



# Constructing a Reinforcement Learning Environment for Determining a UB Matrix



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# In Layman's Terms

- NCNR uses machines (goniometers) to analyze crystals
  - Neutron diffraction
- Crystals have UB matrix – describes crystal structure and orientation
- Reinforcement learning - learn by trying
- “Letting the goniometers learn how to best find a UB matrix by trying”

# Importance

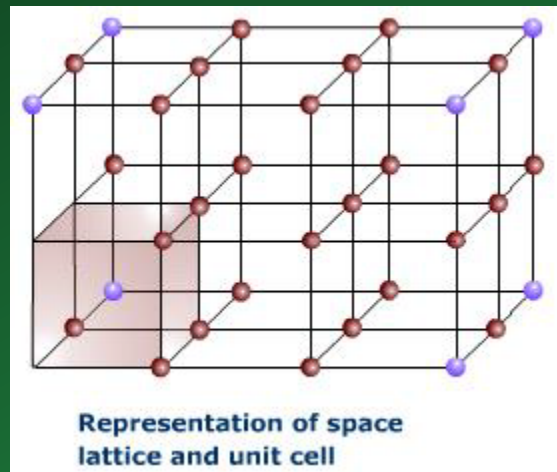
- Reinforcement learning applications:
  - General, self-teaching AI
  - Personalization
- UB Matrix problem:
  - Logic behind the “best” measurements?
  - Most efficient way of handling incorrect initial measurements?
- Neutrons are difficult to make
  - Want fewer measurements, same results



<http://blogthinkbig.com/google-wants-to-create-the-ultimate-personal-assistant/>

# Background - Crystallography

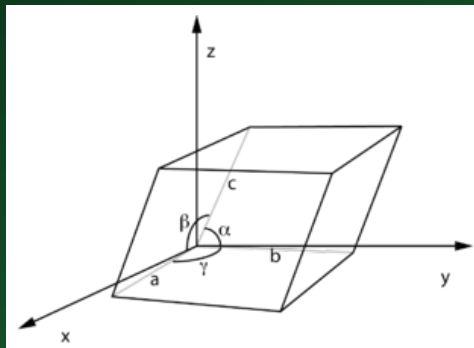
- Crystal is repeating, ordered arrangement of atoms
  - Smallest component is unit cell
- Crystallography – structure and properties of crystals



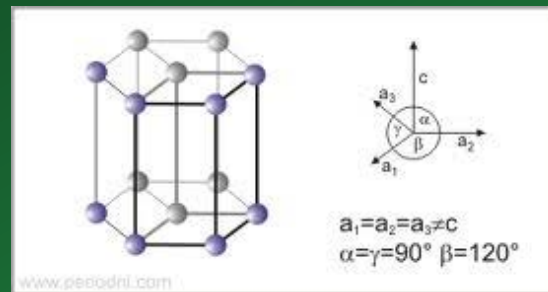
<https://alienspacesciencenews.wordpress.com/2013/06/12/line-22f1fa19c3m1b7c8e13c9c6c2-tetrahedron-crystal-miller-matrix-core-ufo-5g-wow-seti/>

# Background - Crystallography

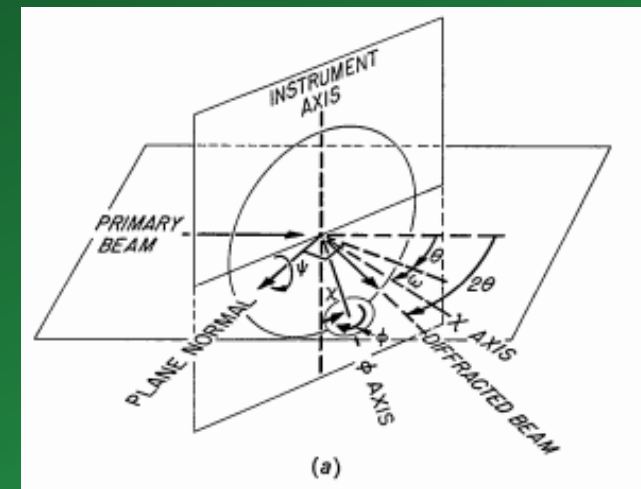
- Crystal coordinate systems
- Axes  $a$ ,  $b$ ,  $c$
- Angles  $\alpha$ ,  $\beta$ ,  $\gamma$
- Instrument coordinate systems
- Fixed on instrument axis
- Angles  $2\theta$ ,  $\chi$ ,  $\varphi$



[https://en.wikipedia.org/wiki/Lattice\\_constant](https://en.wikipedia.org/wiki/Lattice_constant)

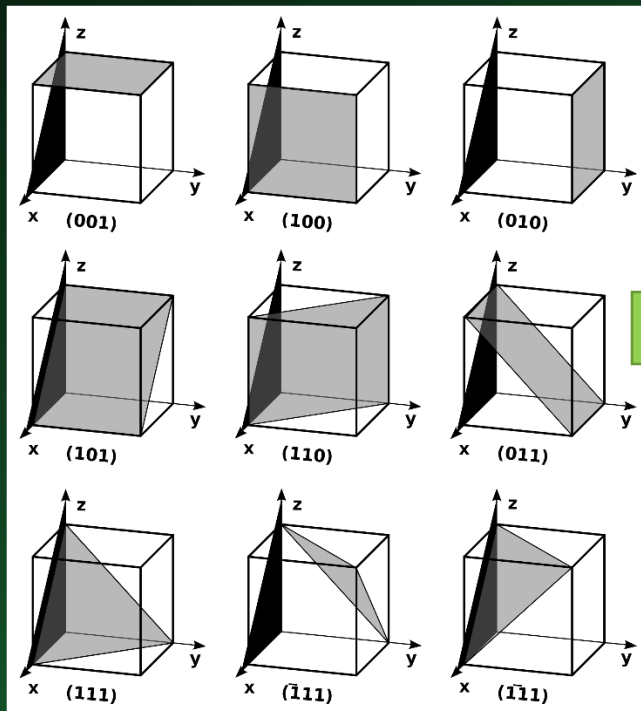


<https://www.quia.com/jg/2506550list.html>

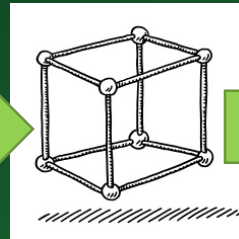
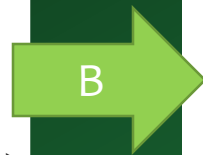


<http://journals.iucr.org/q/issues/1967/04/00/a05492/a05492.pdf>

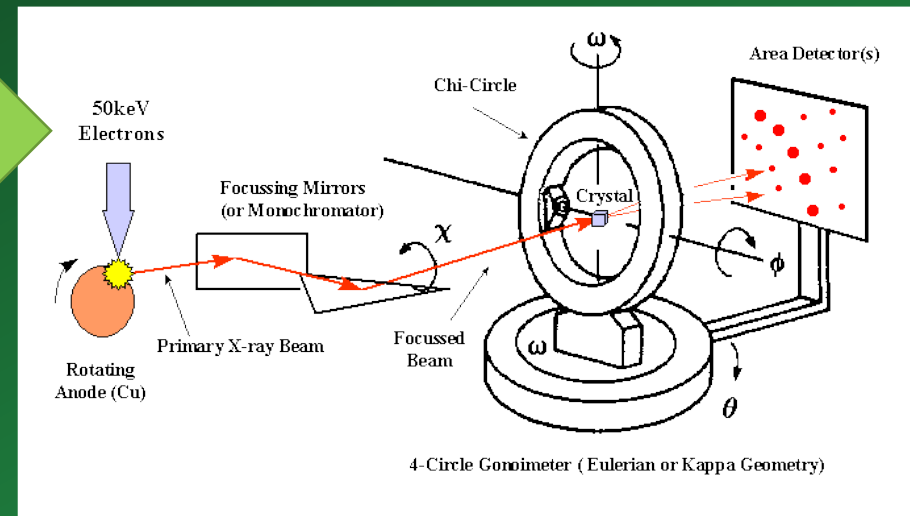
# Background - Crystallography



[https://commons.wikimedia.org/wiki/File:Miller\\_Indices\\_Cubes2.svg](https://commons.wikimedia.org/wiki/File:Miller_Indices_Cubes2.svg)



[http://i.istockimg.com/file\\_thumbview\\_approve/81543089/5/stock-illustration-81543089-cube-ball-and-stick-model-drawing.jpg](http://i.istockimg.com/file_thumbview_approve/81543089/5/stock-illustration-81543089-cube-ball-and-stick-model-drawing.jpg)

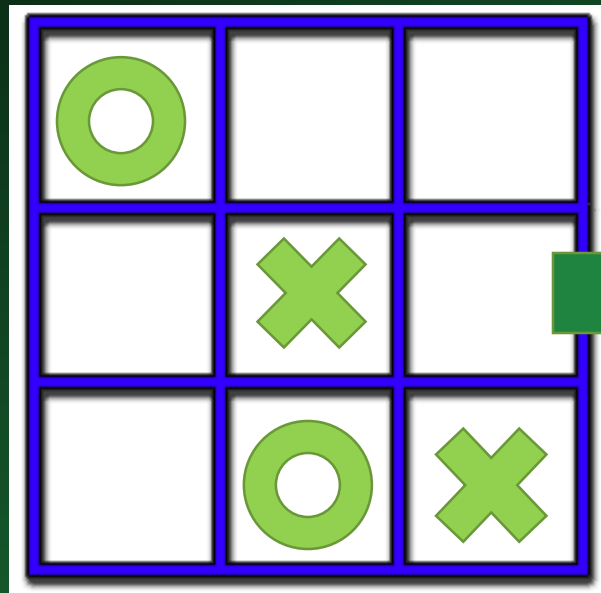


<http://chem.suwon.ac.kr/~jwchoi/biophy2.htm>

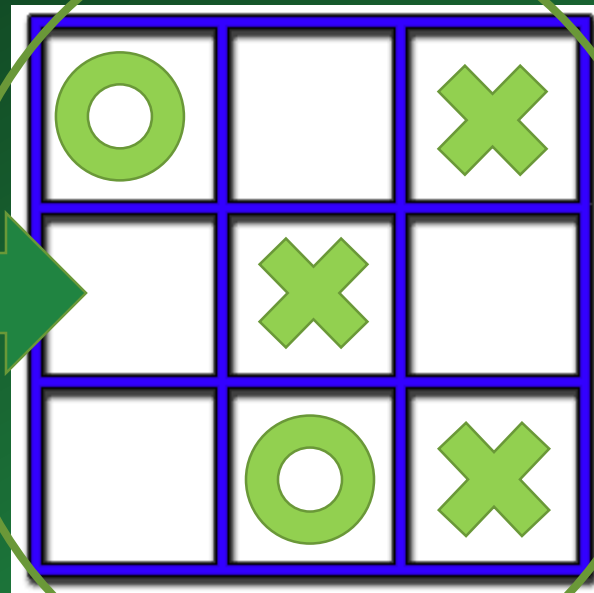
# Background – Reinforcement Learning

Environment: Tic-tac-toe

State:



Action



Observation



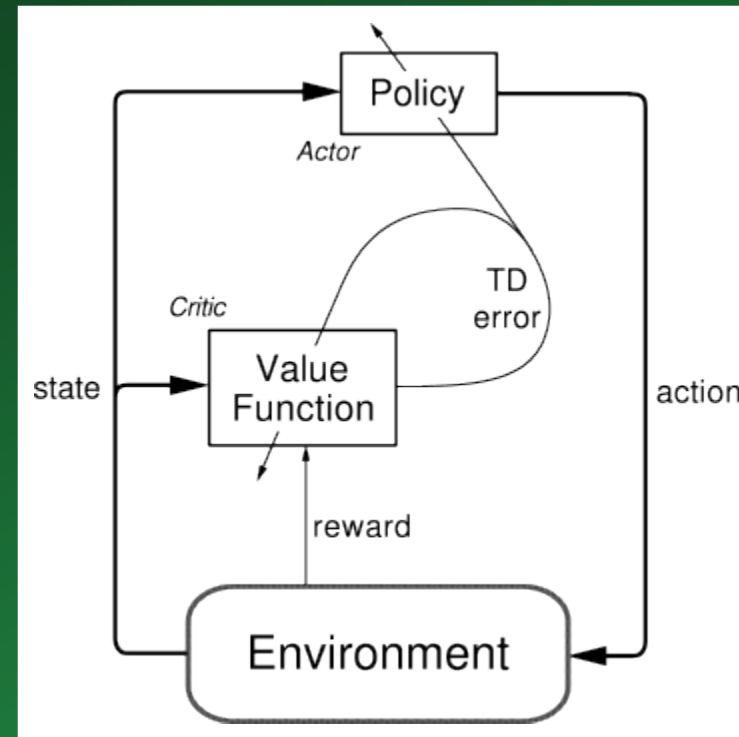
Reward (0).

<https://www.msfengshui.com/blog/category/bagua/knowledge>



# Background – Reinforcement Learning

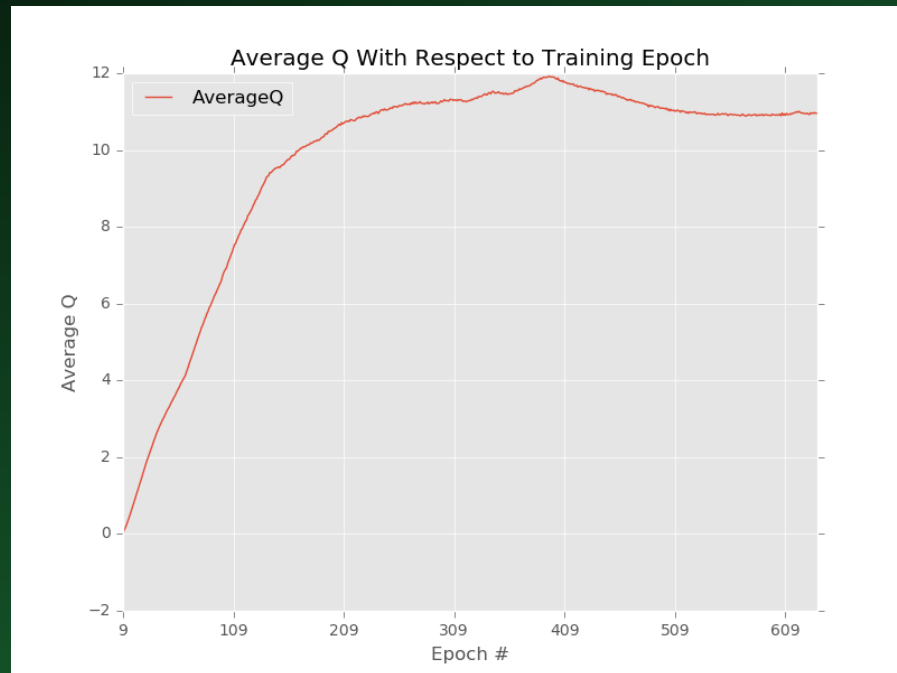
- Actor-critic model
  - Actor: “Policy” for choosing actions; strategy
  - Critic: Evaluates quality of choice
    - Value function  $Q$
- Actor and critic improve by minimizing loss and maximizing reward



<https://webdocs.cs.ualberta.ca/~sutton/book/ebook/node66.html>



# Rllab on Cartpole

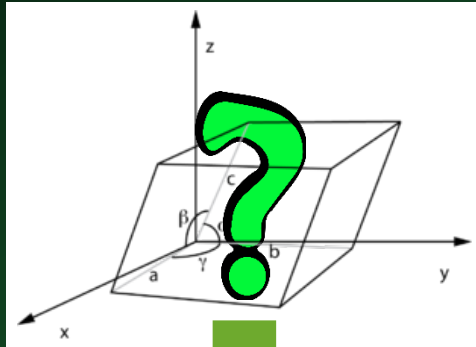


# My Work

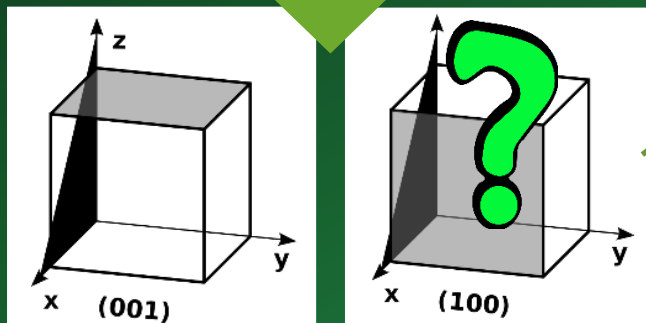
The problem, progress, and more

# The Problem

[https://en.wikipedia.org/wiki/Lattice\\_constant](https://en.wikipedia.org/wiki/Lattice_constant)  
<http://www.freestockphotos.biz/stockphoto/16032>



Take 2  
Measurements



[https://commons.wikimedia.org/wiki/File:Miller\\_Indices\\_Cubes2.svg](https://commons.wikimedia.org/wiki/File:Miller_Indices_Cubes2.svg)  
<http://www.freestockphotos.biz/stockphoto/16032>

Calculate  
UB  
Matrix

```
[[ 0.03010972  0.07575927  0.14031317]  
 [-0.17076072 -0.01488778  0.05298718]  
 [ 0.04862107 -0.09920263  0.09920263]]
```

Measure more  
Refine UB

# The UB Matrix Problem

# The Problem

- 3D action space ( $X, \varphi, 2\theta$ )
  - $X, \varphi$  are continuous,  $2\theta$  is discrete
- State: current UB and “guessed” initial indices
  - Program changes guesses if loss too high
  - Terminates when results match prediction for 3 measurements
- Reward:
  - Peak exists most important
  - Distance from predicted angles is loss
- Observation: Structure factor

# UBEnv and Box2d\_env\_ub

- Box2d\_env\_ub
  - Original version for training in general 2D physics environment
  - Modified parameters, stepping, movement caused by action
- UBEnv
  - More environment-specific
  - Computes M, N, UB's, more

| Environment Function | Completed   |
|----------------------|---|
| Added                | Init_UB, calc_M, calc_N, calc_expected, calc_loss, add_ub, setup_spaces               |
| Overrides            | __init__, reset, compute_reward, is_current_done, forward_dynamics, get_raw_obs, step |

# UBSpace

- New action type: discrete AND continuous
  - Discrete is mapped continuous
- Extra dimension for choice
- Most important, least code
  - Methods used in NormalizedEnv, which updates estimates
  - UBEnv and Box2d\_env\_ub depend on space

# Ongoing and Future Work

- Current:
  - Incorporate first two measurements as part of training
  - What is realistic training data? - Automation
- Future:
  - Extracting data from machine
  - Training, implementation!



# Acknowledgements

- Many, many thanks to:

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- Dr. Julie Borchers
- Ms. Yamali Hernandez

