

## Diffusion Monte Carlo with Guiding Function

Jon Nilsen

j.k.nilsen@fys.uio.no

Department of Physics University of Oslo, Norway

#### Basic DMC

6 Considers SE in imaginary time

$$\frac{\partial \psi(\mathbf{R}, t)}{\partial t} = (\widehat{H}(\mathbf{R}) - E)\psi(\mathbf{R}, t)$$

6 The formal solution is

$$\psi(\mathbf{R},t) = e^{-(\widehat{H}-E)t}\psi(\mathbf{R},0)$$

 $\exp(-(\widehat{H}-E)t)$  is called the *Green function* and E is a convinient energy shift.

#### Basic DMC cont'd

- The wave function is represented by a set of *random* vectors or walkers  $\{\mathbf{R}_1, \mathbf{R}_2, \dots, \mathbf{R}_N\}$  in such a form that the time evolution of the wave function is actually represented by the evolution of the set of walkers.
- 6 Computation is done in small time steps  $\tau$  and Green function is approximated

$$e^{-(\widehat{H}-E)t} = \prod_{i=1}^{n} e^{-(\widehat{H}-E)\tau}$$

with 
$$\tau = t/n$$
 .

#### Basic DMC cont'd

The imaginary time evolution of an arbitrary starting state  $\psi(\mathbf{R},0)$  once expanded in the basis of stationary states of the Hamiltonian

$$\psi(\mathbf{R},0) = \sum_{\nu} C_{\nu} \phi_{\nu}(\mathbf{R})$$

is given by

$$\psi(\mathbf{R},t) = \sum_{\nu} e^{-(\widehat{H}-E)t} C_{\nu} \phi_{\nu}(\mathbf{R})$$

so that in the  $t \to \infty$  limit the most important energy amplitude will correspond to the ground state (if  $C_0 \neq 0$ ).

#### Basic DMC cont'd

6 An important improvement of this scheme is the introduction of the *importance sampling*.

## Importance Sampling DMC

- The DMC method can be speeded up with a suitable trial wave function which is called a *guide function*.
- In problems where the potential is singular the Green function can lead to large fluctuations in the number of walkers. This may be avoided by clever choices of guide functions.
- We can define a function

$$\rho(\mathbf{R},t) = \Psi_T(\mathbf{R})\psi(\mathbf{R},t)$$

## Importance Sampling DMC cont'd

The (imaginary) time evolution of  $\rho(\mathbf{R},t)$  is given by the differential equation (with  $\hbar=m=1$ )

$$\frac{\partial \rho(\mathbf{R}, t)}{\partial t} \frac{1}{2} \nabla_R [\nabla_R - \mathbf{F}(\mathbf{R})] \rho(\mathbf{R}, t) - [E_L(\mathbf{R}) - E_T] \rho(\mathbf{R}, t)$$

6 Here the quantum force is given by

$$\mathbf{F}(\mathbf{R}) = \frac{2}{\Psi_T(\mathbf{R})} \nabla_R \Psi_T(\mathbf{R})$$

and the local energy

$$E_L(\mathbf{R}) = \frac{\widehat{H}\Psi_T}{\Psi_T}$$

#### The Green function

For short time steps the Green function can be approximated

$$G \approx G_{diff}G_B$$

6

$$G_{diff}(\mathbf{y}, \mathbf{x}; \Delta \tau) = \frac{1}{\sqrt{2\pi\Delta\tau}} \exp \left[ -\frac{(\mathbf{y} - \mathbf{x} - \frac{1}{2}\mathbf{F}(\mathbf{x})\Delta\tau)^2}{2\Delta\tau} \right]$$

6

$$G_B(\mathbf{y}, \mathbf{x}; \Delta \tau) = \exp{-(\frac{1}{2}(E_L(\mathbf{x}) + E_L(\mathbf{y})) - E_T)\tau}$$

## Estimating the ground state energy

It can be shown that the population of walkers changes as

$$N(\tau + \delta \tau) = e^{-(E_0 - E_T)\delta \tau} N(\tau)$$

This can (for a sufficiently large sample of MC points) be used to estimate a growth energy

$$E_g = E_T + \frac{1}{\tau_2 - \tau_1} \ln \frac{N(\tau_1)}{N(\tau_2)}$$

6 We can then estimate  $E_0 = \langle E_q \rangle$ 

# Estimating the ground state energy cont'd

- 6 Because the population varies largely during a simulation,  $\langle E_q \rangle$  has a large standard deviation.
- 6 Can instead use that

$$E_0 = \langle E_L \rangle_{\rho} = \lim_{M \to \infty} \frac{1}{M} \sum_{k=1}^{M} E_L(\mathbf{R}_k)$$

Since the approximated Green function is only accurate to  $O(\delta \tau^2)$ , this approximation of the energy will have a time bias.

- Initialization: Choose target number of walkers and step size  $\Delta \tau$ . Walkers are placed at random in the dim x n-dimensional space of the particles.
- Monte Carlo Steps: After some thermalization steps, average energy is measured over time. For each time step:
  - Iteration: For each of the N walkers do:

Diffusion step: A trial move to a new position is generated for the walker

$$\mathbf{y} = \mathbf{x} + \frac{1}{2}\Delta\tau\mathbf{F}(\mathbf{x}) + \eta\sqrt{\Delta\tau}$$

where  $\eta$  is chosen randomly from a Gaussian with unit variance.

Metropolis test: The trial move is accepted if the test ratio w exceeds a uniform random number between 0 and 1. If the Metropolis test succeed, then

6 A - Branching process: Evaluate the branching factor

$$G_B(\mathbf{y}, \mathbf{x}; \Delta \tau) = \exp -(\frac{1}{2}(E_L(\mathbf{x}) + E_L(\mathbf{y})) - E_T)\tau$$

The walker is killed if  $G_B=0$  , survives if  $G_B=1$  and is cloned if  $G_B>1$  .

Adjust N: The number of walkers is stabilized at the targe value by adjusting

$$E_T \to E_T + \alpha \ln \left(\frac{N_T}{N}\right)$$

 $\alpha$  a small, positive parameter.

- Clean up: The killed walkers are removed from the ensemble.
- 6 Compute averages: Find the energy.

## oneMonteCarloStep()

```
void DMC::oneMonteCarloStep(Random & ran , int k){
  double e_local_x , e_local_y , tmp_e_local_y , wf_x , wf_y , branching ,
    diffusion;
  static QickArray fq_x(particles, dimensions);
  // pointer-to-reference
  Func & local e = *local e ptr;
  Func & wf
             = *wf ptr;
  Func &q_force = *q_force_ptr;
  Func & hamilton = * hamilton_ptr;
  Func & greens = * greens_ptr;
  Func & potential = * potential_ptr;
```

```
// initial info for this walker
e_local_x = walkers[k].getLocalEnergy(wf, local_e, hamilton,
                                       potential):
wf x
          = walkers[k].getWaveFunction(wf);
fq_x
          = walkers[k].getQuantumForce(q force, wf);
// move each electron
double pos;
for(int i=0; i!=particles; i++)
  for (int j=0; j!= dimensions; j++){
    pos=walkers[k].getParticlePosition(i,j);
    walkers[k].setParticlePosition(i,j,pos+D*tau*fq_x(i,j)+
                                    ran.gran(1,0)*sgrt(tau));
```

```
// new info for this walker
wf_y = walkers[k].getWaveFunction(wf);
diffusion = 0;
double pos_x, pos_y;
double w = walkers[k].getGreensFunction(greens, q_force, wf,
                                         D, tau)/
  walkers[k].getNewGreensFunction(greens, q_force, wf, D, tau);
w *= sqr(wf_y/wf_x);
trials ++:
```

```
// metropolis:
if (w>ran.ran1()){
  for (int i = 0; i!= particles; i++)
    walkers[k]. updateParticlePosition(i);
  accept++;
}
else{
  for (int i = 0; i!= particles; i++)
    walkers[k]. resetParticlePosition(i);
  return; // skip branching if not accepted
}
```

```
e_local_y = walkers[k].getLocalEnergy(wf, local_e, hamilton,
                                       potential);
branching = -(.5*(e_local_x+e_local_y)-e_trial)*tau;
branching = exp(branching);
// random integer with average value equal to the branching
int MB = int(branching);
if (branching-MB > ran.ran1())
 ++MB:
// add MB-1 copies at end of list
// if MB=0, mark this config as dead
for (int n=0; n < MB-1; n++){
  // copy this walker to the end of the walker list
  copy walker(k, no of walkers);
  no of walkers++;
```

```
if (MB == 0){
  walkers[k]. killWalker();
}
```

#### oneTimeStep()

```
void DMC::oneTimeStep(Random & ran , int i_step){
  Func &local_e = *local_e_ptr;
  Func & wf
             = *wf_ptr;
  Func &q_force = *q_force_ptr;
  Func & hamilton = * hamilton_ptr;
  Func &greens = *greens_ptr;
  Func & potential = * potential_ptr;
  int M = no of walkers;
  // let the walkers march
  for (int k=0; k!=M; k++)
    oneMonteCarloStep(ran, k);
```

## oneTimeStep() cont'd

```
// bring out the dead
for(int i = 0; i!=M; i++){
    // if dead walker, put in last walker
    if(walkers[i].isDead()){
        no_of_walkers--;
        copy_walker(no_of_walkers,i);
    }
}
// adjust trial energy (and no. of walkers)
```

## oneTimeStep() cont'd

```
double nrg=0;
for (int i = 0; i!= no_of_walkers; i++)
  nrg += walkers[i].getLocalEnergy(wf, local_e, hamilton, potentia
nrg /= double(no_of_walkers);
energy += nrg;
energy2 += sqr(nrg);
e_trial = nrg; // + log(desired_walkers/double(no_of_walkers))/10;
e_tau[i_step] = nrg;
e_g += e_{trial};
```

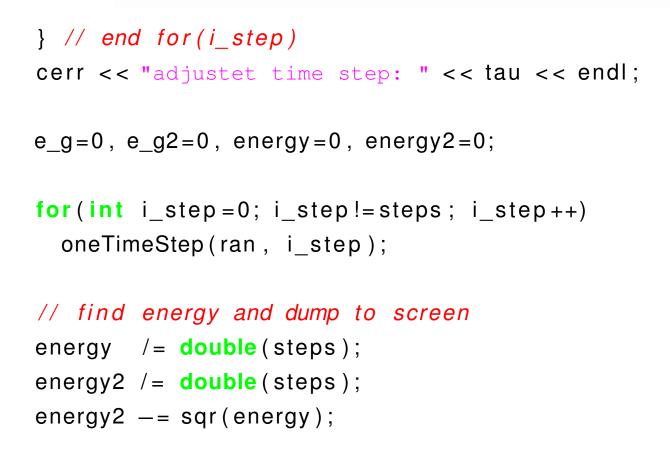
#### diffMC()

```
void DMC::diffMC(){
  // object containing various random generators
  Random ran(idum);
  // set initial position
  for(int i=0; i!=particles; i++)
    for (int j=0; j!=dimensions; j++)
      for (int k=0; k!=no_of_walkers; k++){
        walkers[k].setParticlePosition(i,j,
                                        step_length/params(0)*
                                        ran.gran(1,0));
```

#### diffMC() cont'd

```
walkers[k]. updateParticlePosition(i);
accept=trials=0;
int adjustInterval = int(0.1 * termalization) + 1;
e g=0, e g2=0, energy=0, energy2=0;
for(int i_step=0; i_step!=termalization; i_step++){
  oneTimeStep(ran, i step);
  if ((i_step+1)\% adjustInterval == 0) {
    tau *= accept / (1.0 * trials);
    cerr << accept << " " << trials << endl;</pre>
```

## diffMC() cont'd



## diffMC() cont'd

#### Results

#### 6 Hydrogen

Target no. of walkers 1000

Time steps 400

Thermalization 100

energy= -0.5 + -6.00921e - 09

sigma = 1.44442e - 14

 $e_g = -0.442508 + -0.0742968$ 

 $sigma_g = 2.20801$ 

#### Results

#### 6 Helium

Target no. of walkers 1000

Time steps 4000

Thermalization 1000

energy= -2.90505 + -0.000231644

sigma = 0.000214636

 $e_g = -2.86388 + /-0.0192971$ 

 $sigma_g = 1.48951$ 

#### **Problems**

- Not optimized but very slow.
- 6 Moves all particles for each metropolis test.
- Standard deviation one tenth of what it should be. (It's lying!)