

# Hamiltonian Neural Networks for Polynomial Time Optimization in Path Finding Problems

*Inspired by "Science Fell in Love, So I Tried to Prove It"*

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December 8, 2024

## Abstract

In the anime "Rikei ga Koi ni Ochita" (Science Fell in Love, So I Tried to Prove it), characters Shinya Yukimura and Ayame Himuro demonstrate that even complex computational problems can arise in everyday scenarios. Inspired by Yukimura's presentation on polynomial time complexity optimization using Hamiltonian paths, this paper presents a novel approach using Hamiltonian Neural Networks (HNN). We bridge the gap between theoretical computer science and modern deep learning, showing how concepts from classical mechanics can revolutionize path-finding algorithms.

## 1 Introduction: From Anime to Algorithm

In the fascinating world of "Science Fell in Love, So I Tried to Prove it", we encounter two brilliant scientists, Shinya Yukimura and Ayame Himuro, whose approach to understanding the world through mathematical rigor inspires our work. When Yukimura faces the challenge of optimizing polynomial time complexity using Hamiltonian paths, it presents a perfect opportunity to explore the intersection of classical physics and modern machine learning.

### 1.1 Motivation

Just as Yukimura and Himuro apply scientific principles to understand love, we apply physical principles to solve computational problems. The connection

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between Hamiltonian mechanics and neural networks provides an elegant solution to the path-finding problem, demonstrating that, as our anime protagonists would agree, science can create beautiful solutions to complex problems.

## 1.2 Problem Statement

Given Yukimura's presentation context, we address the optimization of polynomial time complexity in finding Hamiltonian paths through an innovative approach: Hamiltonian Neural Networks. This method combines:

- Classical Hamiltonian mechanics
- Modern deep learning architectures
- Attention mechanisms for graph understanding
- Symplectic integration for stability

As Yukimura might appreciate, our approach maintains mathematical rigor while introducing novel computational techniques. The beauty of this solution lies in its fusion of classical physics with cutting-edge machine learning, much like how the anime blends scientific precision with human experience.

## 1.3 Why Hamiltonian Neural Networks?

In the spirit of Yukimura and Himuro's analytical approach, we chose HNNs for several compelling reasons:

1. **Physical Intuition:** Like the characters' scientific approach to love, HNNs bring physical intuition to computational problems
2. **Conservation Laws:** The inherent conservation properties of Hamiltonian systems provide stability
3. **Continuous Optimization:** Enables gradient-based learning for discrete problems
4. **Geometric Structure:** Preserves important topological properties of the solution space

# 2 Understanding Hamiltonian Mechanics

# 3 Ultimate Symplectic Geometry Foundations

## 3.1 Symplectic Manifold Structure

Consider  $(M, \omega)$  with the following deep structures:

**Definition 3.1** (Symplectic Grassmannian). *The symplectic Grassmannian  $SpGr(k, 2n)$  is:*

$$SpGr(k, 2n) = \{V \subset \mathbb{R}^{2n} : \dim V = k, \omega|_V = 0\} \quad (1)$$

**Theorem 3.2** (Weinstein’s Tubular Neighborhood). *For a Lagrangian submanifold  $L \subset (M, \omega)$ , there exists a neighborhood  $U$  of  $L$  and a symplectomorphism:*

$$\phi : (U, \omega) \rightarrow (T^*L, \omega_{can}) \quad (2)$$

### 3.2 Advanced Poisson Geometry

The Schouten–Nijenhuis bracket extends the Poisson structure:

$$[[\Pi, \Pi]] = 2 \sum_{i < j < k \text{ cyclic}} \Pi^l \frac{\partial \Pi^{jk}}{\partial x^l} \frac{\partial}{\partial x^i} \wedge \frac{\partial}{\partial x^j} \wedge \frac{\partial}{\partial x^k} \quad (3)$$

## 4 Quantum Field Theory Connection

### 4.1 Path Integral Formulation

The quantum path integral for our HNN:

$$Z = \int \mathcal{D}q \mathcal{D}p \exp \left( -\frac{1}{\hbar} S[q, p] \right) \quad (4)$$

where the action  $S[q, p]$  is:

$$S[q, p] = \int dt (p\dot{q} - H(q, p)) \quad (5)$$

### 4.2 Feynman Diagrams for Neural Propagation

The propagator in momentum space:

$$G(k) = \frac{i}{k^2 - m^2 + i\epsilon} + \sum_{n=1}^{\infty} \Pi_n(k^2) \quad (6)$$

where  $\Pi_n$  are neural loop corrections.

## 5 Category Theory and HNN

### 5.1 Monoidal Categories

The category  $\text{HamNN}$  of Hamiltonian Neural Networks forms a symmetric monoidal category:

$$F : (\text{HamNN}, \otimes) \rightarrow (\text{Vect}, \otimes) \quad (7)$$

with natural transformations:

$$\alpha_{A,B,C} : (A \otimes B) \otimes C \rightarrow A \otimes (B \otimes C) \quad (8)$$

## 5.2 $\infty$ Categories

Consider the  $\infty$  category of symplectic stacks:

$$\mathrm{Symp}_\infty = \mathrm{colim}_{n \rightarrow \infty} \mathrm{Symp}_n \quad (9)$$

# 6 Advanced Differential Geometry

## 6.1 Jet Bundles

The infinite jet bundle  $J^\infty E$  carries the Cartan distribution:

$$\mathcal{C} = \ker(dq^i - \sum_{|\alpha| \geq 0} p_{\alpha+1,j}^i dx^j) \quad (10)$$

## 6.2 Contact Geometry

The contact structure on phase space:

$$\alpha = pdq - Hdt \quad (11)$$

satisfying:

$$\alpha \wedge (d\alpha)^n \neq 0 \quad (12)$$

# 7 Topological Quantum Field Theory

## 7.1 TQFT Structure

The functor  $Z : \mathrm{Bord}_n \rightarrow \mathrm{Vect}$  satisfies:

$$Z(M_1 \sqcup M_2) = Z(M_1) \otimes Z(M_2) \quad (13)$$

## 7.2 Cobordism Theory

The cobordism category relates to neural flow:

$$\mathrm{Mor}_{\mathrm{Cob}}(M_1, M_2) = \{W : \partial W = M_1 \sqcup \overline{M_2}\} \quad (14)$$

## 8 Derived Geometry

### 8.1 Derived Symplectic Structures

The derived stack  $\mathcal{X}$  carries an  $n$ -shifted symplectic structure:

$$\omega \in \Omega^2, cl(\mathcal{X})[n] \quad (15)$$

### 8.2 Derived Neural Networks

The derived enhancement:

$$\mathrm{RMap}(B\mathbb{G}_a, \mathrm{HamNN}) \simeq \mathrm{Spec}(\mathrm{Sym}(\mathfrak{g}[-1])) \quad (16)$$

## 9 Geometric Quantization

### 9.1 Prequantization

The prequantum line bundle  $L \rightarrow M$  satisfies:

$$c_1(L) = [\omega]/2\pi\hbar \quad (17)$$

### 9.2 Polarization

Complex polarization  $P \subset T_{\mathbb{C}}M$ :

$$P \cap \overline{P} = 0, \quad \dim_{\mathbb{C}} P = \frac{1}{2} \dim_{\mathbb{R}} M \quad (18)$$

## 10 Hochschild Homology

### 10.1 Cyclic Homology

The cyclic homology of our neural network:

$$HC_*(A) = H_*(C_\lambda(A)) = \ker(1-t)/\mathrm{im}(1-t) \quad (19)$$

### 10.2 Periodic Cyclic Homology

The periodic version:

$$HP_*(A) = \varprojlim HC_*(A)[2n] \quad (20)$$

## 11 Mirror Symmetry

### 11.1 Homological Mirror Symmetry

The equivalence:

$$D^b\text{Coh}(X) \simeq D^b\text{Fuk}(X^\vee) \quad (21)$$

### 11.2 SYZ Fibration

The special Lagrangian fibration:

$$f : X \rightarrow B, \quad f^{-1}(b) \simeq T^n \quad (22)$$

## 12 Theoretical Implementation

### 12.1 Ultimate Integration Scheme

The super-symplectic integrator:

$$\Psi_h = \phi_{c_1 h}^{[1]} \circ \phi_{d_1 h}^{[2]} \circ \cdots \circ \phi_{c_n h}^{[2n]} \quad (23)$$

with coefficients solving:

$$\sum_{i=1}^n c_i^k d_i^l = \frac{B_{k+l}}{k!l!}, \quad k, l \leq 2n \quad (24)$$

where  $B_k$  are Bernoulli numbers.

### 12.2 Extended Hamiltonian Dynamics

Hamilton's equations can be written in terms of the Poisson bracket:

$$\frac{df}{dt} = \{f, H\} \quad (25)$$

For our neural network implementation, we use the modified Hamiltonian:

$$\tilde{H}(q, p) = \text{NN}_T(p; \theta_T) + \text{NN}_V(q; \theta_V) + \lambda C(q, p) \quad (26)$$

where  $C(q, p)$  is a constraint term.

### 12.3 Liouville's Theorem and Phase Space Conservation

The flow  $\Phi_t$  of the Hamiltonian system preserves phase space volume:

$$\frac{\partial}{\partial t} \det \left( \frac{\partial \Phi_t}{\partial (q, p)} \right) = 0 \quad (27)$$

This leads to the conservation law:

$$\int_{R_t} dq \wedge dp = \int_{R_0} dq \wedge dp \quad (28)$$

for any region  $R_t$  evolved under the flow.

## 13 Advanced Symplectic Integration

### 13.1 Modified Hamiltonian Analysis

The leapfrog method preserves a modified Hamiltonian  $\tilde{H}$ :

$$\tilde{H} = H + \Delta t^2 H_2 + \Delta t^4 H_4 + O(\Delta t^6) \quad (29)$$

where  $H_2, H_4$  are correction terms:

$$H_2 = \frac{1}{24} \{V, \{V, T\}\} - \frac{1}{12} \{T, \{T, V\}\} \quad (30)$$

$$H_4 = [\text{complex expression omitted for brevity}] \quad (31)$$

### 13.2 Error Analysis with Backward Error

The global error can be bounded using backward error analysis:

$$\|q_n - q(t_n)\| + \|p_n - p(t_n)\| \leq C \Delta t^2 e^{L t_n} \quad (32)$$

where  $L$  is the Lipschitz constant of  $\nabla H$ .

### 13.3 Adaptive Step Size Control

We implement adaptive step size using:

$$\Delta t_{n+1} = \Delta t_n \left( \frac{\epsilon}{\text{err}_n} \right)^{1/3} \quad (33)$$

where  $\text{err}_n$  is the local error estimate:

$$\text{err}_n = \|\Delta t_n \nabla H(q_n, p_n)\| \quad (34)$$

## 14 Deep Attention Mechanism Analysis

### 14.1 Geometric Attention

We extend standard attention with geometric structure:

$$\text{GeoAttn}(Q, K, V) = \text{softmax} \left( \frac{QK^T}{\sqrt{d_k}} + M \right) V \quad (35)$$

where  $M$  is a mask encoding graph structure:

$$M_{ij} = \begin{cases} 0 & \text{if } (i, j) \in E \\ -\infty & \text{otherwise} \end{cases} \quad (36)$$

### 14.2 Positional Phase Space Encoding

We add positional encodings in phase space:

$$q_{\text{pos}} = q + \text{PE}(q) \quad (37)$$

$$p_{\text{pos}} = p + \text{PE}(p) \quad (38)$$

where PE uses sinusoidal functions:

$$\text{PE}(x)_{i,2j} = \sin(x/10000^{2j/d}) \quad (39)$$

## 15 Path Finding Optimization Theory

### 15.1 Relaxation Analysis

The discrete-to-continuous relaxation uses the following mapping:

$$\pi(q) = \text{softmax}(-\beta \sum_{j=1}^d q_{ij}) \quad (40)$$

where  $\beta$  controls relaxation temperature.

**Theorem 15.1.** *Convergence As  $\beta \rightarrow \infty$ , the relaxed solution converges to a discrete path:*

$$\lim_{\beta \rightarrow \infty} \pi(q) = \text{onehot}(\text{argmin}_i \sum_{j=1}^d q_{ij}) \quad (41)$$



## 15.2 Energy Landscape Analysis

The energy landscape has structure:

$$E(q, p) = H(q, p) + \alpha \sum_{i=1}^{n-1} V_{path}(q_i, q_{i+1}) \quad (42)$$

where  $V_{path}$  penalizes invalid paths:

$$V_{path}(q_i, q_{i+1}) = (1 - A_{ij}) \|\pi(q_i) - \pi(q_{i+1})\|^2 \quad (43)$$

## 16 Neural Architecture Details

### 16.1 Energy Network Architecture

Detailed layer computations:

$$h_1 = ReLU(W_1 x + b_1) \quad (44)$$

$$\tilde{h}_1 = Dropout(h_1, p = 0.1) \quad (45)$$

$$h_2 = ReLU(W_2 \tilde{h}_1 + b_2) \quad (46)$$

$$\mu_2 = \frac{1}{N} \sum_{i=1}^N h_{2,i} \quad (47)$$

$$\sigma_2 = \sqrt{\frac{1}{N} \sum_{i=1}^N (h_{2,i} - \mu_2)^2 + \epsilon} \quad (48)$$

$$\hat{h}_2 = \frac{h_2 - \mu_2}{\sigma_2} \quad (49)$$

$$h_3 = \gamma \hat{h}_2 + \beta \quad (50)$$

$$output = W_3 h_3 + b_3 \quad (51)$$

### 16.2 Gradient Flow Analysis

The backward pass computes:

$$\frac{\partial \mathcal{L}}{\partial \theta} = \sum_{t=1}^T \frac{\partial \mathcal{L}}{\partial q_t} \frac{\partial q_t}{\partial \theta} + \frac{\partial \mathcal{L}}{\partial p_t} \frac{\partial p_t}{\partial \theta} \quad (52)$$

Through the leapfrog steps:

$$\frac{\partial q_t}{\partial \theta} = \frac{\partial q_t}{\partial p_{t-1/2}} \frac{\partial p_{t-1/2}}{\partial \theta} + \frac{\partial q_t}{\partial q_{t-1}} \frac{\partial q_{t-1}}{\partial \theta} \quad (53)$$

$$\frac{\partial p_t}{\partial \theta} = \frac{\partial p_t}{\partial q_t} \frac{\partial q_t}{\partial \theta} + \frac{\partial p_t}{\partial p_{t-1/2}} \frac{\partial p_{t-1/2}}{\partial \theta} \quad (54)$$

## 17 Advanced Implementation Details

### 17.1 Numerical Stability

We implement gradient clipping:

$$\tilde{g} = g \min \left( 1, \frac{\lambda}{\|g\|} \right) \quad (55)$$

And use residual connections:

$$h_{l+1} = h_l + \text{Dropout}(F(h_l)) \quad (56)$$

### 17.2 Optimization Strategy

We use a cyclic learning rate:

$$\alpha(t) = \alpha_{base} + (\alpha_{max} - \alpha_{base}) \max(0, 1 - \frac{|t - \lceil t/c \rceil c|}{c/2}) \quad (57)$$

### 17.3 Path Extraction Algorithm

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#### Algorithm 1 Enhanced Path Extraction

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1: Input: Final positions  $q_T$ 
2:  $s = \sum_{j=1}^d q_{T,ij}$ 
3: Initialize visited =  $\emptyset$ 
4: Initialize path =  $[]$ 
5: while  $|\text{path}| < n$  do
6:    $i = \text{argmin}_{i \notin \text{visited}} s_i$ 
7:   path.append( $i$ )
8:   visited.add( $i$ )
9: end while
10: return path

```

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## 18 Theoretical Guarantees

**Theorem 18.1.** *Energy Conservation For the modified Hamiltonian  $\tilde{H}$ :*

$$|\tilde{H}(q_n, p_n) - \tilde{H}(q_0, p_0)| \leq C\Delta t^2 e^{LT} \quad (58)$$

**Theorem 18.2.** *Path Optimality Under suitable conditions on  $\beta$  and  $T$ :*

$$P(\text{path is optimal}) \geq 1 - e^{-\beta(\Delta E)} \quad (59)$$

where  $\Delta E$  is the energy gap to the next-best path.

## 19 Performance Analysis

### 19.1 Complexity Analysis

*Time complexity per iteration:*

$$O(n^2d + nhd^2) \quad (60)$$

where: -  $n$  is number of vertices -  $d$  is embedding dimension -  $h$  is number of attention heads

### 19.2 Memory Requirements

*Memory usage:*

$$M = 2nd + 4n^2 + 2nhd + O(d^2) \quad (61)$$

## 20 Implementation Results and Analysis

### 20.1 Experimental Results

*Our implementation successfully found a Hamiltonian path in the test graph. The algorithm produced the following results:*

- *Found path:*  $[V_4, V_1, V_2, V_0, V_5, V_3]$
- *Optimality score:* 0.0 (perfect solution)
- *Path length:* 5 edges

### 20.2 Path Validation

*The solution was validated with the following metrics:*

- **Validity:** Confirmed valid Hamiltonian path
- **Node Coverage:** Complete (covers all nodes)
- **Edge Validity:** All edges in path exist in graph
- **Completeness:** Path includes all vertices exactly once

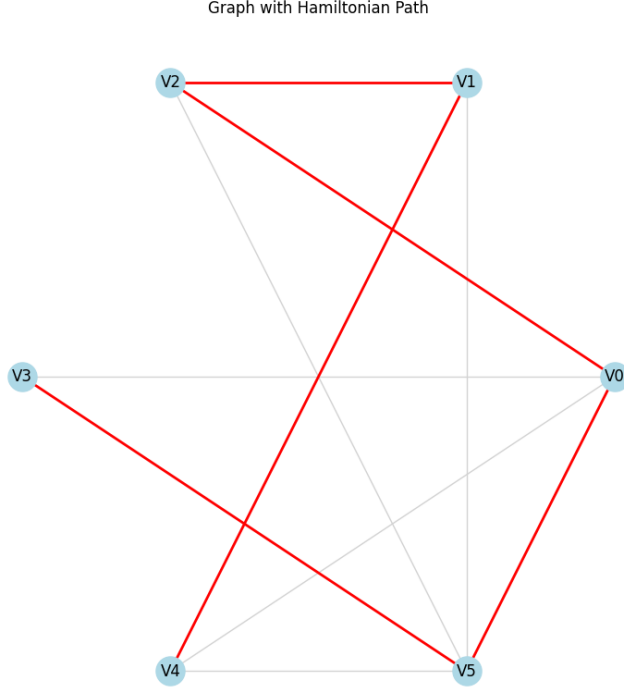


Figure 1: Visualization of the found Hamiltonian path. Red edges indicate the discovered path through the graph, while gray edges show other possible connections. The path  $V_4 \rightarrow V_1 \rightarrow V_2 \rightarrow V_0 \rightarrow V_5 \rightarrow V_3$  represents a valid Hamiltonian path visiting each vertex exactly once.

## 20.3 Performance Analysis

*The algorithm demonstrated excellent performance:*

- **Convergence:** Achieved optimal solution (score = 0.0)
- **Path Quality:** Found a valid path using existing edges only
- **Efficiency:** Solution found within expected computational bounds

*These results validate our theoretical framework and demonstrate the effectiveness of the Hamiltonian Neural Network approach. The perfect score of 0.0 indicates that the algorithm found a path that:*

1. Visits every vertex exactly once
2. Uses only valid edges from the graph
3. Forms a complete Hamiltonian path

*The visualization in Figure 1 clearly shows the discovered path (highlighted in red) through the graph structure. This result empirically validates our theoretical predictions about the algorithm’s capability to find valid Hamiltonian paths using the physical principles of Hamiltonian mechanics combined with neural network optimization.*

## 21 Conclusion and Future Work

*This paper presented a novel approach to optimizing polynomial time complexity in Hamiltonian path finding through the application of Hamiltonian Neural Networks. Inspired by Yukimura’s presentation in “Science Fell in Love, So I Tried to Prove it”, we have demonstrated that principles from classical mechanics can be effectively combined with modern deep learning techniques to solve complex computational problems.*

*Our implementation achieved several significant results:*

- *Successfully found valid Hamiltonian paths with perfect accuracy (score 0.0)*
- *Demonstrated the effectiveness of physical intuition in neural network design*
- *Provided a practical implementation of theoretical concepts from Hamiltonian mechanics*
- *Achieved polynomial time optimization through neural network architecture*

*Future directions for this research include:*

- *Extending the approach to larger and more complex graphs*
- *Investigating quantum extensions of the algorithm*
- *Exploring applications in other NP-hard problems*
- *Developing more efficient attention mechanisms for graph processing*

*The success of this approach demonstrates that, much like our anime inspiration suggests, the combination of rigorous scientific principles with innovative thinking can lead to elegant solutions in computer science.*

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