



# Crystal Topologies and Discrete Mathematics

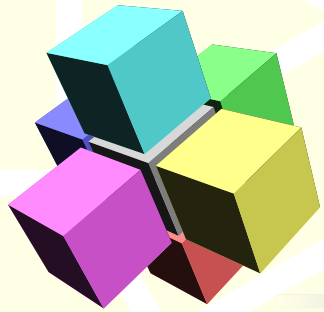
*Workshop Real and Virtual Architectures of Molecules and Crystals*

Sep 30–Oct 1, 2004, MIS Leipzig

Olaf Delgado-Friedrichs

Wilhelm-Schickard-Institut für Informatik, Eberhard Karls Universität Tübingen

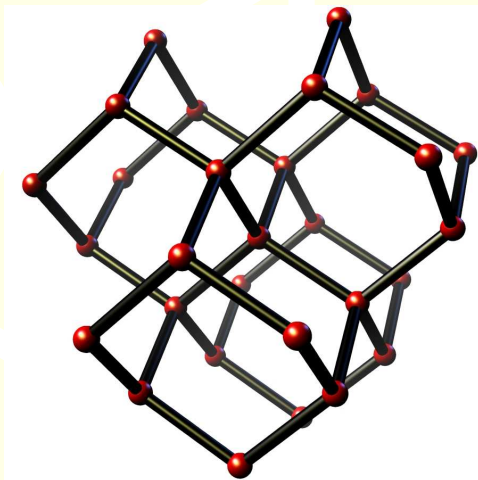
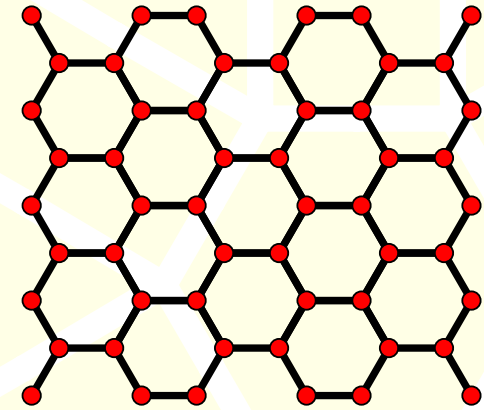
Department of Chemistry and Biochemistry, Arizona State University



# The role of topology

Materials of the same **composition** (e.g. pure carbon) can have different properties.

**Goal:** Describe their **conformations** qualitatively.



## Potential applications:

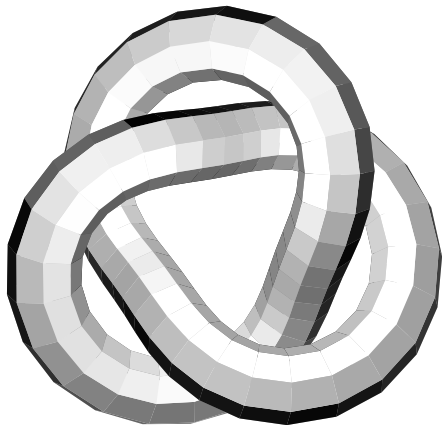
- taxonomy for crystals
- recognition of structures
- enumeration of possibilities
- design of new materials



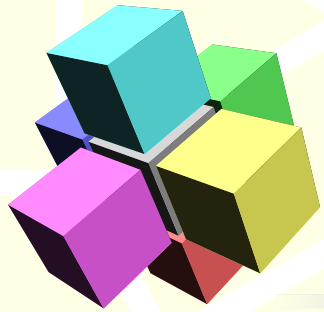
# Topology?

But what do we mean by a **crystal topology**?  
There are at least two possible versions:

- **intrinsic topology** — the structure itself
- **ambient topology** — its embedding into space



Any **knot** is intrinsically just a circle.

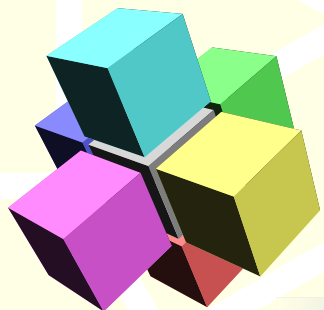


# Some recent enumerations

- Numerical scan (O'KEEFFE et al., 1992).
- Vector-labelled graphs (CHUNG et al., 1984).
- Symmetry-labelled graphs (TREACY et al., 1997).
- Tilings (DELGADO et al., 1999).

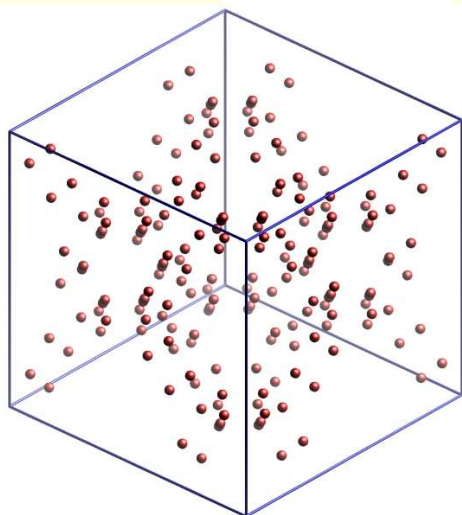
All these approaches produce many **duplicates**.

The last 3 are in some sense conceptually **complete**.

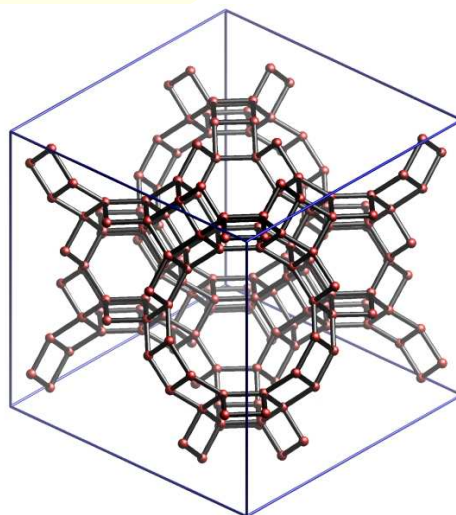


# Crystal models

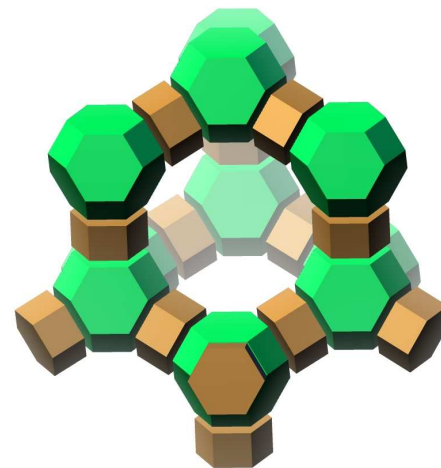
A hierarchy of models:



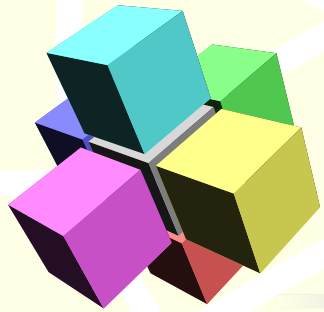
Atom  
positions in  
Faujasite.



The  
atom-bond  
network.



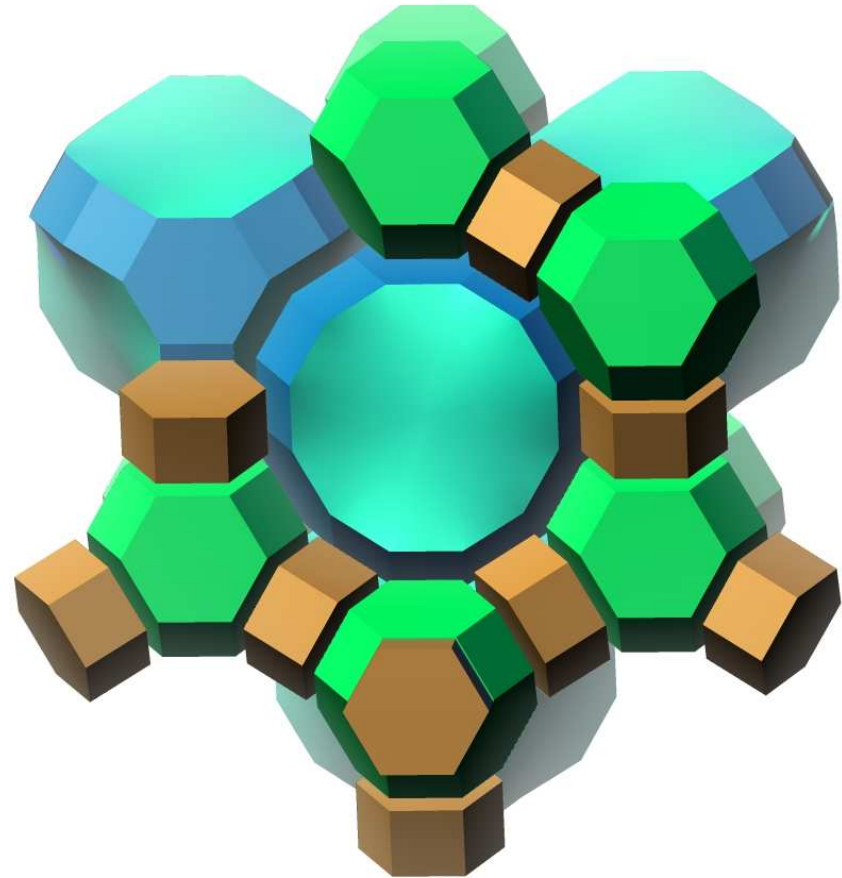
Network  
decomposed  
into cages.



# Capturing all space

Here, the remaining space is split up into “super cages” to form a **tiling**.

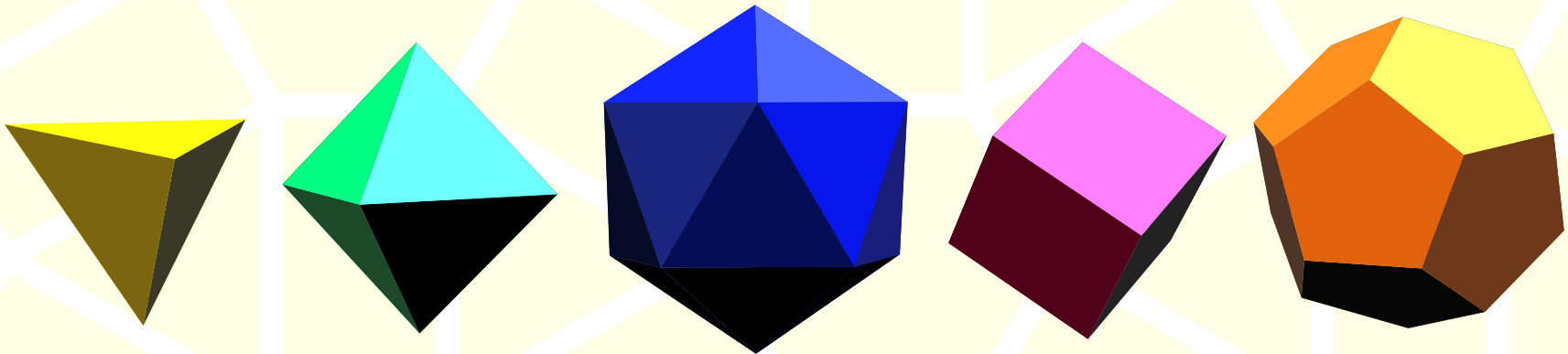
Tilings have been proposed as models for matter time and again since antiquity.





# Platonic atoms

**PLATO** thought that the elements fire, air, water and earth were composed of regular, tetrahedra, octahedra, icosahedra and hexahedra (cubes), respectively.

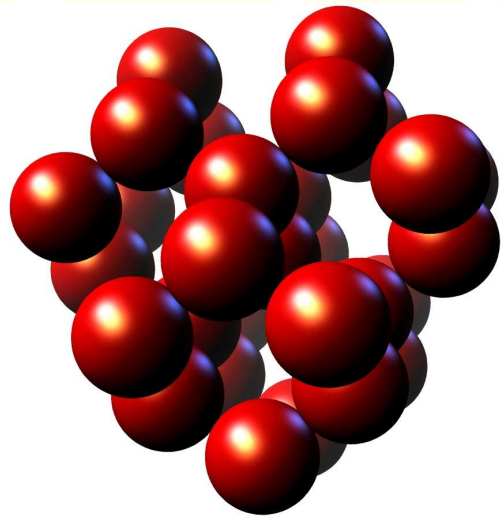


**ARISTOTLE** later objected: most of these shapes do not fill space without gaps.



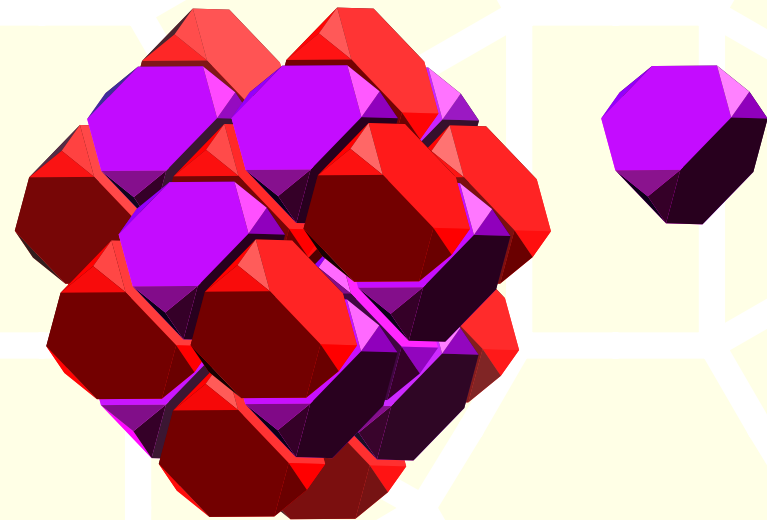


# Snow balls



The diamond net as a **sphere packing**. **KEPLER** used these to explain the structures of snow flakes.

Compressing evenly yields what we now call a **Voronoi tiling**. Both concepts are still popular.



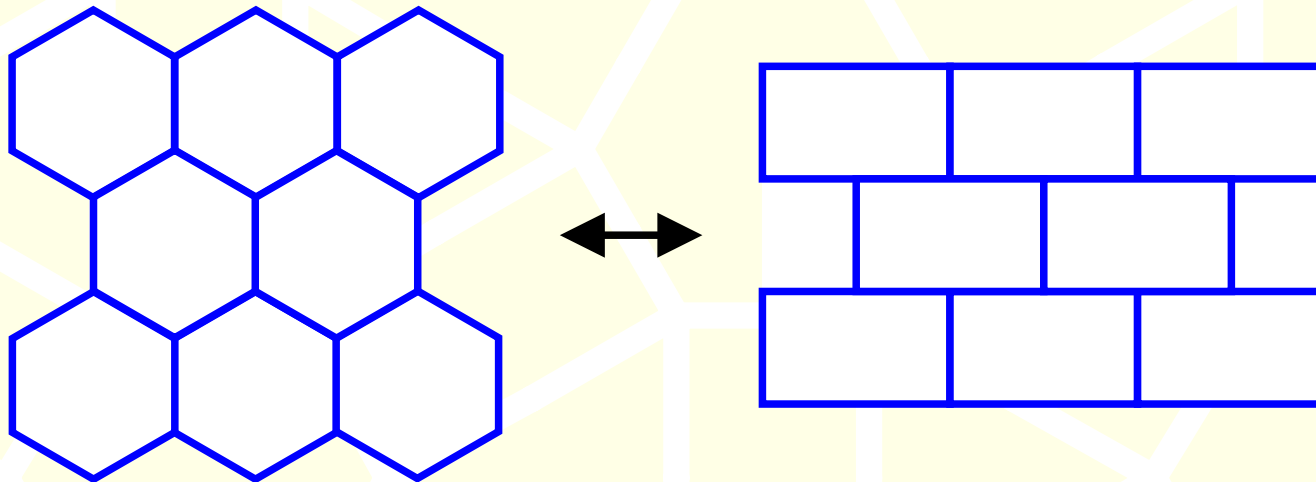


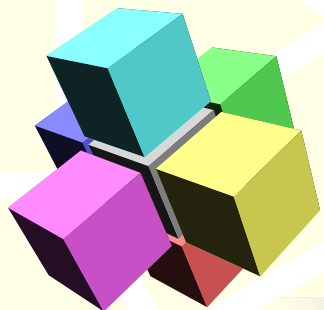


# Rubber tiles

Two tilings are of the same **topological** type, if they can be deformed into each other as if they were painted on a rubber sheet.

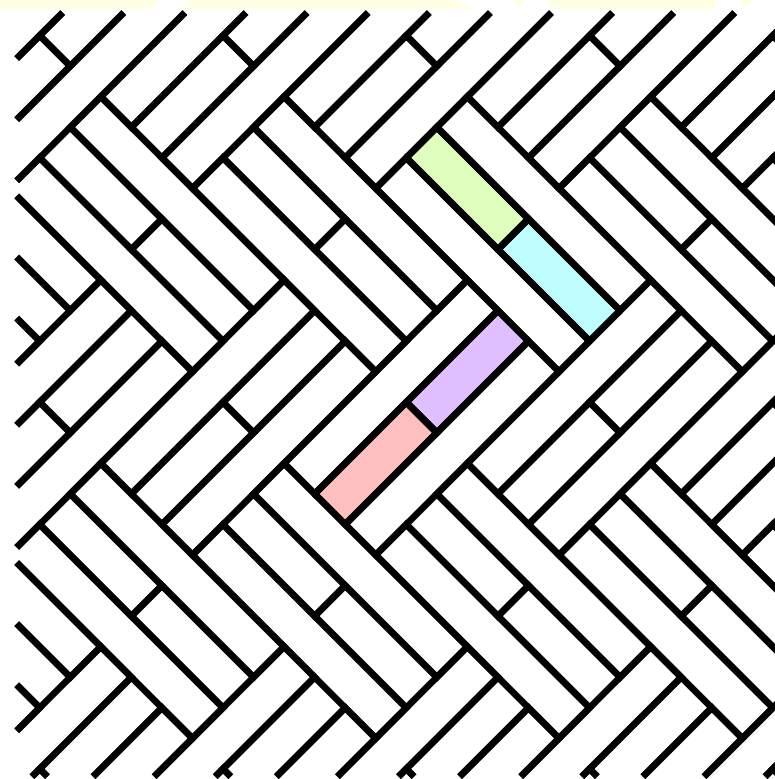
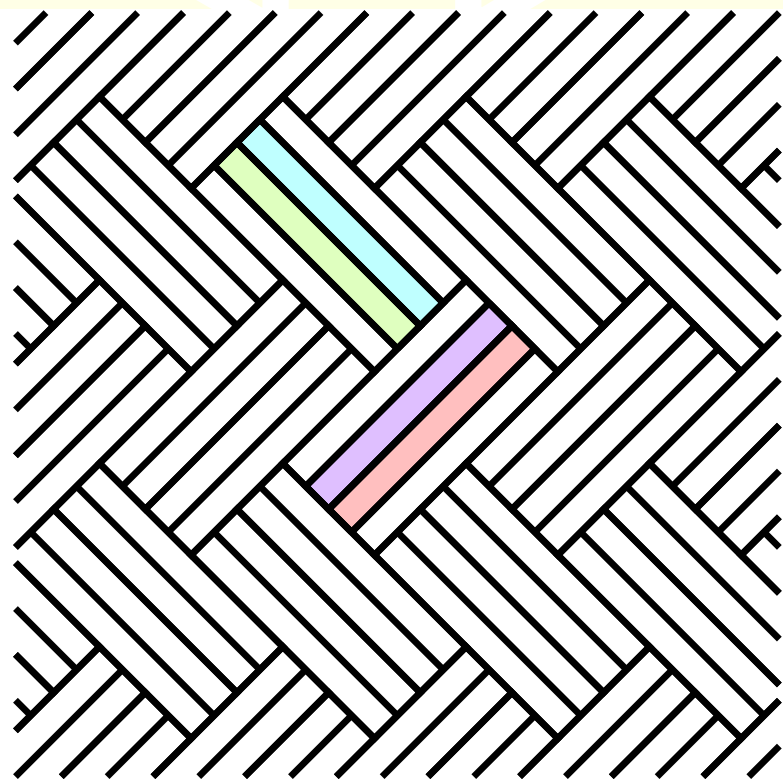
**More formally:** some **homeomorphism** between the tiled spaces takes one into the other.

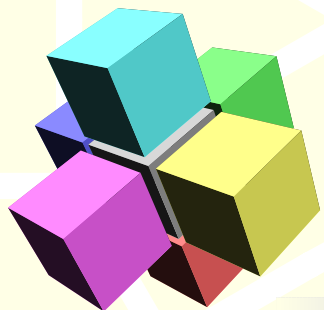




# Are these the same?

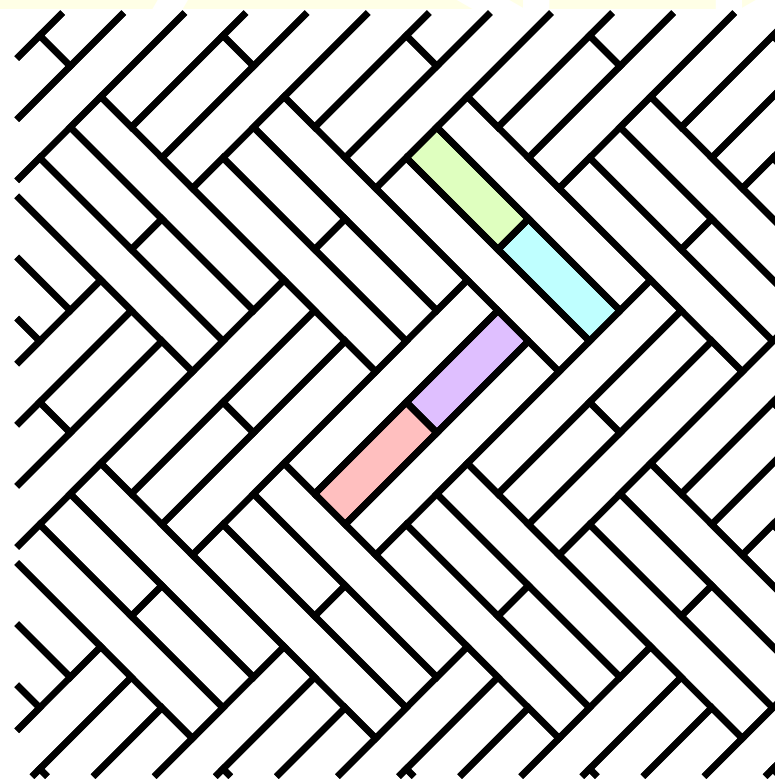
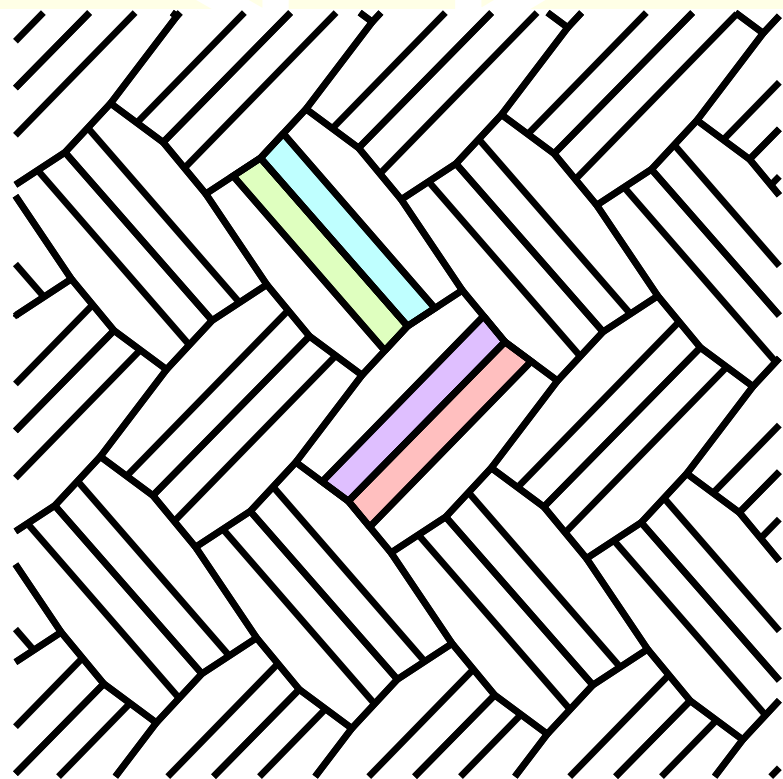
A problem posed by **LOTHAR COLLATZ** (1910–1990).





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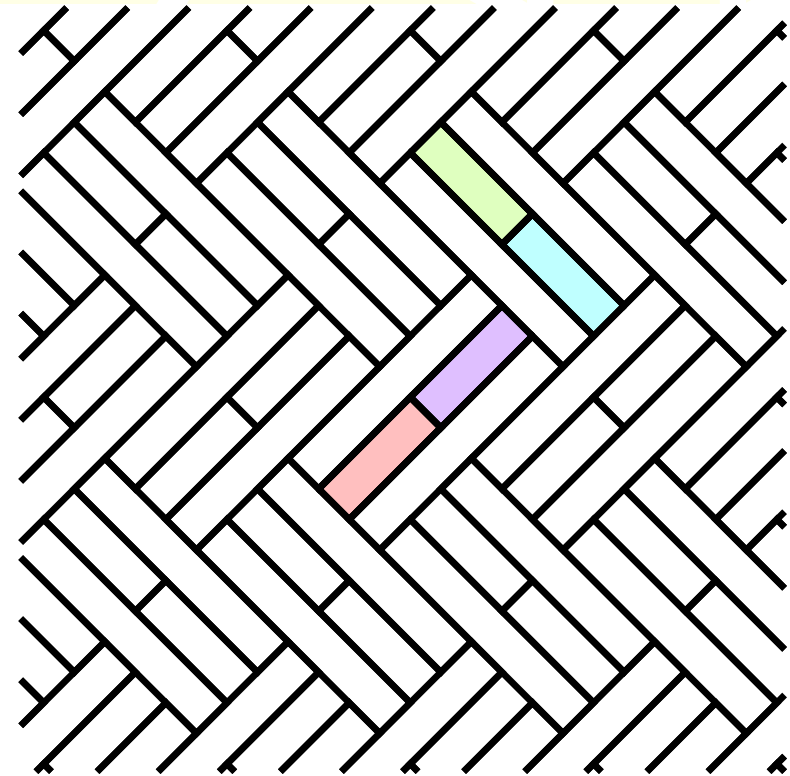
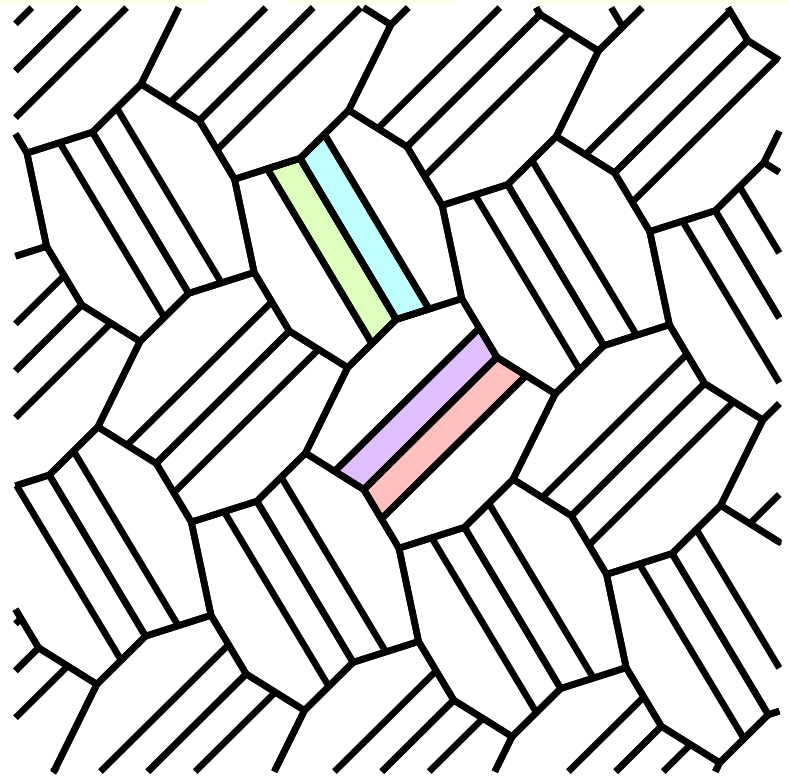
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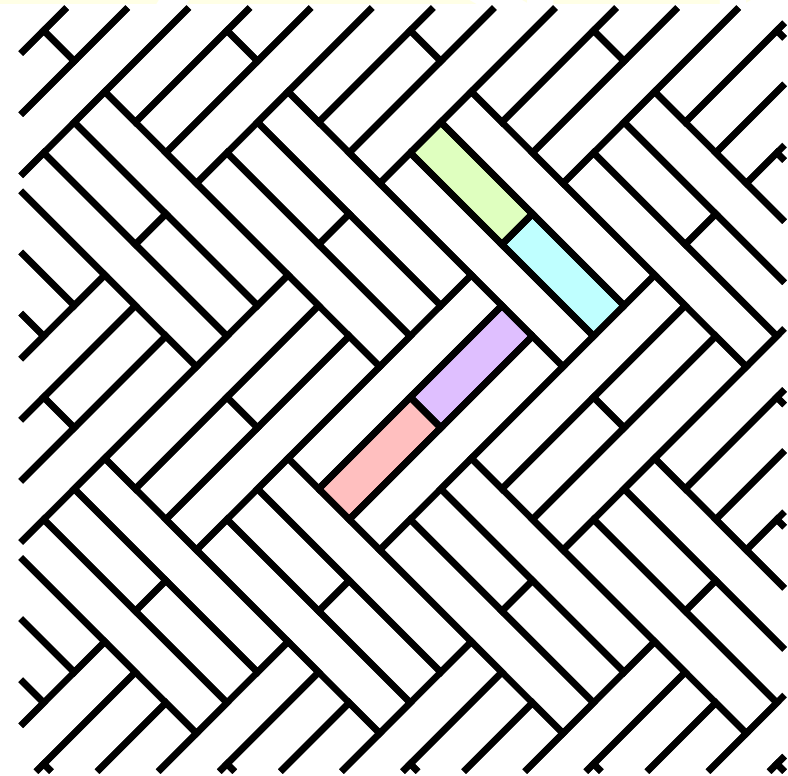
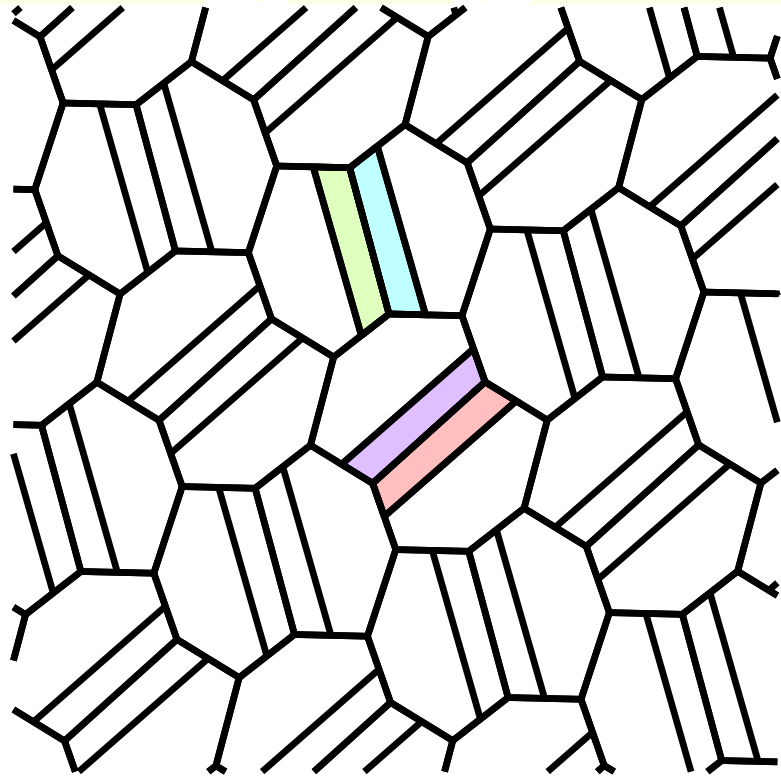
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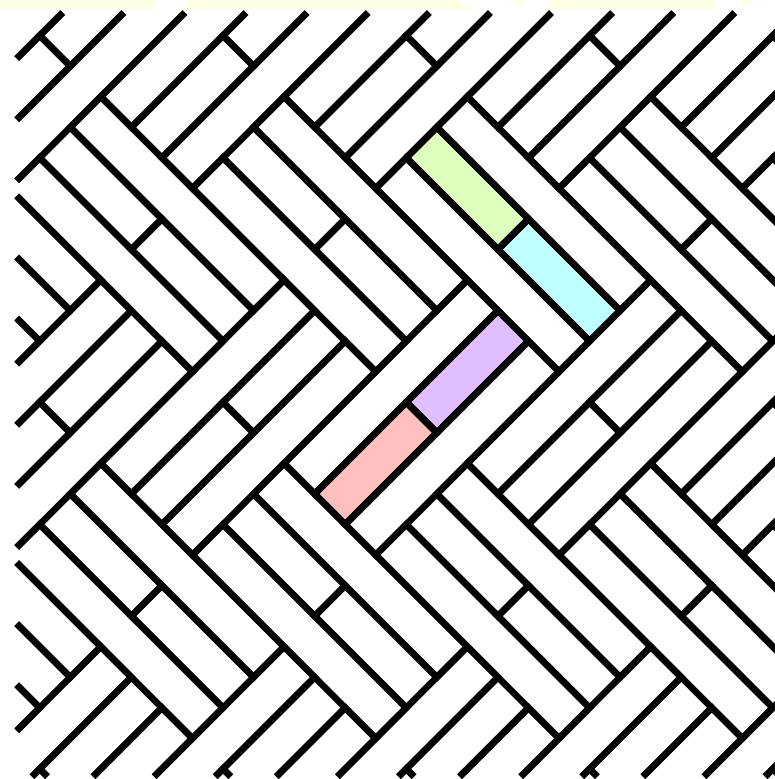
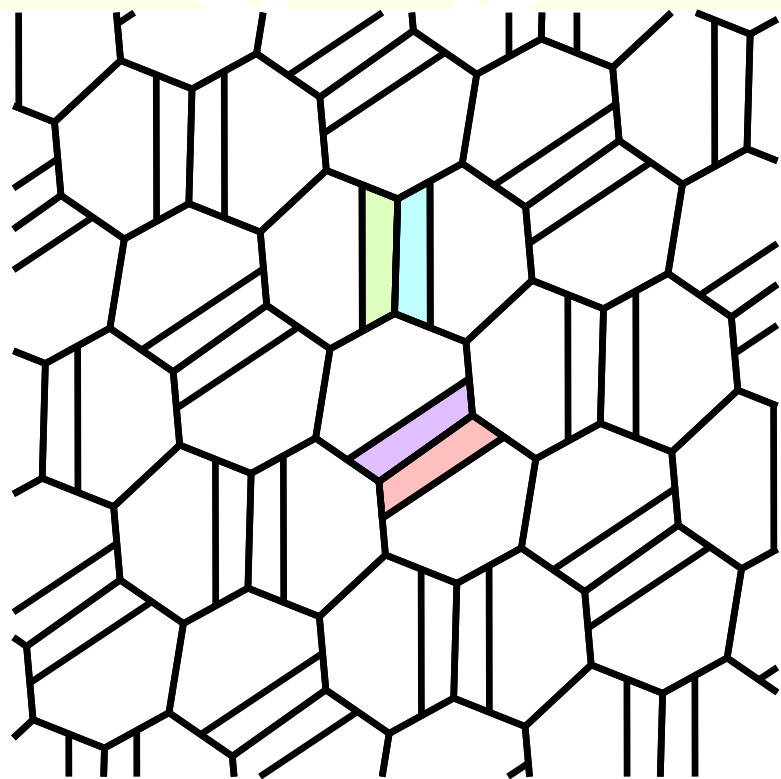
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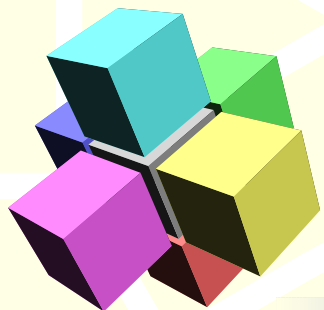




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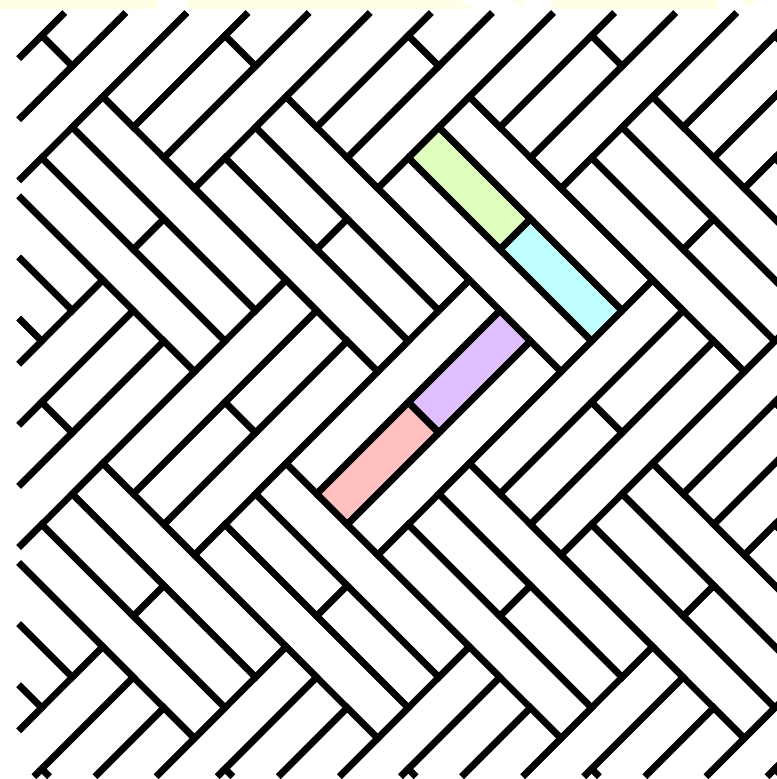
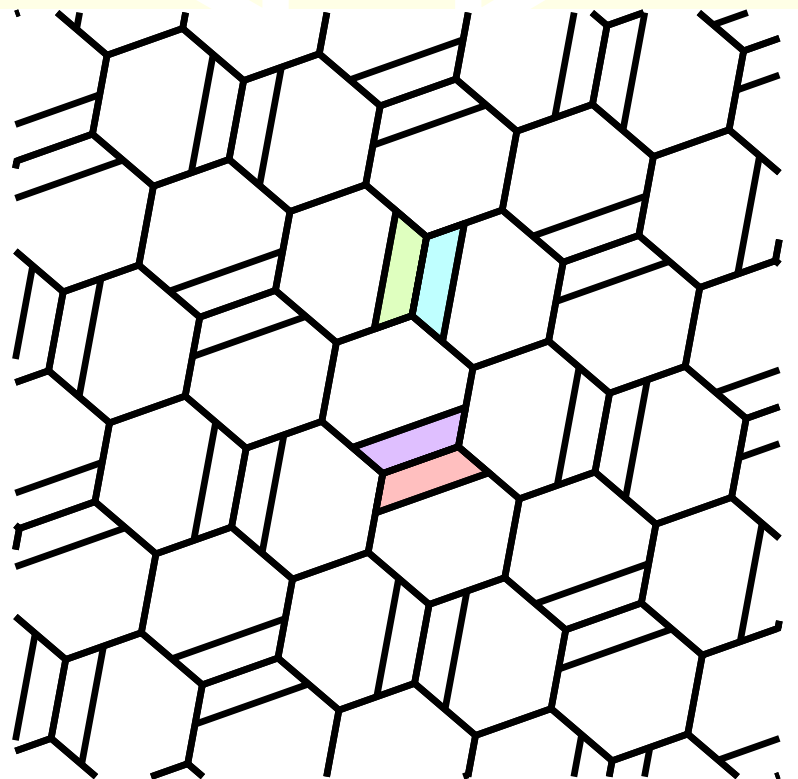
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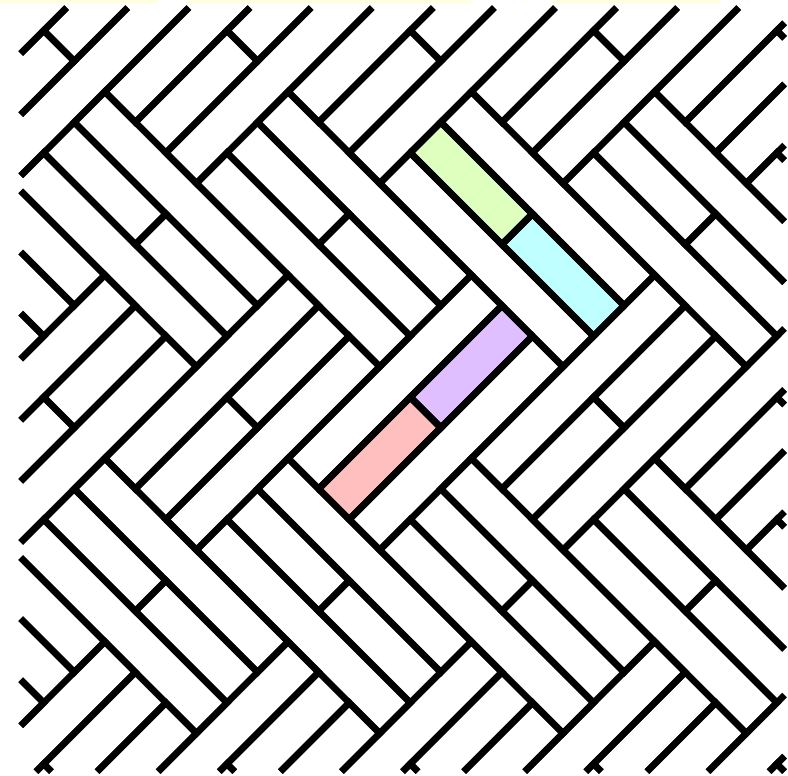
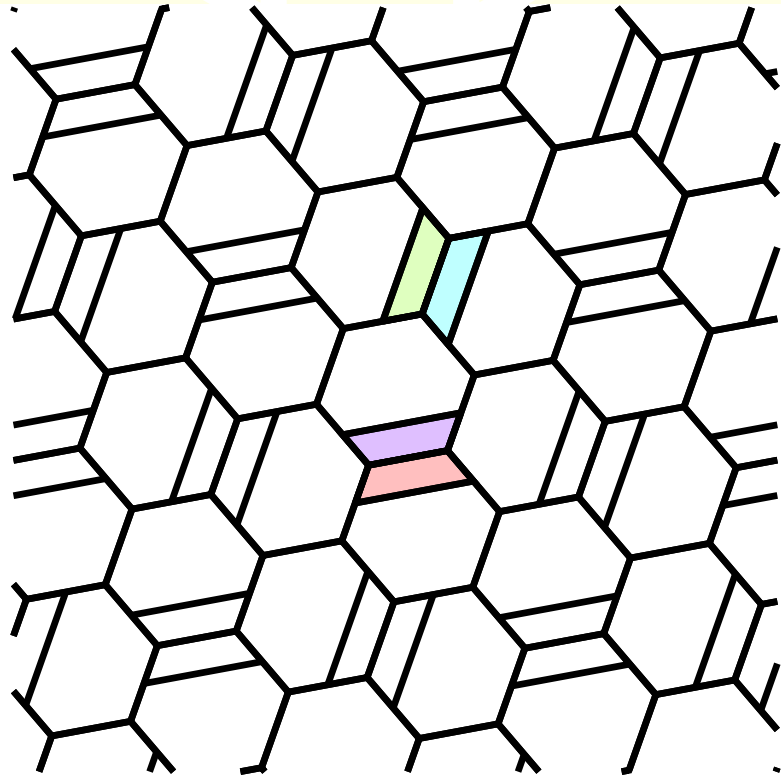






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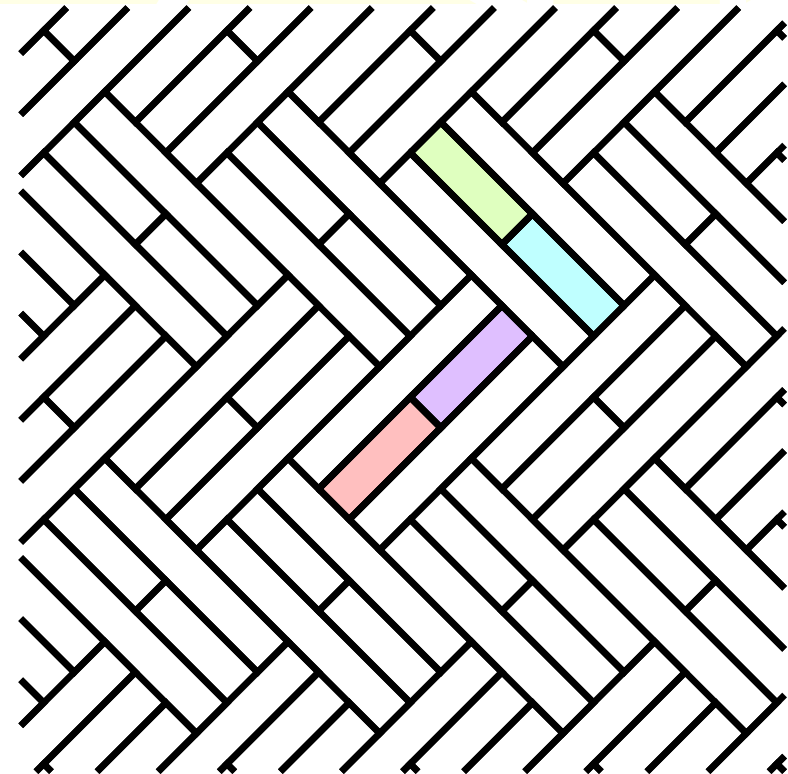
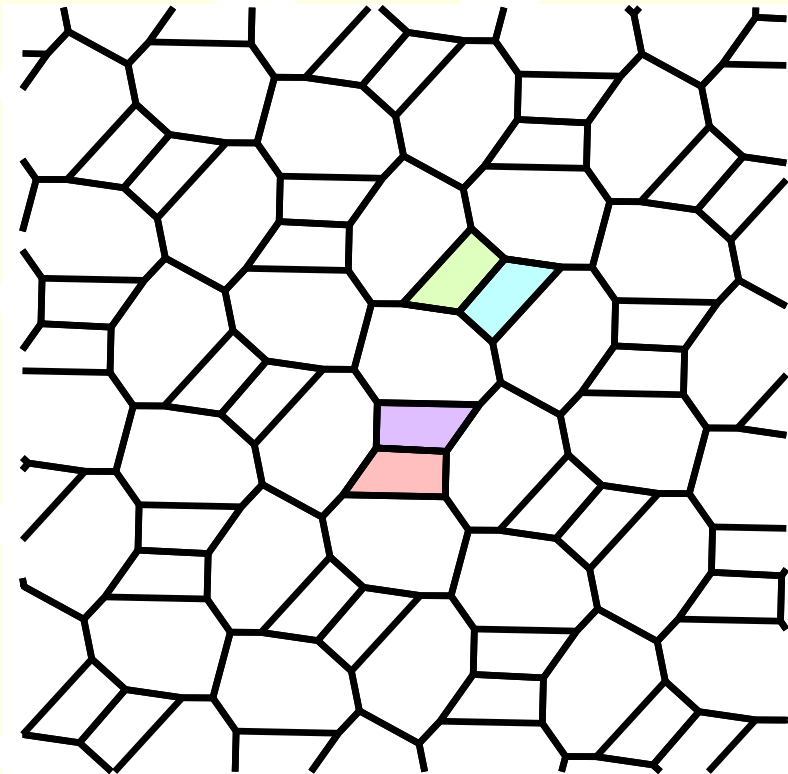
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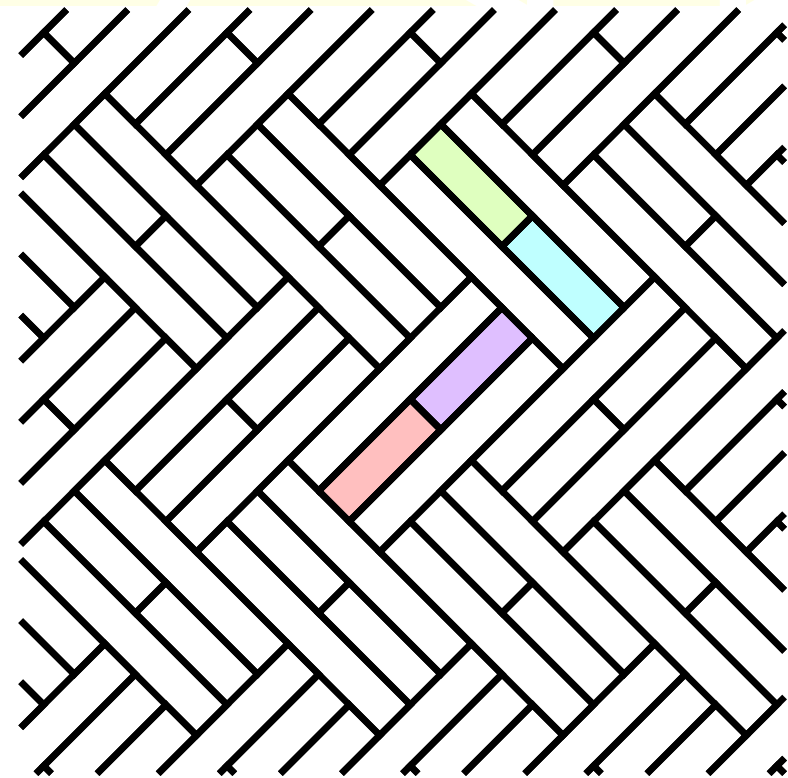
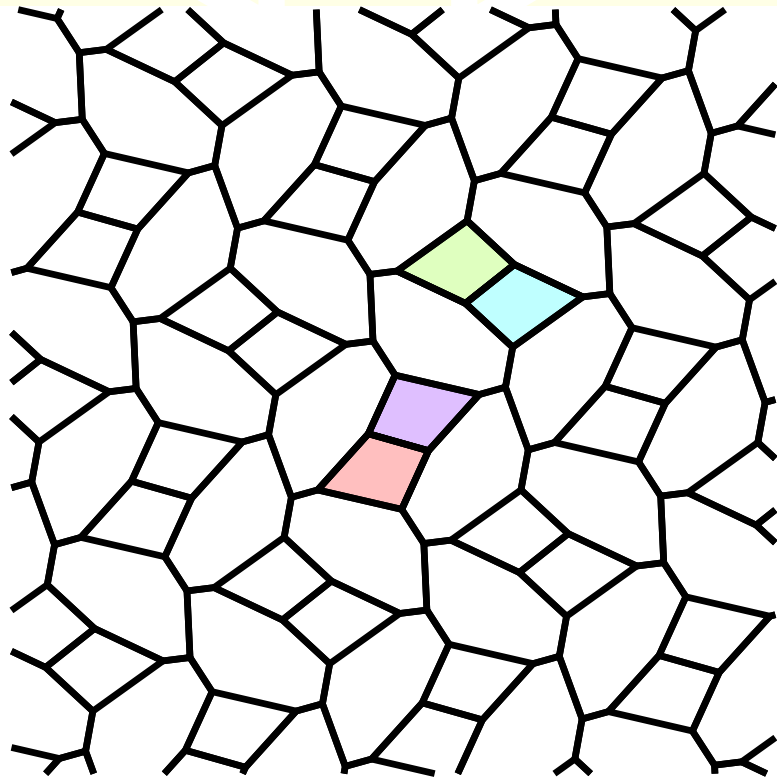
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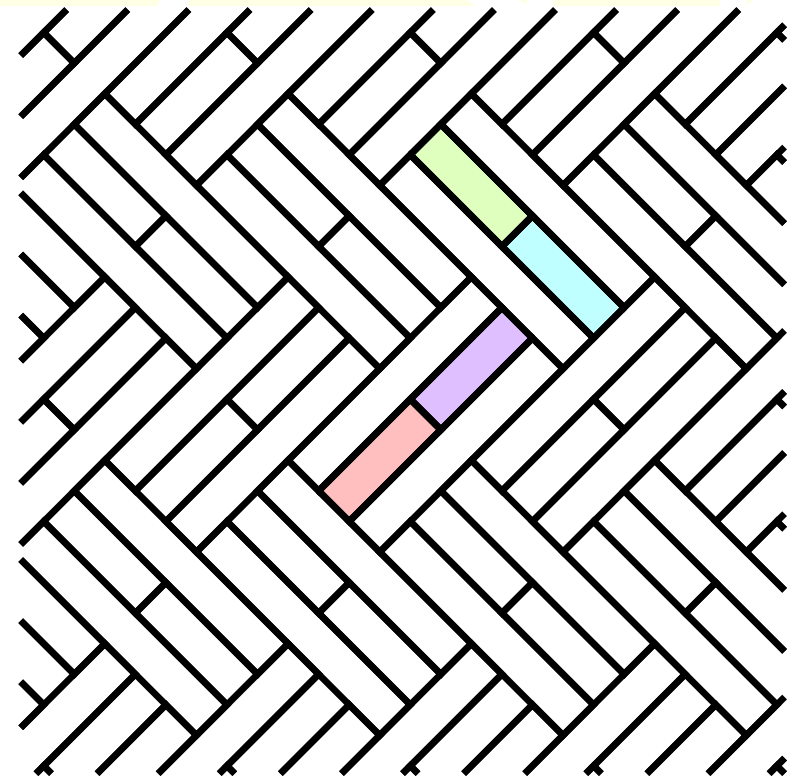
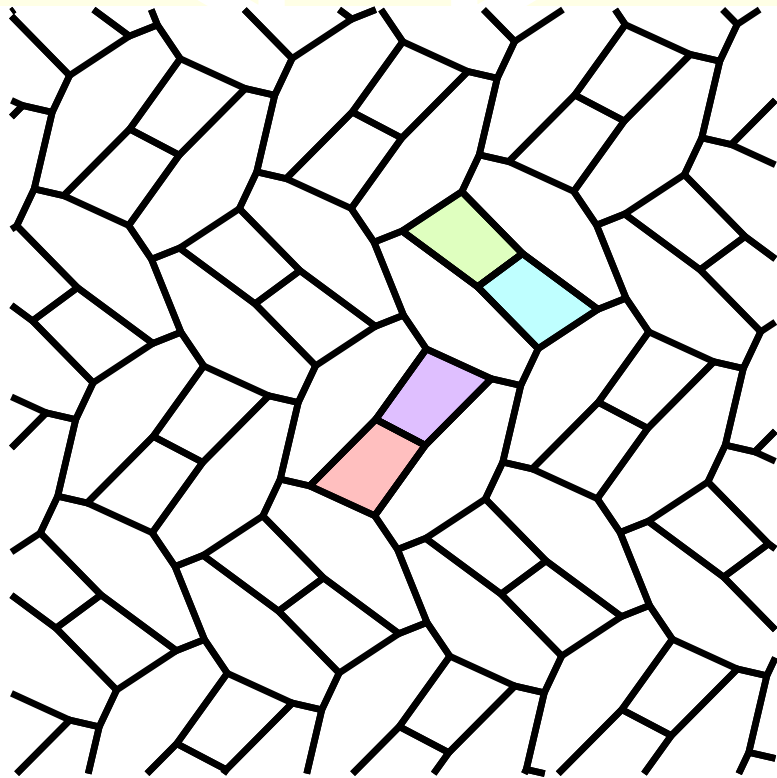
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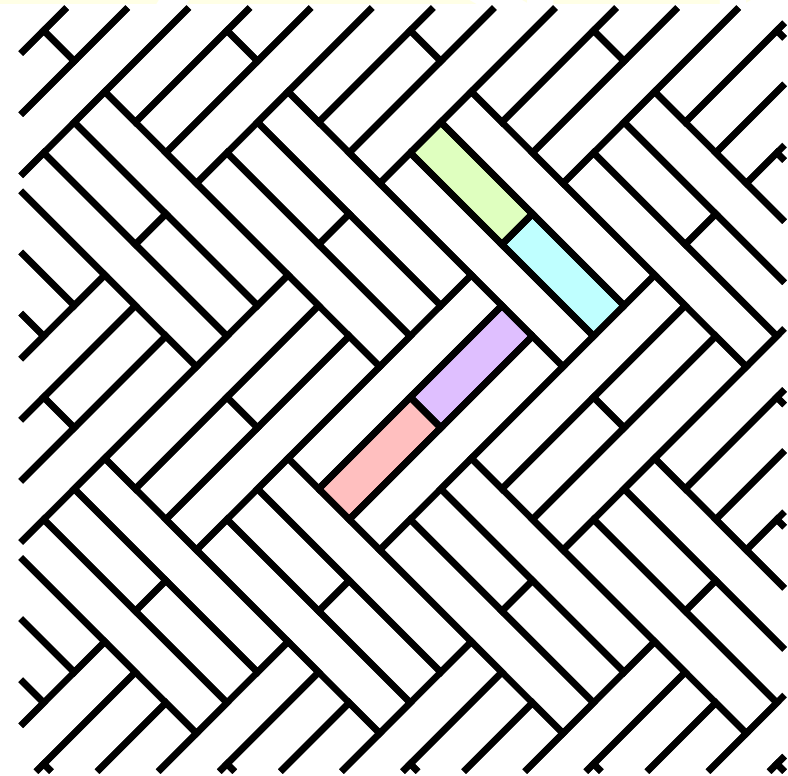
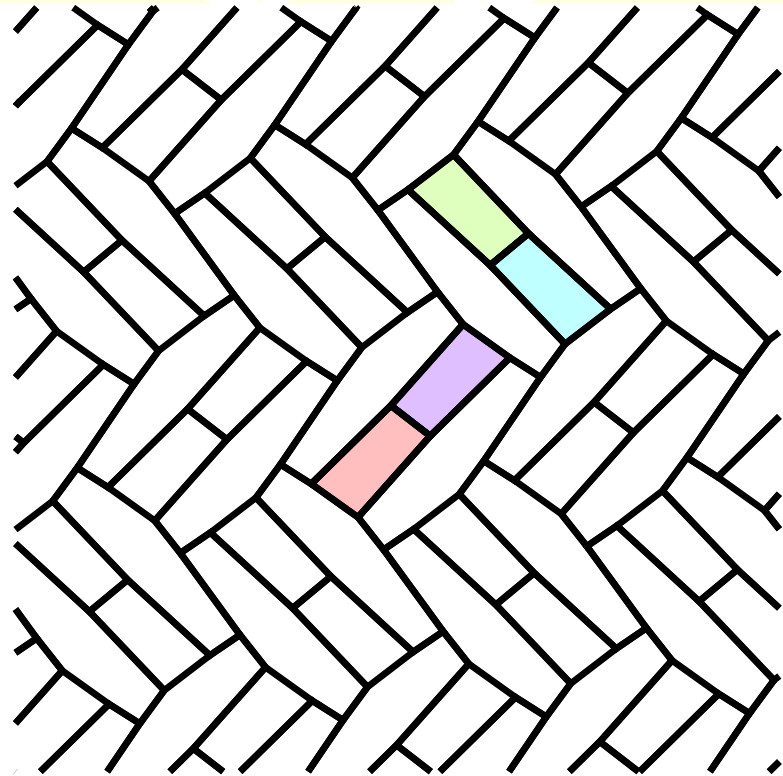
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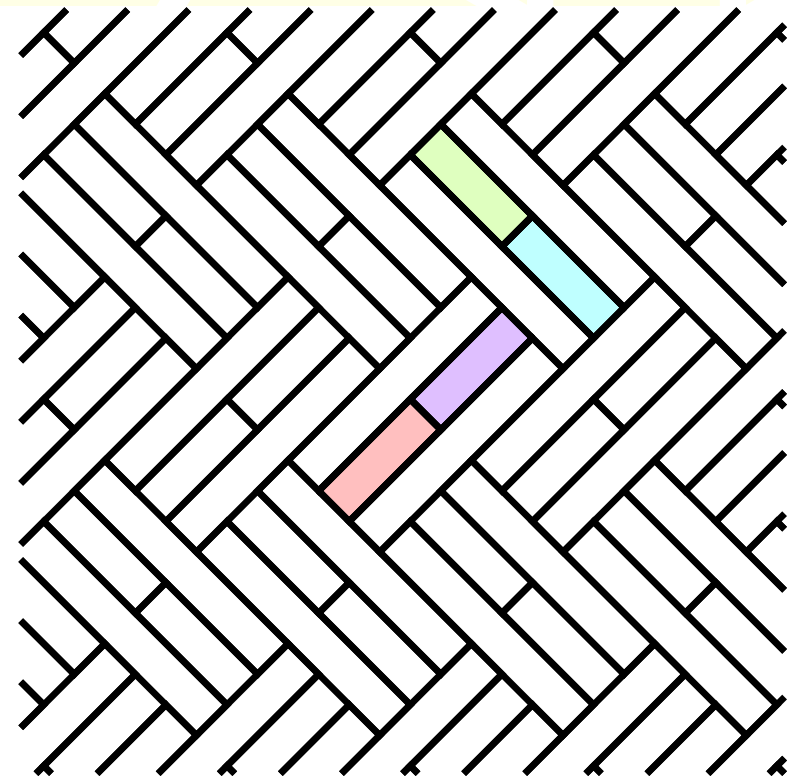
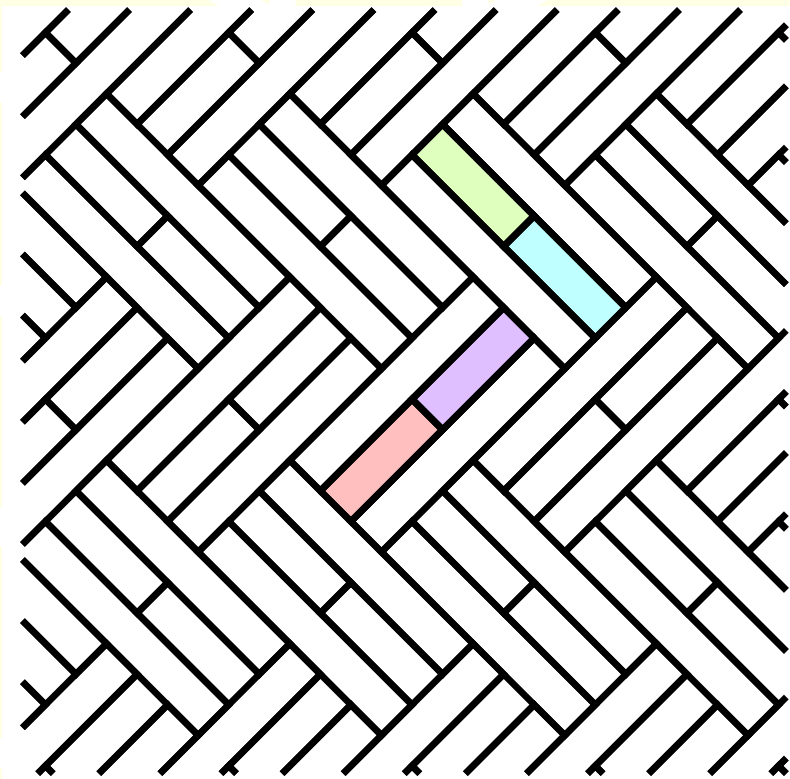
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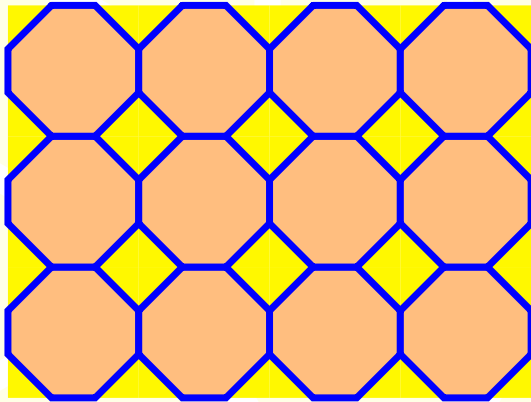
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Yes, they are!

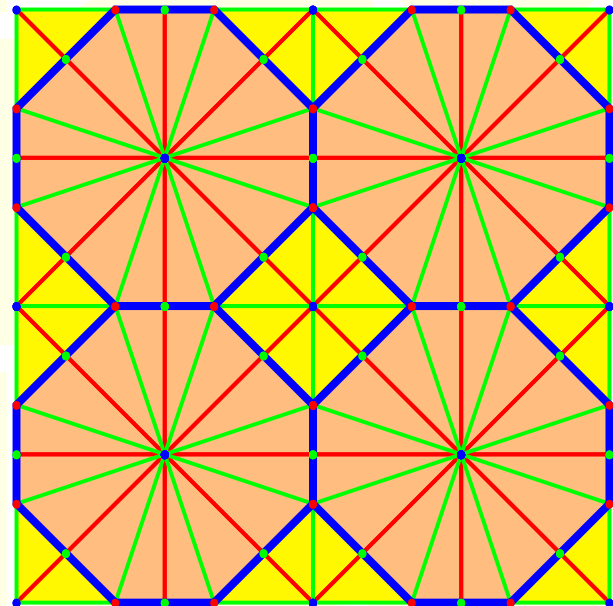


# Techniques



In order to represent tilings in a finite way, we start by dissecting tiles into triangles as shown below.

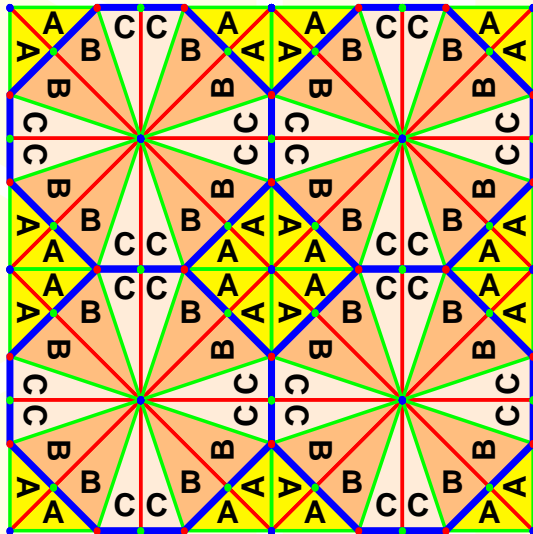
A color-coding later helps with the reassembly. Each corner receives the same color as the opposite side.



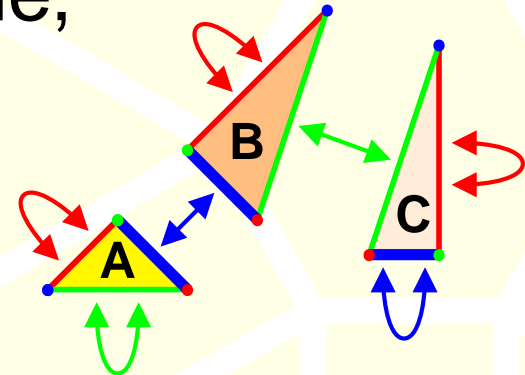




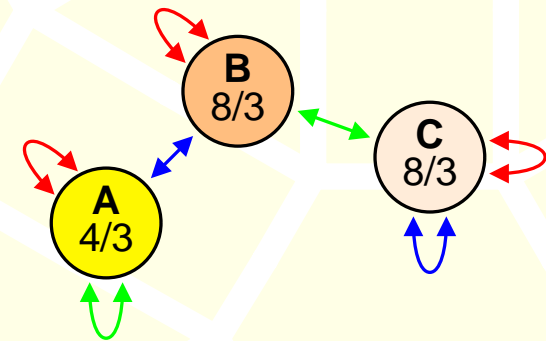
# Blueprints for tilings



Symmetric pieces get a common name, leading to compact assembly instructions.



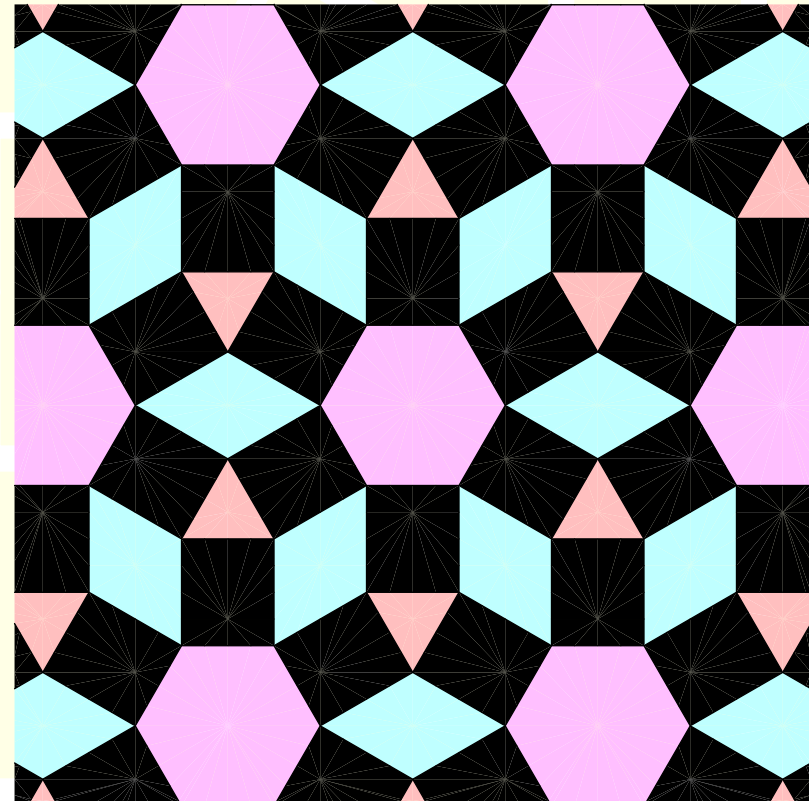
Face and vertex degrees replace particular shapes. The result is called a **Delaney-Dress symbol**.





# Heaven & Hell tilings

- Each edge separates one black and one non-black tile.
- All black tiles are related by symmetry.

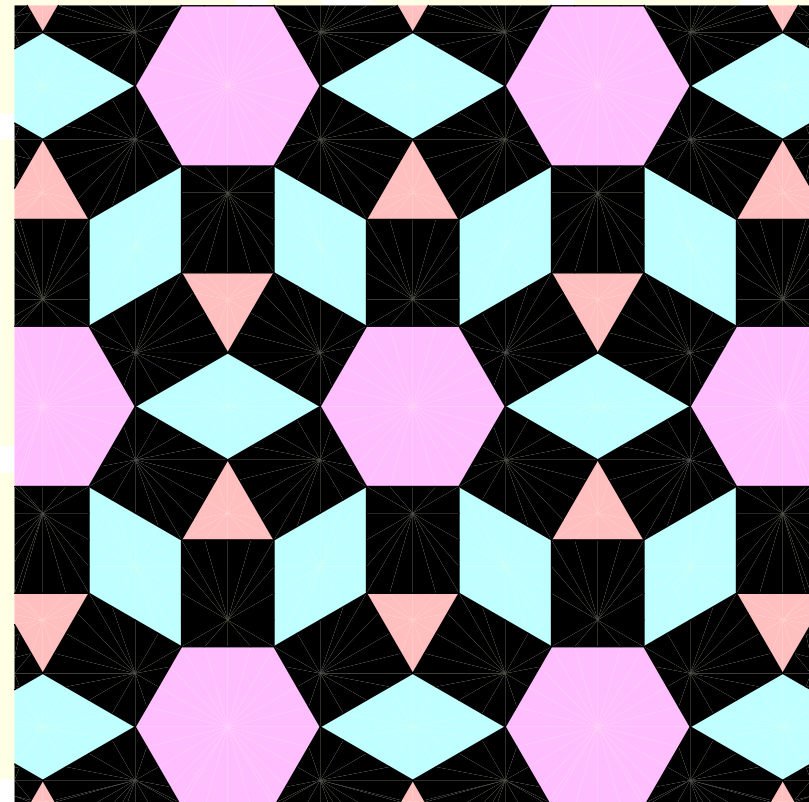




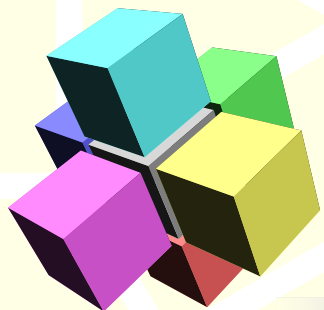
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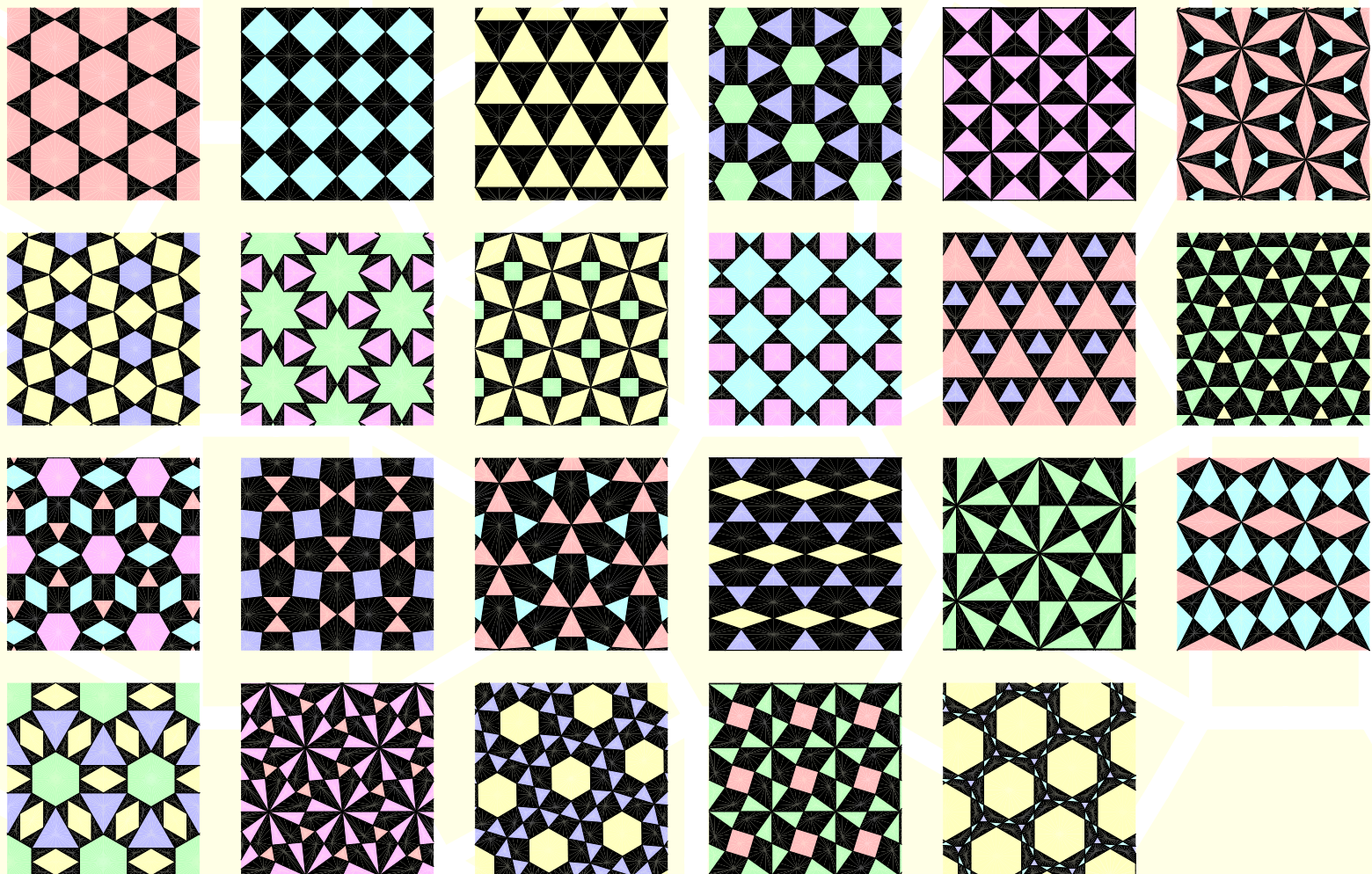
There are 23 types of such tilings on the ordinary plane.



(A.W.M. DRESS, D.H. HUSON. *Revue Topologie Structurale*, 1991)



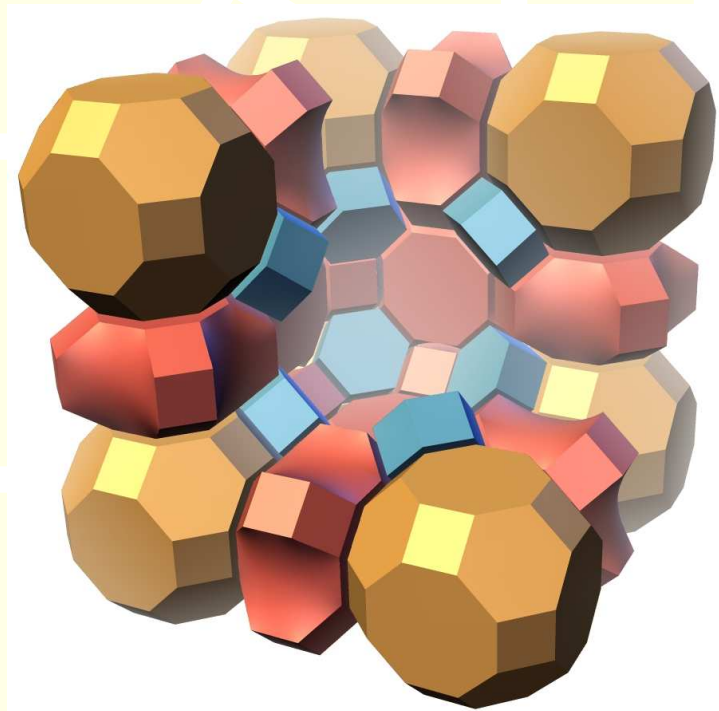
# All heaven and hell



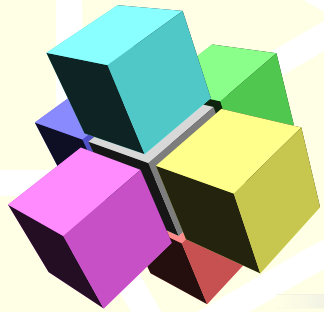


# Simple tilings

A spatial tiling is **simple** if it has four edges meeting at each vertex and one face at each angle.



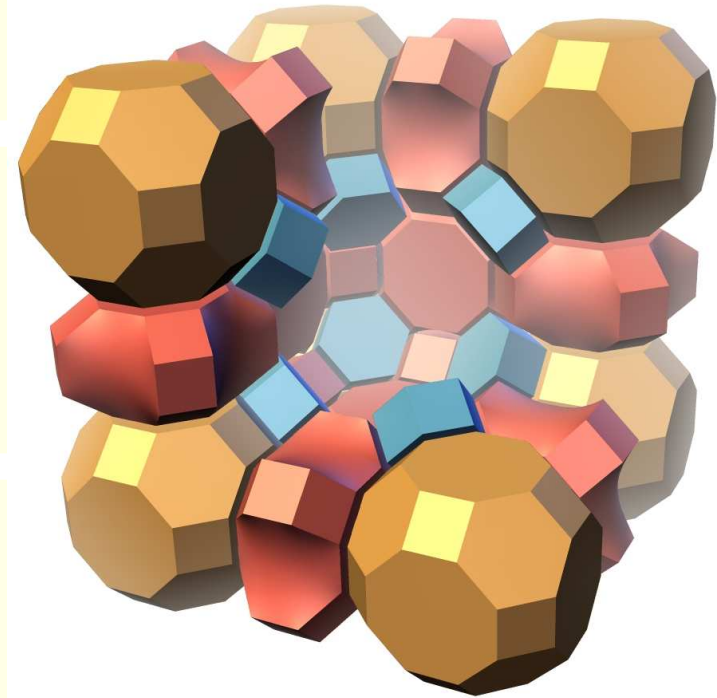


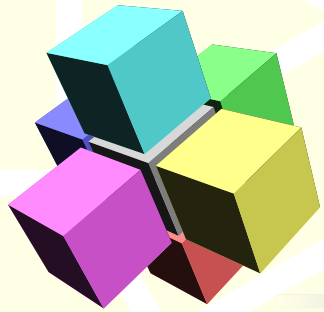


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It is **uninodal** if all vertices are related by symmetry.





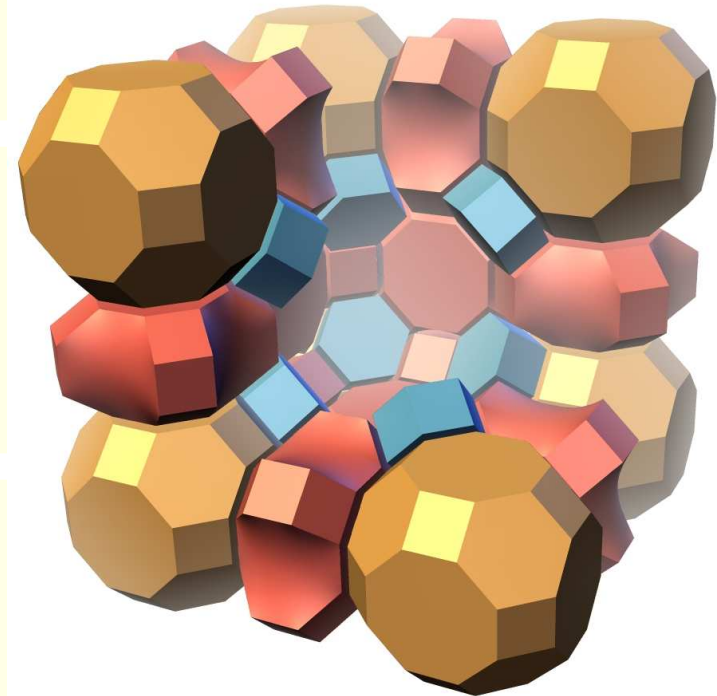
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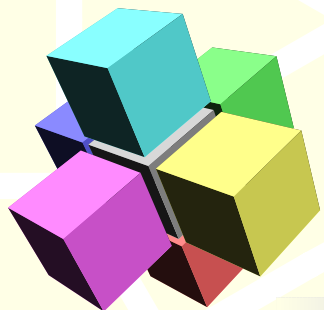
It is **uninodal** if all vertices are related by symmetry.

There are 9 types of simple, uninodal tilings in ordinary space.

(O. DELGADO FRIEDRICH, D.H. HUSON. *Discrete & Computational Geometry*, 1999)

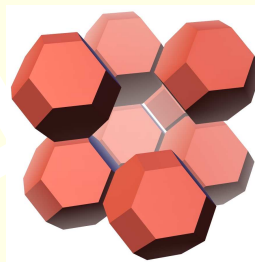




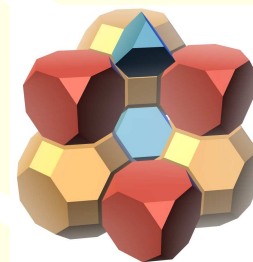


# Petroleum crackers

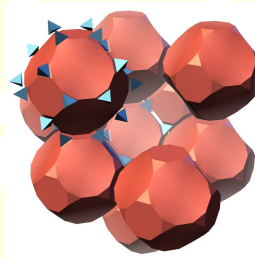
Of the 9 types of simple, uninodal tilings, 7 carry approved **zeolite** frameworks as of the "**Atlas**".



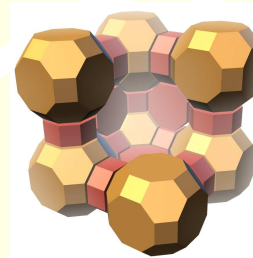
SOD



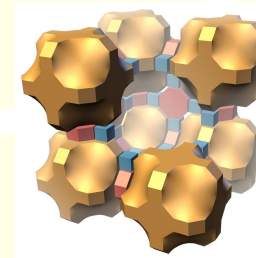
LTA



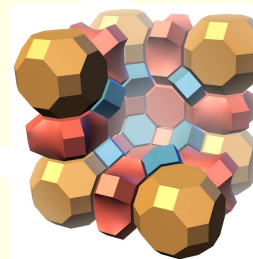
RWY



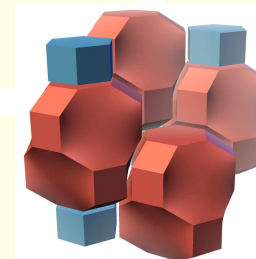
RHO



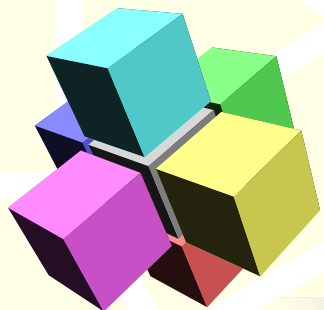
FAU



KFI



CHA



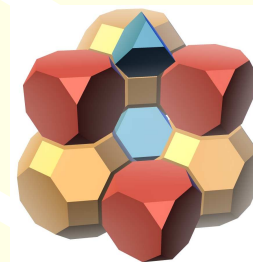
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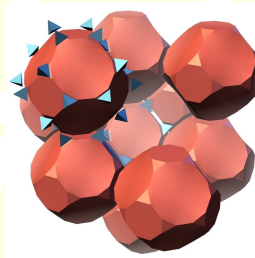
But how can we produce all the other frameworks?



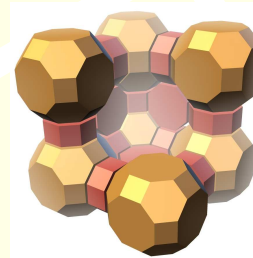
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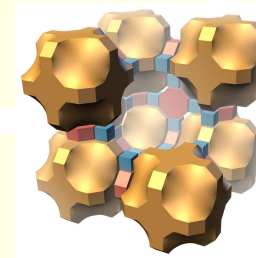
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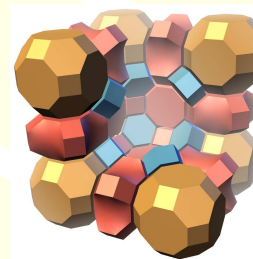
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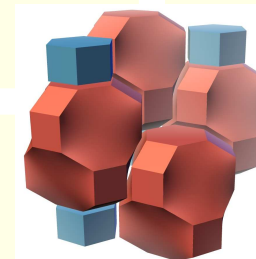
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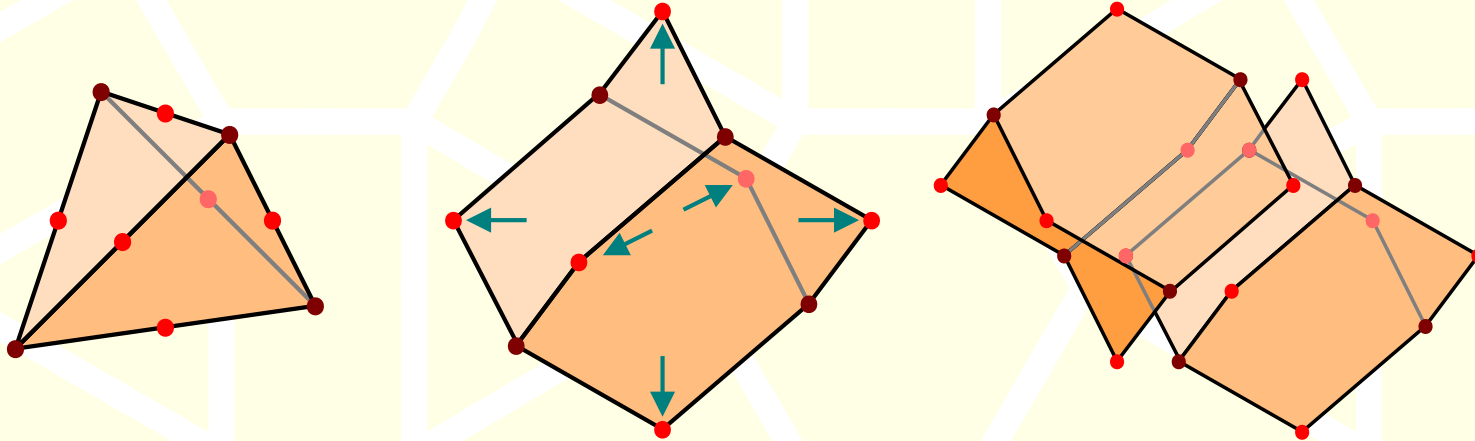


CHA



# Is diamond simple?

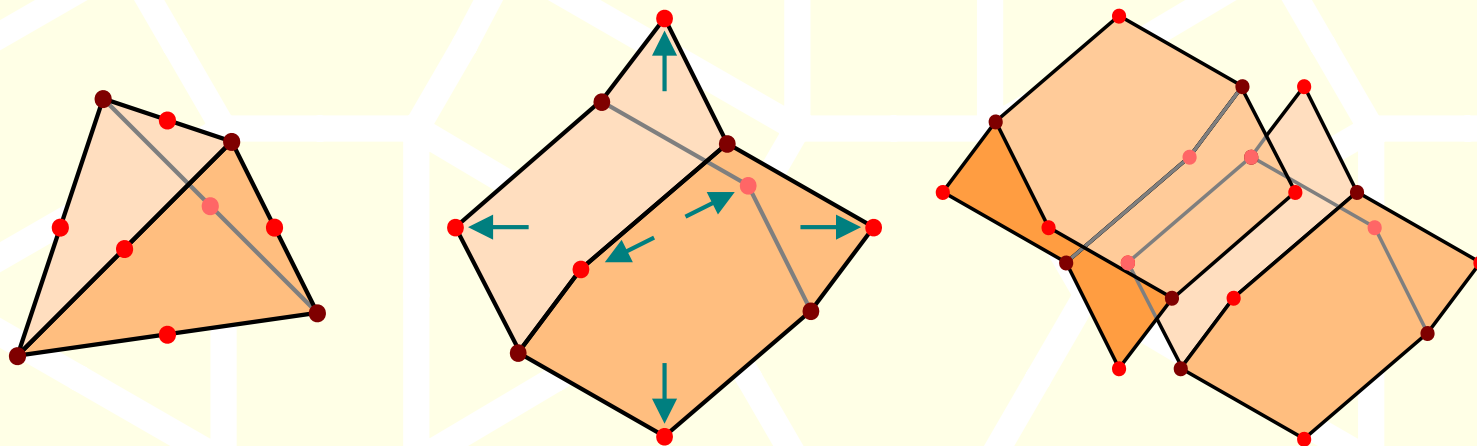
The diamond net has no simple tiling — but almost. We just have to allow two faces instead of one at each angle. The tile is a **hexagonal tetrahedron**, also known as an **adamantane** unit.



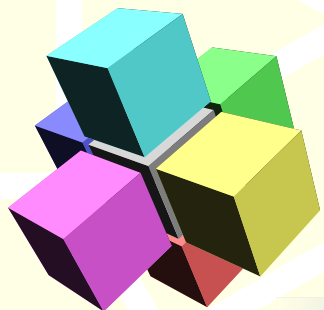


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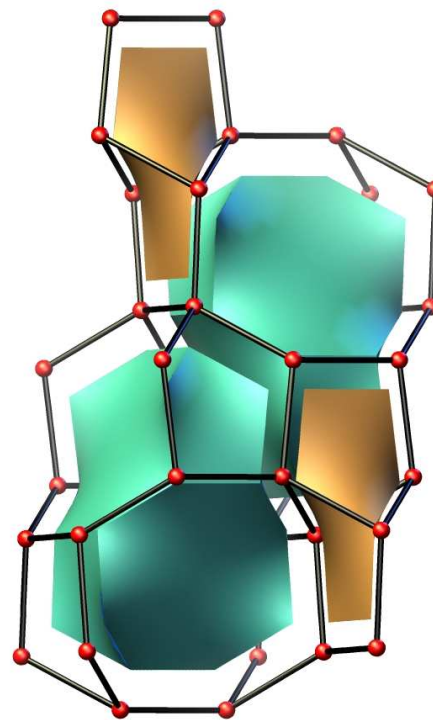
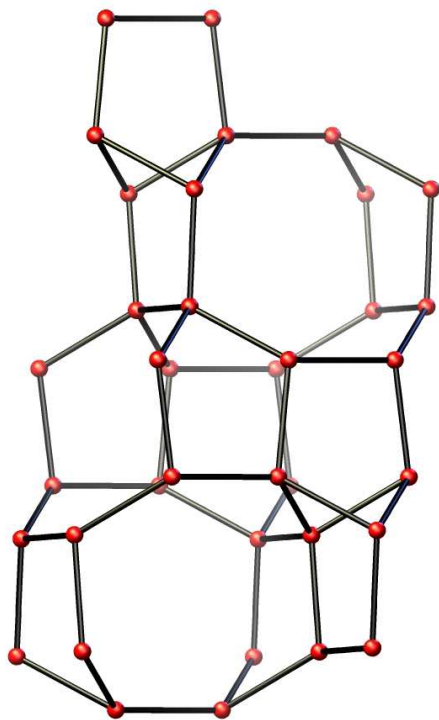


There are 1632 such **quasi-simple** tilings, which carry all 14 remaining uninodal zeolites.

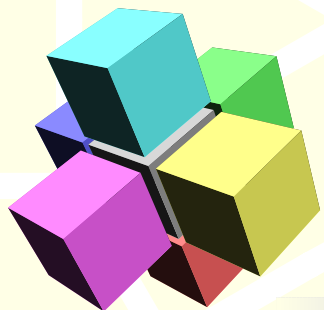


# Ambiguities

The tiling for an atom-bond graph is not unique.

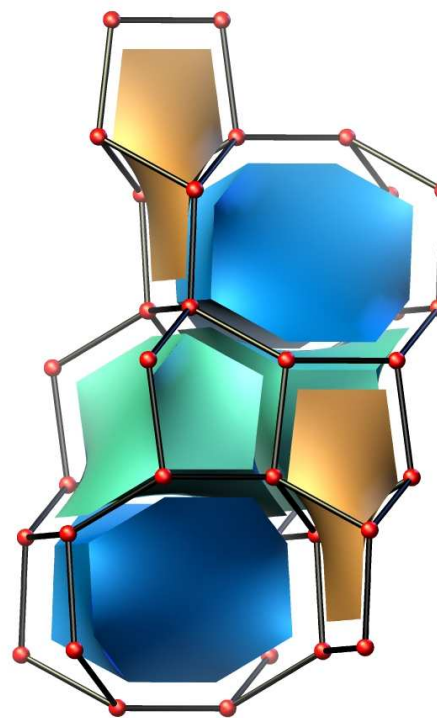
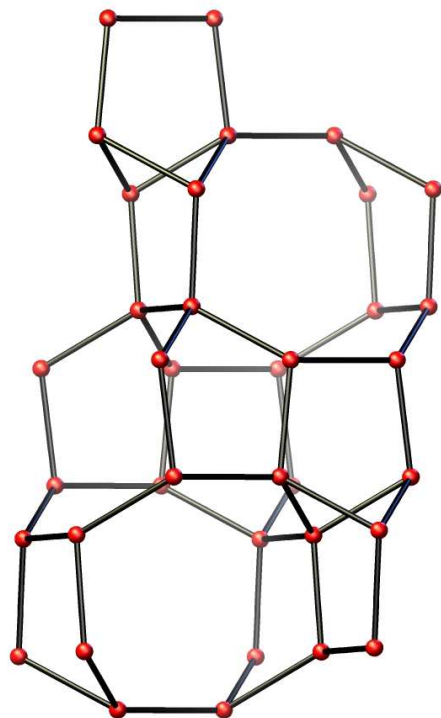


We also need methods to analyze nets directly.



# Ambiguities

The tiling for an atom-bond graph is not unique.



We also need methods to analyze nets directly.





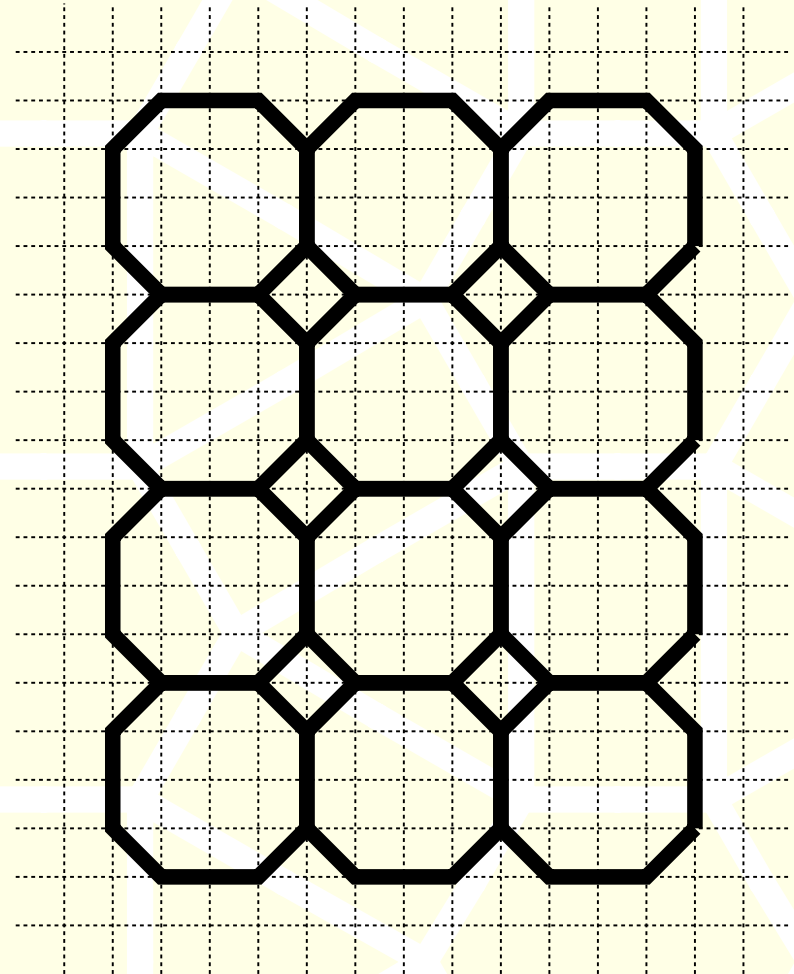
# Barycentric drawings

Place each vertex in the **center of gravity** of its neighbors:

$$p(v) = \frac{1}{d(v)} \sum_{vw \in E} p(w)$$

where

$p$  = placement,  
 $d$  = degree.





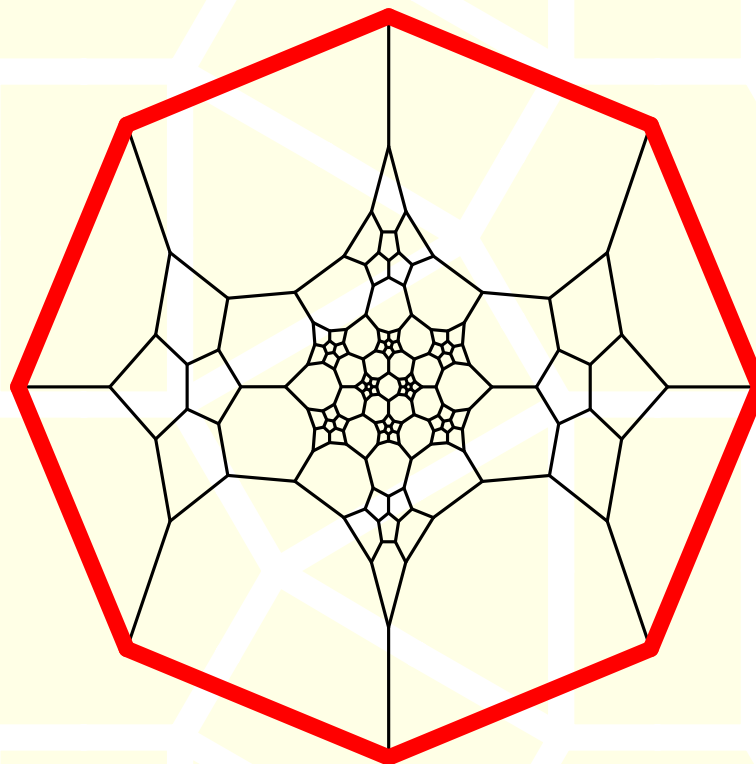


# Tutte's idea

---

[TUTTE 1960/63]:

- Pick and realize a convex outer face.
- Place rest barycentrically.



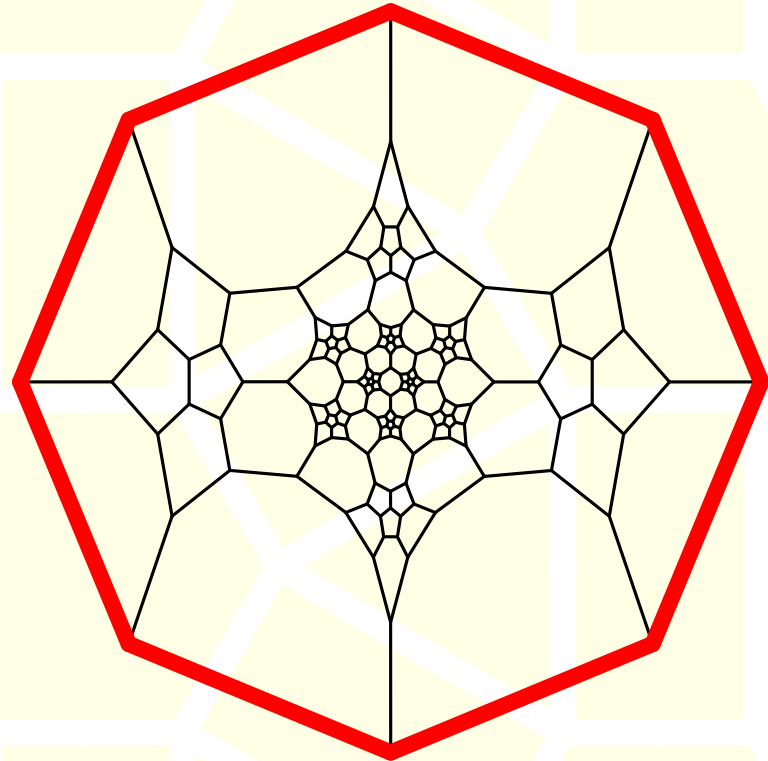


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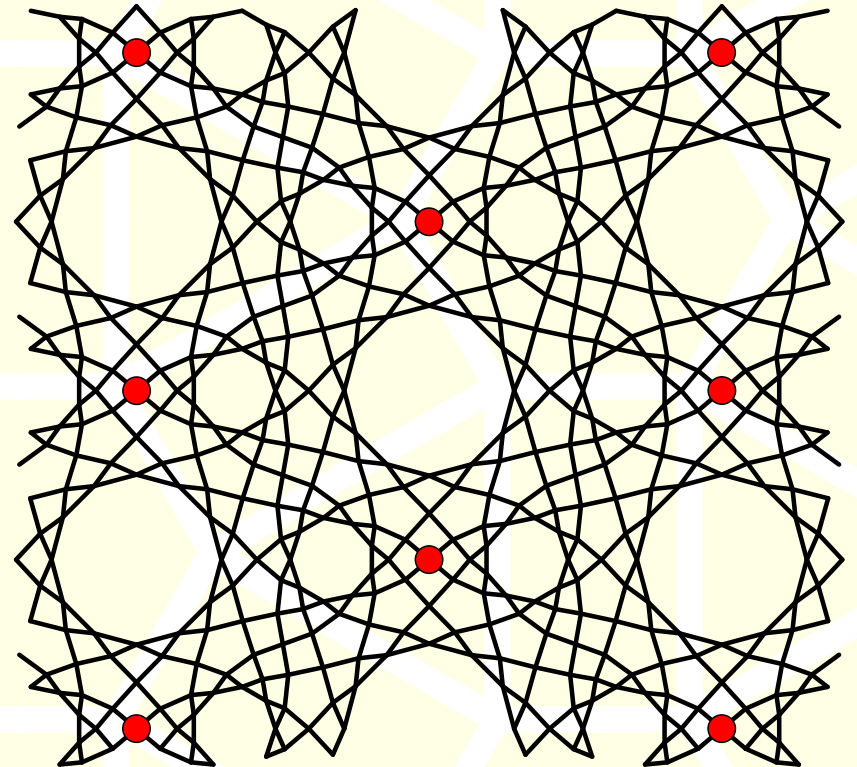
$G$  planar, 3-connected  
 $\Rightarrow$  convex  
planar drawing.

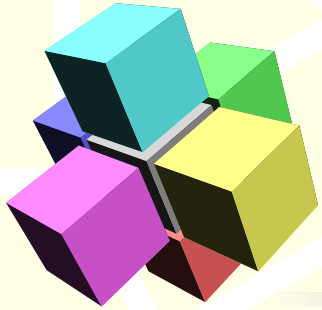




# Periodic version

Place one vertex, choose  
linear map  $\mathbb{Z}^d \rightarrow \mathbb{R}^d$ .



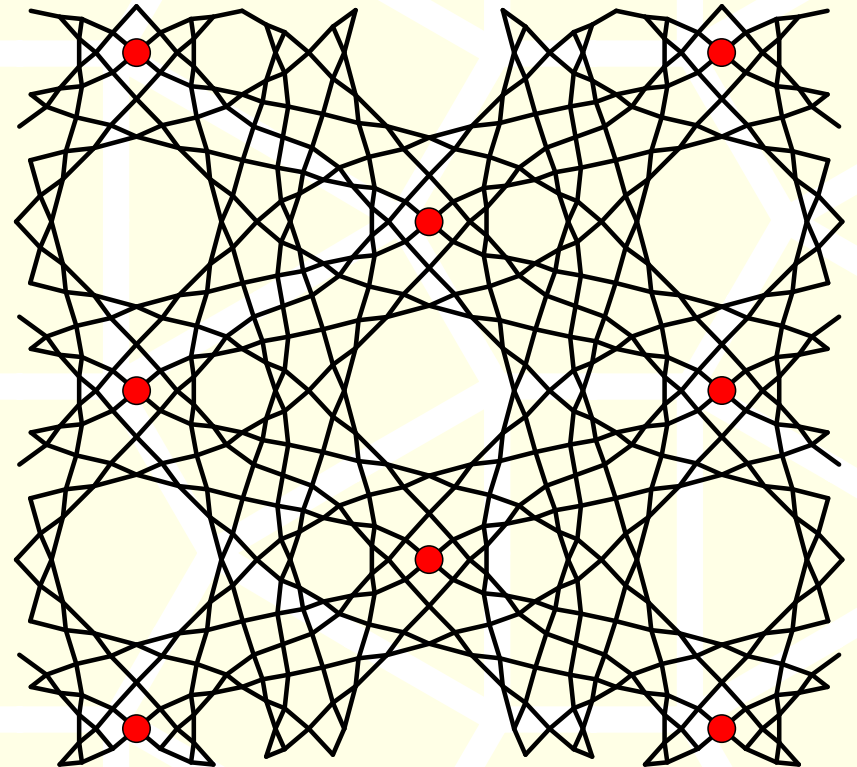


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## Theorem:

This defines a unique  
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# Periodic version

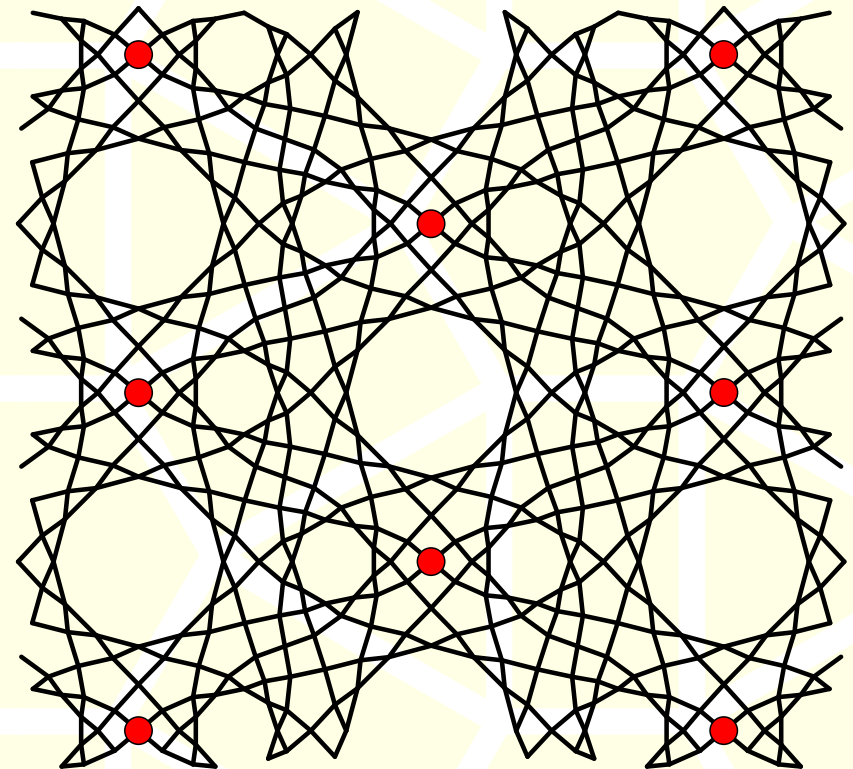
Place one vertex, choose linear map  $\mathbb{Z}^d \rightarrow \mathbb{R}^d$ .

## Theorem:

This defines a unique barycentric placement.

## Corollary:

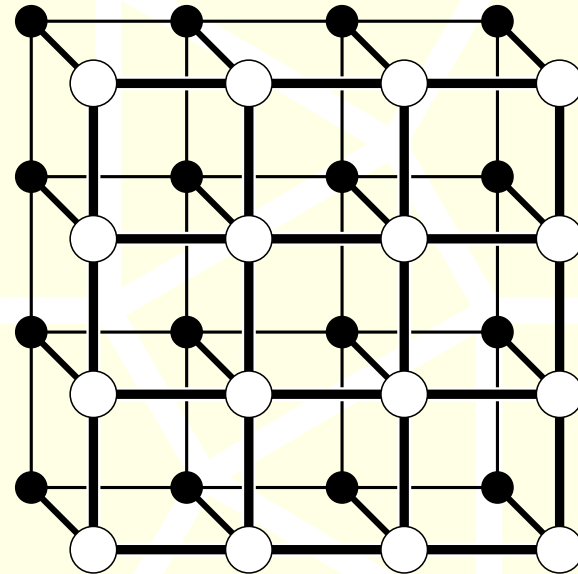
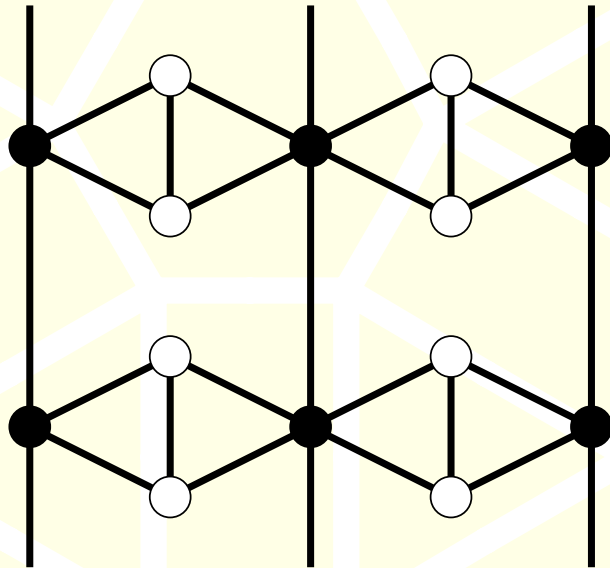
All barycentric placements of a net are affinely equivalent.





# Stability

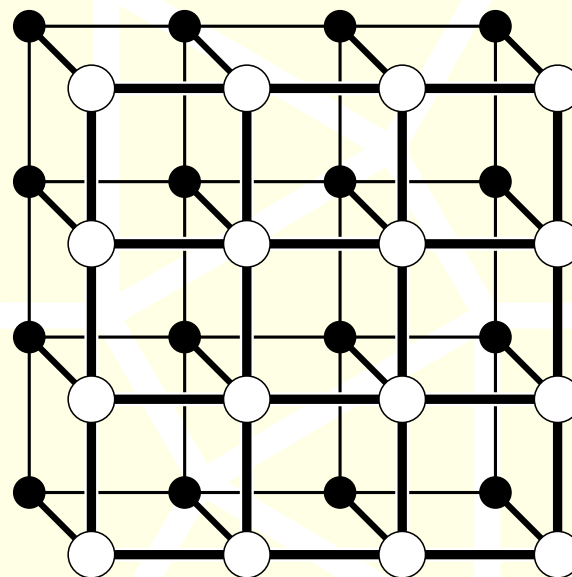
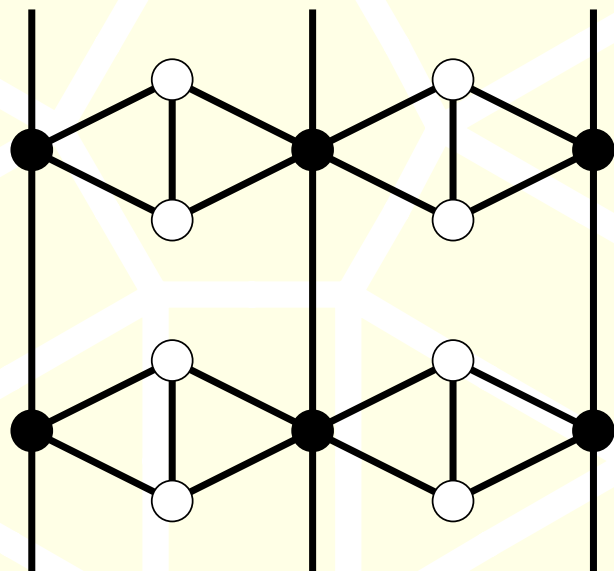
In a barycentric placement, vertices may **collide**:



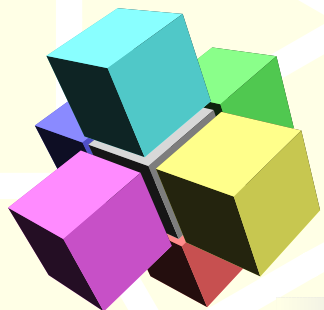


# Stability

In a barycentric placement, vertices may **collide**:

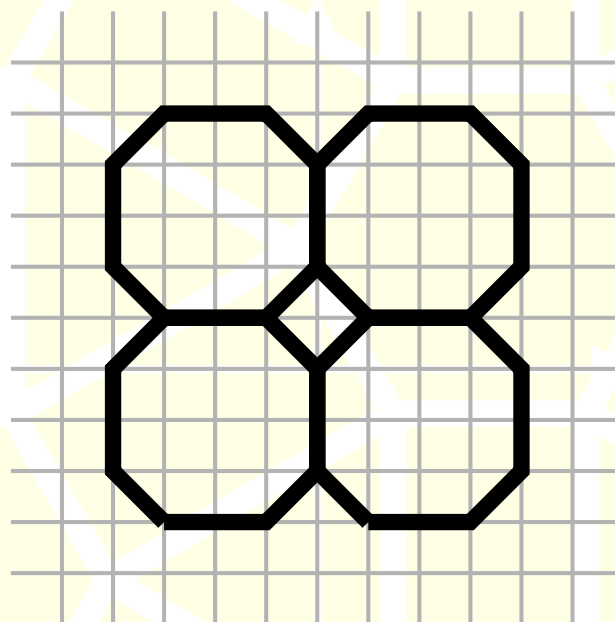


If that does not happen, the net is called **stable**.



# Ordered traversals

For a **locally stable** net:



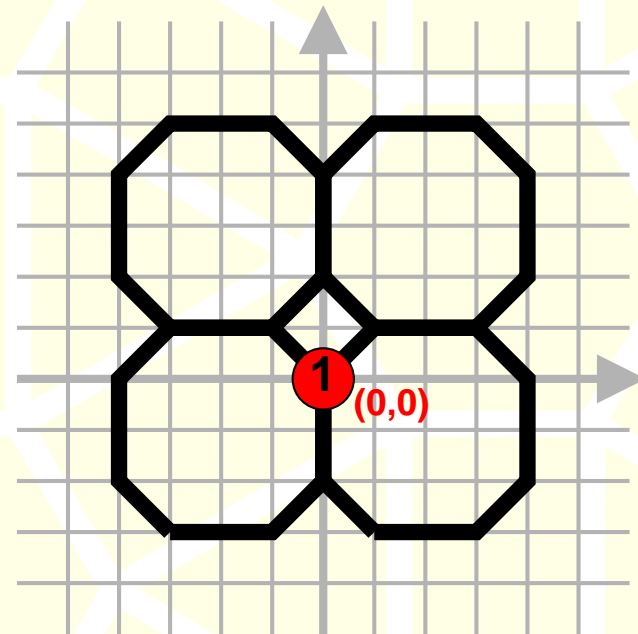




# Ordered traversals

For a **locally stable** net:

- Place start vertex,  
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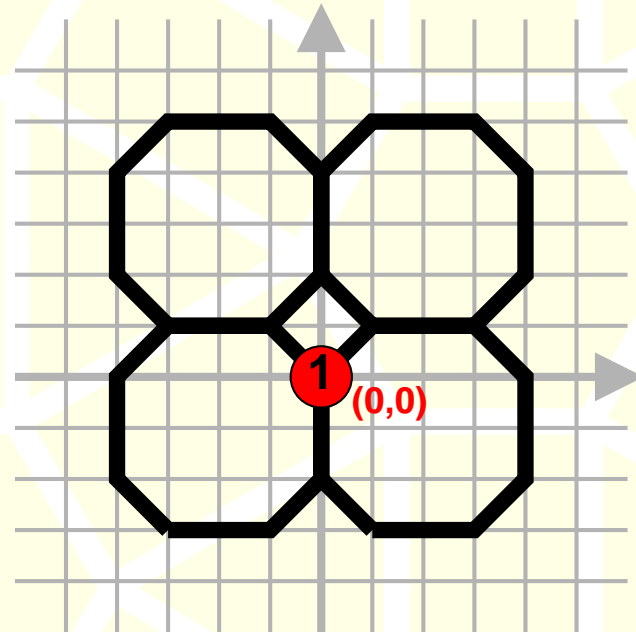




# Ordered traversals

For a **locally stable** net:

- Place start vertex, choose map  $\mathbb{Z}^d \rightarrow \mathbb{R}^d$ .
- Do a **breadth first search**.

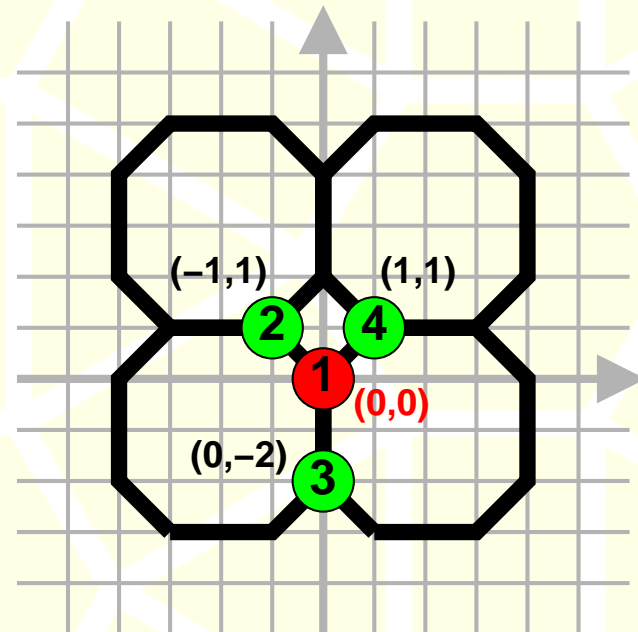




# Ordered traversals

For a **locally stable** net:

- Place start vertex, choose map  $\mathbb{Z}^d \rightarrow \mathbb{R}^d$ .
- Do a **breadth first search**.
- Sort neighbors by position.

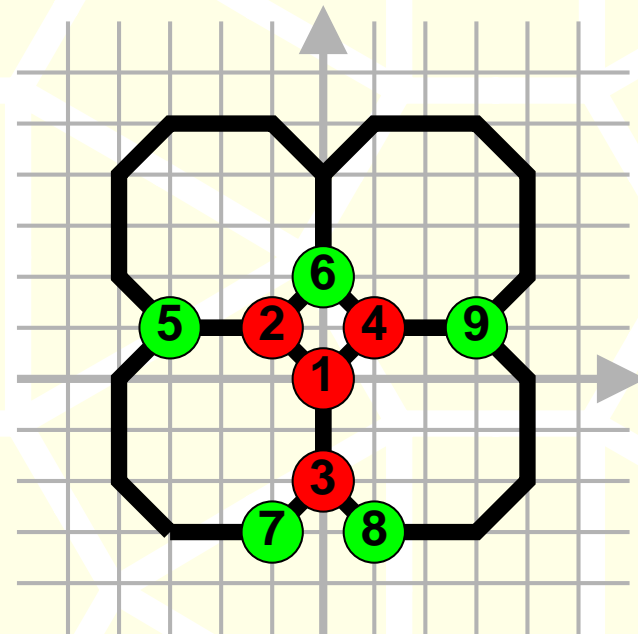




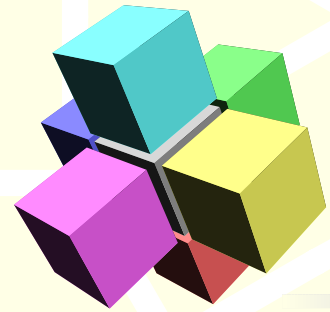
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For a **locally stable** net:

- Place start vertex, choose map  $\mathbb{Z}^d \rightarrow \mathbb{R}^d$ .
- Do a **breadth first search**.
- Sort neighbors by position.



$\Rightarrow$  unique vertex numbering  
 $\Rightarrow$  polynomial time **isomorphism** test



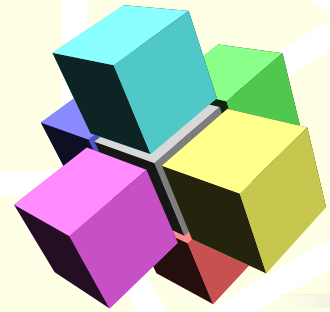
# Natural tilings (local version)

---

## Definition:

A tiling is called **natural** for the net it carries if:

1. It has the full **symmetry** of the net.
2. **No** tile has a unique largest **facial ring**.
3. **No** tile can be **split** further without violating these conditions or adding edges.



# Natural tilings (local version)

## Definition:

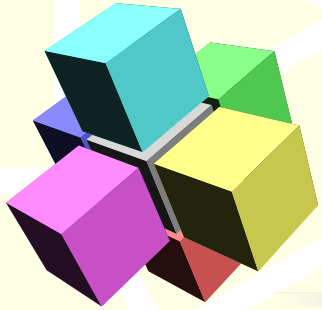
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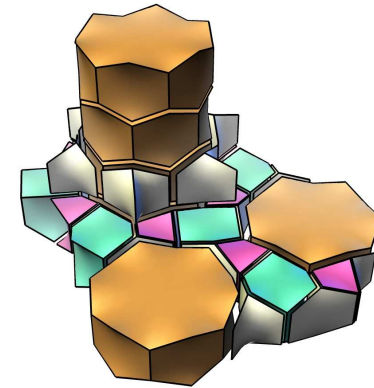
## Note:

A natural tiling need not be **unique** for its net.

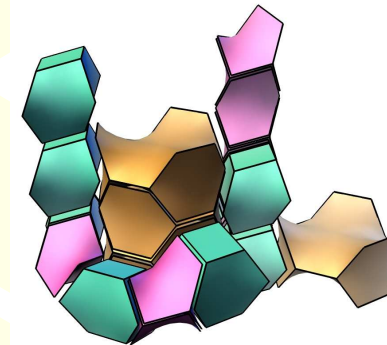
# Natural (quasi-) simple tilings



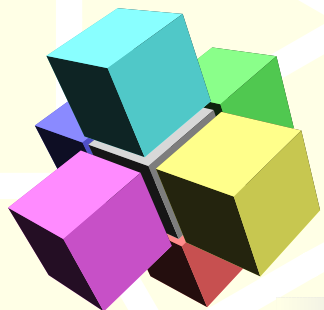
- The 9 **simple** tilings are all natural.
- Of the 1632 **quasisimple** tilings, 94 are natural.
- Among these 103 tilings, no net appears twice.
- All 21 **uninodal zeolites** appear, except ATO.
- **ATO** has a natural tiling which is not quasisimple.



AFI

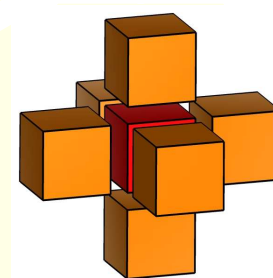
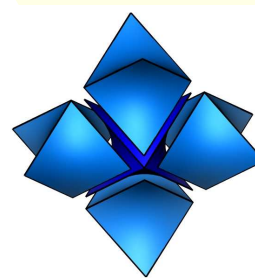
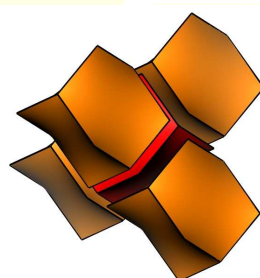
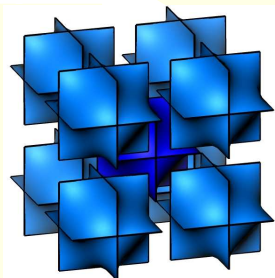
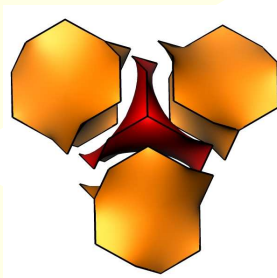
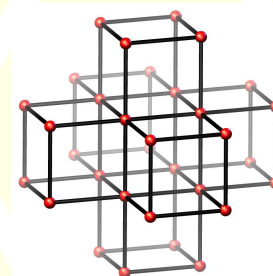
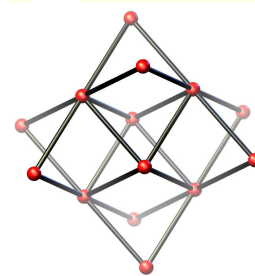
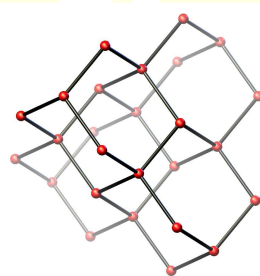
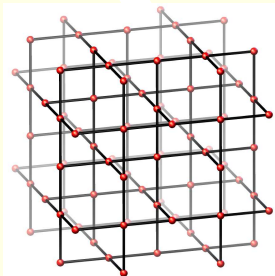
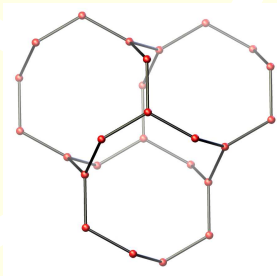


ATO



# Some basic nets

Which are the spatial nets every school child should know about? Here's one suggestion:



The 5 regular nets and their tilings.

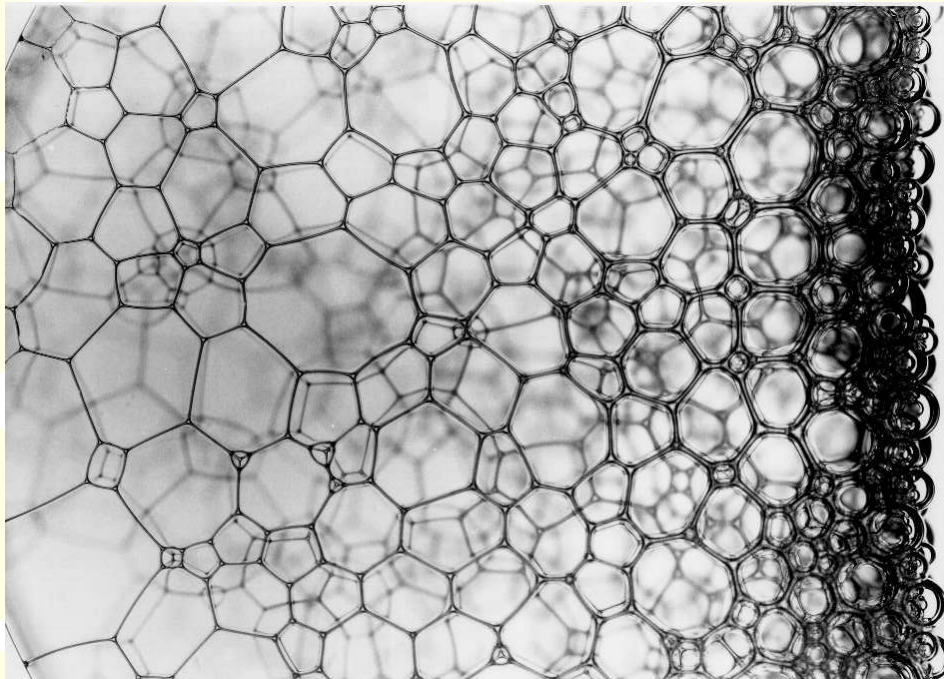
(O. DELGADO FRIEDRICH, M. O'KEEFE, O.M. YAGHI. *Acta Cryst A*, 2002)



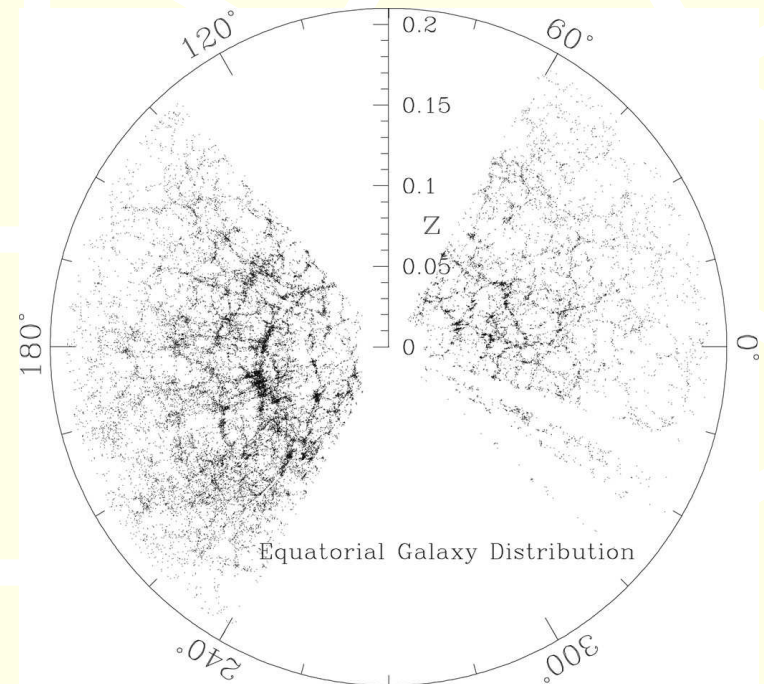


# Other scales

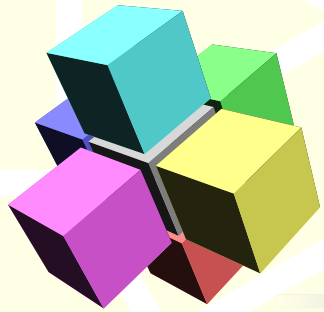
Cellular structures occur in nature at all scales.  
How can we grasp their shapes and dynamics?



(Image: Doug Durian, UCLA Physics)



(Image: Sloan Digital Sky Survey)



# Acknowledgements

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Andreas Dress, Bielefeld/Leipzig

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Omar Yaghi, Ann Arbor

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Jacek Klinowski, Cambridge

Martin Foster, Tempe

and many more...