Ground States of Quantum Lattice Models via Reinforcement Learning

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Quantum lattice models

Lattice models provide a useful simplification of e.g. strongly correlated many-body systems

Ground state

 $\mathbf{s} \mapsto \varphi_0(\mathbf{s})$ $H\varphi_0 = E_0\varphi_0$

Even for a spin- $\frac{1}{2}$ lattice model, the ground state of N particles is an eigenfunction with 2^{N} possible inputs!

Neural quantum states

Existing deep learning approaches:

- use a convolutional neural network for representation
- optimize the variational energy with Monte Carlo (VMC)

 \mathbf{S}



 $\langle H \rangle = \mathbb{E}_{\mathbf{s} \sim |\varphi|^2} \left| \frac{H\varphi}{\wp} \right|$

Outline

In three steps, we show a novel optimization method for neural quantum states:

- 1. Stochastic dynamics of $\, arphi_{0} \,$
- 2. Reinforcement learning reformulation
- 3. Application to neural quantum states





Stochastic dynamics of $arphi_0$

Stoquastic Hamiltonians H can be decomposed into a kinetic and potential energy. The kinetic part Γ describes stochastic changes of the configuration.

$H = -\Gamma + V$

XY



lsing

Stochastic dynamics of $arphi_0$

Dynamics in imaginary time (converges to ground state as $~t
ightarrow\infty$)

$$\partial_t \varphi(t) = -H\varphi(t)$$

for a stoquastic Hamiltonian

$$H_{\mathbf{ss'}} = -\Gamma_{\mathbf{ss'}} + V(\mathbf{s}) \delta_{\mathbf{ss'}}$$

we have the Feynman-Kac representation

$$\varphi(\mathbf{s_t}, t) = \mathbb{E}_{\Gamma} \left[\exp \left(-\int_t^{t+T} V(\mathbf{s_{t'}}) dt' \right) \varphi(\mathbf{s_{t+T}}, t+T) \right]$$



Reinforcement learning formulation

Todorov: maximum entropy RL can be linearized

Reverse transformation:

$$\varphi(\mathbf{s_0}, 0) = \mathbb{E}_{\mathbb{P}}\left[e^{-\int V(\mathbf{s_t})dt}\varphi(\mathbf{s_T}, T)\right]$$

Feynman-Kac (ground state)

Soft Bellman (RL)



Application: neural quantum states

Method:

- 1. Represent action-value Q(s, a) with CNN
- 2. Optimize: solve soft Bellman with soft Q-learning (Haarnoja et al)
- 3. Result: ground state approximation $\log \varphi(\mathbf{s}) = \operatorname{Softmax}(Q(\mathbf{s}, \mathbf{a}))$
- 4. Follow policy to sample arphi





Application: neural quantum states

Method:

- 1. Represent Q(s,a) with CNN
- 2. Optimize with soft Q-learning (Haarnoja et al)
- 3. Result: $\log \varphi(\mathbf{s}) = \operatorname{Softmax}(Q(\mathbf{s}, \mathbf{a}))$
- 4. Follow policy to sample arphi



Pros/cons:

- 1. Larger CNN
- 2. Faster update steps

3. -

4. Higher acceptance rate





Proof of principle

- test case: 6x6 Ising model
- 0.1% error in ground state energy
- only 20 min training time (12 GB GPU)
- $\mathcal{O}(\sqrt{N})$ faster sampling of ground state

Code: github.com/WillemGispen/Lattice-Quarl

More in the papers!

Three different RL formulations:

- Continuous time (this talk)
- Discrete and infinite time horizon
- Discrete time and terminal states

Last year:

- Continuous state spaces
- Atomic and molecular systems

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- Quantum mechanics ---- reinforcement learning
- New optimization methods for neural quantum states
- Faster optimization steps and sampling