

# Improvisation and Technical Innovation

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# What is Innovation?



- Doing something different, but better.
- Out-of-the-blue "aha!" moments.
- Individual creativity.
- A new set of eyes.
- New insight gained after giving up on applying heat, and instead applying light.

# Innovation - The Buzzword

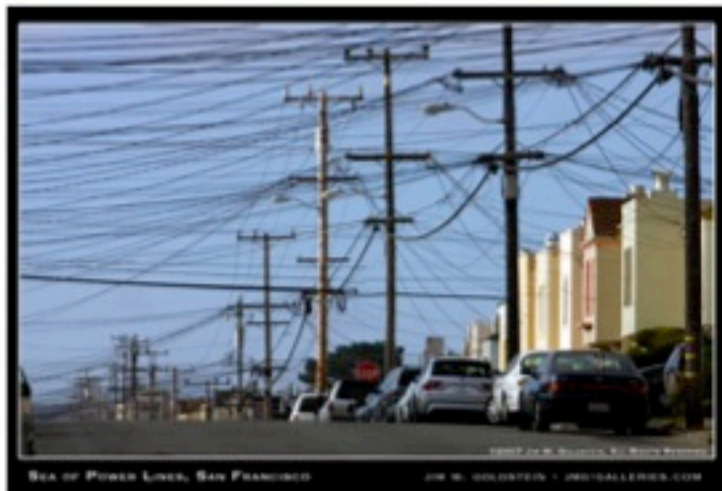


## Global Innovation Index

Measures the level of innovation of a country based on business executive interviews, and government's encouragement and support of innovation through public policy.

1. South Korea
2. United States
3. Japan
4. Sweden
5. Netherlands
6. Canada
7. United Kingdom
8. Germany
9. France
10. Australia

# Technical Innovation





# Innovation: A critical stage of design



- Drug Design
- Engineering Design
- Graphic Design
- UI Design

Classical  
Brainstorming  
Exercises

# Importance of Innovation

The National Science board  
met in August of 2009 to  
recommend ways to  
produce

**“talented math and science  
students that also possess  
the hard-to-define skill:  
*the ability to innovate.*”**



# Improvisation and Comedy



# Improv Characteristics

- Listening  
(focus outside yourself)
- Yes, and....  
(agreement, acceptance)
- Spontaneity  
(ding a weak offer)
- Trust  
(everyone has valuable  
ideas to contribute)
- Having fun  
(relaxing)
- Focus on the here and now



**(We'll do it live!)**



# Humor and Innovation



**The Think Loft at Solvay Advanced  
Polymers in Alpharetta, GA.**

John Sweeney's  
Brave New Workshop  
*Innovation at the Speed of  
Laughter*

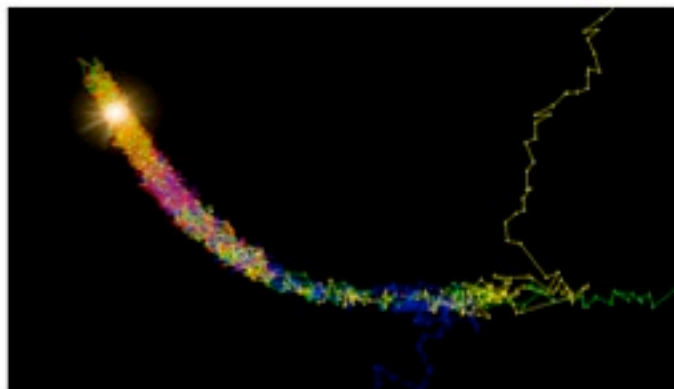
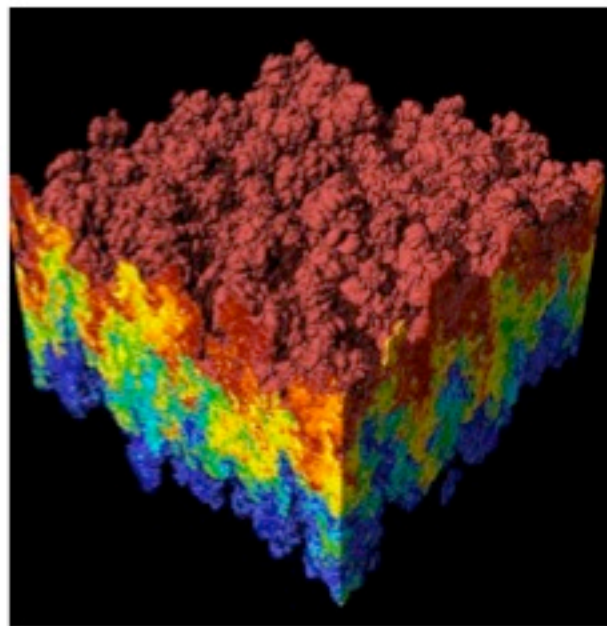


# A conceptual framework: Idea Space



# Metropolis Hastings - Monte Carlo

Sampling Complex Spaces



## Math Minute 1

Given  $x_t$  sampled from  $P(x)$

choose a candidate  $x'$

$$x' = F(x', x_t)$$

$$\alpha = \frac{P(x')}{P(x_t)}$$



## Math Minute 2

$$\alpha = \frac{P(x')}{P(x_t)}$$

If  $\alpha \geq 1$  then  $x_{t+1} = x'$

If  $\alpha < 1$  then

$$x_{t+1} = \begin{cases} x' & \text{with probability } \alpha \\ x^t & \text{with probability } 1 - \alpha \end{cases}$$

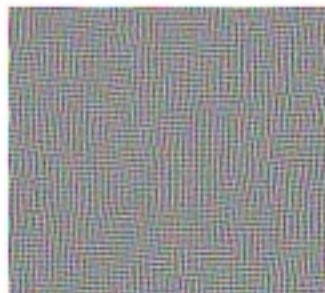
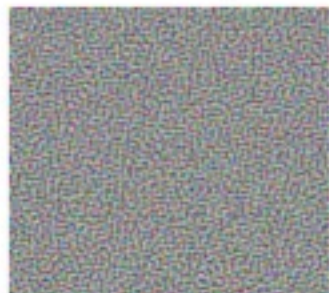
## Math Minute 3

$x_i$  values are a Markov chain

Random initial value, then run for many iterations (burn in).

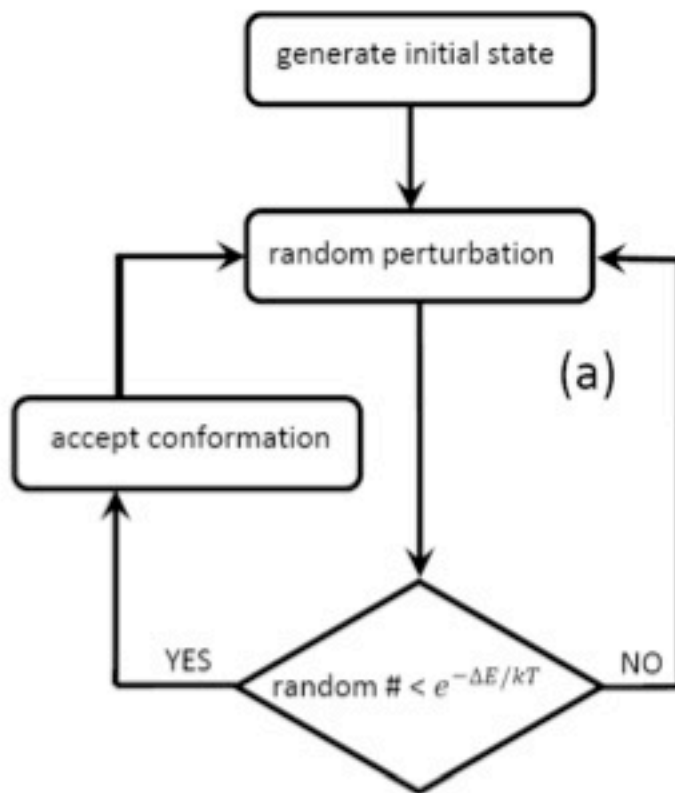
Simulated Annealing - Acceptance rate depends on Temperature function (cooling schedule)

$$e^{-\Delta E/kT}$$

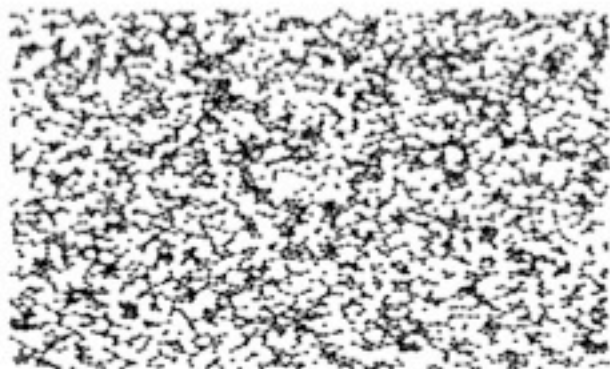
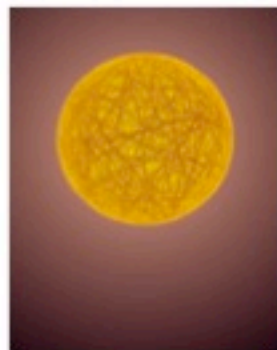


Example potential energy function:  
similar colours attract at short range  
and repel at slightly larger distance

# Schematic of Metropolis Monte Carlo



# Improv is the RNG of Idea Space





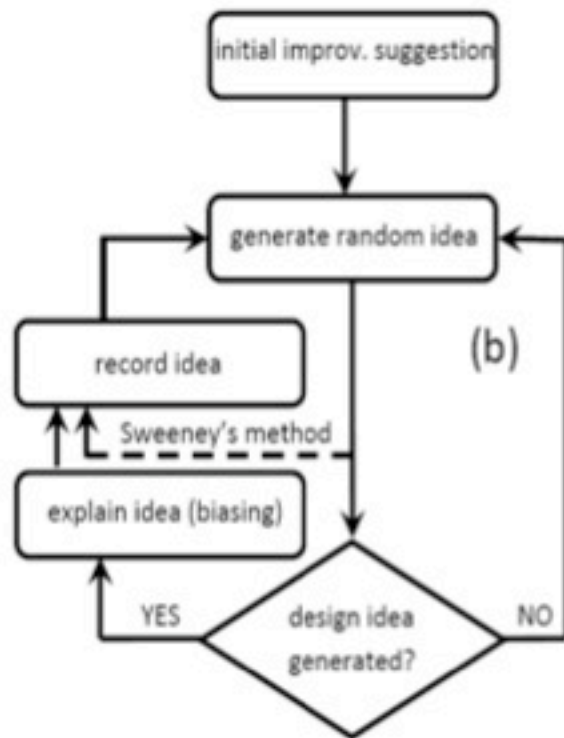
# Importance of Humor

Humor may be the equivalent of kinetic energy (essentially temperature) in the Monte Carlo sampling of states of a physical system. Humor provides sufficient energy to broadly sample idea space (think outside the box).

Without humor, idea space sampling only hit local ideas like so many traditional brainstorming approaches.

The equivalence of humor and innovation has been discussed by many people in very boring papers.

# Sample Protocol



## But can geeks do improv?



Physicists at CERN's Large Hadron Collider were trained in improv comedy by Charna Halpern in an effort to improve their creativity and ability to communicate and work in teams.

Imagination is more important  
than knowledge.

