

## **Recent topic on motion of a curve by crystalline energy**

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We consider a deterministic game in discrete time so that its value function approximates a solution of a level-set crystalline curvature flow equation in the plane as the time grid tends to zero. This is a first non-trivial extension to the crystalline case of one given by Kohn and Serfaty (2006) for motion by smooth interfacial energy. This is a recent joint work in progress with Y. Giga (U. Tokyo).