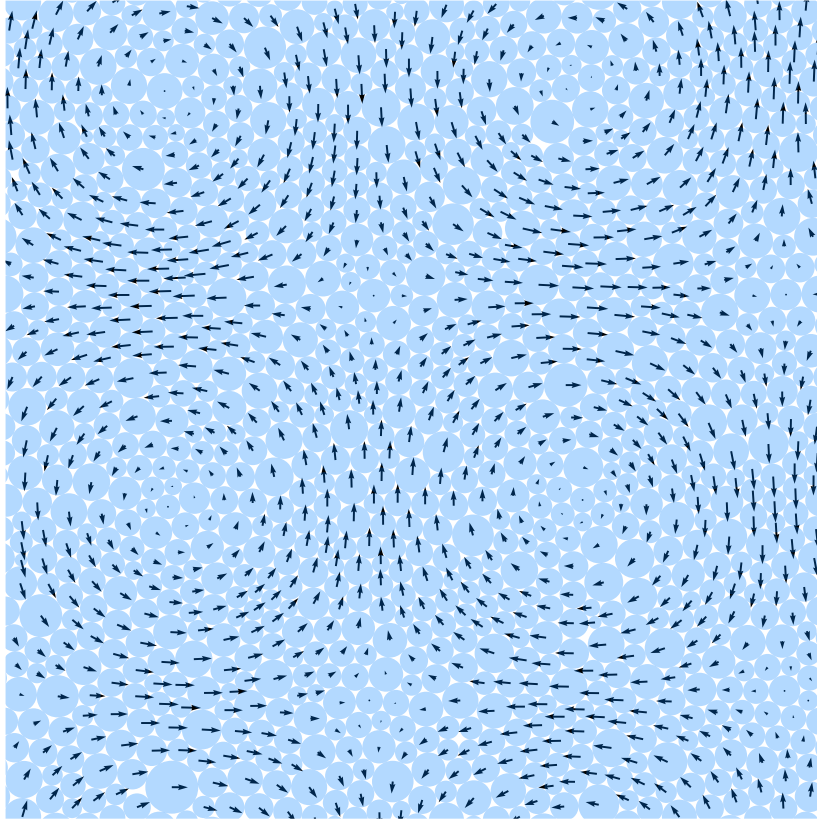
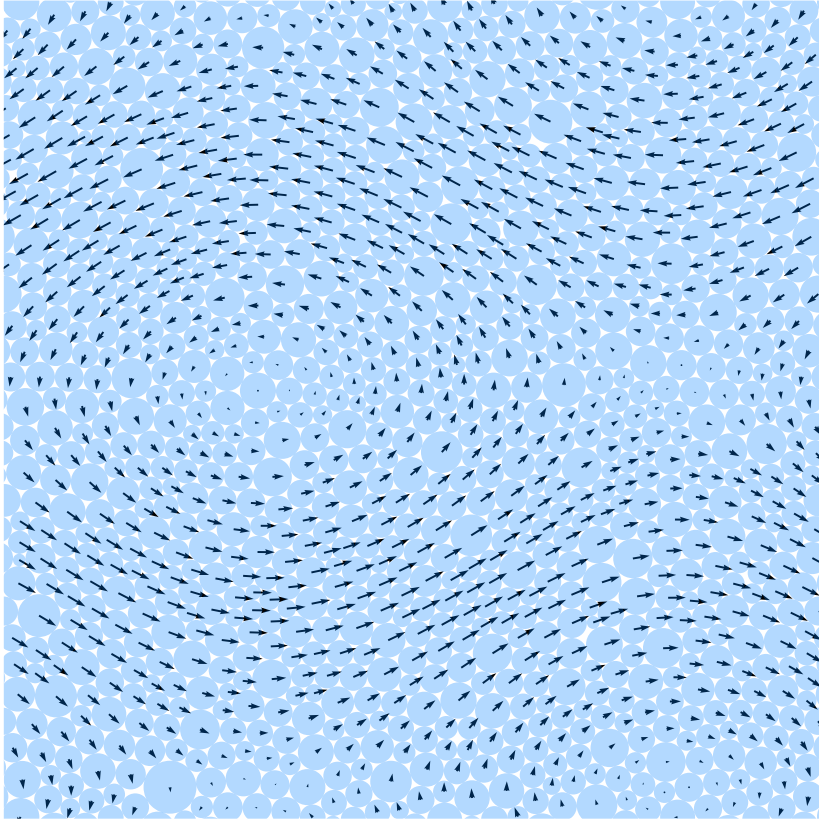


## 4. Ideal glass is ultrastable

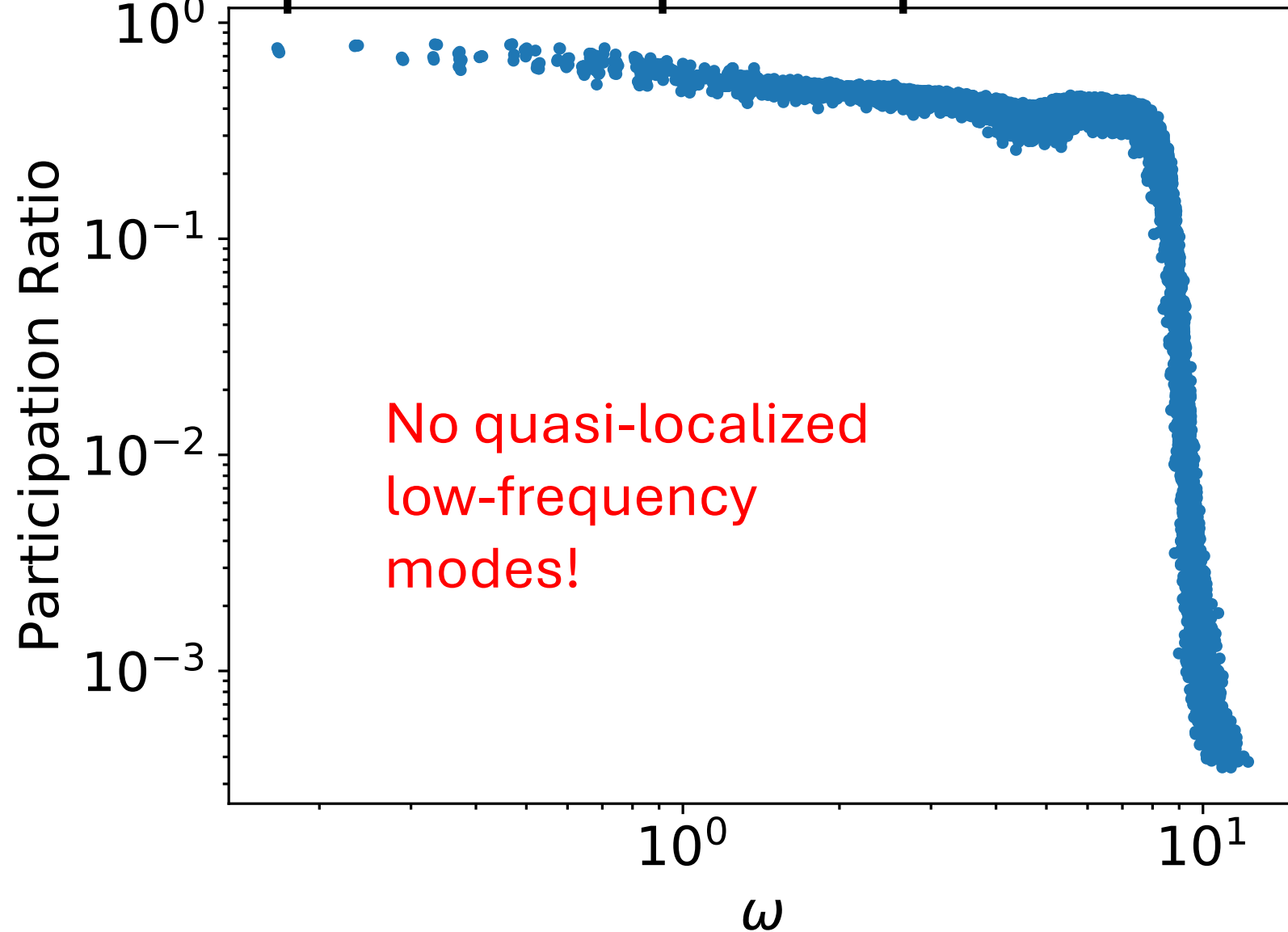
- Shear and bulk moduli of crystal
- No changes with system size
- Vibrational density of states of crystal
- Debye scaling at low frequency



# Low frequency modes look like phonons...

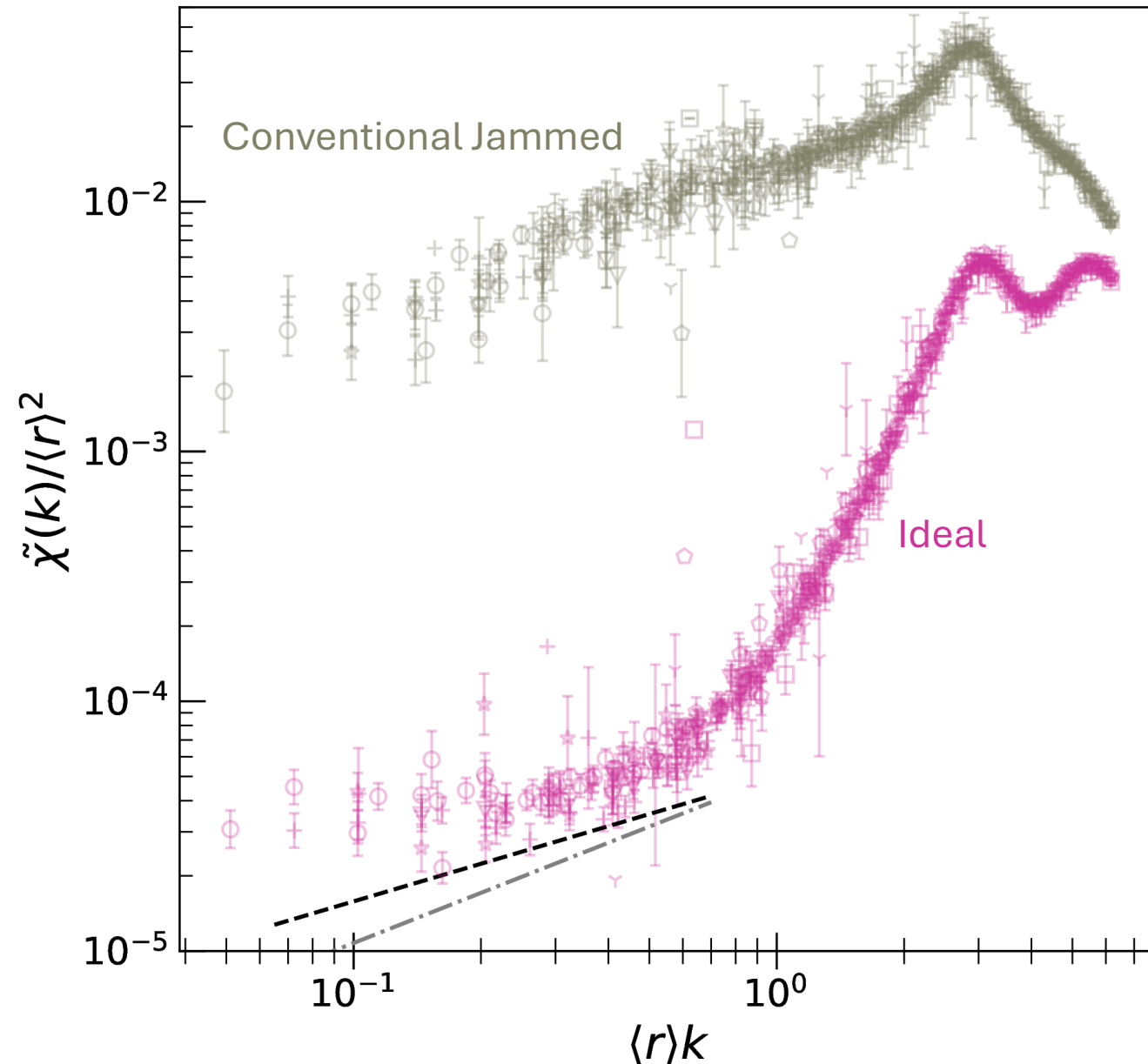


... and have phononic participation ratios



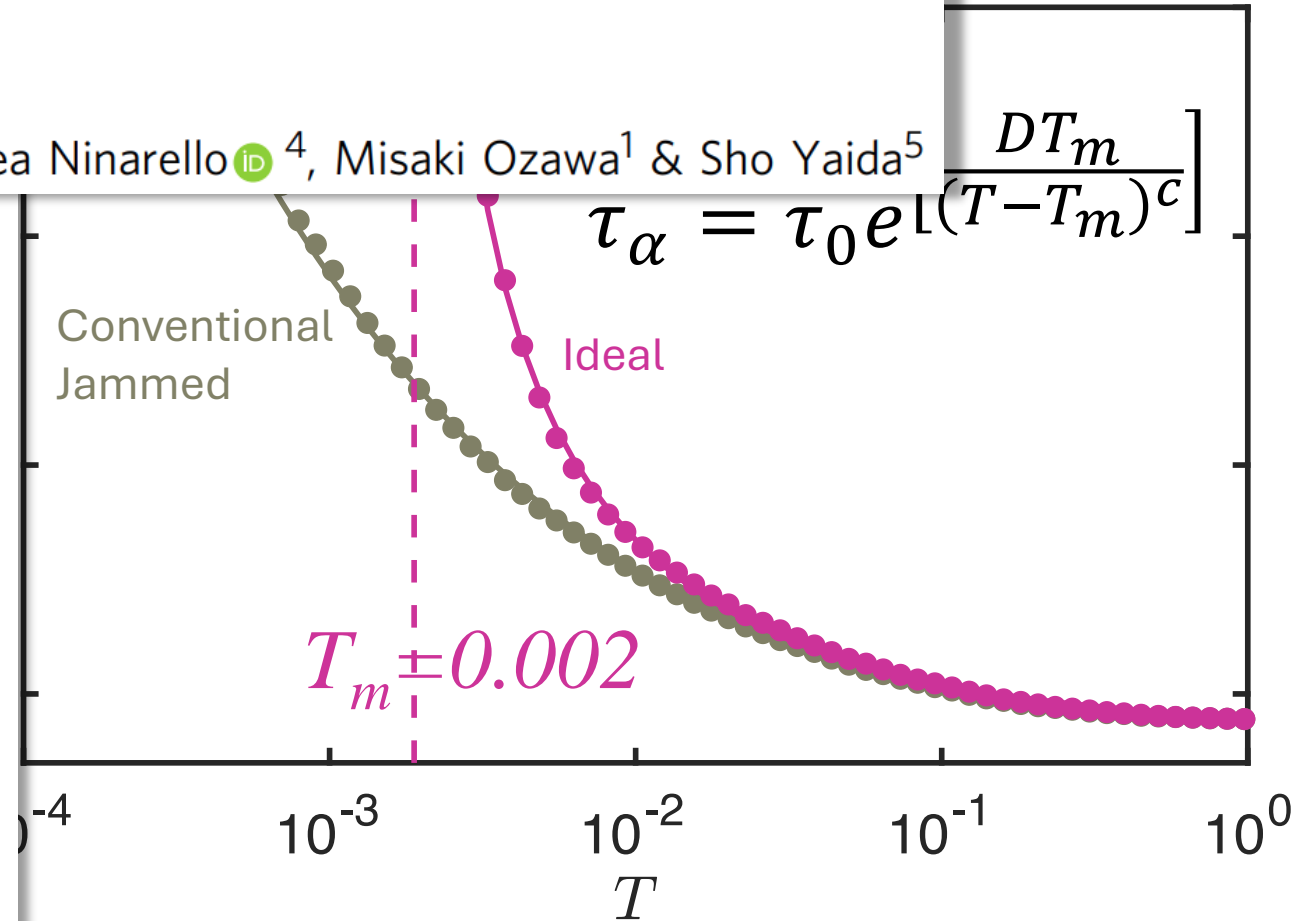
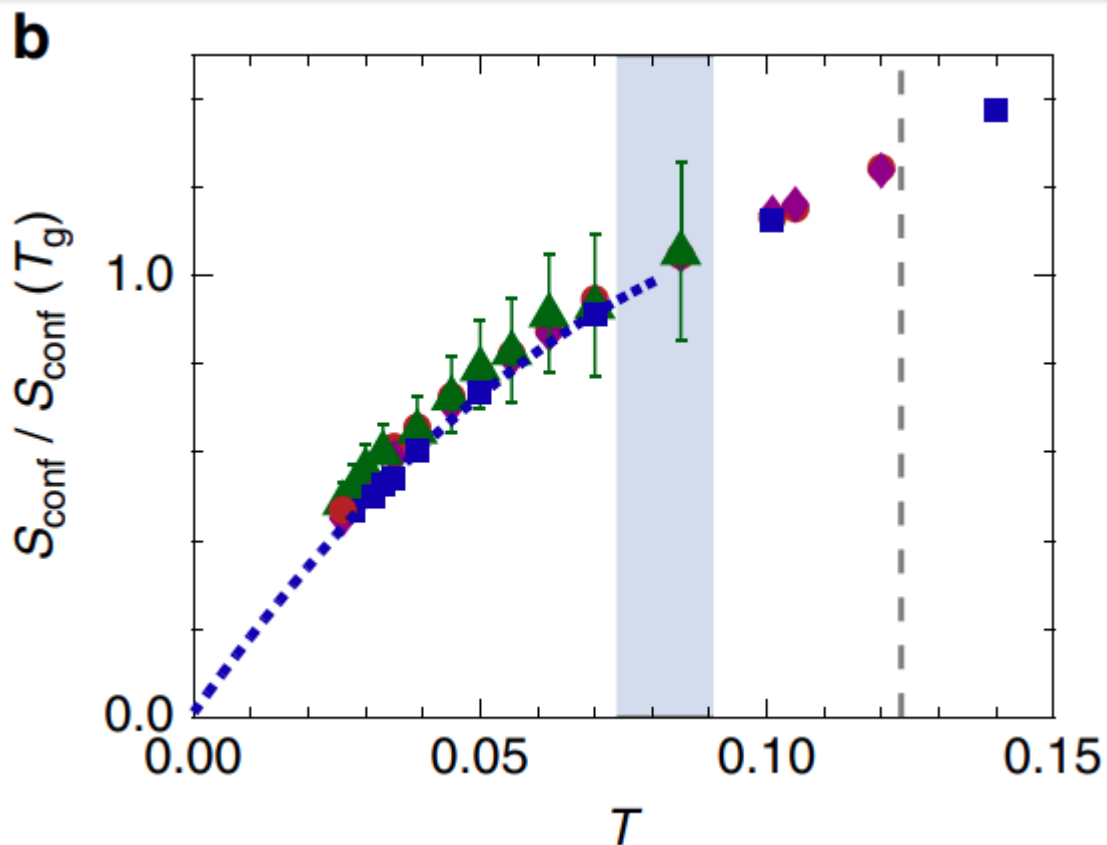
# 5. Ideal glass is hyperuniform

- Every sub-region should be ideal  $\rightarrow$  suppressed density fluctuations
- Fluctuations mean one could replace low density region with a copy of a high density region



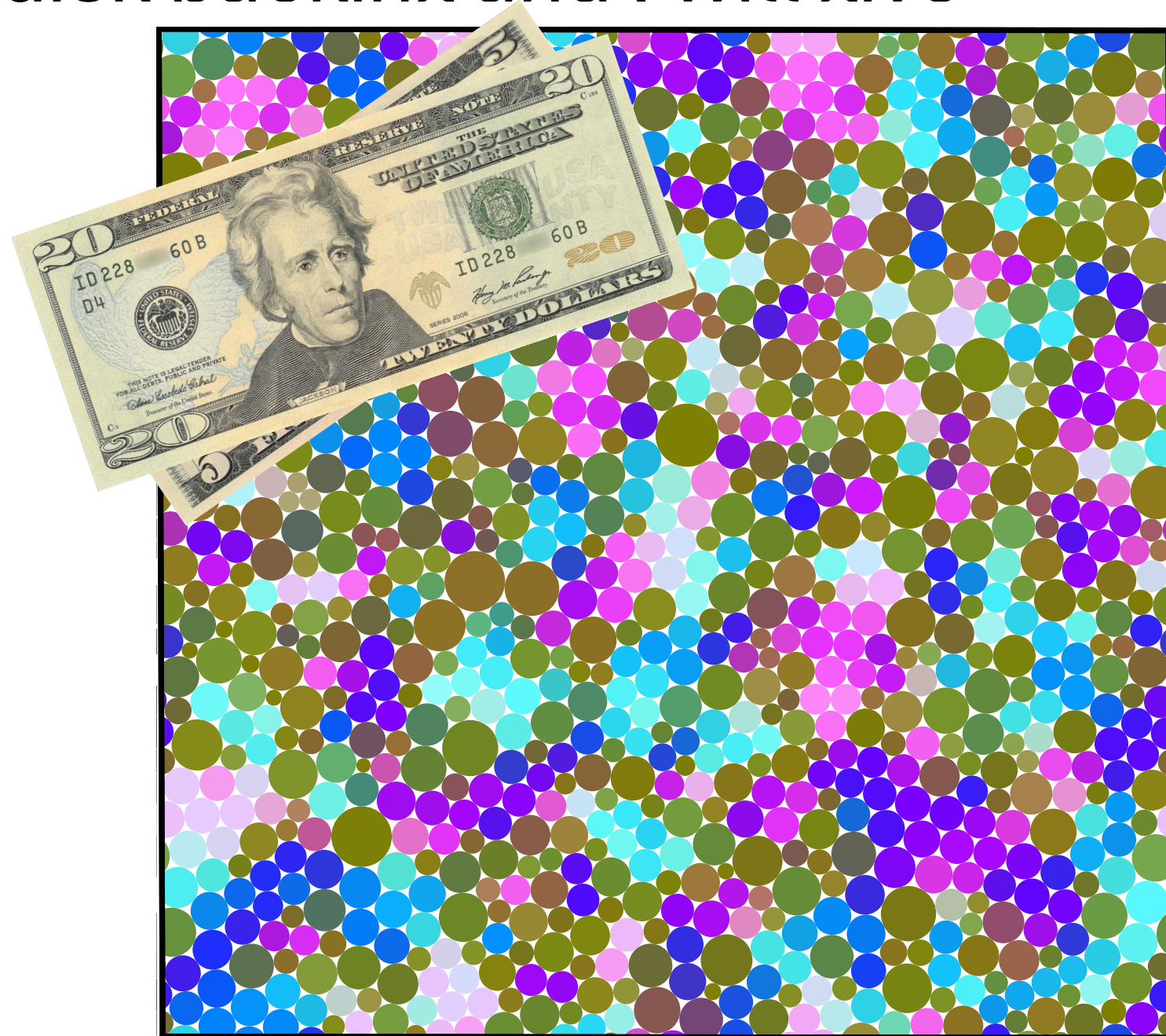
# Zero-temperature glass transition in two dimensions

Ludovic Berthier<sup>1</sup>, Patrick Charbonneau<sup>2,3</sup>, Andrea Ninarello<sup>4</sup>, Misaki Ozawa<sup>1</sup> & Sho Yaida<sup>5</sup>



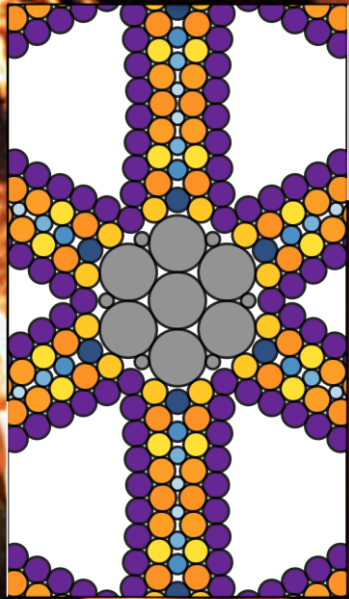
# Show me a better disk packing and I will give you ~~\$5~~\$20

- Ideal glass exists!
- “*bona fide* thermodynamic phase”
- Made using radii minimization and CirclePack
- Need more DOFs to play same game in higher d
- There’s a whole world of ideal glass physics to explore

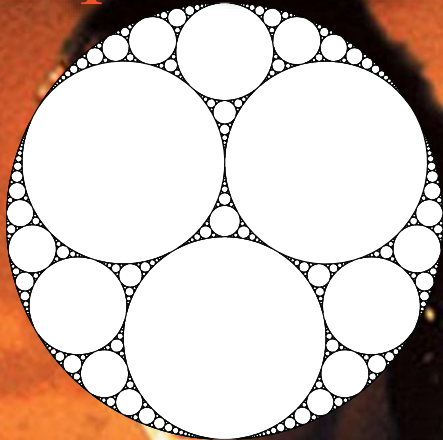


# BEST OF THE BEST

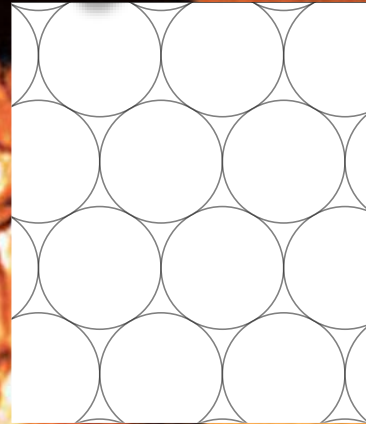
Dionysian



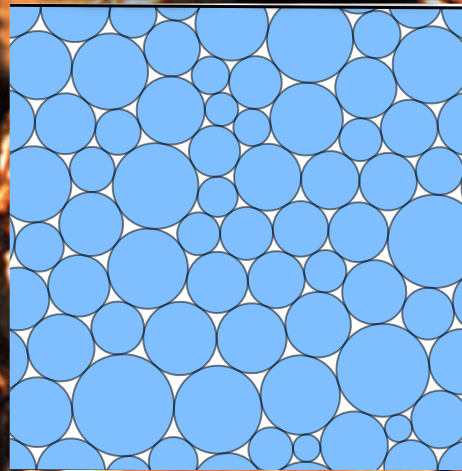
Apollonian



Crystalline



Ideal Glass



Hyperuniform

