

# Machine Learning for Many-Body Physics

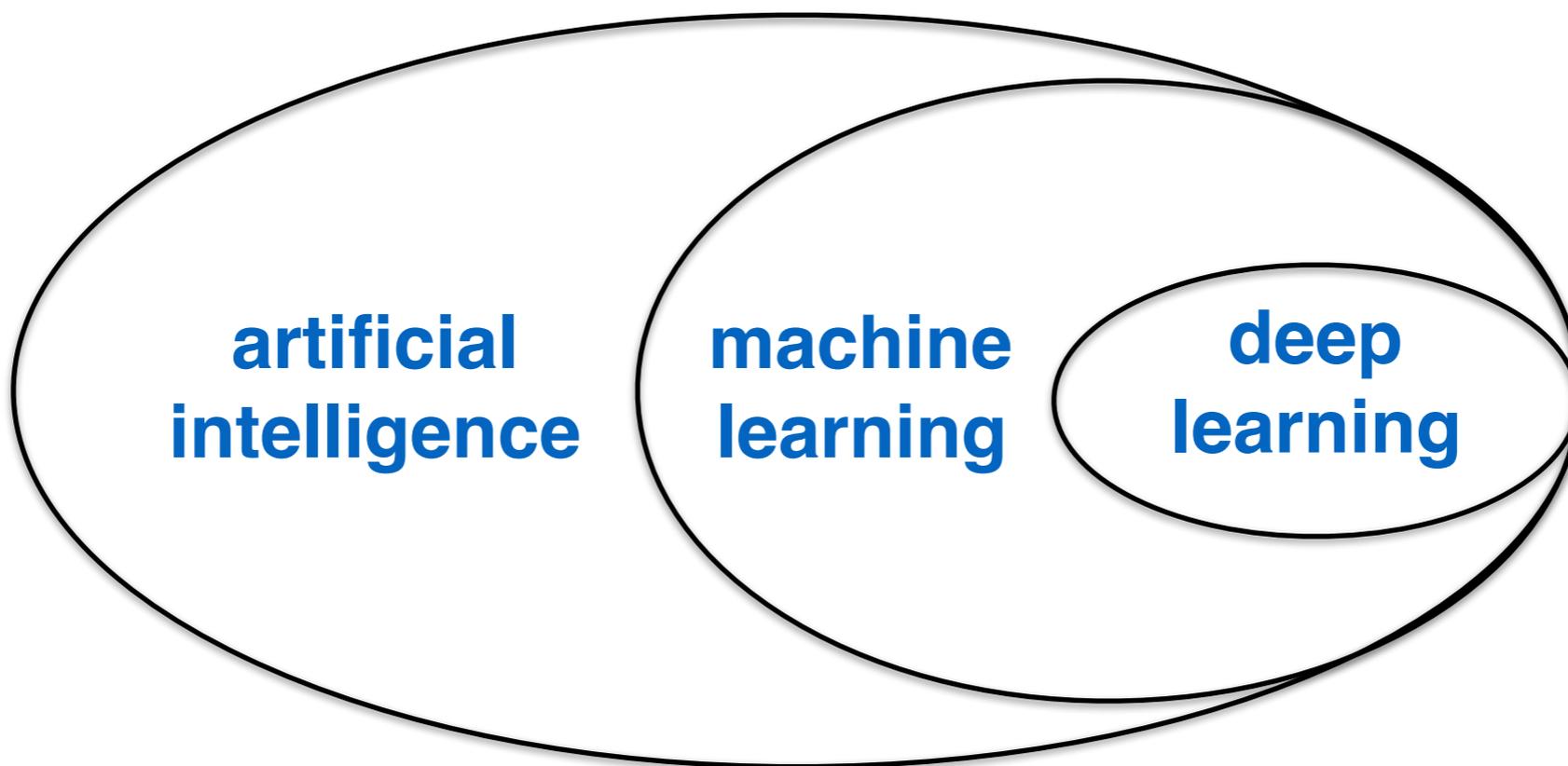
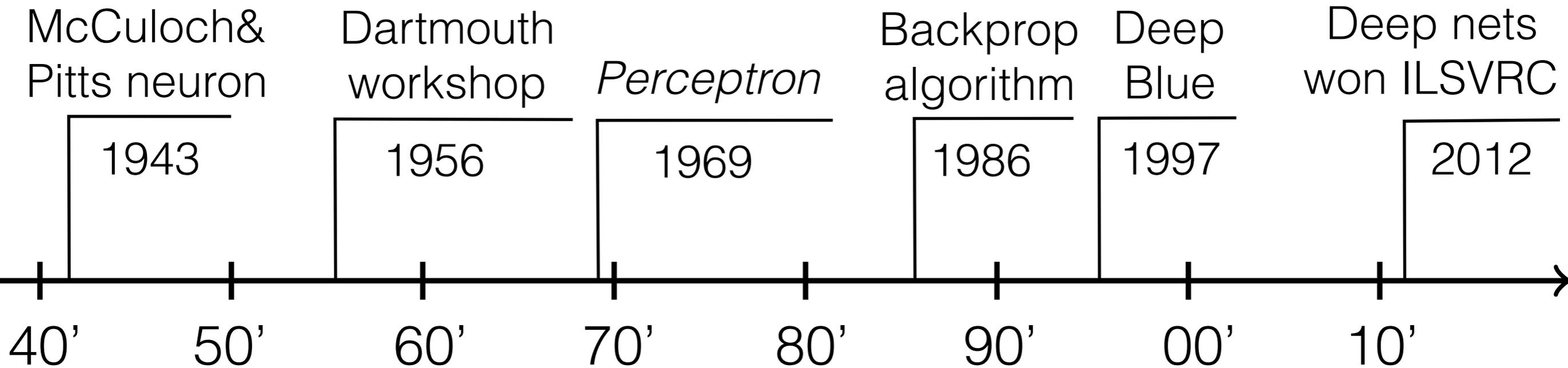
## **A Literature Survey**

Lei Wang  
Institute of Physics, CAS  
<https://wangleiphy.github.io>

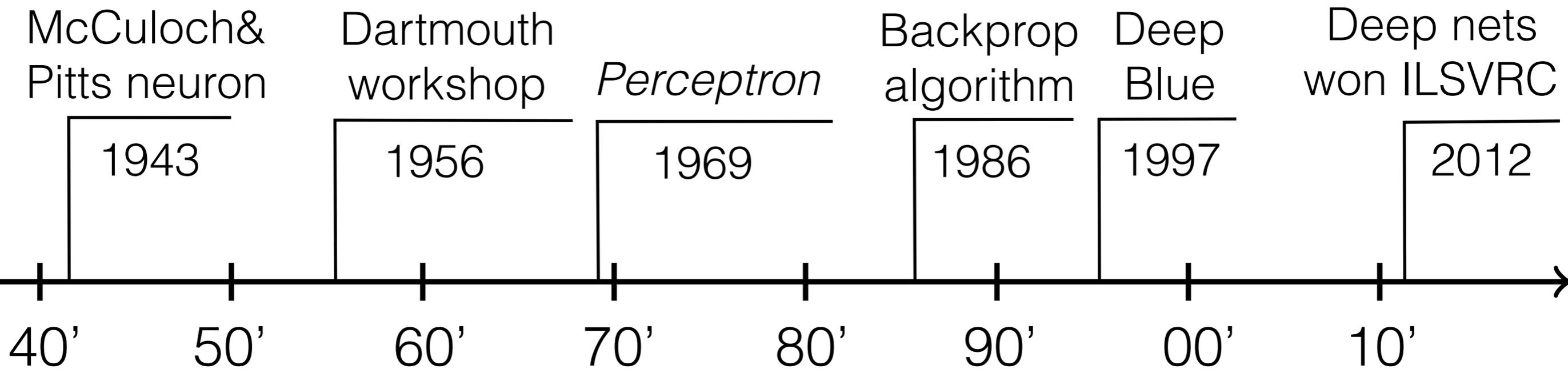
# Disclaimer

- It will be **VERY** subjective
- Not all important papers are reviewed
- Some are shown for **negative reasons**
- The purpose is to trigger discussion

# Timeline of AI research



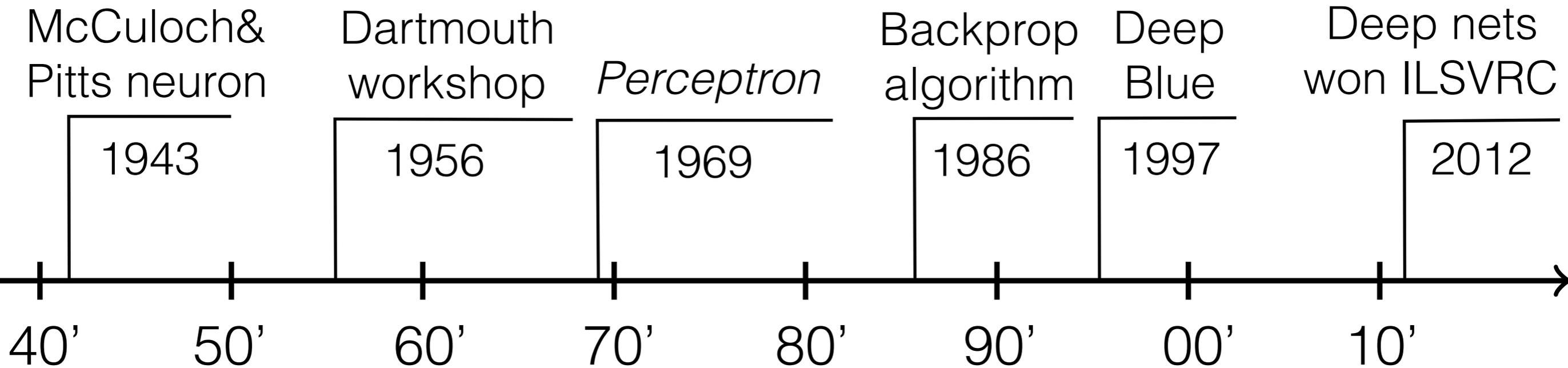
# Timeline of AI research



Early  
enthusiasm  
(reasoning)

*“Look, Ma,  
no hands”*

# Timeline of AI research



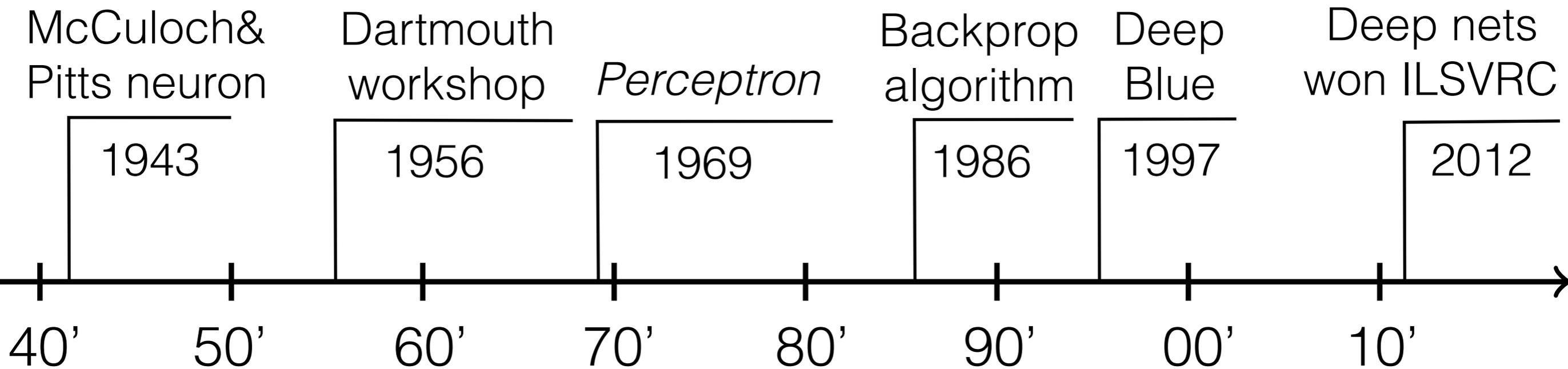
Early  
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AI  
winter

*“A dose  
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# Timeline of AI research



Early  
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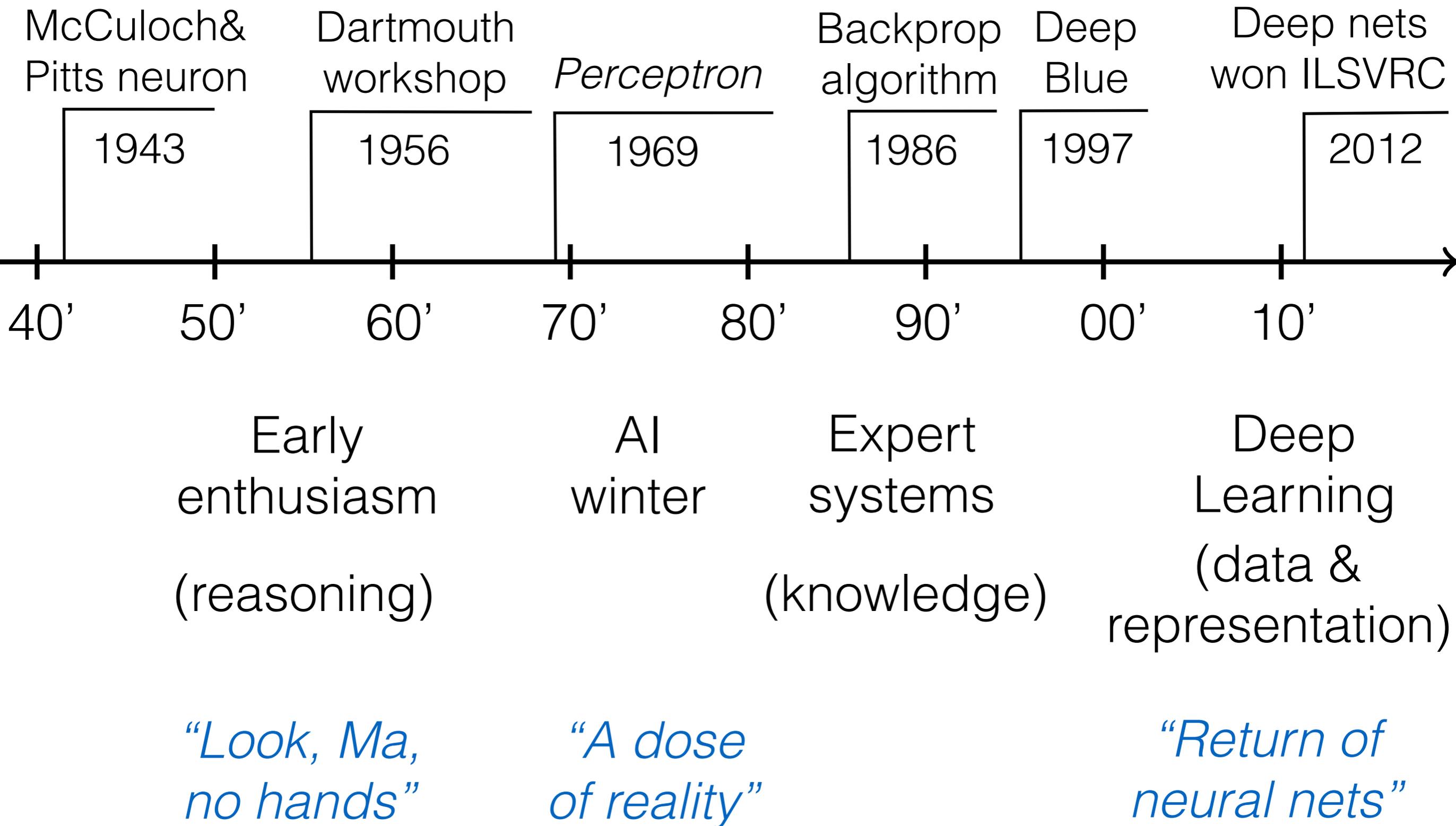
AI  
winter

*“A dose  
of reality”*

Expert  
systems

(knowledge)

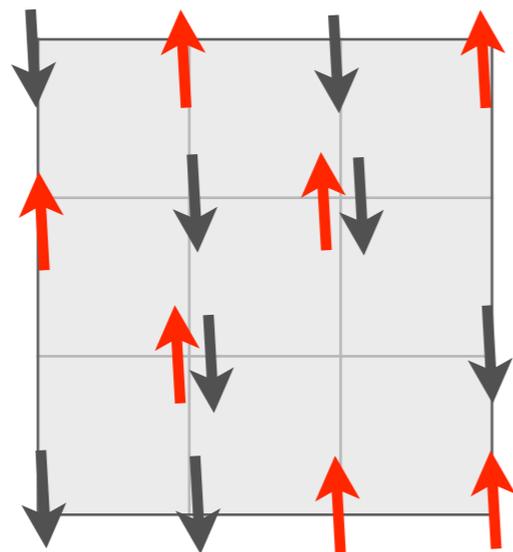
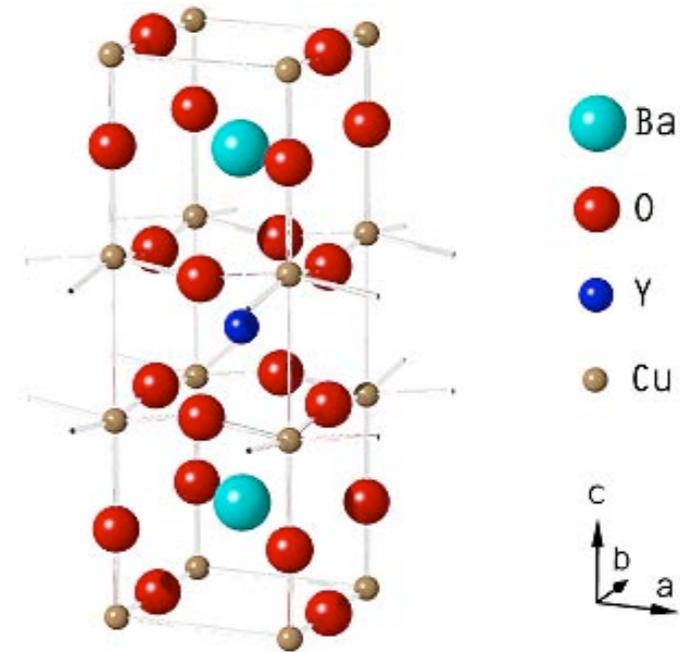
# Timeline of AI research



# Lessons

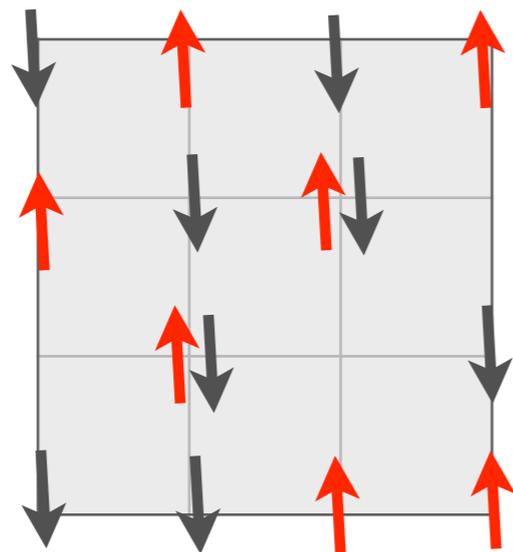
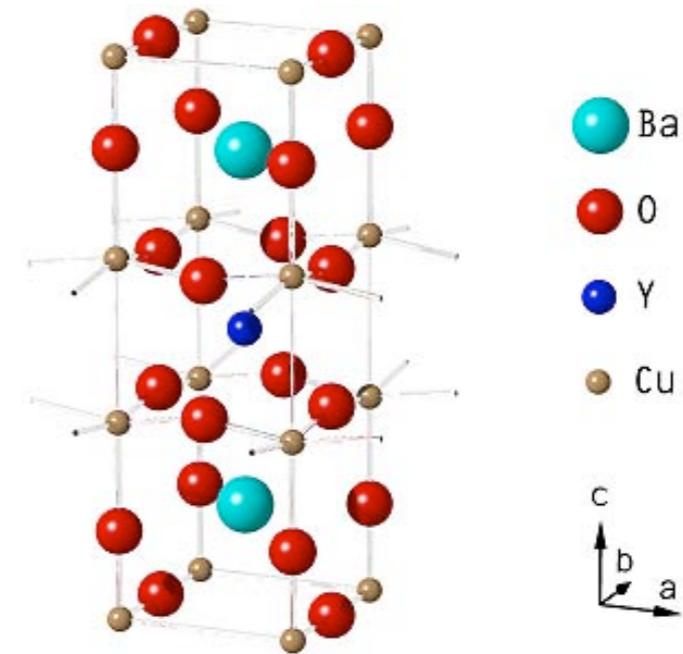
- One can define the direction of a new field
- Overhype hurts the field in the long term
- Be practical: really solve problems
- 宠辱不惊，看庭前花开花落

# The problem we'd like to solve



$$4^{361} \approx 2.2 \times 10^{217} \gg \# \text{ of atoms in the universe}$$

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# The problem we'd like to solve

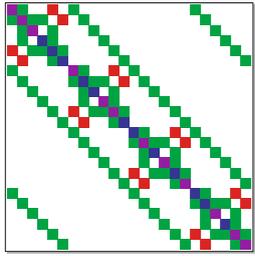
$$i \frac{\partial}{\partial t} \Psi(\mathbf{X}, t) = H \Psi(\mathbf{X}, t)$$

$$\mathbf{X} = \{\mathbf{x}_1, \mathbf{x}_2, \dots, \mathbf{x}_N\} \quad N \sim 10^{23}$$

$$H = - \sum_i \frac{\nabla_{\mathbf{x}_i}^2}{2m} - \sum_{i,j} \frac{Z_j}{|\mathbf{x}_i - \mathbf{R}_j|} + \frac{1}{2} \sum_{i \neq j} \frac{1}{|\mathbf{x}_i - \mathbf{x}_j|} + \dots$$

“Theory of everything” for condensed matter, chemistry and biology (including neuroscience)

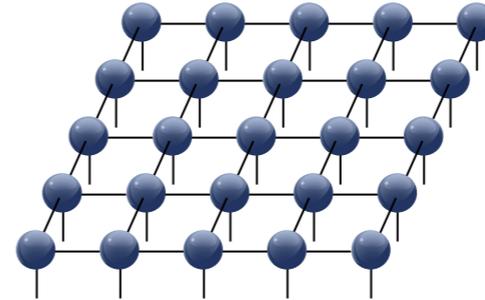
# Computational quantum many-body physics



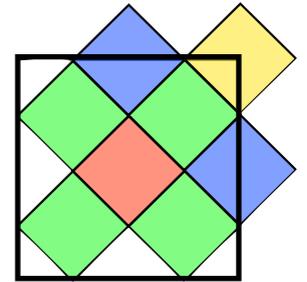
**exact  
diagonalization**



**quantum  
Monte Carlo**

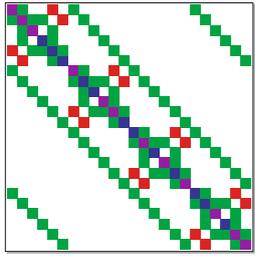


**tensor network  
states**



**dynamical mean  
field theories**

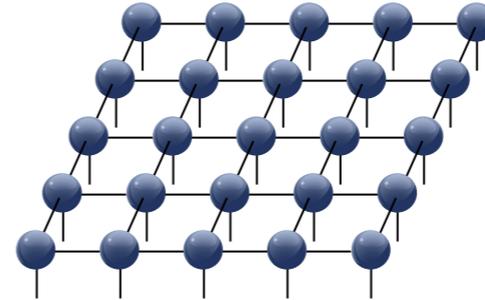
# Computational quantum many-body physics



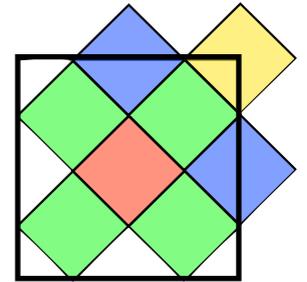
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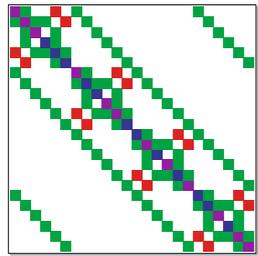
**tensor network  
states**



**dynamical mean  
field theories**

**Algorithmic improvement in  
past 20 years outperformed  
Moore's law**

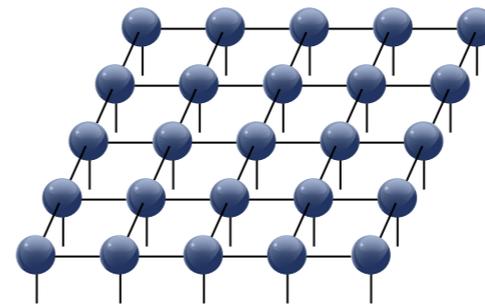
# Computational quantum many-body physics



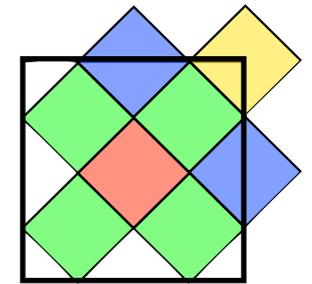
**exact  
diagonalization**



**quantum  
Monte Carlo**



**tensor network  
states**



**dynamical mean  
field theories**

Modern  
algorithm

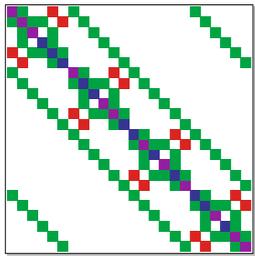


is faster than

Traditional  
algorithm



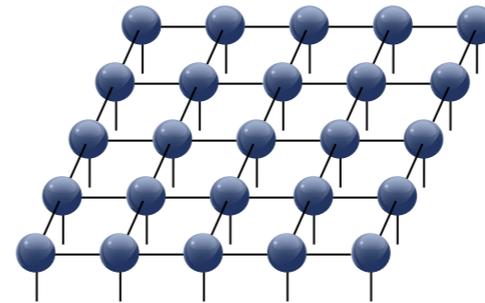
# Computational quantum many-body physics



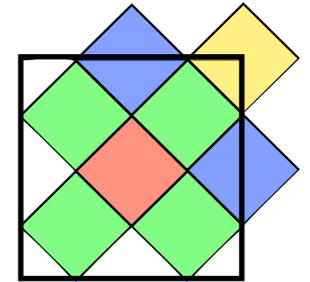
**exact  
diagonalization**



**quantum  
Monte Carlo**

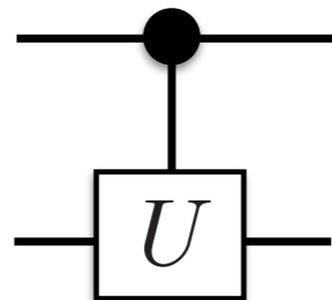


**tensor network  
states**

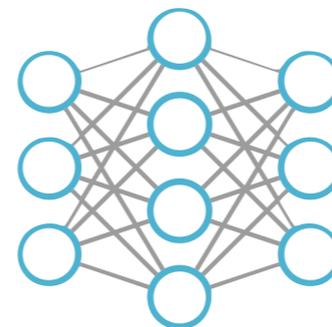


**dynamical mean  
field theories**

Modern  
algorithm



**quantum  
algorithms**



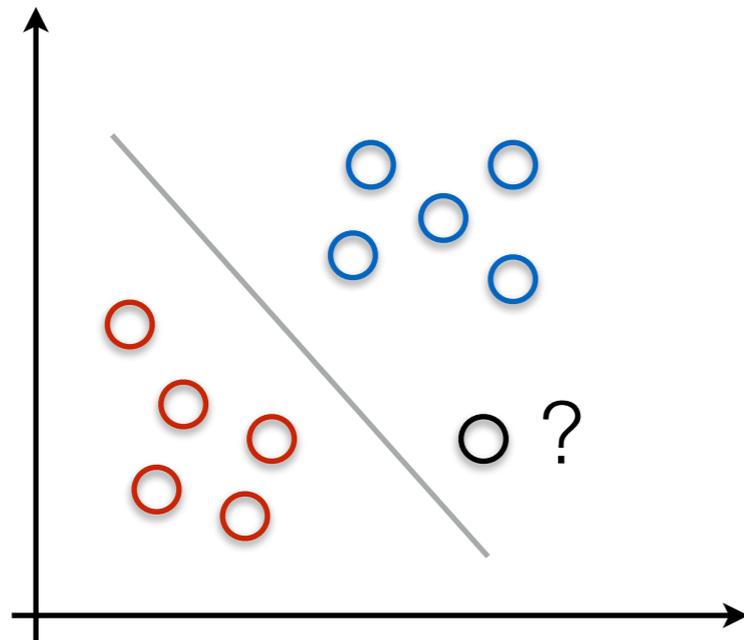
**machine  
learning**

Traditional  
algorithm



# Machine Learning 101

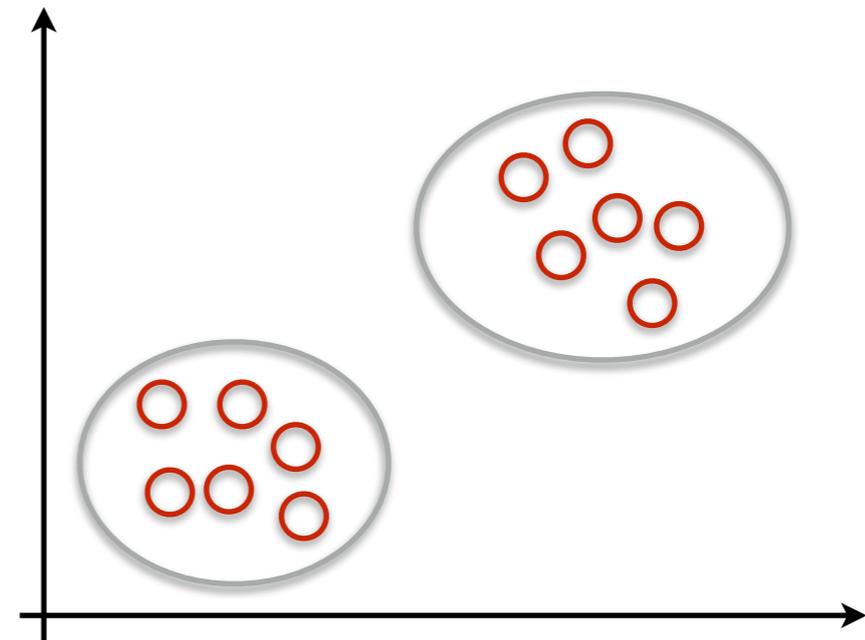
Supervised learning



**Classification**

Spam detection  
Image recognition

Unsupervised learning

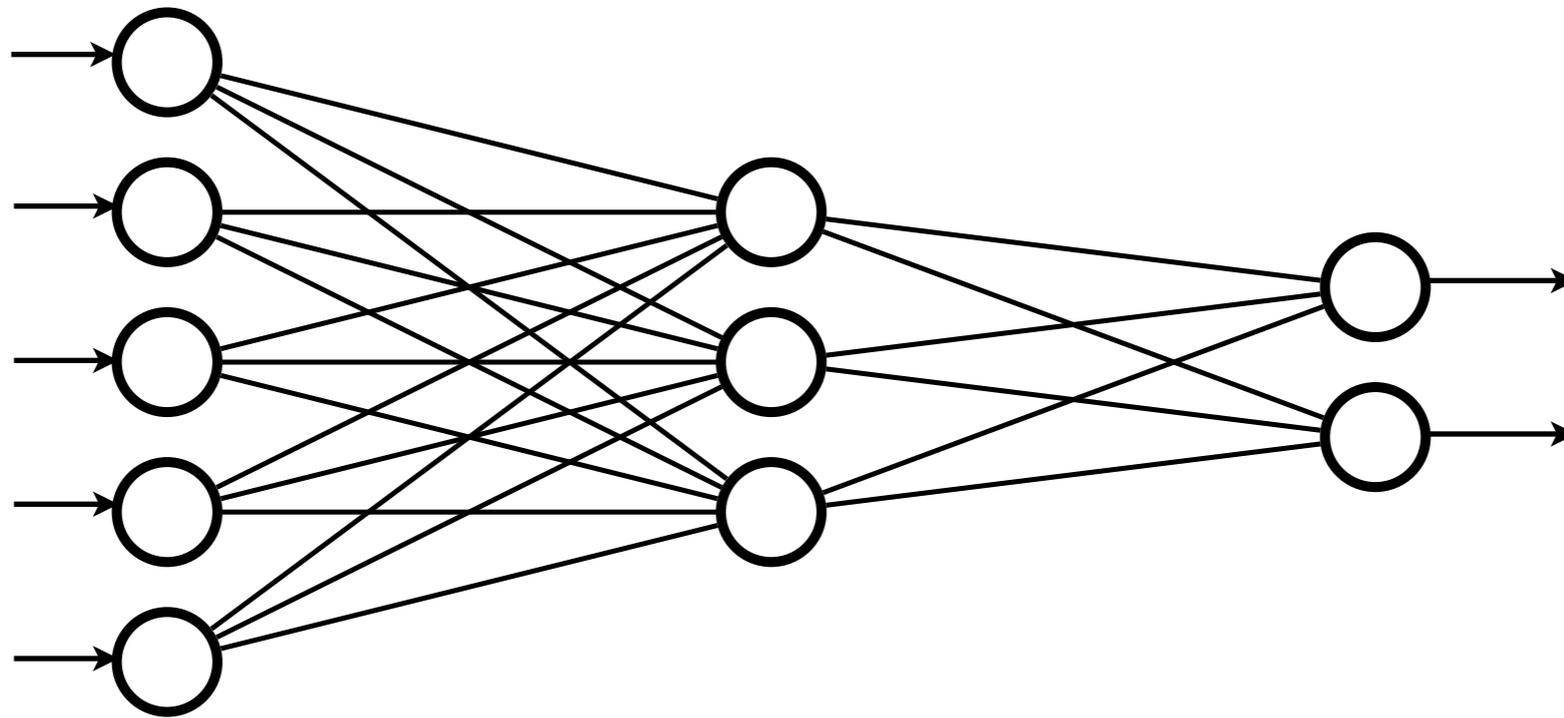


**Clustering**

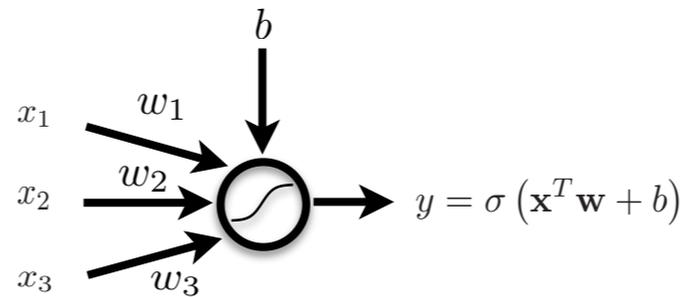
Online advertising  
Recommender system

# Machine Learning 102

neural network



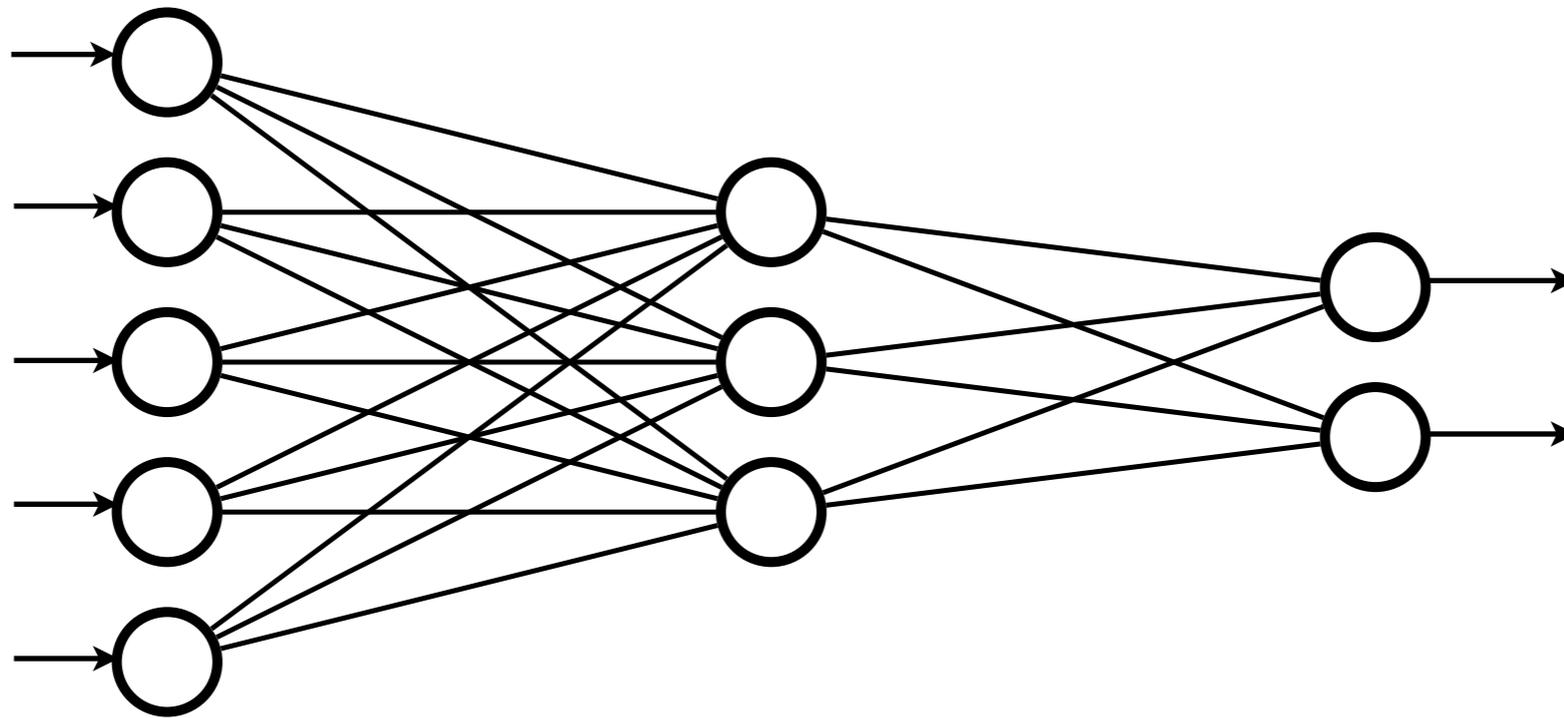
computing unit



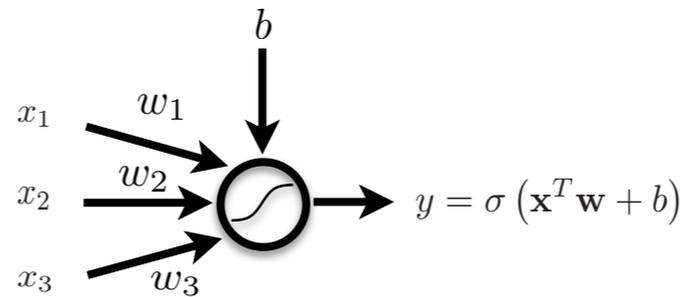
artificial neuron

# Machine Learning 102

neural network

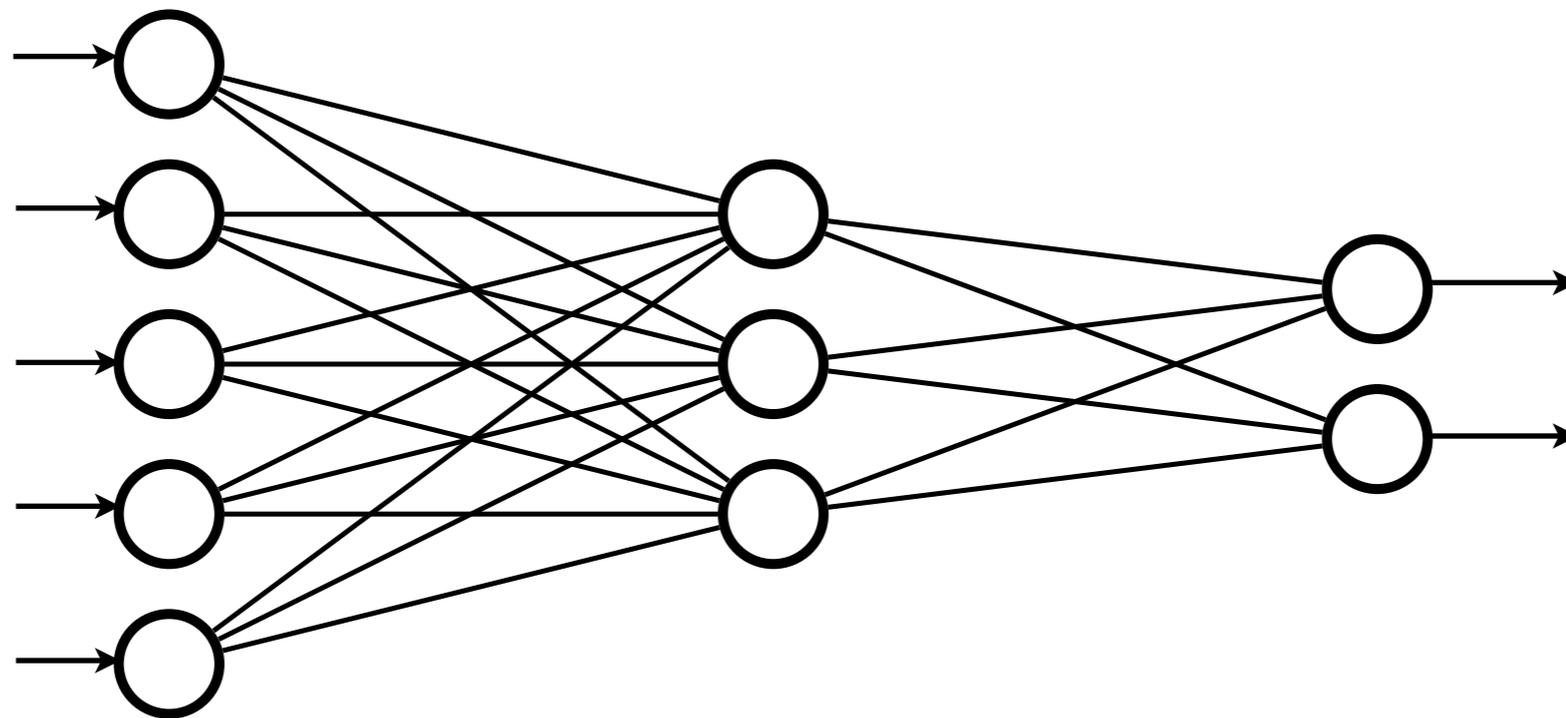


computing unit



# Machine Learning 102

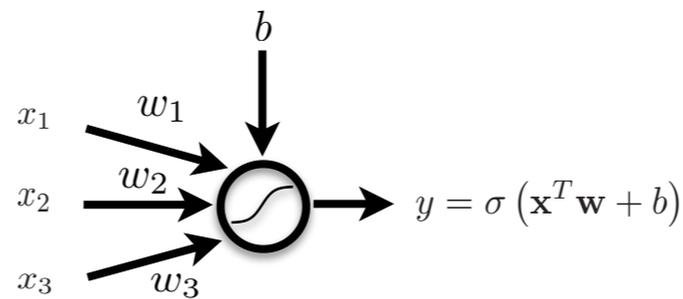
neural network



cat  
dog

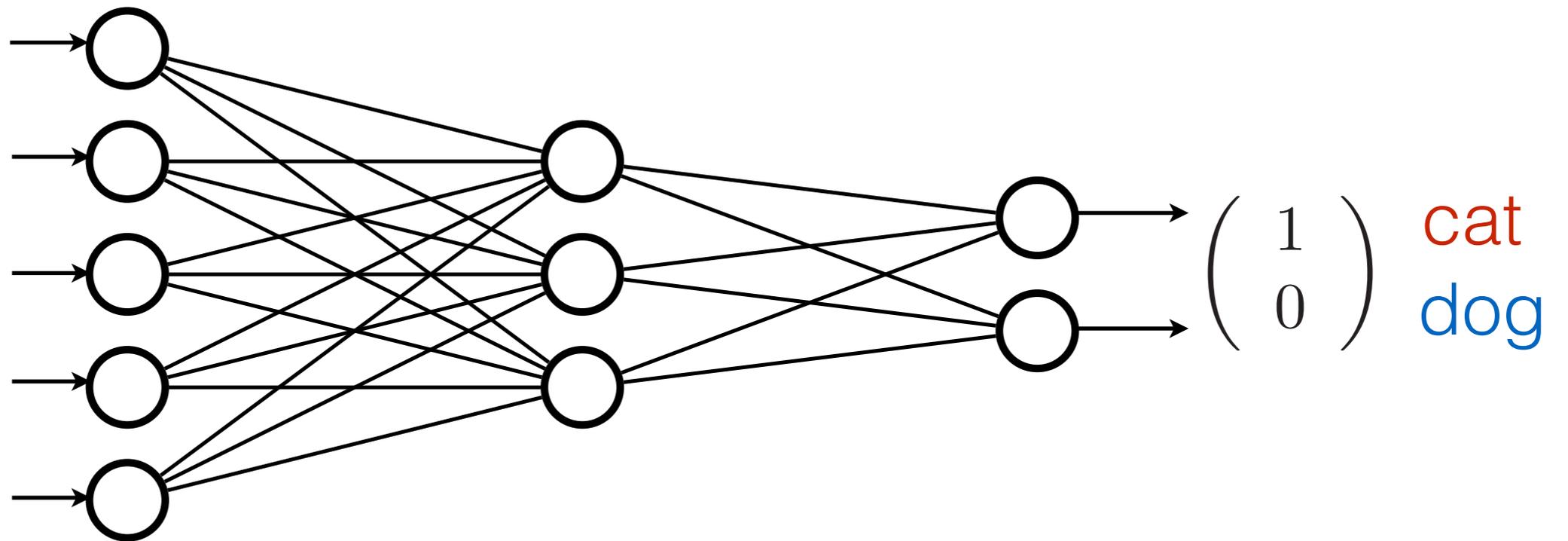
label

computing unit

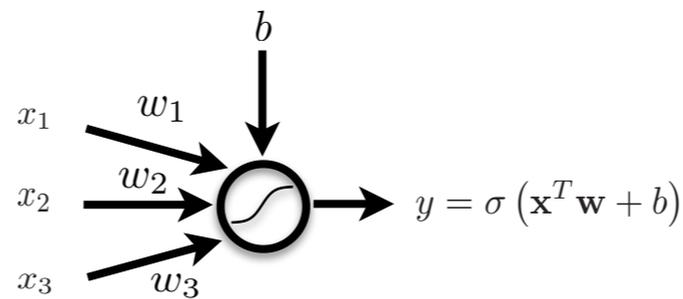


# Machine Learning 102

neural network



computing unit



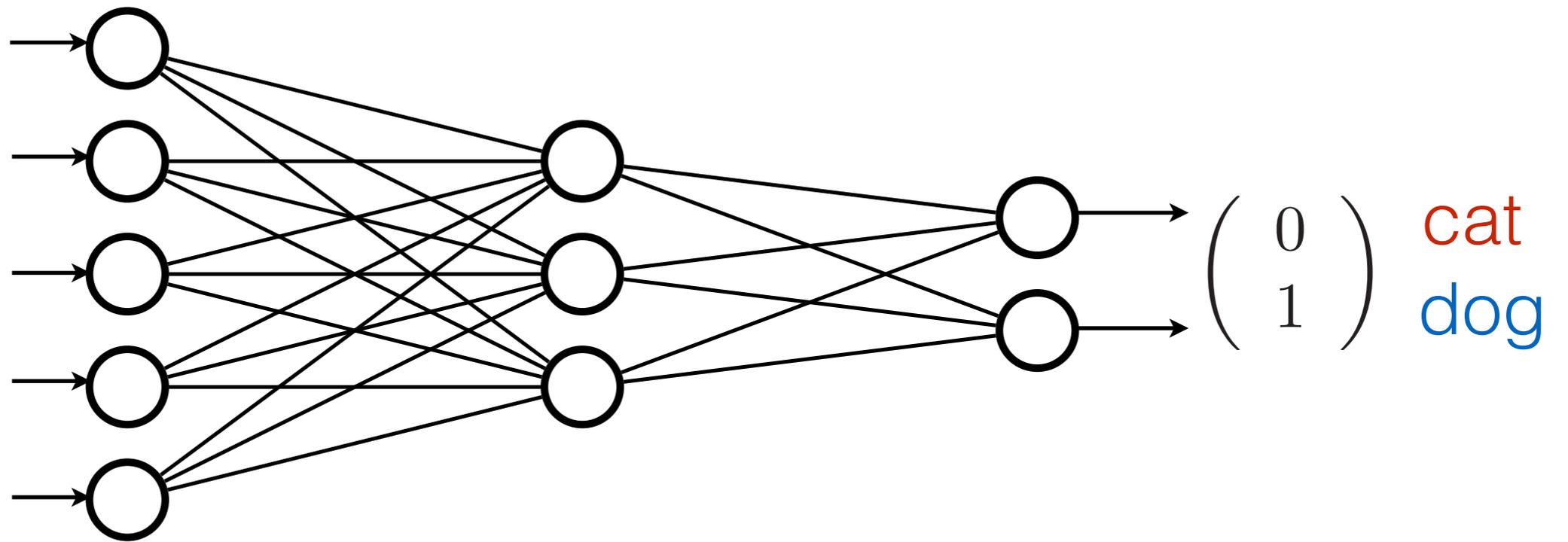
artificial neuron

# Machine Learning 102

neural network

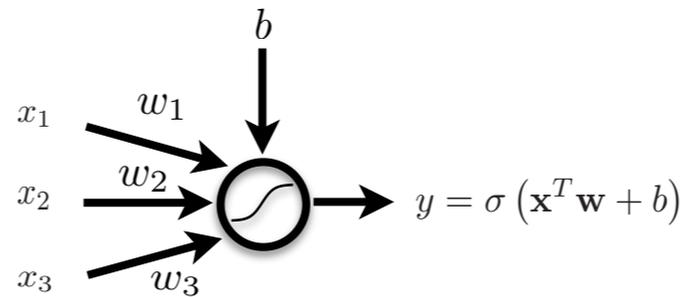


data



label

computing unit



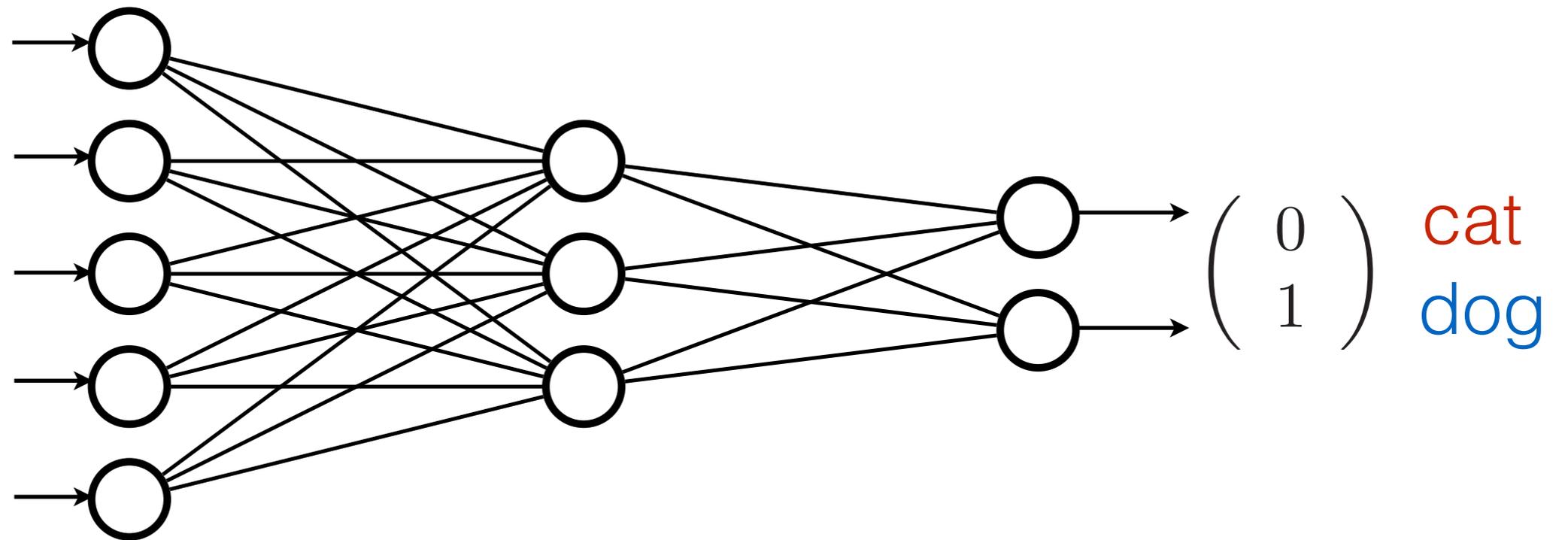
artificial neuron

# Machine Learning 102

neural network



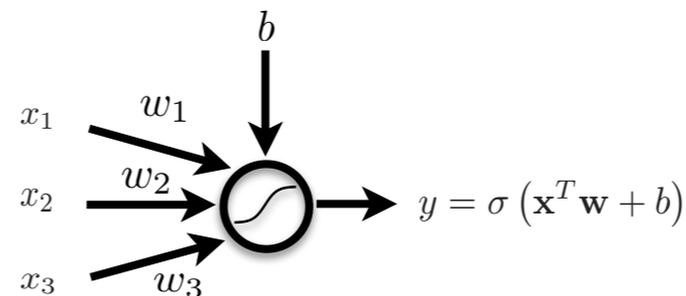
data



universal function approximator

label

computing unit



artificial neuron

# **WARNING**

**The following content  
may contain spoilers**

**They may spoil your fun  
of imagination & creation**

**Proceed with caution!!!**



# Deep Learning and RG

## Renormalization Group

$$H(\mathbf{x}) = - \sum_i K_i x_i - \sum_{ij} K_{ij} x_i x_j - \dots$$

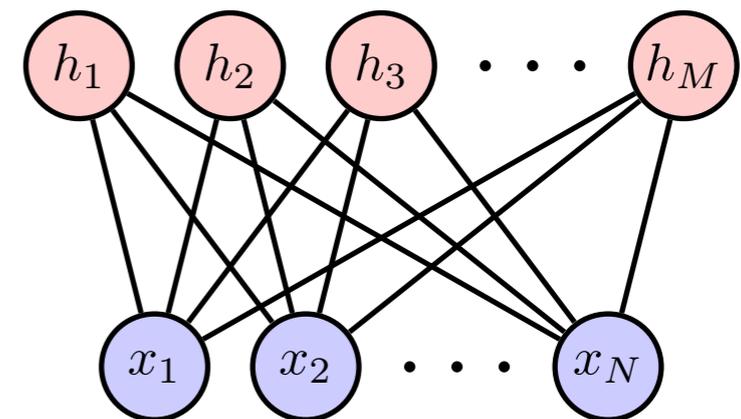
$$e^{-H_{\text{RG}}(\mathbf{h})} \equiv \sum_{\mathbf{x}} e^{T(\mathbf{x}, \mathbf{h}) - H(\mathbf{x})}$$

RG Transformation

$$H_{\text{RG}}(\mathbf{h}) = - \sum_i \tilde{K}_i h_i - \sum_{ij} \tilde{K}_{ij} h_i h_j - \dots$$

## Restricted Boltzmann Machine

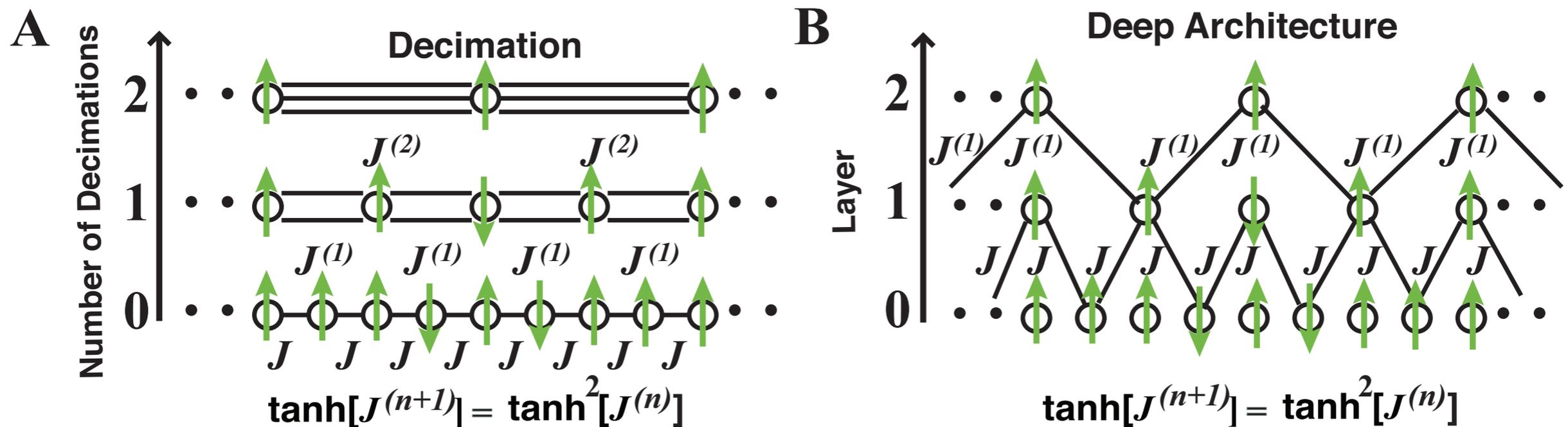
$$E(\mathbf{x}, \mathbf{h}) = - \sum_{i=1}^N a_i x_i - \sum_{j=1}^M b_j h_j - \sum_{i=1}^N \sum_{j=1}^M x_i W_{ij} h_j$$



$$\begin{aligned} e^{-H_{\text{RBM}}(\mathbf{h})} &\equiv \sum_{\mathbf{x}} e^{-E(\mathbf{x}, \mathbf{h})} \\ &= e^{\sum_{j=1}^M b_j h_j} \prod_{i=1}^N \left( 1 + e^{a_i + \sum_{j=1}^M W_{ij} h_j} \right) \end{aligned}$$

“An exact mapping between the Variational Renormalization Group and Deep Learning”, Mehta and Schwab, 1410.3831

# Deep Learning and RG



1D Ising model: Block spin RG vs deep neural nets

cf. “Deep learning and the renormalization group”, Bény, 1301.3124  
 “PCA meets RG”, Braddeea and Bialek, 1610.09733

# Dictionary: RG vs deep learning

Property	Variational RG	Deep Belief Networks
How input distribution is defined	Hamiltonian defining $P(v)$	Data samples drawn from $P(v)$
How interactions are defined	$T(v,h)$	$E(v,h)$
Exact transformation	$Tr_h e^{T(v,h)} = 1$	KL divergence between $P(v)$ and variational distribution is zero
Approximations	Minimize or bound free energy differences	Minimize the KL divergence
Method	Analytic (mostly)	Numerical
What happens under coarse-graining	Relevant operators grow/irrelevant shrink	New features emerge

# Comment on the quantum magazine website

Noah says:

December 26, 2014 at 9:54 am

I just spend an hour reading Mehta-Schwab paper from the beginning to end. Let me say that “A Common Logic to Seeing Cats and Cosmos” is a sensationalist article about a trivial paper, which will have no impact whatsoever. The whole M-S paper is based on the fact that couplings of two systems appear in more than one context and that distributions can sometimes appear as marginal distributions on product spaces. There is no one-to-one mappings between renormalization group (RG) scheme of Kadanoff and Restricted Boltzmann Machines (RBM) in Deep Neural Networks (DNN) in their paper. What they show is that RBM can be represented as a RG scheme with a very specific choice of coupling function  $T$  in equation (18). Conveniently, this coupling function depends on the Hamiltonian of the spin system, which it normally should not. Equivalence in equations (8) and (9) is also not correct. Condition (9) of course implies that the scheme is exact, but not the other way around, unless the authors make some implicit assumptions about coupling function  $T$  not mentioned in the paper. The paper contains no non-trivial ideas, it does not “open up a door to something very exciting”, and I will not hold my breath expecting new breakthroughs because of this connection.

# Deep learning and physics

**MIT  
Technology  
Review**

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**Computing**

## **The Extraordinary Link Between Deep Neural Networks and the Nature of the Universe**

Nobody understands why deep neural networks are so good at solving complex problems. Now physicists say the secret is buried in the laws of physics.

“Why does deep and cheap learning work so well?”

Lin and Tegmark, 1608.08225

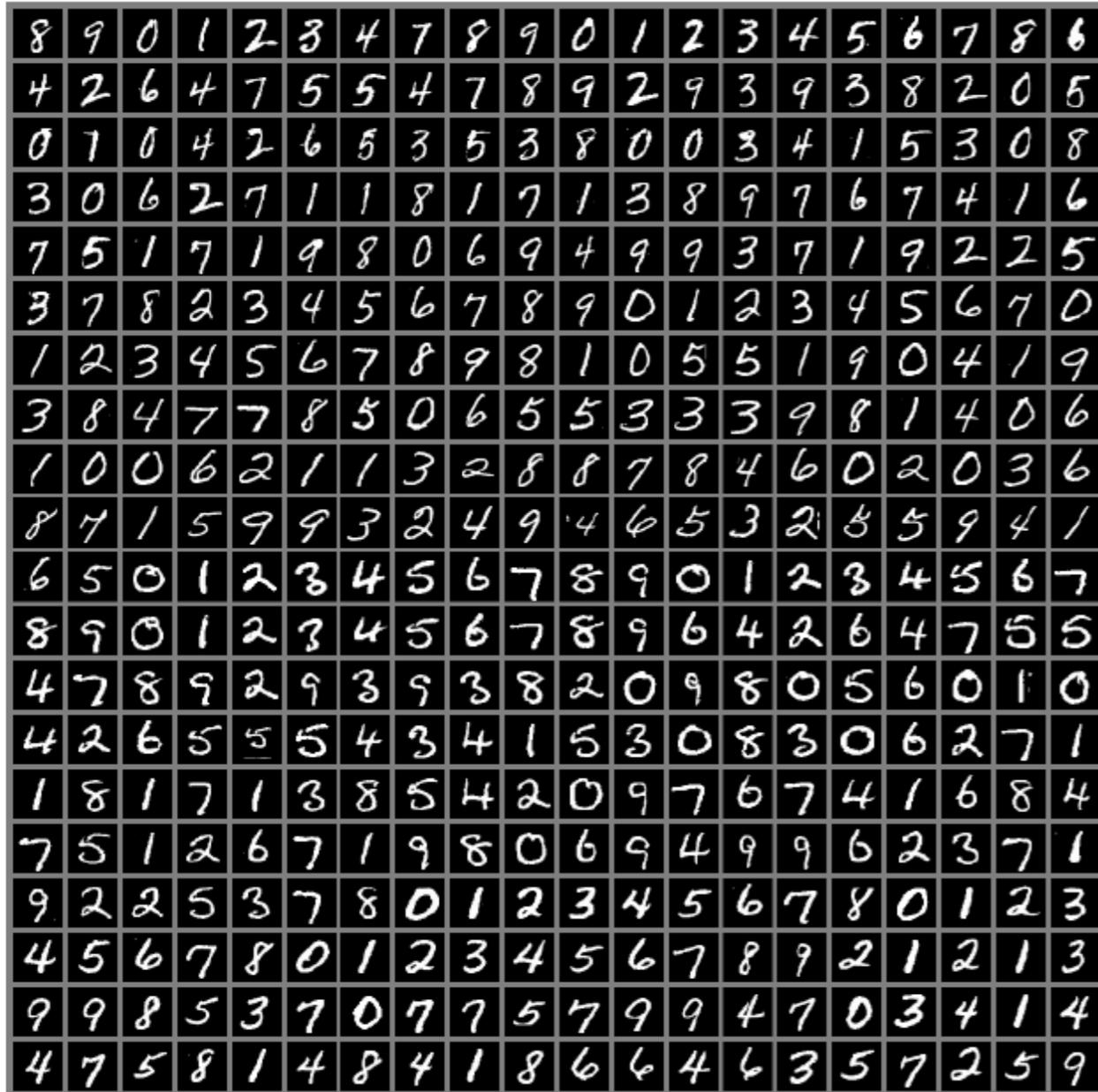
# Why deep learning works ?

- It is not only a **math**, but also a **physics** question
- The class of functions **of practical interests** (natural scenes, drawings etc) can be approximated through “deep and cheap learning” because they follow the **laws of physics**
- Symmetry, locality, compositionality and polynomial log-probability

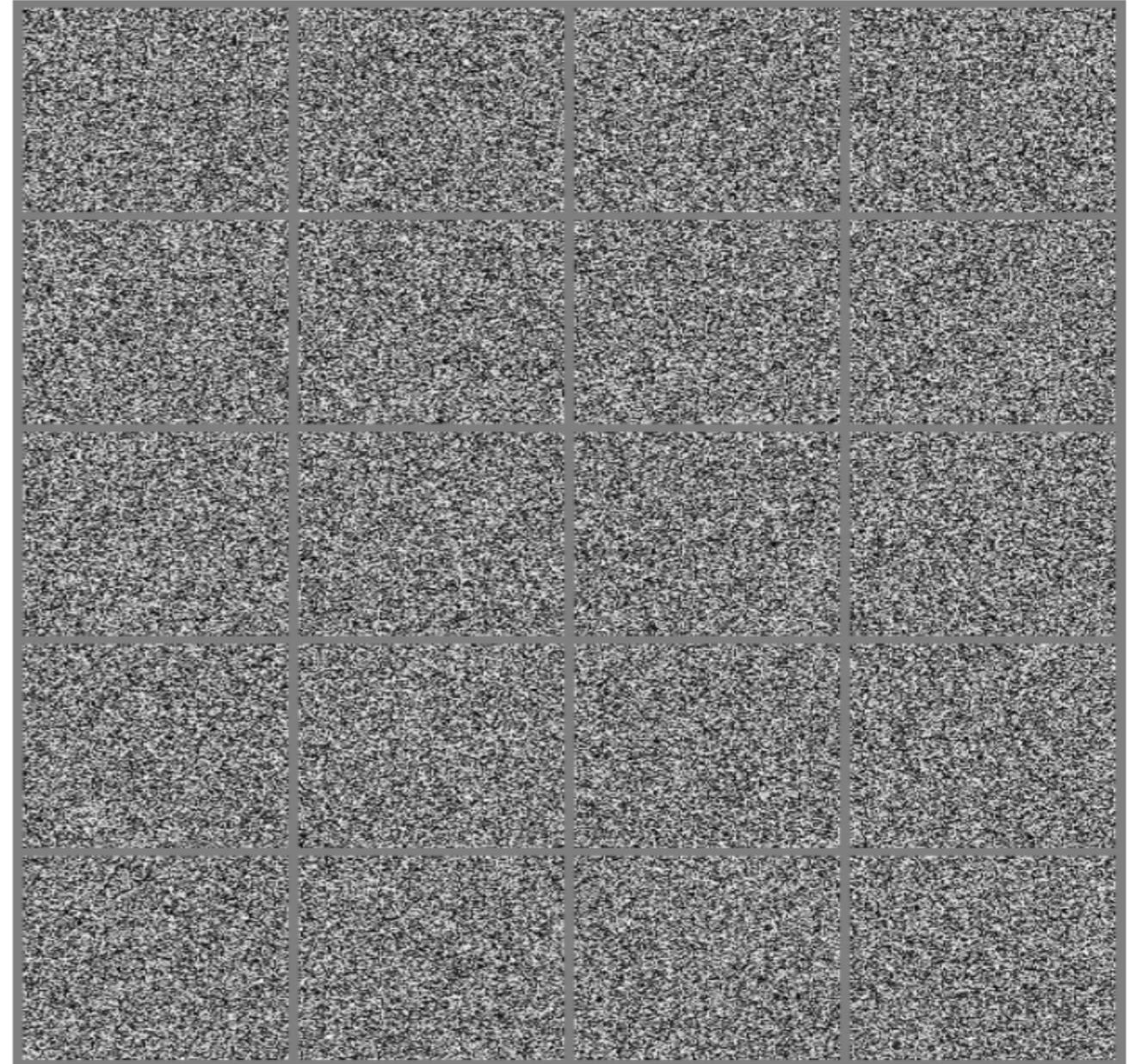
“Why does deep and cheap learning work so well?”

Lin and Tegmark, 1608.08225

MNIST database



random images



from the “Deep Learning” book by Goodfellow, Bengio, Courville

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

# Physics-ML dictionary

Physics	Machine learning
Hamiltonian	Surprisal $-\ln p$
Simple $H$	Cheap learning
Quadratic $H$	Gaussian $p$
Locality	Sparsity
Translationally symmetric $H$	Convnet
Computing $p$ from $H$	Softmaxing
Spin	Bit
Free energy difference	KL-divergence
Effective theory	Nearly lossless data distillation
Irrelevant operator	Noise
Relevant operator	Feature

“Why does deep and cheap learning work so well?”

Lin and Tegmark, 1608.08225

# Scott Aaronson's comment

Several people wrote in to tell me about a **recent paper by Henry Lin and Max Tegmark**, which tries to use physics analogies and intuitions to explain why deep learning works as well as it does. **To my inexpert eyes, the paper seemed to contain a lot of standard insights from computational learning theory** (for example, the need to exploit symmetries and regularities in the world to get polynomial-size representations), but expressed in a different language. What confused me most was the paper's claim to prove “no-flattening theorems” showing the necessity of large-depth neural networks—since in the sense I would mean, such a theorem couldn't possibly be proved without a major breakthrough in computational complexity (e.g., separating the levels of the class  $TC^0$ ). Again, anyone who understands what's going on is welcome to share in the comments section.

<http://www.scottaaronson.com/blog/?p=2918>

# More discussions

- Comment on "Why does deep and cheap learning work so well?" Schwab and Mehta, 1609.03541
- Why Deep Neural Networks? Liang and Srikant, 1610.04161
- Why and When Can Deep -- but Not Shallow -- Networks Avoid the Curse of Dimensionality: a Review, Poggio et al, 1611.00740
- Understanding Deep Neural Networks with Rectified Linear Units, Arora et al, 1611.01491

# Why machine learning for many-body physics ?

- **Conceptual connections**: a new and natural way to think about (quantum) many-body systems
- **Data driven approach**: making scientific discovery based on big datasets
- **Techniques**: neural networks, kernel methods, feature extraction, dimensional reduction, clustering analysis, probabilistic modeling, deep learning, hardware acceleration...

Ideas

# Ideas

Conceptual connections to RG

A general way to do fitting and interpolations

Solving inverse problems

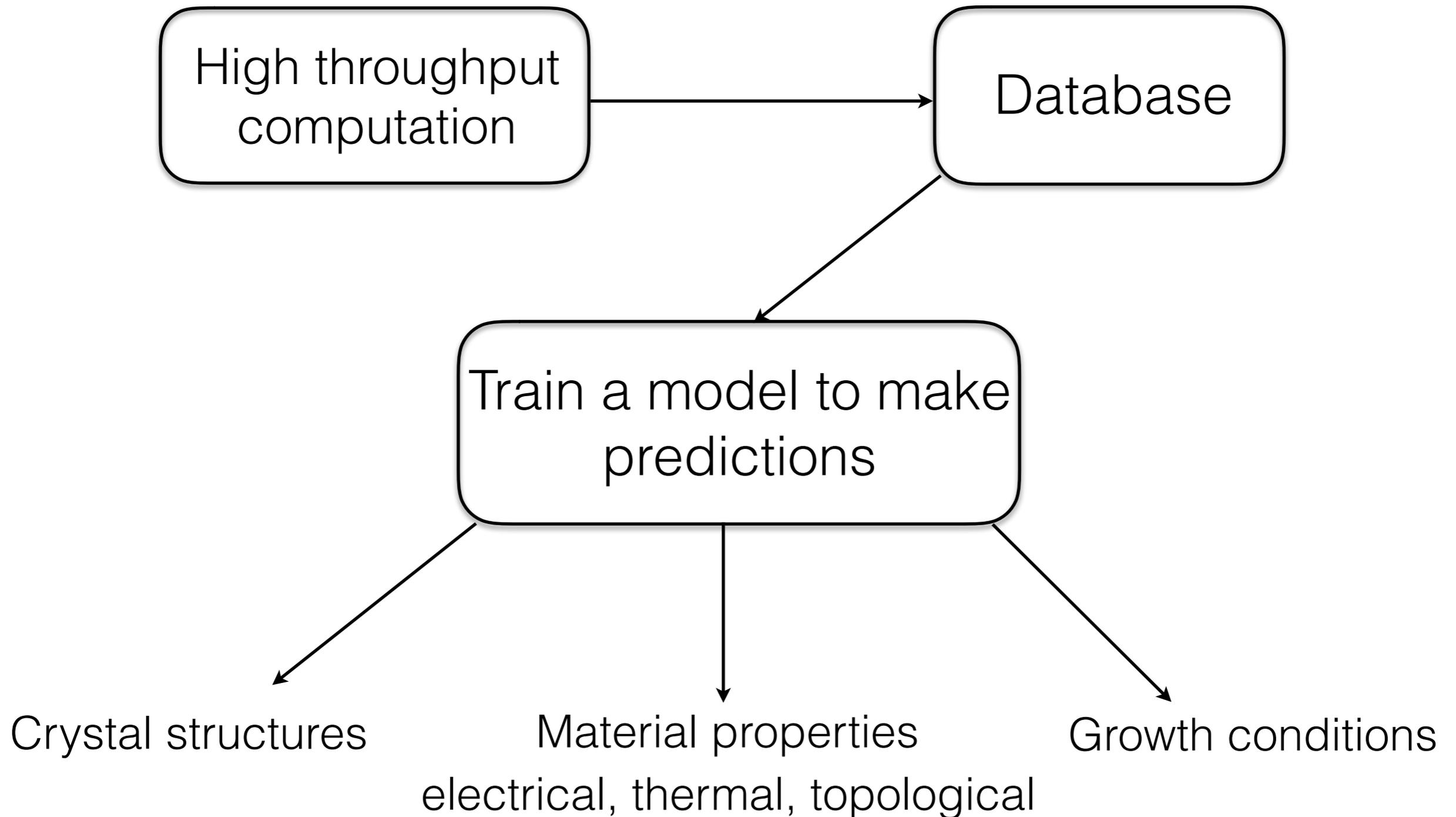
Variational wave functions

Quantum error correction

Classification/discovery phases of matter

Algorithmic development

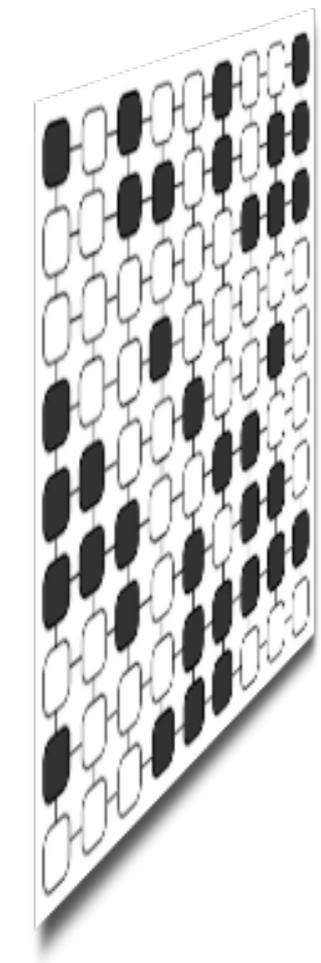
# Material Discovery



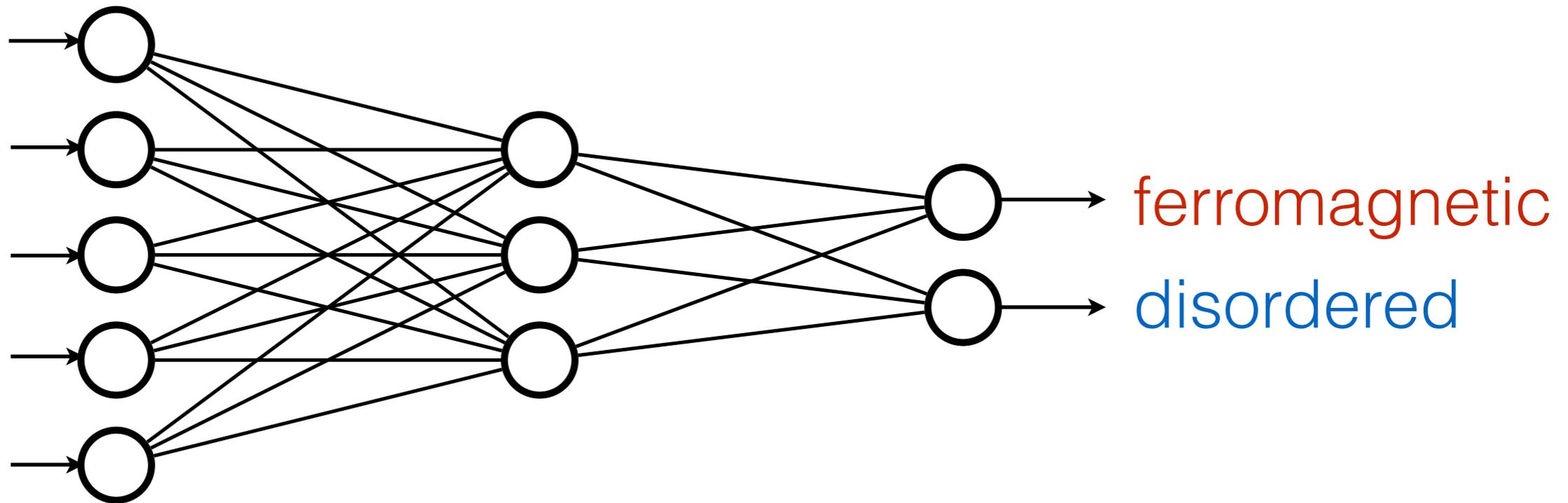
cf. Hongbin Ren's talk tomorrow

# Classify phases of matter

Ising configurations



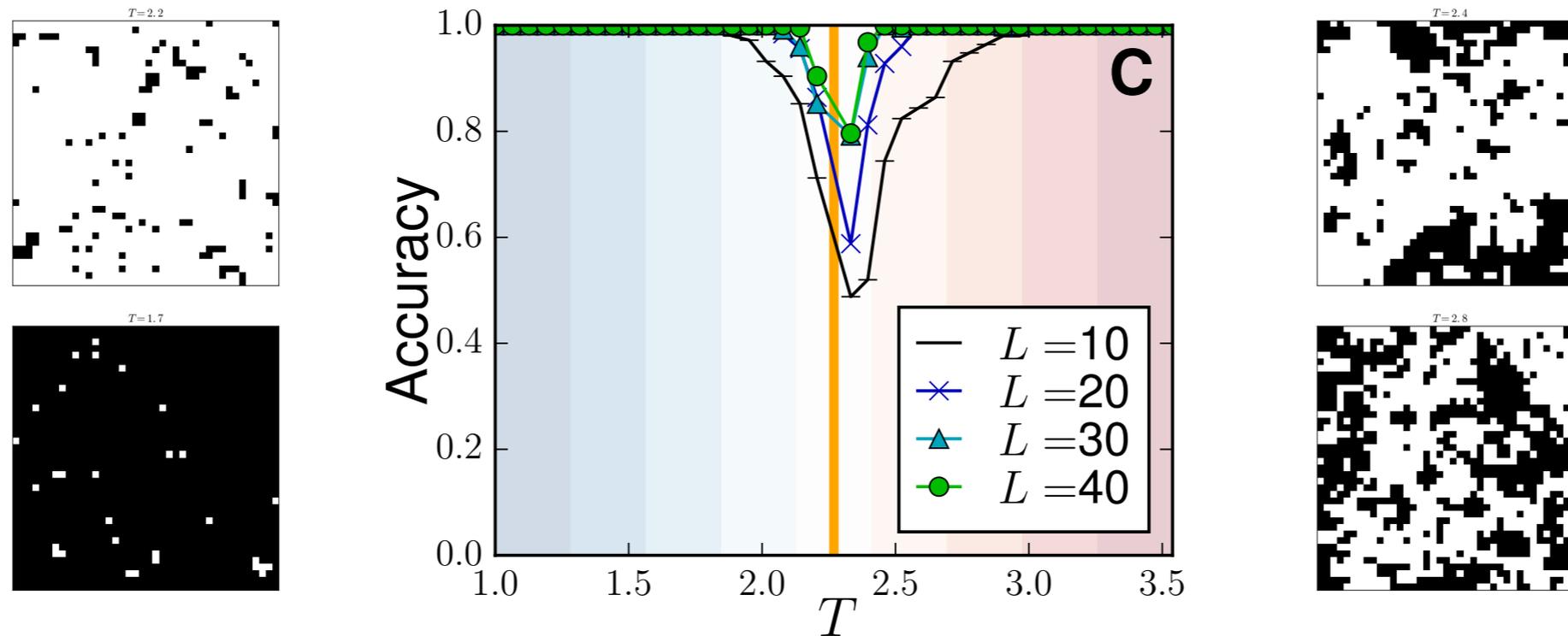
data



label

“Machine Learning Phase of Matter”  
Carrasquilla and Melko, 1605.01735

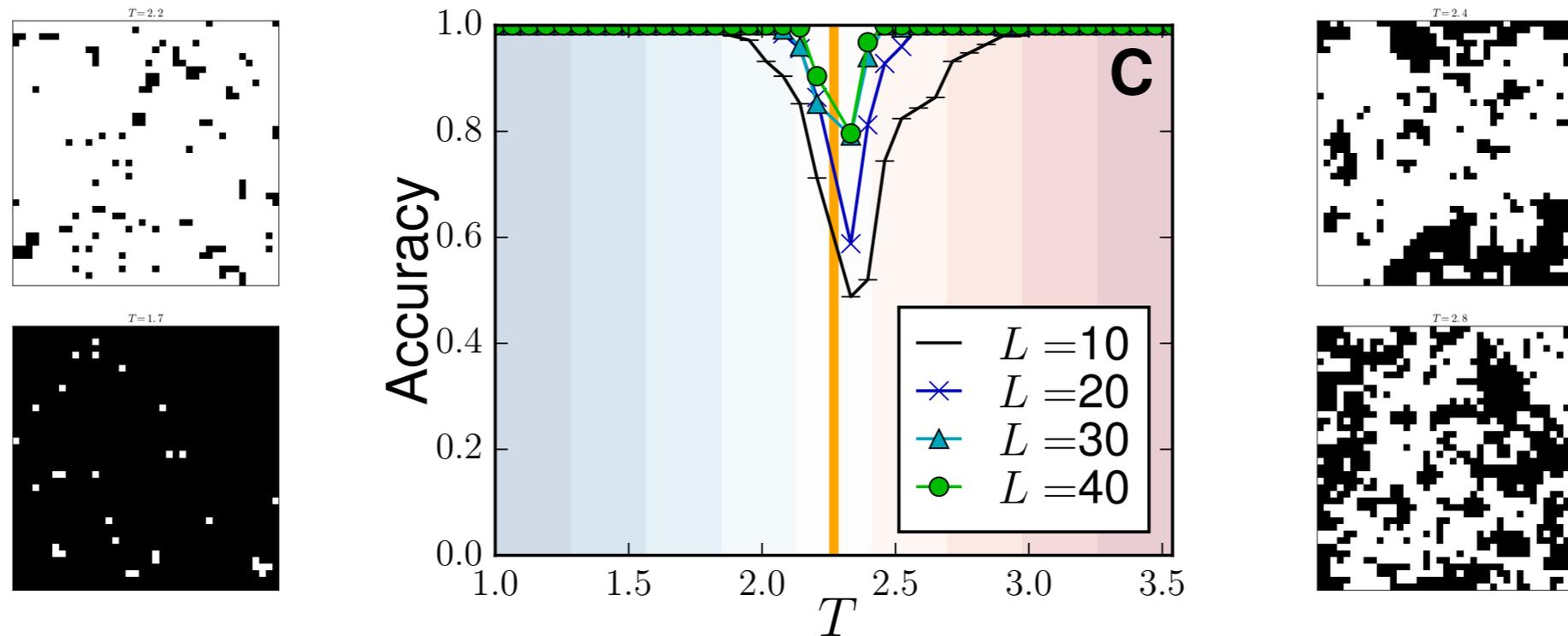
# Classify phases of matter



The net computes |total magnetization| for discrimination

“Machine Learning Phase of Matter”  
Carrasquilla and Melko, 1605.01735

# Classify phases of matter



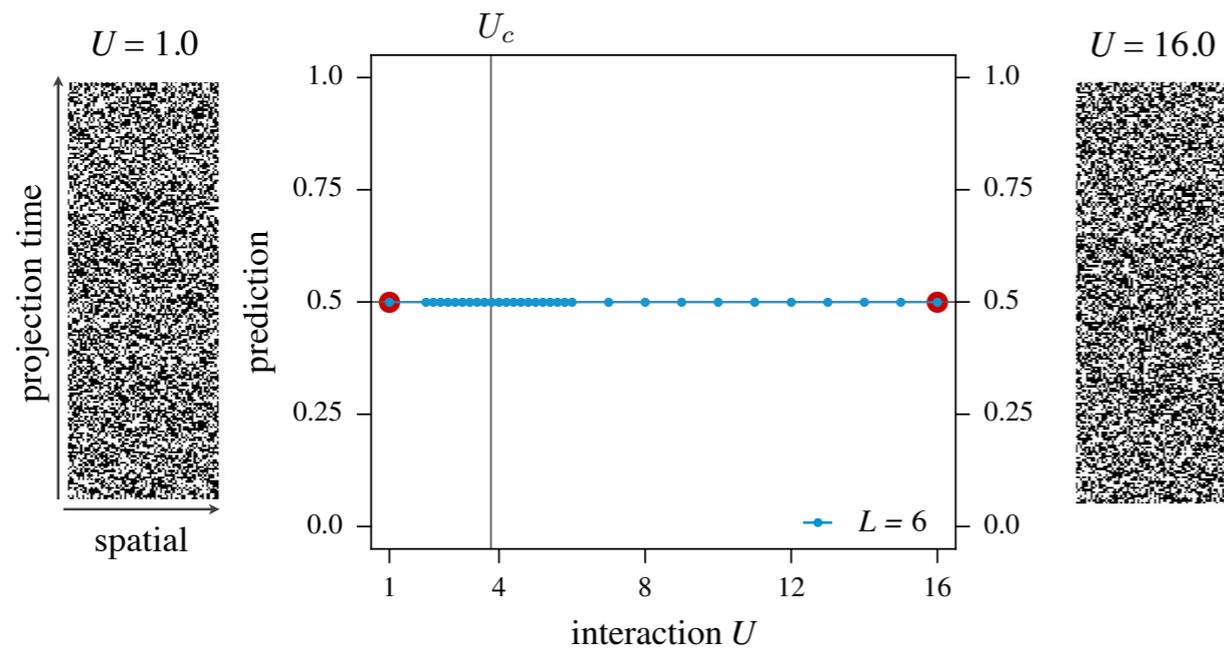
The net computes |total magnetization| for discrimination

- ✓ Train on square lattice, predict on triangle lattice
- ✗ Train for ferromagnets, predict on anti-ferromagnets
- ✗ Also fails to learn the topology of Ising gauge fields\*

“Machine Learning Phase of Matter”  
Carrasquilla and Melko, 1605.01735

\*The convnet learns about local constraints but not the topological invariance

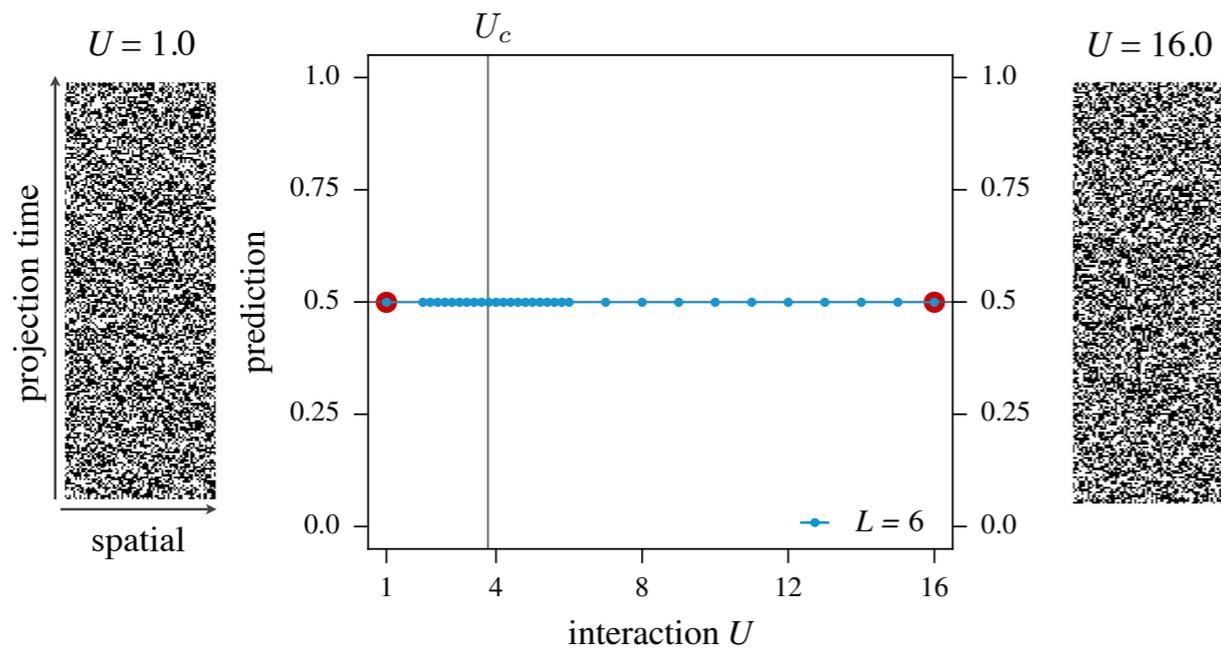
# Sign problem in the Hubbard model



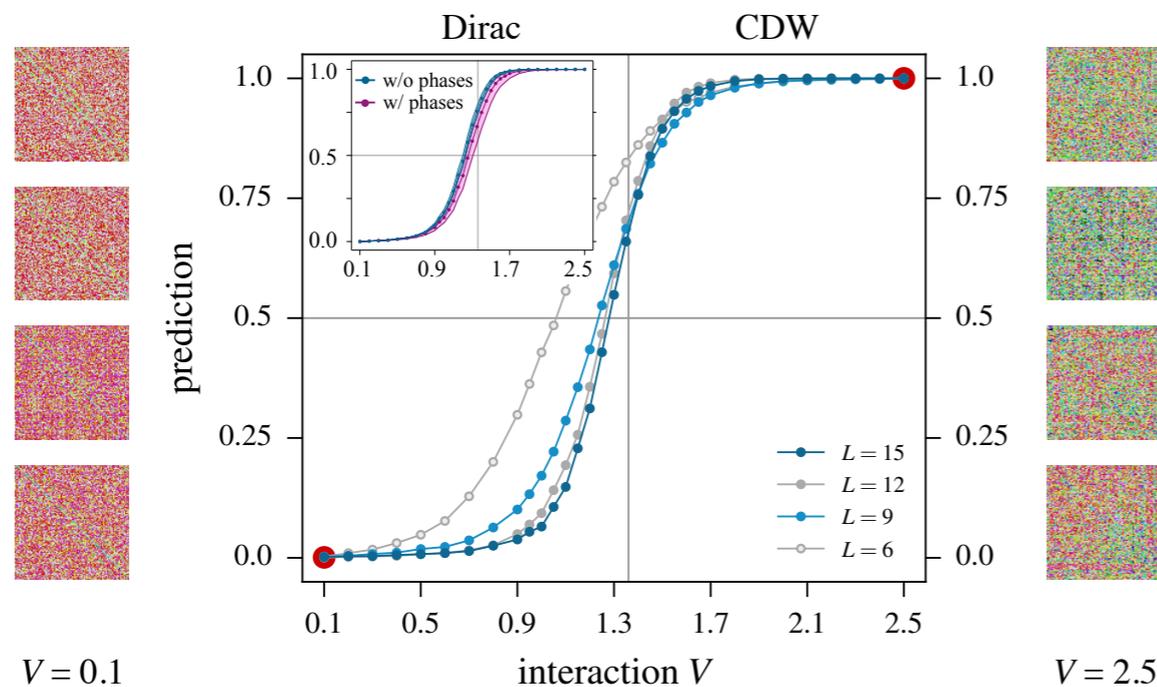
Fails to detect the phase transition in the auxiliary fields

“Machine learning quantum phases of matter beyond the fermion sign problem”, Broecker, Carrasquilla, Melko, Trebst, 1608.07848

# Sign problem in the Hubbard model



Fails to detect the phase transition in the auxiliary fields



Seems to work with the Green's function

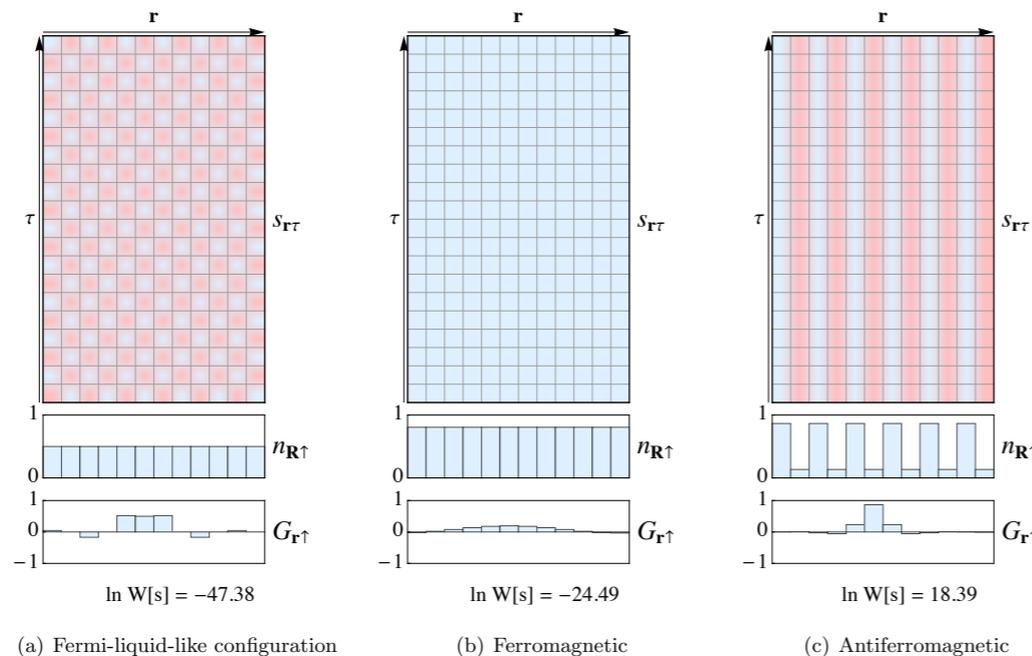
$$\langle c_i c_j^\dagger \rangle_\alpha$$

“Machine learning quantum phases of matter beyond the fermion sign problem”, Broecker, Carrasquilla, Melko, Trebst, 1608.07848

# Problems with the paper

- **The sign-ignoring model does not have to show phase transition (at the right place) at all**

- Hubbard-Stratonovich transformation in a wrong channel



Duchon, Loh, Trivedi, 1311.0543

Hirsch PRB, 28, 4059 (1983)

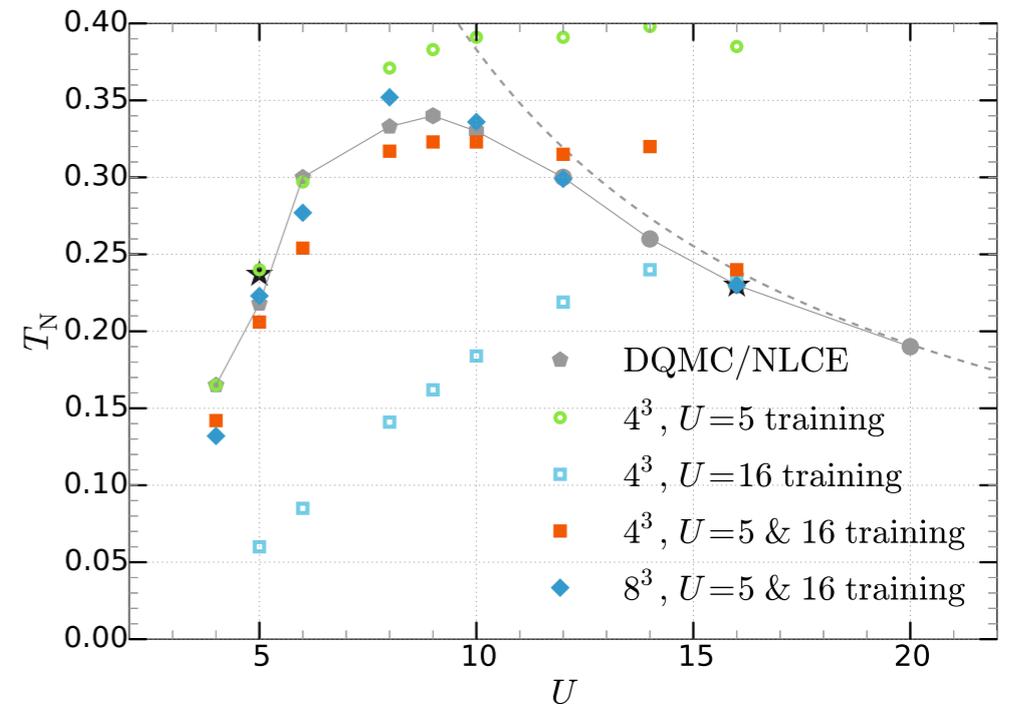
$$\langle S_i(\tau) S_j(0) \rangle = (1 - e^{-\Delta\tau U})^{-1} \langle \sigma_i(\tau) \sigma_j(0) \rangle$$

- Isn't it feature engineering to use the Green's function ?
- Quantum problem is in 2+1 d spacetime: a 3d CNN is more appropriate

# 3D Hubbard model

Can recognize AF phase transition from the auxiliary field configurations

However, has to train both for  $U=5$  and  $U=16$



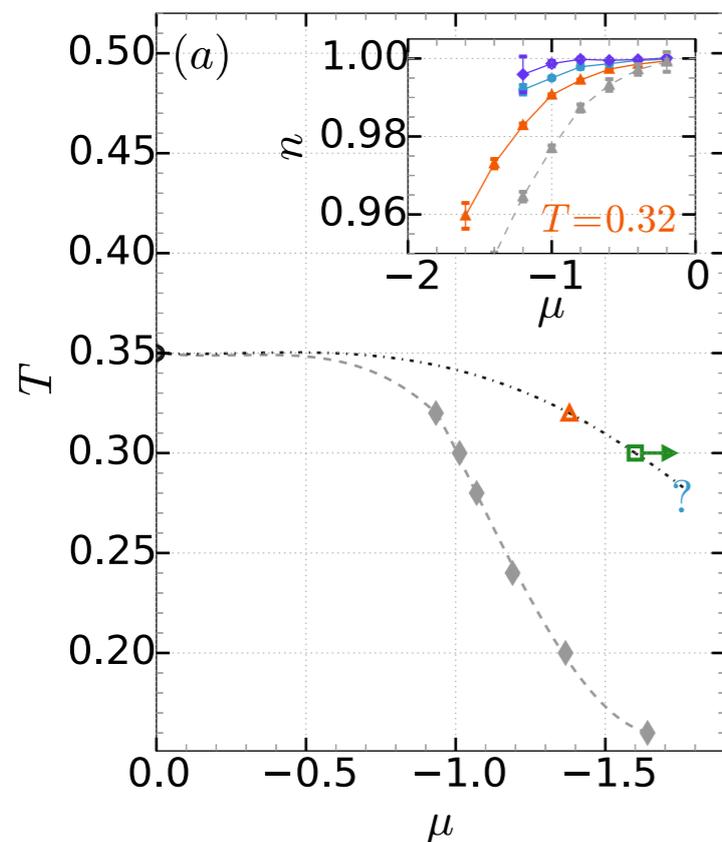
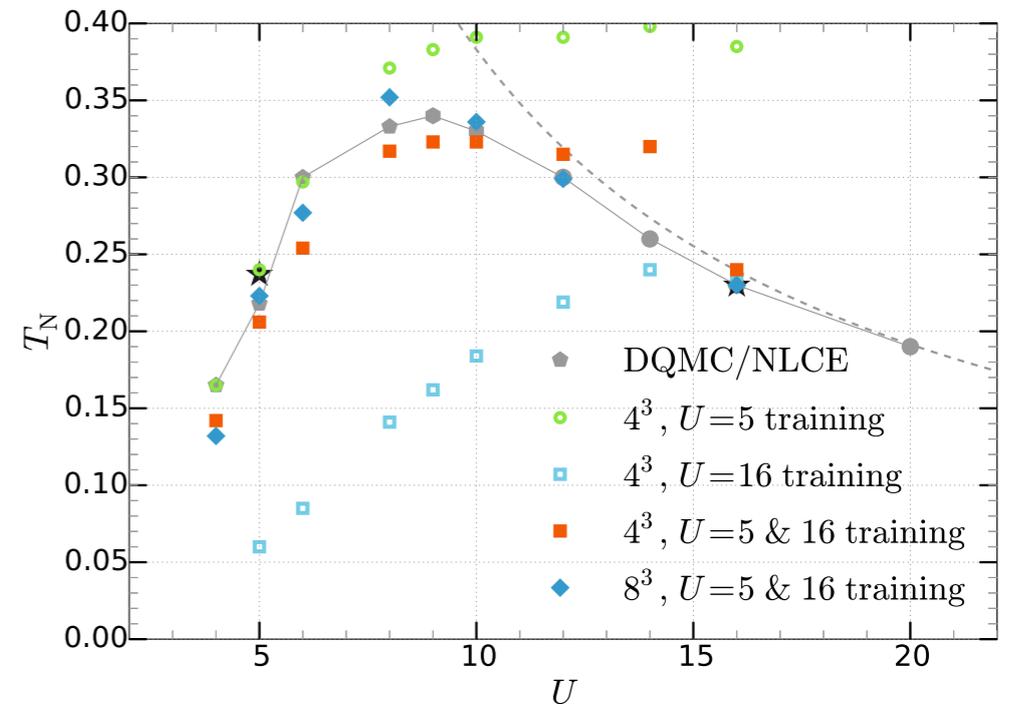
“Machine Learning Phases of Strongly Correlated Fermions”

Ch'ng, Carrasquilla, Melko, Khatami, 1609.02552

# 3D Hubbard model

Can recognize AF phase transition from the auxiliary field configurations

However, has to train both for  $U=5$  and  $U=16$



Transfer learning: train for the half-filled Hubbard model, make predictions for the doped cases

However, the predictions are ambiguous

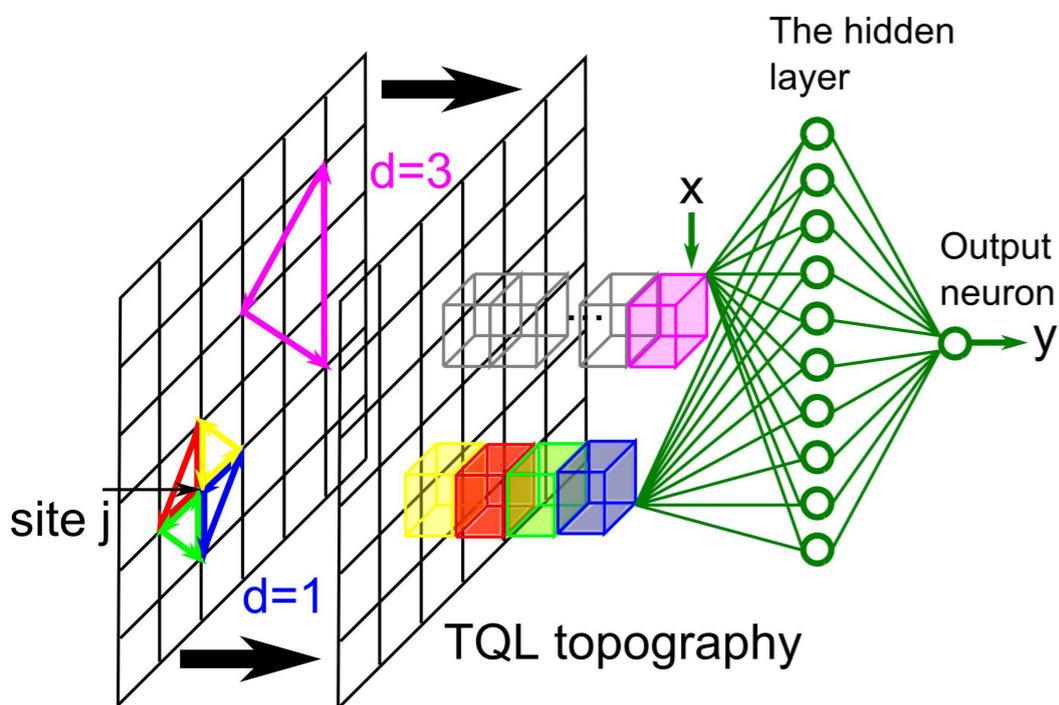
Also, no theoretical justifications of why it should work

“Machine Learning Phases of Strongly Correlated Fermions”

Ch'ng, Carrasquilla, Melko, Khatami, 1609.02552

# Topological (Chern) insulators

Predict topological character from the variational Monte Carlo snapshot  
(requires hand-crafted feature)



$$\tilde{P}_{jk} \tilde{P}_{kl} \tilde{P}_{lj} \quad \text{where } \tilde{P}_{jk} \equiv \langle c_j^\dagger c_k \rangle_\alpha$$

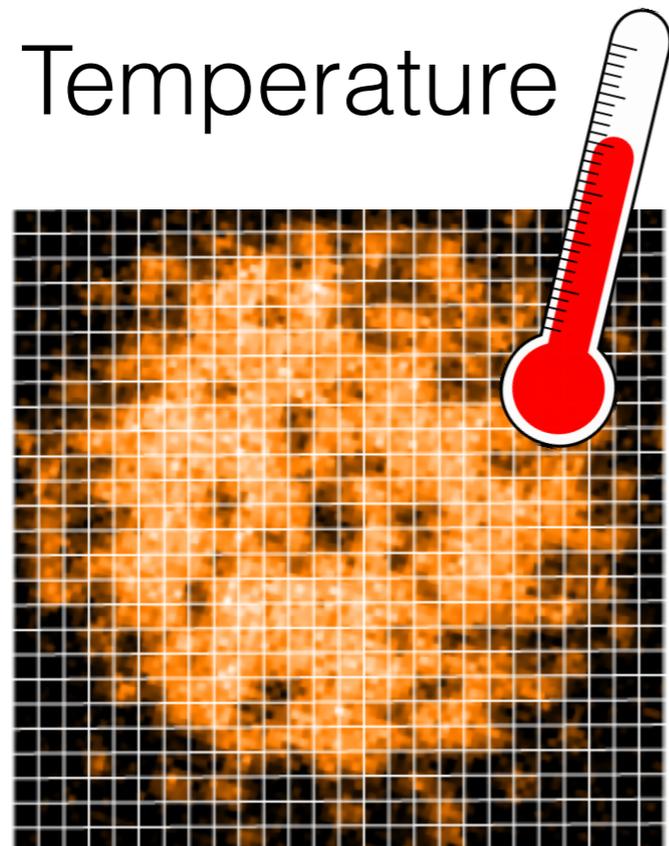
It works because Kitaev 2006

$$\sigma_{xy} = \frac{e^2}{h} \cdot \frac{1}{N} \sum 4\pi i P_{jk} P_{kl} P_{lj} S_{\Delta jkl}$$

“Triangular Quantum Loop Topography for Machine Learning”

Zhang, Kim, 1611.01518

# Learn from experimental data



“Quantum gas microscope  
thermometer”

LW, Zi Cai, Unpublished

“Measuring quantum entanglement, machine learning and wave function tomography: Bridging theory and experiment with the quantum gas microscope”, Tubman, 1609.08142

# Reflections

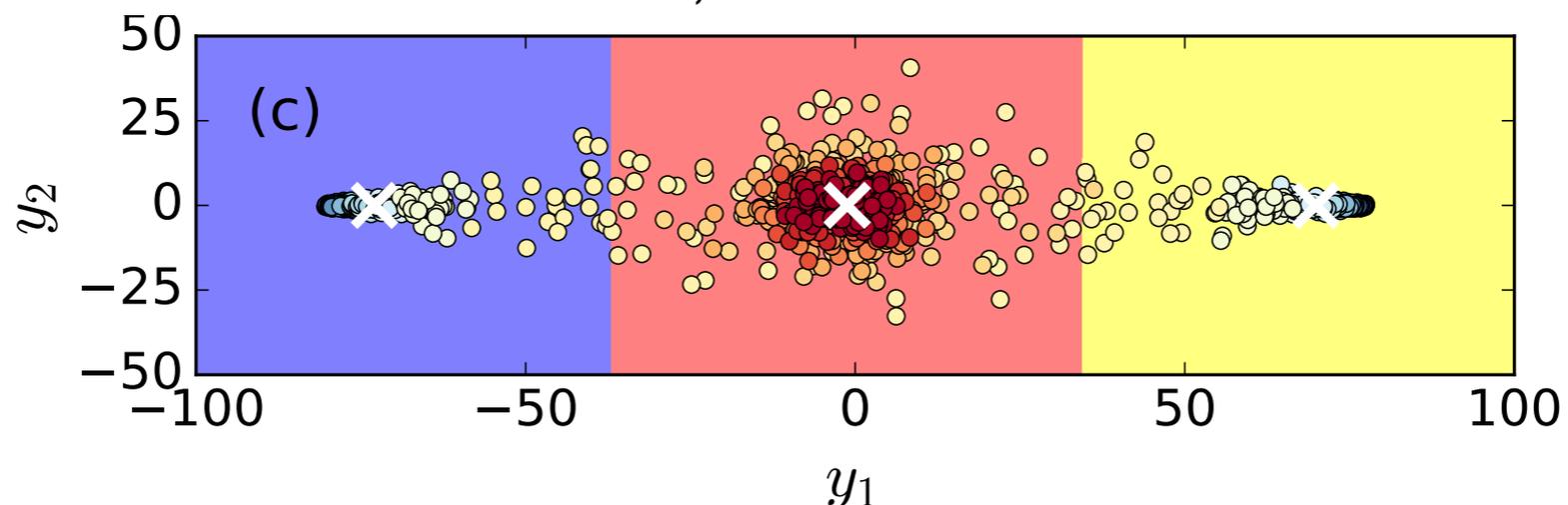
- How useful is it in the end ?
  - Needs labels for supervised learning
  - Hand-crafted features are superfluous
- The way out: [unsupervised feature learning](#)

# Reflections

- How useful is it in the end ?
  - Needs labels for supervised learning
  - Hand-crafted features are superfluous
- The way out: [unsupervised feature learning](#)

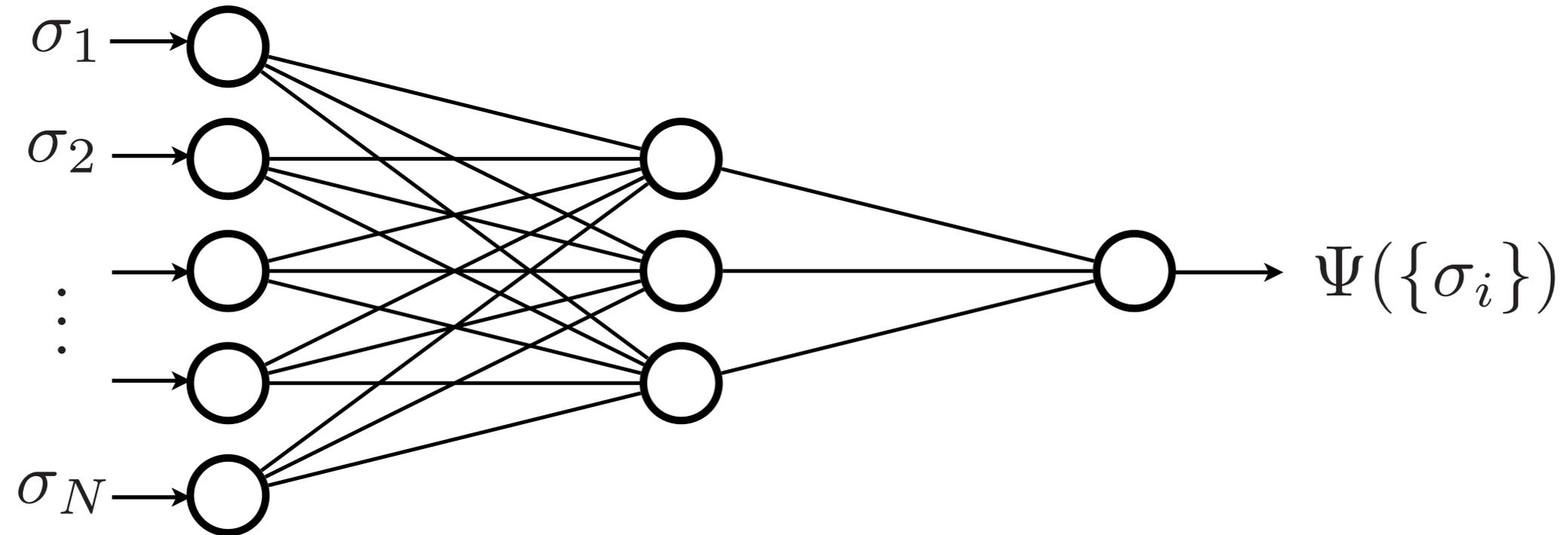
“Discovering Phase Transitions with Unsupervised Learning”

LW, 1606.00318



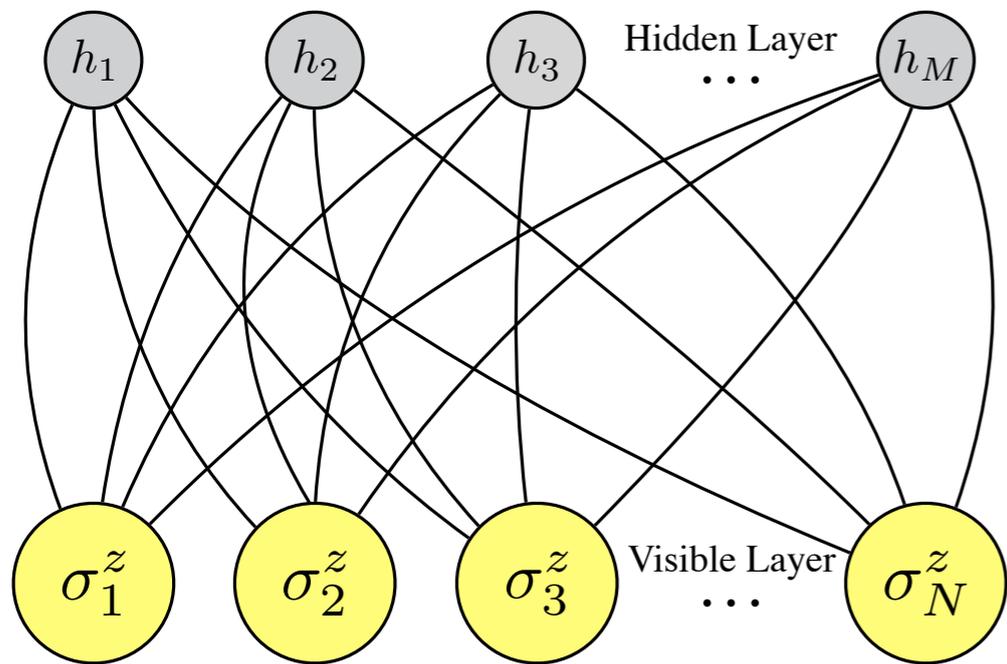
cf Pan Zhang's talk tomorrow about unsupervised learning and clustering

# Variational wave functions



- Use neural net as a many-body wave function
- Abstraction power from the deep hierarchical structure
- Hardware (GPU) accelerations
- Software library & framework built by the industry (Tensorflow etc)

# RBM variational wave function



$$\Psi_M(\mathcal{S}; \mathcal{W}) = \sum_{\{h_i\}} e^{\sum_j a_j \sigma_j^z + \sum_i b_i h_i + \sum_{ij} W_{ij} h_i \sigma_j^z}$$

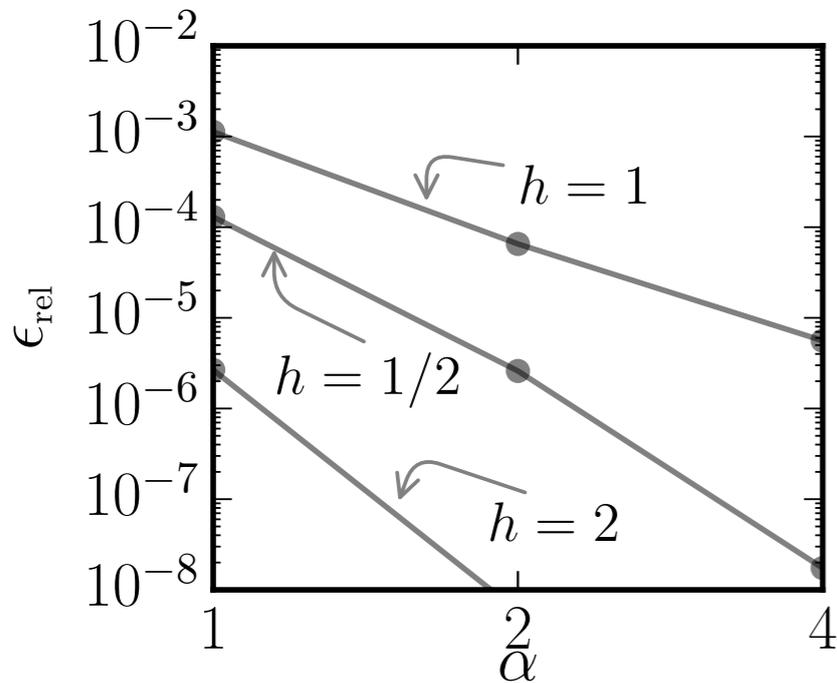
$$= e^{\sum_i a_i \sigma_i^z} \times \prod_{i=1}^M F_i(\mathcal{S})$$

where  $F_i(\mathcal{S}) = 2 \cosh \left[ b_i + \sum_j W_{ij} \sigma_j^z \right]$

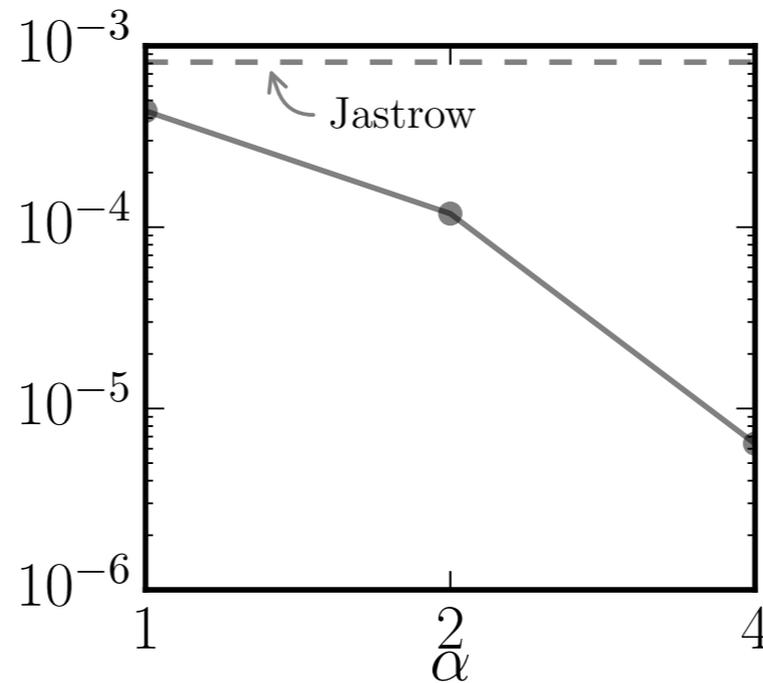
The remaining is standard  
variational Monte Carlo calculation

“Solving the Quantum Many-Body Problem with Artificial  
Neural Networks”, Carleo and Troyer, 1606.02318

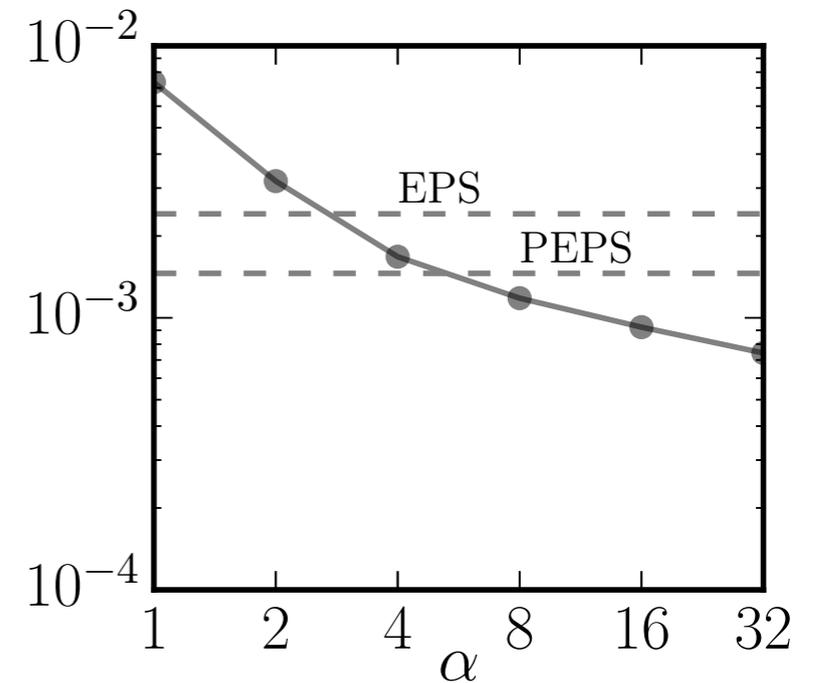
# Accuracy of the RBM wfs



1d TFIM  
L=80, PBC



1d Heisenberg  
L=80, PBC



2d Heisenberg  
L=10, PBC

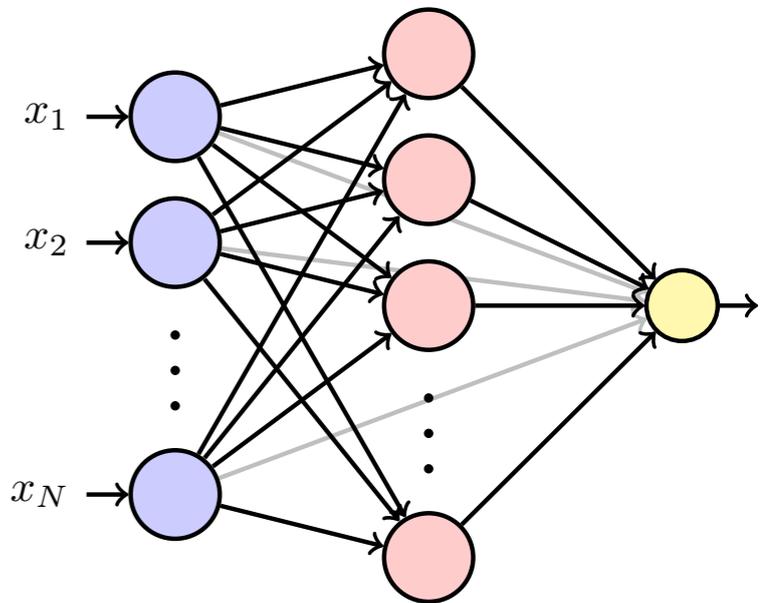
“Solving the Quantum Many-Body Problem with Artificial Neural Networks”, Carleo and Troyer, 1606.02318

cf Xiaopeng Li and Zi Cai’s talk in the afternoon

# RBM as a recommender engine for QMC

## Supervised learning of RBM

$$\begin{aligned}\ln p(\mathbf{x}) &\sim \ln p_{\text{RBM}}(\mathbf{x}) \\ &= \sum_{i=1}^N a_i x_i + \sum_{j=1}^M \ln \left( 1 + e^{b_j + \sum_{i=1}^N x_i W_{ij}} \right)\end{aligned}$$



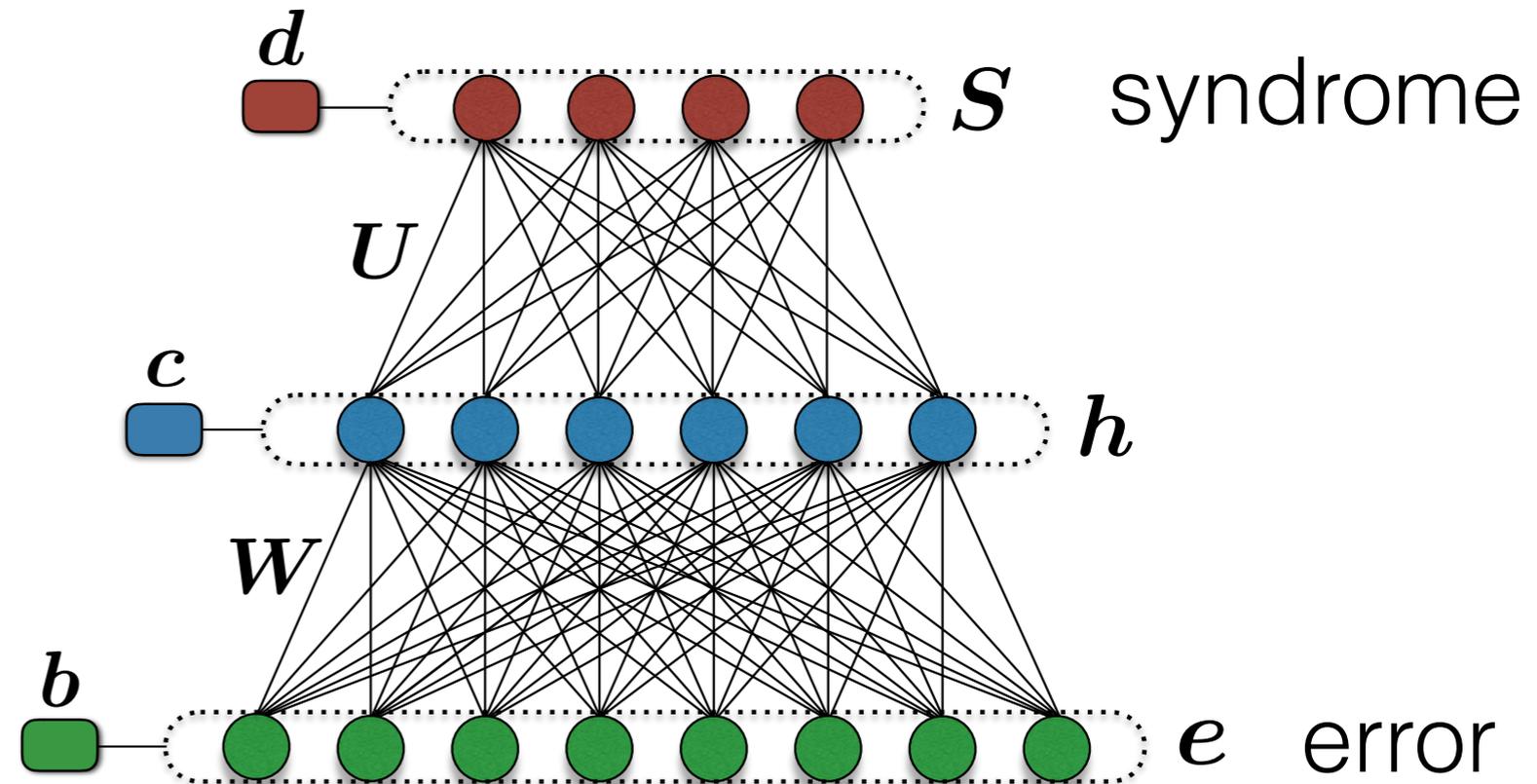
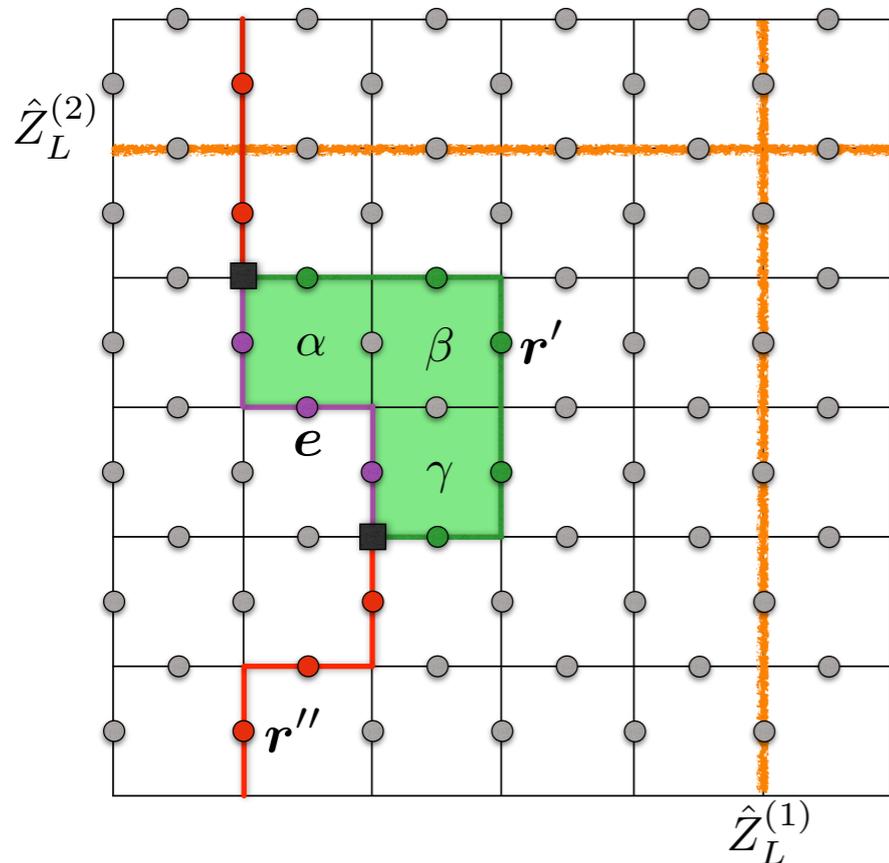
## Generative sampling of RBM

$$A(\mathbf{x} \rightarrow \mathbf{x}') = \min \left[ 1, \frac{p_{\text{RBM}}(\mathbf{x})}{p_{\text{RBM}}(\mathbf{x}')} \cdot \frac{p(\mathbf{x}')}{p(\mathbf{x})} \right]$$

Huang and LW, 1610.02746

Liu, Qi, Meng, Fu, 1610.03137 cf Ziyang Meng and Xiaoyan Xu's talks tomorrow

# Quantum Error Correction



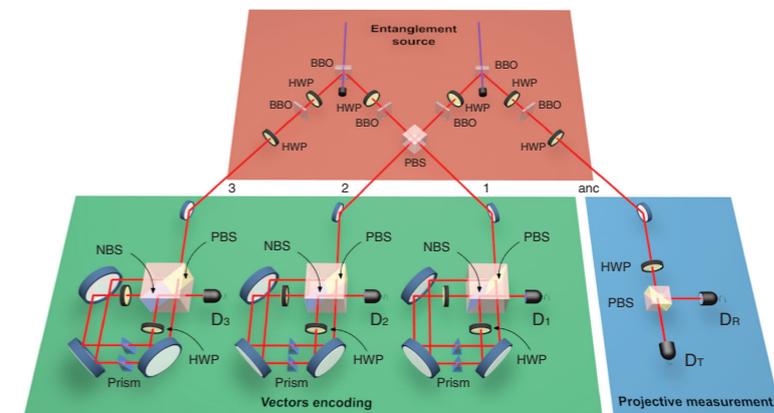
Approximate the probability  $p(S|e)$  with an RBM

“A Neural Decoder for Topological Codes”  
Torlai and Melko, 1610.04238

# Quantum Machine Learning

- Use a quantum computer to speed up classical ML subroutines

- Optimization
- Linear algebra
- Sampling
- Clustering
- Support vector machine
- Principle component analysis



Cai et al, PRL **114**, 110504 (2015)

	$^{13}\text{C}$	$F_1$	$F_2$	$F_3$
$^{13}\text{C}$	15479.9Hz			
$F_1$	-297.7Hz	-33130.1Hz		
$F_2$	-275.7Hz	64.6Hz	-42681.4Hz	
$F_3$	39.1Hz	51.5Hz	-129.0Hz	-56443.5Hz
$T_2^*$	1.22s	0.66s	0.63s	0.61s
$T_2$	7.9s	4.4s	6.8s	4.8s

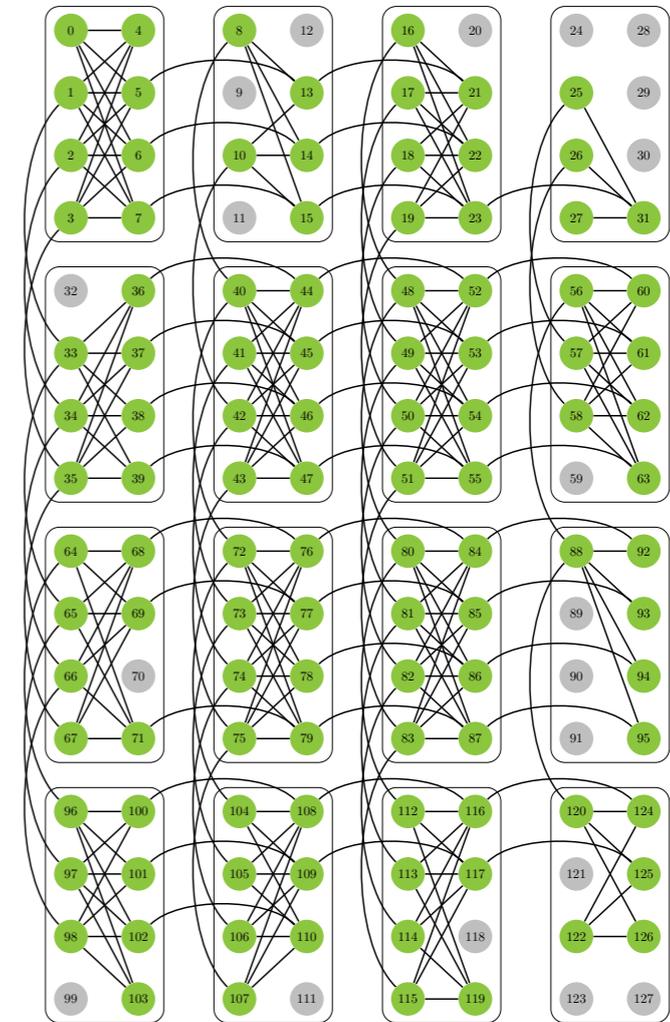
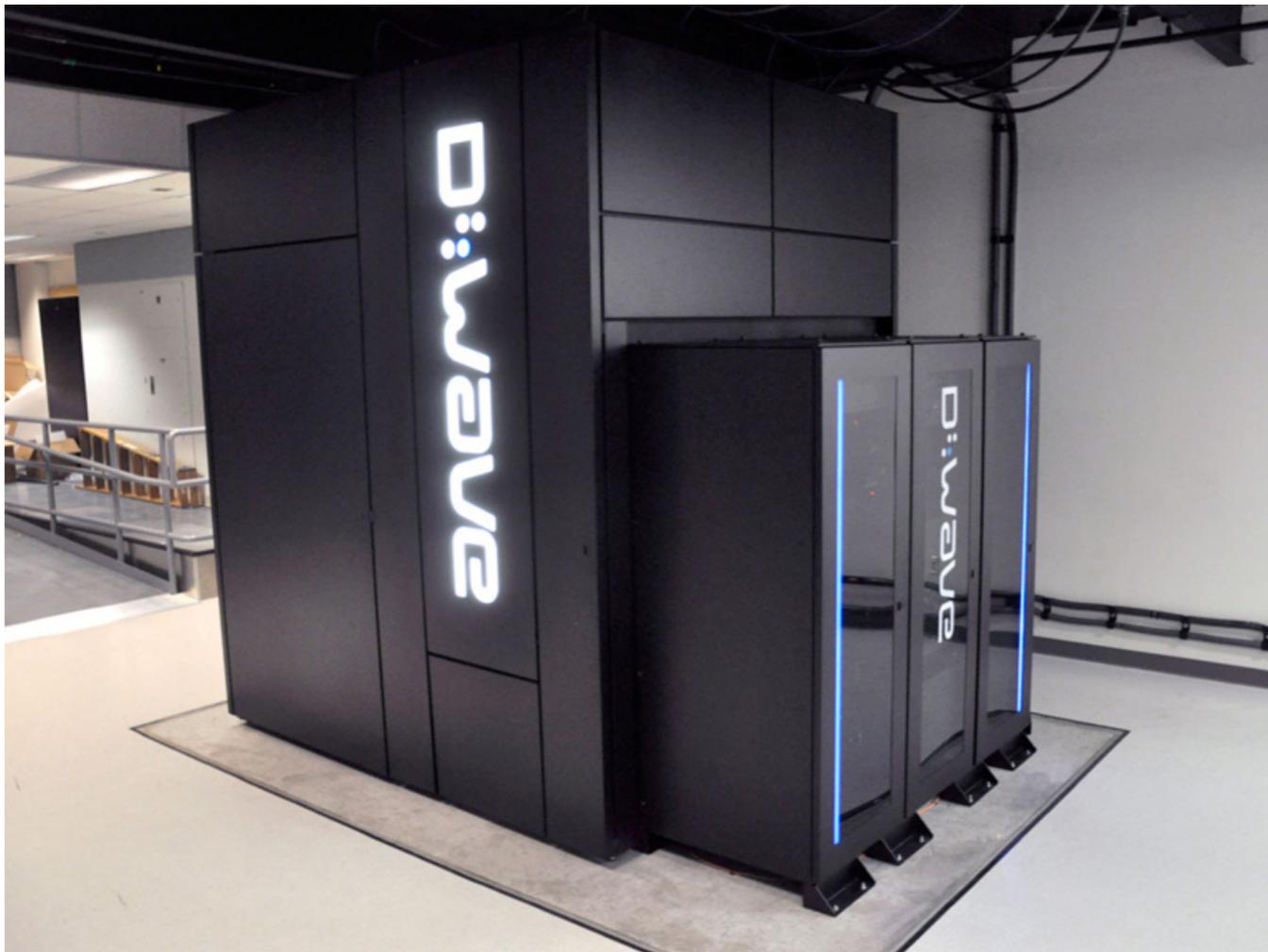
Li et al, PRL **114**, 140504 (2015)

- Quantum data and quantum architecture

“Advances in quantum machine learning”, Adcock et al, 1512.02900  
 “Quantum machine learning”, Biamonte et al, 1611.09347

# Quantum Boltzmann Machine

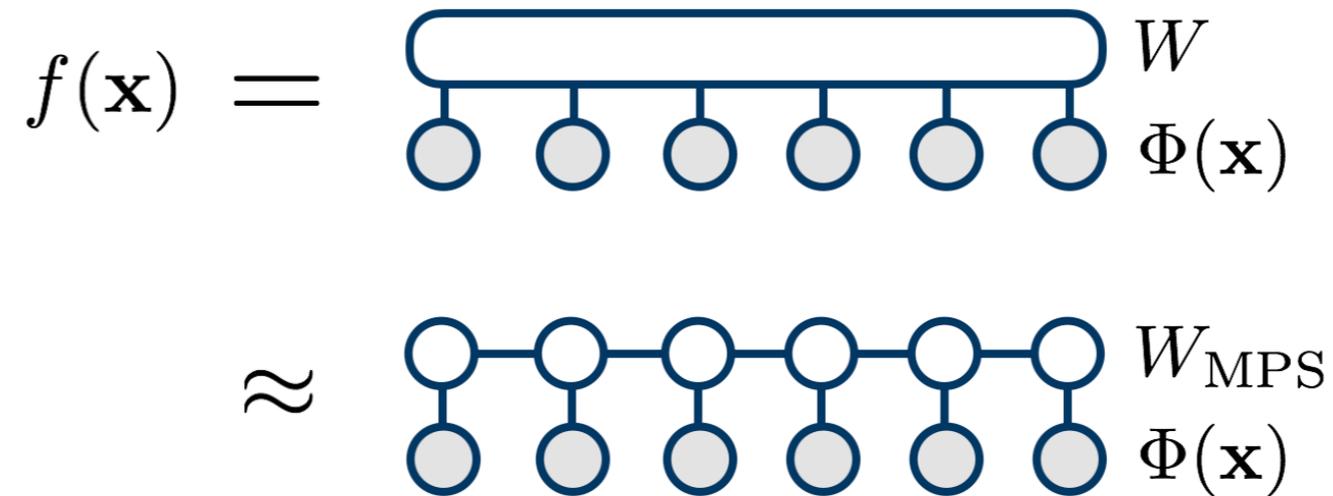
\$15 million “quantum” Ising machine



“Quantum Boltzmann Machine”  
Amin et al, 1601.02036

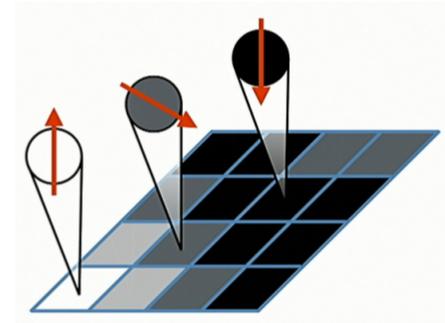
# Physics -> ML

use MPS for pattern recognition



$$f(\mathbf{x}) = \sum_{\{s\}} W_{s_1 s_2 \dots s_N} \phi^{s_1}(x_1) \otimes \phi^{s_2}(x_2) \otimes \dots \otimes \phi^{s_N}(x_N)$$

$$\phi^{s_j}(x_j) = \left[ \cos\left(\frac{\pi}{2}x_j\right), \sin\left(\frac{\pi}{2}x_j\right) \right]$$



%99.03 accuracy on MNIST dataset\*

\* bond dimension 120  
images scaled to 14\*14

“Supervised Learning With Quantum-Inspired Tensor Networks”,  
Stoudenmire and Schwab, 1605.05775      cf Novikov et al, 1605.03795