

Vacuum Selection from Cosmology Using Networks of String Geometries

Will Cunningham

Department of Physics
Network Science Institute
Northeastern University

January 30, 2018



Collaboration

Physics Collaboration at Northeastern

String Theory

Jim Halverson [1]

Brent Nelson [1]

Cody Long [1]

Jonathan Carifio [1]

Graph Theory

Dima Krioukov [1,2,3,4]

Will Cunningham [1,4]

arXiv:1711.06685

[1] Department of Physics

[2] Department of Math

[3] Department of Electrical and Computer Engineering

[4] Network Science Institute

- 1 The Big Picture
- 2 Networks of Geometries
- 3 Relation to Cosmology
- 4 Numerical Details
- 5 The Selection Mechanism

What is F-Theory?

F-Theory is a generalization of Type IIB Superstring Theory

What is F-Theory?

F-Theory is a generalization of Type IIB Superstring Theory

- 12-D algebraic variety compactified on a 2-torus \rightarrow 10-D Type IIB String Theory

What is F-Theory?

F-Theory is a generalization of Type IIB Superstring Theory

- 12-D algebraic variety compactified on a 2-torus \rightarrow 10-D Type IIB String Theory
- This leaves 6 compactified spatial dimensions (Calabi-Yau elliptic fibrations over toric 3-fold)

$$y^2 = x^3 + f(z_1, z_2)x + g(z_1, z_2)$$

What is F-Theory?

F-Theory is a generalization of Type IIB Superstring Theory

- 12-D algebraic variety compactified on a 2-torus \rightarrow 10-D Type IIB String Theory
- This leaves 6 compactified spatial dimensions (Calabi-Yau elliptic fibrations over toric 3-fold)

$$y^2 = x^3 + f(z_1, z_2)x + g(z_1, z_2)$$

- 3-folds (\mathbb{C}^3) are triangulated 3-D reflexive polytopes (4319)

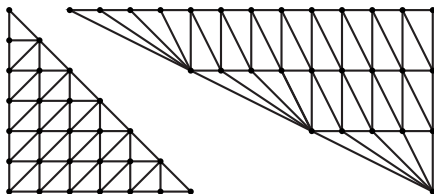


Image: Halverson et al. *Phys. Rev. D* 96, 126006 (2017).



The String Landscape

Landscape Problem: At least $1.96 \times \frac{4}{3} \times 10^{755}$ geometries

- Where is the Standard Model? (NP-Hard Search!)
- Are some vacua “special” compared to others? (Monte Carlo Random Walk)
- What are transition rates?
- What other information do we need to add?
- How do we characterize such a large system statistically?
- **Does a selection mechanism exist, and does it choose our universe? With what probability?**

Vacuum Selection

What does “vacuum selection” really mean?

- Every universe is a false vacuum
- Consider the model of eternal inflation in multiverse cosmology
- Vacuum bubbles nucleate, merge, and decay
- Contributors: Coleman, de Luccia, Steinhardt, Vilenkin, Guth
- Goal is to avoid the anthropic principle

Vacuum selection: the distribution of vacua at $t \rightarrow \infty$

- 1 The Big Picture
- 2 Networks of Geometries**
- 3 Relation to Cosmology
- 4 Numerical Details
- 5 The Selection Mechanism

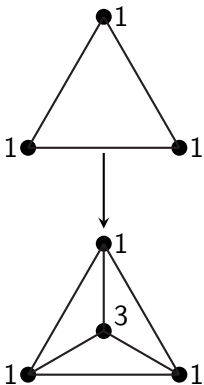
“Simple” Topological Transitions

Two 3-folds are related by a **blowup**; $\# \text{ cones} += 2$

“Simple” Topological Transitions

Two 3-folds are related by a **blowup**; # cones $\pm = 2$

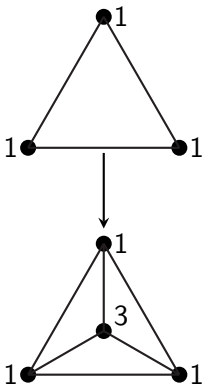
Face Blowup



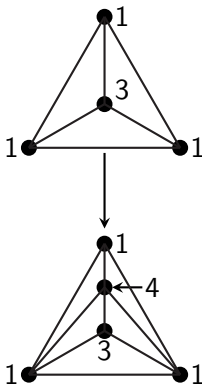
“Simple” Topological Transitions

Two 3-folds are related by a **blowup**; $\# \text{ cones} += 2$

Face Blowup



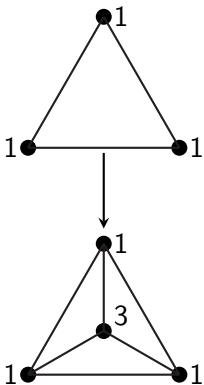
Edge Blowup



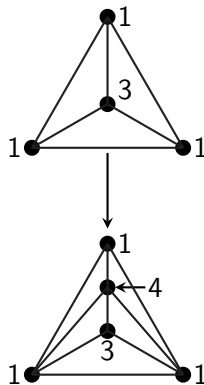
“Simple” Topological Transitions

Two 3-folds are related by a **blowup**; # cones $\pm = 2$

Face Blowup



Edge Blowup



Height Restriction: $H \leq 6$

Networks of Geometries

We can define a graph G of geometries!

Networks of Geometries

We can define a graph G of geometries!

- A single face permits 41,873,645 geometries (3-folds)

Networks of Geometries

We can define a graph G of geometries!

- A single face permits 41,873,645 geometries (3-folds)
- An edge between faces permits 82 geometries

Networks of Geometries

We can define a graph G of geometries!

- A single face permits 41,873,645 geometries (3-folds)
- An edge between faces permits 82 geometries
- Combinatorics implies $\frac{4}{3} \times 2.96 \times 10^{755}$ is the lower bound¹

¹Halverson et al. *Phys. Rev. D* 96, 126006 (2017).

Networks of Geometries

We can define a graph G of geometries!

- A single face permits 41,873,645 geometries (3-folds)
- An edge between faces permits 82 geometries
- Combinatorics implies $\frac{4}{3} \times 2.96 \times 10^{755}$ is the lower bound¹
- The entire network is a **cartesian product** of smaller ones

¹Halverson et al. *Phys. Rev. D* 96, 126006 (2017).

Networks of Geometries

We can define a graph G of geometries!

- A single face permits 41,873,645 geometries (3-folds)
- An edge between faces permits 82 geometries
- Combinatorics implies $\frac{4}{3} \times 2.96 \times 10^{755}$ is the lower bound¹
- The entire network is a **cartesian product** of smaller ones
- Our adjacency matrix **A** contains transition rates Γ

¹Halverson et al. *Phys. Rev. D* 96, 126006 (2017).

Networks of Geometries

We can define a graph G of geometries!

- A single face permits 41,873,645 geometries (3-folds)
- An edge between faces permits 82 geometries
- Combinatorics implies $\frac{4}{3} \times 2.96 \times 10^{755}$ is the lower bound¹
- The entire network is a **cartesian product** of smaller ones
- Our adjacency matrix \mathbf{A} contains transition rates $\mathbf{\Gamma}$
- Transitions make sense when we think about bubble cosmology in eternal inflation

¹Halverson et al. *Phys. Rev. D* 96, 126006 (2017).

- 1 The Big Picture
- 2 Networks of Geometries
- 3 Relation to Cosmology**
- 4 Numerical Details
- 5 The Selection Mechanism

Bubble Cosmology

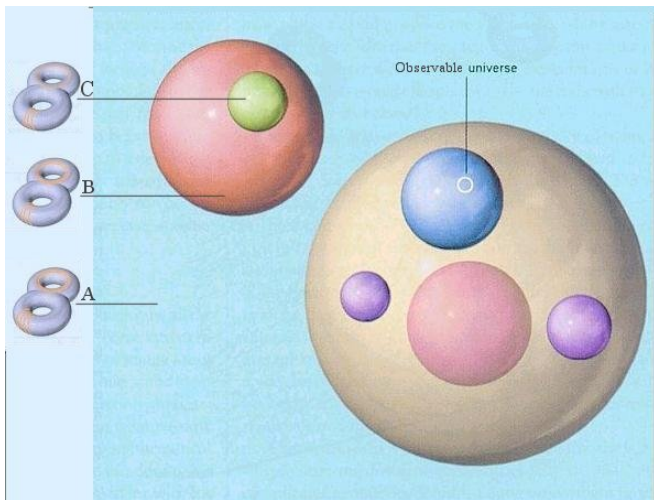


Image: universe-review.ca



Modeling Bubble Nucleation

Question: What is the distribution of vacua at $t \rightarrow \infty$?

$$\text{Nucleation Rate: } \frac{d\mathbf{N}}{dt} = \mathbf{\Gamma}\mathbf{N}$$

$$\text{Solution: } \mathbf{N} = e^{\mathbf{\Gamma}t}\mathbf{N}_0 = \sum_p a_p e^{\gamma_p t} \mathbf{v}_p$$

$$\text{Late-Time Solution: } \mathbf{N} \rightarrow a_0 e^{\gamma_0 t} \mathbf{v}_0 \quad \text{Normalize: } \mathbf{p} = \mathbf{N}/|\mathbf{N}|$$

$$\text{Toy Model: } \mathbf{\Gamma} = \mathbf{A}$$

Perron-Frobenius Theorem: $p_i > 0 \forall i$ if G is connected

Modeling Bubble Nucleation

Question: What is the distribution of vacua at $t \rightarrow \infty$?

$$\text{Nucleation Rate: } \frac{d\mathbf{N}}{dt} = \mathbf{\Gamma}\mathbf{N}$$

$$\text{Solution: } \mathbf{N} = e^{\mathbf{\Gamma}t}\mathbf{N}_0 = \sum_p a_p e^{\gamma_p t} \mathbf{v}_p$$

$$\text{Late-Time Solution: } \mathbf{N} \rightarrow a_0 e^{\gamma_0 t} \mathbf{v}_0 \quad \text{Normalize: } \mathbf{p} = \mathbf{N}/|\mathbf{N}|$$

$$\text{Toy Model: } \mathbf{\Gamma} = \mathbf{A}$$

Perron-Frobenius Theorem: $p_i > 0 \forall i$ if G is connected

But to use \mathbf{A} would require ~ 210 TB memory...

- 1 The Big Picture
- 2 Networks of Geometries
- 3 Relation to Cosmology
- 4 Numerical Details**
- 5 The Selection Mechanism

Data Compression

There are only 100,136,062 edges in $G...$

Data Compression

There are only 100,136,062 edges in $G...$

Conditions for a transition:

- 1 Number of cones must change by 2

Data Compression

There are only 100,136,062 edges in $G...$

Conditions for a transition:

- 1 Number of cones must change by 2
- 2 Vertex sets differ by a single element

Data Compression

There are only 100,136,062 edges in $G...$

Conditions for a transition:

- 1 Number of cones must change by 2
- 2 Vertex sets differ by a single element
- 3 Outer vertices modified appropriately

Data Compression

There are only 100,136,062 edges in $G...$

Conditions for a transition:

- 1 Number of cones must change by 2
- 2 Vertex sets differ by a single element
- 3 Outer vertices modified appropriately
- 4 Allowed blowups stored in a lookup table

Data Compression

There are only 100,136,062 edges in $G...$

Conditions for a transition:

- 1 Number of cones must change by 2
- 2 Vertex sets differ by a single element
- 3 Outer vertices modified appropriately
- 4 Allowed blowups stored in a lookup table

Speedup using C with OpenMP + AVX + Assembly: **Over 100x**
3.5 months \rightarrow 22 hours for the largest subset of data (20%)

Data Compression

There are only 100,136,062 edges in $G...$

Conditions for a transition:

- 1 Number of cones must change by 2
- 2 Vertex sets differ by a single element
- 3 Outer vertices modified appropriately
- 4 Allowed blowups stored in a lookup table

Speedup using C with OpenMP + AVX + Assembly: **Over 100x**
3.5 months \rightarrow 22 hours for the largest subset of data (20%)

Optimized algorithms: *W. Cunningham & D. Krioukov, arXiv:1709.03013 (2017).*

Data Analysis

How to compute the eigenvector centrality?

- The adjacency matrix \mathbf{A} is **sparse**, **symmetric**, and **real**
- We want the eigenvector associated with the largest eigenvalue
- We can use either FEAST (Intel MKL) or cuSOLVER (NVIDIA CUDA) to get eigenvectors
- In current work, \mathbf{A} is **non-symmetric** – harder to solve
- Hardware: Xeon E5-2680v4 (56 cores) and Tesla K80m (4992 cores), MPI not needed right now

Runtime: 24 hours to construct graph, ~ 1 minute to analyze

- 1 The Big Picture
- 2 Networks of Geometries
- 3 Relation to Cosmology
- 4 Numerical Details
- 5 The Selection Mechanism**

The Eigenvector Centrality

We compute the eigenvector centralities of the (sparse) graph

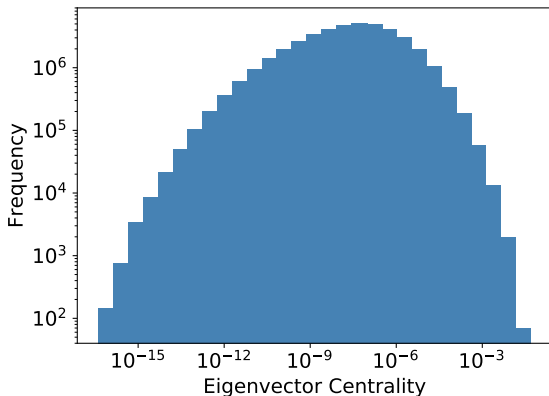
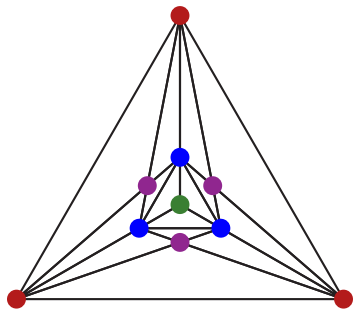


Image: Carifio, Cunningham, Halverson, Krioukov, Long & Nelson, [arXiv:1711.06685 \(2017\)](https://arxiv.org/abs/1711.06685).

The Selected Vacuum State



Selected Gauge Group: $E_8^3 \times G_2 \times SU(2)^3$

Full 10^{755} Network: $E_8^{37} \times F_4^{85} \times G_2^{220} \times SU(2)^{320}$

Image: Carifio, Cunningham, Halverson, Krioukov, Long & Nelson, *arXiv:1711.06685* (2017).

Results and Outlook

How good is a toy model?

Results and Outlook

How good is a toy model?

- It doesn't exclude the MSSM

Results and Outlook

How good is a toy model?

- It doesn't exclude the MSSM
- The emphasis is on the **selection mechanism**, evidenced by a **non-uniform eigenvector centrality distribution**

Results and Outlook

How good is a toy model?

- It doesn't exclude the MSSM
- The emphasis is on the **selection mechanism**, evidenced by a **non-uniform eigenvector centrality distribution**
- We are including info about relative bubble volumes and allowing Λ to vary

Results and Outlook

How good is a toy model?

- It doesn't exclude the MSSM
- The emphasis is on the **selection mechanism**, evidenced by a **non-uniform eigenvector centrality distribution**
- We are including info about relative bubble volumes and allowing Λ to vary
- We want to include information about fluxes to get real physical answers

Results and Outlook

How good is a toy model?

- It doesn't exclude the MSSM
- The emphasis is on the **selection mechanism**, evidenced by a **non-uniform eigenvector centrality distribution**
- We are including info about relative bubble volumes and allowing Λ to vary
- We want to include information about fluxes to get real physical answers
- The full solution requires new work in math and physics... we can still add information about the number of fluxes – possibly up to $10^{272,000}$ [Taylor & Wang, JHEP 12(2015)164]

Results and Outlook

How good is a toy model?

- It doesn't exclude the MSSM
- The emphasis is on the **selection mechanism**, evidenced by a **non-uniform eigenvector centrality distribution**
- We are including info about relative bubble volumes and allowing Λ to vary
- We want to include information about fluxes to get real physical answers
- The full solution requires new work in math and physics... we can still add information about the number of fluxes – possibly up to $10^{272,000}$ [Taylor & Wang, JHEP 12(2015)164]
- We also want to consider bubble collisions/decays

Results and Outlook

How good is a toy model?

- It doesn't exclude the MSSM
- The emphasis is on the **selection mechanism**, evidenced by a **non-uniform eigenvector centrality distribution**
- We are including info about relative bubble volumes and allowing Λ to vary
- We want to include information about fluxes to get real physical answers
- The full solution requires new work in math and physics... we can still add information about the number of fluxes – possibly up to $10^{272,000}$ [Taylor & Wang, JHEP 12(2015)164]
- We also want to consider bubble collisions/decays
- We can use deep neural networks to search for the MSSM (Ruehle, Halverson & Nelson)

Conclusion

What did we learn?

- 1 The String Landscape problem is a graph theory problem
- 2 Toy models suggest evidence of a selection mechanism
- 3 This is the first combination of string theory, cosmology, and graph theory
- 4 We have a long way to go if we want *real physics* (predictive, testable)

Thank you for listening!