

Deep Autoencoders in the Heterotic Orbifold Landscape

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in collaboration with

Erik Parr and Patrick Vaudrevange

[arxiv:1811.05993](https://arxiv.org/abs/1811.05993)

SFB 1258

Neutrinos
Dark Matter
Messengers



Motivation

The search for MSSMs in String Theory has a long history

- ▶ Type IIA/B with D-branes
- ▶ F-Theory
- ▶ **Heterotic orbifolds**

MSSM searches in heterotic orbifolds

- ▶ need to fix ~ 100 parameters
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Very inefficient!

Goals of this talk

- ▶ Have a careful look at the parameter space of heterotic orbifold models
- ▶ Understand the connection between choices of parameters and “good” models
- ▶ Use this information to refine the usual random searches for MSSMs

Outline

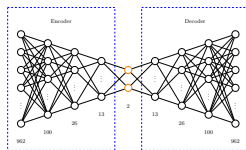
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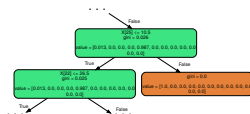
in order to achieve this: **Machine learning**



Data generation
Data preparation

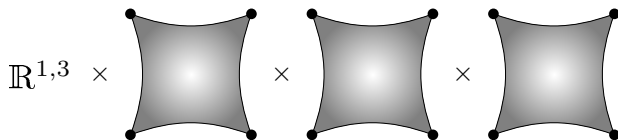


Neural Network
(find fertile patches)



Decision tree
(extract conditions)

Parameter Space of (Heterotic) Orbifolds



Orbifolds are characterized by the *space group*

$$g = (\theta | n_\alpha e_\alpha)$$

For the heterotic string: Embed into $E_8 \times E_8$

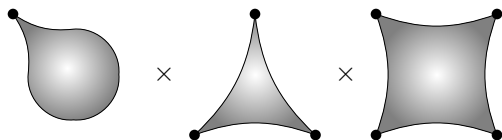
(e.g. using the orbifolder [[1110.5229](#)])

$$\left. \begin{array}{l} v_\theta \rightarrow V_\theta \quad \text{Shift} \\ e_\alpha \rightarrow W_\alpha \quad \text{Wilson lines} \end{array} \right\} \in \mathbb{Q}^{16}$$

subject to *modular invariance conditions*

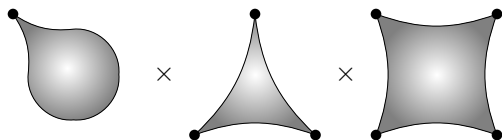
→ spectrum, local gauge groups (local GUTs) fully determined

Compactification Parameters in \mathbb{Z}_6 -II



- ▶ Geometric twist fixed as $v_\theta = (\frac{1}{6}, \frac{1}{3}, -\frac{1}{2})$
- ▶ Gauge embeddings:
 - ▶ 1 shift of up to order 6
 - ▶ 1 order 3 Wilson line, 2 order 2 Wilson lines
- ▶ Local shifts: $V_g = kV_\theta + (n_3 + n_4)W_3 + n_5W_5 + n_6W_6$

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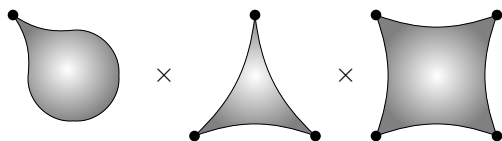
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Main motivation here

Mini-Landscape: [[hep-th/0611095](https://arxiv.org/abs/hep-th/0611095)]

“Sweet spots” in the landscape,
based on physics considerations
(local GUTs w/full representations)

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Machine Learning

reproduce and extend the
idea of the Mini-Landscape
in an automated fashion

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Problem: equivalent inputs can look completely different numerically

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Solution: use *breaking patterns* (= number of invariant roots)

Breaking patterns

For each gauge embedding V count the number of roots ρ that fulfill

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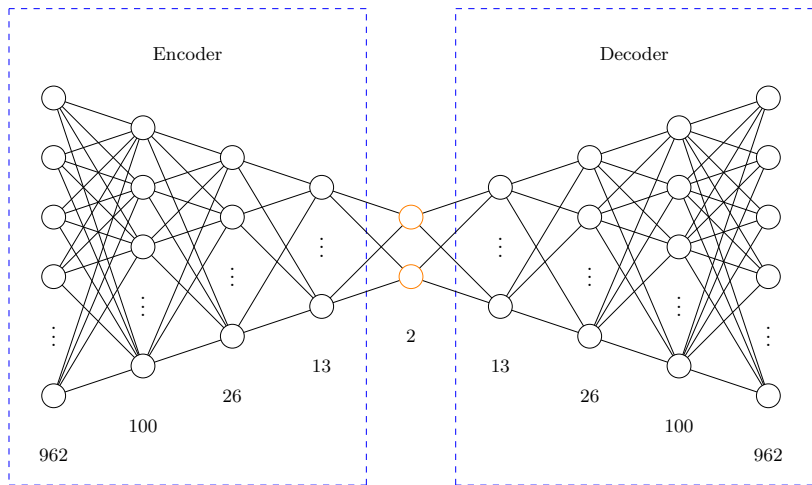
$$V_g = V_\theta + (n_3 + n_4)W_3 + n_5W_5 + n_6W_6$$

- ▶ Amend local breaking patterns by global gauge group $\rightarrow 2 \times 12 + 2 = 26$ parameters
- ▶ For later purposes: one-hot encoding $\rightarrow 26 \times 37 = 962$ input dimensions

The Dataset(s)

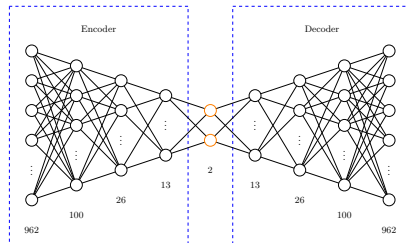
- ▶ **Training:** 700k from random search, by chance including some MSSMs
→ we will use this dataset in order to identify fertile patches
- ▶ **Evaluation:** 6.3M from random search
→ are our fertile patches chosen correctly?
- ▶ 30k from the **Mini-Landscape**
→ compare our approach to physics-motivated considerations

Autoencoders



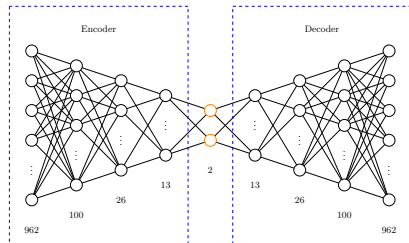
Autoencoders

- ▶ Feed inputs through network
- ▶ Train on $\text{output}=\text{input}$
- ▶ Information bottleneck in the latent layer



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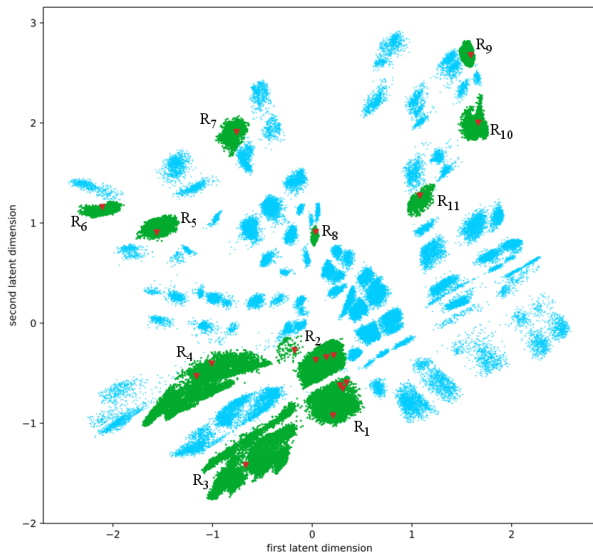
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Because of the information bottleneck, the network is forced to learn a compressed representation of the input by exploiting (nonlinear) redundancies

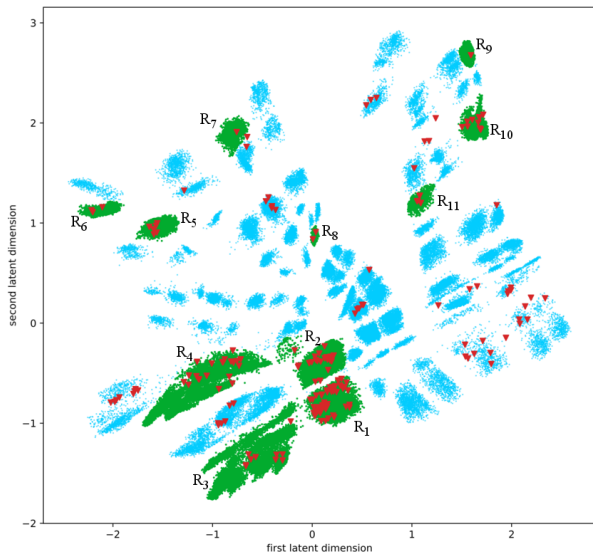
Draw a map: after training, use the first half of the network (=the encoder) to draw a 2-d map of the landscape

Results



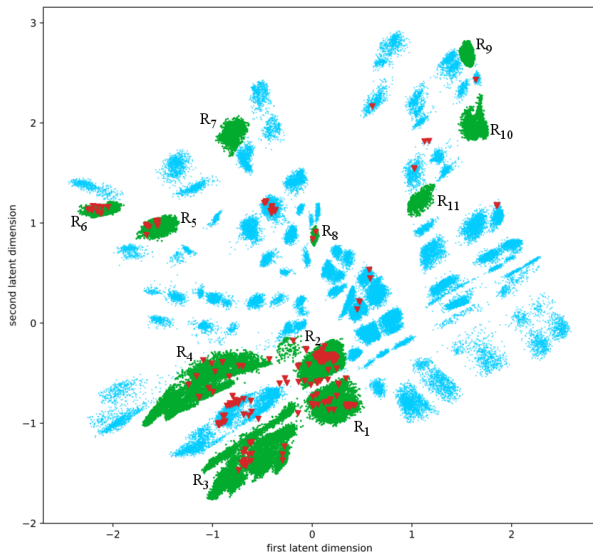
Training set: MSSMs in red, random models in blue, fertile islands in green

Results



Evaluation set: MSSMs in red, random models in blue, fertile islands in green

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Mini-Landscape: MSSMs in red, random models in blue, fertile islands in green

Question: How can I tell the different clusters apart?

Decision Tree

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Decision tree: Classify clusters according to specifications like

*If an entry x in the feature vector has value below T_x and an entry y in the feature vector has value below T_y and \dots ,
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Main advantages:

- ▶ Almost trivial to feed information gathered in this way to a computer
- ▶ A first step to an interpretation in terms of physical quantities

Beyond Random Searches

Two direct applications

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Shortcuts during random search

The orbifolder works as follows

- (i) Generate random, modular invariant gauge embedding
- (ii) Compute spectrum
- (iii) Check whether spectrum contains an MSSM

Using the decision tree, we can skip steps (ii) and (iii)

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Generation of fertile models

Possible algorithm

- (i) Generate random shift
- (ii) Check whether it has the chance to be in a fertile patch:
 - ▶ if no, scrap the model
 - ▶ if yes, create random Wilson line
- (iii) Repeat until one has a complete model

Conclusions

A role model for other orbifold geometries:

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Thank You!