

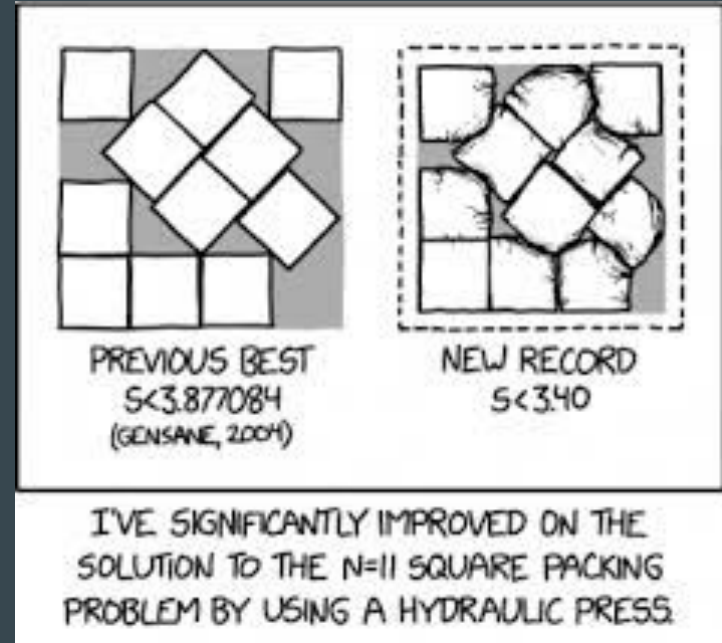
# Calculus Final Project (copy)

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(Skip slide 6 for visuals of the circle generation)

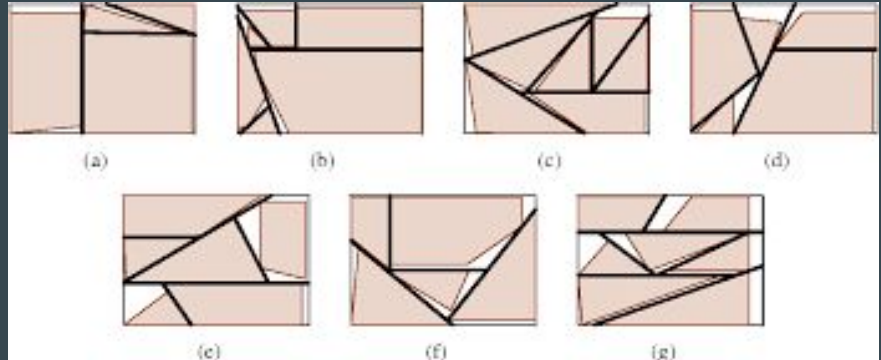
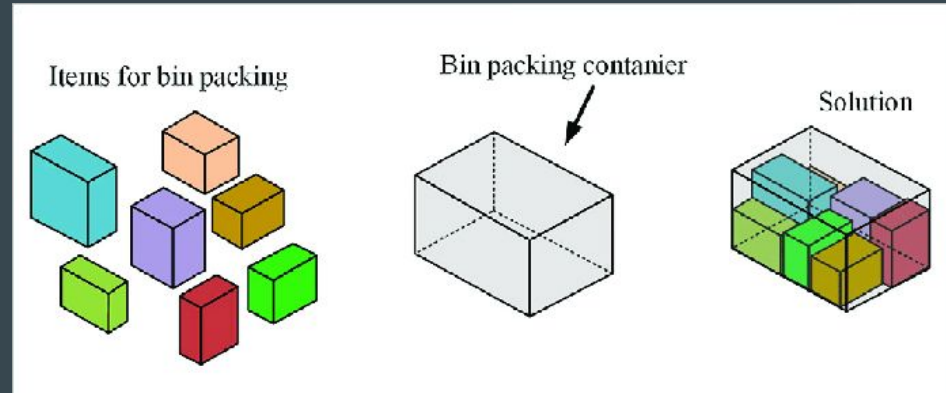
# Introduction to Packing Problems:

- Class of **optimization** problem in mathematics
- What is optimization?
  - *"Finding the best solution from all feasible solutions"*
  - Two types (**Discrete** or Continuous)
- Packing **OBJECTS** into **CONTAINERS**
- These types of problems are very important for real life applications
- Most famous type: **Bin Packing**

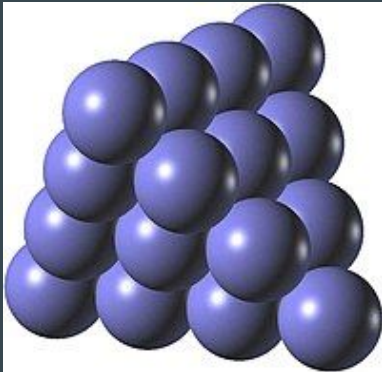
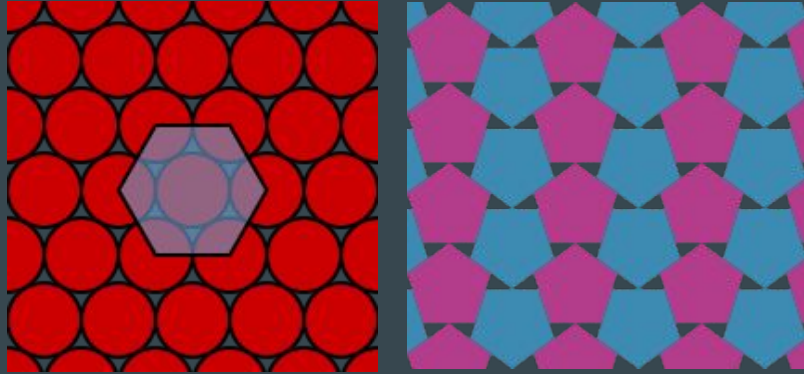


# Bin Packing Problems:

- Container
  - 2D or 3D space, possibly infinite
  - One or more containers
- Objects
  - Could be one shape used repeatedly or different shapes
- Two main goals
  - Optimal **packing density**
  - Pack all of the objects in the **fewest containers** as possible



# Packing Density

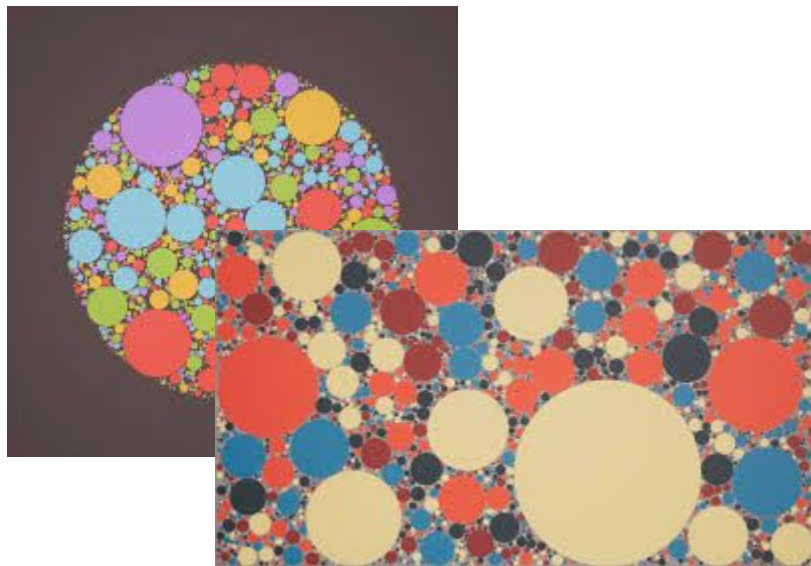


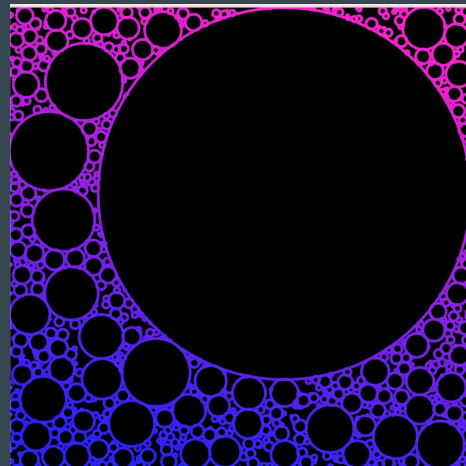
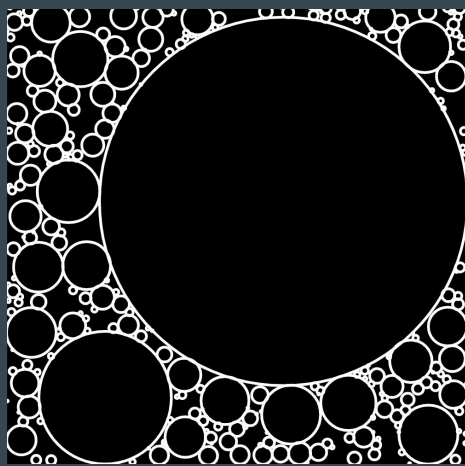
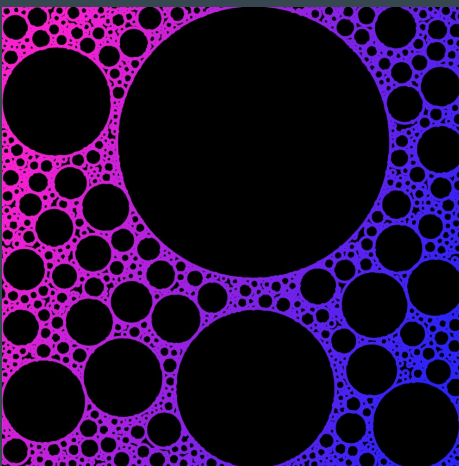
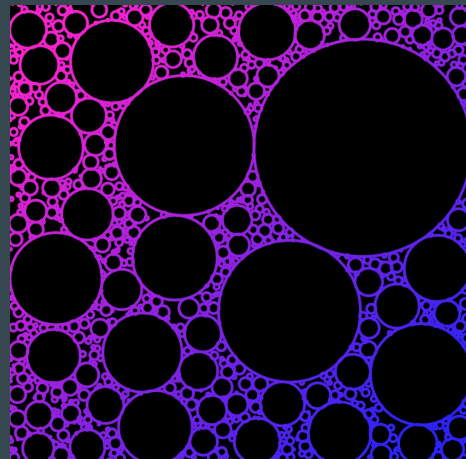
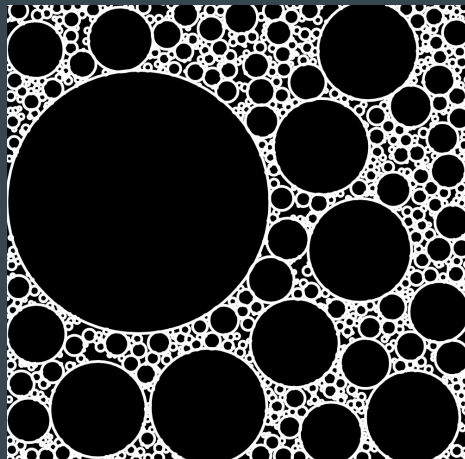
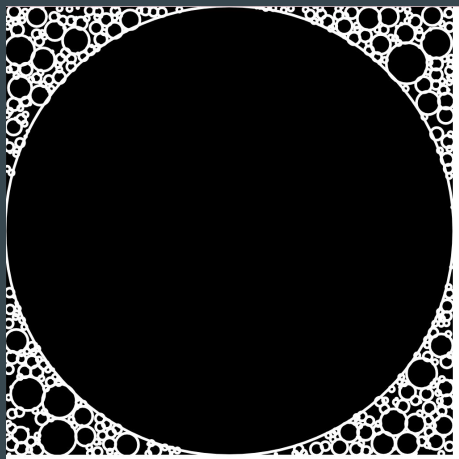
- Also known as packing fraction
- Ratio of the volume of the bodies in a space to the volume of the space itself
- Many problems seek to find the packing density or optimal packing density
- Many applications
  - Large Scale: Packing objects effectively within shipping containers
  - Smaller Scale: The packing of atoms within crystal structures
- Some shapes have known packing constants

# Art of Circle Packing

<https://viv511.github.io/CirclePacking/>

- Packing in 2D is also commonly used in art
- “Circle Packing” is a technique used in computational art





# Kepler Conjecture

...

*A conjecture to a **theorem***

# 74.05%

Don't know what that means? That's alright!



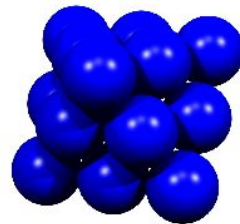
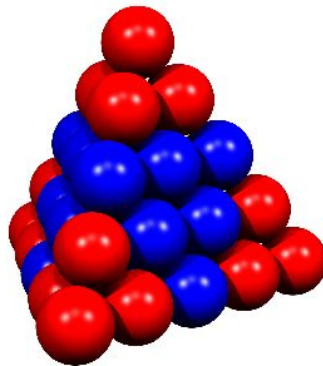
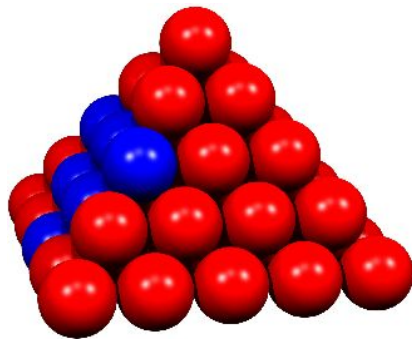
# Introduction to Kepler Conjecture

- 400 year old problem
- Sir Walter Raleigh  $\Rightarrow$  Famous in Britain
- He wanted to know the best way of packing cannonballs on his ship
  - What is the best way of packing spheres?
- Intuitive approach
  - Three methods!
- Square, Triangle, & Hexagon



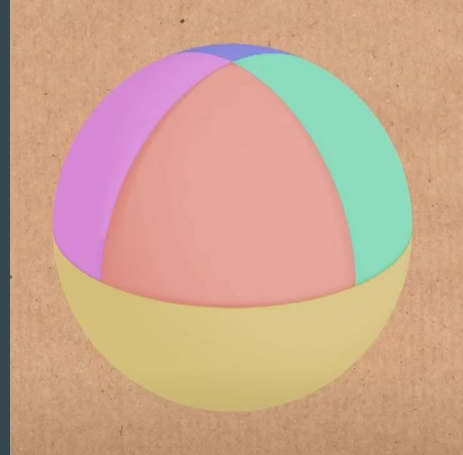
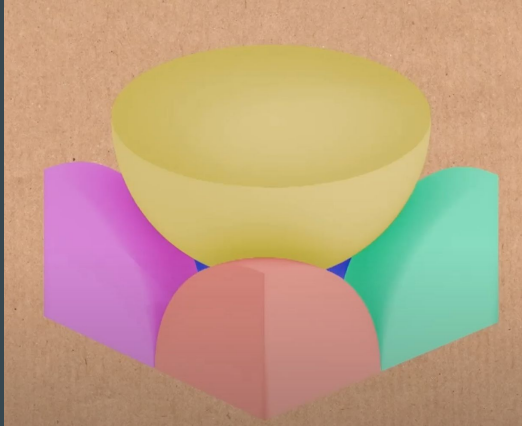
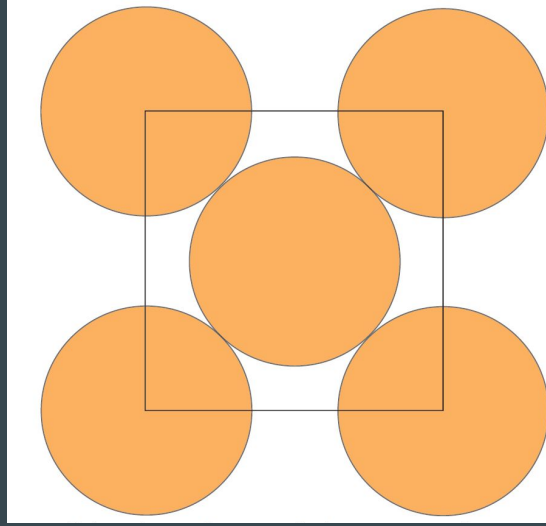
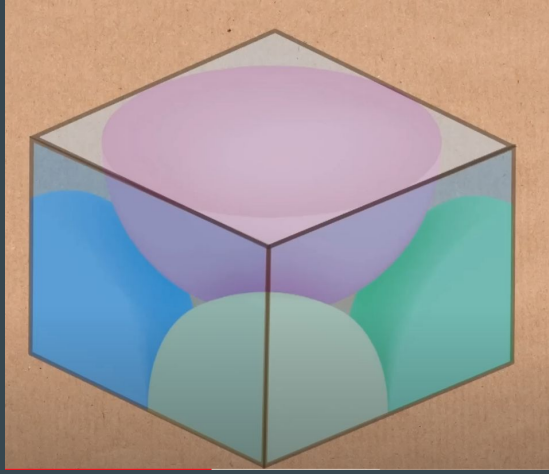
# Guess what?

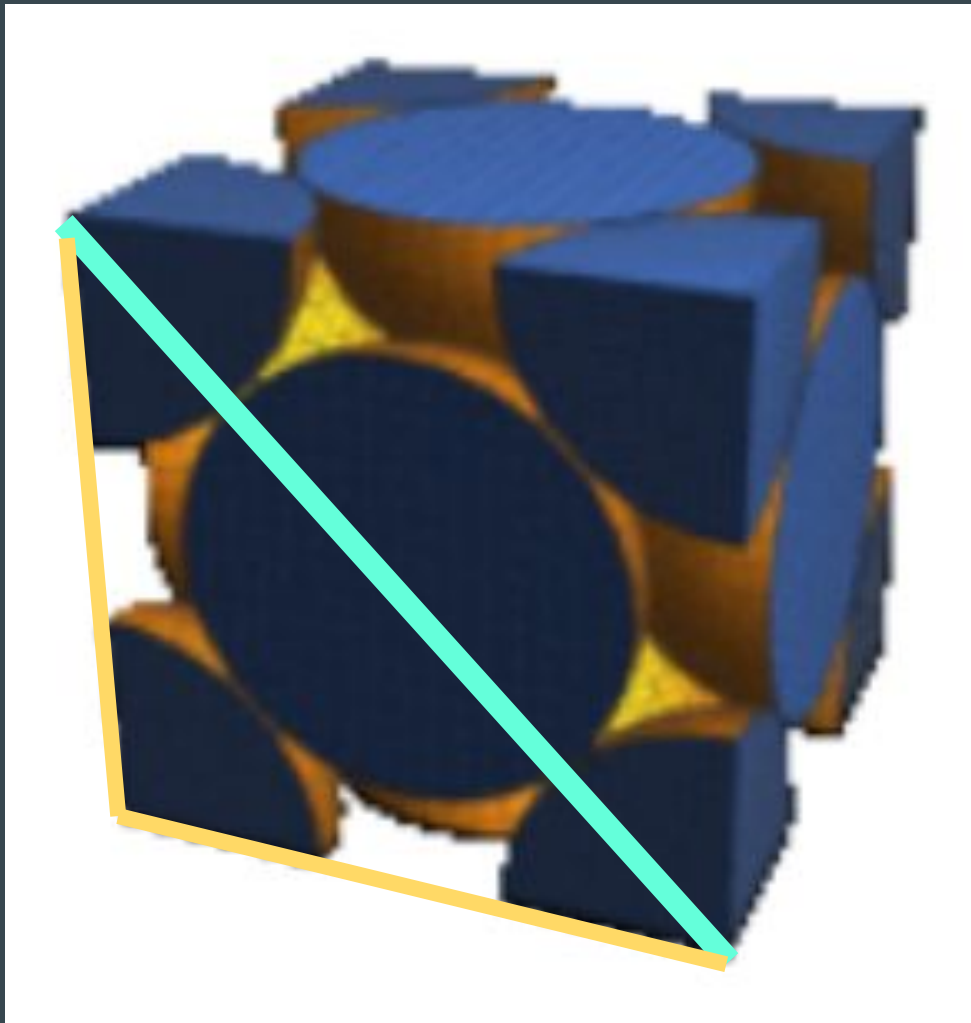
They are all the same!!



# Key Insight:

*Representation by repeated units through slicing. Finding the density of this unit would then give us the optimal packing density.*





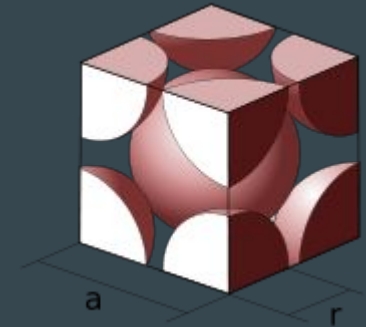
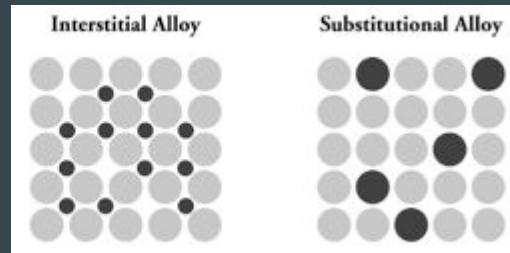
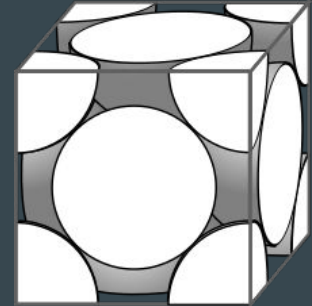
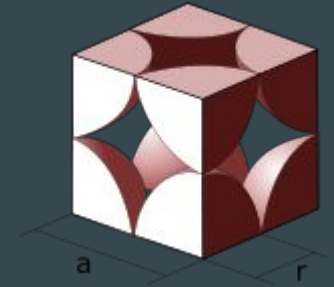
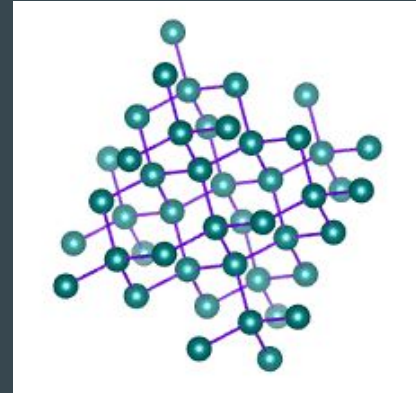
Putting it all together

The optimal packing  
density for spheres is  
 **$\sim 74.05\%$**

# Applications in crystallography.

- How are atoms arranged around each other?
- When the arrangement is regular, the material is a crystal
- APF = Atomic Packing Factor
- Simple cubic, face-centered cubic, body-centered cubic
- Metal Alloys → Interstitial and Substitutional
- Covalent Network Solids

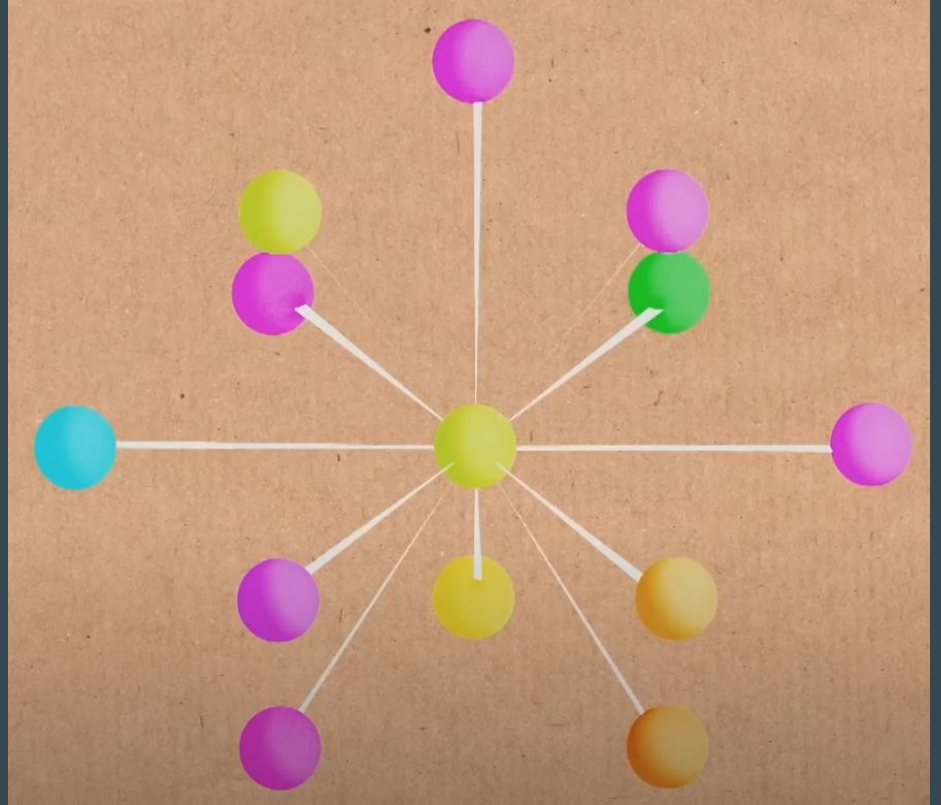
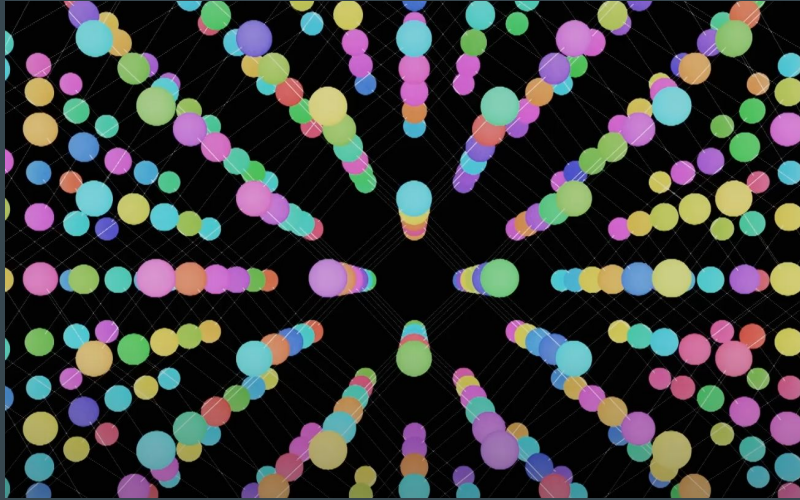
$$APF = \frac{N_{\text{particle}} V_{\text{particle}}}{V_{\text{unit cell}}}$$



# Why did this “intuitive” way take so long to prove?

- Gauss
  - Showed it was best packing if the structure was regular
  - What about irregular?
- Hilbert's problems
  - 23 problems in mathematics published by David Hilbert in 1900
  - They were all unsolved at the time
  - 18th Problem == Proof of Densest Sphere Packing / “Kepler Conjecture”
- (1998) The Hales-Ferguson Proof
  - Essence of idea:
    - Instead of packing spheres, we are packing points (centers of spheres)
    - “Network of points”
    - Look at local structure around a given point
      - Gave each structure a “score”
      - By computational analysis, iterated through many counterexamples / structures
        - “proof by exhaustion”
      - Found that this was the best structure, therefore the optimal packing density was proven to be 74.05%





# Validity by Computation

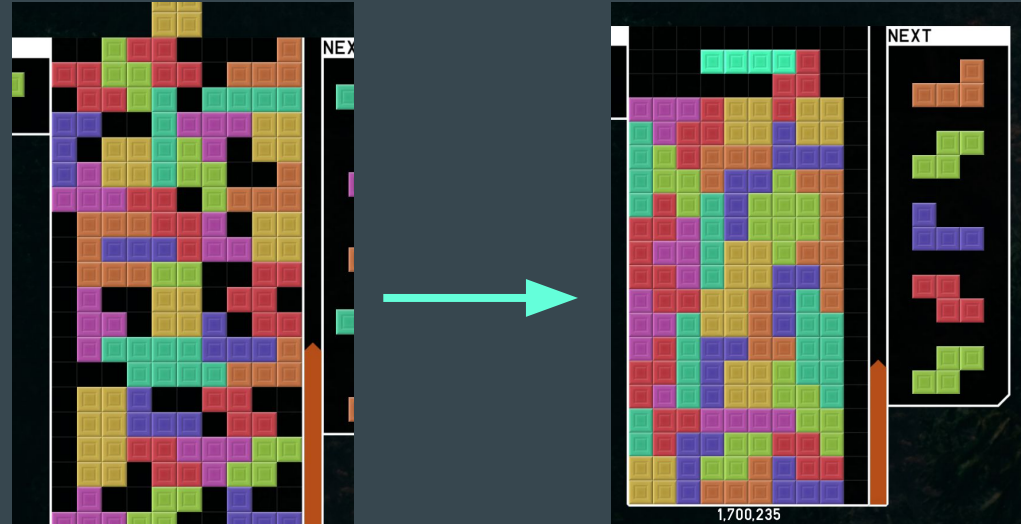
- Proof by exhaustion
  - Not a kind that most are used to, the paper was over 250 pages
  - It took mathematicians four years to work through it
- There was confidence, but not absolute confidence in the proof (99%)
- Hales worked extensively to translate his proof to “formal logic” (ProjectRhea)
  - Fifteen year project
- By doing so, a computer could automatically check the proof because they rewrote the proof in formal mathematical language
  - Eventually accepted fully in 2017
  - Finally proving this conjecture

# Higher Dimensional Geometry (poster reference!)

- 3D version of sphere packing problem is equivalent to the Kepler Conjecture
- 2D it is equivalent to packing circles on a plane
- 1D it is equivalent to packing line segments in a “linear universe”
- In higher dimensions higher than three, densest lattice packings are known up to 8 dimensions

# Conclusion

- Everyday life → Groceries, Oranges
- Remember the elegance and art of packing everyday
- Some people may also choose to incorporate high density packing principles into their own hobbies :))



**Thank You!**

# Credits

- Mr. Verner
- <https://arxiv.org/abs/math/9811072>
- <https://www.youtube.com/watch?v=CROeIGfr3gs>
- Wikipedia
- Encyclopedia Britannica
- [https://www.projectrhea.org/rhea/index.php/Sphere\\_Packing\\_4:\\_Kepler%27s\\_Conjecture\\_Intuition](https://www.projectrhea.org/rhea/index.php/Sphere_Packing_4:_Kepler%27s_Conjecture_Intuition)
- <https://blog.kleinproject.org/?p=742>
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