## Cheetah - A High-speed Differentiable Beam Dynamics Simulation for Machine Learning Applications

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## This Talk

Questions

## What is Cheetah?

## What can you do with it?

## What is Cheetah?



## Cheetah

## Linear Beam Dynamics Simulation Python Package

- Python package for beam dynamics simulations based on PyTorch for use with machine learning applications.
- Two main features in support of ML applications:
- Ultra-fast compute: (at the cost of fidelity) Cheetah can run order of magnitude faster than some other codes.
- Differentiability: Based on PyTorch, Cheetah supports automatic differentiation for all its computations.
- Incidentally, Cheetah provides full GPU support and integrates seamlessly with ML models built in PyTorch.
- Designed to be easy to use and easy to extend.
- We generally aim for high code quality!
- Black / isort code formatting + flake8 conformity enforced.
- Encourage proper procedures in GitHub repository (automatic tests / PR templates, good documentation etc.)
\# Load initial beam distribution from ASTRA tracking beam_in = ParticleBeam.from_astra("beam_in.ini")
\# Create a FODO lattice
segment $=$ Segment(
[

> Drift(length=torch.tensor(0.2)),

Quadrupole(length=torch.tensor(0.2), name="Q1"), Drift(length=torch.tensor(0.4)),
Quadrupole(length=torch.tensor(0.2), name="Q2"), Drift(length=torch.tensor(0.2)),
]
)
\# Change the magnet strengths
segment. Q1. $\mathrm{k} 1=$ torch.tensor(10.0)
segment.Q2.k1 = torch.tensor(-9.0)
\# Tracking through the segment
beam_out = segment.track(beam_in)

## Elements and Beams

## The basic structure of Cheetah

Element (accelerator.py)

- Subclasses represent accelerator components like drifts, quadrupoles, steerers etc.
- Currently Cheetah supports 14 different element types
- Special element Segment represents lattices (sequences) of elements.
- Supports loading from LatticeJSON, Ocelot and Bmad

```
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class Element(nn.Module):
    def track(self, incoming: Beam) -> Beam:
        # Implement your own beam tracking here
        #
        return outgoing
```


## Beam (particles.py)

- Subclasses implement different ways of representing charged particle beams
- ParameterBeam for fast compute:

$$
\mu \in \mathbb{R}^{7}, \Sigma \in \mathbb{R}^{7 \times 7}
$$

- ParticleBeam for more precision: $P \in \mathbb{R}^{N \times 7}$


## - ○ ○

```
    class Beam(nn.Module):
    # Has some representation of the beam
    @property
    def emittance_x(self) -> torch.Tensor:
        # Compute emittance from representation
        return result
        # ... etc.
```


## Results

## Does Cheetah work?

Phase space through the ARES
Experimental Area



Step compute times through the ARES Experimental Area

| Code | Comment | Laptop | HPC node |
| :--- | :--- | ---: | ---: |
| ASTRA | space charge | 264000.00 | 3605000.00 |
|  | no space charge | 109000.00 | 183000.00 |
| Parallel ASTRA | space charge | 39000.00 | 17300.00 |
|  | no space charge | 16900.00 | 12600.00 |
| Ocelot | space charge | 22100.00 | 21700.00 |
|  | no space charge | 182.00 | 119.00 |
| Bmad-X |  | 40.50 | 74.30 |
| Xsuite | CPU | 0.81 | 2.82 |
|  | GPU | - | 0.57 |
| Cheetah | ParticleBeam | 1.60 | 2.95 |
|  | ParticleBeam + optimisation | 0.79 | 0.72 |
|  | ParticleBeam + GPU | - | 4.63 |
|  | ParticleBeam + optimisation + GPU | - | 0.09 |
|  | ParameterBBam | 0.76 | 1.29 |
|  | ParameterBeam + optimisation | 0.02 | 0.04 |

## What can you do with it?

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$\infty$
$(2)-2$

## Fast Reinforcement Learning

## Transverse beam tuning at ARES

- Train a neural network policy to tune transverse beam parameters on a diagnostic screen using five magnets (3 quadrupoles, 2 dipoles).
- Would require 3 years of beam time one the real machine, training would take 11 days with Ocelot, takes ca. 1 hour with Cheetah.
- Deploy a RL-trained optimisation algorithm to the real-world with
 zero-shot learning thanks to domain randomisation
- The trained policy outperforms other optimisation algorithms and expert human operators.



## Gradient-based Tuning

Transverse beam tuning at ARES

- Tune magnet settings or lattice parameters using the gradient of the beam dynamics model computed through automatic differentiation.
- Seamless integration with PyTorch tools tuning neural networks.
- Becomes very useful for high-dimensional tuning tasks (see neural network training).

```
\bullet\bullet
ares_ea.AREAMQZM1.k1 = nn.Parameter(0.0)
ares_ea.AREAMQZM2.k1 = nn.Parameter(0.0)
ares_ea.AREAMCVM1.angle = nn.Parameter(0.0)
ares_ea.AREAMQZM3.k1 = nn.Parameter(0.0)
ares_ea.AREAMCHM1.angle = nn.Parameter(0.0)
optimizer = Adam(ares_ea.parameters())
for _ in range(42):
    ougoing = ares_ea.track(incoming)
    loss = loss_fn(outgoing)
    loss.backward()
    optimizer.step()
    optimizer.zero_grad()
```

Actuator / unknown variable





## Gradient-based System Identification

Quadrupole misalignments in the ARES Experimental Area

- Determine hidden system properties using the gradient of the beam dynamics model computed through automatic differentiation.
- Seamless integration with PyTorch tools tuning neural networks.
- Can be used in combination with gradient-based tuning.



Actuator / unknown variable

```
O
ares_ea.AREAMQZM1.misalignment = nn.Parameter([0.0, 0.0])
ares_ea.AREAMQZM2.misalignment = nn.Parameter([0.0, 0.0])
ares_ea.AREAMQZM3.misalignment = nn.Parameter([0.0, 0.0])
optimizer = Adam(ares_ea.parameters())
for sample in dataset:
    set_magnets(ares_ea, sample.magnets)
    ougoing = ares_ea.track(incoming)
    loss = loss_fn(outgoing, sample.measurement)
    loss.backward()
    optimizer.step()
    optimizer.zero_grad()
```



## Physics-based Prior Mean for Bayesian Optimisation

## Combine Cheetah with BO

- A physics-informed prior can help improve the performance of BO by preventing over-exploitation.
- Cheetah's differentiability allows efficient acquisition function optimisation using gradient descent methods in modern BO packages like BoTorch.
- Has well-defined behaviour and does not need data to train like neural network priors.
- Can be used in combination with gradient-based system identification to overcome model inaccuracies.



## Integrate Modular Neural Network Surrogate Models

## Increasing Cheetah's fidelity with surrogate models than can be reused

- Replace / augment Cheetah elements with neural network surrogates trained on high-fidelity simulations or real data.
- Neural networks implemented in PyTorch are effectively native to Cheetah. Differentiability is preserved. Integration is easy.
- Example: Tracking with space charge through quadrupole 3 orders of magnitude faster than Ocelot ( $\mathbf{3 7 0}$ microseconds).








```
OO
class SCQuadrupole(Element):
net \(=\) SCNet().load_state_dict(torch.load("weights.pth"))
def track(self, incoming: Beam) -> Beam: return self.net(incoming)
```



## ICFA ML Contributions Using Cheetah

## Many other utilities



## Applying Reinforcement Learning to Particle Accelerators: An Introduction

Environment has Cheetah backend, enabling us to see results quickly.


## Reinforcement Learning Based Radiation Optimization at a Linear Accelerator

Another RL environment based on Cheetah enables fast training for CSR radiation optimisation.


## Learning to Do or Learning While Doing: Reinforcement Learning and Bayesian Optimisation for Online Continuous Tuning

Cheetah-based environment enabled RLO policy training and large scale evaluation.


## Reinforcement Learning for Intensity Tuning at Large FEL Facilities

Cheetah enables gradient-based RL and 45x more sample-efficient training for FEL tuning.


## Outlook

## What's next for Cheetah?

- The next big thing $\rightarrow$ Vectorised Cheetah
- Concurrent simulation of different actuator settings and beams
- About 50x faster on CPU, expected to be even faster on GPU
- Try it TODAY with PR Batched execution \#116 on GitHub

- We will continue to implement further elements and adapters, while applying Cheetah to new applications.
- Contributions from the community are welcome!
- Explore Cheetah with JAX for further speed gains.



## Conclusion

## Answers to our questions

## - What is Cheetah? \%

- An easy-to-use Python package for fast and differentiable beam dynamics simulations.
- Specifically designed for machine learning applications.
- What can you do with it?


Input variable
(c) Reinforcement learning
(d)

Integrate module neural network surrogates

(b)

Gradient-based tuning / system identification



+ Gradient-based reinforcement learning
+ All the things you come up with!



## Contact

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