

Machine Learning in Quantum Mechanics

Normalizing Flows for Computing Molecular Vibrational Wave Functions

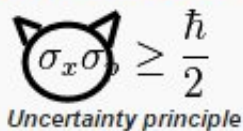
Nicolas Mendoza
Hamburg, 07.09.2022

Contents

- > Introduction
- > Physics
- > Machine Learning
- > Mathematics
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The Challenge

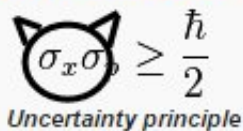
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- > Usually turn to numerical approximations
- > ...but numerics have limitations
- > Amount of data needed depends exponentially on d
- > *The Curse of Dimensionality*
- > How do we improve dependency?
- > More flexibility to our basis elements
- > Machine Learning comes into play


$$\sigma_x \sigma_p \geq \frac{\hbar}{2}$$

Uncertainty principle

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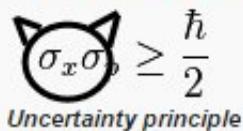
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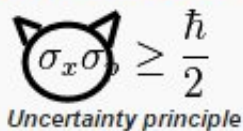

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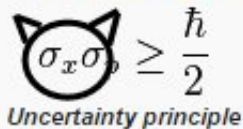
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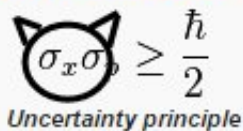
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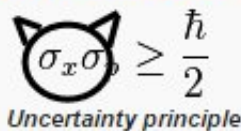
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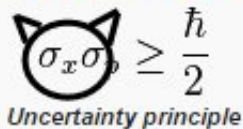
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Problem Setup

- > Time Independent Schrödinger Equation (**TISE**)

$$E |\psi\rangle = \hat{H} |\psi\rangle$$

- > We approximate it using the variational principle [Lib22]
- > Fundamentally: We need loss function to optimize
- > Energy of approximation state E_Θ is always \geq than groundstate E_0

Assuming normalization of $|\psi\rangle$ and letting $\{|\phi_i\rangle\}_{i=0}^{\infty}$ be eigenstates of \hat{H}

$$E_\Theta = \langle \psi | \hat{H} | \psi \rangle = \sum_{i=0}^{\infty} \langle \psi | \phi_i \rangle \langle \phi_i | \hat{H} | \psi \rangle = \sum_{i=0}^{\infty} \langle \psi | \phi_i \rangle \langle \phi_i | \psi \rangle E_i = \sum_{i=0}^{\infty} |\langle \psi | \phi_i \rangle|^2 E_i$$

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$$E_\Theta = \langle \psi_\Theta | \hat{H} | \psi_\Theta \rangle = \sum_{m,n=0}^{\infty} \bar{\alpha}_m \alpha_n \underbrace{\langle m | \hat{H} | n \rangle}_{E_n \delta_{m,n}} = \sum_{n=0}^{\infty} |\alpha_n|^2 E_n \geq E_0 \sum_{n=0}^{\infty} |\alpha_n|^2 = E_0 \quad (1)$$

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Variational Principle

- > This principle applies to higher order eigenenergies
- > Idea: Consider orthogonal subspace to $|0\rangle$ and reapply Eq. (1)
- > Can be done for all space (if it is separable)
- > More rigorous approach in [Lib22]
- > \Rightarrow must diagonalize $[\tilde{H}]_{ij} = \langle \varphi_i | \hat{H} | \varphi_j \rangle$ given arbitrary orthonormal basis $\{|\varphi_k\rangle\}_{k=1}^{\infty}$
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Managing ∞

> Define a truncation parameter N_{\max}

> Approximate state as

$$|\psi\rangle \approx \sum_{k=0}^{N_{\max}} c_k |\varphi_k\rangle$$

> Becomes finite-dimensional problem

> Recall: Curse of dimensionality!

> N_{\max} needed to converge to real results scales *exponentially* with d

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Normalizing Flows

> Basic idea: A chain of diffeomorphisms

> Invertible and differentiable

$$z = (f_n \circ f_{n-1} \circ \cdots \circ f_1)(x)$$

> Several different paradigms

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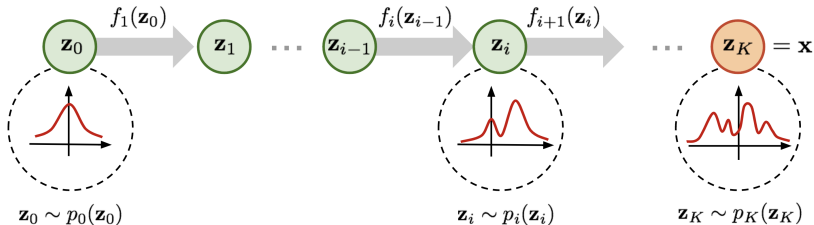


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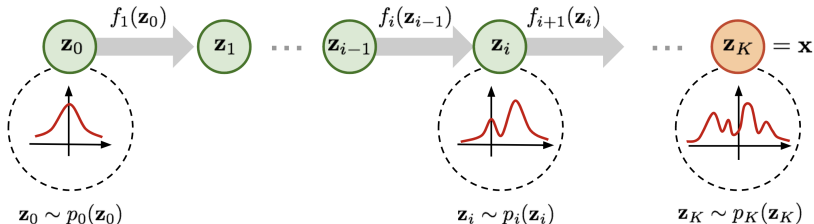


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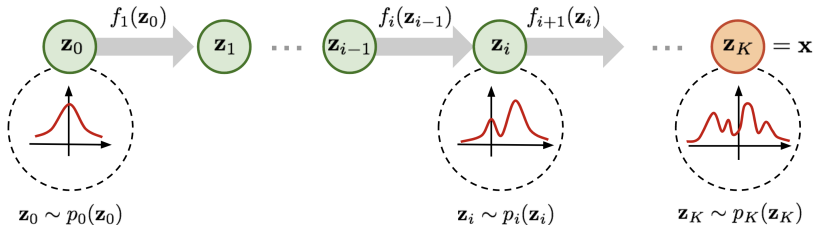


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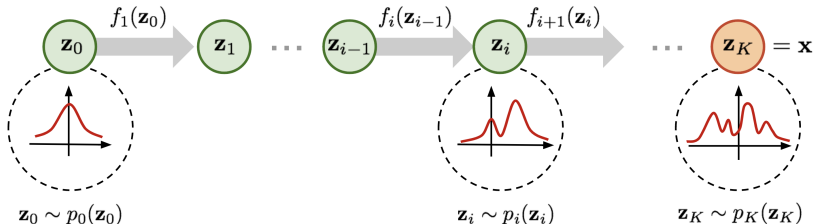
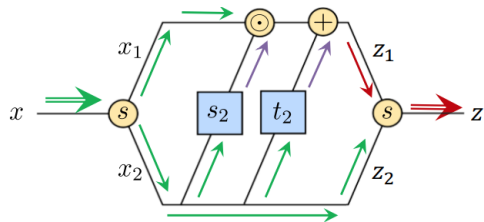


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- > The Real-valued Non-Volume-Preserving model
- > Let \mathcal{P}_k be a projection over half of the basis vectors and $\mathcal{Q}_k \equiv \mathbb{1} - \mathcal{P}_k$
- > layer $g_k(x)$ is given by

$$\begin{aligned} g_k(x) &= \mathcal{P}_k[x] + \mathcal{Q}_k[f_k(x)] \quad \text{with} \\ f_k(x) &= e^{s_k(\mathcal{P}_k[x])} \odot x + t_k(\mathcal{P}_k[x]) \end{aligned} \quad (3)$$

- > Inverse can be shown rigorously



$$z = \begin{bmatrix} z_1 \\ z_2 \end{bmatrix} = \begin{bmatrix} x_1 \cdot s_2(x_2) + t_2(x_2) \\ x_2 \end{bmatrix}$$

inverse is equally efficient:

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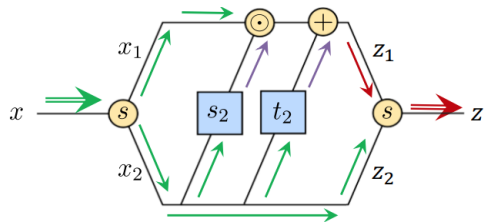
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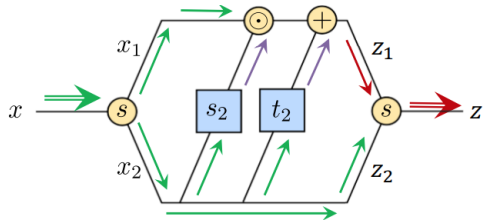
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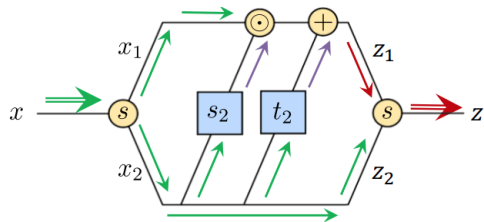
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Convergence

How do we know $\sum_{k=0}^{N_{\max}} c_k \varphi_k^A$ converges to the real result as $N_{\max} \rightarrow \infty$?

- > Let g be the normalizing flow
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- > If g is RNVP (with a slight modification), then $f \circ g \in \mathcal{S}$
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- > Physics
- > Machine Learning
- > Mathematics
- > **Results**

Performance?

- > We compared results in H2S molecule
- > Normalizing Flows greatly improved stretching case (Fig. 3)
- > RNVP behaves similarly to IResNet
- > Possibly perform better on higher dimensional data
- > Outperform no-neural-network (LIN)

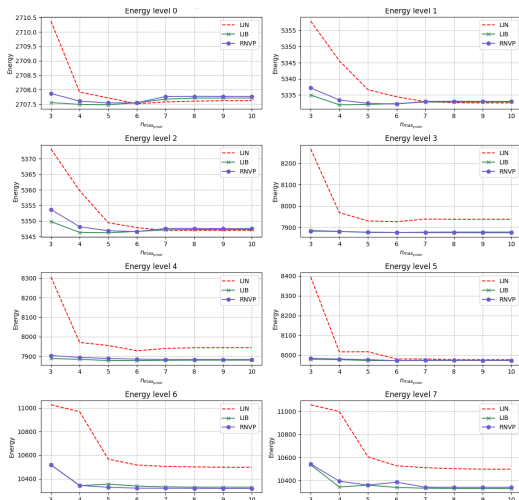


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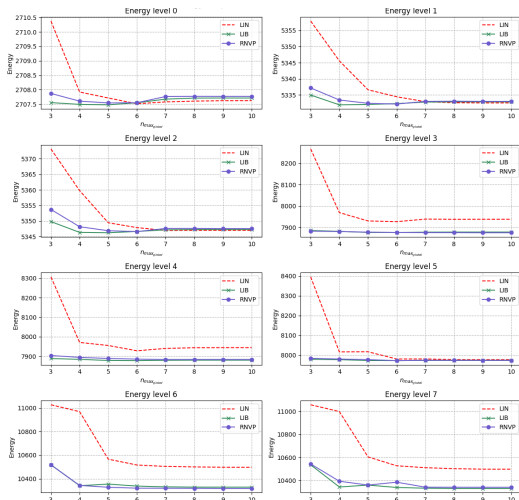


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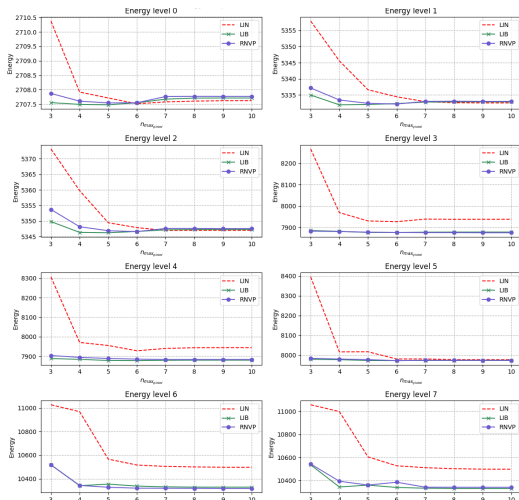


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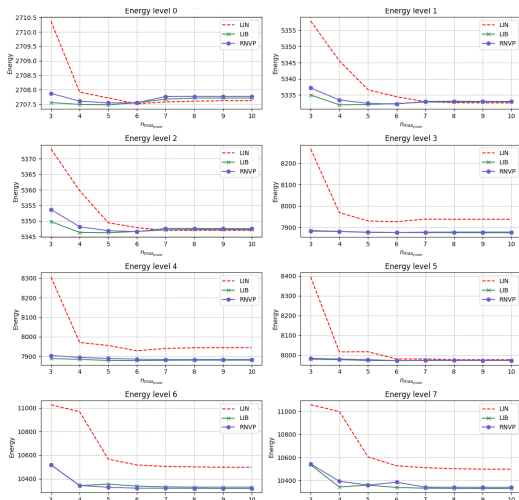


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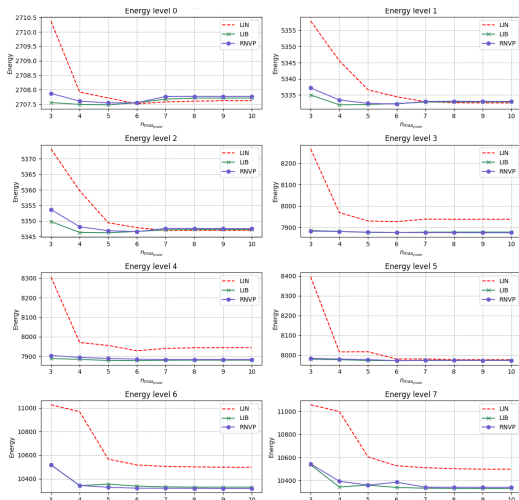


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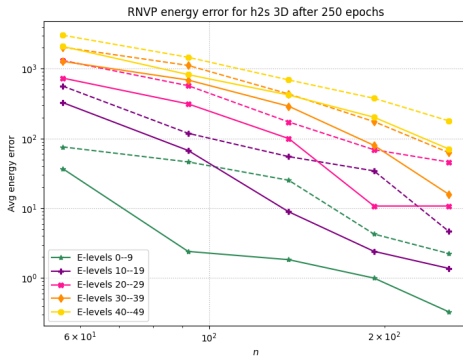
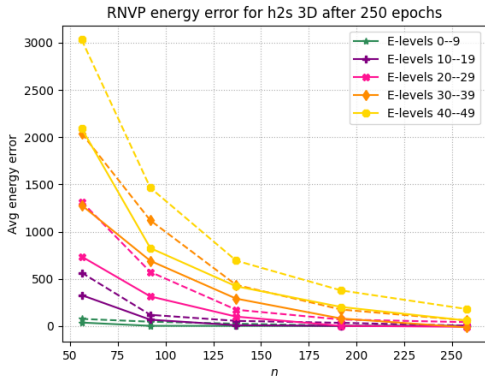


Figure: RNVP performance vs No neural network (--)

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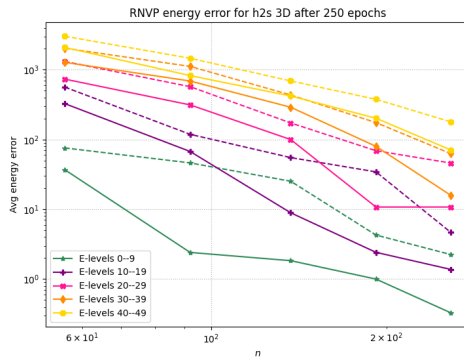
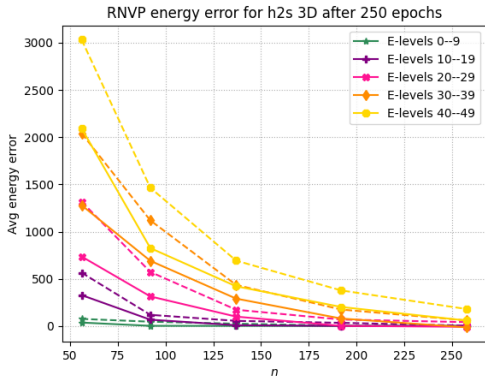
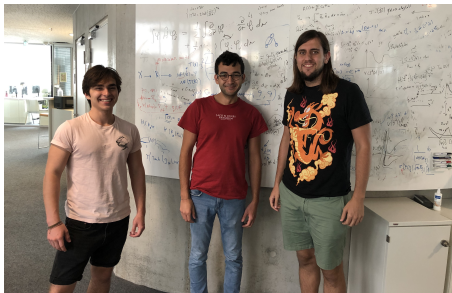


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Thank you!




Contact

Deutsches Elektronen-
Synchrotron DESY

www.desy.de

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Nicolas Mendoza

 0000-0001-5561-1392

CMI

snmendozav@gmail.com

+49-152-2768-2024

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