Equations and Math Supplement

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1 Equations and Math Supplement (Appendix)

1.1 Volume of a Tetrahedron (Lattice)

$$V = \frac{1}{6} \left| \det \left[P_1 - P_0, \ P_2 - P_0, \ P_3 - P_0 \right] \right| \tag{1}$$

Notes.

• P_0, \dots, P_3 are vertex coordinates; the determinant computes the volume of the parallelepiped spanned by edge vectors, with the 1/6 factor converting to tetra volume.

Tom Ace 5×5 tetravolume (IVM units):

$$V_{ivm} = \frac{1}{4} \left| \det \begin{pmatrix} a_0 & a_1 & a_2 & a_3 & 1 \\ b_0 & b_1 & b_2 & b_3 & 1 \\ c_0 & c_1 & c_2 & c_3 & 1 \\ d_0 & d_1 & d_2 & d_3 & 1 \\ 1 & 1 & 1 & 1 & 0 \end{pmatrix} \right|$$
 (2)

Notes.

• Rows correspond to Quadray 4-tuples of the vertices; the last row encodes the affine constraint. Division by 4 returns IVM tetravolume.

Expanded Ace 5×5 Matrix

The expanded form of the Ace 5×5 matrix with explicit Ouadray coordinates:

$$M(q_0,q_1,q_2,q_3) = \begin{bmatrix} q_{01} & q_{02} & q_{03} & q_{04} & 1\\ q_{11} & q_{12} & q_{13} & q_{14} & 1\\ q_{21} & q_{22} & q_{23} & q_{24} & 1\\ q_{31} & q_{32} & q_{33} & q_{34} & 1\\ 1 & 1 & 1 & 1 & 0 \end{bmatrix}, \qquad V_{ivm} = \frac{1}{4} \left| \det M(q_0,q_1,q_2,q_3) \right| \tag{3}$$

Notes.

- Matrix structure: Each row represents a vertex with its Quadray coordinates plus affine coordinate 1.
- **Last row**: Enforces projective normalization constraint.
- **Volume computation**: Determinant divided by 4 gives IVM tetravolume.

XYZ determinant volume and S3 conversion:

$$V_{xyz} = \frac{1}{6} \left| \det \begin{pmatrix} x_a & y_a & z_a & 1 \\ x_b & y_b & z_b & 1 \\ x_c & y_c & z_c & 1 \\ x_d & y_d & z_d & 1 \end{pmatrix} \right|, \qquad V_{ivm} = S3 \, V_{xyz}, \quad S3 = \sqrt{\frac{9}{8}}$$
 (4)

Notes.

• Homogeneous determinant in Cartesian coordinates for tetra volume; conversion to IVM units uses S3 = $\sqrt{9/8}$ as used throughout.

Cayley-Menger Determinant (Coxeter.4D)

For tetrahedron volume from edge lengths (Coxeter.4D approach):

$$288 V^{2} = \det \begin{pmatrix} 0 & 1 & 1 & 1 & 1 \\ 1 & 0 & d_{01}^{2} & d_{02}^{2} & d_{03}^{2} \\ 1 & d_{10}^{2} & 0 & d_{12}^{2} & d_{13}^{2} \\ 1 & d_{20}^{2} & d_{21}^{2} & 0 & d_{23}^{2} \\ 1 & d_{30}^{2} & d_{31}^{2} & d_{32}^{2} & 0 \end{pmatrix}$$
 (5)

Notes.

- Pairwise distances: d_{ij} are Euclidean distances between vertices P_i and P_j .
 Length-only formulation: Cayley-Menger provides a length-only formula for simplex volumes, here specialized to tetrahedra.
- Conversion to IVM: Use $V_{ivm} = S3 \cdot V_{xyz}$ with $S3 = \sqrt{9/8}$ to convert to IVM units.

Piero della Francesca Formula (PDF)

For tetrahedron volume from edge lengths meeting at a vertex:

$$144\,V_{xyz}^2 = 4a^2b^2c^2 - a^2\,(b^2 + c^2 - f^2)^2 - b^2\,(c^2 + a^2 - e^2)^2 - c^2\,(a^2 + b^2 - d^2)^2 + (b^2 + c^2 - f^2)(c^2 + a^2 - e^2)(a^2 + b^2 - d^2) \\ \tag{6}$$

Notes.

- **Edge lengths**: a, b, c are edges meeting at a vertex, d, e, f are opposite edges.
- Conversion to IVM: Use $V_{ivm} = S3 \cdot V_{xyz}$ with $S3 = \sqrt{9/8}$.

1.5 Gerald de Jong Formula (GdJ)

Native Quadray formula for tetrahedron volume:

$$V_{ivm} = \frac{1}{4} \left| \det \begin{pmatrix} a_1 - a_0 & a_2 - a_0 & a_3 - a_0 \\ b_1 - b_0 & b_2 - b_0 & b_3 - b_0 \\ c_1 - c_0 & c_2 - c_0 & c_3 - c_0 \end{pmatrix} \right|$$
 (7)

Notes.

- Quadray differences: Each column represents edge vectors P_1-P_0 , P_2-P_0 , P_3-P_0 in Quadray coordinates.
- Native IVM: Returns tetravolume directly in IVM units without conversion.
- Integer arithmetic: Exact for integer Quadray coordinates.

See code: tetra_volume_cayley_menger. For tetrahedron volume background, see Tetrahedron - volume. Exact integer determinants in code use the Bareiss algorithm. External validation: these formulas align with implementations in the 4dsolutions ecosystem. See the Resources section for comprehensive details.

1.6 Fisher Information Matrix (FIM)

Background: Fisher information.

$$F_{i,j} = \mathbb{E}\left[\frac{\partial \log p(x;\theta)}{\partial \theta_i} \frac{\partial \log p(x;\theta)}{\partial \theta_i}\right] \tag{8}$$

Notes.

• Defines the Fisher information matrix as the expected outer product of score functions; see Fisher information

Figure: empirical estimate shown in the FIM heatmap figure. See code: fisher information matrix.

See src/information.py — empirical outer-product estimator (fisher_information_matrix).

1.7 Empirical Fisher Information Matrix

For empirical estimation from data, the Fisher Information Matrix is computed as:

$$F_{i,j} = \frac{1}{N} \sum_{n=1}^{N} \frac{\partial \log p(x_n; \theta)}{\partial \theta_i} \frac{\partial \log p(x_n; \theta)}{\partial \theta_j}$$
 (9)

Notes.

- Empirical estimate of the FIM from N data samples; converges to the theoretical FIM as $N \to \infty$.
- Used in natural gradient descent and information geometry applications.

1.8 Natural Gradient

Background: Natural gradient (Amari).

$$\theta \leftarrow \theta - \eta F(\theta)^{-1} \nabla_{\theta} L(\theta) \tag{10}$$

Explanation.

• Natural gradient update: right-precondition the gradient by the inverse of the Fisher metric (Amari); see Natural gradient.

See code: natural_gradient_step.

See src/information.py — damped inverse-Fisher step (natural gradient step).

1.9 Free Energy (Active Inference)

$$\mathcal{F} = -\log P(o \mid s) + \text{KL}[Q(s) \parallel P(s)] \tag{11}$$

Explanation.

• **Partition**: variational free energy decomposes into expected negative log-likelihood and KL between approximate posterior and prior; see Free energy principle.

See code: free_energy.

See src/information.py — discrete-state variational free energy (free energy).

Note: The main figures demonstrating natural gradient trajectories and free energy landscapes are shown in Section 4: Optimization in 4D. The appendix focuses on unique figures specific to mathematical formulations and validation.

1.10 Quadray Normalization (Fuller.4D)

Given q=(a,b,c,d), choose $k=\min(a,b,c,d)$ and set q'=q-(k,k,k,k) to enforce at least one zero with non-negative entries.

1.11 Distance (Embedding Sketch; Coxeter.4D slice)

Choose linear map M from quadray to \mathbb{R}^3 (or \mathbb{R}^4) consistent with tetrahedral axes; then $d(q_1,q_2)=\|M(q_1)-M(q_2)\|_2$.

1.12 Minkowski Line Element (Einstein.4D analogy)

$$ds^2 = -c^2 dt^2 + dx^2 + dy^2 + dz^2 (12)$$

Background: Minkowski space.

1.13 High-Precision Arithmetic Note

When evaluating determinants, FIMs, or geodesic distances for sensitive problems, use quad precision (binary128) via GCC's libquadmath (_float128, functions like expq, sqrtq, and quadmath_snprintf). See GCC libquadmath. Where possible, it is useful to use symbolic math libraries like SymPy to compute exact values.

1.13.1 Reproducibility artifacts and external validation

- This manuscript's artifacts: Raw data in quadmath/output/ for reproducibility and downstream analysis:
 - fisher_information_matrix.csv / .npz: empirical Fisher matrix and inputs
 - fisher_information_eigenvalues.csv / fisher_information_eigensystem.npz: eigenspectrum and eigenvectors
 - natural gradient path.png with natural gradient path.csv / .npz: projected trajectory and raw coordinates
 - ivm_neighbors_data.csv / ivm_neighbors_edges_data.npz: neighbor coordinates (Quadray and XYZ)
 - polyhedra quadray constructions.png: synergetics volume relationships schematic
- External validation resources: The 4dsolutions ecosystem provides extensive cross-validation. See the Resources section for comprehensive details on computational implementations and validation.

1.14 Namespaces summary (notation)

- Coxeter.4D: Euclidean E⁴; regular polytopes; not spacetime (cf. Coxeter, Regular Polytopes, Dover ed., p. 119). Connections to higher-dimensional lattices and packings as in Conway & Sloane.
- Einstein.4D: Minkowski spacetime; indefinite metric; used here only as a metric analogy when discussing geodesics and information geometry.
- Fuller.4D: Quadrays/IVM; tetrahedral lattice with integer tetravolume; unit regular tetrahedron has volume 1; synergetics scale relations (e.g., S3).