Entropy, Disequilibrium and Complexity in Compact Stars: A different approach to their Composition

Marcio G. B. de Avellar

Jorge E. Horvath

Instituto de Astronomia, Geofísica e Ciências Atmosféricas (Universidade de São Paulo)

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Context

I am going to present you part of the research done during my Ph.D. project on neutron stars. Our goal was:

 to address the composition of neutron stars: hierarchy of EoSs through informational theoretic techniques.

Potentially: quantify the effects of interactions on the informational content of these objects.

Introduction

Mass radius diagram reflects the composition



Figure: Different compositions and some constraints

How much information does the different EoSs possess? Which one, then, would be more likely to be realized in Nature?

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Complexity and Information

First, concepts and definitions:

- Complexity: what does not match the requirements of being simple (tautology?). In physics, we always begin with ideal systems as the simplest systems possible;
- Information: what we can get from observing the occurrence of an event (how surprising, or unexpected or what else).

With a certain reductionism:

 definition of information in terms of the probability of an event to occur.

Information

From some desired mathematical properties of information we can derive:

$$I(p) = -\log_b(p) \tag{1}$$

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for some probability p and basis b (that gives the unit). b = 2 give us *bits*.

• flipping a fair coin once give you $-log_2(1/2) = 1$ bit of information.

Information

If a source provides *n* symbols $\{a_i\}$ with probability $\{p_i\}$, then the average amount of information in the stream of symbols is:

$$\frac{I}{N} = -\sum_{i=0}^{N} p_i log_b(p_i) \equiv H(P).$$
(2)

This quantity is defined as the *entropy* of the probability distribution $P = \{p_i\}.$

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Information: property

The maximum of this quantity is achieved at equiprobability $p_i = 1/n$. Example: a student and his grades:

- if the grades are A, B, C, D and F, with equal probabilities \Rightarrow 2.32 bits of information;
- if instead the probabilities are {1/10, 1/5, 2/5, 1/5, 1/10} ⇒ 2.12 bits of information;
- if $\{0, 0, 0, 0, 1\} \Rightarrow 0$ bit of information.

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Complexity in physical systems: ideal cases

Let us allow complexity to encode order and disorder (or the self-organization of a system): two ideal systems, extremes in all aspects and opposites as well:

- Perfect crystal: zero complexity by definition; strict symmetry rules
 ⇒ probability density centered around the prevailing state of
 perfect symmetry ⇒ minimal information. Completely ordered.
- Ideal gas: zero complexity by definition; accessible states are equiprobable ⇒ maximal information. Totally disordered.

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Key concept: Disequilibrium

The information alone is not enough to define complexity. We define then the *disequilibrium* as the distance to the equiprobability. Now we define complexity as:

$$C \equiv H \times D$$

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Getting some intuition first



Figure: Intuitive definition of complexity

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Image: A matrix

Disequilibrium

As an expression to disequilibrium the proposal is

$$D = \sum_{i=1}^{N} \left(p_i - \frac{1}{N} \right)^2 \tag{4}$$

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Continuous case

In the continuous case with large N we get:

$$H = -\int p(x) \log_b[p(x)] dx$$
 (5)

$$D = \int p^2(x) dx \tag{6}$$

$$C \equiv H \times D$$
 or $C \equiv e^H \times D$.

We shall adopt the last version of complexity for convenience.

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Compact stars

Application to neutron stars with two different compositions:

- Hadronic composition with SLy4 equation of state;
- Quark composition with three flavours in equal amounts or strange quark matter.

How does the composition affect the measures of these quantities? But first, what should we adopt as p(x)?

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Compact stars



Figure: Mass-radius relation for two different EoSs

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Compact stars

In order to do that we slightly modified the equations:

$$\mathbf{S} = -b_0 \int \bar{\epsilon}(\mathbf{r}) ln[\bar{\epsilon}(\mathbf{r})] d\mathbf{r}$$
(8)

$$\mathsf{D} = b_0 \int \bar{\epsilon}^2(\mathbf{r}) d\mathbf{r} \tag{9}$$

where $\bar{\epsilon}(\mathbf{r})$ is the dimensionless energy density (which is just $c^2 \rho(\mathbf{r})/\epsilon_0$). The parameter b_0 makes *S* and *D* dimensionless.

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Results



Figure: 3-D version: composite behaviour S vs M vs R

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Results



Figure: 3-D version: composite behaviour D vs M vs R

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Results



Figure: 3-D version: composite behaviour C vs M vs R

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Summary

Summary of the results:

- Hadronic stars: low complexity, ordered systems, tend to the perfect crystal;
- Quark stars: low complexity, less ordered systems, more distant from perfect crystal.

The white dwarf case: complexity *grows* with increasing mass, reaching a maximum finite value at the Chandrasekhar mass. Resemblance to atomic systems.

Conclusions

Conclusions:

- If order costs energy, then nature should favour exotic strange quark stars;
- There is a trend for these stars to be at a state of minimum complexity. Calbet and López-Ruiz have shown that for a system out of equilibrium there is, in fact, a tendency of the complexity to reach an extremum. If a transition hadronic → quark occur, that would be the case.

Future

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Some perspectives regarding the development of these concepts:

- Perform calculations for other realistic equations of state; calculate the amount of information encoded by the EoS as a whole, not only for each star;
- Study the case of global charge neutrality (see Souza, Manreza, de Avellar and Horvath [poster]);
- Improve the very concept of p(x) used here in order to make it compatible to the analogous in information theory;
- Link to the thermodynamics and the gravitational collapse;

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