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# Computational optimization, glasses & black holes: A rare mix with many common features

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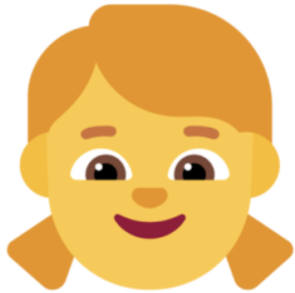
# Computational optimisation

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# Setting

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Take two individuals



Mary



John

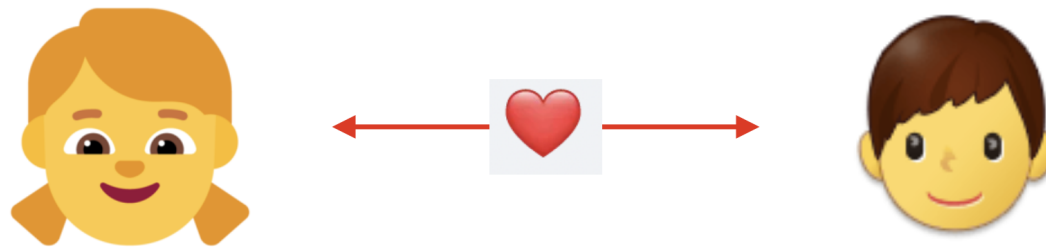
They may like or dislike each other

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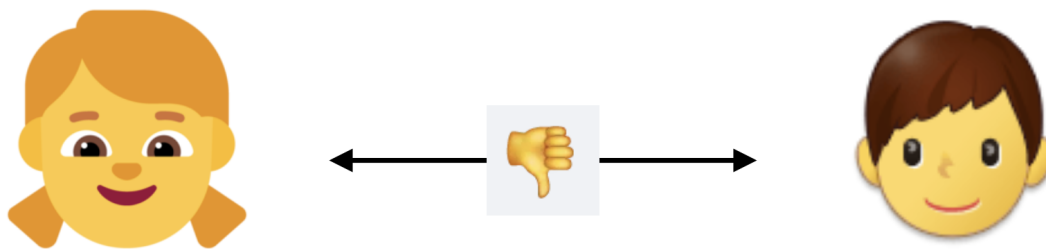
# Setting

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Identify their feelings towards each other



or



Assume they are reciprocal

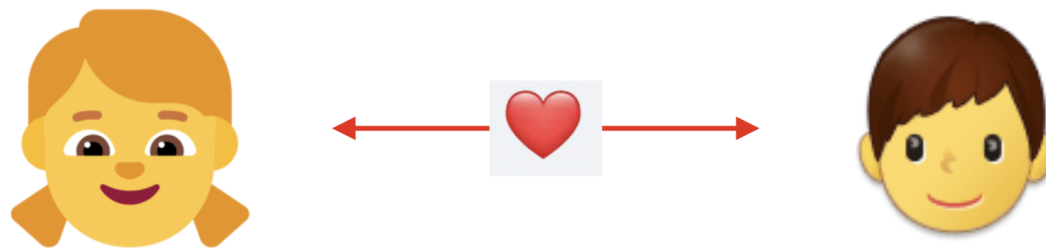


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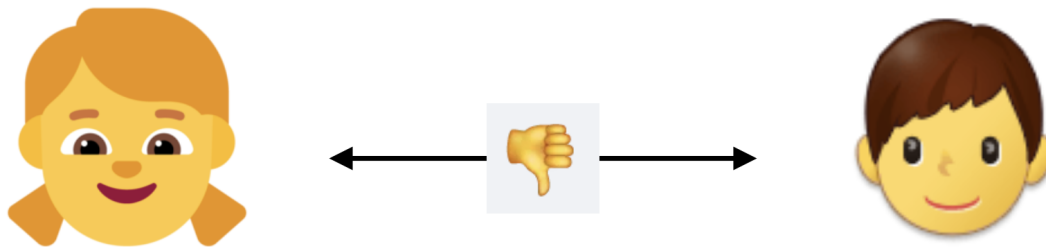
# Setting

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Define a pairwise interaction



$$J_{\text{Mary-John}} = -1$$



$$J_{\text{Mary-John}} = +1$$


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# An easy problem

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Going out for dinner in a group of three

You  Mary

You  John

Mary  John

Happy dinner

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# An easy problem

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Going out for dinner : give a score

You  Mary  $-1$

You  John  $-1$




Mary  John  $-1$

Happy dinner  $-3$

The rule is to add  $J = -1$  for each happy pair




# Easy vs. constrained

Going out for dinner in a group of three

You		Mary	-1
You		John	-1
Mary		John	-1

Happy dinner

-3

You		Mary	-1
You		John	-1
Mary		John	+1




Conflicting dinner


-1

The rule is to add  $J = -1$  for each **happy** pair or  $J = +1$  for each **unhappy** one

# Easy vs. constrained

Define a cost function

You		Mary	-1
You		John	-1
Mary		John	-1
Happy dinner			<span style="border: 1px solid blue; padding: 2px;">-3</span>

You		Mary	-1
You		John	-1
Mary		John	+1
Conflicting dinner			<span style="border: 1px solid blue; padding: 2px;">-1</span>

The rule is to add  $J = -1$  for each happy pair and  $J = +1$  for each unhappy one

The cost function takes a higher value when there is frustration




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# An optimisation problem

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Change the proposal : split the group in two

## Three cases

(You & Mary  go out)	(John is not invited)	✓	-1
(You & John  go out)	(Mary is not invited)	✓	-1
(Mary & John  go out)	(You are not invited)	✗	+1

The value of the cost function is the  $J$  of the couple

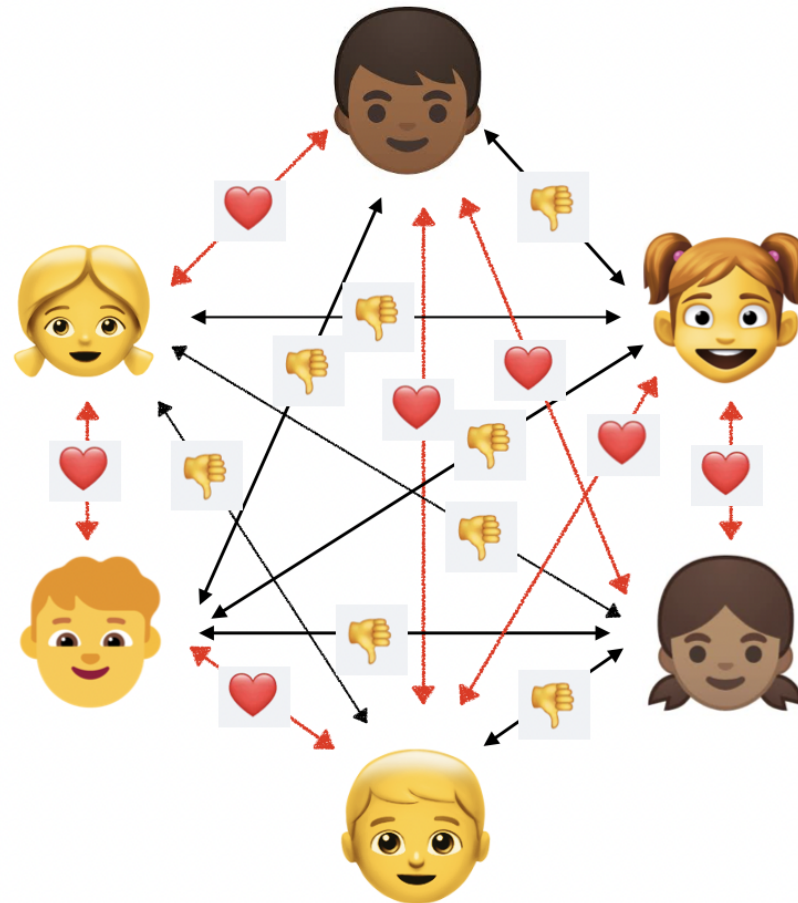
There are two **optimal** solutions which **minimize** the **cost function**

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# An optimisation problem

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More people, many more connections, complexity increases



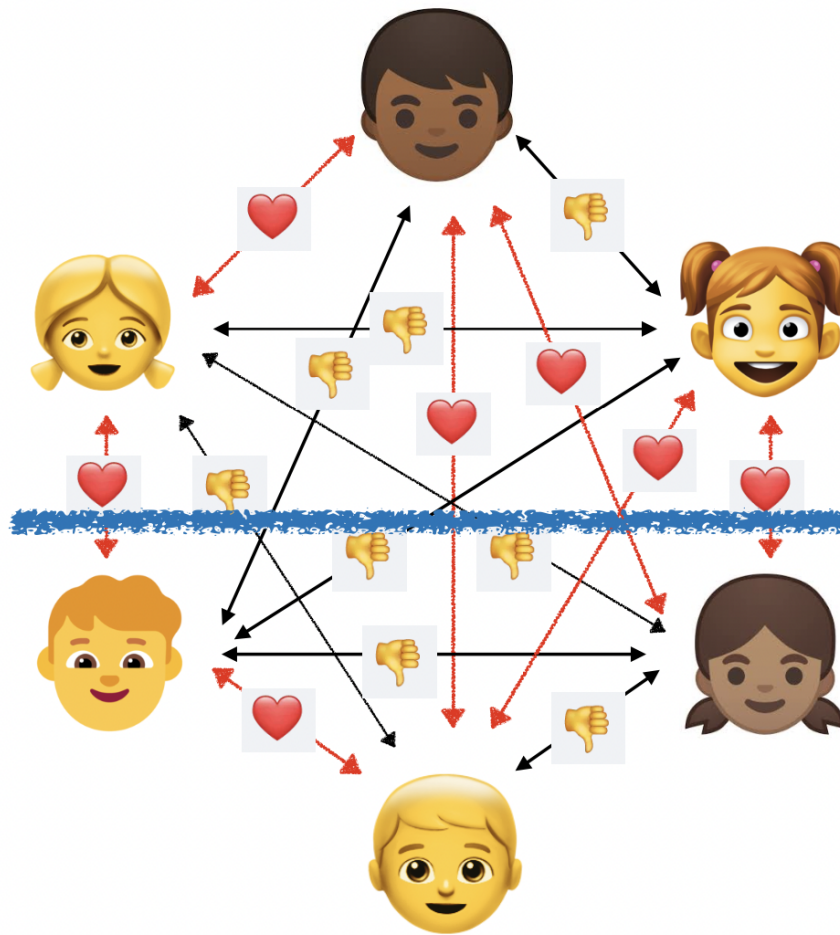
Say that, roughly, half and half love  or hate  each other

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# An optimisation problem

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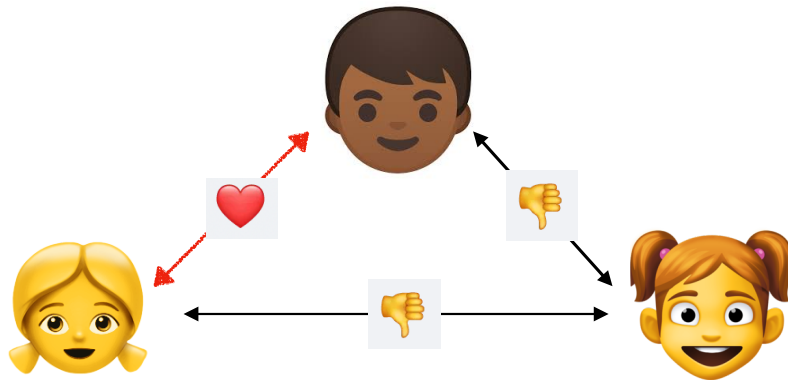
How do we split the group equally (& make two parties)?





# An optimisation problem

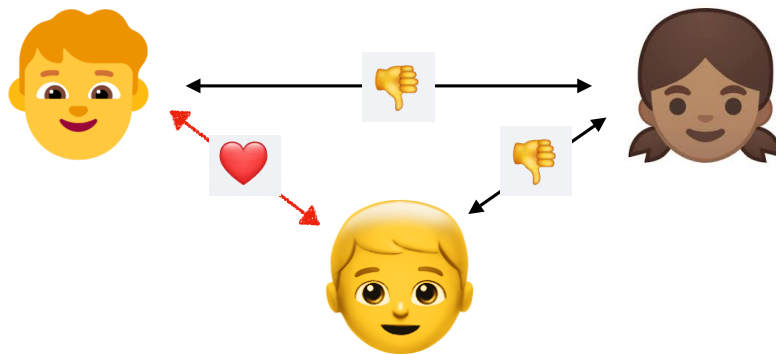
Evaluate the cost function



Group A

Add  $-1$  for ❤️ &  $+1$  for 👎

$$\text{Cost}_A = -1 + 1 + 1 = +1$$



Group B

Add  $-1$  for ❤️ &  $+1$  for 👎

$$\text{Cost}_B = -1 + 1 + 1 = +1$$

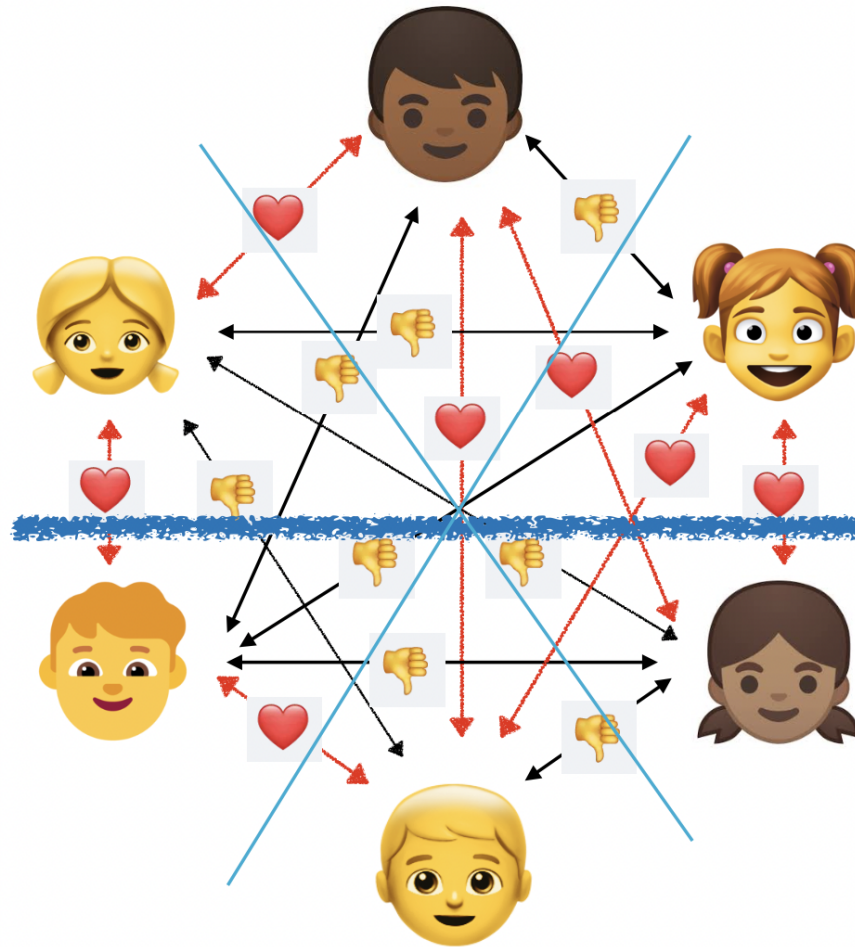
The total cost is

$$C = C_A + C_B = 2$$

Is it a good solution?

# An optimisation problem

Which is the optimal partition? A hard problem



One can try all possible cuts for a few persons but not for many !

# Mathematical representation

Setting the problem in a form amenable to calculations

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# Cost function

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Just one equation (and quickly back to drawings)

In the **graph partitioning - group splitting** example

It is inconvenient to call the people by their name, we prefer to use number **labels**

Mary = 1                  John = 2                  Peter = 3                  ...

$i$  labels the persons and runs from  $1$  to  $N$ , their total number

$i = 1, \dots, N$  label the persons. For ex.  $i = 1$  is Mary,  $i = 2$  is John, etc.

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# Cost function

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Just one equation (and quickly back to drawings)

In the **graph partitioning - group splitting** example

$i, j = 1, \dots, N$  label the persons. For ex.  $i = 1$  is Mary,  $i = 2$  is John, etc.

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Each pair of individuals in the group like or dislike each other

Mary and John like  each other  $J_{\text{Mary-John}} = J_{12} = -1$  while

Mary and Peter dislike  each other  $J_{\text{Mary-Peter}} = J_{13} = +1$

and we call  $J_{ij}$  the  $N(N - 1)/2$  frozen interactions - quenched disorder

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# Cost function

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Just one equation (and quickly back to drawings)

In the **graph partitioning** - **group splitting** example

$i = 1, \dots, N$  or  $j = 1, \dots, N$  label the persons

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Each pair has a predetermined **interaction**

$J_{ij} = -1$  if love  or  $J_{ij} = +1$  if hate  between  $i$  and  $j$

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We set the value of a **variable** attributed to each person to

$s_i = +1$  if  $i$  is in group  $A$  or  $s_i = -1$  if  $i$  is in group  $B$

It characterises the **state** of the  $i$ th person

for ex. if Mary (labelled  $i = 1$ ) is in group  $A$ ,  $s_{\text{Mary}} = s_1 = +1$

if John (labelled  $i = 2$ ) is in group  $B$ ,  $s_{\text{John}} = s_2 = -1$

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# Cost function

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Just one equation (and quickly back to drawings)

In the **graph partitioning - group splitting** example

$s_i = +1$  if  $i$  is in group  $A$  or  $s_i = -1$  if  $i$  is in group  $B$

**Condition, equal-size groups**

To ensure equal-size groups  $s_1 + s_2 + \cdots + s_N = 0$  (as many  $+1$  as  $-1$ )

Short-hand notation  $\sum_{i=1}^N s_i = 0$

represents a sum of the states of all people given by the values of the  $s_i$

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# Cost function

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Just one equation (and quickly back to drawings)

In the **graph partitioning - group splitting** example

$s_i = 1$  if  $i$  is in group  $A$  or  $s_i = -1$  if  $i$  is in group  $B$

**find the assignment** of the  $\{s_i\}$  so that they **add up to zero** ( $\sum_{i=1}^N s_i = 0$ ) & the

**Cost function**

$C =$  sum over all pairs — of the love/hate values — in the same group

is **minimised**



# Cost function

Just one equation (and quickly back to drawings)

In the **graph partitioning - group splitting** example

$s_i = 1$  if  $i$  is in group  $A$  or  $s_i = -1$  if  $i$  is in group  $B$

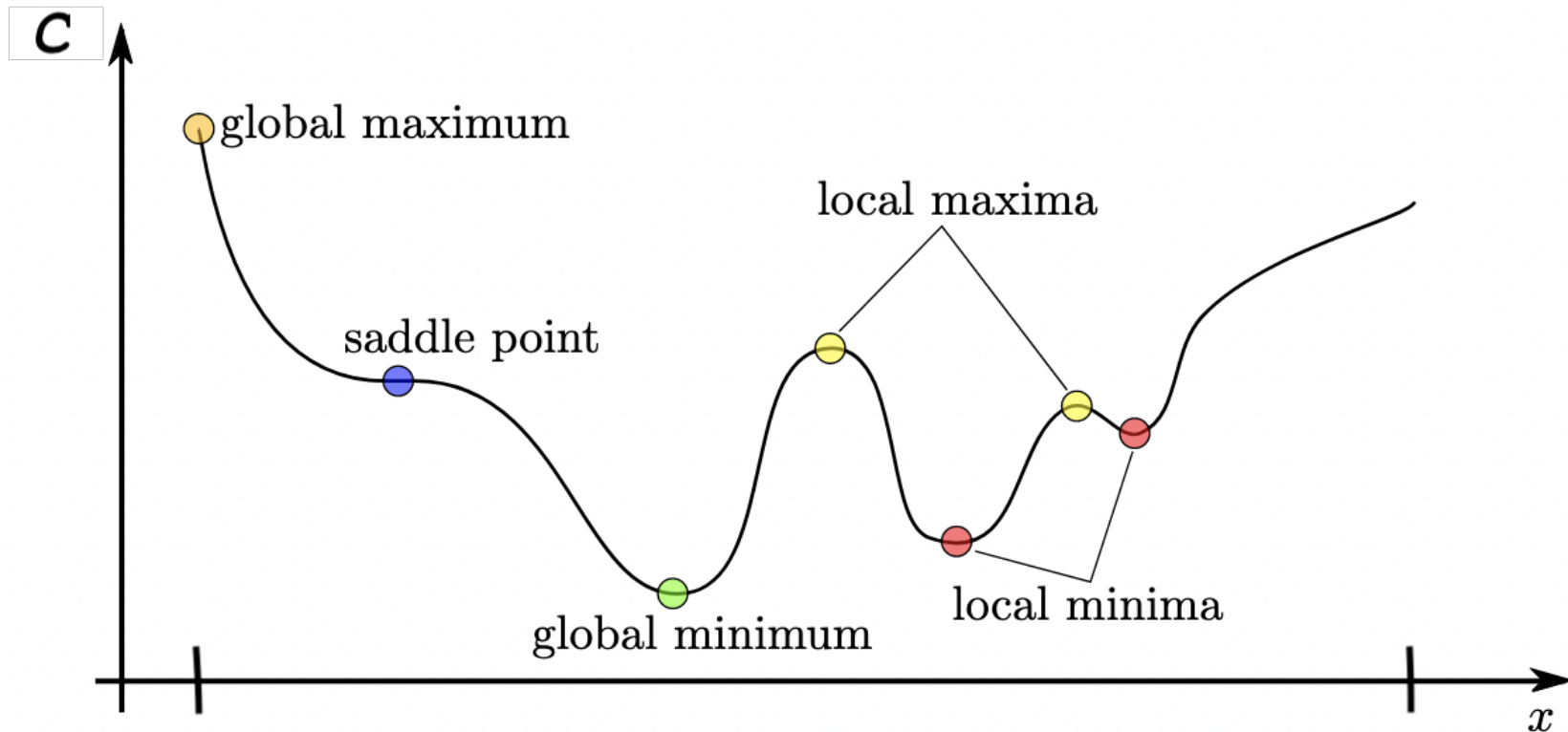
**find the assignment** of all the  $s_i$  so that they **add up to zero** ( $\sum_{i=1}^N s_i = 0$ ) & the

**Cost function is minimised**

$$C = \underbrace{\sum_{i \neq j}}_{\text{sum over all pairs}} \underbrace{J_{ij}}_{\text{love/hate}} \underbrace{\left( \frac{1 + s_i s_j}{2} \right)}_{\substack{\text{selects pairs in same group} \\ \text{vanishes if } i, j \text{ in different groups}}}$$

# Cost function

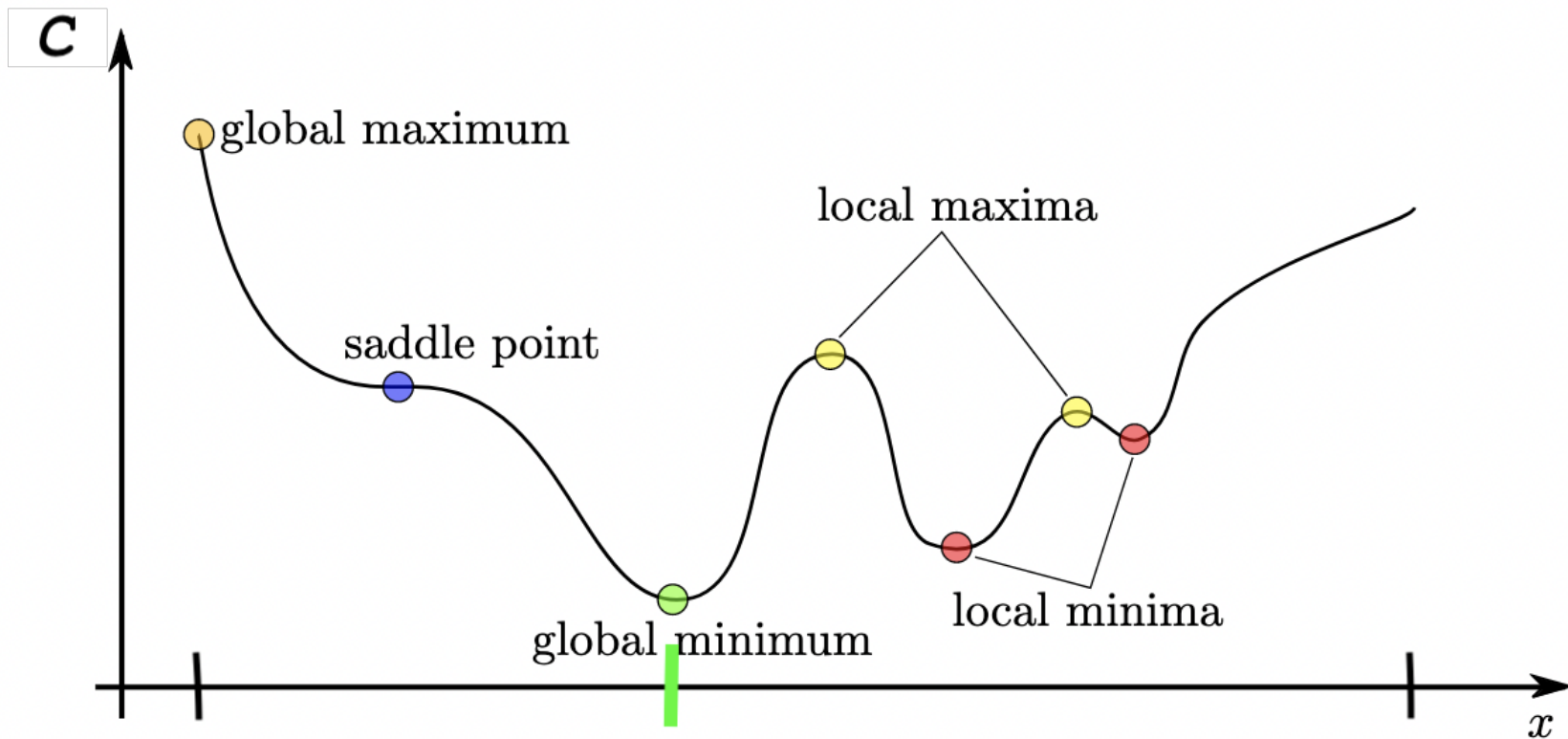
What is a function? Think of a linear roller coaster



A real function  $C$  of a **single real variable**  $x$

# Cost function

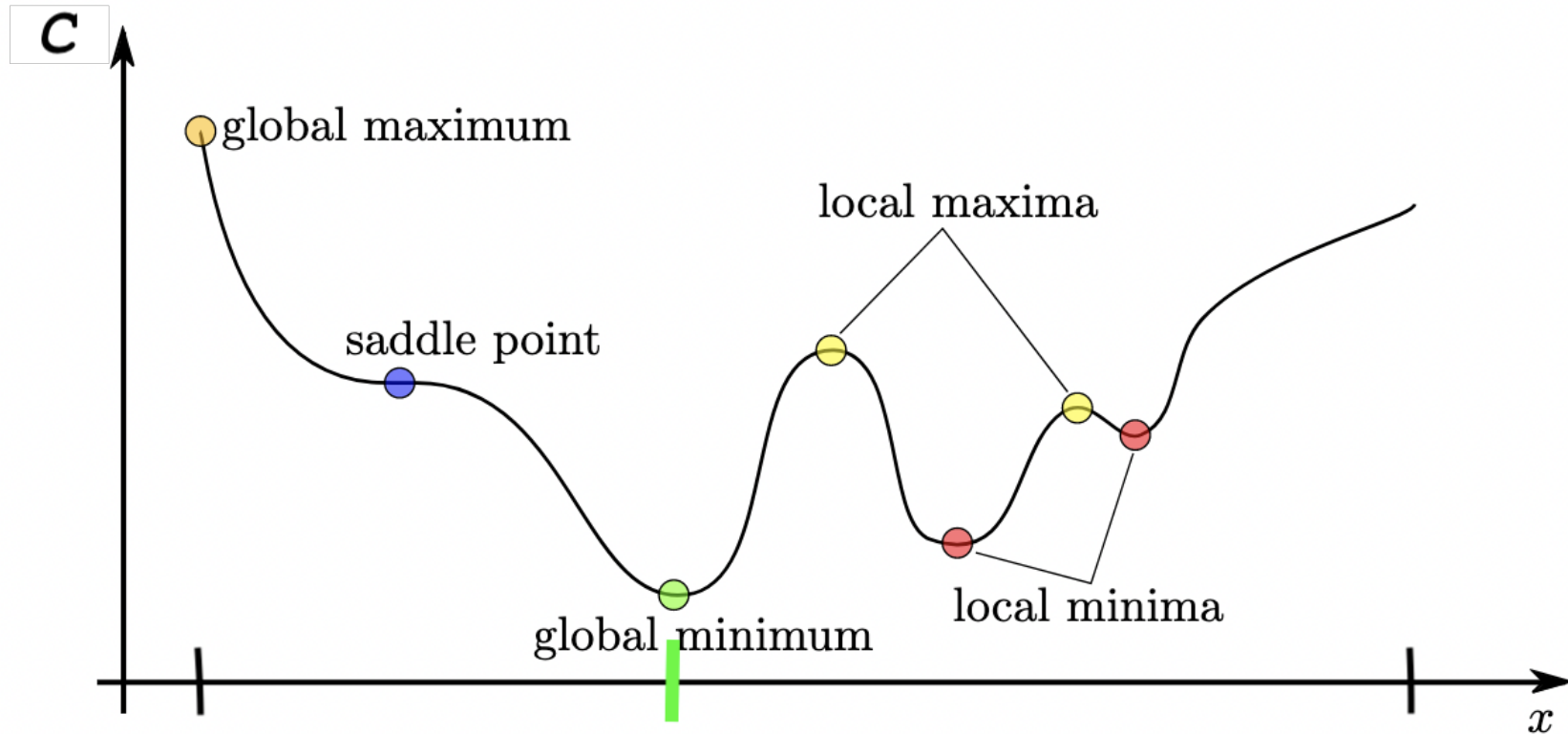
What is the goal ?



Find the absolute minimum  $x_{\min}$

# Cost function

What is the goal ?



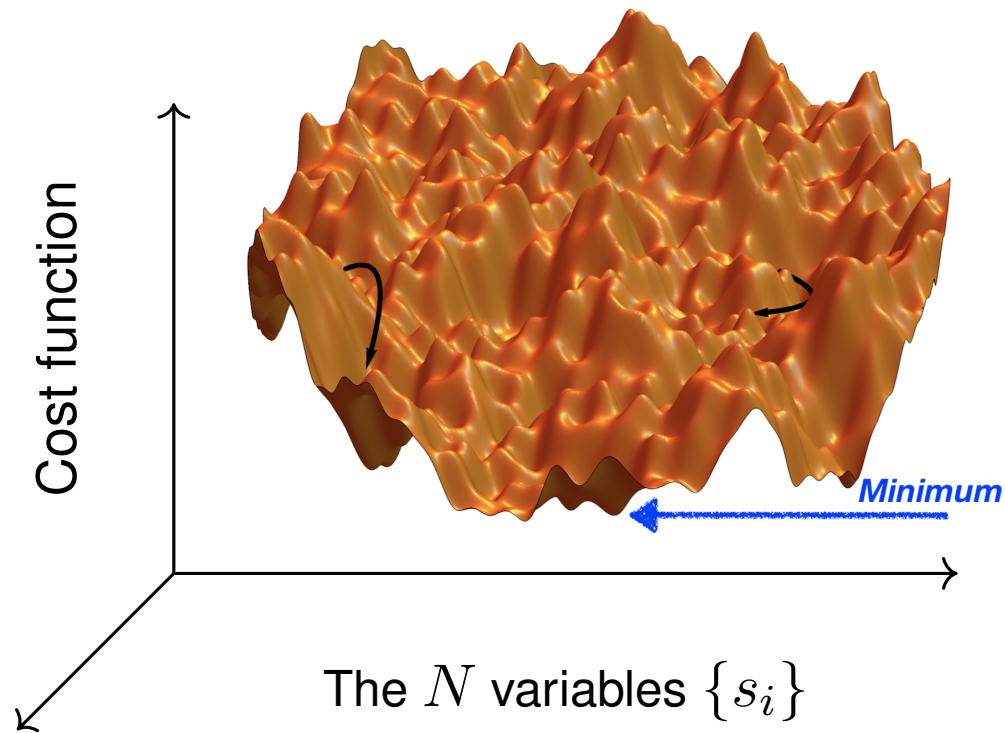
How does one move in this **landscape** to find  $x_{\min}$  ?

Think of a ball rolling down the slopes with some friction:

- if it starts from the right end, it'll end up in a local minimum  $x_{\min}$
- if it starts from the left end, it'll end up in the absolute minimum  $x_{\min}$

# Cost function

Rugged landscape in a large dimensional space - a sketch



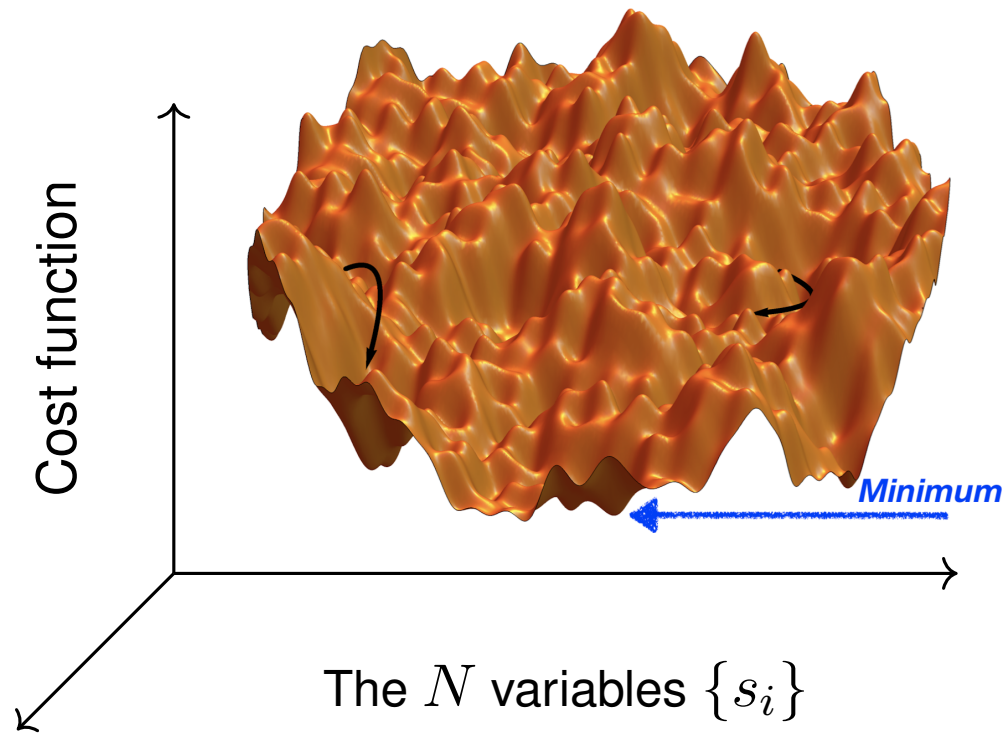
The landscape is fixed by the  $\{J_{ij}\}$  - quenched randomness  
or disorder - for a typical realization of the problem

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# Cost function

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Rugged landscape in a large dimensional space - a sketch



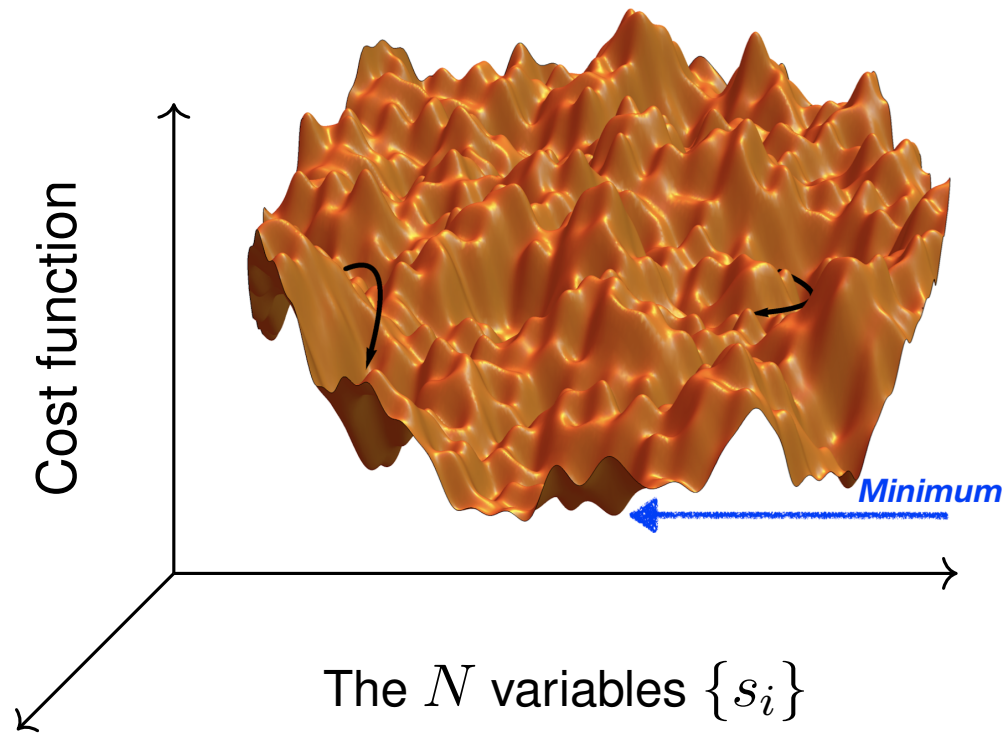
The characterization of these landscapes is  
a full field of research in math & physics

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# Cost function

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Rugged landscape in a large dimensional space - a sketch

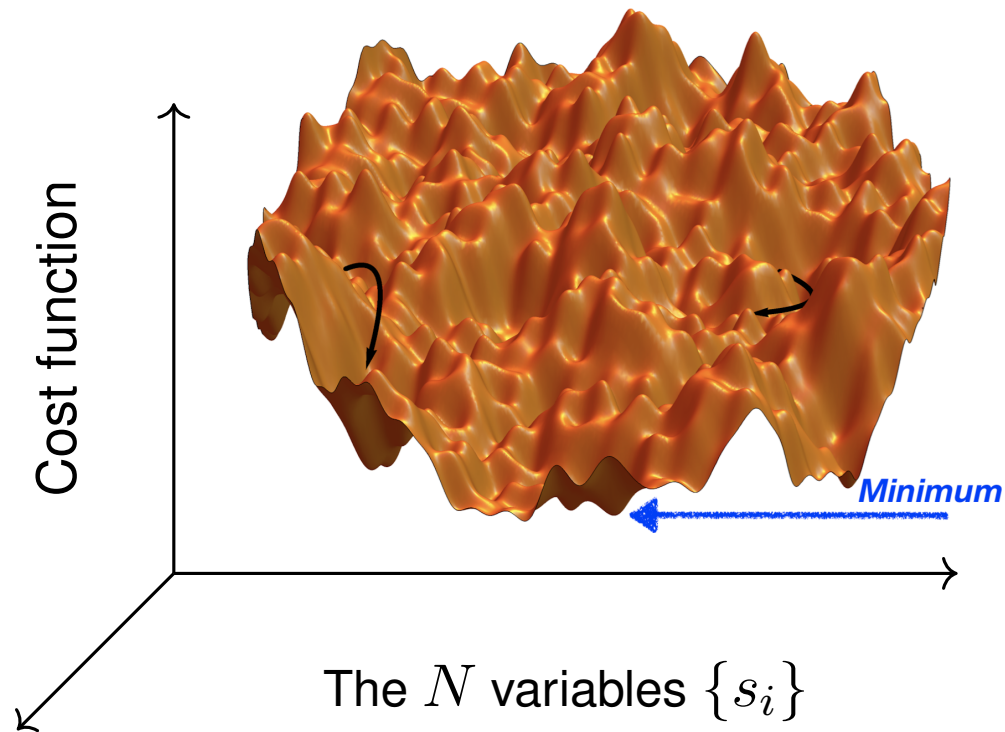


How to move on this landscape ?

Use algorithms which change the  $\{s_i\}$  with some rule

# Cost function

Rugged landscape in a large dimensional space - a sketch



To reach the absolute minimum is often a very hard problem

Smart algorithms ?



# Let us move on to physics

Experiments, observations and **models**

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# States of Matter

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The common ones



Solid  
ice



Liquid  
water



Gas  
vapour

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# Glasses

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Ancient - modern

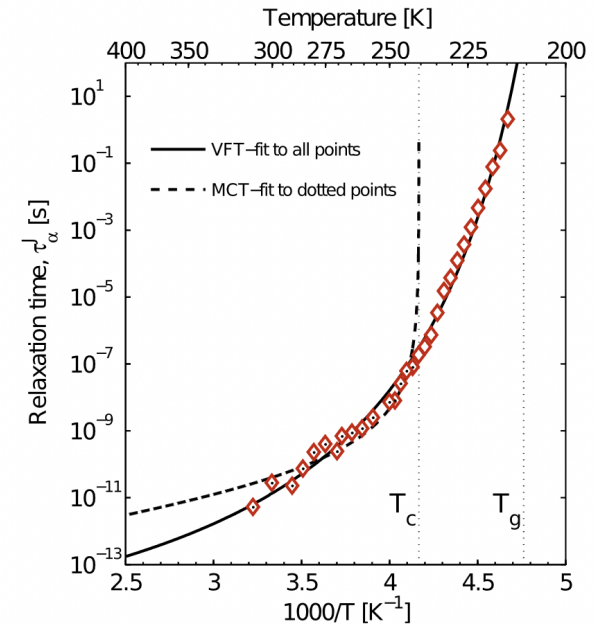


# Glasses

Peculiar physical features : neither crystals nor liquids

Relaxation time vs. inverse temperature

- Often, cooling down or pressing a liquid one makes a **glass** instead of a crystal
- **Rigid** but microscopically **disordered**
- Extremely **slow macroscopic dynamics**  
relaxation time grows by orders of magnitude  
under weak changes of the external conditions
- Out of equilibrium evolution  
(a bit more technical)



super-cooled liquid    glass

**Experiments**

# Cost function

Another equation - the “spherical cow” model



The **standard model** of glassy behaviour

**Huge conceptual jump !**

$$C = \underbrace{\sum_{i \neq j \neq k \neq l}}_{\text{sum over all groups of four}} \underbrace{J_{ijkl}}_{\text{interactions}} \underbrace{s_i s_j s_k s_l}_{\text{variables}}$$

There are  $N$  variables  $s_i = \pm 1$

and  $N(N-1)(N-2)(N-3)/4$  predetermined couplings  $J_{ijkl}$

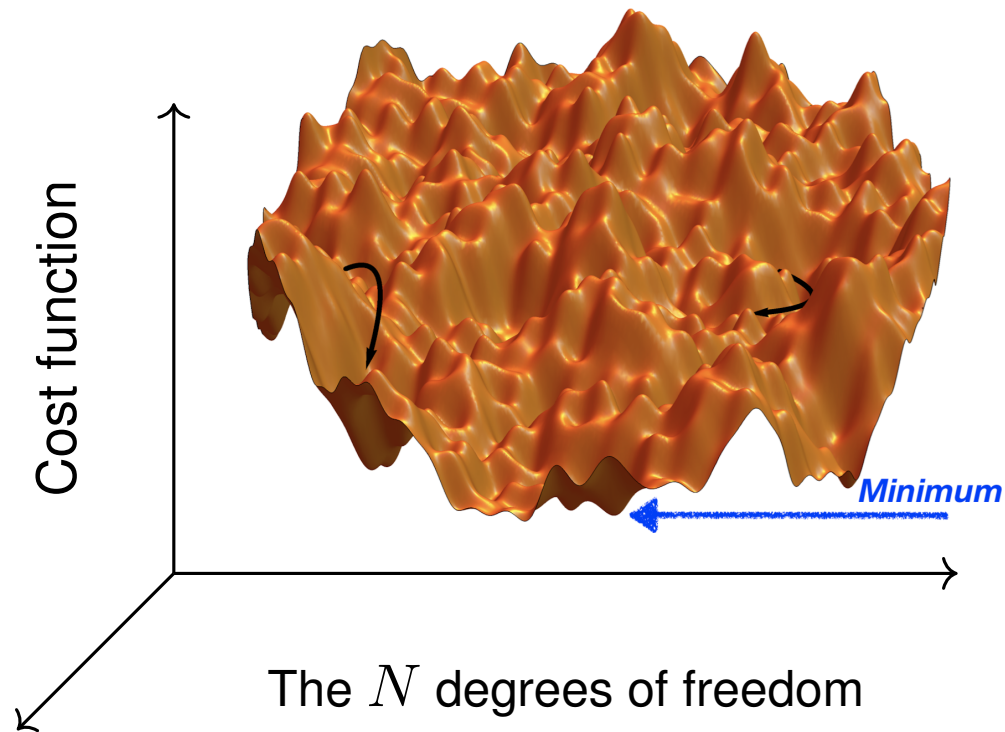
(like  $J_{ijkl} = +1$  or  $J_{ijkl} = -1$ )

Similarities : **long relaxation times** (plot above), **thermodynamic properties**

**Predictive power !**

# Rugged landscapes

In large dimensional spaces



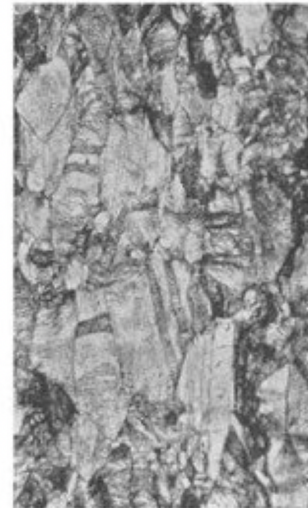
How to reach the absolute **minimum**, in the physical case the **crystal** ?

A **higher lying** region of the landscape corresponds to the **glass**

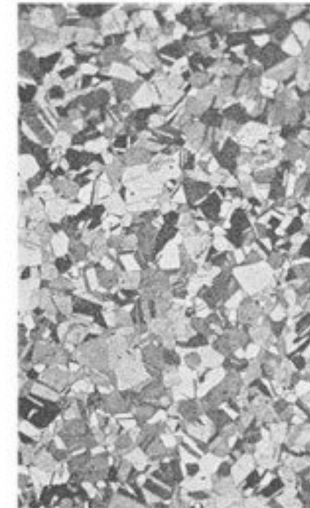


# A strategy: annealing

From medieval swords to solar cells



Cold-rolled



550 °C anneal for 1 hour



650 °C anneal for 1 hour

ARMS ⊕ ARMOR

steel (iron with an alloy of carbon)  
annealing lets the carbon move

Solar cells

Controllable crystallisation plays a crucial role in the formation  
of high-quality perovskites

Changing ambient conditions with a convenient protocol

to obtain the desired material properties

# Annealing

Real (materials) and simulated (optimisation)

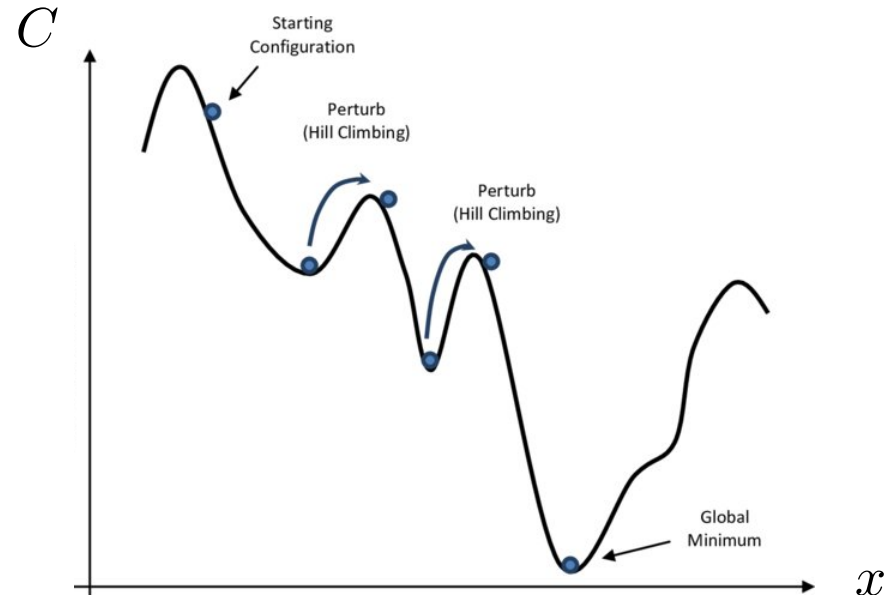


Figure from O. Ghasemalizadeh et al. 16

A physical protocol applied in the computer optimisation context

**Further knowledge of the physical systems helps**

**in the computer science context**



# Black holes

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# Black holes

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## What are they ?

- A (tiny) region of spacetime where **gravity** is so strong that nothing, not even light, can escape it
- The theory of **general relativity** predicts that a sufficiently compact mass can deform spacetime to form a black hole

Einstein, Schwarzschild

- They can form through the collapse (on itself) of a big star

C. Murphy

- Can be detected indirectly, by noticing how nearby stars act differently than far away ones

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# Black holes

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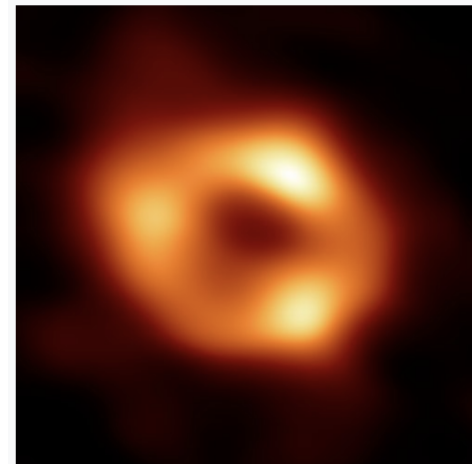
There are many nearby

**Sagittarius A\*** is a supermassive black hole at the Galactic Center of the Milky Way

27000 light-years away from Earth

mass one million times the one of the Sun

packed within 4000 times the Earth's diameter

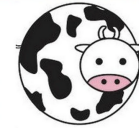


R. Genzel (Munich) and Andrea Ghez (Los Angeles)

**Event Horizon Telescope**, a world-wide network of radio observatories

# Cost function

Third equation - another “spherical cow” model



A simple **quantum model** of a black hole

$$C = \underbrace{\sum_{i \neq j \neq k \neq l}}_{\text{sum over all groups of four}} \underbrace{J_{ijkl}}_{\text{interactions}} \underbrace{\psi_i \psi_j \psi_k \psi_l}_{\text{variables}}$$

There are  $N$  (Majorana  $\psi_i \psi_j = -\psi_j \psi_i$ ) fermionic variables  $\psi_i$

Interactions, like  $J_{ijkl} = +1$  or  $J_{ijkl} = -1$

The **rugged landscape** has the properties expected for a black hole, and the **thermodynamics** and **time evolution** as well

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# Conclusions

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Connections *via* cost functions

Hard computational problems

Glasses



Black holes

In **theoretical physics**, we often use simplified models which capture the essence of a natural phenomenon. We love them for their relative mathematical manageability but also because of their predictive power, which may let us uncover unknown features of Nature.