

Entropy and Computational Power of the Universe

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Warning:

Dimension analysis is present.

Might trigger math police.

Not Rigorous!

$$\mathbf{k = 1}$$

For the sake of dimension analysis

Just conversion factor

Not as fundamental as c , G , h

...

Outline

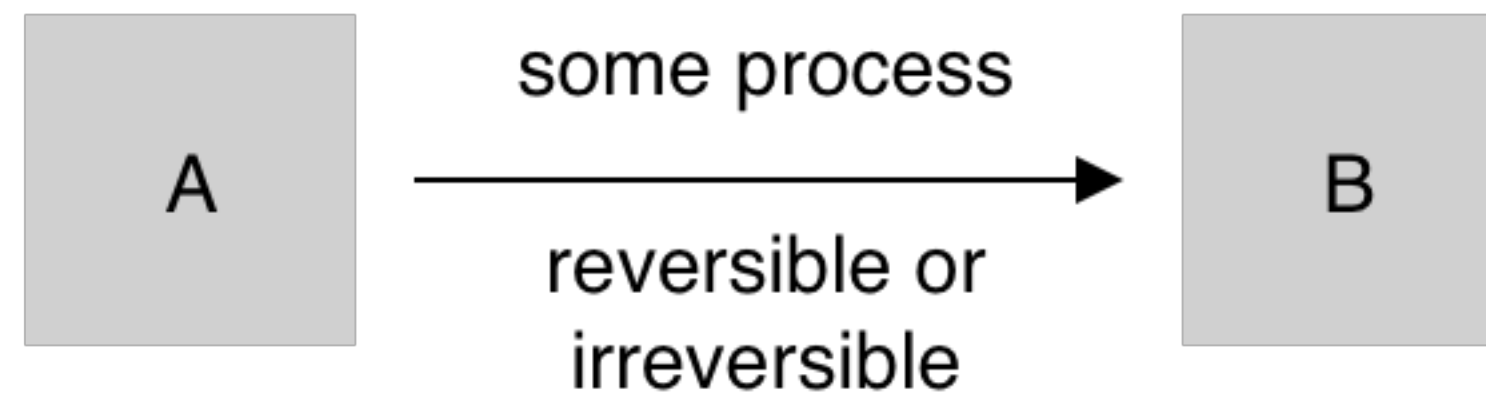
- Origin and Motivation for Entropy
- Entropy and Planck
- Entropy and Quantum Computing
- Computational Power of a Black Hole
- Ultimate Computational Power of the Universe

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Motivation for Entropy

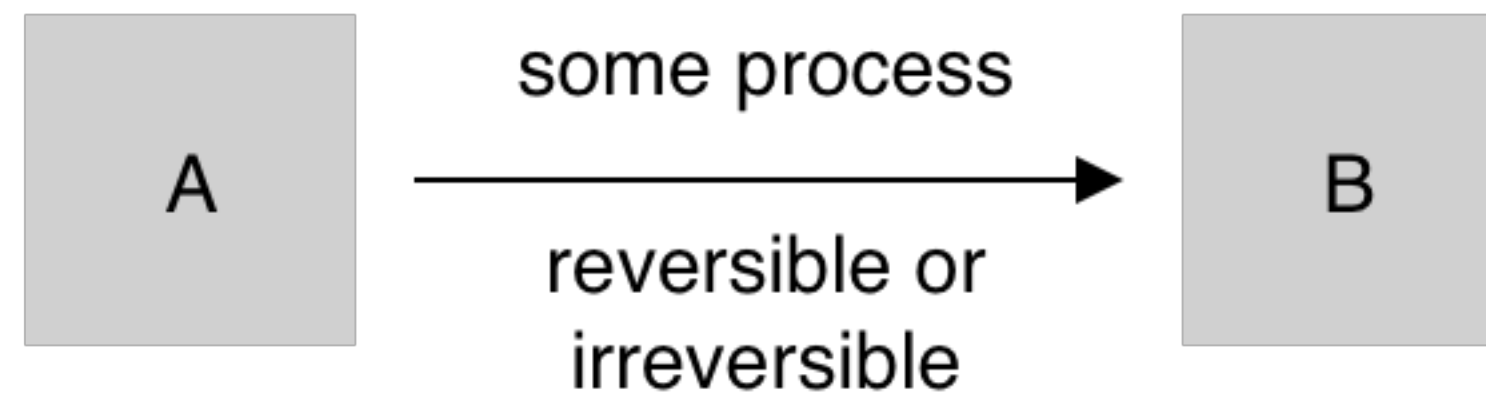
- Consider arbitrary from deterministic initial state **A** to final state **B**



- Is there a quantity that could measure the nature's preference for every state concerned at the moment?
- Remain unchanged when the system considered is undergoing reversible transformation; increase monotonically when undergoing irreversible transformation

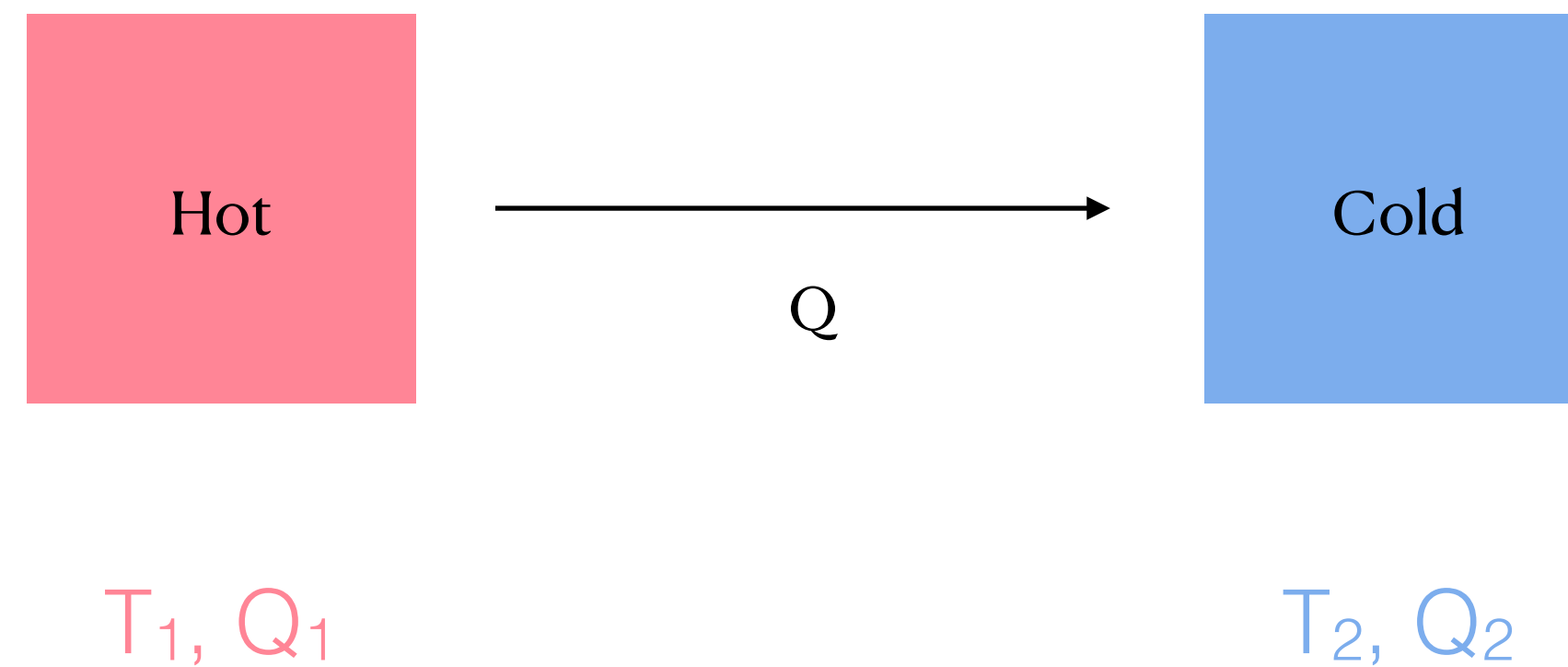
Motivation for Entropy

- Consider arbitrary from deterministic initial state **A** to final state **B**



- Clausius found it: entropy

Motivation for Entropy

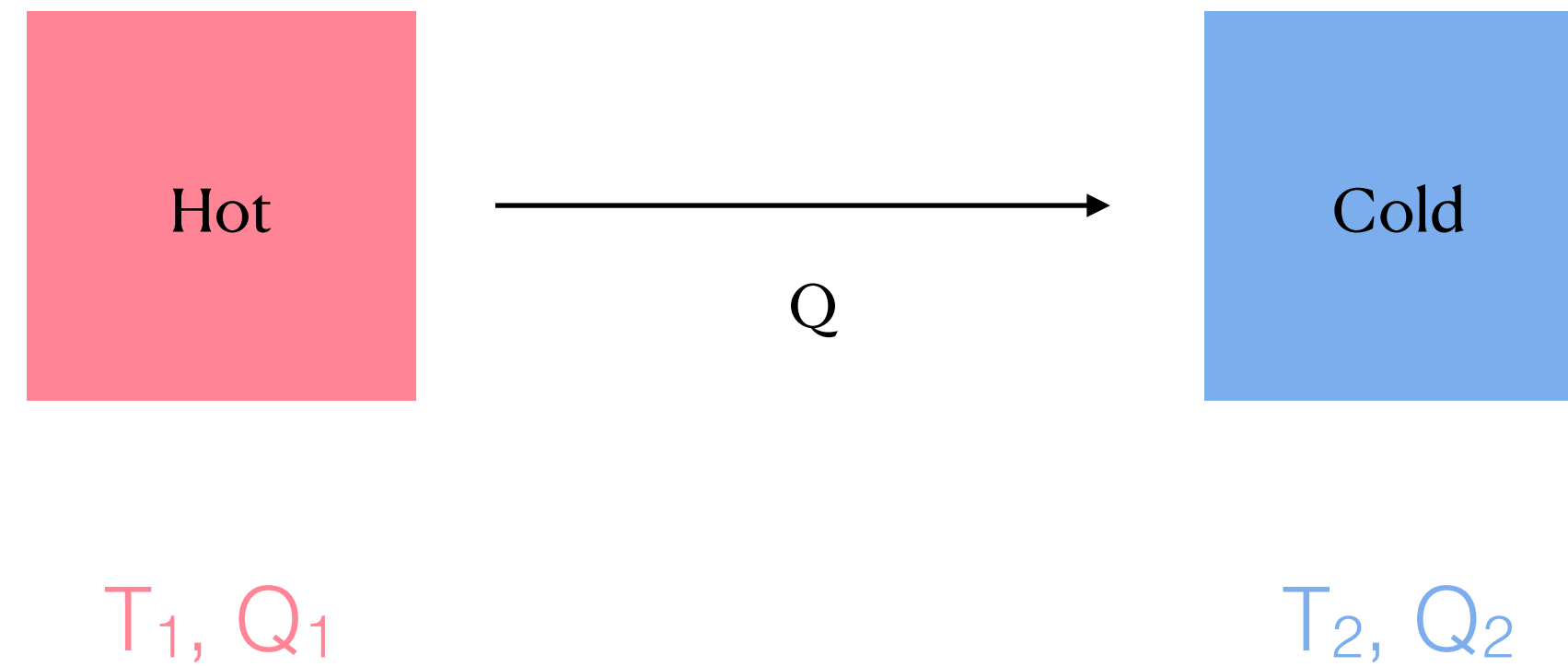


$$[T] = [Q] = \text{energy}$$

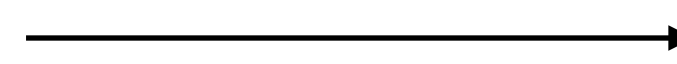
T/Q ? No. When $Q = 0$, this blows up.

Q/T ? Yes.

Motivation for Entropy



$$\Delta S = -\frac{Q}{T_1} + \frac{Q}{T_2} \geq 0$$

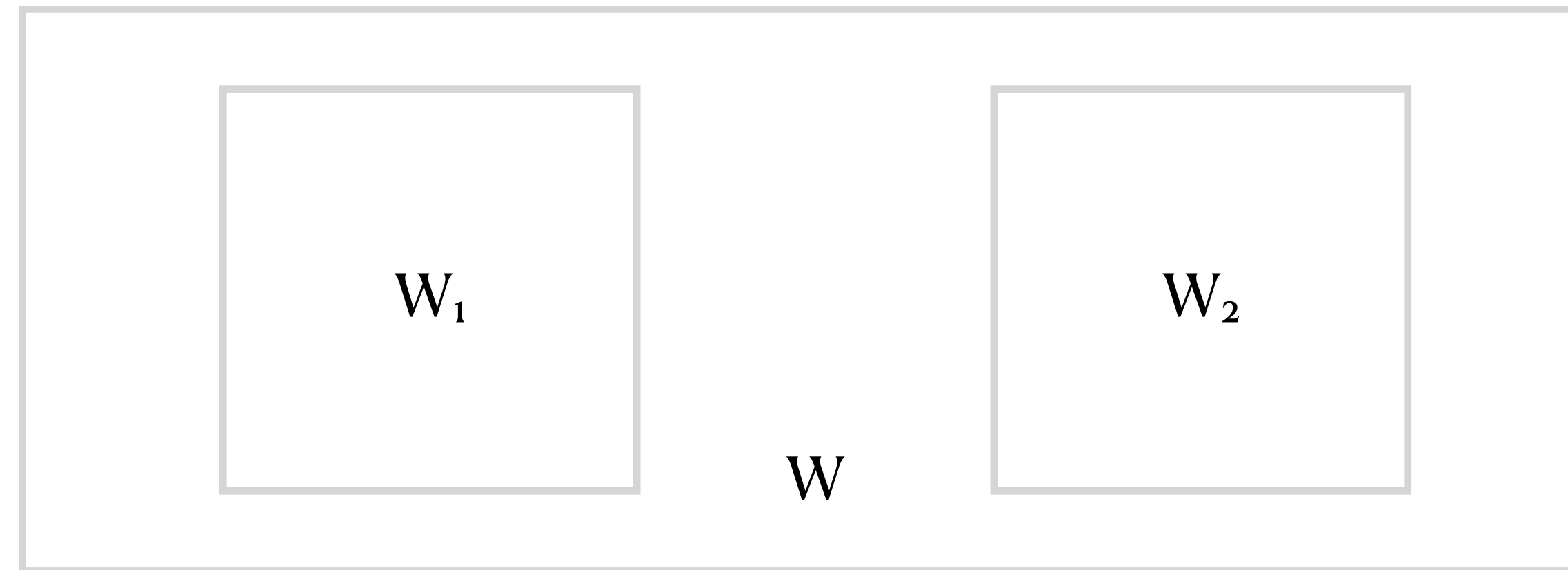


$$\sum_i \frac{Q_i}{T_i} \leq 0$$

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Entropy and Planck



- The total probability is $W = W_1W_2$
- We speculate that entropy is some function of the probability, and we add the entropy of the two subsystems to get total entropy

$$f(W) = f(W_1W_2) = f(W_1) + f(W_2)$$

Entropy and Planck

- The total probability is $W = W_1W_2$
- We speculate that entropy is some function of the probability, and we add the entropy of the two subsystem to get total entropy

$$f(W) = f(W_1W_2) = f(W_1) + f(W_2)$$

- Take partial derivatives

$$f''(W_1W_2)W_1W_2 + f'(W_1W_2) = f''(W_1)\frac{\partial W_1}{\partial W_2} + f''(W_2)\frac{\partial W_2}{\partial W_1} + 0$$

$$f''(W)W + f'(W) = 0$$

- General solution is

$$f(W) = c_1 \ln W + c_2$$

Entropy and Planck

- General solution is

$$f(W) = c_1 \ln W + c_2$$

- Planck figured out c_1 to be the Boltzmann constant (since Boltzmann was his idol)
- But just conversion factor
- If we are more logical and let the system have 0 entropy when it is completely classical (i.e. $W = 1$), and without loss of generality let $c_2 = 0$, then we can completely ditch the Boltzmann constant.
- Connected thermal and statistical

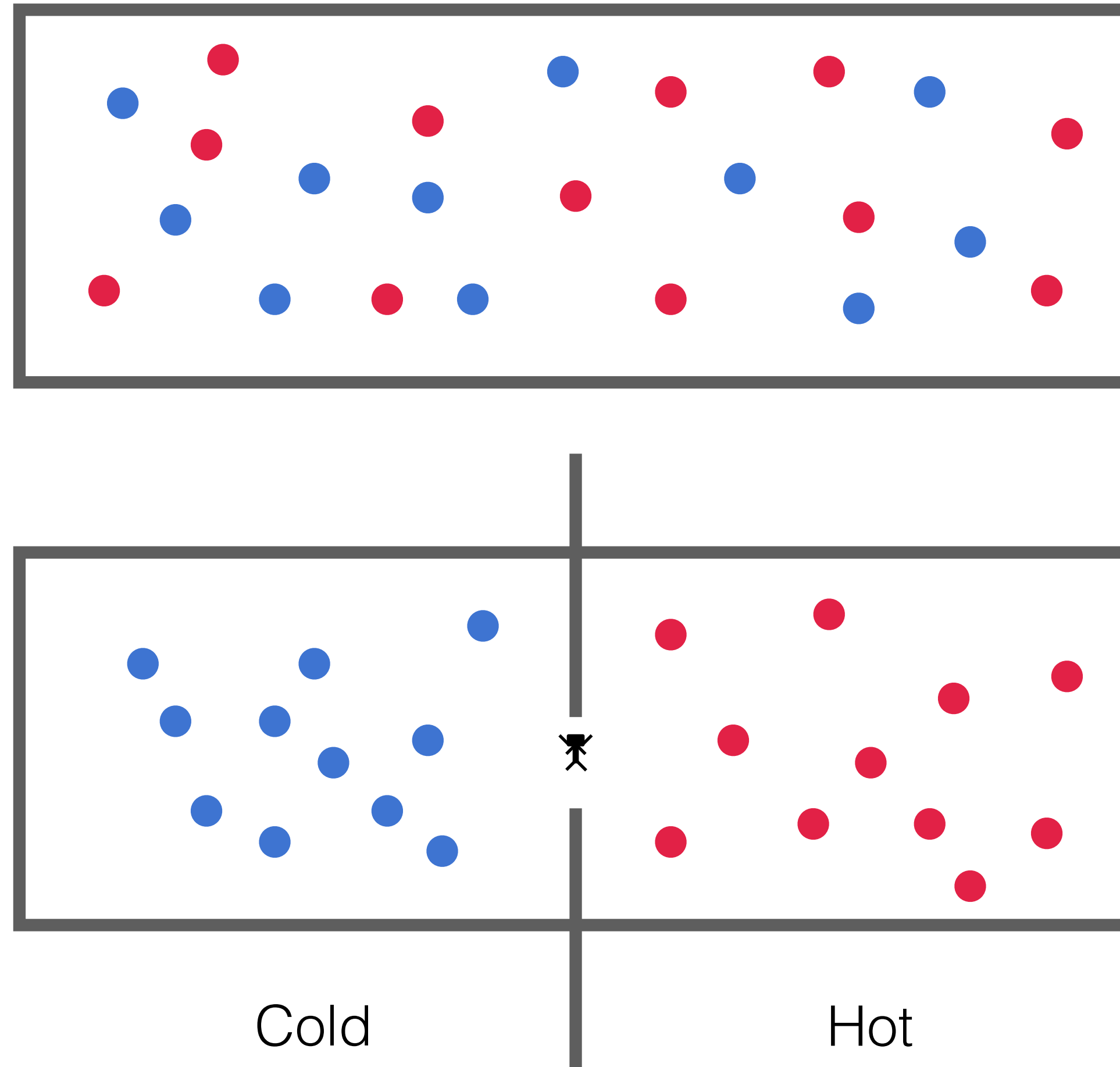
$$f(W) = S = \ln W$$

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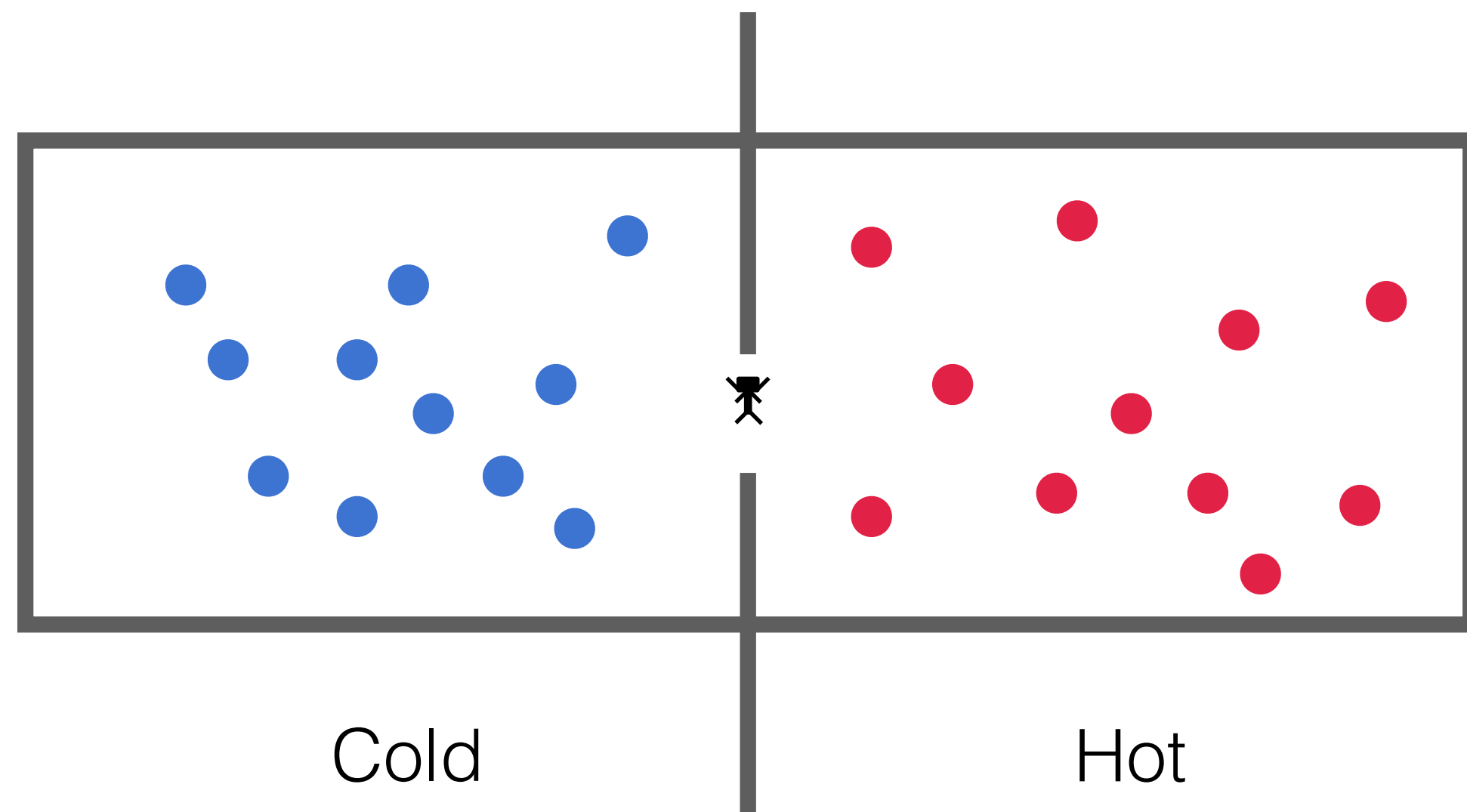
Entropy and Quantum Computing

- Maxwell's Demon



Entropy and Quantum Computing

- Resolution is in the entropy
- Demon is a finite physical system \rightarrow must have a finite memory (finite arrangements to store the information of the particles)
- Suppose demon is composed of n two-level system \rightarrow can have at most 2^n arrangements (n bits)
- At some point, the demon has to forget information in order to register new information



$$S = \ln 2$$

$$\Delta E = T \Delta S$$

Paid the energy bill!

Entropy and Quantum Computing

$$S = \ln 2$$

$$\Delta E = T \Delta S$$

- Minimum energy required to erase information: Landauer's Principle
- AND, OR gate in classical computation (2 to 1); must erase 1 bit in each operation
- After n operations, energy cost is $\Delta E \sim nT \ln 2$
- What about reversible computation? Quantum computing is the answer. Everything is unitary.

No energy bill to pay!!

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Entropy and Black Hole

- For a black hole, the entropy is proportional to area

$$S \sim \frac{A}{l_p^2}$$

where $A \sim \left(\frac{GM}{c^2}\right)^2$. Recall that Schwarzschild radius is $R \sim \frac{GM}{c^2}$.

and Planck length $l_p \sim \frac{G\hbar}{c^3}$

Entropy and Black Hole

- For a black hole, the entropy is $S \sim \frac{A}{l_p^2}$
- Introduce generalized entropy $S_{gen} = S_{BH} + S_{out}$
where S_{out} is the entropy of matter going out of the black hole
- Insist on this to get the generalized second law $dS_{gen} \geq 0$
- Sum of Black hole entropy and the ordinary entropy of stuffs in the black hole exterior region never decreases

Entropy and Black Hole

$$S \sim \frac{A}{l_p^2} \qquad A \sim \left(\frac{GM}{c^2}\right)^2$$

- Back to natural units $c = \hbar = G = k = 1$
- Vary the area of black hole $\delta A \sim M\delta M$
- And by dimension analysis $\delta M \sim \frac{ER}{l}$

$$\delta S_{BH} = \frac{dS_{BH}}{dM} \delta M \sim \frac{M}{l} ER$$

1

- Concerned about entropy of arbitrary things outside the black hole, so mass of the black hole is not exactly relevant in the proceeding discussion
- Bekenstein bound:

$$\delta S_{BH} \lesssim ER$$

Proof in QFT: (Casini 2008)

Entropy and Black Hole

- Apply generalized second law with the knowledge that $S_{out} = -S_{matter}$

$$S_{gen} = S_{BH} + S_{out} \quad dS_{gen} \geq 0$$

- We get upper bound for entropy of matter

$$dS_{gen} = \delta S_{BH} - S_{matter} \geq 0$$

$$S_{matter} \leq \delta S_{BH} \lesssim ER = \frac{ER}{\hbar c}$$

- Black hole will saturated the upper bound of entropy
- We are ready to talk about computational power

Computational Power

- There are two limits imposed by physics:
 - Energy limits the speed
 - Entropy limits the memory accessible for computation
- Energy:
 - Maximally how many operations can “a matter” perform in unit time?
 - Ask our old friend Heisenberg

$$\Delta x \Delta p \sim \hbar \longrightarrow \Delta E \Delta t \sim \hbar$$

$$\frac{1}{t} \sim \frac{E}{\hbar}$$

Computational Power

- There are two limits imposed by physics:
 - Energy limits the speed $\frac{1}{t} \sim \frac{E}{\hbar}$
 - Entropy limits the memory accessible for computation
- Entropy:
 - Information are stored in bits $I = \log_2 N$ where N is the total number of accessible states
 - In terms of entropy $S = \ln W$ where W is the number of physically accessible states (multiplicity)
 - All computational units are essentially physical matter

$$I = \frac{S}{\ln 2}$$

Computational Power

- There are two limits imposed by physics:
 - Energy limits the speed $\frac{1}{t} \sim \frac{E}{\hbar}$
 - Entropy limits the memory accessible for computation $I = \frac{S}{\ln 2}$
- Merge the two: number of operations per second per bit a system can perform is $\frac{E}{\hbar} \frac{\ln 2}{S}$
- Now hold volume constant, and rewrite above $\frac{T \ln 2}{\hbar}$
- Temperature of the system determines the speed of operations on each bit

Computing with Black Hole

- Can a black hole be “programmed”?
- Hawking & Bekenstein: black hole has entropy, and that information is not destroyed when it falls into the black hole, and will be re-emitted in the form of Hawking radiation. We just need to know how to decode it.
- Then dimension analysis can take care of the rest
 - Hawking radiation: $T_H \sim \frac{\hbar c^3}{GM}$
 - Lifetime of black hole: $t_{BH} \sim \frac{G^2 M^3}{\hbar c^4}$
- Plug and Chug (using $E \sim Mc^2$)
 - A black hole can perform $\sim \frac{Mc^2}{\hbar}$ operations per unit time
 - It can register $\sim \frac{GM^2}{\hbar c} \frac{1}{\ln 2}$ bits in total

Computing with Black Hole

- 1 kg black hole
 - $\sim 10^{34}$ operations per second
 - $\sim 10^{15}$ bits registered in total
- Note that this number of bits is something we can achieve already, but our corresponding computational power is far from comparable to an ultimate computer like black hole

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Ultimate Computational Power of the Universe

- Age of universe is estimated to be: $\sim 10^{10}$ years $\sim 10^{17}$ seconds
- The volume (particle horizon and the boundary of all the information we can attain) is $\sim (ct)^3$
 - Total number of operations performed by the universe is $\sim \frac{(ct)^3 \rho c^2}{\hbar} = \frac{\rho c^5 t^4}{\hbar}$

Ultimate Computational Power of the Universe

- Rest of the work is to find density of the universe
 - Must exist some critical density such that
 - Go below, then kinetic energy wins; universe will expand forever
 - Go beyond, then gravitational energy wins; universe will contract
- For galaxies at distance R , it is moving away at speed $\sim HR$, where $H \sim \frac{1}{t}$ is the Hubble constant.

Kinetic energy

$$\sim \frac{1}{2}m(HR)^2$$

Gravitational energy

$$\frac{G(\frac{4\pi}{3}R^3\rho)m}{R} = \frac{4\pi}{3}GmR^2\rho$$

$$\rho = \frac{3}{8\pi} \frac{H^2}{G} \sim \frac{1}{Gt^2}$$

Ultimate Computational Power of the Universe

$$\rho = \frac{3}{8\pi} \frac{H^2}{G} \sim \frac{1}{Gt^2}$$

- Plug and chug:

- Total number of operations performed by the universe is $\sim \frac{(ct)^3 \rho c^2}{\hbar} = \frac{\rho c^5 t^4}{\hbar} \sim \frac{1}{Gt^2} \frac{c^5 t^4}{\hbar} = \frac{t^2}{t_p^2}$
- This is $\sim 10^{120}$ operations that the universe can compute over the course of its life time
- Shine some light: number of operations is a dimensionless number
 - We are expecting $f\left(\frac{t}{\tau}\right)$
 - Horizon of the universe expand in square term, so we are of course expecting $\frac{t^2}{t_p^2}$

And that's it!

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Further Reading

- [1] Jacob D. Bekenstein, Generalized second law of thermodynamics in black-hole physics, *Phys. Rev. D* 9 (1974), 3292–3300.
- [2] Raphael Bousso, The holographic principle, *Reviews of Modern Physics* 74 (2002), no. 3, 825–874.
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- [5] R. Landauer, Irreversibility and heat generation in the computing process, *IBM Journal of Research and Development* 5 (1961), 183 – 191.
- [6] **S. Lloyd, Ultimate physical limits to computation, *Nature* 406 (2000), no. 6799, 1047–1054.**
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- [11] H. von Helmholtz, Ueber die physikalische bedeutung des princips der kleinsten wirkung, *Journal für die reine und angewandte Mathematik* (1887).