

# Materials through the lens of memory

Memory formation in matter; KITP Santa Barbara; February 15, 2018



<https://www.pinterest.com/pin/292734044509882622/>

What is memory? Stored information about past history.

Can information left behind (by design or manipulation of materials) provide insight about process or material?

Is study of residual information content useful?

*There are as many forms of memory as there are ways of perceiving, and every one of them is worth mining for inspiration.*

Twyla Tharp -- *The Creative Habit*

## Many examples of memories in matter

Stone and chisel / Paper and pencil

Photograph / Phonograph

Computer: e.g., magnetic domains

Associative memory in neural nets (Hopfield model)

Kaiser effect: remembers largest strain

Kovacs effect: remembers waiting time

Return-point memory in magnets: Nested hysteresis curves

Pulse duration memory

Multiple transient memories (charge density waves; non-Brownian suspensions)

Multiple memories in jammed solids

Echoes: spin; (anharmonic) phonon

Aging, rejuvenation and memory in glasses

Dynamical systems - remembering initial conditions

Shape-memory alloys

Designing in function: memory

## General questions

Basic operations of memory: imprinting, reading and erasure of information

What constitutes a memory?

Are there different categories of memory?

How many memories can be stored (capacity)?

What is entropy of a memory?

What is plasticity?

## Principles used to store memories

What does system need to store memories?

(many degrees of freedom, out of equilibrium, not chaotic, no instability ...)

Memory stored in path

Marginal states

Memory stored in static positions

Minima in a landscape

## Memories in complex energy landscapes Oscillatory sheared jammed solids

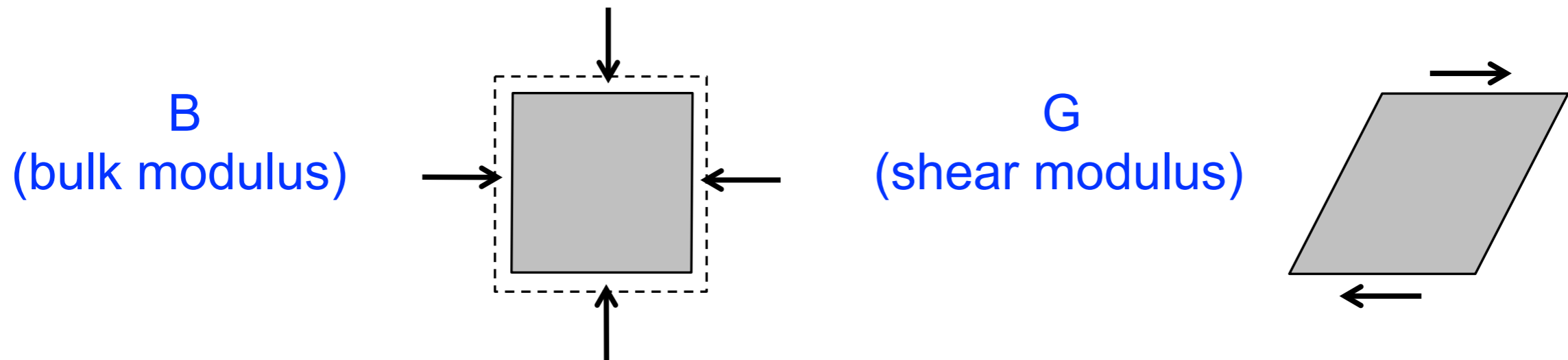
After few oscillations, system finds periodic orbit  
traversing many energy barriers, visiting many energy minima.

Memories very easy to encode  
break few bonds, adjust few neighbors.

This is not only way in which this complex energy landscape can be  
manipulated to form a memory: *tuning by pruning*.

# Designing auxetic response in disordered materials

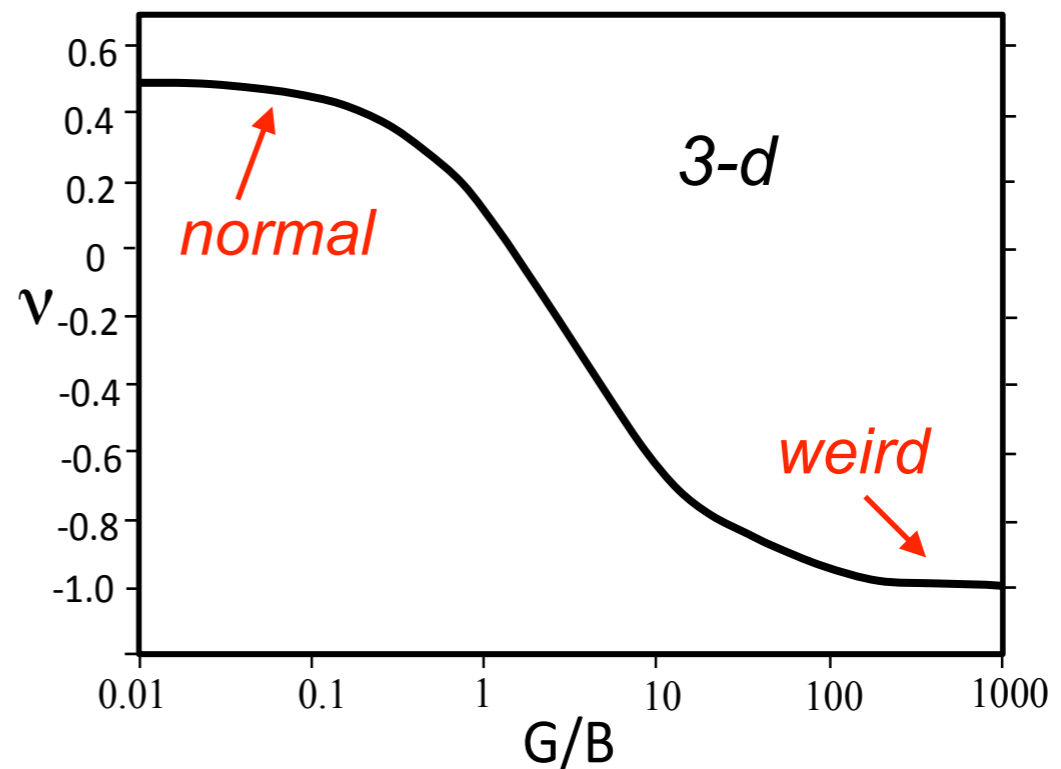
Moduli: Response to compression or shear



In crystals,  $G$  comparable to  $B$

$$G/B \Rightarrow \nu \text{ (Poisson ratio)}$$

Does disorder matter?

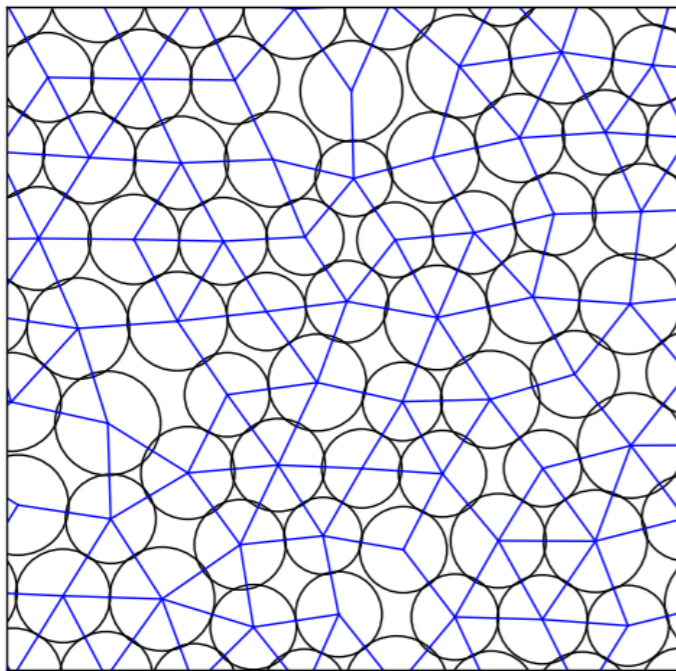


# Make network from jammed sphere packing

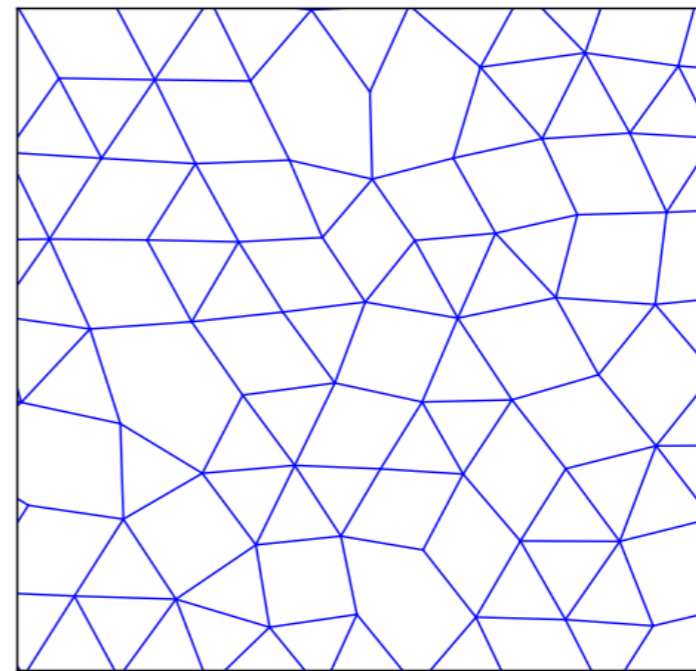
Replace sphere centers by nodes

Replace overlap interactions with unstretched springs

Jammed  
sphere packing



Spring  
network



# How are jammed solids different from crystals?

## Bond-level response

Crystal:

- (i) Identical cells repeated symmetrically & interminably:  
*all bonds contribute equally to any global quantity*
- (ii) Remove any bond →  
resistance to shear and resistance to compression drop in tandem

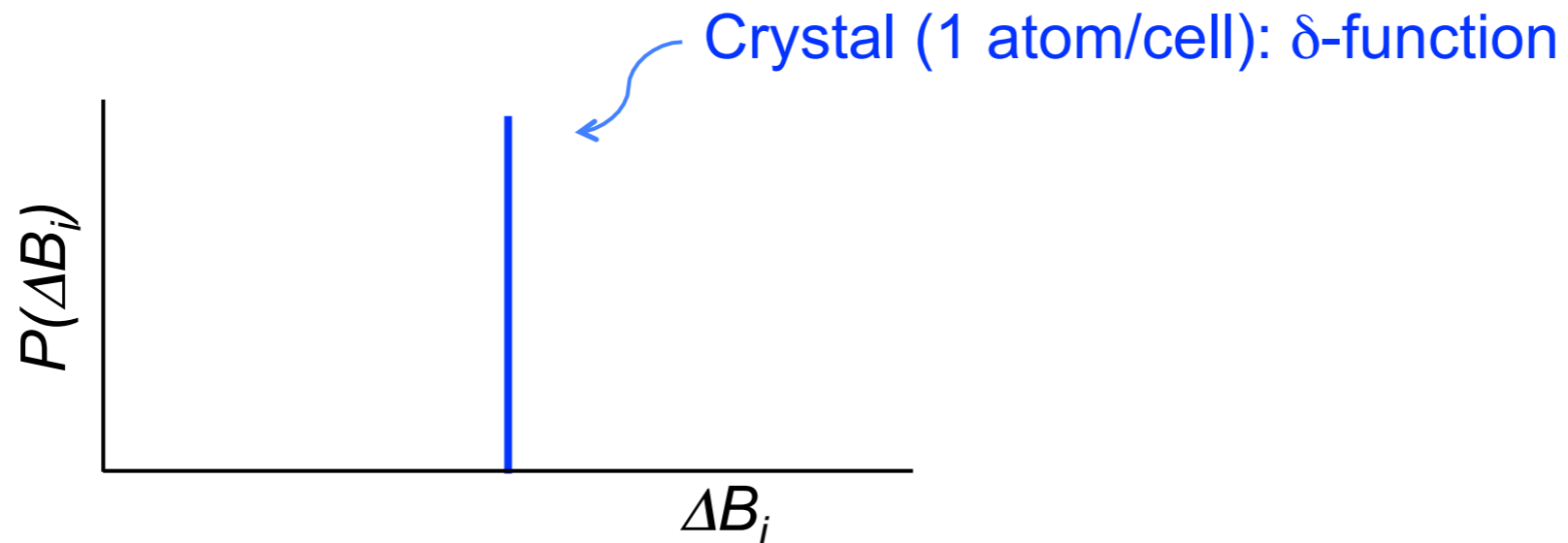


## Result of removing bond

Remove an arbitrary bond,  $i$ : measure  $\Delta B_i$  and  $\Delta G_i$   
(decrease in bulk & shear moduli)

Replace bond and remove another: measure  $\Delta B_j$  and  $\Delta G_j$

Measure distributions  $P(\Delta B_i)$ ,  $P(\Delta G_i)$

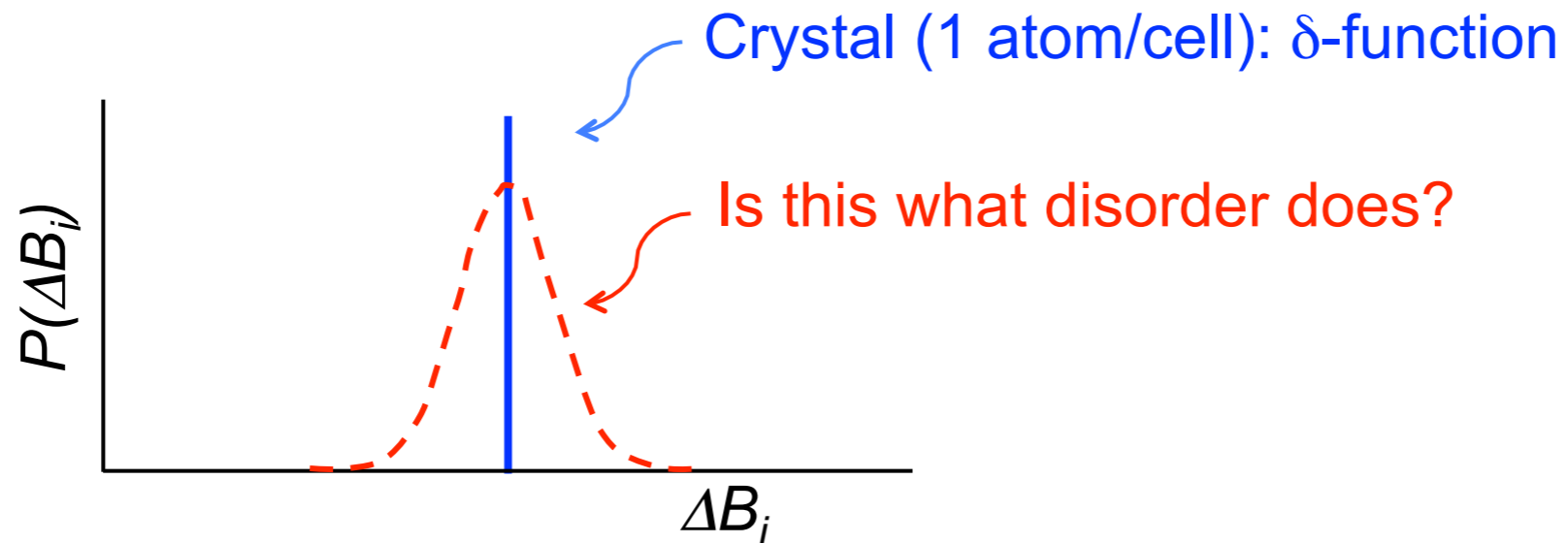


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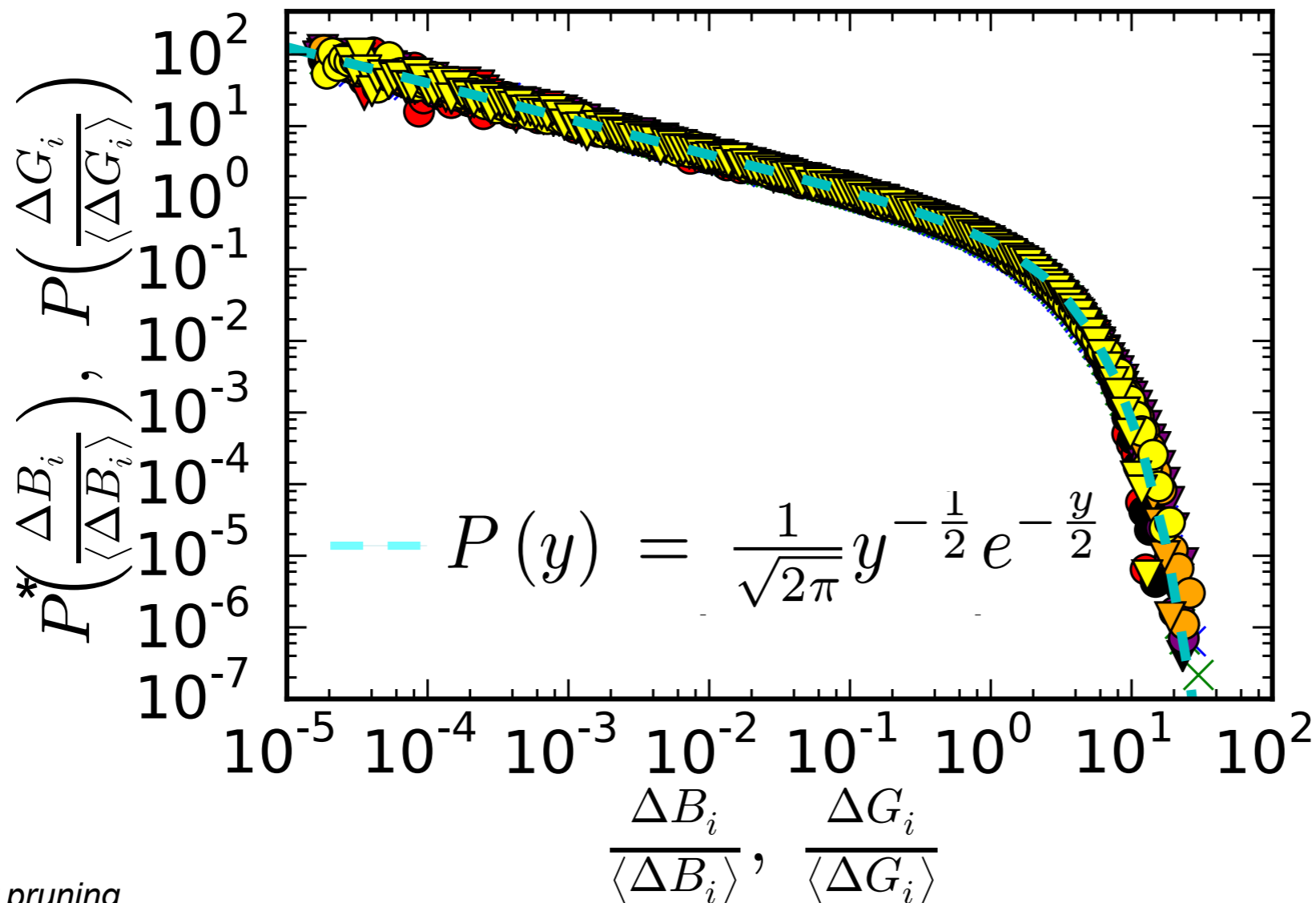
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## New principle for disordered matter:

### (1) Distribution of bond-level response

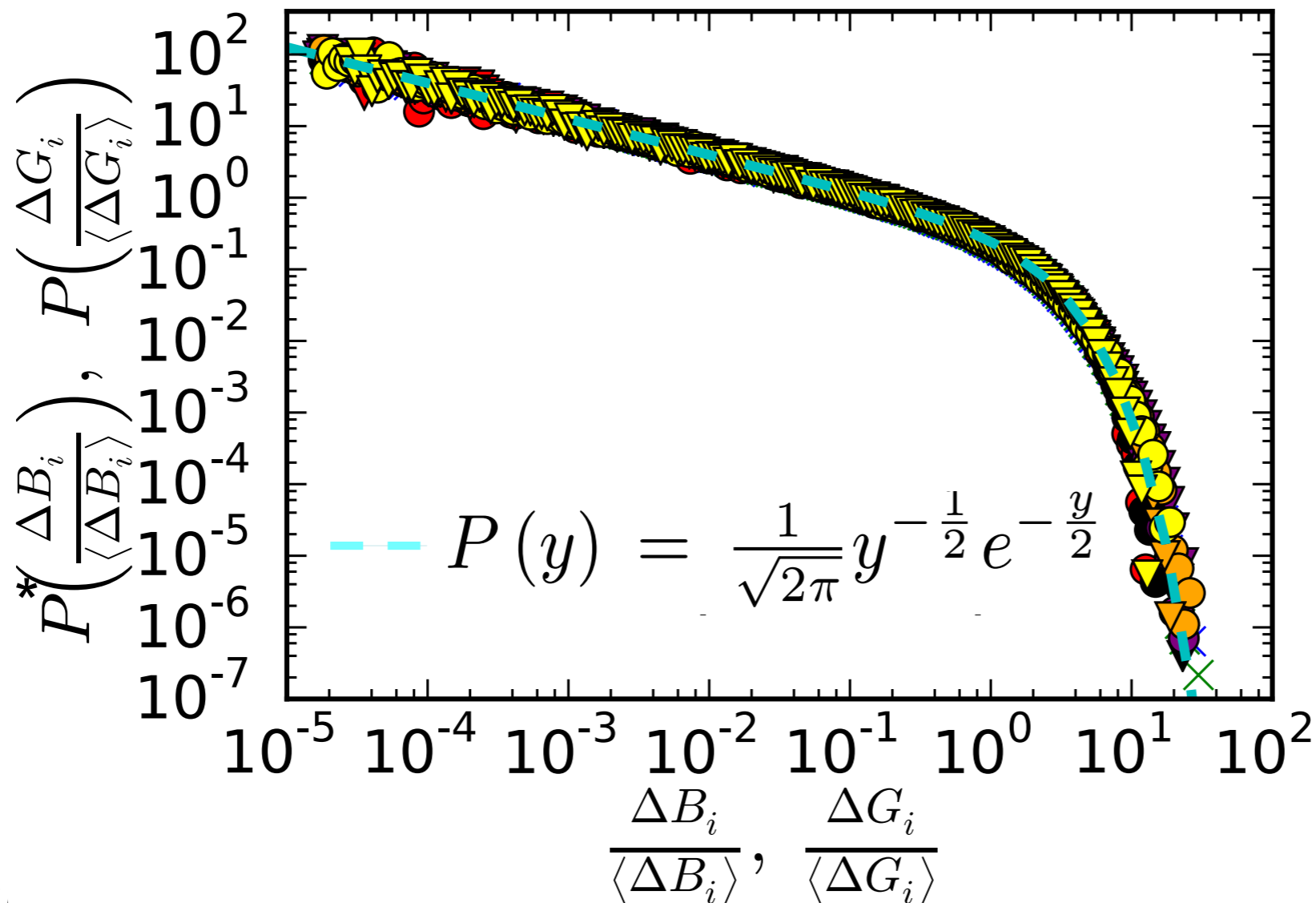


\* after pruning

Distributions are broad, continuous, “universal”

## New principle for disordered matter:

- (1) Distribution of bond-level response
- (2) Independence of bond's contribution to responses

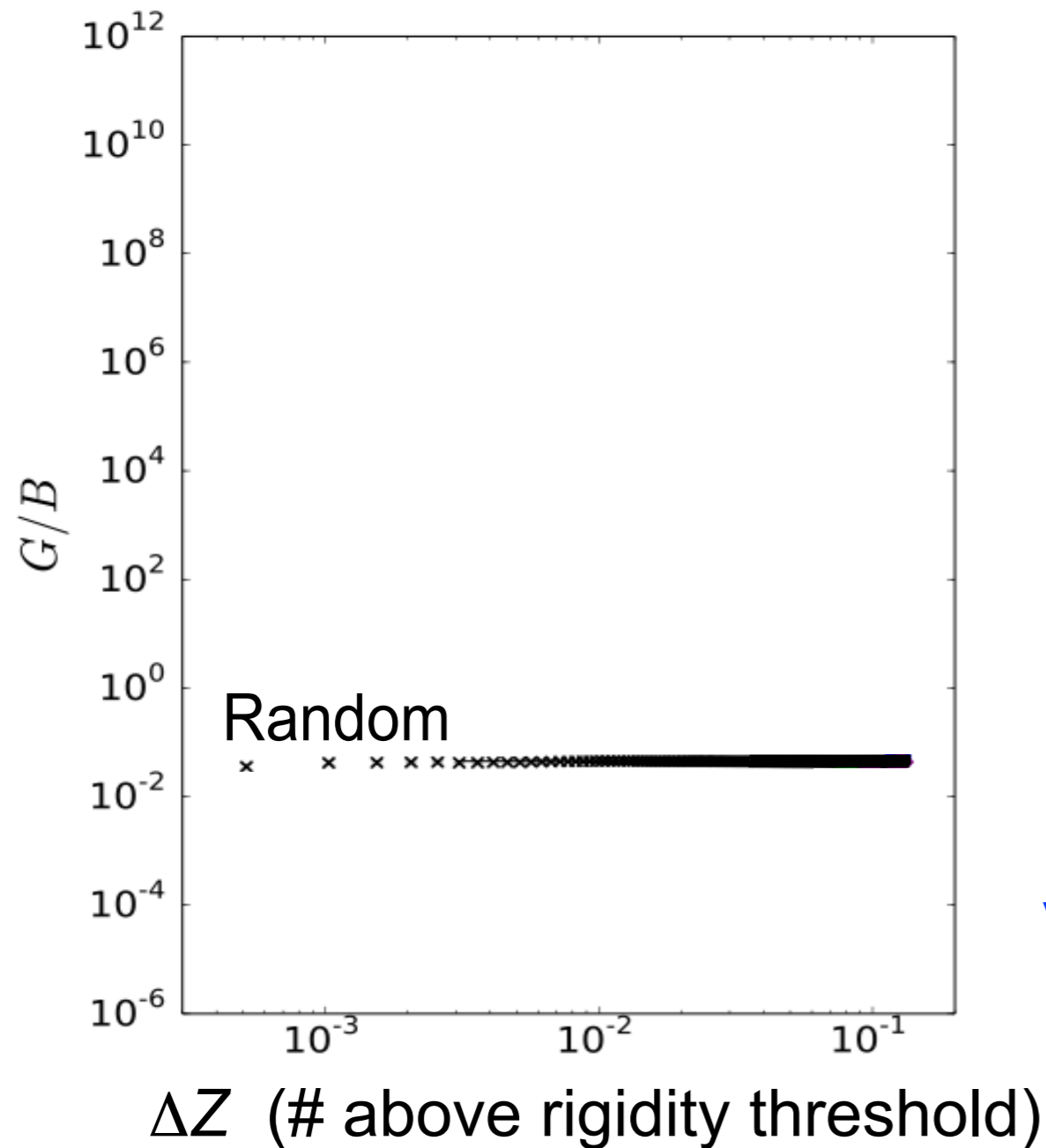


\* after,

Distributions are broad, continuous, “universal”

Contribution to B uncorrelated with contribution to G

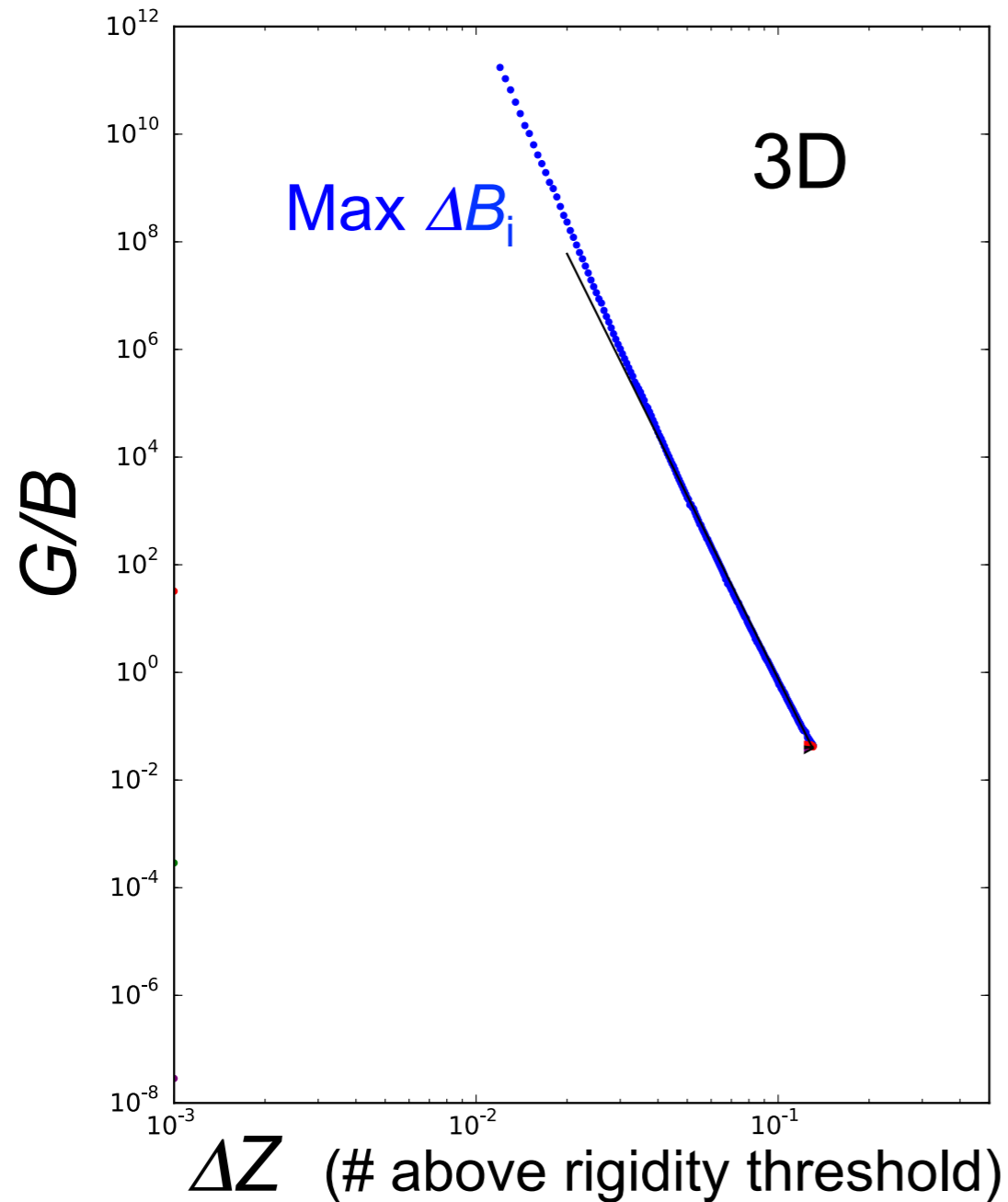
# Prune bonds to create novel, desired property



Prune bonds at random  
(rigidity percolation)  
 $\Rightarrow G/B \sim \mathcal{O}(1)$

Ellenbroek, Zeravcic, van Saarloos,  
van Hecke: *Europhys. Lett.* (2009).

# Prune bonds to create novel, desired property



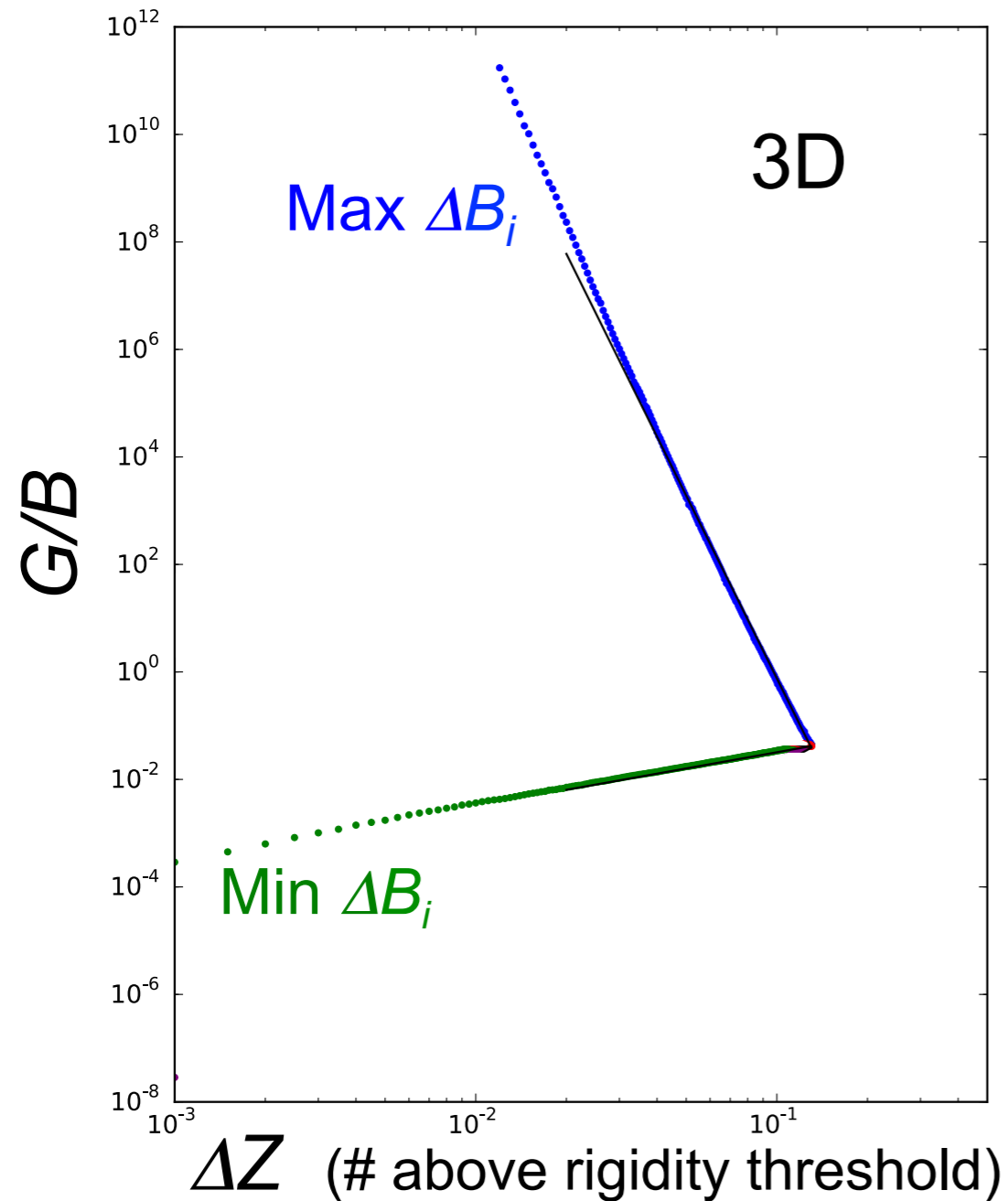
Prune bonds with maximum  $\Delta B_i$ :

$$B \rightarrow 0; \quad G \sim \Delta Z$$

$$\Rightarrow G/B \rightarrow \infty$$

Auxetic limit:  $\nu = -1$

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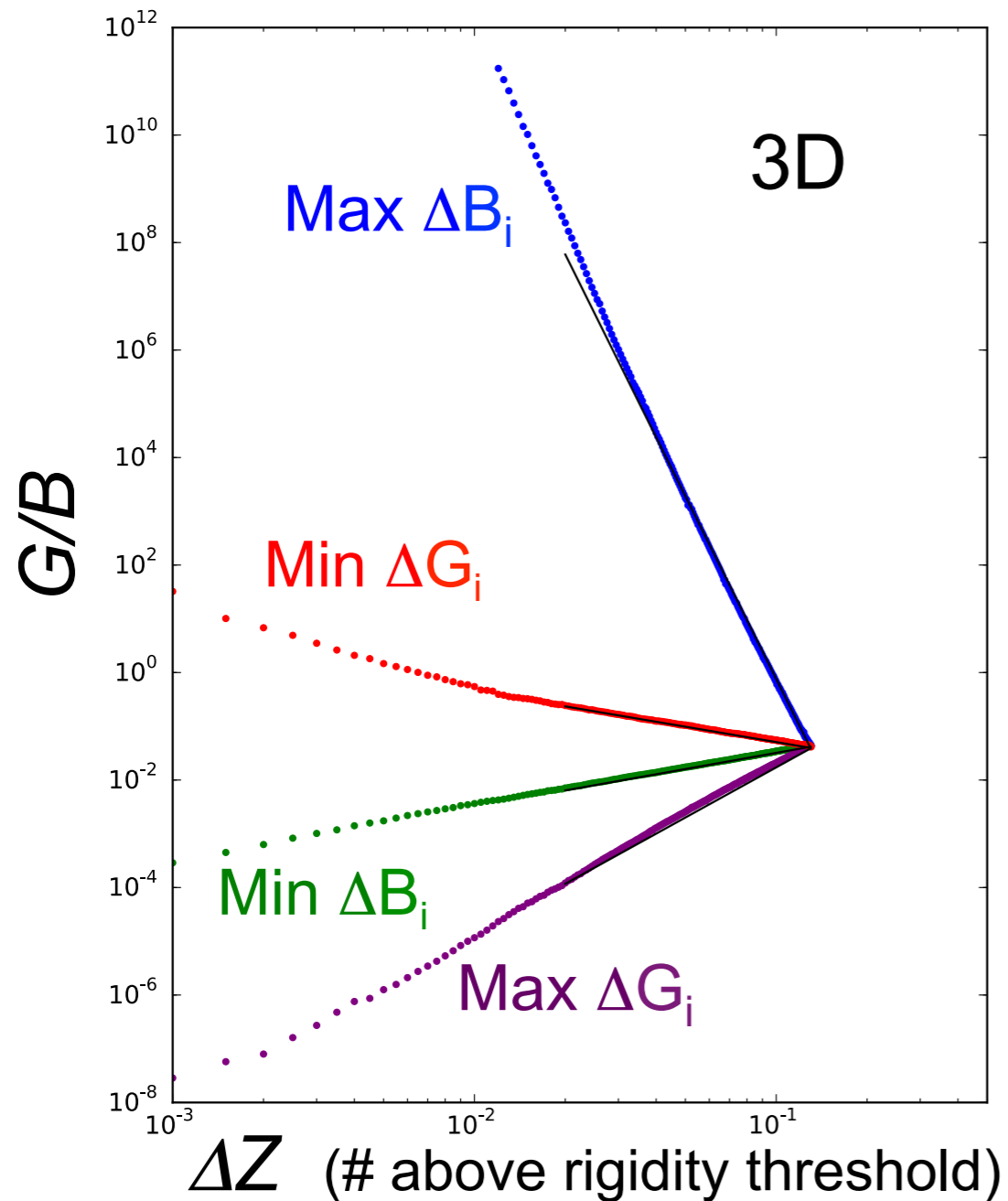
Prune bonds with minimum  $\Delta B_i$ :

$$B \sim \text{constant}; \quad G \sim \Delta Z$$

$$\Rightarrow G/B \rightarrow 0$$

Incompressible limit:  $\nu = +1/2$

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Prune bonds with max  $\Delta B_i$   
 $\Rightarrow G/B \rightarrow \infty$

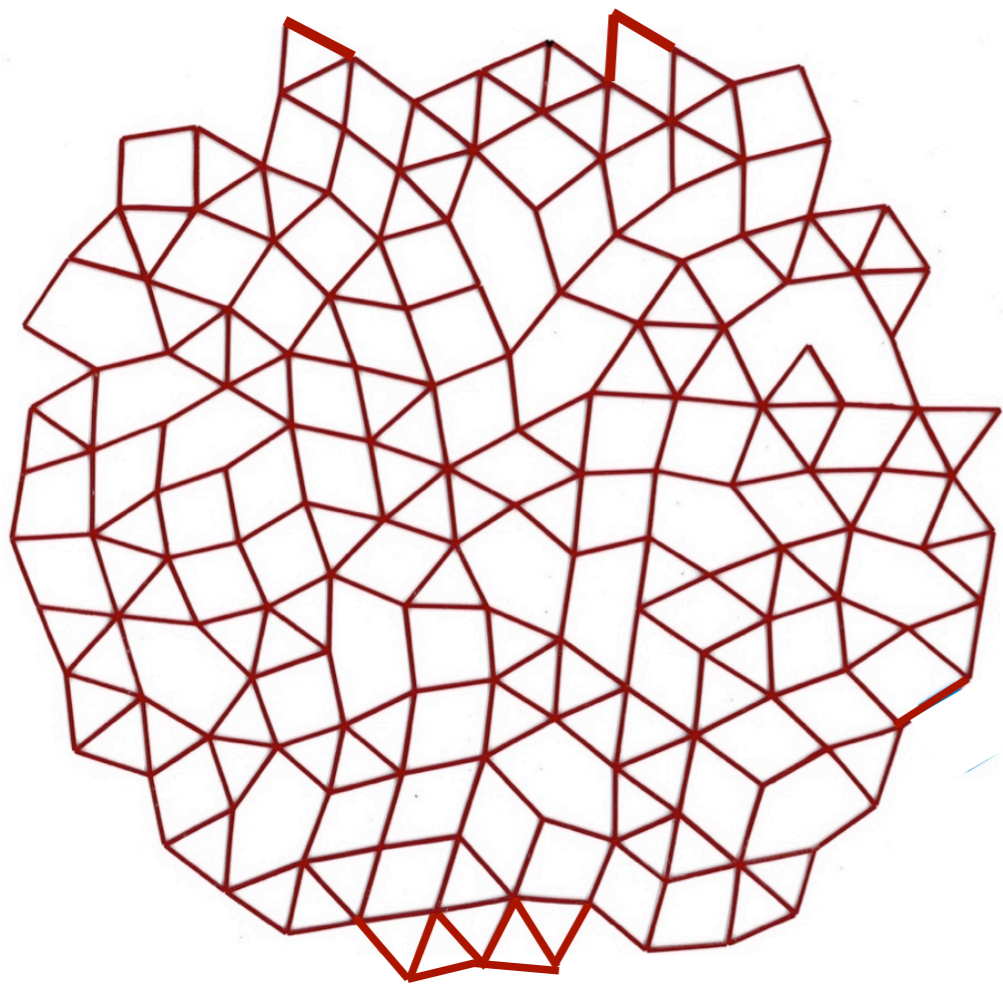
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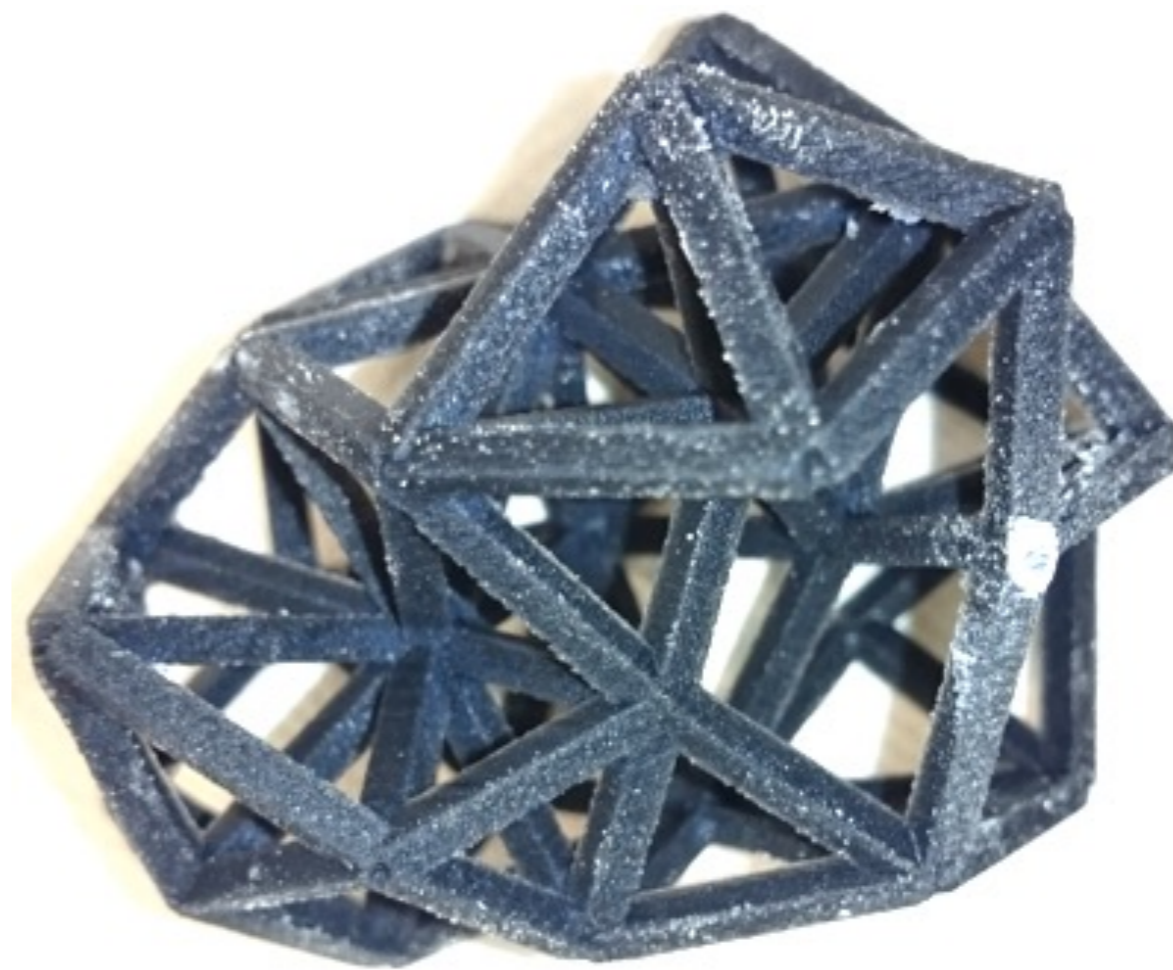
Prune bonds with max  $\Delta G_i$   
 $\Rightarrow G/B \rightarrow 0$



Make them in the lab



2D  
(laser-cut sheets)



3D  
(3D printer)

# Make negative Poisson ratio (auxetic) material: laser-cut sheet

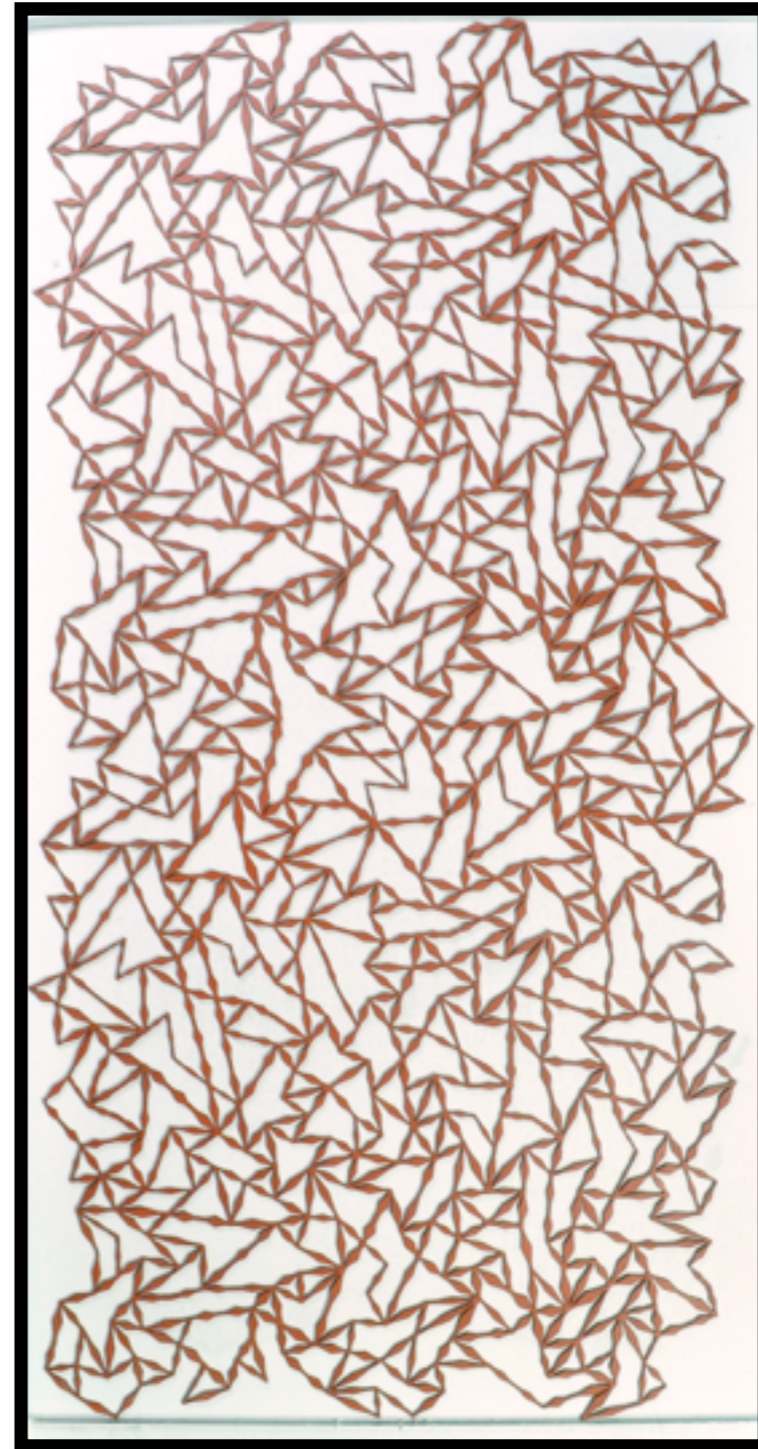
Need to include bond-bending forces:

Bond compression potential

$$E(r) = k_{comp} (r - r_0)^2$$

Bond bending potential

$$E(\theta) = k_{bend} (\theta - \theta_0)^2$$



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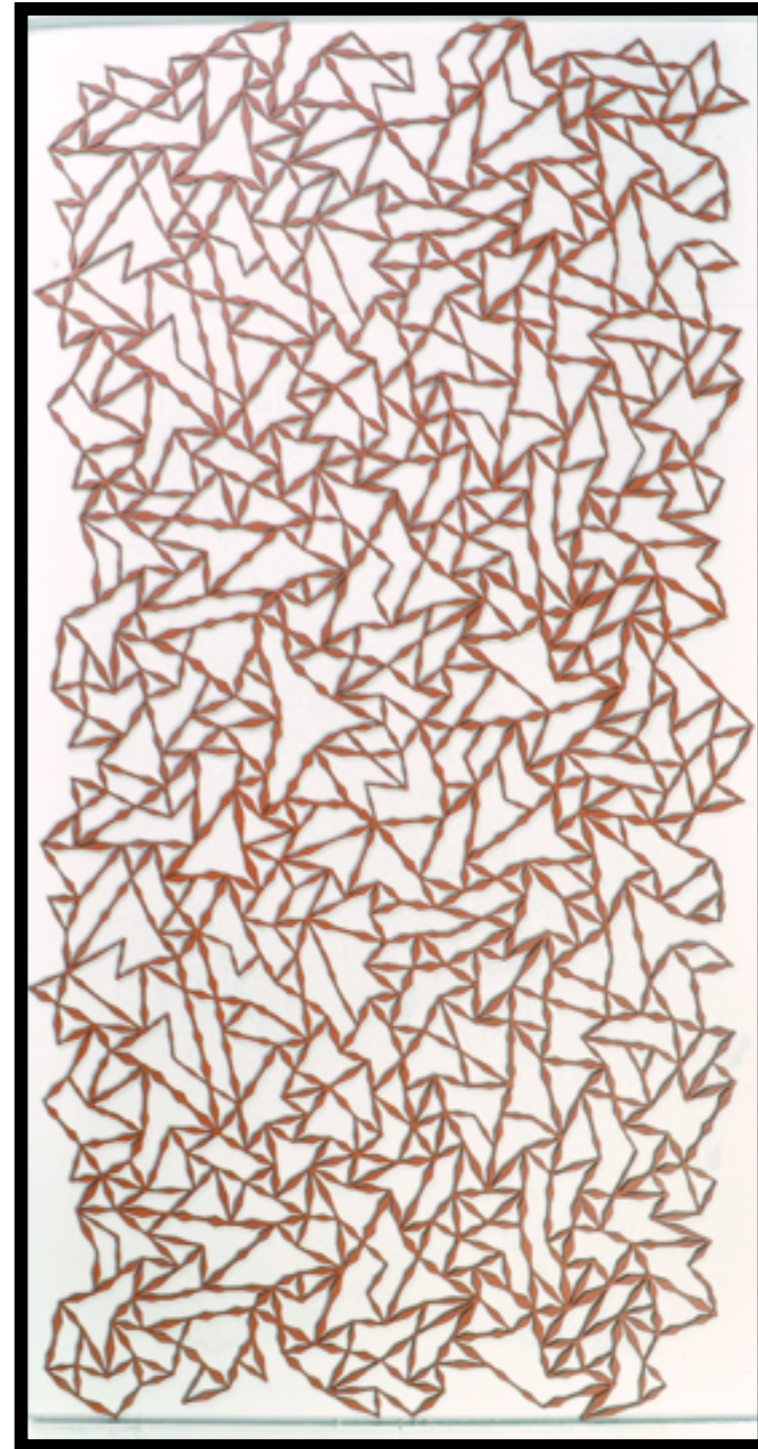
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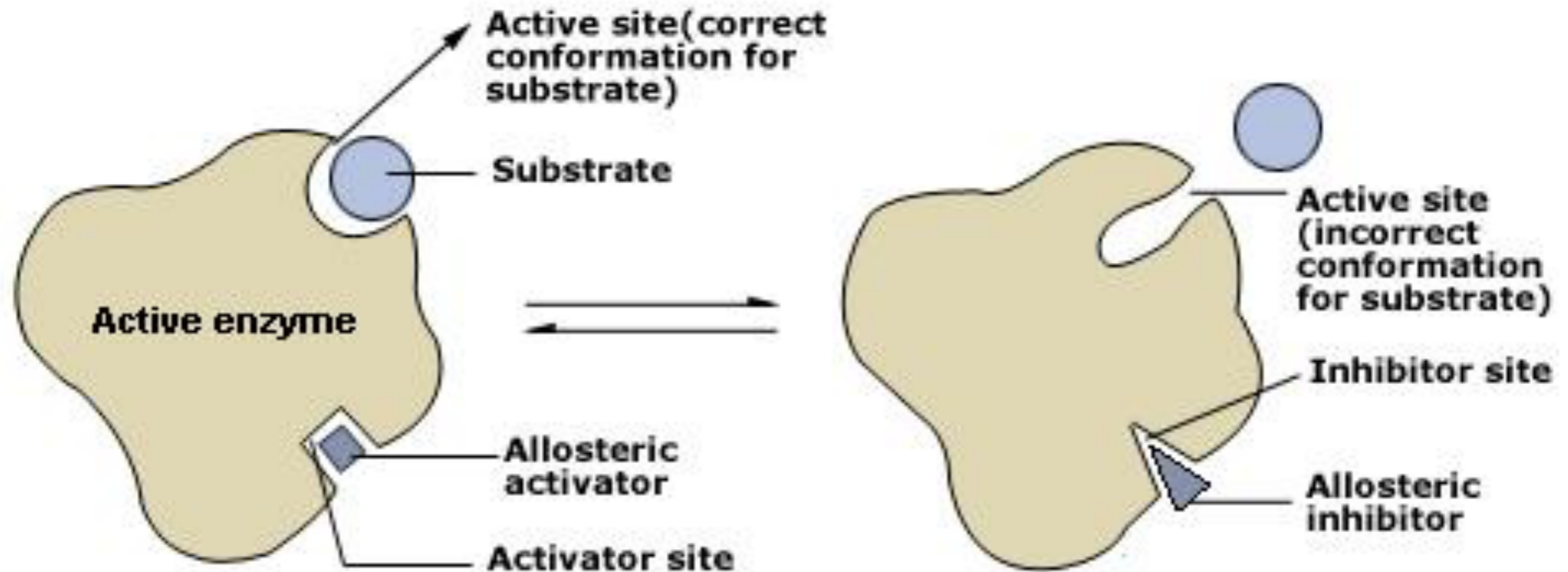
$$E(\theta) = k_{bend} (\theta - \theta_0)^2$$



# How general is this behavior? Control *local* (not just global) response

e.g., protein allostery:

Local deformation affects distant site



<https://biology.stackexchange.com/questions/42725/difference-between-negative-allosteric-regulation-and-non-competitive-inhibition>

Remember Tsvi Tlusty's talk:

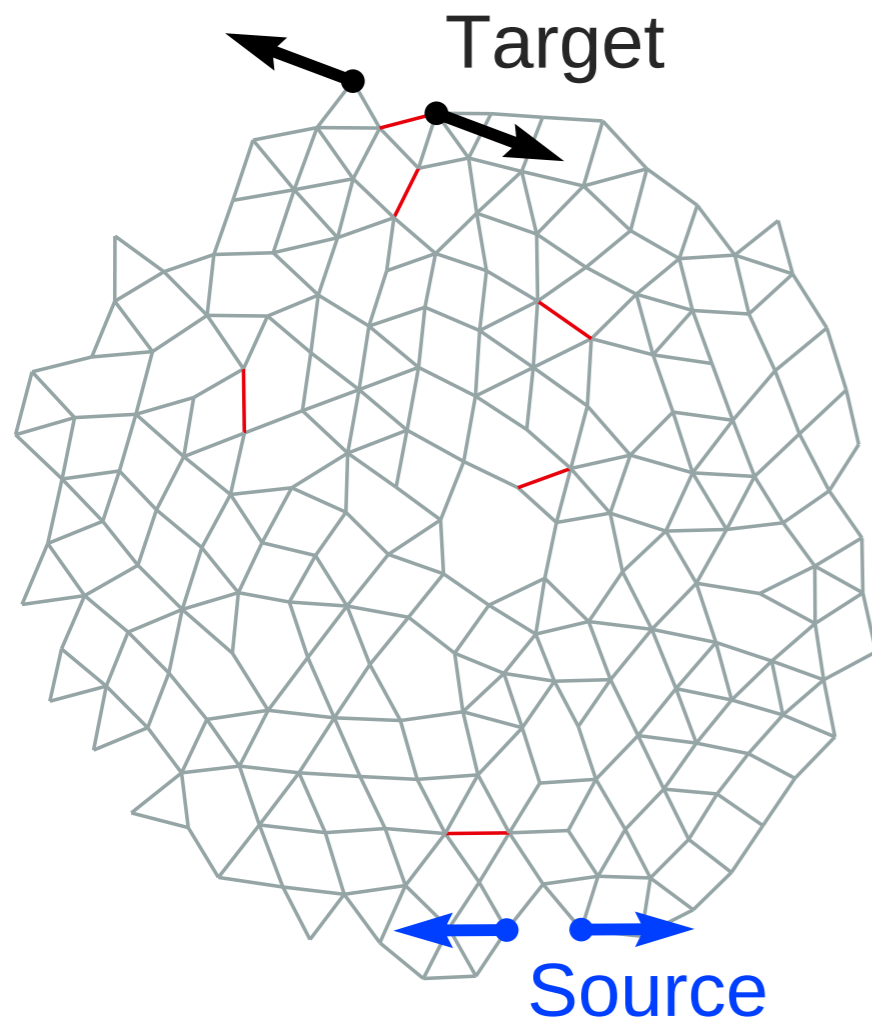
“Architecture and coevolution of allosteric materials,” Yan, Ravasio, Brito, Wyart *PNAS* 2017

“Physical Model of Genotype-to-Phenotype Map of Proteins,” Tlusty, Libchaber, Eckmann *PRX* 2017.

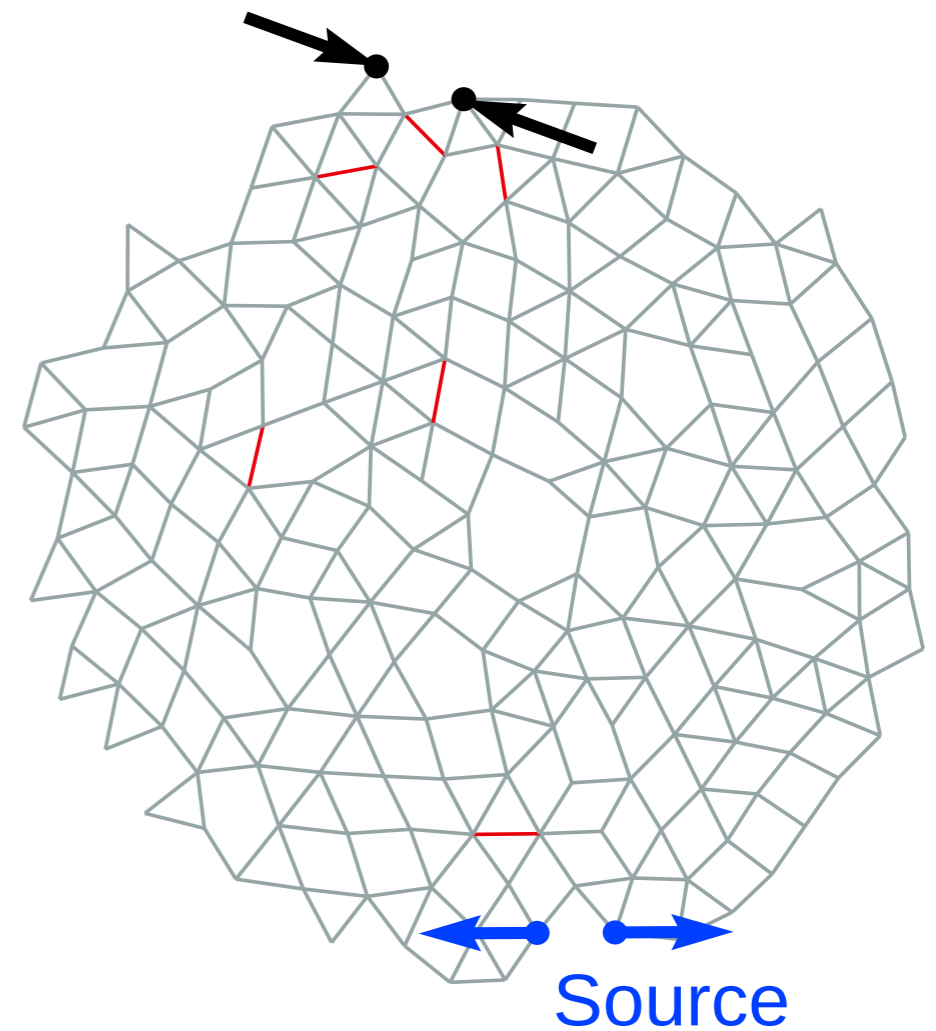
How general is this behavior?  
Control *local* (not just global) response

Like protein allostery: Compress nodes locally

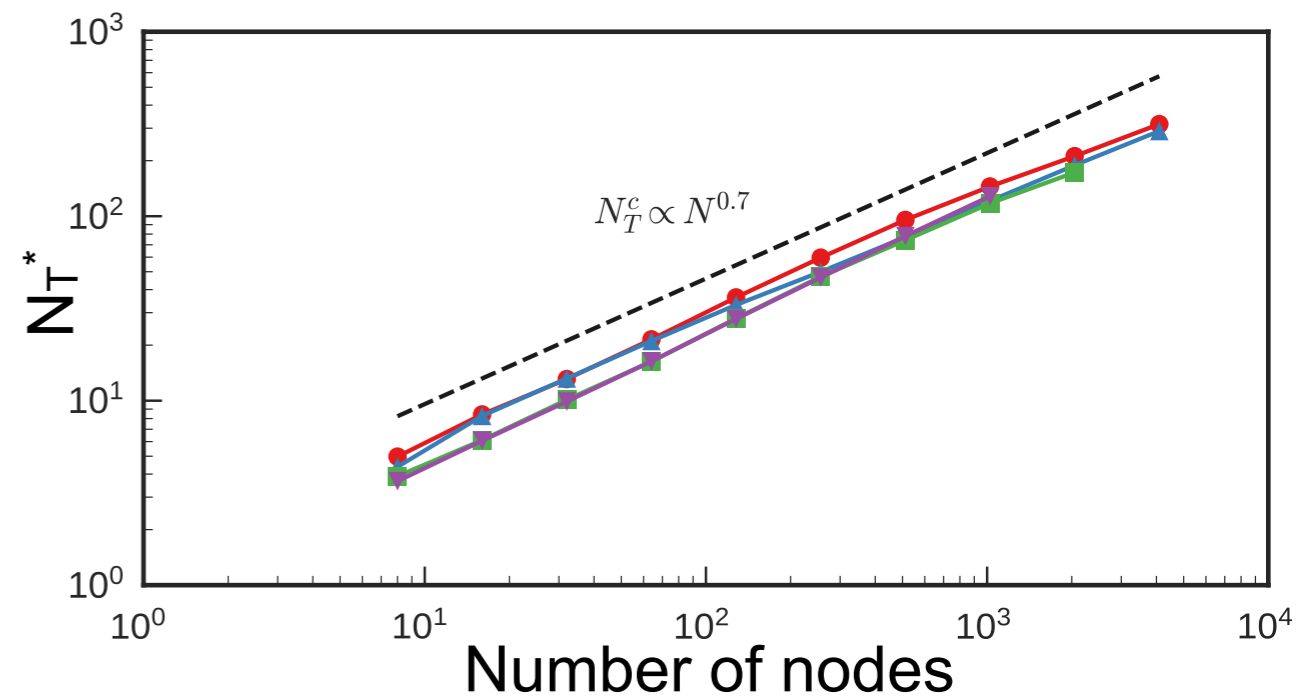
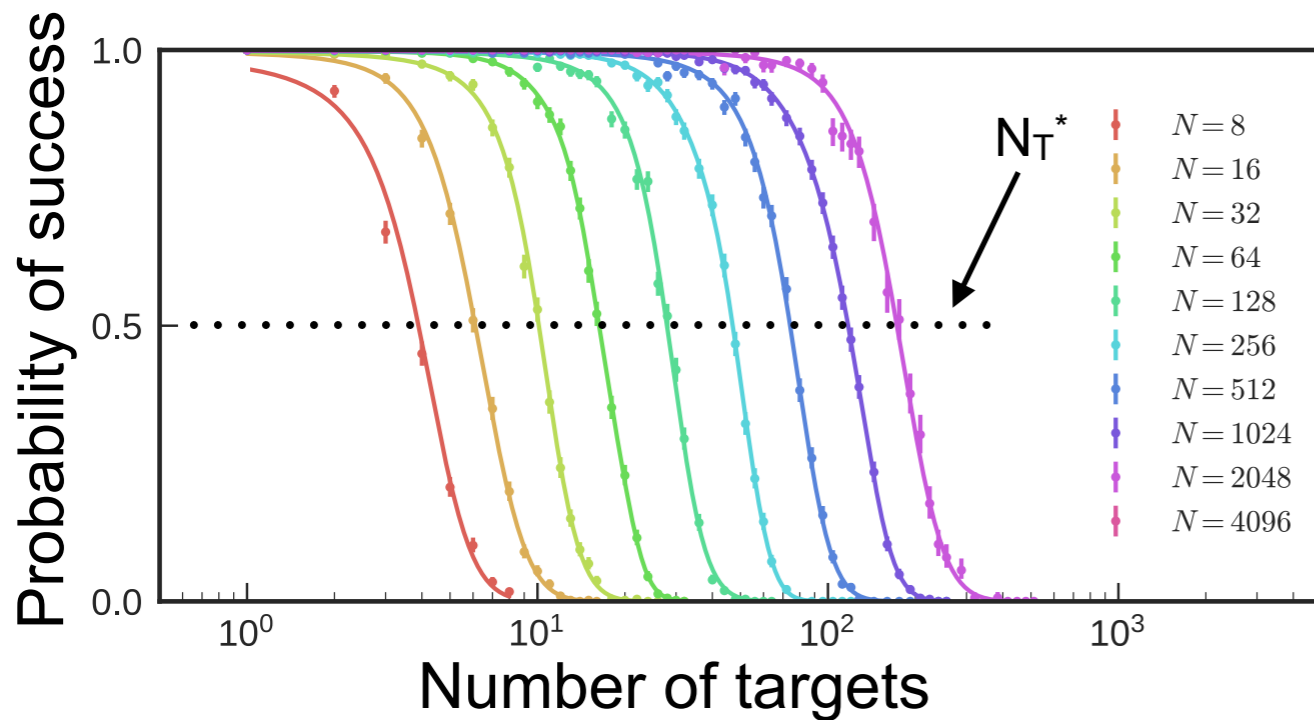
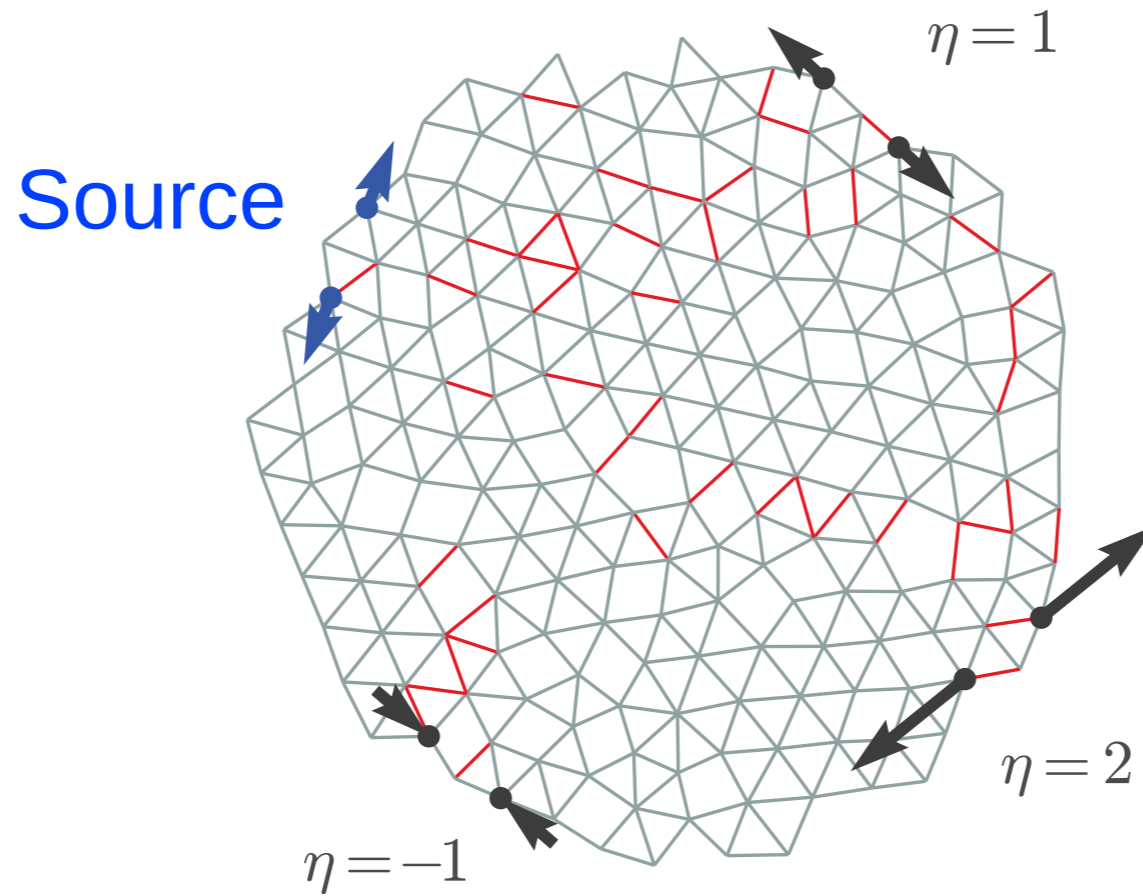
Distant site responds as desired



or



# How many target sites can be controlled by single source?



# Aging: memory of its history

Bonds under most stress deform plastically.

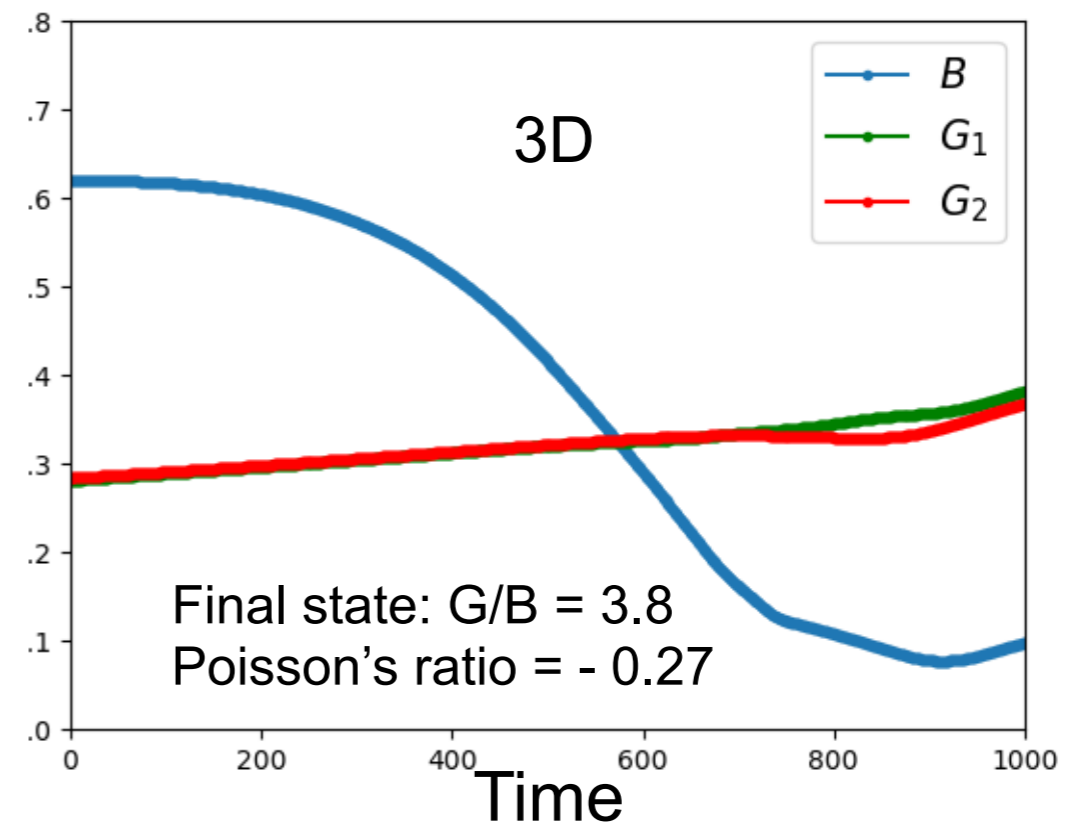
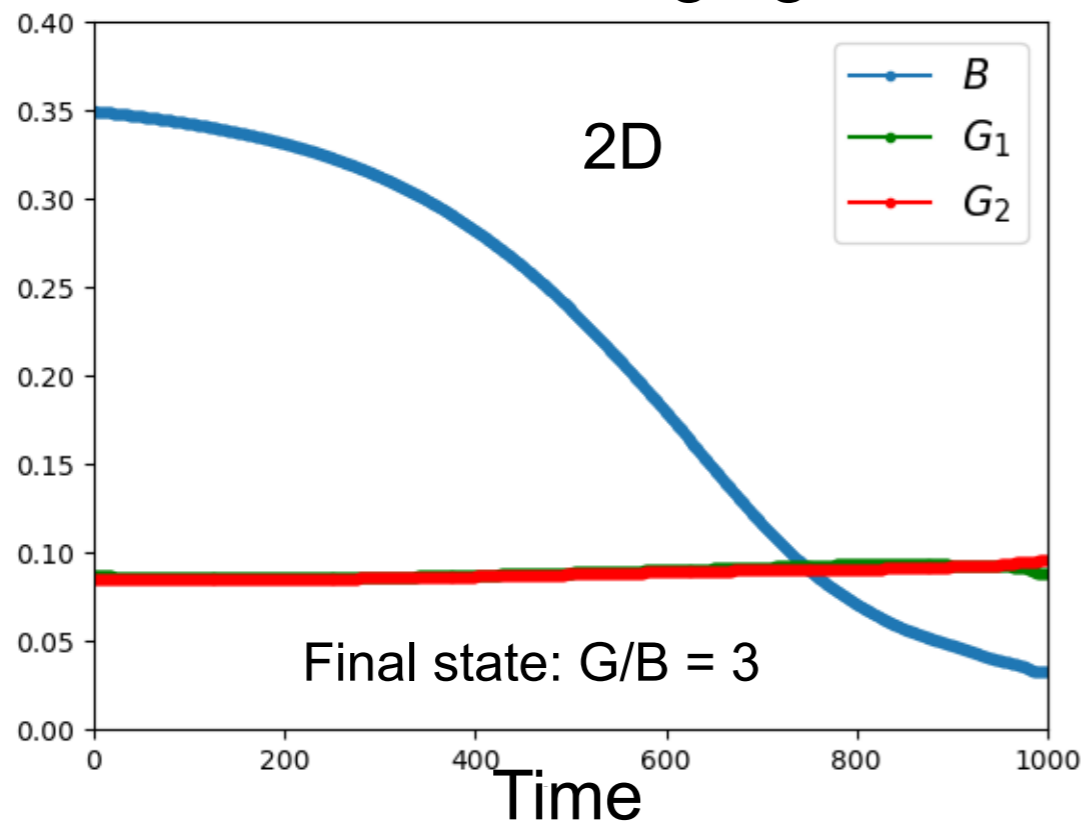
$$E = \frac{1}{2} K \sum_i (l_i - l_i^0)^2$$

Bonds with higher stress evolve faster than those with less stress.

$$\frac{dl_i^0}{dt} = -K(l_i - l_i^0)$$

Material not just weaker; changed character.

## Aging under constant pressure



Directed aging

## Material memory

Encode a pathway for material behavior:

Global (e.g., selects Poisson's ratio)

Local (e.g., action-at-a-distance allosteric effects)

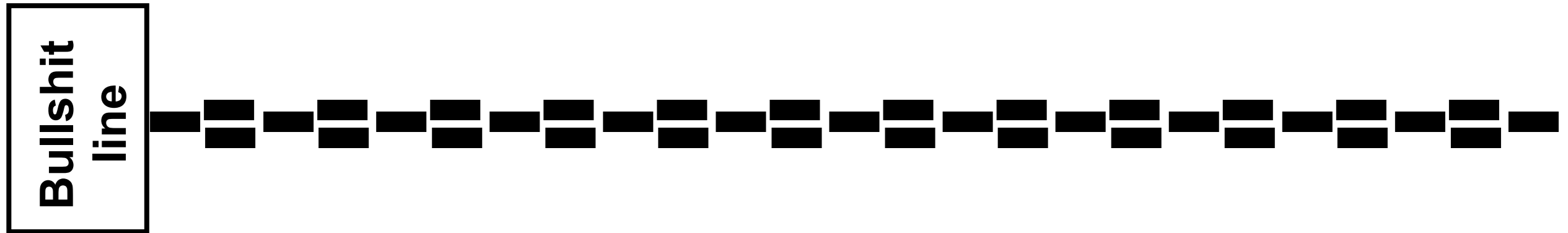


## Material memory

Encode a pathway for material behavior:

Global (e.g., selects Poisson's ratio)

Local (e.g., action-at-a-distance allosteric effects)



## Greedy algorithms and aging

Locally finds optimum solution  
goes downhill in landscape.

If material detects the landscape, directs aging  
(not just weaker, but weaker with a purpose)

Creates a memory for design:

Trains

Reads out

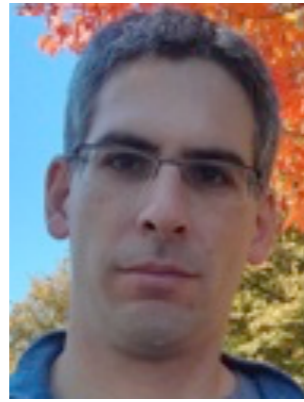
(Erases)



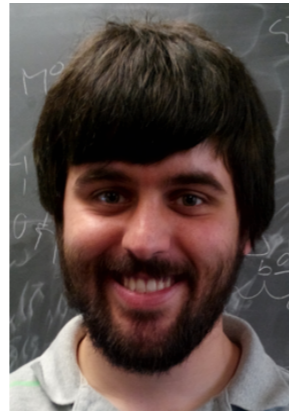
*Andrea Liu*



*Carl  
Goodrich*



*Daniel  
Hexner*



*Jason  
Rocks*



*Daniel  
Reid*



*Juan  
de Pablo*



*Nidhi  
Pashine*



*Irmgard  
Bischofberger*



*Eleni  
Katifori*



*Henrik  
Ronellenfitsch*