

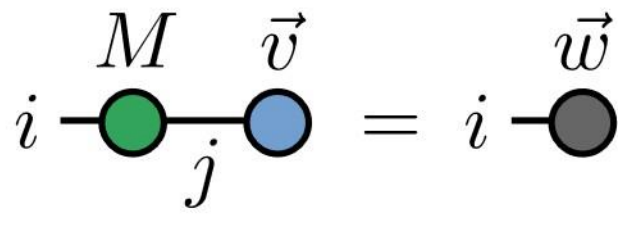
# Tensor network contraction

# What is a tensor network?

"To-do" list of tensor multiplications – contractions

Examples

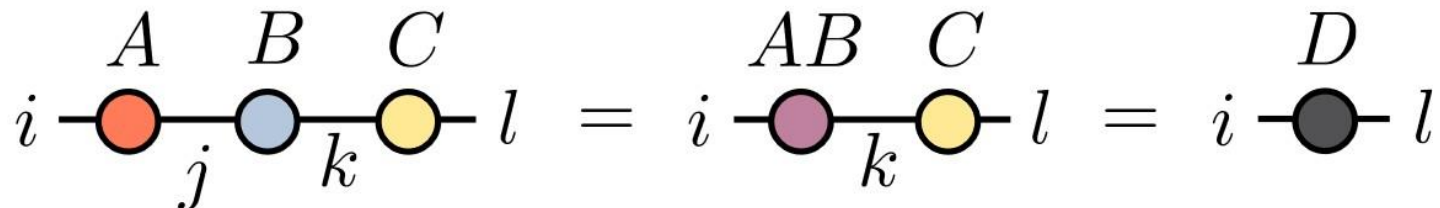
- matrix-vector multiplication:

$$\vec{w} = M\vec{v} : w_i = \sum_j M_{ij}v_j$$


The diagram illustrates the contraction of a matrix  $M$  and a vector  $\vec{v}$  to produce a vector  $\vec{w}$ . On the left, a green circle labeled  $M$  with an incoming index  $i$  is connected to a blue circle labeled  $\vec{v}$  with an outgoing index  $j$ . The index  $j$  is summed over. This is shown to be equivalent to a single grey circle labeled  $\vec{w}$  with an outgoing index  $i$ .

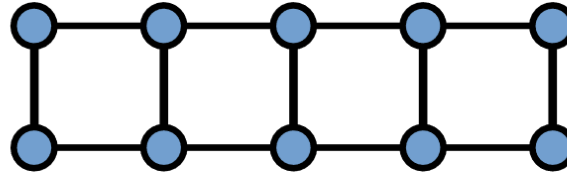
- matrix product:

$$D = ABC : D_{il} = \sum_{j,k} A_{ij}B_{jk}C_{kl}$$



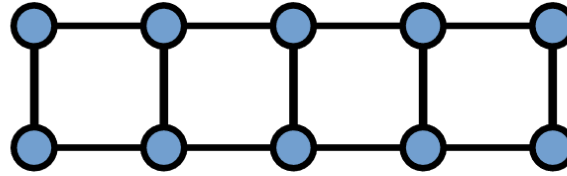
The order of contractions matters.

Example:



The order of contractions matters.

Example:

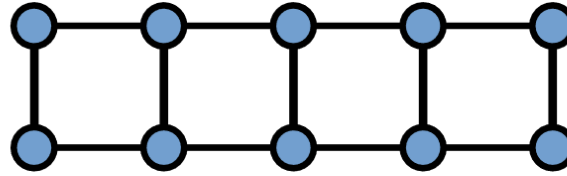


Schedule 1:



The order of contractions matters.

Example:



Schedule 1:



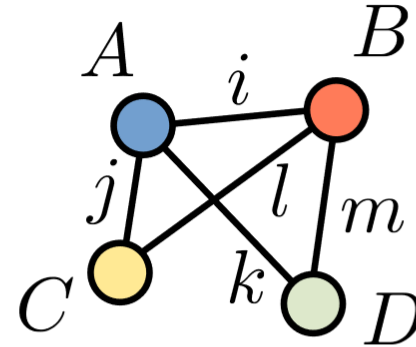
Schedule 2:



The order of contractions matters.

Example:

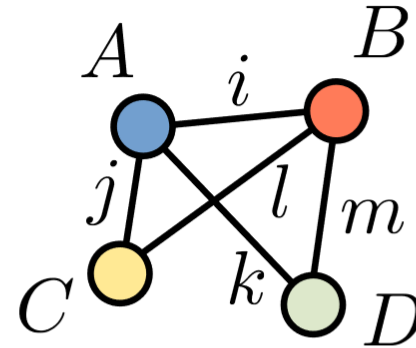
$$\sum_{ijklm} A_{ijk} B_{ilm} C_{jl} D_{km} :$$



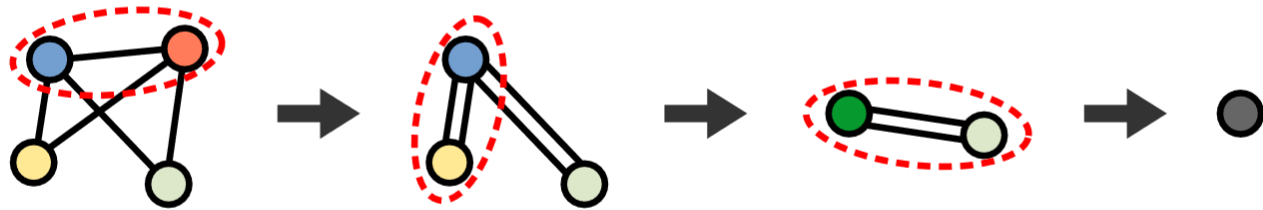
The order of contractions matters.

Example:

$$\sum_{ijklm} A_{ijk} B_{ilm} C_{jl} D_{km} :$$



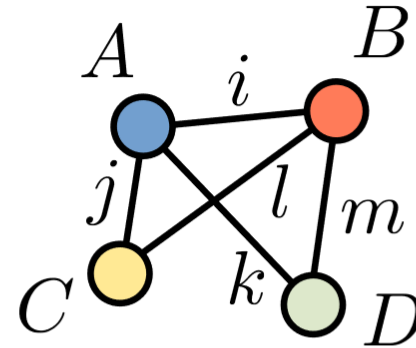
Schedule 1:



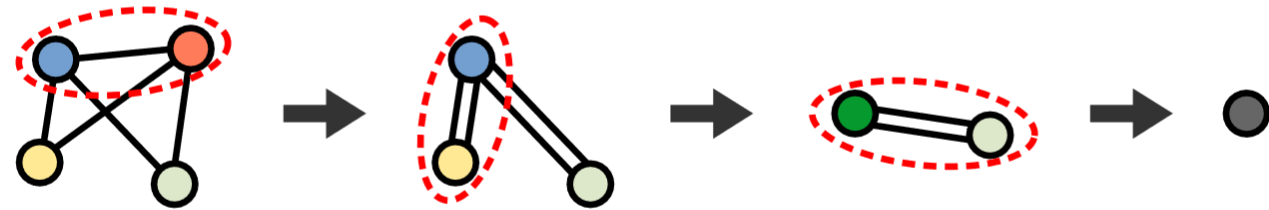
The order of contractions matters.

Example:

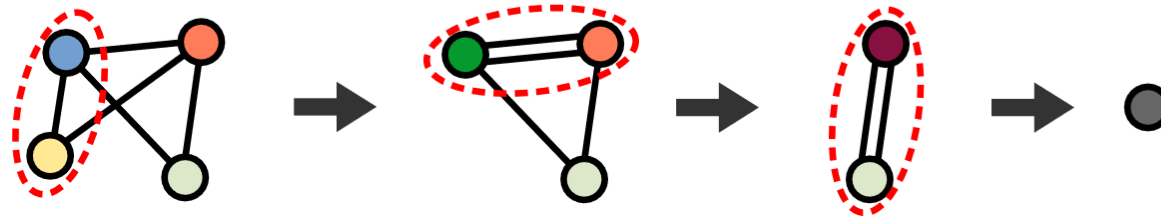
$$\sum_{ijklm} A_{ijk} B_{ilm} C_{jl} D_{km} :$$



Schedule 1:



Schedule 2:





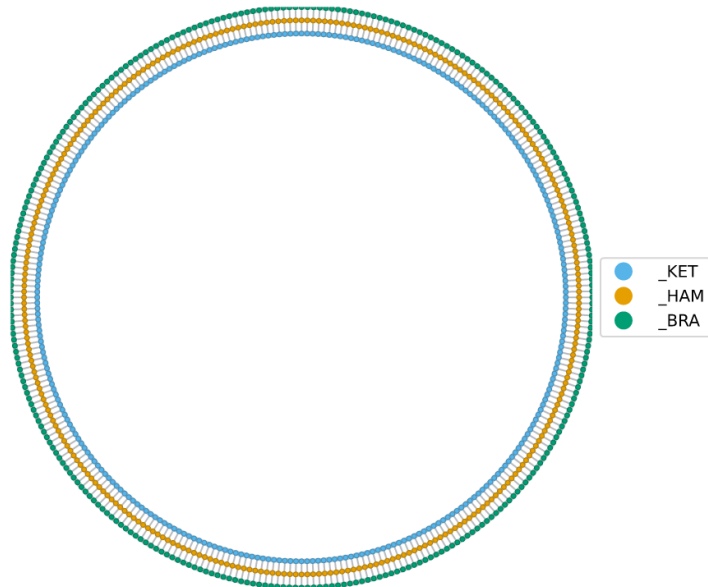
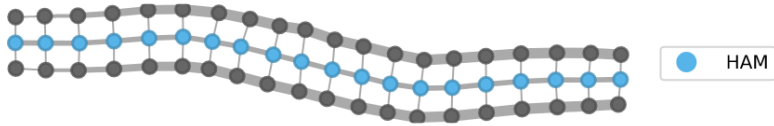
# Contraction path finding

Easy cases:

# Contraction path finding

Easy cases:

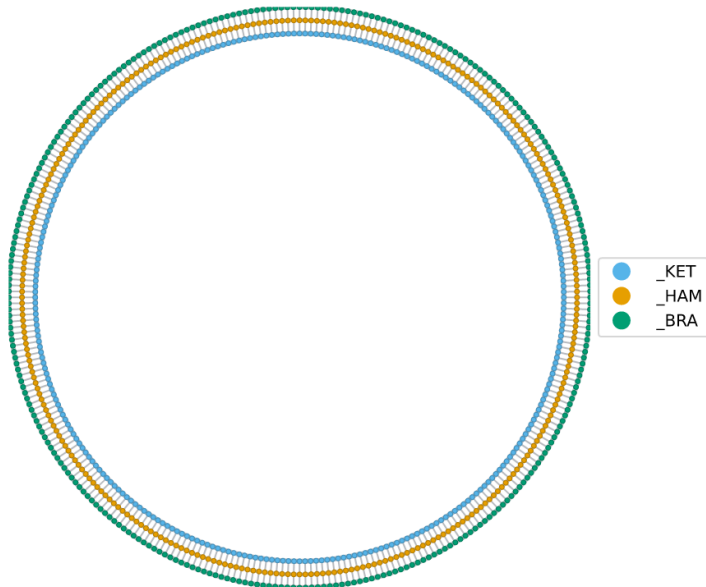
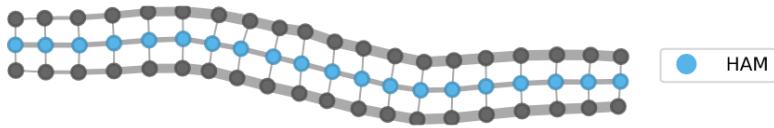
MPS algorithms; e.g., DMRG:



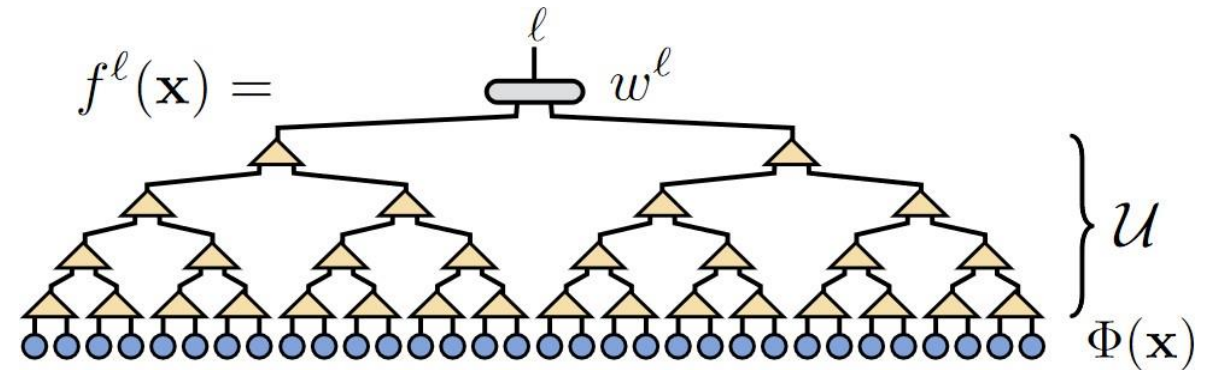
# Contraction path finding

Easy cases:

MPS algorithms; e.g., DMRG:



Tree TNs:



Stoudenmire (2018)

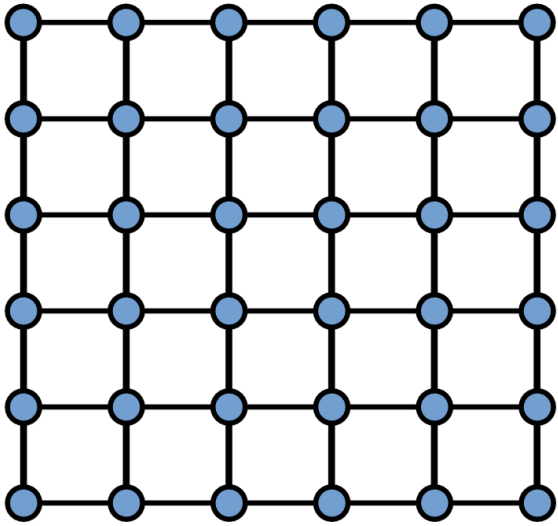
# Contraction path finding

Less obvious: higher dimensions

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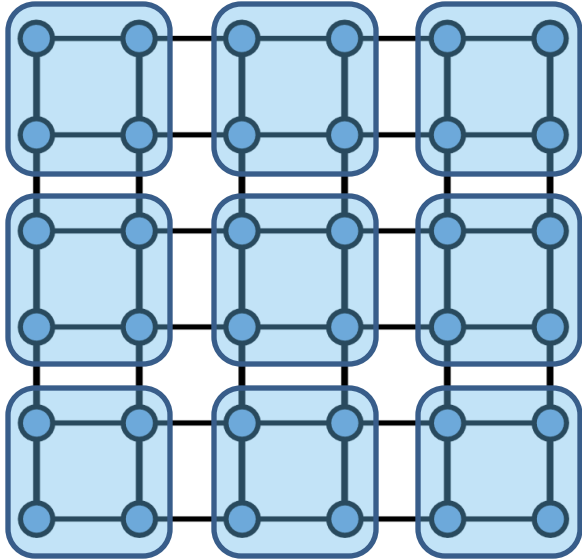
Coarse graining:



# Contraction path finding

Less obvious: higher dimensions

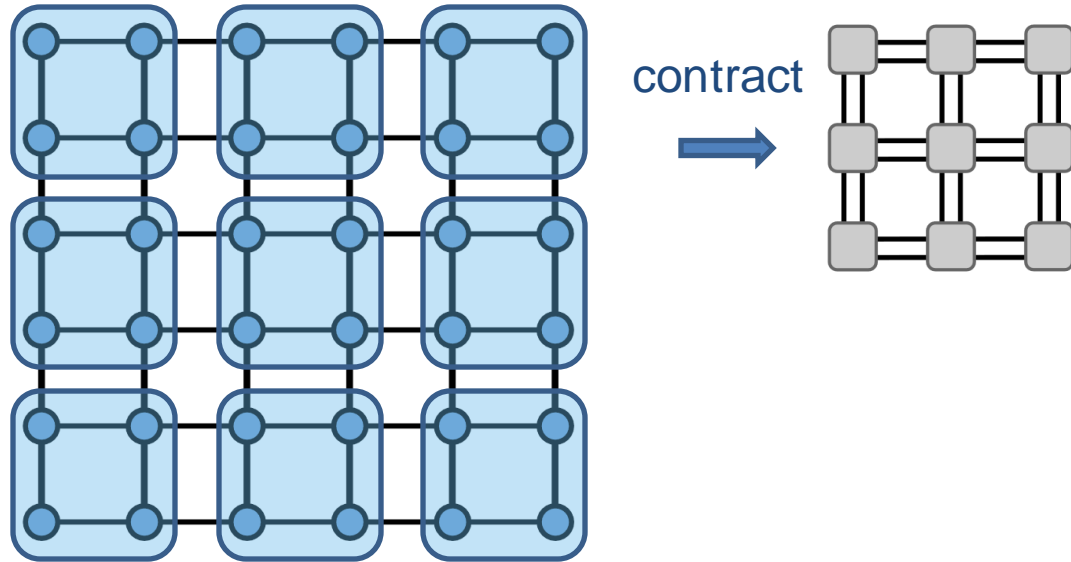
Coarse graining:



# Contraction path finding

Less obvious: higher dimensions

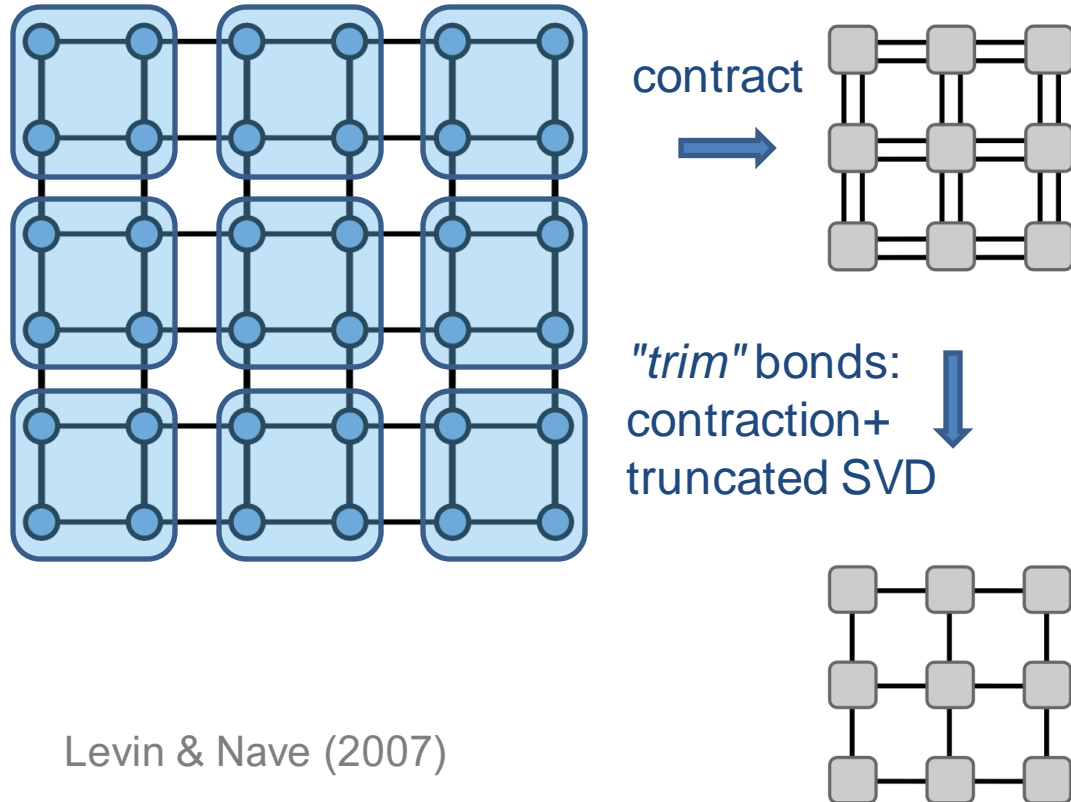
Coarse graining:



# Contraction path finding

Less obvious: higher dimensions

Coarse graining:

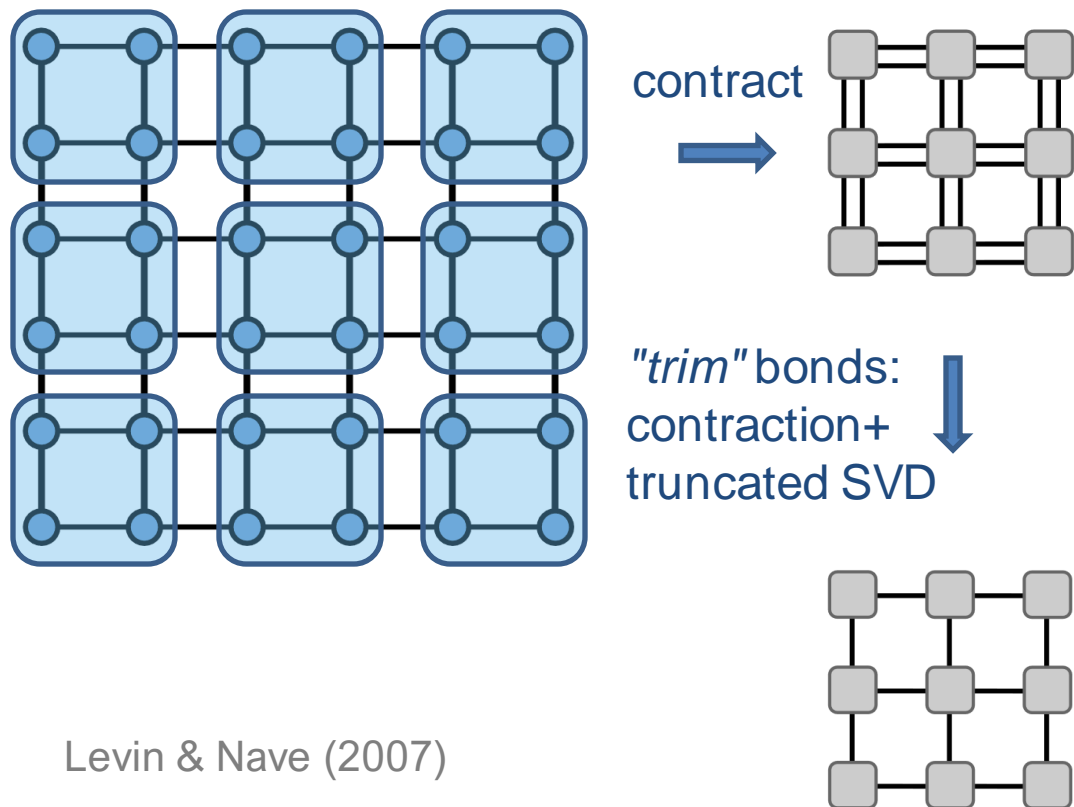




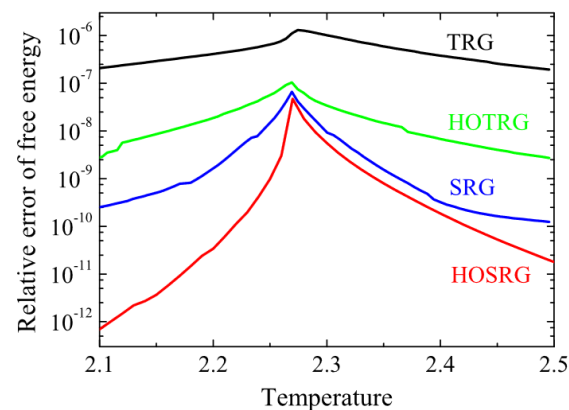
# Contraction path finding

Less obvious: higher dimensions

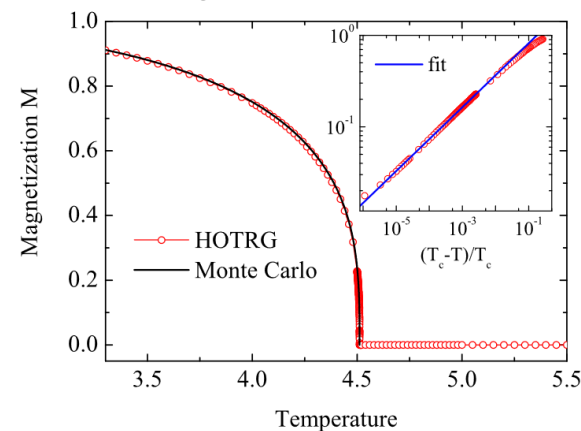
Coarse graining:



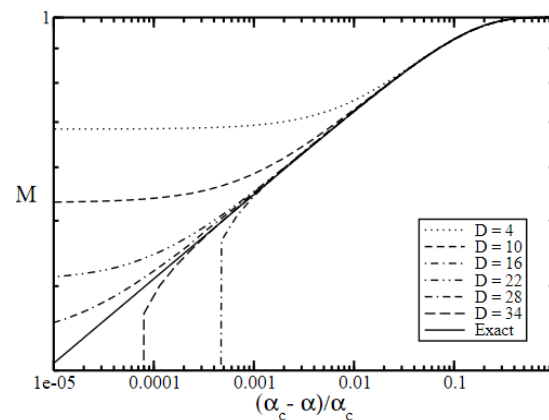
2D Ising:



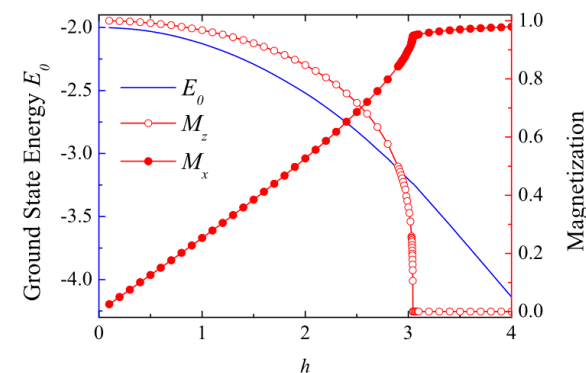
3D Ising: Xie *et al.* (2012)



triangular Ising close to  $T_c$ :



2D quantum Ising (2+1D):

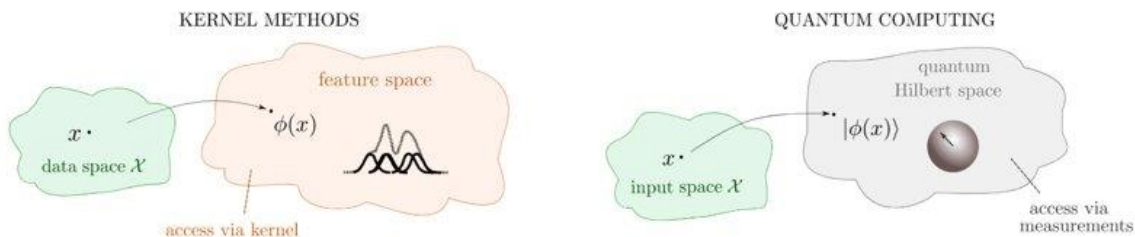
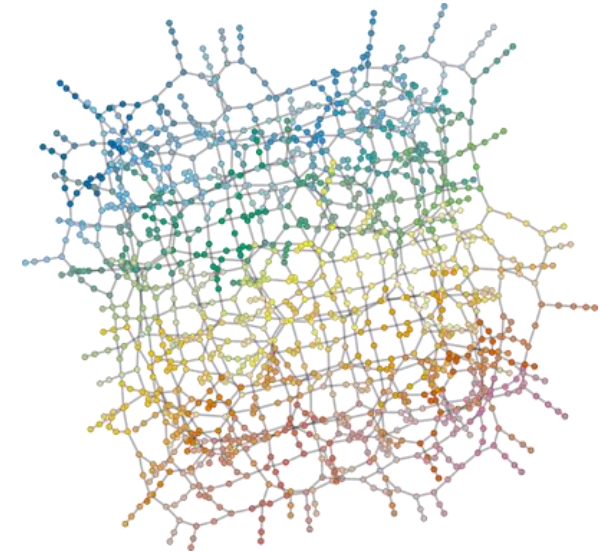
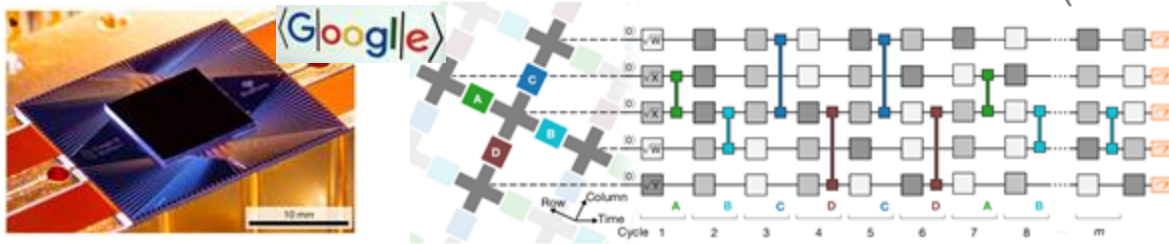


# Contraction path finding

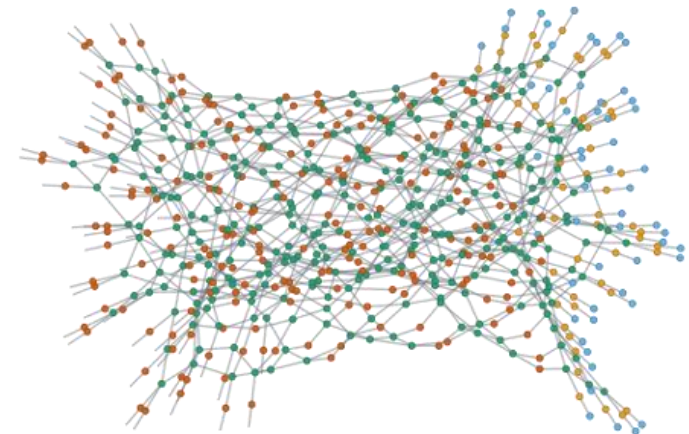
Not at all obvious: unstructured TNs

## Quantum supremacy using a programmable superconducting processor

Arute *et al.* (2019)



Schuld (2021)



# Coarse-graining irregular networks

Methods:

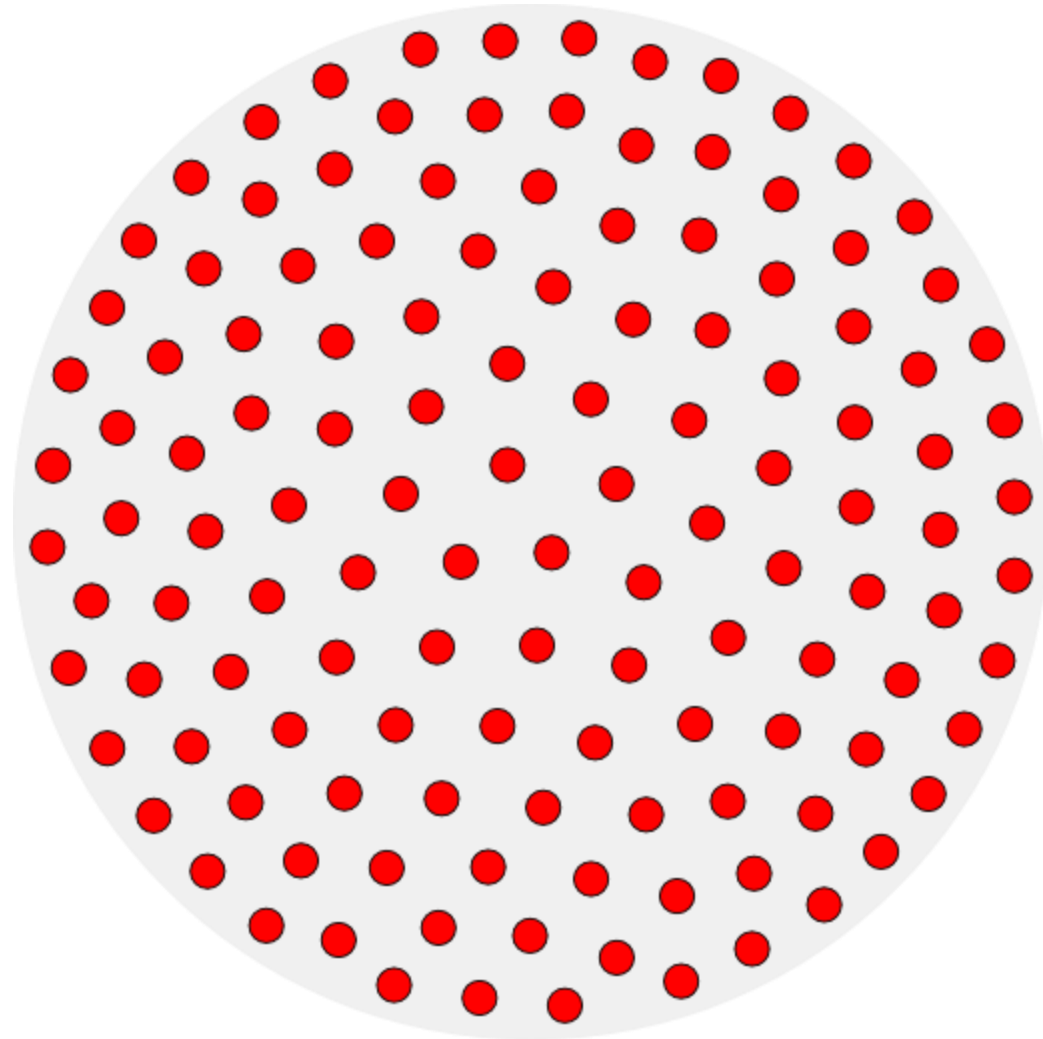
- Exhaustive search
- "Bubbling"
- Tree decomposition of line graph

# Coarse-graining irregular networks

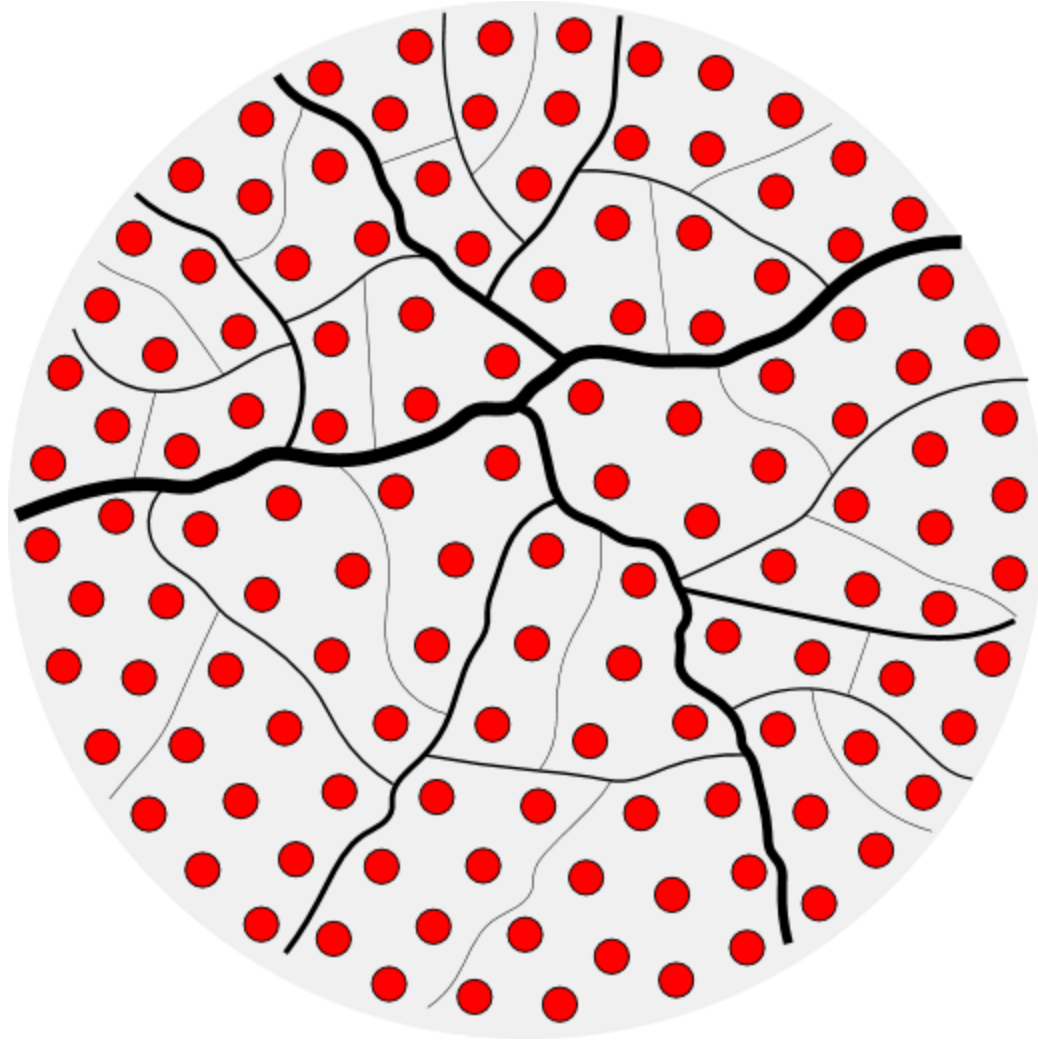
Methods:

- Exhaustive search
- "Bubbling"
- Tree decomposition of line graph
  
- *Community detection*
- *Hierarchical graph partitioning*

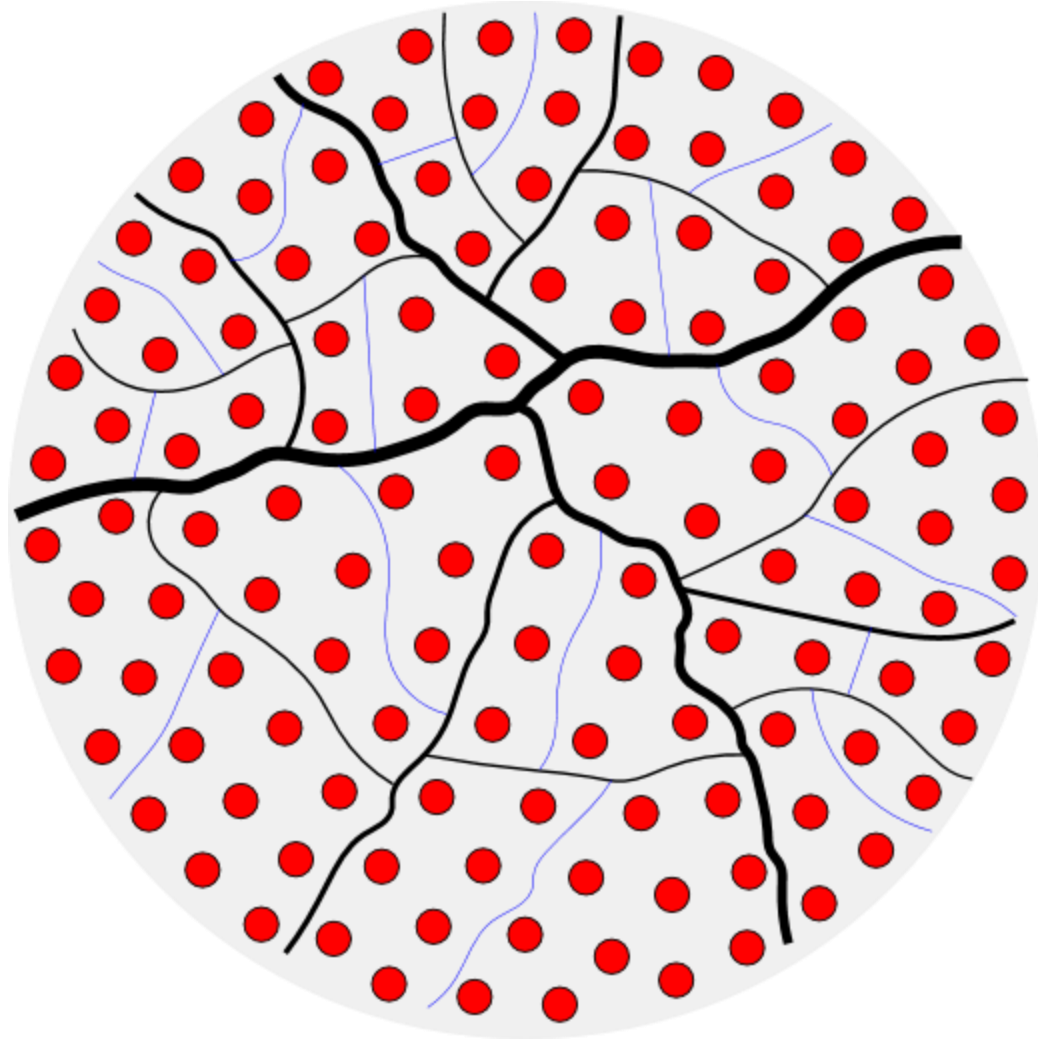
# Hierarchical graph partitioning



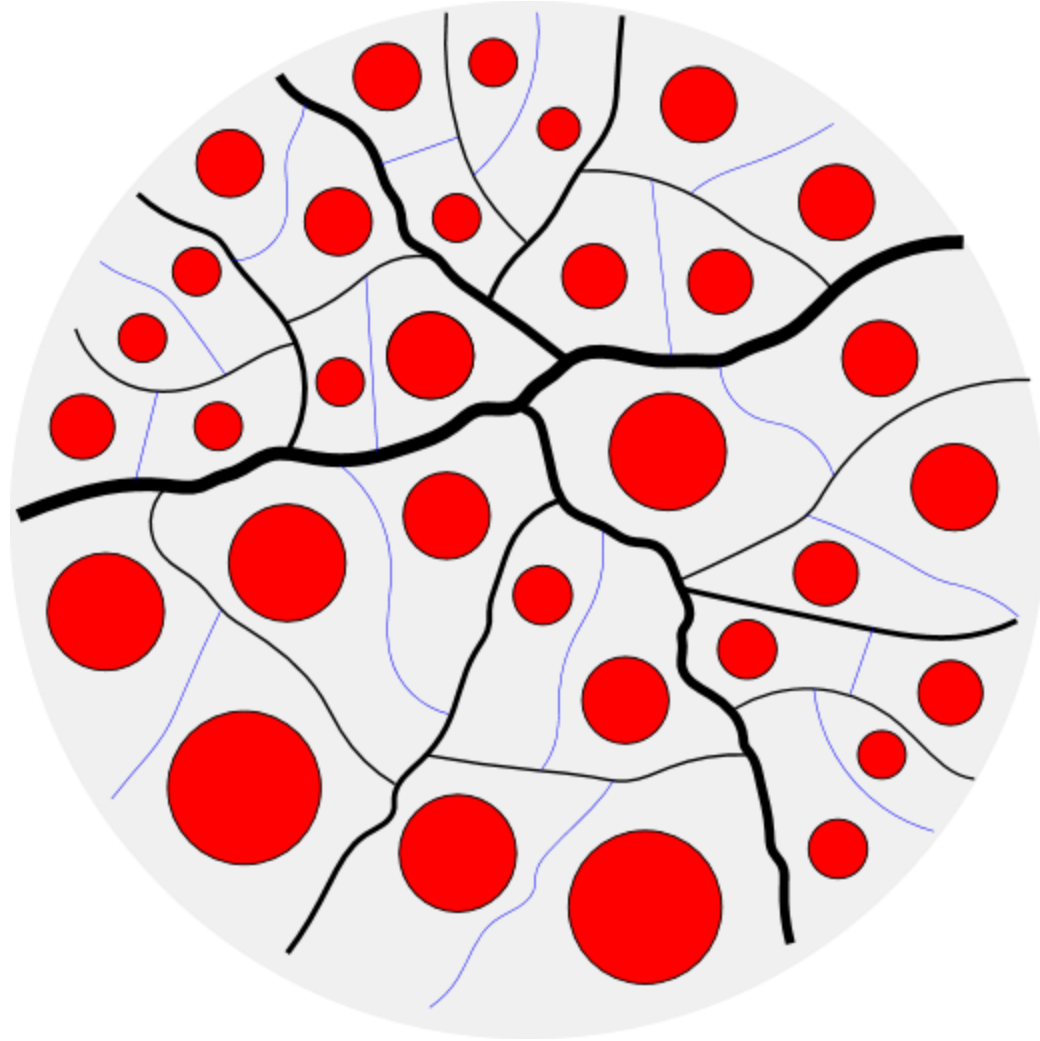
# Hierarchical graph partitioning



# Hierarchical graph partitioning

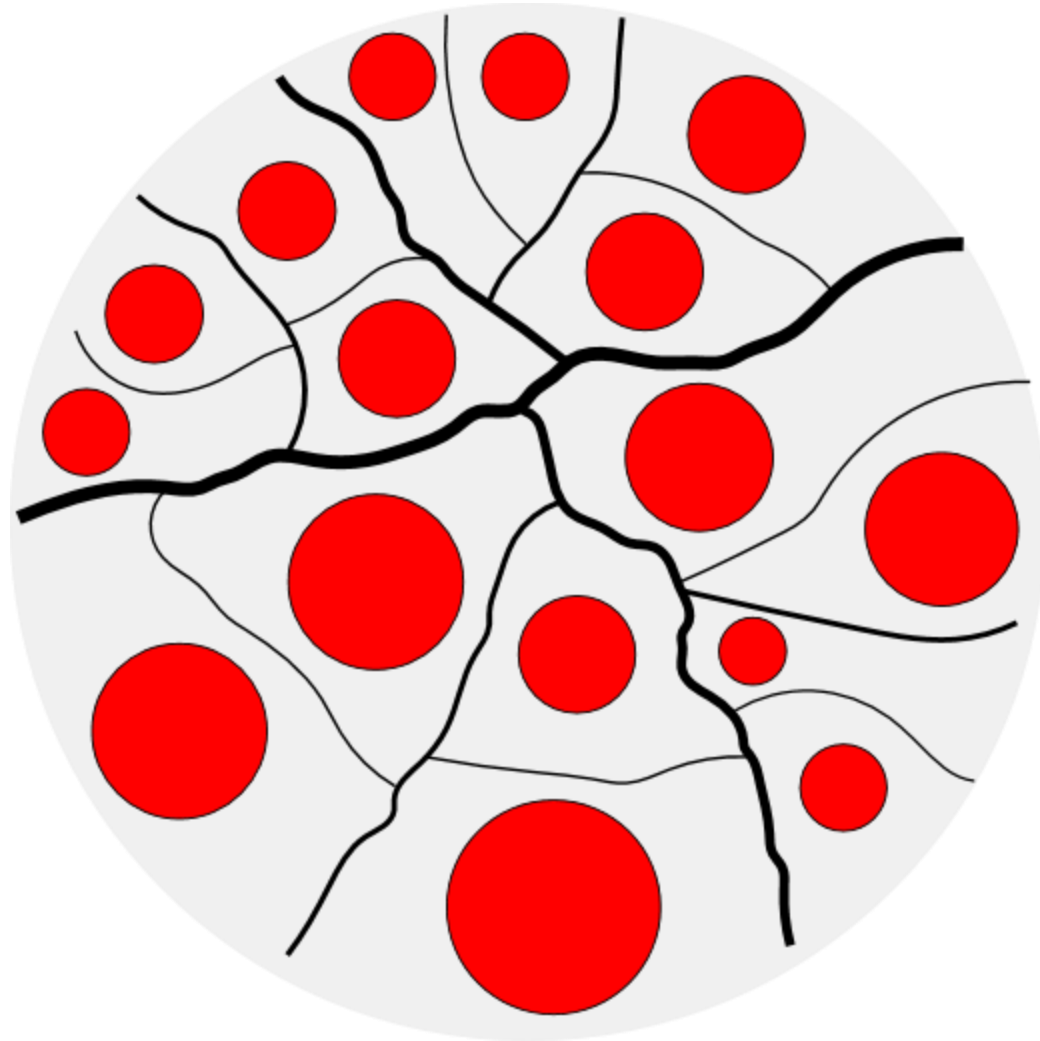


# Hierarchical graph partitioning

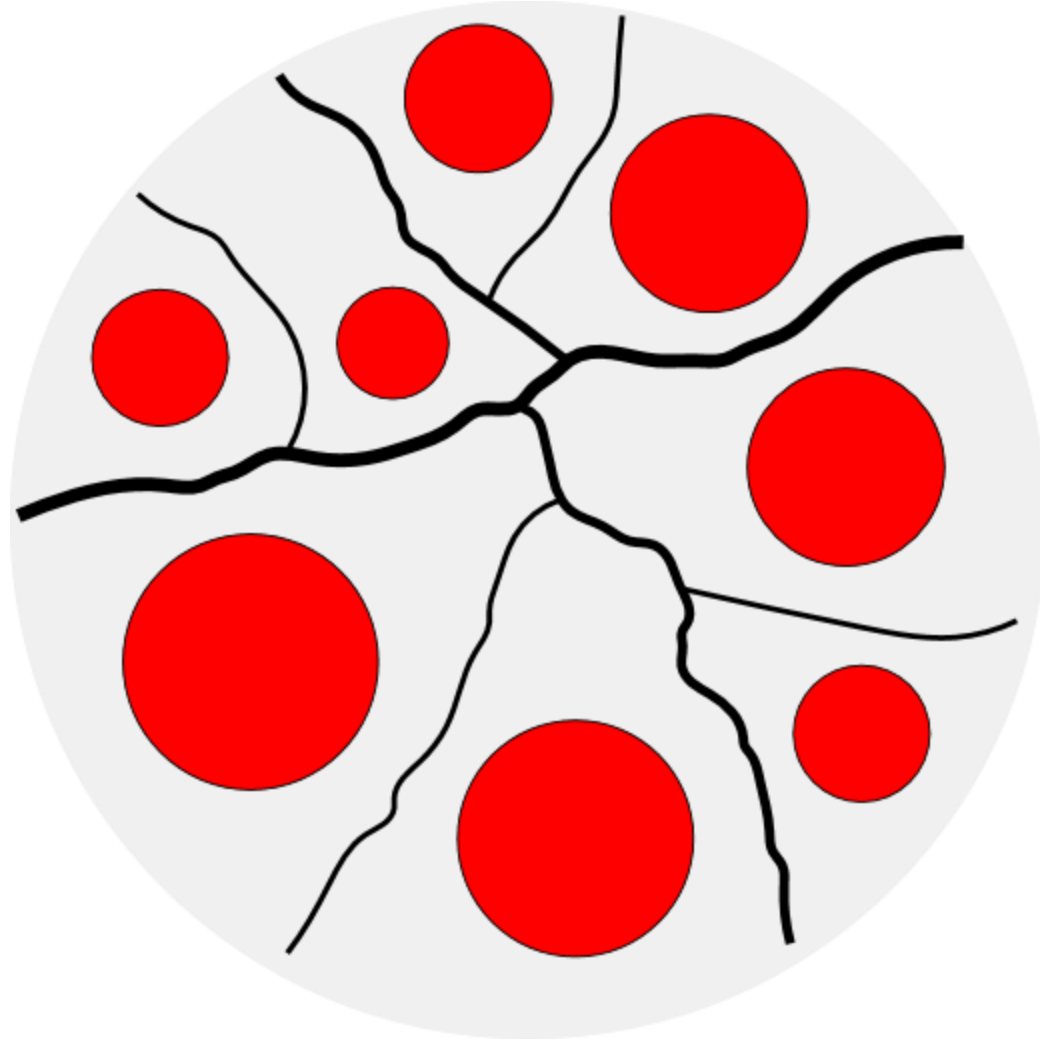




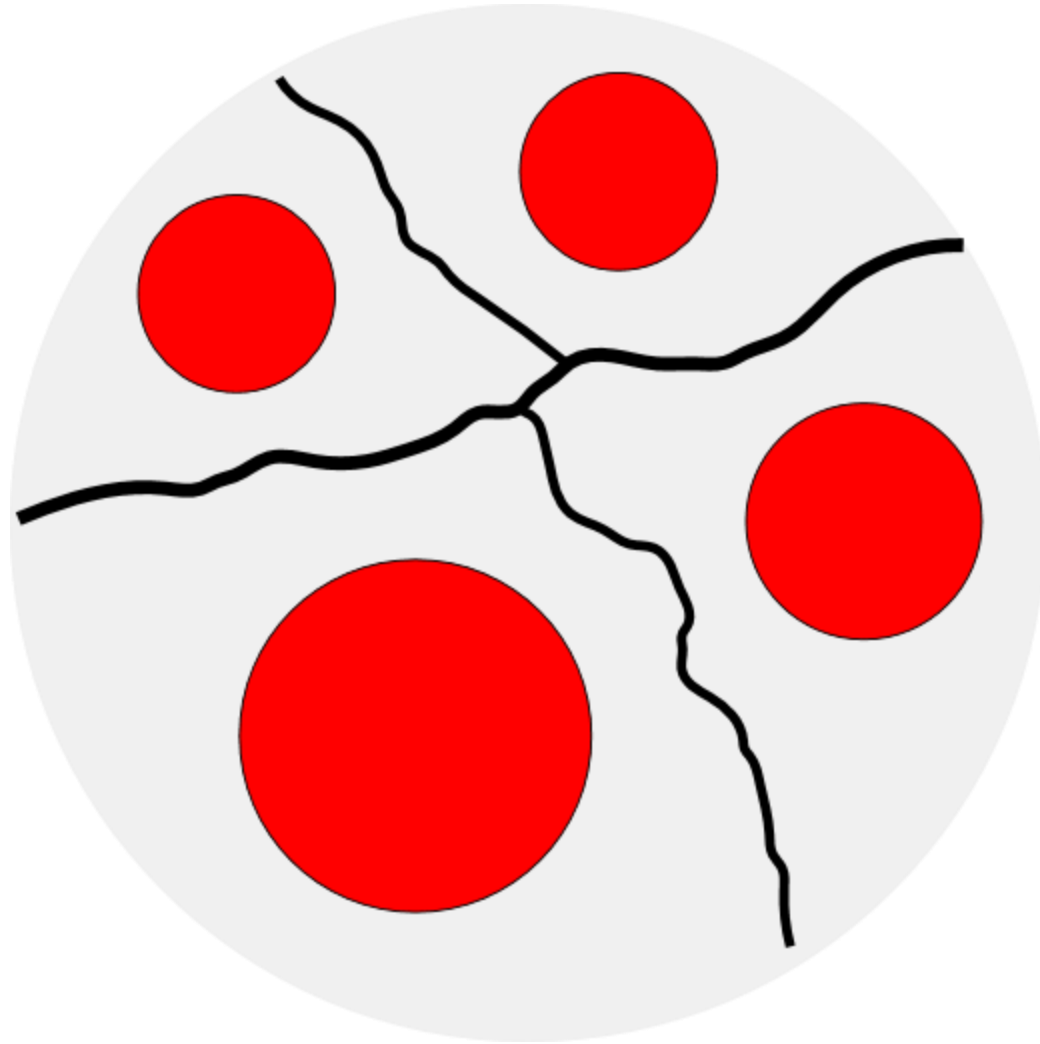
# Hierarchical graph partitioning



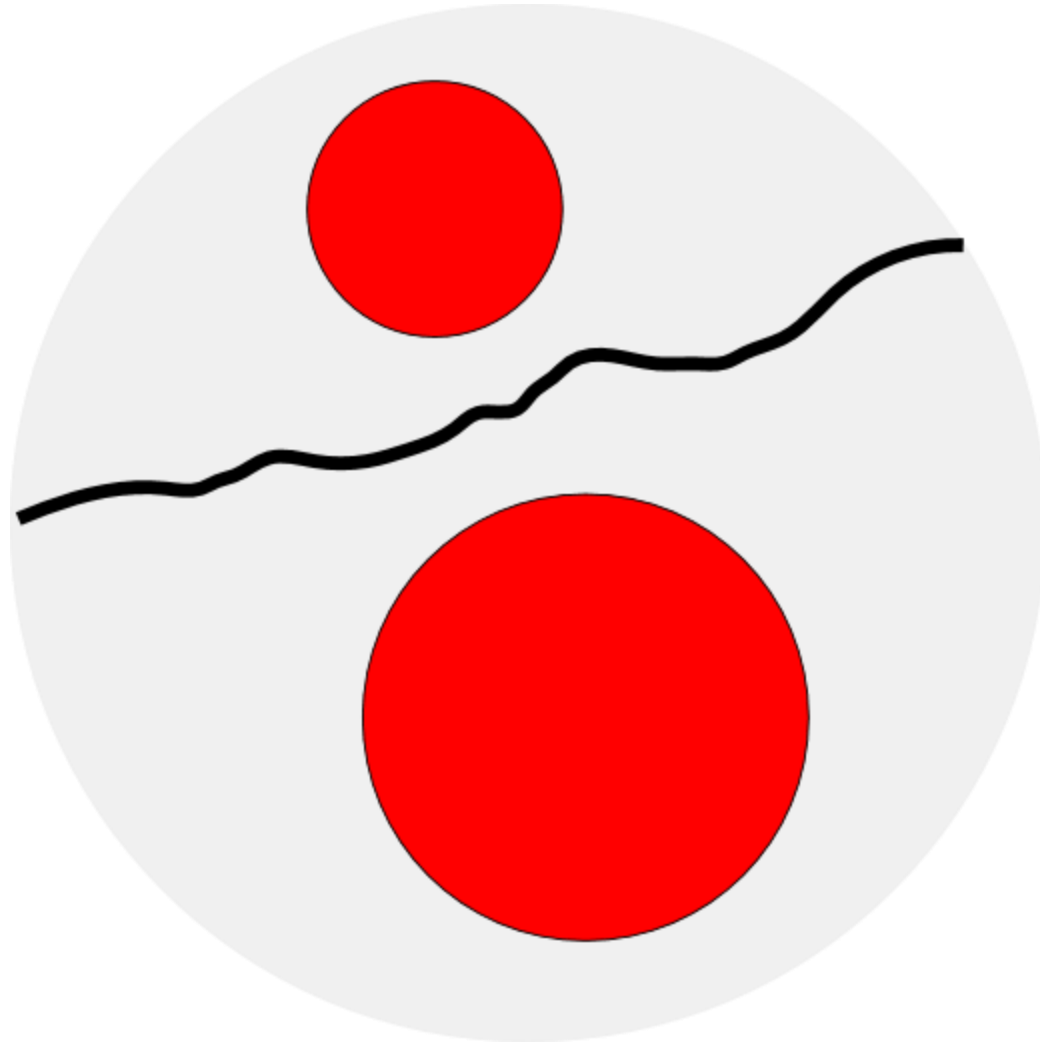
# Hierarchical graph partitioning



# Hierarchical graph partitioning



# Hierarchical graph partitioning

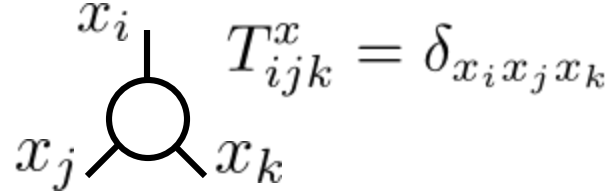


# Hierarchical graph partitioning

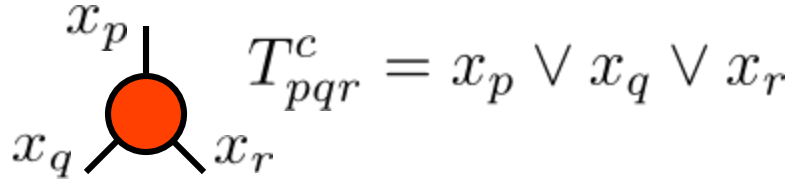
42

# Model counting (#SAT)

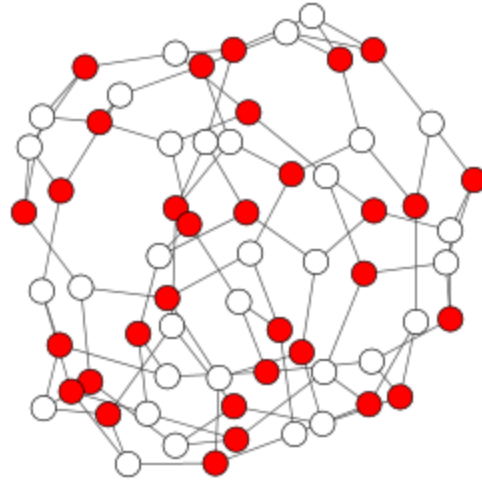
variables:  $x_i \in \{0, 1\}$ ,  $i = 1, \dots, n_x$



clauses:  $c_m = x_p \vee x_q \vee x_r$



formula:  $\phi = \bigwedge_{m=1}^{n_c} c_m$

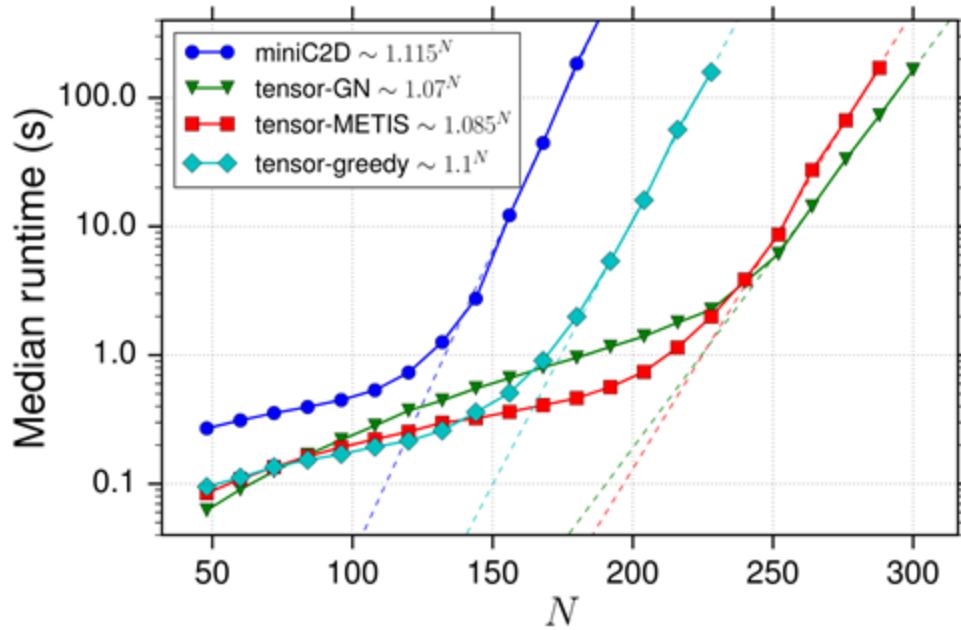


How many assignments  $\vec{x}$  satisfy  $\phi$ ?

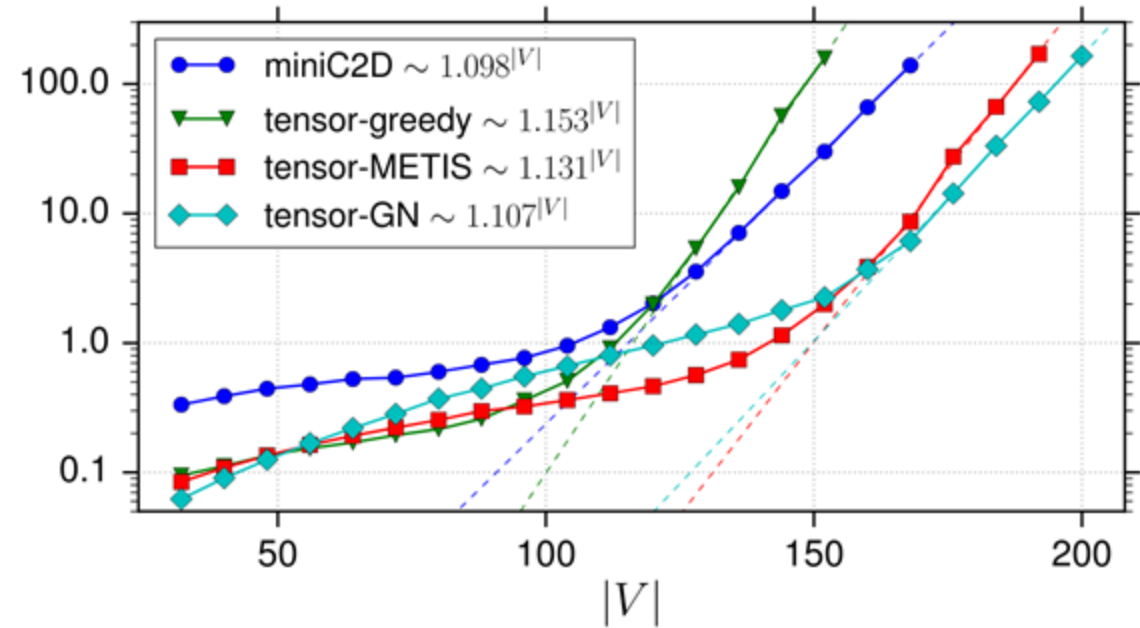
# Model counting with TNs

Kourtis *et al.* (2018)

#1-in-3SAT:



#vertex covers on cubic graphs



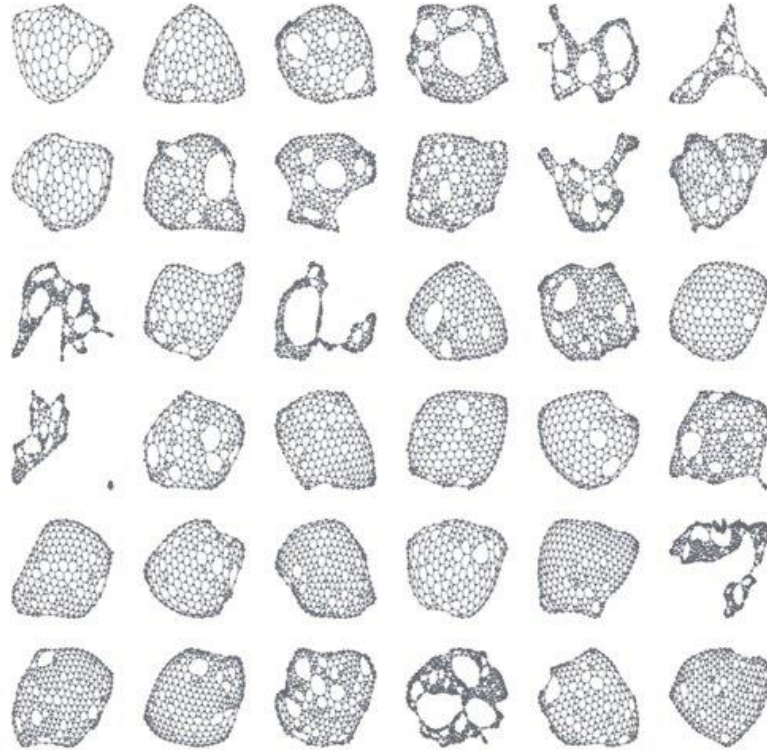
See also: Dudek, Dueñas-Osorio, Vardi (2019);  
Dudek & Vardi (2020)

# Weighted model counting with TNs

Gray & Kourtis (2021)

## MC 2020 (Model Counting 2020)

The *1st International Competition on Model Counting (MC 2020)* is a competition to deepen the relationship between latest theoretical and practical development on the various model counting problems and their practical applications. It targets the problem of counting the number of models of a Boolean formula.




2020 champion: 69/100 instances solved within timeout

TN solver: 99/100 instances solved within timeout



# Quantum computation simulation

qubit:  $|\psi\rangle = a|0\rangle + b|1\rangle = \begin{pmatrix} a \\ b \end{pmatrix} :$    $i = 0, 1 \rightarrow |i\rangle$

# Quantum computation simulation

qubit:  $|\psi\rangle = a|0\rangle + b|1\rangle = \begin{pmatrix} a \\ b \end{pmatrix} : \quad \text{blue circle} \text{---} i = 0, 1 \rightarrow |i\rangle$

quantum gate:  $|\psi'\rangle = U|\psi\rangle$

1-qubit:  $i \text{---} \text{green circle} \text{---} j$

2-qubit:  $\begin{matrix} i & & k \\ & \text{green circle} & \\ j & & l \end{matrix}$

# Quantum computation simulation

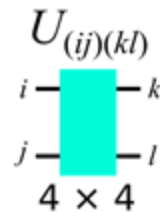
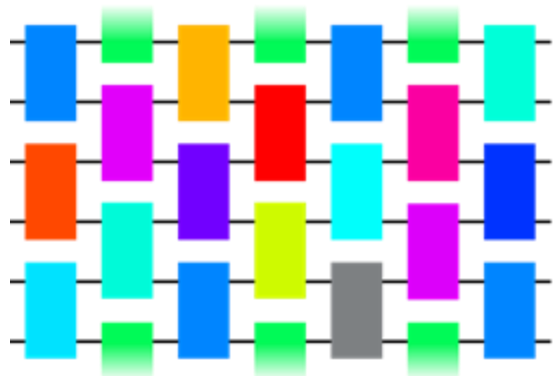
qubit:  $|\psi\rangle = a|0\rangle + b|1\rangle = \begin{pmatrix} a \\ b \end{pmatrix} : \quad \text{blue circle} \quad i = 0, 1 \rightarrow |i\rangle$

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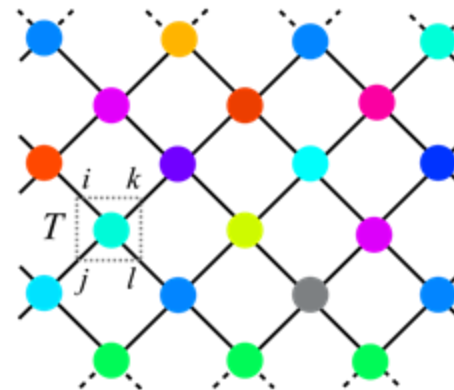
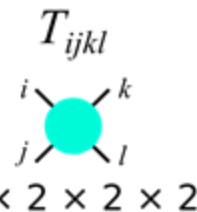
1-qubit:  $i \text{ --- } \text{green circle} \text{ --- } j$

2-qubit:  $\begin{matrix} i & & k \\ & \text{green circle} & \\ j & & l \end{matrix}$

quantum circuit:



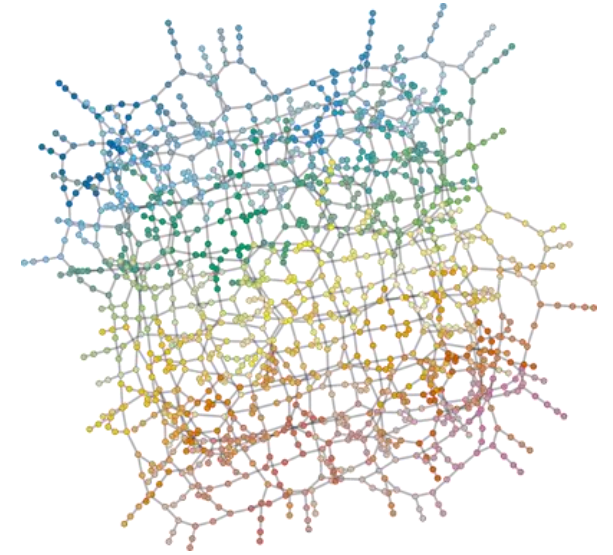
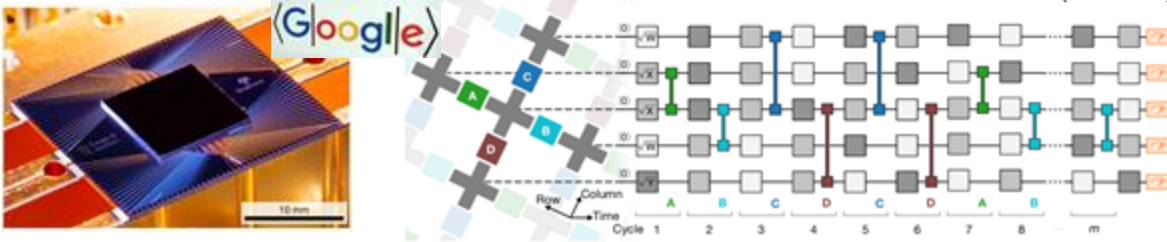
reshape



# Random quantum circuit TN simulation

## Quantum supremacy using a programmable superconducting processor

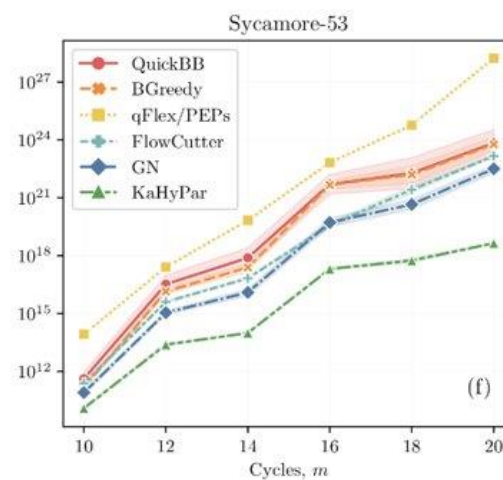
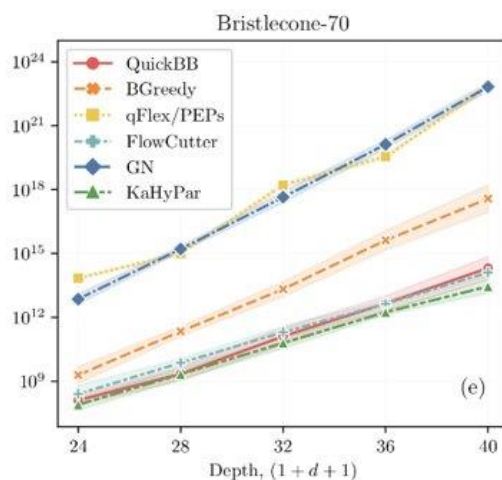
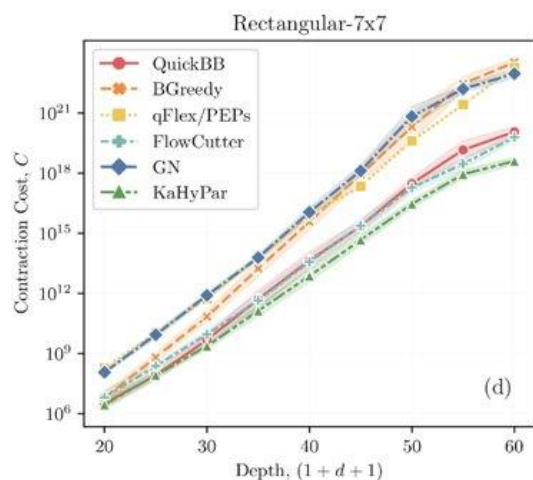
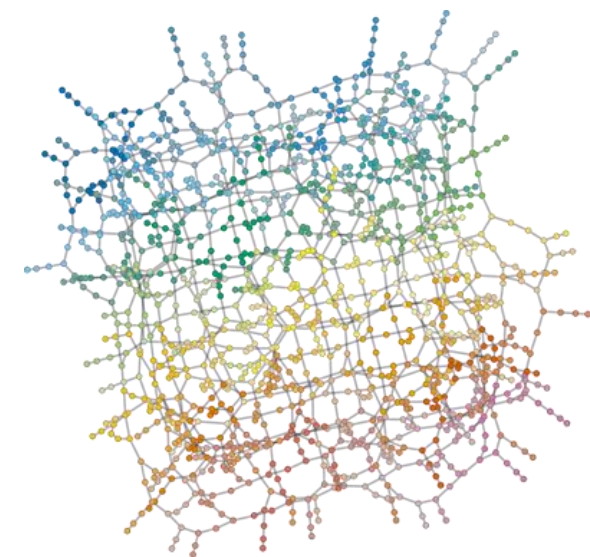
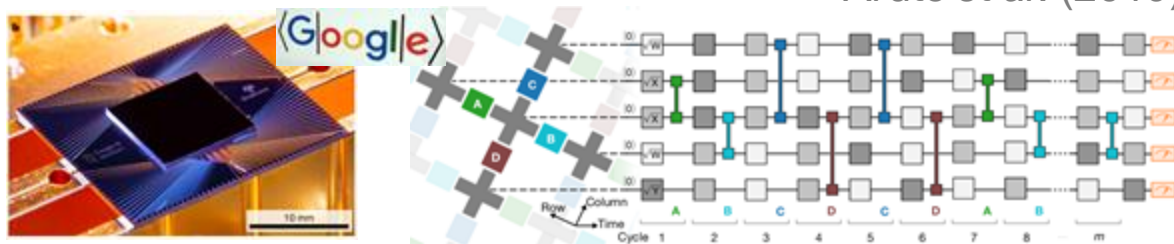
Arute *et al.* (2019)



# Random quantum circuit TN simulation

## Quantum supremacy using a programmable superconducting processor

Arute *et al.* (2019)

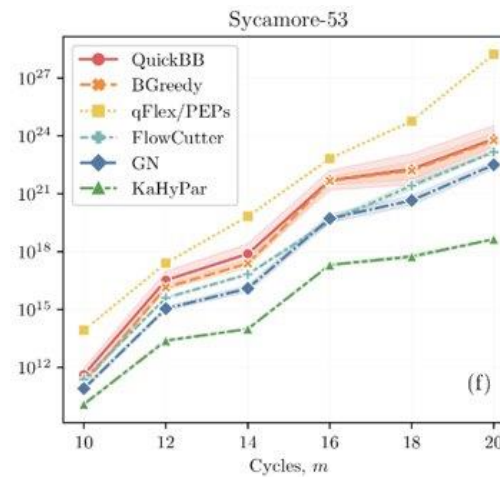
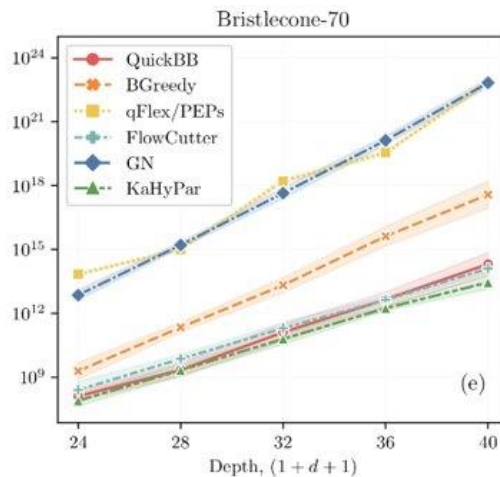
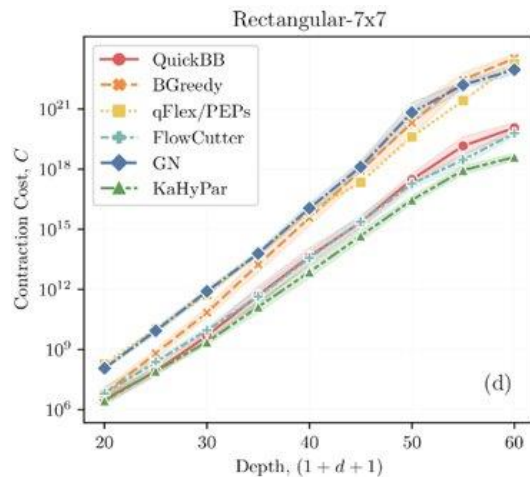
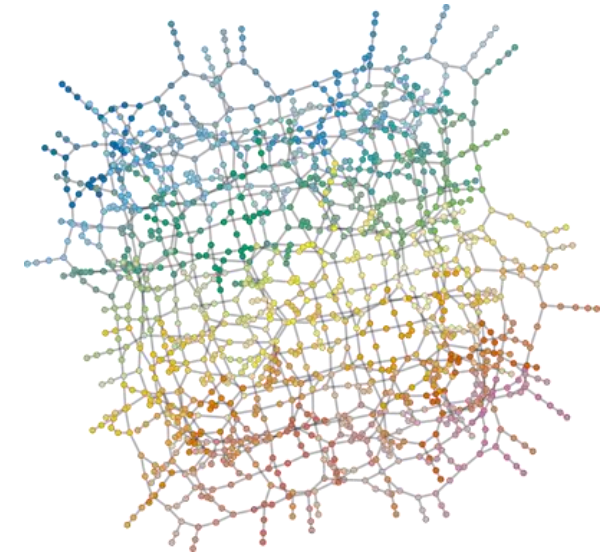
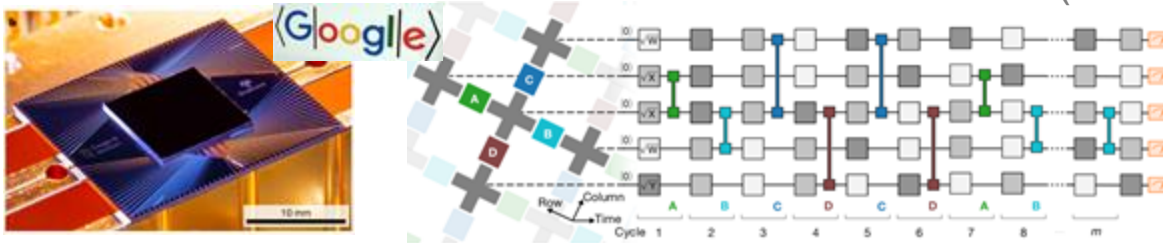


Gray & Kourtis (2021)

# Random quantum circuit TN simulation

## Quantum supremacy using a programmable superconducting processor

Arute *et al.* (2019)



Gray & Kourtis (2021)

Gray & Kourtis (2020)

Yong *et al.* (2021)

Pan, Chen, Zhang (2021)

~195 days @ 281 petaFLOPs (Summit) (est.)

~300s @ 1.2 exaFLOPs (est.)

~few dozen s @ exaFLOPs → 15 hours using 512 GPUs

Recap

# Course outline

- Lecture 1
  - a. Bird's-eye view: ~2.5 millennia of tensor networks
  - b. Elementary theory of entanglement
- Lecture 2
  - a. Matrix-product states & operators
  - b. Eigenstate-finding; time evolution
- Lecture 3
  - a. Logic as tensor networks
  - b. Everything as tensor networks
- Lecture 4
  - a. Tensor network contraction & examples
  - b. Summary & outlook



# Outlook

# Future contractions

- Data science & ML
  - many new techniques
  - specialized hardware
- Quantum computation
  - tomography
  - hybrid quantum-classical algorithms
- Computational science
  - combinatorial optimization
  - approximate algorithms
- Physics
  - disordered systems (no symmetries)