

# FYS4411 - Computational Physics II

## Project 2

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- Github repository containing programs and results:  
<https://github.com/evenmn/FYS4411/tree/master/Project%202>

### **Abstract**

Abstract

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# 1 Introduction

## 2 Theory

### 2.1 Presentation of potential

In this project, we simulate a system of  $P$  electrons trapped in a harmonic oscillator potential, with a Hamiltonian given by

$$\hat{H} = \sum_{i=1}^P \left( -\frac{1}{2} \nabla_i^2 + \frac{1}{2} \omega^2 r_i^2 \right) + \sum_{i < j} \frac{1}{r_{ij}} \quad (1)$$

where  $\omega$  is the harmonic oscillator potential and  $r_i = \sqrt{x_i^2 + y_i^2}$  is the position of electron  $i$ . The term  $\frac{1}{r_{ij}}$  is the interacting term, where  $r_{ij} = |r_i - r_j|$  is the distance between a given pair of interacting electrons. Natural units have been used, such that  $\hbar = c = m_e = e = 1$ .

Since electrons are fermions, we need an antisymmetric wavefunction under exchange of two coordinates, and we need to take the Pauli principle into account. A Slater determinant is therefore needed for multiple fermions to ensure that the total wavefunction is antisymmetric. In this project we will study particles in the ground state only, and according to the Pauli principle we can in this case study a maximum of two particles with spin  $s = \pm 1/2$ . The Slater determinant for two particles reads

$$\Psi_T = \begin{vmatrix} \Phi_1(\mathbf{r}_1) & \Phi_2(\mathbf{r}_1) \\ \Phi_1(\mathbf{r}_2) & \Phi_2(\mathbf{r}_2) \end{vmatrix} = \Phi_1(\mathbf{r}_1)\Phi_2(\mathbf{r}_2) - \Phi_2(\mathbf{r}_1)\Phi_1(\mathbf{r}_2) \quad (2)$$

where  $\Phi_i(\mathbf{r})$  is the single particle wave function (SPF) of state  $i$ . This contains a spatial part and a spin part, and we assume that it can be splitted up such that the spin part takes the antisymmetry property and does not affect the energy. Therefore we only need a symmetric spatial part to calculate the energies.

### 2.2 Solving this with machine learning

Usually, when solving a system of particles as the one described in the previous system, we would need an ansatz for the wave function, where we use our physical intuition to create the form of a wave function with different variational parameters, and then let it be up to the computer to find the optimal parameters through a minimization method. However, this method is only as good as the physical intuition; if the form of the wave function is

unrealistic, the results will be the same, and there is no guarantee that we have actually found a ground state energy.

This challenge can be solved by using machine learning. There are several different types of machine learning systems, and the one we will present and utilize in this project has the ability to learn a probability distribution. This is perfect for quantum mechanical problems, as we know from quantum mechanics the wave function  $\psi$  is nothing more than a probability density, giving that  $\psi^2$  is a probability distribution that says something about where a given particle most probably can be found. As we are solely interested in the energy of the two-fermion system, and not the exact wave function, the fact that the machine learning program does not explicitly give the wave function is therefore of no consequence.

### 2.2.1 Machine Learning

With the goal of solving the quantum mechanical system presented in section 2.1 in mind, we should start by explaining what machine learning is. Machine learning is the idea that a computer can be trained to learn to yield certain outputs, without directly being told exactly what to give. Examples on this is pattern recognition, where the computer first is shown for example pictures of wolves and huskies. After training the computer on pictures where the computer sees huskies and wolves and is told the correct answer, it should after a sufficiently long training period, be able to recognize huskies and wolves by itself.

The example described above is what we call supervised learning, where the correct output answer is known during the training program. A machine learning program could also be unsupervised, where the correct answer is unknown, or based on reinforcement learning, where the the program learns by conducting trial-and-error experiments.

This sound amazing, and sometimes maybe even a bit impossible. Therefore the question now is: how to program computers to learn, just like humans? The answer is, fittingly, that we should make the program run like the the human brain by implementing what is called a neural network. Inspired by neurons in the human brain, a neural network is a programmed network of variables, called nodes, that communicate in a given manner. Each node performs a simple process: based on the input it receives, it decides whether or not to fire.

### **2.2.2 Restricted Boltzmann Machines**

In this project we

### **2.3 Energy calculation**

### **2.4 Onebody density**

### **2.5 Scaling**

### **2.6 Error estimation**

## **3 Method**

### **3.1 Variational Monte Carlo**

### **3.2 Metropolis Algorithm**

#### **3.2.1 Brute force**

#### **3.2.2 Importance sampling**

#### **3.2.3 Gibbs sampling**

### **3.3 Minimalization method**

#### **3.3.1 Gradient decent**

## **4 Code**

### **4.1 Structure**

### **4.2 Implementation**

## **5 Results**

## **6 Discussion**

## **7 Conclusion**

## 8 Appendix A

## 9 References

INCLUDE ONLY THOSE REFERENCES WE USE

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