

Infinite dimensional solution for AQRD dynamics

(a sketch)

from Agoritsas, J. Stat. Phys 2021

$$x_i(t) = x_i(0) + \underbrace{\gamma(t) c_i}_{\text{"affine" motion along the applied field.}} + u_i(t)$$

nonaffine motion
(from particle interactions in solid, c.f. Dynamical Matrix)

$$\therefore r_{ij}(t) = r_{ij}(0) + \gamma(t)(c_i - c_j) + w_{ij}(t)$$

global shear is a special case, where

$$c_i = x_{i,z}(0) \hat{x}_1, \quad c_j = r_{j,z}(0) \hat{x}_1$$

for AQRD c_i is a random function on $x_i(0)$;

$$c_i = C(x_i(0)) \text{ with } \overline{C(\vec{x})} = 0 \text{ (no net displacement)}$$

and assume gaussian for 2pt:

$$\overline{C(x) \cdot C(x')} = \frac{l^2}{\sqrt{2\pi} \xi} e^{-|x-x'|/2\xi}$$

Now individual local displacements:
 $\Rightarrow \overline{c_i} = 0$

$$\overline{c_i \cdot c_j} = \frac{l^2}{\sqrt{2\pi} \xi} e^{-\frac{r_{ij}(0)}{2\xi}}$$

tunable amplitude w/ units of length²

↑
distance b/w two particles

Now, take infinite-dimensional limit, so
that there are no correlations b/w neighboring
strains:

$$d \overline{c_{ij} \cdot c_{i'j'}} \xrightarrow{d \rightarrow \infty} 0 \text{ for } (ij) \neq (i'j')$$

$$d \overline{c_{ij}^2} \xrightarrow{d \rightarrow \infty} 2d \mathbb{E} \left[\frac{1}{\sqrt{2\pi} \epsilon} - \frac{e^{-\ell^2/2\epsilon^2}}{\sqrt{2\pi} \epsilon} \right]$$

||
 $\mathcal{F}(\Xi, \ell, \xi)$

This gives many body dynamics:

$$\underbrace{\dot{x}_i(t) - \dot{\gamma}(t) c_i}_{\text{local drag force}} = \underbrace{F_i(t)}_{-\sum_{j \neq i} \nabla V(x_i(t) - x_j(t))} + \underbrace{\xi_i(t)}_{\text{Noise with memory}} \quad \textcircled{A}$$

↑ potential

$$\langle \xi_{in}(t) \rangle = 0$$

$$\langle \xi_{in}(t) \xi_{jr}(s) \rangle = \delta_{ij} \delta_{rv} [2T\xi \delta(t-s) + \Gamma_e(t,s)]$$

Assume $u_i(t) \sim w_{ij}(t) \sim \mathcal{O}(1/d)$ $e^{-\frac{|t-s|}{\tau_p}}$ (!)

Goal is to take \textcircled{A} (a many body equation) and
write it as a scalar process:

can write in terms of the gap between pairs h_{ij} :

$$r_{ij}(t) = l \left(1 + \frac{h_{ij}(t)}{d} \right)$$

⇓ lots of math

$$h(t) = h_0 + y(t) + \Delta r(t)$$

↑
this depends on Ξ self-consistent kernels:

$$K(t) \sim \langle \nabla^2 V \rangle$$

$$M_L(t, s) \sim \langle \nabla V \cdot \nabla V \rangle$$

$$M_R(t, s) \sim \delta \langle \nabla V \rangle / \delta P$$

⇓
all dynamics is rescaled by $\mathcal{F}(\Xi, l, \xi) / l^2$