

# Quasicrystals and the cut and project method

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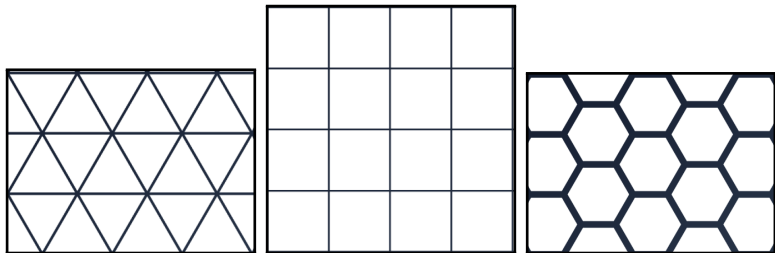
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# Crystals

- ▶ periodic structure
- ▶ tiling: set of geometric shapes that fill a plane
- ▶ simplest crystals are constructed using regular polygons

# Crystals examples 1



**Figure:** from regular polygons only triangles, squares and hexagons make a crystal

## Crystals examples 2

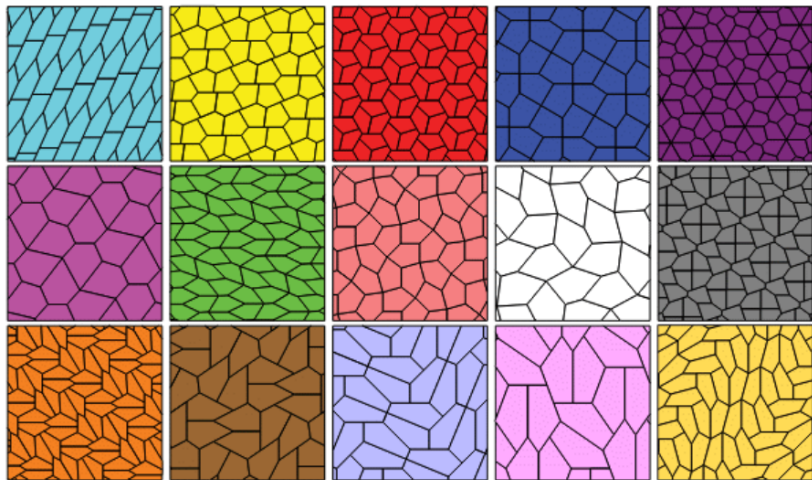


Figure: periodic tilings made of unregular pentagons. Source [2]  
<http://community.wolfram.com/groups/-/m/t/550169>

# Quasicrystals

- ▶ quasi-periodic structure
- ▶ also appear in nature
- ▶ examples are fibonacci & penrose tilings (coming up)

# Cut and project method

- ▶ most versatile method to generate quasicrystals
  - ▶ general working:
    1. starting with an  $n \geq 2$  dimensional lattice  $\Lambda \in \mathbb{R}^n$
    2. take a affin-linear subspace  $E$  of dimension  $m < n$  and **cut**  $\mathbb{R}^n$
    3. **project** all points of  $\Lambda$  onto  $E^\perp$  and check if they fall into a certain cut window
    4. take the accepted points and project them onto  $E$
- ...see example in next slide

## Example 1: Fibonacci Tiling

- ▶ start with 2D grid (periodic tiling)
- ▶  $E$  is a slope with angle  $\Theta$
- ▶ all points in the cutwindow are projected orthogonal down
- ▶ we get a 1D Quasicrystal if  $\Theta$  is irrational:
- ▶ If we choose  $\Theta = \tan^{-1}(\frac{1}{\tau})$  we obtain the Fibonacci tiling ( $\tau$  is the *golden ratio*)

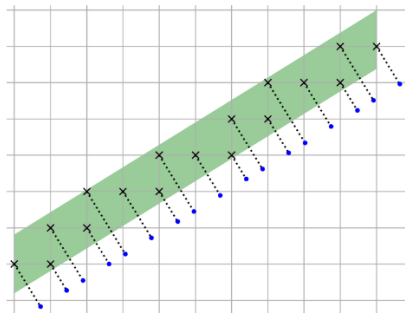
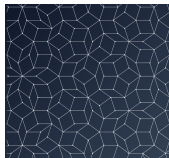


Figure: fibonacci cut&project with  $\Theta = \tan^{-1}(\frac{1}{\tau})$  and  $\Delta = \sin(\Theta) + \cos(\Theta)$

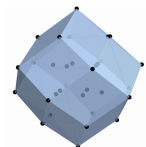


## Example 2: Penrose Tiling

- ▶ most famous Quasicrystal
- ▶ produced by choosing  $\Lambda = \mathbb{Z}^5$  and  $E$  as a certain 2 dimensional subspace of  $\mathbb{R}^5$



figureA figure



figureAnother  
figure

# Our work progress

- ▶ Done:
  - ▶ implemented Fibonacci tiling and Penrose tiling
  - ▶ website with interactive tools and informative text
- ▶ Next steps:
  - ▶ add more interactive tools
  - ▶ optimize penrose generation using digital geometry techniques
  - ▶ implement further tilings such as Wang tilings

# Sources

Content and Figures from

- ▶ [1] 2021\_Daniel\_Gouldsbrough\_BSc\_Thesis.pdf
- ▶ [2] <http://community.wolfram.com/groups/-/m/t/550169>