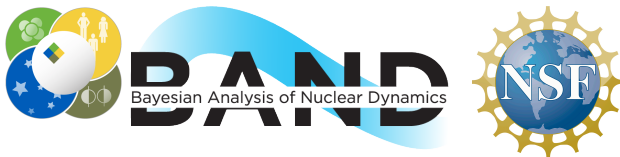


Minimizing emulator uncertainty

Oleh Savchuk

October 31, 2024



Please visit: <https://bandframework.github.io>

Dense Nuclear Matter Equation of State from Theory and Experiments

IRL NPA (In2p3/FRIB), Oct 28th - Nov 1st 2024, FRIB, East Lansing, MI, USA

Bayesian statistics

- Bayes Theorem for posterior:

$$P(\theta | X) = \frac{P(X|\theta) P(\theta)}{P(X)}$$

- Parameters θ , observations, observation given parameters, prior, probability of observation,

$$P(X|\theta) = \exp \left\{ -\frac{1}{2} \sum \frac{(X_i - X_i^{theory}(\theta))^2}{\sigma_i^2} - \sum \ln \sqrt{2\pi\sigma_i^2} \right\}$$

- Might require 10^5 evaluations at different parameters θ

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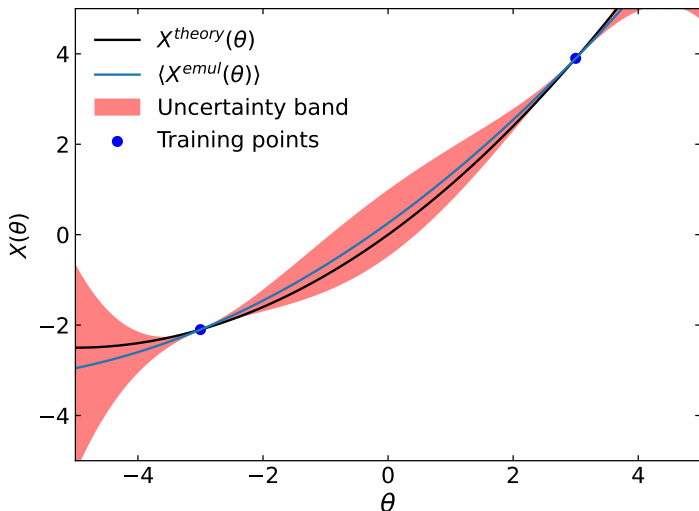
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Emulators

- Purpose: replace full-model (expensive) with emulators (cheap) trained on $\sim 10^2$ full-model runs.



Smooth emulator

- Based on Taylor series:

$$\chi^{emulator}(\theta) = \sum_{\{n\}} A_{\{n\}} \sqrt{\frac{(n_1 + \dots + n_N)!}{n_1! \dots n_N!}} \prod_i \left(\frac{\theta_i}{\lambda}\right)^{n_i} = \sum_i A_i T_i(\theta),$$

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- with A_i being distributed according to:

$$P(\vec{A}) \sim \delta(A_i T_i(\theta_j) - \chi^{theory}(\theta_j)) \exp\left\{-\frac{A_i^2}{2\sigma_A^2}\right\}$$

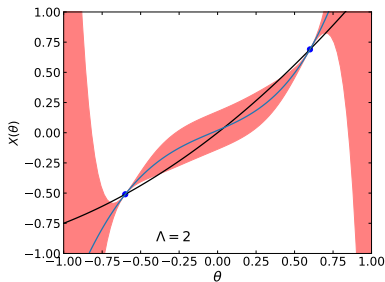
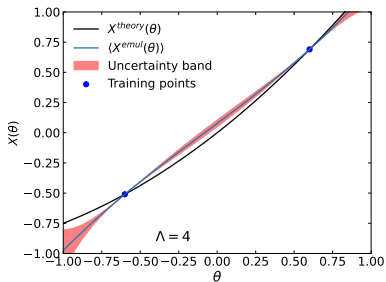
and θ_j being training points.

∧ smoothness parameter

$$X^{\text{emulator}}(\theta) = \sum_i A_i T_i(\theta) = \sum_{\{n\}} A_{\{n\}} \sqrt{\frac{(n_1 + \dots + n_N)!}{n_1! \dots n_N!}} \prod_i \left(\frac{\theta_i}{\Lambda} \right)^{n_i}$$

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Including uncertainty from theory

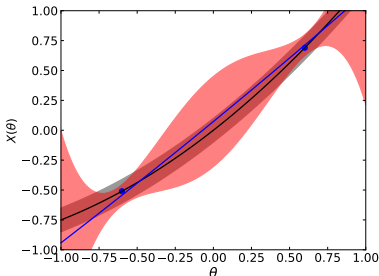
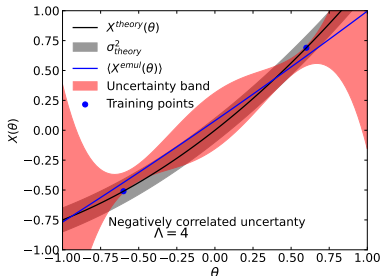
- We can incorporate theoretical model's noise into emulator:

$$\delta(X_j^{th} - X_j^{emu}) \rightarrow \frac{|\Delta|}{(\sqrt{2\pi})^{N_{train}}} \exp \left\{ -\frac{1}{2} (X_j^{th} - X_j^{emu}) \Delta_{jk}^{-1} (X_k^{th} - X_k^{emu}) \right\}$$

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Parameters

- σ_A^2 , Λ can be obtained by maximizing probability:

$$P(X^{th} | \sigma_A, \Lambda) = \int dA_i P(A) = \frac{\sigma_A^{N_{train}} \exp \left\{ -\frac{1}{2\sigma_A^2} X_j^{th} \left(O_{jk} + \frac{\Delta_{jk}}{\sigma_A^2} \right) X_k^{th} \right\}}{\sqrt{\det \left(O_{jk} + \frac{\Delta_{jk}}{\sigma_A^2} \right)}},$$

with $O_{lm} = T_l(\theta_l) T_l(\theta_m)$.

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- Emulator predictions:

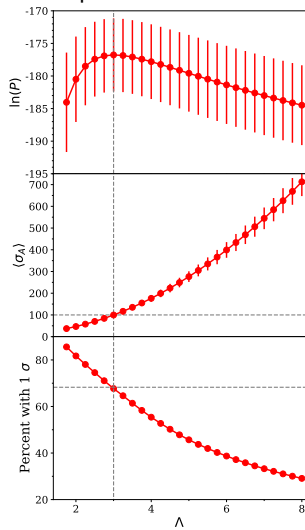
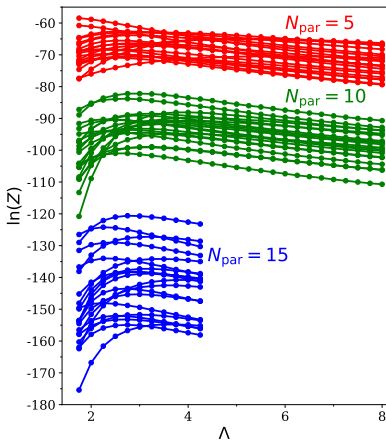
$$\langle X^{em}(\theta) \rangle = \sum_i \langle A_i \rangle T_i(\theta)$$

$$\langle \Delta X^{em}(\theta_1) \Delta X^{em}(\theta_2) \rangle = \sum_{ij} \langle \Delta A_i \Delta A_j \rangle T_i(\theta_1) T_j(\theta_2)$$

can be solved for analytically.

Emulator tests

- Generating random models from σ_A^2 and Λ and using them in log-likelihood estimation leads to correct parameter reconstruction.



Emulator Uncertainty

- At a point θ :

$$\sigma^2(\theta) = \langle \Delta X^{em}(\theta) \Delta X^{em}(\theta) \rangle = \sigma_A^2 (T_i(\theta) T_i(\theta) - (O_{lm} + \sigma_A^{-2} \Delta_{lm})^{-1} S_l(\theta) S_m(\theta)),$$

where $S_l(\theta) = T_i(\theta) T_i(\theta)$.

- $\sigma^2(\theta_p) = 0$, at the training point θ_p .

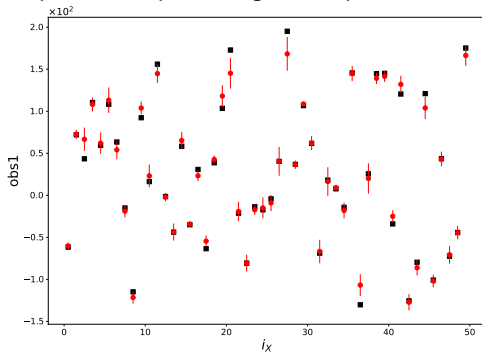
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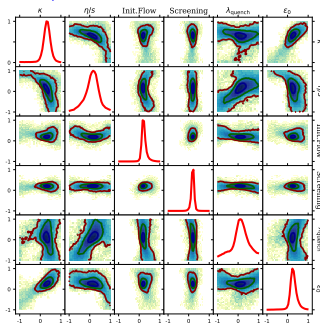
where $S_l(\theta) = T_i(\theta_l) T_i(\theta)$.

- $\sigma^2(\theta_p) = 0$, at the training point θ_p .
- Smooth emulator is good for "smooth" functions. Prediction of uncertainty improved compared to gaussian process.



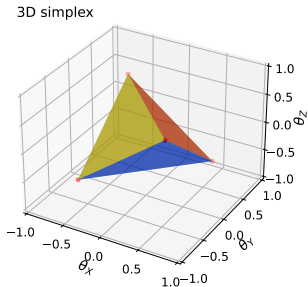
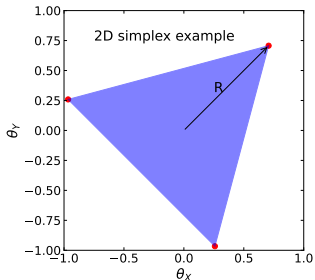
Current applications

- For Charge Balance Functions: **OS, Scott Pratt (MSU/FRIB) and Andrew Gordeev (Duke)**
- For Jet Physics: **Christal Martin (Tennessee)**
- For BES dynamics: **Syed Afrid Jahan and Chun Shen (Wayne State)**
- Smooth emulator is written in C++ (fast) and soon available as Python package (easy to use)
- Available at github.com/bandframework



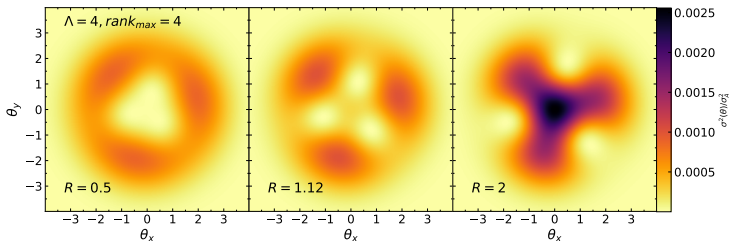
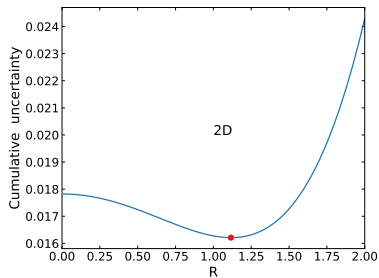
Simplex algorithm for choosing training points

- Goal:
 - ① Find optimum locations of training points.
 - ② Should span large portion of space.
- Linear fit requires $N_{train} = N + 1$.
- Quadratic fit additional $N(N + 1)/2$ training points.
- Simplex: $N + 1$ equally spaced from each other points:
 - 1D. Two points;
 - 2D. Equilateral triangle;
 - 3D. Tetrahedron;



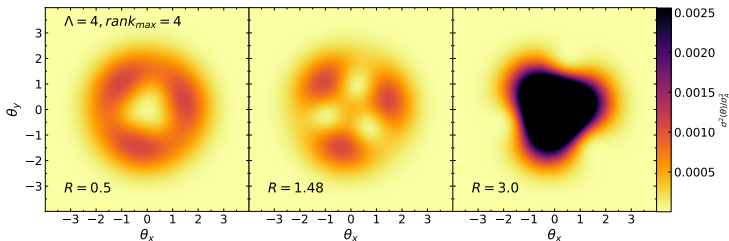
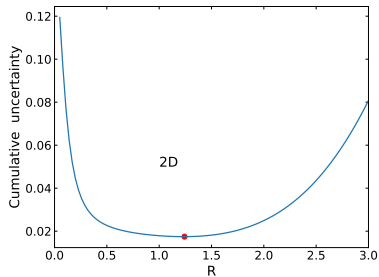
Optimizing size of simplex

$$CU = \int d\theta \frac{\sigma^2(\theta)}{(2\pi)^{N/2} \sigma_A^2} \exp \left\{ -\frac{\theta^2}{2} \right\}$$



Optimizing with Uncertainty

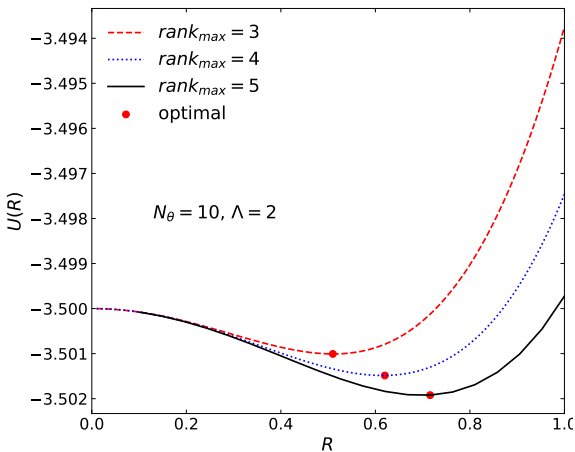
$$\Delta_{lm} = 0.001\sigma_A^2\delta_{lm}$$



Higher dimensions

- R -dependent part of uncertainty:

$$U(R) = -O_{lm}^{-1} \int \frac{d\theta}{(\sqrt{2\pi})^N} \exp\left\{-\frac{\theta^2}{2}\right\} S_l(\theta) S_m(\theta)$$



Summary

- 1 Smooth emulator is easy and fast to train.
- 2 Smooth Emulator good choice for Smooth model, i.e. does not require high orders in Taylor expansion.
- 3 Does good job at predicting uncertainty.
- 4 Can be incorporated into Python, available to import as python module (contact me to try).
- 5 Simplex is a good starting point for training points.

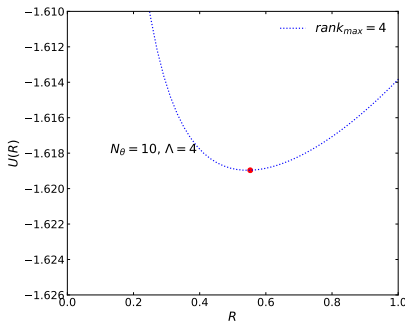
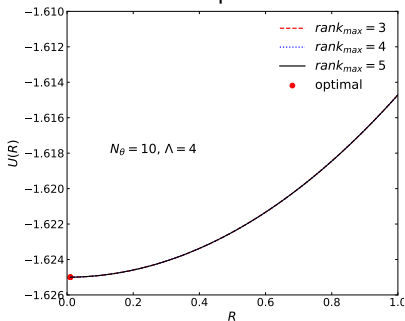
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Thank you for attention!

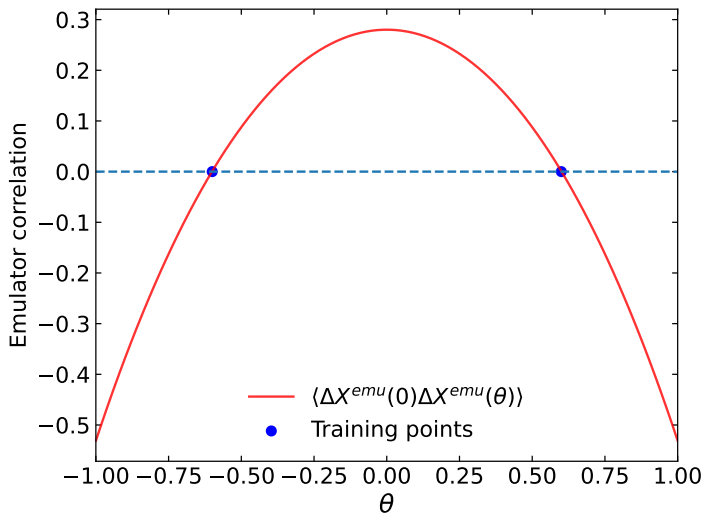
Very smooth functions

- For a smoother function smaller radii is preferred.
- Increase in number of parameters also leads to smaller radii.
- Maximal rank on the other hand leads to increase in radii.
- Uncertainty in theoretical model leads to large values of radii and makes minimum more pronounced.



Correlation function

- Correlation functions have a different structure compared with Gaussian Process emulators.



Log plots of uncertainty

- Training points are easier to spot.

