## Shapes of crystals

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Aim of the game : find the shape which, for a given area, minimizes perimeter.
These are three discrete isoperimetric problems.

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aire $=12 \quad$ périmètre $=14$

aire $=16$
périmètre $=10$


## Theorem

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R.J. Haüy (1784) proposed that matter should be formed of tiny polyhedra glued together. This was naive, but the idea of microscopic periodicity was a good one, and finally was confirmed experimentally in 1912.

## Proposition

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Proof (Hauÿ, 1822). In a basis of translation vectors stabilizing the array, the matrix of the rotation has integral entries. Its trace is an integer. Or, in an arbitrary basis, the trace of a rotation with angle $\theta$ equals $1+2 \cos (\theta)$. Thus $\cos (\theta)=1, \frac{1}{2}, 0,-\frac{1}{2},-1$, $\theta=0, \frac{\pi}{3}, \frac{\pi}{2}, \frac{2 \pi}{3}, \pi$.

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During 200 years, crystallographers have taken this rule for granted. It has been confirmed by diffraction patterns (obtained using X-rays), which reflect the crystal's symmetry.


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Quasiperiodicity can produce crystals. A phenomenon in 3-space is quasiperiodic if it is the trace, on a 3 -dimensional vector subspace, of a higher dimensional periodic phenomenon.

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The same process applied in dimension 6 generates non periodic tilings of 3-dimensional space, whose diffraction patterns are made of spots, and which admit screw rotations with angle $2 \pi / 5$. These are good candidates for models of quasicrystals.

