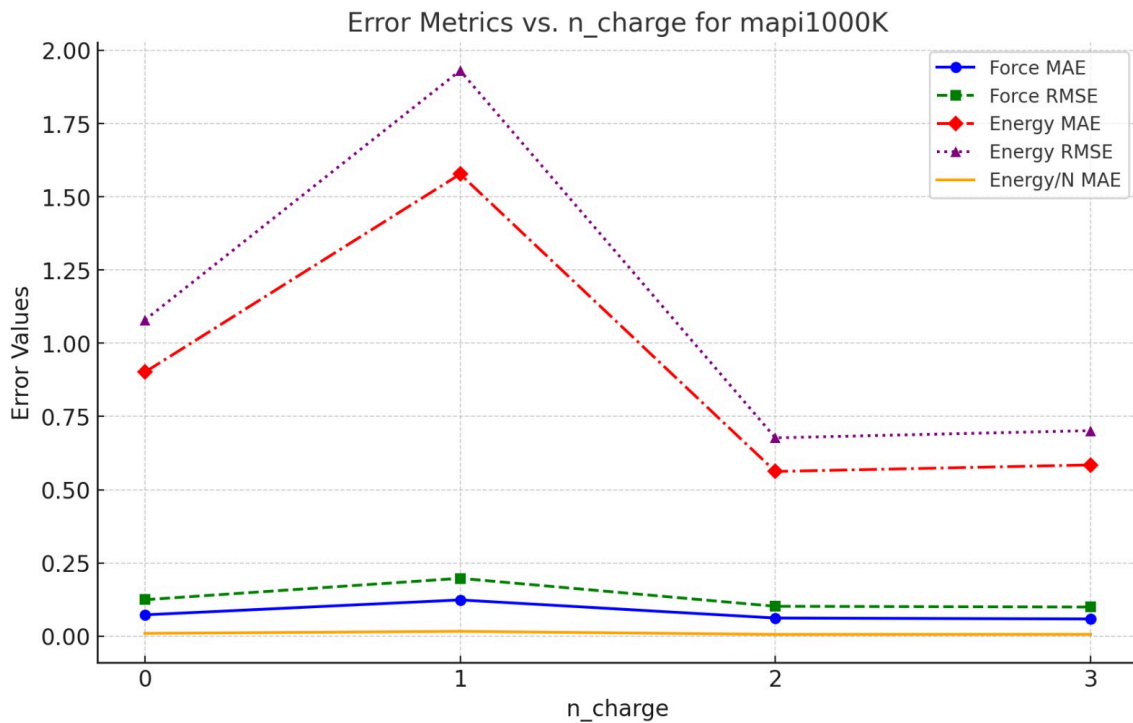


## Comparative Analysis of NequIP and NequIP-LR - III

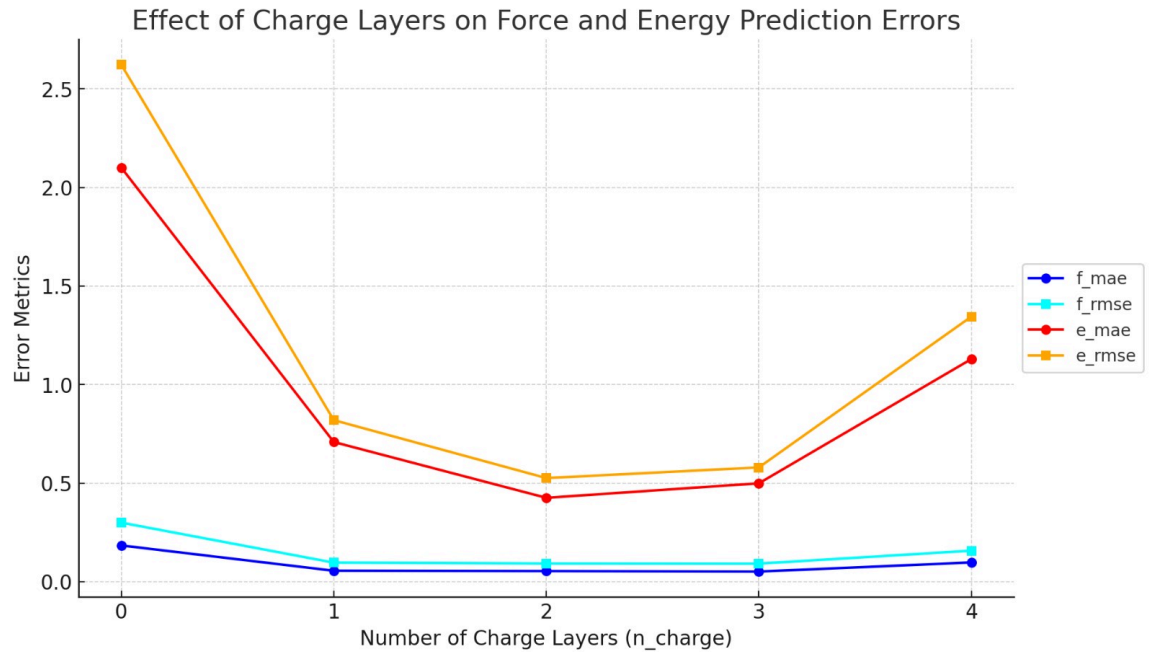
### MAPI- 1000K

#### A) Effect of increasing the number of charge layers-total\_layers3



- Adding charge-encoding reduces the errors
- It has been observed that even when we scale the model or prune it, the charge layers need to be around constant to capture long range interactions

## B) Effect of increasing the number of charge layers-total\_layers4



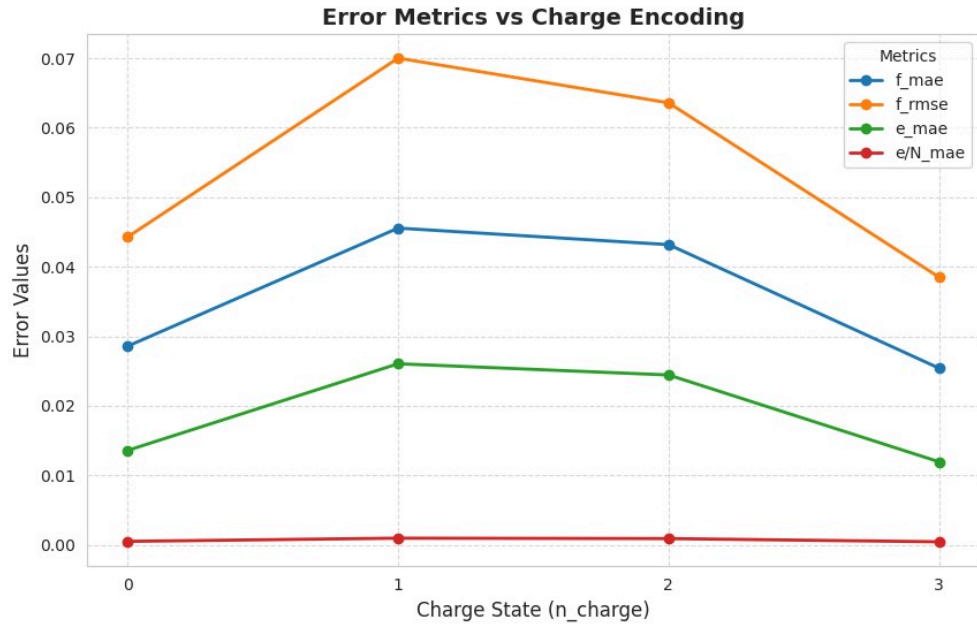
- Adding charge-encoding reduces the errors considerably
- We again observe that even if we scale the total layers , adding some charge encoding ( 2 layers ) considerably reduces the errors.

We observe that a sweet spot of capturing the charge-encoding needs to be found so that performance is increased , using less or more charge layers increases the errors

SCALING IMPROVES THE PERFORMANCE OF NEQUIP , BUT SCALING CHARGE LAYERS ARE NOT HELPFUL

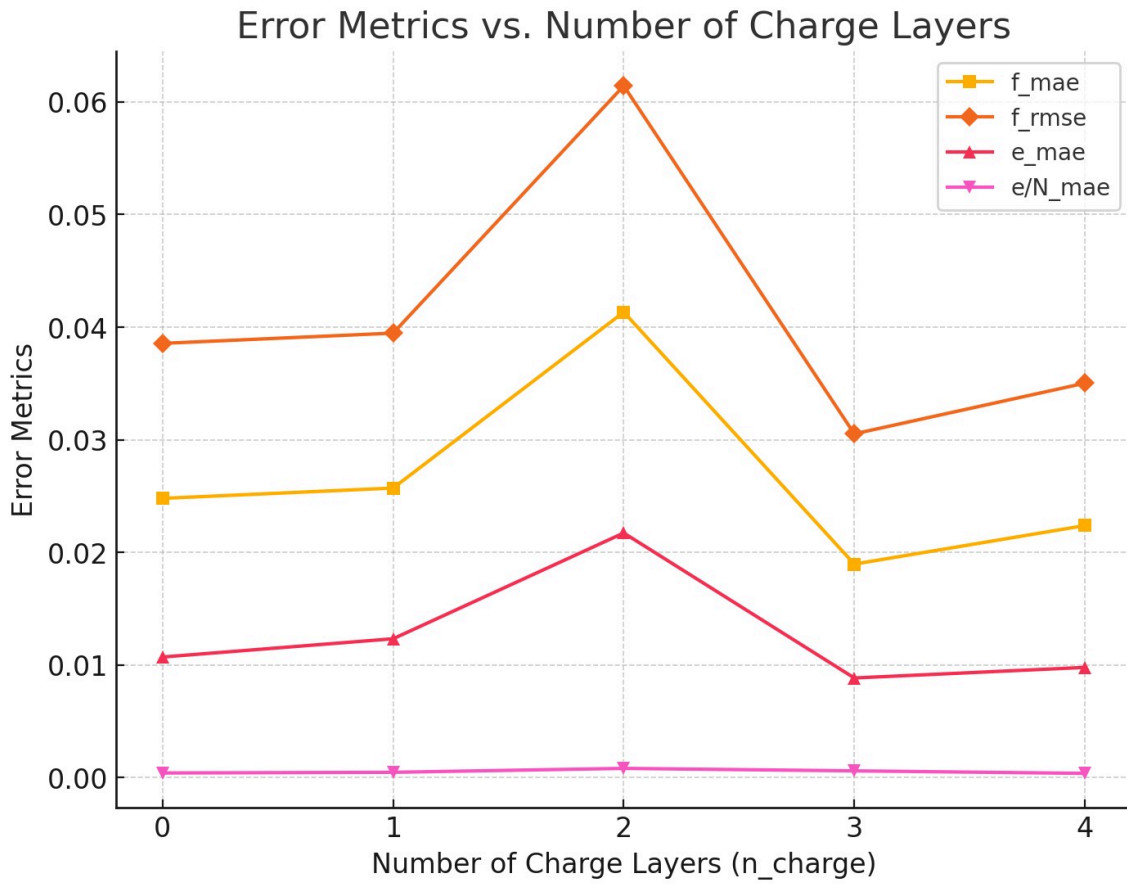
## 3BPA

### C) Effect of increasing the number of charge layers-total\_layers3



■ The test results with  $n_{\text{total}} = 3$  where all layers are charge layers are better than the original nequip with  $\text{total\_layers} = 6$  and no charge layers. It shows that smaller nequip-lr models give better results than bigger nequip models .

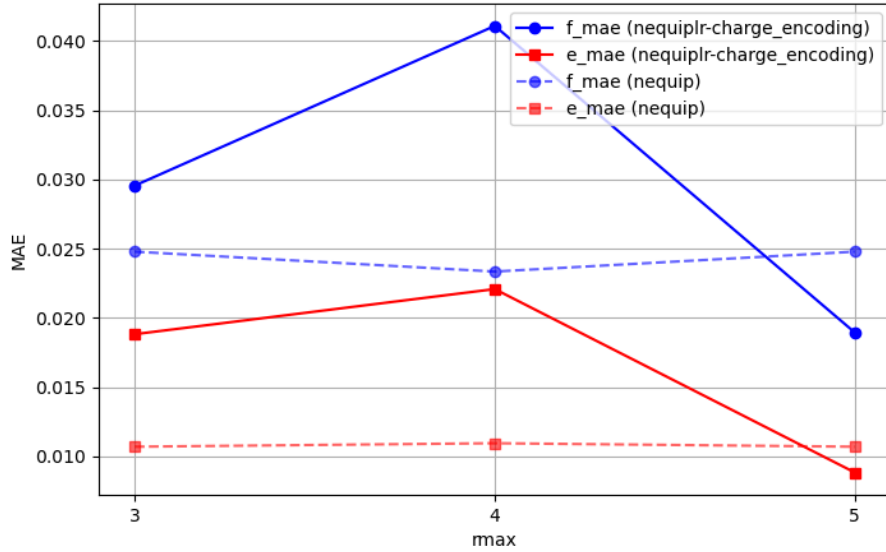
#### D) Effect of increasing the number of charge layers-total\_layers4



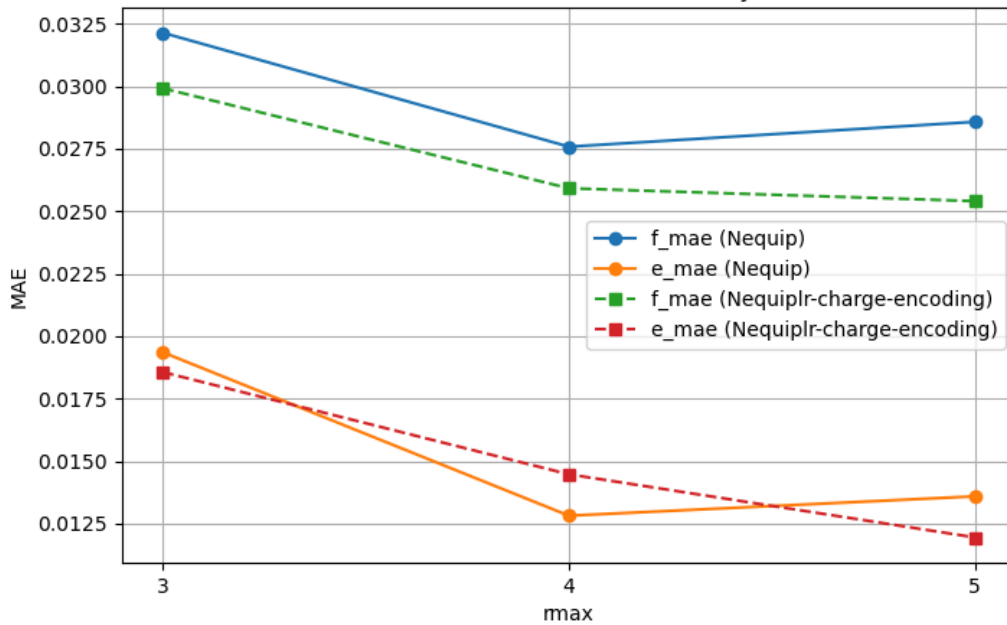
■ As stated before , a constant number of charge layers are helpful to improve the results even if the model is scaled down.

## E) Effect of increasing rmax

Comparison of MAE vs rmax for nequiplr-charge\_encoding and nequip-- total layers = 4

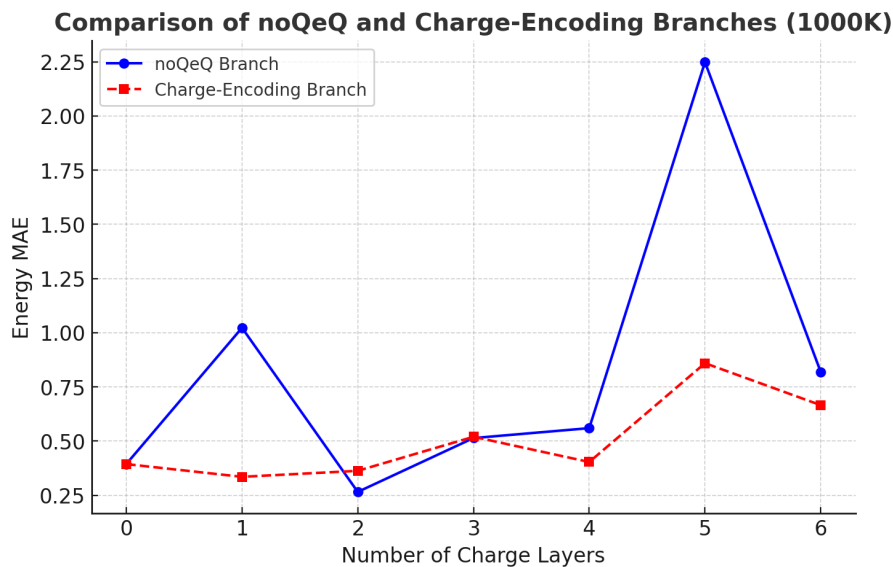
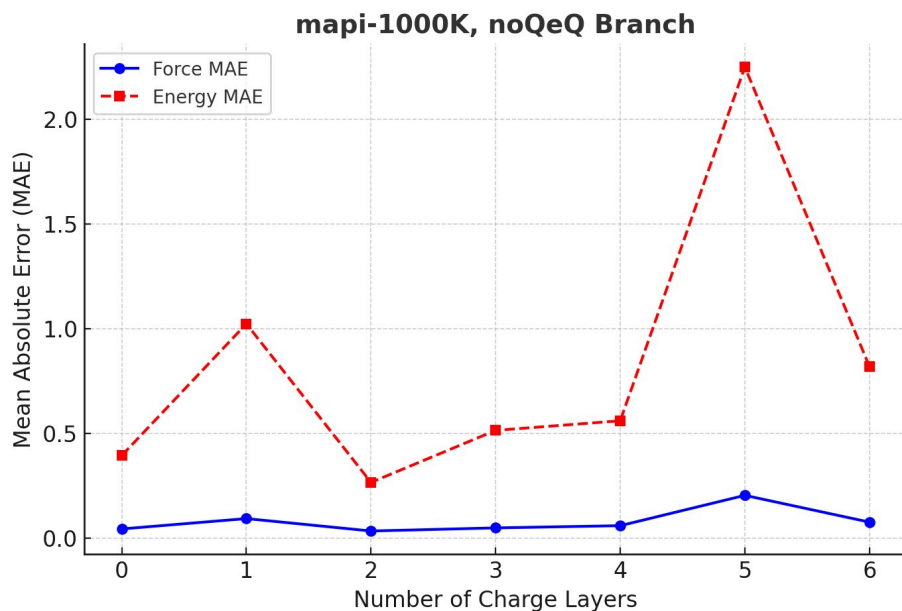


Error Variation with rmax -- total layers 3



## NoQeq branch

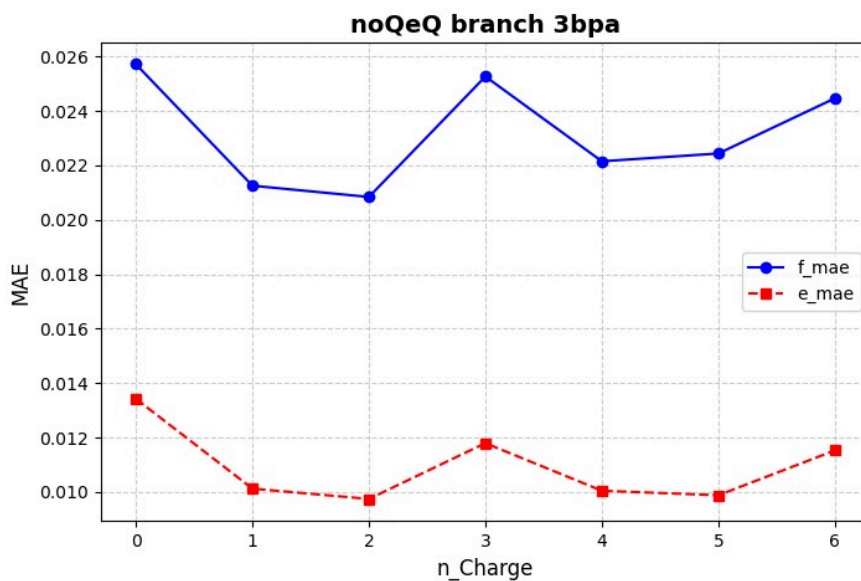
### A) increasing no of charge layers- mapi 1000K



**The charge-encoding branch appears more robust in handling charge interactions.**

**It maintains lower and more stable Energy MAE across different charge layers.**

## A) increasing no of charge layers- 3bpa



The energy predictions are surprisingly better than force

