

Gauge transformation for MPS

Any MPS has a gauge degree of freedom:

$$A^{[i]} \leftrightarrow X_i A^{[i]} X_{i+1}^{-1}$$

$$\begin{aligned} \text{tr} [A^{[1]i_1} \cdot A^{[2]i_2} \cdot \dots] &= \\ &= \text{tr} \left[\underbrace{A^{[1]i_1}}_{B^{[1]i_1}} X_2^{-1} X_2 \underbrace{A^{[2]i_2}}_{B^{[2]i_2}} \cdot \dots \right] = \\ &= \text{etc.} \end{aligned}$$

↔ many different ways to describe the same state!

* This gauge degree of freedom also exists for OBC!

"Isometric gauge": For an OBC MPS,

the following choice of gauge is particularly interesting:

$$\underbrace{c_{i_1, \dots, i_N}}_{\text{Start from site 1:}} = \underbrace{A^{[1]i_1}}_{1 \times D} \cdot \underbrace{A^{[2]i_2}}_{D \times D} \cdot \dots \cdot \underbrace{A^{[N-1]i_{N-1}}}_{D \times D} \cdot \underbrace{A^{[N]i_N}}_{D \times 1}$$

* $A^{[1]i_1}$ is $1 \times D$ vector: $A_\alpha^{[1]i_1}$

* Do SVD w.r.t. to indices i_1 and α :

$$A_\alpha^{[1]i_1} = \sum_\lambda V_\lambda^{[1]i_1} \underbrace{D_{\lambda\lambda}^{(1)}}_{= X_{\lambda\alpha}^{(1)}} W_{\lambda\alpha}^{[1]} \quad (\text{or: } A^{[1]i_1} = V^{[1]i_1} \cdot X^{(1)})$$

Isometry: $\left| \sum_\lambda V_\lambda^{[1]i_1} \overline{V_{\lambda'}^{[1]i_1}} = \delta_{\lambda\lambda'} \right|$

$$* c_{i_1 \dots i_N} = \underbrace{V_{\alpha i_1}^{[1]i_1} X_{\lambda \alpha}^{(1)} A_{\lambda i_2}^{[2]i_2} \dots A_{\lambda i_N}^{[N]i_N}}_{=: B^{[2]i_2}}$$

$$= V_{\lambda i_1}^{[1]i_1} B^{[2]i_2} A_{\lambda i_3}^{[3]i_3} \dots A_{\lambda i_N}^{[N]i_N}$$

2. Go to site 2:

SVD: $B^{[2]i_2}$

SVD of $B_{\alpha\beta}^{[2]i_2}$ w.r.t. (α, i_2) and β :

$$B_{\alpha\beta}^{[2]i_2} = \sum_{\lambda} \underbrace{V_{\alpha\lambda}^{[2]i_2}}_{\text{one index!}} \underbrace{D_{\lambda\lambda}^{[1]i_2}}_{\lambda\lambda} \underbrace{W_{\lambda\beta}^{[1]i_2}}_{\lambda\beta} \rightarrow \equiv X_{\lambda\beta}^{[2]i_2}$$

(or: $B^{[2]i_2} = V^{[2]i_2} X^{[2]i_2}$)

with $\boxed{\sum_{\lambda} V_{\alpha\lambda}^{[2]i_2} V_{\alpha\lambda'}^{[2]i_2} = \delta_{\lambda\lambda'}} \quad (\text{isometry})$

$$\Rightarrow c_{i_1, \dots, i_N} = V_{\alpha i_1}^{[1]i_1} V_{\lambda i_2}^{[2]i_2} \underbrace{X_{\lambda \alpha} A_{\lambda i_3} A_{\lambda i_4} \dots}_{B^{[3]i_3}}$$

$$= V_{\lambda i_1}^{[1]i_1} V_{\lambda i_2}^{[2]i_2} B_{\lambda i_3}^{[3]i_3} A_{\lambda i_4}^{[4]i_4} \dots$$

3, ..., N-1: Iterate this for site 3, ..., N

Final outcome:

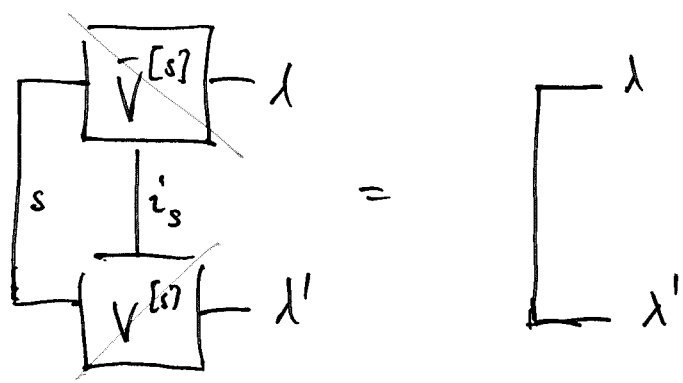
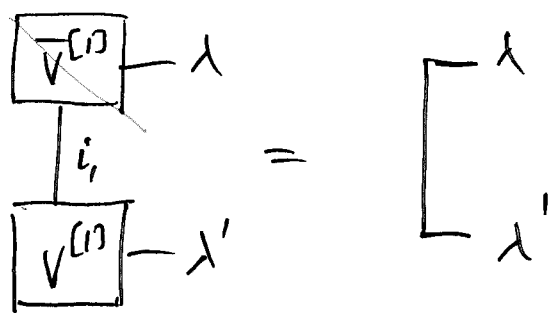
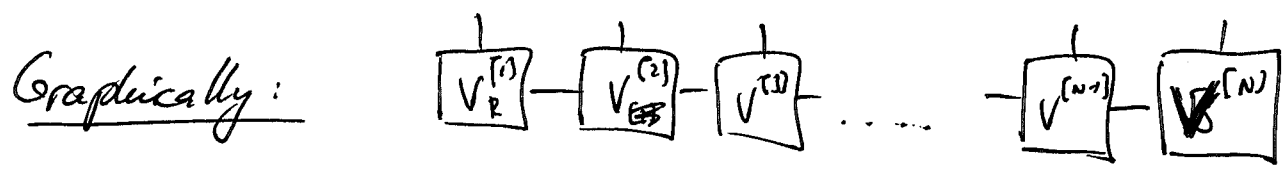
$$e_{i_1, \dots, i_N} = V^{[1]i_1} \cdot V^{[2]i_2} \cdot \dots \cdot V^{[N-1]i_{N-1}} \cdot V^{[N]i_N}$$

~~V~~

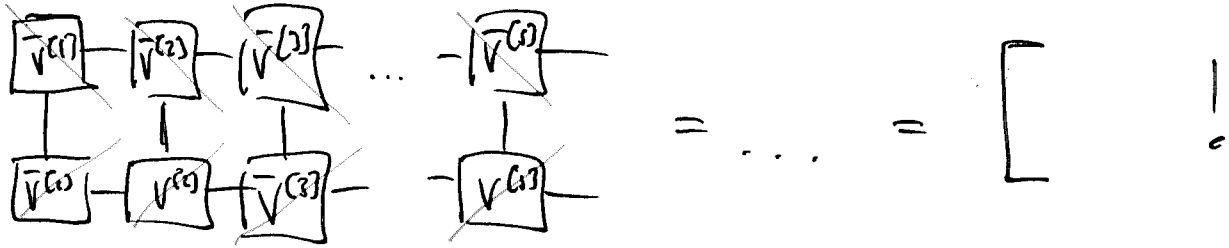
with $\sum_{\lambda} V_{\lambda}^{[1]i_1} V_{\lambda'}^{[1]i_1} = \delta_{\lambda\lambda'}$

and $\sum_{\alpha\lambda} V_{\alpha\lambda}^{[s]i_s} V_{\alpha\lambda'}^{[s]i_s} = \delta_{\lambda\lambda'}$ for $s=2, \dots, N-1$

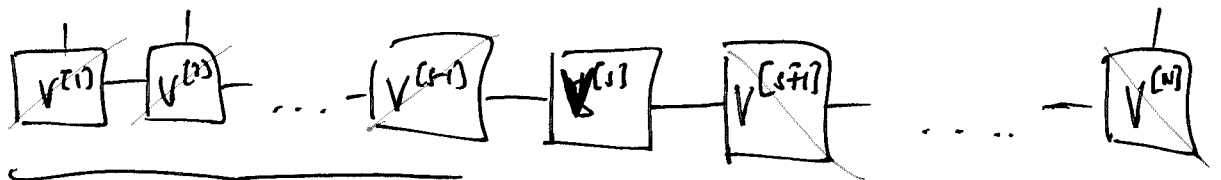
"isometric gauge"



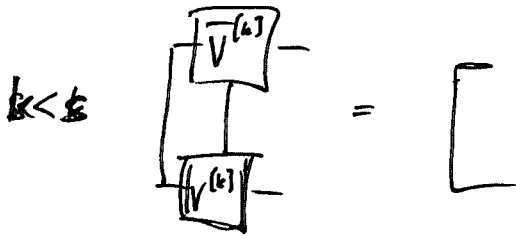
This implies:



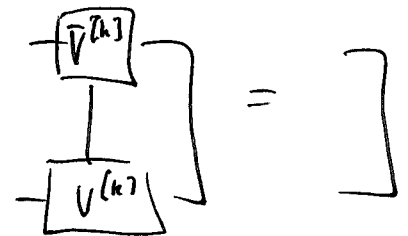
It is also possible to start this procedure from left and right, to obtain a form



with



$k > 5$



Variational optimization over MPS

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(DMRG: Density Matrix Renormalization Group)

How can we find the MPS with the lowest energy for a given local Hamiltonian $H = \sum_i h_{i,i+1}$ (e.g. Ising, Heisenberg)

Basic idea:

1. Start from some initial configuration

$$|\psi\rangle = |\psi[A^{(1)}, A^{(2)}, \dots, A^{(N)}]\rangle$$

2. Pick one site s and optimize energy as function:

$$|\psi[x]\rangle = |\psi[A^{(1)}, \dots, A^{(s-1)}, x, A^{(s+1)}, \dots, A^{(N)}]\rangle$$

$$E[x] = \frac{\langle \psi[x] | H | \psi[x] \rangle}{\langle \psi[x] | \psi[x] \rangle}$$

\Rightarrow find x s.t. $E[x]$ is minimal!



Replace $A^{(s)}$ by x !

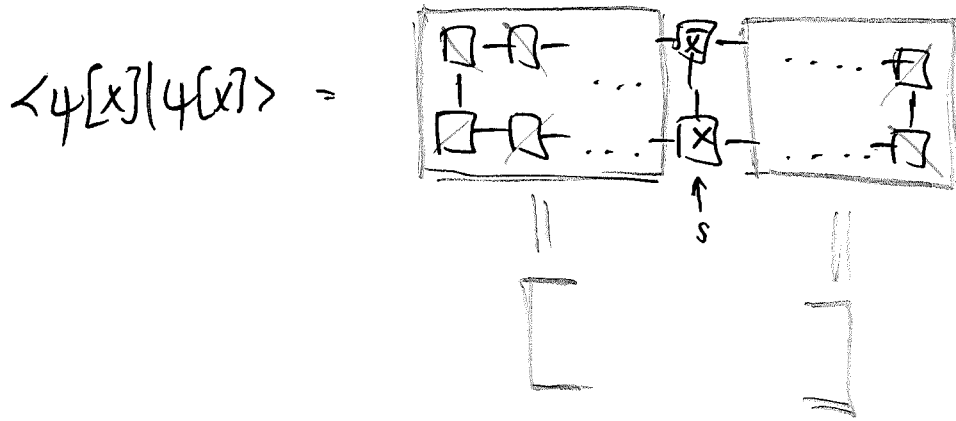
3. Iterate step (2) over all lattice sites back and forth

(i.e.: $s=1, 2, \dots, N-1, N, N-1, \dots, 2, 1, 2, 3, \dots$, etc.),

until the energy converges.

Remains to show: How can we solve the minimization problem (*)?

1. Choose isometric gauge around site s :



$$= \begin{matrix} \alpha & \beta \\ \begin{matrix} \overline{X} \\ |i \\ X \end{matrix} \end{matrix} = \sum_{\alpha\beta i} \overline{X}_{\alpha\beta}^i X_{\alpha\beta}^i = \vec{x} \cdot \vec{x},$$

if we interpret $X_{\alpha\beta}^i \equiv \vec{x}$ as a vector.

\Rightarrow We need to solve

with $\langle \psi[x] | H | \psi[x] \rangle$
 ~~$\|\vec{x}\|_2$~~
 $\vec{x} \cdot \vec{x} = 1$

2. $|\psi[x]\rangle = \sum_k [A^{[1]i_1} \dots X^{i_s} \dots A^{[n]i_n}] |i_1, \dots, i_n\rangle$

is linear in X !

$\Rightarrow \langle \psi[x] | H | \psi[x] \rangle = \vec{x} \cdot \Pi \vec{x}$ is a quadratic form in \vec{x} !, $\Pi = \Pi^\dagger$

$$\min_{|\vec{x}|=1} \vec{x} \cdot M \vec{x}$$

↑ equals the smallest eigenvalue of M ; λ_{\min} and the optimal \vec{x} is the eigenvector

$$M \vec{x} = \lambda_{\min} \vec{x}$$

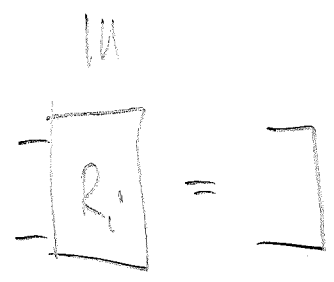
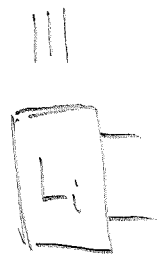
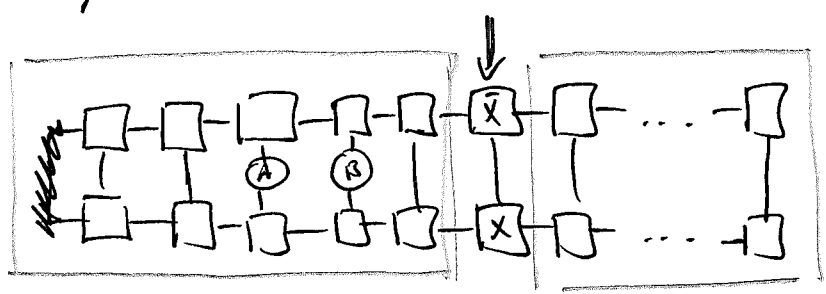
⇒ once we know M , we only need to solve an eigenvalue problem!

So how can we compute M ?

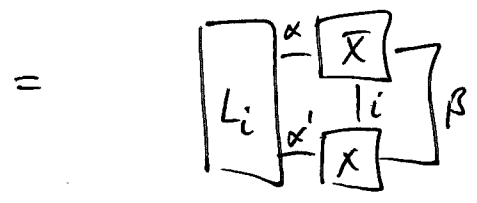
restricted to $h_i = A_i \otimes B_i \otimes H$

$$\langle \psi[x] | H | \psi[x] \rangle = \sum_i \langle \psi[x] | h_i | \psi[x] \rangle \equiv \vec{x} \cdot M_i \vec{x}$$

two types of terms:



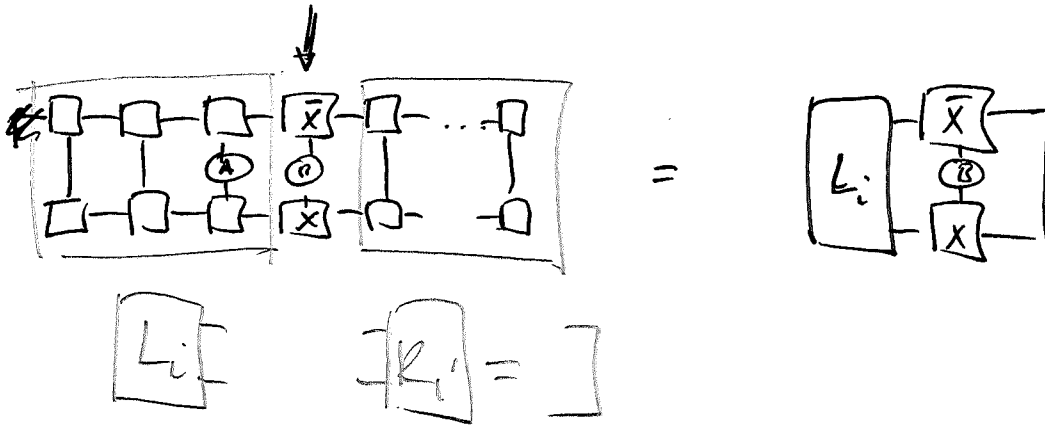
(isometric Gate!)



⇒ leads to $M_i = \mathbb{1} \otimes (L_i) \otimes \mathbb{1}$

$\uparrow \quad \uparrow \quad \uparrow$
 $i \quad \alpha, \alpha' \quad \beta$

Other term:



$$\Rightarrow M_i = B \otimes (L_i) \otimes \mathbb{1}$$

$\uparrow \quad \quad \uparrow \quad \quad \uparrow$
 $i, i' \quad \alpha, \alpha' \quad \beta$

$$\Rightarrow M = \sum M_i \text{ over all } \underline{\text{Hamm. terms}}$$

~~Simplification for a more efficient algorithm:~~

~~• Iso. gauge can be moved from $s \rightarrow s+1$ by the local update.~~

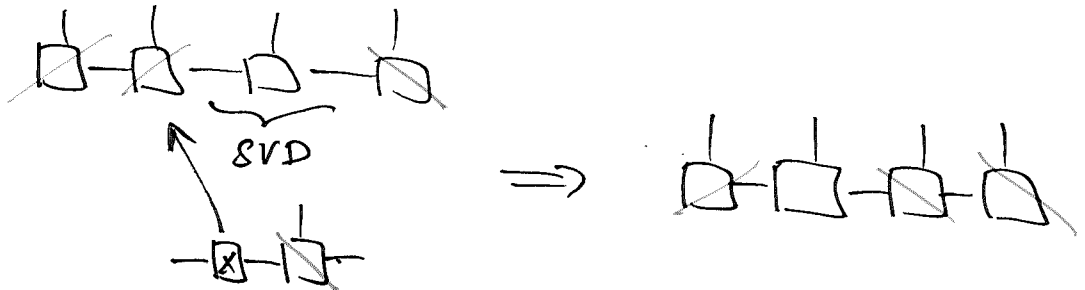
~~• L_i and R_i (for $i \in S$)~~

~~• L_i can be updated easily when moving to the right, (and correspondingly for R_i when moving left)~~

~~• For all terms left of a given cut S , we only need to keep $\sum_{i \in S} L_i = \dots$ terms.~~

Simplification for more efficient algorithm:

- Iso. gauge w/ center s can be moved to $s+1$ (or $s-1$) w/ a local update



- The whole influence of all k rows left (or right) of a cut S can be summarized in

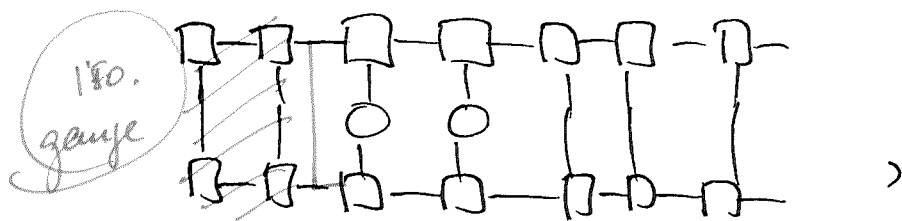
$$L[s] = \sum_{\substack{A_i \otimes B_{i+1} \\ \text{left of } s}} \begin{array}{cccccc} \square & - & \square & - & \square & - & \square & - & \square \\ & & | & & | & & | & & | \\ & & \oplus & & \oplus & & & & \\ & & | & & | & & | & & | \\ \square & - & \square & - & \square & - & \square & - & \square \end{array} \dots$$

- $L[s]$ can be updated locally when moving $s \rightarrow s+1$. (We just have to add ind. k rows and can use iso. gauge.)
- If we store $L[k]$ for all $k \leq s$ (the cut), then we can also move $s \rightarrow s-1$ w/out any computation.
- Corresp. for the right!

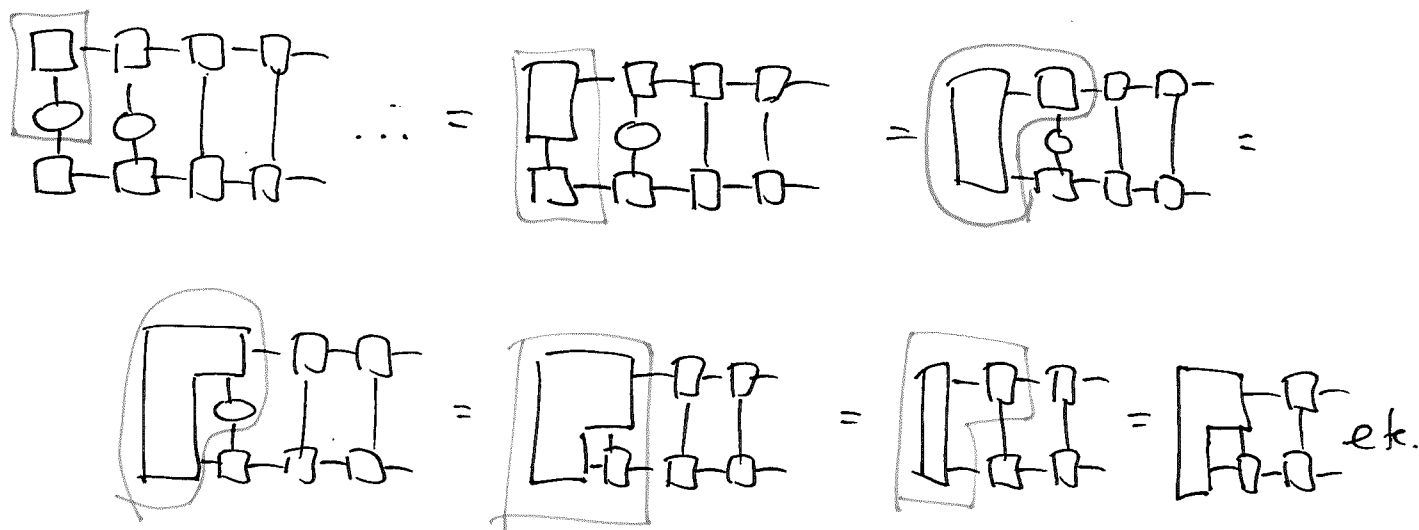
Improved contraction scaling in D :

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To compute



contract as follows:



At most mult. of ~~the~~ $D \times (2D)$ matrix w/ $(2D) \times D$ matrix necessary

\rightarrow Scales as $\approx dD^3 \ll D^4$ for large D !