

Prediction and compression of lattice QCD data using ML algorithms on quantum annealer

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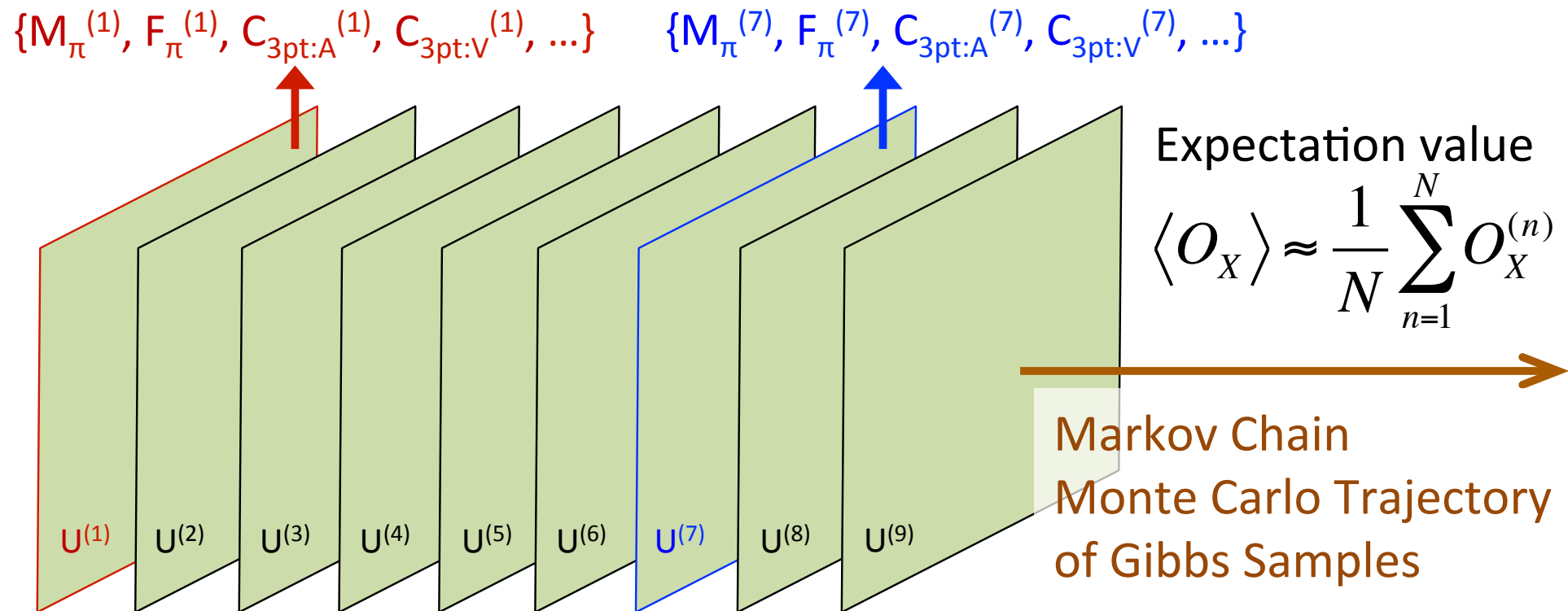
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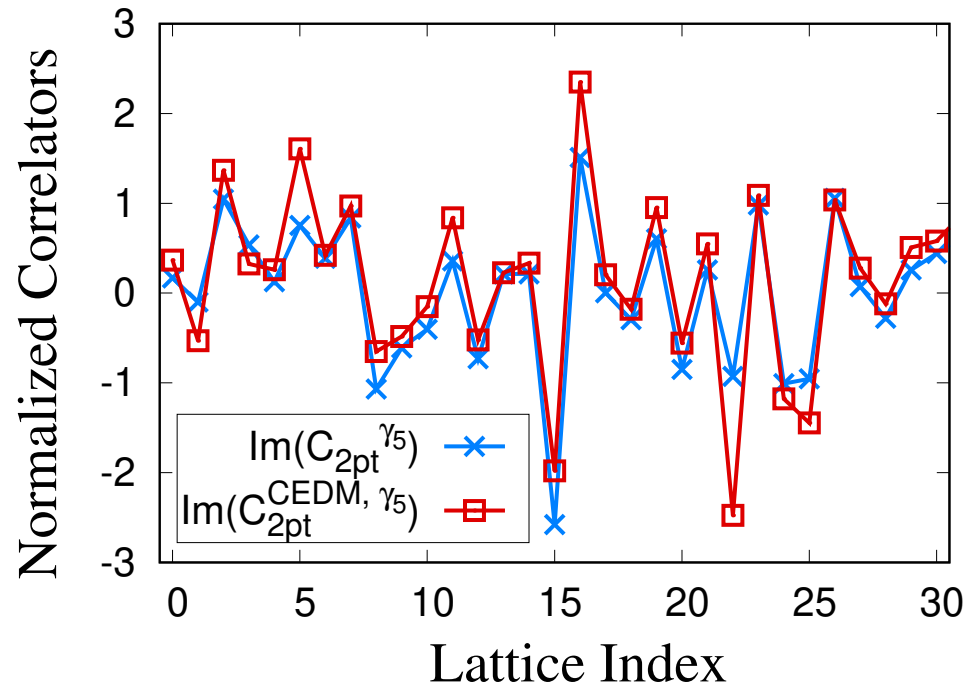
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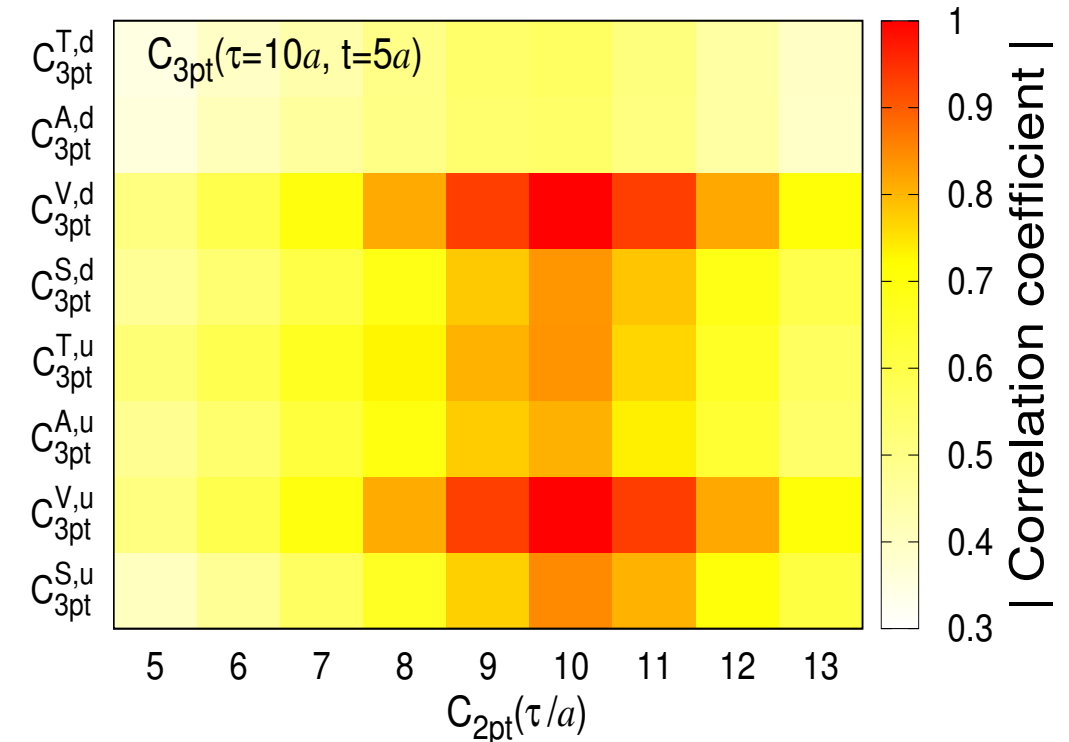
Lattice QCD Observables are Correlated



Lattice QCD Observables are Correlated



- Correlation between neutron 2-pt correlation function and that calculated in presence of CEDM interaction

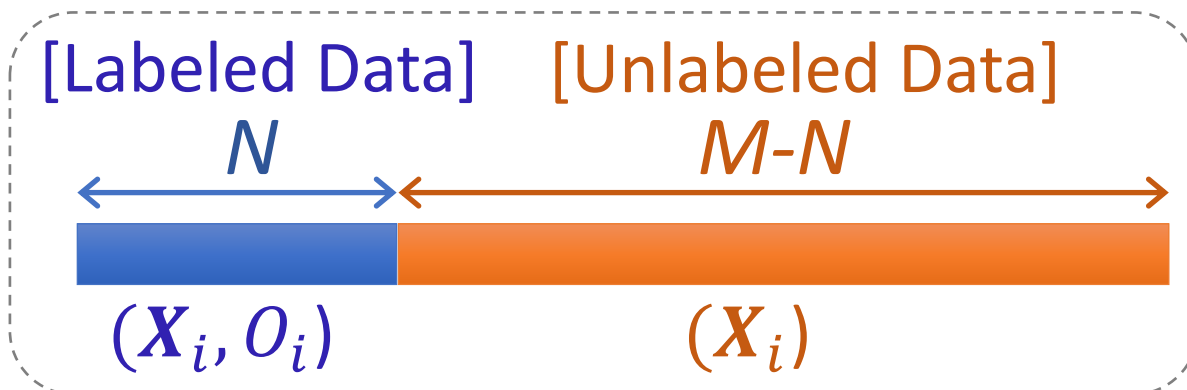


- Correlation between proton 3-pt and 2-pt correlation functions

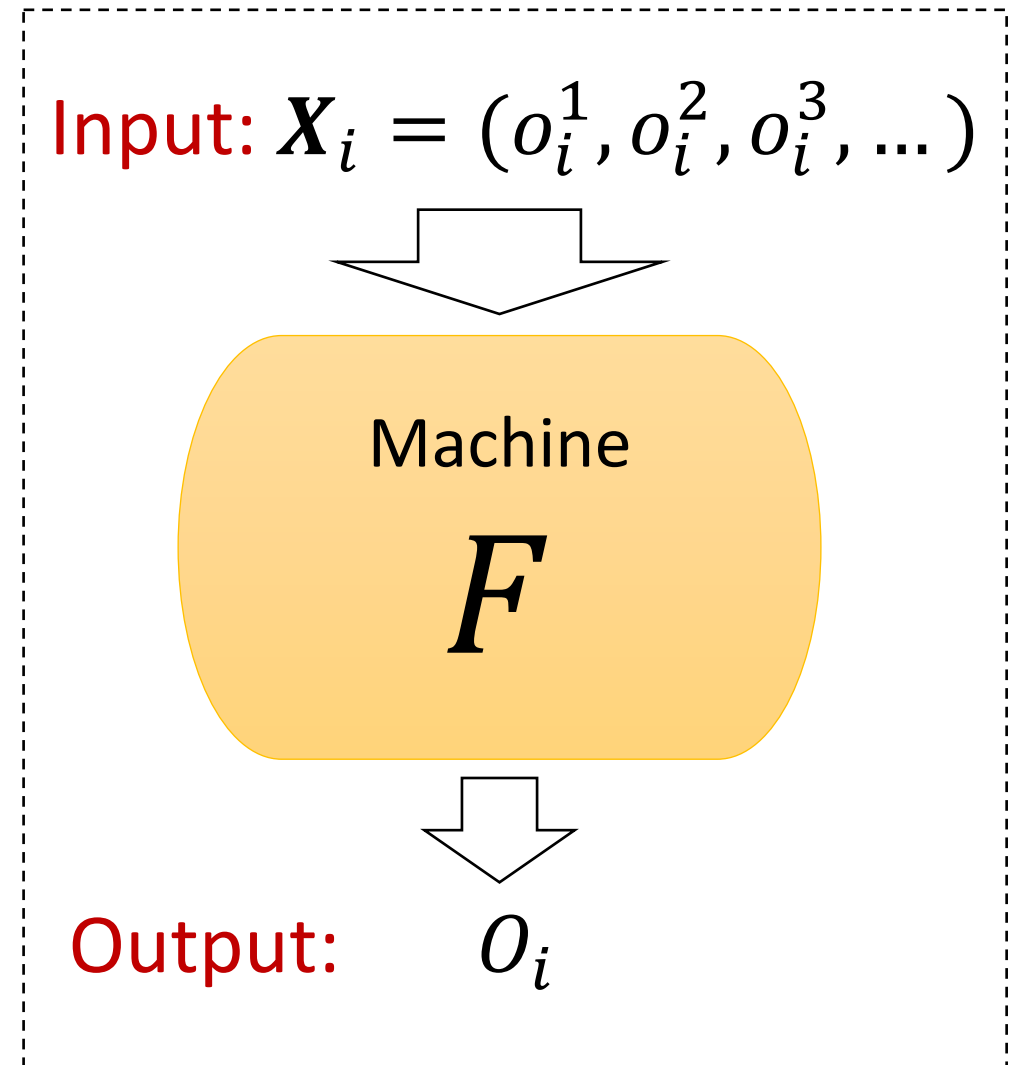
Using the correlation, values of the **unmeasured (and expensive) observables** can be **predicted** from the values of the **measured (and cheap) observables**

Prediction of Lattice QCD Observables using ML

- Assume M indep. measurements
- Common observables \mathbf{X}_i on all M
Target observable O_i on first N



- 1) **Train** machine F to yield O_i from \mathbf{X}_i on the Labeled Data
- 2) **Predict** O_i of the Unlabeled data from \mathbf{X}_i
$$F(\mathbf{X}_i) = O_i^P \approx O_i$$



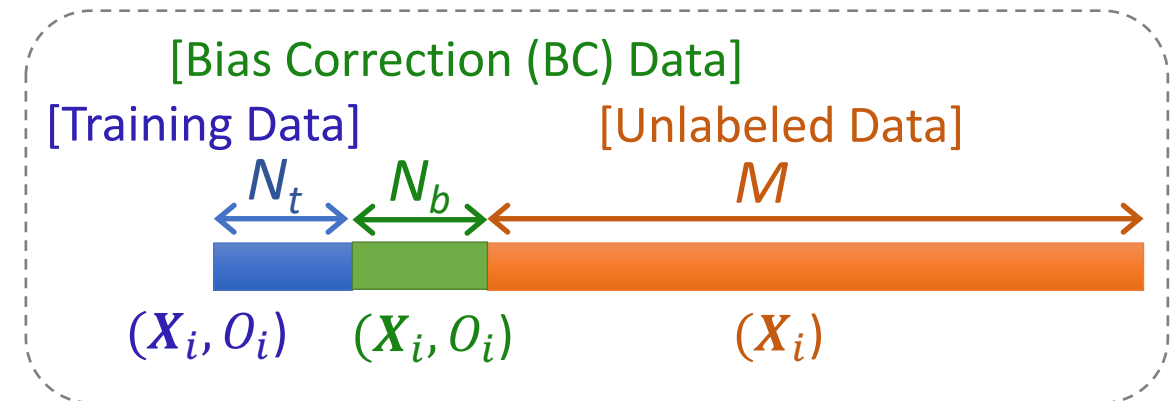
Error Quantification of Inexact ML Predictions

- ML predictions are not exact; introduces bias

$$\langle O^P \rangle = \frac{1}{N} \sum_i O_i^P \neq \langle O \rangle = \frac{1}{N} \sum_i O_i$$

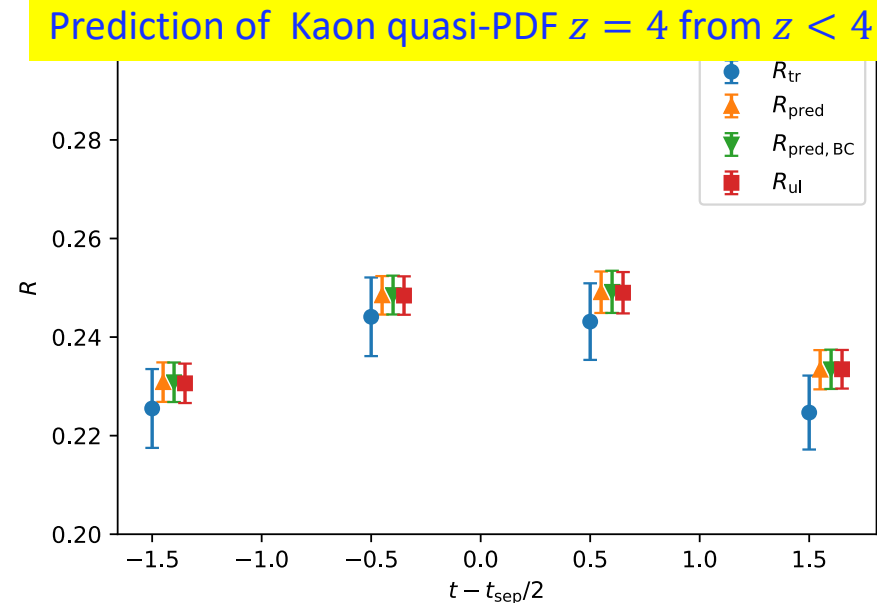
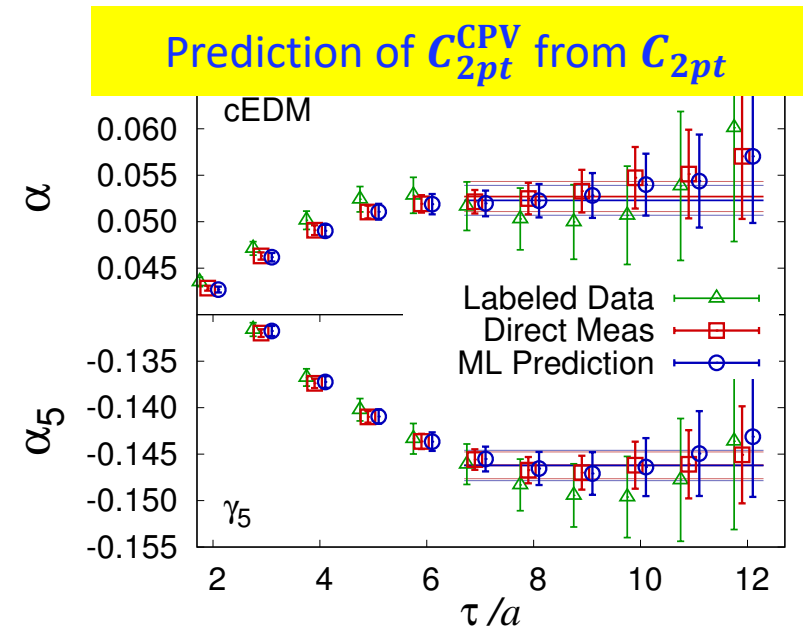
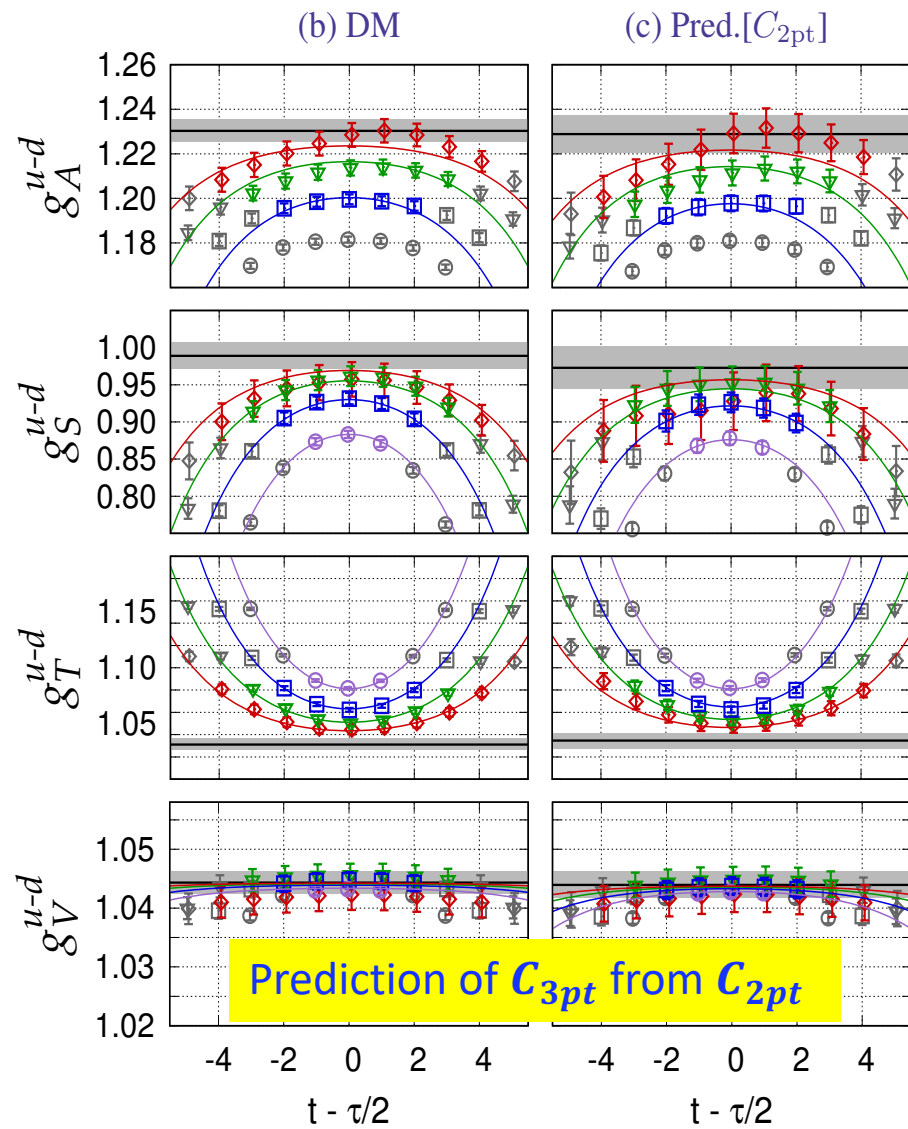
- Unbiased average using small portion of labeled data

$$\bar{O}_{BC} = \frac{1}{M} \sum_{i \in \text{Unlabeled}} O_i^P + \frac{1}{N_b} \sum_{i \in BC} (O_i - O_i^P)$$



- Similar structure of truncated solver method (Bali, Collins, Schaefer, 2009)
or all-mode averaging (Blum, Izubuchi, Shintani, 2012)
- Expectation value, $\langle \bar{O}_{BC} \rangle = \langle O_i^P \rangle + \langle O_i - O_i^P \rangle = \langle O_i \rangle$
- BC term converts **systematic error of prediction** to **statistical uncertainty**

Applications



ML Regression using D-Wave Quantum Annealer

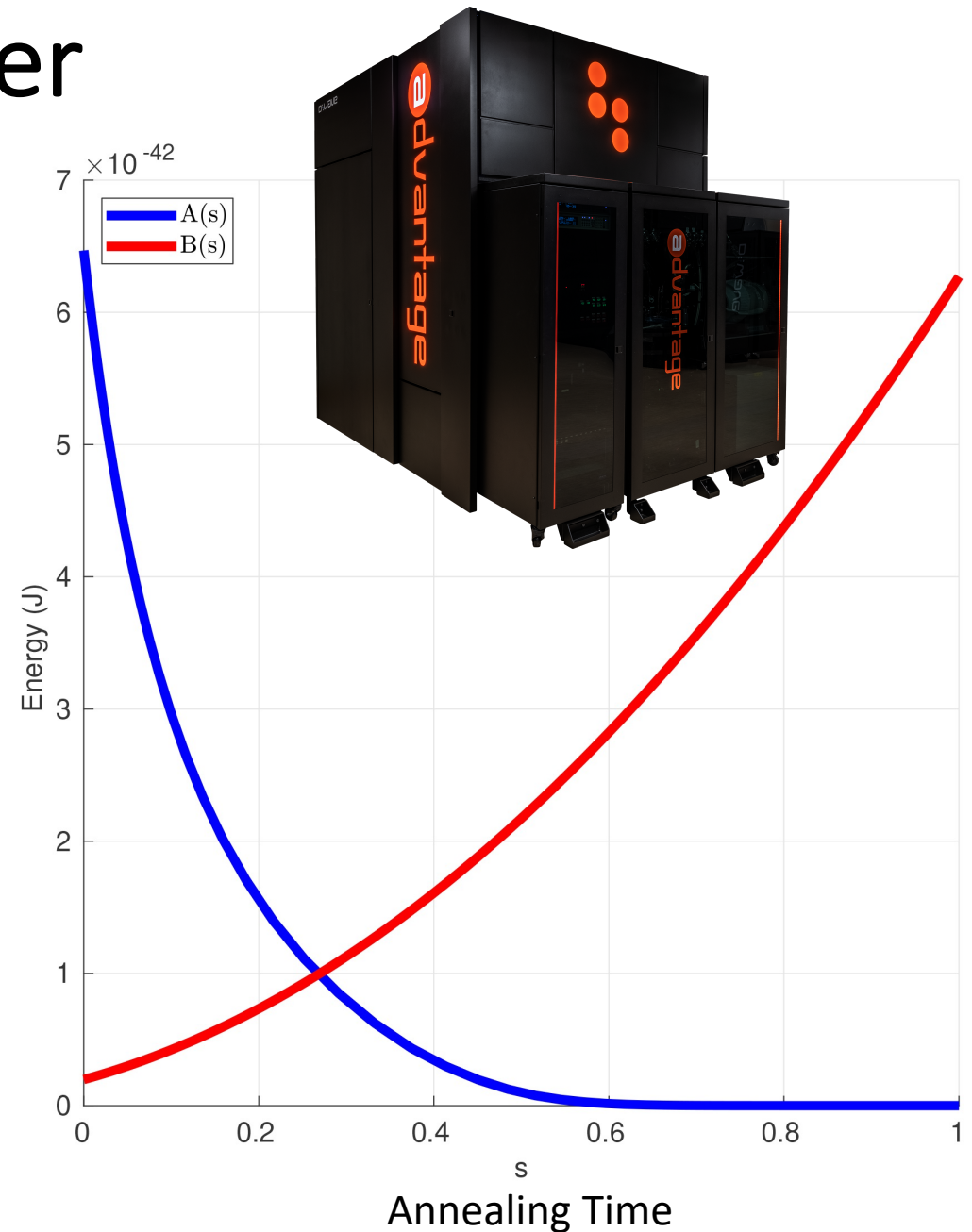
- Most **ML algorithms involve optimization problems**; many of them rely on stochastic approaches, but expensive for large problems
- **D-Wave quantum annealer** can be used as a **fast and accurate optimizer** for ML optimization problems

D-Wave Quantum Annealer

- Hamiltonian

$$H = -\frac{A(s)}{2} \left(\sum_i \hat{\sigma}_x^{(i)} \right) + \frac{B(s)}{2} \left(\sum_i h_i \hat{\sigma}_z^{(i)} + \sum_{i>j} J_{i,j} \hat{\sigma}_z^{(i)} \sigma_z^{(j)} \right)$$

- $h_i, J_{i,j}$: biases and coupling strengths that **user can set** to their problem parameters
- After annealing at < 15 mK, **QPU returns low-energy solution** (spin up/down of quantum bits) of the **Ising model Hamiltonian**
- Large number of reads is required to obtain minimum energy solution for large problems, but each read takes $O(10)\mu s$
- **ML typically needs only near-optimal solution**



Sparse Coding

$$\min_{\Phi} \sum_{k=1}^K \min_{\vec{a}^{(k)}} \left[\frac{1}{2} \|\vec{X}^{(k)} - \Phi \vec{a}^{(k)}\|_2 + \lambda \|\vec{a}^{(k)}\|_0 \right]$$

- Unsupervised ML algorithm
- Find dictionary $\Phi \in \mathbb{R}^{D \times N_q}$ and sparse representation $\vec{a}^{(k)} \in \mathbb{R}^{N_q}$ from which input data $\vec{X}^{(k)} \in \mathbb{R}^D$ can be reconstructed by
$$\vec{X}^{(k)} \approx \Phi \vec{a}^{(k)} = a_1^{(k)} \vec{v}_1 + a_2^{(k)} \vec{v}_2 + \dots + a_{N_q}^{(k)} \vec{v}_{N_q}$$
- The representation is sparse because the λ -term enforces a minimal set of dictionary elements for the reconstruction of a given input data
- Optimization in $\vec{a}^{(k)}$ of l^0 -norm function is a highly non-convex problem

Sparse Coding on D-Wave quantum annealer

$$\min_{\Phi} \sum_{k=1}^K \min_{\vec{a}^{(k)}} \left[\frac{1}{2} \|\vec{X}^{(k)} - \Phi \vec{a}^{(k)}\|_2 + \lambda \|\vec{a}^{(k)}\|_0 \right]$$

- The **sparse coding** problem can be **mapped onto D-Wave** by

$$H(\vec{h}, \mathbf{Q}, \vec{a}) = \sum_i a_i h_i + \sum_{i < j} Q_{ij} a_i a_j$$
$$\vec{h} = -\Phi^T \vec{X} + \left(\lambda + \frac{1}{2} \right), \quad \mathbf{Q} = \frac{1}{2} \Phi^T \Phi$$

- On D-Wave, a_i is restricted to binary: $\vec{a}^{(k)} \in \{0,1\}^{N_q}$
- D-Wave finds $\vec{a}^{(k)}$ minimizing H
- Optimization for Φ is performed offline (on classical computers)

Inpainting

Nvidia AI Playground - Inpainting



Ground Truth



Data with Missing Pixels

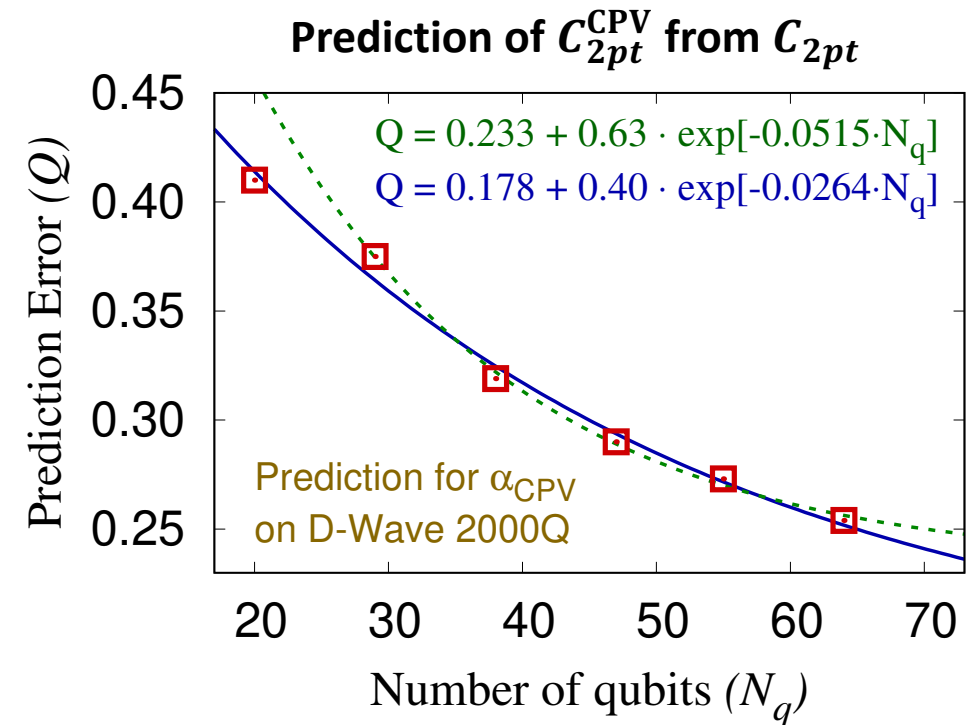


Inpainted Results

- **Inpainting**: restorative conservation where damaged, deteriorating, or missing parts of an artwork are reconstructed as it was originally created
- **Sparse coding** works as an inpainting algorithm because the reconstruction $\vec{X}^{(k)} \approx \Phi \vec{a}^{(k)}$ fills up the missing pixels based on the correlation pattern Φ learned

Sparse Coding Regression on D-Wave

- Goal: prediction of y from $\vec{x} = \{x_1, x_2, \dots, x_D\}$
- Procedure:
 - 1) Obtain $\Phi_0 \in \mathbb{R}^{D \times N_q}$ of \vec{x} from unlabeled data
 - 2) Extend Φ_0 to $\Phi \in \mathbb{R}^{(D+1) \times N_q}$ and encode correlation between \vec{x} and y in Φ using augmented vector $\{\vec{x}, y\}$
 - 3) For unknown y , reconstruct new vector $\{\vec{x}, \bar{y}\}$ using Φ ; reconstruction replaces \bar{y} with its prediction
- This approach is a semi-supervised learning as it utilizes unlabeled data to improve prediction
- D-Wave is used for optimization in $\vec{a}^{(k)}$
- Currently, the performance is limited by the maximum number of qubits available on D-Wave, but the predictions applied on lattice QCD data look promising



Lossy Data Compression for Lattice QCD

- Modern **lattice QCD simulations** produce **$O(\text{PetaBytes})$ of data** that need to be stored for future analysis
- **Exploiting correlation** between the data components can reduce storage requirement → **Machine learning**
- **Reconstruction error** sufficiently **smaller than** the observables **statistical fluctuation** is good enough for most of the analysis → **Lossy compression**

Lossy Data Compression Algorithm

- **Goal:** find $\Phi \in \mathbb{R}^{D \times N_q}$ and $\vec{a}^{(k)} \in \{0,1\}^{N_q}$ precisely reconstructing input vectors $\vec{X}^{(k)} \in \mathbb{R}^D$ such that $\vec{X}^{(k)} \approx \Phi \vec{a}^{(k)} \equiv \vec{X}'^{(k)}$
 - Φ is common for all $k = 1, 2, 3, \dots, N$, so memory usage is small
 - Each vector $\vec{a}^{(k)}$ can be stored in N_q bits
 - Storing $(\{\vec{a}^{(k)}\}_{k=1}^N, \Phi)$ for $\{\vec{X}^{(k)}\}_{k=1}^N$: compression of D floating-point numbers into N_q bits
 - Correlation between X_i , encoded in Φ , allows precise reconstruction with $N_q \ll 32D$
- Such solutions of Φ and $\vec{a}^{(k)}$ can be obtained by solving
$$\min_{\Phi} \sum_{k=1}^N \min_{\vec{a}^{(k)}} [(\vec{X}^{(k)} - \Phi \vec{a}^{(k)})^2]$$
 - Finding binary solution of $\vec{a}^{(k)}$ is an NP-hard problem but can be solved using D-Wave
 - Finding Φ is done on classical computers with stochastic optimizer
 - Iterate $\vec{a}^{(k)}$ - and Φ -optimizations until it reaches the minimum reconstruction error
 - Need standardization of $\vec{X}^{(k)}$ beforehand if the data exhibits heteroskedasticity

Bias Correction of Lossy Reconstruction

- **Lossy reconstruction** introduces error $\vec{X}^{(k)} \neq \Phi \vec{a}^{(k)} \equiv \vec{X}'^{(k)}$
Simple average is a **biased** estimator $\langle f(\vec{X}) \rangle \neq \frac{1}{N} \sum_k f(\vec{X}'^{(k)})$
- **Unbiased estimator** of $\langle f(\vec{X}) \rangle$ can be defined using small portion of original data

$$\bar{0} = \frac{1}{N} \sum_{k=1}^N f(\vec{X}'^{(k)}) + \frac{1}{N_{bc}} \sum_{k=1}^{N_{bc}} (f(\vec{X}^{(k)}) - f(\vec{X}'^{(k)}))$$

- **Quality of lossy-compression** on statistical data

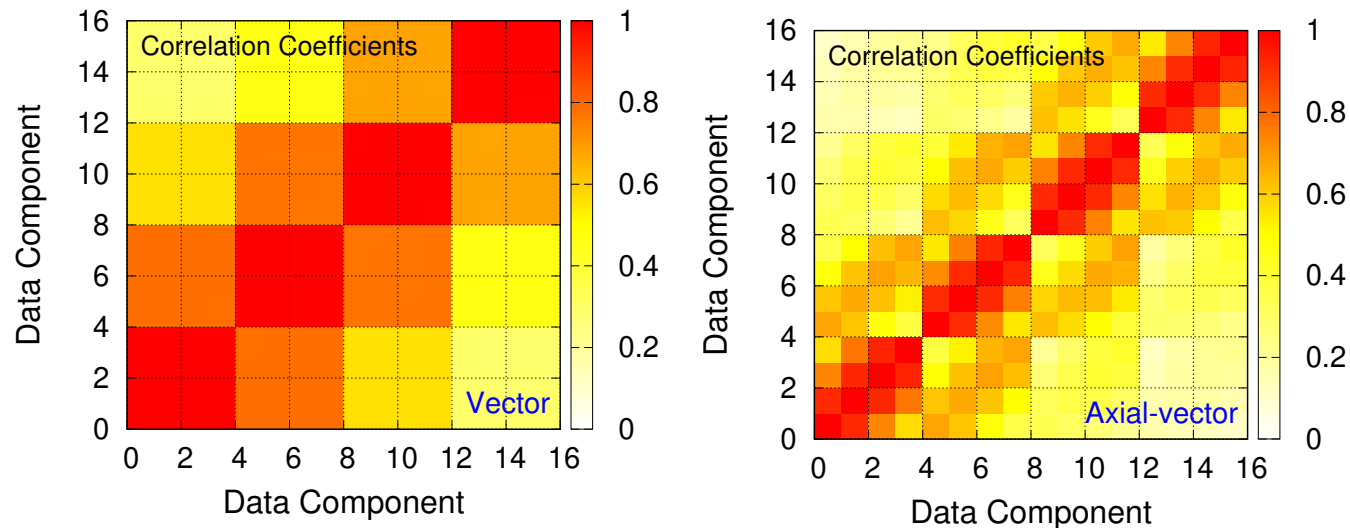
$$Q^2 \equiv \frac{1}{D} \sum_{i=1}^D \frac{\sigma_{X_i - X'_i}^2}{\sigma_{X_i}^2}$$

➤ Smaller Q^2 indicates the better compression

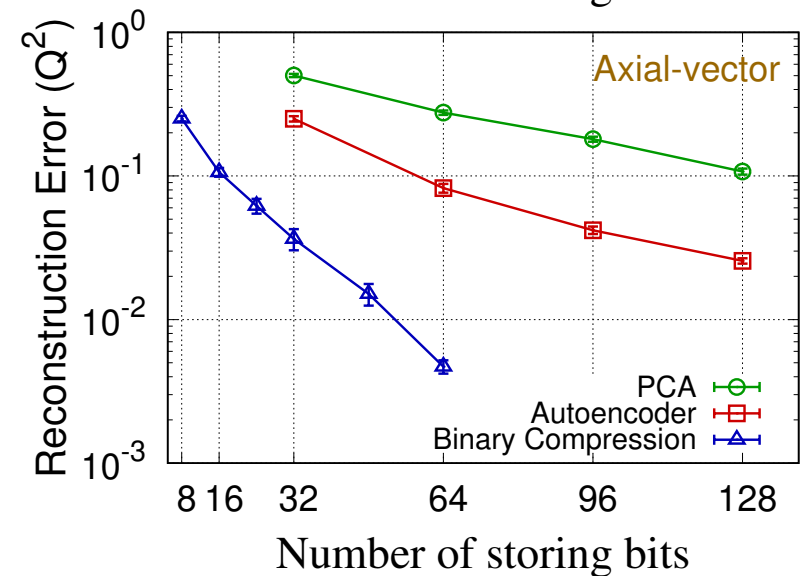
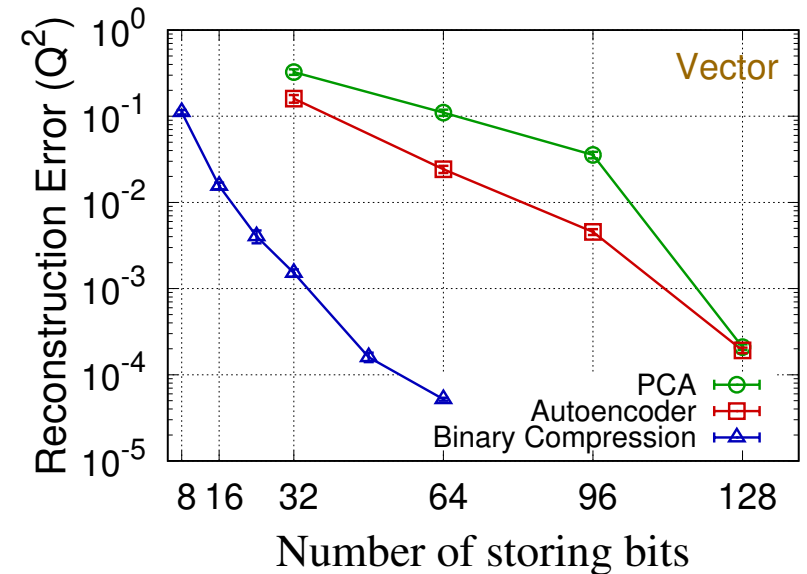
➤ Increase of statistical error due to bias correction is proportional to $\frac{N}{2N_{bc}} Q^2$

➤ eg) With 10% of bias correction data ($N_{bc}/N=0.1$) and compression of $Q^2 = 0.01$, original data is typically reconstructed within 5% statical error increase

Compression of Lattice QCD data



- Compression of “4 timeslices \times 4 src-sink separations” of vector and axial-vector nucleon 3pt correlators
- Compression performance of the **new algorithm** outperforms those based on **principal component analysis (PCA)** or **neural-network autoencoder**
- Results from D-Wave simulated annealing; real QPU gives worse performance due to noise in h and J parameters
- PCA and NN-Autoencoder with single-precision (32bits) codes



More Use of Binary Compression Algorithm

- **Outlier detection**

- An input data with large reconstruction error can be marked anomalous
- Could find events of new physics or data corruption

- **Cheaper operations in \vec{a} -space ($\vec{X}^{(k)} \approx \Phi \vec{a}^{(k)}$)**

- **Operations on floating-point numbers $\vec{X}^{(k)}$** can be replaced by **those on single-bit coefficients $\vec{a}^{(k)}$** with **much cheaper** computational cost

- eg 1) sum of vectors
$$\sum_{k=1}^N \mathbf{X}^{(k)} \approx \sum_{k=1}^N \phi \mathbf{a}^{(k)} = \phi \left(\sum_{k=1}^N \mathbf{a}^{(k)} \right)$$

- eg 2) sum of l^2 -norm squares

$$\begin{aligned} \sum_{k=1}^N \|\mathbf{X}^{(k)}\|^2 &\approx \sum_{k=1}^N \sum_{i=1}^D \left(\sum_{j=1}^{N_q} \phi_{ij} a_j^{(k)} \right)^2 \\ &= \sum_{i=1}^D \left[\sum_{j=1}^{N_q} \phi_{ij}^2 \left(\sum_{k=1}^N a_j^{(k)} \right)^2 + 2 \sum_{l < m} \left(\sum_{k=1}^N a_l^{(k)} a_m^{(k)} \right) \phi_{il} \phi_{im} \right] \end{aligned}$$

Summary

- Developed a new regression algorithm utilizing D-Wave quantum annealer and showed promising results in predicting unmeasured lattice QCD observables
- Developed a new data compression algorithm utilizing D-Wave quantum annealer and showed a good performance in compressing lattice QCD observables