

Numerical Algebraic Geometry:
A New Perspective on String and
Gauge Theories
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In conjunction with:

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Motivation

- String Phenomenology: Finding all the string vacua of a susy potential (specified by a Kaehler potential and superpotential); stabilizing moduli spaces; and many more ...
- Potential Energy Landscape: Finding all the local/global minima and stationary points of a potential, etc.
- Systems of non-linear equations/minimization of multivariate functions
Many, if not all, CAN BE VIEWED having **polynomial-like non-linearity**
- Can use Algebraic Geometry methods !

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Problem Definition

Solve

$$f_i(\vec{x}) = 0, i = 1, \dots, N$$

where $\vec{x} = (x_1, x_2, \dots, x_M)$, and M may or may not be equal to N .

Non-linear Equations!!!

If the equations are non-linear, then very difficult to solve them

But if they are polynomial equations, we are still in business ...!

Only polynomials?!

Well, let's see

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$$f_i = \sin \theta_{i+1} \cos \theta_i - \sin \theta_i \cos \theta_{i+1} + \sin \theta_i \cos \theta_{i-1} - \sin \theta_{i-1} \cos \theta_i = 0, i = 1, \dots, N$$

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Take $\sin \theta_i = s_i, \cos \theta_i = c_i$

$$f_i = s_{i+1}c_i - s_i c_{i+1} + s_i c_{i-1} - s_{i-1}c_i = 0, i = 1, \dots, N$$

and add $s_i^2 + c_i^2 - 1 = 0$, for each $i = 1, \dots, N$

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$$f_i = \tan\left(\frac{y_{i+1}}{2}\right)x_{i-1} + z_i = 0$$

$$\text{Take } \tan\left(\frac{y_i}{2}\right) = t_i$$

$$f_i = t_{i+1}x_{i-1} + z_i = 0$$

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$$f_i = x_{i+1}^* x_{i-1} + z_i = 0$$

Take $x_i = a_i + i b_i$

$$f_i = (a_{i+1} - i b_{i+1})(a_{i-1} + i b_{i-1}) + z_i = 0$$

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$$f_i = F_{i+1} x_{i-1} + z_i = 0, \text{ where } F_i \text{ is some transcendental function of } x_i$$

It is tricky!!! But sometimes can be transferred to polynomials [See Gray-He-Lukas (2006)]

An Example

$$x z - 3 y + 1 = 0$$

$$x^2 - 2 y = 0$$

$$x y - 5 = 0$$

Solve for x, y, z .

Two methods:

1. Groebner Basis Method (Used by the String Theorists/phenomenologists for a while now)
2. Numerical Algebraic Geometry (Recently introduced in particle theory, D Mehta Ph.D. Thesis 2009)

Groebner Basis

- Very roughly speaking, one can obtain another system of polynomial equations by performing a finite set of operations on the original system (the Buchberger algorithm with lexicographic monomial ordering)
- The new system is 'easier' to solve
- The new system has the same solutions as the original
- The new system is called the Groebner basis
- Packages like Singular, COCOA, McCAULEY2, Maple, Mathematica, etc.
- The first three are available for free !!

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Mathematica-interface of Singular STRINGVACUA by Oxford-Durham group

How is it useful?

For the running example, Mathematica gives (lexicographic monomial ordering)

$$x^3 - 10 = 0$$

$$-x^2 + 2y = 0$$

$$x^2 - 15x + 10z = 0$$

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There are 3 solutions: 1 real + 2 complex

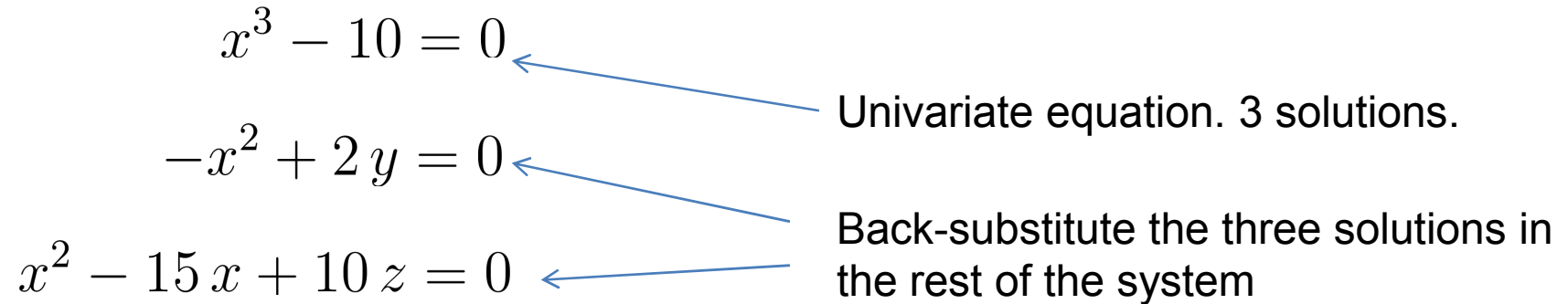
How is it useful?

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$$\begin{aligned}x^3 - 10 &= 0 \\ -x^2 + 2y &= 0 \\ x^2 - 15x + 10z &= 0\end{aligned}$$

Univariate equation. 3 solutions.

Back-substitute the three solutions in the rest of the system

The diagram shows three equations stacked vertically. Blue arrows point from the text 'Univariate equation. 3 solutions.' to the first equation, and from 'Back-substitute the three solutions in the rest of the system' to the second and third equations.

There are 3 solutions: 1 real + 2 complex

There is a better way to use Groebner basis method (elimination+decomposition) [See, Gray et al. 2006]

Numerical Algebraic Geometry/ Homotopy Continuation Method

1. Estimate an upper bound of the number of solutions of the system to be solved.

e.g.,

Bezout bound = product of degrees of all the polynomials in the system.

= $2 \times 2 \times 2 = 8$, for our running example

$$\vec{f}(x, y, z) = (x z - 3 y + 1, x^2 - 2 y, x y - 5)^T$$

2. Construct a new system in the same variables

(a) which has the same no. of solutions as the estimated upper bound,

(b) easy to solve

e.g.,
$$\vec{g}(x, y, z) = (x^2 - 1, y^2 - 1, z^2 - 1)^T$$

3. Track **each** solution of the new system using

$$\vec{H}((x, y, z), t) = (1 - t)\vec{f}(x, y, z) + e^{i\gamma}t\vec{g}(x, y, z) = 0$$

from $t=1$ to $t=0$, using predictor-corrector or any other method.

If a solution of the new system converges to the original one at $t=0$, then it is a solution, otherwise not.

Note that 'gamma' is a generic real number, and is important here.

Numerical Algebraic Geometry/ Homotopy Continuation Method

There are well-written packages available for free:

Bertini, HOM4PS2, PHCPack.

Groebner Basis

1. Exact solutions
2. Exponential space complexity
3. Highly sequential
4. Non-integer coefficients a problem

Numerical Algebraic Geometry

- Numerical, but ALL solutions/extrema
- No such scaling problems
- ‘Embarrassingly’ parallelizable
- Any floating point coefficients are fine

Ex: M-theory Compactified on $\frac{SU(3) \times U(1)}{U(1) \times U(1)}$

M-theory on 7-dimensional manifold with SU(3) structure, Micu, Palti, Saffin, JHEP 2006.

$$K = -4 \log(-i(U - \bar{U})) - \log(-i(T_1 - \bar{T}_1)(T_2 - \bar{T}_2)(T_3 - \bar{T}_3))$$

$$W = \frac{1}{\sqrt{8}} (4U(T_1 + T_2 + T_3) + 2T_2T_3 - T_1T_3 - T_1T_2 + 200)$$

$$T_i = -i t_i + \tau_i, \text{ for } i = 1, 2, 3, \text{ and } U = -i x + y$$

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$$V = \frac{1}{256t_1t_2t_3x^4} (40000 + t_3^2\tau_1^2 - 400\tau_1\tau_2 - 4t_3^2\tau_1\tau_2 + 4t_3^2\tau_2^2 + \tau_1^2\tau_2^2 - 400\tau_1\tau_3$$

$$+ 800\tau_2\tau_3 + 2\tau_1^2\tau_2\tau_3 - 4\tau_1\tau_2^2\tau_3 + \tau_1^2\tau_3^2 - 4\tau_1\tau_2\tau_3^2 + 4\tau_2^2\tau_3^2 - 24t_2t_3x^2$$

$$+ 4t_3^2x^2 - 24t_1(t_2 + t_3)x^2 + 4\tau_1^2x^2 + 8\tau_1\tau_2x^2 + 4\tau_2^2x^2 + 8\tau_1\tau_3x^2 + 8\tau_2\tau_3x^2$$

$$+ 4\tau_3^2x^2 + 1600\tau_1y - 8t_3^2\tau_1y + 1600\tau_2y + 16t_3^2\tau_2y - 8\tau_1^2\tau_2y - 8\tau_1\tau_2^2y$$

$$+ 1600\tau_3y - 8\tau_1^2\tau_3y + 16\tau_2^2\tau_3y - 8\tau_1\tau_3^2y + 16\tau_2\tau_3^2y + 16t_3^2y^2 + 16\tau_1^2y^2$$

$$+ 32\tau_1\tau_2y^2 + 16\tau_2^2y^2 + 32\tau_1\tau_3y^2 + 32\tau_2\tau_3y^2 + 16\tau_3^2y^2 + t_1^2(t_2^2 + t_3^2 + \tau_2^2 + 2\tau_2\tau_3 + \tau_3^2 + 4x^2 - 8\tau_2y - 8\tau_3y + 16y^2)$$

$$+ t_2^2(4t_3^2 + \tau_1^2 - 4\tau_1(\tau_3 + 2y) + 4(\tau_3^2 + x^2 + 4\tau_3y + 4y^2)))$$

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$$W = \frac{1}{\sqrt{8}} (4U(T_1 + T_2 + T_3) + 2T_2T_3 - T_1T_3 - T_1T_2 + 200)$$

- 9 equations in 9 variables
- Stringvacua (i.e., Singular) could not solve it completely
- Classical Bezout bound = 103680
- Numerical Algebraic Geometry: solved it in ~590 seconds on a regular desktop

More from Numerical Algebraic Geometry

- Irreducible decomposition of moduli spaces: dimensions and number components [Dhagash Mehta, Yang-Hui He, Jonathan Hauenstein, JHEP2012]
- Numerical elimination, Numerical Hilbert Series [Jonathan Hauenstein, Yang-Hui He, Dhagash Mehta, To Appear]
- Numerical Enumerative Geometry [Dhagash Mehta, To Appear]
- Potential Energy Landscape in Statistical Mechanics/Theoretical Chemistry [Dhagash Mehta, 2011-12]
- PEL in the String Theory scenario [Dhagash Mehta + Liam McAllister et al., Frederik Denef et al.]

Conclusions

- Many models in complex systems/theoretical physics are non-linear with polynomial-like non-linearity
- Symbolic algebraic geometry methods based on the Groebner basis technique seem to be running out of the steam
- Numerical Algebraic Geometry, due to its parallelizability, can take it over.