

Outline - Two Lectures

Entanglement

Low Entanglement Approximations

Diagrams, Tensor Networks

Matrix Product States

~~Q~~ Trotter Time Evolution

Matrix Product Operators

DMRG

References

U. Schollwöck, The density matrix renormalization group in the age of Matrix Product States, arxiv 1603.03.039

U. Schollwöck, Numerical methods in the study of non-equilibrium strongly interacting quantum many body physics, Les Houches lecture notes

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Entanglement

Product States

The simplest type of states are product state

Examples: $|\uparrow_1 \downarrow_2\rangle = |\uparrow_1\rangle |\downarrow_2\rangle = |\uparrow_1\rangle \otimes |\downarrow_2\rangle$

or $\frac{1}{\sqrt{2}}(|\uparrow_1\rangle - |\downarrow_1\rangle) (|\uparrow_2\rangle + |\downarrow_2\rangle) \cdot \frac{1}{\sqrt{2}}$

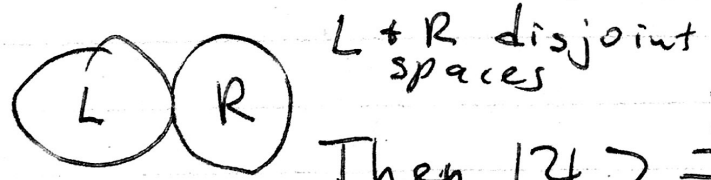
In general, if you can write $|\psi\rangle$ as

$|\psi\rangle = |\phi_1\rangle |\eta_2\rangle |\xi_3\rangle \dots$ it is a product state = pure tensor product

Entanglement If $|\psi\rangle$ is not a

product state, the system is entangled.

Usually we consider a system divided into two parts, L (left) and R (right)



Then $|\psi\rangle \stackrel{?}{=} |\phi_L\rangle |\phi_R\rangle$

Suppose \hat{O} is an op. acting only on L

$$\begin{aligned} \langle \psi | \hat{O} | \psi \rangle &= \langle \phi_R | \langle \phi_L | \hat{O} | \phi_L \rangle | \phi_R \rangle \\ &= \langle \phi_R | \phi_R \rangle \langle \phi_L | \hat{O} | \phi_L \rangle = \langle \phi_L | \hat{O} | \phi_L \rangle \end{aligned}$$

Conclusion: Product states describe independent systems.

Entangled states - how do you tell if a state is entangled?

Example: 2 spins

$$\text{Let } |A\rangle = \frac{1}{\sqrt{2}} |\uparrow\uparrow\rangle + \frac{1}{\sqrt{2}} |\downarrow\downarrow\rangle$$

and

$$|B\rangle = \frac{1}{2} |\uparrow\uparrow\rangle + \frac{1}{2} |\uparrow\downarrow\rangle + \frac{1}{2} |\downarrow\uparrow\rangle + \frac{1}{2} |\downarrow\downarrow\rangle$$

Which is entangled?

$$|B\rangle = \frac{1}{\sqrt{2}} (|\uparrow\rangle + |\downarrow\rangle) \frac{1}{\sqrt{2}} (|\uparrow\rangle + |\downarrow\rangle)$$

so $|B\rangle$ is a product state,
unentangled.

It is easy to see $|A\rangle$ is entangled
(exercise).

Show there is no $\alpha, \beta, \gamma, \delta$ so

$$|A\rangle = (\alpha |\uparrow\rangle + \beta |\downarrow\rangle) (\gamma |\uparrow\rangle + \delta |\downarrow\rangle)$$

To know in general if a state is entangled you need to do a singular value decomposition.

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Singular Value Decomposition (SVD)


Let M be any complex $m \times n$ matrix with $n \geq m$. (If $n < m$, SVD on M^T ,

Then there exists $U = m \times m$, $D = m \times n$ with D diagonal, $V = n \times n$ with

$$\boxed{M = U D V} \quad (\quad) = (\quad) (\quad) (\quad)$$

with $D_{ii} \geq 0$, $U =$ unitary, $V =$ row-unitary ($V V^T = I$) (rows of V orthonormal)

This is the SVD. The D_{ii} are the singular values, unique. $D_{ii} = d_i$

Another form: $\tilde{D} = m \times n$ 
then \tilde{V} is unitary, $n \times n$

$$M = U \tilde{D} \tilde{V}$$

SVD's have many uses. One is matrix compression. Suppose only a few D_{ii} are nonnegligible

$$\begin{pmatrix} \text{wavy} \\ \text{wavy} \\ \text{wavy} \end{pmatrix} \begin{pmatrix} \diagup \\ 0 \end{pmatrix} \begin{pmatrix} \text{wavy} \\ \text{wavy} \\ \text{wavy} \end{pmatrix} = \begin{pmatrix} \text{wavy} \\ \text{wavy} \\ \text{wavy} \end{pmatrix} (\quad) \begin{pmatrix} \text{wavy} \\ \text{wavy} \\ \text{wavy} \end{pmatrix}$$

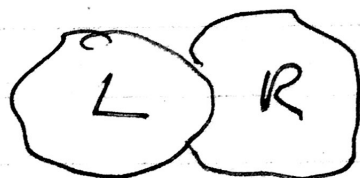
Drop rest of matrices

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Schmidt Decomposition

$$\text{Let } |\psi\rangle = \sum_{lr} \psi_{lr} |l\rangle |r\rangle$$

$|l\rangle$ in L , $|r\rangle$ in R



ψ_{lr} is a wavefunction, but treat it as a matrix, do SVD

$$\psi_{lr} = [U \tilde{D} \tilde{V}]_{lr}$$

Normalized $\sum_{lr} |\psi_{lr}|^2 = 1 = \text{tr} \left\{ \underset{\substack{\uparrow \\ \text{matrix}}}{\psi^\dagger \psi} \right\}$

Let

$$|i\rangle_L \equiv \sum_l U_{li} |l\rangle$$

$$|i\rangle_R \equiv \sum_r \tilde{V}_{ir} |r\rangle$$

$$|\psi\rangle = \sum_{lr} \sum_i U_{li} \tilde{D}_{ii} \tilde{V}_{ir} |l\rangle |r\rangle$$

$$= \sum_i \tilde{D}_{ii} |i\rangle_L |i\rangle_R = \boxed{\sum_i \lambda_i |i\rangle_L |i\rangle_R = |\psi\rangle}$$

this is the Schmidt decomposition

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Normalized:

$$1 = \text{tr} \{ \psi^\dagger \psi \} = \text{tr} \{ \tilde{V}^\dagger \tilde{U}^\dagger \underbrace{U^\dagger U}_1 \tilde{U} \tilde{V} \}$$
$$= \text{tr} \{ \tilde{U}^\dagger \tilde{U} \} \Rightarrow \boxed{\sum_i \lambda_i^2 = 1}$$

λ_i^2 is the probability of the Schmidt-state pair $|i\rangle_L |i\rangle_R$

If $|\psi\rangle = |\phi\rangle |\xi\rangle$, it is already in Schmidt decomp form, with $\lambda_1 = 1$, $\lambda_{i>1} = 0$. So this tells us if $|\psi\rangle$ is entangled.


Von Neumann Entanglement Entropy

$$S \equiv - \sum_i \lambda_i^2 \ln \lambda_i^2$$

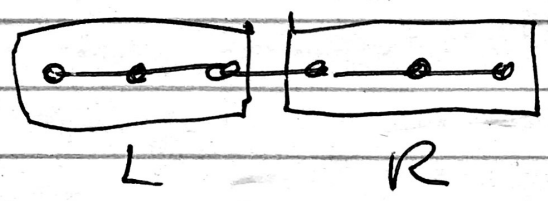
VN ent.
entropy

This is the stat mech formula for entropy using $\lambda_i^2 = \text{prob of } |i\rangle$
 S measures entanglement. $S=0 \Rightarrow$ product state

Entanglement Entropy of Spin Chains

Heisenberg, Open $S = \frac{1}{2}$ 

Split the system down the middle



- 1) Find $|GS\rangle$
- 2) Rewrite in terms of L & R bases
- 3) SVD


N	S	$S_{max} = \frac{N}{2} \ln 2$
-----	-----	-------------------------------

Exercise	2	0.69	0.69
Verify	4	0.32	1.39
this	6	0.71	2.08
table	8	0.46	2.77
with	10	0.74	3.47
Julia	12	0.54	4.16
	14	0.76	4.85

1) G.S. $S \rightarrow$ small!

2) Odd-even alternation

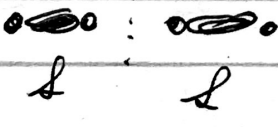
$N=2$



↓

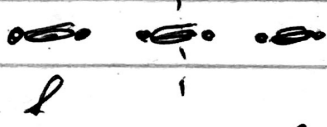
split

$N=4$



↓ ↓

$N=6$

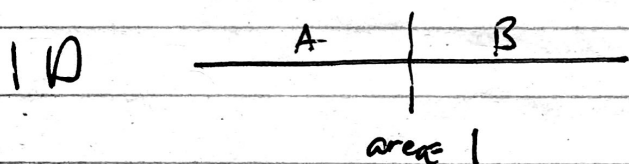


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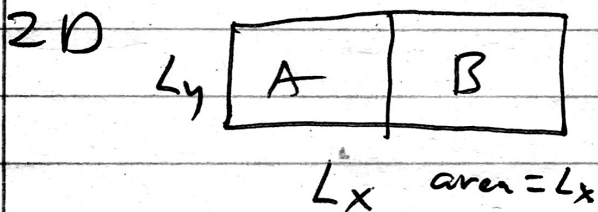
← RVB picture

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Area Law (Usually True)

The Entropy for a ground state of a system $A+B$, ~~where~~ is proportional to the "area" of the boundary.



$S \sim \text{constant}$
(can be log corrections)

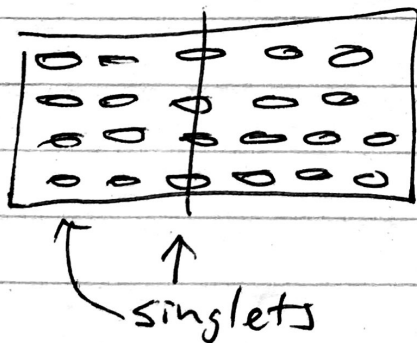


$S \propto L_y$

3D $S \propto \text{Area}$.

Pictorial Justification

[lots of more rigorous work - maybe I'll write some of it later]



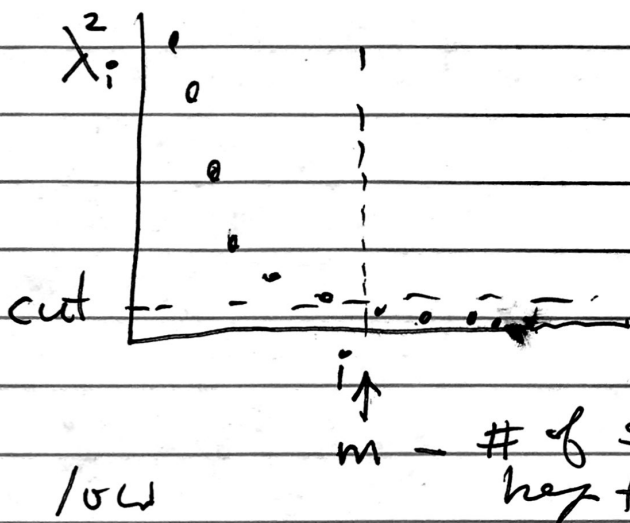
No entanglement unless a singlet bond is cut

The # of cut singlets \sim area

Each contributes $\sim \ln 2$ to S .

Truncating Low Probability Schmidt States

Suppose we have rapidly falling singular values



Then we can throw away the low probability Schmidt states

$$|\psi\rangle = \sum_{i=1}^{\infty} \lambda_i |i\rangle_L |i\rangle_R \rightarrow \sum_{i=1}^m \lambda_i |i\rangle_L |i\rangle_R = |\tilde{\psi}\rangle$$

Error in $|\psi\rangle$:

$$\langle \psi | \tilde{\psi} \rangle = \sum_{i=1}^{\infty} \sum_{i'=1}^m \lambda_i \lambda_{i'} \langle i | i' \rangle = \sum_{i=1}^m \lambda_i^2$$

$$\begin{aligned} (\langle \psi | - \langle \tilde{\psi} |) (|\psi\rangle - |\tilde{\psi}\rangle) &= \text{error in } \psi \\ &= \langle \psi | \psi \rangle - \langle \tilde{\psi} | \tilde{\psi} \rangle = 1 - \sum_{i=1}^m \lambda_i^2 = \sum_{i=m+1}^{\infty} \lambda_i^2 \equiv \epsilon \end{aligned}$$

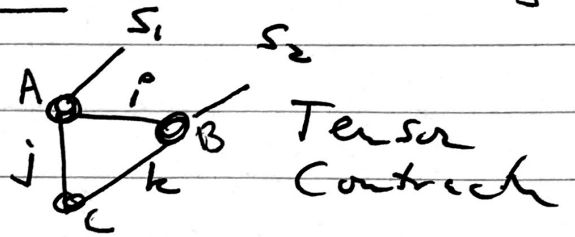
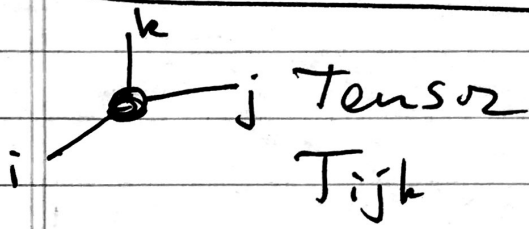
ϵ = "truncation error" or "discarded weight"

This truncation is the key approximation in Tensor networks & DMRG.

- low entanglement approximation -

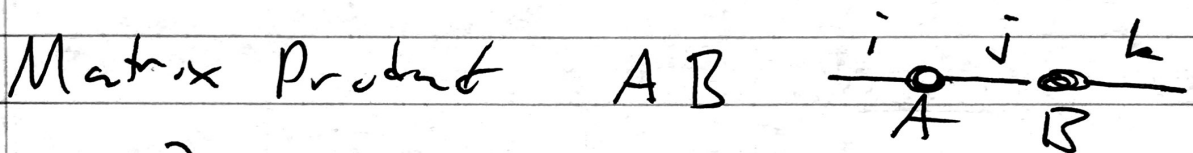
Tensor Network Diagrams

$$A_{jis_1} B_{is_2k} C_{ijk}$$

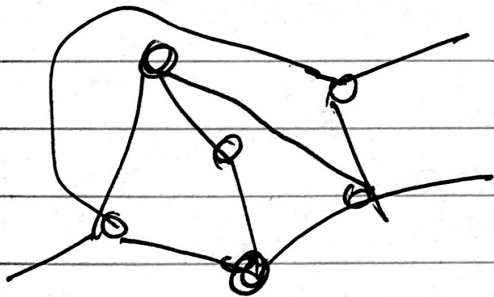


3 tensors. Internal ~~edges~~ summed over. External indices, indices define the final tensor result.

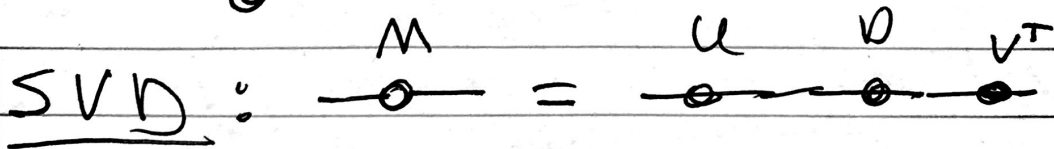
~~Matrix~~ Vector \bullet — i Matrix \bullet — \bullet



$$[AB]_{ik} = \sum_j A_{ij} B_{jk}$$



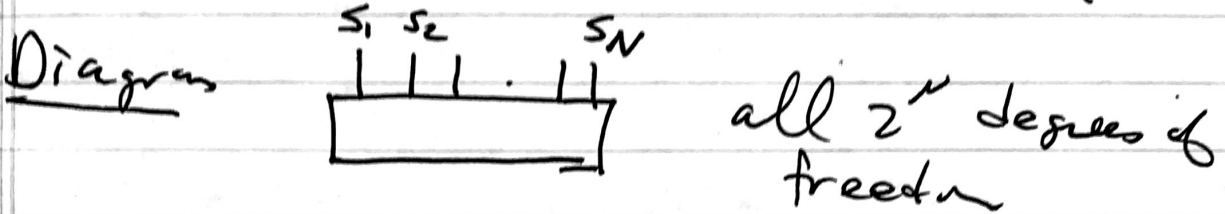
Tensor networks can get complicated.



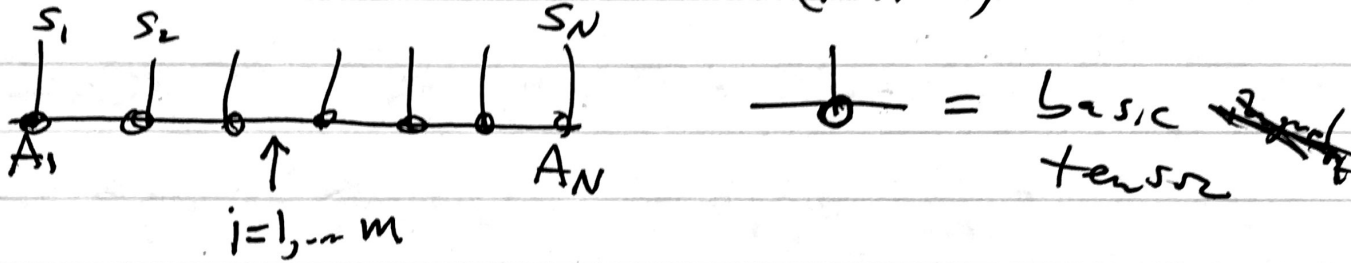
$$M = UDV^T$$

Suppose we had a wavefunction from exact diagonalization of a spin chain

$$\Psi(s_1, s_2, \dots, s_N) \quad 2^N \text{ numbers} \quad (N \leq \sim 50)$$



As an ansatz, let's propose a Matrix Product State (MPS) is a TN:



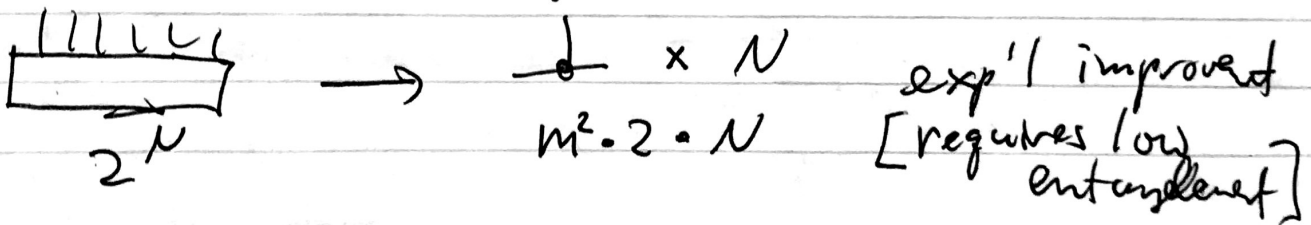
Algebraically
$$\Psi(s_1, \dots, s_N) = \overset{\text{row vec}}{\rightarrow} A^1[s_1] \overset{\text{col vec}}{\leftarrow} A^2[s_2] \dots A^N[s_N]$$

Regard $A^i[s_i]$ as two matrices

$$A^i[\uparrow]_{ij} = \begin{array}{c} \downarrow \\ \circ \\ \uparrow \end{array} \quad \text{and} \quad A^i[\downarrow]_{ij} = \begin{array}{c} \uparrow \\ \circ \\ \downarrow \end{array}$$

Given s_1, \dots, s_N , pick which matrix to use on each site, take product.

This is a huge compression



Matrix Product State (MPS)

$$\psi(s_1, \dots, s_N) = \vec{A}_1[s_1] \vec{A}_2[s_2] \dots \vec{A}_N[s_N]$$

Very Simple example: 2 sites, spin 1/2

$$|\psi\rangle = \frac{1}{\sqrt{2}} (|\uparrow\downarrow\rangle - |\downarrow\uparrow\rangle)$$

$$= \sum_{s_1, s_2} \vec{A}_1[s_1] \cdot \vec{A}_2[s_2] |s_1\rangle |s_2\rangle$$

$$= \underbrace{\left(\sum_{s_1} \vec{A}_1[s_1] |s_1\rangle \right)}_{\vec{A}_1} \cdot \underbrace{\left(\sum_{s_2} \vec{A}_2[s_2] |s_2\rangle \right)}_{\vec{A}_2}$$

Let $\vec{A}_1 = \begin{pmatrix} \frac{1}{\sqrt{2}} |\uparrow\rangle \\ -\frac{1}{\sqrt{2}} |\downarrow\rangle \end{pmatrix}$ $\vec{A}_2 = \begin{pmatrix} |\downarrow\rangle \\ |\uparrow\rangle \end{pmatrix}$

By inspection, $|\psi\rangle = \vec{A}_1 \cdot \vec{A}_2$

Three sites: Let $|\psi\rangle = \frac{1}{\sqrt{3}} (|\uparrow\uparrow\downarrow\rangle + |\uparrow\downarrow\uparrow\rangle + |\downarrow\uparrow\uparrow\rangle)$

$$\vec{A}_1 = \begin{pmatrix} |\uparrow\rangle \\ |\downarrow\rangle \end{pmatrix} \quad \vec{A}_3 = \begin{pmatrix} |\uparrow\rangle \\ |\downarrow\rangle \end{pmatrix} \quad \text{then } \vec{A}_2 = \frac{1}{\sqrt{3}} \begin{pmatrix} |\downarrow\rangle & |\uparrow\rangle \\ |\uparrow\rangle & 0 \end{pmatrix}$$

(use \vec{A}_i^T)

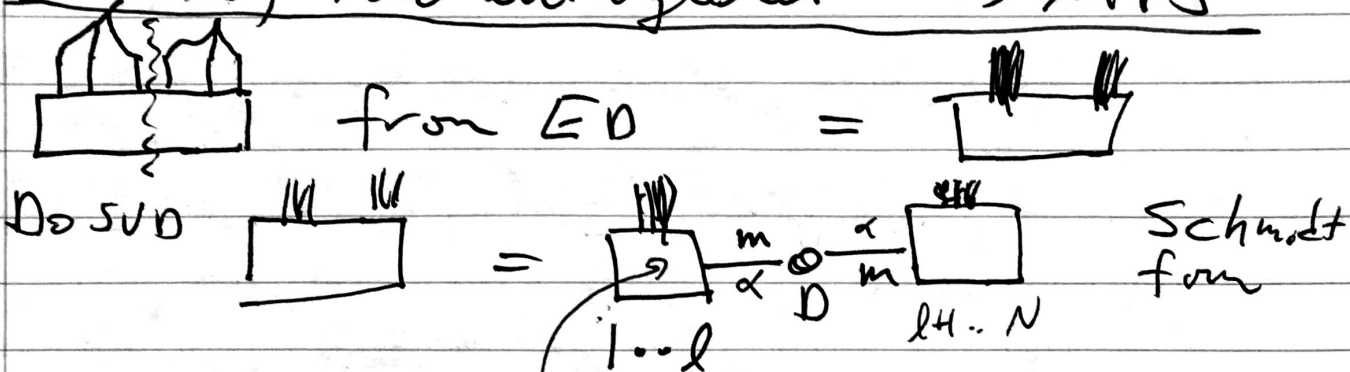
$$|\psi\rangle = \vec{A}_1 \cdot \vec{A}_2 \cdot \vec{A}_3$$

More sites: Same structure, bigger matrices, \downarrow much compressible for low entanglement

6 Builder

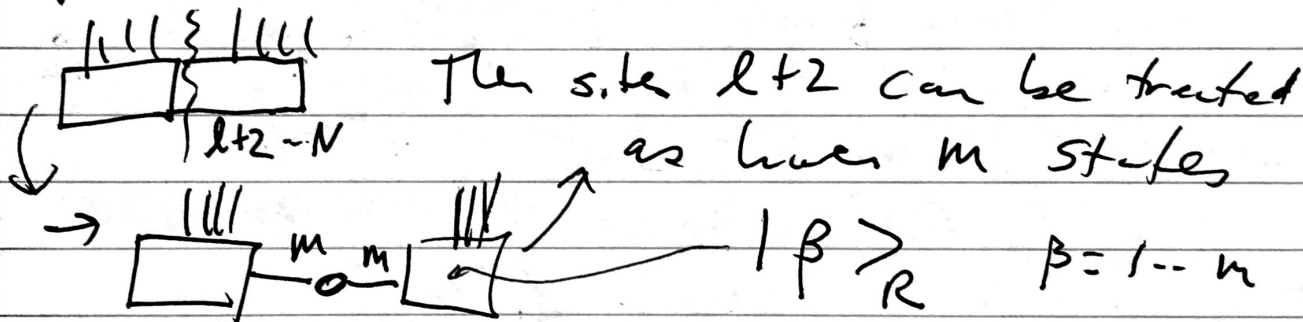
In 1D, low entanglement \Rightarrow MPS

Treat as a big index



Sites $1-l$ can be treated as having only m states $|\alpha\rangle_L$ $\alpha=1\dots m$

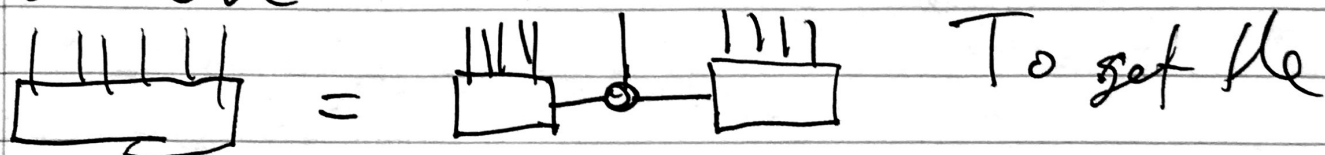
Repeat at one site ~~over~~ to the right



$$\text{Then } |\psi\rangle = \sum_{\alpha=1}^m \sum_{\beta=1}^m \sum_{S_{l+1}=\uparrow, \downarrow} \psi(\alpha, S_{l+1}, \beta)$$

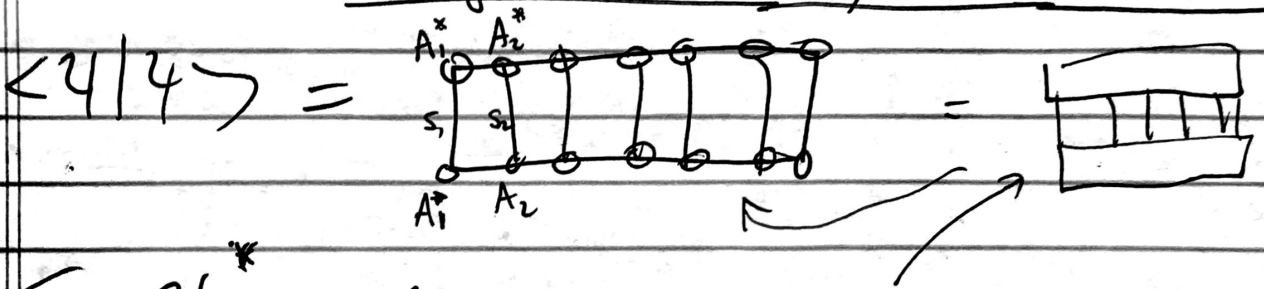
$$\psi(\alpha, S_{l+1}, \beta) \equiv A[S_{l+1}]_{\alpha\beta} \begin{matrix} \uparrow \\ | \alpha \rangle_L | S_{l+1} \rangle | \beta \rangle_R \end{matrix}$$

We have

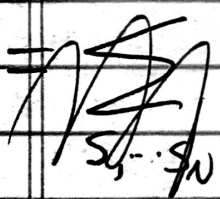


full MPS, you just need to repeat on the other sites.

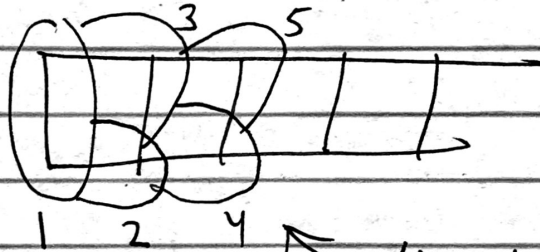
Normalization of an MPS, Measurement Ops



$$\sum_{\substack{s_1 \dots s_N \\ s'_1 \dots s'_N}} \psi_{s'_1 \dots s'_N}^* \psi_{s_1 \dots s_N} \langle s'_1 \dots s'_N | s_1 \dots s_N \rangle = \delta_{s_1 s'_1} \dots \delta_{s_N s'_N}$$



To contract: left to right, or right to left.



Not top, then bottom

"Bubbling"

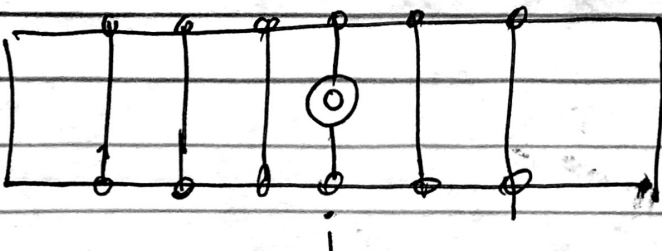
Measurement Operators

$$\langle s'_1 \dots s'_N | \hat{O}_i | s_1 \dots s_N \rangle$$

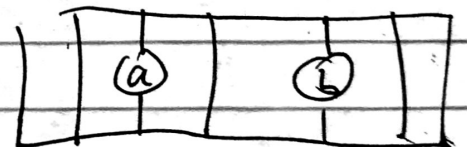
$$= \langle s'_1 \dots s'_N | s_1 \dots (O_i s_i) \dots s_N \rangle$$

O_i attaches to A_i

$\langle O_i \rangle =$



Also



etc.

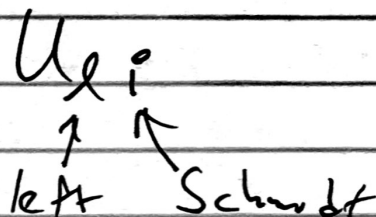
"Bubble" left to right,

Orthogonality: crucial for effectively using MPS \downarrow drop t , redefine V

In an SVD, $M = U \Sigma V$, $U + V$ are row/col. unity

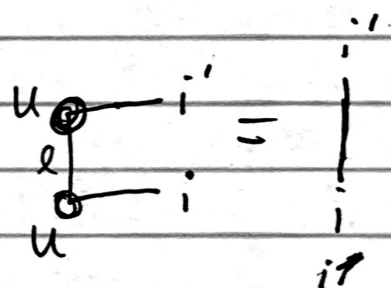
$$U^T U = 1 \quad V V^T = 1$$

Let U have ~~labels~~ indices

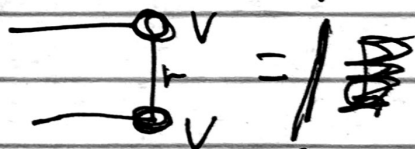


~~V_{ir}~~ V_{ir} \leftarrow right

$$\sum_e U_{ei} U_{ei'}^* = \delta_{ii'} \quad \text{or}$$

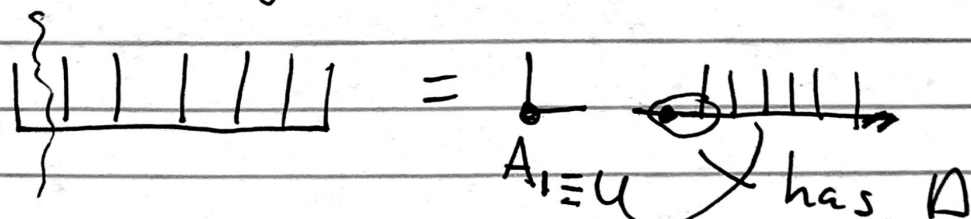


$$\sum_r V_{ir} V_{ir'}^* = \delta_{ii'} \quad \text{or}$$

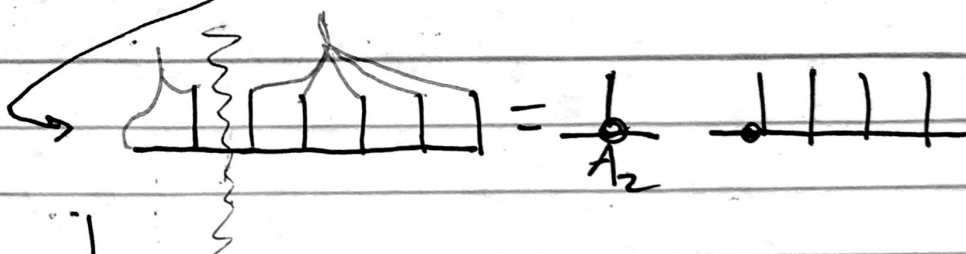


Orthogonality

Converting a Wfn to an MPS, left to right

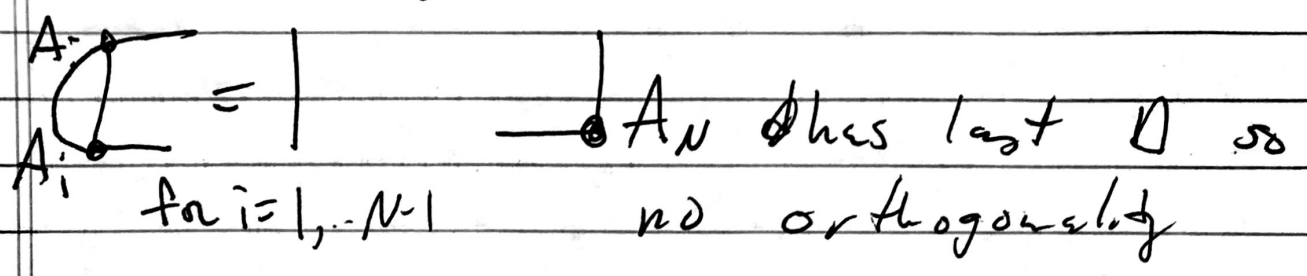


$$\begin{matrix} A_1 \\ \square \\ A_1 \end{matrix} = |$$



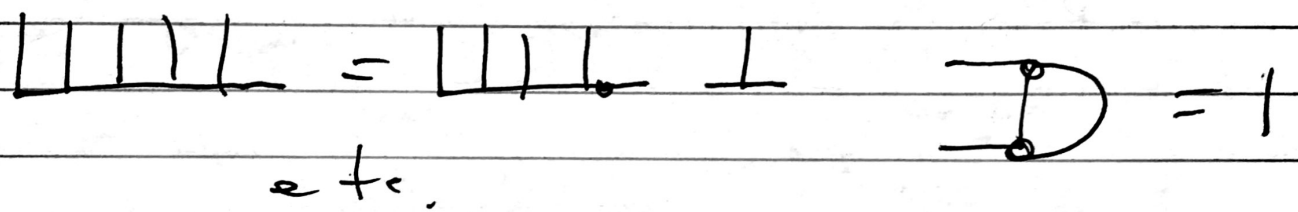
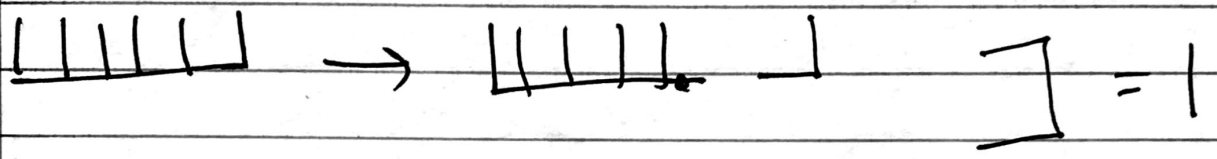
$$\begin{matrix} A_2 \\ \circ \\ A_2 \end{matrix} = |$$

Keep going to the end

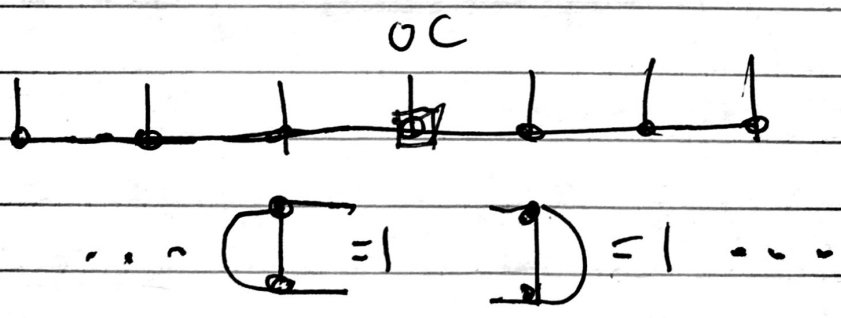


We say site N is the orthogonality center

We could put ~~it~~ ^{the OC} on ~~the~~ site 1



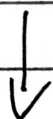
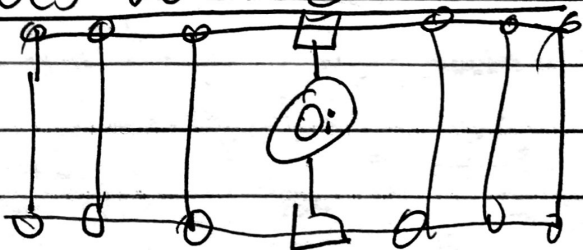
In general, it looks like



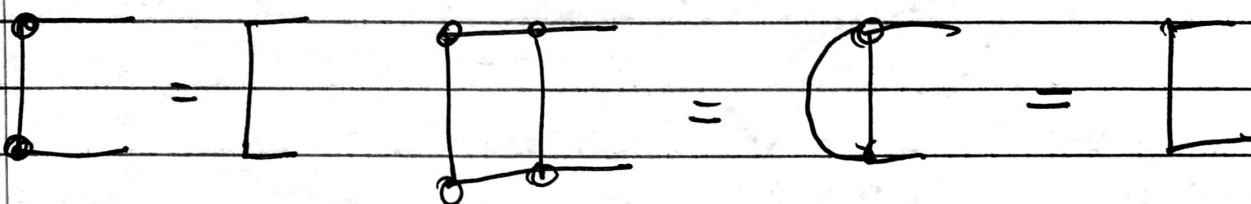
It is possible to not have an OC - but it is useful to have one.

Using an OC

$\langle 0_i \rangle =$

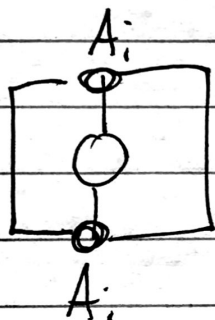


say this is an OC



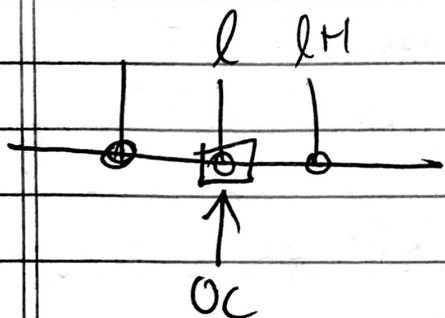
Similarly on right

$\langle 0_i \rangle =$

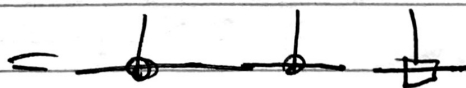
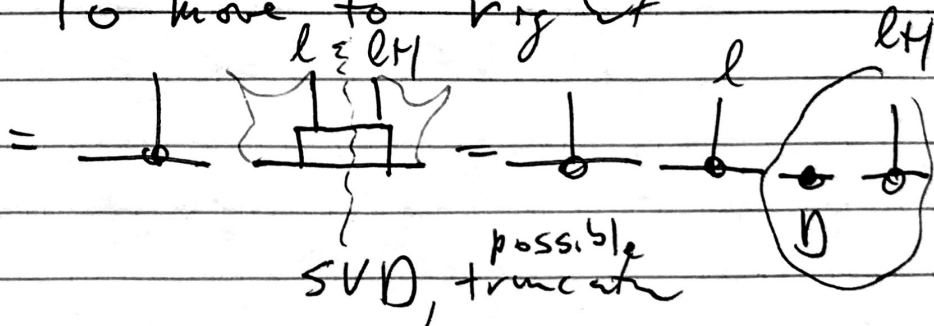


No need to do other contractions

Moving the OC



To move to right



1) Join two adjacent tensors, then split, moving OC.

Trotter Time Evolution

time evolving block decimation $T \in \text{ISD}$
 \pm DMRG $V \in \text{Jal}$

Trotter Approx $| \psi \rangle = e^{-\beta H} | \text{anything} \rangle$ almost
 \Rightarrow ground state as $\beta \rightarrow \infty$

How do we apply $e^{-\beta H}$ on an MPS?

$$e^{-\beta H} = \left(e^{-\tau H} \right)^{\frac{\beta}{\tau}} \quad \tau \text{ small}$$

Let $H_i =$ bond term in H connecting $i + i+1$

Example: $H_i = \vec{S}_i \cdot \vec{S}_{i+1}$ \odot Assume $H = \sum_i H_i$

$$e^{-\tau H} = e^{-\tau \sum_i H_i} \approx \prod_i e^{-\tau H_i}$$

not exact since $[H_i, H_{i+1}] \neq 0$

Errors for one step $\tau \propto \tau^2$

steps $\propto \frac{1}{\tau}$ so total $\sim \tau$ not so good

If you reverse, goes to τ^2

$$e^{-2\tau H} = \prod_{i=1}^N e^{-\tau H_i} \prod_{i=N}^1 e^{-\tau H_i} \quad \text{error} \sim \tau^3$$

$\Rightarrow \tau^2$ OK.

T2

Diagrams $\vec{S}_i \cdot \vec{S}_{i+1} =$

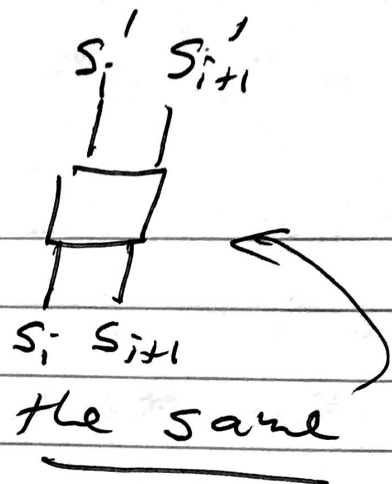
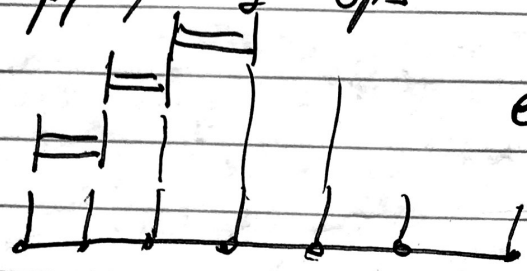
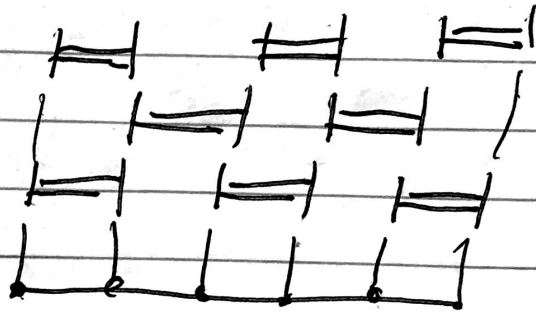


Diagram for $e^{-\tau S_i S_{i+1}}$ looks the same

Applying ops



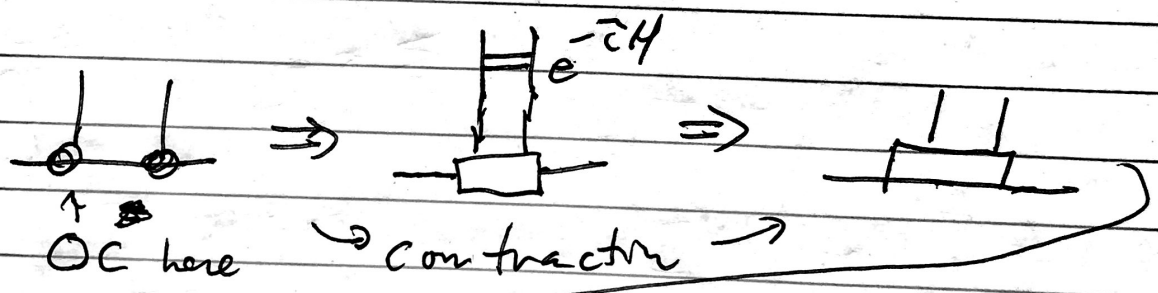
etc,



forward/back

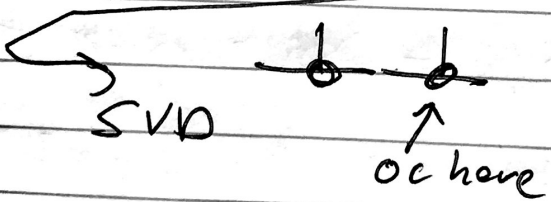
even/odd

Operators



OC here

contraction



move right, repeat

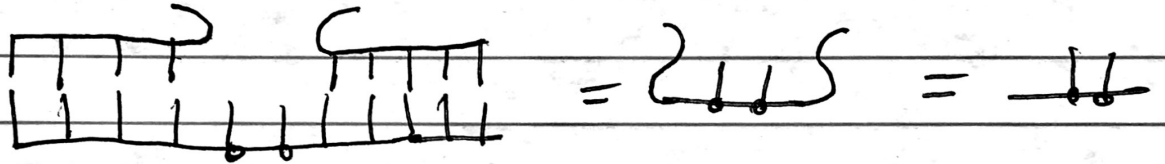
Real time evolution: no difference, apply $e^{-i\tau H}$

DMRG - finding the ground state

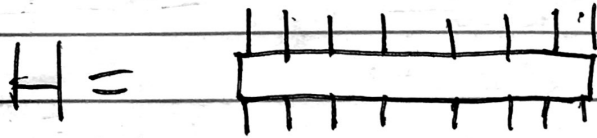
Let's focus on two sites. Given an MPS



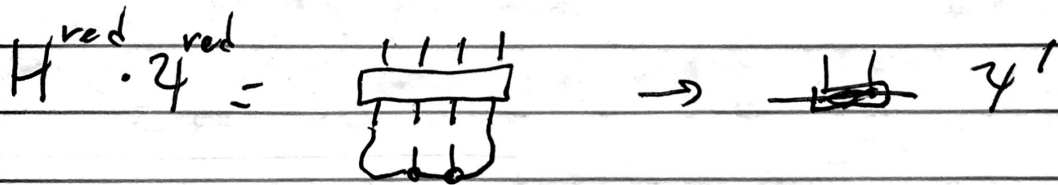
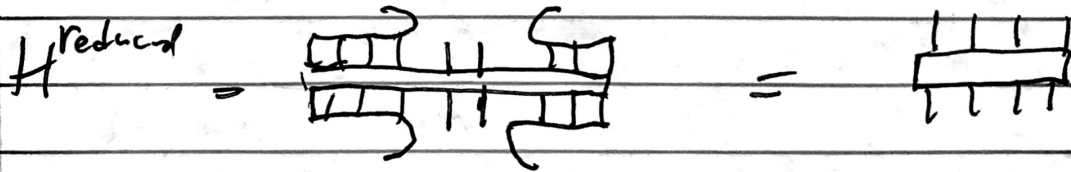
We can regard $\llcorner \llcorner \llcorner \llcorner$ as a change of basis plus a truncation, to a reduced basis. Orthogonal if OC in center at 1 of the 2 sites



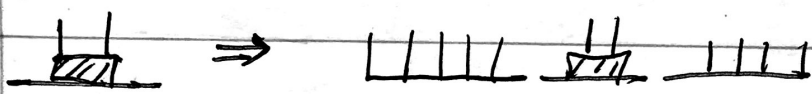
You can use Lanczos to decrease the energy if you know H in the reduced basis



Full diagram for any operator



Suppose we reduce the energy in the reduced basis with Lanczos. Then this translates to the same energy in the full basis



Can go back to

Constructing $H = \sum_i H_i$

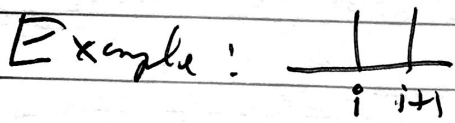
reduced

full of any tree,

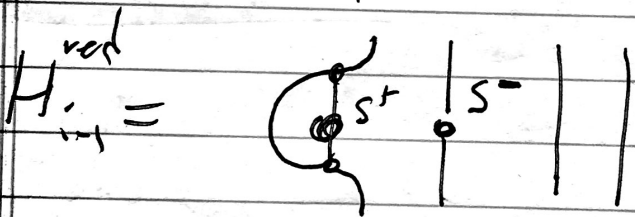
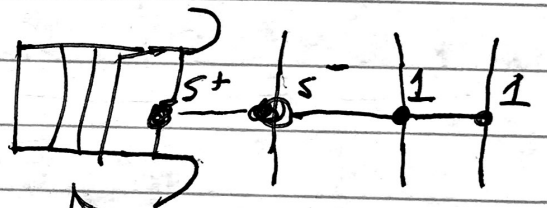
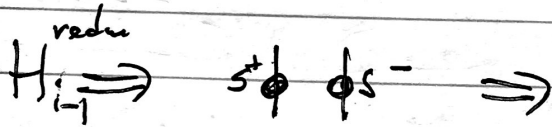
is not hard, since $H = \sum_i H_i$

only 2 or a

few sites involved.



look at $\frac{1}{2} S_{i-1}^+ S_i^- = H_{i-1}$



contract with orthogonality

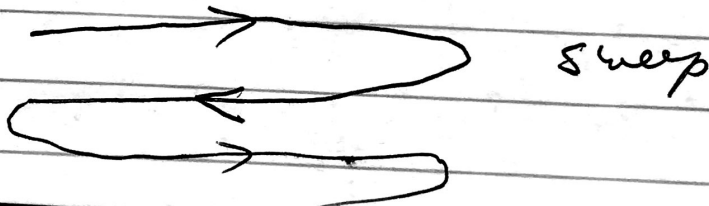
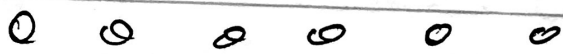
$$+ s^- s^+ \text{ term} + s^z s^z \text{ term}$$

For efficiency, we don't construct H^{red} ,

we write a function that applies it to ψ

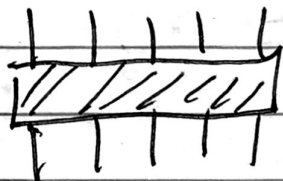
After Lanczos, split $\psi \rightarrow \psi$

w. the SVD, move to next site.

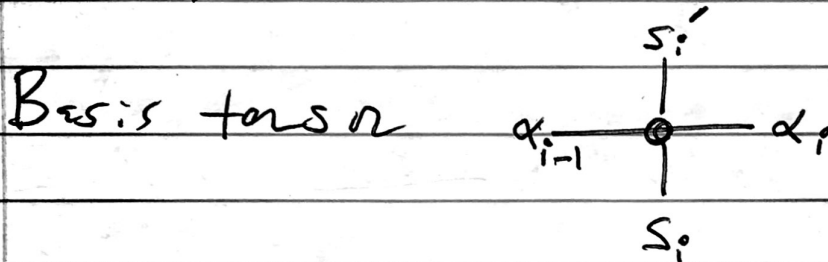


Matrix Product Operators

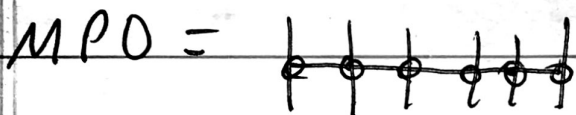
Full ~~Matrix~~ diagram for H is



Can we write this as a matrix product?



Yes



Example: 4 site Ising Let $S^z = Z$

$$H = Z_1 Z_2 + Z_2 Z_3 + Z_3 Z_4$$

$$\text{MPO} = (0 Z_1 1) \begin{pmatrix} 1 & 0 & 0 \\ Z_2 & 0 & 0 \\ 0 & Z_2 & 1 \end{pmatrix} \begin{pmatrix} 1 & 0 & 0 \\ Z_3 & 0 & 0 \\ 0 & Z_3 & 1 \end{pmatrix} \begin{pmatrix} 1 \\ Z_4 \\ 0 \end{pmatrix}$$

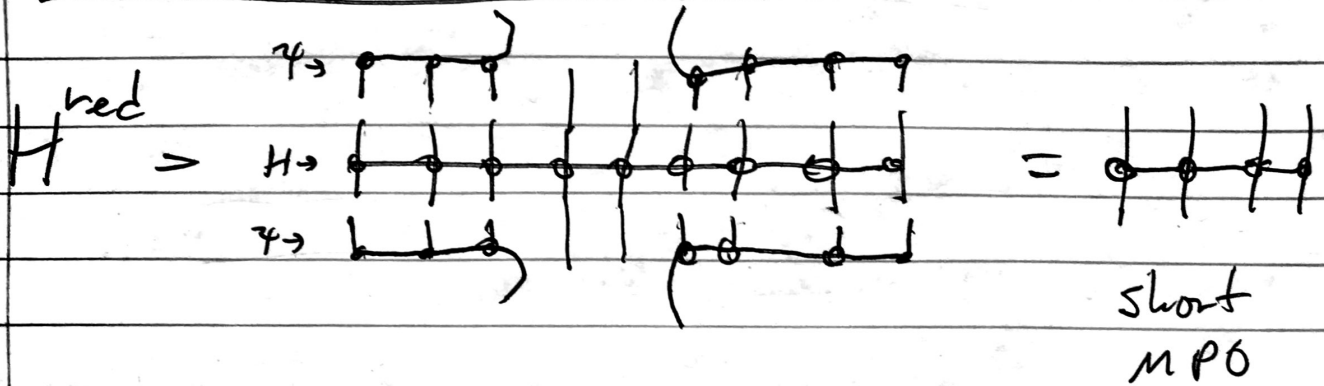
elements of each matrix are site operators

$m=3$
MPO.

$$= Z_1 Z_2 + Z_2 Z_3 + Z_3 Z_4$$

These are easy to construct for short range Hams.

DMRG w. H MPOs



Both operators DMRG & MPO DMRG allow recursive construction of H_{i+1}^{red} from H_i^{red} . For example

