Sampling lattice gauge theory in 3/4D with normalizing flows

Technical note on boosting performance of normalizing flows

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Lattice 21, July 26 – 30, zoom/gather@MIT



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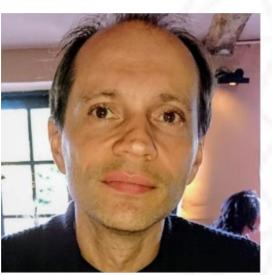


The team



Phiala Shanahan

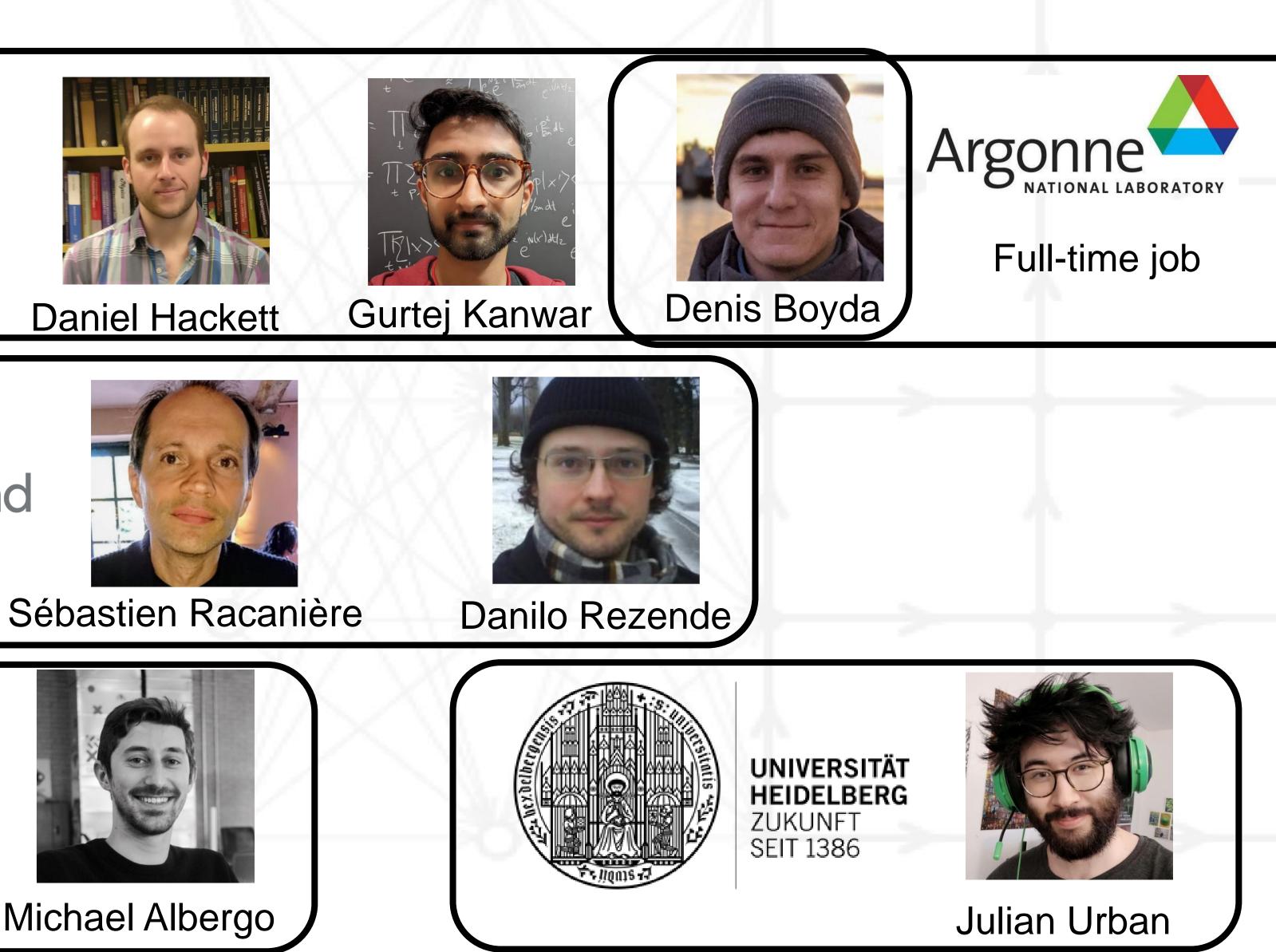








Kyle Cranmer



Michael Albergo





Outline This talk is about technical optimization of normalizing flows towards improving sampling efficiency in 3/4D

Intro:

- Normalizing flows
- o sampling lattice gauge theories
- Masking patterns
- Frozen loops
- ML optimizations





Normalizing flows

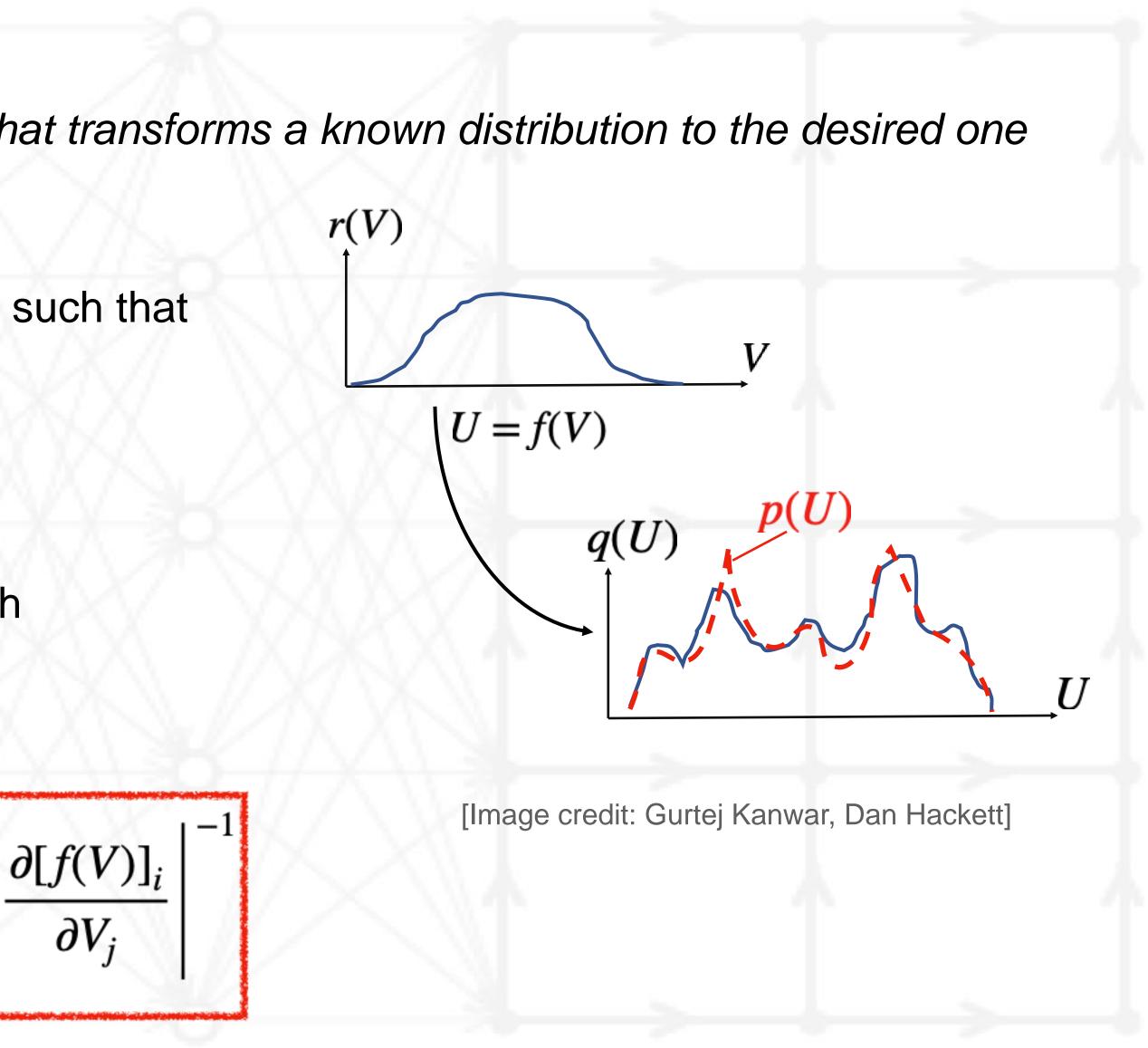
Flow-based models learn a change-of-variables that transforms a known distribution to the desired one [Rezende & Mohamed 1505.05880]

- Generate samples V from prior distribution r(V) such that
 - is simple / cheap to draw samples from Ο
 - distribution density is known Ο

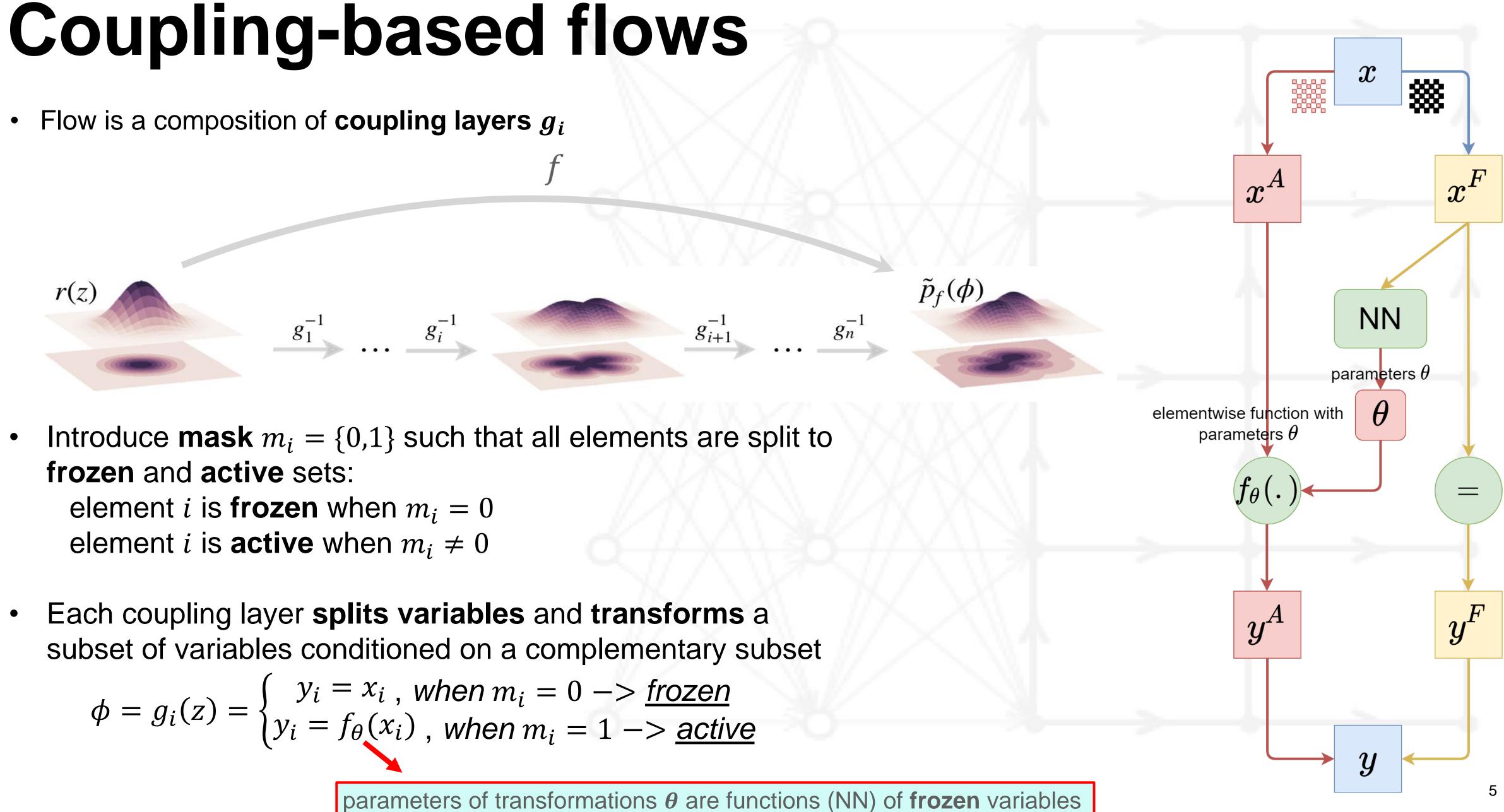
- Transform prior variables with a flow $f_{\theta}(V)$ which
 - is expressive 0
 - is invertible Ο
 - has tractable Jacobian \bigcirc

$$q(U) = r(V) \left| \det_{ij} \right|$$

• Optimize flow parameters θ to reproduce target distribution $q(U) \approx p(U)$







$$\phi = g_i(z) = \begin{cases} y_i = x_i, \text{ when } m_i = 0 -> \underline{fro} \\ y_i = f_{\theta}(x_i), \text{ when } m_i = 1 -> \underline{s} \end{cases}$$

Gauge-equivariant flows

Normalizing flows produce invariant posterior distribution if

• Prior distribution is invariant

$$r(U) = r(\Omega \circ U)$$

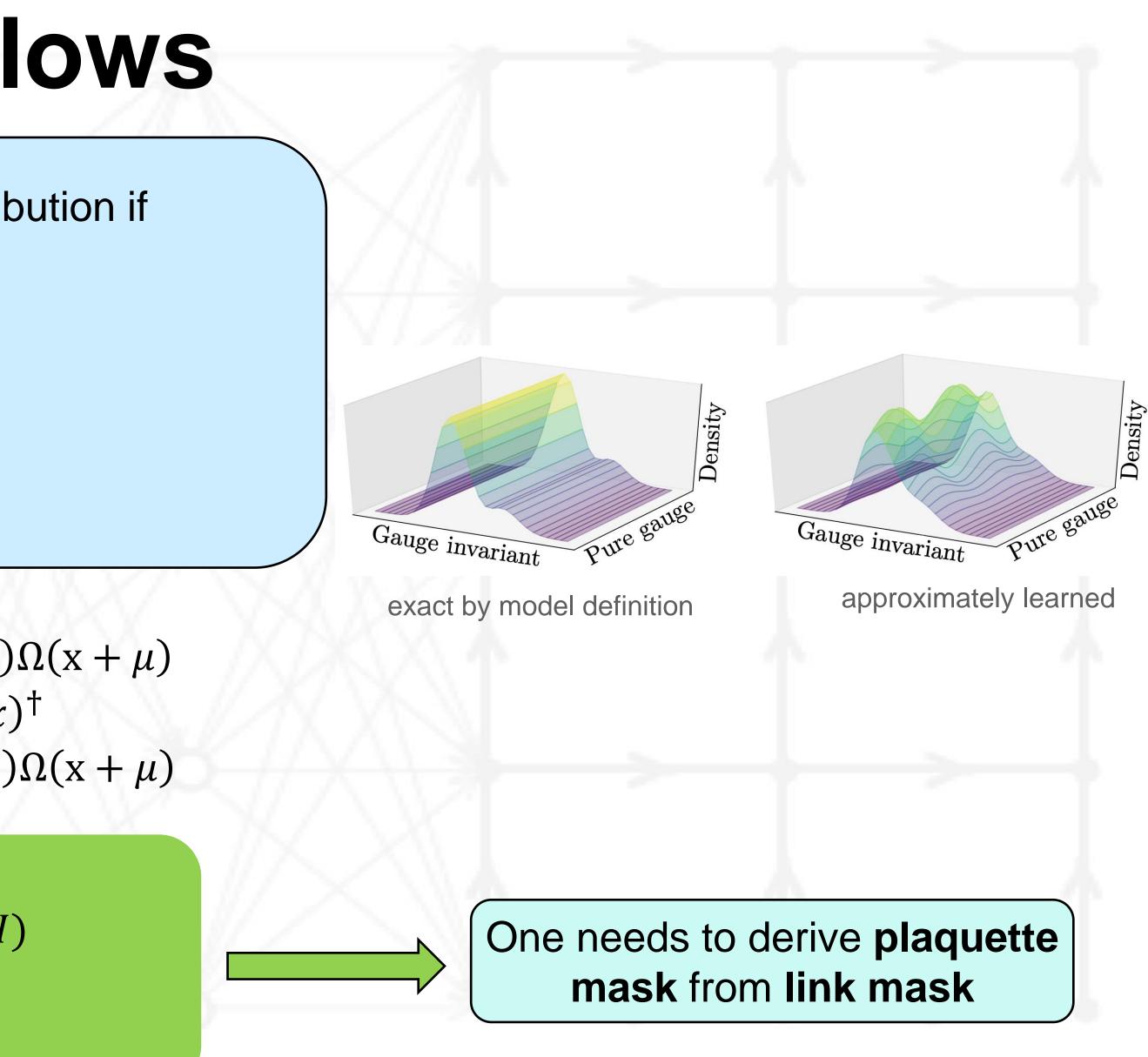
• Flow transformation is equivariant

$$f(U) \to f(\Omega \circ U) = \Omega \circ f(U)$$

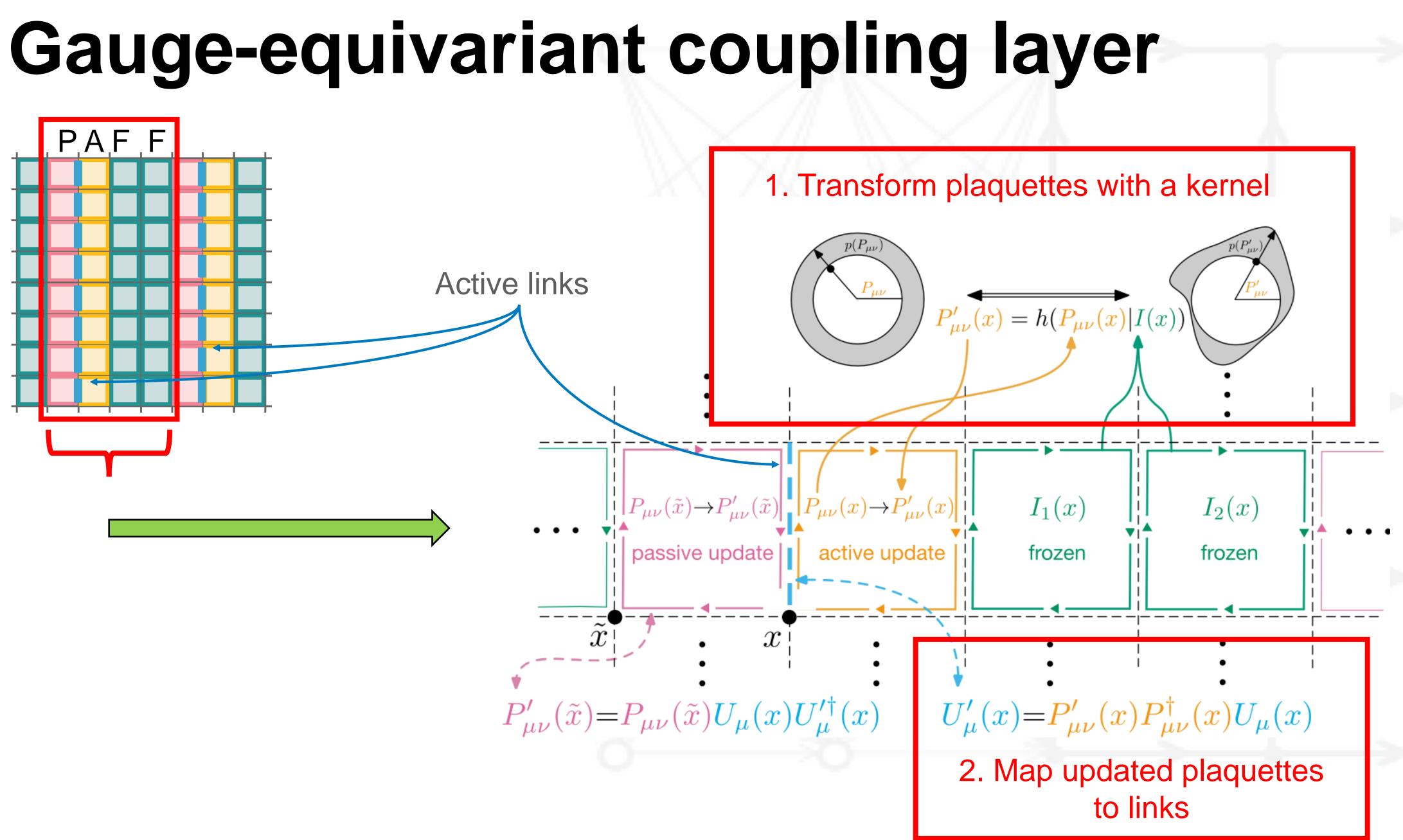
Lattice gauge transformation $U_{\mu}(x) \rightarrow \Omega \circ U_{\mu}(x) = \Omega(x)U_{\mu}(x)\Omega(x+\mu)$ $P_{\mu\nu}(x) \rightarrow \Omega(x)P_{\mu\nu}(x)\Omega(x)^{\dagger}$ $P_{\mu\nu}(x)U_{\mu}(x) \rightarrow \Omega(x)P_{\mu\nu}(x)U_{\mu}(x)\Omega(x+\mu)$

Idea:

- 1) transform open plaquettes $P_{\mu\nu} \rightarrow P'_{\mu\nu} = g (P_{\mu\nu}|I)$
- 2) and map them to links $U_{\mu} \rightarrow U'_{\mu} = P'_{\mu\nu}P^{\dagger}_{\mu\nu}U_{\mu}$



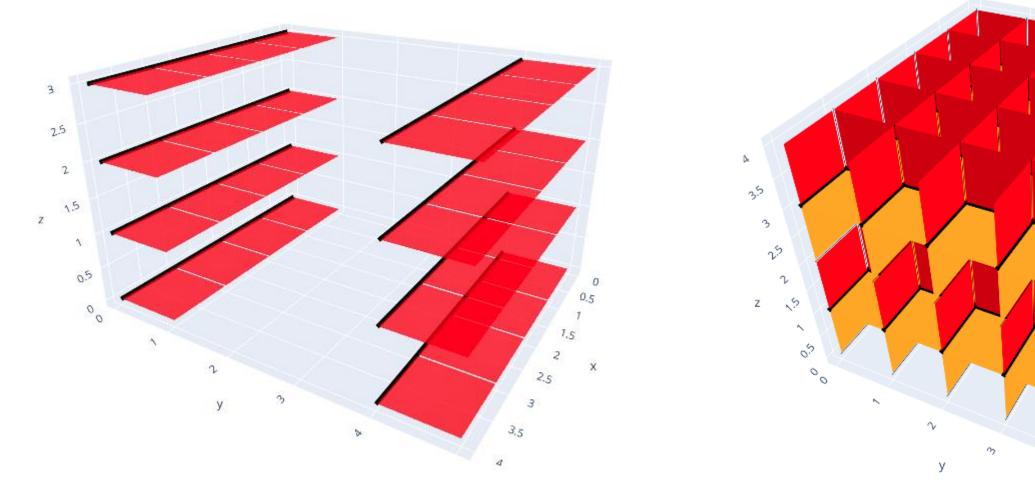






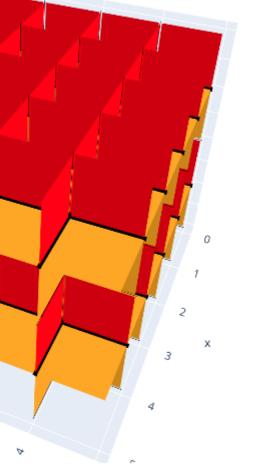
Algorithm for masking pattern

How can we generalize mask for higher dimensions? Is there better mask?

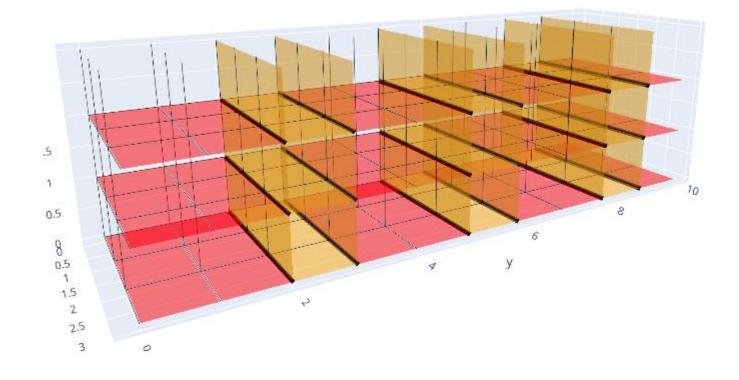


Requirements for masking algorithm:

- generalizable to Nd with few parameters
- allows propagation of information from vicinity of active link to the link
- allows to control sparsity and density



Active links are shown by **black lines** Active plaquettes are shown by red color Frozen plaquettes are either orange or not shown



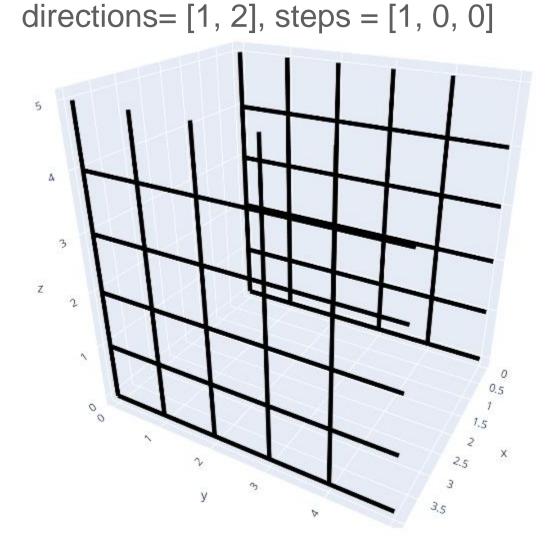


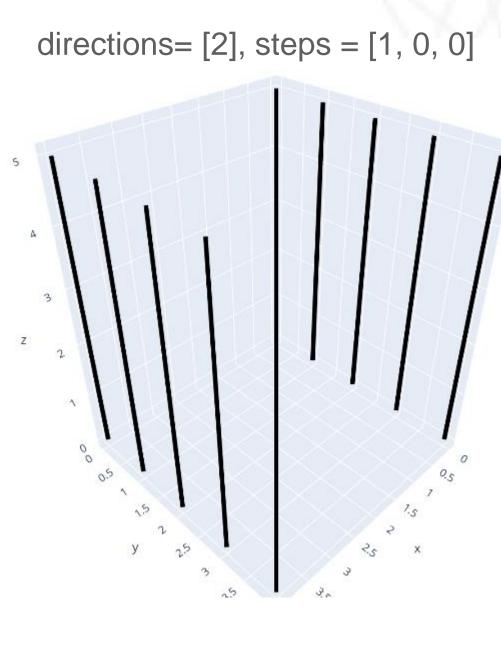


Algorithm for masking pattern

Idea: generalize checkerboard mask

- set *directions* of active links
- every link has a phase
- moving in any direction changes phase by step_mu
- active links have phase mod width = 0

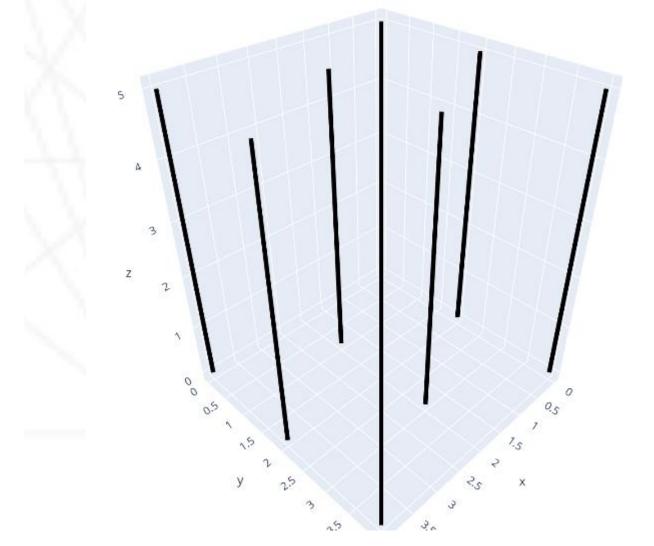




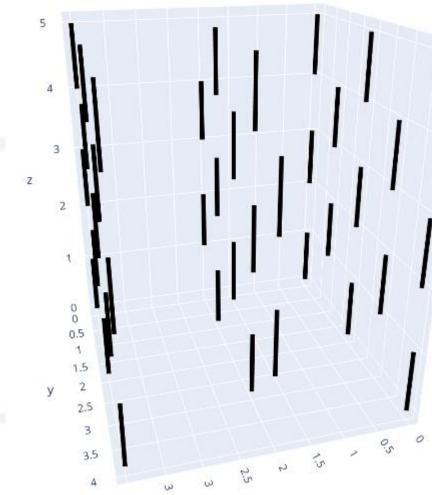
more sparse than checkboard

Active links are shown by black lines

directions= [2], steps = [1, 2, 0]



directions= [1], steps = [1, 2, 2]

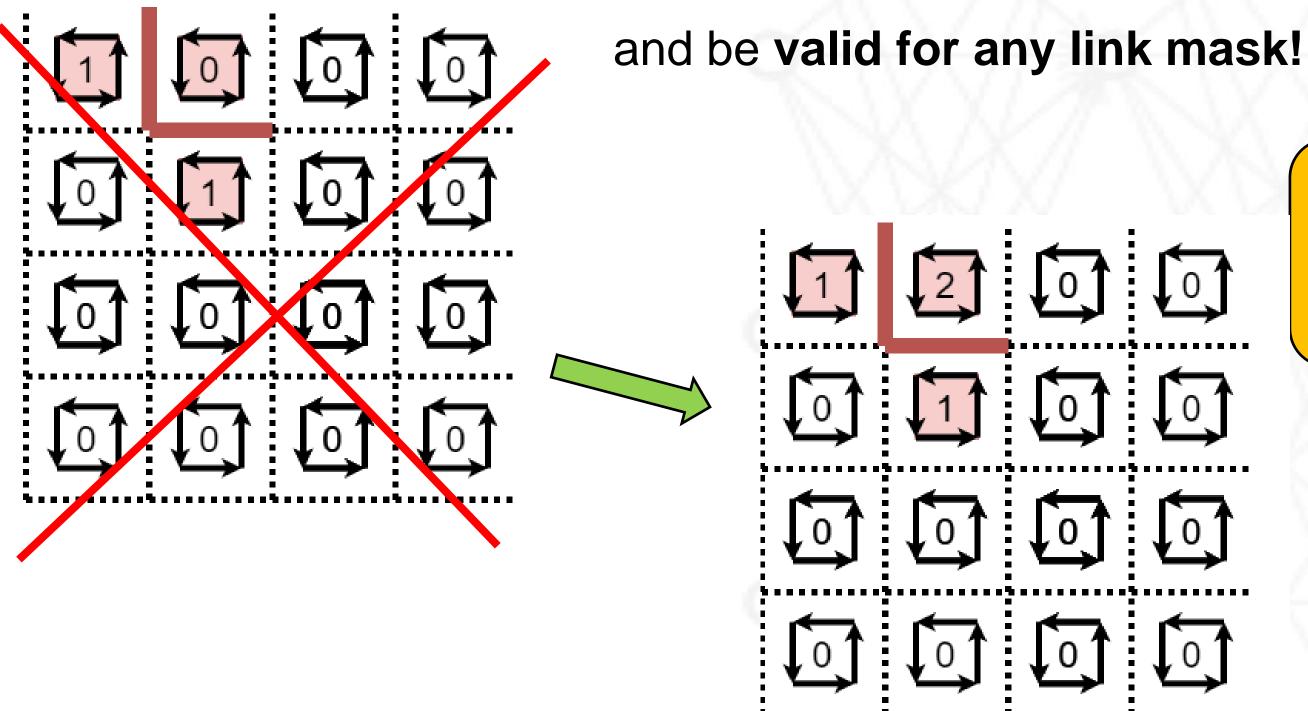






Algorithm for Loop mask

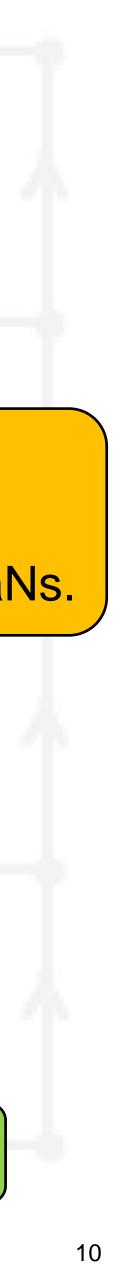
The algorithm must prevent canceling active links out

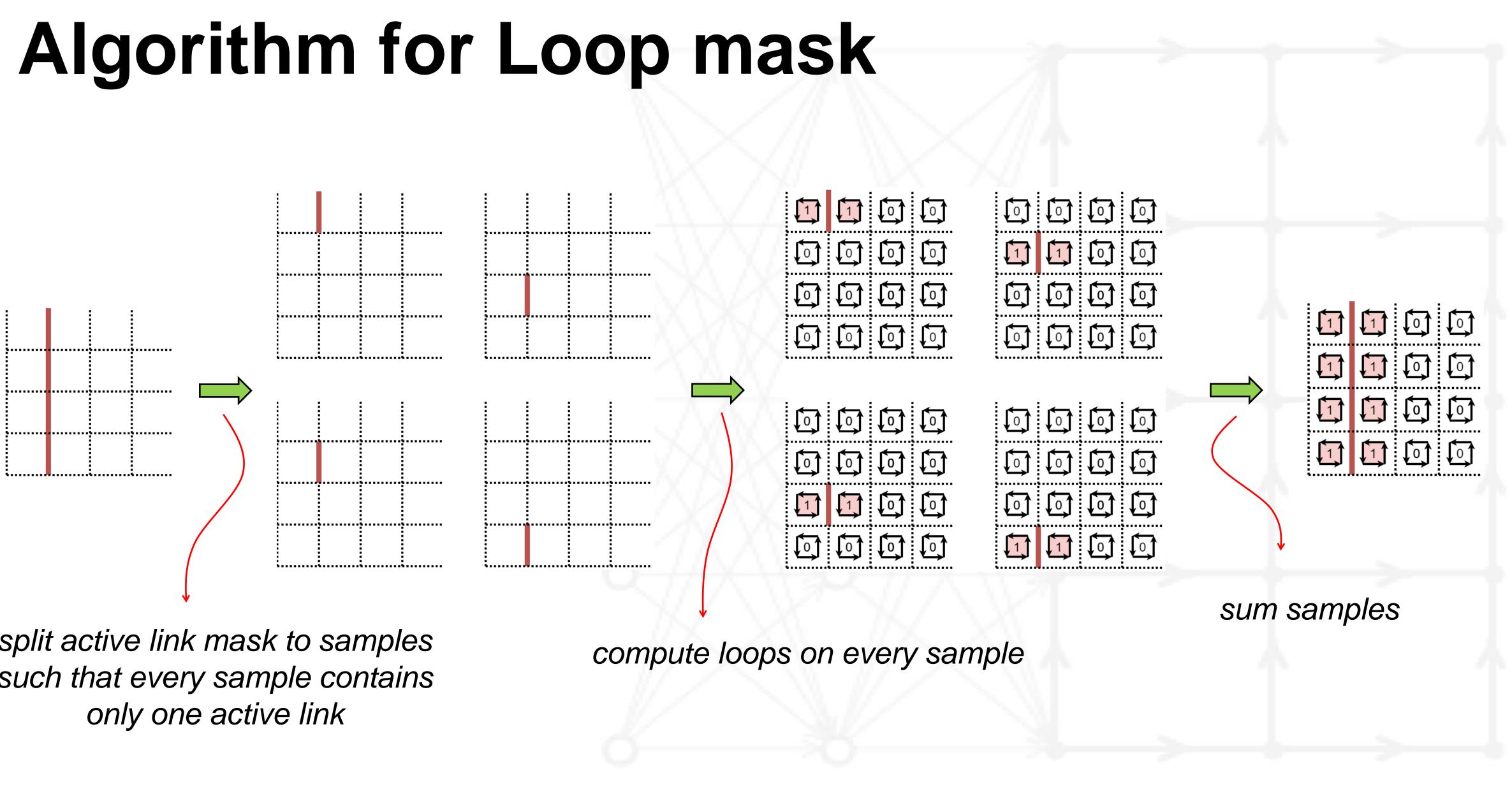


Idea: any loop containing no active links will be frozen.

Use properties of NaNs.

Idea: count how many active links contain every loop

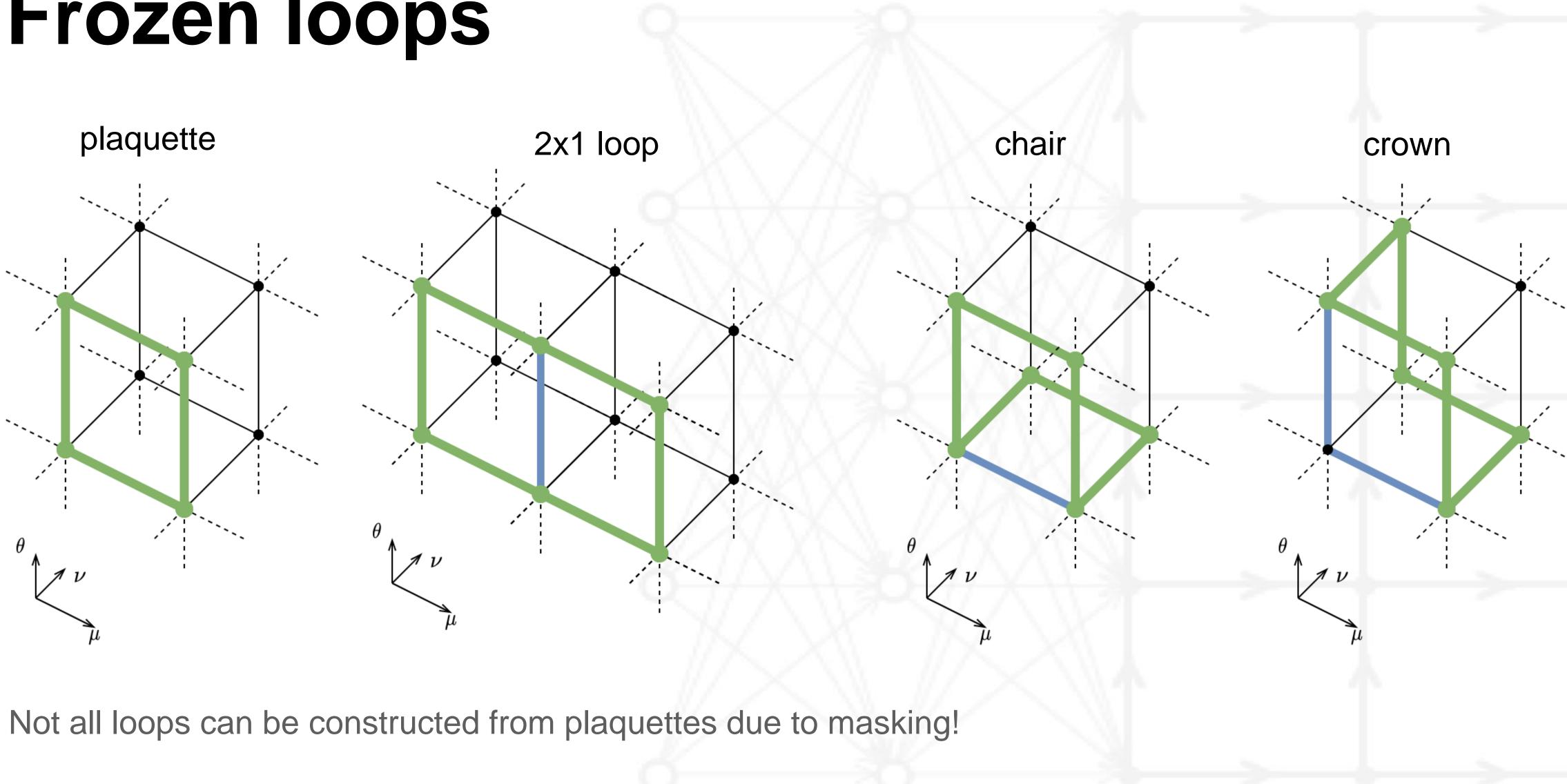




split active link mask to samples such that every sample contains

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Frozen loops

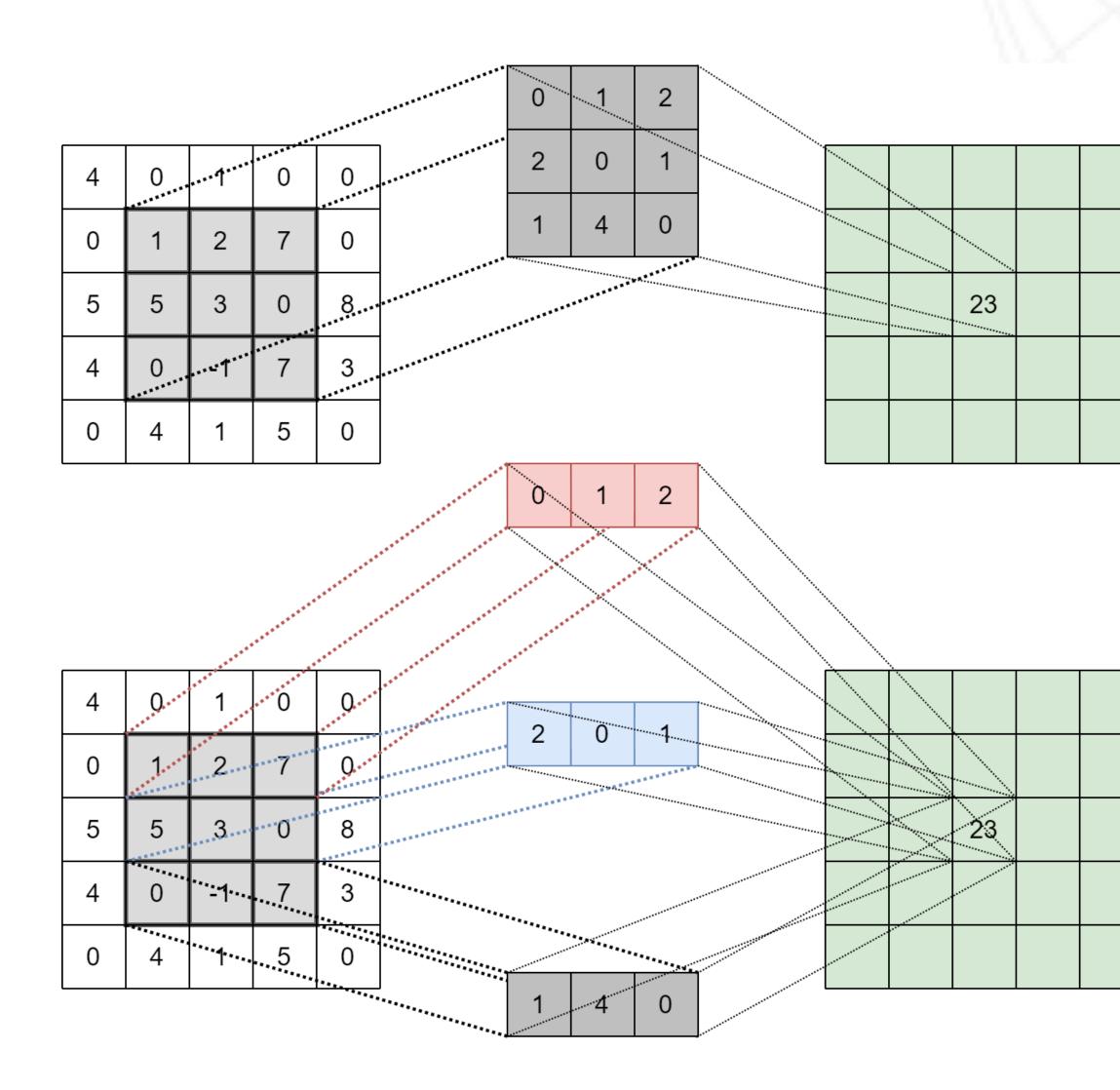


But, bigger loops can be constructed from plaquettes, 2x1 loops, chairs and crowns!





Convolutional layer in 4D



Idea:

Convolution layer in 4D is sum of convolution layers in 3D

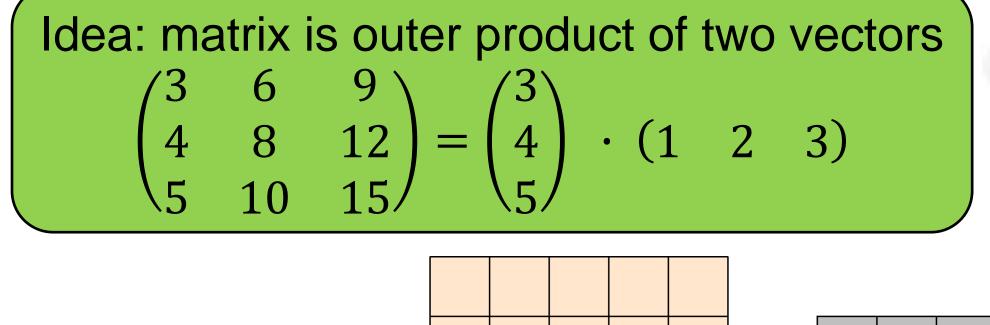
Depending on parameters naive implementation in PyTorch shows a slowing down for 20%-50% comparing with PyTorch 3D Convolutions on GPU (Nvidia). See implementations

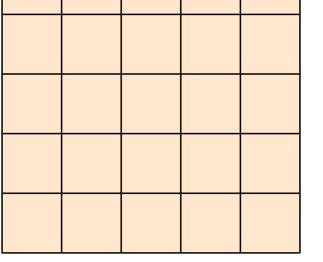
- https://github.com/boydad/pytorch_conv4D
- https://github.com/funkey/conv4d
- https://github.com/timothygebhard/pytorch-conv4d
- https://github.com/pvjosue/pytorch_convNd

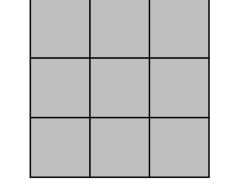




Factorized convolutions

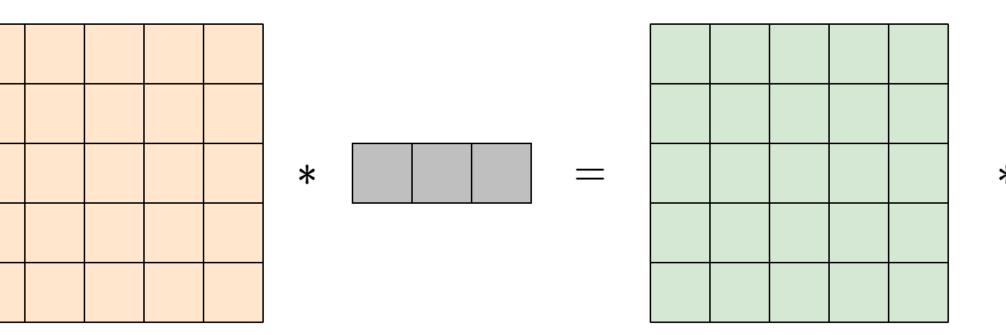


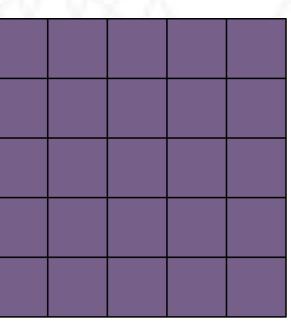




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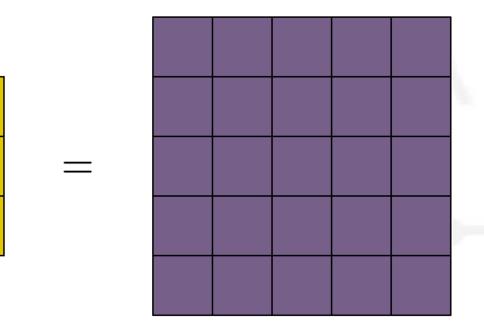
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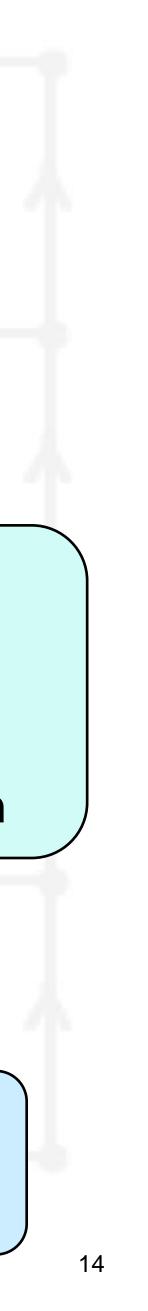


Factorized convolutions:

- fewer parameters
- fewer multiplications
- easier to train
- no need for 4D convolution



see CP decomposition and tucker decomposition for details; and review on decompositions https://arxiv.org/pdf/1906.06196



Some other optimizations

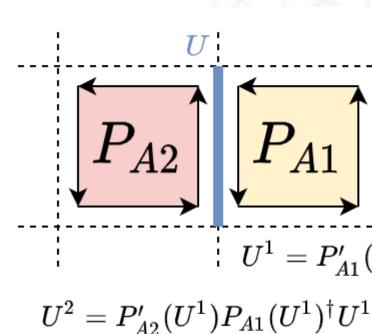
Coupling transformation

• Rational quadratic spline with bias

$$y^{active} = RQS(x^{active}|NN(x^{frozen})) + NN(x)$$



 Update link several times using all active plaquettes

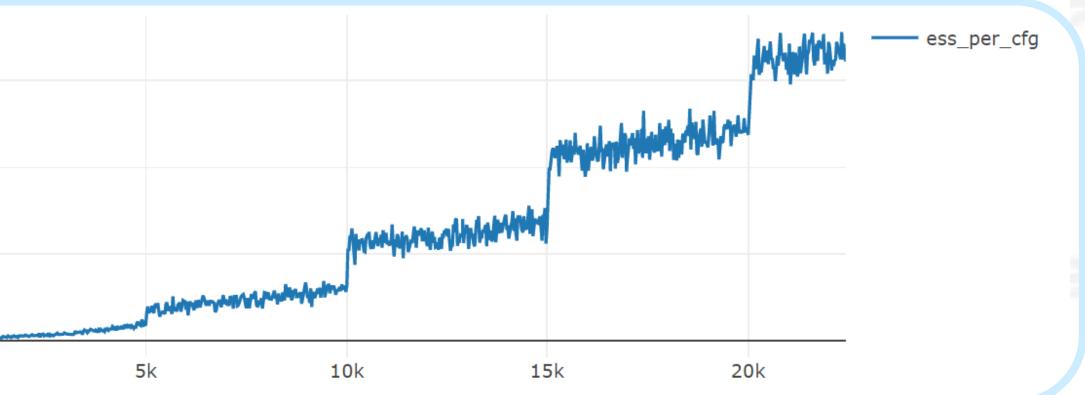


Scheduler policy	0.15
 Long training with several 	0.1
decreasing learning rate is efficient	0.05

frozen)

 P_{A1} $U^1 = P'_{A1}(U)P_{A1}(U)$ $P_{A1}(U^1)^{\dagger}U^1$ Optimizer regularization

 Long training can cause instability due to Adam optimizer (regularize or use amsgrad)





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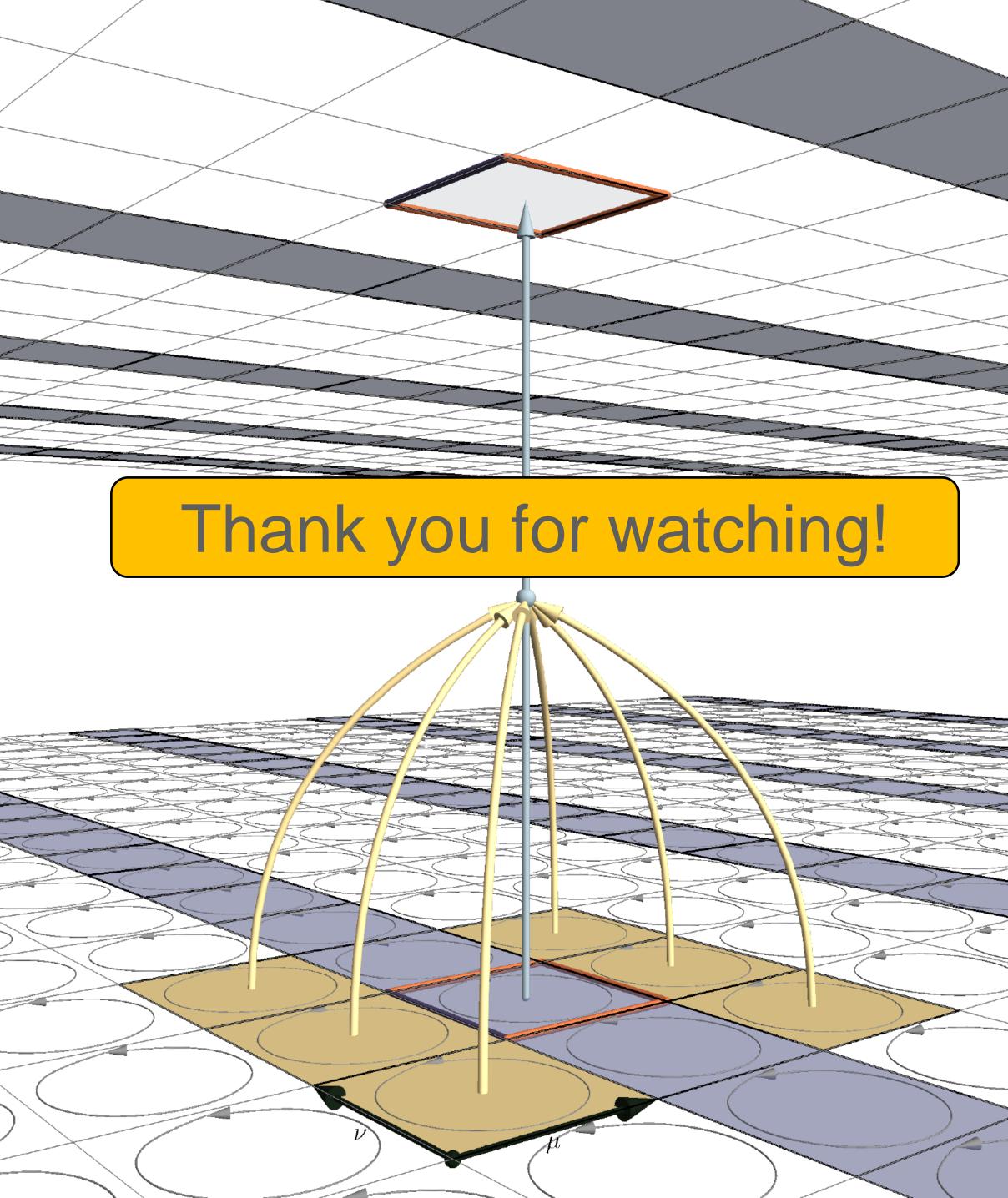
Conclusions

 Development of a flow-based model for lattice gauge theory in 3/4D required a set of optimizations

 All optimizations proposed here may be used for other models

Acknowledgment

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