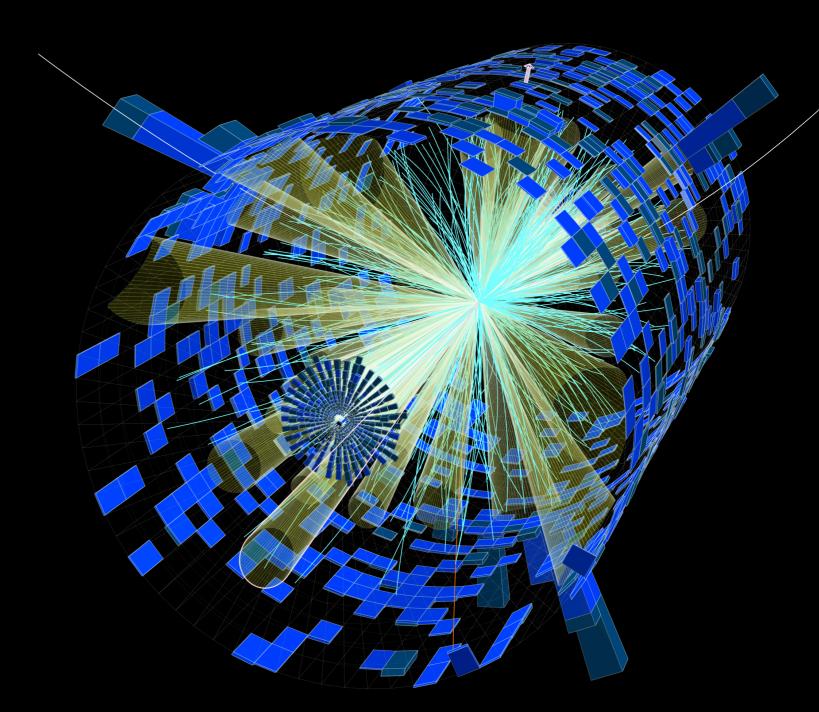


EXPERIENCES WITH

DEEP LEARNING AND PARTICLE PHYSICS



@KyleCranmer

New York University
Department of Physics
Center for Data Science
CILVR Lab

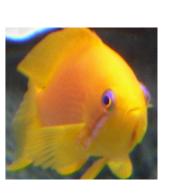
SUPPORT

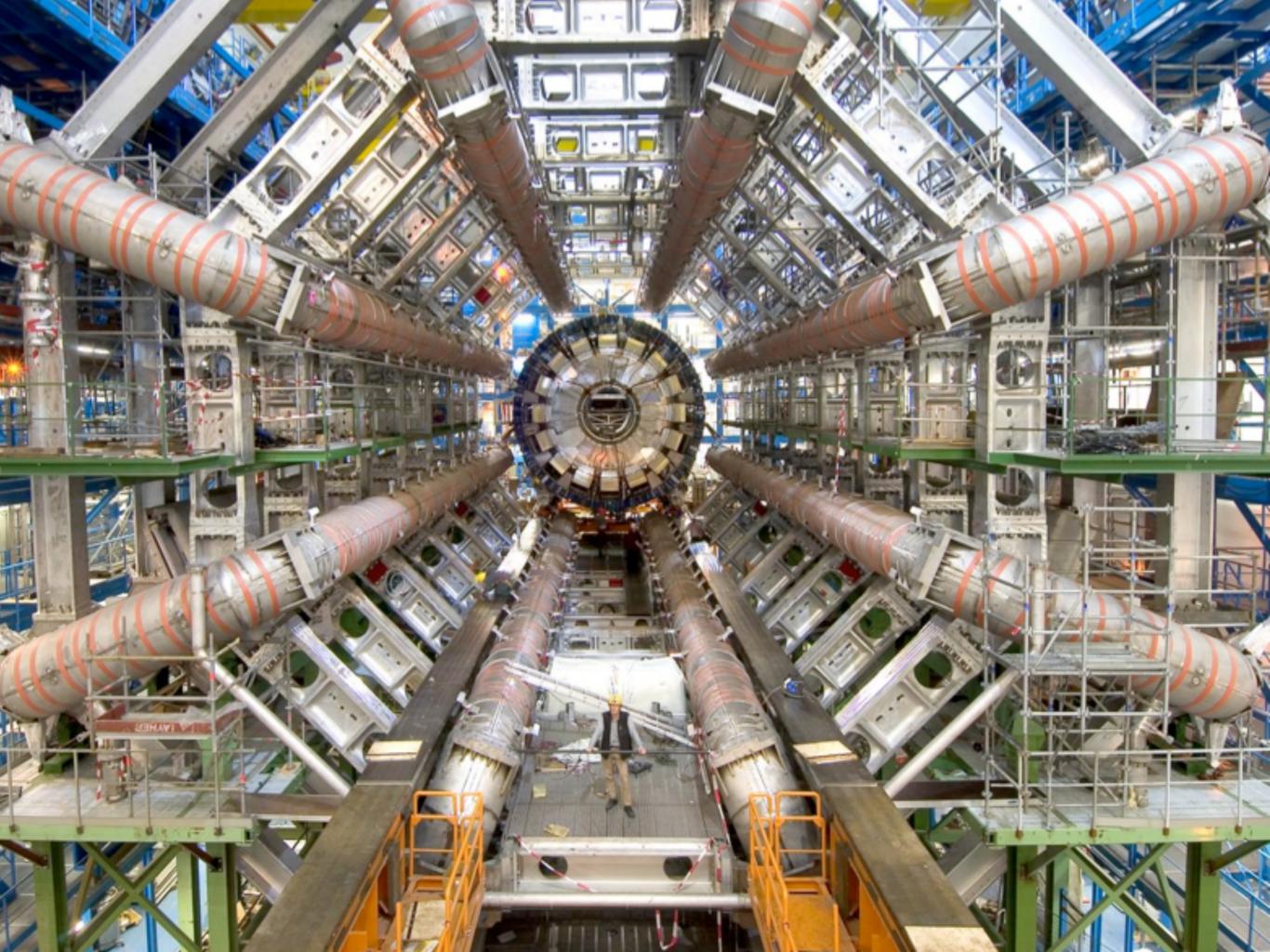




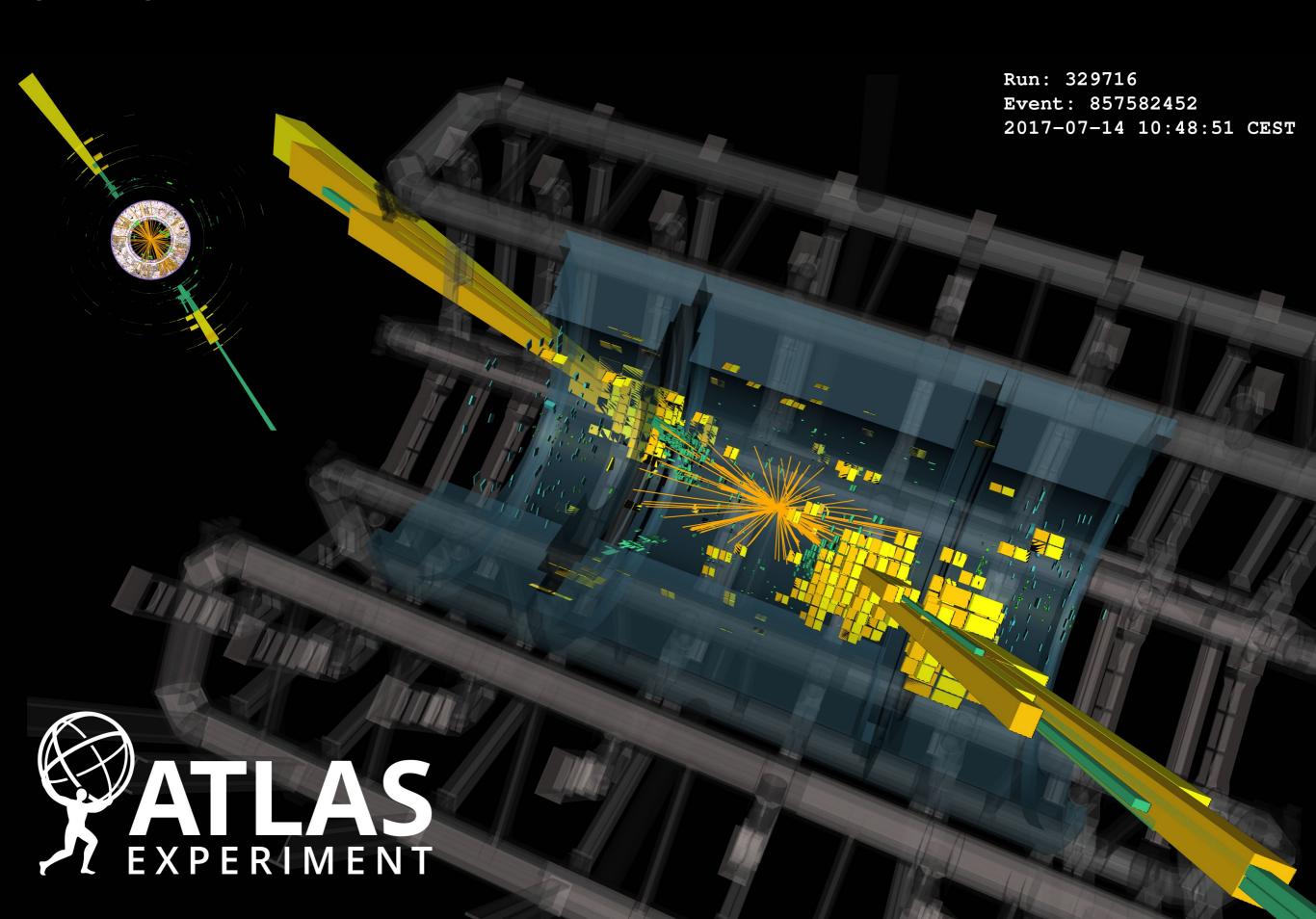


The SCAILFIN Project scailfin.github.io

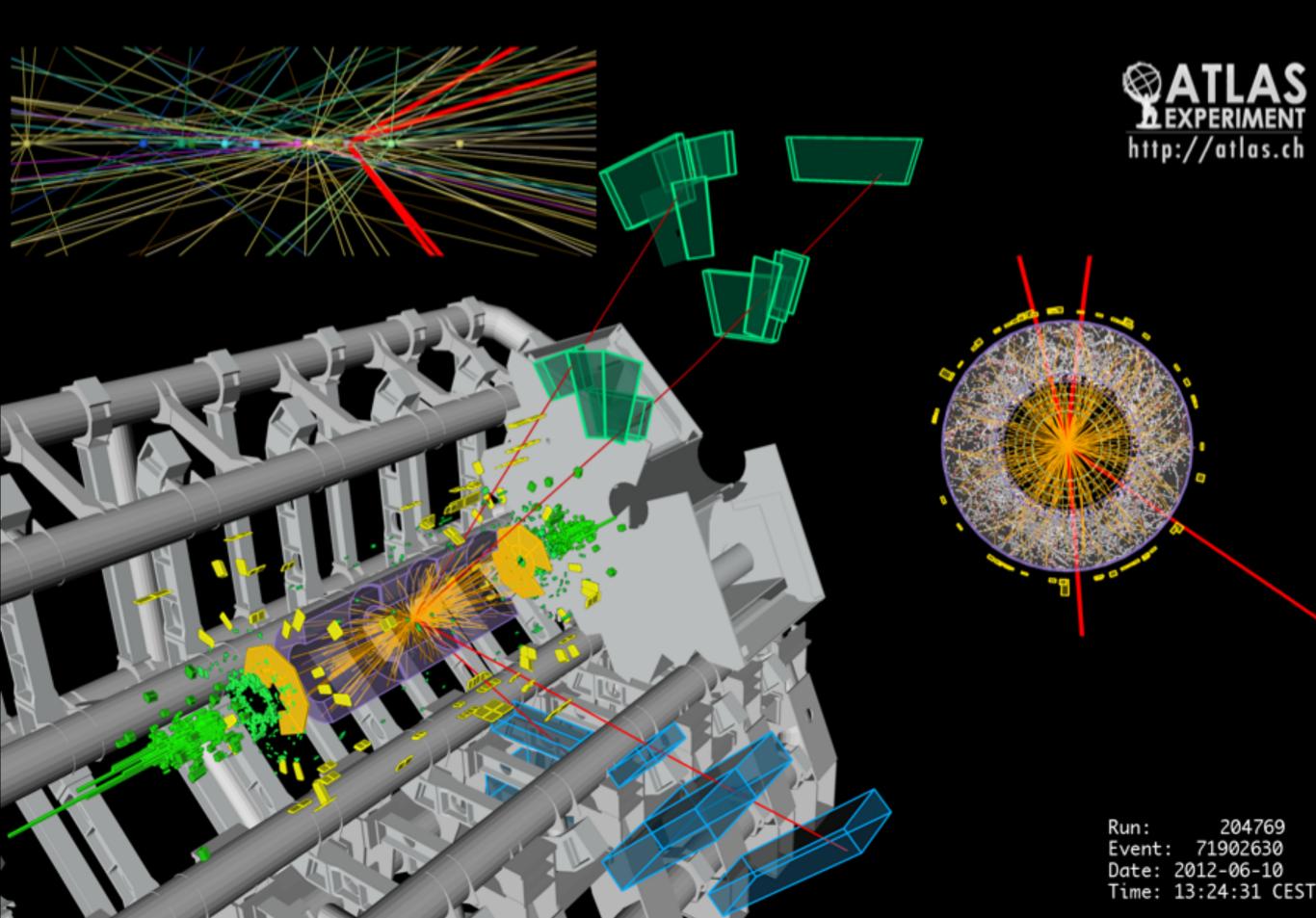




JETS



THE HIGGS BOSON





STATISTICAL FRAMING

θ parameters of interest

v nuisance parameters forward modeling generation simulation

PREDICTION

 $p(x, z | \theta, \vee)$

latent variables Monte Carlo truth

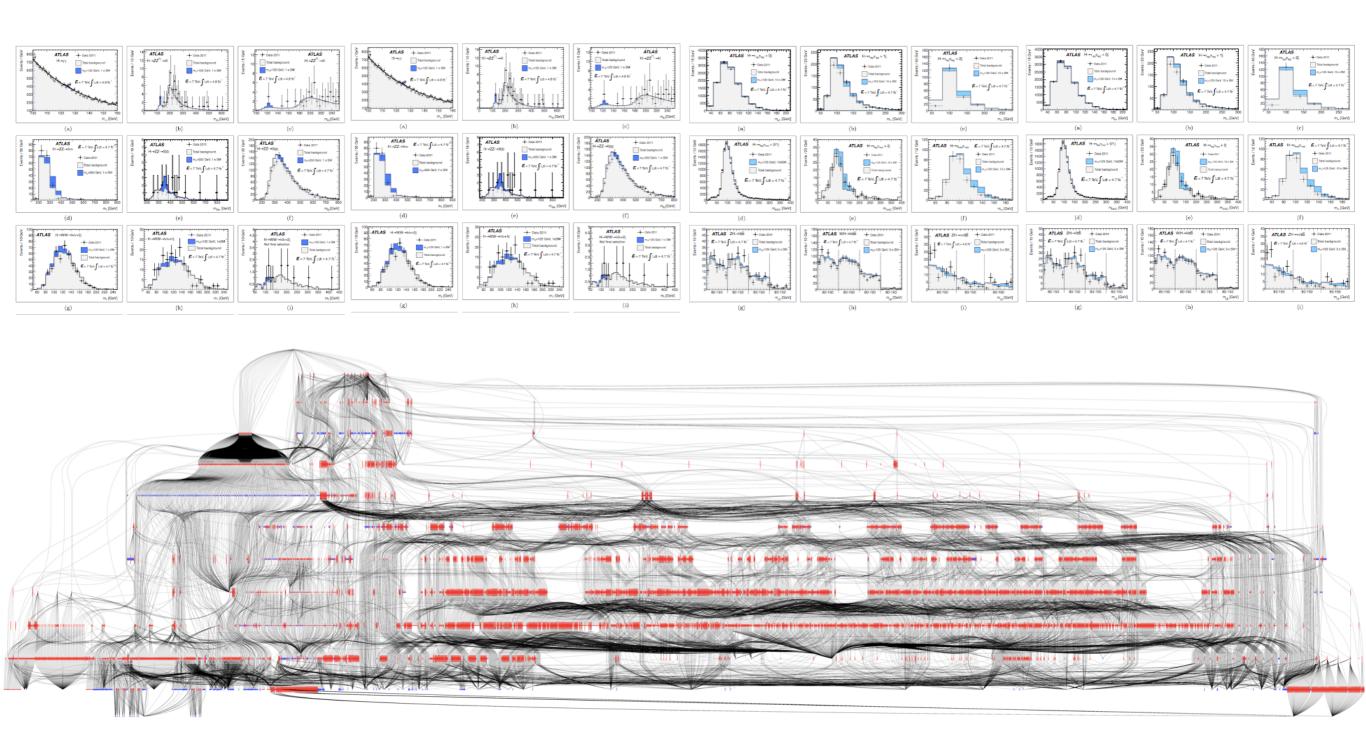
Z

INFERENCE

inverse problem
measurement
parameter estimation

x
observed data
simulated data

THE DISCOVERY OF THE HIGGS BOSON



$$\mathbf{f}_{\text{tot}}(\mathcal{D}_{\text{sim}}, \mathcal{G} | \boldsymbol{\alpha}) = \prod_{c \in \text{channels}} \left[\text{Pois}(n_c | \nu_c(\boldsymbol{\alpha})) \prod_{e=1}^{n_c} f_c(x_{ce} | \boldsymbol{\alpha}) \right] \cdot \prod_{p \in \mathbb{S}} f_p(a_p | \alpha_p)$$

$$\mathcal{L}_{SM} = \underbrace{\frac{1}{4} \mathbf{W}_{\mu\nu} \cdot \mathbf{W}^{\mu\nu} - \frac{1}{4} B_{\mu\nu} B^{\mu\nu} - \frac{1}{4} G^a_{\mu\nu} G^{\mu\nu}_a}_{\text{kinetic energies and self-interactions of the gauge bosons}} \\ + \underbrace{\bar{L} \gamma^\mu (i \partial_\mu - \frac{1}{2} g \tau \cdot \mathbf{W}_\mu - \frac{1}{2} g' Y B_\mu) L + \bar{R} \gamma^\mu (i \partial_\mu - \frac{1}{2} g' Y B_\mu) R}_{\text{kinetic energies and electroweak interactions of fermions}} \\ + \underbrace{\frac{1}{2} \left| (i \partial_\mu - \frac{1}{2} g \tau \cdot \mathbf{W}_\mu - \frac{1}{2} g' Y B_\mu) \phi \right|^2 - V(\phi)}_{W^\pm, Z, \gamma, \text{and Higgs masses and couplings}} \\ + \underbrace{g''(\bar{q} \gamma^\mu T_a q) G^a_\mu}_{\text{interactions between quarks and gluons}} + \underbrace{(G_1 \bar{L} \phi R + G_2 \bar{L} \phi_c R + h.c.)}_{\text{fermion masses and couplings to Higgs}}$$

$$\mathcal{L}_{SM} = \underbrace{\frac{1}{4} \mathbf{W}_{\mu\nu} \cdot \mathbf{W}^{\mu\nu} - \frac{1}{4} B_{\mu\nu} B^{\mu\nu} - \frac{1}{4} G^a_{\mu\nu} G^{\mu\nu}_a}_{a}$$

$$+ \bar{L}\gamma^{\mu}(i\partial_{\mu} - \frac{1}{2}g\tau \cdot \mathbf{W}_{\mu} - \frac{1}{2}g'YB_{\mu})L + \bar{R}\gamma^{\mu}(i\partial_{\mu} - \frac{1}{2}g'YB_{\mu})R$$

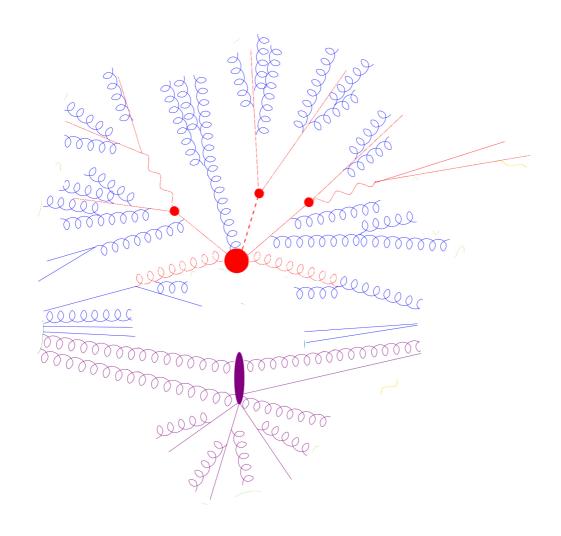
kinetic energies and self-interactions of the gauge bosons

kinetic energies and electroweak interactions of fermions

+
$$\underbrace{\frac{1}{2} \left| \left(i \partial_{\mu} - \frac{1}{2} g \tau \cdot \mathbf{W}_{\mu} - \frac{1}{2} g' Y B_{\mu} \right) \phi \right|^{2} - V(\phi)}_{}$$

 W^{\pm}, Z, γ , and Higgs masses and couplings

+
$$g''(\bar{q}\gamma^{\mu}T_aq)G^a_{\mu}$$
 + $(G_1\bar{L}\phi R + G_2\bar{L}\phi_c R + h.c.)$
interactions between quarks and gluons fermion masses and couplings to Higgs



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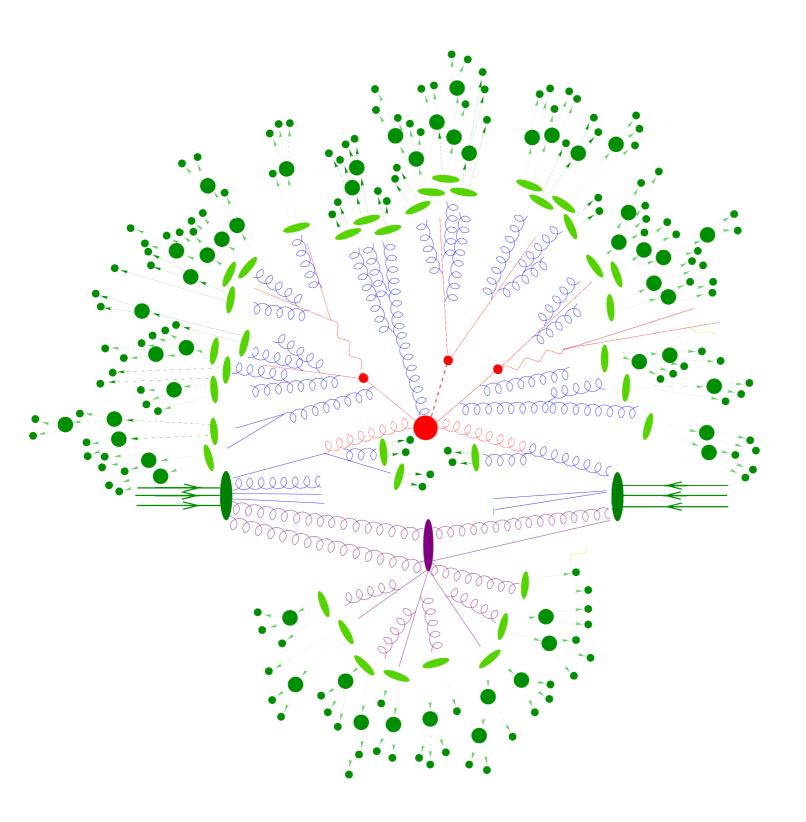
+
$$\bar{L}\gamma^{\mu}(i\partial_{\mu} - \frac{1}{2}g\tau \cdot \mathbf{W}_{\mu} - \frac{1}{2}g'YB_{\mu})L + \bar{R}\gamma^{\mu}(i\partial_{\mu} - \frac{1}{2}g'YB_{\mu})R$$

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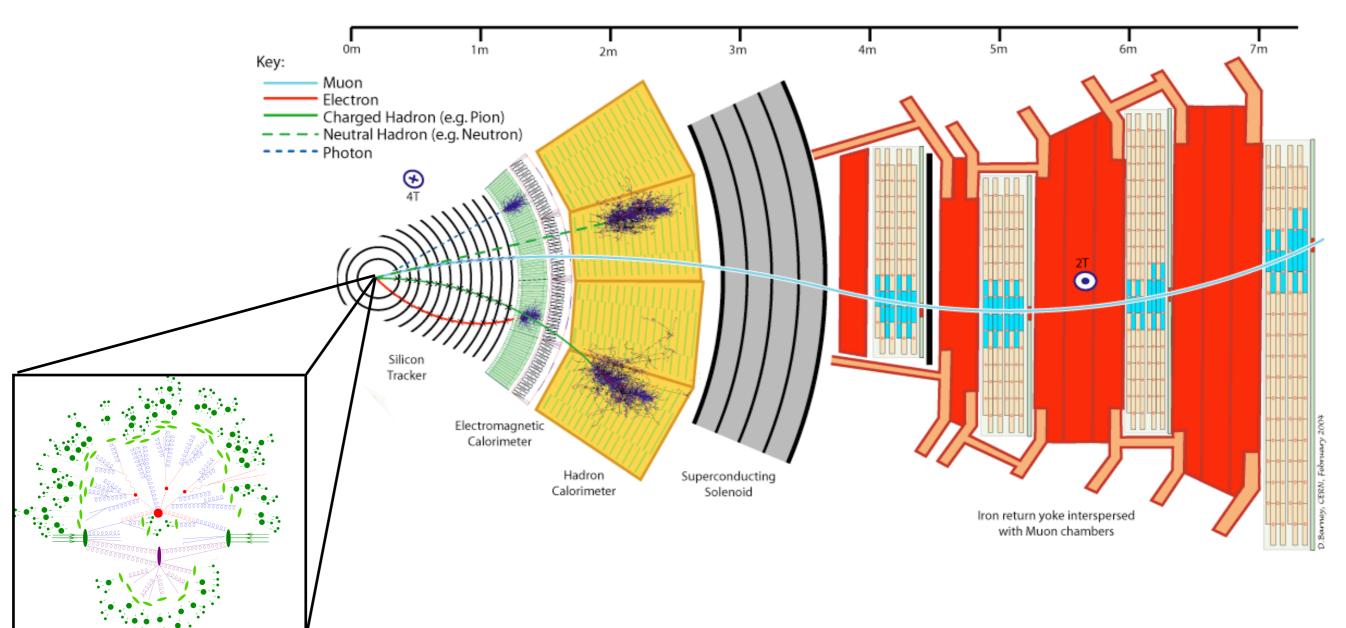
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DETECTOR SIMULATION

Conceptually: Prob(detector response | particles)

Implementation: Monte Carlo integration over micro-physics

Consequence: evaluation of the likelihood is intractable



PARTICLE PHYSICS

Conceptually: Prob(detector response | particles)

Implementation: Monte Carlo integration over micro-physics

Consequence: evaluation of the likelihood is intractable

This motivates a new class of algorithms for what is called **likelihood-free inference**, which only require ability to generate samples from the simulation in the "forward mode"

A COMMON THEME, A COMMON LANGUAGE

ABC

resources on approximate

Bayesian computational

methods



Home

Home

This website keeps track of developments in approximate Bayesian computation (ABC) (a.k.a. likelihood-free), a class of computational statistical methods for Bayesian inference under intractable likelihoods. The site is meant to be a resource both for biologists and statisticians who want to learn more about ABC and related methods. Recent publications are under Publications 2012. A comprehensive list of publications can be found under Literature. If you are unfamiliar with ABC methods see the Introduction. Navigate using the menu to learn more.

ABC in Montreal

ABC in Montreal (2014)

ABC in Montreal

Approximate Bayesian computation (ABC) or likelihood-free (LF) methods have developed mostly beyond the radar of the machine learning community, but are important tools for a large and diverse segment of the scientific community. This is particularly true for systems and population biology, computational neuroscience, computer vision, healthcare sciences, but also many others.

Interaction between the ABC and machine learning community has recently started and contributed to important advances. In general, however, there is still significant room for more intense interaction and collaboration. Our workshop aims at being a place for this to happen.

Paul Marjoram*, John Molitor*, Vincent Plagnol†, and Simon Tavar醇

*Biostatistics Division, Department of Preventive Medicine, Keck School of Medicine, and [†]Molecular and Computational Biology, Department of Biological Sciences, University of Southern California, Los Angeles, CA 90089

Communicated by Michael S. Waterman, University of Southern California, Los Angeles, CA, October 24, 2003 (received for review June 20, 2003)

Many stochastic simulation approaches for generating observations from a posterior distribution depend on knowing a likelihood function. However, for many complex probability models, such likelihoods are either impossible or computationally prohibitive to obtain. Here we present a Markov chain Monte Carlo method for generating observations from a posterior distribution without the use of likelihoods. It can also be used in frequentist applications, in particular for maximum-likelihood estimation. The approach is illustrated by an example of ancestral inference in population genetics. A number of open problems are highlighted in the discussion.

One of the basic problems in Bayesian statistics is the computation of posterior distributions. We imagine data \mathcal{D} generated from a model \mathcal{M} determined by parameters θ , the prior density of which is denoted by $\pi(\theta)$. We assume unless otherwise stated that the data are discrete. The posterior distribution of interest is $f(\theta|\mathcal{D})$, which is given by

$$f(\theta|\mathcal{D}) = \mathbb{P}(\mathcal{D}|\theta)\pi(\theta)/\mathbb{P}(\mathcal{D}),$$
 [1]

where $\mathbb{P}(\mathcal{D}) = \int \mathbb{P}(\mathcal{D}|\theta)\pi(\theta)d\theta$ is the normalizing constant.

In most scientific contexts, explicit formulae for such posterior densities are few and far between, and we usually resort to stochastic simulation to generate observations from f. Perhaps the simplest approach for this is the rejection method:

A1. Generate θ from $\pi(\cdot)$.

A2. Accept θ with probability $h = \mathbb{P}(\mathcal{D}|\theta)$; return to A1.

of ε therefore reflects a tension between computability and accuracy. The method is still honest in that, for a given ρ and ε , we are generating independent and identically distributed observations from $f(\theta|\rho(\mathcal{D}, \mathcal{D}') \leq \varepsilon)$.

When \mathcal{D} is high-dimensional or continuous, this approach can be impractical as well, and then the comparison of \mathcal{D}' with \mathcal{D} can be made by using lower-dimensional summaries of the data. The motivation for this approach is that if the set of statistics $S = (S_1, \ldots, S_p)$ is sufficient for θ , in that $\mathbb{P}(\mathcal{D}|S, \theta)$ is independent of θ , then $f(\theta|\mathcal{D}) = f(\theta|S)$. The normalizing constant $\mathbb{P}(S)$ is typically larger than $\mathbb{P}(\mathcal{D})$, resulting in more acceptances. In practice it will be hard, if not impossible, to identity a suitable set of sufficient statistics, and we then might resort to a more heuristic approach. Thus we seek to use knowledge of the particular problem at hand to suggest summary statistics that capture information about θ . With these statistics in hand, we have the following approximate Bayesian computation scheme for data \mathcal{D} summarized by S:

- D1. Generate θ from $\pi(\cdot)$.
- D2. Simulate \mathcal{D}' from stochastic model \mathcal{M} with parameter θ , and compute the corresponding statistics S'.
- D3. Calculate the distance $\rho(S, S')$ between S and S'.
- D4. Accept θ if $\rho \leq \varepsilon$, and return to D1.

There are several advantages to these rejection methods, among them the fact that they are usually easy to code, they generate independent observations (and thus can use embarrassingly parallel computation), and they readily provide estimates of Bayes factors that can be used for model com-

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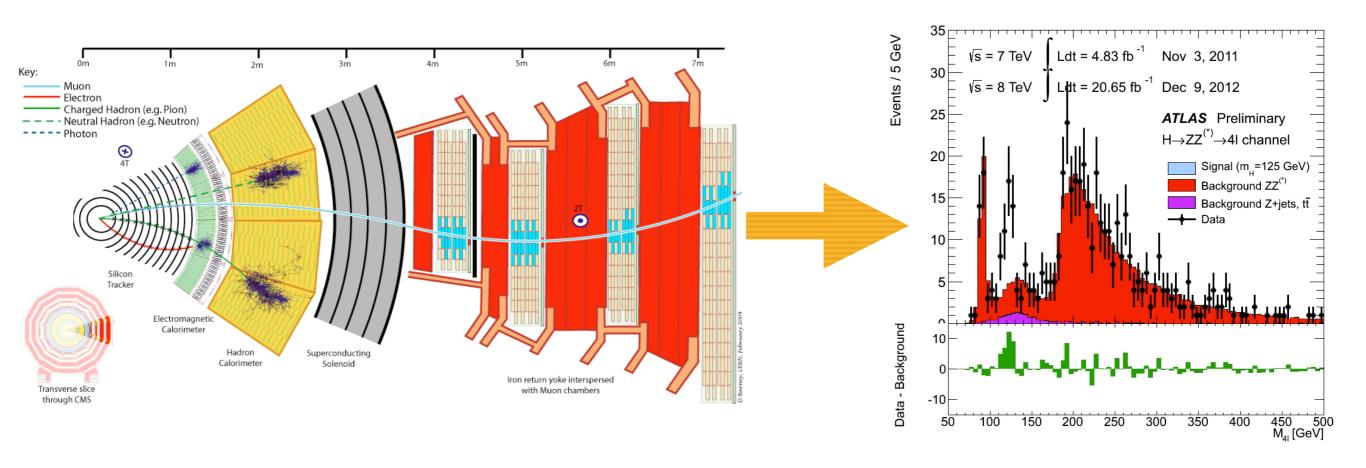
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108 SENSORS → 1 REAL-VALUED QUANTITY

Most measurements and searches for new particles at the LHC are based on the distribution of a single summary statistic

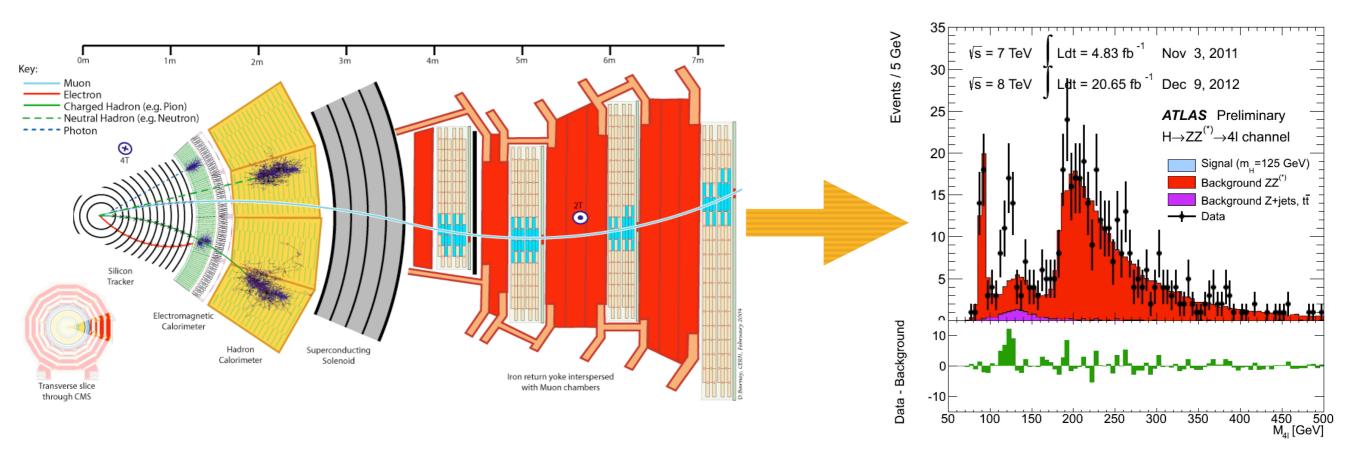
- choosing a good summary statistic (feature engineering) is a task for a skilled physicist and tailored to the goal of measurement or new particle search
- likelihood $p(x|\theta)$ approximated using histograms (univariate density estimation)



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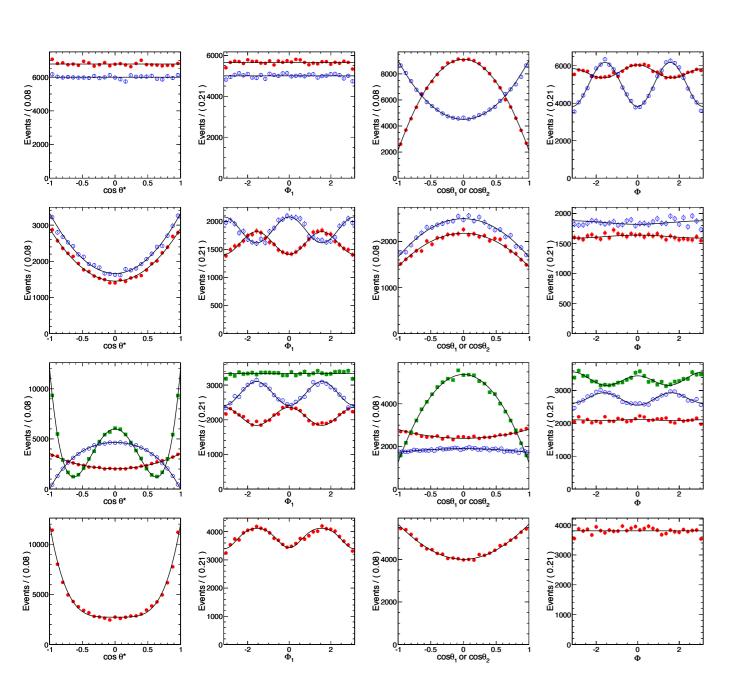


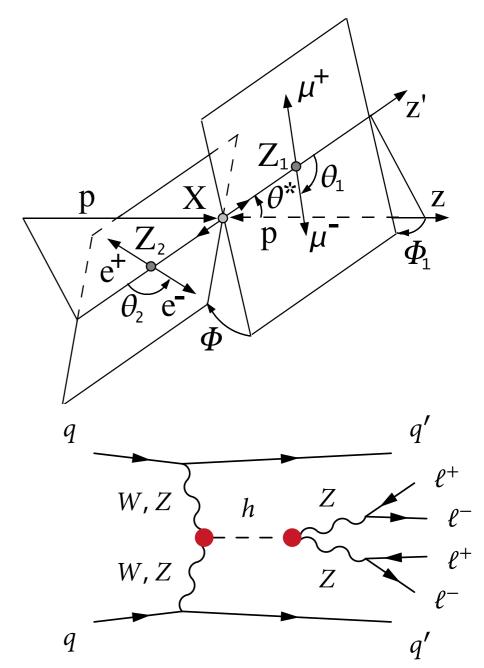
This doesn't scale if x is high dimensional!

HIGH DIMENSIONAL EXAMPLE

When looking for deviations from the standard model Higgs, we would like to look at all sorts of kinematic correlations

 \bullet thus each observation \mathbf{x} is high-dimensional

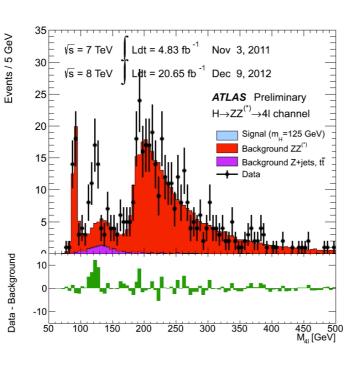




JULY 2012



4500 $\sqrt{s} = 7 \text{ TeV}$ Ldt = 4.83 fb⁻¹ Nov 3, 2011 4000 $\sqrt{s} = 8 \text{ TeV}$ Ldt = 20.65 fb⁻¹ Dec 9, 2012 3500 ATLAS Preliminary H→yy channel 3000 2500 2000 1500 1000 - Background-only Sig.+Bkg. (m =126.8 GeV) 500 Data - Fit -200 120



ImageNet Classification with Deep Convolutional Neural Networks

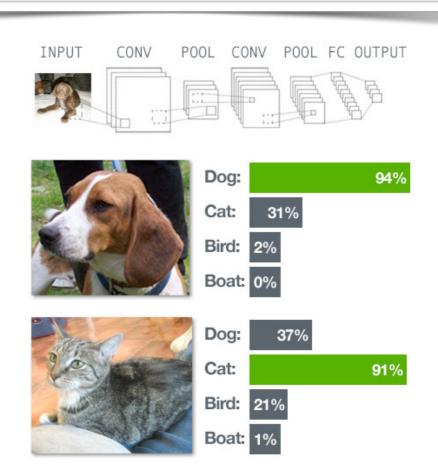
Alex Krizhevsky
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kriz@cs.utoronto.ca

Ilya Sutskever University of Toronto Geoffrey E. Hinton
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ilya@cs.utoronto.ca hinton@cs.utoronto.ca

Abstract

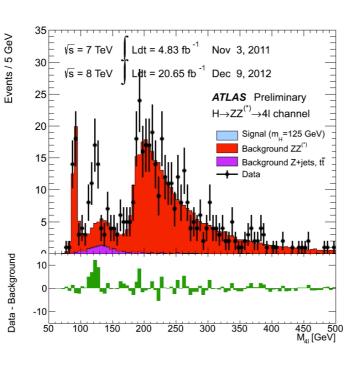
We trained a large, deep convolutional neural network to classify the 1.2 million high-resolution images in the ImageNet LSVRC-2010 contest into the 1000 different classes. On the test data, we achieved top-1 and top-5 error rates of 37.5% and 17.0% which is considerably better than the previous state-of-the-art. The neural network, which has 60 million parameters and 650,000 neurons, consists of five convolutional layers, some of which are followed by max-pooling layers, and three fully-connected layers with a final 1000-way softmax. To make training faster, we used non-saturating neurons and a very efficient GPU implementation of the convolution operation. To reduce overfitting in the fully-connected layers we employed a recently-developed regularization method called "dropout" that proved to be very effective. We also entered a variant of this model in the ILSVRC-2012 competition and achieved a winning top-5 test error rate of 15.3%, compared to 26.2% achieved by the second-best entry.



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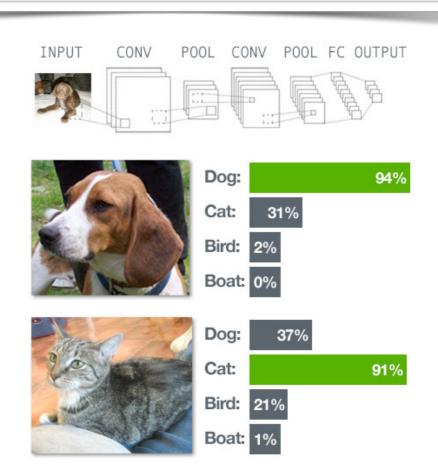
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ICML 2017 Workshop on Implicit Models

Workshop Aims

Probabilistic models are an important tool in machine learning. They form the basis for models that generate realistic data, uncover hidden structure, and make predictions. Traditionally, probabilistic models in machine learning have focused on prescribed models. Prescribed models specify a joint density over observed and hidden variables that can be easily evaluated. The requirement of a tractable density simplifies their learning but limits their flexibility --- several real world phenomena are better described by simulators that do not admit a tractable density. Probabilistic models defined only via the simulations they produce are called implicit models.

Arguably starting with generative adversarial networks, research on implicit models in machine learning has exploded in recent years. This workshop's aim is to foster a discussion around the recent developments and future directions of implicit models.

Implicit models have many applications. They are used in ecology where models simulate animal populations over time; they are used in phylogeny, where simulations produce hypothetical ancestry trees; they are used in physics to generate particle simulations for high energy processes. Recently, implicit models have been used to improve the state-of-the-art in image and content generation. Part of the workshop's focus is to discuss the commonalities among applications of implicit models.

Of particular interest at this workshop is to unite fields that work on implicit models. For example:

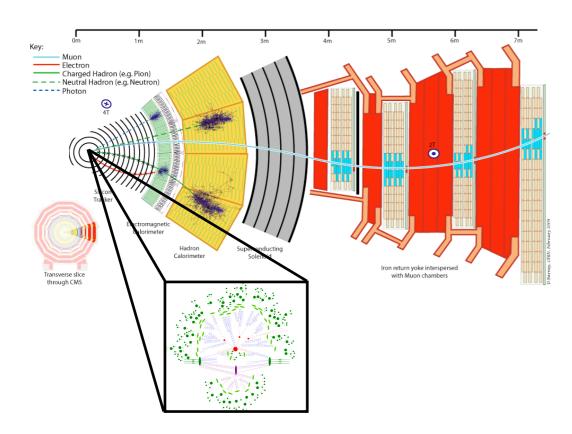
- **Generative adversarial networks** (a NIPS 2016 workshop) are implicit models with an adversarial training scheme.
- Recent advances in **variational inference** (a NIPS 2015 and 2016 workshop) have leveraged implicit models for more accurate approximations.
- **Approximate Bayesian computation** (a NIPS 2015 workshop) focuses on posterior inference for models with implicit likelihoods.
- Learning implicit models is deeply connected to two sample testing, density ratio and density difference estimation.

We hope to bring together these different views on implicit models, identifying their core challenges and combining their innovations.

TWO APPROACHES TO LIKELIHOOD FREE INFERENCE

Use simulator

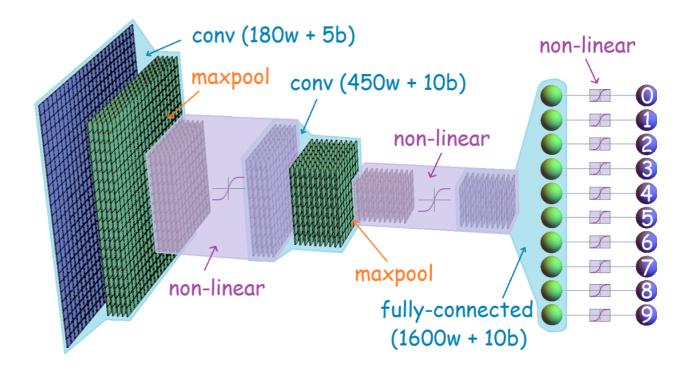
(much more efficiently)



- Approximate Bayesian Computation (ABC)
- Probabilistic Programming
- Adversarial Variational Optimization (AVO)

Learn simulator

(with deep learning)

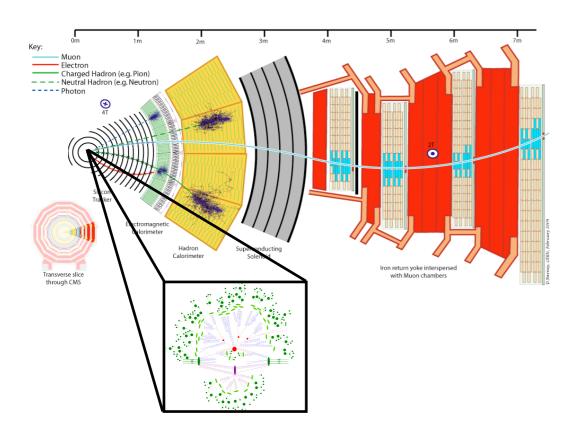


- Generative Adversarial Networks (GANs), Variational Auto-Encoders (VAE)
- Likelihood ratio from classifiers (CARL)
- Autogregressive models, Normalizing Flows

TWO APPROACHES TO LIKELIHOOD FREE INFERENCE

Use simulator

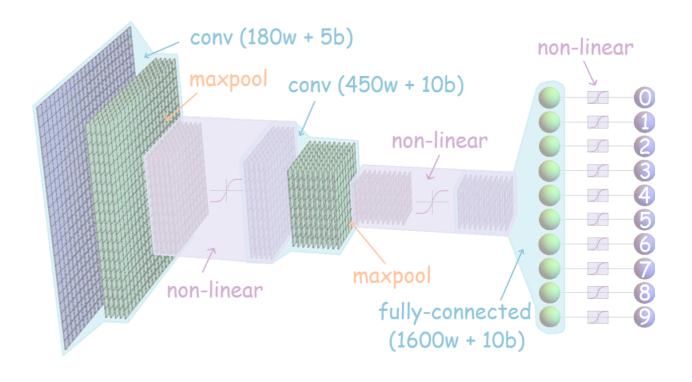
(much more efficiently)



- Approximate Bayesian Computation (ABC)
- Probabilistic Programming
- Adversarial Variational Optimization (AVO)

Learn simulator

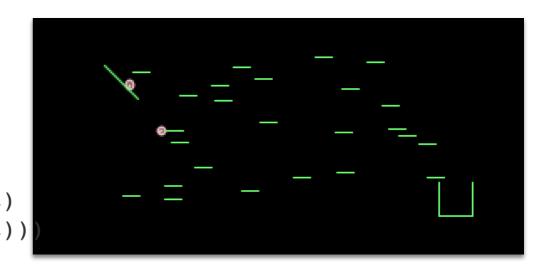
(with deep learning)

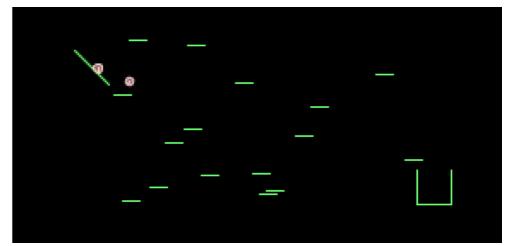


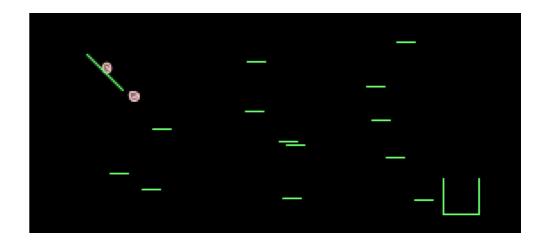
- Generative Adversarial Networks (GANs), Variational Auto-Encoders (VAE)
- Likelihood ratio from classifiers (CARL)
- Autogregressive models, Normalizing Flows

```
(defquery arrange-bumpers []
    (let [number-of-bumpers (sample (poisson 20))
         bumpydist (uniform-continuous 0 10)
         bumpxdist (uniform-continuous -5 14)
         bumper-positions (repeatedly
                            number-of-bumpers
                            #(vector (sample bumpxdist)
                                     (sample bumpydist))
         world (create-world bumper-positions)
          end-world (simulate-world world)
         balls (:balls end-world)
         num-balls-in-box (balls-in-box end-world)]
      {:balls balls
       :num-balls-in-box num-balls-in-box
       :bumper-positions bumper-positions}))
```

3 examples generated from simulator

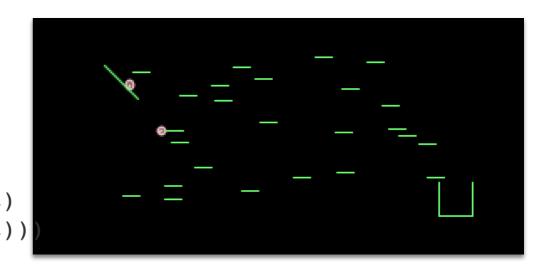


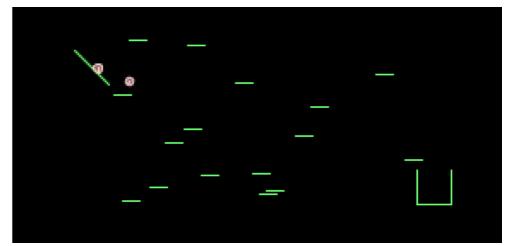


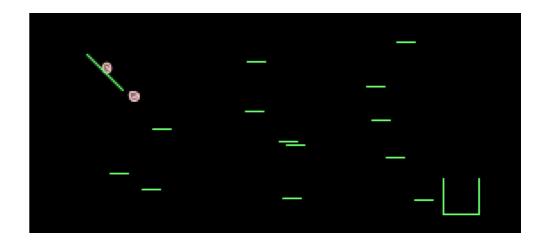


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         bumper-positions (repeatedly
                            number-of-bumpers
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                                     (sample bumpydist))
         world (create-world bumper-positions)
          end-world (simulate-world world)
         balls (:balls end-world)
         num-balls-in-box (balls-in-box end-world)]
      {:balls balls
       :num-balls-in-box num-balls-in-box
       :bumper-positions bumper-positions}))
```

3 examples generated from simulator

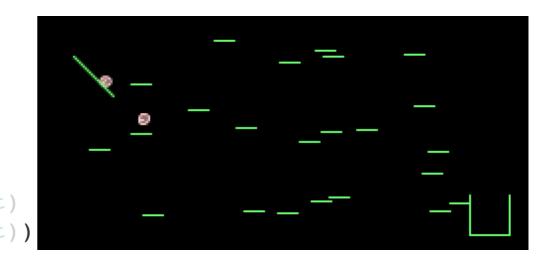


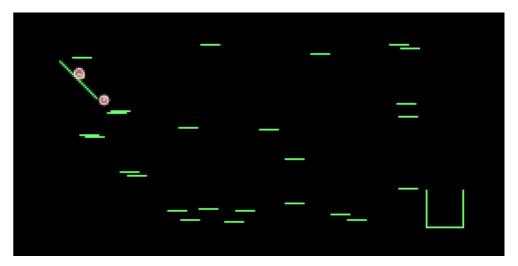


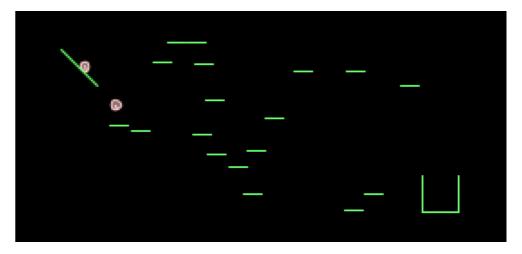


```
(defquery arrange-bumpers []
   (let [number-of-bumpers (sample (poisson 20))
         bumpydist (uniform-continuous 0 10)
         bumpxdist (uniform-continuous -5 14)
         bumper-positions (repeatedly
                            number-of-bumpers
                            #(vector (sample bumpxdist)
                                     (sample bumpydist))
         world (create-world bumper-positions)
         end-world (simulate-world world)
         balls (:balls end-world)
         num-balls-in-box (balls-in-box end-world)
         obs-dist (normal 4 0.1)]
      (observe obs-dist num-balls-in-box)
```

3 examples generated from simulator **conditioned** on ~20% of balls land in box

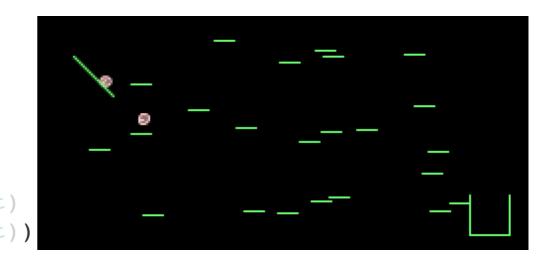


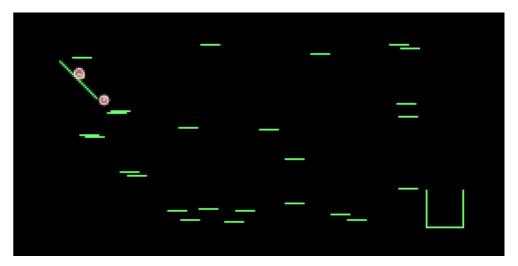


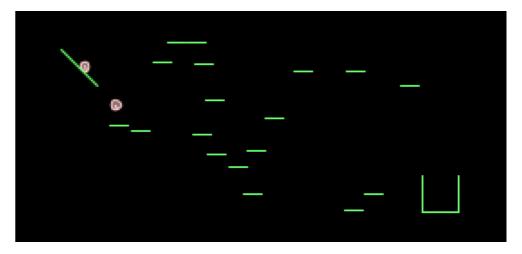


```
(defquery arrange-bumpers []
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      (observe obs-dist num-balls-in-box)
```

3 examples generated from simulator **conditioned** on ~20% of balls land in box

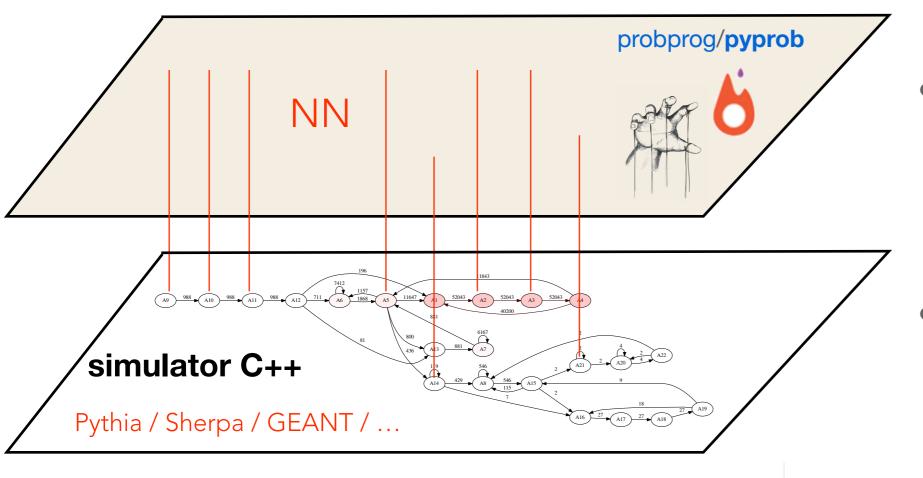




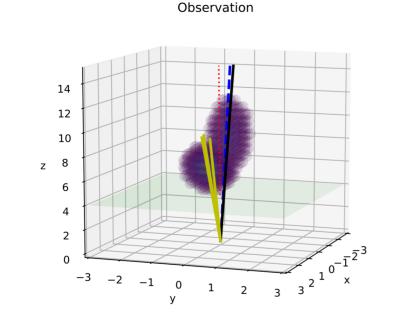


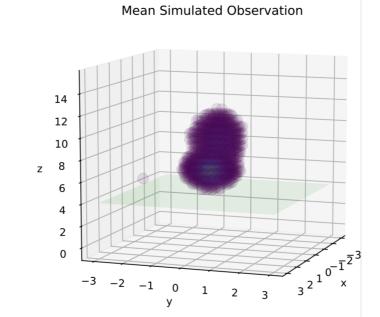
PROBABILISTIC PROGRAMING

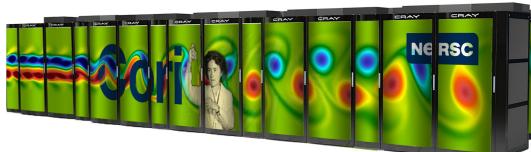
Idea: hijack the random number generators and use Neural Network to perform a *very* fancy type of importance sampling



- Neural Network
 powered inference
 engine (python)
- real-world scientific simulator (C++)







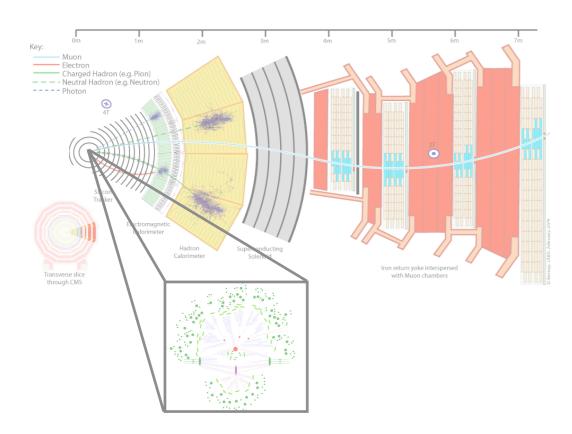
NERSC, Lawrence Berkeley National Lab

arXiv:1807.07706

TWO APPROACHES TO LIKELIHOOD FREE INFERENCE

Use simulator

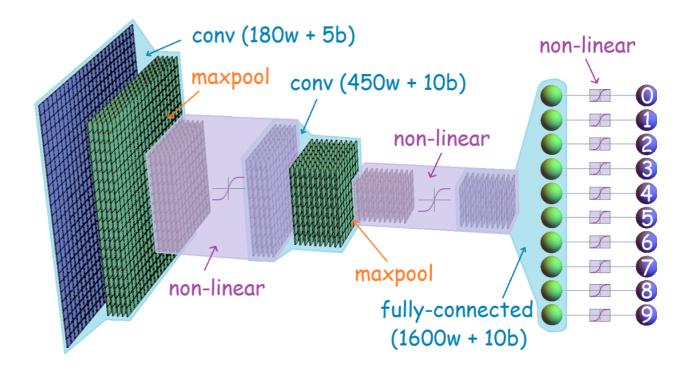
(much more efficiently)



- Approximate Bayesian Computation (ABC)
- Probabilistic Programming
- Adversarial Variational Optimization (AVO)

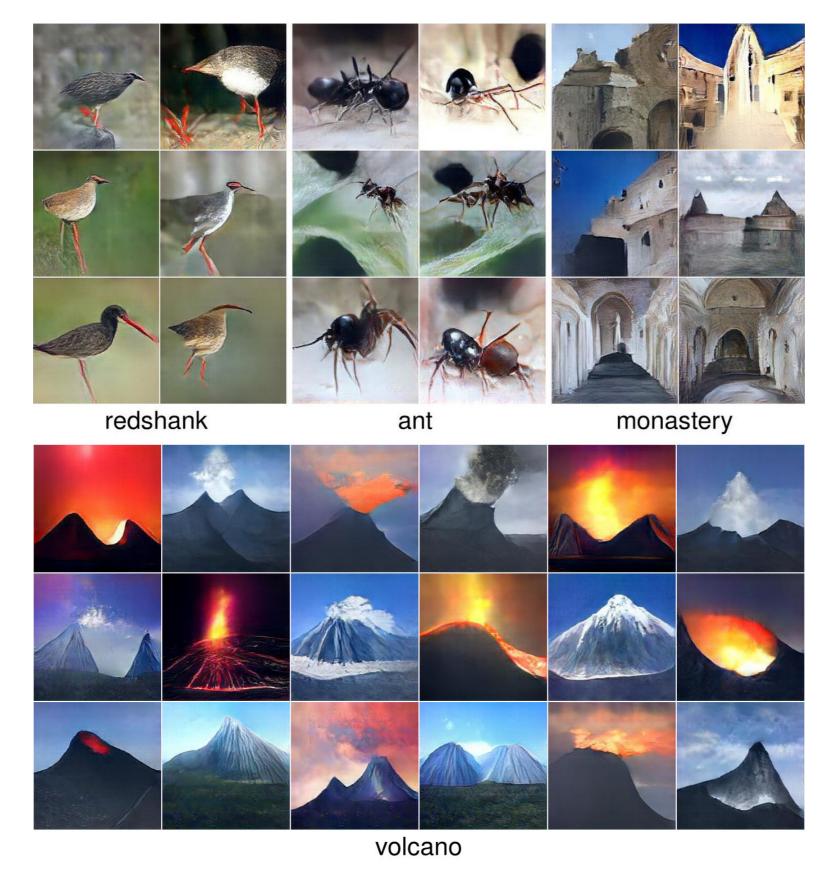
Learn simulator

(with deep learning)



- Generative Adversarial Networks (GANs), Variational Auto-Encoders (VAE)
- Likelihood ratio from classifiers (CARL)
- Autogregressive models, Normalizing Flows

GENERATIVE MODEL FOR IMAGES



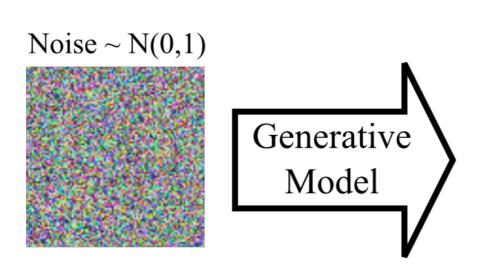
Note, same NN can model birds, ants, and volcanos! Is that good or bad?

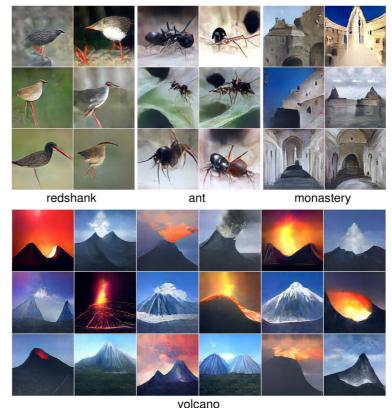
LEARNING THE SIMULATOR

note, same NN can model birds, ants, and volcanos! (lack of implicit bias)

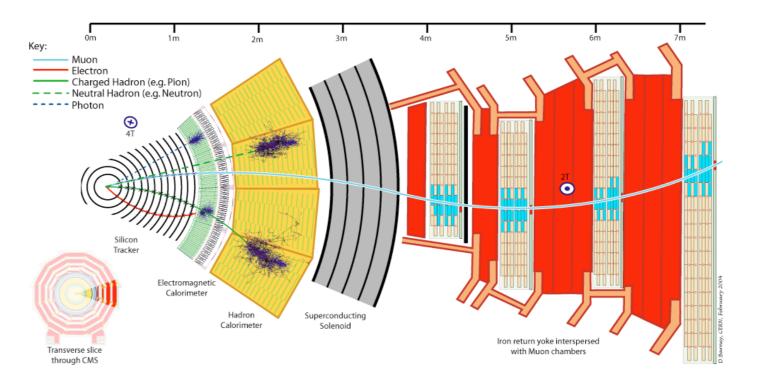
Z





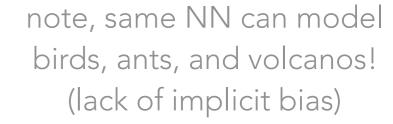




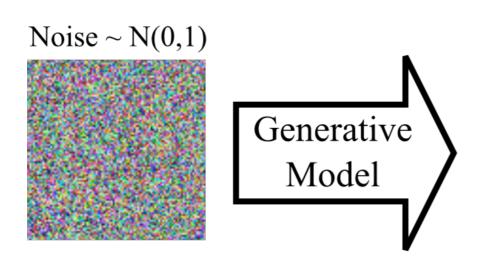


LEARNING THE SIMULATOR

Z







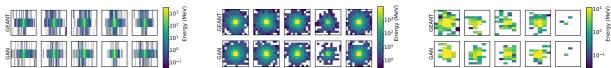


Figure 9: Five randomly selected e^+ showers per calorimeter layer from the training set (top) and the five nearest neighbors (by euclidean distance) from a set of CALOGAN candidates.

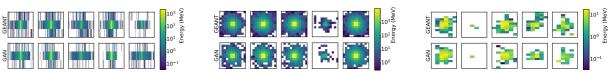


Figure 10: Five randomly selected γ showers per calorimeter layer from the training set (top) and the five nearest neighbors (by euclidean distance) from a set of CALOGAN candidates.

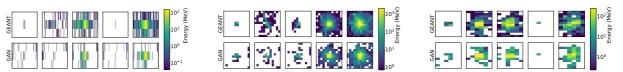
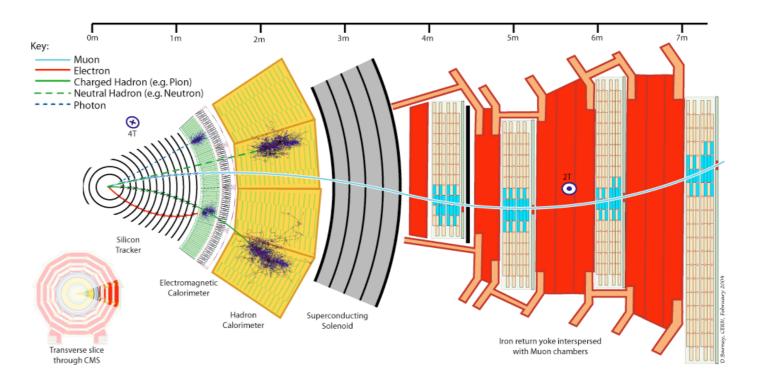


Figure 11: Five randomly selected π^+ showers per calorimeter layer from the training set (top) and the five nearest neighbors (by euclidean distance) from a set of CALOGAN candidates.

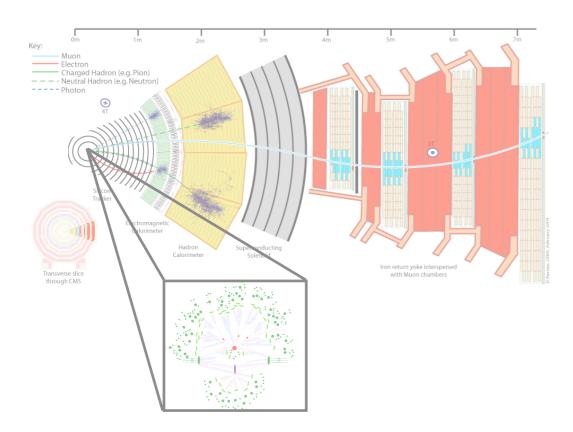




TWO APPROACHES TO LIKELIHOOD FREE INFERENCE

Use simulator

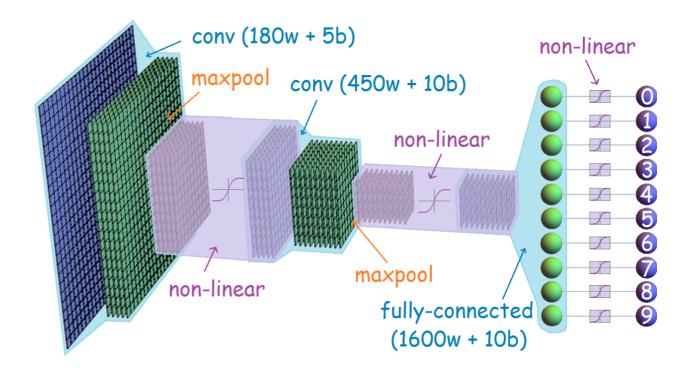
(much more efficiently)



- Approximate Bayesian Computation (ABC)
- Probabilistic Programming
- Adversarial Variational Optimization (AVO)

Learn simulator

(with deep learning)



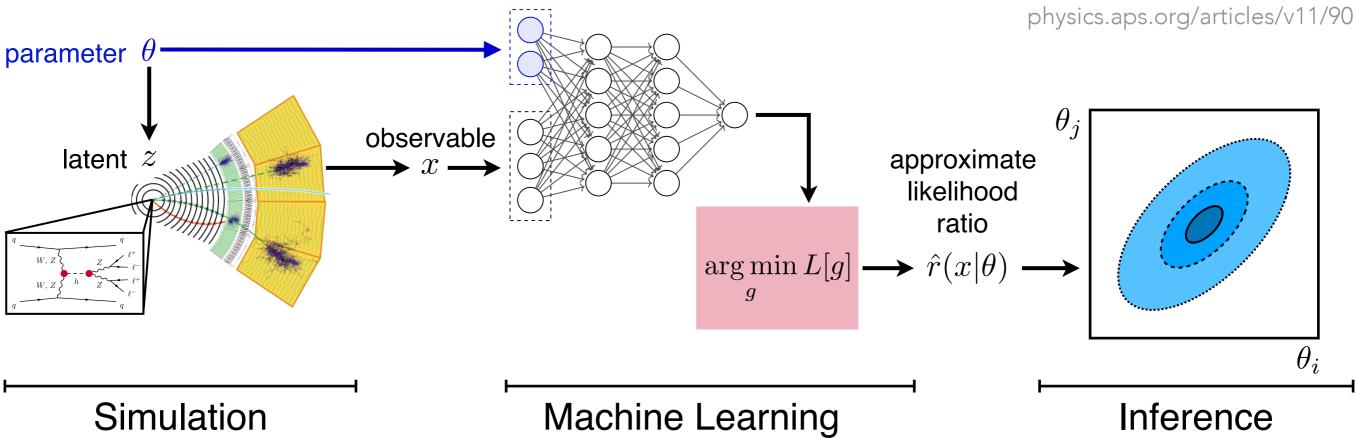
- Generative Adversarial Networks (GANs), Variational Auto-Encoders (VAE)
- Likelihood ratio from classifiers (CARL)
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LEARNING THE LIKELIHOOD RATIO

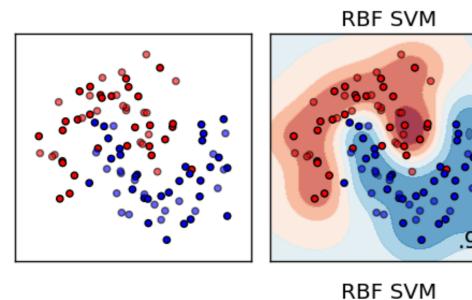
arXiv:1805.12244

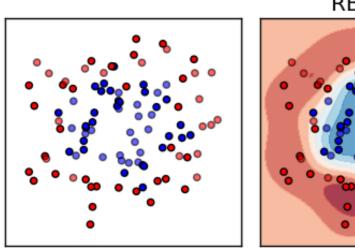
PRL, arXiv:1805.00013

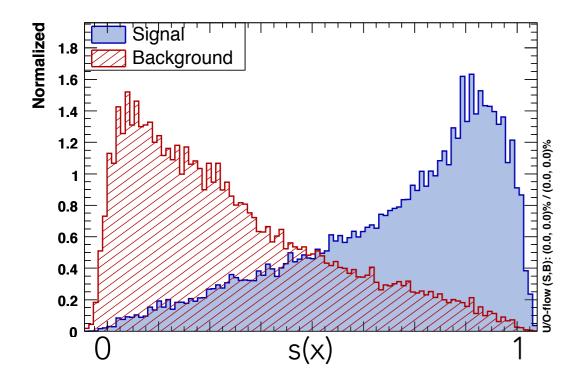
PRD, arXiv:1805.00020



LIKELIHOOD RATIO TRICK







.93

 binary classifier: find function s(x) that minimizes *loss*:

$$L[s] = \int p(x|H_0) (0 - s(x))^2 dx$$
$$+ \int p(x|H_1) (1 - s(x))^2 dx$$

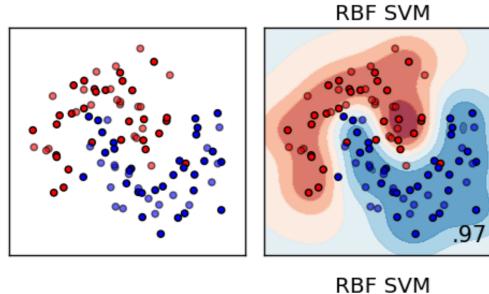
• i.e. approximate the optimal classifier

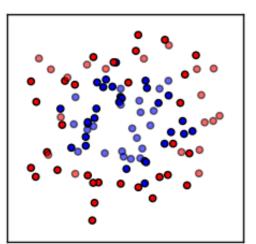
$$s(x) = \frac{p(x|H_1)}{p(x|H_0) + p(x|H_1)}$$

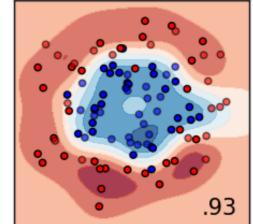
 which is 1-to-1 with the likelihood ratio

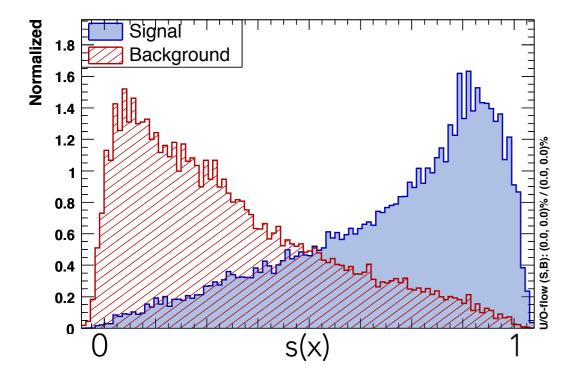
$$\frac{p(x|H_1)}{p(x|H_0)}$$

LIKELIHOOD RATIO TRICK









 binary classifier: find function s(x) that minimizes loss:

$$L[s] = \int p(x|H_0) (0 - s(x))^2 dx$$
$$+ \int p(x|H_1) (1 - s(x))^2 dx$$
$$\approx \frac{1}{N} \sum_{i=1}^{N} (y_i - s(x_i))^2$$

• i.e. approximate the optimal classifier

$$s(x) = \frac{p(x|H_1)}{p(x|H_0) + p(x|H_1)}$$

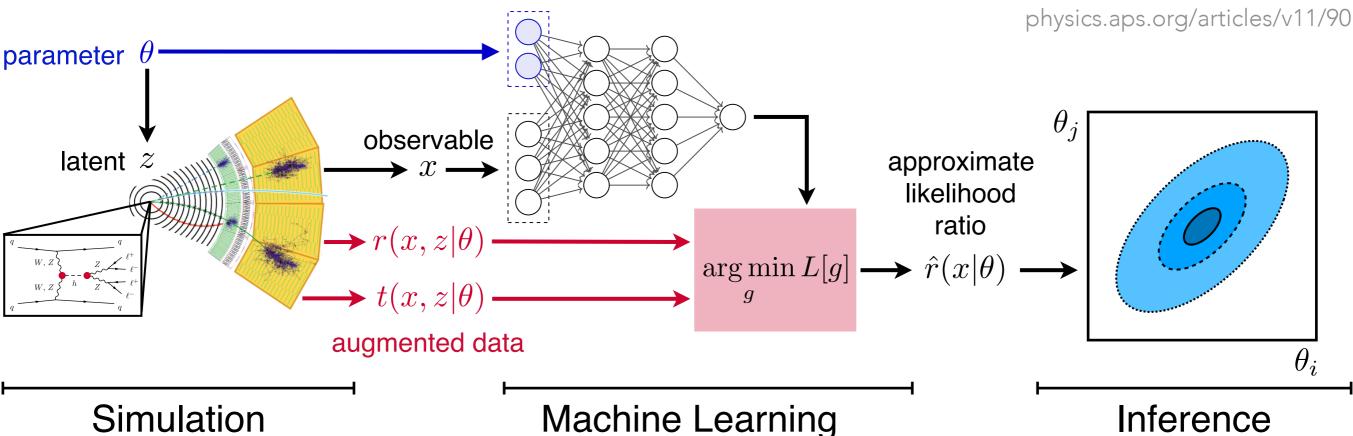
 which is 1-to-1 with the likelihood ratio

$$\frac{p(x|H_1)}{p(x|H_0)}$$

arXiv:1805.12244

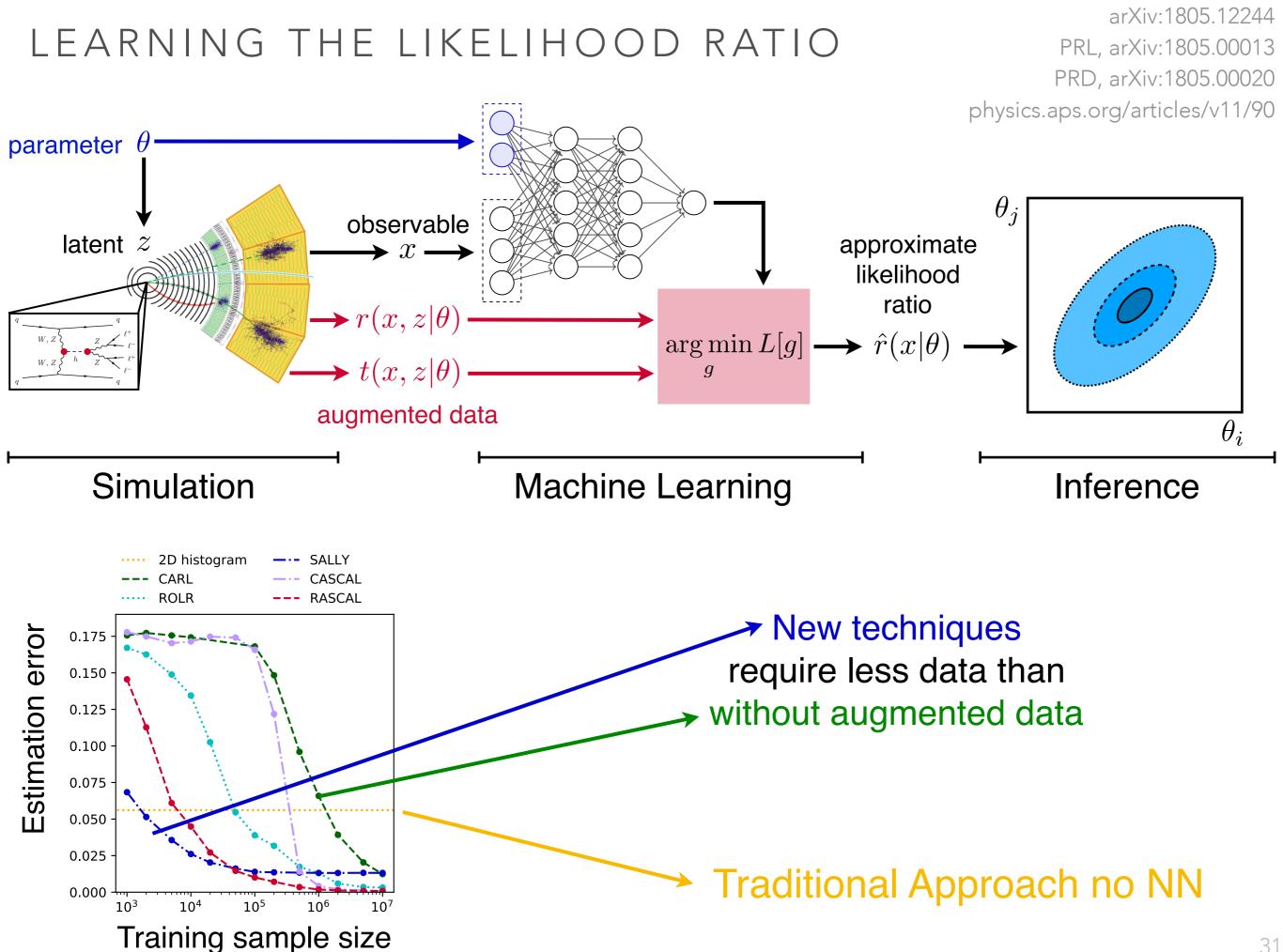
PRL, arXiv:1805.00013

PRD, arXiv:1805.00020



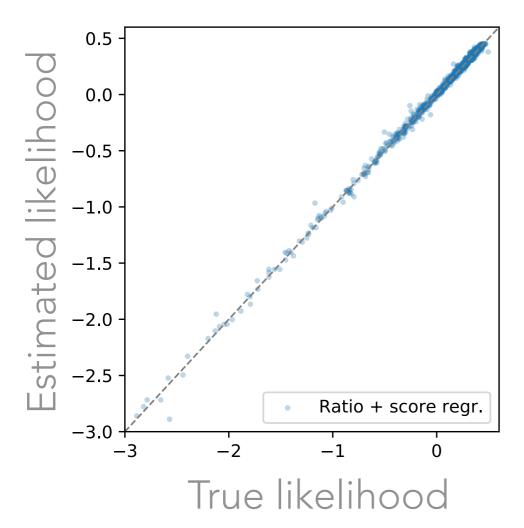
Recently, we realized we can extract more from the simulator. We can use augmented data to improve training

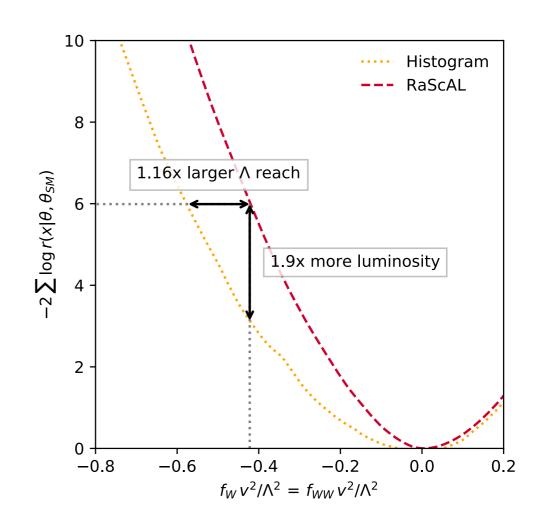
(connections to reinforcement learning)

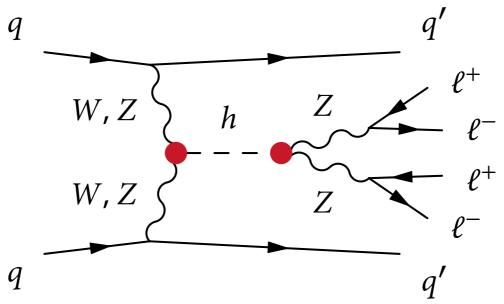


IMPACT ON STUDIES OF THE HIGGS BOSON

(based on a 42-Dim observation **x**)







TAKE AWAYS

Many areas of science have simulations based on some well-motivated mechanistic model.

However, the aggregate effect of many interactions between these low-level components leads to an intractable inverse problem.

The developments in machine learning and AI have the potential to effectively bridge the microscopic - macroscopic divide & aid in the inverse problem.

- they can provide effective statistical models that describe emergent macroscopic phenomena that are tied back to the lowlevel microscopic (reductionist) model
- generative models and likelihood-free inference are two particularly exciting areas

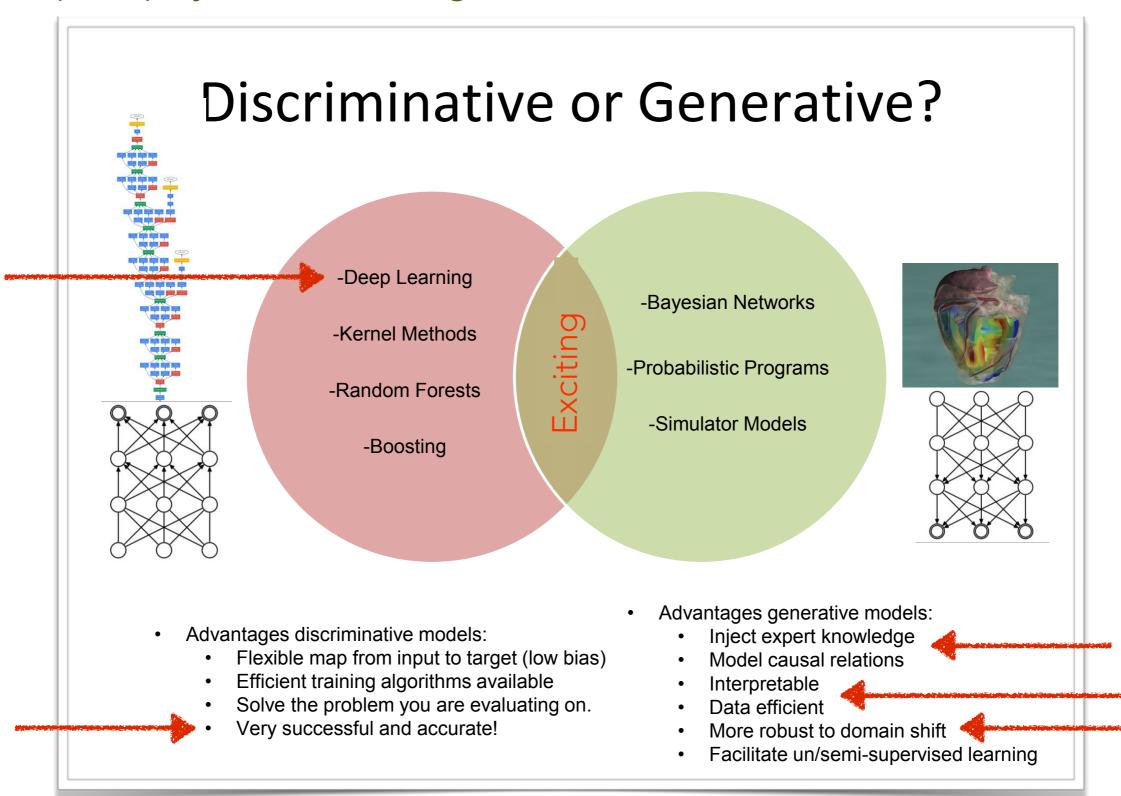
Physics-Aware Machine Learning

PHYSICS AT THE INTERSECTION

We can leverage both the power of deep learning and inject our expert physics knowledge



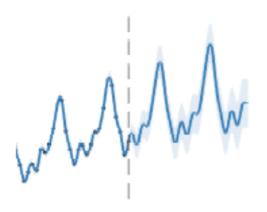
Max Welling



NARRATIVE MODELING

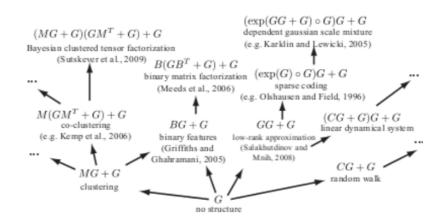
Physics goes into the construction of a "Kernel" that defines the model

 Vocabulary of kernels + grammar for composition = powerful modeling



Structure Discovery in Nonparametric Regression through Compositional Kernel Search

David Duvenaud, James Robert Lloyd, Roger Grosse, Joshua B. Tenenbaum, Zoubin Ghahramani *International Conference on Machine Learning, 2013* pdf | code | poster | bibtex



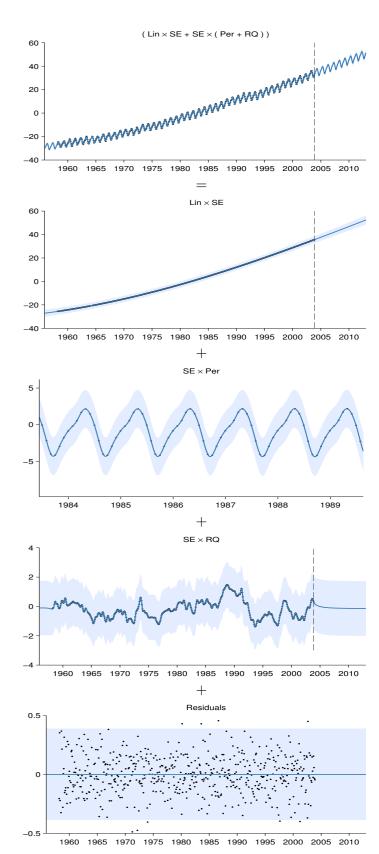
Exploiting compositionality to explore a large space of model structures

Roger Grosse, Ruslan Salakhutdinov, William T.
Freeman, Joshua B. Tenenbaum

Conference on Uncertainty in Artificial Intelligence, 2012

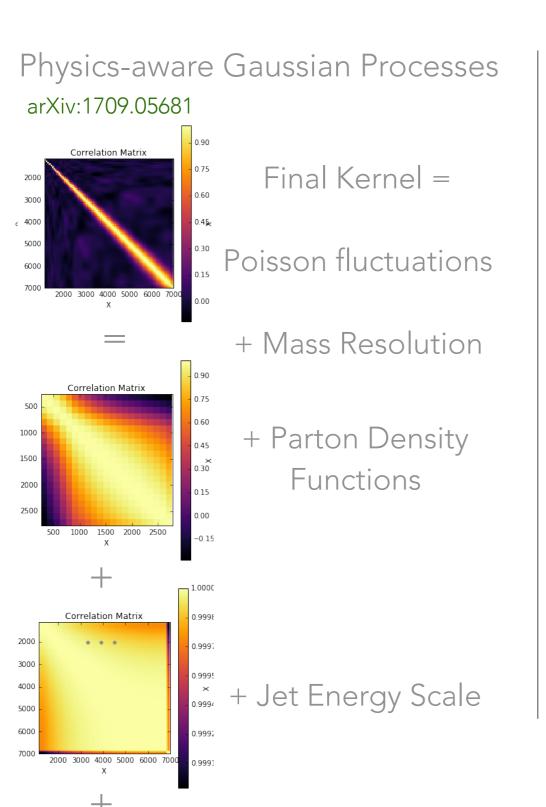
pdf | code | bibtex

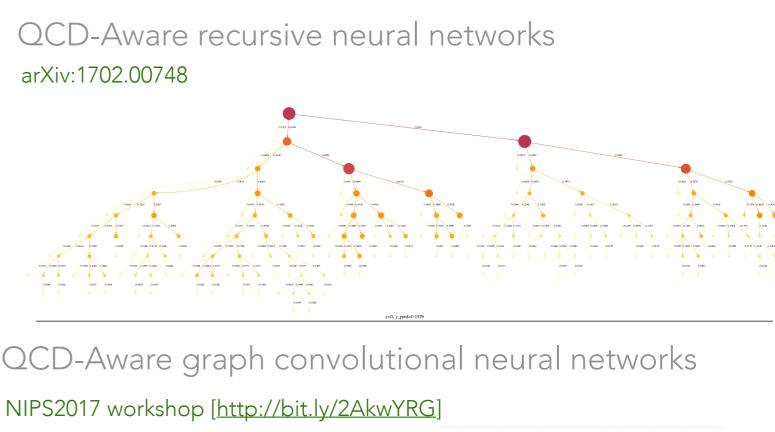
Mauna Loa atmospheric CO₂

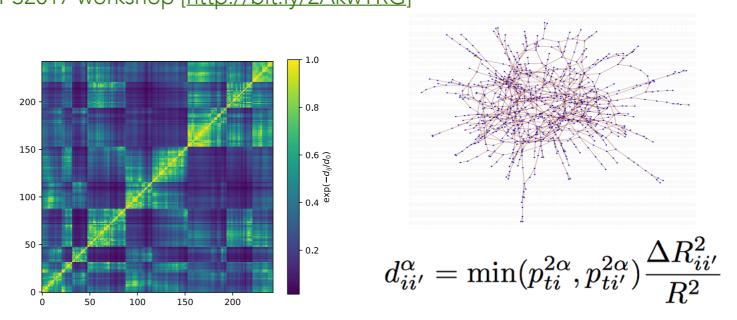


PHYSICS-AWARE MACHINE LEARNING

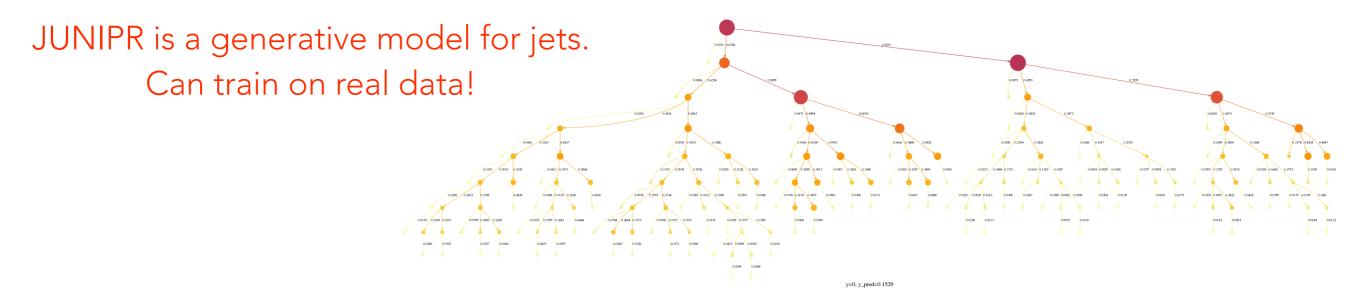
We can **inject** our knowledge of physics into the machine learning models! We can **extract** knowledge learned from the data!





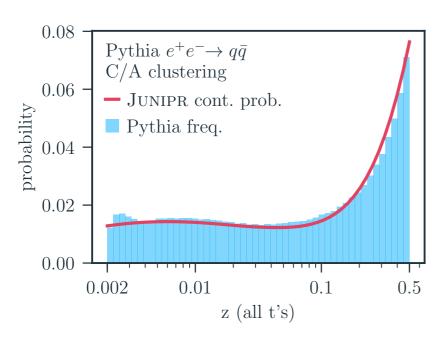


CAUSAL GENERATIVE MODELS

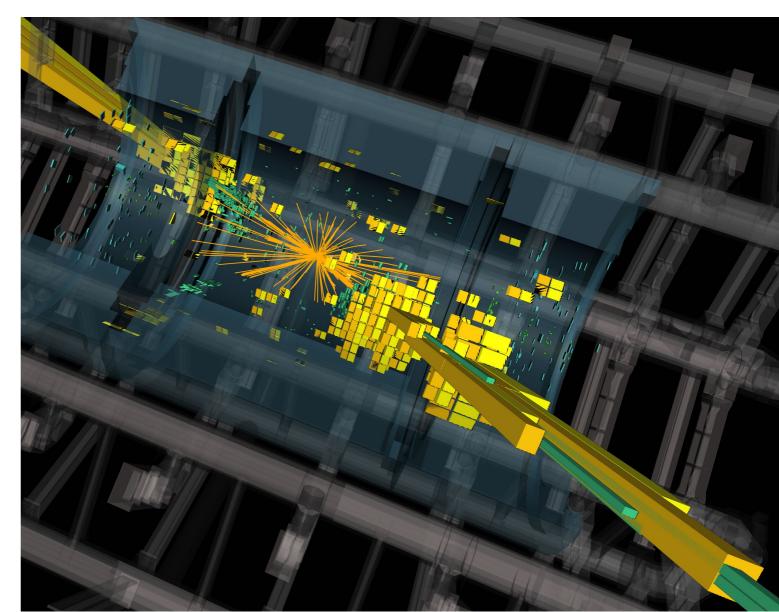


$$P_{\text{jet}}(\{p_1, \dots, p_n\}) = \left[\prod_{t=1}^{n-1} P_t(k_1^{(t+1)}, \dots, k_{t+1}^{(t+1)} | k_1^{(t)}, \dots, k_t^{(t)}) \right] \times P_n(\text{end} | k_1^{(n)}, \dots, k_n^{(n)}).$$

... and it is interpretable



Andreassen, Feige, Frye, Schwartz arXiv:1804.09720



CONCLUSIONS

Our understanding of how to leverage our prior physics knowledge while letting machine learning do what it's good at is maturing.

- build in robustness to systematic uncertainties
- ability to inject and extract physics knowledge from models
- exploit symmetries, hierarchical structure of data

Harnessing the full potential of these techniques will require deep integration into our scientific workflow

COLLABORATORS



U. Liège



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Joan Bruna



Brenden Lake



Meghan Frate



Juan Pavez



Tilman Plehn



Johann Brehmer



Isaac Henrion



Lukas Heinrich



Heiko Müller



Tim Head



Michael Kagan



Irina Espejo



Peter Sadowski



Daniel Whiteson



Pierre Baldi



Lezcano Casado



Atılım Güneş Baydin University of Oxford



Prabhat NERSC, Berkeley Lab



Wahid Bhimji NERSC, Berkeley Lab



Frank Wood University of Oxford



Phiala Shanahan



William Detmold



Karen Ng



Tuan Anh Le



Michela Paganini Yale University



Daniela Huppenkothen New York University



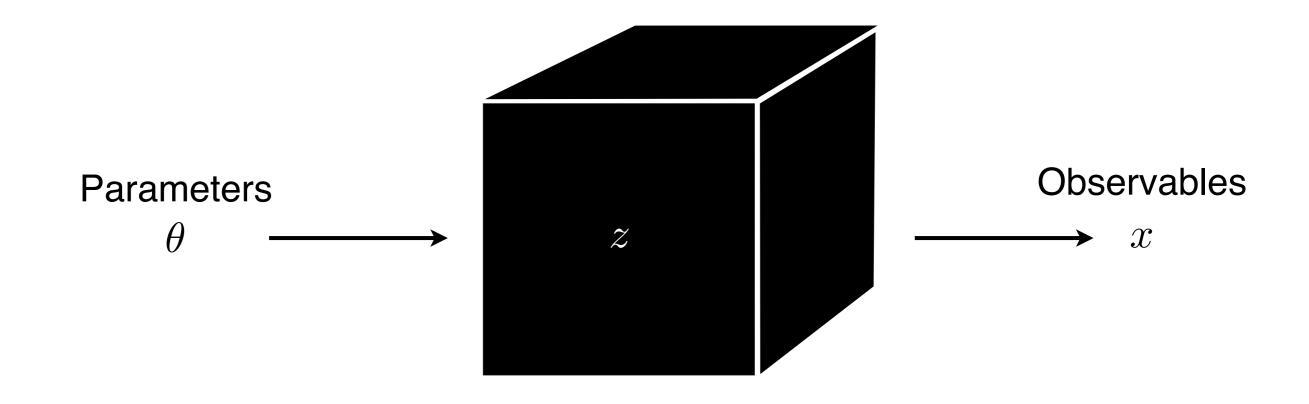
Savannah Thais Yale University



Ruth Angus Columbia University

Other examples

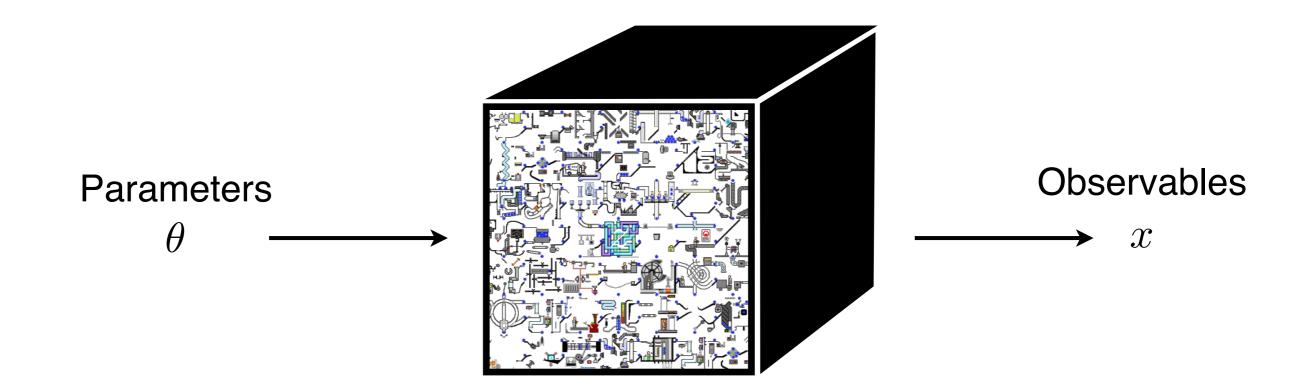
LIKELIHOOD-FREE INFERENCE



Prediction (simulation):

- Well-understood mechanistic model
- Simulator can generate samples

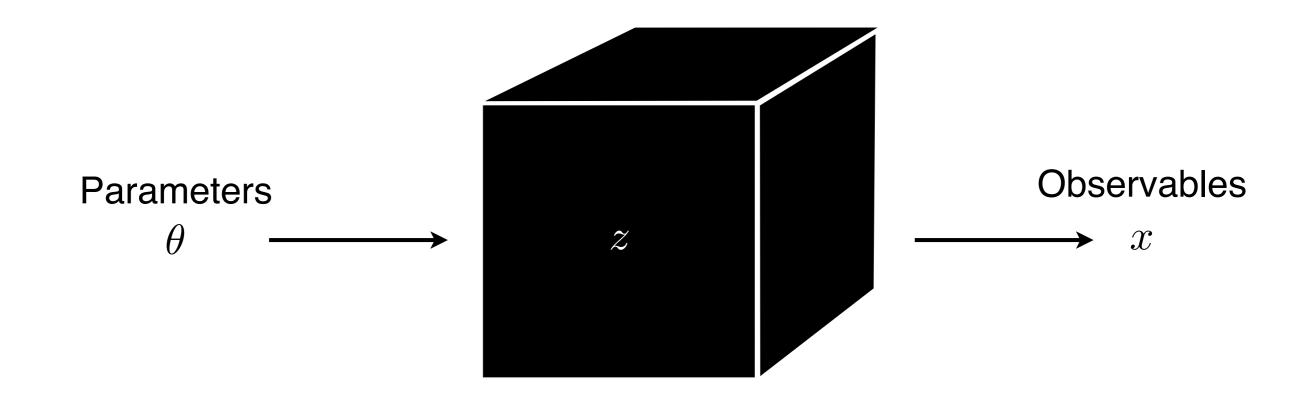
LIKELIHOOD-FREE INFERENCE



Prediction (simulation):

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LIKELIHOOD-FREE INFERENCE



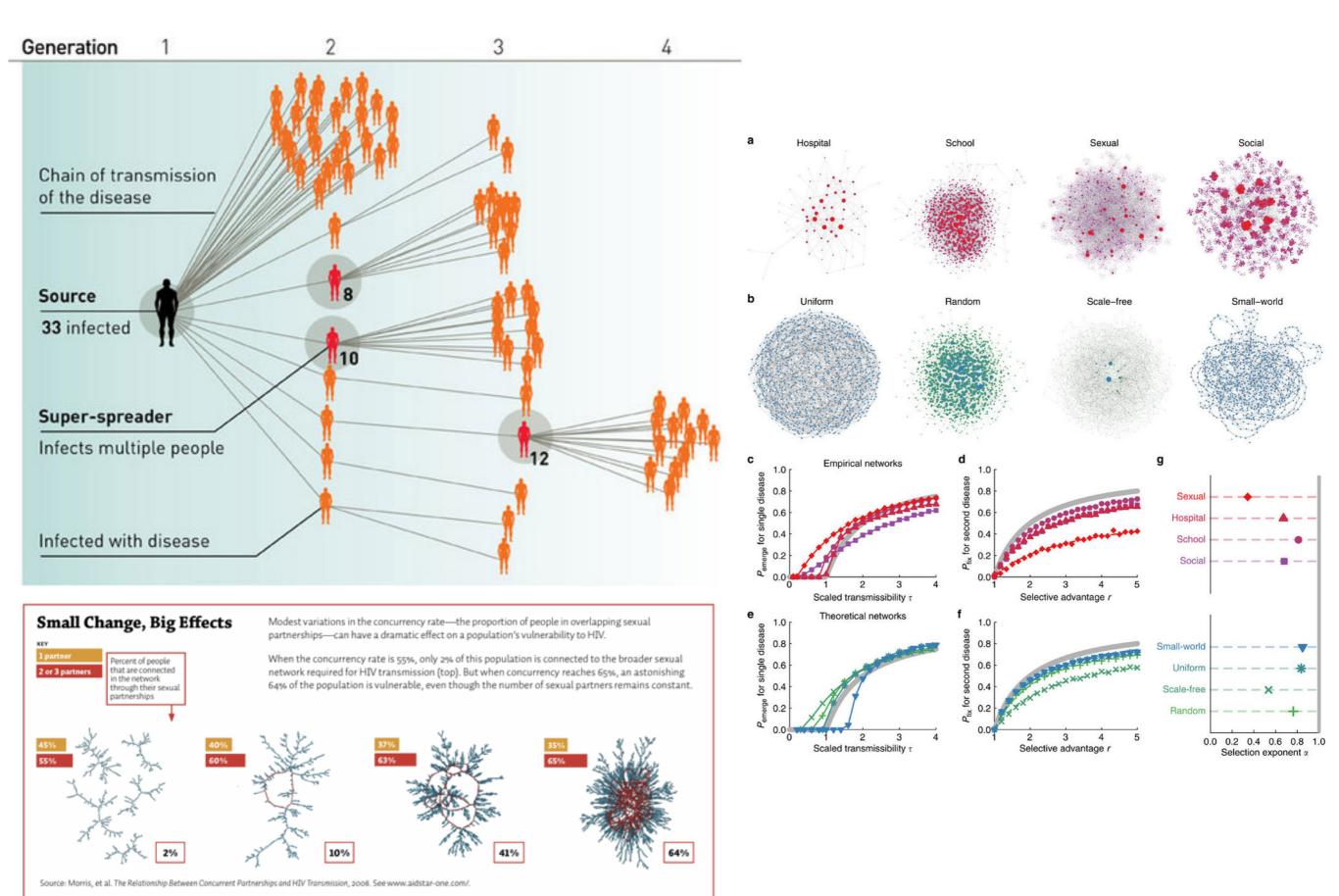
Prediction (simulation):

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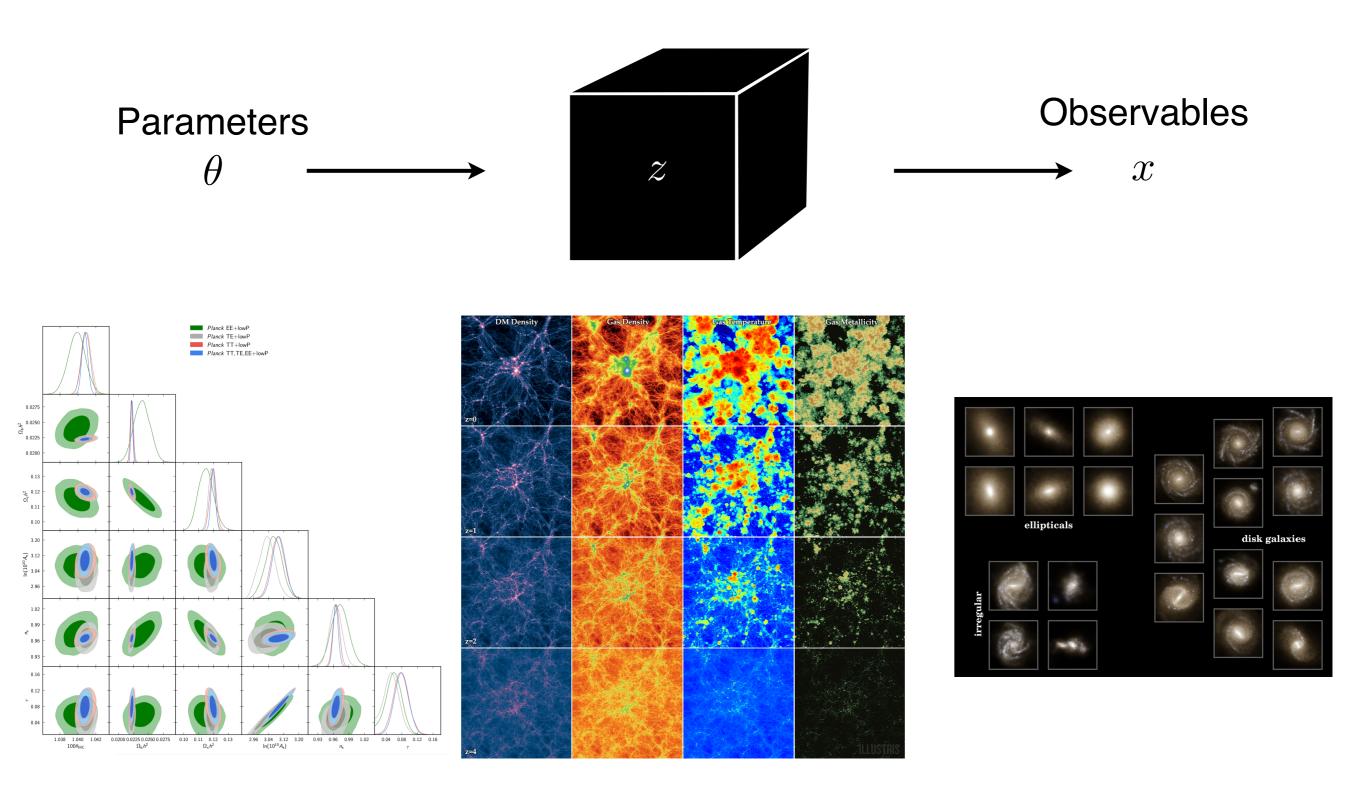
Inference:

- Likelihood function $p(x|\theta)$ is intractable
- Goal: estimator $\hat{p}(x|\theta)$

EPIDEMIOLOGY & POPULATION GENETICS

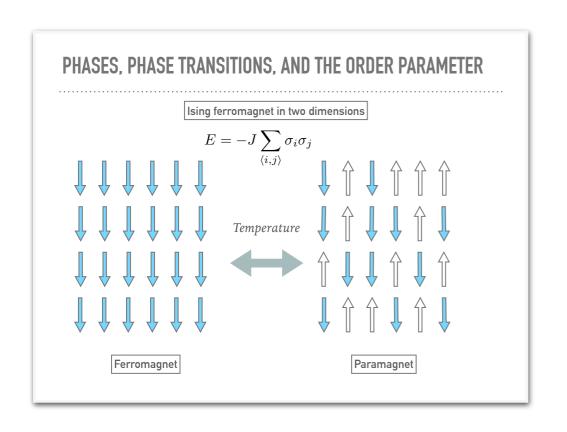


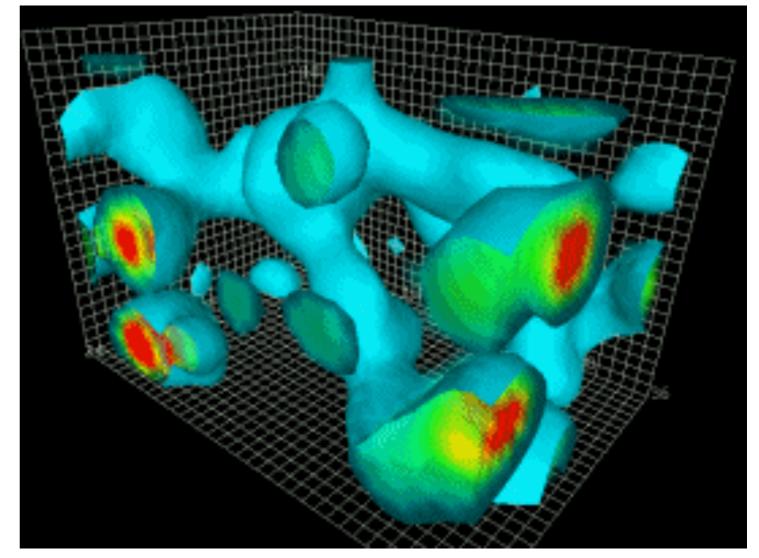
COSMOLOGICAL N-BODY SIMULATIONS



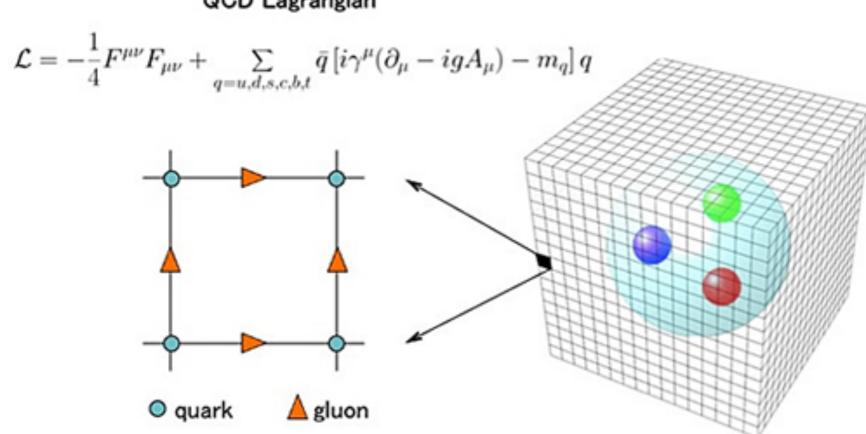
[Source: Planck 1502.01589] [Source: Illustris 1405.2921]

LATTICE FIELD THEORY

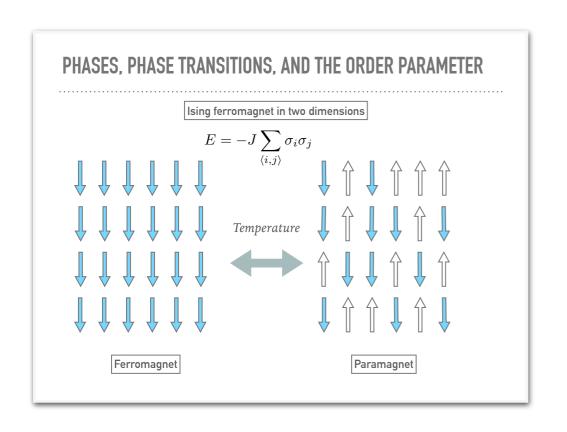


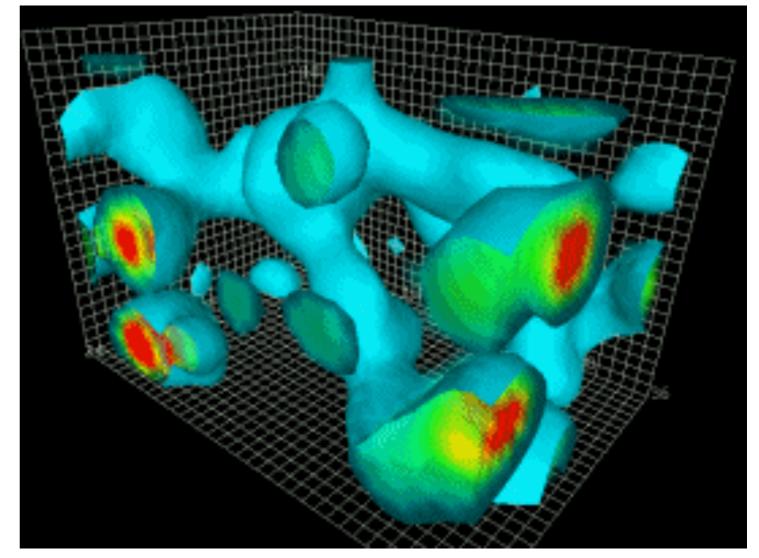


QCD Lagrangian



LATTICE FIELD THEORY





QCD Lagrangian

