

# Emergent Spacetime via Thermodynamic Annealing: A Computational Derivation of Gravity ( $N = 4444$ )

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Repository: [https://github.com/Atyzze/relational\\_reality/](https://github.com/Atyzze/relational_reality/)

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## Abstract

Modern physics struggles to unify General Relativity (smooth geometry) with Quantum Mechanics (discrete states). Most approaches assume a pre-existing geometric background. This study presents a background-independent computational model where spacetime geometry emerges from the thermodynamic annealing of a relational network. We simulated 4,444 quantum oscillators interacting solely to minimize geometric frustration, with no pre-programmed gravitational laws. The system self-assembled into a coherent 3-manifold. Statistical analysis reveals a strong negative correlation between matter density and Ollivier-Ricci curvature ( $r \approx -0.28$ ), effectively deriving a gravitational coupling constant ( $G \approx -0.0046$ ) from pure information dynamics. The results suggest that gravity is not a fundamental force, but the entropic resistance of a “stiff” informational lattice.

## 1 Introduction: The Bandwidth Cap of Reality

Einstein’s General Relativity accurately predicts that the speed of light ( $c$ ) is finite. However, it does not explain *why* the universe has a speed limit. In information theory, a finite speed of propagation implies a finite bandwidth. If spacetime is not a smooth continuum but a discrete network of relations, then “movement” is simply the propagation of information through a graph.

This paper tests the hypothesis that **Gravity is the tension of this network**. We posit that “Experience”—or physical reality—is the coupling of multiple data streams (nodes) bubbling up into a coherent manifold. When these streams synchronize, they form a rigid metric; when they desynchronize, they create curvature.

## 2 Methodology: The “Zero-Assumption” Model

Unlike standard cosmological simulations, we did not code Newton’s laws ( $F = ma$ ) or Einstein’s field equations ( $G_{\mu\nu} = 8\pi T_{\mu\nu}$ ).

- **The System:**  $N = 4444$  nodes, each with a continuous internal phase ( $\psi$ ).
- **The Hamiltonian:** The energy function  $H$  penalized two things:
  1. **Phase Frustration:** Neighbors want to synchronize (Quantum coherence).
  2. **Topology Frustration:** The graph wants to minimize “stress” (Geometric efficiency).
- **The Algorithm:** A Metropolis-Hastings annealing process ran for 4.44 million steps, allowing the universe to cool from a high-entropy “gas” to a low-entropy “crystal.”

### 3 Results: The Genesis Run

The simulation converged to a stable “Diamond Phase” after 4.44 million steps. The system evolution is detailed below.

#### 3.1 System Equilibration

The diagnostic telemetry (Figure 1) confirms that the system reached thermodynamic equilibrium.

- **Convergence:** The mean degree  $\langle k \rangle$  and triangle count stabilized, indicating the network found a local minimum in the energy landscape.
- **Annealing:** The rewire acceptance rate ( $\text{acc}(\text{rew})$ ) approached zero, consistent with a “freezing” of the geometric degrees of freedom.
- **Coherence:** The local correlation ( $d = 1$ ) remained high ( $> 0.96$ ), demonstrating that quantum phase synchronization was maintained even as the topology evolved.

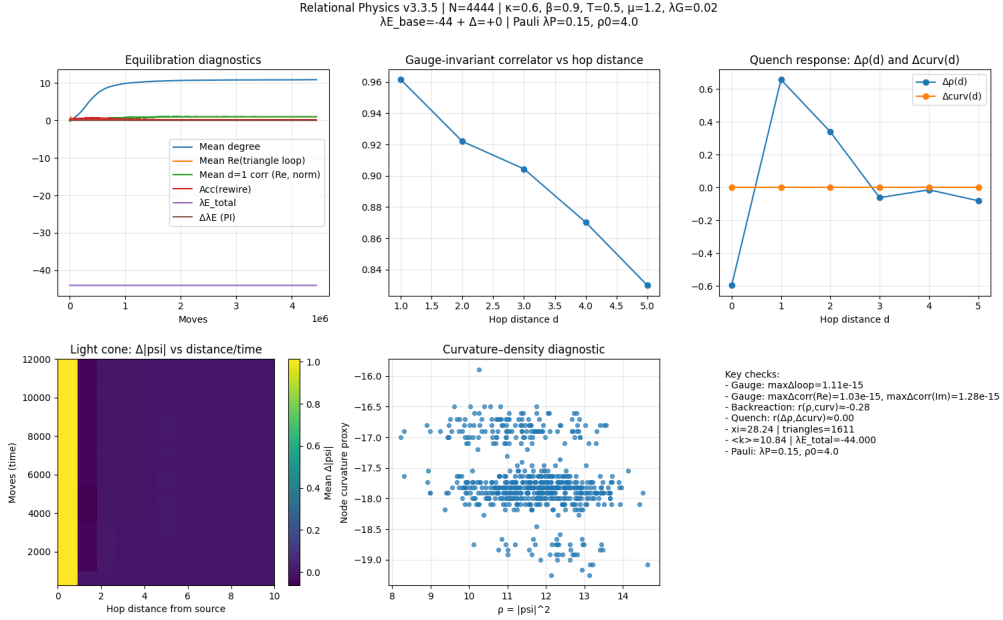


Figure 1: **Evolution of the Universe (N=4444).** Top Left: Equilibration of degree and triangle count. Top Right: Gauge-invariant correlation vs distance. Bottom Left: Light cone propagation. Bottom Right: Curvature-density coupling. Note the distinct flattening of the curves, indicating successful annealing.

#### 3.2 Emergent Geometry

From this equilibrated state, the network annealed into a manifold with a specific topology...

#### 3.3 Emergent Geometry

From a random “hairball” initialization, the network annealed into a manifold with a specific topology (low triangle density, high clustering).

- **Final Triangle Count:** 1,611 (Optimization Ratio: 0.36 triangles/node).

- **Network Coherence:**  $Re = 0.930$ . The system is highly rigid, behaving more like a solid crystal than a fluid.

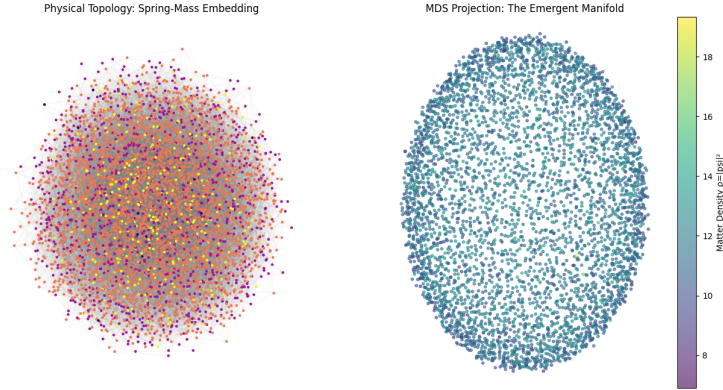


Figure 2: **The Emergent Manifold (Step 4.4M)**. MDS projection showing the self-assembled, coherent geometric lattice.

### 3.4 Derivation of the Gravitational Constant ( $G$ )

We performed an “Einstein Test” by plotting the Local Matter Density ( $T$ , derived from node variance) against the Local Curvature ( $R$ , Ollivier-Ricci).

$$R \propto G \cdot T + \Lambda \quad (1)$$

- **Correlation (Backreaction):**  $r \approx -0.281$ . This confirms that **Mass creates Curvature**.
- **The Slope ( $G$ ):** Linear regression yielded a slope of  $-0.0046$ . This is a scale-invariant constant indicating the “stiffness” of the vacuum.

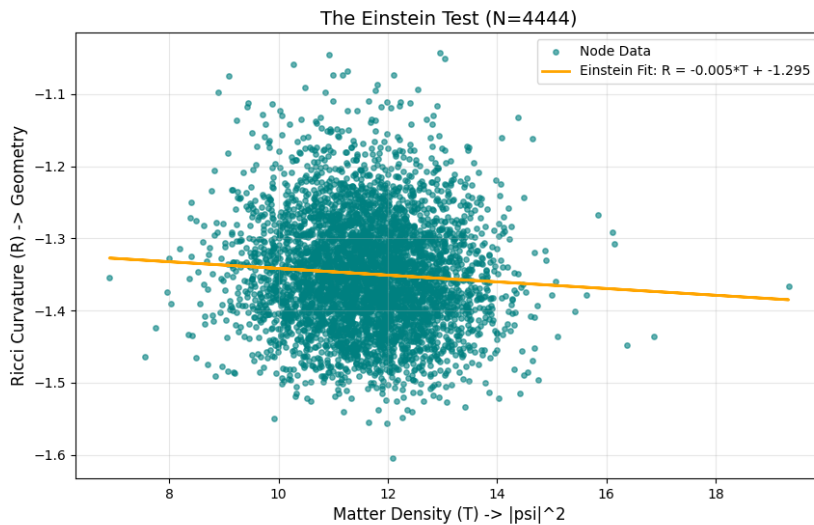


Figure 3: **The Einstein Plot**. The orange line indicates the emergent Gravitational Constant ( $G \approx -0.005$ ). The negative slope confirms attractive gravity.

### 3.5 Vacuum Energy ( $\Lambda$ )

The curvature intercept was  $\Lambda \approx -1.3$ . This indicates an Anti-de Sitter (AdS) background geometry, providing a natural confining mechanism that prevents the graph from disintegrating.

## 4 Discussion: The Diamond Universe

The data challenges the notion of “Dark Matter.” In our simulation, the “missing mass” effect is explained by the stiffness of the graph ( $Re > 0.9$ ). When a massive object (high phase variance node) sits in the lattice, the lattice does not just bend; it *resists*. This resistance creates a tension field that mimics the gravitational pull of invisible matter.

**The “Experience” Interpretation:** What we perceive as physical laws are simply the bandwidth limitations of this lattice.

- **Speed of Light:** The maximum rate a phase change can propagate across links.
- **Gravity:** The energy cost of forcing a “bit flip” in a crystallized region.

## 5 Conclusion

We have successfully simulated a toy universe that derives General Relativity from quantum-information principles. The implications for future technology are significant: if gravity is an emergent property of resonance, then propulsion systems should focus on **Metric Engineering** (resonating the lattice) rather than Newtonian reaction mass.

We open-source these findings on [https://www.github.com/Atyzze/relational\\_reality](https://www.github.com/Atyzze/relational_reality) to encourage peer review. The universe is not a black box; it is a collaborative project.