## Cutting Corners

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Question: What is the shape of a manifold whose surface dynamically erodes?

Examples: Boulders $\rightarrow$ pebbles Ising interface evolution

Results:
Chipping model $\rightarrow$ not-quite round shape Corner interface $\leftrightarrow$ ASEP $\leftrightarrow$ integer partitions

Challenges: 3 dimensions does a paramagnet reach the ground state?

## Doug Durian's Erosion Machine

Durian et al., PRL 97, 028001 (2006);
PRE 75, 021301 (2007)


## Evolution of a Square Rock



## Expectations

Aristotle (~350 BC):
Rounding due to faster erosion at
exposed corners and extremities.
Mullins (I956): \& many differentrial geometry pubs
If $v_{\text {interface }} \propto$ local curvature,
$\rightarrow$ circular limiting shape for $d=2$
non-circular limiting shape for $d>2$

## Rock Chipping: Final Shape not Circular



## Chipping Model



## Numerical Realizations (100 corners)



## Angle Evolution for Bisection

$\begin{aligned} n_{k} \equiv \# \text { corners with "angle" } k \quad k & \equiv-\ln _{2}(2 \theta / \pi) \\ & =\text { number of halvings }\end{aligned}$

Master equation: (start with square; $t+4$ corners at time $t$ )

$$
n_{k}(t+1)-n_{k}(t)=-\frac{1}{t+4} n_{k}(t)+\frac{2^{\swarrow}}{t+4} n_{k-1}(t)
$$

Continuum limit:

$$
\frac{d n_{k}}{d t}=-\frac{n_{k}}{t}+\frac{2}{t} n_{k-1}
$$

Result:

$$
n_{k}(t)=\frac{12}{t} \frac{(2 \ln t)^{k}}{k!}
$$

Angle Distribution for Bisection
$10^{4}$ chipping events

$10^{7}$ chipping events


Angle Evolution for General Angles


## Angle Evolution for General Angles

$$
\begin{gathered}
\frac{\partial c(x, t)}{\partial t}=-c(x, t)+2 \int_{x}^{1} c(y, t) \frac{d y}{y} \quad \begin{array}{l}
\text { compare with } \\
\frac{d n_{k}}{d t}=-\frac{n_{k}}{t}+\frac{2}{t} n_{k-1}
\end{array} \\
c(\theta, t)=\frac{8}{\pi} \sqrt{\frac{2 t}{\ln (\pi / 2 \theta)}} e^{-t} I_{1}(\sqrt{8 t \ln (\pi / 2 \theta)})+\frac{8}{\pi} e^{-t} \delta\left(\theta-\frac{\pi}{2}\right), \\
\sim e^{\sqrt{-t \ln \theta}} \quad \text { Ziff \& McGrady (1985); Ziff (1992) }
\end{gathered}
$$

$\rightarrow$ broad distribution of angles

## Asymmetry

$$
\begin{array}{ll}
X^{2}(N)=\frac{1}{N} \sum_{i=1}^{N} x_{i}^{2} & Y^{2}(N)=\frac{1}{N} \sum_{i=1}^{N} y_{i}^{2} \\
R_{+}^{2}(N)=\max \left(X^{2}(N), Y^{2}(N)\right) & \text { for each } \\
R_{-}^{2}(N)=\min \left(X^{2}(N), Y^{2}(N)\right) & \text { realization }
\end{array}
$$

$$
\xi(N) \equiv \sqrt{\left\langle R_{+}^{2}(N)\right\rangle} / \sqrt{\left\langle R_{-}^{2}(N)\right\rangle}
$$

average over all realizations

## Simulation Results



## Dynamics of Ising Interfaces

V. Spirin, PLK, SR, PRE 63, 036118 (2001);

PRE 65, 016119 (2002)
Ferromagnetic Ising model
Even coordinated lattices
Periodic boundary conditions
Zero-temperature Glauber dynamics:
Pick a random spin and compute energy change $\Delta E$ if the spin were to flip:

$$
\begin{array}{lll}
\text { if } & \Delta E<0 & \text { do it } \\
\text { if } & \Delta E>0 & \text { don't do it }_{\text {if }} \\
\text { it } & \Delta E=0 & \text { do it with prob. } 1 / 2
\end{array}
$$

## Dynamics of Ising Interfaces <br> V. Spirin, PLK, SR, PRE 63, 036118 (2001); <br> PRE 65, 016119 (2002)

Start with each spin $\uparrow$ or $\downarrow$ with probability $1 / 2$. Impose T=0 Glauber dynamics.

What is the final state?
$\mathrm{d}=\mathrm{I}$ : ground state is always reached
$\mathrm{d}=2$ : ground state is sometimes reached
$d>2$ : ground state is never reached
Many interacting interfaces are complicated
$\rightarrow$ study dynamics of a single interface

#  <br> Simplest Ising Interface pitea, 

a straight interface is stable: too simple
an evolving interface must have curvature:
$\rightarrow$ single corner interface


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Simplest Ising Interface

$\square$ inner corners

- outer corners

X
one more "outer" corner than "inner" corner

## Simplest Ising Interface <br> 

X
one more "outer" corner than "inner" corner

$$
\longrightarrow S_{t}=t \quad x, t \sim \sqrt{t} \quad \begin{aligned}
& \text { interface recedes } \\
& \text { diffusively }
\end{aligned}
$$

## Three Basic Models

I. all corners flip equiprobably evaporation = deposition
$\rightarrow$ Ising interface


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3. deposition only $\left(\mathrm{H}>0^{+}\right)$
$\rightarrow$ growing integer partitions


## 2. Equilibrium Integer Partitions

Equivalence of corner interface \& Young diagram


## 2. Equilibrium Integer Partitions

number of distinct partitions of t :

$$
p(t) \sim \frac{1}{4 \sqrt{3} t} e^{\sqrt{2 \pi^{2} t / 3}}
$$

Hardy \& Ramanujan (1918)
if each partition equiprobable, limiting interface shape is:

$$
e^{-\lambda x}+e^{-\lambda y}=1 \quad \lambda=\frac{\pi}{\sqrt{6 t}}
$$

## 3. Growing Integer Partitions

Ising interface with $\mathrm{H}>0^{+}$


## Equivalent to Asymmetric Exclusion Process

downslope $\rightarrow$ particle
upslope $\rightarrow$ hole


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## Equivalent to Asymmetric Exclusion Process

$$
\begin{aligned}
& n_{t}+[n(1-n)]_{z}=0 \\
& n(z, t) \rightarrow\left\{\begin{array}{ll}
1 & z<-t \\
\frac{1}{2}\left(1-\frac{z}{t}\right) & |z|<t \\
0 & z>t
\end{array} \quad \begin{array}{l}
\text { zox-y }
\end{array}\right. \\
& \rightarrow \sqrt{x}+\sqrt{y}=\sqrt{t} \quad \operatorname{Rost}(|98|)
\end{aligned}
$$

## I. Ising Interface

Macroscopic Allen-Cahn equation for limiting shape:

$$
v_{n}=-D \nabla \cdot \mathbf{n} \quad \text { interface velocity } \propto \text { local curvature }
$$

for the corner geometry: $y_{t}=D \frac{y_{x x}}{1+y_{x}^{2}}$
self-similar solution: $y(x, t)=\sqrt{D t} Y(X) \quad X=x / \sqrt{D t}$
AC equation: $\rightarrow \frac{Y-X Y^{\prime}}{2}=\frac{Y^{\prime \prime}}{1+\left(Y^{\prime}\right)^{2}} \quad \begin{gathered}\lim _{\substack{X \rightarrow \infty \\ X \rightarrow+0}} Y(X)=0 \\ \lim ^{2}(X)=\infty\end{gathered}$
asymptotic solution: $\quad Y \sim \frac{A}{X^{2}} e^{-X^{2} / 4} \quad A \approx 2.74404 \ldots$

## Equivalent to Symmetric Exclusion Process <br> PLK (2008)

$n_{t}=n_{z z}$
$n(z, t)=\frac{1}{2} \operatorname{erfc}(z / \sqrt{4 t})$
asymptotic solution: $Y \sim \frac{2}{\sqrt{\pi}} \frac{e^{-X^{2}}}{X^{2}}$




## Outlook

chipping model:
not quite round shapes (in d=2)
large fluctuations between realizations
robust with respect to extensions preferentially chip prominent corners; chip more than I corner

Ising interfaces:
relation with partitions; single interface solved challenges: corner interface in $\mathrm{d}=3$

## Single Corner in d=3



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What is the final state?
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Please prove for $d \geq 2$ !

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