

Chromaticity Correction with Physics-inspired Neural Networks

5.11.2020

Artificial Neural Networks

Artificial Neural Networks are

- ▶ able to approximately represent any function $f : \mathbb{R}^m \rightarrow \mathbb{R}^n$ with arbitrary precision

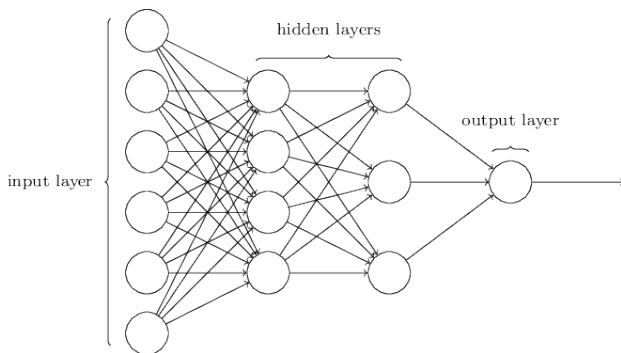


Figure: [Nie15]

Artificial Neural Networks

Layers are

- ▶ layers are composition of a linear map l and an element-wise non-linear map σ , e.g. $\mathbf{x} \rightarrow (\sigma \circ l)\mathbf{x}$
- ▶ l contains *trainable* weights M_{ij} and biases b_i
 $l(\mathbf{x}) = M\mathbf{x} + b$

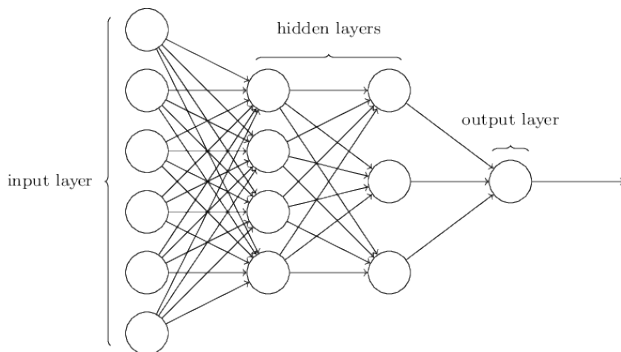


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Training Artificial Neural Networks

- ▶ train from a set of n examples $\{(x_n, y(x_n))\}_n$
- ▶ minimize some metric $\sum_n ||y(x_n) - \text{net}(x_n)||$ via gradient descent with respect to the trainable weights

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- ▶ training successful if prediction is accurate for inputs not included in examples
 - ▶ the ANN is able to *generalize*

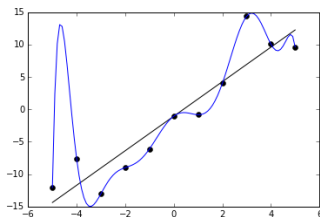


Figure: [Wik]

Physics-inspired Neural Networks

Physics-inspired Neural Networks

- ▶ exploit domain knowledge to construct network architecture
- ▶ replace layers by polynomial maps with trainable weights W_k
 $I(\mathbf{x}) = \mathbf{x} + W_1\mathbf{x} + W_2\mathbf{x}^2 + \dots$
- ▶ weight matrices W_k can be obtained from beam dynamics, e.g. affiliated from MAD-X, elegant, ...
- ▶ represent each element in beamline by a layer

Physics-inspired Neural Networks

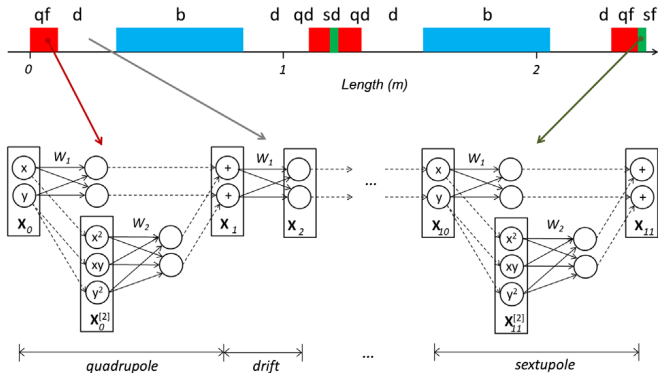


Figure: [IA20]

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 - ▶ derive constraints from symplectic property

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- ▶ alternatively: use thin-lens approximation
 - ▶ symplectic by design
 - ▶ fewer trainable weights

Goals

- ▶ use PNNs for fast particle tracking
- ▶ exploit common machine-learning libraries
 - ▶ offers building blocks for NNs
 - ▶ provides tools for model training like optimizers, gradient calculation, ...
 - ▶ use optimized code from high-level programming language
 - ▶ access to GPUs

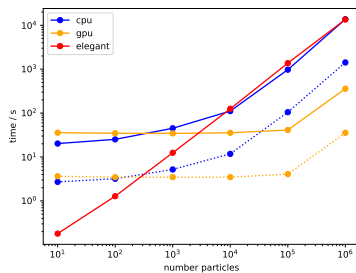
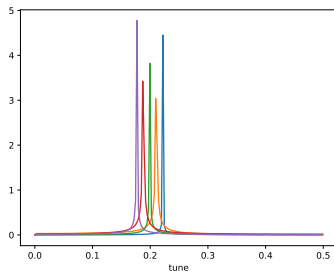
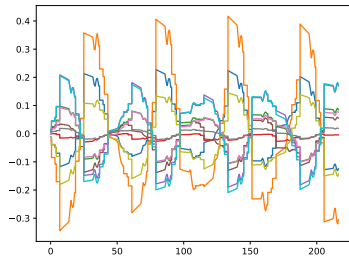
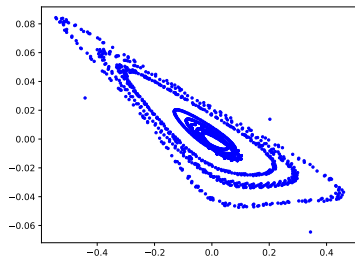
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- ▶ predict chromaticity of SIS18 and correct it
- ▶ optional: try to include space charge effects

Current Status



References I

- [IA20] Andrei Ivanov and Ilya Agapov. Physics-based deep neural networks for beam dynamics in charged particle accelerators. *Physical Review Accelerators and Beams*, 23(7):074601, 2020.
- [Nie15] Michael A. Nielsen. *Neural Networks and Deep Learning*. Determination Press, 2015.
- [Wik] Wikipedia, the free encyclopedia. Polynomial overfitting. [Online; accessed November 4, 2020].