Towards a Better Understanding of Space-Time Causality: Kolmogorov Complexity and Causality as a Matter of Degree

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1. Defining Causality Is Important

- Causal relation $e \leq e'$ between space-time events is one of the fundamental notions of physics.
- In Newton's physics, it was assumed that influences can propagate with an arbitrary speed:

$$e = (t, x) \preceq e' = (t', x') \Leftrightarrow t \leq t'.$$

• In Special Relativity, the speeds of all the processes are limited by the speed of light c:

$$e = (t, x) \preceq e' = (t', x') \Leftrightarrow c \cdot (t' - t) \ge d(x, x').$$

- In the *General Relativity Theory*, the space-time is curved, so the causal relation \leq is even more complex.
- Different theories, in general, make different predictions about the causality \leq .
- So, to experimentally verify fundamental physical theories, we need to experimentally check whether $e \leq e'$.

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2. Defining Causality: Challenge

- Intuitively, $e \preceq e'$ means that:
 - what we do in the vicinity of e
 - changes what we observe at e'.
- If we have *two* (or more) copies of the Universe, then:
 - in one copy, we perform some action at e, and
 - we do not perform this action in the second copy.
- If the resulting states differ, this would indicate $e \preccurlyeq e'$:

 World 1 World 2

rain *e' e' * no rainrain dance *e * e* no rain dance

• Alas, in reality, we only observe *one* Universe, in which we either perform the action or we do not.



3. Algorithmic Randomness and Kolmogorov Complexity: A Brief Reminder

- If we flip a coin 1000 times and still get get all heads, common sense tells us that this coin is not fair.
- Similarly, if we repeatedly flip a fair coin, we cannot expect a periodic sequence 0101...01 (500 times).
- Traditional probability theory does not distinguish between random and non-random sequences.
- Kolmogorov, Solomonoff, Chaitin: a sequence 0...0 isn't random since it can be printed by a short program.
- In contrast, the shortest way to print a truly random sequence is to actually print it bit-by-bit: printf(01...).
- Let an integer C > 0 be fixed. We say that a string x is random if $K(x) \ge len(x) C$, where

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K(x) \stackrel{\text{def}}{=} \min\{\text{len}(p) : p \text{ generates } x\}.
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4. The Corresponding Notion of Independence

- If y is independent on x, then knowing x does not help us generate y.
- If y depends on x, then knowing x helps compute y; example:
 - knowing the locations and velocities x of a mechanical system at time t
 - helps compute the locations and velocities y at time $t + \Delta t$.
- Let an integer C > 0 be fixed. We say that a string y is *independent* of x if $K(y | x) \ge K(y) C$, where

$$K(y \mid x) \stackrel{\text{def}}{=} \min\{\text{len}(p) : p(x) \text{ generates } y\}.$$

• We say that a string y is dependent on the string x if $K(y \mid x) < K(y) - C$.



5. How to Define Space-Time Causality: First Seeming Reasonable Idea

- At first glance, we can check whether $e \preccurlyeq e'$ as follows:
 - First, we perform observations and measurements in the vicinity of the event e, and get the results x.
 - We also perform measurements and observations in the vicinity of the event e', and produce x'.
 - If x' depends on x, i.e., if $K(x'|x) \ll K(x')$, then we claim that e can casually influence e'.
- If $e \leq e'$, then indeed knowing what happened at e can help us predict what is happening at e'.
- However, the inverse is not necessarily true.
- We may have $x \approx x'$ because both e and e' are influenced by the same past event e''.
- Example: both e and e' receive the same signal from e''.

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6. Towards a Working Definition of Causality

- According to modern physics, the Universe is quantum in nature; for microscopic measurements:
 - we cannot predict the exact measurement results,
 - we can only predict probabilities of different outcomes; the actual observations are truly random.
- For each space-time event e:
 - we can set up such a random-producing experiment in the small vicinity of e, and
 - generate a random sequence r_e .
- This random sequence r_e can affect future results.
- So, if we know the random sequence r_e , it may help us predict future observations.
- Thus, if $e \leq e'$, then for some observations x' performed in the small vicinity of e', we have $K(x' | r_e) \ll K(x')$.



7. Discussion and Resulting Definition

• Reminder: when $e \preceq e'$, then the random sequence r_e can affect the measurement results at e':

$$K(x'|r_e) \ll K(x')$$
.

- If $e \not \prec e'$, then the random sequence r_e cannot affect the measurement results at e': $K(x' | r_e) \approx K(x')$.
- So, we arrive at the following semi-formal definition:
 - For a space-time event e, let r_e denote a random sequence generated in the small vicinity of e.
 - We say $e \leq e'$ if for some observations x' performed in the small vicinity of e', we have

$$K(x' | r_e) \ll K(x')$$
.

• Our definition follows the ideas of casuality as *mark* transmission, with the random sequence as a mark.

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8. This Definition Is Consistent with Physical Intuition

- If $e \leq e'$, then we can send all the bits of r_e from e to e'.
- The signal x' received in the vicinity of e' will thus be identical to r_e .
- Thus, generating x' based on r_e does not require any computations at all: $K(x' | r_e) = 0$.
- Since the sequence $x' = r_e$ is random, we have K(x') > len(x') C.
- When $r_e = x'$ is sufficiently long $(\operatorname{len}(x') > 2C)$, we have $K(x') \ge \operatorname{len}(x') C > 2C C = C$, hence $0 = K(x' \mid r_e) < K(x') C$ and $K(x' \mid r_e) \ll K(x')$.
- So, our definition is indeed in accordance with the physical intuition.

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9. Randomness Is a Matter of Degree

- Reminder: a sequence x is random if $K(x) \ge \text{len}(x) C$ for some C > 0.
- For a given sequence x, its degree of randomness d(x) can be defined by the smallest integer C for which

$$K(x) \ge \operatorname{len}(x) - C.$$

- One can check that this smallest integer is equal to the difference d(x) = len(x) K(x).
- For random sequences, the degree d(x) is small.
- For sequences which are *not random*, the degree d(x) is large.
- In general, the smaller the difference d(x), the more random is the sequence x.



10. Space-Time Causality Is a Matter of Degree

- Our definition of causality is that $K(x' | r_e) < K(x') C$ for some large integer C.
- The larger the integer C, the more confident we are that an event e can causally influence e'.
- It is therefore reasonable to define a degree of causality c(e,e') as the largest integer C for which

$$K(x' \mid r_e) < K(x') - C.$$

- One can check that this largest integer is equal to the difference $c(e, e') = K(x') K(x' | r_e) 1$.
- The larger this difference c(e, e'), the more confident we are that e can influence e'.
- In other words, just like randomness turns out to be a matter of degree, causality is also a matter of degree.

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11. Remaining Open Problems

- It is desirable to explore possible physical meaning of such "degrees of causality" c(e, e').
- Maybe this function c(e, e') is related to relativistic metric the amount of proper time between e and e'?
- Another open problem: the above definition works for objects in a small vicinity of one spatial location.
- In quantum physics, not all objects are localized in space-time.
- We can have situations when the states of two spatially separated particles are entangled.
- It is desirable to extend our definition to such objects as well.



12. Conclusions

- We propose a new operationalist definition of causality $e \preccurlyeq e'$ between space-time events e and e'.
- Namely, to check whether an event e can casually influence an event e', we:
 - generate a truly random sequence r_e in the small vicinity of the event e, and
 - perform observations in the small vicinity of the event e'.
- If some observation results x' (obtained near e') depend on r_e , then we claim that $e \leq e'$.
- On the other hand, if all observation results x' are independent on r_e , then we claim that $e \not \prec e'$.
- This new definition naturally leads to a conclusion that space-time causality is a matter of degree.



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