

Final Non-dimensionalization notes

1 Cheatsheet of quantities to use

$$f_{\text{bulk}} = AE_{ij}E_{ij}^* + \frac{C}{2}(E_{ij}E_{ij}^*)^2 \quad (1)$$

$$f_{\text{comp}} = b_1^{\parallel} \Pi_{kl} E_{ij,k} E_{ij,l}^* + b_1^{\perp} T_{kl} E_{ij,k} E_{ij,l}^* \quad (2)$$

$$f_{\text{cdiv}} = b_d |\underline{\nabla} \cdot \underline{E}|^2 = b_d E_{ji,j} E_{ji,j}^* \quad \text{No } \underline{\Pi} \text{ for now} \quad (3)$$

$$f_{\text{curv}} = b_2^{\parallel} \Pi_{kl} E_{ij,kl} \Pi_{mn} E_{ij,nm}^* + b_2^{\perp} T_{kl} E_{ij,kl} T_{mn} E_{ij,nm}^* + b_2^{\parallel\perp} (\Pi_{kl} E_{ij,kl} T_{mn} E_{ij,nm}^* + T_{kl} E_{ij,kl} \Pi_{mn} E_{ij,nm}^*) \quad (4)$$

C , and all the b s are positive And a time evolution of form

$$\frac{\partial \underline{E}}{\partial t} = -\mu \frac{\delta F}{\delta \underline{E}^*} \quad (5)$$

Notable differences from Jack's are that I omit the 2 extra factors of $\frac{1}{2}$ in the bulk contribution and change μ to its inverse.

quantity	\underline{E}	A, C	$b_1^?, b_d$	$b_2^?$	μ
unit	1	$\frac{E}{L^3}$	$\frac{E}{L}$	EL	$\frac{1}{ET}$

1.1 Dealing with the amount of b s and physical quantities

Introduce b_1 and b_2 to set the overall scale for the b s, these also correspond to the 1ca b s. Then have $b_i^? = q_i^? b_i$, in the code one can set the b_i and the q s (this naturally has a degree of degeneracy). I then use the overall b_i for the physical quantities Jack introduced, this is likely not perfect but if proceeding with care makes some sense. I also don't worry about the $\frac{1}{2}$ factors fro bulk terms as it is to order of magnitude anyway.

$$|\psi|_{eq} = \sqrt{\frac{3}{2} * \frac{-A}{C}} \quad \text{The ideal smectic phase value, dimensionless} \quad (6)$$

$$\varepsilon = \sqrt{\frac{b_1}{|A|}} \quad \text{Lamellar in-plane coherence length, } L \quad (7)$$

$$\lambda = \sqrt{\frac{b_2}{b_1}} \quad \text{Penetration depth, } L \quad (8)$$

$$\kappa = \frac{\lambda}{\varepsilon} = \sqrt{\frac{b_2 |A|}{b_1^2}} \quad \text{Ginzburg parameter, dimensionless} \quad (9)$$