## On Feynman's Simulating Physics With Computers

Georgios Drakopoulos Ionian University 0000-0002-0975-1877 c16drak⊕ionio.gr

Abstract—Quantum computing is probably the next major step in computer science which may well result in a reformulation of many important computational problems and also in the extension of the complexity class hierarchy. This can be attributed to the fundamental properties of superposition and entanglement. This report briefly reviews one of the seminal papers written by Richard Feynman, a prolific researcher who predicted quantum and biomolecular computing paradigms.

Index Terms—quantum computing, quantum computers, wavefunction, cellular automation, Feynman

#### I. INTRODUCTION

Quantum computing is on the verge of becoming a reality in the same way computers stepped out of science fiction and into research and government labs. These behemoths, no matter how power hungry, bulky, and prone to mechanical errors, were a true revolution. In the very same way quantum computing is currently jumping from Hamiltonians to labs.

The primay objective of this report is the concise presentation of Feynman's "Simulating physics with computers".

The remainder of this report is structured as follows. In section II the sources used for this work are briefly overviewed. The paper summary is given in section III, while in section IV a discussion follows. Acronyms are explained the first time they are encountered in text. Finally, table I summarises the notation of this work.

TABLE I NOTATION OF THIS REPORT.

Symultoni	Meaning	Figure in
4	Definition or equality by definition	Eq. (2):
N2	Quantum wavefunction	Hoq. (2)
Aug.	j-th state of a computing system	Eq. (1)

#### III. Souriocus

The majority of the material come from the seminal article by Feynman mentioned in the work tile. The particular version was taken from the edited volume [1] which contains [2] as well as [3]. The latter paper is important on its own right as it predicted besides quantum computing the field today known as biomolecular computing [4]. In this computing paradigm the DNA serves as a computing medium where all possible solutions to a combinatorial problem along with the respective constraints are suitably encoded as DNA strings [5] [6] and a final answer is extracted after a sequence of biological operations with a given success probability [7]. Moreover, in this paradigm computation can be alternatively executed by complex DNA circuits composed by gates of bounded number of inputs and outputs [8].

#### IIII. SUMMARY

The paper, which is an invited talk, begins with the fundamental question whether can physics be simulated by a universal computer, for instance a cellular automaton. Since classical physics laws are mathematically represented as local differential equations heavily exploiting locality, then all it takes is to sufficiently dicretize them to an appropriate level.

In order to set up a meaningful context, any abstract computer or in general any kind of apparatus simulating physics should abide by the basic rule that it is composed by a number of elements proportional to the number of entities simulated. Another important observation is that the rules of computers are reversible exactly like the laws of physics at microscale.

Another point is made regarding the functionality of such an abstract computer. In particular, considerable emphasis is placed on the concept of  $man_{\ell}$ , which is crucial in any known computing system with memory capacity. In such a computer meaningful computations dictate that state  $s_j$  should be a function of a window consisting of its p neighboring ones, typically a line in one dimension or a square in two dimensions. In most existing computer systems the shape and dimensions of this window is critical to computation. In equation (1) function  $f(\cdot)$  represents the computation carried out by that particular computer whereas the set of p indices  $i_1, \ldots, i_p$  denotes the dependencies between states.

$$s_n = f(s_{n-i_1}, \dots, s_{n-i_n})$$
 (1)

Selecting a way to move across states from a starting state so to a desired one s' is tantamount to performing a particular computation. Thus, it is imperative that states indices be rearranged in a way such that such a computation is possible. In fact, since classical physics is local, causal, and reversible, such a rearrangement is always possible, assuming that the required computation agrees with the physics model. Thus, in such a world the past fully determines the present and this mechanism can be identified, perhaps by a field equation.

However, what happens if a particular s, or even more states depend on all other states? This is a possibility given the form of quantum wavefunctions shown in equation (2) which do not fade in space. So a state index rearrangement is not possible.

$$\psi(x) \stackrel{\triangle}{=} a_0 \exp(-ikx)$$
 (2)

# **Physics And Computers**

**Anthony J.G. Hey** 

#### **Physics And Computers:**

Physics and Computers: Problems, Simulations, and Data Analysis Robert Ehrlich, 1973 Physics for Computer Science Students Narciso Garcia, Arthur Damask, Steven Schwarz, 2012-12-06 presentation of the classical and quantum free electron theories and their successes and shortcomings Chapter 23 In order to explain the large differences in the electrical properties of solids as well as the peculiar properties of semiconductors the existence of allowed and forbidden energy bands is investigated Chapter 24 In this chapter we introduce the concepts of the electron effective mass and of holes Intrinsic and doped semiconductors their electron and hole densities and their electrical properties are discussed in Chapter 25 It is now a rather simple matter for the student to understand the behavior and the characteristics of semiconductor devices diodes bipolar transistors field effect transistors etc Semiconductor devices are the subject of Chapter 26 The text concludes with two chapters unique to this physics textbook In Chapter 27 we show how diodes and transistors can be used to construct the logic circuits gates that constitute the fundamental building blocks of the computer Chapter 28 is a layman S introduction to some of the techniques used in the fabrication of integrated circuits The laboratory experiments for the first semester are standard in any physics department and thus we do not feel that is is necessary to include them in this book and Their Role in the Physical Sciences Sidney Fernbach, A. H. Taub, 1970 Feynman And Computation Anthony J.G. Hey, 1999 Richard P Feynman made profoundly important contributions to the physics of computing notably with such articles as Simulating Physics with Computers the famous paper which launched the field of quantum computing This book offers both a remarkable tribute to Feynman and a new exploration of the limits of computers by some of today s most influential scientists Physical Perspectives on Computation, Computational Perspectives on Physics Michael E. Cuffaro, Samuel C. Fletcher, 2018-05-17 Although computation and the science of physical systems would appear to be unrelated there are a number of ways in which computational and physical concepts can be brought together in ways that illuminate both This volume examines fundamental questions which connect scholars from both disciplines is the universe a computer Can a universal computing machine simulate every physical process What is the source of the computational power of quantum computers Are computational approaches to solving physical problems and paradoxes always fruitful Contributors from multiple perspectives reflecting the diversity of thought regarding these interconnections address many of the most important developments and debates within this exciting area of research Both a reference to the state of the art and a valuable and accessible entry to interdisciplinary work the volume will interest researchers and students working in physics computer science and philosophy of science and mathematics **Feynman And Computation** Anthony Hey, 2002-06-27 Richard P Feynman made profoundly important and prescient contributions to the physics of computing notably with his seminal articles There's Plenty of Room at the Bottom and Simulating Physics with Computers These two provocative papers both reprinted in this volume anticipated decades before their time several breakthroughs that have since

become fields of science in their own right such as nanotechnology and the newest perhaps most exciting area of physics and computer science quantum computing The contributors to this book are all distinguished physicists and computer scientists and many of them were quest lecturers in Feynman's famous CalTech course on the limits of computers they include Charles Bennett on Quantum Information Theory Geoffrey Fox on Internetics Norman Margolus on Crystalline Computation and Tommaso Toffoli on the Fungibility of Computation Both a tribute to Feynman and a new exploration of the limits of computers by some of today s most influential scientists Feynman and Computation continues the pioneering work started by Feynman and published by him in his own Lectures on Computation This new computation volume consists of both original chapters and reprints of classic papers by leaders in the field Feynman and Computation will generate great interest from the scientific community and provide essential background for further work in this field The Physics of Computing Marilyn Wolf, 2016-10-16 The Physics of Computing gives a foundational view of the physical principles underlying computers Performance power thermal behavior and reliability are all harder and harder to achieve as transistors shrink to nanometer scales This book describes the physics of computing at all levels of abstraction from single gates to complete computer systems It can be used as a course for juniors or seniors in computer engineering and electrical engineering and can also be used to teach students in other scientific disciplines important concepts in computing For electrical engineering the book provides the fundamentals of computing that link core concepts to computing For computer science it provides foundations of key challenges such as power consumption performance and thermal The book can also be used as a technical reference by professionals Links fundamental physics to the key challenges in computer design including memory wall power wall reliability Provides all of the background necessary to understand the physical underpinnings of key computing concepts Covers all the major physical phenomena in computing from transistors to systems including logic interconnect memory clocking I O Physics by Computer Wolfgang Kinzel, Georg Reents, 1998 This course intended for upper division undergraduate or graduate students was designed by W Kinzel and G Reents as a textbook in computational physics but may also serve as a supplement to courses in theoretical physics It is an introduction to the solution of physical models by computer The programs developed in this book are based on the modern computer languages Mathematica and C and are written for PCs as well as for workstations 28 examples from different fields of physics are worked out including chaos fractals the Hofstadter butterfly phase transitions Monte Carlo simulations percolation polymers combinatorial optimization neural networks and game theory Detailed explanation of the algorithms and computer programs together with source files and graphics routines help the student gain thorough experience right from the start BOOK JACKET Title Summary field provided by Blackwell North America Inc All Rights Reserved Will We Ever Have a Quantum Computer? Mikhail I. Dyakonov, 2020-03-24 This book addresses a broad community of physicists engineers computer scientists and industry professionals as well as the general public who are aware of the unprecedented media hype surrounding the supposedly

imminent new era of quantum computing The central argument of this book is that the feasibility of quantum computing in the physical world is extremely doubtful The hypothetical quantum computer is not simply a quantum variant of the conventional digital computer but rather a quantum extension of a classical analog computer operating with continuous parameters In order to have a useful machine the number of continuous parameters to control would have to be of such an astronomically large magnitude as to render the endeavor virtually infeasible This viewpoint is based on the author's expert understanding of the gargantuan challenges that would have to be overcome to ever make quantum computing a reality Knowledge of secondary school level physics and math will be sufficient for understanding most of the text the Universe Seth Lloyd, 2007-03-13 Is the universe actually a giant quantum computer According to Seth Lloyd the answer is yes All interactions between particles in the universe Lloyd explains convey not only energy but also information in other words particles not only collide they compute What is the entire universe computing ultimately Its own dynamical evolution he says As the computation proceeds reality unfolds Programming the Universe a wonderfully accessible book presents an original and compelling vision of reality revealing our world in an entirely new light **Feynman And Computation** Anthony Hey, 2018-03-08 Computational properties of use to biological organisms or to the construction of computers can emerge as collective properties of systems having a large number of simple equivalent components or neurons The physical meaning of content addressable memory is described by an appropriate phase space flow of the state of a system A model of such a system is given based on aspects of neurobiology but readily adapted to integrated circuits The collective properties of this model produce a content addressable memory which correctly yields an entire memory from any subpart of sufficient size The algorithm for the time evolution of the state of the system is based on asynchronous parallel processing Additional emergent collective properties include some capacity for generalization familiarity recognition categorization error correction and time sequence retention The collective properties are only weakly sensitive to details of the modeling or the failure of individual devices Chance in Physics, Computer Science and Philosophy Walter Hehl, 2022-12-02 Chance is uncanny to us We thought it didn t exist that God or a reasonable explanation was behind everything But we know today It exists We know that much of what surrounds us and which we do not see through nevertheless runs causally Unlike what was thought in the days of the Enlightenment chance is the rule around us rather than lawful order The clouds are stochastic fractals the waves on the sea are pure random machinery. The philosopher Charles Peirce recognized the fundamental importance of chance in precisely this sense even before quantum and chaos theory and gave the doctrine its name Tychism Without chance there would be nothing new no life no creativity no history This book looks at chance from the perspective of physics computer science and philosophy It spans from antiquity to quantum physics and shows that chance is firmly built into the world and that it would not exist without chance This book is a translation of the original German 1st edition Der Zufall in Physik Informatik und Philosophie by Walter Hehl published by Springer Fachmedien Wiesbaden GmbH part of

Springer Nature in 2021 The translation was done with the help of artificial intelligence machine translation by the service DeepL com A subsequent human revision was done primarily in terms of content so that the book will read stylistically differently from a conventional translation Springer Nature works continuously to further the development of tools for the production of books and on the related technologies to support the authors Computational Physics Darren Walker, 2016-01-31 This book is designed to provide the reader with a grounding in scientific programming and computational physics It contains many exercises developed in the context of physics problems and several examples of working programs to provide a solid basis on which to build Computers are now ubiquitous and are an essential tool to any would be scientific researcher Computers can be used for a wide variety of scientific tasks from the simple manipulation of data to simulations of real world events The book intends to give the reader the confidence to start applying the methods presented to their own problems and research It covers topics such as interpolation integration and the numerical solutions to both ordinary and partial differential equations It discusses simple ideas such as linear interpolation and root finding through bisection to more advanced concepts such as the Gauss Legendre quadrature and the Runge Kutta Fehlberg algorithm to solve complex differential equations It also contains a chapter on high performance computing that provides an introduction to parallel programming Features Designed to provide the reader with a grounding in scientific programming and computational physics Contains many exercises developed in the context of physics problems and several examples of working programs to provide a solid basis on which to build **A Survey of Computational Physics** Rubin H. Landau, José Páez, Manuel José Páez Mejía, Cristian C. Bordeianu, 2008-07-21 This book presents a broad survey of many of the topics that constitute modern computational science Its view is as a multidisciplinary subject combining aspects of physics applied mathematics and computer science Quantum Computers, Algorithms, and Chaos Giulio Casati, Dima L. Shepelyansky, Peter Zoller, Giuliano Benenti, 2006 Quantum Information Processing and Communication QIPC has the potential to revolutionize many areas of science and technology This book covers the following topics introduction to quantum computing quantum logic information and entanglement quantum algorithms error correcting codes for quantum computations quantum communication and more **Computer Applications in Physics with Fortran and Basic Suresh** Chandra, 2003 Numerical techniques for performing Interpolation Differentiation Integration Solution of Differential Equations Roots of Equations Solution of Simultaneous Equations Eigenvalues and Eigenvectors of Matrices Monte Carlo Simulation Computation of some Special Functions Statistical Parameters and Statistical Tests are discussed in this text in a systematic manner by using simple language These techniques have vast applications in Science Engineering and Technology FORTAN being the first computer language used for scientific calculations and still in use in most scientific Institutions Universities and colleges all over the world as well as BASIC language also being used for scientific calculations in various places are both adopted in this book Each of the topics are developed in a systematic manner thus making this text useful for

Graduates Postgraduates and Engineering Students The Physics of Computing Luca Gammaitoni, 2021-10-18 This book presents a self contained introduction to the physics of computing by addressing the fundamental underlying principles that involve the act of computing regardless of the actual machine that is used to compute Questions like what is the minimum energy required to perform a computation what is the ultimate computational speed that a computer can achieve or how long can a memory last are addressed here starting from basic physics principles. The book is intended for physicists engineers and computer scientists and it is designed for self study by researchers who want to enter the field or as the main text for a one semester course at advanced undergraduate or graduate level The theoretical concepts presented in this book are systematically developed from the very beginning which only requires basic knowledge in physics and mathematics Shortcut Through Time George Johnson, 2004-02-10 In this remarkably illustrative and thoroughly accessible look at one of the most intriguing frontiers in science and computers award winning New York Times writer George Johnson reveals the fascinating world of quantum computing the holy grail of super computers where the computing power of single atoms is harnassed to create machines capable of almost unimaginable calculations in the blink of an eye As computer chips continue to shrink in size scientists anticipate the end of the road A computer in which each switch is comprised of a single atom Such a device would operate under a different set of physical laws The laws of quantum mechanics Johnson gently leads the curious outsider through the surprisingly simple ideas needed to understand this dream discussing the current state of the revolution and ultimately assessing the awesome power these machines could have to change our world Computer **Graphics** R. Parslow, 2013-06-29 Physics and Computation Armond Duwell, 2021-09-23 This Element has three main aims First it aims to help the reader understand the concept of computation that Turing developed his corresponding results and what those results indicate about the limits of computational possibility Second it aims to bring the reader up to speed on analyses of computation in physical systems which provide the most general characterizations of what it takes for a physical system to be a computational system Third it aims to introduce the reader to some different kinds of quantum computers describe quantum speedup and present some explanation sketches of quantum speedup If successful this Element will equip the reader with a basic knowledge necessary for pursuing these topics in more detail

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## **Table of Contents Physics And Computers**

- 1. Understanding the eBook Physics And Computers
  - The Rise of Digital Reading Physics And Computers
  - Advantages of eBooks Over Traditional Books
- 2. Identifying Physics And Computers
  - Exploring Different Genres
  - Considering Fiction vs. Non-Fiction
  - Determining Your Reading Goals
- 3. Choosing the Right eBook Platform
  - Popular eBook Platforms
  - Features to Look for in an Physics And Computers
  - User-Friendly Interface
- 4. Exploring eBook Recommendations from Physics And Computers
  - Personalized Recommendations
  - Physics And Computers User Reviews and Ratings
  - Physics And Computers and Bestseller Lists
- 5. Accessing Physics And Computers Free and Paid eBooks
  - Physics And Computers Public Domain eBooks
  - Physics And Computers eBook Subscription Services
  - Physics And Computers Budget-Friendly Options
- 6. Navigating Physics And Computers eBook Formats

- ePub, PDF, MOBI, and More
- Physics And Computers Compatibility with Devices
- Physics And Computers Enhanced eBook Features
- 7. Enhancing Your Reading Experience
  - Adjustable Fonts and Text Sizes of Physics And Computers
  - Highlighting and Note-Taking Physics And Computers
  - Interactive Elements Physics And Computers
- 8. Staying Engaged with Physics And Computers
  - Joining Online Reading Communities
  - Participating in Virtual Book Clubs
  - Following Authors and Publishers Physics And Computers
- 9. Balancing eBooks and Physical Books Physics And Computers
  - Benefits of a Digital Library
  - Creating a Diverse Reading Collection Physics And Computers
- 10. Overcoming Reading Challenges
  - Dealing with Digital Eye Strain
  - Minimizing Distractions
  - Managing Screen Time
- 11. Cultivating a Reading Routine Physics And Computers
  - Setting Reading Goals Physics And Computers
  - Carving Out Dedicated Reading Time
- 12. Sourcing Reliable Information of Physics And Computers
  - Fact-Checking eBook Content of Physics And Computers
  - Distinguishing Credible Sources
- 13. Promoting Lifelong Learning
  - Utilizing eBooks for Skill Development
  - Exploring Educational eBooks
- 14. Embracing eBook Trends
  - Integration of Multimedia Elements
  - Interactive and Gamified eBooks

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