

Title: The physics and geometry of self-assembly

Date: Mar 03, 2010 02:00 PM

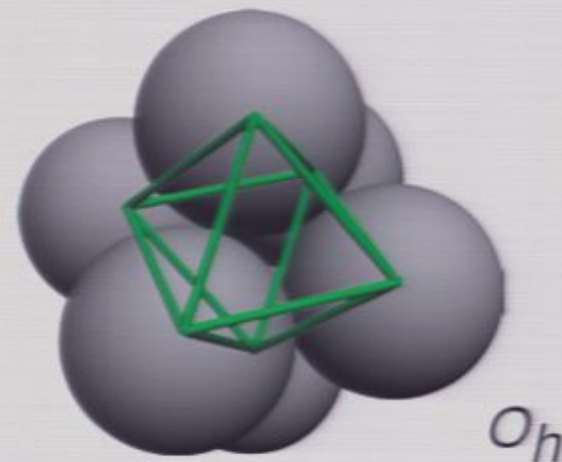
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Abstract: Self-assembly refers to any thermodynamic process in which a bunch of particles (molecules, biomolecules, polymers, colloids) come together in solution to form an ordered structure. In living things it is a widely used and robust manufacturing tool: DNA, RNA and proteins spontaneously form three dimensional structures, and supramolecular structures emerge from protein aggregates with staggering degrees of ordering and specificity. By contrast, most synthetic systems in soft condensed matter do not assemble robustly. In this talk I will discuss experiments on simple systems that allow us to probe the physics and thermodynamics of self-assembly. We use systems consisting of small numbers ($N \ll 12$) of confined spherical colloidal particles to understand what physical parameters (interactions) determine how a system will assemble. We find that the probability of self-assembling a particular configuration can be understood in terms of the geometry of sphere packings. The geometrical model gives some insights into how phase transitions emerge as N approaches the bulk limit. At the same time, it yields some general insights into the design principles for robust self-assembly.

The physics and geometry of self-assembly

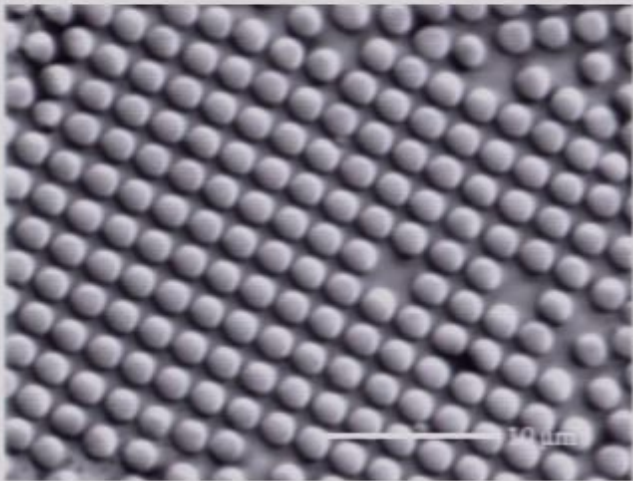
Guangnan Meng, Natalie Arkus, Jesse Collins, Michael Brenner,
Vinothan N. Manoharan

*School of Engineering and Applied Sciences
Department of Physics,
Harvard University*



Self-assembly

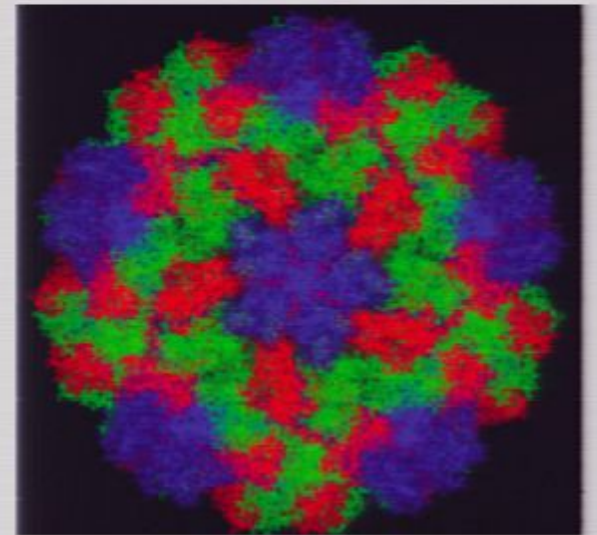
Any process in which a bunch of stuff (molecules, particles, polymers) in solution spontaneously forms an ordered structure



Crystals



Vesicles



Viruses

Self-assembly from the engineer's point of view: a great idea, in principle

(In principle) A way to cheaply and easily build materials with complex, 3-D [nano]structures

General recipe:

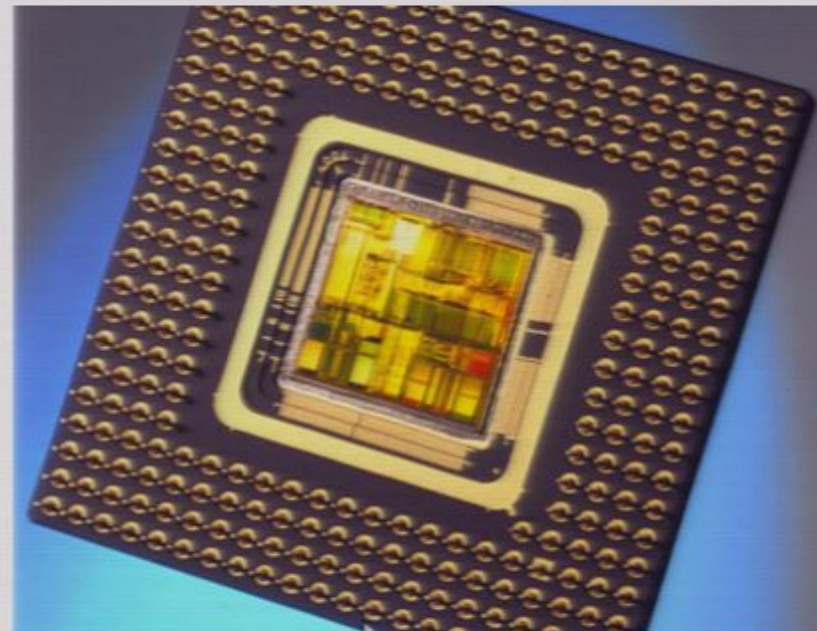
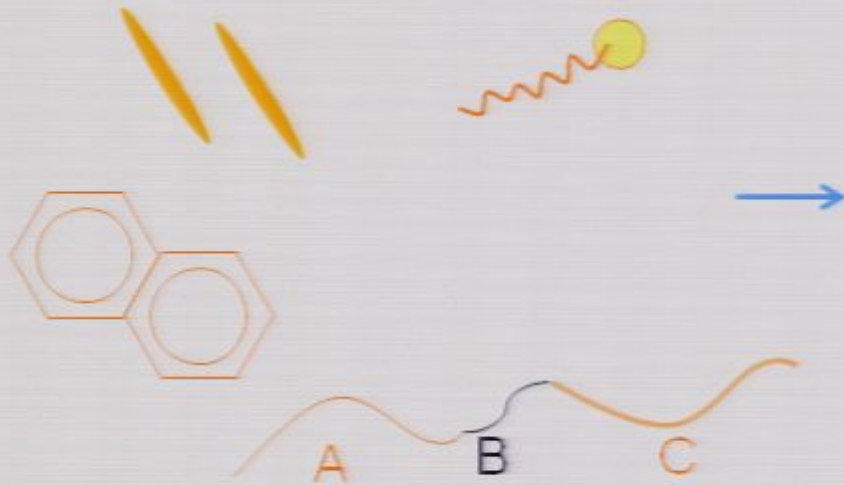
- Synthesize building blocks with specific interactions
- Assemble the blocks in solution or melt (by heating, stirring, activating, concentrating, or subjecting to external fields)
- Chemically treat the resulting structure to make a functional material

Self-assembly from the engineer's point of view: a great idea, in principle

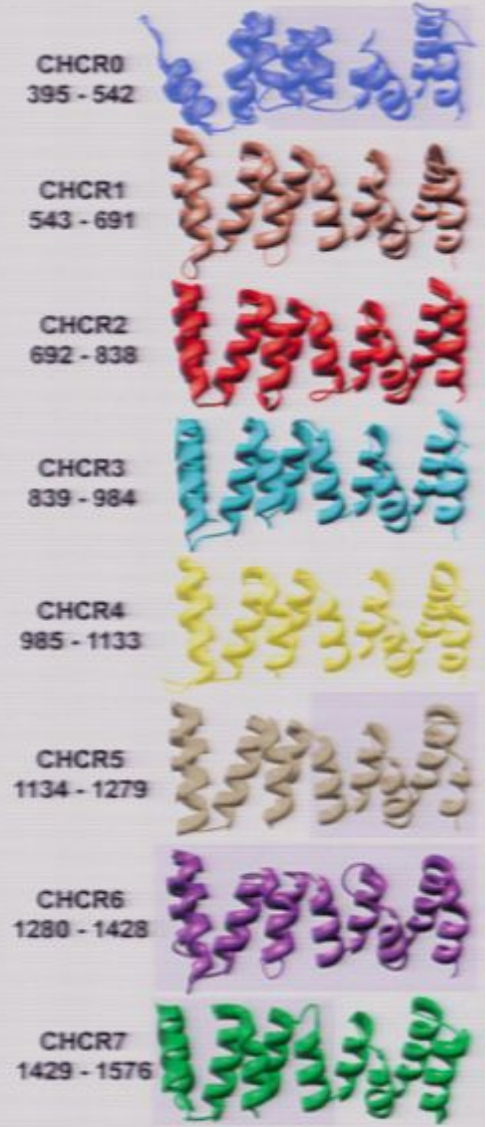
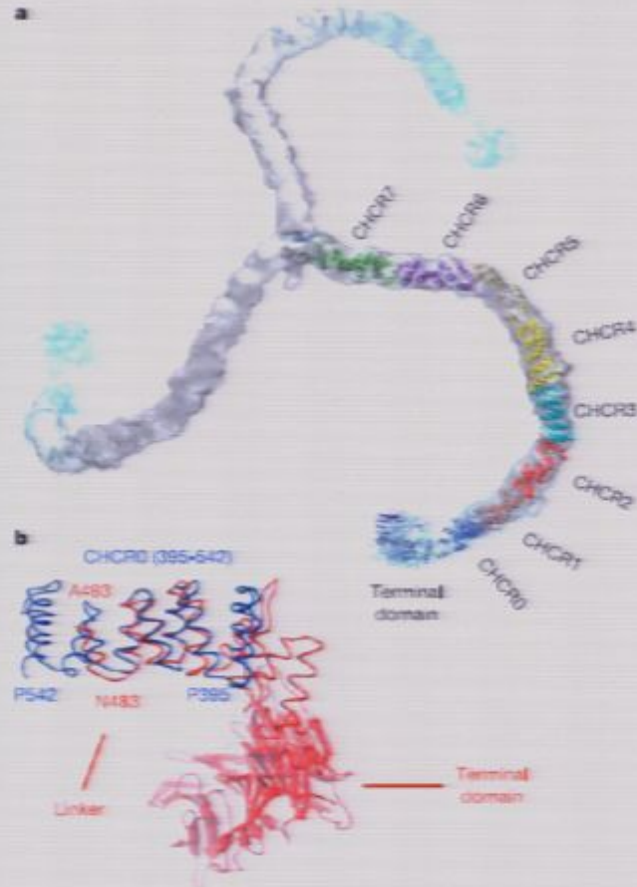
(In principle) A way to cheaply and easily build materials with complex, 3-D [nano]structures

General recipe:

- Synthesize building blocks with specific interactions
- Assemble the blocks in solution or melt (by heating, stirring, activating, concentrating, or subjecting to external fields)
- Chemically treat the resulting structure to make a functional material



Self-assembly from the biologist's point of view: (yawn)



Self-assembly from the physicist's point of view: statistical mechanics

More Is Different

Broken symmetry and the nature of the hierarchical structure of science.

P. W. Anderson

“The behavior of large and complex aggregates of elementary particles...is not to be understood in terms of simple extrapolation of the properties of a few...”

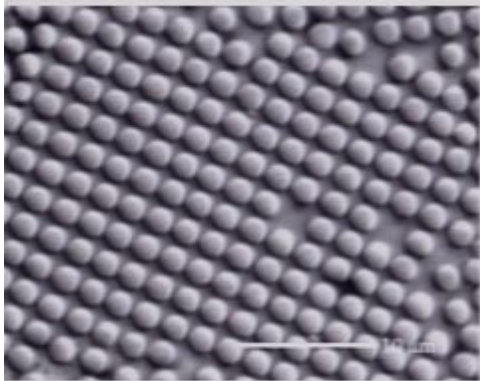
Self-assembly from the physicist's point of view: statistical mechanics

More Is Different

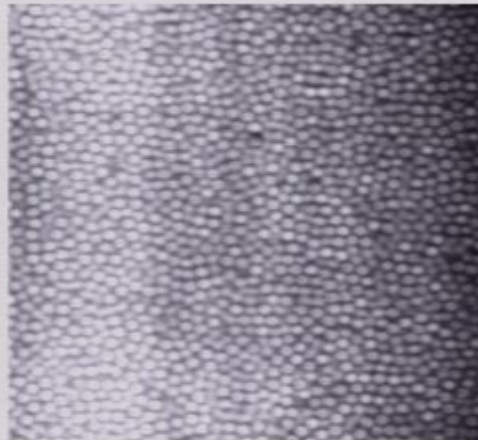
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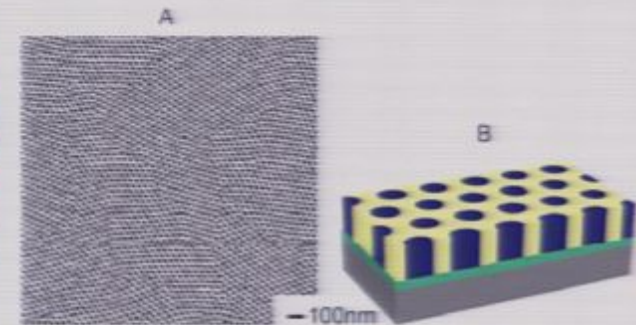
Crystallization and nucleation



Glass transition



Biological self-assembly, protein folding



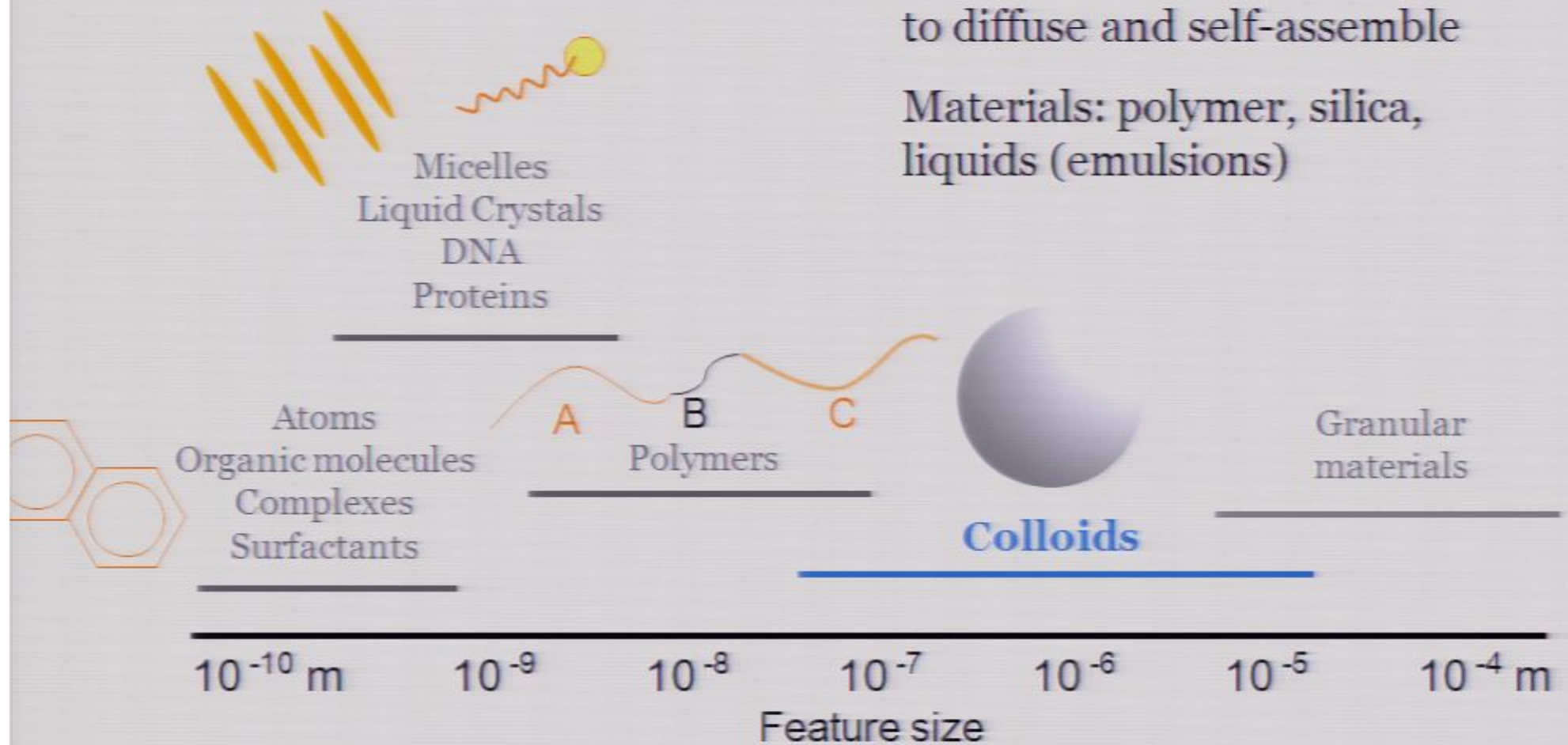
Nanotechnology

All of these problems must be related to some set of physical principles

Colloids: a model experimental system for self-assembly

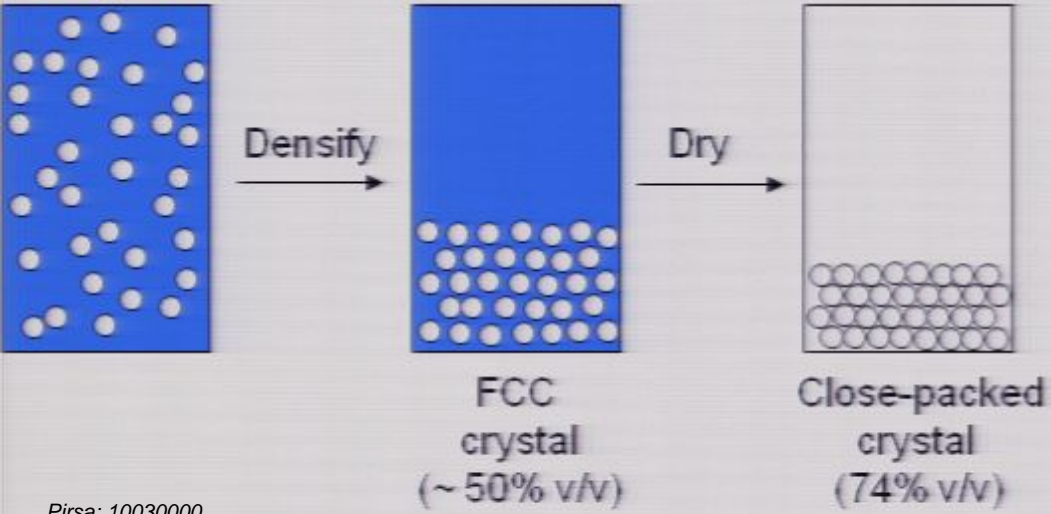
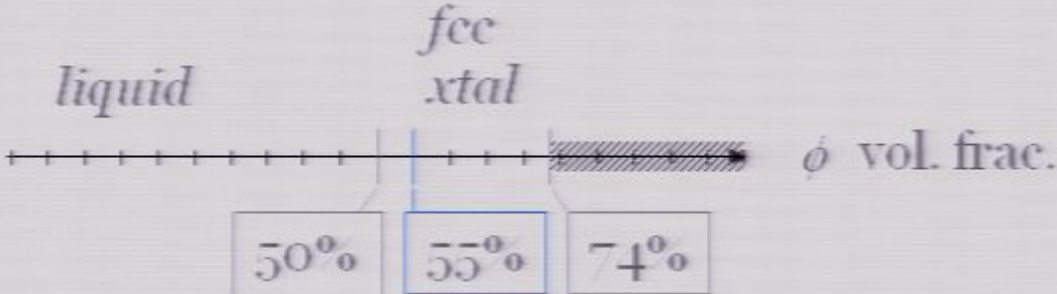
Colloids: much larger than a molecule, but small enough to diffuse and self-assemble

Materials: polymer, silica, liquids (emulsions)



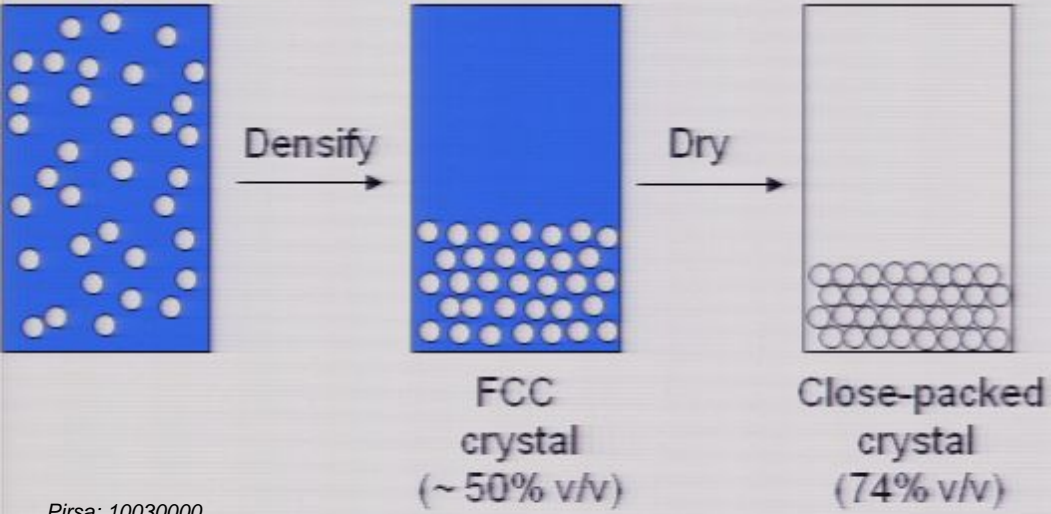
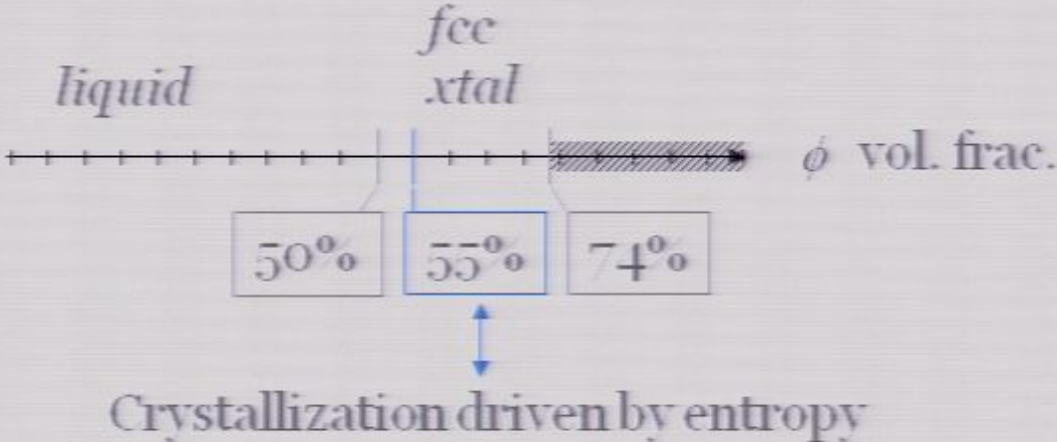
Colloids self-assemble into crystals

Phase diagram: hard sphere colloids



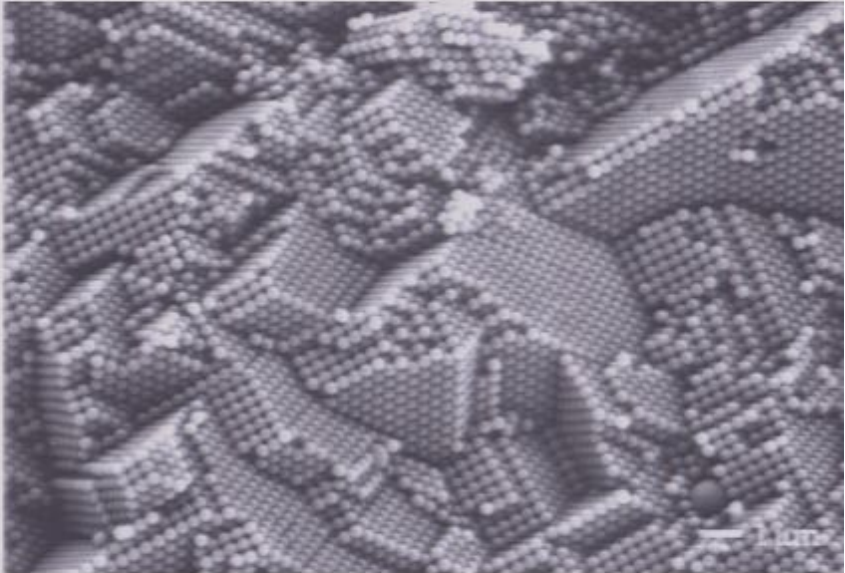
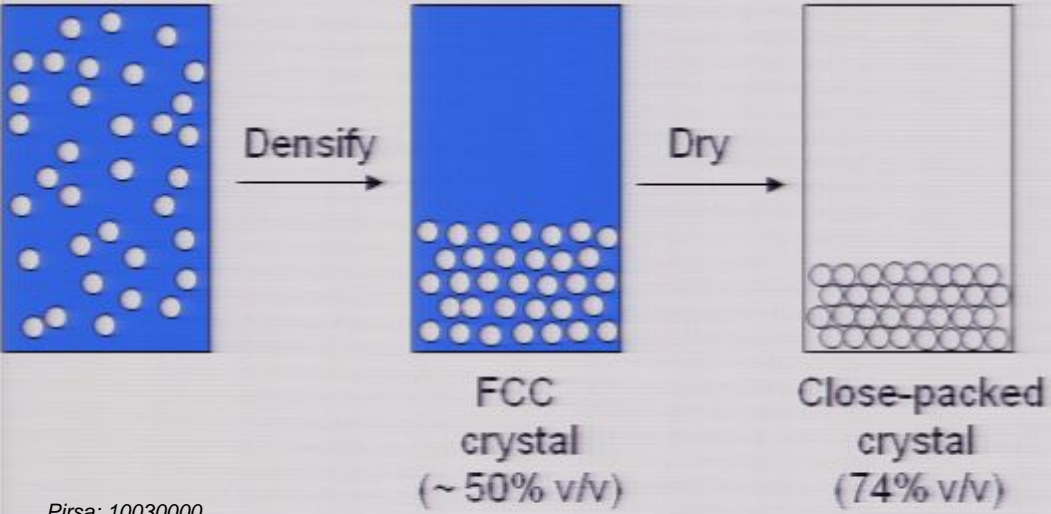
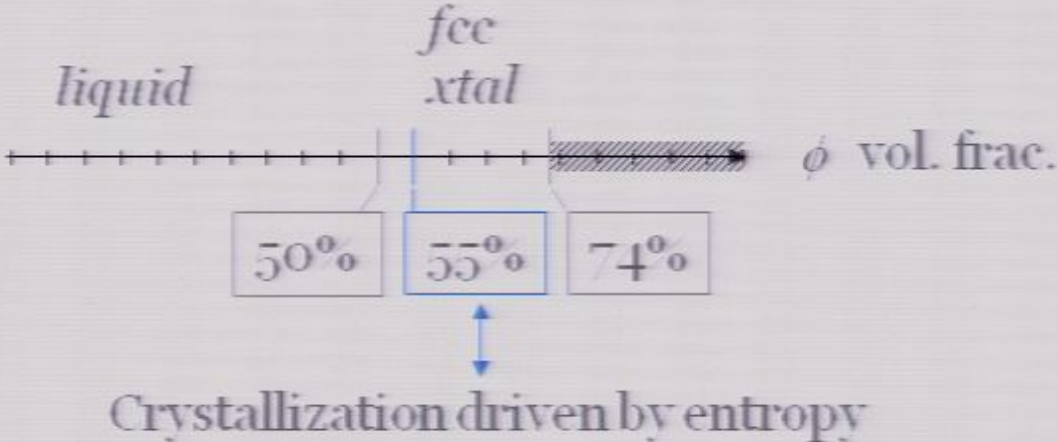
Colloids self-assemble into crystals

Phase diagram: hard sphere colloids



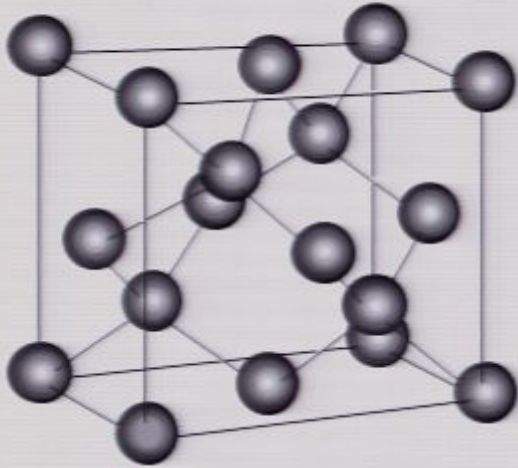
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Phase diagram: hard sphere colloids

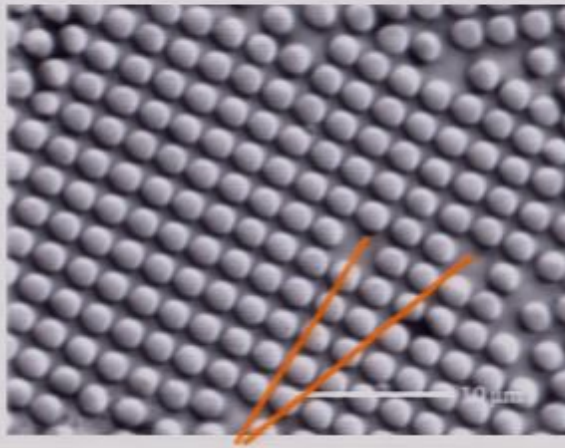


But [colloidal] self-assembly seems pretty limited...

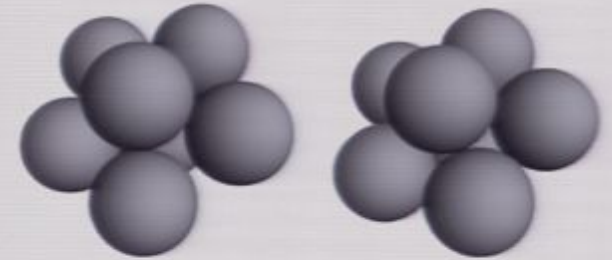
No easy or general way to control:



Crystal structure



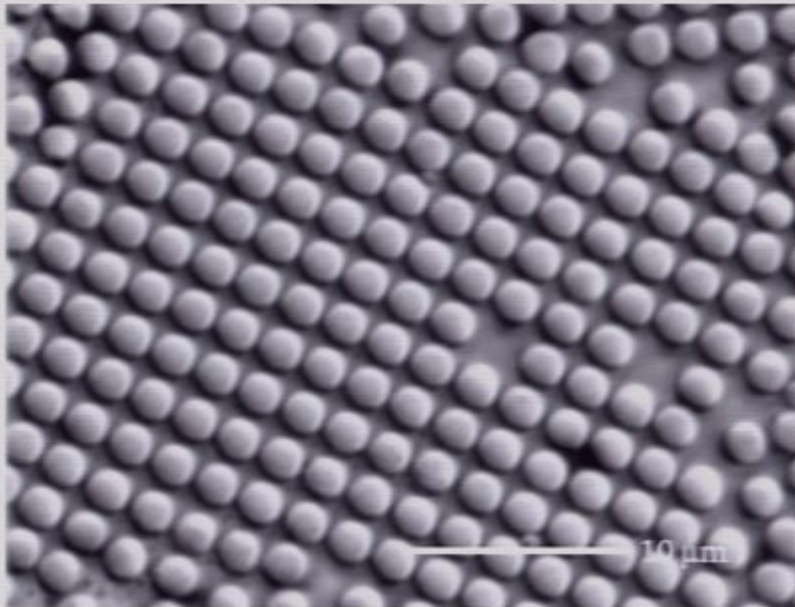
Defect structure



*Nonperiodic (point group)
structure*

The same is true for many different types of synthetic “building blocks” (for example, polymers)

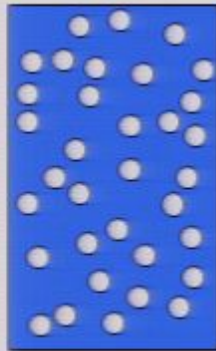
Why can't we self-assemble structures that are as robust and complex as living things?



But really...

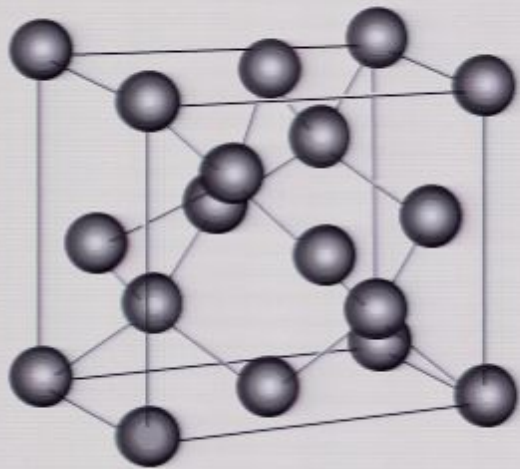
How much do we really know about how even the simplest systems self-assemble?

A self-assembly challenge

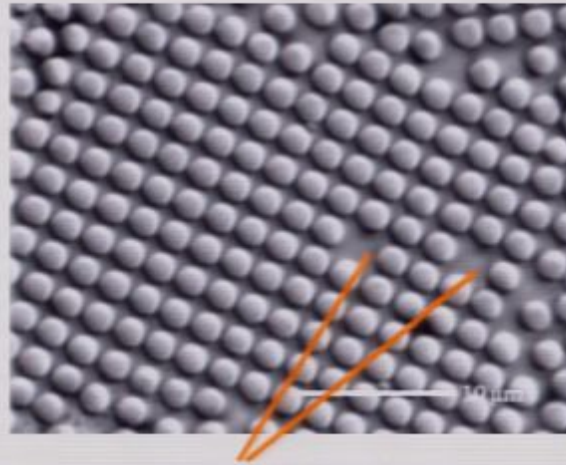


Beaker of spherical
colloidal particles

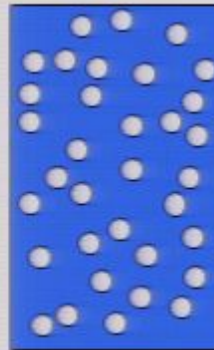
A self-assembly challenge



Any crystal structure

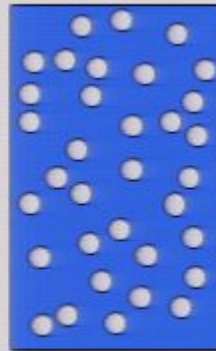


Prescribed defect structure



Beaker of spherical
colloidal particles

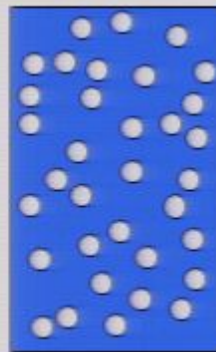
A self-assembly challenge



Beaker of spherical
colloidal particles

A self-assembly challenge

Dream: Take a suspension of spherical particles with isotropic interactions, have them self-assemble robustly into an arbitrary 3D structure

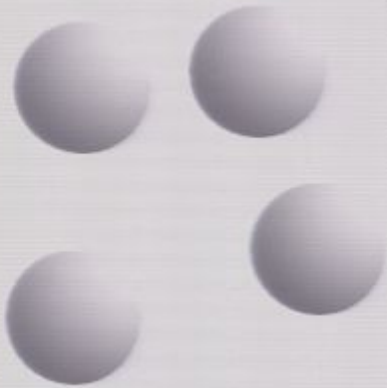


Beaker of spherical colloidal particles

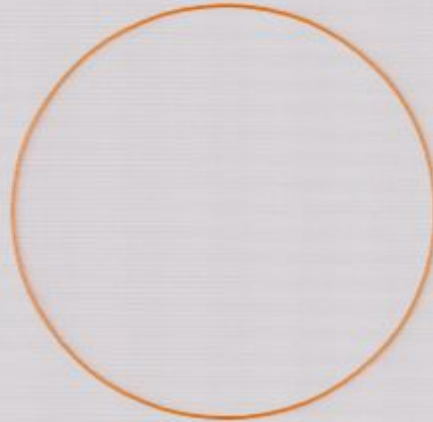


Arbitrary 3D structure

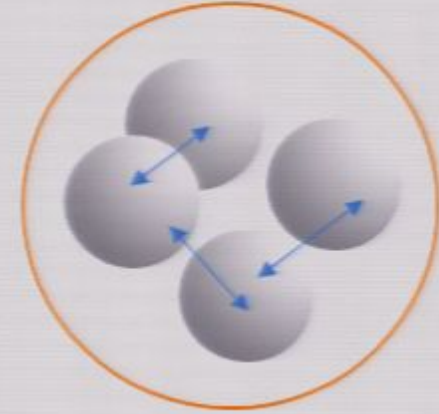
First step: Figure out how small numbers of colloids self-assemble



N hard spheres



A container



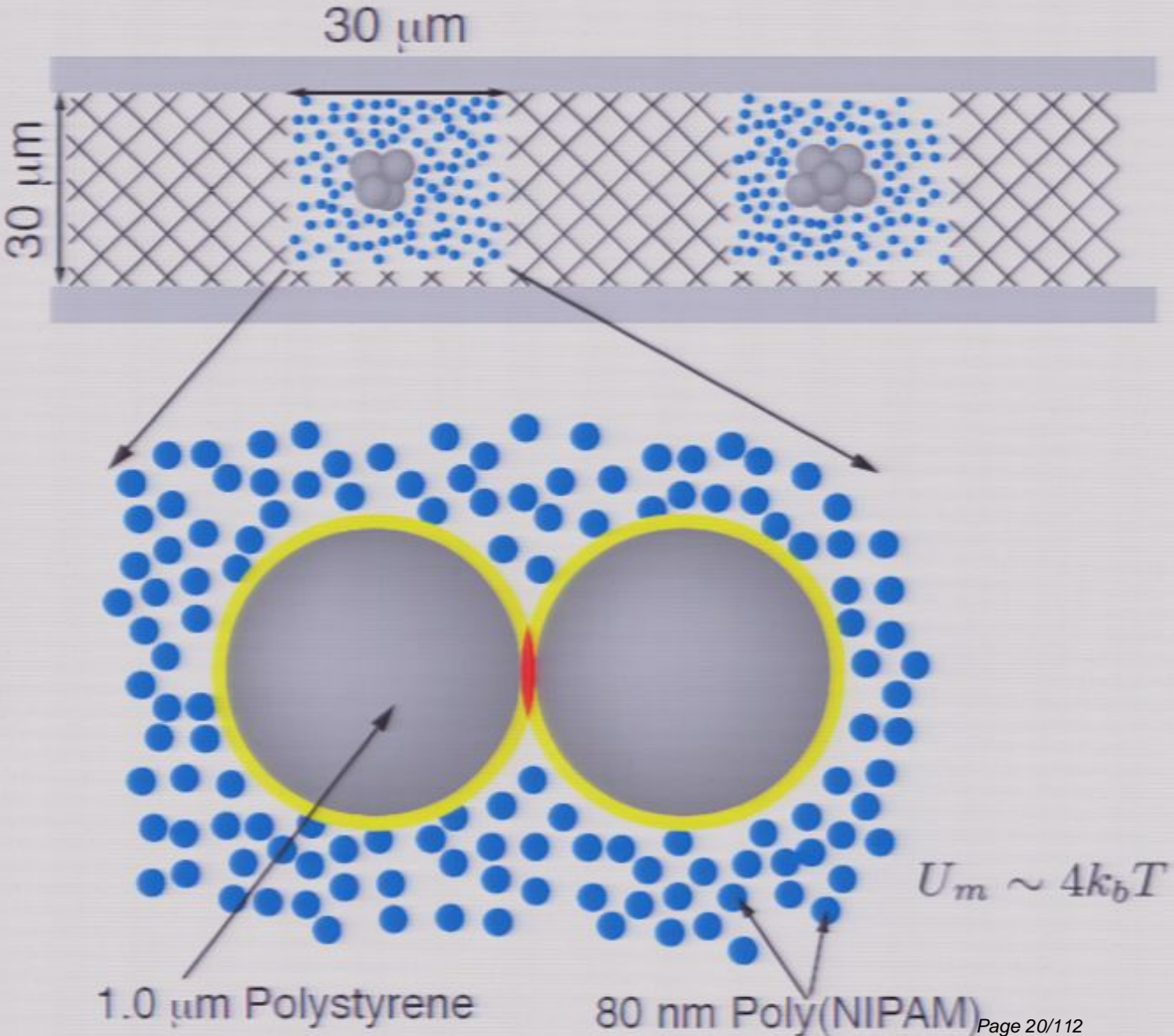
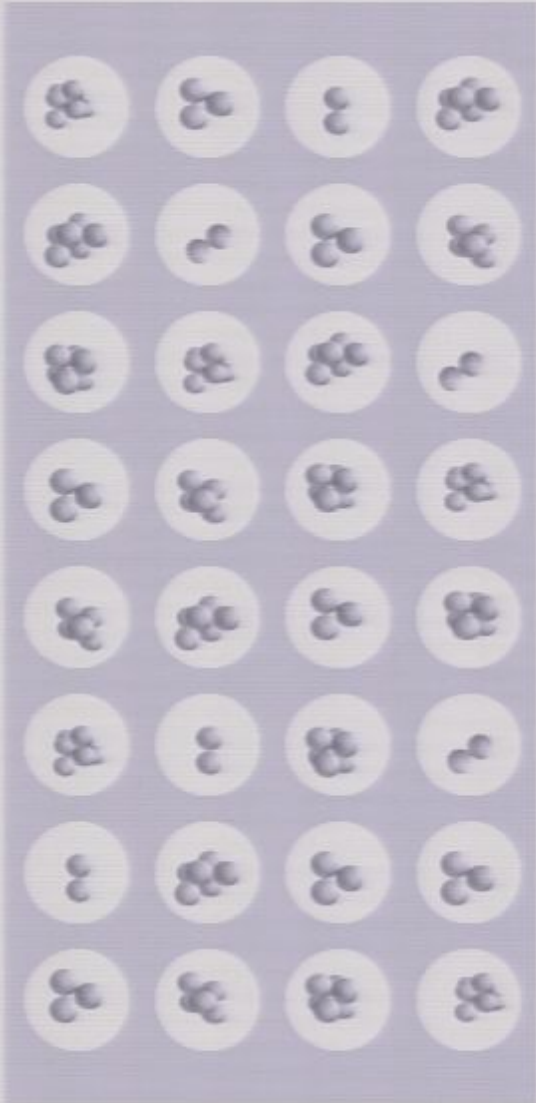
Short-range attraction between spheres

Problem: What are the equilibrium and metastable states of a system of N hard spheres with short-ranged attractions?

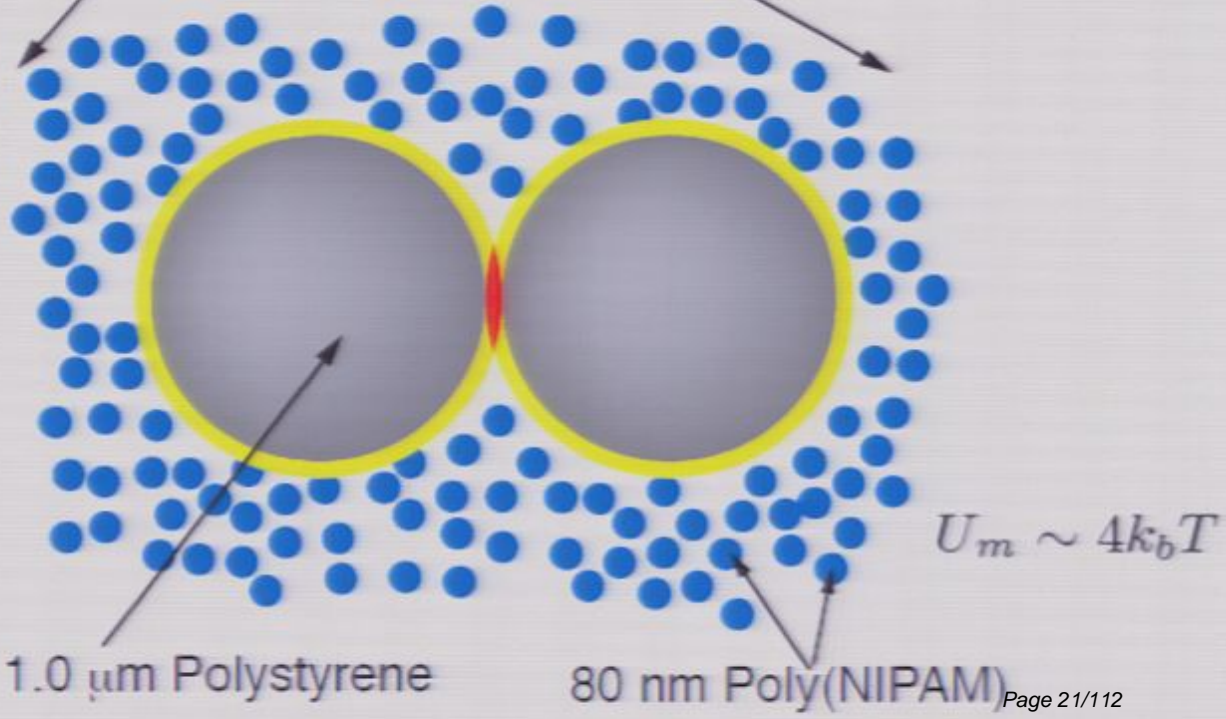
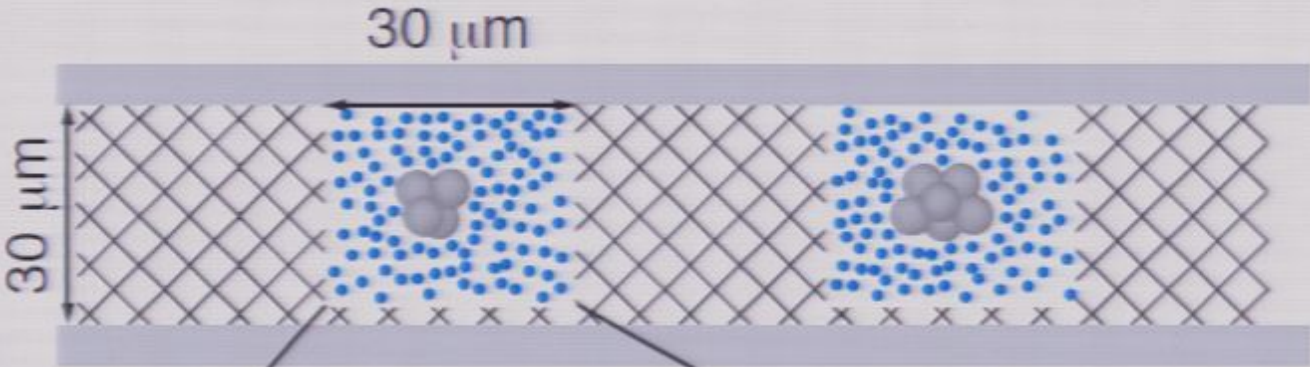
Motivation:

enumerating the possibilities for self-assembly
analogy to atomic clusters (Lennard-Jones, Au clusters)
possible connections to nucleation, bulk behavior

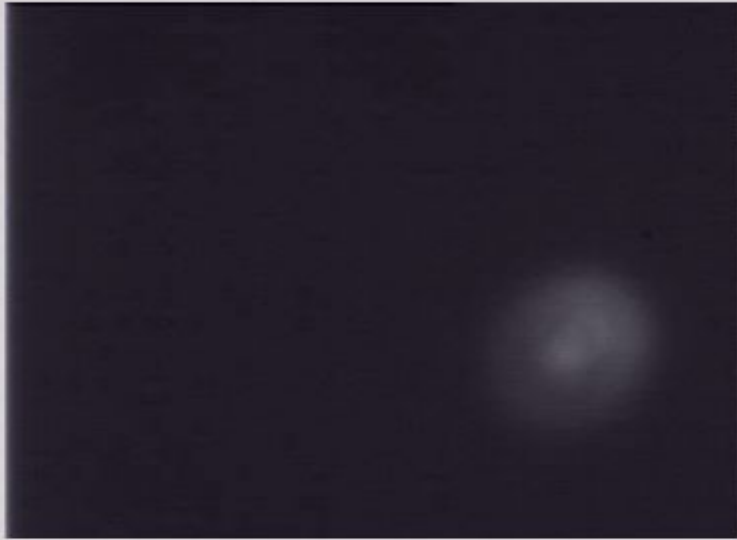
Experimental realization: an ensemble of particles inside microwells



Experimental realization: an ensemble of particles inside microwells



Results: $N = 2-5$



$N=2$



$N=3$



$N=4$



$N=5$

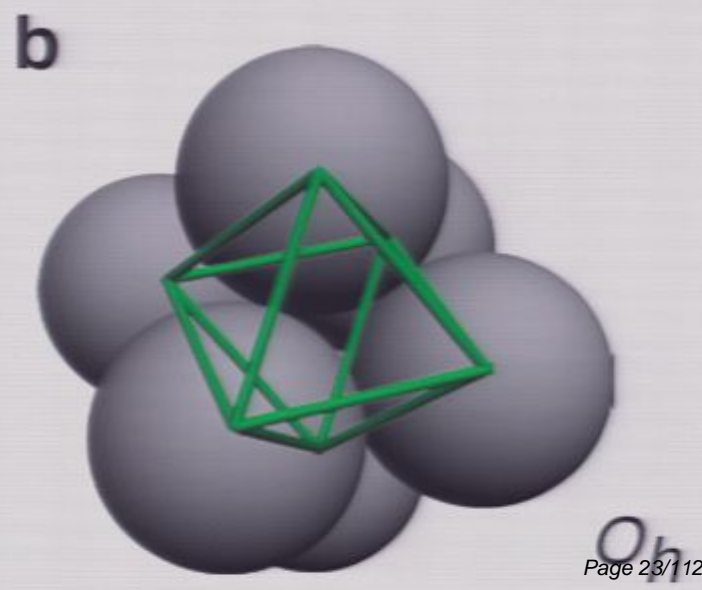
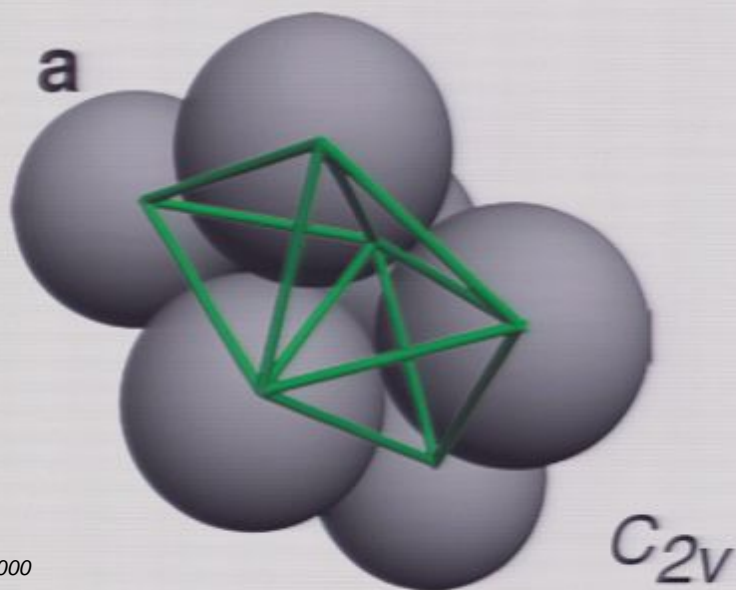
Results: $N = 6$



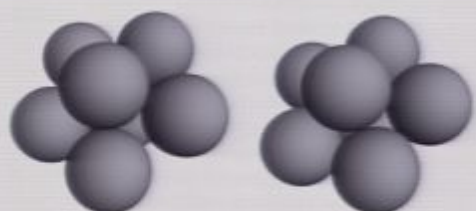
Tri-tetrahedron ("Polytetrahedron")



Octahedron



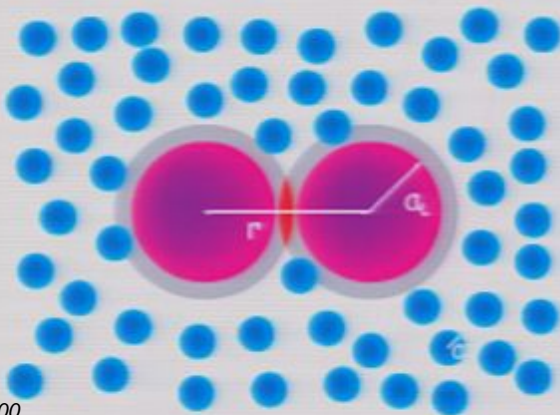
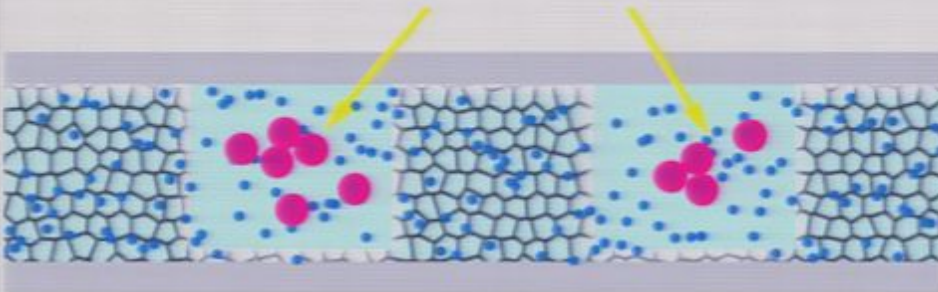
Results: $N=7$



Experiment meets Theory

Experimental system:

- N colloidal particles in a microwell interacting through a short-ranged depletion attraction



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$$U_{\text{int}} \propto \rho_s a^2 a_1$$

Theoretical problem:

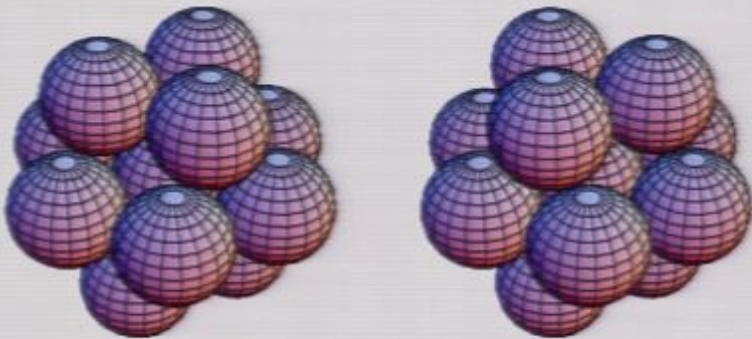
- **Statistical mechanics viewpoint:**

Determine the structures and internal energies of all the potential minima of the system for each N

- **Mathematical viewpoint:**
Determine all the rigid packings of N spheres and the number of contacts in each

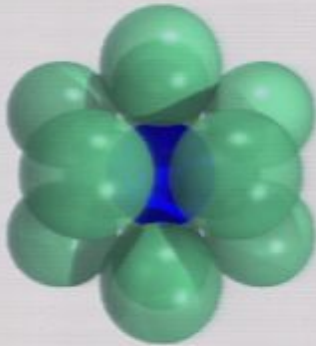
Theoretical approach: Why it so difficult?

Packing problems are hard...



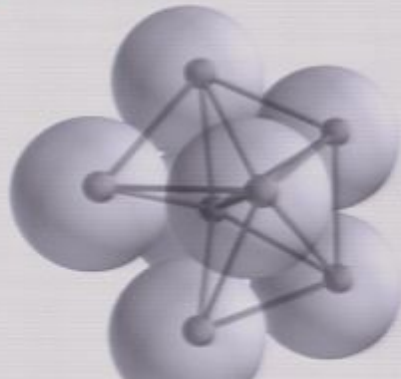
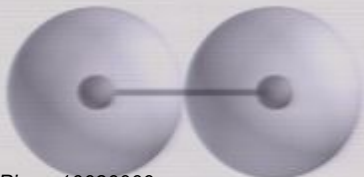
Kepler Conjecture (1611)

Hales – computer aided proof (1998)



Kissing Number Problem (1694)

3 dimensional proof (1874)

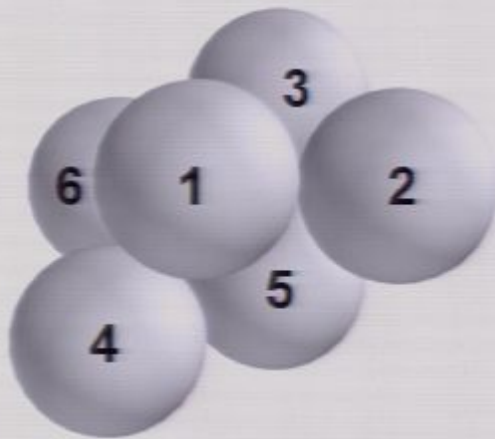


Erdos Unit Distance Problem (1946)

Unsolved

An exact (computational) solution to the packing problem through graph theory

Structures Can be Defined by Adjacency Matrices



$$\begin{array}{c} \begin{matrix} & 1 & 2 & 3 & 4 & 5 & 6 \\ \begin{matrix} 1 \\ 2 \\ 3 \\ 4 \\ 5 \\ 6 \end{matrix} & \begin{pmatrix} 0 & 1 & 1 & 1 & 1 & 1 \\ 1 & 0 & 1 & 0 & 1 & 0 \\ 1 & 1 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 & 1 & 1 \\ 1 & 1 & 1 & 1 & 0 & 1 \\ 1 & 0 & 1 & 1 & 1 & 0 \end{pmatrix} \end{matrix} \end{array}$$

1 if particles touch
0 if do not touch

Step 1: Construct all possible adjacency matrices

(Subset of which necessarily includes all rigid packings)

Rigidity constraints limit the number of adjacency matrices: $>3N-6$ total contacts

$$\frac{n(n-1)}{2} \text{ relative distances} \rightarrow 2^{\frac{n(n-1)}{2}} \text{ possible adjacency matrices}$$

Number of Particles	Number of Adjacency Matrices	Non-Isomorphic Adjacency Matrices
1	1	1
2	2	2
3	8	4
4	64	11
5	1,024	34
6	32,768	156
7	2,097,152	1,044
8	268,435,456	12,346
9	$6.8719 \cdot 10^{10}$	274,668
10	$3.5184 \cdot 10^{13}$	12,005,168

nauty22 by Brendan McKay.

Rigidity constraints limit the number of adjacency matrices: $>3N-6$ total contacts

$$\frac{n(n-1)}{2} \text{ relative distances} \rightarrow 2^{\frac{n(n-1)}{2}} \text{ possible adjacency matrices}$$

Number of Particles	Number of Adjacency Matrices	Non-Isomorphic Adjacency Matrices	Adjacency Matrices with 3 Contacts per Particle	Adjacency Matrices with $3n - 6$ Total Contacts
1	1	1	1	1
2	2	2	1	1
3	8	4	1	1
4	64	11	1	1
5	1,024	34	3	1
6	32,768	156	19	4
7	2,097,152	1,044	150	29
8	268,435,456	12,346	2,590	438
9	$6.8719 \cdot 10^{10}$	274,668	84,245	13,828
10	$3.5184 \cdot 10^{13}$	12,005,168	5,203,135	750,352

nauty22 by Brendan McKay.

Step 2: Determine which subset corresponds to rigid sphere packings...

Solving for Packings

$$\begin{pmatrix} 0 & 1 & 1 & 1 & 1 & 1 \\ 1 & 0 & 1 & 0 & 1 & 0 \\ 1 & 1 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 & 1 & 1 \\ 1 & 1 & 1 & 1 & 0 & 1 \\ 1 & 0 & 1 & 1 & 1 & 0 \end{pmatrix}$$

Adjacency Matrix



$$\begin{pmatrix} 0 & 1 & 1 & 1 & 1 & 1 \\ 1 & 0 & 1 & r_{24} & 1 & r_{26} \\ 1 & 1 & 0 & r_{34} & 1 & 1 \\ 1 & r_{24} & r_{34} & 0 & 1 & 1 \\ 1 & 1 & 1 & 1 & 0 & 1 \\ 1 & r_{26} & 1 & 1 & 1 & 0 \end{pmatrix}$$

Distance Matrix

Each adjacency matrix encodes a structure

How to solve for structure?

Adjacency matrix corresponds to a system of quadratic equations:

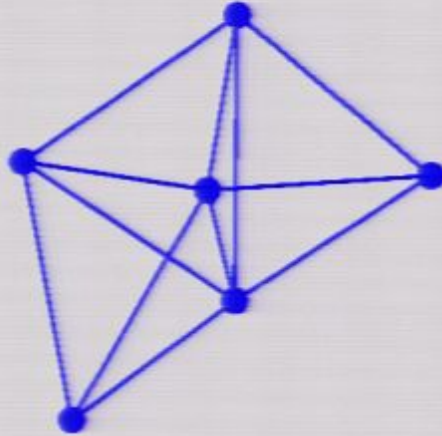
$$(x_i - x_j)^2 + (y_i - y_j)^2 + (z_i - z_j)^2 = R^2; \text{ if } A_{ij} = 1$$

$$(x_i - x_j)^2 + (y_i - y_j)^2 + (z_i - z_j)^2 \geq R^2; \text{ if } A_{ij} = 0$$

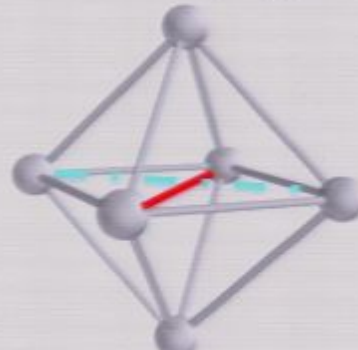
Problem becomes one of solving the system of $n(n-1)/2$ equations.

A geometric solution

Iterative Packings: packings built from smaller (rigid) packings



New Seed: packing that can not be built from any combination of smaller (rigid) packings



Number of Particles	Number of Adjacency Matrices	Non-Isomorphic Adjacency Matrices	Adjacency Matrices with 3 Contacts per Particle	Adjacency Matrices with $3n - 6$ Total Contacts
1	1	1	1	1
2	2	2	1	1
3	8	4	1	1
4	64	11	1	1
5	1,024	34	3	1
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7	2,097,152	1,044	150	29
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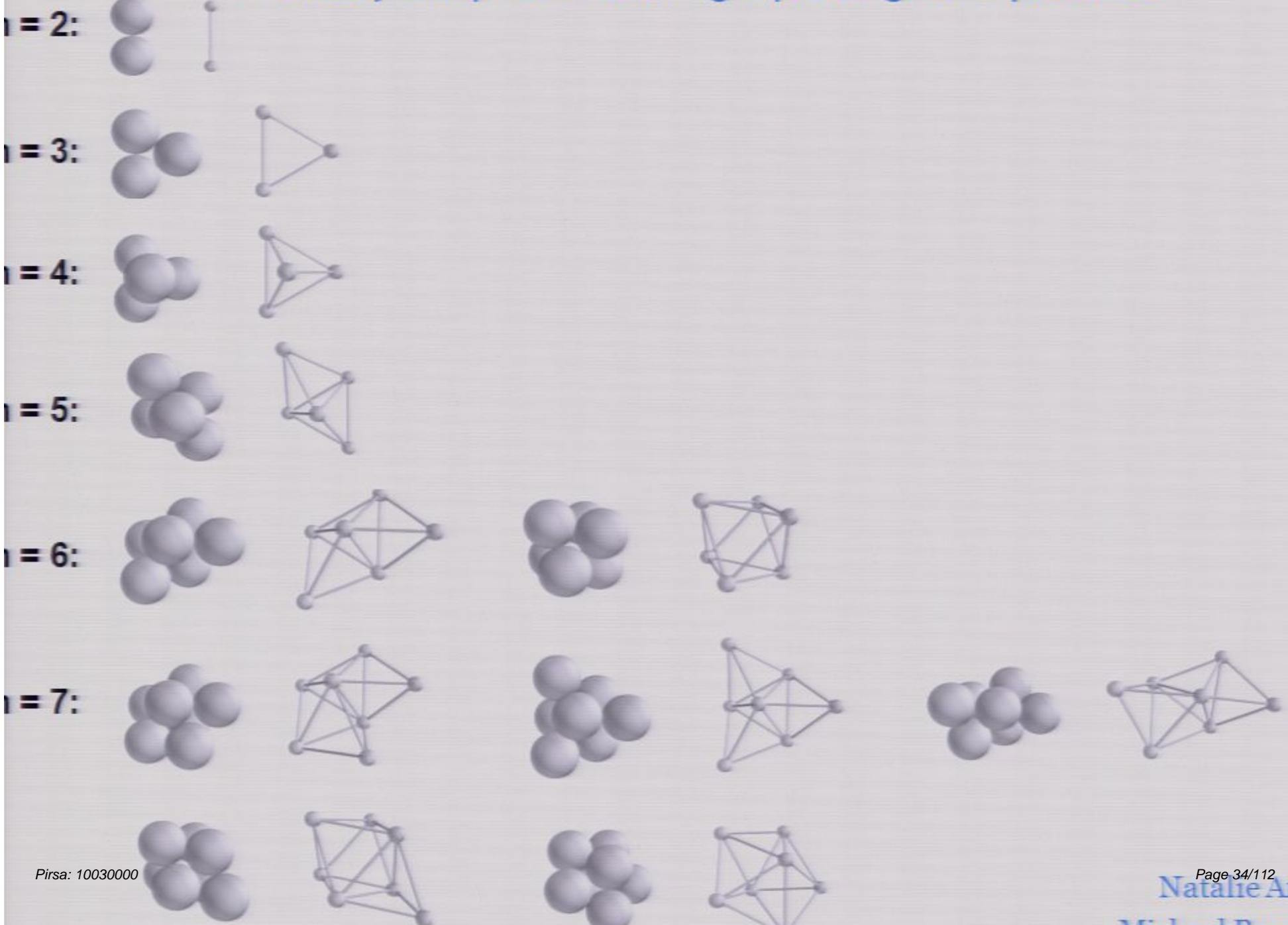
nauty22 by Brendan McKay.

Number of Particles	Number of Adjacency Matrices	Non-Isomorphic Adjacency Matrices	Adjacency Matrices with 3 Contacts per Particle	Adjacency Matrices with $3n - 6$ Total Contacts
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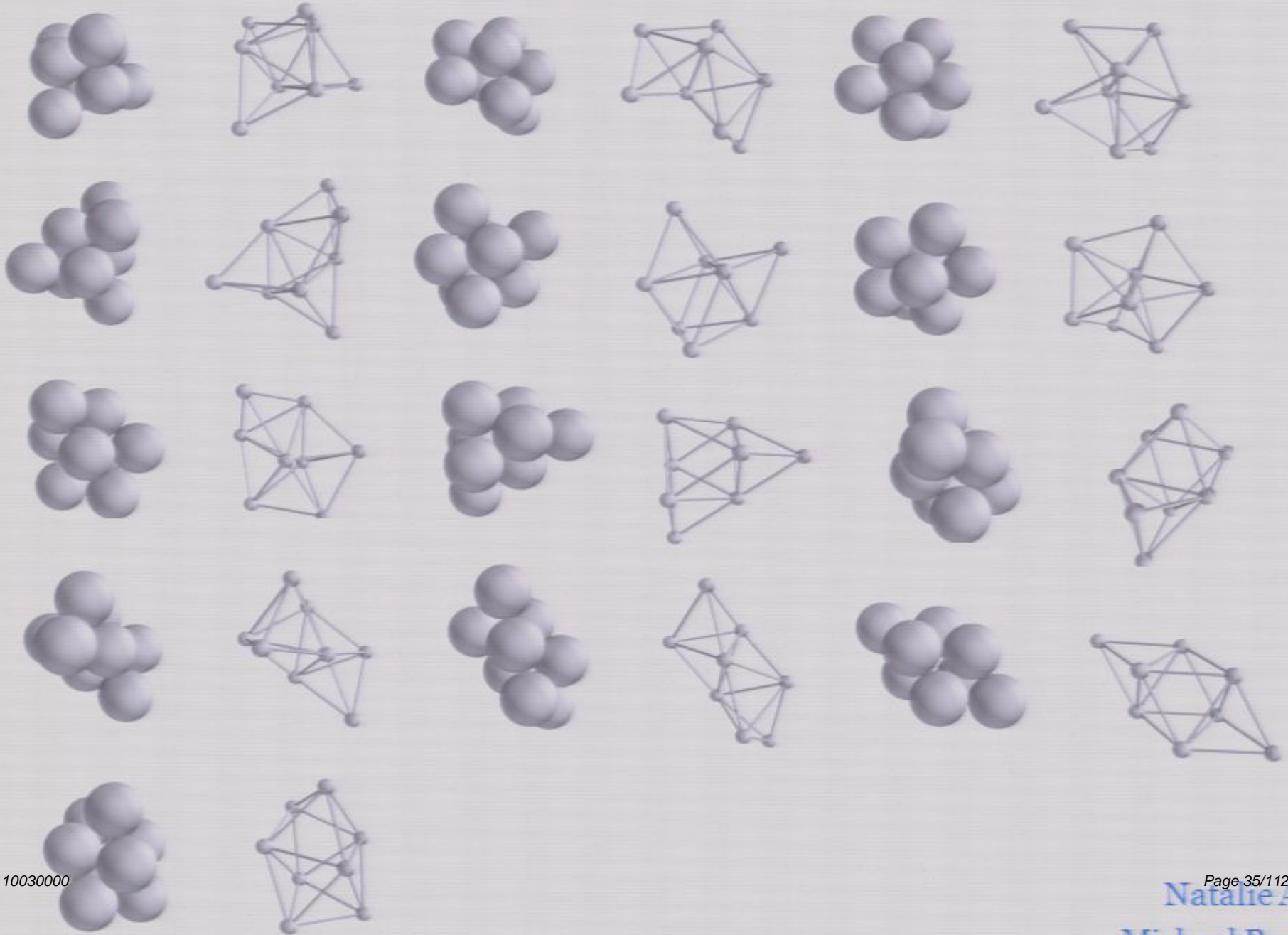
Number of Particles	Number of Adjacency Matrices	Iterative Adjacency Matrices	Non-Iterative Adjacency Matrices
6	4	3	1
7	29	26	3
8	438	437	1
9	13,828	13,823	5
10	750,352	750,226	126

Provably complete list of rigid packings of n particles



Provably complete list of rigid packings of n particles

n = 8:

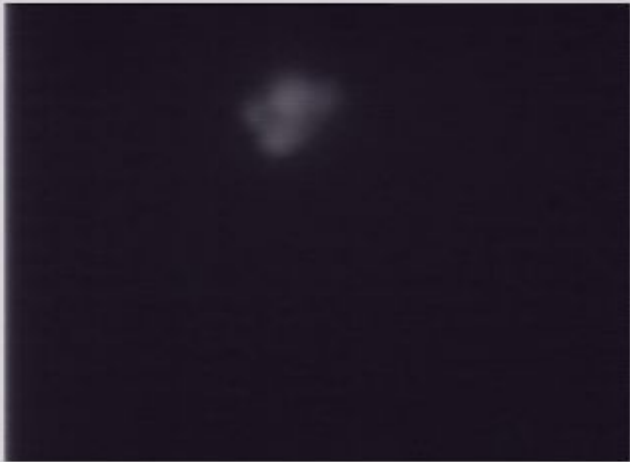


Packings summary

n	Packings from [1]	Total Packings (Current Study)	New Seeds	Non-Rigid Packings	Chiral	Total States
2	1	1	0	0	0	1
3	1	1	0	0	0	1
4	1	1	0	0	0	1
5	1	1	0	0	0	1
6	2	2	1	0	0	2
7	4	5	1	0	1	6
8	10	13	1	0	3	16
9	32	50	4	1	27	77
10	113	223	8	4		

All of these structures are degenerate at each $N < 10!$

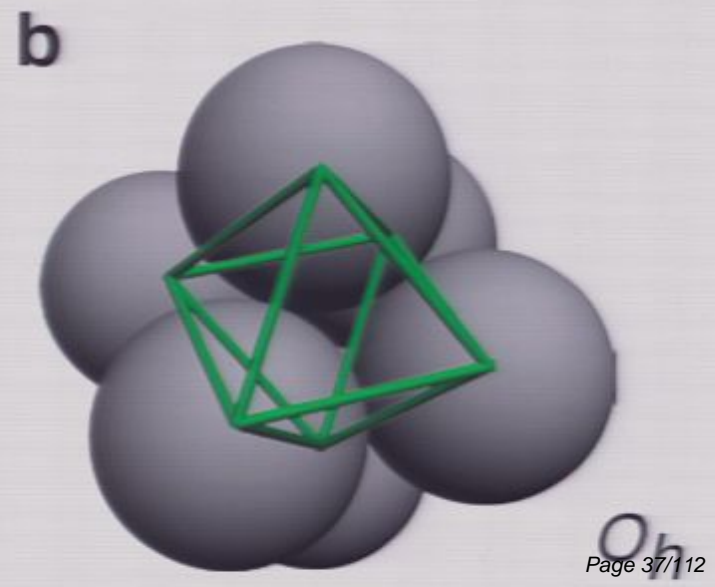
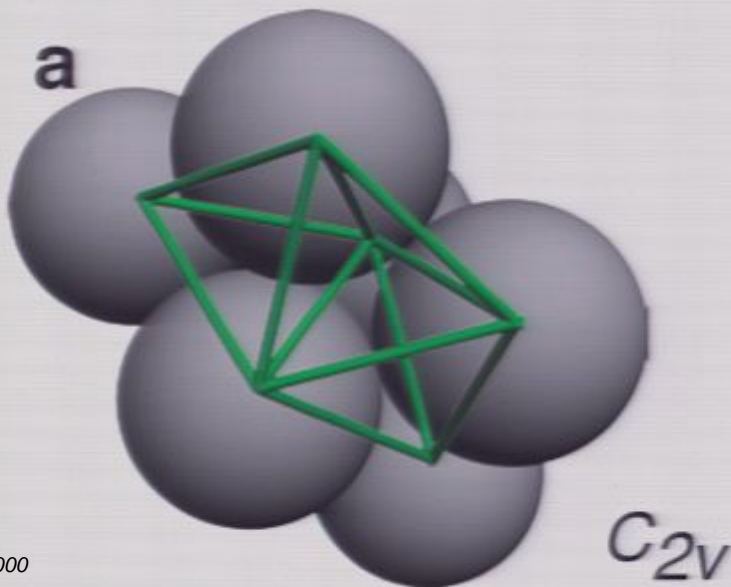
$N = 6$: Two degenerate structures, two very different experimental probabilities



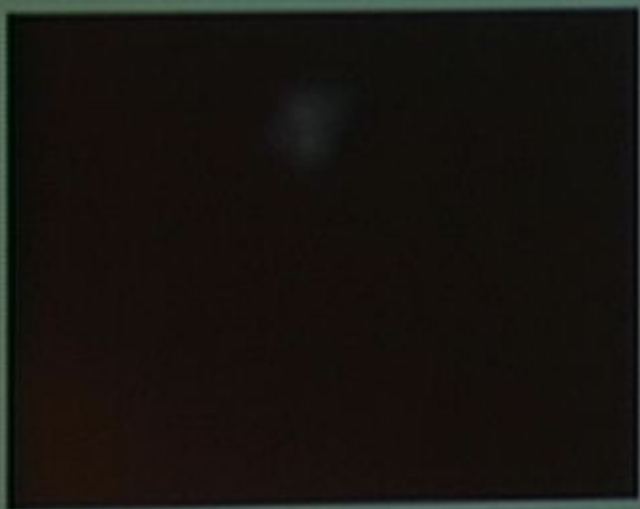
Poly-tetrahedron, 266 ($\approx 95.6\%$)



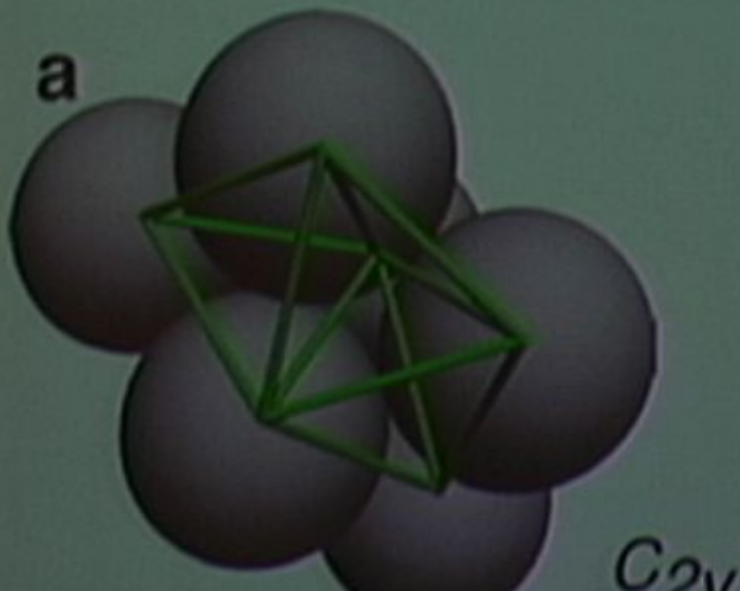
Octahedron, 12 ($\approx 4.3\%$)



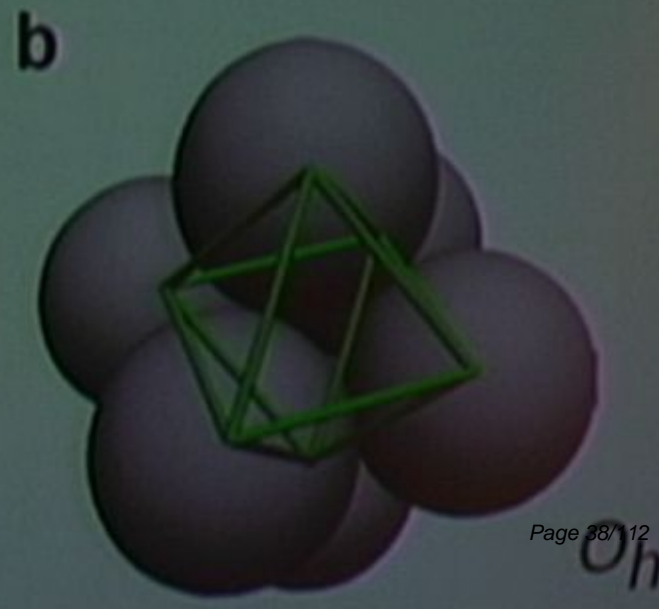
$N = 6$: Two degenerate structures, two very different experimental probabilities



Poly-tetrahedron, 266 ($\approx 95.6\%$)



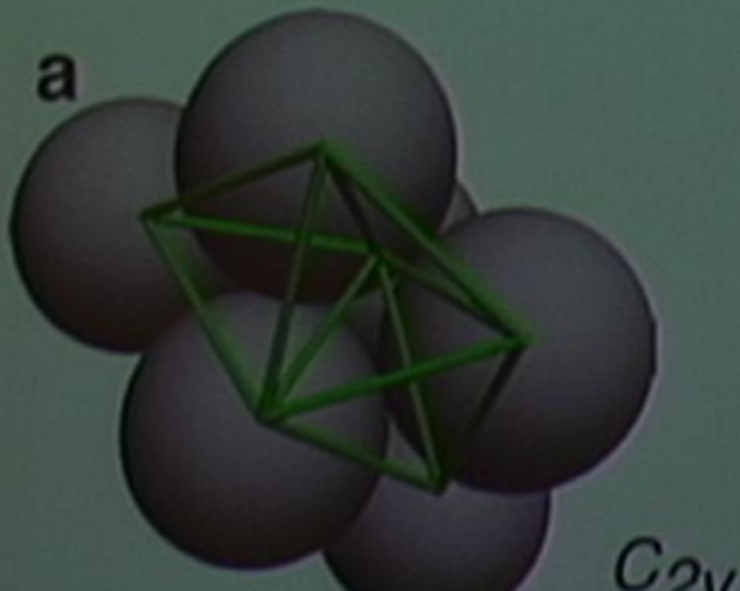
Octahedron, 12 ($\approx 4.3\%$)



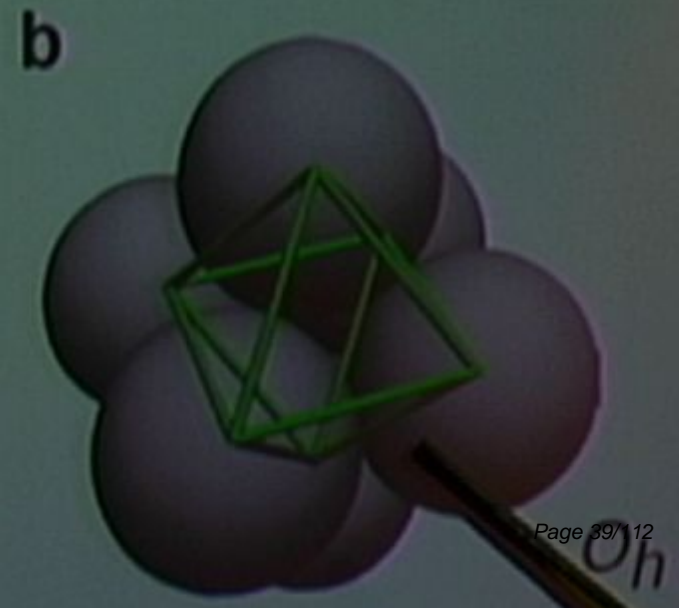
$N = 6$: Two degenerate structures, two very different experimental probabilities



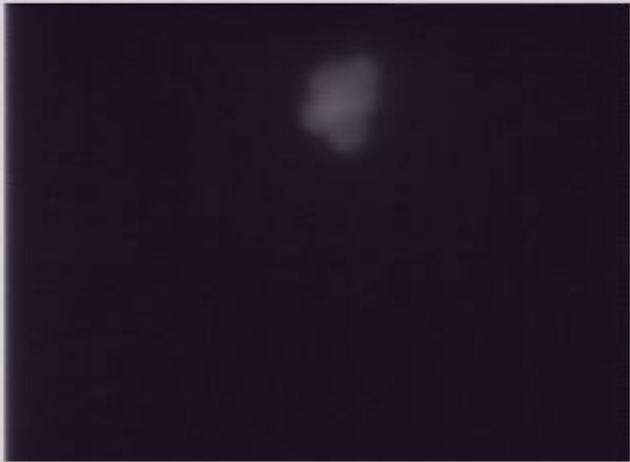
Poly-tetrahedron, 266 ($\approx 95.6\%$)



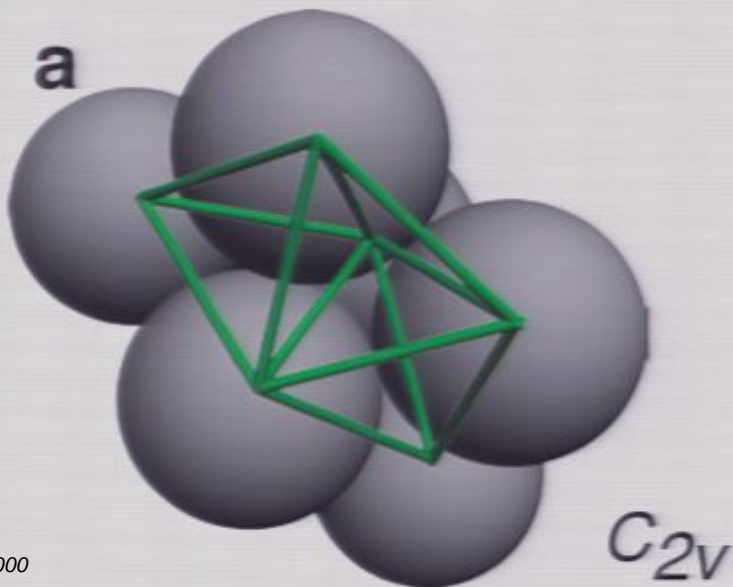
Octahedron, 12 ($\approx 4.3\%$)



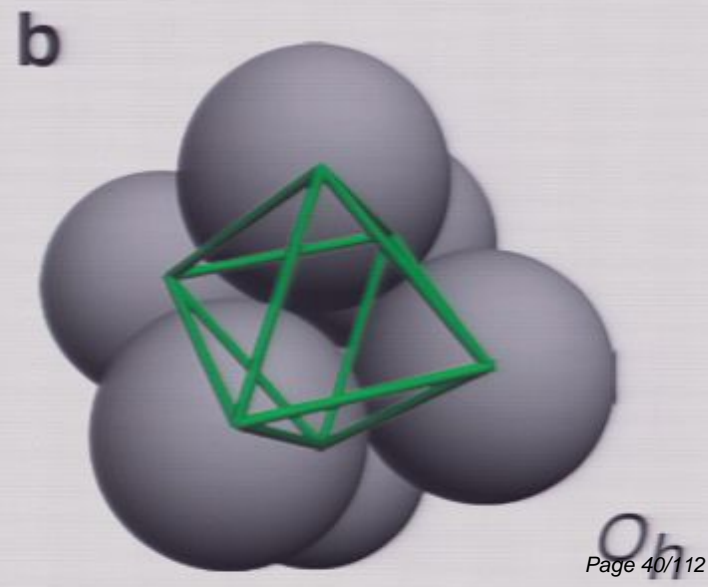
$N = 6$: Two degenerate structures, two very different experimental probabilities



Poly-tetrahedron, 266 ($\approx 95.6\%$)



Octahedron, 12 ($\approx 4.3\%$)



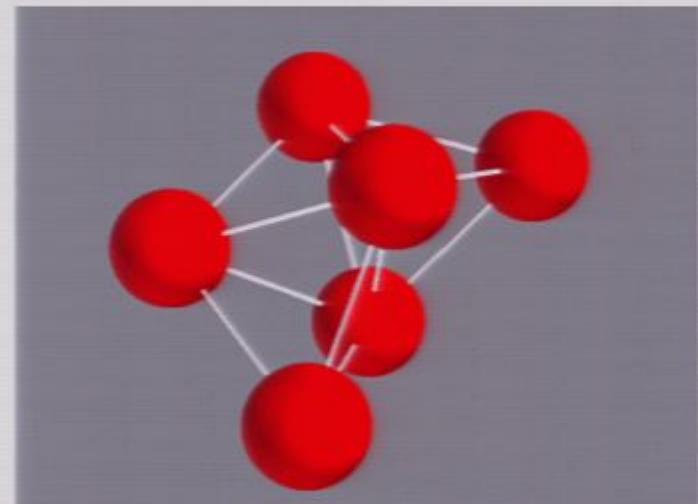
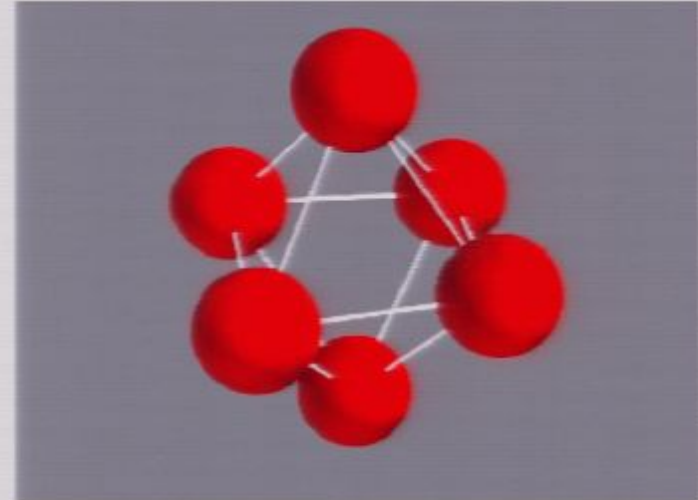
Vibrational entropy doesn't explain the discrepancy

$$\frac{p_{\text{oct}}}{p_{\text{poly}}} = \frac{Z_r}{Z'_r} \cdot \frac{Z_v}{Z'_v} \cdot \frac{Z_f}{Z'_f} = \quad (4.51\% \text{ expt})$$

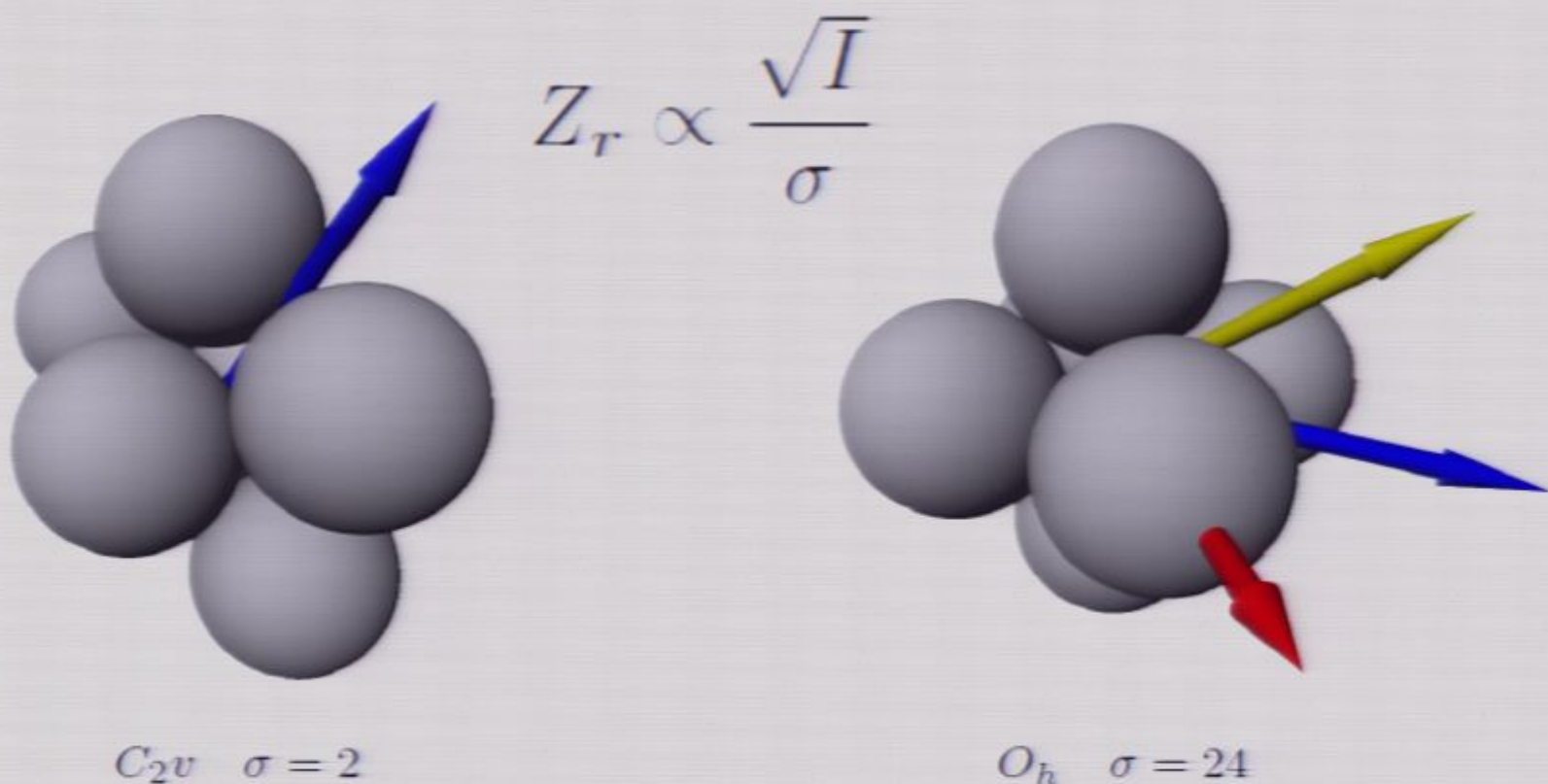
Z_v : normal mode analysis

$$Z_v = c_v \prod_{\alpha}^{3N-6} \sqrt{\frac{2\pi}{k_{\alpha}}}$$

Contributes only a factor of 1.8 (ratio of $Z_{\text{poly}}/Z_{\text{oct}}$)



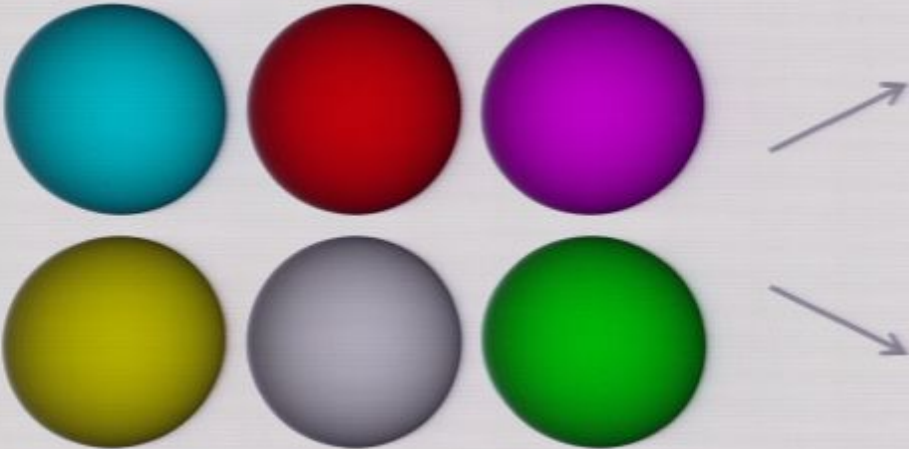
What about rotational entropy?



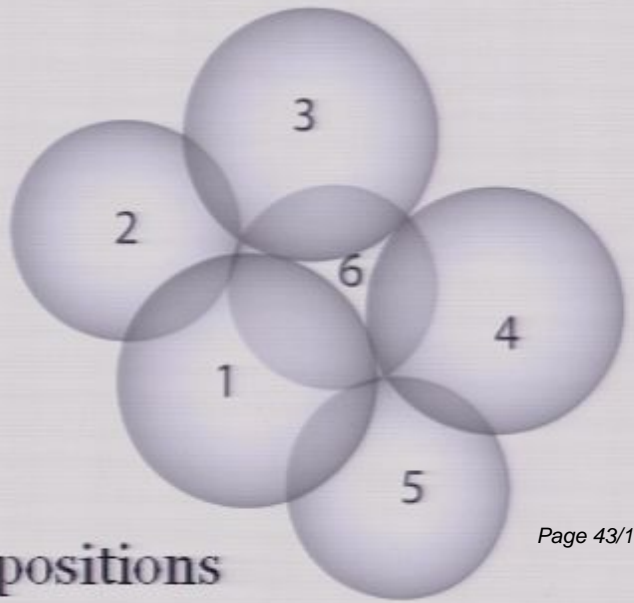
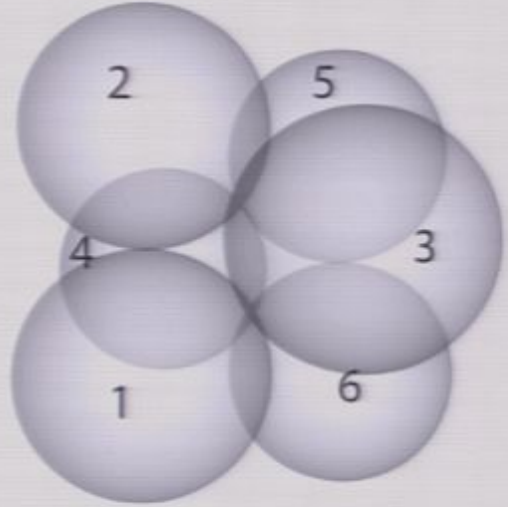
σ : The symmetry number

“...obtained by imagining all identical atoms to be labelled, and then counting the number of different but equivalent arrangements that can be obtained by rotating the molecule...” (IUPAC Gold Book)

Rotational entropy: symmetry and permutations

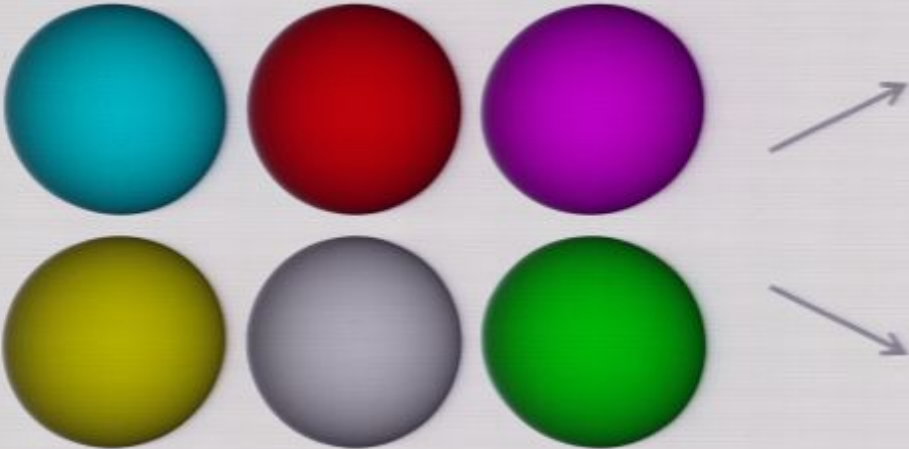


6 labeled particles



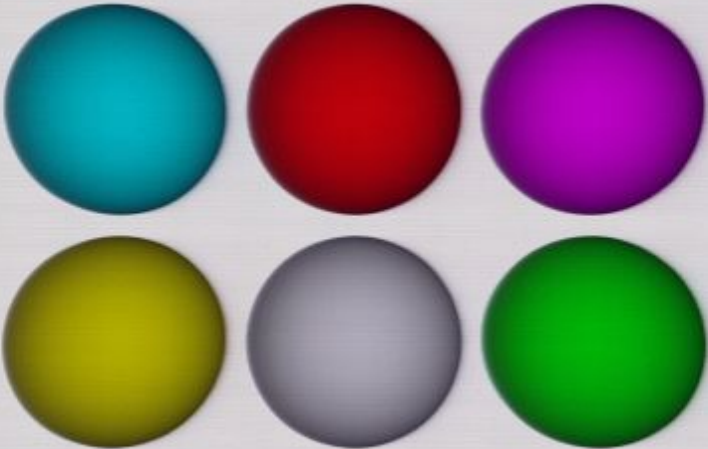
6 positions

Rotational entropy: symmetry and permutations

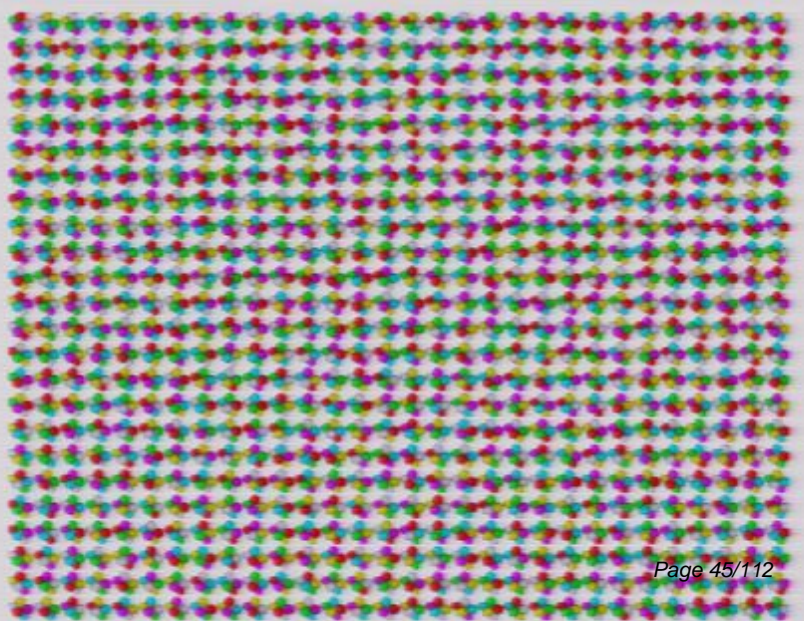
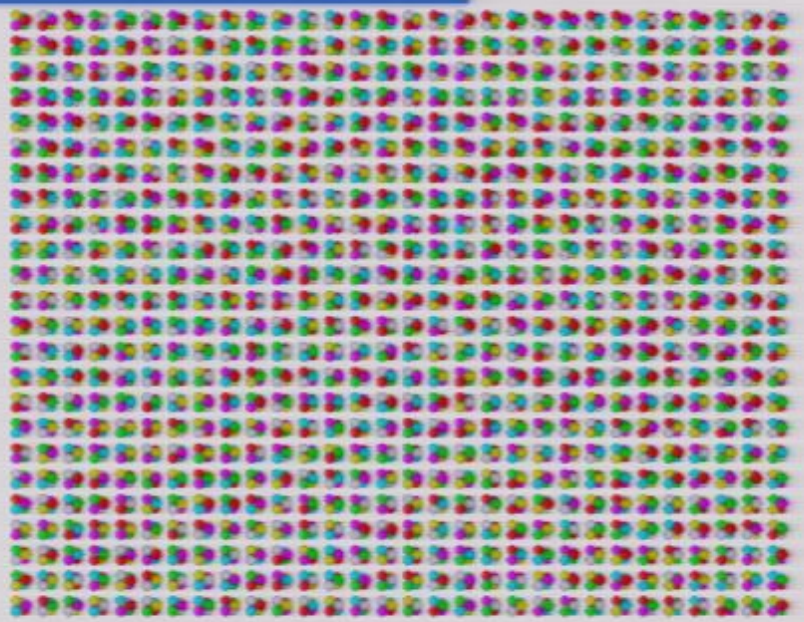


$6! = 720$ possibilities

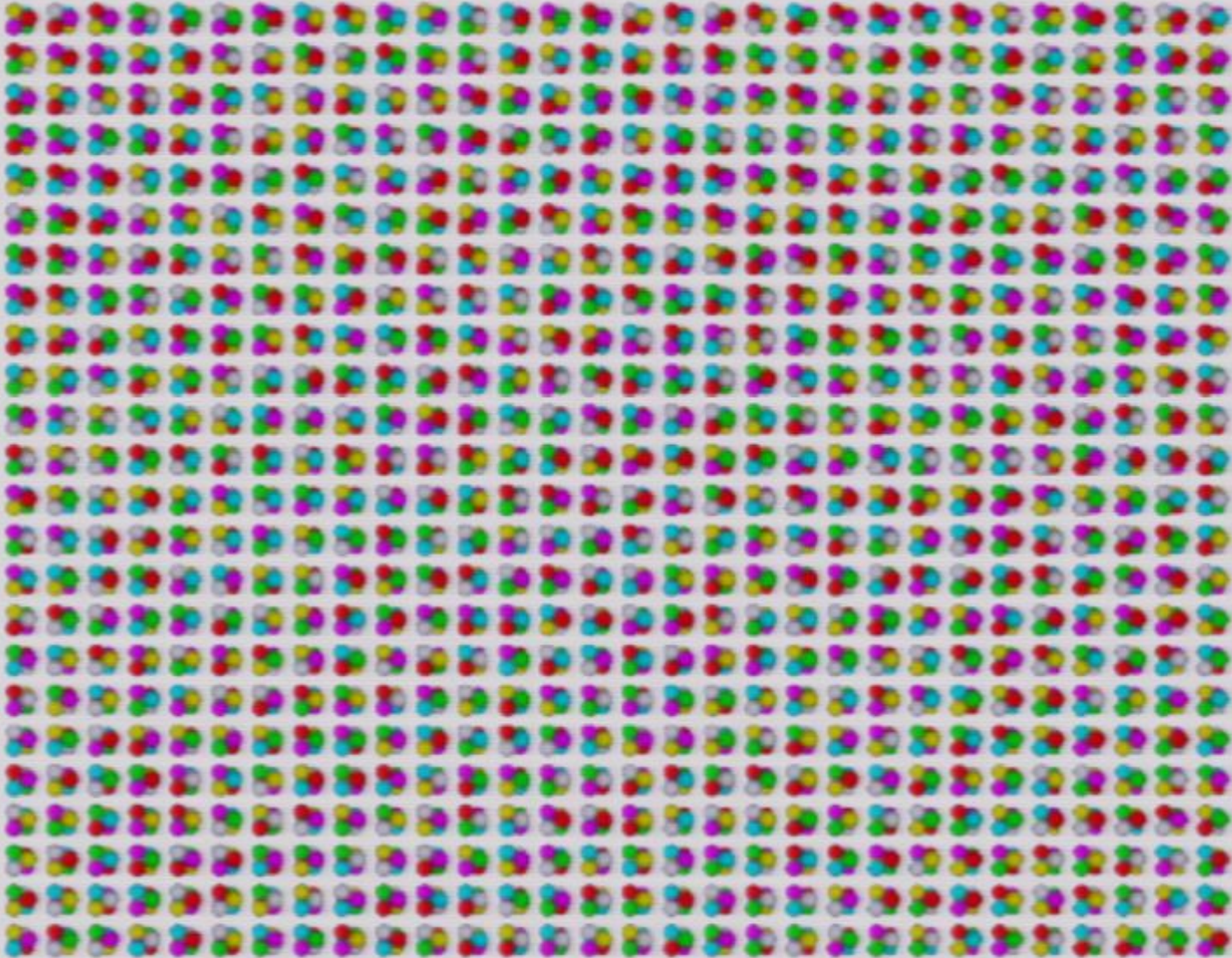
Rotational entropy: symmetry and permutations



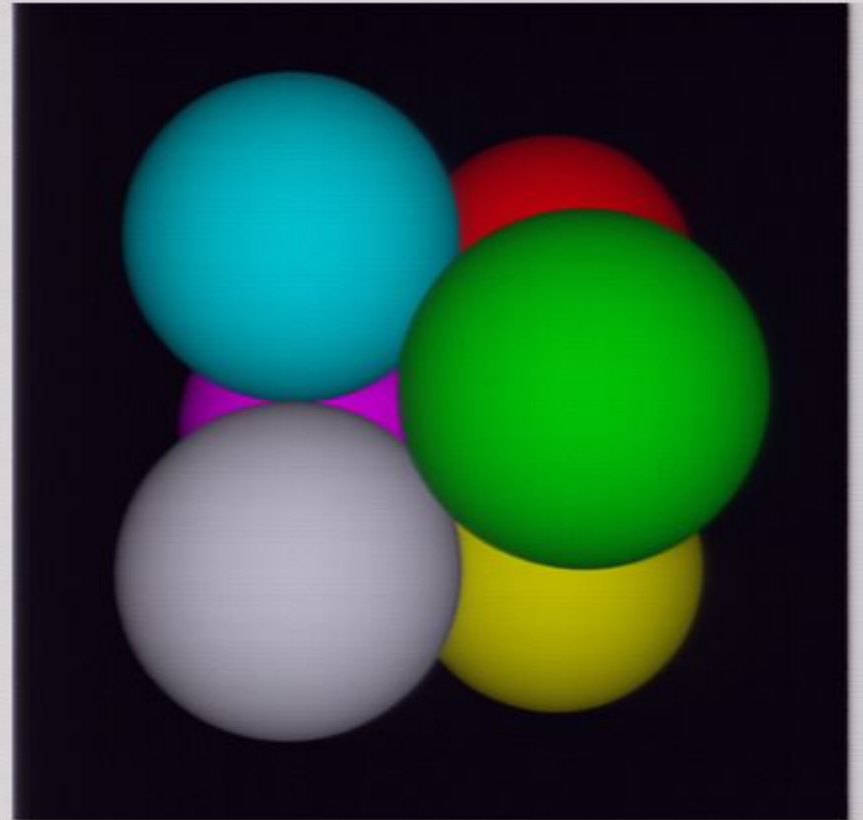
$6! = 720$ possibilities



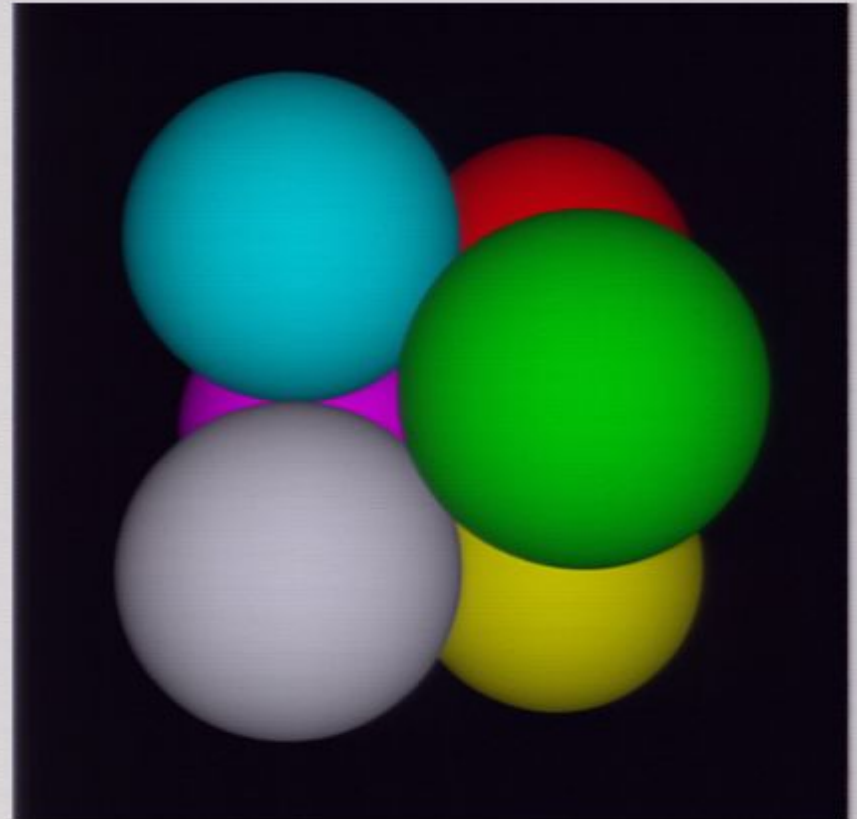
Rotational entropy: symmetry and permutations



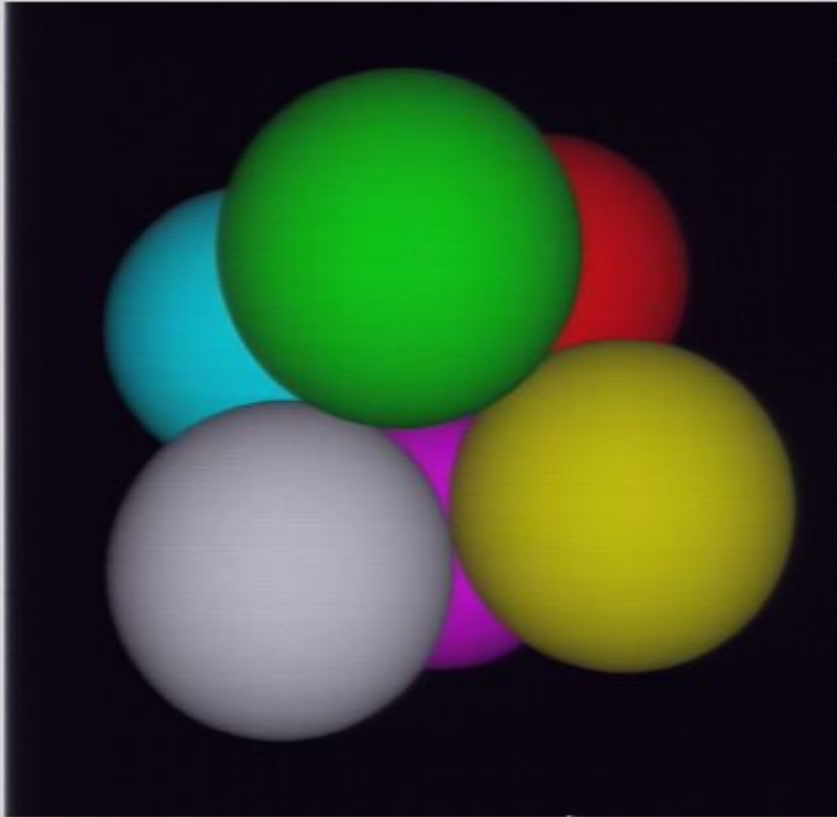
Rotational entropy: symmetry and permutations



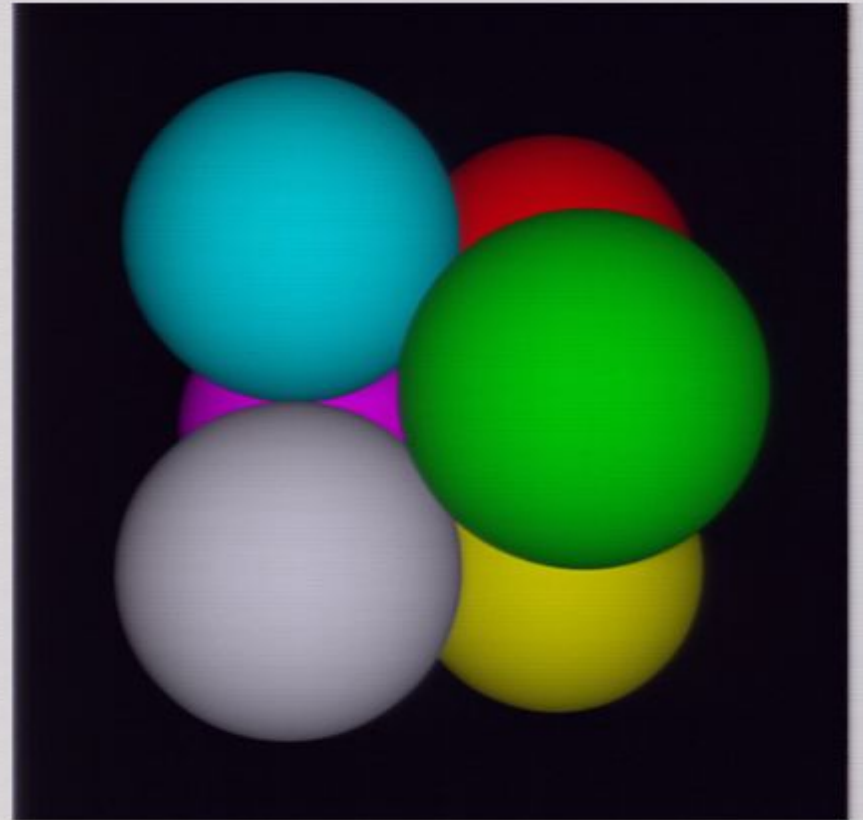
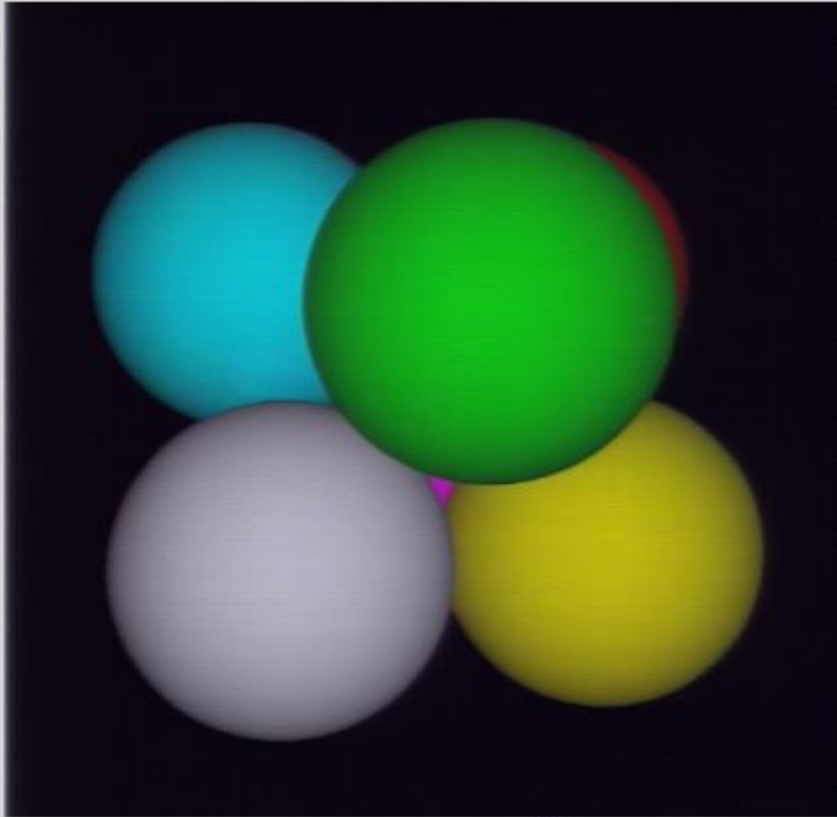
Rotational entropy: symmetry and permutations



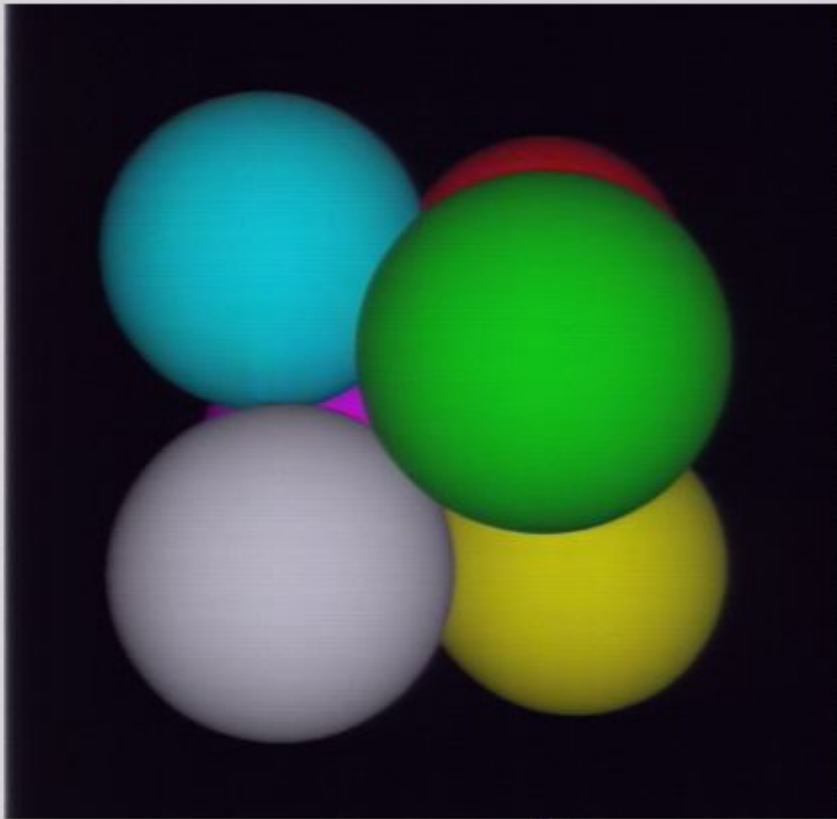
Rotational entropy: symmetry and permutations



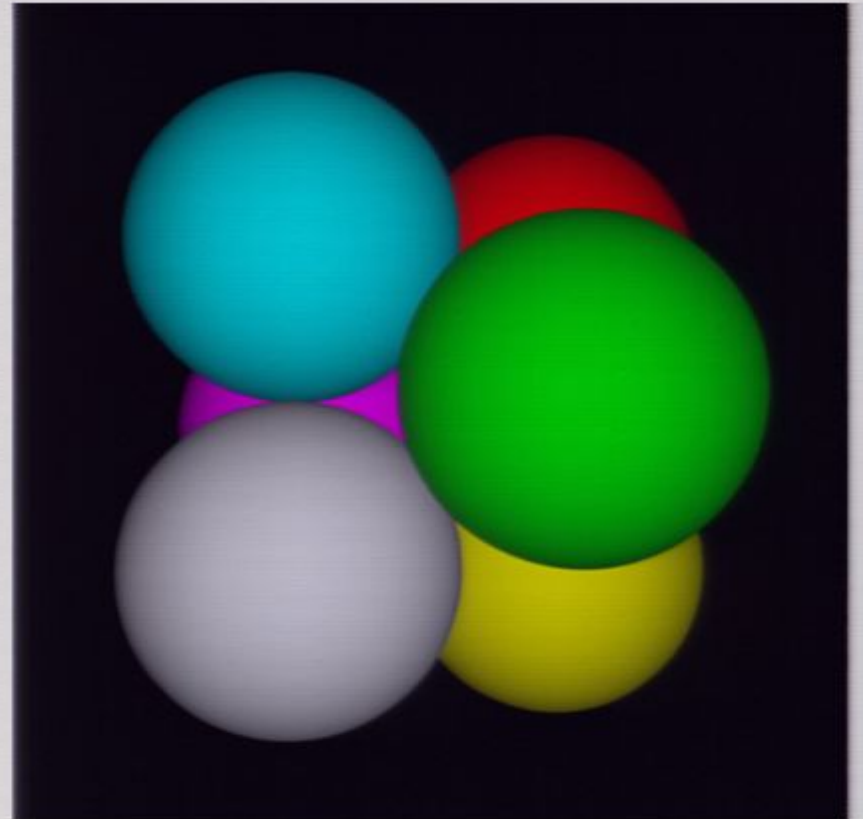
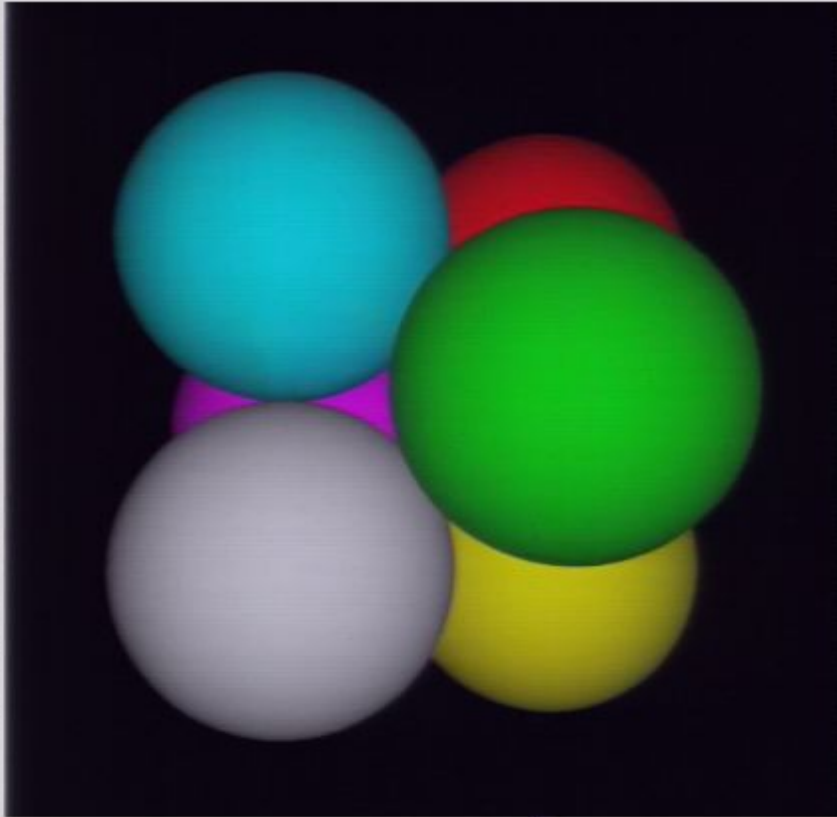
Rotational entropy: symmetry and permutations



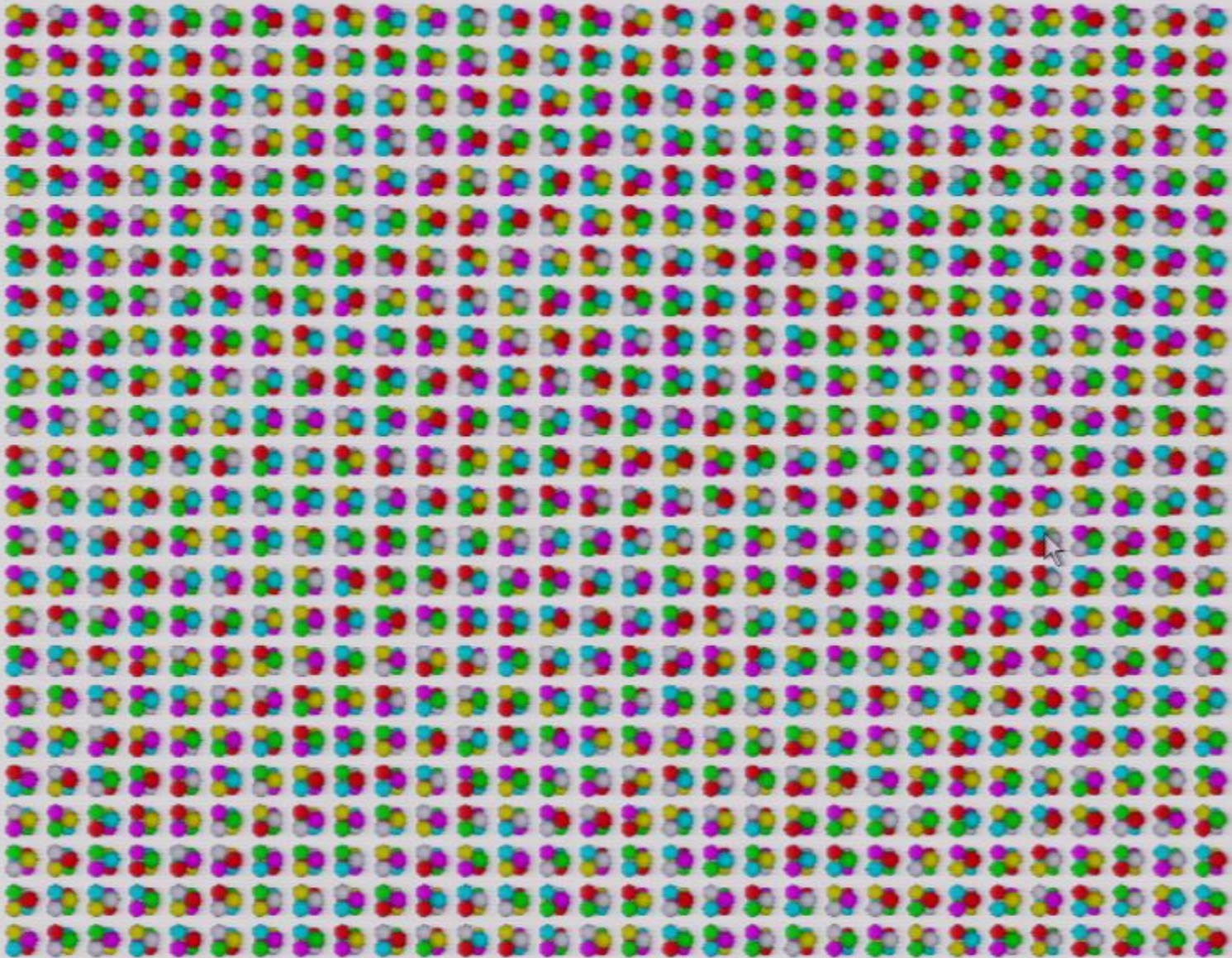
Rotational entropy: symmetry and permutations



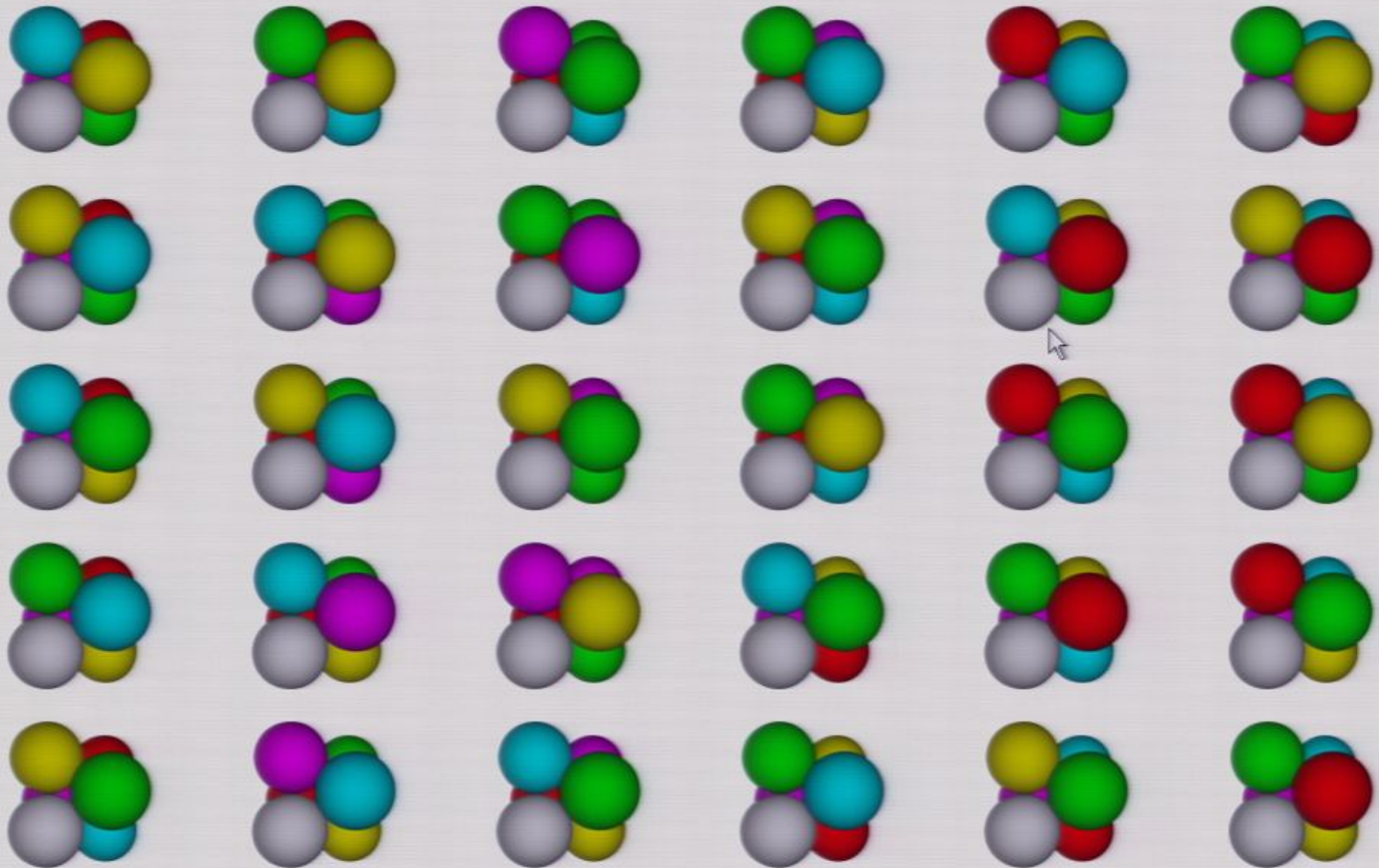
Rotational entropy: symmetry and permutations



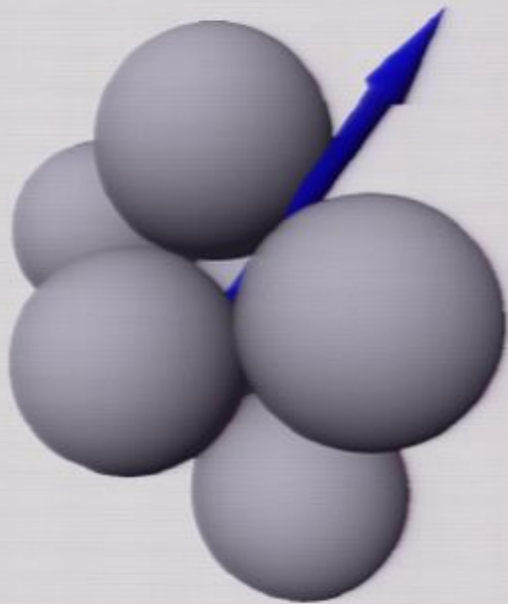
Rotational entropy: symmetry and permutations



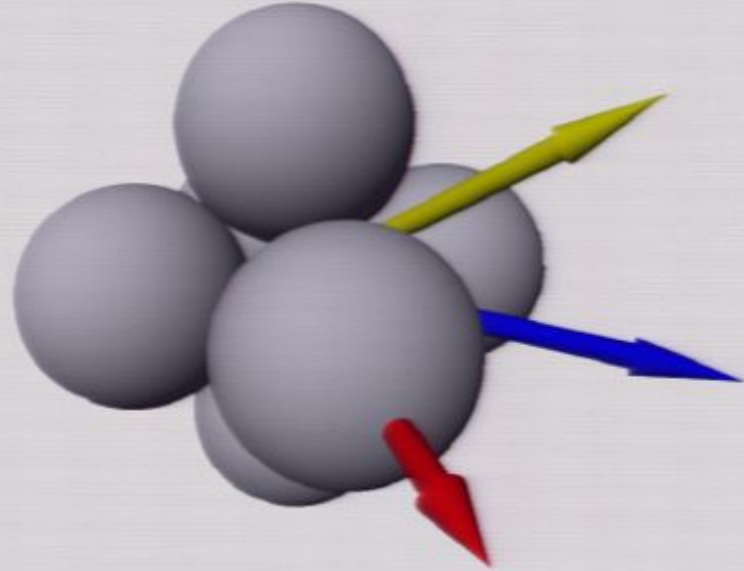
Rotational entropy: symmetry and permutations



Rotational entropy: symmetry and permutations

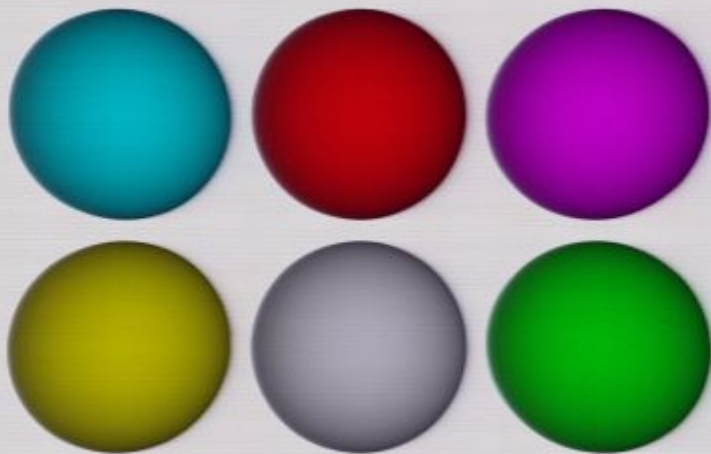


$C_{2v} \quad \sigma = 2$

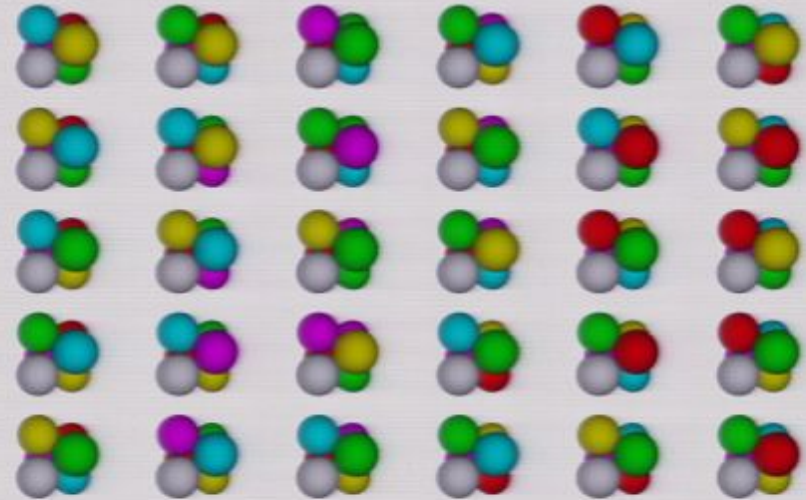


$O_h \quad \sigma = 24$

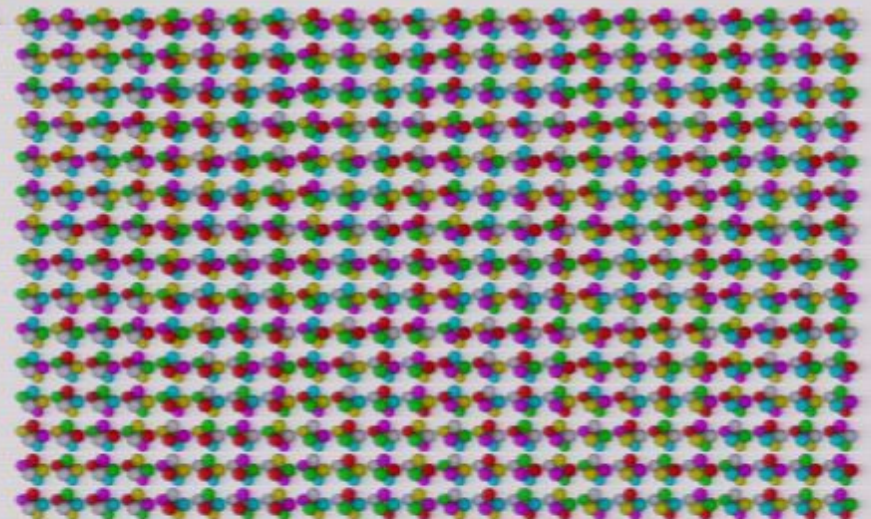
Rotational entropy: symmetry and permutations



6 labeled particles

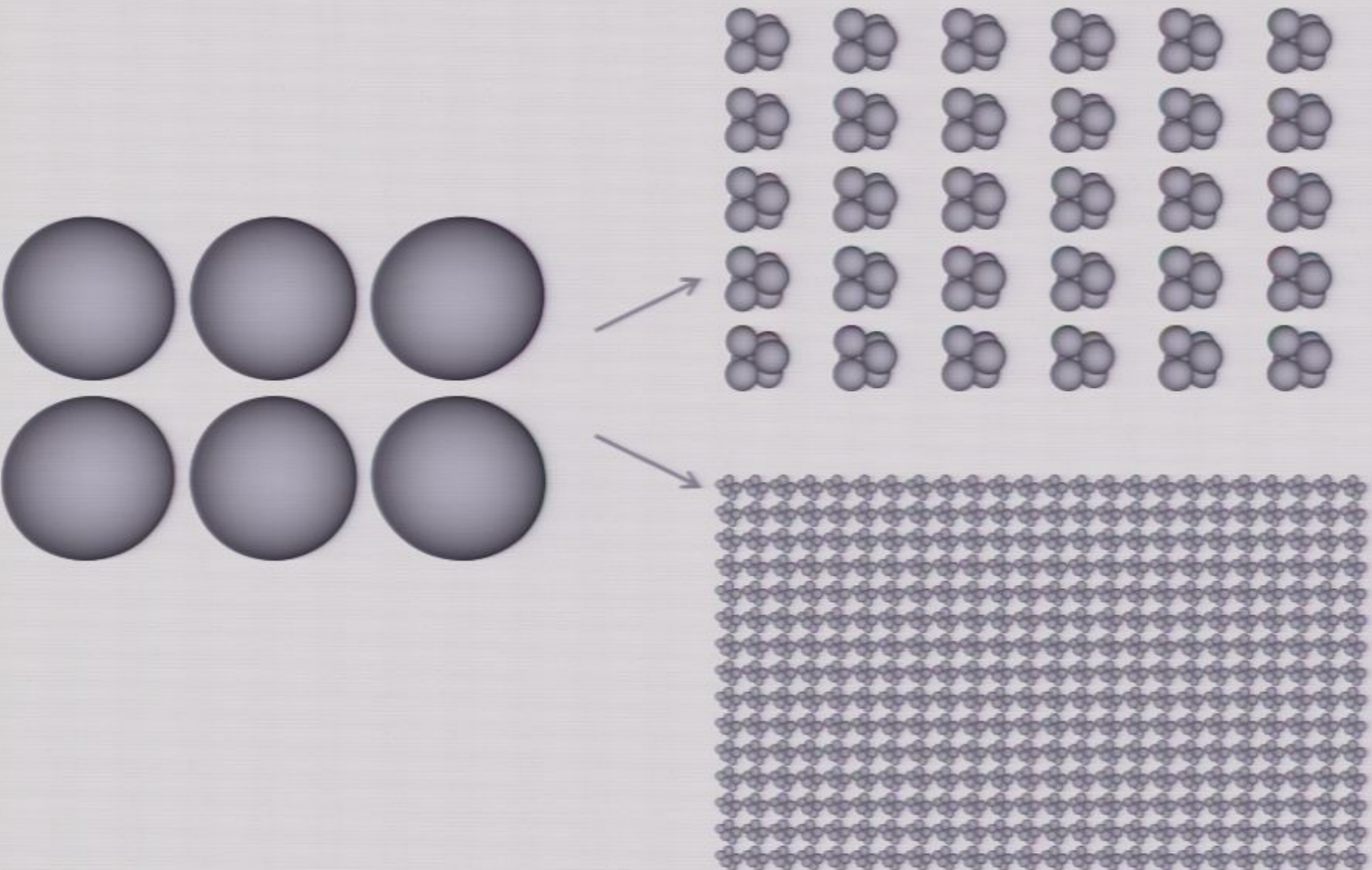


30 distinct permutations



360 distinct permutations

Rotational entropy: symmetry and permutations



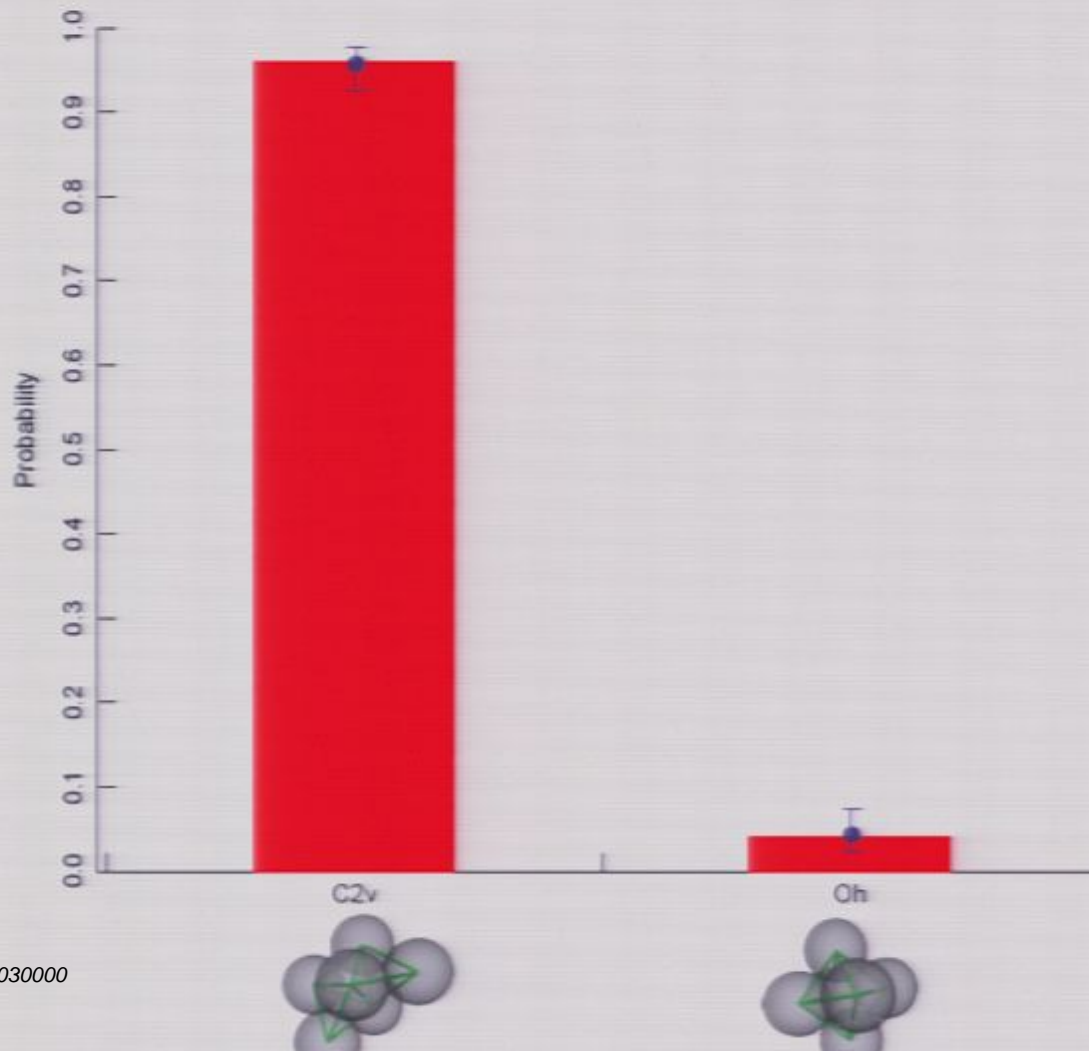
Highly symmetric structures are unfavorable at equilibrium

$$\frac{P_{oct}}{P_{poly}} = \frac{Z_r}{Z'_r} \cdot \frac{Z_v}{Z'_v} \cdot \frac{Z_f}{Z'_f} = 5.57\% \quad (4.51\% \text{ expt})$$

Z_r : symmetry analysis

Z_v : normal mode analysis

$$Z_r \propto \frac{\sqrt{I}}{\sigma}$$



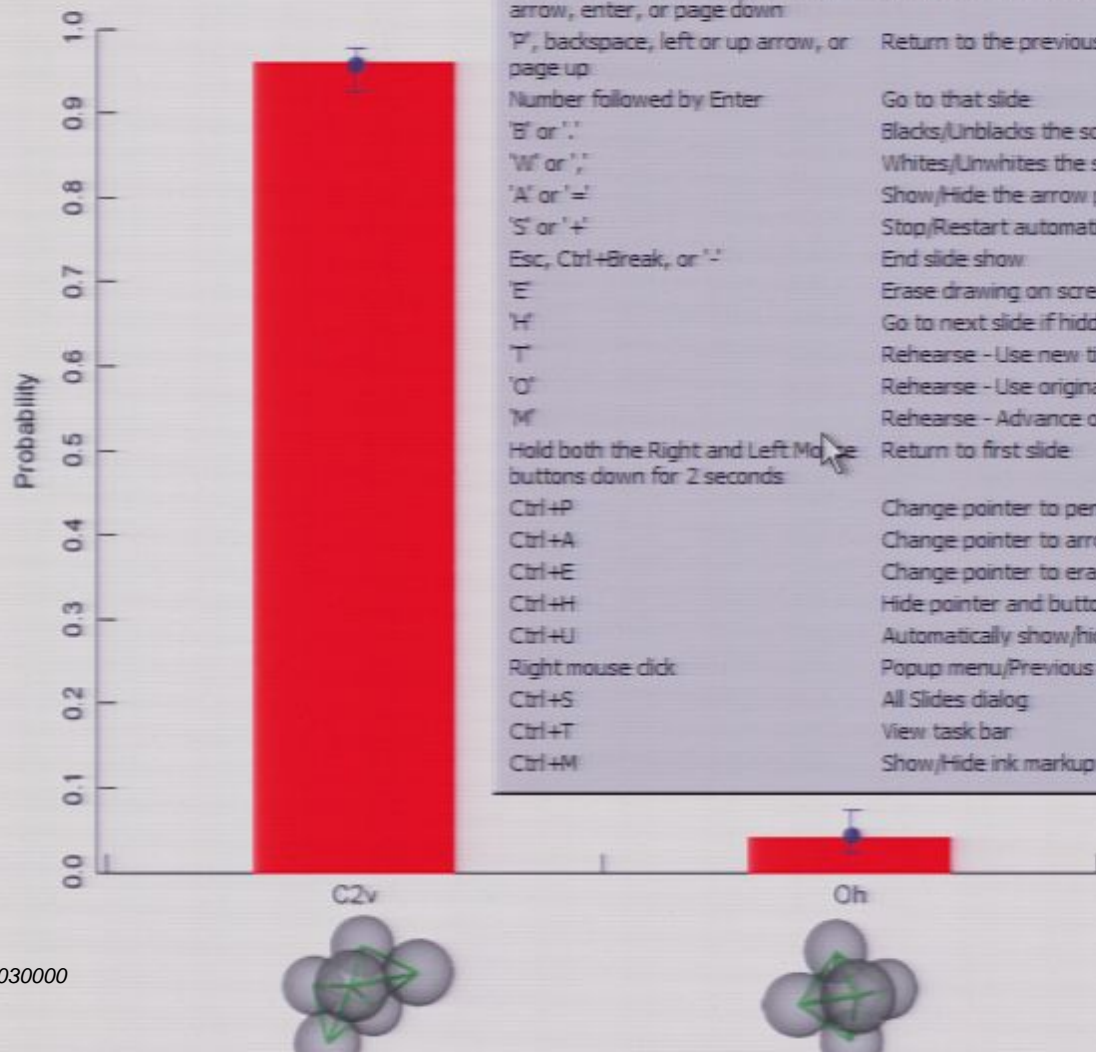
12	Contacts	12
2	Symmetry number	24
3.2	Moment of inertia ^{1/2}	2.8
1.6	Z_r (rotational)	0.12
0.061	Z_v (vibrational)	0.034
96.0%	Predicted P	4.0%
95.7%	Observed P	4.3%

Highly symmetric structures are unfavorable at equilibrium

$$\frac{P_{oct}}{P_{poly}} = \frac{Z_r}{Z_r'} \cdot \frac{Z_v}{Z_v'} \cdot \frac{Z_f}{Z_t'}$$

Z_r : symmetry analysis

normal mode analysis



Slide Show Help [X]

During the slide show:

N, left click, space, right or down arrow, enter, or page down	Advance to the next slide
P, backspace, left or up arrow, or page up	Return to the previous slide
Number followed by Enter	Go to that slide
B or .	Blacks/Unblacks the screen
W or ,	Whites/Unwhites the screen
A or =	Show/Hide the arrow pointer
S or +	Stop/Restart automatic show
Esc, Ctrl+Break, or ^	End slide show
E	Erase drawing on screen
H	Go to next slide if hidden
T	Rehearse - Use new time
O	Rehearse - Use original time
M	Rehearse - Advance on mouse click
Hold both the Right and Left Mouse buttons down for 2 seconds	Return to first slide
Ctrl+P	Change pointer to pen
Ctrl+A	Change pointer to arrow
Ctrl+E	Change pointer to eraser
Ctrl+H	Hide pointer and button
Ctrl+U	Automatically show/hide arrow
Right mouse click	Popup menu/Previous slide
Ctrl+S	All Slides dialog
Ctrl+T	View task bar
Ctrl+M	Show/Hide ink markup

OK

$$Z_r \propto \frac{\sqrt{I}}{\sigma}$$

Contacts	12
Symmetry number	24
Moment of inertia ^{1/2}	2.8
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Predicted P	4.0%
Observed P	4.3%

Font: -20, A, A, A, B, I, U, S, Aa, A

Paragraph: [List icons]

Drawing: Shapes, Arrange, Quick Styles, Shape Fill, Shape Outline, Shape Effects

Editing: Find, Replace, Select

Outline

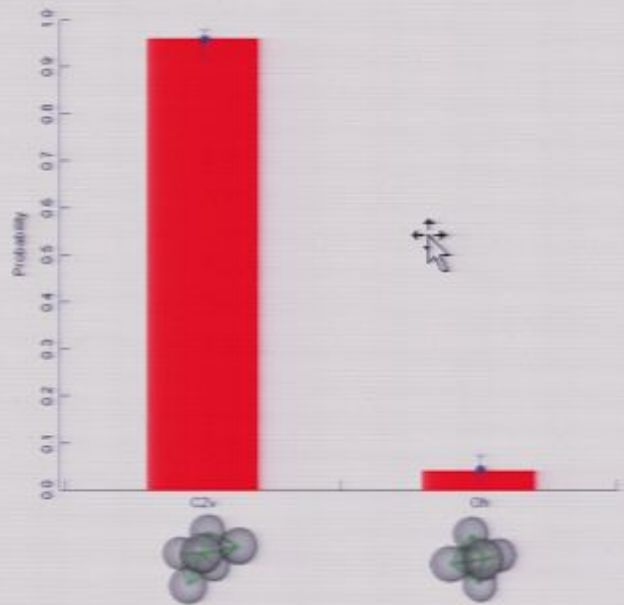
- Slide 1: [Thumbnail]
- Slide 2: [Thumbnail]
- Slide 3: [Thumbnail]
- Slide 4: [Thumbnail]
- Slide 5: [Thumbnail]
- Slide 6: [Thumbnail]
- Slide 7: [Thumbnail]
- Slide 8: [Thumbnail]
- Slide 9: [Thumbnail]

Highly symmetric structures are unfavorable at equilibrium

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Z_r : symmetry analysis
 Z_v : normal mode analysis

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Guangnan Meng

Custom Animation

Add Effect Remove

Modify effect

Start: [Dropdown]

Property: [Dropdown]

Speed: [Dropdown]

Select an element of the slide, then click "Add Effect" to add animation.

Re-Order

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Font: -20, A⁺, A⁻, B, I, U, abc, S, AV, Aa, A

Paragraph: [List icons]

Drawing: Shapes, Arrange, Quick Styles, Shape Fill, Shape Outline, Shape Effects

Editing: Find, Replace, Select

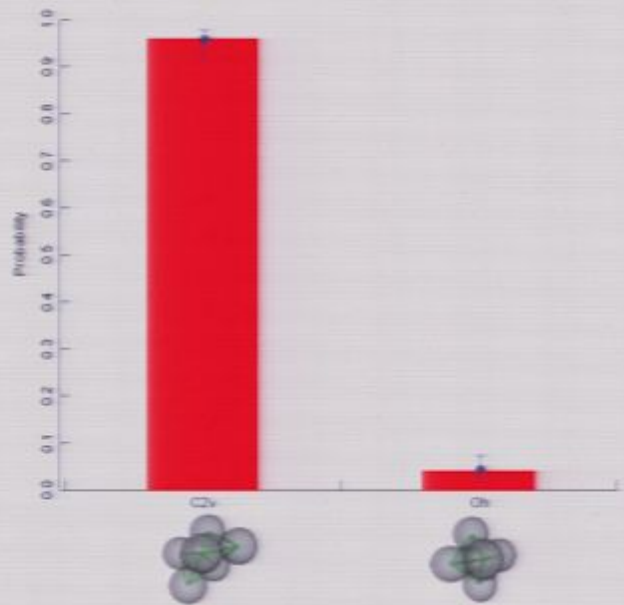
Outline

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Custom Animation

Add Effect: [x] Remove: [x]

Modify effect

Start: [Dropdown]

Property: [Dropdown]

Speed: [Dropdown]

Select an element of the slide, then click "Add Effect" to add animation.

Re-Order [Up/Down]

Play [Play] Slide Show [Slide Show]

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Paragraph: [List icons]

Drawing: Shapes Arrange Quick Styles Shape Fill Shape Outline Shape Effects

Editing: Find Replace Select

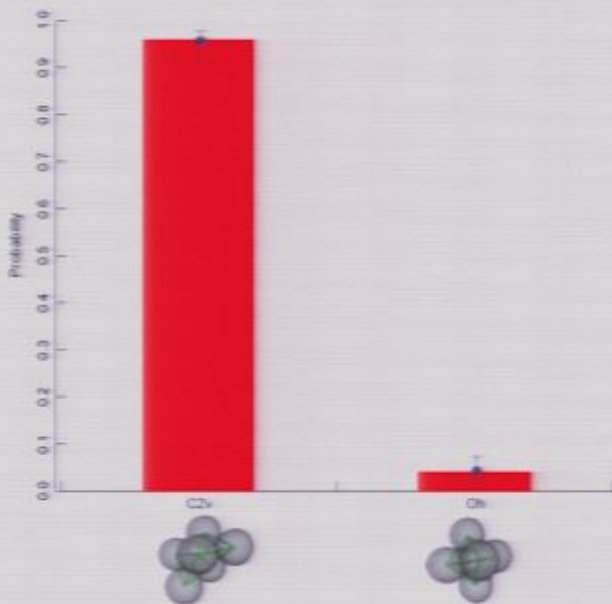
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Guangnan Meng

Custom Animation

Add Effect Remove

Modify effect

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 Property: [Dropdown]
 Speed: [Dropdown]

Select an element of the slide, then click "Add Effect" to add animation.

Re-Order

Play Slide Show

AutoPreview

Font: - 20 - A⁺ A⁻ [A⁺] [A⁻]
 Paragraph: [List] [List] [List] [List] [List] [List]
 Drawing: [Shapes] [Arrange] [Quick Styles] [Shape Fill] [Shape Outline] [Shape Effects]
 Editing: [Find] [Replace] [Select]

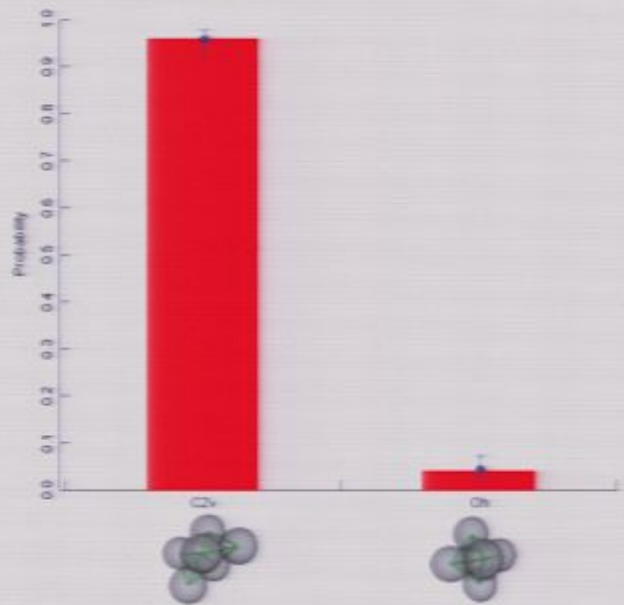
Outline

- 1. Introduction
- 2. Experimental results of contacts
- 3. Summary
- 4. Conclusions
- 5. Acknowledgements
- 6. References

Highly symmetric structures are unfavorable at equilibrium

$$\frac{P_{oct}}{P_{poly}} = \frac{Z_r}{Z_r'} \cdot \frac{Z_v}{Z_v'} \cdot \frac{Z_f}{Z_f'} = 5.57\% \quad (4.51\% \text{ expt})$$

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Custom Animation

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Modify effect

Start: [Dropdown]
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 Speed: [Dropdown]

Select an element of the slide, then click "Add Effect" to add animation.

Re-Order

Play Slide Show

AutoPreview

Home Insert Design Animations Slide Show Review View Add-Ins

Clipboard Paste New Slide Delete Slides

Font: 20, Bold, Italic, Underline, Text Color, Paragraph Color, Bullets, Numbering, Indentation, Decrease Indent, Increase Indent

Paragraph: Bullets, Numbering, Indentation, Decrease Indent, Increase Indent

Drawing: Shapes, Arrange, Quick Styles, Shape Fill, Shape Outline, Shape Effects

Editing: Find, Replace, Select

Outline

Thumbnail 1: [Dark image]

Thumbnail 2: [Text and graphics]

Thumbnail 3: [Text]

Thumbnail 4: [Diagram]

Thumbnail 5: [List of items]

Transitions between states

Click to add text

Custom Animation

Add Effect Remove

Modify effect

Start: [Dropdown]

Property: [Dropdown]

Speed: [Dropdown]

- 0 [Play] needtodip-N6Transio...
- 1 [Play] needtodip-N6Transio...

Trigger: needtodip-N6Transition-90p...

1 [Play] needtodip-N6Transio...

Re-Order

Play Slide Show

AutoPreview

Transitions between states



Home Insert Design Animations Slide Show Review View Add-Ins

Clipboard Paste Undo Redo New Slide Reset Delete Slides

Font: 20, Bold, Italic, Underline, Text Color, Paragraph Color, Bullets, Numbering, Indentation, Decrease Indent, Increase Indent

Paragraph: Bullets, Numbering, Indentation, Decrease Indent, Increase Indent


Drawing: Shapes, Arrange, Quick Styles, Shape Fill, Shape Outline, Shape Effects

Editing: Find, Replace, Select

Outline

- Slide 1: Title slide with a black square.
- Slide 2: Diagram showing a cycle of three states.
- Slide 3: Text slide with bullet points.
- Slide 4: Text slide with bullet points.
- Slide 5: Diagram showing a cycle of three states.
- Slide 6: Text slide with bullet points.

Transitions between states



Click to add text

Click to add notes

Custom Animation

Add Effect Remove

Modify effect

Start: [Dropdown]

Property: [Dropdown]

Speed: [Dropdown]

- 0 [Play] needtoclip-N6Transio...
- 1 [Play] needtoclip-N6Transio...

Trigger: needtoclip-N6Transition-90p...

1 [Play] needtoclip-N6Transio...

Re-Order

Play Slide Show

AutoPreview

Home Insert Design Animations Slide Show Review View Add-Ins

Clipboard Paste Undo Redo New Slide Reset Delete Slides

Font: - 20 - A A [font icons]

Paragraph: [bullet icons]


Drawing: Shapes Arrange Quick Styles Shape Fill Shape Outline Shape Effects

Editing: Find Replace Select

Outline

- 1. Overview: State of the industry
- 2. The Global Market
- 3. The Emerging Markets
- 4. The Future of the industry
- 5. Economic Outlook
- 6. The Global Market

Transitions between states



Click to add text

Custom Animation

Add Effect Remove

Modify effect

Start: [dropdown]
Property: [dropdown]
Speed: [dropdown]

- 0 [play icon] needtodip-N6Transio...
- 1 [play icon] needtodip-N6Transio...

Trigger: needtodip-N6Transition-90p...

Re-Order

Play Slide Show

AutoPreview

Clipboard Paste Undo Redo New Slide Reset Delete Slides

Font: 20, Bold, Italic, Underline, Text Color, Paragraph Color, Font Color, Font Size, Font Style

Paragraph: Bullets, Numbering, Indentation, Paragraph Spacing, Text Alignment, Text Orientation


Drawing: Shapes, Arrange, Quick Styles, Shape Fill, Shape Outline, Shape Effects

Editing: Find, Replace, Select

Outline

- Slide 1: The approach...
- Slide 2: The approach...
- Slide 3: The approach...
- Slide 4: The approach...
- Slide 5: The approach...
- Slide 6: The approach...
- Slide 7: The approach...
- Slide 8: The approach...
- Slide 9: The approach...

Transitions between states



Click to add text

Custom Animation

Add Effect Remove

Modify effect

Start: [Dropdown]
Property: [Dropdown]
Speed: [Dropdown]

- 0 [Play] needtoclip-N6Transio...
- 1 [Play] needtoclip-N6Transio...

Trigger: needtoclip-N6Transition-90p...

Re-Order

Play Slide Show

AutoPreview

Clipboard Paste Undo Redo New Slide Reset Delete Slides

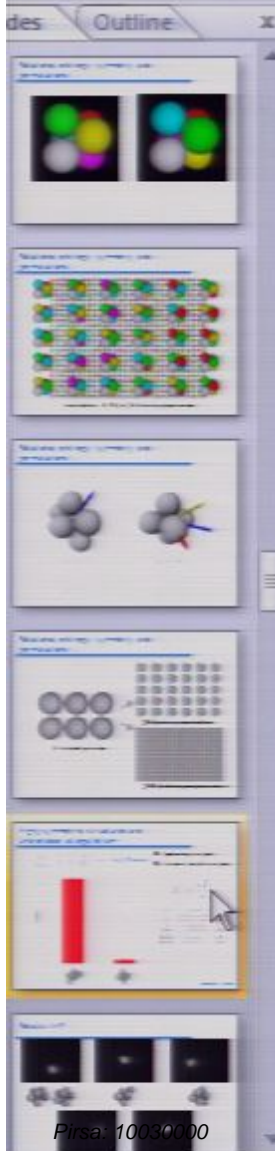
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Paragraph: Bullets, Numbering, Indentation, Decrease Indent, Increase Indent, Font Color, Font Size, Font Style


Drawing: Shapes, Arrange, Quick Styles, Shape Fill, Shape Outline, Shape Effects

Editing: Find, Replace, Select

Outline



Transitions between states



Click to add text

Custom Animation

Add Effect Remove

Modify effect

Start: [Dropdown]
Property: [Dropdown]
Speed: [Dropdown]

- 0 [Play] needtodip-N6Transio...
- 1 [Play] needtodip-N6Transio...

Trigger: needtodip-N6Transition-90p...

1 [Play] needtodip-N6Transio...

Re-Order

Play Slide Show

AutoPreview

Font: - 20 - A⁺ A⁻ B I U abc S AV Aa A

Paragraph: [List icons]

Drawing: Shapes Arrange Quick Styles Shape Fill Shape Outline Shape Effects

Editing: Find Replace Select

Outline

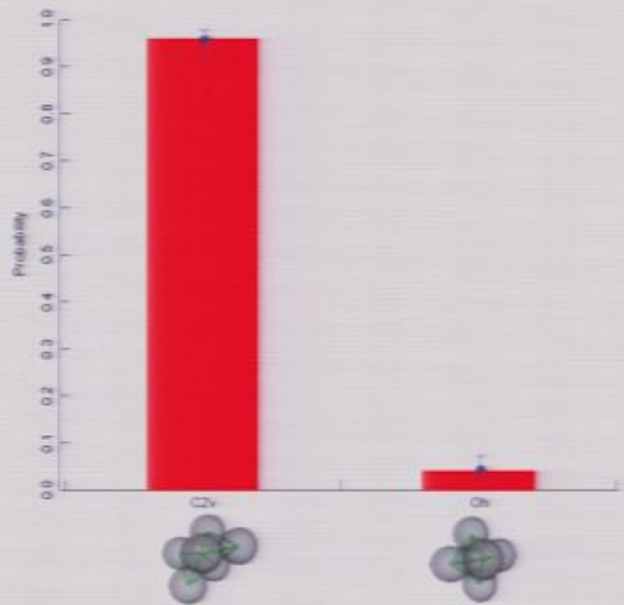
- Slide 1: [Thumbnail]
- Slide 2: [Thumbnail]
- Slide 3: [Thumbnail]
- Slide 4: [Thumbnail]
- Slide 5: [Thumbnail]
- Slide 6: [Thumbnail]
- Slide 7: [Thumbnail]
- Slide 8: [Thumbnail]
- Slide 9: [Thumbnail]

Highly symmetric structures are unfavorable at equilibrium

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12	Contacts	12
2	Symmetry number	24
3.2	Moment of inertia ²	2.8
1.6	Z_r (rotational)	0.12
0.061	Z_v (vibrational)	0.034
96.0%	Predicted P	4.0%
95.7%	Observed P	4.3%

GuangnanMeng

Custom Animation

Add Effect: [X] Remove: [X]

Modify effect

Start: [Dropdown]

Property: [Dropdown]

Speed: [Dropdown]

Select an element of the slide, then click "Add Effect" to add animation.

Re-Order [Up/Down]

Play [Play] Slide Show [Slide Show]

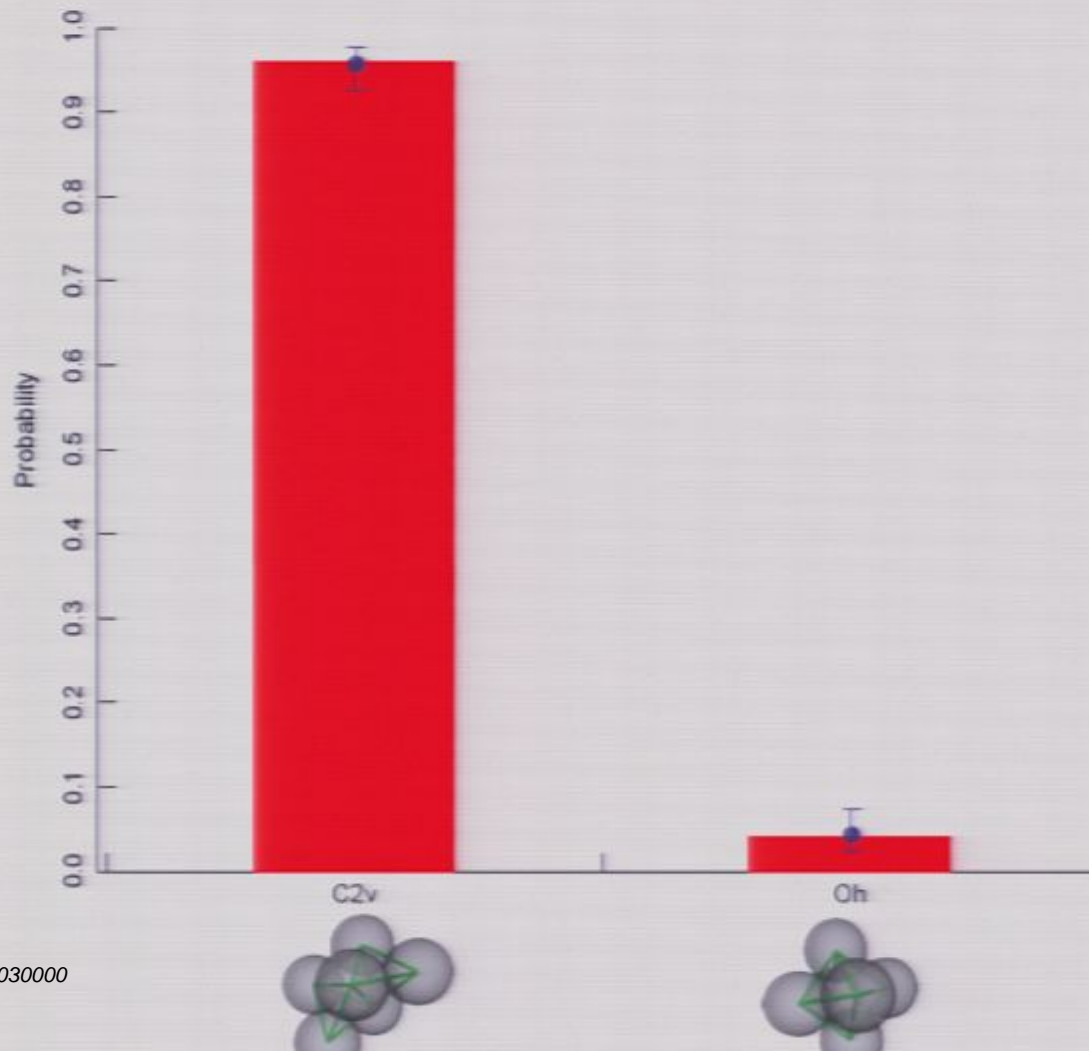
Highly symmetric structures are unfavorable at equilibrium

$$\frac{p_{oct}}{p_{poly}} = \frac{Z_r}{Z'_r} \cdot \frac{Z_v}{Z'_v} \cdot \frac{Z'_t}{Z_t} = 5.57\% \quad (4.51\% \text{ expt})$$

Z_r : symmetry analysis

Z_v : normal mode analysis

$$Z_r \propto \frac{\sqrt{I}}{\sigma}$$

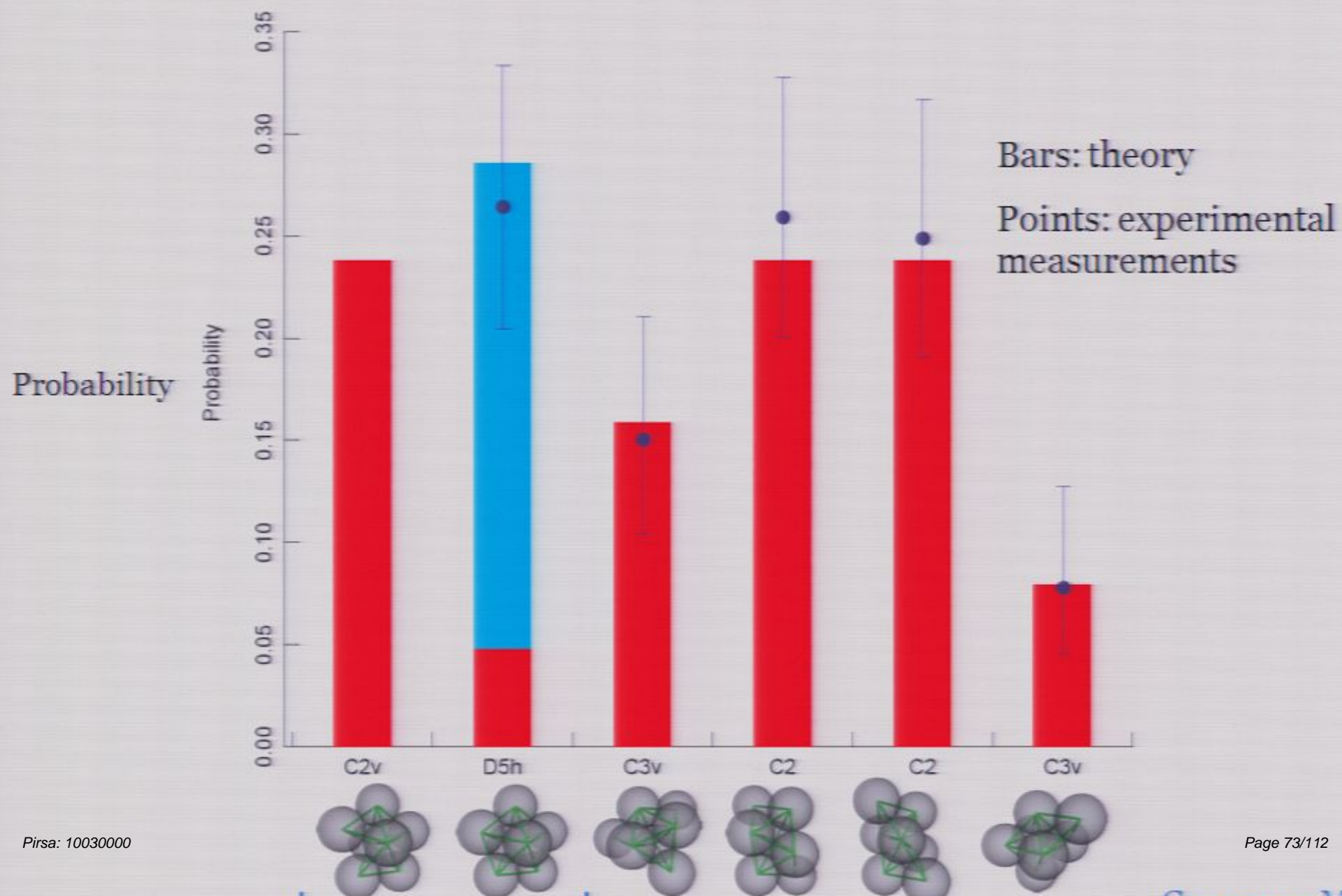


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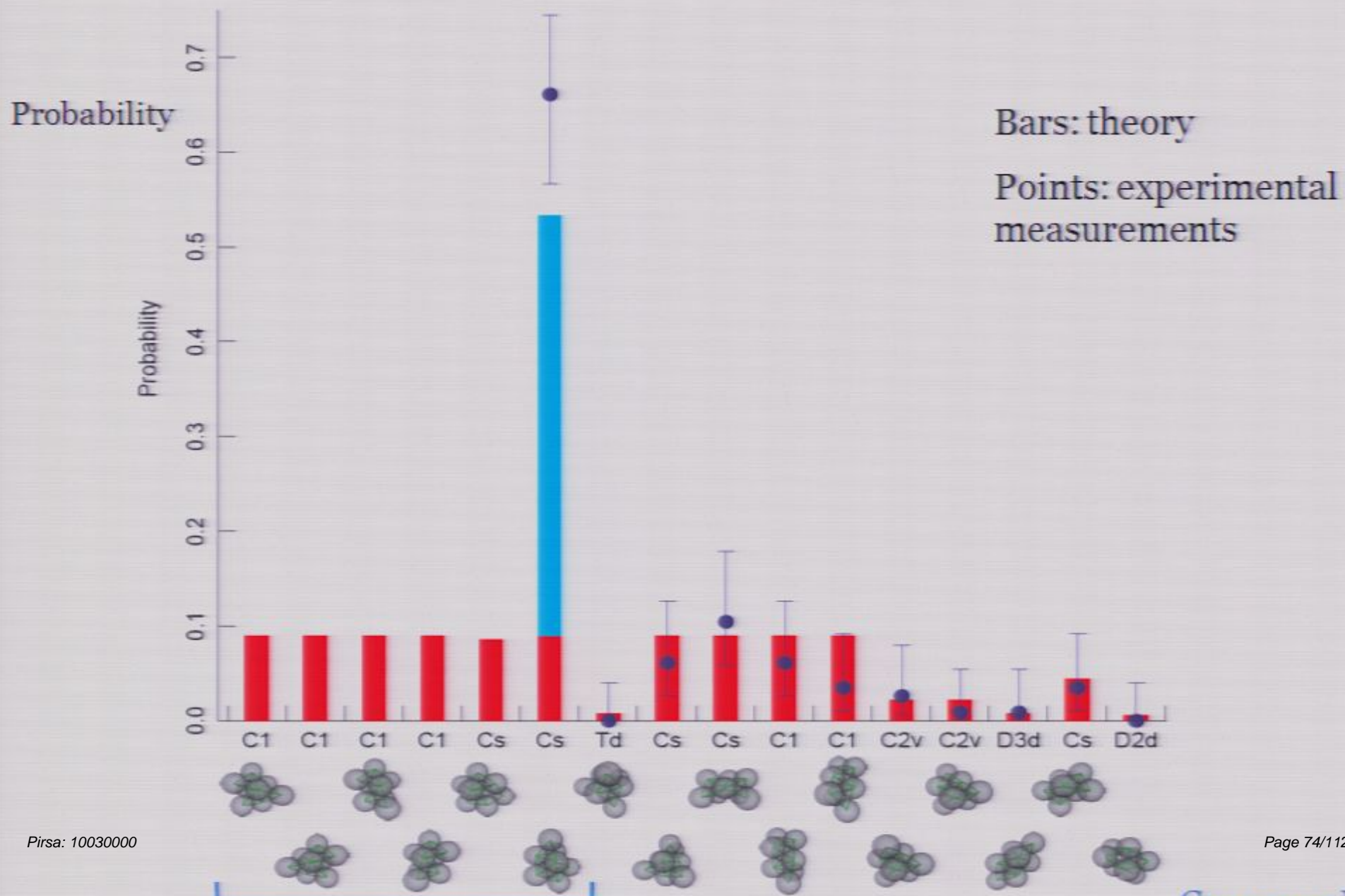
Results: $N=7$



Free energy landscape, $N=7$

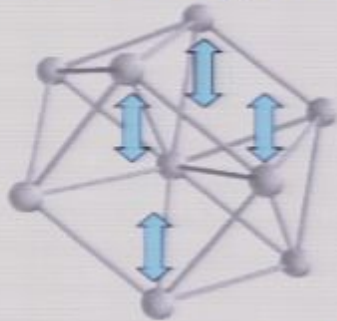


Free energy landscape, $N=8$

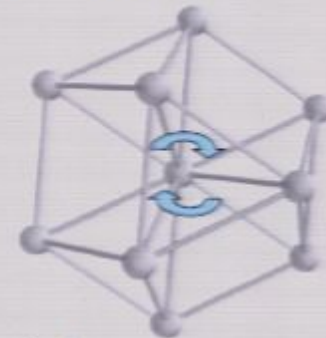


$N = 9$ and higher: Stable structures emerge

At $N=9$ and higher there are structures with soft vibrational modes:



$3N-6$ bonds (degenerate with other packings) but deformable over a finite range



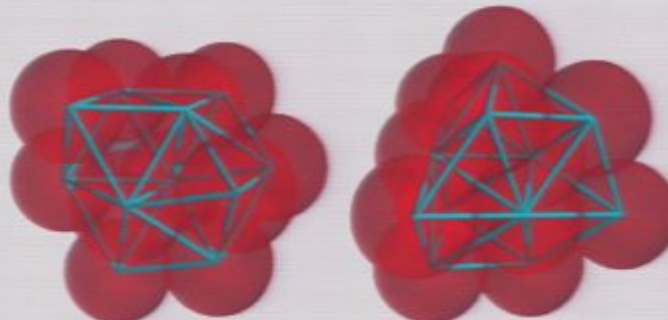
At $N=10, 11, 12$ it becomes possible to build structures that have more than $3N-6$ contacts:

$N=10$
3 packings (of 223 total) with $3N-5$ contacts



(a) $N = 10$

$N=11$
1 packing with $3N-4$ contacts

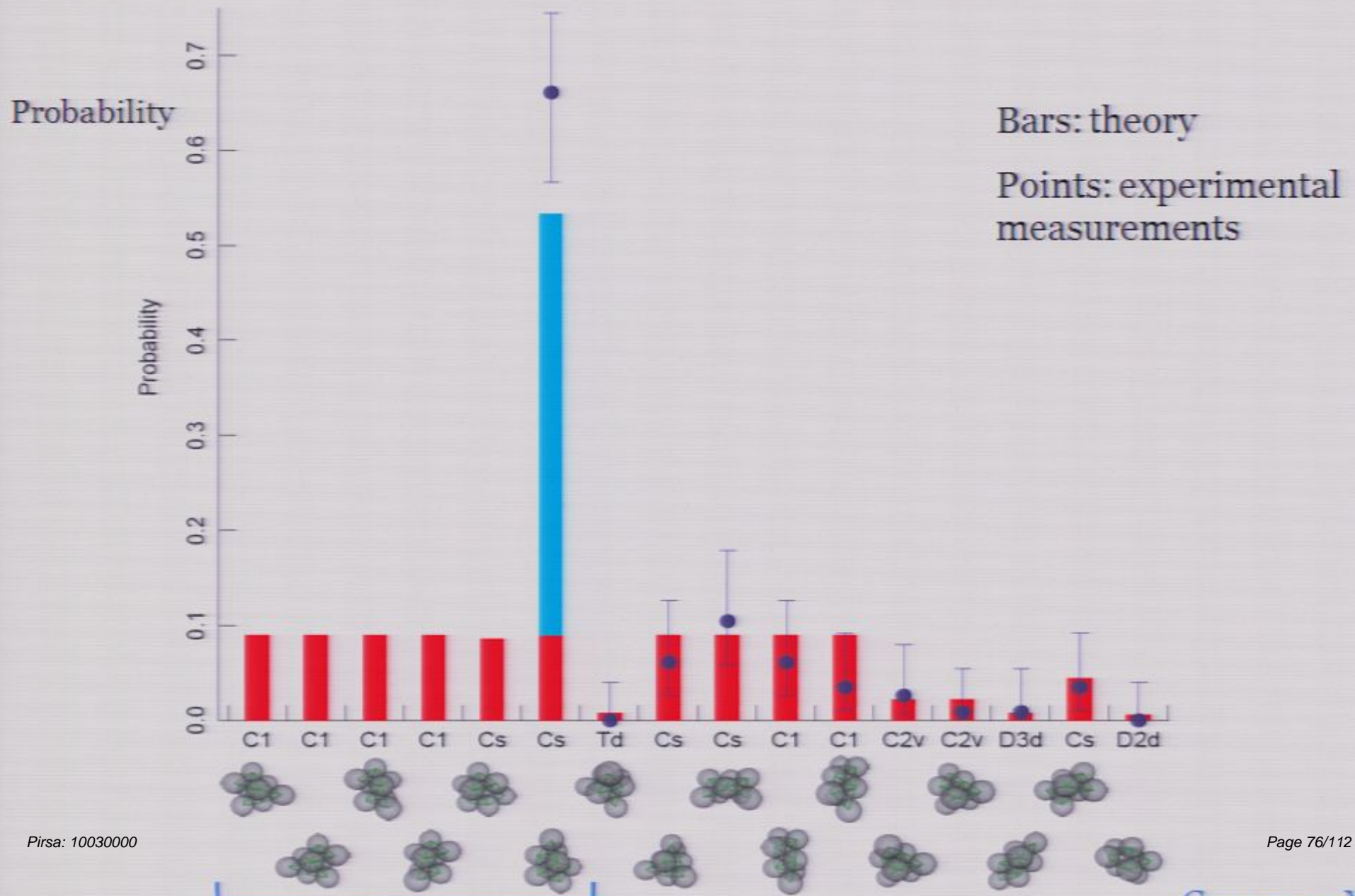


(b) $N = 11$

(c) $N = 12$

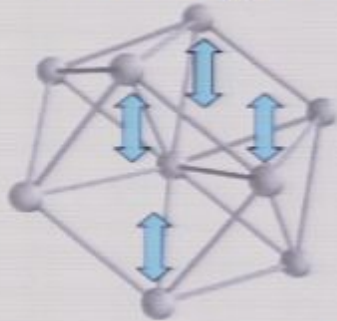
$N=12$
1 packing with $3N-3$ contacts

Free energy landscape, $N=8$

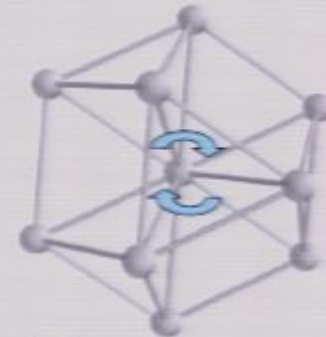


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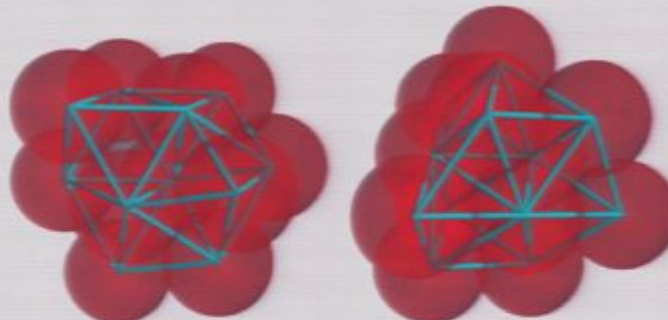
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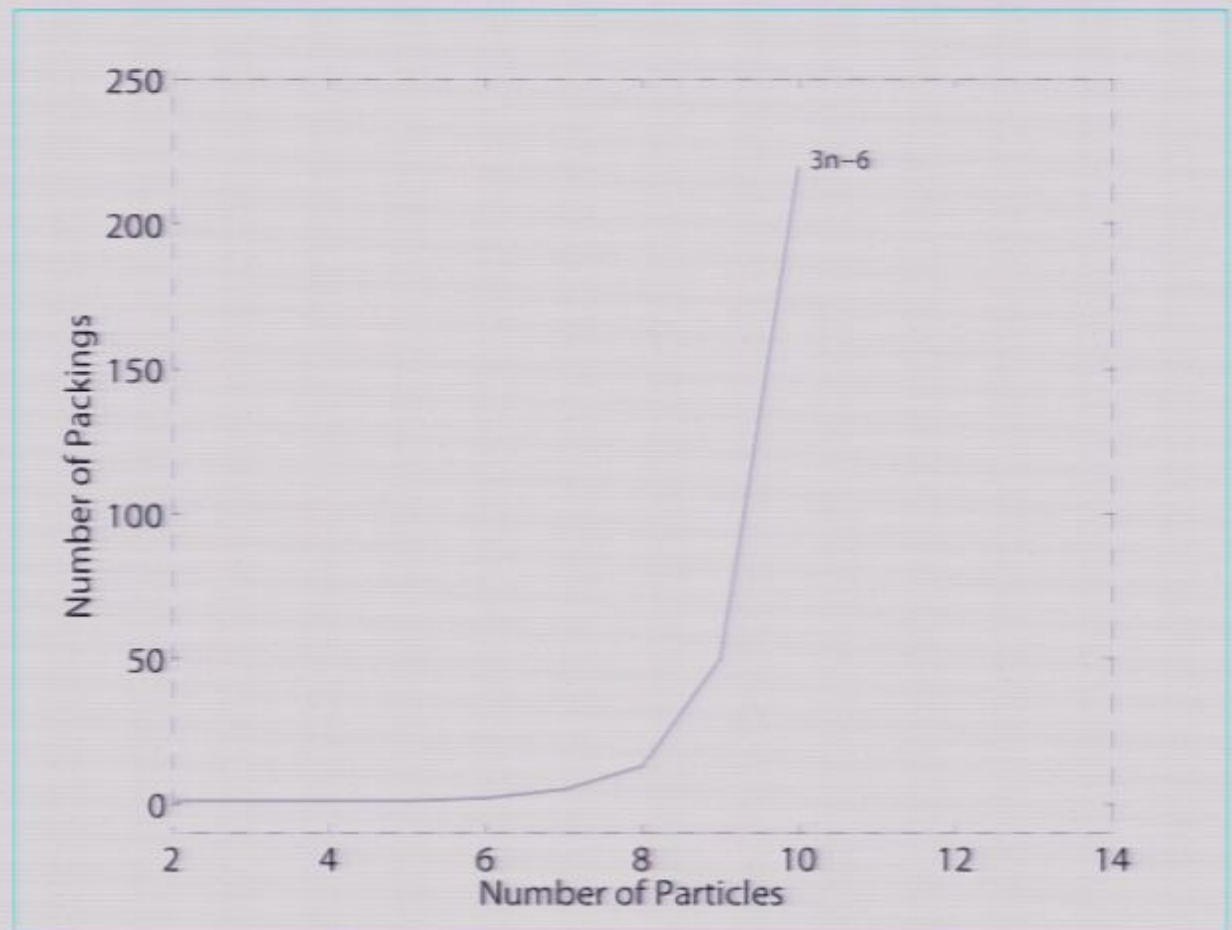
(c) $N = 12$

$N=12$
1 packing with $3N-3$ contacts

Theory: Ground state degeneracy

Degeneracy increases up to $N=10$, then decreases as HCP ground state seems to emerge

n	$3n - 6$	$3n - 5$	$3n - 4$	$3n - 3$
2	1	0	0	0
3	1	0	0	0
4	1	0	0	0
5	1	0	0	0
6	2	0	0	0
7	5	0	0	0
8	13	0	0	0
9	50	0	0	0
10	223	3	0	0
11		9	1	0
12			5	1
13				7



What happens at finite temperature?

Experimental results: at $N \geq 9$ a more complex landscape emerges due to vibrational entropy and extra bonds

$N=9$:

4 of 36 are non-rigid 9-mers

F ~50 rigid states



1 non-rigid



$N=10$:

7/33 non-rigid with $3N-6$ bonds

4/33 with $3N-5$ bonds (3 HCP and 1 HCP/FCC)

F ~200 rigid states at $3N-6$



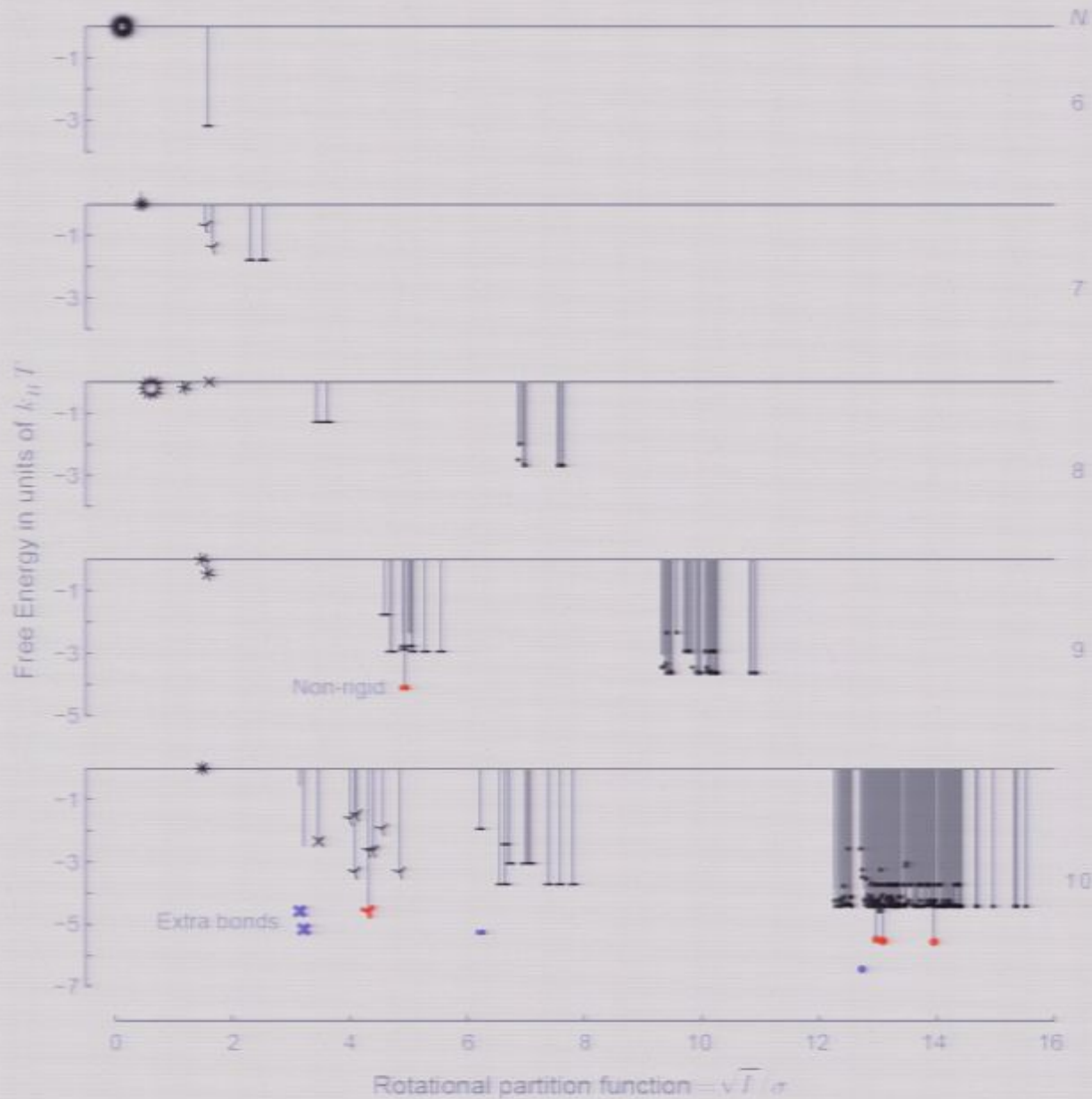
4 non-rigid

3 states at $3N-5$



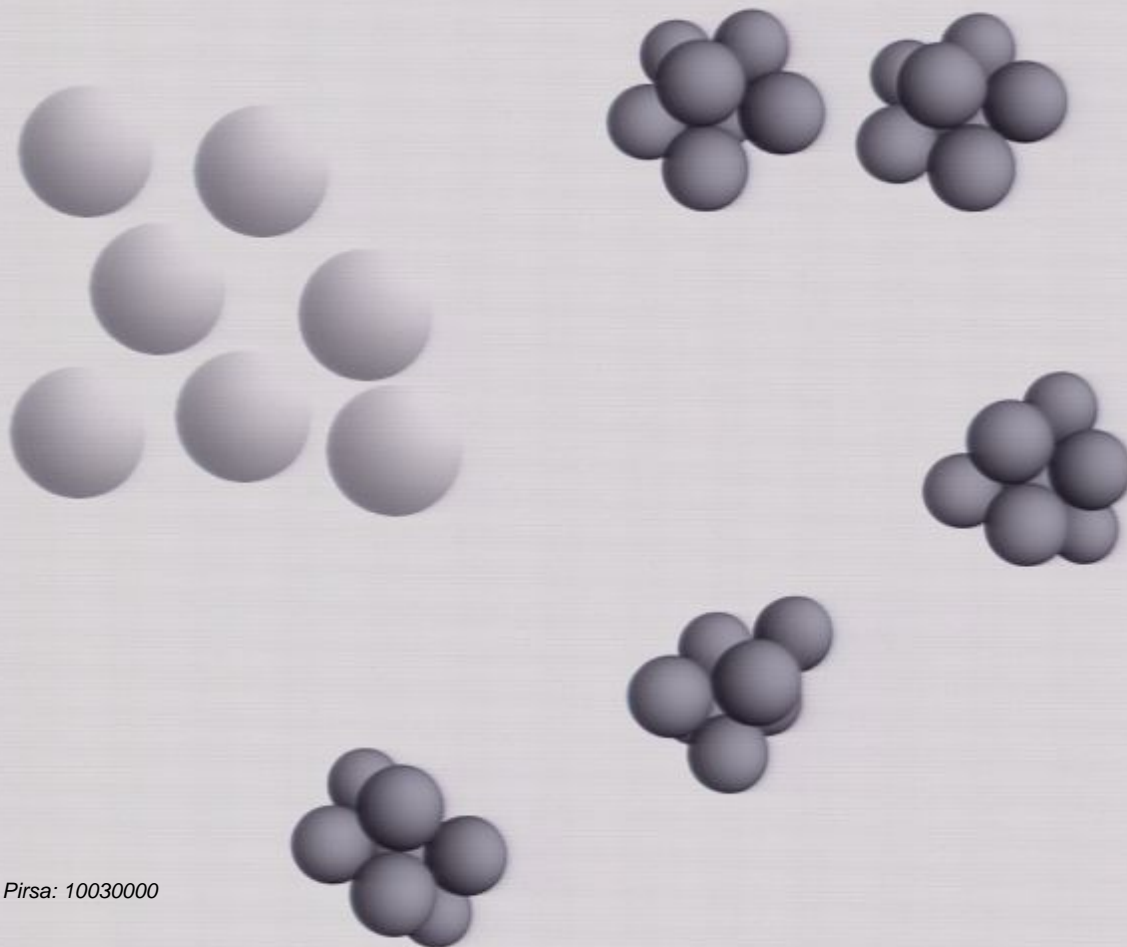
$N=11$: 7/28 structures at $3N-5$, 2/28 structures at $3N-4$ (HCP)

The Free Energy Landscape of Hard Sphere Clusters



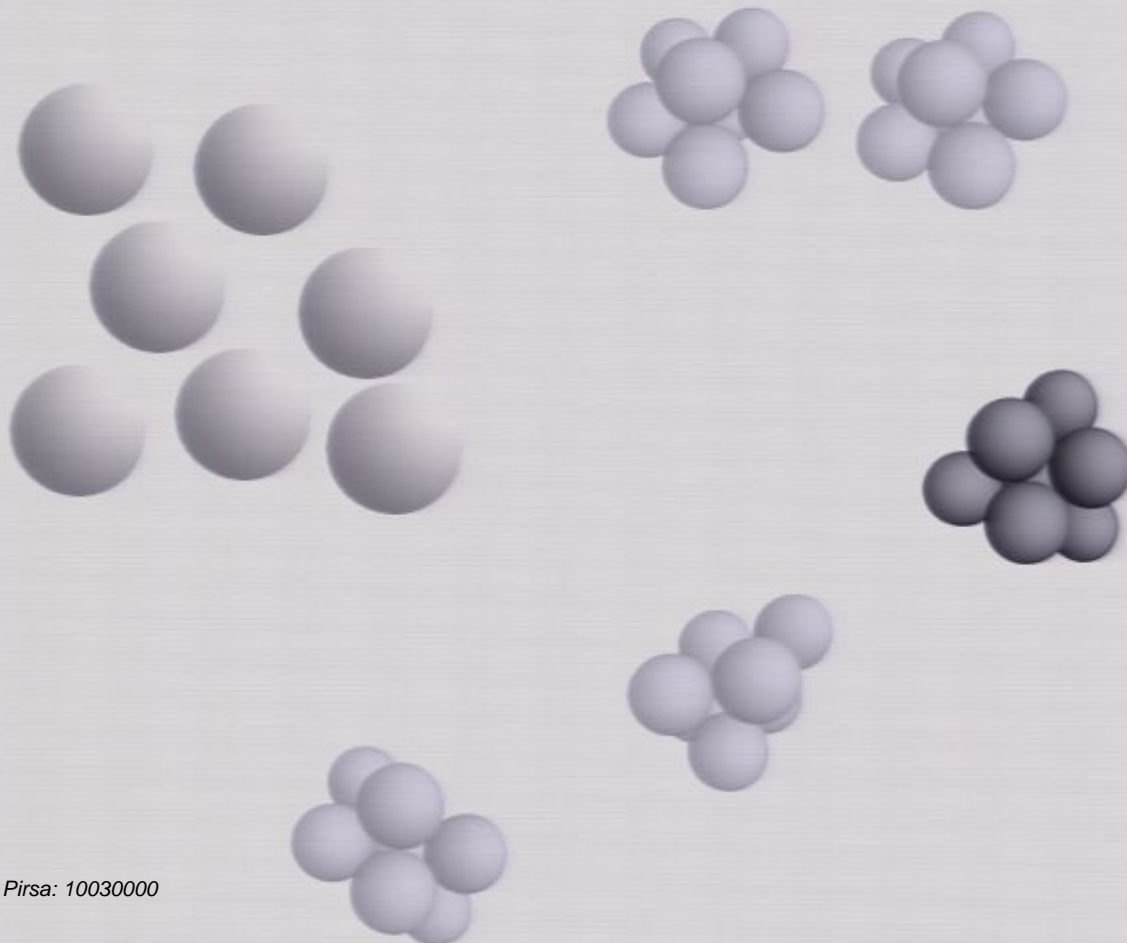
Engineering the landscape

So spheres can assemble into lots of different structures – but how can you design the system to choose only one of those structures at equilibrium?



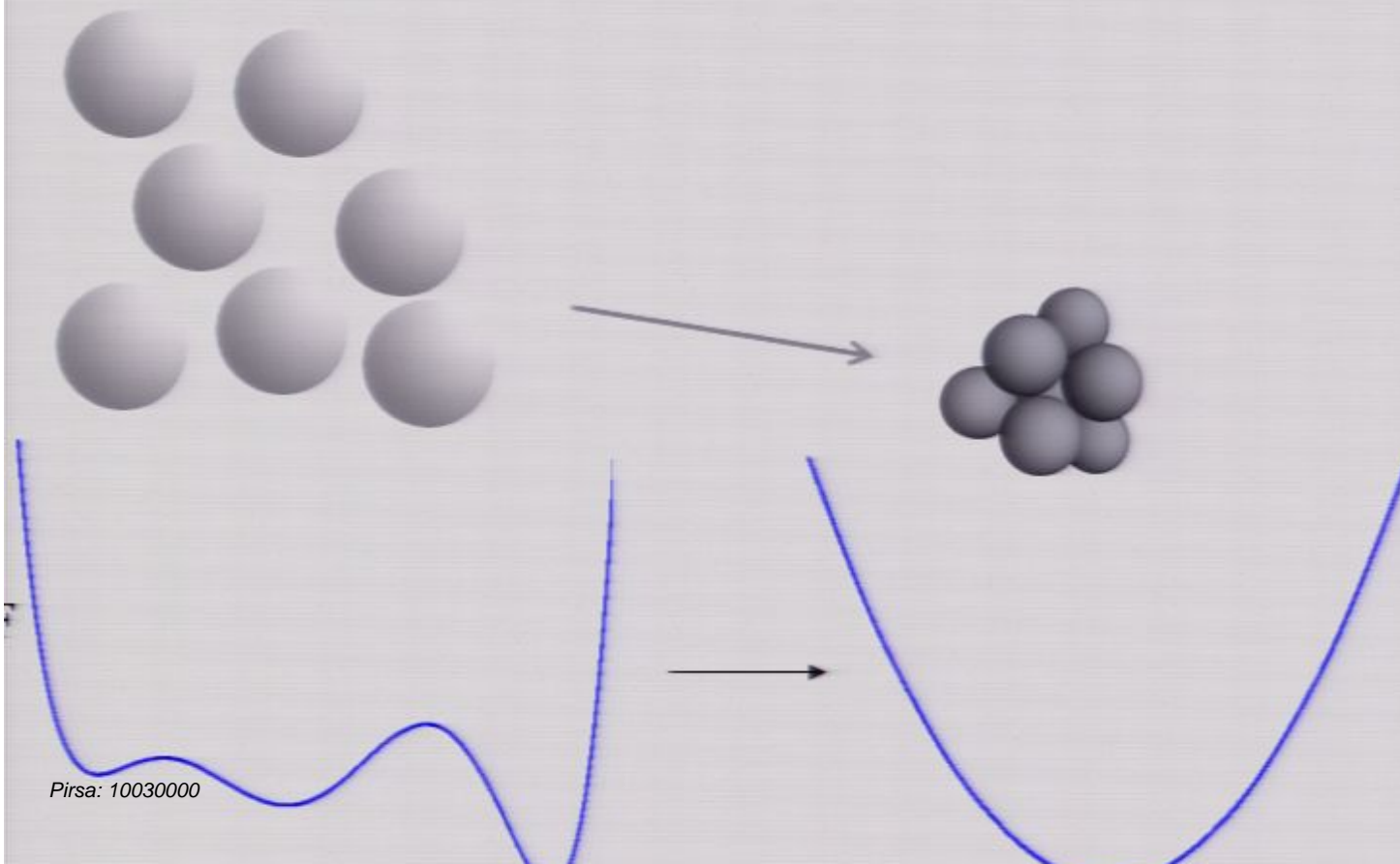
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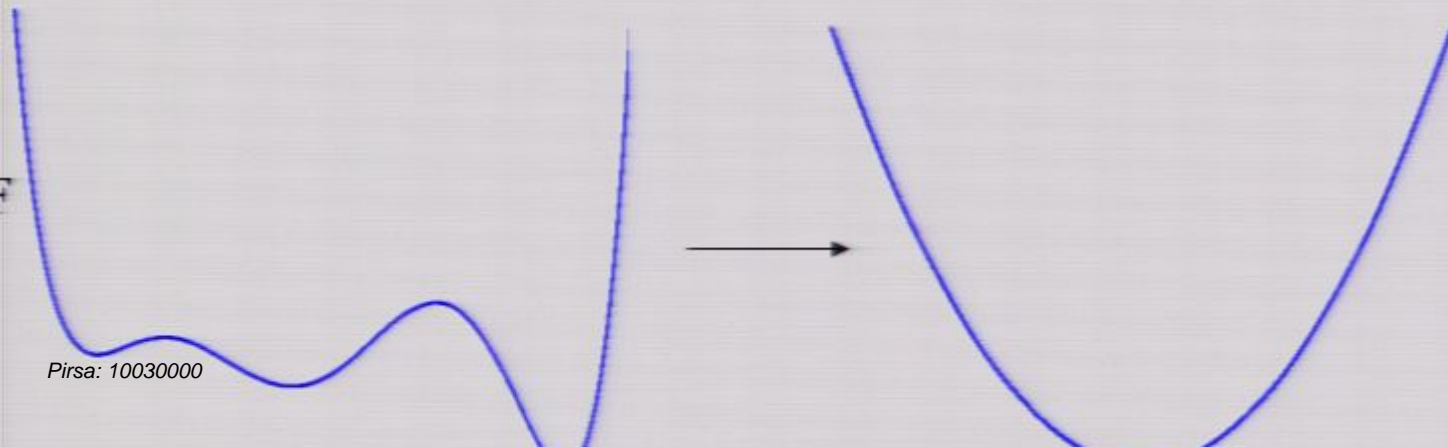
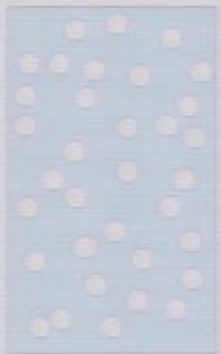
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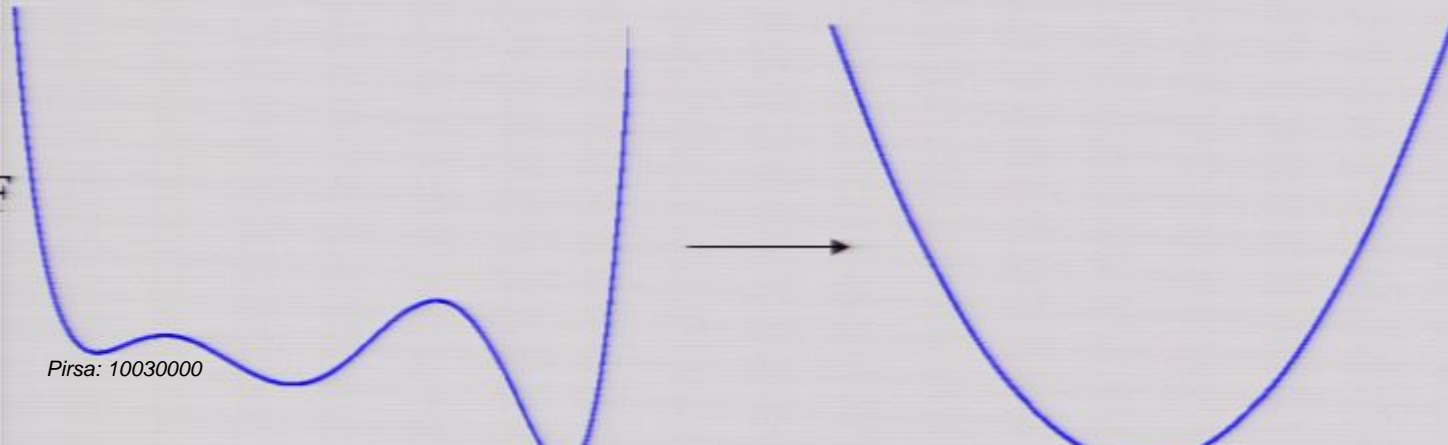
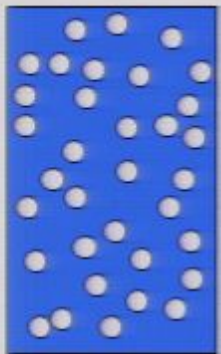
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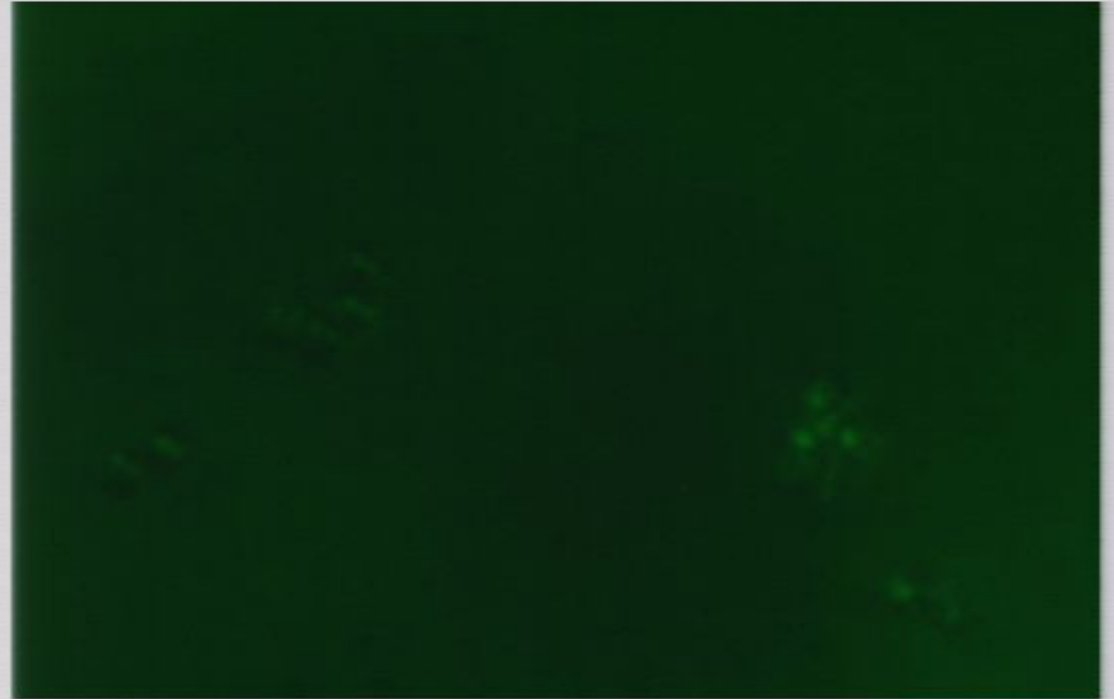
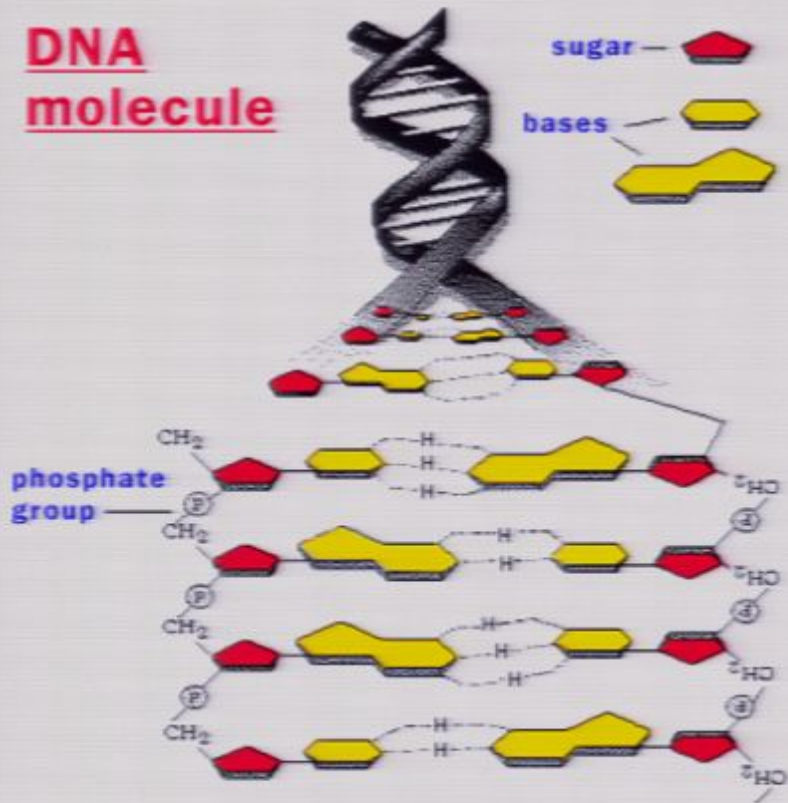
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So spheres can assemble into lots of different structures – but how can you design the system to choose only one of those structures at equilibrium?



Using specific interactions to guide assembly

DNA molecule

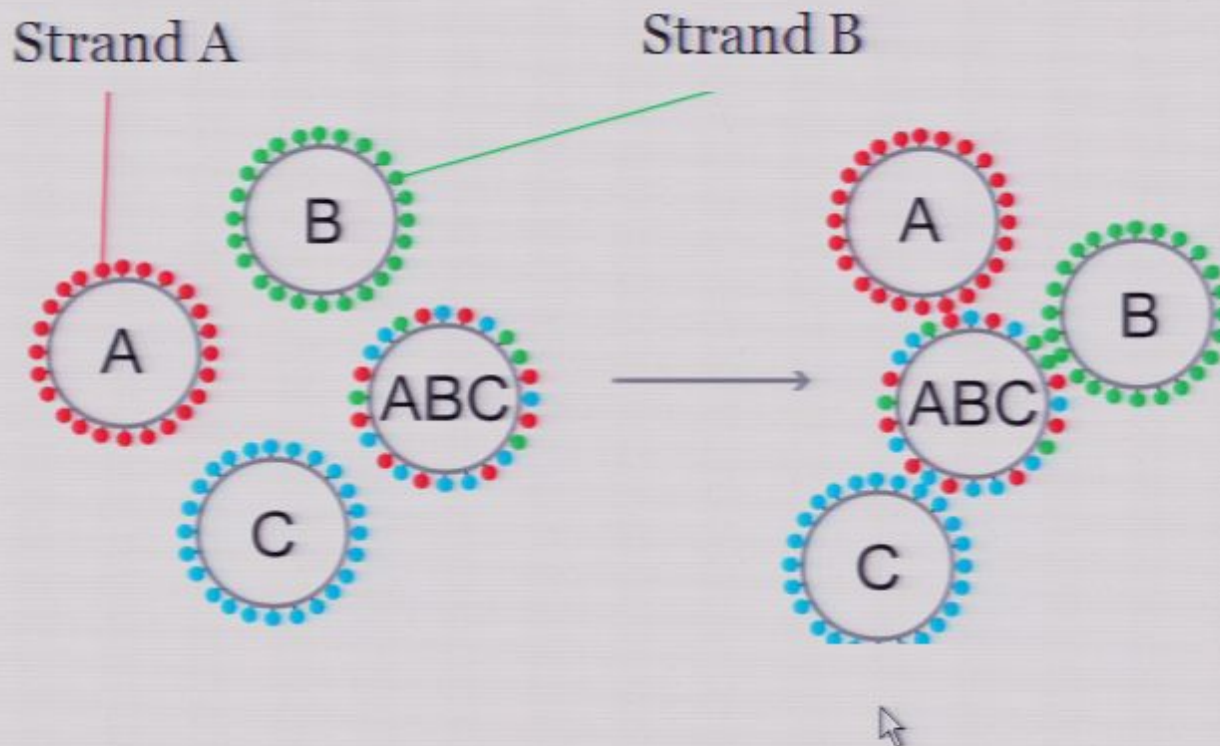


Self-assembly in the presence of multiple specific interactions

Binding logic:

A binds to A,

B binds to B



Introducing Binding Specificity

- **Specificity matrix**
Determines which particle pairs can bind (set by labeling)
- If specificity matrix = adjacency matrix for a particular packing
That packing becomes the unique ground state, save for enantiomers ($N < 10$)

$$\begin{pmatrix} 0 & 0 & 1 & 1 & 1 & 0 & 1 \\ 0 & 0 & 1 & 1 & 1 & 1 & 0 \\ 1 & 1 & 0 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 0 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 1 & 0 & 0 & 0 \\ 1 & 0 & 1 & 1 & 0 & 0 & 0 \end{pmatrix}$$

which corresponds to this packing



and to the following labeling of particles:



Is the following conformation possible?

$$\begin{pmatrix} 0 & 1 & 0 & 1 & 1 & 1 & 0 \\ 1 & 0 & 1 & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 1 & 1 & 1 & 1 \\ 1 & 0 & 1 & 0 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 0 & 0 & 1 \\ 1 & 1 & 1 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 0 & 0 & 0 \end{pmatrix}$$

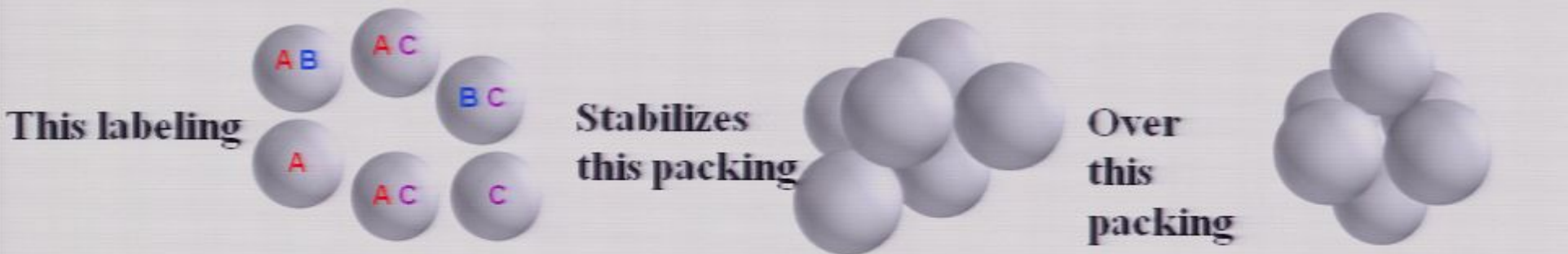


No – only 2 of the 3 particles having 5 contacts are allowed under the above labeling of particles.

Encoding the equilibrium state in a 6-particle system

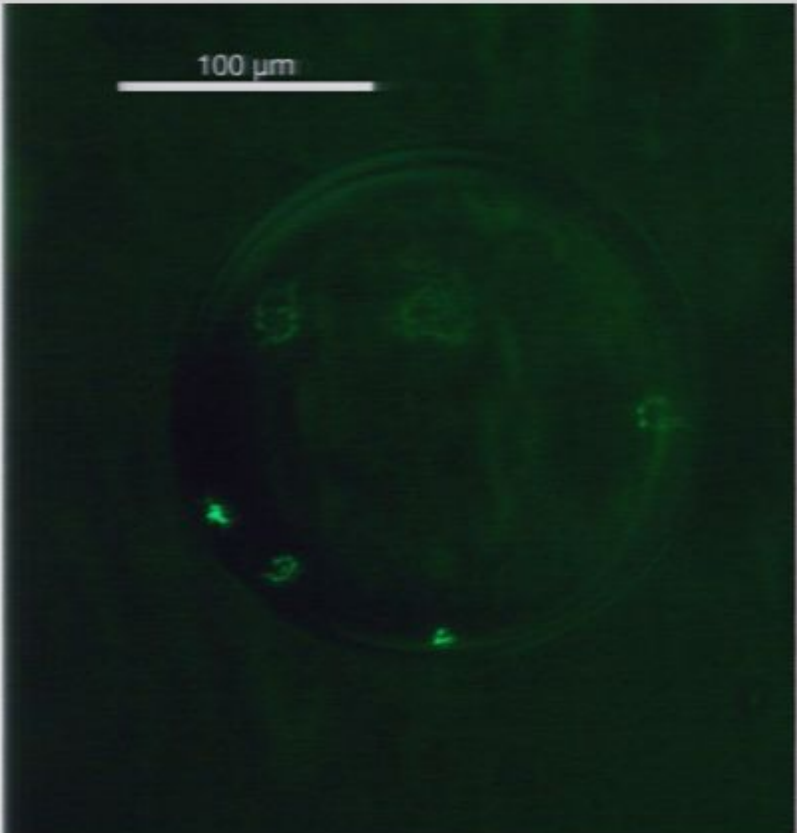


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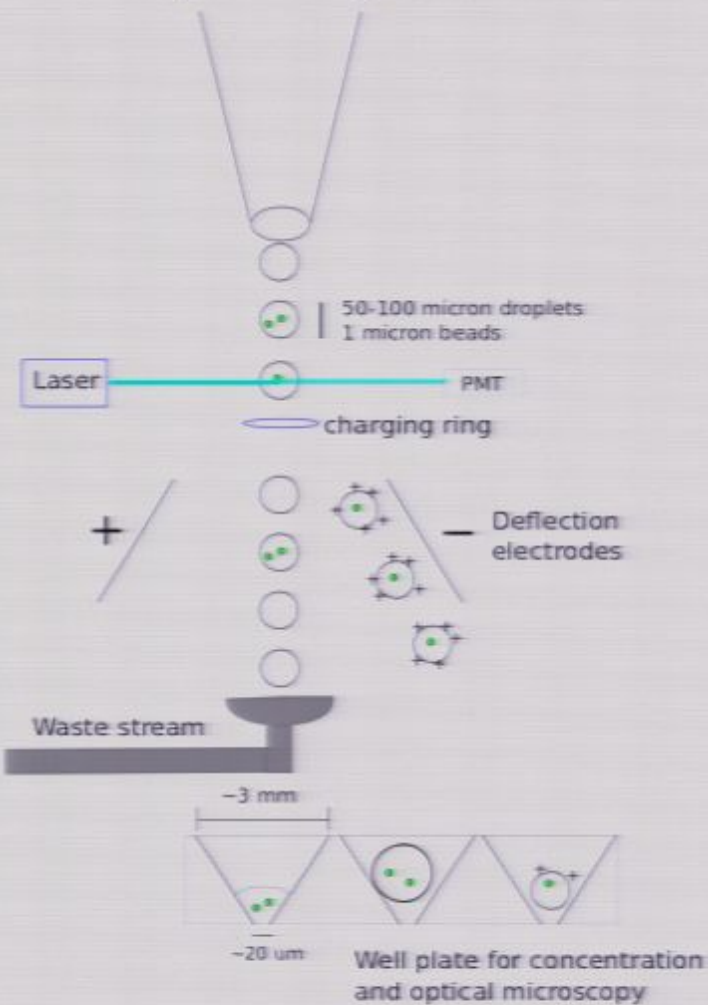


How do you program the system?

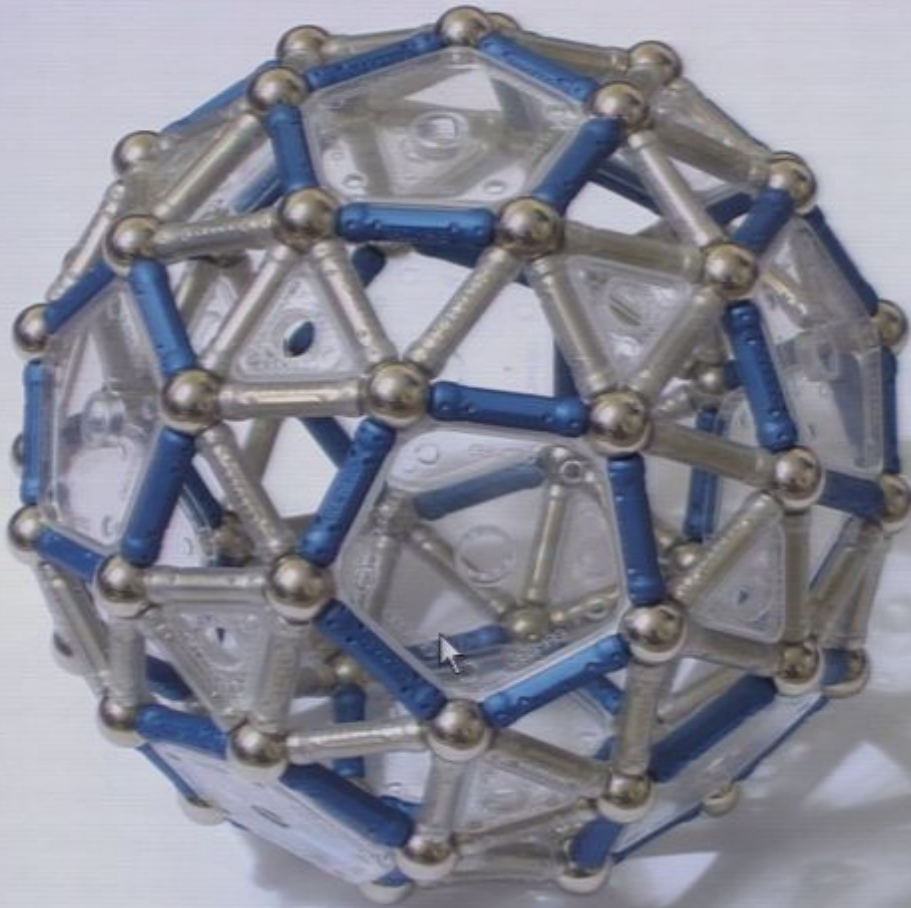
Need to mix the particles in the right combinations and numbers:



Flow cytometry overview



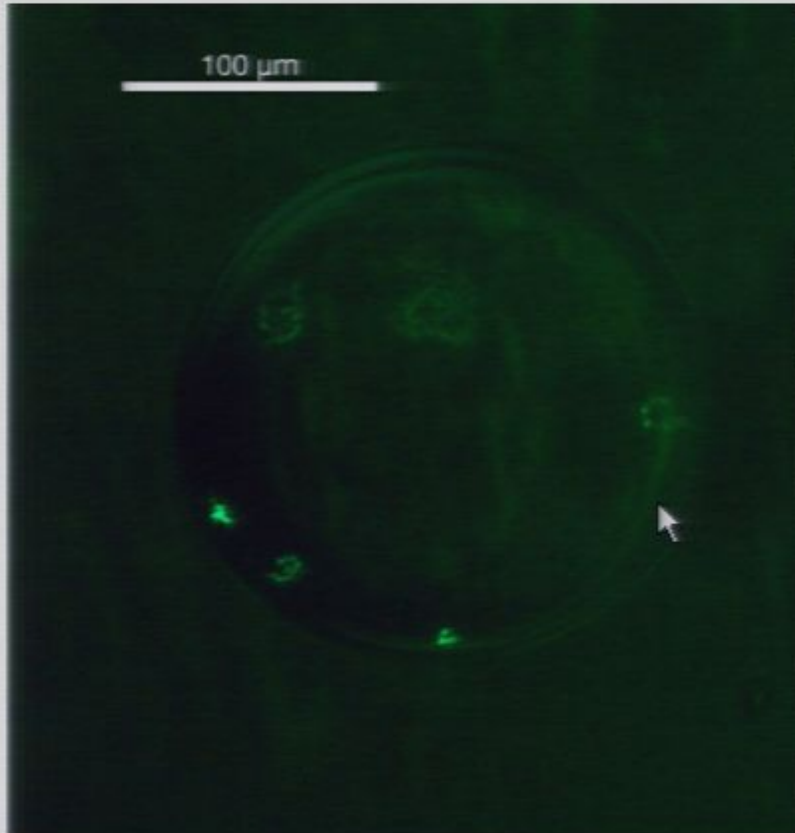
What interesting structures can be made by packing spheres at higher N ?



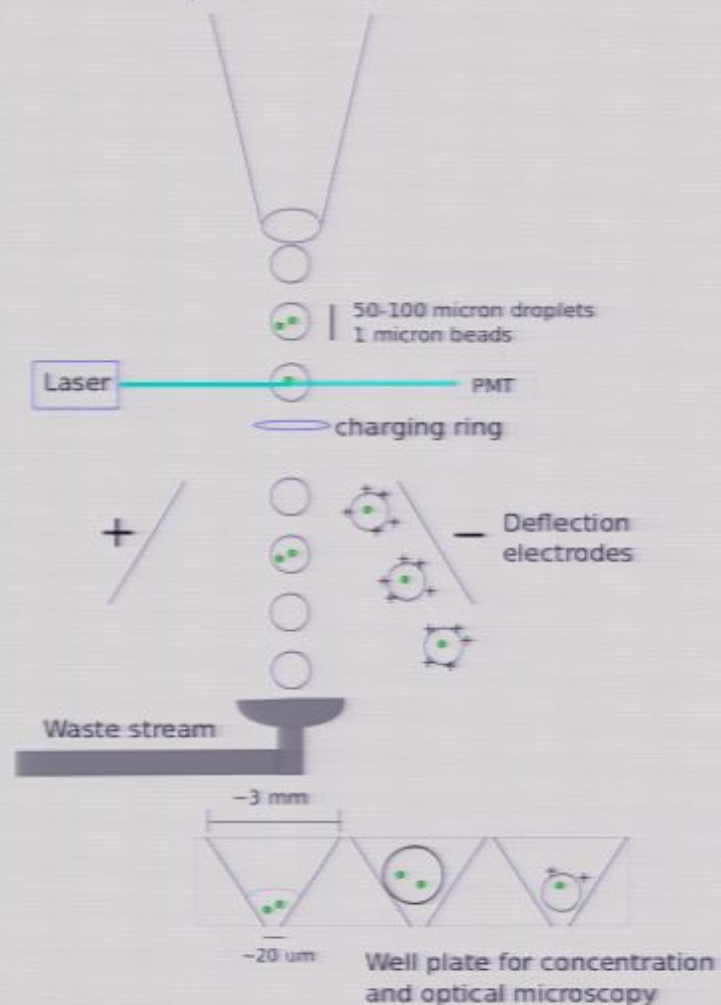
Geomags (wikipedia)

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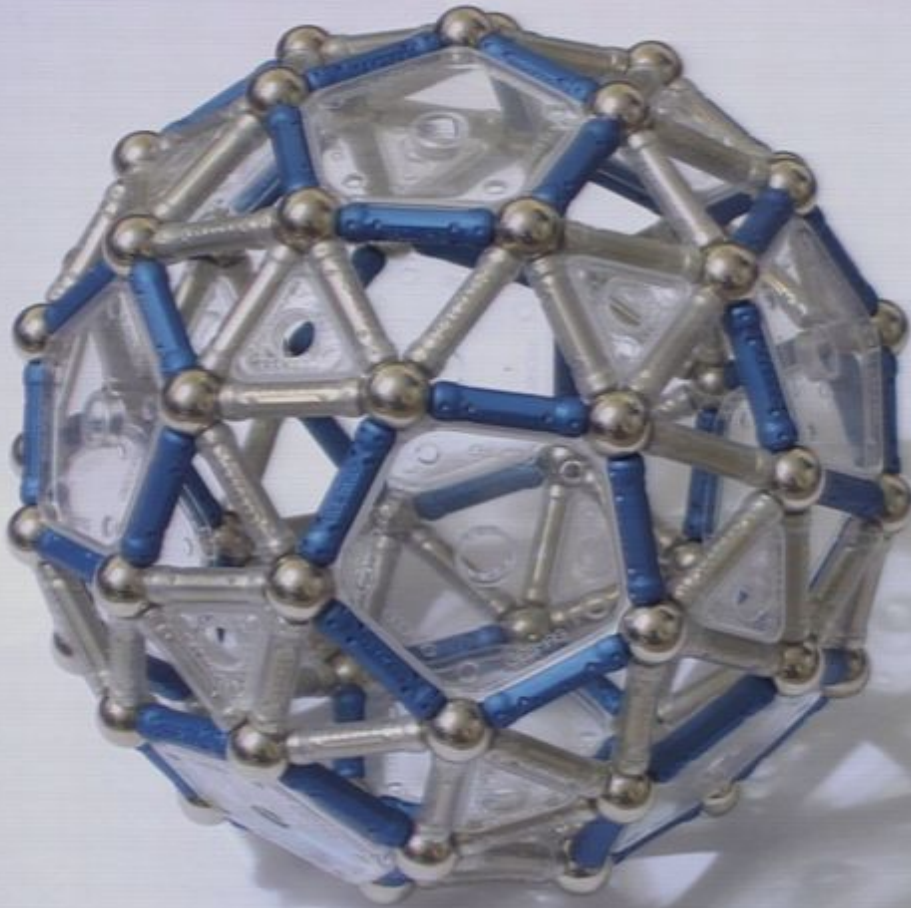
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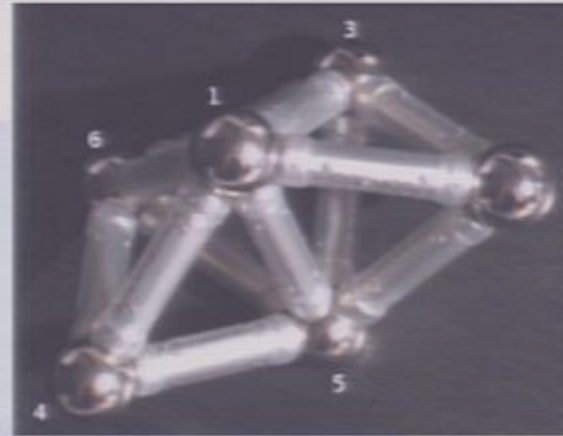
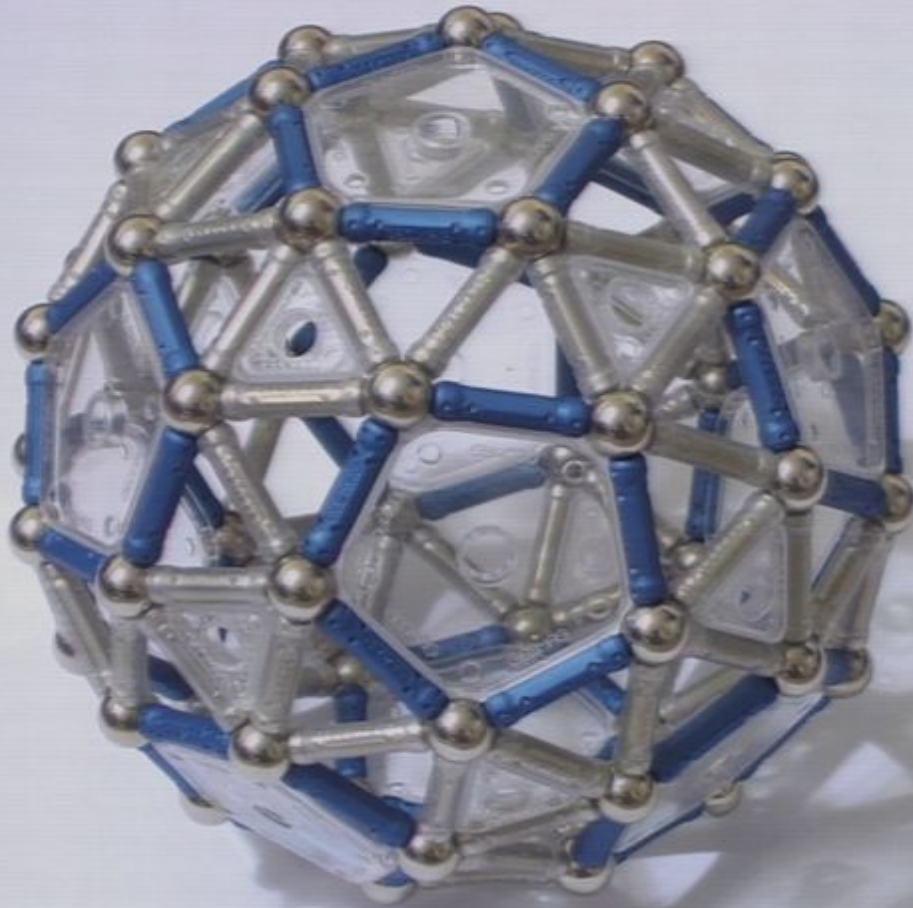


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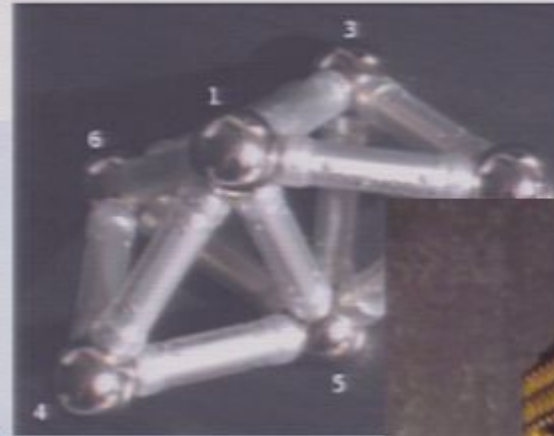
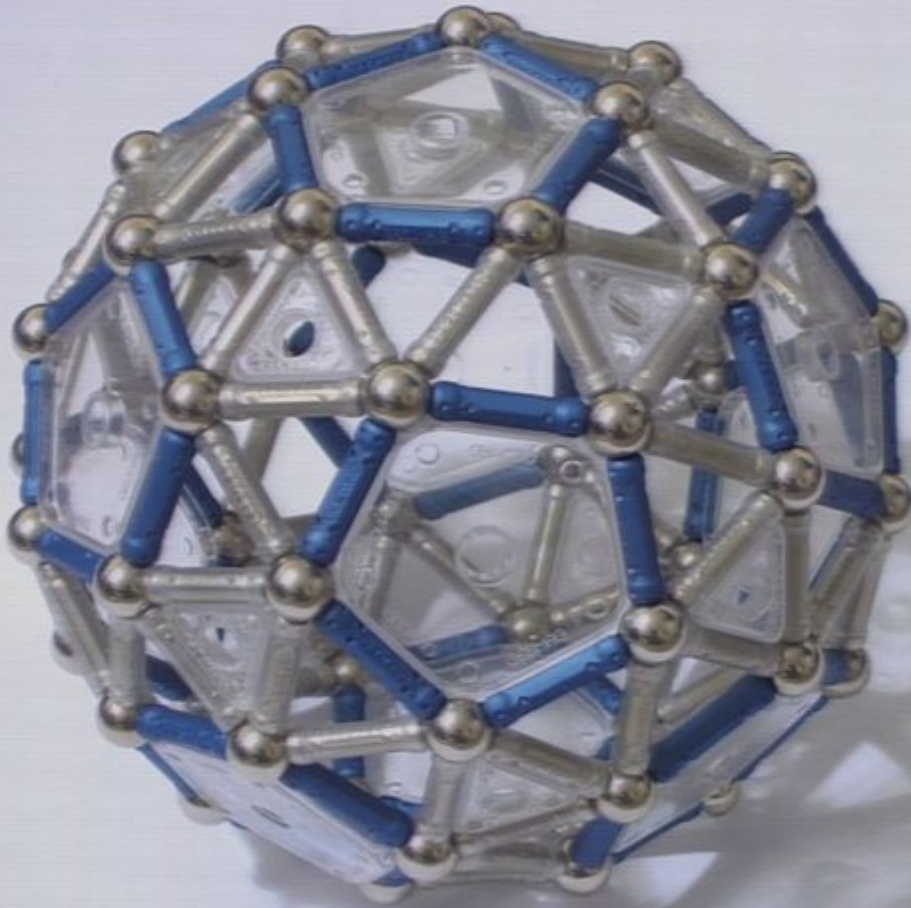
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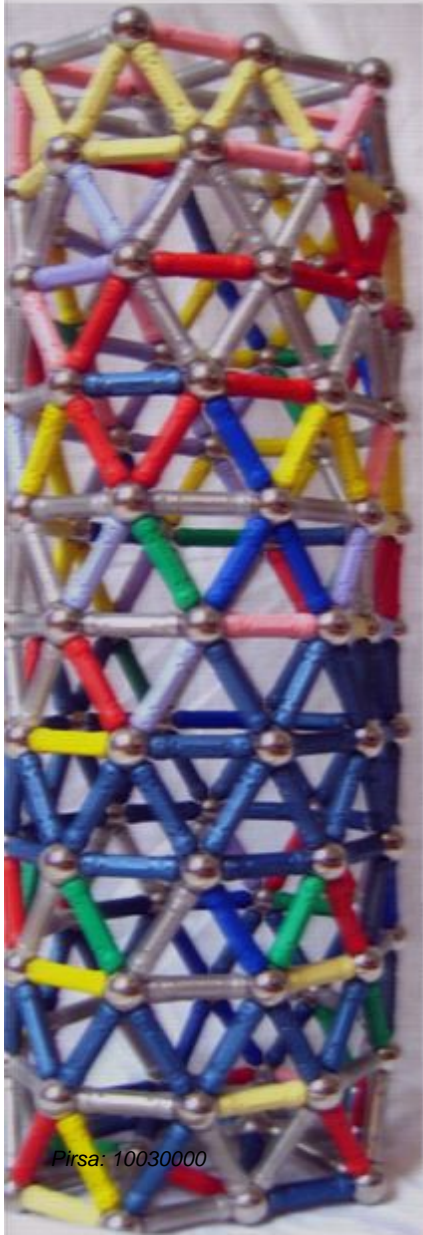
Geomags (wikipedia)

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Geomags (wikipedia)

Encoding a cylindrical shell as the ground state

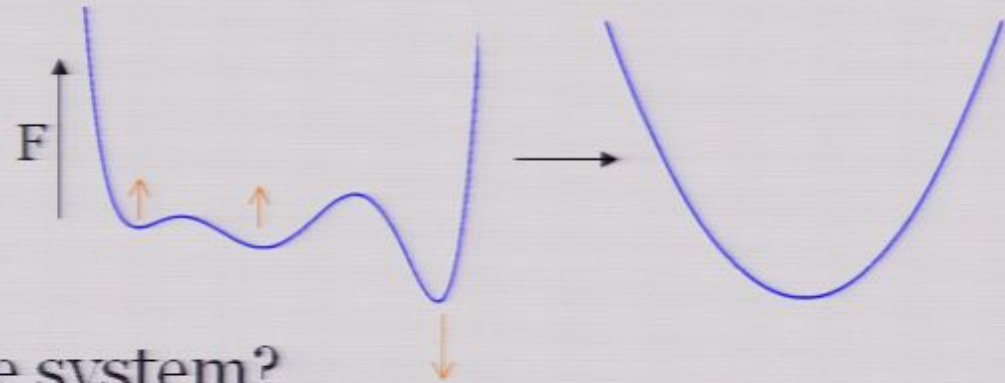


particle 1: 0,4,5,15	particle 41: 39,53,54,66	particle 81: 99,113,114,126
particle 2: 0,1,12,14,15	particle 42: 41,54,55,68	particle 82: 101,114,115,128
particle 3: 0,1,5,7,8	particle 43: 43,55,56,70	particle 83: 103,115,116,130
particle 4: 1,8,10,11,12	particle 44: 45,56,57,72	particle 84: 105,116,117,132
particle 5: 2,153,154,164	particle 45: 47,57,58,74	particle 85: 107,117,118,134
particle 6: 2,3,161,163,164	particle 46: 49,58,59,76	particle 86: 109,118,119,136
particle 7: 2,3,154,156,157	particle 47: 51,59,62,78	particle 87: 111,119,122,138
particle 8: 3,157,159,160,161	particle 48: 60,61,62,80	particle 88: 120,121,122,140
particle 9: 4,16,18	particle 49: 63,65,80,90	particle 89: 123,125,140,150
particle 10: 4,6,18	particle 50: 64,65,67	particle 90: 124,125,127
particle 11: 5,6,7,20	particle 51: 66,67,69	particle 91: 126,127,129
particle 12: 7,9,20	particle 52: 68,69,71	particle 92: 128,129,131
particle 13: 8,9,10,23	particle 53: 70,71,73	particle 93: 130,131,133
particle 14: 10,11,23,25	particle 54: 72,73,75	particle 94: 132,133,135
particle 15: 11,13,25	particle 55: 74,75,77	particle 95: 134,135,137
particle 16: 12,13,14,28	particle 56: 76,77,79	particle 96: 136,137,139
particle 17: 14,17,28	particle 57: 78,79,81	particle 97: 138,139,141
particle 18: 15,16,17	particle 58: 80,81,90	particle 98: 140,141,150
particle 19: 18,19,31,33	particle 59: 65,82,91,93	particle 99: 125,142,151
particle 20: 6,19,21,34	particle 60: 67,82,83,94	particle 100: 127,142,143
particle 21: 20,21,22,36	particle 61: 69,83,84,96	particle 101: 129,143,144
particle 22: 9,22,24,38	particle 62: 71,84,85,98	particle 102: 131,144,145
particle 23: 23,24,26,40	particle 63: 73,85,86,100	particle 103: 133,145,146
particle 24: 25,26,27,42	particle 64: 75,86,87,102	particle 104: 135,146,147
particle 25: 13,27,29,44	particle 65: 77,87,88,104	particle 105: 137,147,148
particle 26: 28,29,30,46	particle 66: 79,88,89,106	particle 106: 139,148,149
particle 27: 17,30,32,48	particle 67: 81,89,92,108	particle 107: 141,149,152
particle 28: 16,31,32,50	particle 68: 90,91,92,110	particle 108: 150,151,152
particle 29: 33,35,50,60	particle 69: 93,95,110,120	particle 109: 151,153,165
particle 30: 34,35,37	particle 70: 94,95,97	particle 110: 153,142,155
particle 31: 36,37,39	particle 71: 96,97,99	particle 111: 143,154,155,156
particle 32: 38,39,41	particle 72: 98,99,101	particle 112: 144,156,158
particle 33: 40,41,43	particle 73: 100,101,103	particle 113: 145,157,158,159
particle 34: 42,43,45	particle 74: 102,103,105	particle 114: 146,159,160
particle 35: 44,45,47	particle 75: 104,105,107	particle 115: 147,160,162
particle 36: 46,47,49	particle 76: 106,107,109	particle 116: 148,161,162,163
particle 37: 48,49,51	particle 77: 108,109,111	particle 117: 149,163,166
particle 38: 50,51,60	particle 78: 110,111,120	particle 118: 152,164,165,166
particle 39: 35,52,61,63	particle 79: 95,112,121,123	
particle 40: 37,52,53,64	particle 80: 97,112,113,124	

Total labels = 167
For $N = 118$.

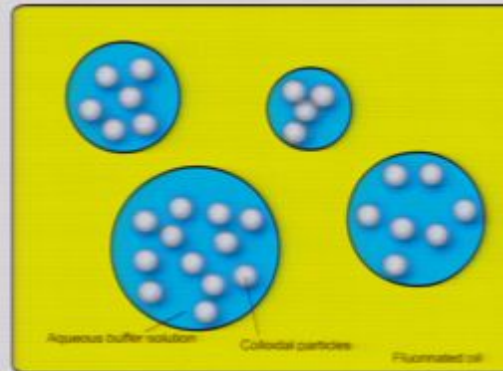
Directions and questions

- Engineering the landscape to destabilize kinetic traps: optimization of labels



- How do we program the system?

Our approach: droplet-based microfluidics



- Is there a labeling algorithm that yields a self-limiting aggregation state? Can design new kinds of frustration

Summary

The thermodynamics of self-assembly of spherical particles:

- Can be measured directly
- Can be understood quantitatively: potential energy surface and free energy landscape
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Systems with isotropic interactions (spheres) can still break symmetry to self-assemble a vast array of structures

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People and Acknowledgements



Natalie Arkus



Guangnan Meng



Jesse Collins



Michael Brenner

Collaborators: Michael Brenner (HSEAS), Dietmar Schmucker (HMS/Dana Farber)

Funding: NSF MRSEC, NSF CAREER, NSF NIRT, Harvard HUSEC Seed Fund

Thanks also to:

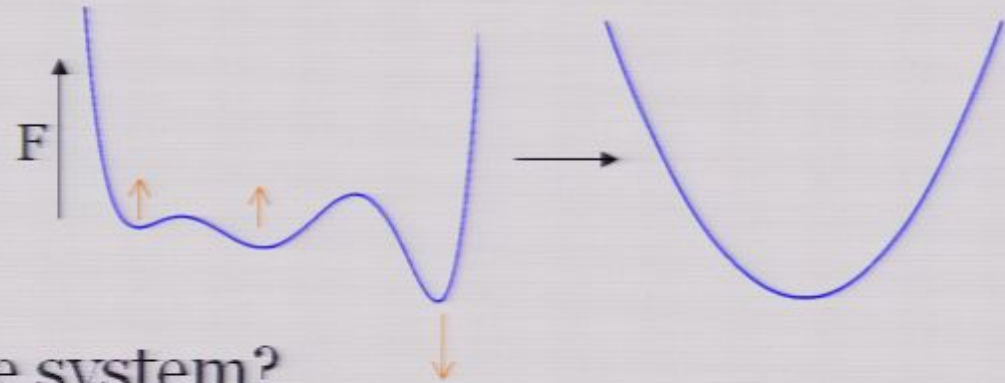
Zhengdong Chen (Texas A&M), Frans Spaepen

Jerome Fung, Ryan McGorty

Jon Fan, Dina Aronzon

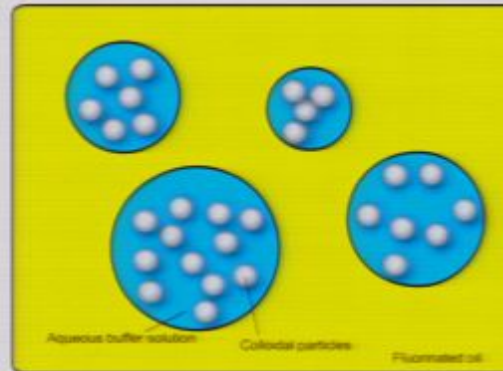
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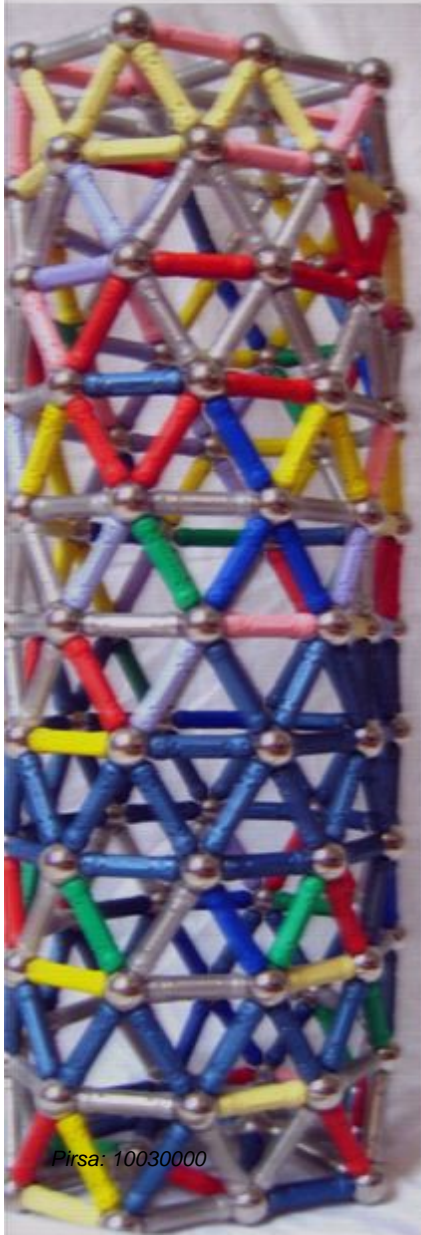
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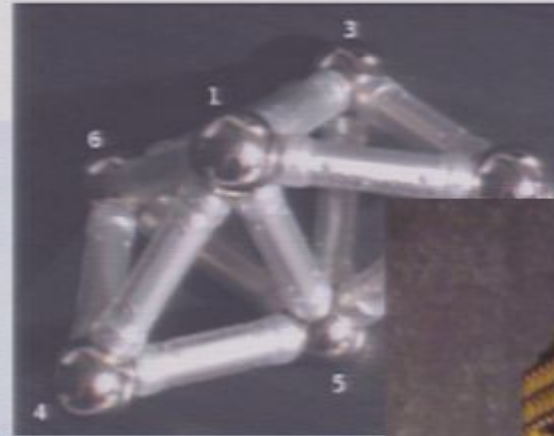
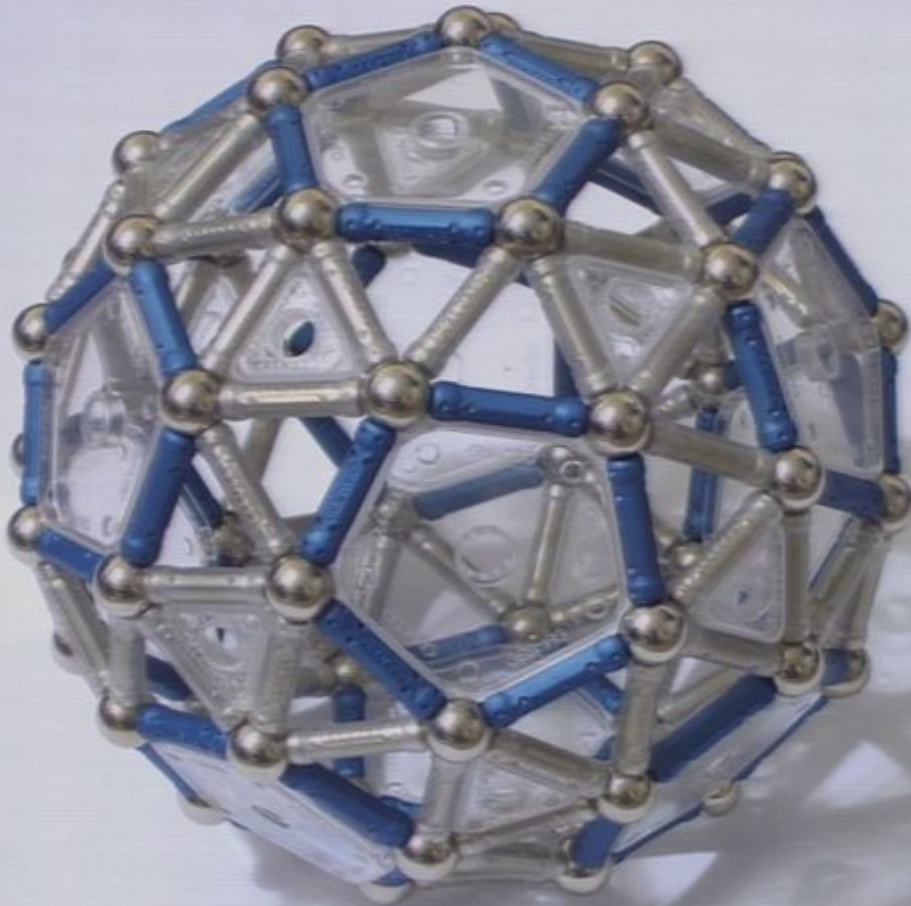
Encoding a cylindrical shell as the ground state



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- particle 3: 0,1,5,7,8
- particle 4: 1,8,10,11,12
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- particle 7: 2,3,154,156,157
- particle 8: 3,157,159,160,161
- particle 9: 4,16,18
- particle 10: 4,6,18
- particle 11: 5,6,7,20
- particle 12: 7,9,20
- particle 13: 8,9,10,23
- particle 14: 10,11,23,25
- particle 15: 11,13,25
- particle 16: 12,13,14,28
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- particle 28: 16,31,32,50
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- particle 30: 34,35,37
- particle 31: 36,37,39
- particle 32: 38,39,41
- particle 33: 40,41,43
- particle 34: 42,43,45
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- particle 37: 48,49,51
- particle 38: 50,51,60
- particle 39: 35,52,61,63
- particle 40: 37,52,53,64
- particle 41: 39,53,54,66
- particle 42: 41,54,55,68
- particle 43: 43,55,56,70
- particle 44: 45,56,57,72
- particle 45: 47,57,58,74
- particle 46: 49,58,59,76
- particle 47: 51,59,62,78
- particle 48: 60,61,62,80
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- particle 51: 66,67,69
- particle 52: 68,69,71
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- particle 54: 72,73,75
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- particle 57: 78,79,81
- particle 58: 80,81,90
- particle 59: 65,82,91,93
- particle 60: 67,82,83,94
- particle 61: 69,83,84,96
- particle 62: 71,84,85,98
- particle 63: 73,85,86,100
- particle 64: 75,86,87,102
- particle 65: 77,87,88,104
- particle 66: 79,88,89,106
- particle 67: 81,89,92,108
- particle 68: 90,91,92,110
- particle 69: 93,95,110,120
- particle 70: 94,95,97
- particle 71: 96,97,99
- particle 72: 98,99,101
- particle 73: 100,101,103
- particle 74: 102,103,105
- particle 75: 104,105,107
- particle 76: 106,107,109
- particle 77: 108,109,111
- particle 78: 110,111,120
- particle 79: 95,112,121,123
- particle 80: 97,112,113,124
- particle 81: 99,113,114,126
- particle 82: 101,114,115,128
- particle 83: 103,115,116,130
- particle 84: 105,116,117,132
- particle 85: 107,117,118,134
- particle 86: 109,118,119,136
- particle 87: 111,119,122,138
- particle 88: 120,121,122,140
- particle 89: 123,125,140,150
- particle 90: 124,125,127
- particle 91: 126,127,129
- particle 92: 128,129,131
- particle 93: 130,131,133
- particle 94: 132,133,135
- particle 95: 134,135,137
- particle 96: 136,137,139
- particle 97: 138,139,141
- particle 98: 140,141,150
- particle 99: 125,142,151
- particle 100: 127,142,143
- particle 101: 129,143,144
- particle 102: 131,144,145
- particle 103: 133,145,146
- particle 104: 135,146,147
- particle 105: 137,147,148
- particle 106: 139,148,149
- particle 107: 141,149,152
- particle 108: 150,151,152
- particle 109: 151,153,165
- particle 110: 153,142,155
- particle 111: 143,154,155,156
- particle 112: 144,156,158
- particle 113: 145,157,158,159
- particle 114: 146,159,160
- particle 115: 147,160,162
- particle 116: 148,161,162,163
- particle 117: 149,163,166
- particle 118: 152,164,165,166

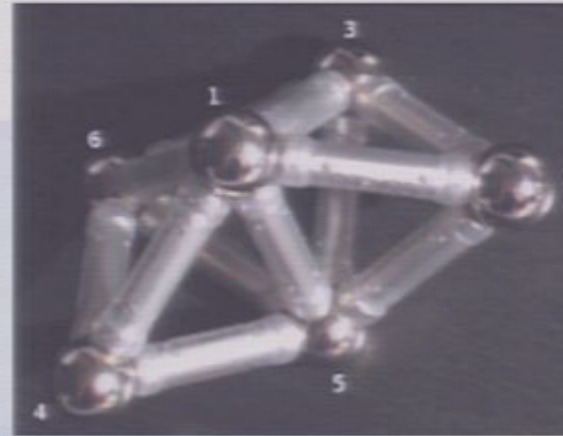
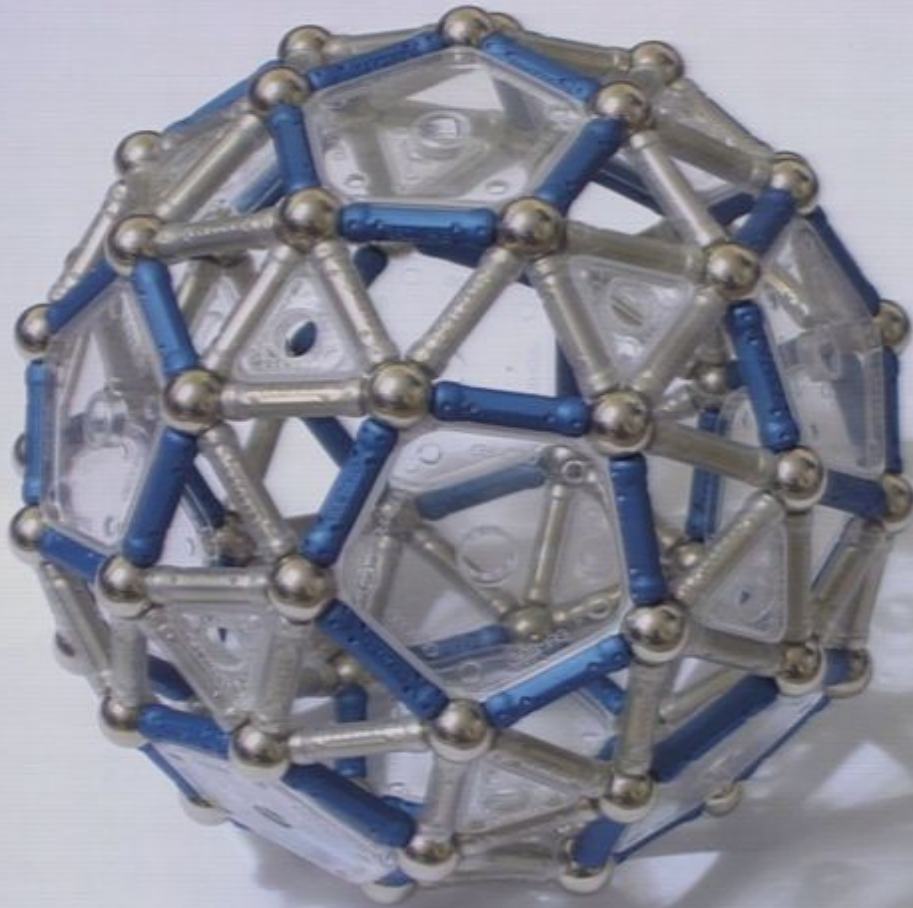
Total labels = 167
For $N = 118$.

What interesting structures can be made by packing spheres at higher N ?



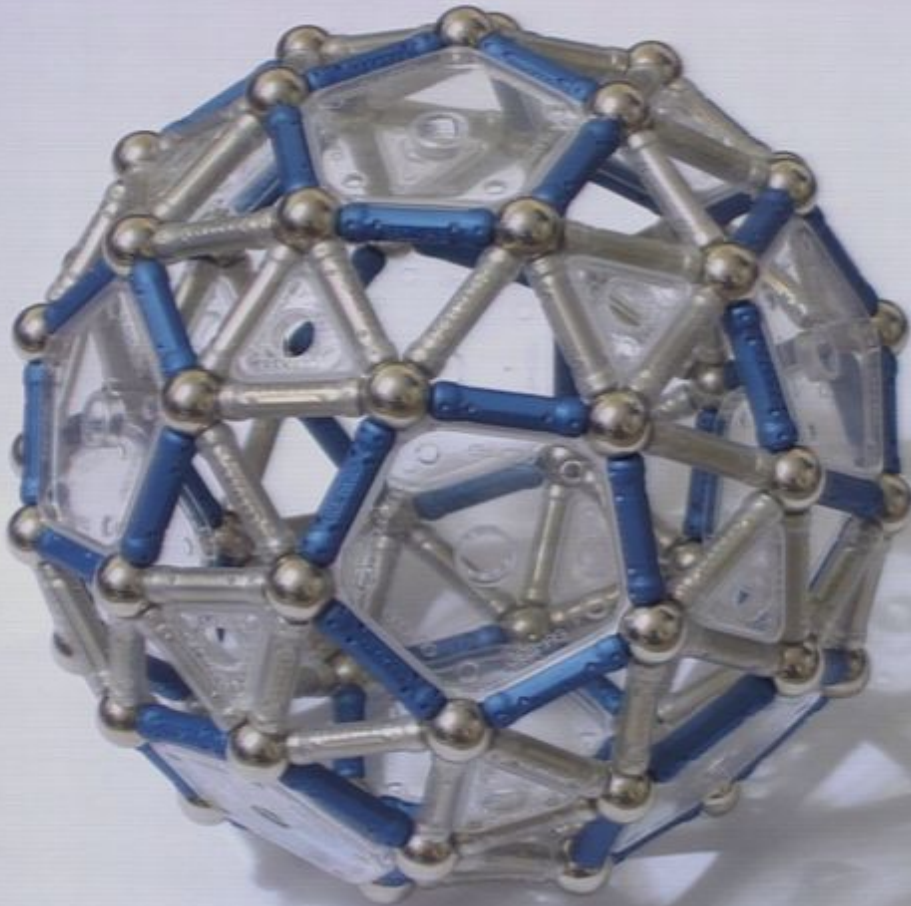
Geomags (wikipedia)

What interesting structures can be made by packing spheres at higher N ?



Geomags (wikipedia)

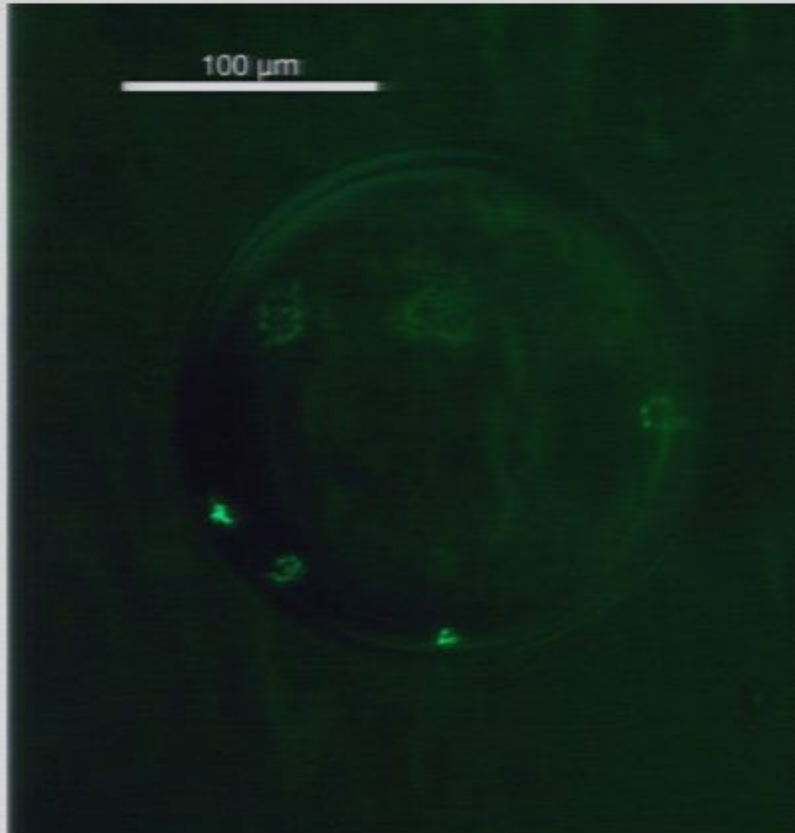
What interesting structures can be made by packing spheres at higher N ?



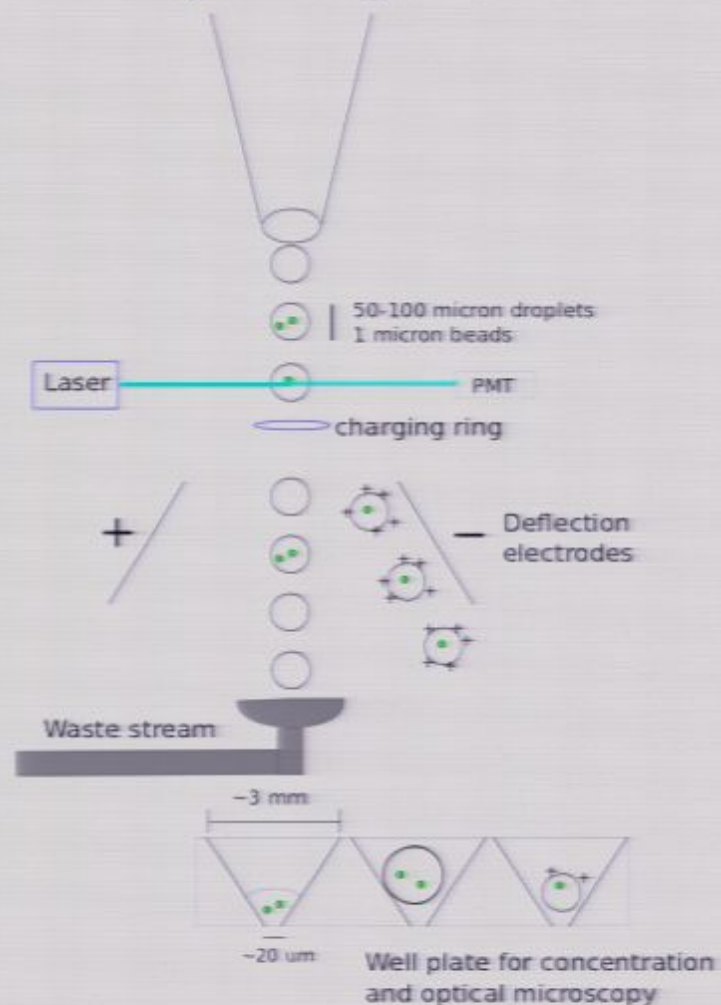
Geomags (wikipedia)

How do you program the system?

Need to mix the particles in the right combinations and numbers:



Flow cytometry overview



Introducing Binding Specificity

- Specificity matrix
Determines which particle pairs can bind (set by labeling)
- If specificity matrix = adjacency matrix for a particular packing
That packing becomes the unique ground state, save for enantiomers ($N < 10$)

$$\begin{pmatrix} 0 & 0 & 1 & 1 & 1 & 0 & 1 \\ 0 & 0 & 1 & 1 & 1 & 1 & 0 \\ 1 & 1 & 0 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 0 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 1 & 0 & 0 & 0 \\ 1 & 0 & 1 & 1 & 0 & 0 & 0 \end{pmatrix}$$

which corresponds to this packing



and to the following labeling of particles:



Is the following conformation possible?

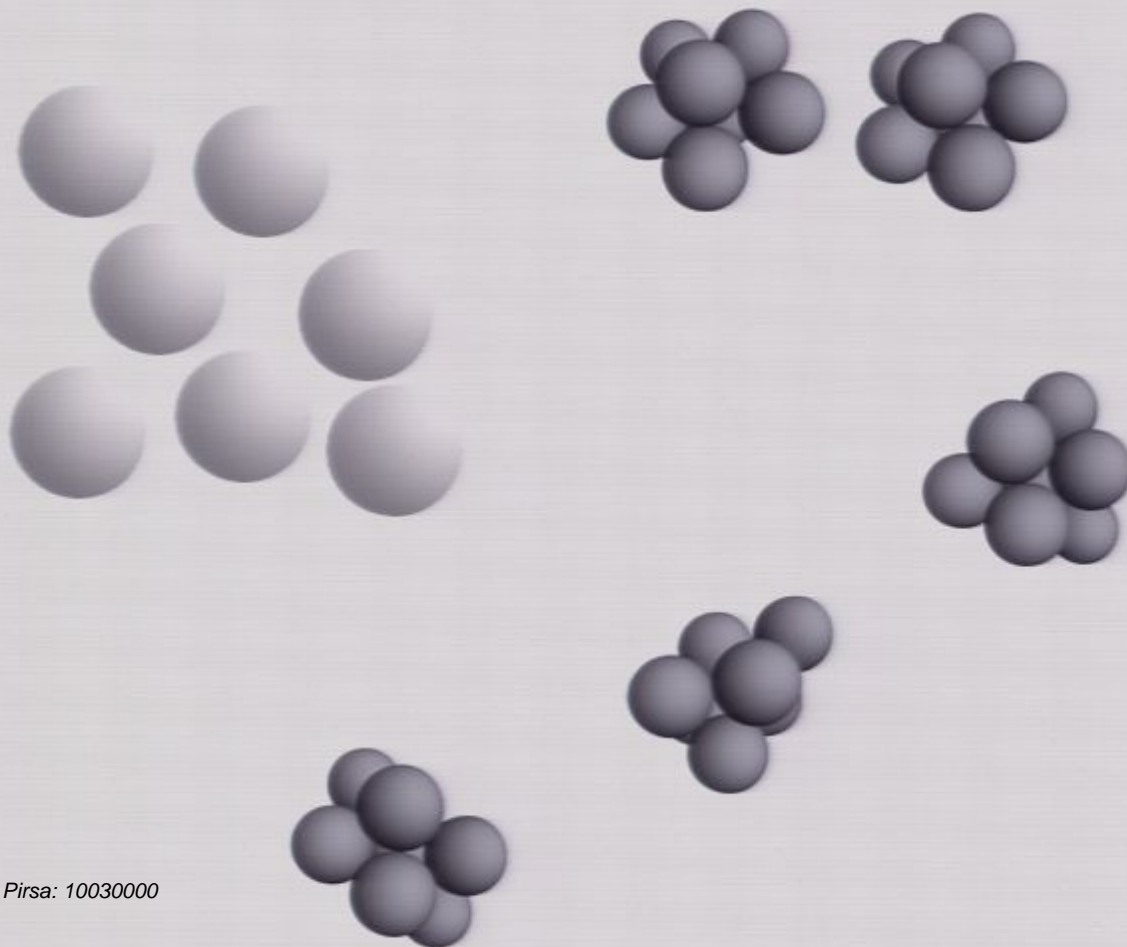
$$\begin{pmatrix} 0 & 1 & 0 & 1 & 1 & 1 & 1 & 0 \\ 1 & 0 & 1 & 0 & 1 & 1 & 1 & 0 \\ 0 & 1 & 0 & 1 & 1 & 1 & 1 & 1 \\ 1 & 0 & 1 & 0 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 0 & 0 & 0 & 1 \\ 1 & 1 & 1 & 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 1 & 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 \end{pmatrix}$$



No – only 2 of the 3 particles having 5 contacts are allowed under the above labeling of particles.

Engineering the landscape

So spheres can assemble into lots of different structures – but how can you design the system to choose only one of those structures at equilibrium?



The Free Energy Landscape of Hard Sphere Clusters

