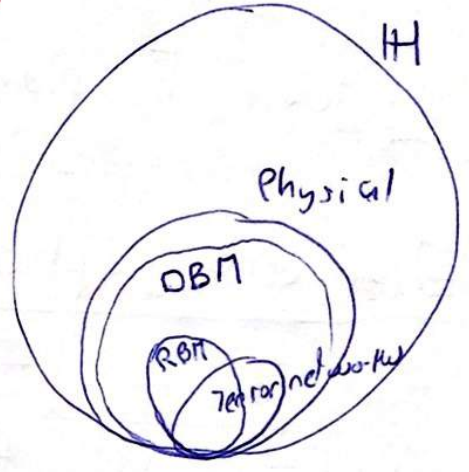


Lecture II: The physical corner of Hilbert space (II) ①

"Neural-network quantum states"

- G.E. Hinton & R.R. Salakhutdinov, *Science* 313, 504 (2006)
- G. Carleo & M. Troyer, *Science* (17)
- D.-L. Deng, X. Li & S. Das Sarma, *PR X* (17)
- X. Gao & L.-M. Duany, *Nat. Comms* (17)



Boltzmann Machines (classical machine learning)

~~RBM's~~ ~~the same "curse of dimensionality" problems as many-body Q systems~~

~~but the same "curse of dimensionality" problems as many-body Q systems~~

~~unprecedented success in practice~~

~~with~~

$$p(\mathbf{v}) = \frac{1}{Z} \sum_{\mathbf{h}} e^{-E(\mathbf{h}, \mathbf{v})}$$

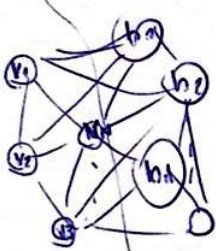
$$Z = \sum_{\mathbf{h}, \mathbf{v}} e^{-E(\mathbf{h}, \mathbf{v})}$$

Generative modelling with probabilistic graphical models

↓
Main applications: \rightarrow unsupervised (and also supervised) learning

Ex: learn \bar{P} from samples $(\bar{a}_1, \dots, \bar{a}_N)$ from \bar{P}

\Rightarrow Energetic graphical models: ($h_i, v_j = +1, -1$)



$$P(\bar{v}) = \frac{\sum_{\bar{h}} e^{-E(\bar{v}, \bar{h})}}{Z}$$

Prob of visible string
 $\bar{v} = (v_1, \dots, v_N)$

with $Z = \sum_{\bar{v}, \bar{h}} e^{-E(\bar{v}, \bar{h})}$ (the partition function)

\Rightarrow For $E = - \left[\underbrace{\bar{a} \cdot \bar{v}}_{\text{local biases}} + \underbrace{\bar{b} \cdot \bar{h}}_{\text{local biases}} + \underbrace{(\bar{v}, \bar{h}) \bar{w}}_{\text{weights (interactions)}} \right]$

$\bar{a} \in \mathbb{R}^N$
 $\bar{b} \in \mathbb{R}^M$
 $\bar{w} \in \mathbb{R}^{N \times M}$

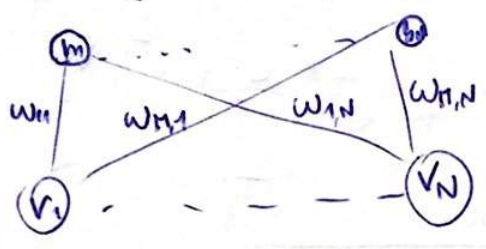
"classical Ising model"

\Rightarrow The architecture is called a Boltzmann M

But fully-connected BMs are intractable (to sample and to train) as $N+M$ grows \Rightarrow

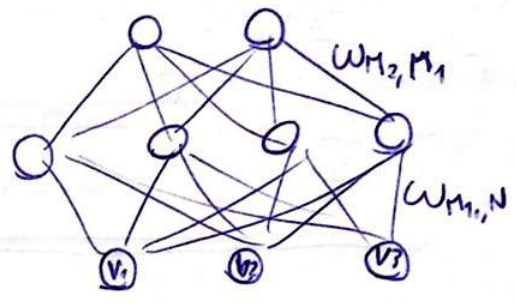
⇒ RBMs : (no intra-layer interactions)

RBM (shallow)



$$E = - [\bar{a} \cdot \bar{v} + \bar{b} \cdot \bar{h} + \bar{v} \cdot \bar{w} \bar{h}]$$

DRBM (deep)



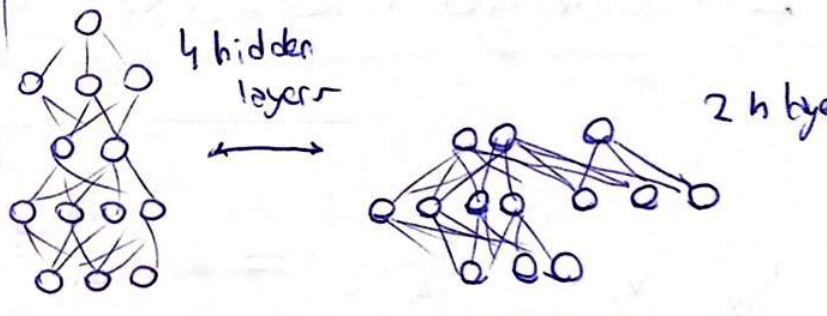
$$E = - [\bar{a} \cdot \bar{v} + \bar{b}_1 \cdot \bar{h}_1 + \bar{v} \bar{w}_1 \bar{h}_1 + \bar{h}_1 \bar{w}_2 \bar{h}_2]$$

↓
~~2~~ ^{hidden} layers always suffice

Properties:

i) RBMs can represent arbitrary

$P(v)$ if $n = O(2^N)$
 (completeness - expressive power)



ii) RBMs are hard to sample:

Given $\bar{\Omega} = (\bar{a}, \bar{b}, \bar{w})$ with $\Omega_{max} = O(N^{1+\epsilon})$
 ⇒ sample from $\bar{P}_{\bar{\Omega}}$ with classical circuit and input random bits ⇒ collapse: RP = NP

⇒ hard to train in the worst case scenario

However, in practice: extremely successful !!

iii) Hidden-units Factorization : Because of no-intra-layer interaction

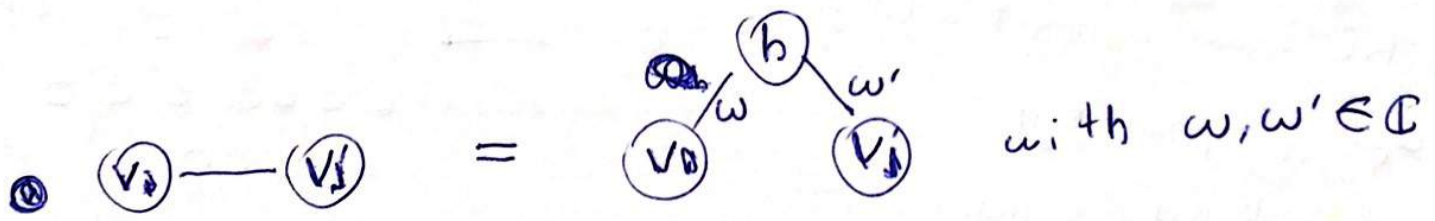
$$\Rightarrow P(\bar{v}) = \frac{1}{Z} \sum_{\bar{h}} e^{-(\bar{a} \cdot \bar{v} + \bar{b} \cdot \bar{h} + \bar{v} \bar{w} \bar{h})} =$$

$$= \frac{1}{Z} e^{-\bar{a} \cdot \bar{v}} \prod_{j \in [M]} \left[e^{b_j + \bar{w}_j \bar{v}_j} + e^{-(b_j + \bar{w}_j \bar{v}_j)} \right]$$

(jth column of \bar{w})

$$\stackrel{\text{(Exercise)}}{=} \frac{1}{Z} \prod_{j \in [M]} \left[2 e^{a_i v_i} \cosh(b_j + \bar{w}_j \bar{v}_j) \right]$$

(iv) Intralayer interaction ~~is~~ ^{simulatable by} complex weights



(we'll see examples of these later)

However : $w \in \mathbb{R} \Rightarrow$ simpler to train

Training an RBM for unsupervised learning

Task : - given an N_s -sample $\{v_1, \dots, v_{N_s}\}$ (data set) generated by an unknown dist \bar{P}_{data}

\Rightarrow Find $\Omega = \{\bar{a}, \bar{b}, \bar{w}\}$ s. that $\bar{P}_{\Omega} \approx \bar{P}_{\text{data}}$ (as close as possible)

(reals)

• Distinguishability of \bar{P} from \bar{Q} :

$$S(\bar{P} \parallel \bar{Q}) = - \sum_{\bar{v}} P_{\bar{v}} \ln \left(\frac{Q(\bar{v})}{P(\bar{v})} \right) = \sum_{\bar{v}} P_{\bar{v}} \ln \left(\frac{P(\bar{v})}{Q(\bar{v})} \right)$$

"Kullback-Leibler divergence of \bar{P} from \bar{P}_{dat}
 or Relative (Shannon) Ent of \bar{P} given \bar{P}_0
 (info theory)

typically
 $P = \text{real (posterior) data}$
 $Q = \text{model (prior)}$

or Information gain if \bar{P} is used instead of \bar{P}_0
 (machine learning) \rightarrow (amount of info lost
 Q is used to approximate P)

(we'll use it inverted)

• Physical interpretation (hypothesis testing)

\rightarrow Minimal-achievable probability of mistaking samples from \bar{Q} for samples from \bar{P}
 (Promise: either $P \propto Q$)

$$O \left(e^{-S(\bar{P} \parallel \bar{Q}) N_s} \right)$$

Now, consider:

$$S(\bar{P}_{\text{dat}} \parallel \bar{P}_{\Omega}) = \sum_{\bar{v}} Q P_{\text{dat}}(\bar{v}) \log \left[\frac{P_{\text{dat}}(\bar{v})}{P_{\Omega}(\bar{v})} \right] = \mathbb{E}_{\bar{P}_{\text{dat}}} \left(\log \left[\frac{P_{\text{dat}}(\bar{v})}{P_{\Omega}(\bar{v})} \right] \right)$$

~~...~~ $\approx \frac{1}{N_s} \sum_{k=1}^{N_s} \log \left[\frac{P_{\text{dat}}(\bar{v}_k)}{P_{\Omega}(\bar{v}_k)} \right]$

$\bar{v}_k \sim \bar{P}_{\text{dat}}$

\Rightarrow Training $p = \text{minimize this over } \Omega$

$$\Rightarrow \min_{\Omega} \left\{ S(P_{\text{Dat}} \parallel P_{\Omega}) \right\} \approx \min_{\Omega} \left\{ \frac{1}{N_S} \sum_{\substack{i=1 \\ \vec{v}_i \sim \bar{P}_{\text{Dat}}}}^{N_S} \log \left[\frac{P_{\text{Dat}}(\vec{v}_i)}{P_{\Omega}(\vec{v}_i)} \right] \right\}$$

$$\log(P_{\text{Dat}}(\vec{v}_i)) - \log(P_{\Omega}(\vec{v}_i))$$

↓
independent of Ω

$$= \min_{\Omega} \left\{ -\frac{1}{N_S} \sum_{\substack{i=1 \\ \vec{v}_i \sim \bar{P}_{\text{Dat}}}}^{N_S} \log [P_{\Omega}(\vec{v}_i)] \right\}$$

prob of observing the given sample

$$\log \left[\prod_{i=1}^N P_{\Omega}(\vec{v}_i) \right]$$

Likelihood of Ω of the sample $\vec{v}_1, \dots, \vec{v}_N$

log-likelihood

$$= - \max_{\Omega} \left\{ \frac{1}{N_S} \log \left[\prod_{i=1}^N P_{\Omega}(\vec{v}_i) \right] \right\}$$

Factorises further by property (iii)

⇒ "Minimizing the KL div \equiv maximizing the log-likelihood of the observed

sample"

(⇒ max likelihood estimation of Ω)

• Numerics: optimization solved by ~~gradient descent~~ gradient descent

(Block-Gibbs ~~MCMC~~ Monte Carlo and contrastive divergence Markov chain)

Neural-Network quantum states: ~~2016~~ (2016-2017) (4)

Ansatz: parametrize $c_{\vec{i}}$ in $|\Psi\rangle = \sum_{\vec{i}} c_{\vec{i}} |\vec{i}\rangle$ with a Boltzmann machine.

RBM states:
$$c_{\vec{v}} = \sum_{\vec{h}} e^{-E(\vec{v}, \vec{h})}$$

($\frac{1}{Z}$ absorbed as an additive constant in $E(\vec{v}, \vec{h})$)

complex coefficients: $\vec{a} \in \mathbb{C}^N, \vec{b} \in \mathbb{C}^M, W \in \mathbb{C}^{(N+M) \times (N+M)}$

\Rightarrow ~~$O((N+M)(N+M))$~~ $O[(N+M)^2]$ complex parameters in the description

Properties (in connection with tensor networks):

i) Area law: Any short-range RBM state obeys an entanglement area law in any lattice dimension and for any bipartition

constant range

$$w_{i,j} = 0 \text{ if } |i-j| > R \quad \Rightarrow \quad S_{A \cup B} \leq 2 S(A|B) R \log 2$$

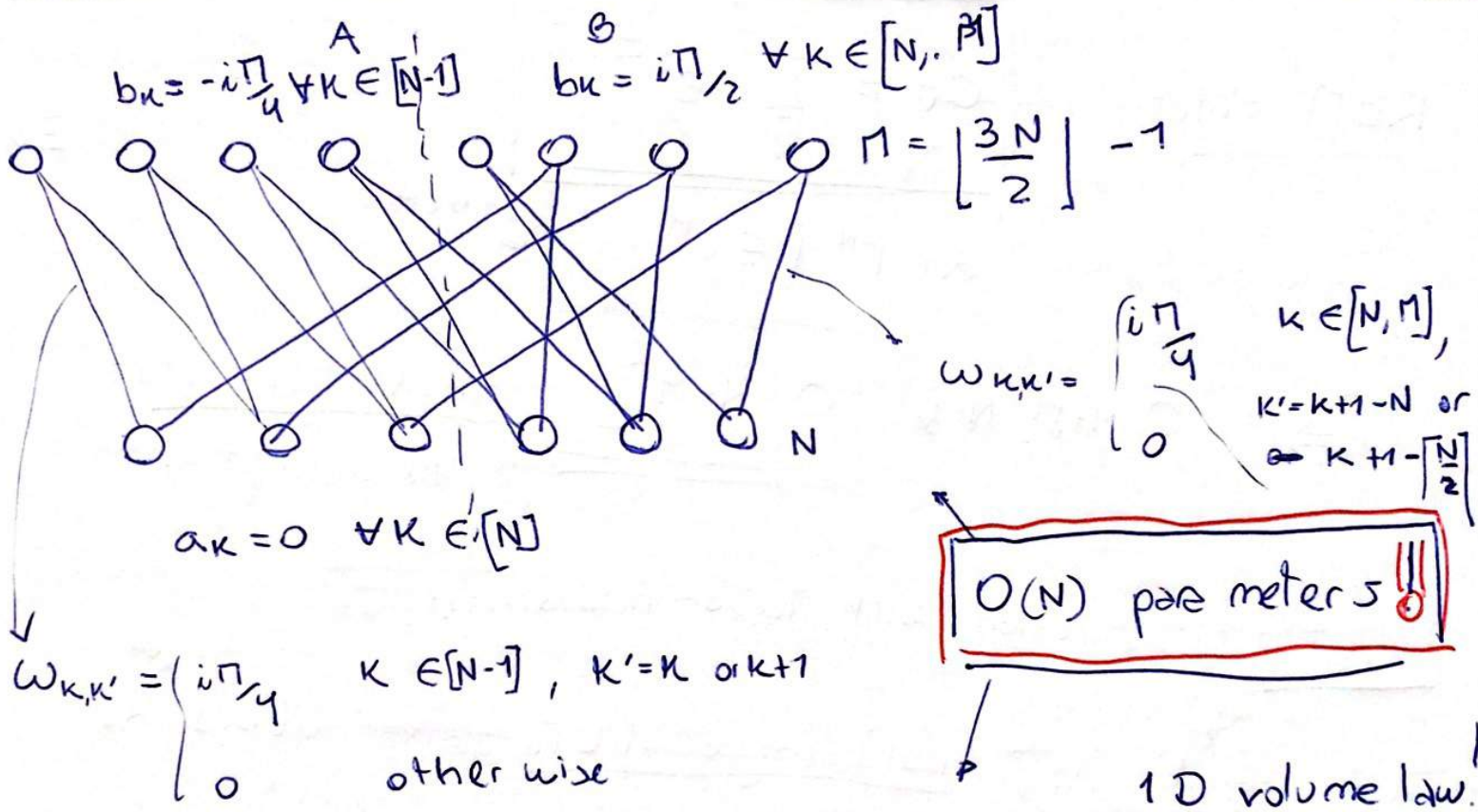
$w_{i,j}$: lattice position of visible unit i , position of hidden unit j
 $S_{A \cup B}$: ent entropy of ρ_A
 $S(A|B)$: area of border surface of bipartition $A:B$

(Exercise)

ii) ~~Area law~~

Volume law: for long-range RBM states

Example in 1D



\Rightarrow ~~S_A~~ S_A

$$\rho_A = \frac{\mathbb{I}}{2^L} \Rightarrow S_A = L \log(2)$$

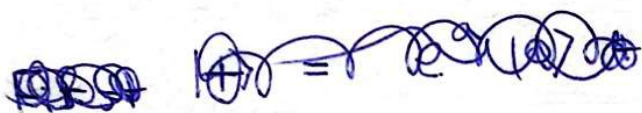
\forall A consisting of L contiguous qubits

Exercise show it!

"If we wanted to reproduce this with an MPS/tensor-network \Rightarrow bond dimension $R = O(2^L) \Rightarrow$ intractable!

iii) Expressive power of quantum RBM Ansatz: (5)

a) All graph states admit an efficient RBM exact representation:



change convention: $v_i, h_j = -1, +1 \Rightarrow v_i, h_j = 0, 1$

$$\Rightarrow |G\rangle = \prod_{e \in E} CZ_e \prod_{i \in V} |+\rangle_i$$

E : edges V : vertices

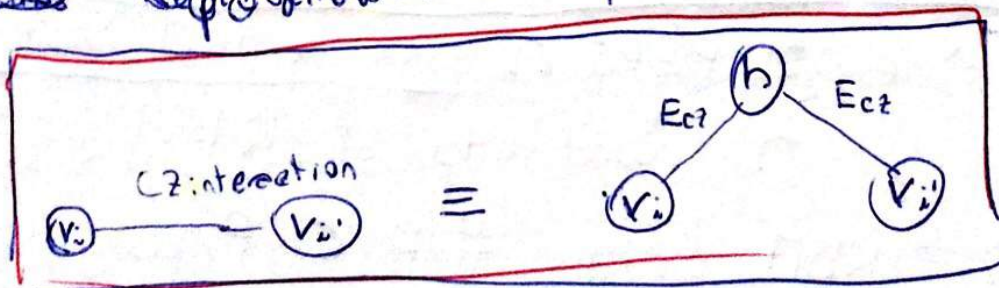
Now $|+\rangle = \frac{|0\rangle + e^a |1\rangle}{\sqrt{1 + e^{2a}}}$ $a=0, b=0, w=0$

and $CZ_{ii'} \sum_{\vec{v}} \chi_{(\vec{v})} |\vec{v}\rangle = \sum_{h, \vec{v}} e^{-(E_{CZ}(v_i, h) + E_{CZ}(v_{i'}, h))} \chi_{(\vec{v})} |\vec{v}\rangle$

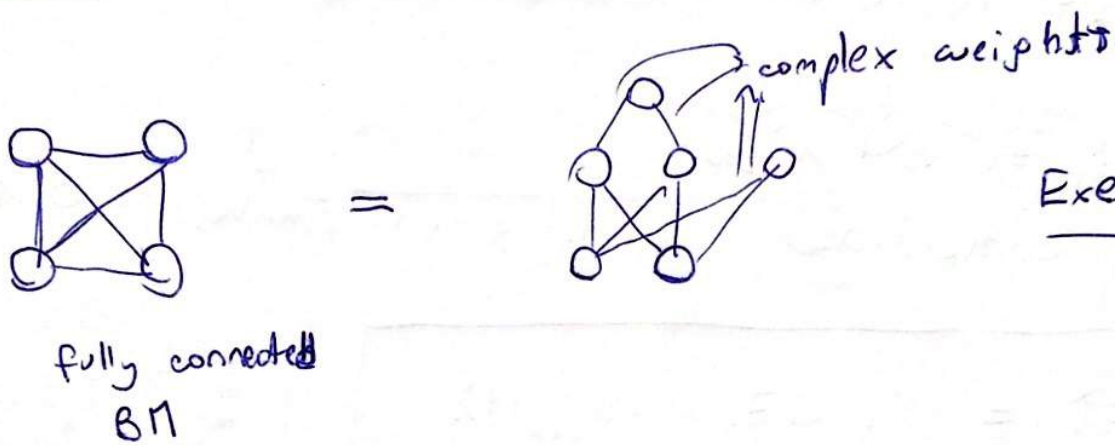
if $\sum_h e^{-E_{CZ}(v_i, h) + E_{CZ}(v_{i'}, h)} = (-1)^{v_i v_{i'}} \quad \forall i, i'$ Exercise show!

$$\Rightarrow E_{CZ}(v, h) = -\frac{\pi}{8} i + \frac{\pi}{2} i v + \frac{\pi}{4} i h + i \pi v h$$

"Action of CZ_{vh} in the RBM representation"

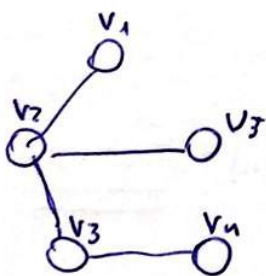


In fact, any interlayer (Ising) interaction can be replaced ~~variation~~ ~~error~~ by a hidden neuron with complex weights

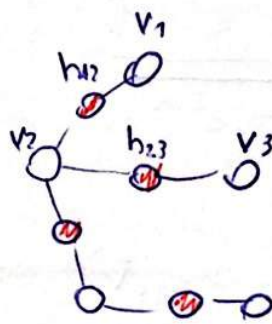


Exercise: show!

Then:



Graph state of $\mathcal{V} = 5$
and $|E| = 4$



~~RBM~~ short-ranged RBM
with \mathcal{V} visible units and
 $|E|$ hidden ones with
complex weights

b) Limitations

(poly sized circuit even
if circuit not efficient to
construct)

Theorem: $\exists |\Psi\rangle \in \text{2D PEPS} \cap$ constant depth Q circuits states
 \cap ground states of ~~local~~ local gapped H

s.t. $|\Psi\rangle \notin \text{RBM}$ unless $\# P \subset P/\text{poly}$
sharp P ~~restricted circuit~~

⇒ Since $|\psi\rangle \in$ constant-depth Q circuit ⇒

same topological phase as 2D cluster state

⇒ RBM representability not closed under unitaries preserving the quantum phase

Quantum DBM states

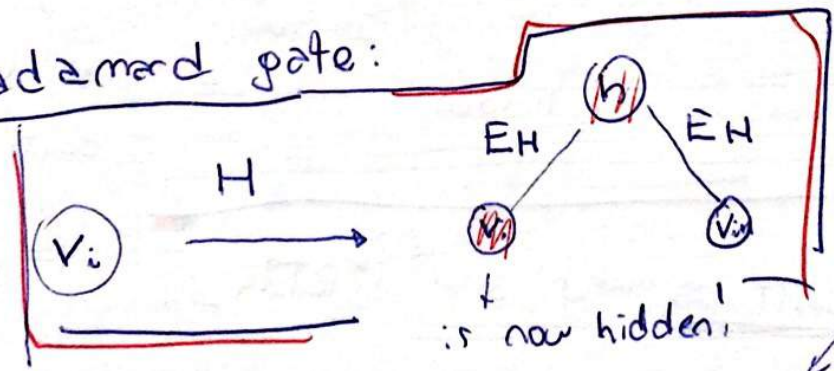
(Exponential gap between RBM and DBM)

Physical states = DBM states (QC in the NN representation)

we already have NN representations of $|+\rangle$ and CZ

⇒ Add Hadamard H and Phase Z(θ) and we get universality!

• Hadamard gate:



with

$$E_{H(v_i, h)} = E_{CZ(v_i, h)} + \frac{\ln(z)}{\sqrt{2}}$$

"Action of H^r "

(so that $\sum_h e^{[E_{H(v_i, h)} + E_{H(v_{i+1}, h)}]} = \frac{(-1)^{v_i v_{i+1}}}{\sqrt{2}}$)

More precisely:

"Any depth-T Q circuit has an exact ^{sparse} DBM representation with $O(NT)$ neurons"

Corollaries:

1) "Any tensor network state with bond dimension R maximum coordination number c, and L local tensors can be represented ~~by a~~ exactly by a sparse DBM with $O(LR^{2c})$ neurons"

2) The ground state of any Hamiltonian H can be ϵ -approximated by a sparse DBM

with $O\left(\frac{1}{\Delta} [N + \log(1/\epsilon)] |X|^2\right)$ neurons,

$\frac{1}{\Delta}$ gap N number of particles $|X|^2$ number of interaction terms

(Taylor truncation of $e^{-\beta H}$ and tensor-network representation of it. (imaginary time DMRG))

⇒ All physical states admit a sparse DBM efficient
representation !!

- Representation efficient ✓

- Manipulation Not !!