

# TENSOR NETWORKS ♡ L O G I C

## Tensor networks since Aristotle

Logic: the study of valid / invalid reasoning

keywords: (deductive) reasoning, inference, information flow

Logic overlaps with all the following disciplines:

- philosophy (how to reason about ethics, government, ...)
- linguistics (which sentences are valid given a grammar / syntax)
- mathematics (axiomatization, theorem proving, game theory)
- computer science (computability, complexity)

In the western world, rules of logical inference were first introduced by Aristotle the Stageirite (384 - 322 BCE)

Logical inference:

"All men are mortal"	← universal	} Syllogistic logic
"Socrates is a man"	← premises → existential	
"Socrates is mortal"	← conclusion	

propositions  
can be true or false

# Propositional logic Chrysippus of Soli (c.279 - c.206 BCE); Boole (1815-1864)

- atomic propositions or variables: e.g.  $p \in \{0, 1\}$  elementary propositions  
 (0 "false", 1 "true")
- logical operators or relations:

Symbol	read	name
$\neg$	NOT	negation
$\wedge$	AND	conjunction
$\vee$	OR	disjunction

An assignment of  $n$  variables:  
 $\vec{x} \in \{0, 1\}^n$ ,  $\vec{x} = (x_1, x_2, \dots, x_n)$   
 $n$  variables  $\rightarrow 2^n$  assignments

## Truth tables:

$\varphi$	$\neg \varphi$	$\varphi$	$\psi$	$\varphi \wedge \psi$	$\varphi \vee \psi$
0	1	0	0	0	0
0	1	0	1	0	1
1	0	1	0	0	1
1	0	1	1	1	1

## Logical tensors:

Relation  $R$ :

$$aRb = \begin{pmatrix} (a=0)R(b=0) & (a=0)R(b=1) \\ (a=1)R(b=0) & (a=1)R(b=1) \end{pmatrix}$$

e.g.:  
 $a \vee b \Rightarrow a = \begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix}$   $b = \begin{pmatrix} 0 & 0 \\ 1 & 1 \end{pmatrix}$

$a \vee b \vee c \Rightarrow a = \begin{pmatrix} 0 & 1 & 1 \\ 1 & 1 & 1 \end{pmatrix}$   $b = \begin{pmatrix} 0 & 0 \\ 1 & 1 \end{pmatrix}$   $c = \begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix}$

## Conjunctive normal form

$F = \bigwedge_{i=1}^m C_i$ ,  $C_i = (x_j \vee x_k \vee \dots)$   
 formula clause possibly negated

Boolean satisfiability (SAT)  $P \stackrel{?}{=} NP$   
 NP-completeness  
 LOGIC  $\leftrightarrow$  COMPUTATION

Question: is there assignment  $\vec{x}$  that makes  $F = 1$ ?  
 each clause added eliminates assignments that satisfy the formula

# Two-element Boolean algebra turning logic into (multi-)linear algebra

$1+0=1$   
 $1+1=1$  no additive inverse  
 $1 \cdot 0 = 0 \cdot 0 = 0$   
 $1 \cdot 1 = 1$

allows us to express propositional logic.

$\vee \equiv +$   
 $\wedge \equiv \cdot$

a	b	$a \vee b$	$a+b$	$a \wedge b$	$a \cdot b$
0	0	0	0	0	0
0	1	1	1	0	0
1	0	1	1	0	0
1	1	1	1	1	1

Composition of relations (shared variables)  $\rightarrow$  inference! De Morgan (1806-1871)  
 Eg.:  $F = (a \vee b) \wedge (r b \vee c) \rightarrow$  Relationship between  $a$  and  $c$ ?

Truth table:

a	b	c	$a \vee b$	$r b \vee c$	$(a \vee b) \wedge (r b \vee c)$
0	0	0	0	1	0
0	0	1	0	1	0
0	1	0	1	0	0
0	1	1	1	1	1
1	0	0	1	1	1
1	0	1	1	1	1
1	1	0	1	0	0
1	1	1	1	1	1

$a$  and  $c$  cannot be simultaneously 0  
 $\Rightarrow \boxed{a \vee c}$

Logical tensors:

$$a = \begin{pmatrix} 0 & 0 \\ 1 & 1 \end{pmatrix} \cdot b = \begin{pmatrix} 1 & 1 \\ 0 & 1 \end{pmatrix} = a = \begin{pmatrix} 0 & 0 \\ 1 & 1 \end{pmatrix} \Rightarrow \boxed{a \vee c}$$

$$\begin{aligned}
 0 &= 0 \cdot 1 + 1 \cdot 0 \\
 &= ((0 \vee 0) \wedge (1 \vee 0)) \vee ((0 \vee 1) \wedge (0 \vee 0)) \\
 &= 0 \vee 0 = 0
 \end{aligned}$$

Tensor contraction  
 !!!  
Logical inference

Syllogistic logic first formal system of inference (Aristotle)  $y$  cannot be here

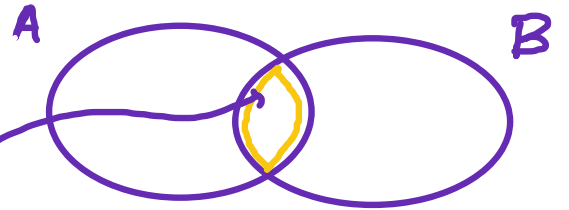
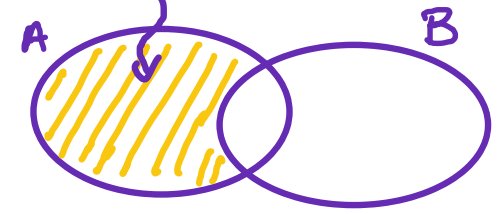
• "All A are B" becomes:  $\neg a \vee b$  universal premise

there is no situation where  $a$  is true and  $b$  is not

• "Some A are B" becomes:  $a \wedge b$  existential premise

there must exist at least one situation where  $a$  and  $b$  are simultaneously true

there must be at least one  $y$  here



Logical tensors:

$$\neg a \vee b: a = \begin{matrix} & b=0 & b=1 \\ \begin{matrix} a=0 \\ a=1 \end{matrix} & \begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix} \end{matrix}, \quad a \wedge b: a = \begin{matrix} & b=0 & b=1 \\ \begin{matrix} a=0 \\ a=1 \end{matrix} & \begin{pmatrix} 0 & 0 \\ 0 & 1 \end{pmatrix} \end{matrix}$$

"All men are mortal"  $\rightarrow \neg a \vee b$

"Socrates is a man"  $\rightarrow a \wedge c$

need to infer: "Socrates is a man"

here we have grouped two propositions into a relation

Inference:

is Socrates?  $\begin{matrix} & \text{is man?} \\ & \begin{matrix} 0 & 1 \\ 0 & 1 \end{matrix} \end{matrix} \cdot \text{contraction!} \cdot \begin{matrix} & \text{is mortal?} \\ & \begin{matrix} 0 & 1 \\ 1 & 1 \end{matrix} \end{matrix} = \text{is Socrates?} \begin{matrix} & \text{is mortal?} \\ & \begin{matrix} 0 & 1 \\ 0 & 1 \end{matrix} \end{matrix}$

Morale: though TNs state-of-the-art tool, they formulate ancient rules of logical inference

Redundancy Let us consider the following example

$$F = (a \vee b) \wedge (b \vee c) \Rightarrow a = \begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix} \cdot b = \begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix} = a = \begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix} \Rightarrow$$

$a, c$  independent  
variable  $b$  redundant  
logical matrix has rank = 1

↳ rank decomposition reveals redundancy in a system of constraints role of SVD in TNs

Enumeration: now let's allow  $1+1=2$

$$F = (a \vee b) \wedge (b \vee c) \Rightarrow \begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix} \cdot \begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix} = \begin{pmatrix} 1 & 2 \\ 1 & 2 \end{pmatrix}$$

Now we can ask:

How many assignments  $\vec{x}$  make  $F=1$ ?

↳ combinatorial enumeration complexity class  $\#P$ ;  $\#P$ -complete; harder than NP

↳ weighted enumeration & probabilistic logic graphical models; stat mech of disordered systems  
↳ spin glasses  $\rightarrow$  Nobel!

E.g.:

$$\underbrace{W}_{\text{transition / transfer tensor (matrix)}} \cdot \underbrace{\vec{p}}_{\text{probability distribution}} = \sum_{b=0}^1 W_{ab} p_b = a = \begin{pmatrix} 1-p & p \\ p & 1-p \end{pmatrix} \begin{pmatrix} p' \\ 1-p' \end{pmatrix} = a = \begin{pmatrix} (1-p)p' + p(1-p') \\ p \cdot p' + (1-p)(1-p') \end{pmatrix}, \quad \sum_b W_{ab} = 1 \quad \forall a$$

updated probability distribution

transition /  
transfer tensor  
(matrix)

↳ expresses Markov chain Monte Carlo

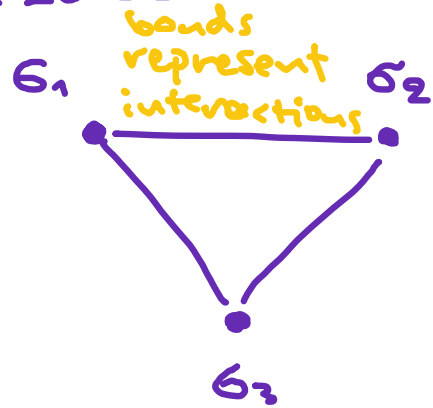
↳ transfer matrix methods (coarse-graining, renormalisation)

Partition function Key quantity in classical & quantum statistical mechanics

$$Z = \sum_{\vec{s}} e^{-\beta E(\vec{s})} \equiv \text{tensor network!} \quad E(\vec{s}): \text{energy functional}, \quad \beta = 1/k_B T$$

$\vec{s} \leftarrow \text{(micro)states}$

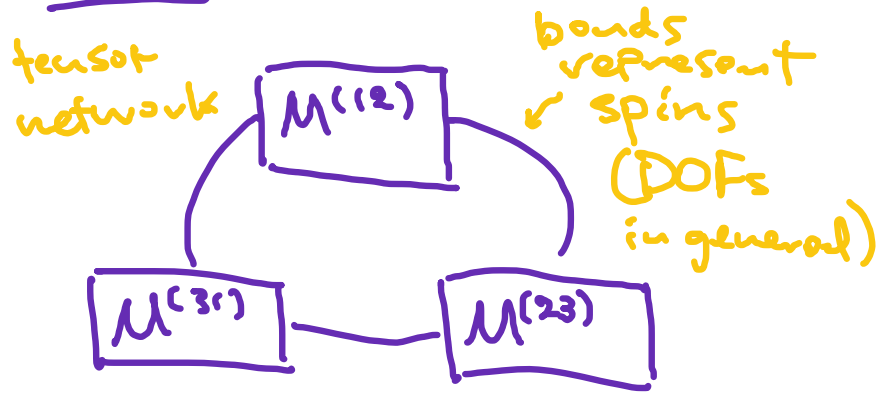
Example: AFM Ising triangle



$$\left. \begin{array}{l} \sigma_i = \pm 1 \\ \text{states: } \vec{s} = \vec{\sigma} = (\sigma_1, \sigma_2, \sigma_3) \\ \text{energy: } E(\vec{\sigma}) = J\sigma_1\sigma_2 + J\sigma_2\sigma_3 + J\sigma_3\sigma_1 \end{array} \right\} \Rightarrow$$

$$Z = \sum_{\sigma_1, \sigma_2, \sigma_3 = \pm 1} e^{-\beta E(\vec{\sigma})} = 2e^{-3\beta J} + 6e^{\beta J}$$

Define: tensor  $M^{(ij)}$  for each bond, e.g.:  $M^{(12)} = \sigma_1 = \begin{matrix} +1 \\ -1 \end{matrix} \begin{pmatrix} e^{-\beta J} & e^{\beta J} \\ e^{\beta J} & e^{-\beta J} \end{pmatrix}$



$$Z = \text{Tr} (M^{(12)} M^{(23)} M^{(31)}) = \sum_{\sigma_1, \sigma_2, \sigma_3 = \pm 1} [M^{(12)}]_{\sigma_1 \sigma_2} [M^{(23)}]_{\sigma_2 \sigma_3} [M^{(31)}]_{\sigma_3 \sigma_1}$$

$$= \text{Tr} \begin{pmatrix} e^{-3\beta J} + 3e^{\beta J} & 3e^{-\beta J} + e^{3\beta J} \\ 3e^{-\beta J} + e^{3\beta J} & e^{-3\beta J} + 3e^{\beta J} \end{pmatrix} = 2e^{-3\beta J} + 6e^{\beta J} \quad \checkmark$$

What if spin  $\sigma_i$  participates in more than 2 terms?  $\rightarrow$  COPY tensor!