# Some algorithmic improvements of the loop cloud method

Thomas Fischbacher

University of Southampton Faculty of Engineering and the Environment

> QFEXT11 Benasque 20.09.2011





2 Casimir Forces and Engineering Design

- 3 Worldline Numerics
- 4 Some Calculations



A (1) < A (1) < A (1) < A (1) </p>

Nanotechnology at the University of Southampton, UK

- Southampton Nanofabrication Centre: http://www.southampton-nanofab.com
- ECS: Nano Group, ESD Group
- ORC: Nanophotonics, Metamaterials
- Engineering: nCATS, Tiny Technologies, Computational Engineering and Design

## Example Devices

- Examples for NEMS designs where Casimir forces can be expected to become an important issue:
  - Ultrasensitive NEM mass sensors (functionalized vibrating transistor gate)
  - Non-volatile NEM memory elements (transistor gate beam bent upwards/downwards)
- Schematics:

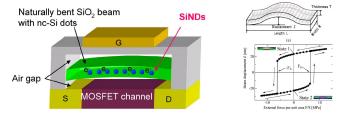


Diagram from: Mizuta, Tsuchiya, Oda et al., doi:10.1109/TED.2007.893811

#### **Example Devices**

- $\bullet\,$  Miniaturization of CMOS may reach gate lengths  $< 10\,\mathrm{nm}$  in this decade.
- Physical limitations to CMOS miniaturization.
- Operation speed of Nanoelectromechanical (NEMS) systems increases with minitaurization.
- Possible that buckling gate nonvolatile memory may supersede Flash RAM (but other technologies also in discussion).

・ロト ・ 同ト ・ ヨト ・ ヨト

# Nanotechnology at the University of Southampton, UK

- Little previous activity/experience concerning research on Casimir Forces at UoS.
- We clearly see that understanding Casimir forces will become increasingly important for NEMS design.
- My involvement:
  - Member of the UoS Computational Engineering and Design Group
  - Background in Computational Field Theory; Other Research activities: Computational Micromagnetism; Quantum Gravity (supersymmetry-based).
  - EPSRC First Grant "Casimir Forces in Dynamic Geometries" since March 2011.
  - Establishing Links between Theoretical Physics and Engineering Sciences

イロト イポト イヨト イヨト

# Casimir Forces and Engineering Design

• For us: probably most promising present computational approach: employ F.D.-Theorem to re-write QFT expectation value in terms of imaginary frequency propagator (Rodriguez, Capasso, Johnson; MIT):

 $\langle T_{ij} 
angle_{
m QED} \propto \partial \partial G_{
m Eucl.}$ 

- Computational techniques: FEM, linear equation solvers.
- Big advantage: Can realistically model optical material properties and arbitrary geometries!

イロト イポト イヨト イヨト

# Casimir Forces and Engineering Design

Another computational approach: Worldline Numerics

(Gies, Langfeld, Moyaerts)

- String theory inspired (Bern-Kosower Formalism).
- Setting:
  - Almost Free Quantum Field Theory:  $\mathcal{L} = \frac{1}{2} \partial_{\mu} \phi \partial^{\mu} \phi + \frac{1}{2} V$
  - Only Interacion: external potential (models geometry): V = V(x).
- So far: only "toy model" (Scalar photons; arbitrary geometry, but idealized behaviour only – no ω-dependent material properties.)
- Why is this interesting for Engineers? Three main reasons.

イロト イポト イヨト イヨト

# Casimir Forces and Engineering Design

- Reason 1: Potential to quickly give a crude estimate (Monte Carlo based)
- Reason 2: Worldline approach gives a very intuitive and accessible picture for quantum fluctuations.
  - Didactic uses in Education.
  - Helps to eliminate fundamental misunderstandings.
  - Easily accessible (conceptually and computationally).
- Reason 3:
  - Engineering is much about design optimization.
  - W.N. much more readily combined with computational engineering design optimization techniques than other computational approaches towards Casimir effect.
  - Will this ever play a major role? We don't know yet.

#### Worldline Numerics

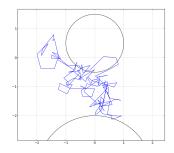
 Idea: re-write Effective Action via Schwinger propertime formalism:

$$\begin{split} \Gamma[V] &= \frac{1}{2} \operatorname{Tr} \ln \frac{-\partial_{\mu} \partial^{\mu} + V}{-\partial_{\mu} \partial^{\mu}} \\ \ln(p/q) &\to \int_{0}^{\infty} \frac{dx}{x} \left( \exp(-px) - \exp(-qx) \right) \\ \Gamma_{\Lambda}[V] &= -\frac{1}{2} \frac{1}{(4\pi)^{2}} \int_{1/\Lambda^{2}}^{\infty} \frac{dT}{T^{3}} \int d^{4}x \left[ \langle W_{V}[y;x,T] \rangle_{y} - 1 \right] \\ \langle W_{V}[y;x,T] \rangle_{y} &= \frac{\int_{y \text{ c.l.}} \mathcal{D}y \, W_{V}[y;x,T] \, \rho[y]}{\int_{y \text{ c.l.}} \mathcal{D}y \, \rho[y]} \\ W_{V}[y;x,T] &= \exp\left(-T \int_{t=0}^{t=1} dt \, V(x + \sqrt{T}y(t))\right) \\ \rho[y] &= \exp\left(-\int_{t=0}^{t=1} dt \, \dot{y}(t)^{2}/4\right) \end{split}$$

(日) (同) (三) (三)

# Loop Clouds – Operational Procedure

- Discretize closed loops to polygonal paths with N vertices.
- Randomly generate loop ensemble with gaussian edge vector distribution.
- Re-scale each loop by factor s, with ln s equidistributed in [ln s\_; ln s<sub>+</sub>].



・ロト ・ 同ト ・ ヨト ・

- Shift loops over geometry on raster.
- If loop intersects N > 1 different objects, increase total energy by  $(1 N)/s^4$ .

# Loop Clouds – Operational Procedure

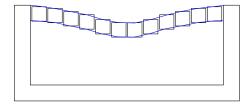
- Important improvement: Work out ranges of re-scaling parameter *s* over which intersection behaviour does not change.
- ⇒ Analytic dependence on geometry parameters (via scaling interval boundaries).
- Can work out forces on multiple (many!) objects in one go.
- Useful for shape optimization problems.
- Geometry deformations must be compatible with ∞ energy subtraction scheme:

*Either* intruduce regulator  $\Lambda$  *or* restrict to shifts and rotations.

< 日 > < 同 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ >

## Loop Clouds – A Toy Problem

#### A toy optimization problem Bending of a long beam under the influence of Casimir forces



# Loop Clouds And Optimization

- Well known in Engineering Optimization (Not so well known among Physicists)
- If one has an Algorithm A computing an analytic function
   f: ℝ<sup>n</sup> → ℝ that takes T seconds to execute, then there is a
   program transformation operation A → A' that maps the
   program to a program computing grad f : ℝ<sup>n</sup> → ℝ<sup>n</sup> that takes
   no more than 5T seconds.
- This works if:
  - There is enough memory to store all intermediate quantities used in the computation of  $f(\vec{x})$ ,
  - plus enough memory to store one extra number each,
  - and if one can remember the full execution path.

・ロト ・ 同ト ・ ヨト ・ ヨト -

# Loop Clouds And Optimization

- Inherent advantage of Loop Cloud Method over □<sup>-1</sup> (solving sparse linear operator equations) methods:
  - Remembering all intermediate values may be quite impractical for iterative linear solvers (but is very easy for loop cloud method with pre-determined pseudo-random loop set: loops contribute individually).
  - When linear solver has converged, it may not actually have explored the problem sufficiently well to give a useful gradient.
- Relevant enough to justify investing time into developing Loop Cloud method towards general applicability? (Conceivable in the long run.)

< ロ > < 同 > < 回 > < 回 > < 回 > <

# Loop Clouds – Some Methodological Improvements

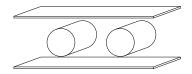
- Stratified sampling of loops rather than shifting C.O.M. over raster.
- Adaptive Sampling of loops: spend computational effort where it contributes most to improving statistics. No point in sampling many loops in places that do not contribute much.
- In almost symmetric toy geometries with cancellation of forces in opposing directions: sample over total collection of loops that is symmetric w.r.t. explicitly broken symmetry.
- "d loop" loop generation algorithm can be generalized...
  - to arbitrary number of loop points.
  - to not actually require to ever retain full loop in memory...
  - ...hence loop generation(1) on memory restricted cores (as in GPUs).

(Paper soon on arXiv)

< 日 > < 同 > < 回 > < 回 > < 回 > < 回 > < 回 > < 回 > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ >

# Some Calculations

• Example: Cylinder/Cylinder/Plate/Plate geometry from arXiv:0711.1987 (Rahi, Rodriguez, Emig, Jaffe, Johnson, Kardar).

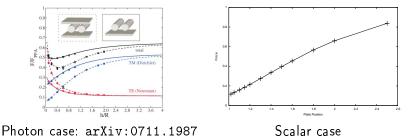


• Calculate force on cylinder using collection of loops that is symmetric w.r.t. two reflection planes through cylinder midpoint.

• □ ▶ • • □ ▶ • • □ ▶ •

#### Some Calculations

#### • Scalar behaviour differs qualitatively from photon behaviour:



# Some Calculations

- Crucial problem of Worldline Numerics for Casimir forces: Scalar fields only!
- Unsolved problem: Photon/Conductor boundary conditions.
- Perhaps feasible: Photon/Superconductor: Photon gets effective mass due to coupling to scalar field that develops nonzero VEV ("Brout-Englert-Higgs Effect").
- For now (due to lack of better idea): Adventurous ansatz along the lines of "what may be simplest conceivable extension of W.N. that stands a chance of taking polarization into account?"
- Want: Free propagation in Vacuum, Conductor modeled as thin surface, Vector field with built-in "polarization", surfaces project out forbidden polarization.

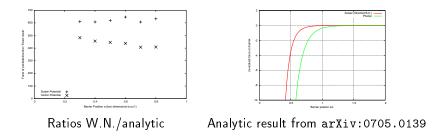
## Some Calculations

#### Justification:

- W.N. is toy model anyway.
- Reasonable to ask: how do simplistic extensions/modifications behave? Can we maybe map these back to some QFT?

## Some Calculations

 Some curious early data: Casimir piston geometry, W.N. vs. analytic result for scalars and "vector W.N." vs. analytic result for photons (arXiv:0705.0139 (Hertzberg, Jaffe, Kardar, Scardicchie):





- Loop Cloud Method / Worldline Numerics certainly very interesting for didactic purposes.
- *Beyond that*: W.N. based approaches towards geometric optimization problems potentially more powerful than other Casimir Force methods.
- "Vector Worldline Numerics": Does this (or potentially a close relative) describe the behaviour of some QFT?