

TEBD

David Aceituno

Contents

iTEBD on C++	1
Notation	1
Model	2
Hamiltonian	2
Time Evolution Operator	2
The iTEBD algorithm	2
Initialization	2
SVD Truncation	2
Loop	3
Energy calculation	6
Hastings improvement	6

iTEBD on C++

The code follows the steps outlined in the following paper

Kjäll, J. A., Zaletel, M. P., Mong, R. S. K., Bardarson, J. H. & Pollmann, F. Phase diagram of the anisotropic spin-2 XXZ model: Infinite-system density matrix renormalization group study. *Phys. Rev. B* **87**, 235106 (2013).

and the file itebd.py.

Notation

Latin letters are reserved for physical indices, and greek indices for bond indices. The order of indices in all tensors is *physical indices* \rightarrow *bond indices*. In diagrammatic notation we have

$$\Lambda_{\alpha\beta} = \alpha \text{---} \boxed{\Lambda} \text{---} \beta = 0 \text{---} \boxed{\Lambda} \text{---} 1 \quad (1)$$

$$\Gamma_{\alpha\beta}^i = \alpha \text{---} \boxed{\Gamma}^i \text{---} \beta = 1 \text{---} \boxed{\Gamma} \text{---} 2 \quad (2)$$

$$\theta_{\alpha\beta}^{ij} = \alpha \text{---} \boxed{\theta}^{ij} \text{---} \beta = 2 \text{---} \boxed{\theta} \text{---} 3 \quad (3)$$

In C++ these are explicitly objects of type `Eigen::Tensor<double,rank,Eigen::ColMajor>;`, which are `typedef`'ed into shorthand `TensorR`, where `R` is the rank (0 to 4).

Model

Hamiltonian

We study the 1D Ising model with the following two-site Hamiltonian

$$H = \begin{pmatrix} J & -g/2 & -g/2 & 0 \\ -g/2 & -J & 0 & -g/2 \\ -g/2 & 0 & -J & -g/2 \\ 0 & -g/2 & -g/2 & J \end{pmatrix}.$$

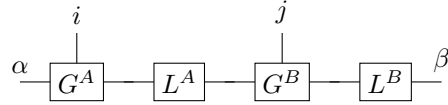
Time Evolution Operator

We now define $U = e^{-H\delta\tau}$, a unitary matrix that performs the time evolution. U is reshaped into a rank 4 tensor with dimensions (2,2,2,2), i.e. $U = U_{j'k'}^{jk}$, where j and k are the original physical indices, and j' and k' are the updated indices.

The iTEBD algorithm

Initialization

We initialize a two-site MPS state in Vidal canonical form



- Define $G_{\alpha\gamma}^{A,i} = G_{\delta\beta}^{B,i}$ with dimensions (2,1,1). Set $G^{A,B}(0,0,0) = 1$ and the rest to zero. In code: `std::array<Tensor3,sites>G;`, where `constexpr int sites = 2;`
- Define diagonal matrices $L_{\gamma\gamma}^A = L_{\delta\delta}^B$ with dimensions (1,1). Set $L^{A,B}(0,0) = 1$. In code: `std::array<Tensor2,sites>G;`

SVD Truncation

The SVD rank is the number of singular values obtained in the SVD decomposition. In practice the singular values in Λ are ordered in decreasingly, and the crucial observation is that their magnitude decreases exponentially. There are two reasons for wanting to truncate the smallest singular values.

- We want the maximum bond dimension to remain bounded to some upper limit. We therefore define χ_{\max} , the maximum rank of each SVD decomposition simply by `long chi = 15;`. If the SVD decomposition yields more than χ singular values, these are ignored.
- Since we need Λ^{-1} in the algorithm, very small singular values may harm numerical precision. Hence we define a minimum threshold for the SVD; singular values smaller than `double SVDThreshold = 1e-10;` will be ignored. The constant is passed to the `Eigen::BCSVD` object by writing `SVD.setThreshold(SVDThreshold);`.

Loop

Next we have a double `for`-loop. The outer `for` loop steps through $N = 10000$ iterations and the inner loop iterates through both sites A and B , i.e. 2 steps.

Let's study the code line-by-line:

- [3-4] Variables $i_a, i_b = 0, 1$ if step is even and $1, 0$ if step is odd.
- [5-6] Variables χ_a, χ_b store the current dimensions so that X and Z can be reinterpreted as rank 3 tensors after the SVD. in line [20-23].
- [9-13] These lines perform eq. (25) in the article, Essentially we perform

$$\theta_{\alpha\gamma}^{jk} = \sum_{\beta} \Lambda_{\alpha}^B \Gamma_{\alpha\beta}^{A,j} \Lambda_{\beta}^A \Gamma_{\beta\gamma}^{B,k} \Lambda_{\gamma}^B.$$

Let's review why those particular indices are contracted in the code:

$$\begin{aligned}
 \theta &= \begin{array}{c} \alpha, 0 \quad \alpha, 1 \\ \text{---} \boxed{\Lambda^B} \text{---} \end{array} \begin{array}{c} j, 0 \\ \text{---} \boxed{\Gamma^A} \text{---} \end{array} \beta, 2 \quad \{\text{contract } (1, 1)\} \\
 &= \begin{array}{c} j, 1 \\ \text{---} \boxed{} \text{---} \end{array} \alpha, 0 \quad \beta, 2 \quad \begin{array}{c} \beta, 0 \quad \beta, 1 \\ \text{---} \boxed{\Lambda^A} \text{---} \end{array} \quad \{\text{contract } (2, 0)\} \\
 &= \begin{array}{c} j, 1 \\ \text{---} \boxed{} \text{---} \end{array} \alpha, 0 \quad \beta, 2 \quad \begin{array}{c} k, 0 \\ \text{---} \boxed{\Gamma^B} \text{---} \end{array} \gamma, 2 \quad \{\text{contract } (2, 1)\} \\
 &= \begin{array}{c} j, 1 \quad k, 2 \\ \text{---} \boxed{} \text{---} \end{array} \alpha, 0 \quad \gamma, 3 \quad \begin{array}{c} \gamma, 0 \\ \text{---} \boxed{\Lambda^B} \text{---} \end{array} \gamma, 1 \quad \{\text{contract } (3, 0)\} \\
 &= \begin{array}{c} j, 1 \quad k, 2 \\ \text{---} \boxed{\theta} \text{---} \end{array} \alpha, 0 \quad \gamma, 3
 \end{aligned}$$

Notice that the index order breaks our convention of “physical indices first”. This is intentional. The next step fixes that automatically.

- [15] Time evolution, eq. (26) in the article. In diagrammatic representation we do

$$\hat{\theta}_{\alpha\gamma}^{jk} = \begin{array}{c} j, 0 \quad k, 1 \\ \text{---} \boxed{U} \text{---} \end{array} \begin{array}{c} j', 1 \quad k', 2 \\ \text{---} \boxed{\theta} \text{---} \end{array} \alpha, 0 \quad \gamma, 3 = \{\text{contract } (2, 1), (3, 2)\} = \begin{array}{c} j, 0 \quad k, 1 \\ \text{---} \boxed{\theta} \text{---} \end{array} \alpha, 2 \quad \gamma, 3$$

which has the correct index order according to our convention. At the same time we flatten, or reshape the rank 4 tensor $\hat{\theta}_{\alpha\gamma}^{jk}$ down to a rank 2 tensor $\hat{\theta}_{j\alpha; k\gamma}$. To do this we must first collect the indices in order $j\alpha k\gamma$, i.e., α and k need to switch places according to the shuffling (or transpose) $(0, 2, 1, 3)$.

- [19] Eq. (27) in the article. The SVD splits theta into matrices. $\hat{\theta}_{j\alpha; k\gamma} = \sum_{\beta} X_{j\alpha; \beta} Y_{\beta} Z_{k\gamma; \beta}$. Note that by default, Eigen does not give a transposed Z , i.e., in general we get $M = USV$ and not $M = USV^{\dagger}$, which is why the indices of Z are swapped compared to the article. Also, Eigen outputs the singular values Y in an array, not a square matrix.

- [21] Decide how many rows $\chi_2 < \chi_{\max}$ to keep.
- [22-25] X, Y , and Z are truncated down to χ_2 columns and then reshaped into rank 3 tensors using the dimensions χ_a, χ_b stored earlier.
- [26] Set $L^A = Y/|Y|$, i.e.set to a normalized diagonal matrix form.
- [28-30] Eq. (28a-b) in the article. We update G^A, G^B using the inverse singular values $(L^B)^{-1}$ from the previous step.

```

1  for(int step = 0; step < N; step++){
2      for(long i_bond = 0; i_bond < d; i_bond++) {
3          long ia = mod(i_bond ,d);
4          long ib = mod(i_bond+1,d);
5          long chia = G[ia].dimension(1); //index alpha (eq. 25-27)
6          long chib = G[ib].dimension(2); //index gamma (eq. 25-27)
7
8          // Construct theta matrix and do time evolution
9          theta4 = L[ib]
10                 .contract(G[ia], idxlist1{idx2(1,1)})
11                 .contract(L[ia], idxlist1{idx2(2,0)})
12                 .contract(G[ib], idxlist1{idx2(2,1)})
13                 .contract(L[ib], idxlist1{idx2(3,0)});
14
15          theta2 = U.contract(theta4, idxlist2 {idx2(2,1),idx2(3,2)})
16                 .shuffle(array4{0,2,1,3})
17                 .reshape(array2{d*chia,d*chib});
18
19          SVD.compute(tensor2_to_matrix(theta2), Eigen::ComputeThinU | Eigen::ComputeThinV);
20
21          chi2 = std::min(SVD.rank(),chi);
22          X = matrix_to_tensor3(SVD.matrixU().leftCols(chi2),{d,chia,chi2});
23          Z = matrix_to_tensor3(SVD.matrixV().leftCols(chi2),{d,chib,chi2})
24              .shuffle(array3{0,2,1});
25          Y = matrix_to_tensor1(SVD.singularValues().head(chi2));
26          L[ia] = asDiagonal(Y / SVD.singularValues().head(chi2).norm());
27
28          G[ia] = inverseDiagonal(L[ib]).contract(X, idxlist1{idx2(0,1)})
29              .shuffle(array3{1,0,2});
30          G[ib] = Z.contract(inverseDiagonal(L[ib]), idxlist1{idx2(2,0)} );
31      }
32 }

```

Energy calculation

C++ code

```

1  Tensor4 GG;
2  Tensor4 sGG;
3  Tensor4 C;
4  Array2d E;
5
6  for(long i_bond = 0; i_bond < d; i_bond++) {
7      long ia = mod(i_bond, d);
8      long ib = mod(i_bond+1, d);
9      A = G[ia].contract(L[ia], idxlist1{idx2(2,0)});
10     B = G[ia].contract(L[ib], idxlist1{idx2(2,0)});
11     GG = B.contract(A, idxlist1{idx2(2,1)});
12     sGG = L[ib].contract(GG, idxlist1{idx2(0,1)}).shuffle(array4{1,2,0,3});
13     C = sGG.contract(H4, idxlist2{idx2(0,2), idx2(1,3)}).shuffle(array4{2,3,0,1});
14     Tensor0 result =
15         sGG.conjugate().contract(C, idxlist4{idx2(0,0), idx2(1,1), idx2(2,2), idx2(3,3)}).eval();
16     E(i_bond) = result(0);
17 }
```

Hastings improvement

I Realized that the $B^A B^B B^C$ notation in `itebd.py` was actually Hastings suggestion for improving numerical stability, mentioned in

[1] Hastings, M B. 2009. “Light Cone Matrix Product.” Interpreting 87545: 15. doi:10.1063/1.3149556. Page 5-6

and

[2] Schollwoeck, Ulrich. 2010. “The Density-Matrix Renormalization Group in the Age of Matrix Product States.” Annals of Physics 326 (1): 96–192. doi:10.1016/j.aop.2010.09.012. Page 84-85.

However, in the update in `itebd.py` there’s still an inverse multiplication! Why?

Python code

```

1  X = np.transpose(np.tensordot(np.diag(s[ia] ** (-1)), X, axes=(1, 1)), (1, 0, 2))
2  B[ib] = np.tensordot(X, np.diag(s[ib]), axes=(2, 0))
```

Which essentially amounts to $B^A = (s^A)^{-1} X s^B$, equation 18 in [1], and was exactly what we were trying to avoid!

Instead we should just have the lines

Python code

```

1  Z = np.transpose(np.reshape(Z, (chi2, d, chic)), (1, 0, 2))
2  B[ib] = np.tensordot(C, Z.conjugate(), axes=([1, 3], [0, 2]))
```

I.e., equation 19 in [1]. Unfortunately, this gives me the wrong results... Is Hastings paper flawed? In that case Schollwöck’s paper is also flawed in eq. 274 in [2].