

# Information Storage Capacity of Interacting Particle Systems

Ziv Goldfeld

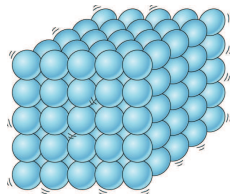
Cornell University

Collaborators: Guy Bresler and Yury Polyanskiy

Beyond IID in Information Theory 8

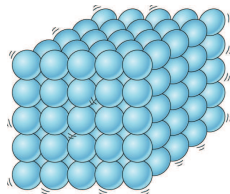
Nov. 13th, 2020

# Storing Information Inside Matter



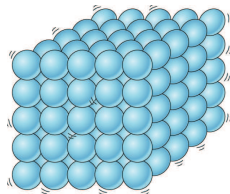
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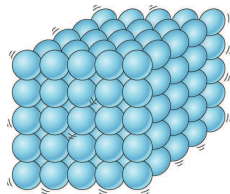
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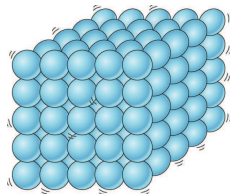
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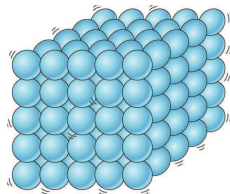
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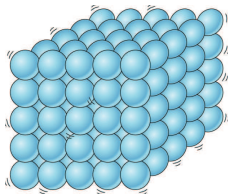
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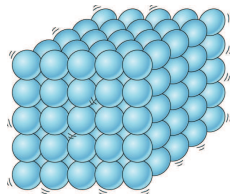


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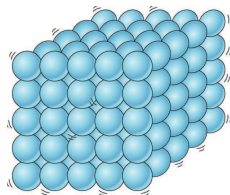


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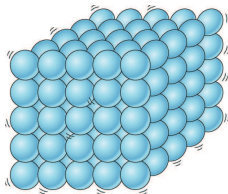


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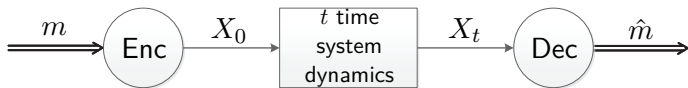
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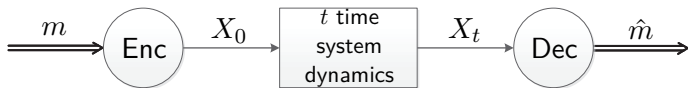
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- Distilling notion of storage from particular technology
- Capturing interparticle interaction and system's dynamics
- How much data can be stored and for how long?

# Operational Framework

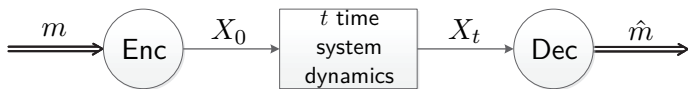


# Operational Framework



## Stochastic Ising Model:

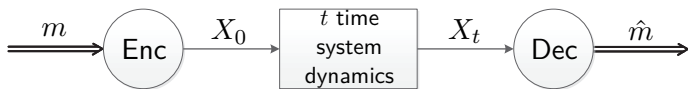
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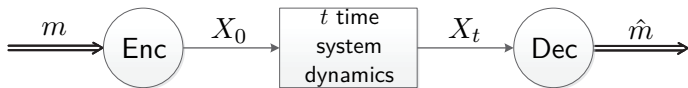


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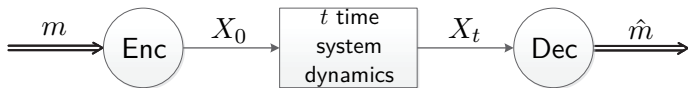
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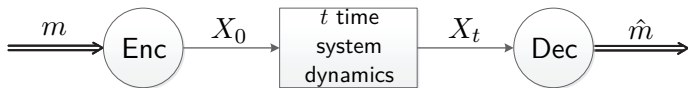
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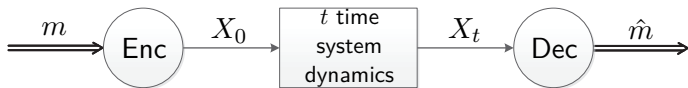
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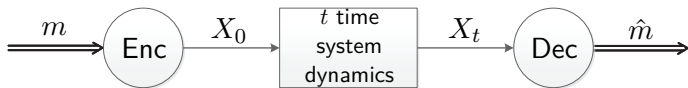
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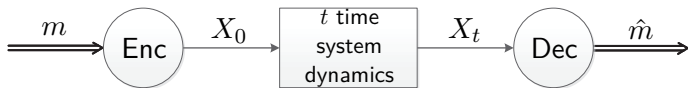
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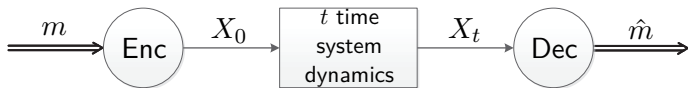
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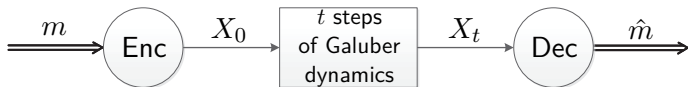
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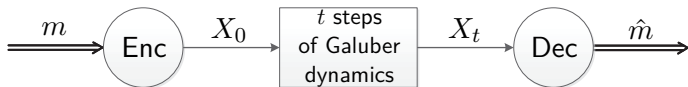
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**Cold** ( $\beta$  large)  $\implies$  Strong interactions

# Measuring Information Storage



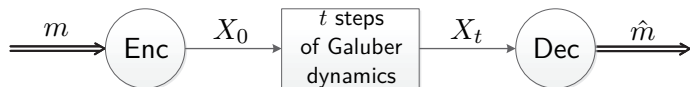
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Information Capacity:



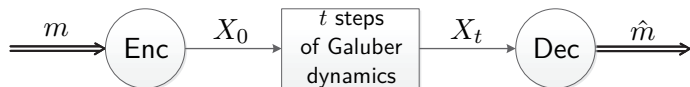
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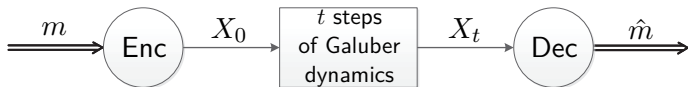


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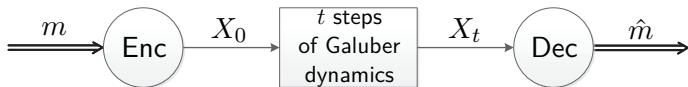


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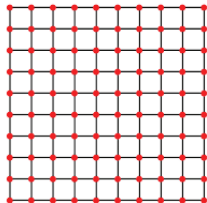
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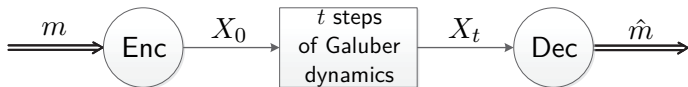
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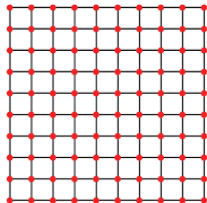


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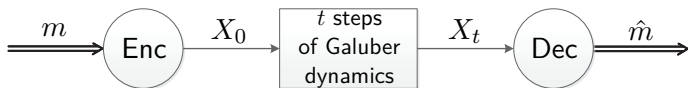
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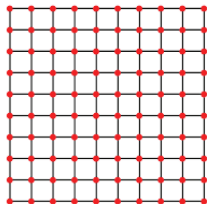
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⊛ **Cold:** Can interactions (memory) help?



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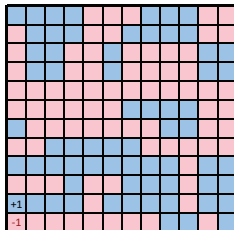
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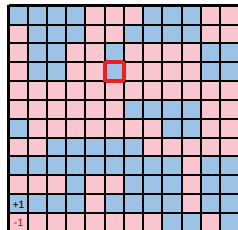
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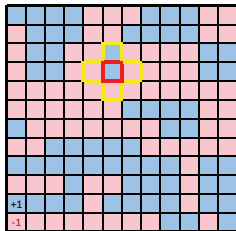
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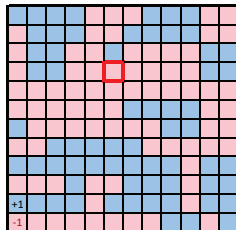
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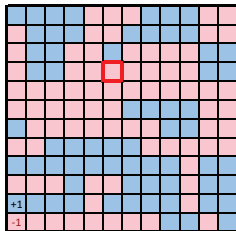
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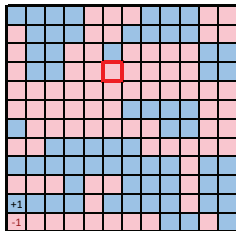
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**Q1:** What (if anything) can be stored for infinite time?

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### Achievability

- **Stable Configurations:**  $\sigma \in \Omega$  is *stable* if  $P(\sigma, \sigma) = 1$  (ground states).

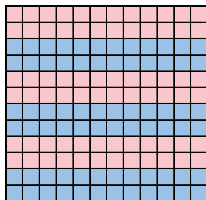
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For the zero-temp. SIM on  $\sqrt{n} \times \sqrt{n}$  grid  $I_n(\infty) := \lim_{t \rightarrow \infty} I_n(t) = \Theta(\sqrt{n})$

### Achievability

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- All 2-striped config. are stable.



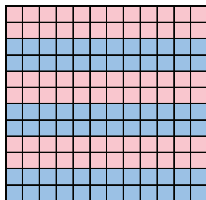
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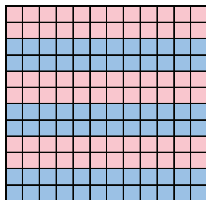
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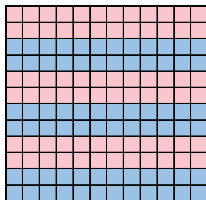
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**Q2:** Can we do better than  $\sqrt{n}$  for finite superlinear  $t$ ?

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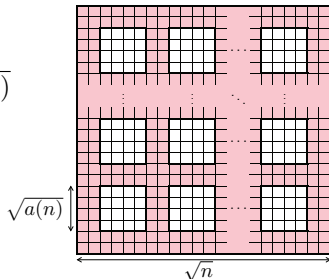
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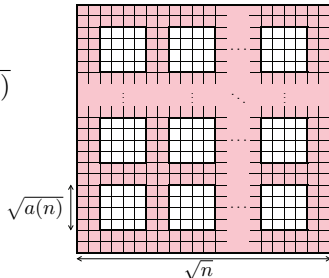
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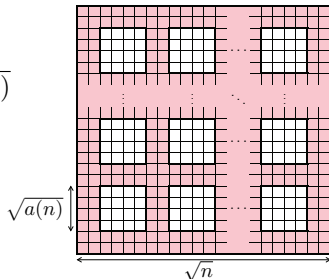
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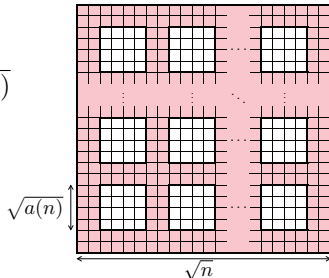
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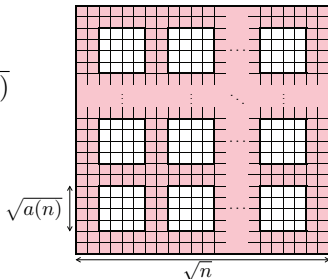
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$$I_n(t) \approx I_n^{(c)}((1 + o(1))t), \quad t \sim \text{suplog}(n)$$

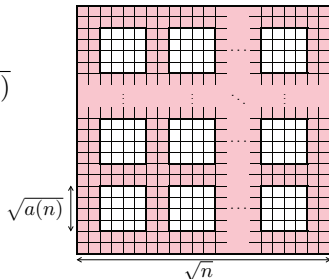
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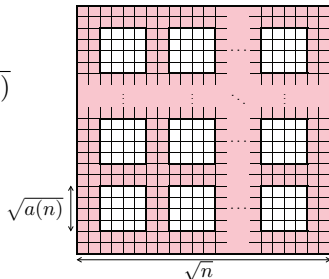
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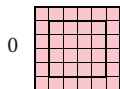
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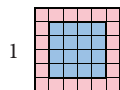
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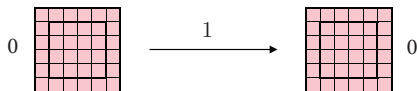
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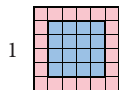
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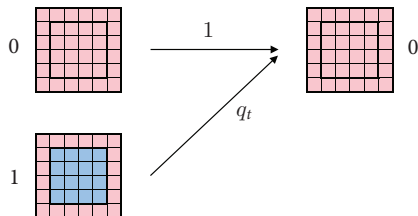
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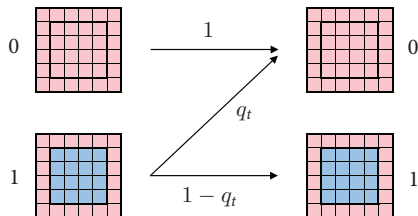


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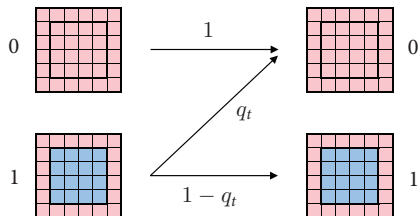


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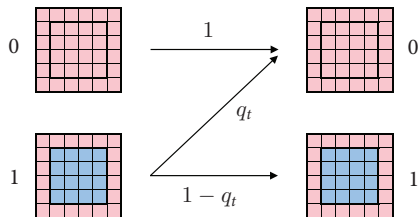
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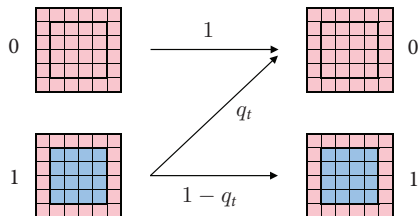
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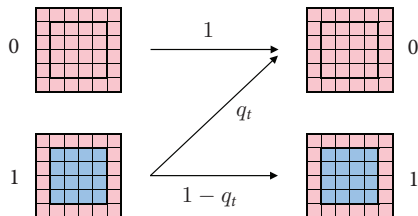
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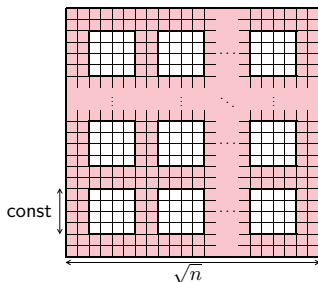
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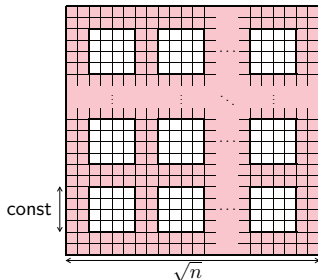
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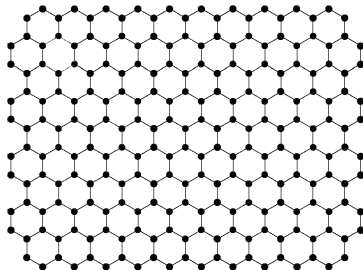
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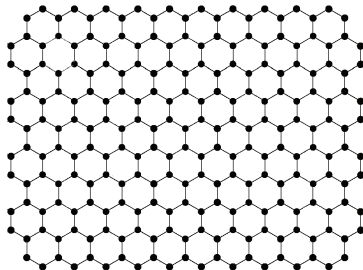
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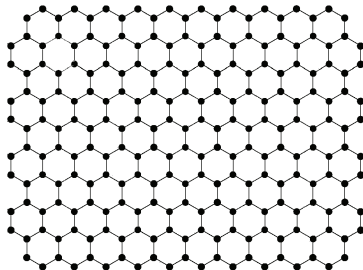
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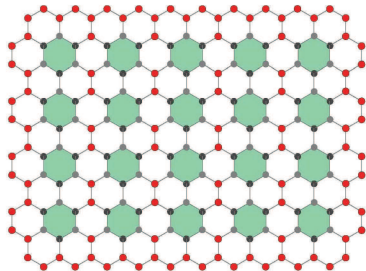
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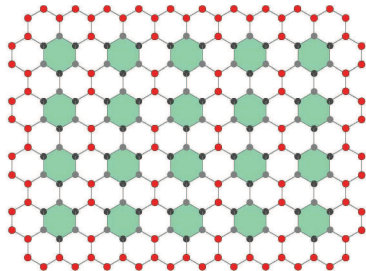
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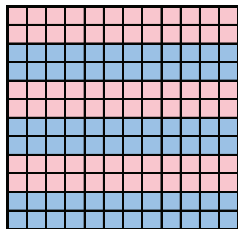
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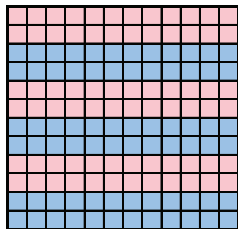
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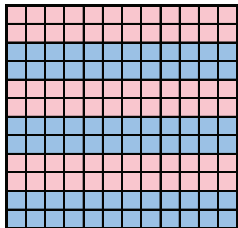
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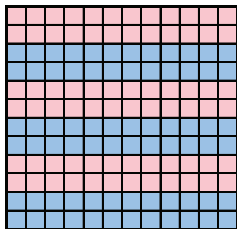
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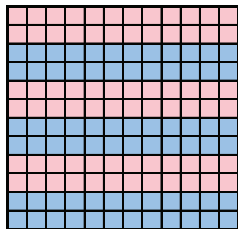
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## Reduction to Single Stripe Analysis

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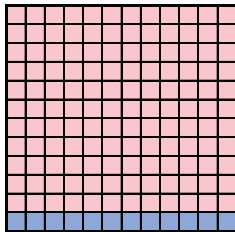
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$\implies$  Suffices to analyze  $\mathbb{P}(\text{More than half stripe flipped})$

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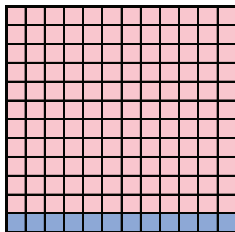
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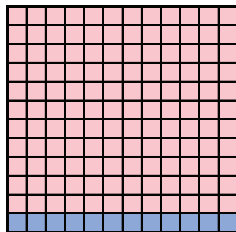
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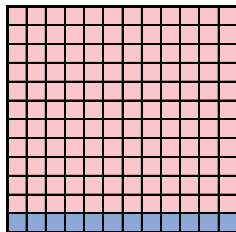
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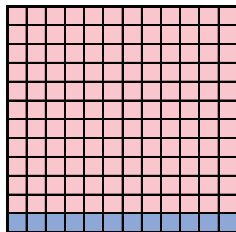
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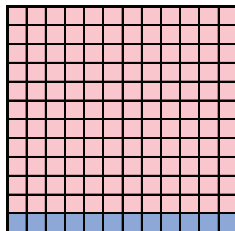
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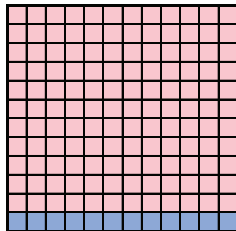
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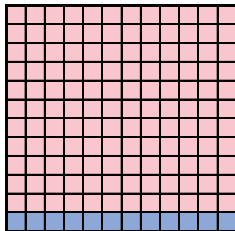
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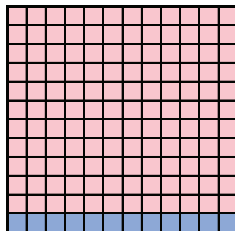


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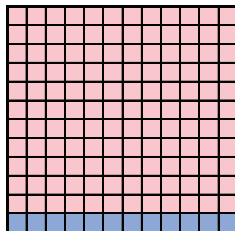
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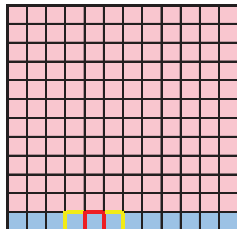
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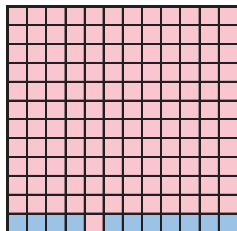
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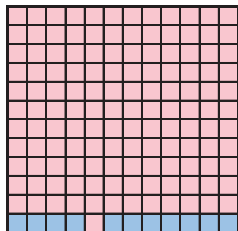
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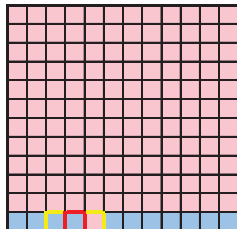
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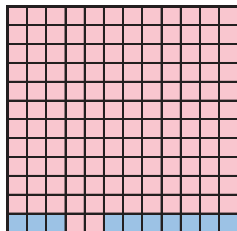
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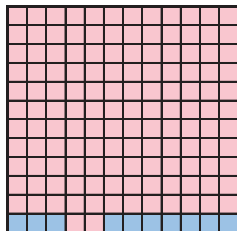
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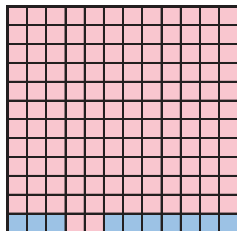
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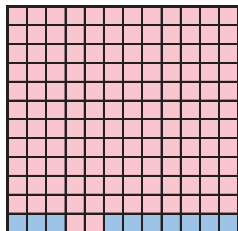
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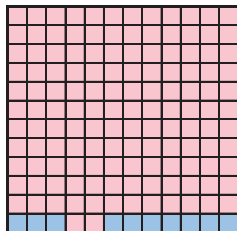
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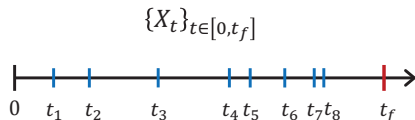
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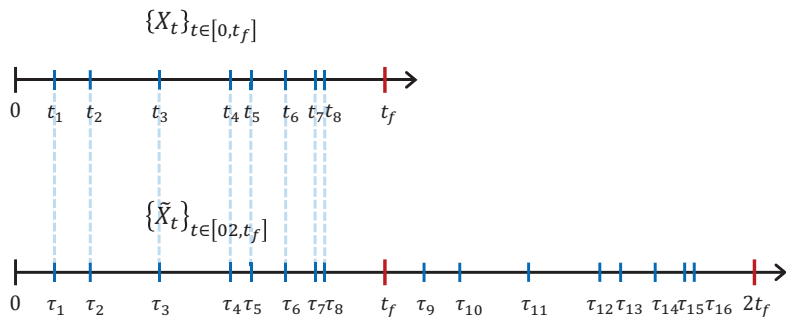
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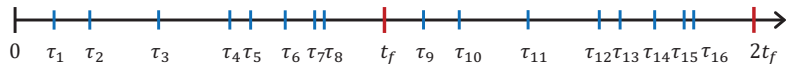
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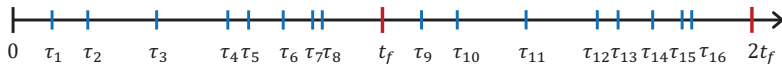
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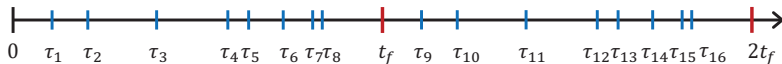
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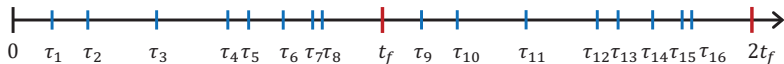
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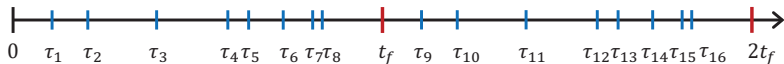


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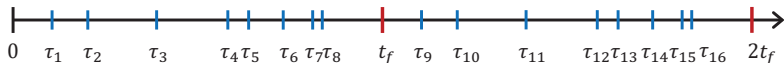


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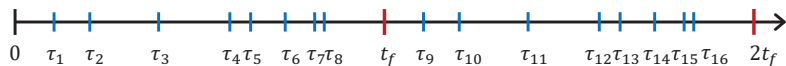
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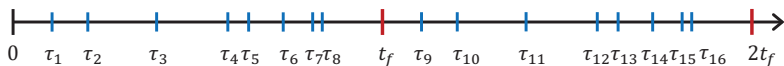
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- Erosion flips in  $\{X_t\}_{t \in [0, t_f]}$   $\implies$  Erosion flips in  $\{\tilde{X}_t\}_{t \in [t_f, 2t_f]}$

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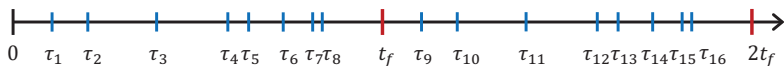
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## Single Stripe Case: Phase-Separated Dynamics (2)

$$\{\tilde{X}_t\}_{t \in [0, 2t_f]}$$



### Blocking Rule:

- 1 For  $t < t_f$  allow only sprinkle flips (wrt original  $\{X_t\}_{t \in [0, t_f]}$ )
  - 2 For  $t_f \leq t \leq 2t_f$  allow only erosion flips (wrt original  $\{X_t\}_{t \in [0, t_f]}$ )
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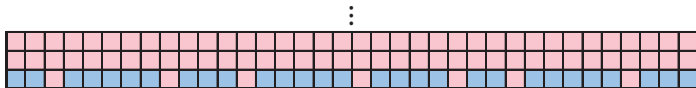
$\implies$  New dynamics is a speedup:  $\mathbb{E}N^{(+)}(t_f) \geq \mathbb{E}\tilde{N}^{(+)}(2t_f)$

## Single Stripe Case: Phase-Separated Dynamics (3)

Sprinkle Analysis  $[0, t_f]$ : Ends w/ runs of '+'s separated by '-' sprinkles

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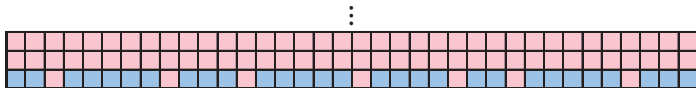
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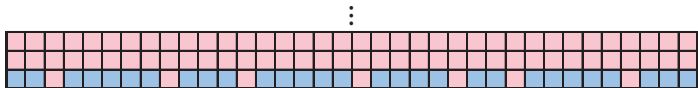
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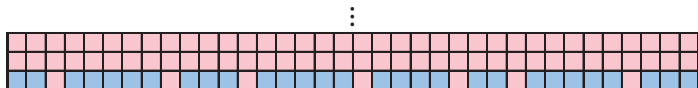


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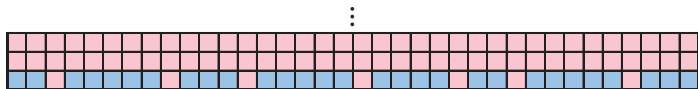


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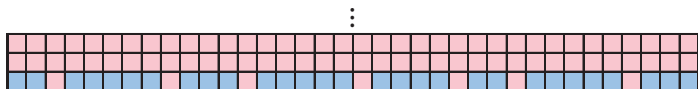


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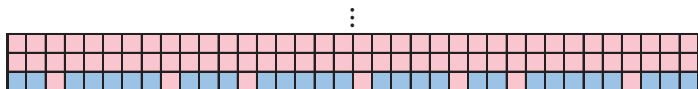


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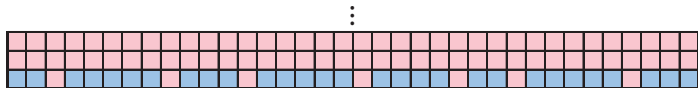


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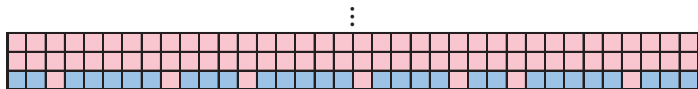
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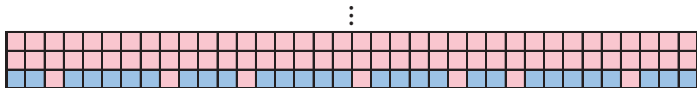
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  - Show latter probability is small and conclude proof