

# Solving the Quantum Many-Body Problem with Artificial Neural Networks

Carleo, Giuseppe, and Matthias Troyer. *Science* 355, no. 6325 (2017): 602-606.

Presented By: Remmy A. M. Zen

CQT Quantum Machine Learning Journal Club



# Paper in a Nutshell

Type of Algorithm		Type of Data	
<i>classical</i>	<i>quantum</i>	<i>quantum</i>	<i>classical</i>
CC	CQ	QC	QQ

## Solving the Quantum Many-Body Problem with Artificial Neural Networks

### 1. Ground State

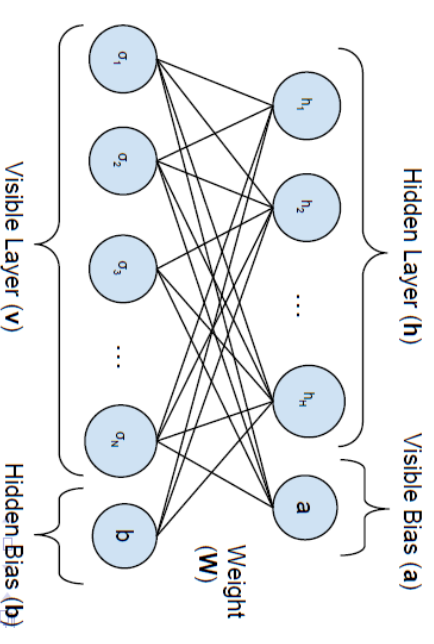
### 2. Unitary Dynamics

### Restricted Boltzmann Machine (RBM)

$$|\Psi(\mathbf{s})|^2 = P(\mathbf{v})$$

Neural Network

Quantum States (NQs)



# Roadmap

**Introduction**

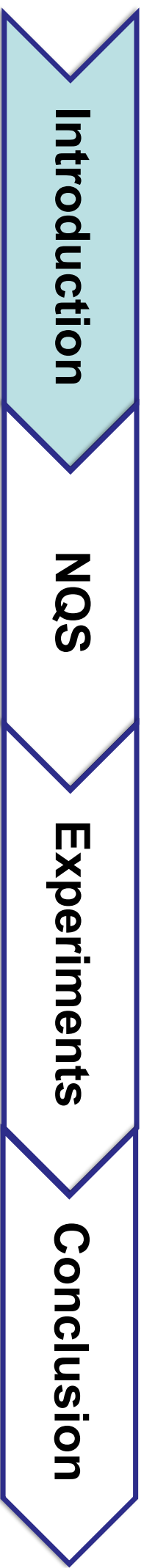
**NQS**

**Experiments**

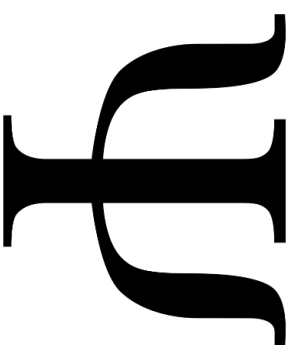
**Conclusion**

- Quantum Physics
- Machine Learning

# Roadmap



- **Quantum Physics**
- Machine Learning



- **Quantum many-body system** is a system made of more than two microscopic interacting particles.
- **Wave function** ( $\Psi$ ) is used to describe the quantum state of a system.
- $|\Psi|^2$  gives you the probability density for each configuration  $S$  in the system.
- Impossible to save a complete wave function
  - 46 qubits =  $2^{46} \sim 1$  petabyte of memory!

# Many-Body Problem

**Hamiltonian ( $H$ )** is an operator corresponding to total **energy** of the system.

Central goal of Quantum mechanics to **solve the Schrodinger equation**

$$H|\Psi_i\rangle = E_i|\Psi_i\rangle$$

Find the smallest  $E_0$  (ground-state energy) corresponding to the  $\Psi_0$   
(ground-state wave function)

**How to represent  $\Psi$ ?**

## Previous Work

- **Quantum Monte Carlo (QMC)**
  - **Stochastic:** Sample a finite number of configurations.
  - (-) Break for frustrated models or sign problem.
- **Matrix Product States (MPS)**
  - **Compression:** Find an efficient representations.
  - (-) Mostly 1D geometries and lattice problems.

This Paper proposed **Neural Network Quantum States (NQS)**!



# Variational Theorem

## Variational Theorem:

$$E[\psi] = \frac{\langle \psi | H | \psi \rangle}{\langle \psi | \psi \rangle} \geq E_0$$

$E[\psi]$  is the expectation of the energy function,  $\psi$  is some arbitrary state and  $E_0$  is the exact ground-state energy of the Hamiltonian  $H$ .

**Optimization Problem:**      $\psi_0 = \operatorname{argmin}_{\psi} E[\psi]$

$$E[\psi] = \frac{\sum_v |\psi(v)|^2 \left( \sum_{v'} H_{v,v'} \frac{\psi(v')}{\psi(v)} \right)}{\sum_v |\psi(v)|^2}$$

**Involves sums/integrals over high-dimensional space, hard to compute analytically**

## Variational Monte Carlo

$$E[\psi] = \frac{\sum_v |\psi(v)|^2 \left( \sum_{v'} H_{v,v'} \frac{\psi(v')}{\psi(v)} \right)}{\sum_v |\psi(v)|^2}$$

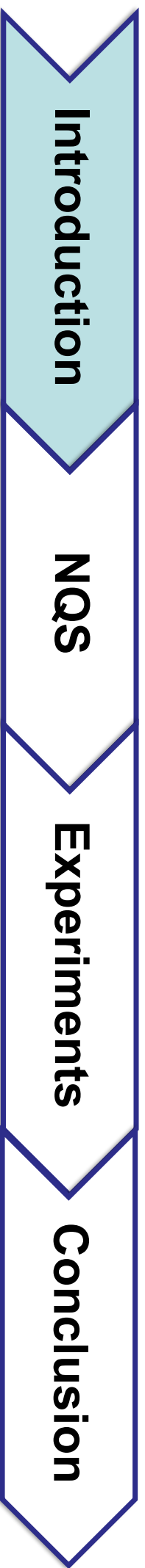
**If we have samples distributed according to  $|\psi(v)|^2$ ,**

$E[\psi]$  can be written as a statistical expectation value of the local energy  $E_{\text{loc}}$

$$E[\psi] = \langle\langle E_{\text{loc}}(v) \rangle\rangle$$

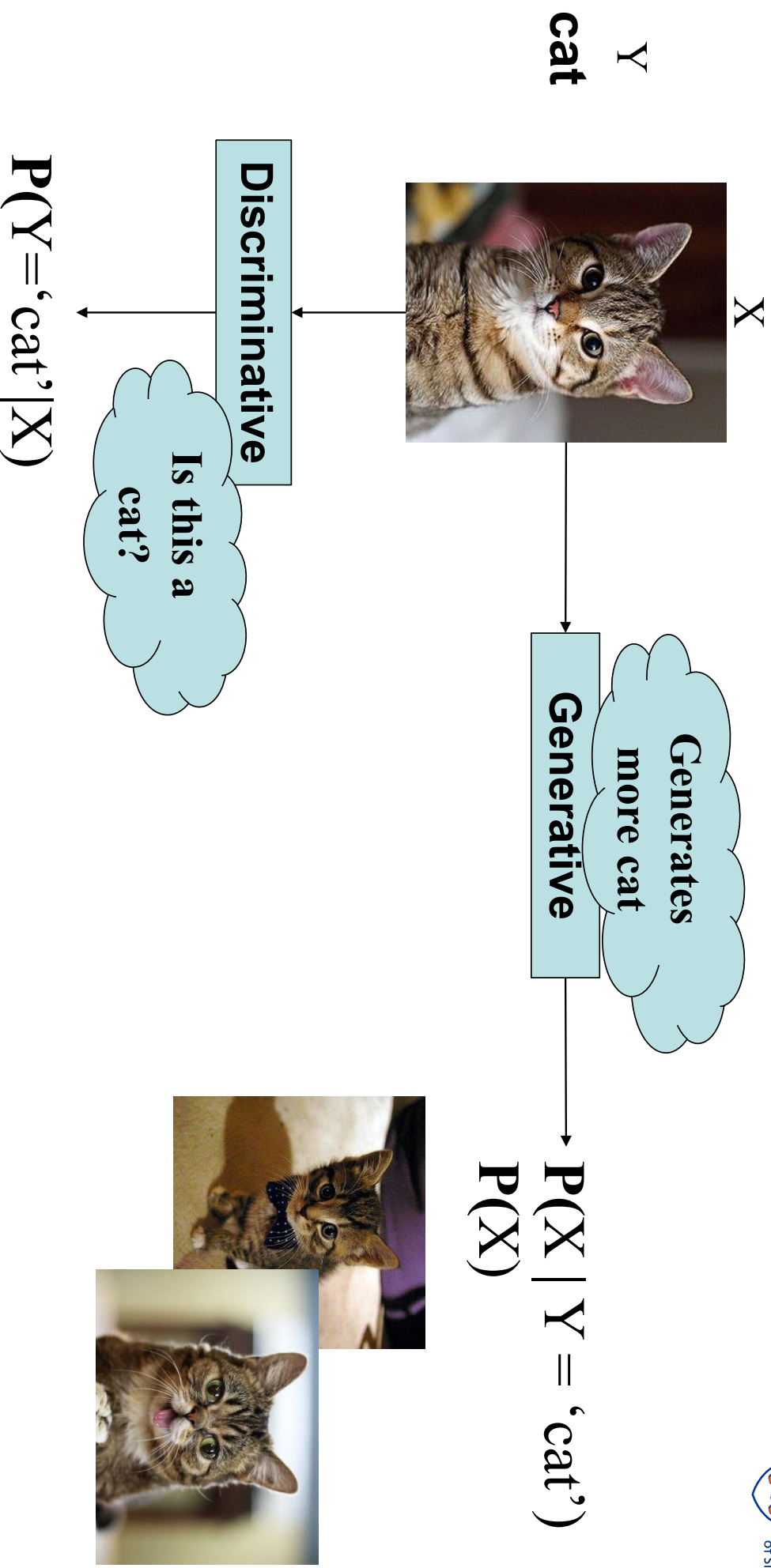
$$E_{\text{loc}}(v) = \sum_{v'} H_{v,v'} \frac{\psi(v')}{\psi(v)}$$

# Roadmap



- Quantum Physics
- **Machine Learning**

# Generative vs Discriminative



# Generative Model based on Neural Network

- **Restricted Boltzmann Machine**
  - Initially 1986, Hinton at 2006 [1]
- **Recurrent Neural Network**
  - Initially 1980s, turned into generative at 2011 [2]
- **Variational Autoencoder (VAE) [3]**
- **Generative Adversarial Network (GAN) [4]**

[1] Hinton, G. E.; Salakhutdinov, R. R. (2006). "Reducing the Dimensionality of Data with Neural Networks". Science. 313 (5786): 504–507.

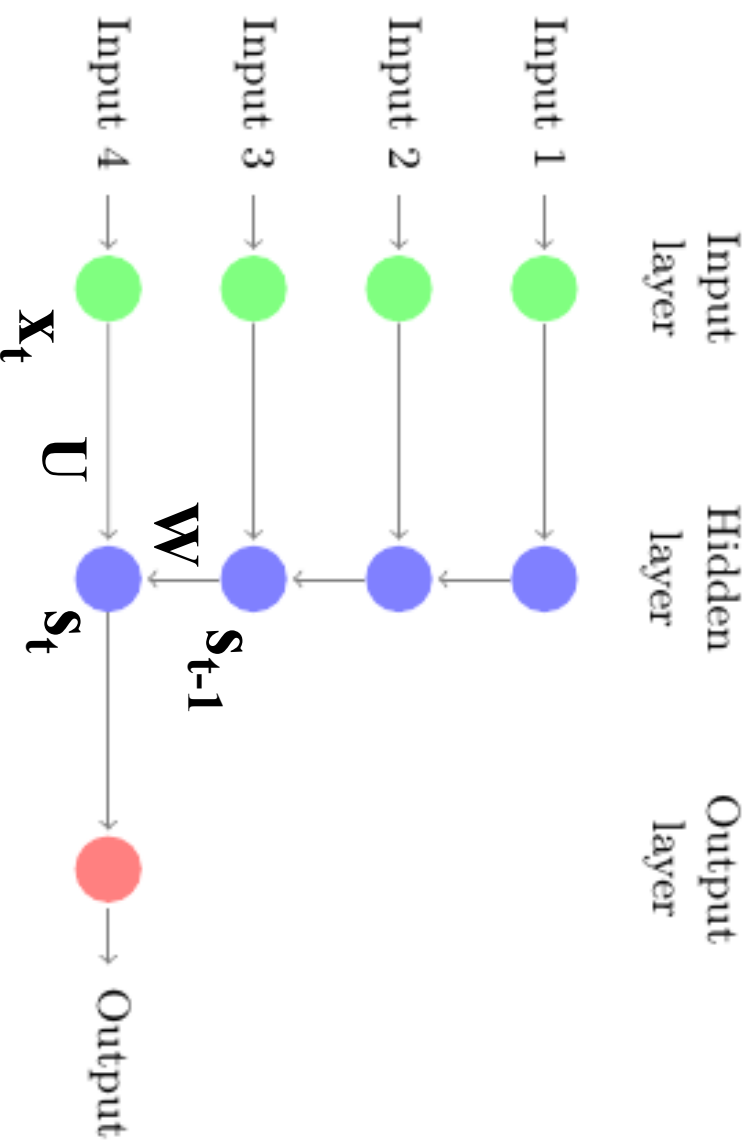
[2] Sutskever, Ilya, James Martens, and Geoffrey E. Hinton. "Generating text with recurrent neural networks." Proceedings of the 28th International Conference on Machine Learning (ICML-11). 2011.

[3] Kingma, Diederik P., and Max Welling. "Auto-encoding variational bayes." arXiv preprint arXiv:1312.6114 (2013).

[4] Goodfellow, Ian, et al. "Generative adversarial nets." Advances in neural information processing systems. 2014.

# Recurrent Neural Network

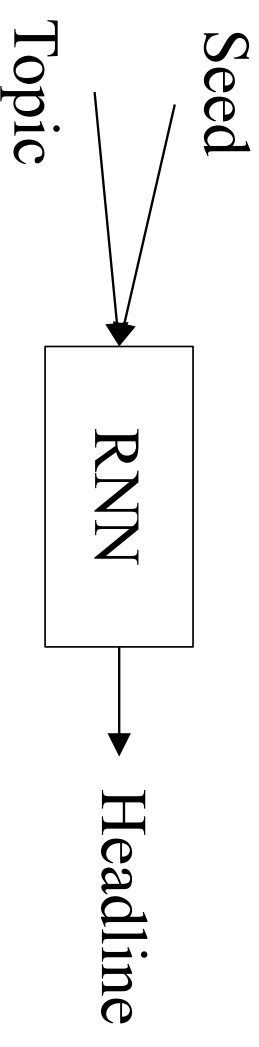
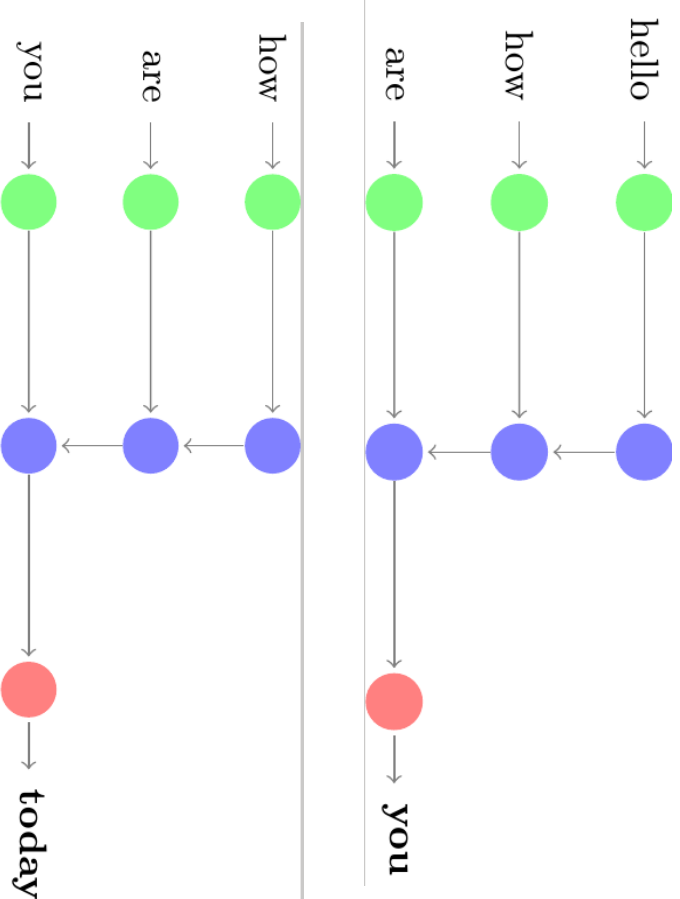
Neural network with recurrent unit. Ideal for Sequence data.



$$s_t = f(Ux_t + Ws_{t-1})$$

$$P(X_n | X_{n-1}, X_{n-2}, \dots)$$

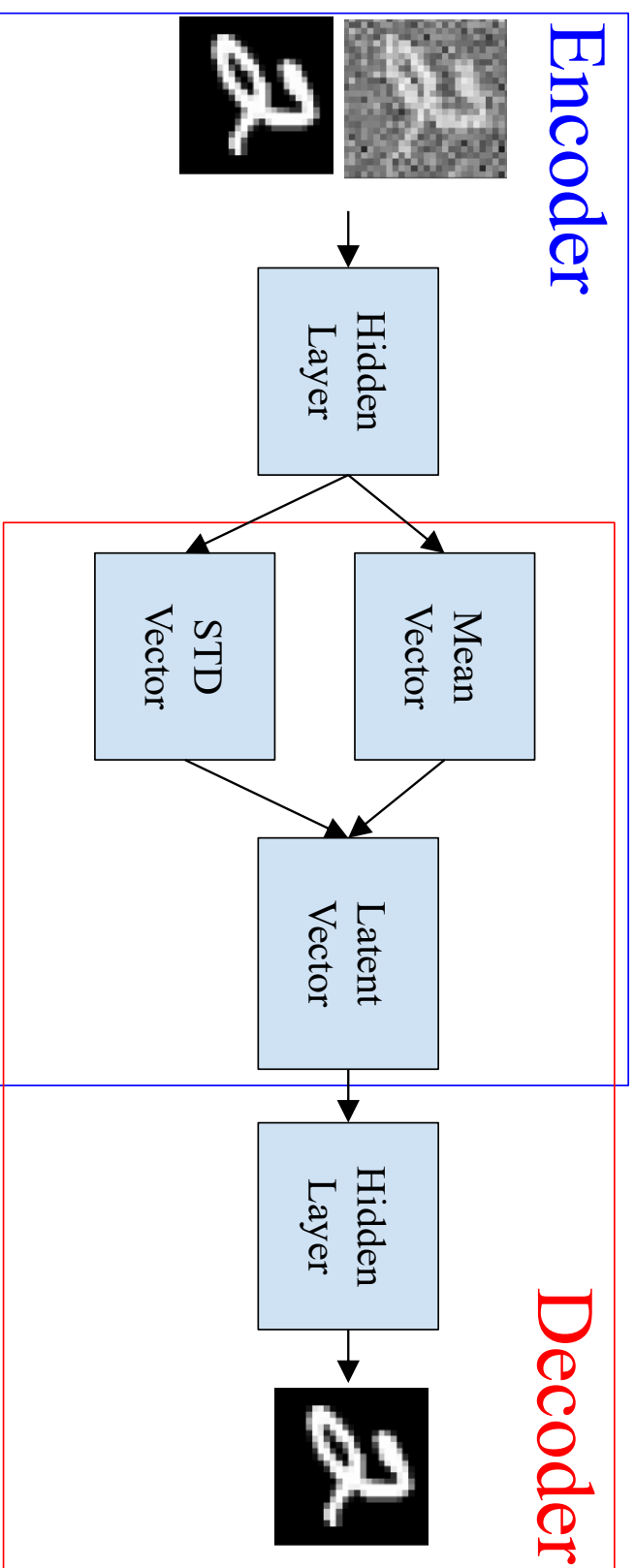
# Recurrent Neural Network for Text Generation



- *Justin bieber apologizes* for racist joke on twitter for gay fans
- *Obama says that* he was kicked out of kim kardashian wedding

# Variational Autoencoder (VAE)

**NN where input is the same as output**



**Encoder: learn a latent vector**

**Decoder: reconstruct from latent vector**





**Generated  
Digits**

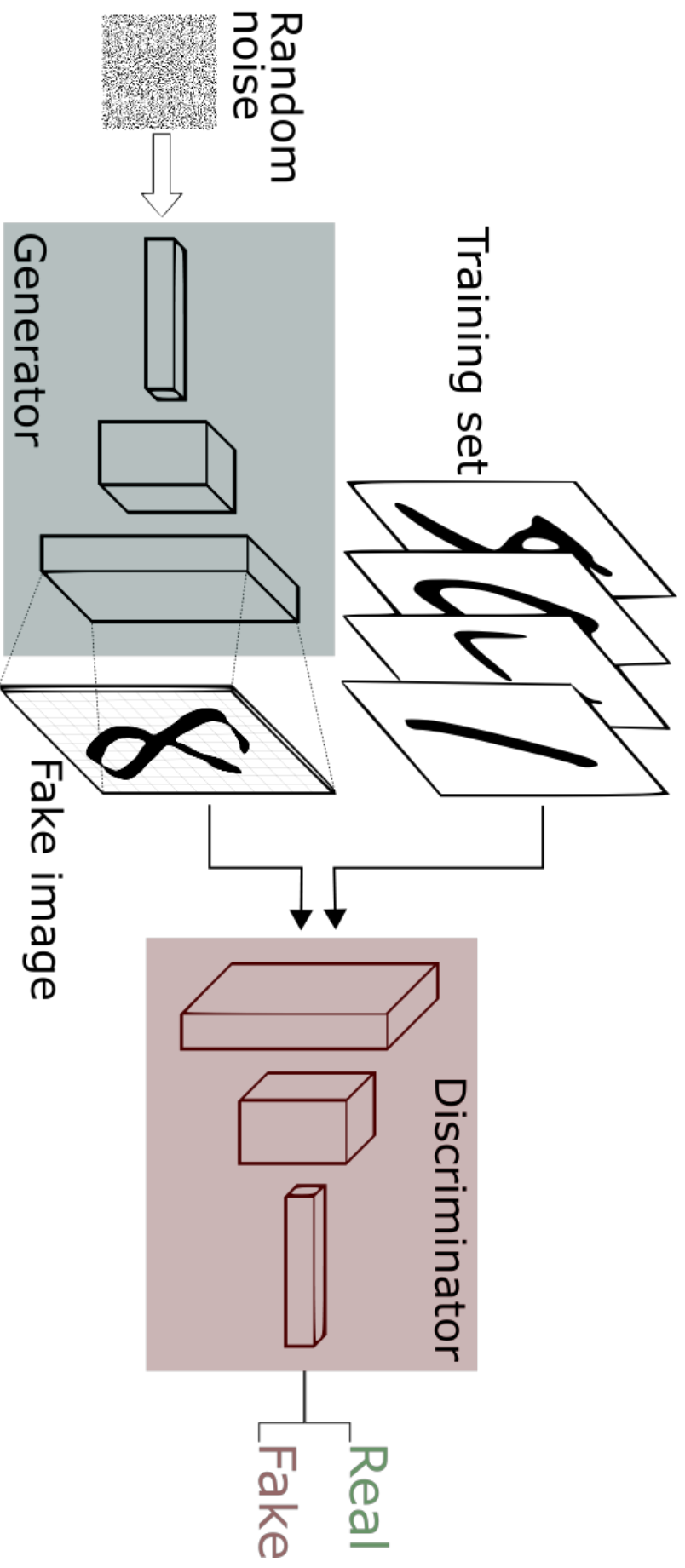
**Exploring The Latent Vectors**



**Generated  
Faces**

# Generative Adversarial Network (GAN)

Based on Game Theory, compete NN with another NN



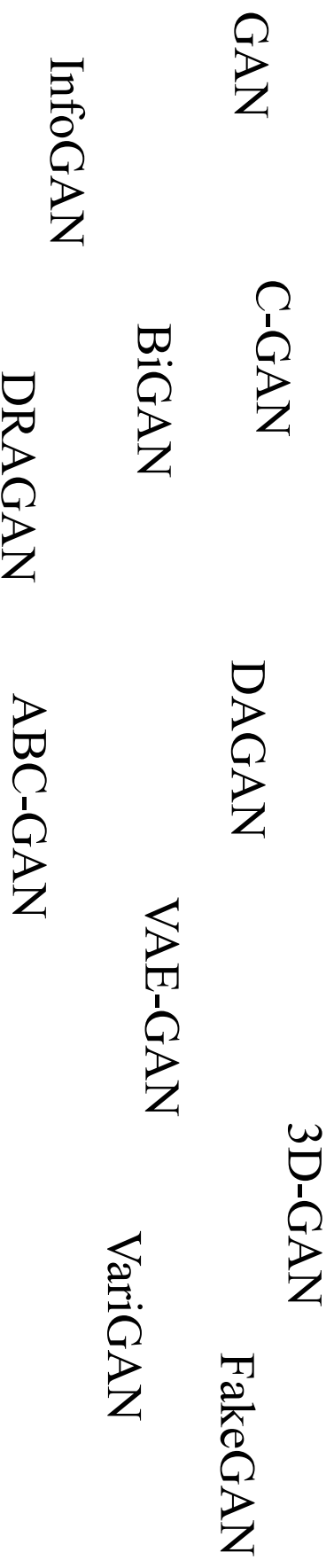
# Generative Adversarial Network (GAN)

**State-of-the-art, able to produce high quality images.**

*“Most interesting idea in machine learning in last ten years”*

**> 400 models, check-out the GAN Zoo!**

<https://github.com/hindupuravinash/the-gan-zoo>



“GANs are great, but we should go back to exploring more widely the landscape of generative models, such as ... **Boltzmann Machines.**”

— **Yoshua Bengio**, at ICML workshop on Theoretical Foundations and Applications of Deep Generative Models

# Restricted Boltzmann Machine (RBM)

RBM is an undirected graphical model consists of:

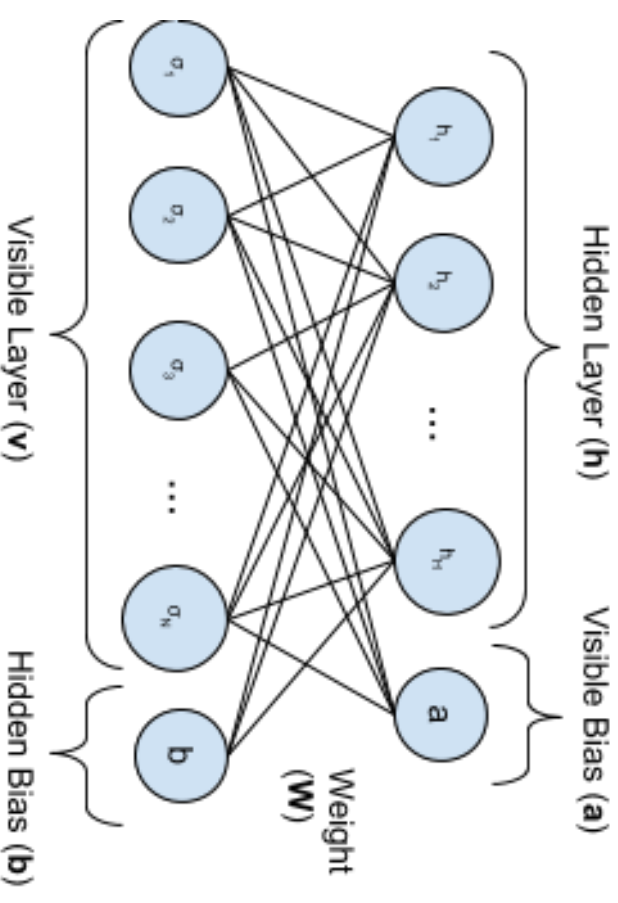
- One visible layer (**v**) corresponding to physical spin variable  

$$V = \sigma_1, \sigma_2, \dots, \sigma_N, \sigma_i \in \{-1, +1\}$$
- One hidden layer (**h**) corresponding to auxiliary spin variable  

$$h = h_1, h_2, \dots, h_{N_h}, h_i \in \{-1, +1\}$$

## Three parameters:

- weight connecting two layers (**W**)
- visible bias (**a**)
- hidden bias (**b**)



## Restricted Boltzmann Machine (RBM)

RBM is an energy based model, joint probability is given by the Boltzmann Distribution

$$p(\mathbf{v}, \mathbf{h}) = \frac{e^{-E(\mathbf{v}, \mathbf{h})}}{Z}$$

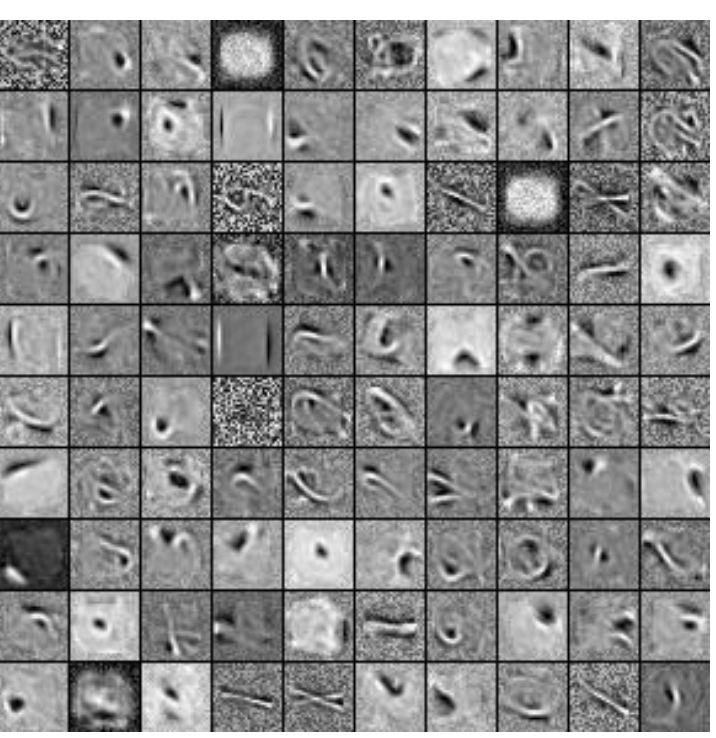
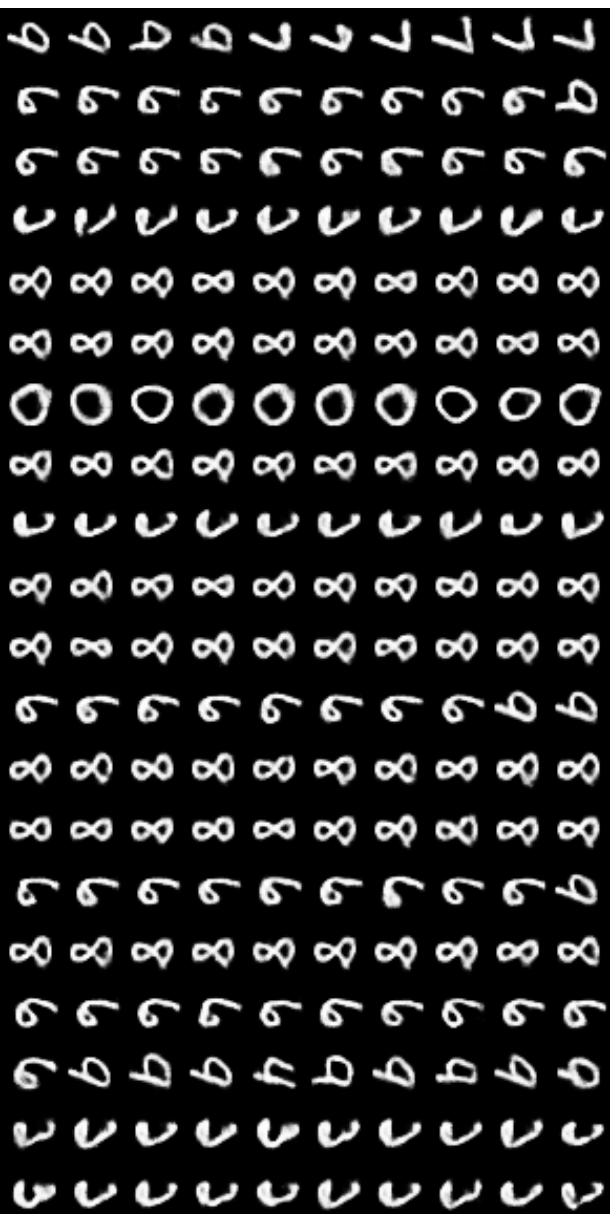
Where  $E(\mathbf{v}, \mathbf{h}) = -\mathbf{a}^T \mathbf{v} - \mathbf{b}^T \mathbf{h} - \mathbf{v}^T \mathbf{W} \mathbf{h}$  and  $Z$  is the normalizing partition function.

However, we are interested in  $p(\mathbf{v})$  so, we can marginalize  $\mathbf{h}$ :

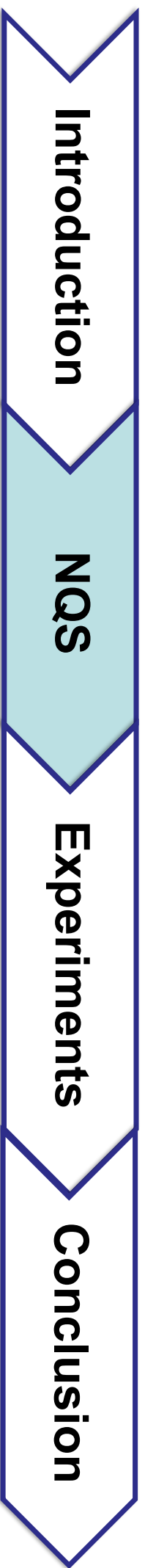
$$p(\mathbf{v}) = \frac{1}{Z} e^{\sum_{i=1}^N a_i \sigma_i} \prod_j 2 \cosh(b_j + \sum_{i=1}^N w_{ij} \sigma_i)$$

# Restricted Boltzmann Machine (RBM)

## Generated samples from Digit dataset



# Roadmap



- Quantum Physics
- Machine Learning



## Variational Monte Carlo

$$E[\psi] = \frac{\sum_v |\psi(v)|^2 \left( \sum_{v'} H_{v,v'} \frac{\psi(v')}{\psi(v)} \right)}{\sum_v |\psi(v)|^2}$$

**If we have samples distributed according to  $|\psi(v)|^2$ ,**

$E[\psi]$  can be written as a statistical expectation value of the local energy  $E_{\text{loc}}$

$$E[\psi] = \langle\langle E_{\text{loc}}(v) \rangle\rangle$$

$$E_{\text{loc}}(v) = \sum_{v'} H_{v,v'} \frac{\psi(v')}{\psi(v)}$$

# Neural Network Quantum States (NQS)

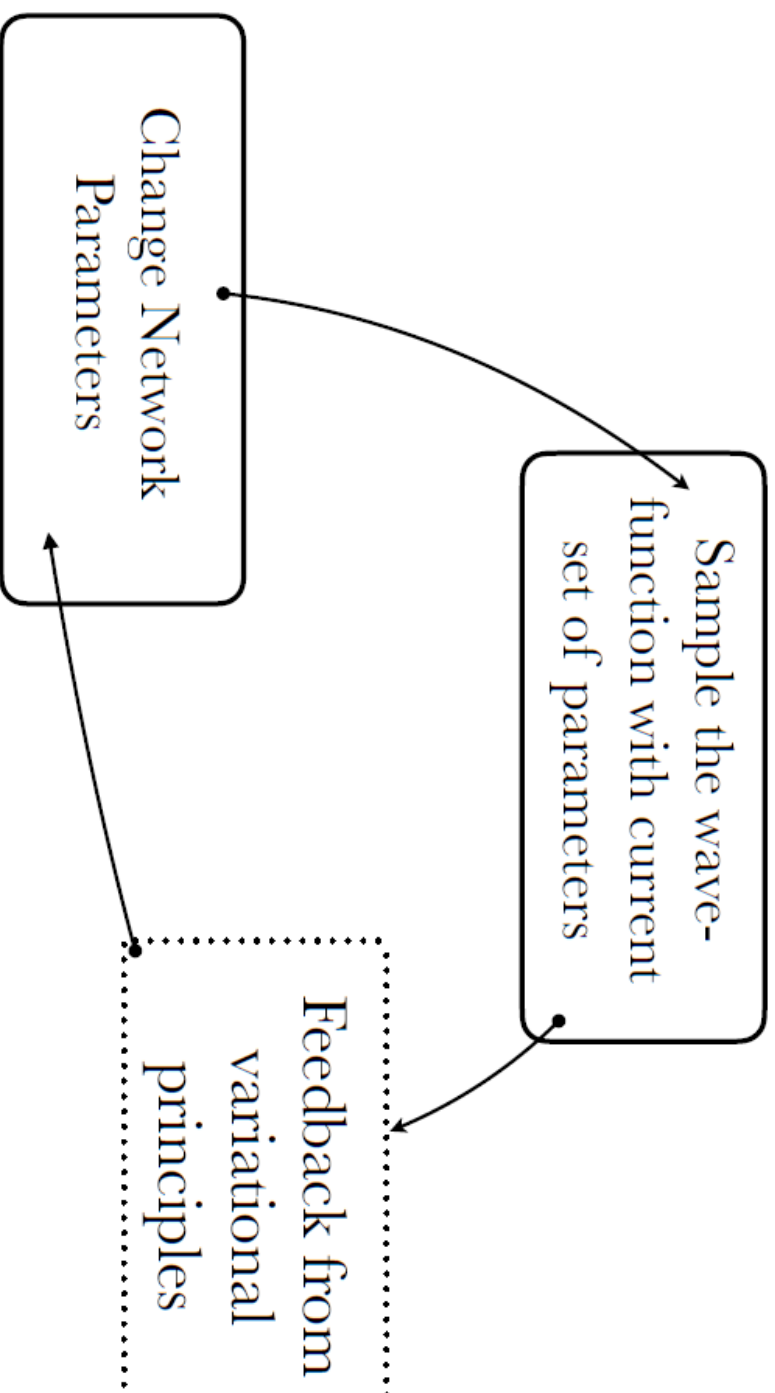
$$|\psi(v)|^2 = p(v)$$

$$\psi(v) = \sqrt{p(v)}$$

\*Assume positive definite so modulus part can be ignored

It means that sampling  $p(v)$  using RBM is the same as  
sampling from  $|\psi(v)|^2$ !

# Neural Network Quantum States (NQS)



# Roadmap

**Introduction**

**NQS**

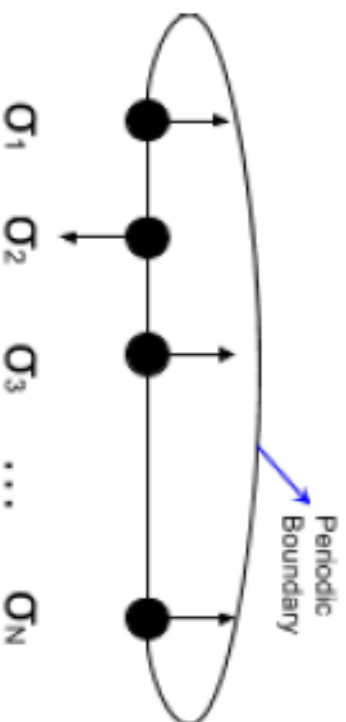
**Experiments**

**Conclusion**

- Quantum Physics
- Machine Learning

# Experiments

Validate results with 1D Transverse Field Ising (TFI) model with Periodic Boundary Conditions



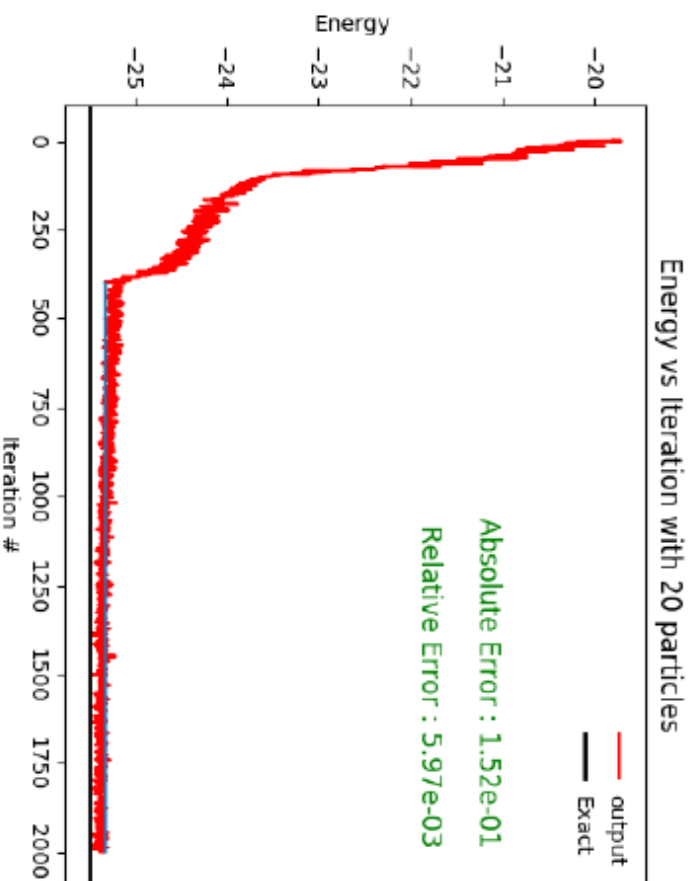
$$\mathcal{H}_{\text{TFI}} = -h \sum_i \sigma_i^x - \sum_{\langle i,j \rangle} \sigma_i^z \sigma_j^z$$

1D & 2D Antiferromagnetic Heisenberg (AFH) model.

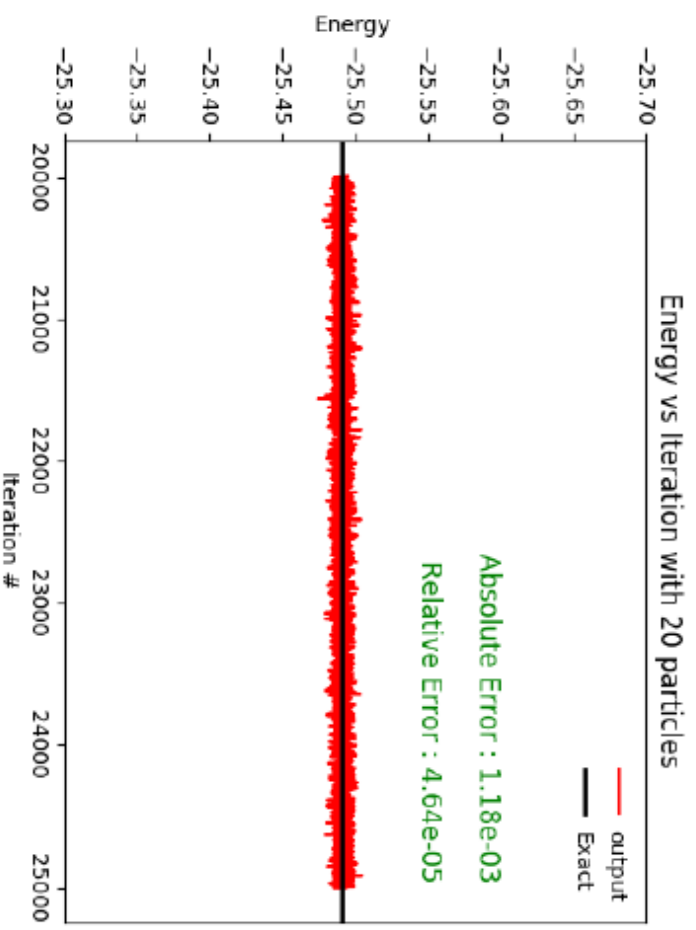
$$\mathcal{H}_{\text{AFH}} = \sum_{\langle i,j \rangle} \sigma_i^x \sigma_j^x + \sigma_i^y \sigma_j^y + \sigma_i^z \sigma_j^z,$$

# Results for TFI

Compare with **exact result** from fermionization of TFI model.



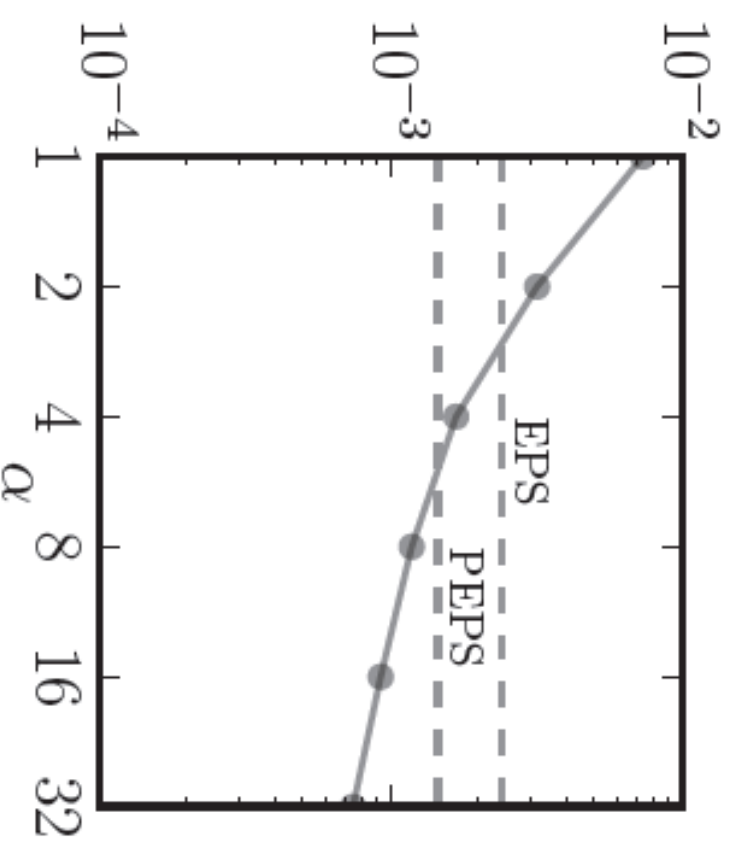
(a) Energy and Error after 2000 iterations



(b) Energy and Error after 25,000 iterations

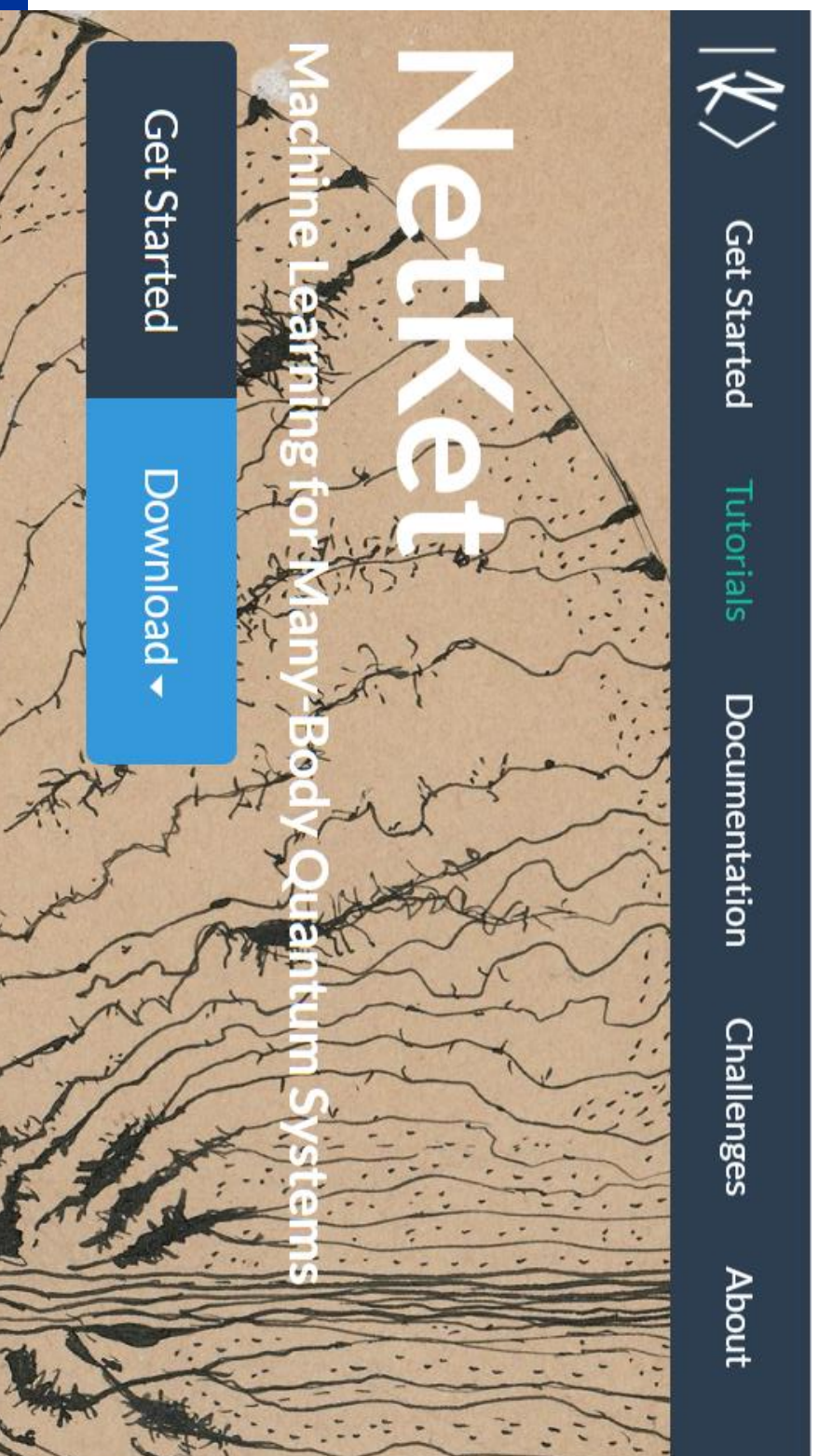
## Results for AFH

Better than results from MPS when you increased the size of hidden nodes.



<https://www.netket.org/>

**A library by Giuseppe Carleo with C++ and MPI**





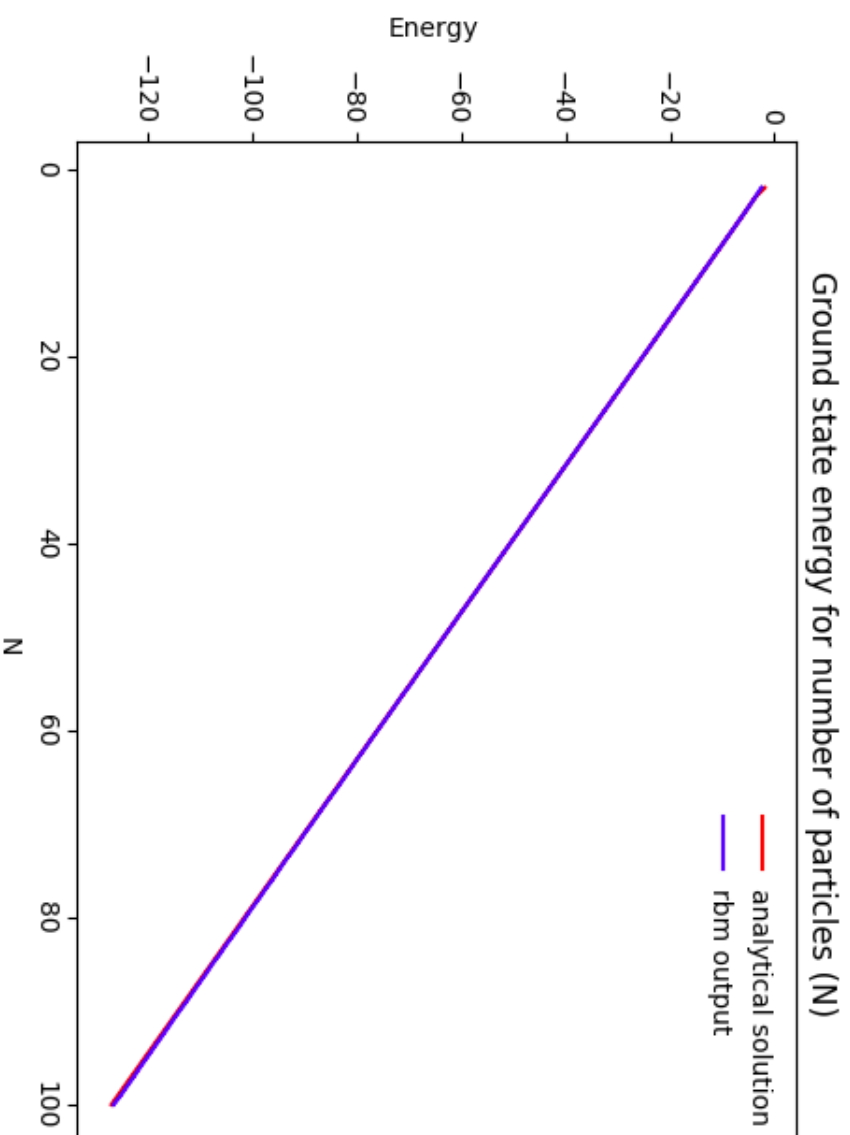
<https://www.netket.org/>

## A library by Giuseppe Carleo with C++ and MPI

Graphs		Hamiltonians		Learning	
	Built-in Graphs		Built-in Hamiltonians		Introduction
	Custom Graphs		Graph Hamiltonians		Optimizers
		Observables	Custom Hamiltonians		Learning the Ground State
Machines					
	Introduction			Sampling	
	Restricted Boltzmann Machine	Custom Observables			Introduction
					Local Moves
	Feedforward Neural Networks				Hamiltonian Moves

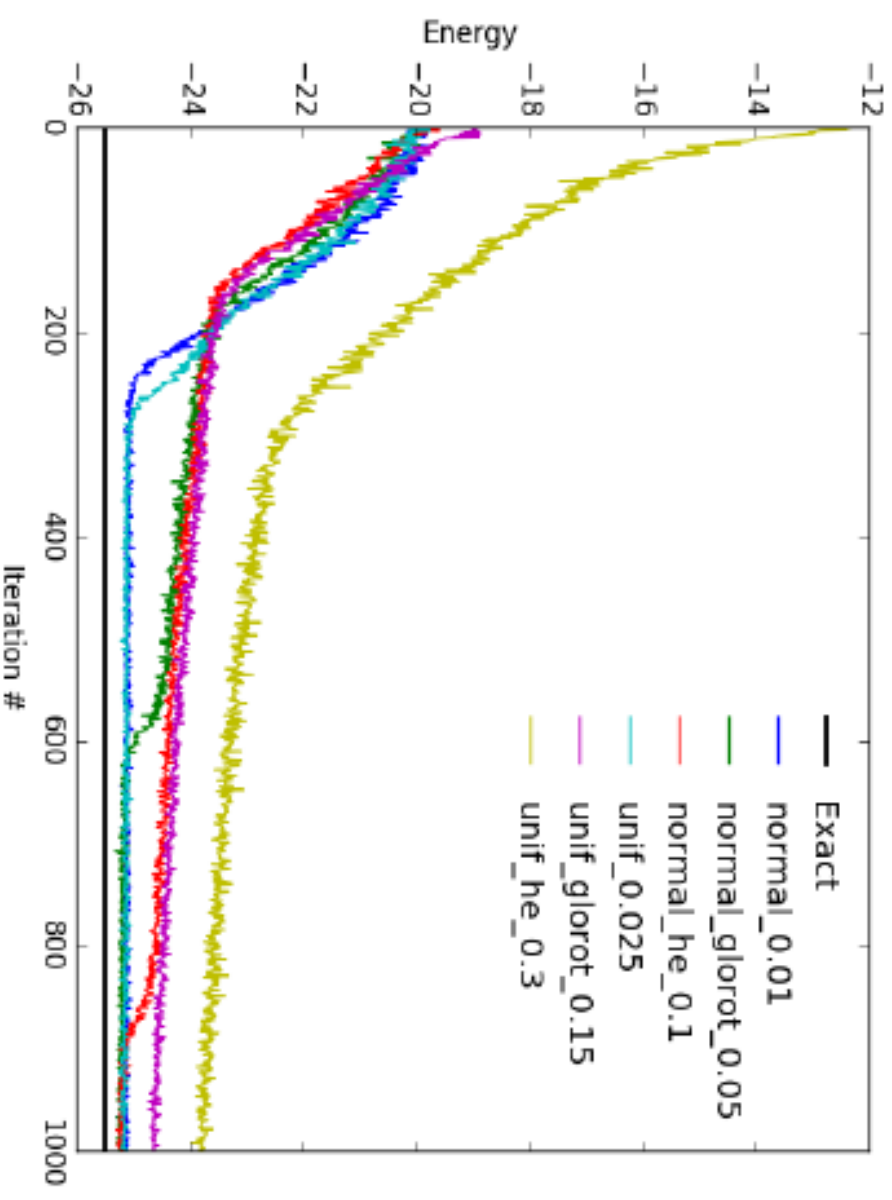
# Experiment on Number of Particles

We are currently implementing it with Tensorflow and we can find energy for 100 particles.

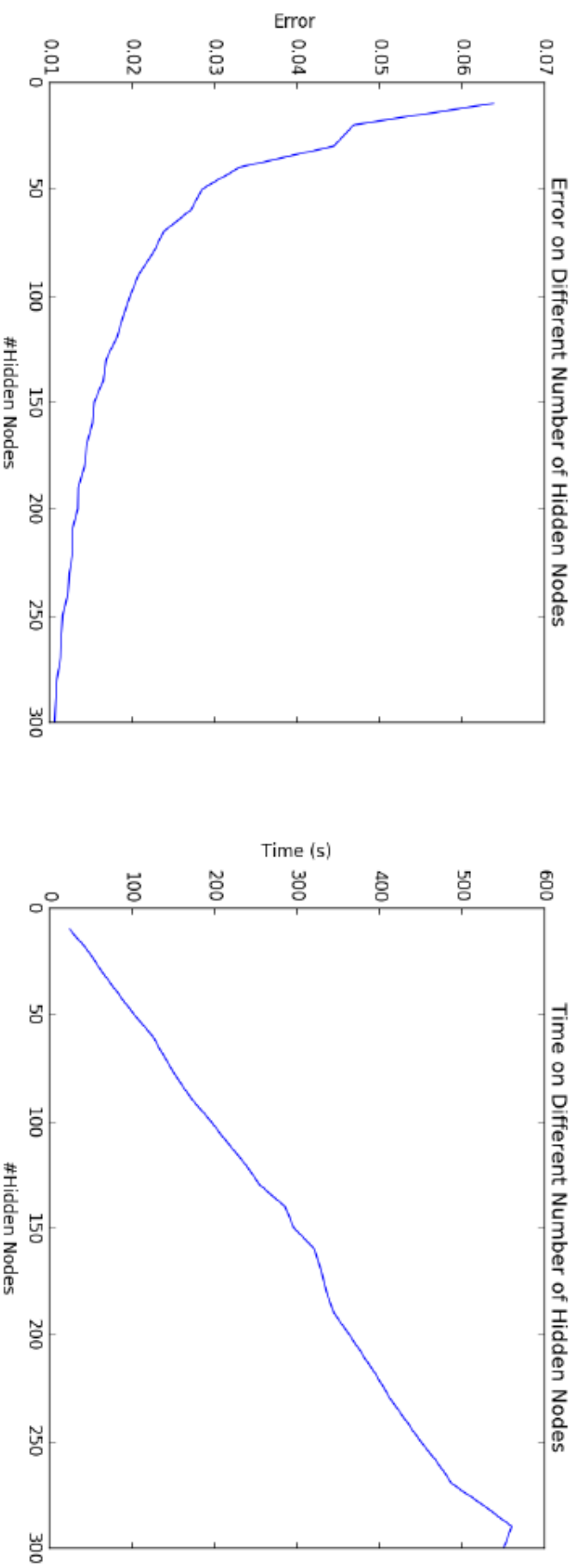


# Experiments on Initializer for 1D TFI

Method	Sampling
Hinton [4]	$\mathcal{N}(0, 0.01)$
Glorot Normal [2]	$\mathcal{N}(0, \frac{2}{v+h})$
He Normal [3]	$\mathcal{N}(0, \frac{2}{v})$
Glorot Uniform [2]	$\mathcal{U}(-\frac{6}{v+h}, \frac{6}{v+h})$
He Uniform [3]	$\mathcal{U}(-\frac{6}{v}, \frac{6}{v})$

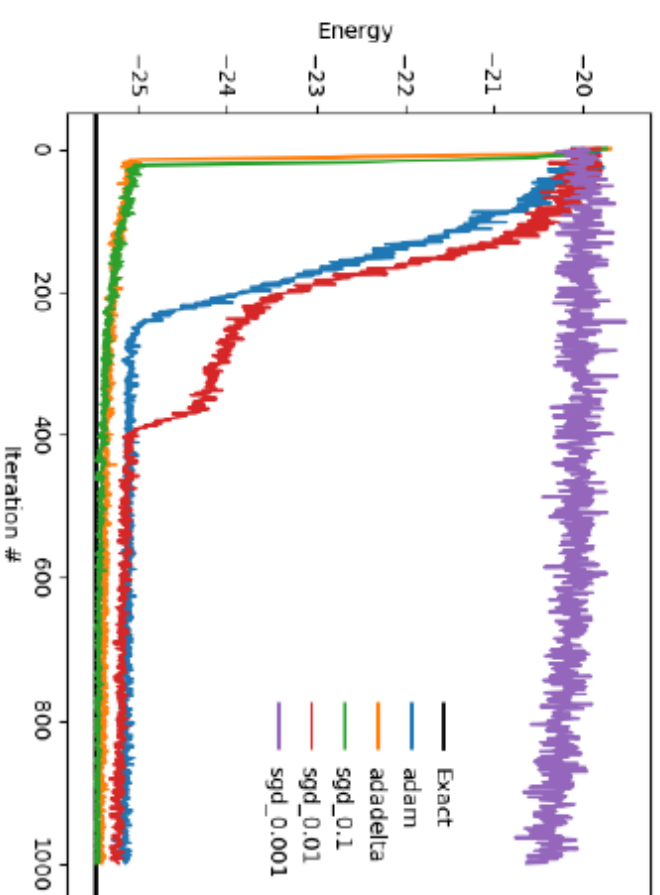
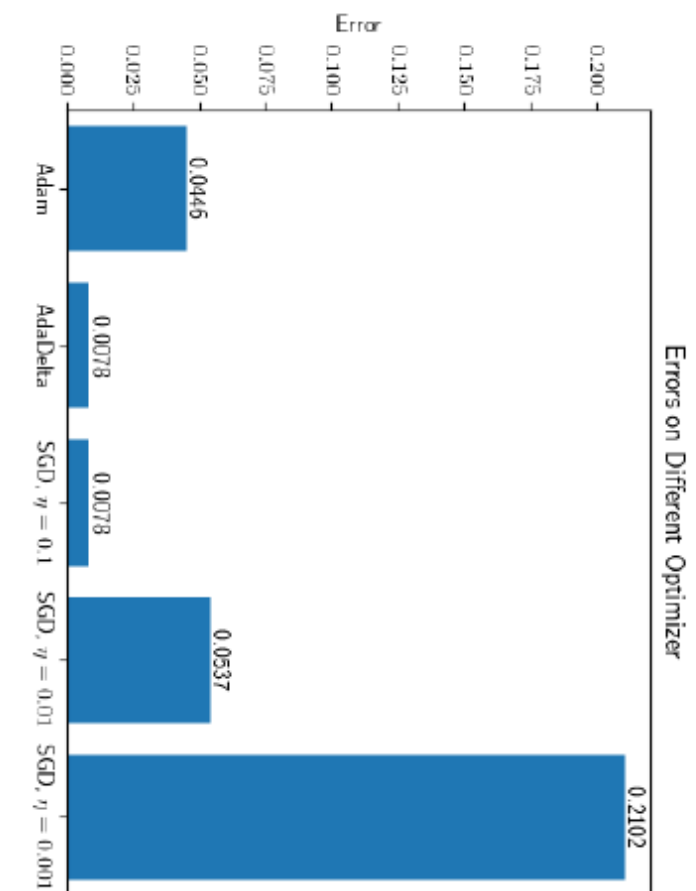


# Experiments on Number of Hidden Nodes for 1D TFI



- (a) Errors on Different Number of Nodes  
in Hidden Layer after 1000 epochs
- (b) Times on Different Number of Nodes  
in Hidden Layer after 1000 epochs

# Experiments on Different Optimizer for 1D TFI



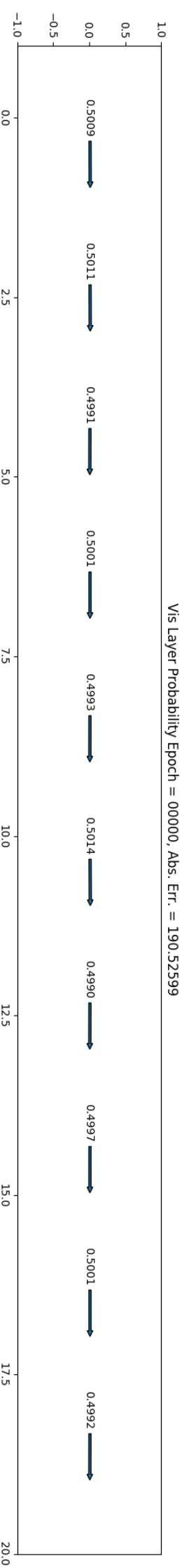
(a) Errors on Different Optimizer after 1000 epochs

(b) Lowest Energy w.r.t the Number of Iterations

# Visible Layer Visualization

## 1D TFI with $h = 1, J = 1$

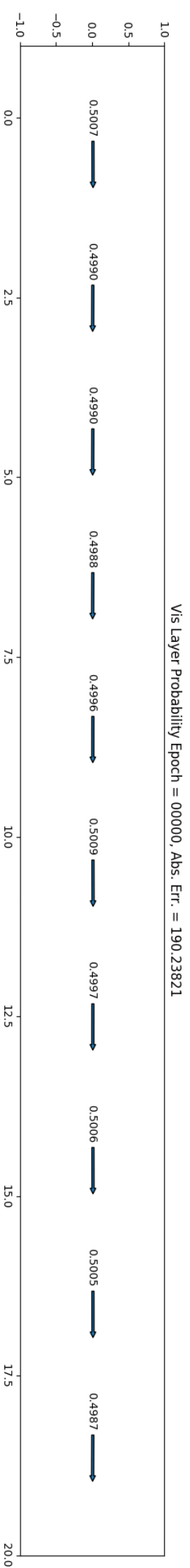
$$H(x) = -h \sum_i \sigma_i - J \sum_i \sigma_i \sigma_{i+1}$$



# Visible Layer Visualization

## 1D TFI with $h = 1, J = 10$

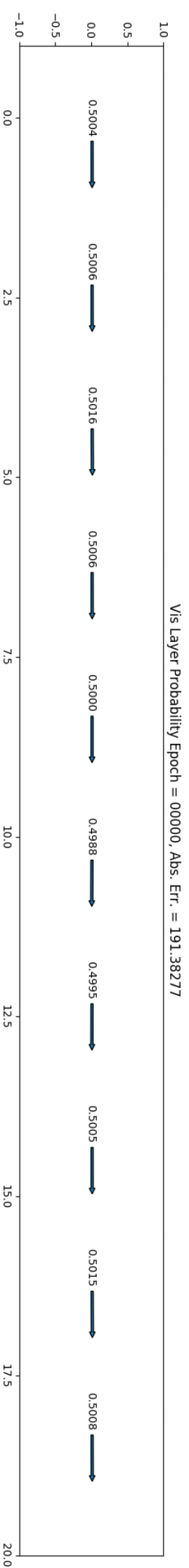
$$H(x) = -h \sum_i \sigma_i - J \sum_i \sigma_i \sigma_{i+1}$$



# Visible Layer Visualization

## 1D TFI with $h = 1$ , $J = 10$

$$H(x) = -h \sum_i \sigma_i - J \sum_i \sigma_i \sigma_{i+1}$$

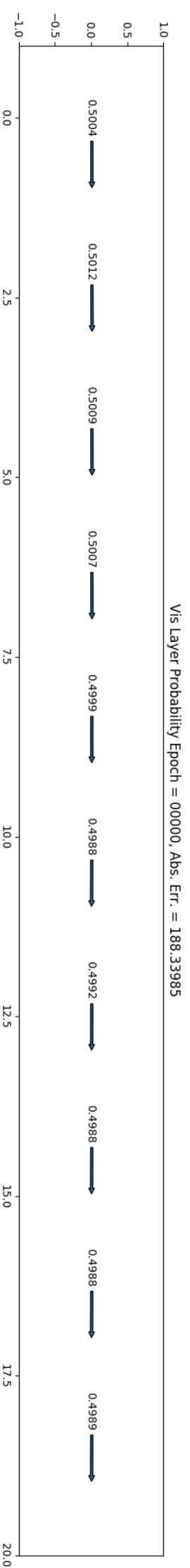




# Visible Layer Visualization

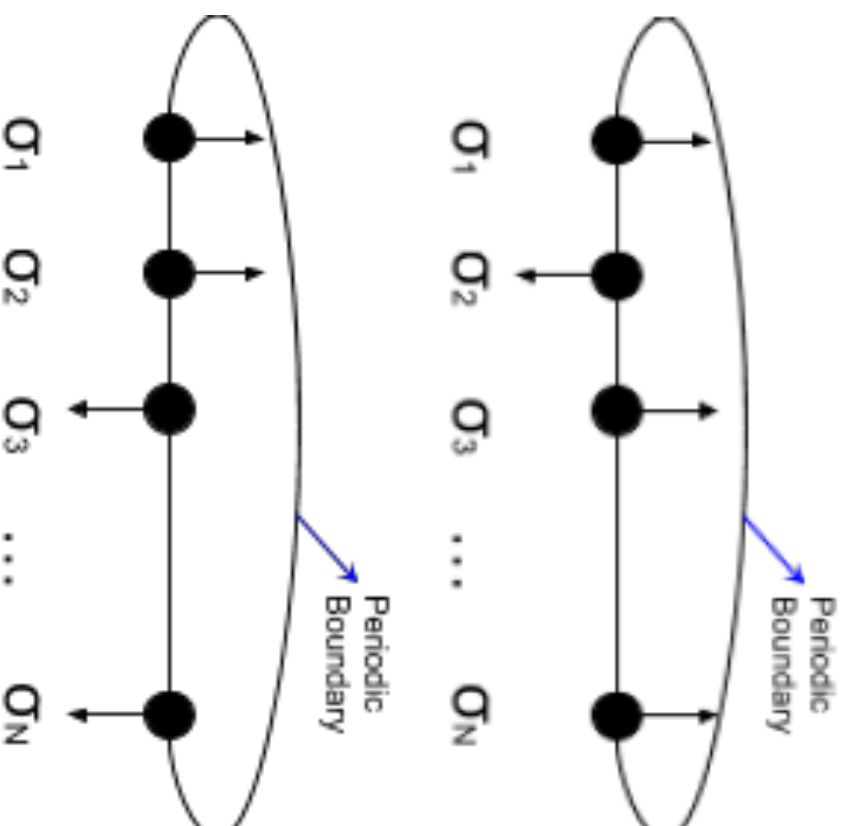
## 1D TFI with $h = 1, J = 10$

$$H(x) = -h \sum_i \sigma_i - J \sum_i \sigma_i \sigma_{i+1}$$

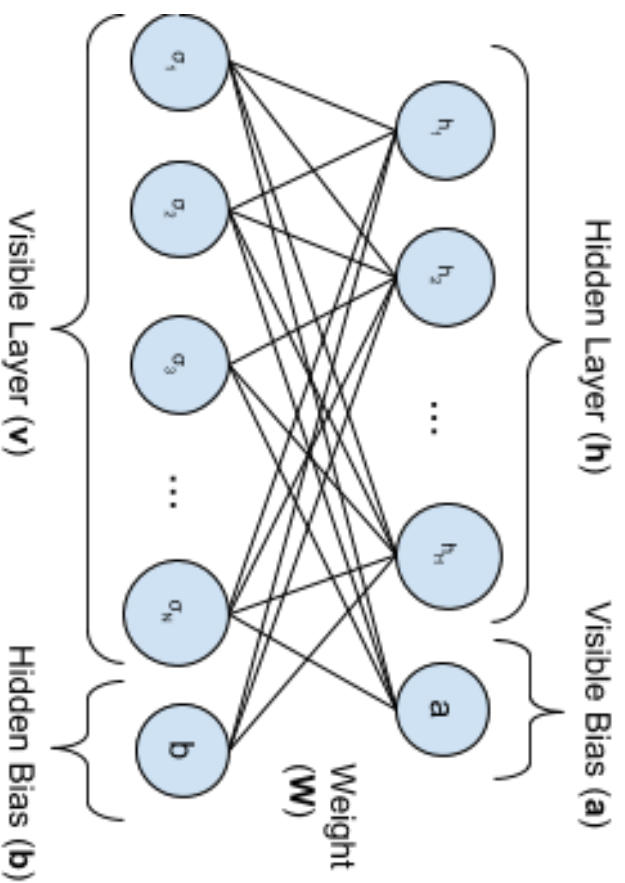


# Symmetry Constraint

There is a lattice translation symmetry in the system. Could we impose that?



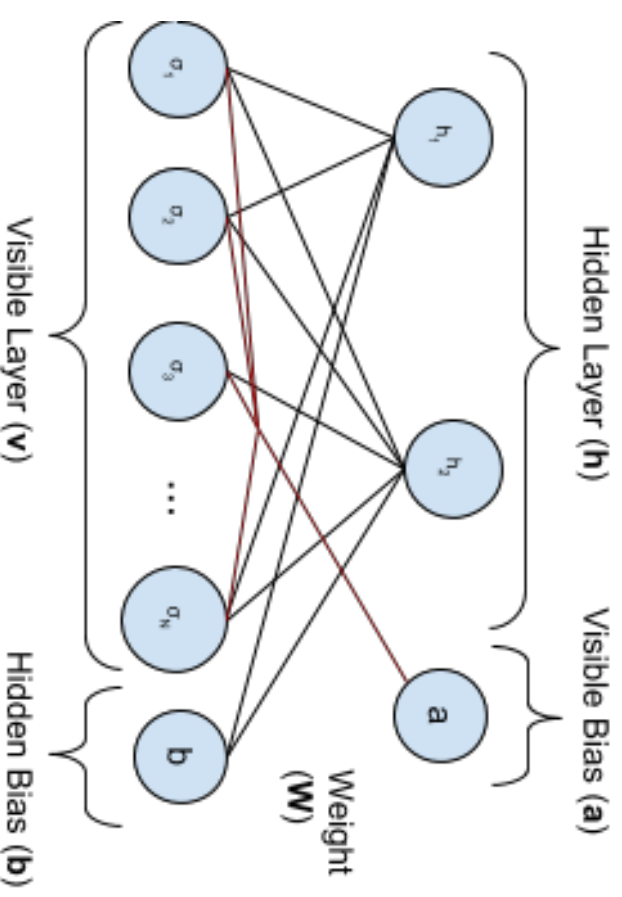
# Symmetry Constraint



$$W = v * h$$

$$a = v$$

$$b = h$$



$$W = \alpha * v$$

$$a = 1$$

$$b = \alpha$$

# “Harder” to Optimize

## Epoch to reach 0.001 error

**Asymmetric:** 1380.2 epochs

**Symmetric:** 1977.6 epochs

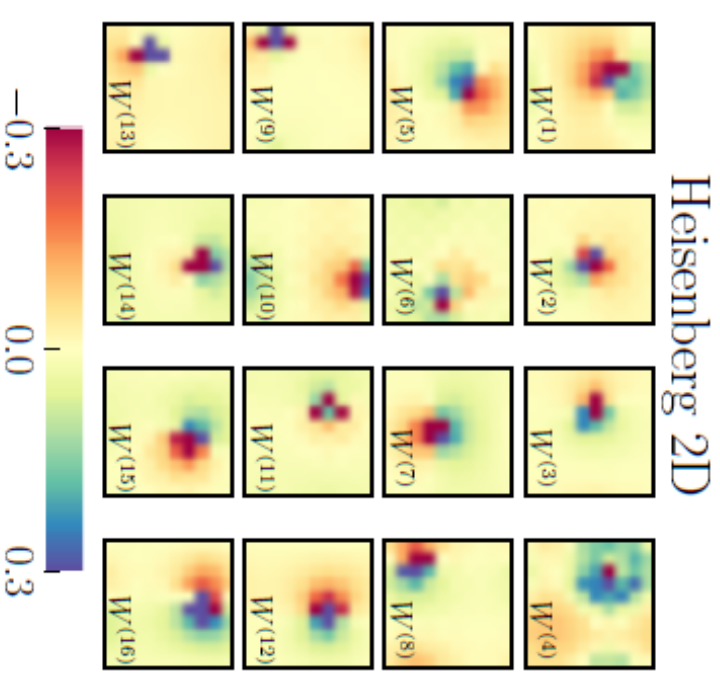
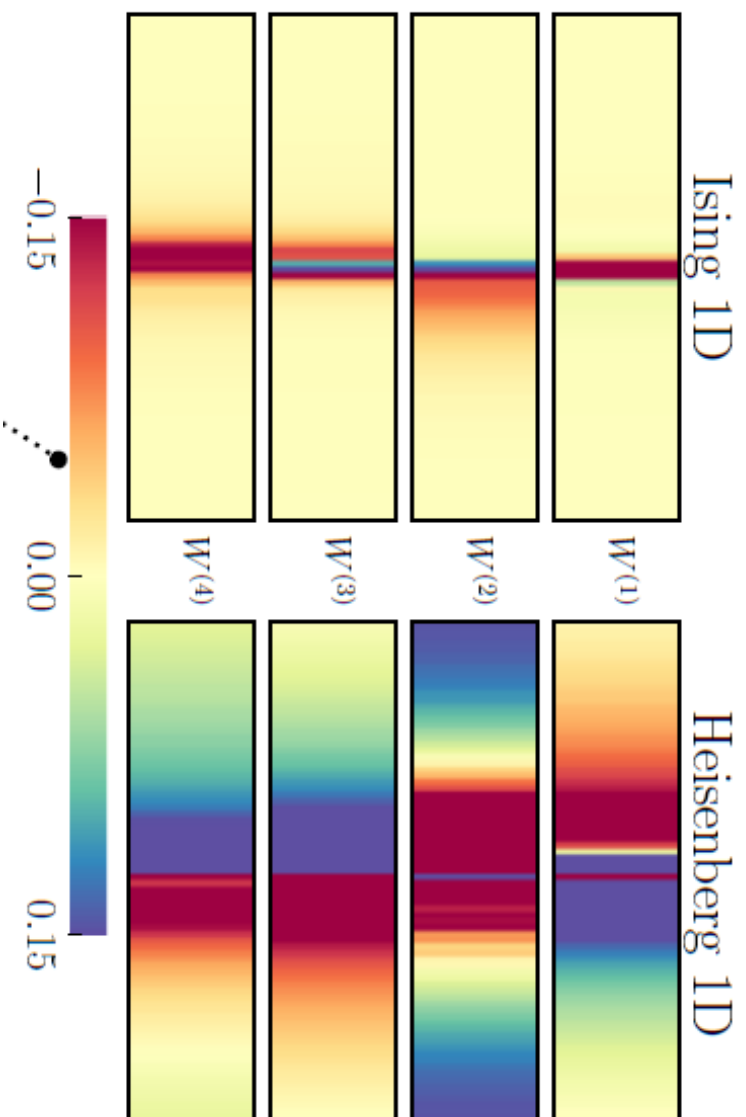
## Energy after 1000 epochs

**Asymmetric:** -25.4817

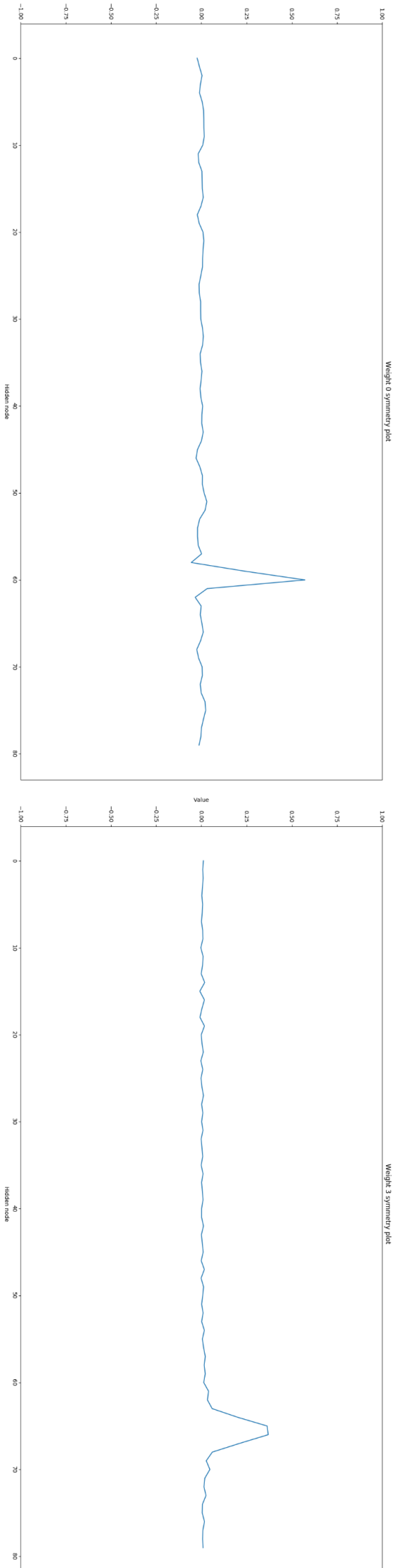
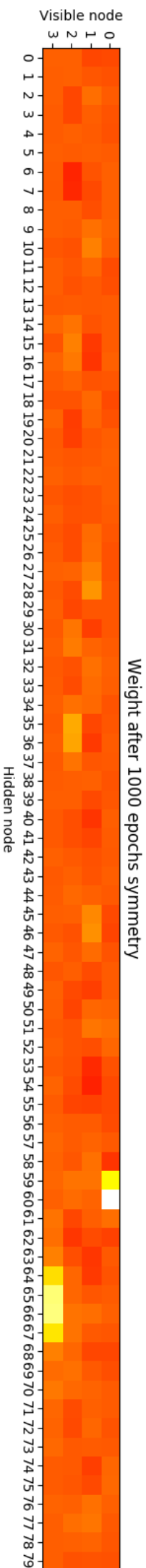
**Symmetric:** -25.4057

**Exact:** -25.4910

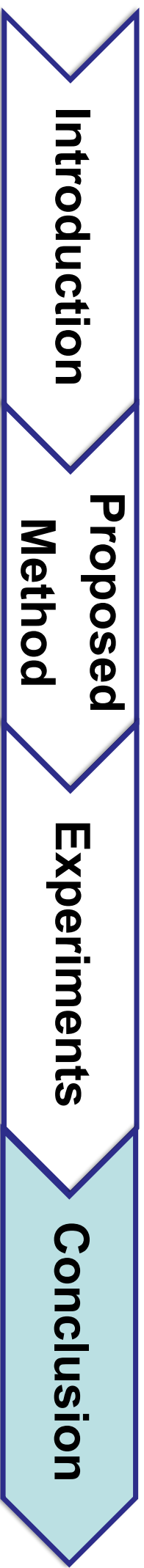
# Weight Visualization



# With the Tensorflow Code



# Roadmap



## Conclusion and Future Work

- Proposed Neural Network Quantum States that can be used to solve Quantum Many Body Problem by using RBM to represent wave function
- Future Works:
  - Deep Learning?
  - Other quantum systems other than spins.