



科学研究費助成事業「新学術領域研究(研究領域提案型)」平成29-33年度  
次世代物質探索のための離散幾何学



筑波大学  
University of Tsukuba

# **Topological band theory for classical diffusion phenomena and the game theory**

**Tsuneya Yoshida**

**(U Tsukuba)**

**Poster presentation  
2021/09/28 @ zoom**

# Collaborators



筑波大学  
University of Tsukuba



Tomonari Mizoguchi



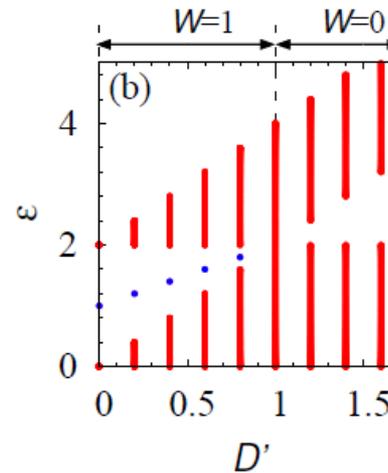
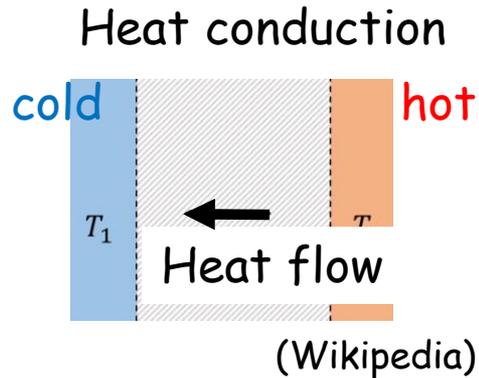
Yasuhiro Hatsugai

# References

- TY-Hatsugai, *Sci. Rep.* **11**, 888 (2020)
- TY-Mizoguchi-Hatsugai, *PRE* **104**, 025003 (2021)

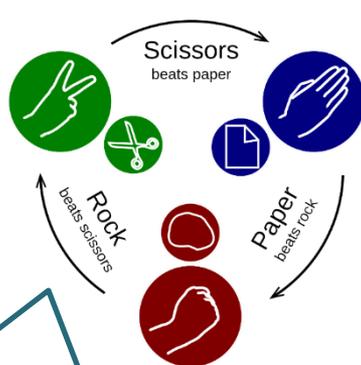
# Main message: New platform of topological edge modes

## Classical diffusion phenomena

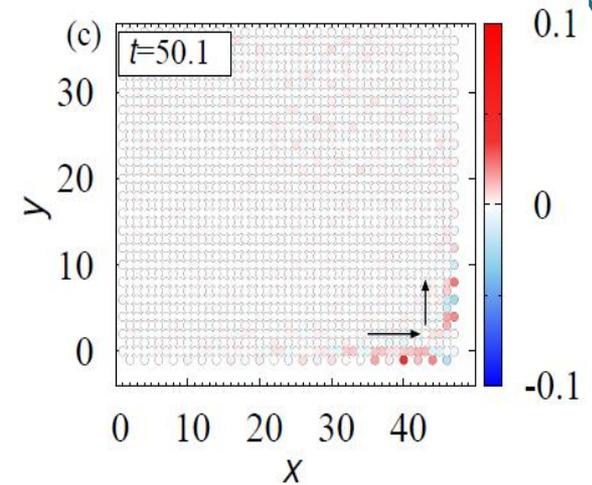
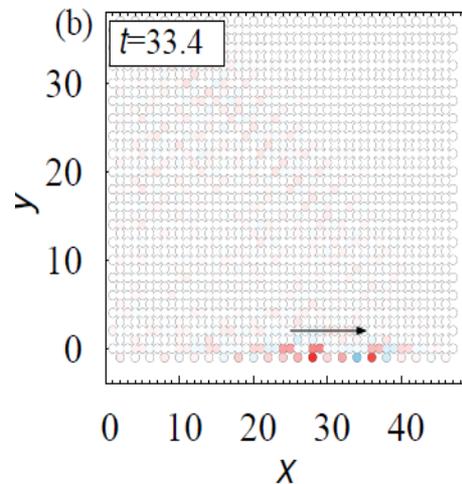


TY-Hatsugai,  
Sci. Rep (2020)

## Evolutionary game theory



- bacterium (biology)
- human behaviors (social science)



TY-Mizoguchi-Hatsugai, PRE (2021)

# Outline

1. Warm up: topological insulators
2. Motivation
3. Topological edge modes in classical diffusion phenomena
4. Chiral edge state in evolutionary game theory

# Outline

1. Warm up: topological insulators

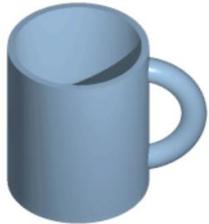
2. Motivation

3. Topological edge modes in classical diffusion phenomena

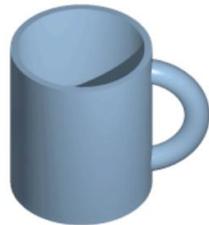
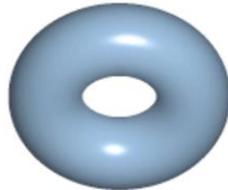
4. Chiral edge state in evolutionary game theory

# Warm up: topological insulators

Topology (simple example)



$\sim$



$\not\sim$



$\therefore$ )



(wikipedia)

# of holes does not change  
under continuous deformation

 cut or glue

Topological insulators:

Topo. # and # of edge states do not change  
under continuous deformation

 gap-closing in the bulk

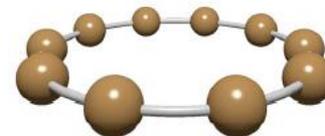
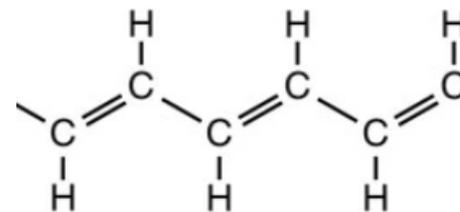
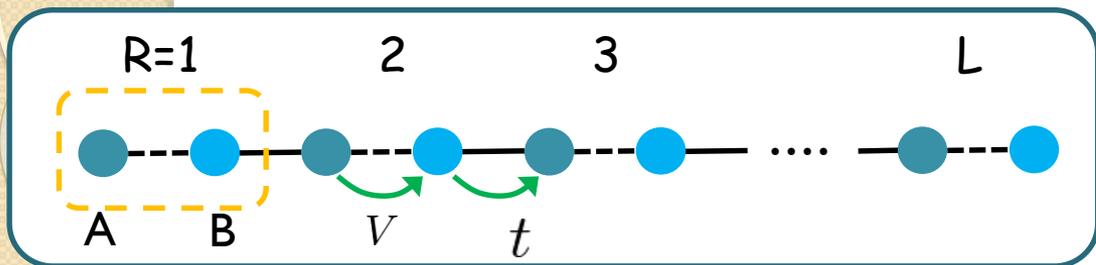
## Warm up: topological insulators

Topological insulators: \_\_\_\_\_

Topo. # and # of edge states do not change  
under continuous deformation

 gap-closing in the bulk

# Topological insulator in 1D (Su Schrieffer Heeger model)



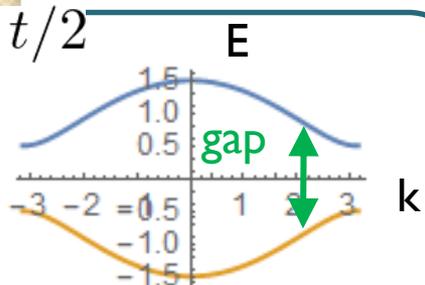
$$h(k) = d_1(k) \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} + d_2(k) \begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix}$$

$$d_1(k) = V + t \cos k$$

$$d_2(k) = t \sin k$$

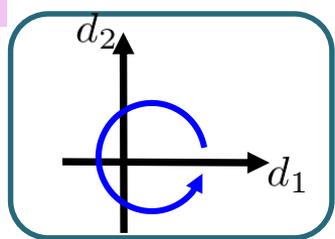
$$E(k) = \pm \sqrt{d_1^2(k) + d_2^2(k)}$$

$V = t/2$

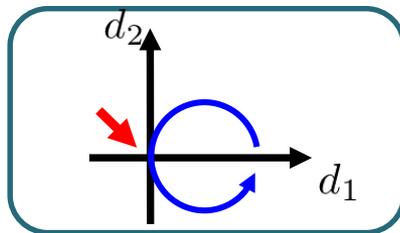
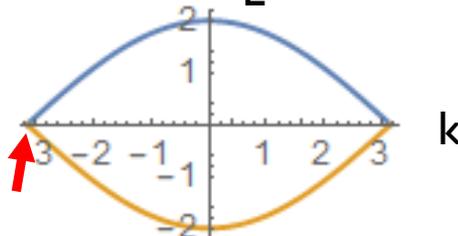


winding#=1

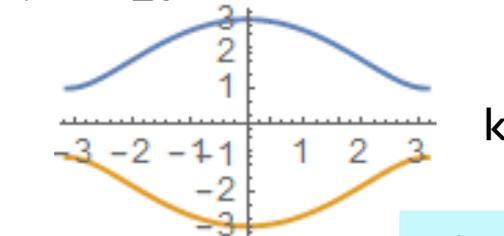
$$d_1 + id_2 = V + te^{ik}$$



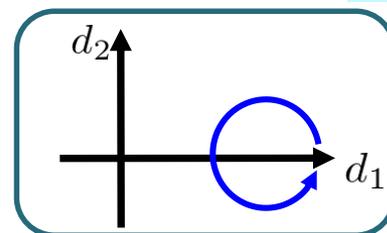
$V = t$



$V = 2t$

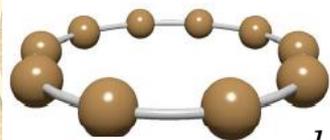


winding#=0



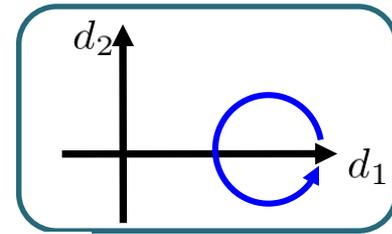
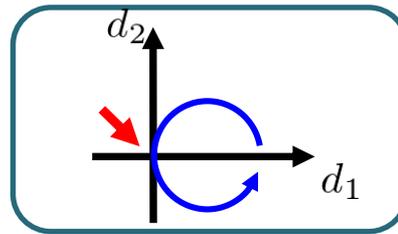
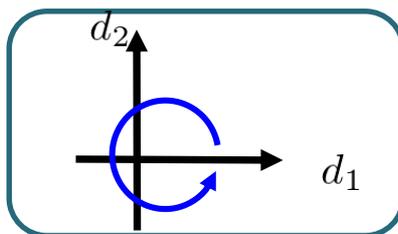
With chiral symmetry  $\sigma_3 h(k) \sigma_3 = -h(k)$  winding # is quantized

4/8

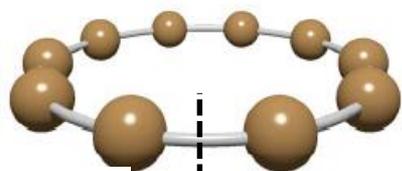
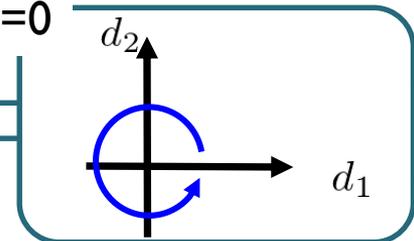


PBC

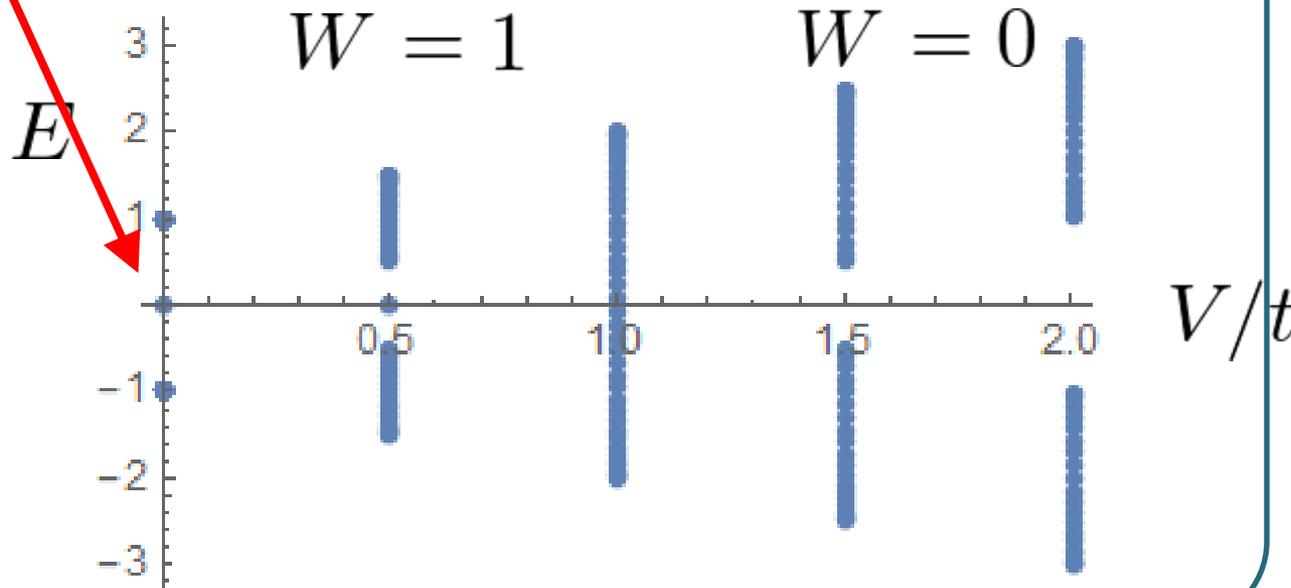
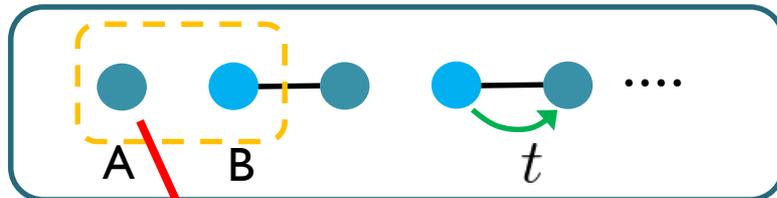
$$d_1 + id_2 = V + te^{ik}$$



$V=0$



OBC



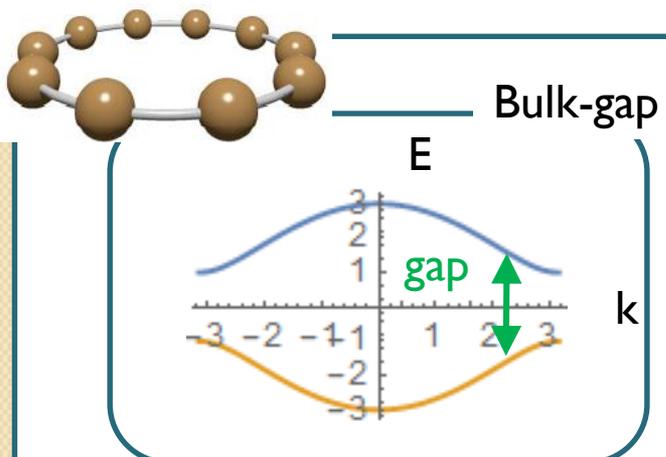
# Short summary

Topological insulators (1D):

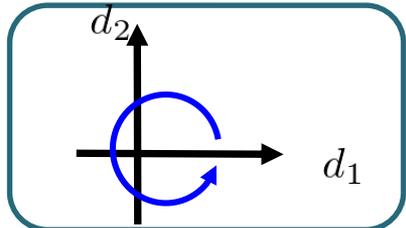
Winding number and # of edge states do not change under continuous deformation

 gap-closing in the bulk

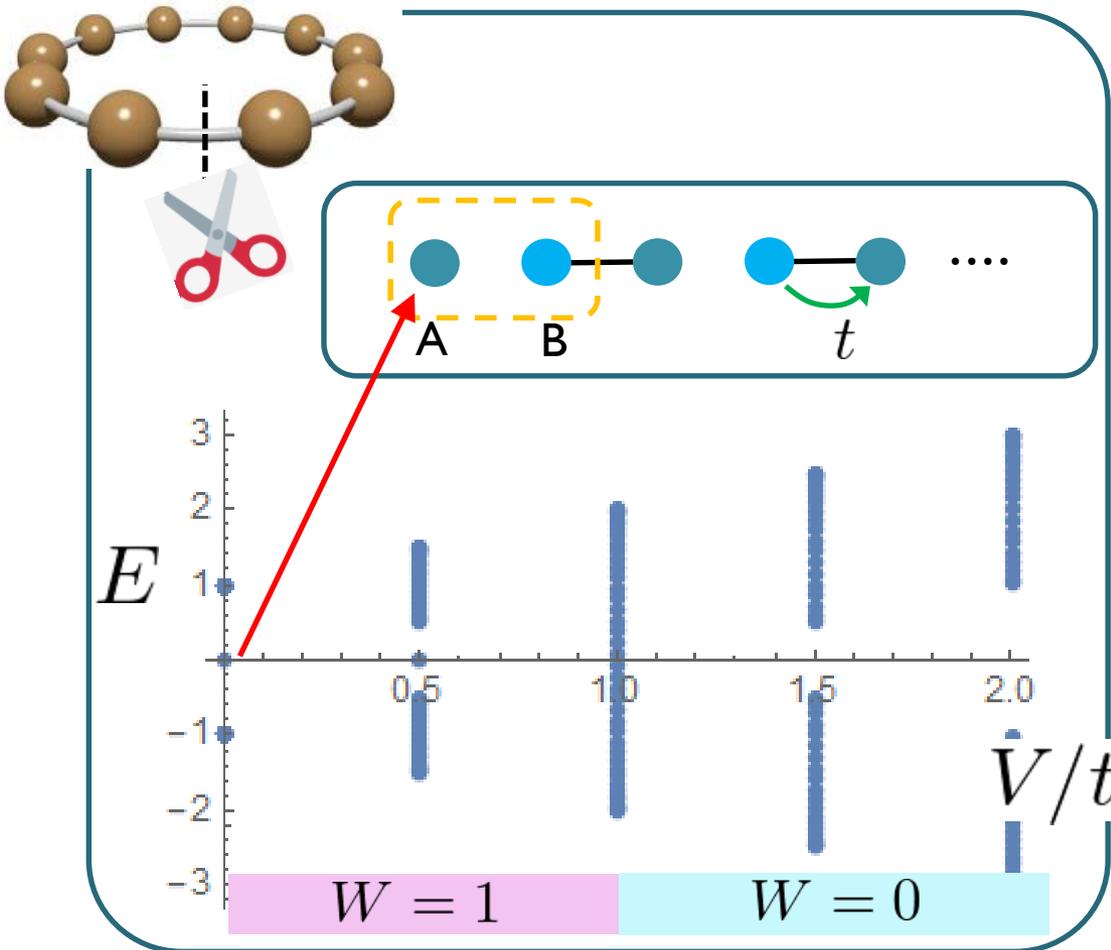
PBC



winding# = 1



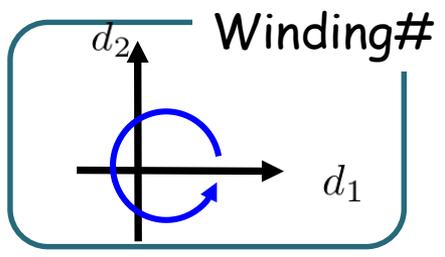
OBC



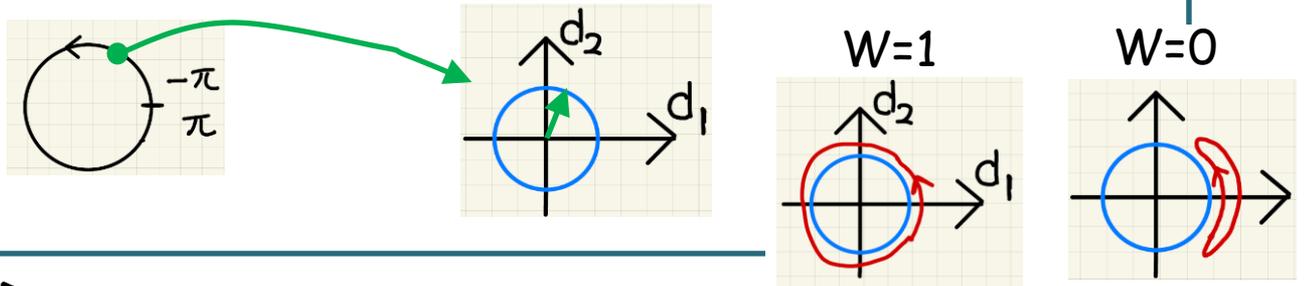
## **Warm up: topological insulators**

**1D**  **2D**

### Topological insulator 1D

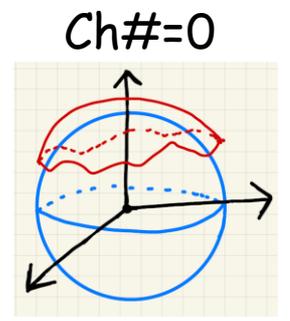
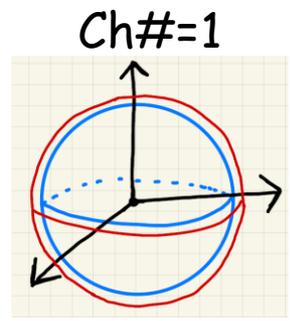
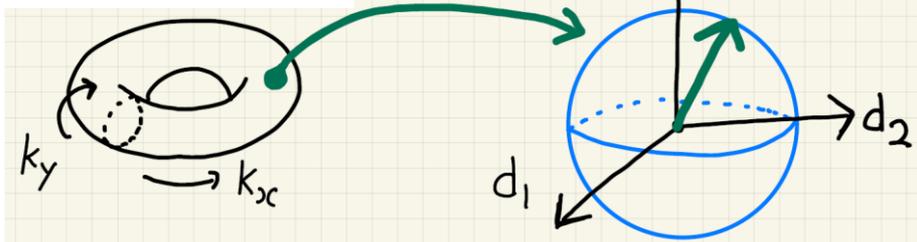


$$-\pi \leq k < \pi \longrightarrow \vec{d}(k)/|d(k)|$$

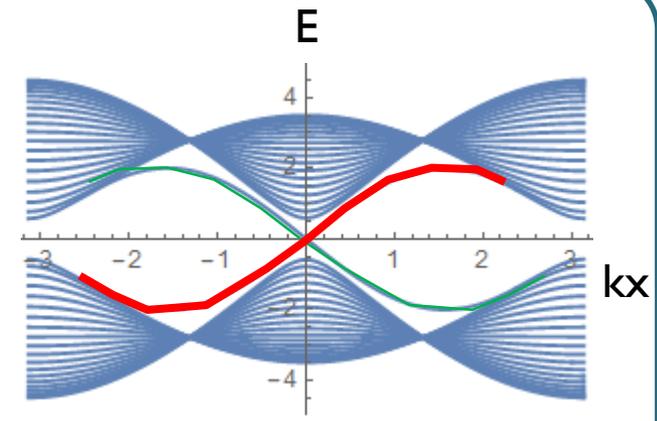
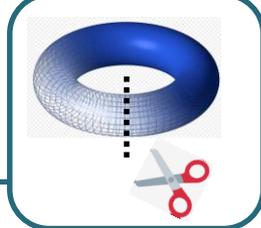
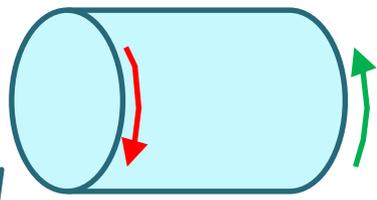
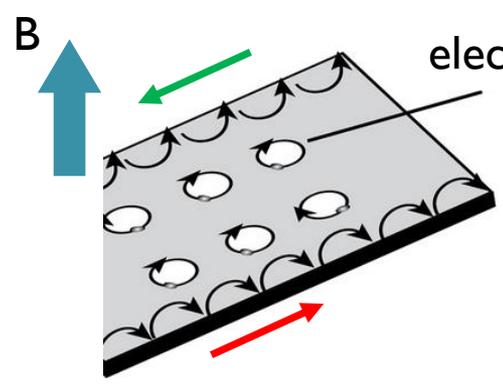


### Topological insulator 2D

Chern number



### Chern insulator (integer quantum Hall system)

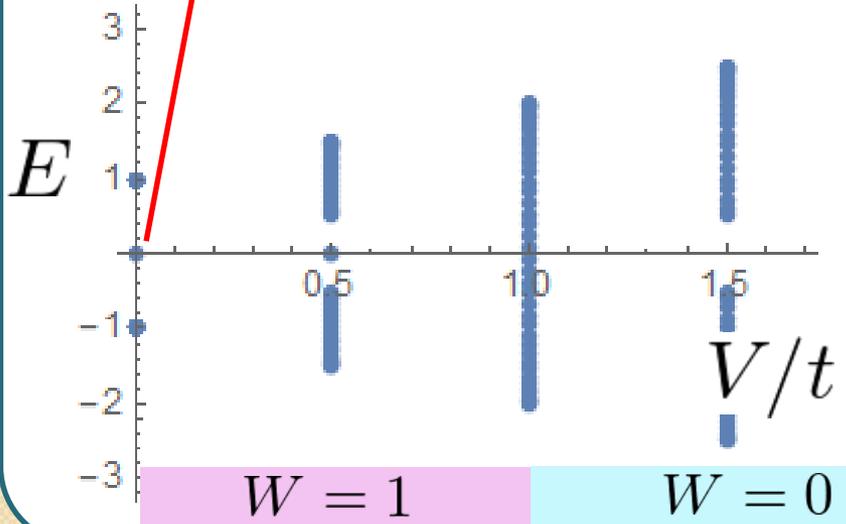
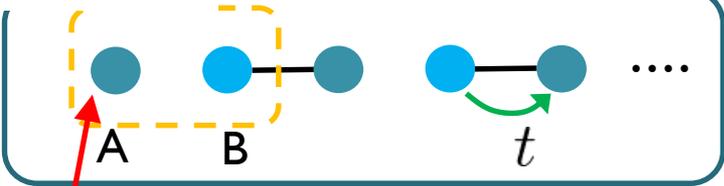


Topological insulators:

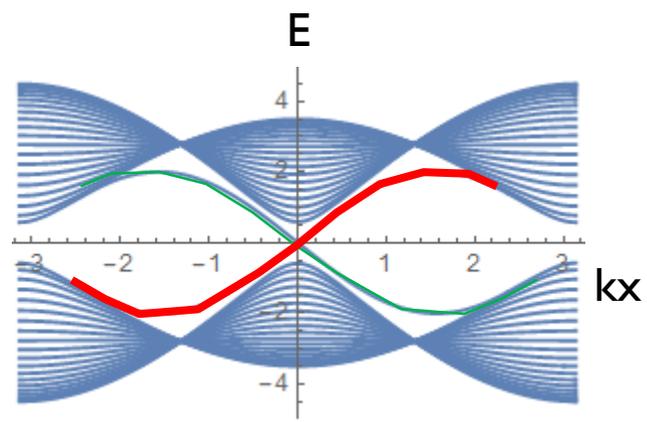
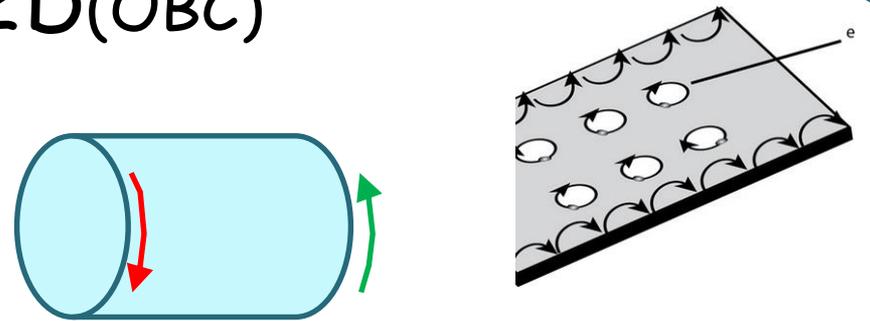
Topo. # and # of edge states do not change under continuous deformation

 gap-closing for PBC

1D(OBC)



2D(OBC)



# Outline

1. Warm up: topological insulators

**2. Motivation**

3. Topological edge modes in classical diffusion phenomena

4. Chiral edge state in evolutionary game theory

# Motivation

Topological edge modes beyond quantum mechanics

Integer quantum Hall effect

Y. Hatsugai PRL(1993)

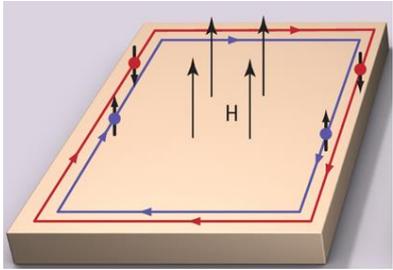
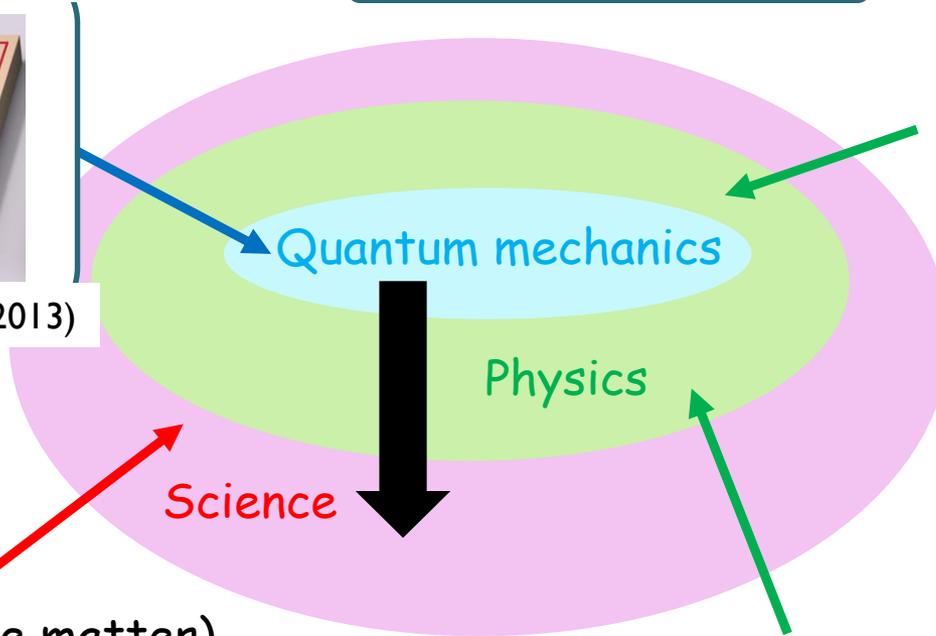
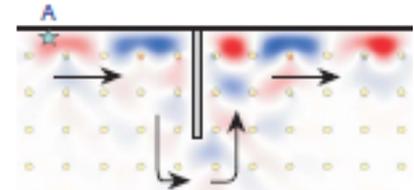


Fig. from S. Oh Science (2013)



Photonic crystals

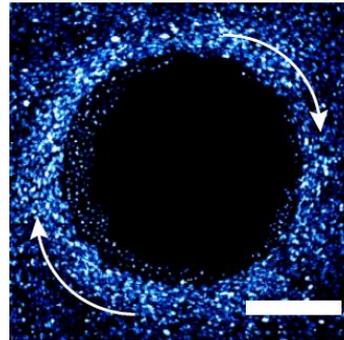
▪ Raghu-Haldane PRA (2008)



Z. Wang et al., Nature (2009)

Biology (Active matter)

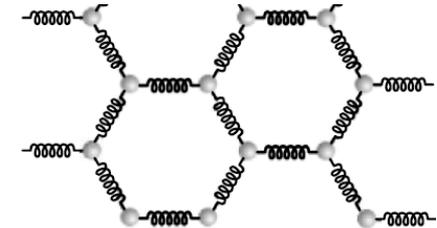
chiral modes  
of cells



▪ L. Yamaguchi and K. Kawaguchi  
et al., arXiv (2020)

Classical mechanics

▪ Kariyado-Hatsugai Sci. Rep. (2015)

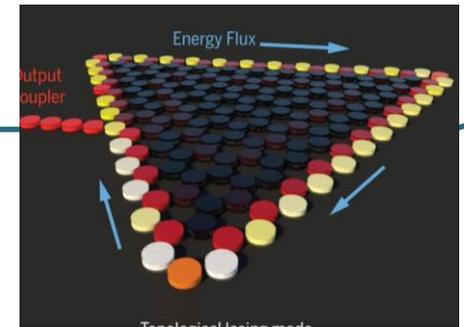


# Motivation

Finding a new platform of chiral edge mods is significant

- Universal understanding is available
- New devices thanks to robust edge states

<Topological insulator laser>



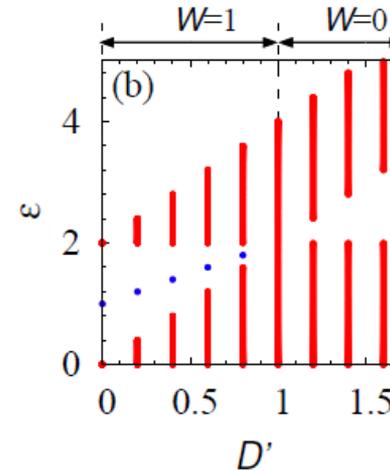
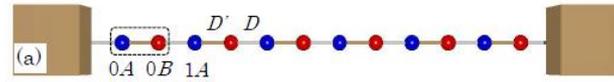
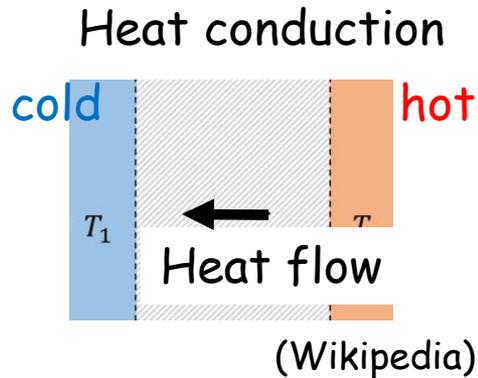
G. Harari et al., Science (2018)

Question we address: \_\_\_\_\_

New platform of topological edge modes?

(In particular, **chiral edge modes**)

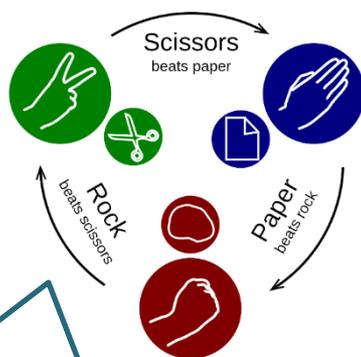
## Part I: Classical diffusion phenomena: 1D edge state



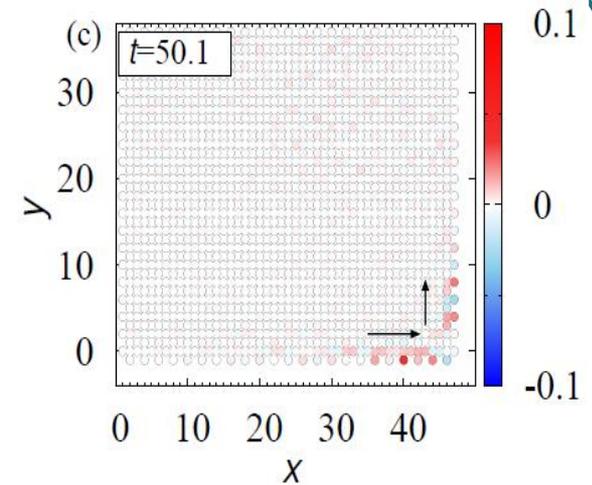
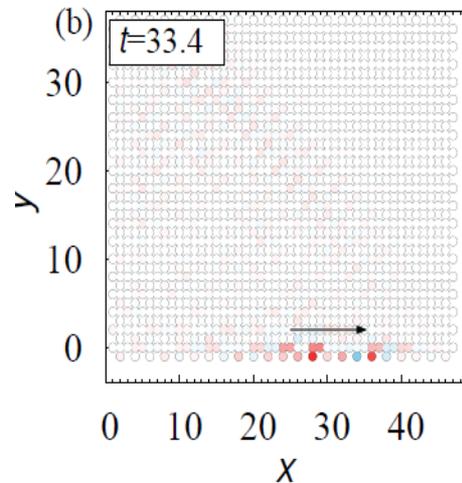
TY-Hatsugai,  
Sci. Rep. (2020)

## Part II:

### Evolutionary game theory: chiral edge state



- bacterium (biology)
- human behaviors (social science)



TY-Mizoguchi-Hatsugai, PRE (2021)

# Outline

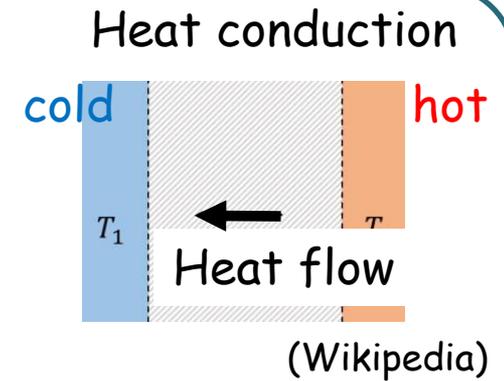
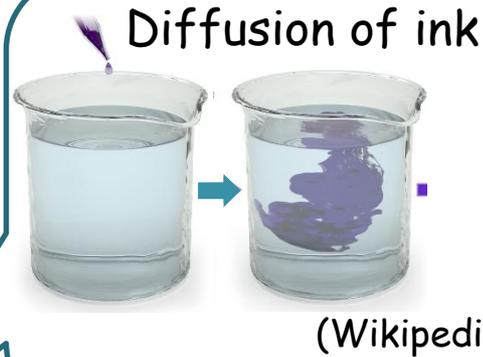
1. Warm up: topological insulators

2. Motivation

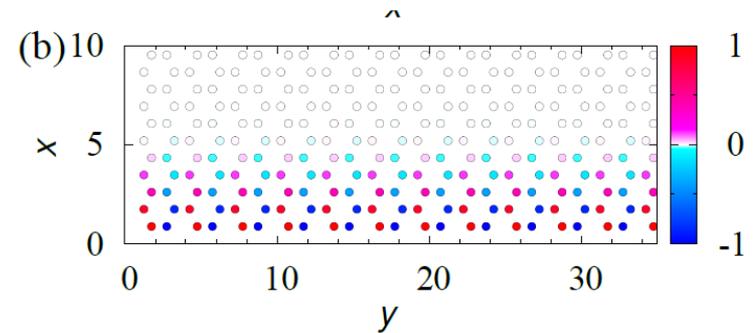
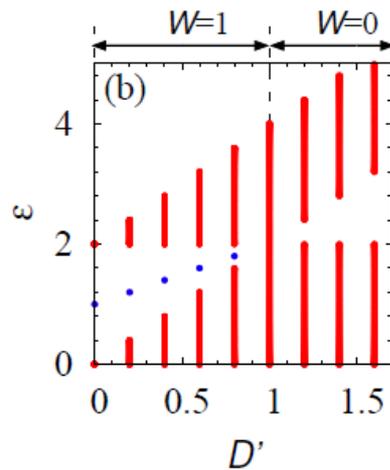
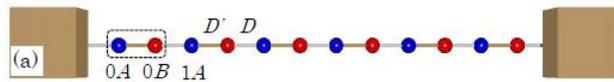
3. Topological edge modes  
in classical diffusion phenomena

4. Chiral edge state in evolutionary game theory

# Main results



Classical diffusion phenomena:  
a new platform of topological edge modes



TY-Hatsugai, Sci. Rep. **11**, 888 (2020)

# Key idea

Generic diffusion: Fick's law

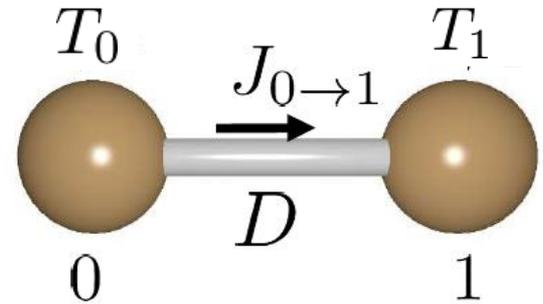
Heat conduction of two sites

- Newton's law

$$J_{0 \rightarrow 1} = D(T_0 - T_1)$$

- continuity equation

$$\frac{\partial T_0}{\partial t} + J_{0 \rightarrow 1} = 0$$



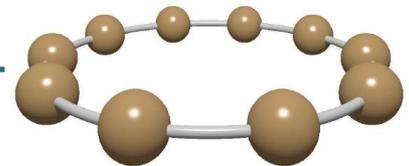
Discretized heat conduction equation (**Building block**)

$$\frac{\partial \vec{T}}{\partial t} = -D \begin{pmatrix} 1 & -1 \\ -1 & 1 \end{pmatrix} \vec{T} \quad \vec{T} = \begin{pmatrix} T_0 \\ T_1 \end{pmatrix}$$

Generic lattice

$$\frac{\partial \vec{T}}{\partial t} = -\hat{H} \vec{T}$$

Matrix  $\hat{H}$  mimics a tight-binding model

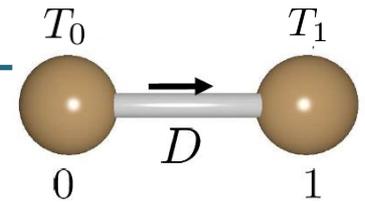


Example: 1D chain

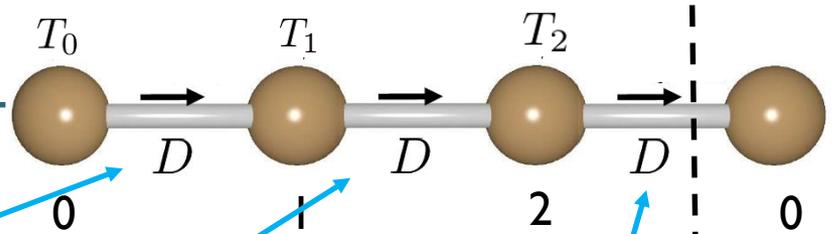
## Example: 2-sites to 3-sites

2-sites

$$\frac{\partial}{\partial t} \vec{T} = -D \begin{pmatrix} 1 & -1 \\ -1 & 1 \end{pmatrix} \vec{T} \quad \vec{T} = \begin{pmatrix} T_0 \\ T_1 \end{pmatrix}$$



3-sites



$$\partial_t \vec{T}(t) = -D \left[ \begin{pmatrix} 1 & -1 & 0 \\ -1 & 1 & 0 \\ 0 & 0 & 0 \end{pmatrix} + \begin{pmatrix} 0 & 0 & 0 \\ 0 & 1 & -1 \\ 0 & -1 & 1 \end{pmatrix} + \begin{pmatrix} 1 & 0 & -1 \\ 0 & 0 & 0 \\ -1 & 0 & 1 \end{pmatrix} \right] \vec{T}(t).$$

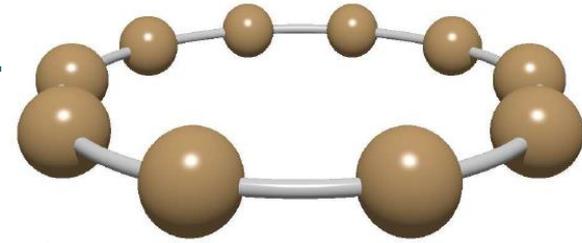
$$\Rightarrow \frac{\partial}{\partial t} \vec{T}(t) = -D \begin{pmatrix} 2 & -1 & -1 \\ -1 & 2 & -1 \\ -1 & -1 & 2 \end{pmatrix} \vec{T}(t).$$

## Example: L-site chain

Discretized heat conduction equation (L-sites)

$$\frac{\partial \vec{T}}{\partial t} = -\hat{H}\vec{T}$$

$$\hat{H} = D \begin{pmatrix} 2 & -1 & 0 & \dots & -1 \\ -1 & 2 & -1 & \dots & 0 \\ 0 & -1 & 2 & \dots & 0 \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ -1 & 0 & 0 & \dots & 2 \end{pmatrix}$$

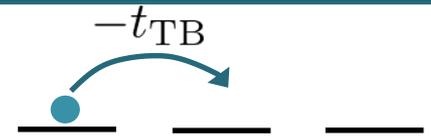


correspondence

$$t_{\text{TB}} = D$$

$$\mu_{\text{TB}} = -2D$$

Tight-binding model  
(quantum)



$$H_{\text{TB}} = t_{\text{TB}} \begin{pmatrix} 0 & -1 & 0 & \dots & -1 \\ -1 & 0 & -1 & \dots & 0 \\ 0 & -1 & 0 & \dots & 0 \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ -1 & 0 & 0 & \dots & 0 \end{pmatrix} - \mu_{\text{TB}} \mathbb{1}$$

$\mu_{\text{TB}}$ : on-site  
potential

Matrix  $\hat{H}$  mimics a tight-binding model!

# Example: L-site chain

~Reproducing the ordinary heat conduction equation~

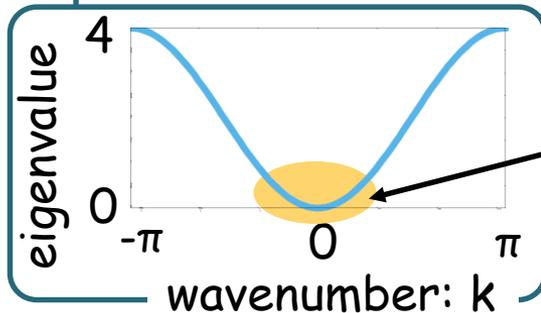
Real-space

$$\frac{\partial \vec{T}}{\partial t} = -\hat{H}\vec{T}$$

Fourier transformation

k-space

$$\frac{\partial \vec{T}_k}{\partial t} = -D(2 - 2 \cos k)\vec{T}_k$$



$k \rightarrow 0$

$$\frac{\partial \vec{T}_k}{\partial t} = -Dk^2\vec{T}_k$$

Ordinary heat conduction eq:

$$\frac{\partial \vec{T}_x}{\partial t} = D \frac{\partial^2 \vec{T}_x}{\partial x^2}$$

$k \leftrightarrow i\partial_x$

# Key idea (short summary)

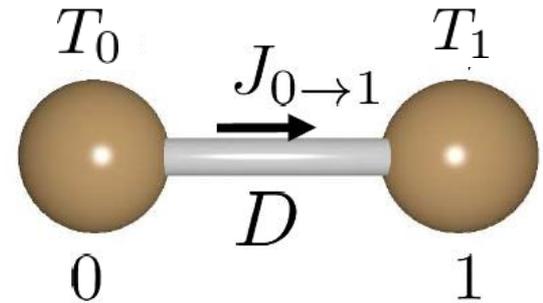
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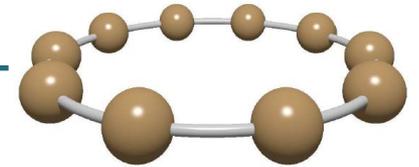
$$\frac{\partial T_0}{\partial t} + J_{0 \rightarrow 1} = 0$$



Generic lattice

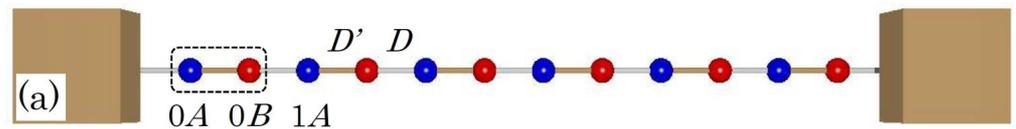
$$\frac{\partial}{\partial t} \vec{T} = -\hat{H} \vec{T}$$

Matrix  $\hat{H}$  mimics a tight-binding model

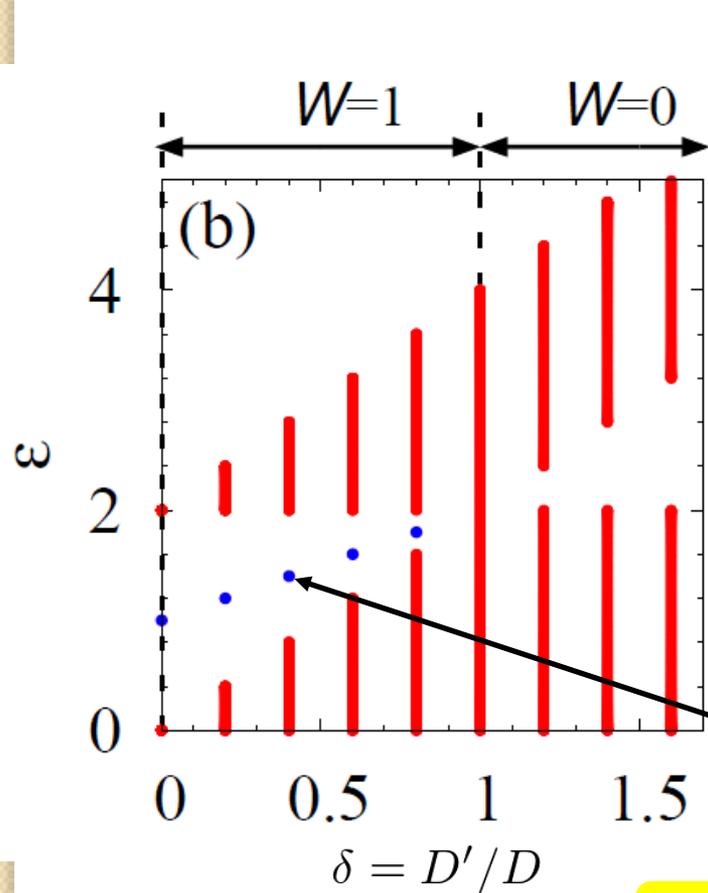
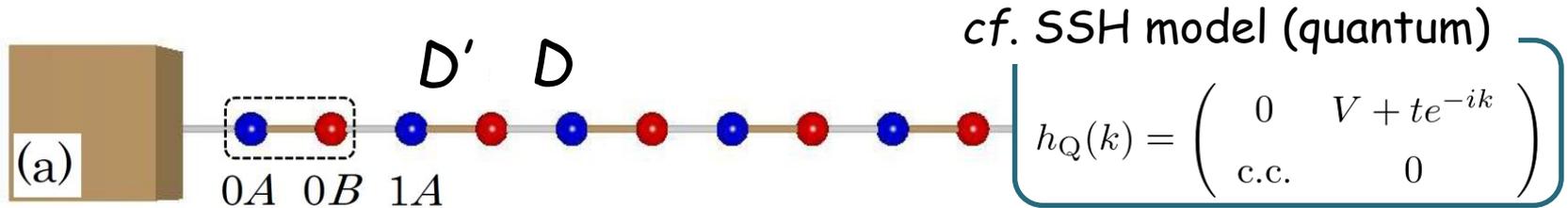


# Topological edge modes of heat conduction

~ Su-Schrieffer-Heeger model ~



# Counter-part of Su-Schrieffer-Heeger model



$$\frac{\partial \vec{T}_k}{\partial t} = -h_{\text{SSH}}(k) \vec{T}_k$$

$$\delta = D'/D$$

$$\hat{h}_{\text{SSH}}(k_x) = D \begin{pmatrix} 1 + \delta & \delta + e^{ik_x} \\ \delta + e^{-ik_x} & 1 + \delta \end{pmatrix}$$

Winding number

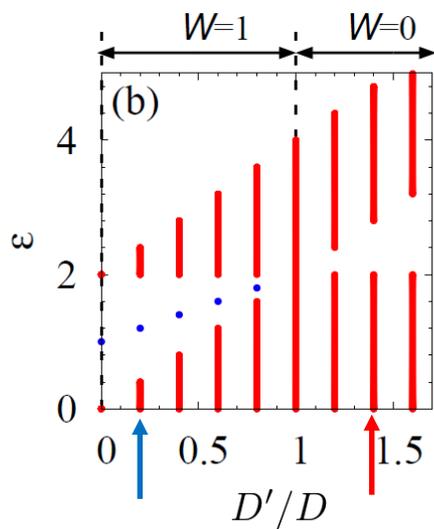
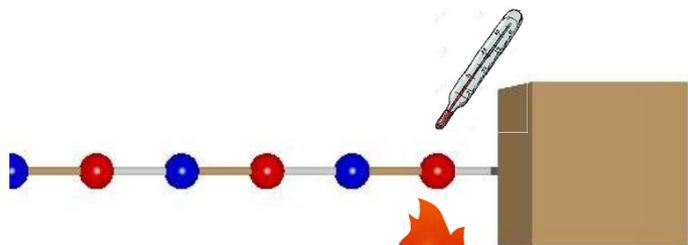
$$W = - \int_{-\pi}^{\pi} \frac{dk_x}{4\pi i} \text{tr}[\sigma_3 \hat{h}'_{\text{SSH}}{}^{-1}(k_x) \partial_{k_x} \hat{h}'_{\text{SSH}}(k_x)].$$

Edge states emerge  
due to topology in the bulk

Bulk-edge correspondence of heat conduction

Q:

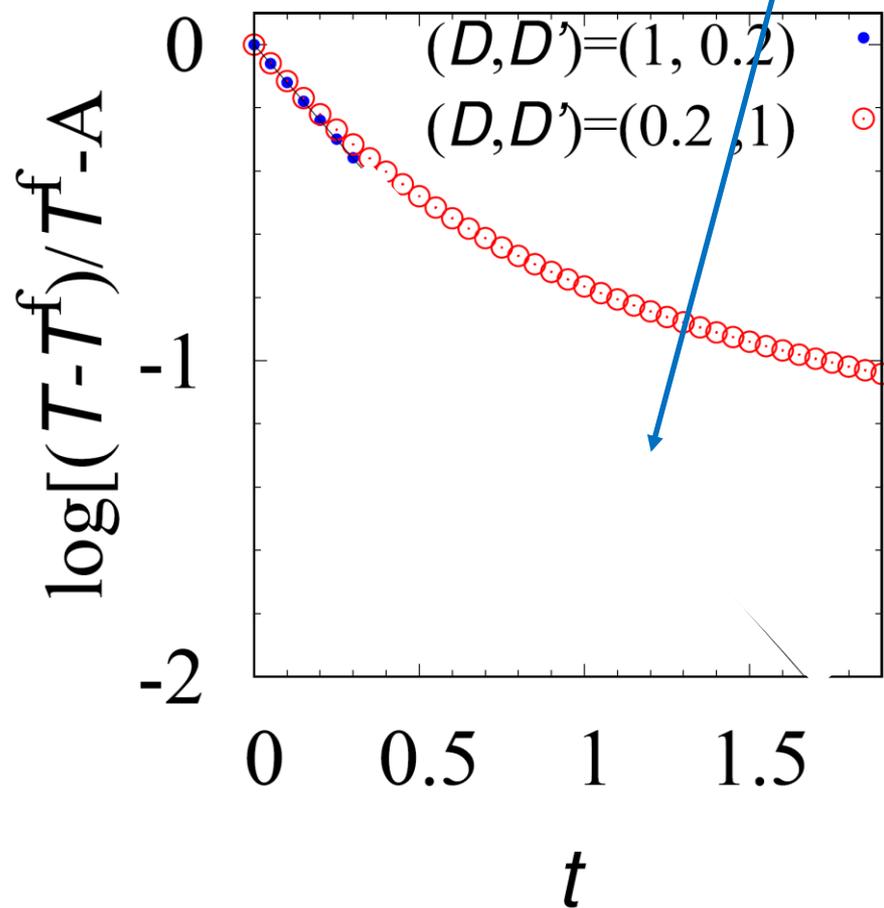
How to experimentally access the edge modes?



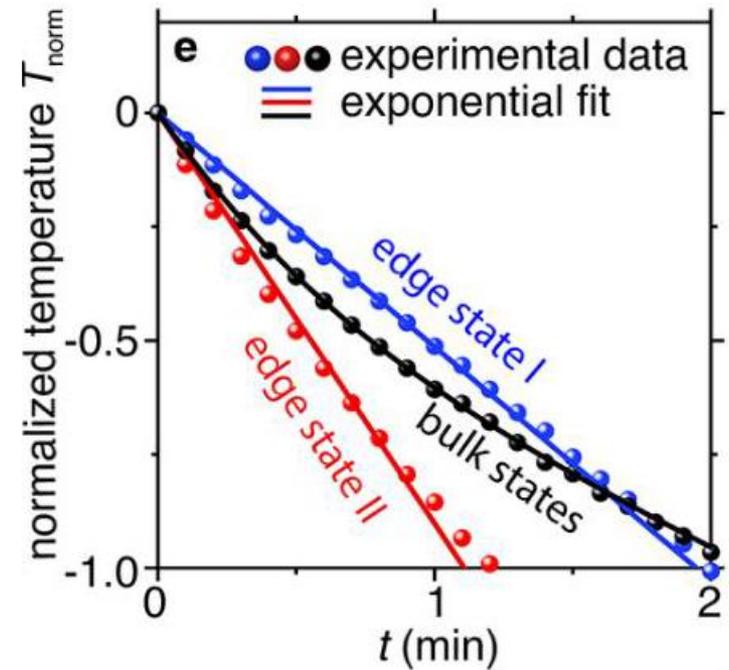
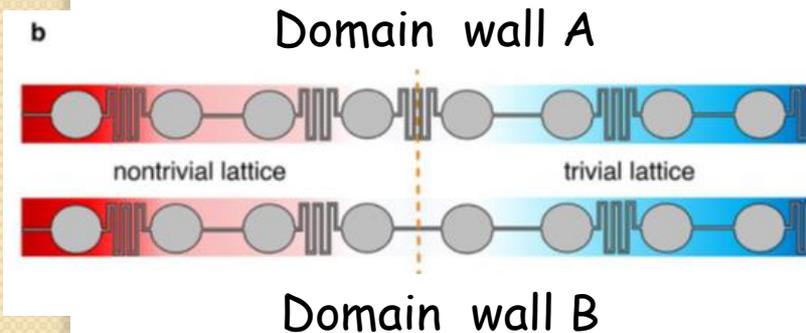
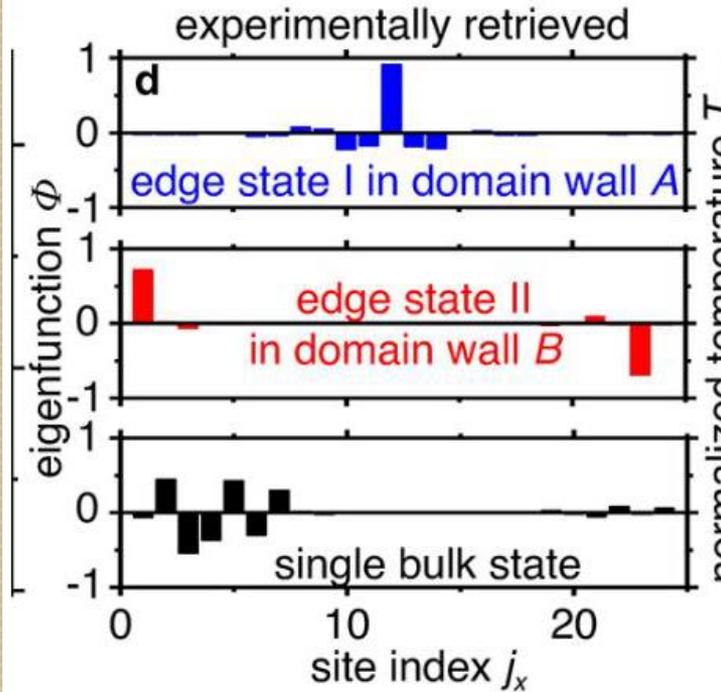
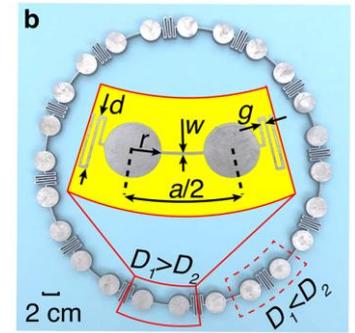
A

$$T_{\text{edge}} \sim e^{-(D+D')t}$$

exponential decay  
governed by edge states



Topological edge modes  
are experimentally observed

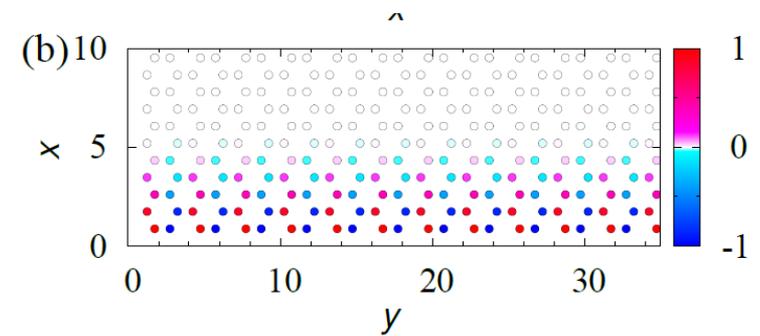
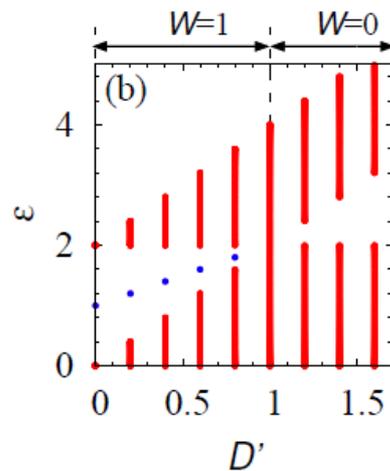
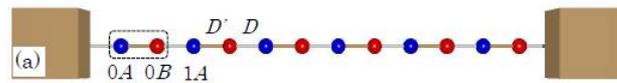


M. Qi, et al. arXiv:2107.05231

H. Hu, et al., arXiv:2107.05811

# Summary of part I

Classical diffusion phenomena:  
a new platform of topological edge modes



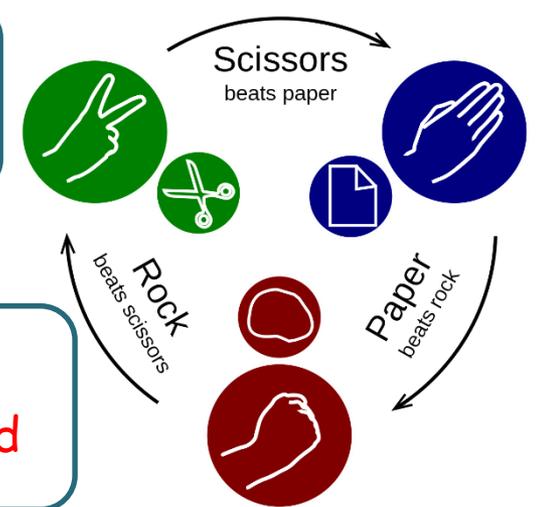
TY-Hatsugai, Sci. Rep. **11**, 888 (2020)

# Outline

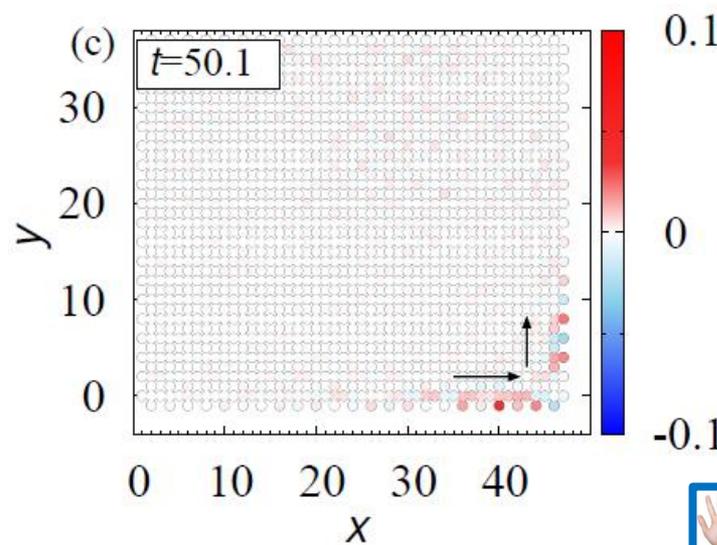
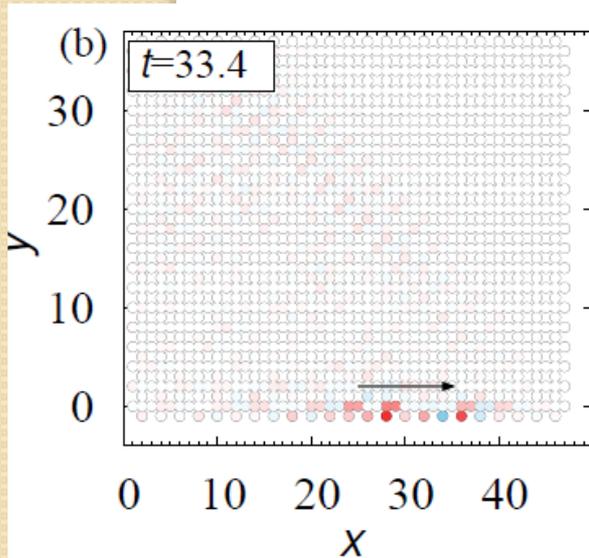
1. Warm up: topological insulators
2. Motivation
3. Topological edge modes in classical diffusion phenomena
4. Chiral edge state in evolutionary game theory

# Main results

- bacterium (biology)
- human behaviors (social science)



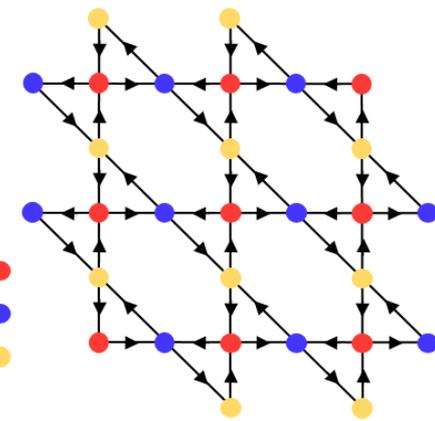
When players play a type of rock-paper-scissors game, a chiral edge mode is observed



0.1

0

-0.1



cf: (Kitaev chain)

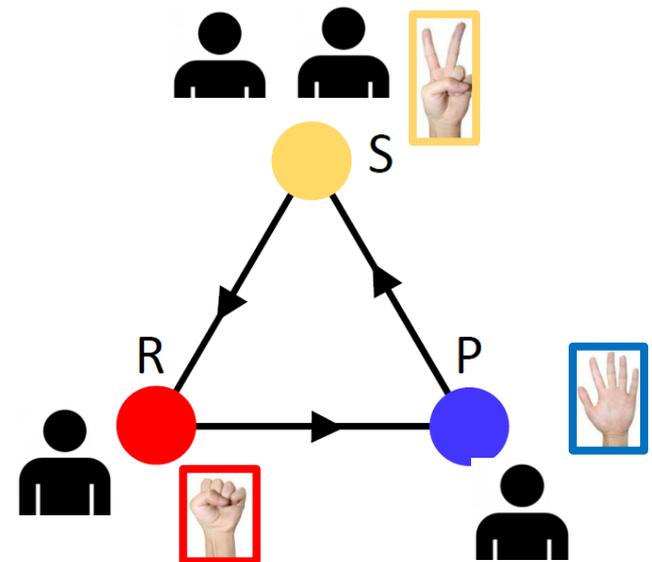
J. Knebel et al., PRL(2020)

TY-Mizoguchi-Hatsugai, PRE (2021)

**Warm up:**

(じゃんけん)

**game theory of rock-paper-scissors**



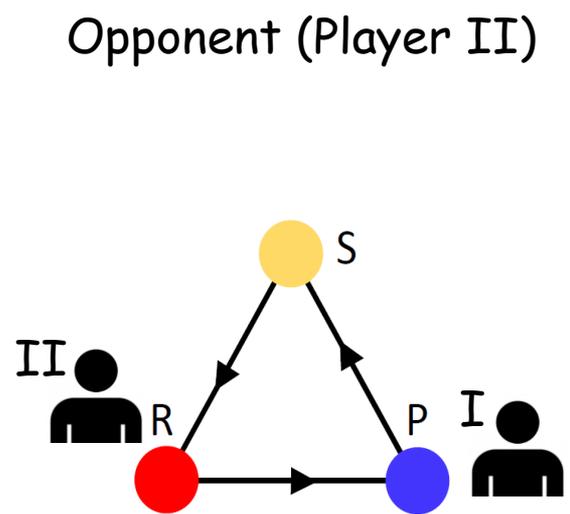
# Game theory of rock-paper-scissors

(じゃんけん)

Player I		Opponent (Player II)		
		Rock	Paper	Scissors
Rock	Draw	Lose	Win	
Paper	Win	Draw	Lose	
Scissors	Lose	Win	Draw	



Win/Lose for player I



Arrows:  
flow of payoffs

payoff matrix

$$A = \begin{pmatrix} 0 & -1 & 1 \\ 1 & 0 & -1 \\ -1 & 1 & 0 \end{pmatrix} \begin{matrix} R \\ P \\ S \end{matrix}$$

2-players  $\longrightarrow$  many players

Expectation value of payoff

$$e_1^T A x$$

density of players

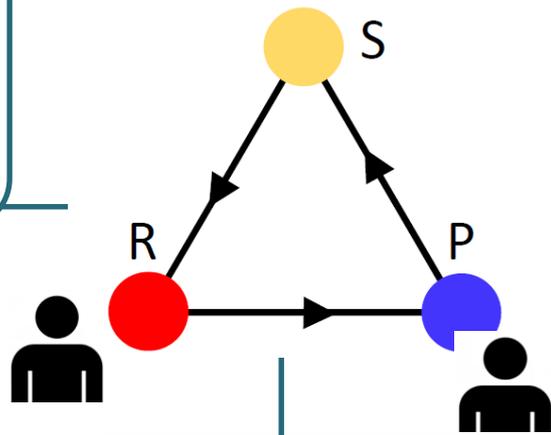
$$x = \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} \begin{matrix} R \\ P \\ S \end{matrix}$$

Player choosing "R"

$$e_1 = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}$$

payoff matrix

$$A = \begin{pmatrix} 0 & -1 & 1 \\ 1 & 0 & -1 \\ -1 & 1 & 0 \end{pmatrix} \begin{matrix} R \\ P \\ S \end{matrix}$$



Arrows: flow of payoffs

Example (Expectation value)

$$R \quad e_1^T A x = \frac{1}{4}$$

$$P \quad e_2^T A x = -\frac{1}{4}$$

$$S \quad e_3^T A x = 0$$

$$x = \begin{pmatrix} \frac{1}{4} \\ \frac{1}{4} \\ \frac{1}{2} \end{pmatrix} \begin{matrix} R \\ P \\ S \end{matrix}$$

$$A x = \begin{pmatrix} \frac{1}{4} \\ -\frac{1}{4} \\ 0 \end{pmatrix}$$

# Repeating the RPS game

Players move to obtain higher payoff  
e.g., bacterium

Time-evolution of the population

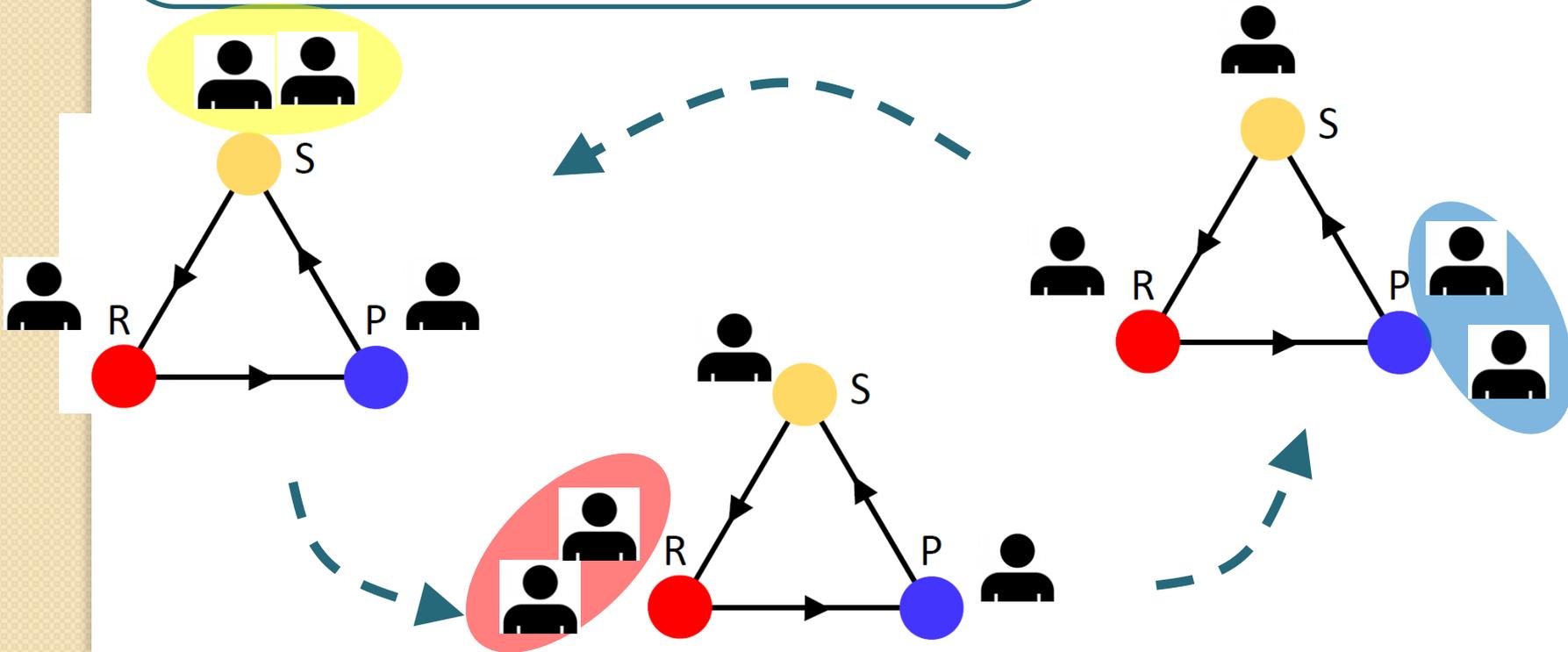
$$\partial_t x_I = x_I e_I^T A x$$

density of players

Expectation value of payoffs

payoff matrix

$$A = \begin{pmatrix} 0 & -1 & 1 \\ 1 & 0 & -1 \\ -1 & 1 & 0 \end{pmatrix}$$



# Short summary

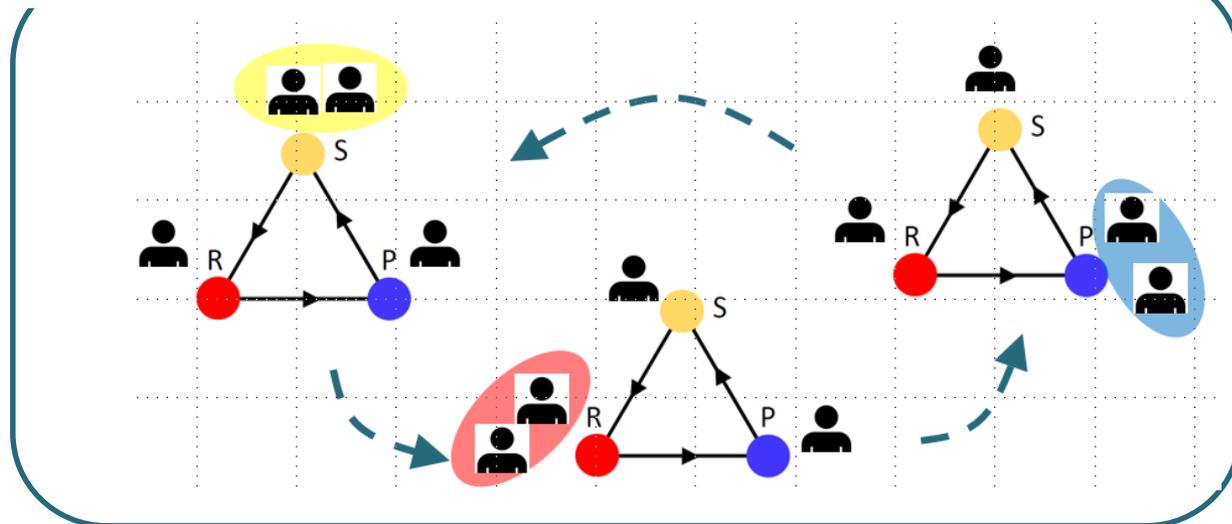
Time-evolution of the population

$$\partial_t x_I = x_I e_I^T A x$$

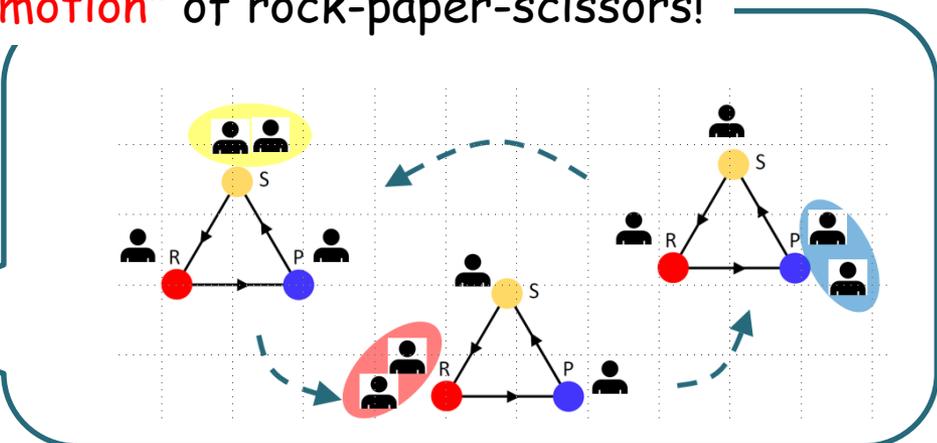
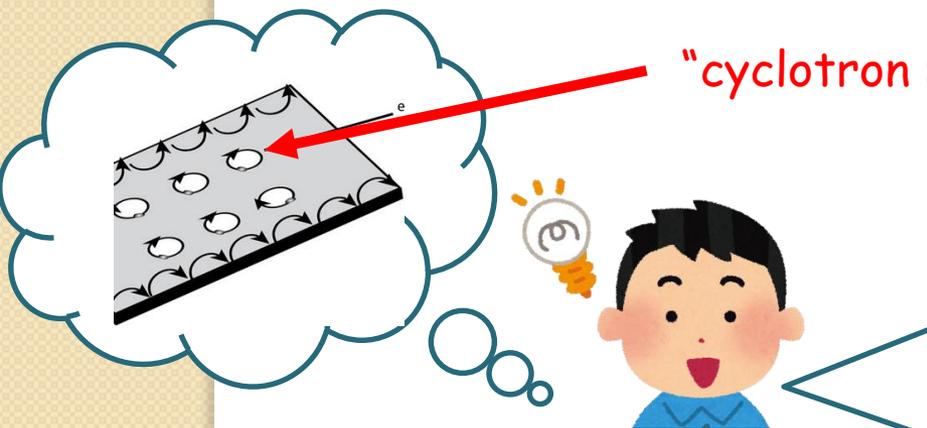
unit vector

density of players

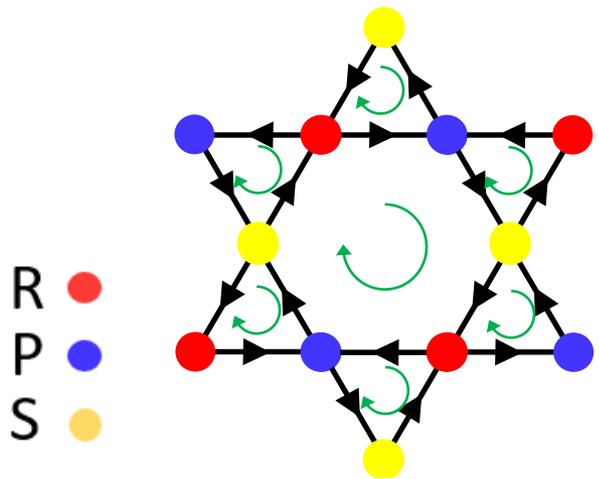
cyclic motion of rock-paper-scissors



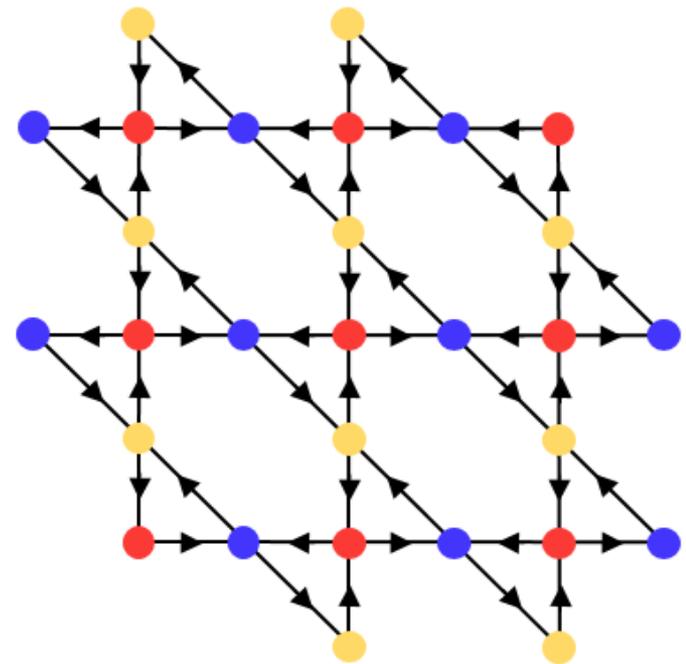
"cyclotron motion" of rock-paper-scissors!



Let's arrange a network of rock-paper-scissors!



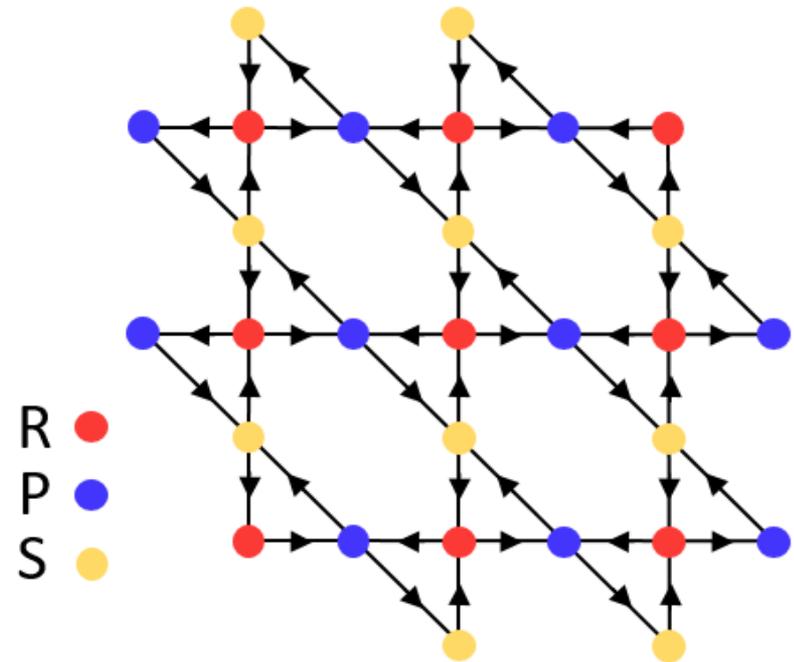
R ●  
P ●  
S ●



R ●  
P ●  
S ●

cf: (fermion model)  
K. Ohgushi et al., PRB (2000)

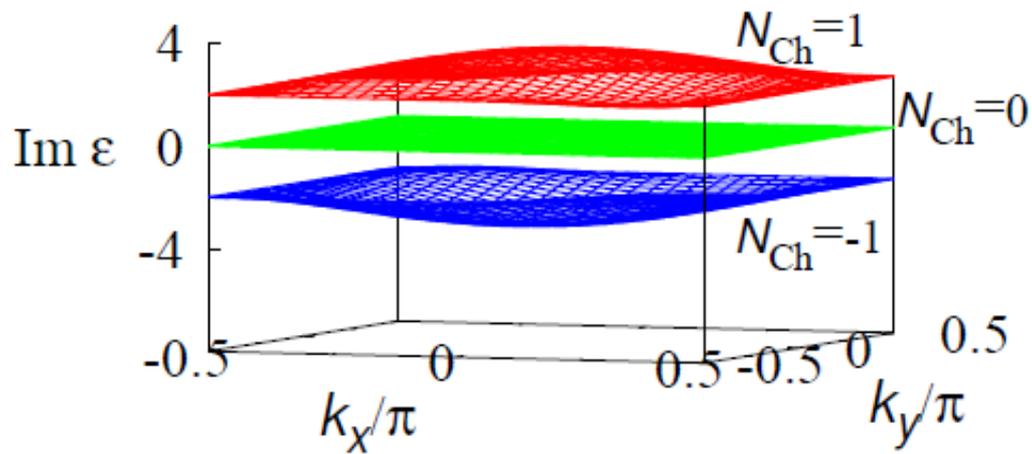
# ***Kagome network of rock-paper-scissors***



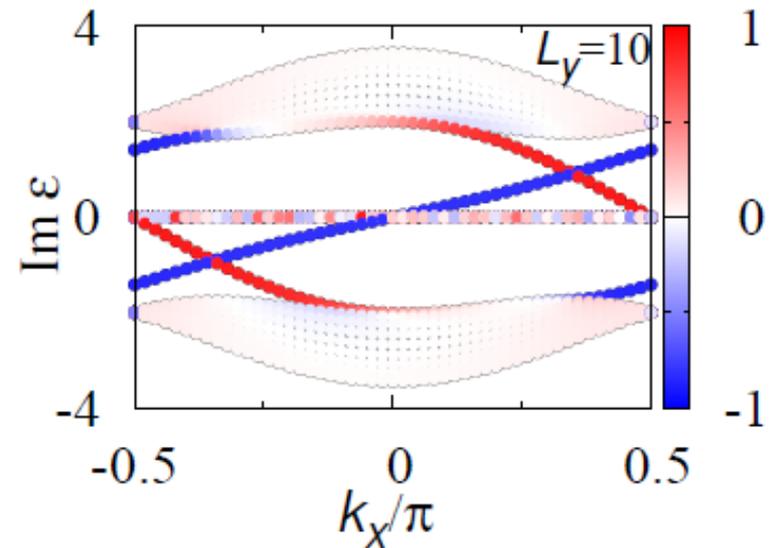
# Topological properties

$$\partial_t x_I = x_I e_I^T A x$$

Band structure of payoff matrix  $A$  (PBC)



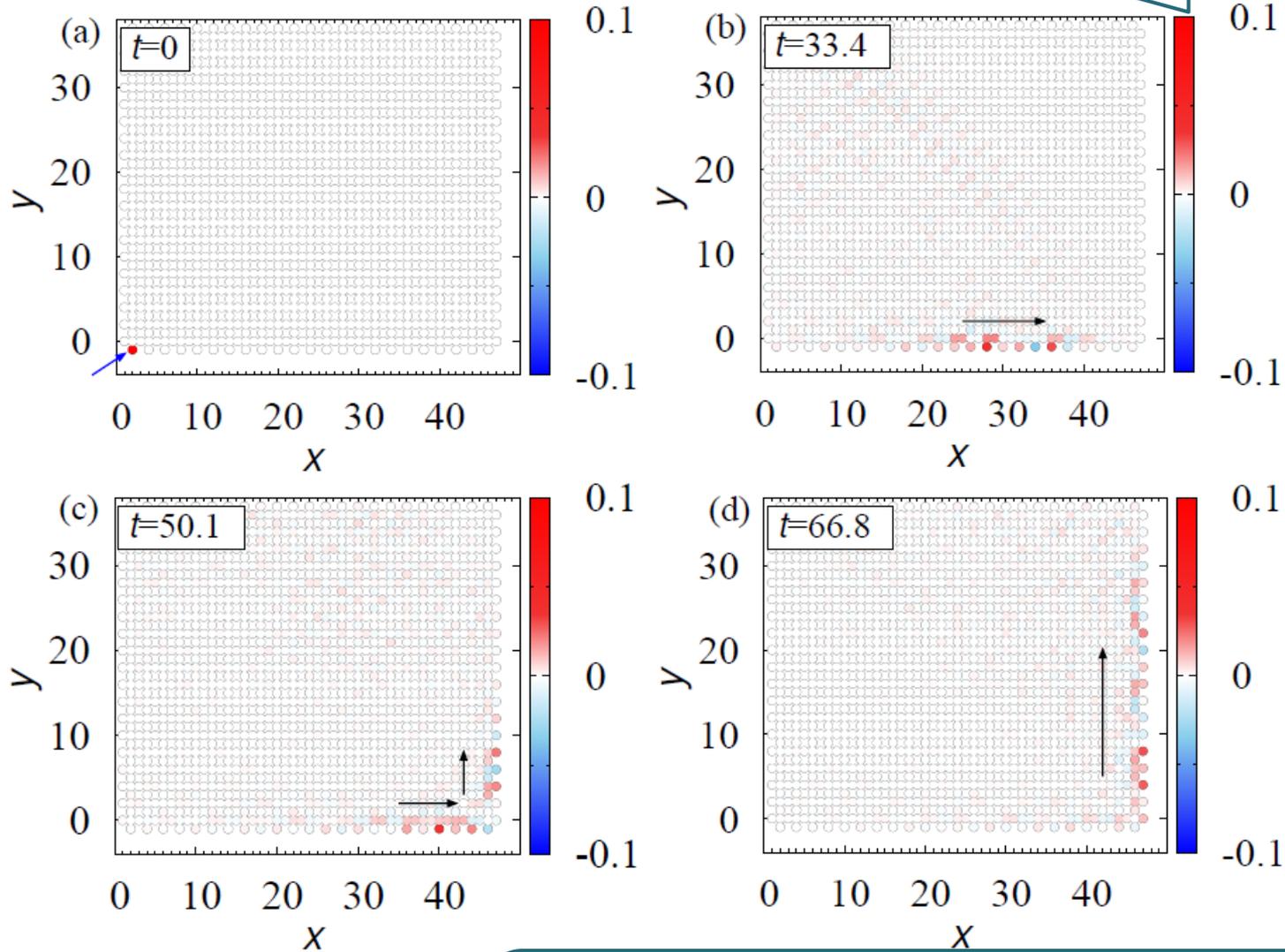
(cylinder geometry)



The payoff matrix  $A$  is topological !

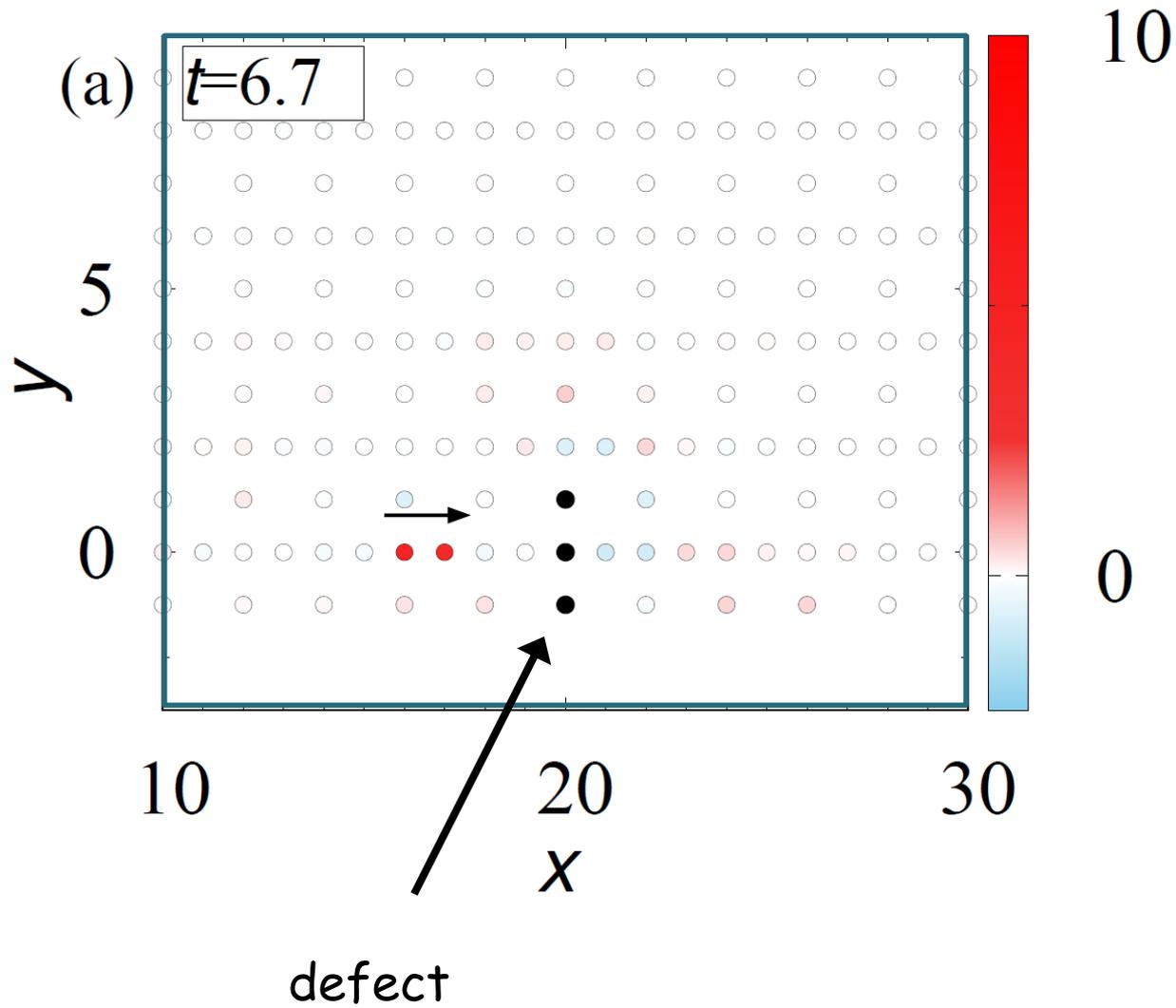
# Unidirectional propagation

Deviation of population from a stationary state  $\delta x$

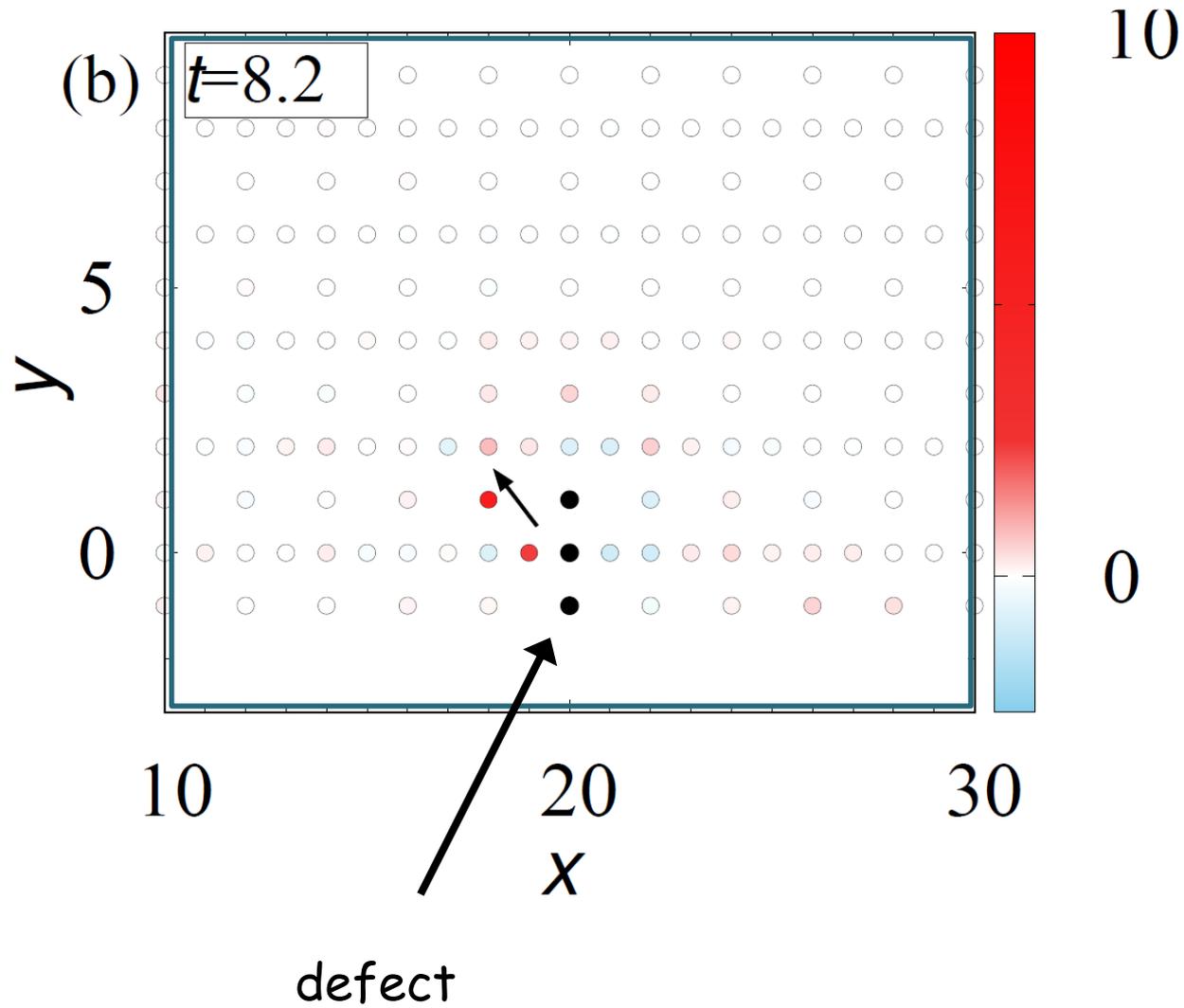


Players show unidirectional propagation

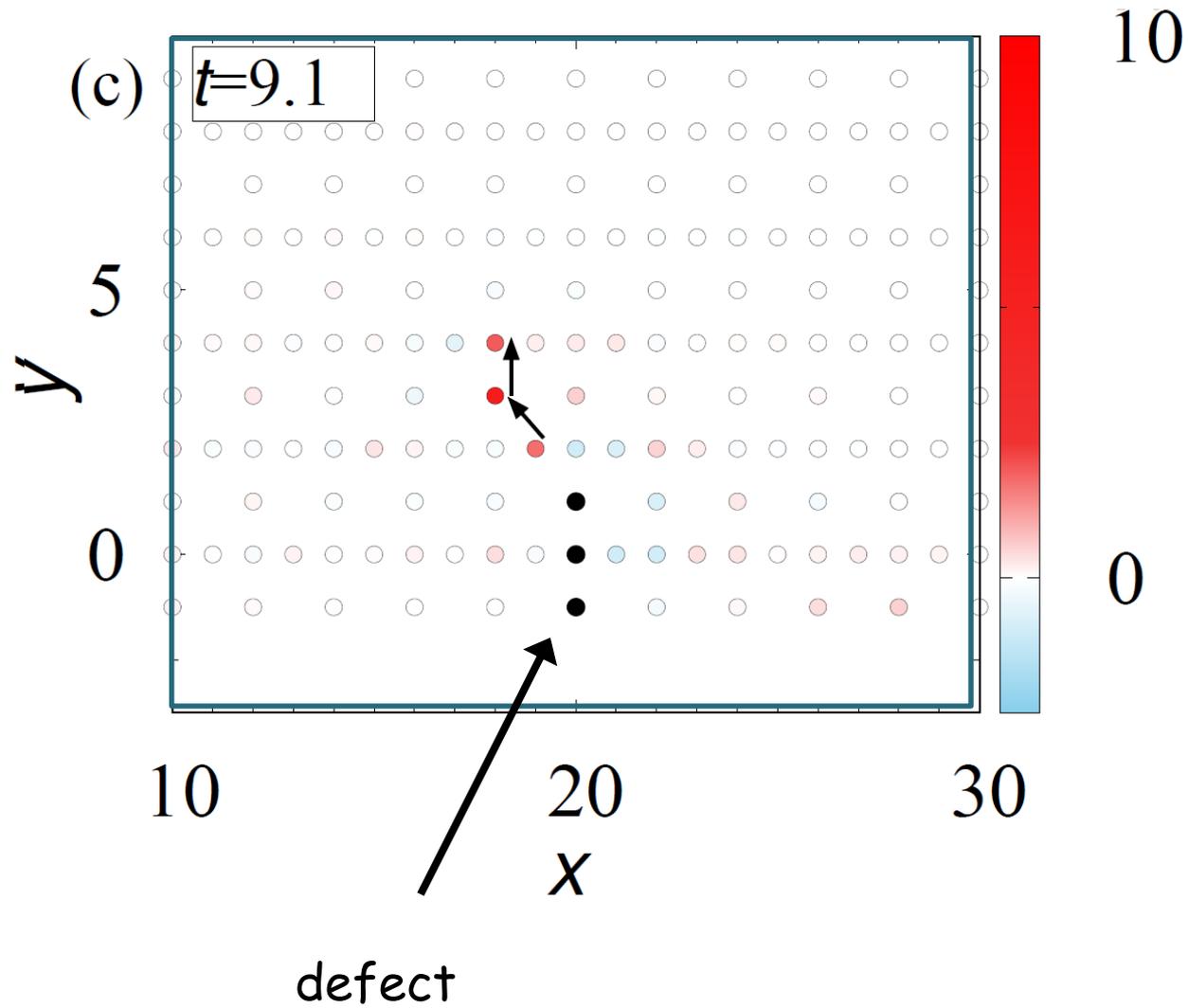
# Unidirectional propagation with a defect



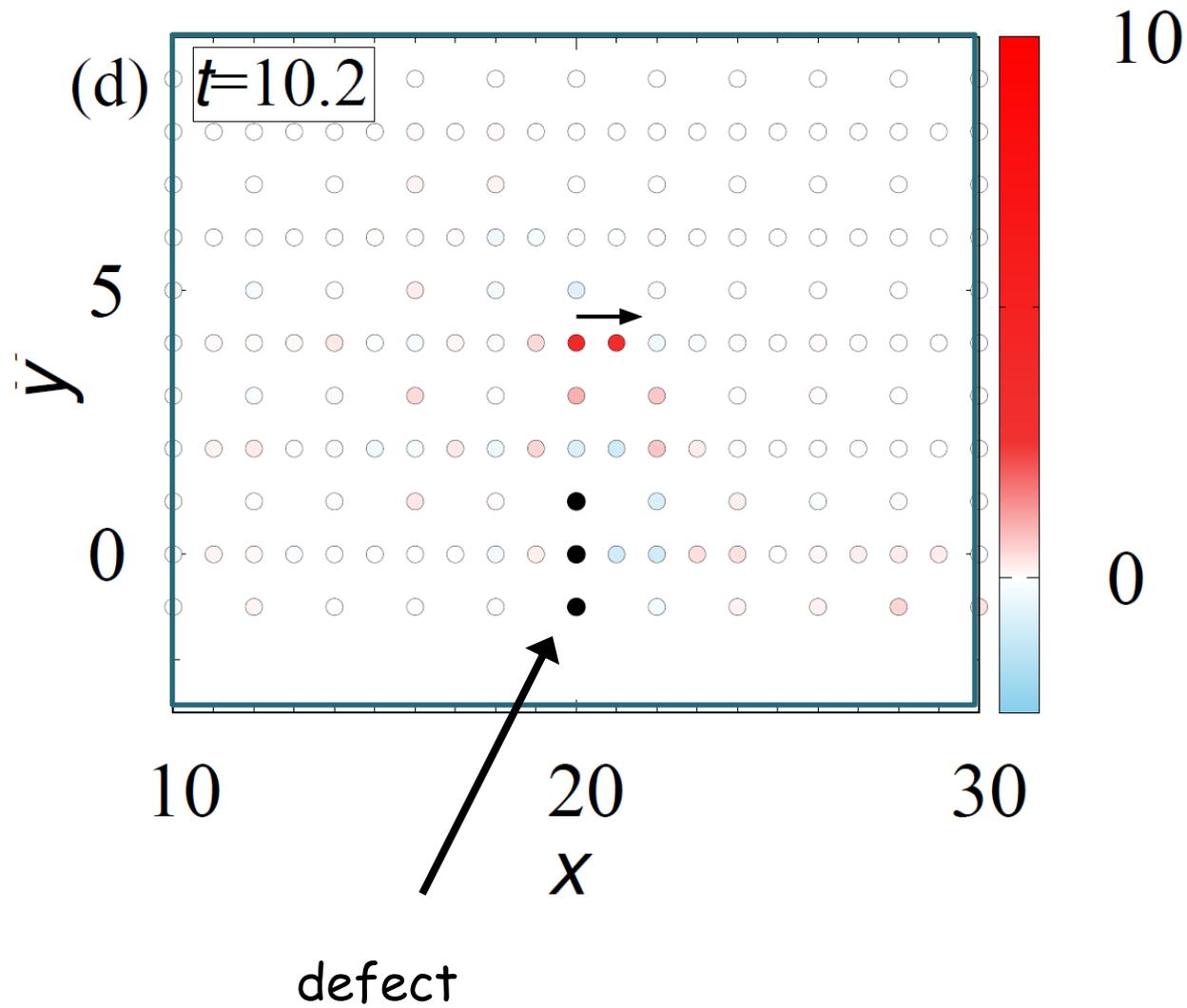
# Unidirectional propagation with a defect



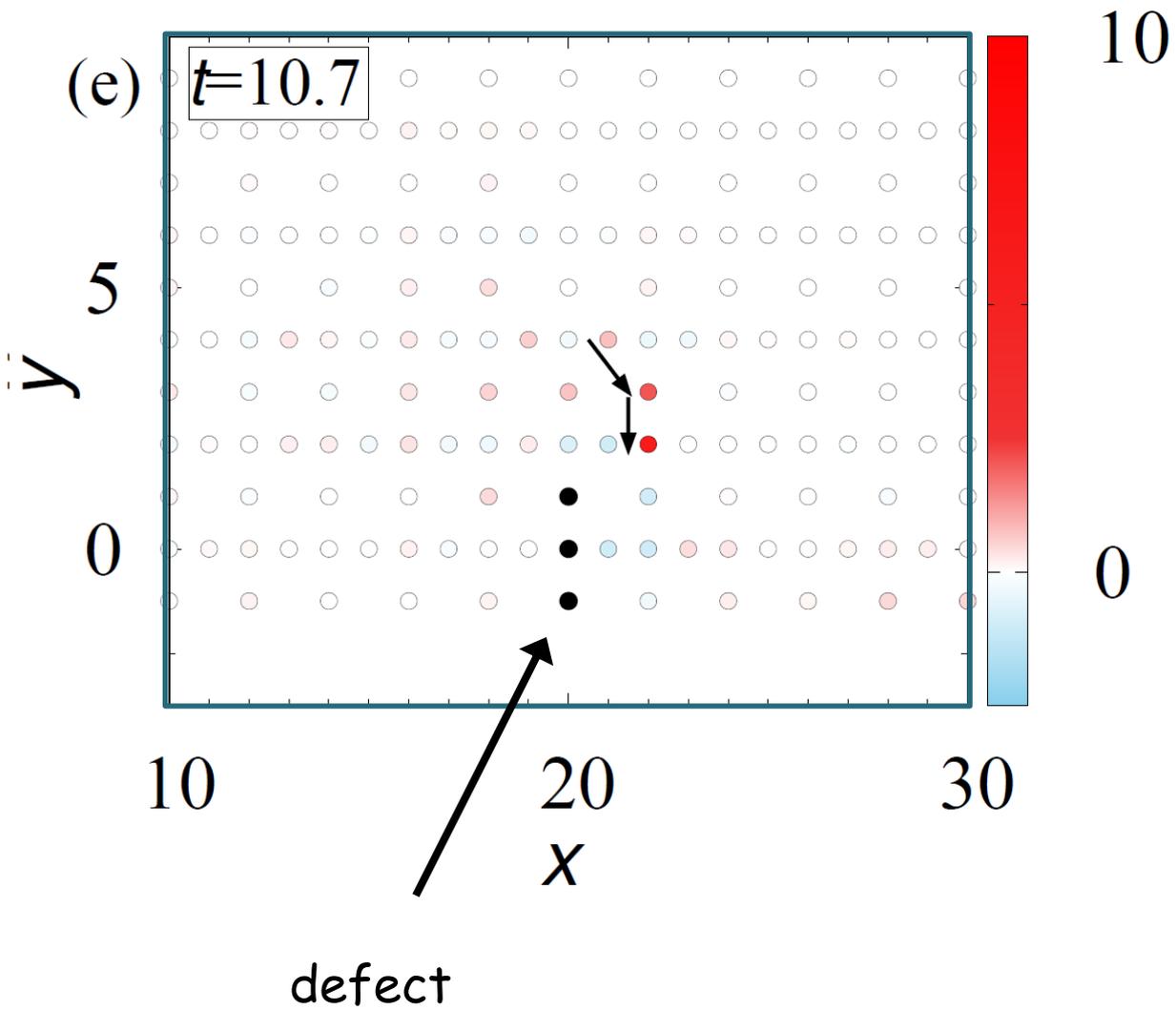
# Unidirectional propagation with a defect



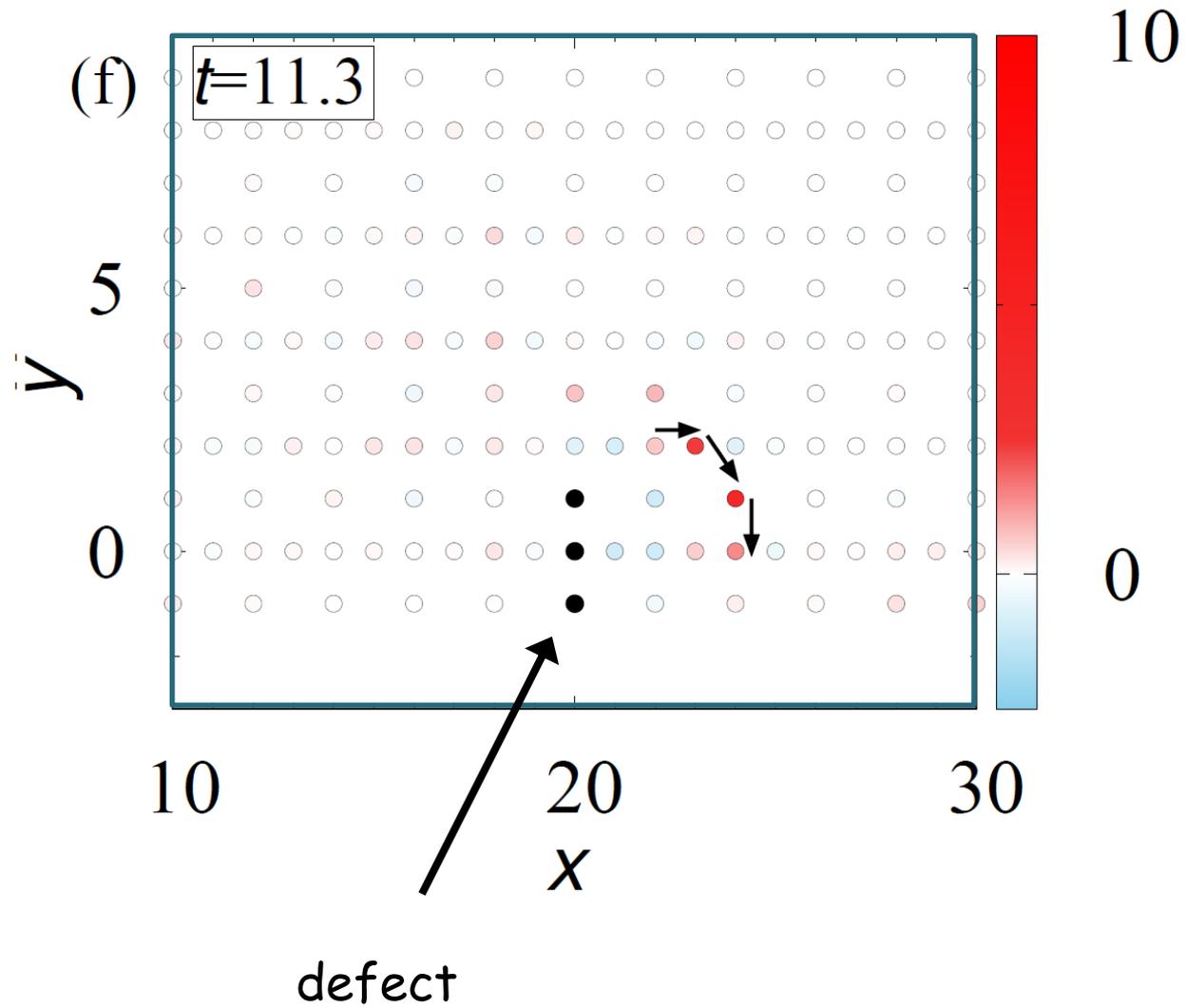
# Unidirectional propagation with a defect



# Unidirectional propagation with a defect

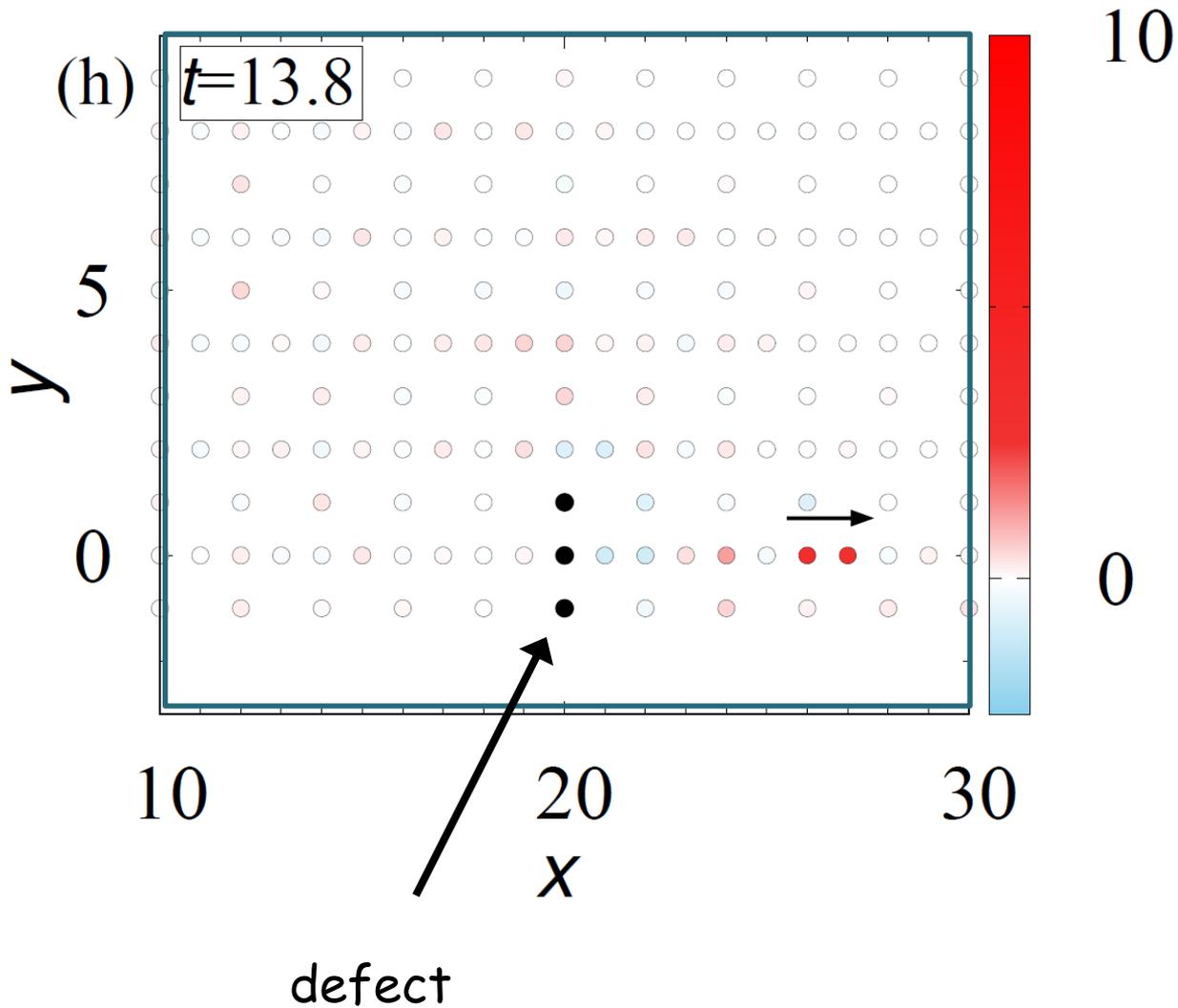


# Unidirectional propagation with a defect





# Unidirectional propagation with a defect

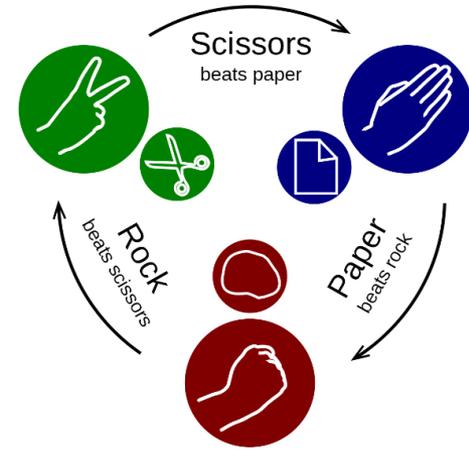


The chiral edge mode is robust!

# Summary of part II

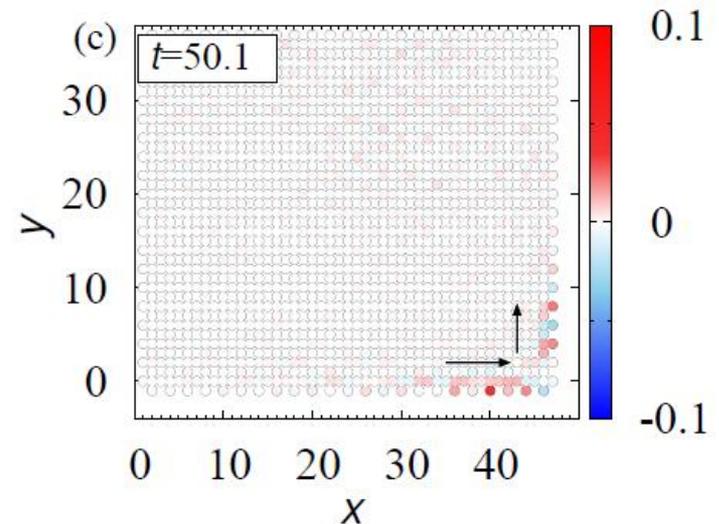
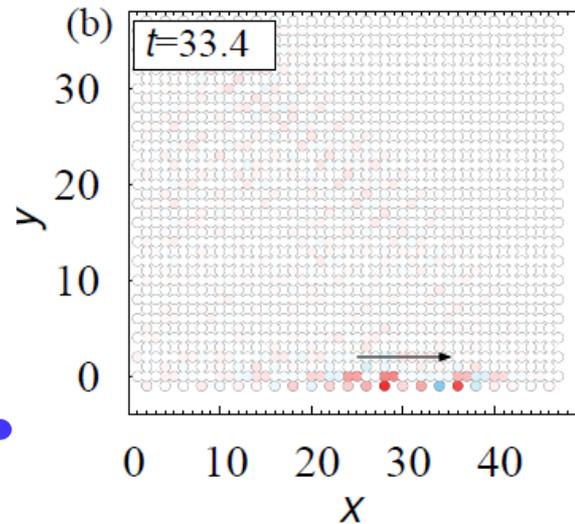
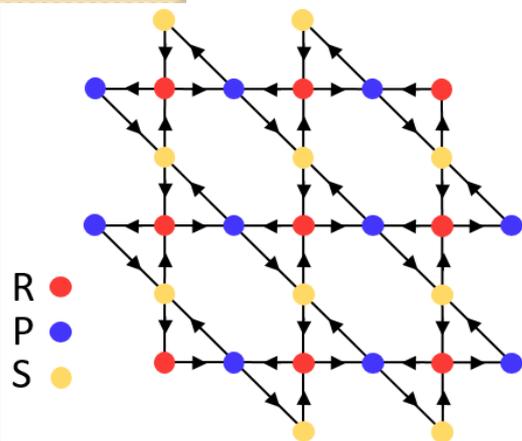
\*bacterium (biology)  
\*human behaviors  
(social science)

(from Wikipedia)



## Chiral edge modes in evolutionary game theory:

When players play a type of rock-paper-scissors game, a chiral edge mode is observed



TY-Mizoguchi-Hatsugai, PRE (2021)

**Thank you !**