

Computational Quantum Mechanics

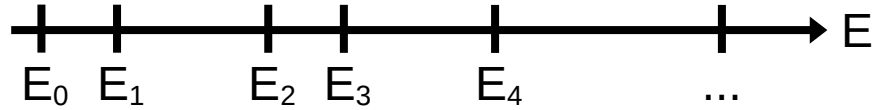
Prof. Gerson J. Ferreira

INFIS/UFU 2020/1

Variational Monte-Carlo

The variational method

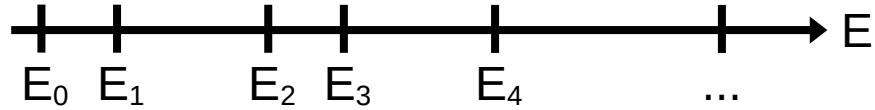
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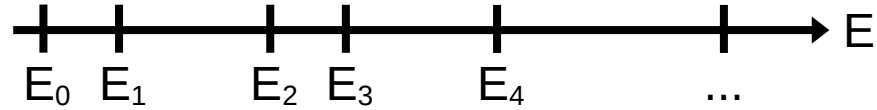


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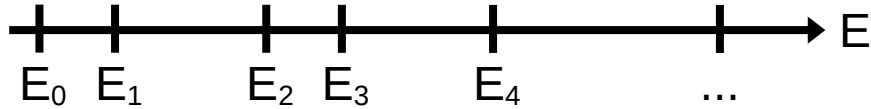


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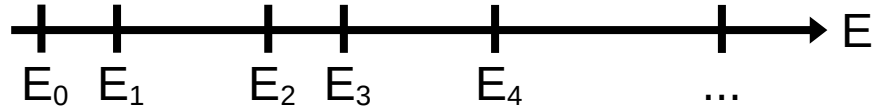
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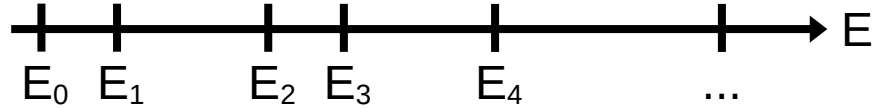


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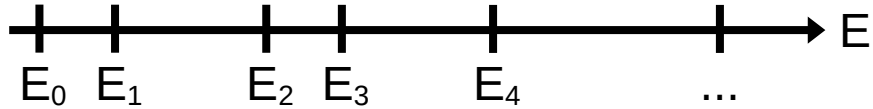


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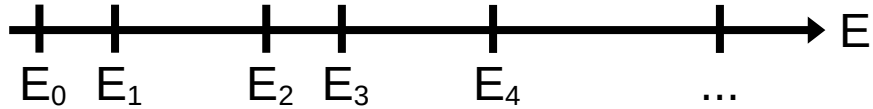
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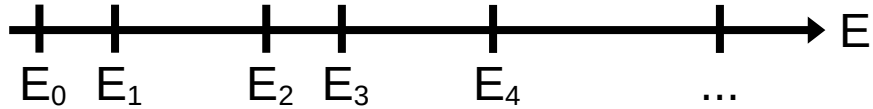
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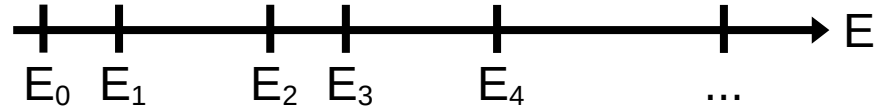
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$$\therefore E \geq E_0$$

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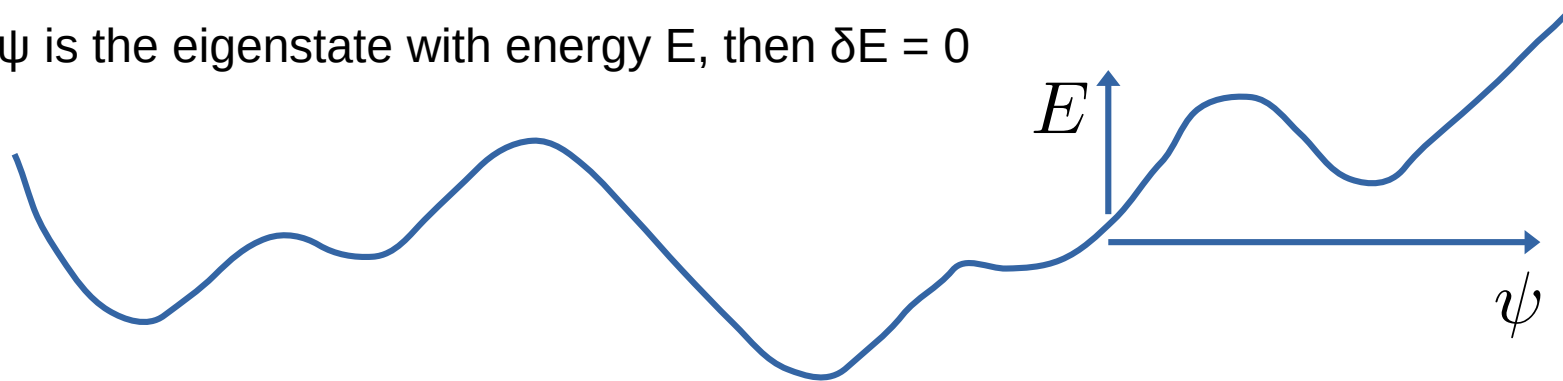
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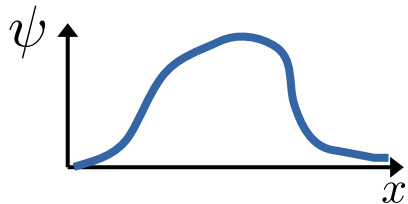
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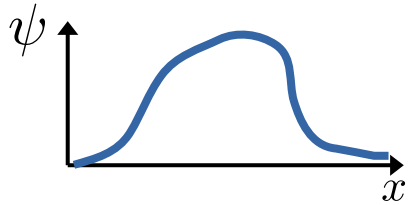


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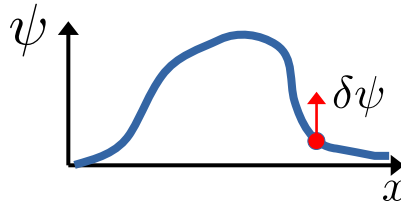
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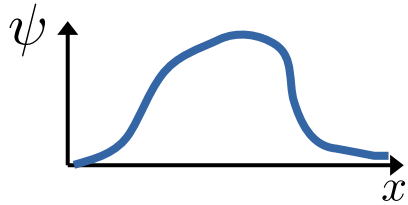
2) Sample a random point and make a small change



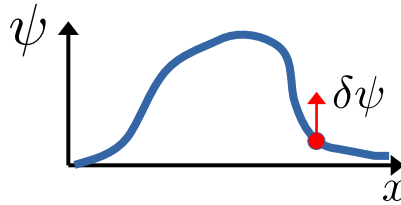
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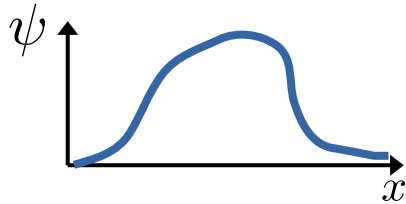
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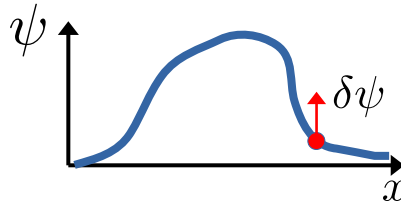
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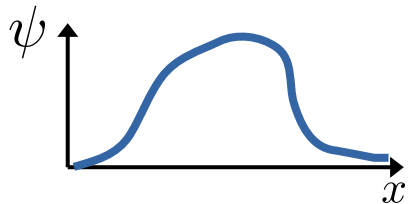
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Return to step 2 and loop until convergence (?)

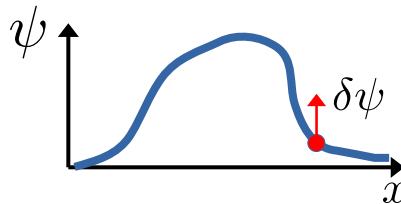
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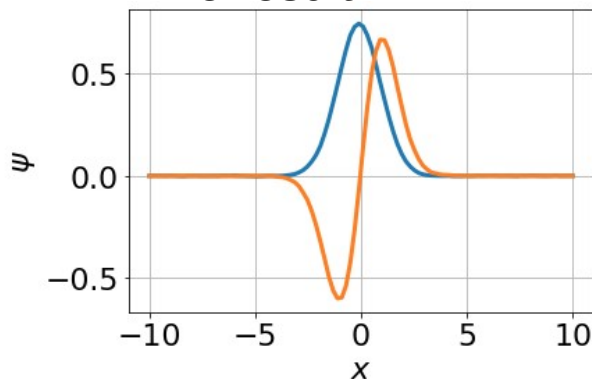
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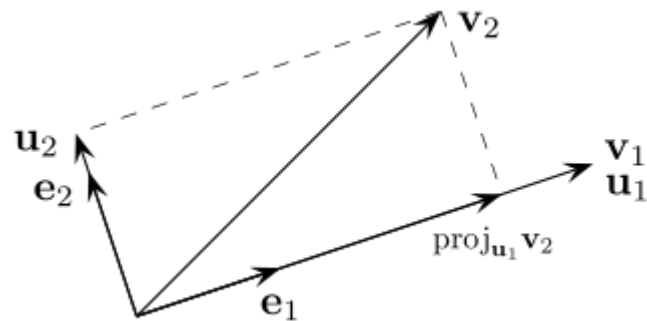
The result



Gram-Schmidt orthogonalization

Simple process to orthogonalize a set of vectors

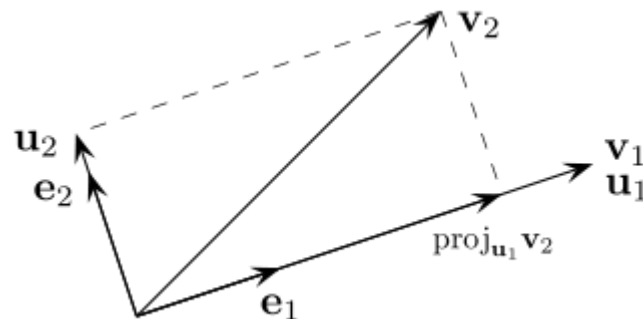
(see [Wikipedia](#) for better implementations)



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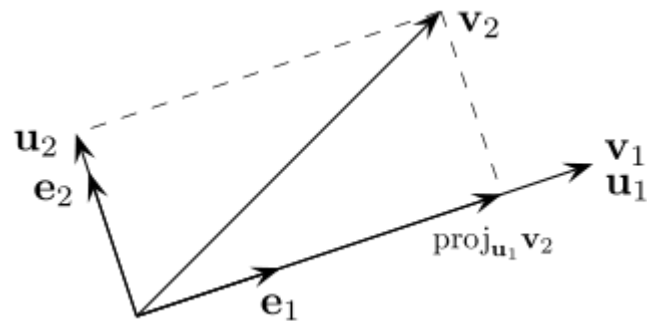


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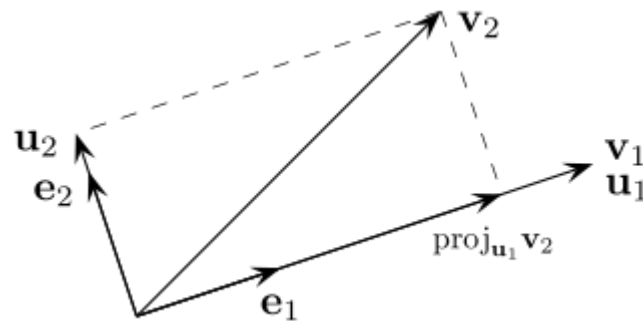


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 - let's start with v_1 , and subtract it's projection from v_2 , and so on...



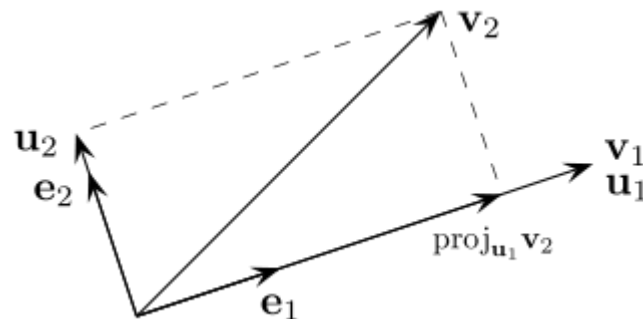
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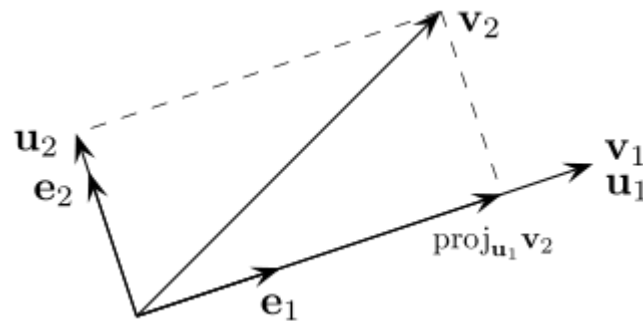
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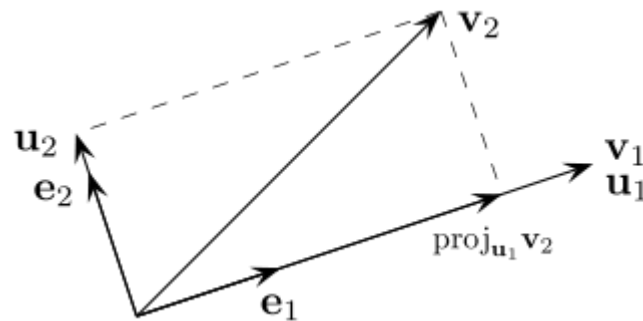
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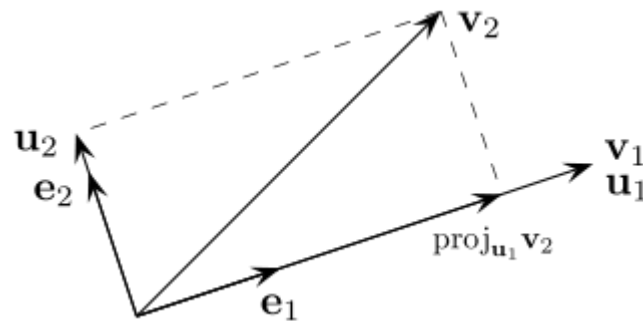
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- 3) Normalize the new set $\{u_1, u_2, u_3\}$ at the end only

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Gram-Schmidt orthogonalization: example

$$V_1 = (1, 0, 0)$$

$$V_2 = (1, 1, 1)$$

$$V_3 = (2, -1, 0)$$

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$$3) \text{proj}_{u1}(v3) = (2, 0, 0) \text{ \& } \text{proj}_{u2}(v3) = (0, -1/2, -1/2)$$

$$\rightarrow u3 = (2, -1, 0) - (2, 0, 0) - (0, -1/2, -1/2)$$

$$\rightarrow u3 = (0, -1/2, 1/2)$$

$$\text{proj}_u(v) = \frac{\langle u|v \rangle}{\langle u|u \rangle} u$$

$$u_1 = v_1$$

$$u_2 = v_2 - \text{proj}_{u_1}(v_2)$$

$$u_3 = v_3 - \text{proj}_{u_1}(v_3) - \text{proj}_{u_2}(v_3)$$

Gram-Schmidt orthogonalization: example

$$V1 = (1, 0, 0)$$

$$V2 = (1, 1, 1)$$

$$V3 = (2, -1, 0)$$

$$1) u1 = (1, 0, 0)$$

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$$4) \text{ normalize to get}$$

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4) normalize to get

$$u_1 = (1, 0, 0) \quad u_2 = \frac{1}{\sqrt{2}}(0, 1, 1) \quad u_3 = \frac{1}{\sqrt{2}}(0, -1, 1)$$

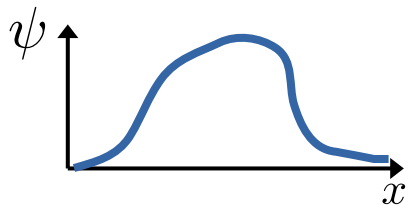
$$\text{proj}_u(v) = \frac{\langle u|v \rangle}{\langle u|u \rangle} u$$

$$u_1 = v_1$$

$$u_2 = v_2 - \text{proj}_{u_1}(v_2)$$

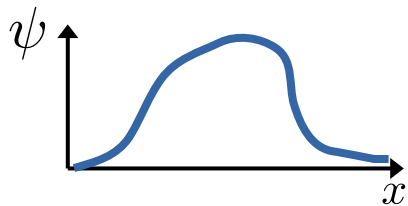
$$u_3 = v_3 - \text{proj}_{u_1}(v_3) - \text{proj}_{u_2}(v_3)$$

Importance sampling



Small changes in regions where ψ is small, won't affect E .
It's better to focus on regions where ψ is large.

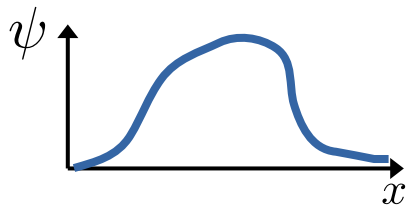
Importance sampling



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The rejection method

Importance sampling

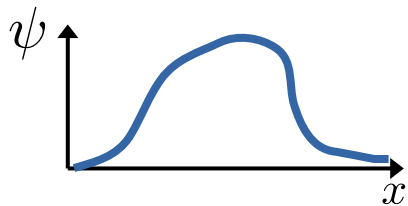


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The rejection method

- Sample a random x

Importance sampling

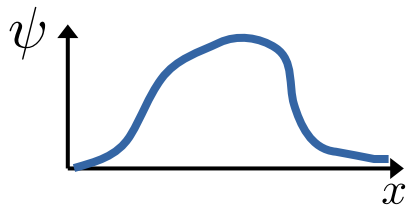


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The rejection method

- Sample a random x
- Let $P = |\psi(x)|^2$ will be the probability to accept x
 - Normalize P by the maximum value of $|\psi(x)|^2$

Importance sampling

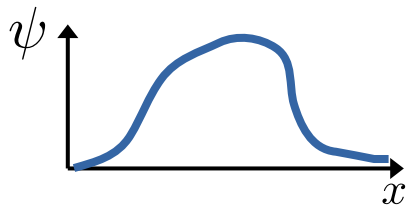


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Importance sampling

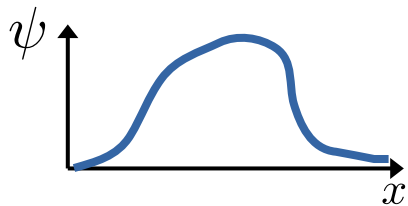


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- Sample an uniform number $0 < q < 1$
- Accept if $q > P$

Importance sampling

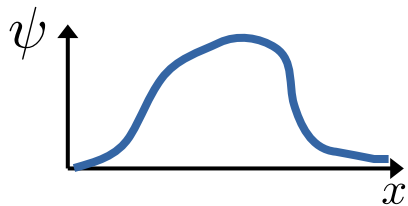


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Importance sampling



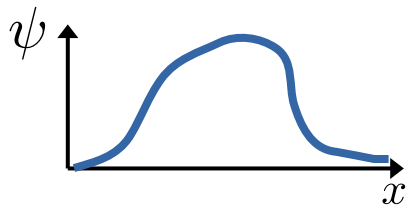
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Exercise:

Importance sampling



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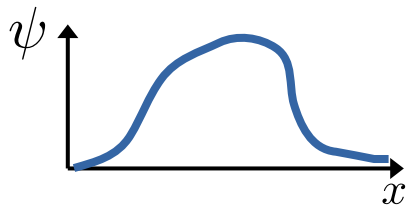
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Exercise:

→ Write a code to sample points with a Gaussian distribution $P(x)$ within the interval $-5 < x < 5$.

Importance sampling



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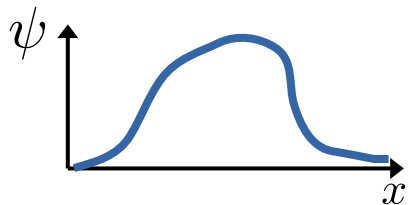
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- Otherwise try a different x

Exercise:

- Write a code to sample points with a Gaussian distribution $P(x)$ within the interval $-5 < x < 5$.
- Plot the histogram with

Importance sampling



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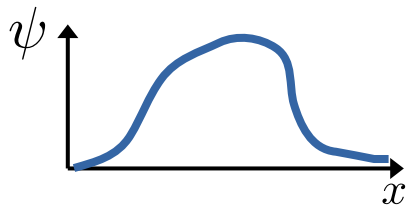
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- Accept if $q > P$
- Otherwise try a different x

Exercise:

- Write a code to sample points with a Gaussian distribution $P(x)$ within the interval $-5 < x < 5$.
- Plot the histogram with `plt.hist(points)`

Importance sampling



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`plt.hist(points)`

