



# Simulate Quantum Computers with Matrix Product States



## Goals



- Present the Matrix Product State simulation method for quantum computers;
- Understand how the simulator works;
- Understand in which cases it makes sense to use the simulator;
- Implement some parts of it during the hands on!



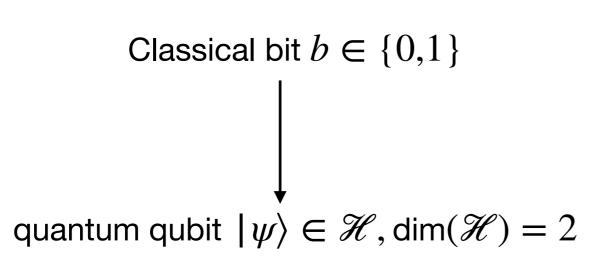




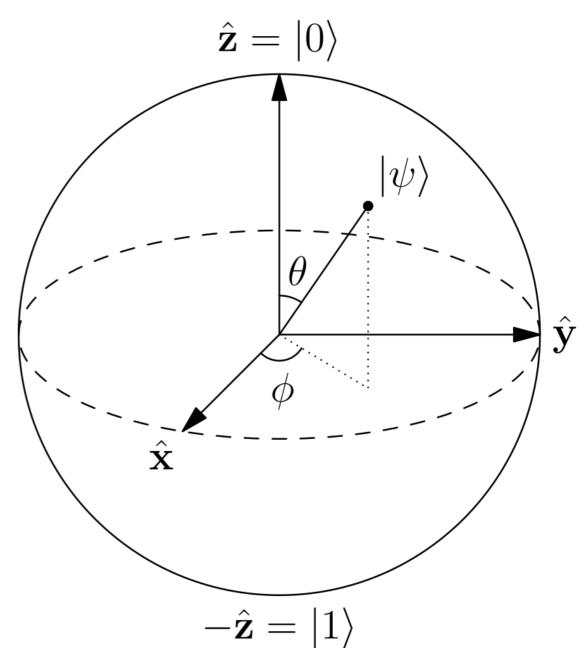


## Introduction





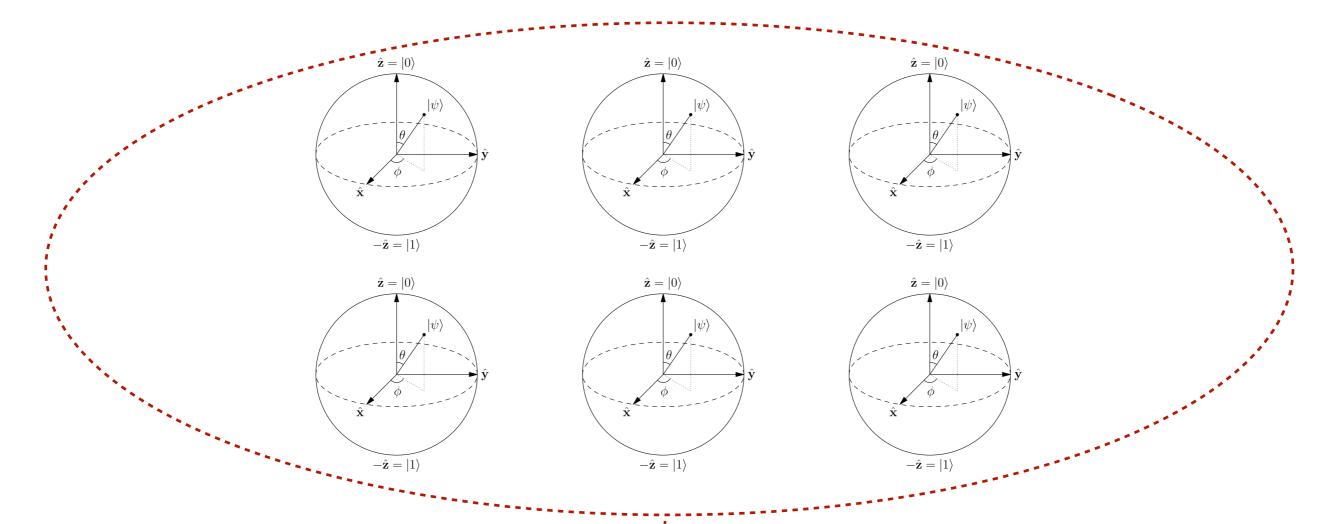
$$|\psi\rangle = \cos\theta |0\rangle + e^{i\phi}\sin\theta |1\rangle$$







# CINECA



$$\dim(\mathcal{H}) = 2^6 = 64$$

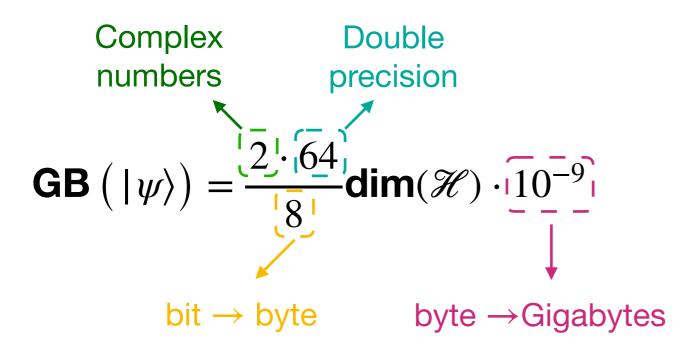


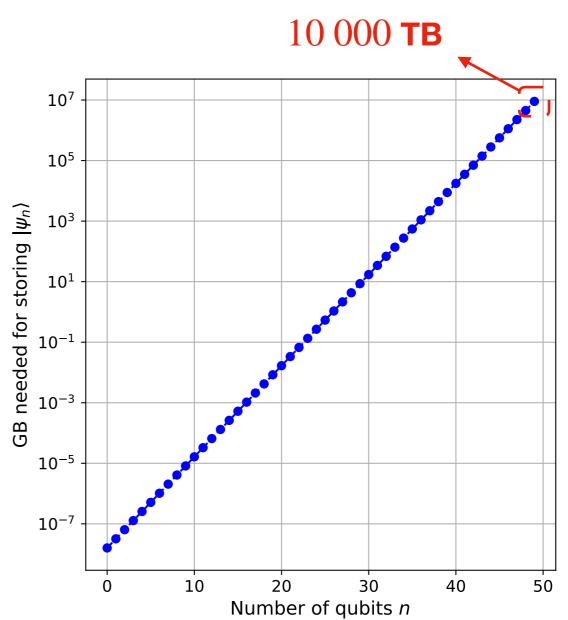




In general, we have:

$$dim(\mathcal{H}) = 2^n$$







# Compress information CINECA

String compression (simple example):

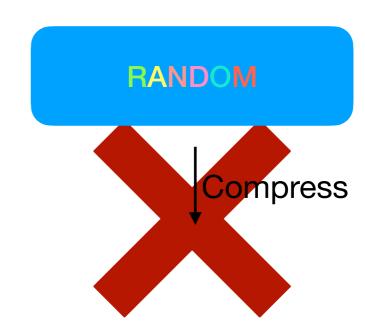


Length: 14

Compress

A3B2C1D8

Length: 8



How much we can compress a classical string?

Shannon entropy 
$$H(X) = -\sum_{i}^{n} p(x_i) \log p(x_i)$$
  $x_i$  digit

The **bigger** is the entropy the **smaller** is the compression



# Hands on: compression CINECA

Can we compress quantum resources as we did for the strings? And what resource?

https://www.menti.com/whfzqpxizx



### Try it yourself!



- Open the jupyter notebook "Compression.ipynb"
- Using the given function try to understand which states are easier to compress
- 5 minutes of time!







To efficiently compress a quantum state we need to compress its entanglement!

But how do we quantify the entanglement?

$$\rho = |\psi\rangle\langle\psi|$$

Pure state
Defines everything
about our system

Trace away a part of the system

⇒ sum over all possible values of that

Part of the system

Equivalent to marginalize the probability  $p(x) = \int dy p(x, y)$ 



We define the entanglement between the bipartitions  $\rho_A, \rho_B$  as the Von Neumann Entropy:

$$S_V(\rho) = -\mathbf{Tr}\left(\rho_A\log\rho_A\right) = -\sum_{i=1}^\chi \lambda_i\log\lambda_i \qquad \begin{array}{c} \lambda_i \text{ eigenvalues of } \rho_A \\ \sum_i \lambda_i = 1 \end{array}$$







We define the entanglement between the bipartitions  $\rho_A, \rho_B$  as the Von Neumann Entropy:

$$S_V(\rho) = - \text{Tr} \left( \rho_A \log \rho_A \right) = - \text{Tr} \left( \rho_B \log \rho_B \right) = - \sum_{i=1}^{\chi} \lambda_i \log \lambda_i$$
 First indicator of the entanglement

How much entanglement had the states we studied in the hands on?

$$\begin{pmatrix} \frac{|0\rangle+|1\rangle}{\sqrt{2}} \end{pmatrix} \otimes \begin{pmatrix} \frac{|0\rangle+|1\rangle}{\sqrt{2}} \end{pmatrix} \otimes ... \otimes \begin{pmatrix} \frac{|0\rangle+|1\rangle}{\sqrt{2}} \end{pmatrix} \qquad \frac{1}{\sqrt{2}} (|0...0\rangle+|1...1\rangle) \qquad \qquad |random\rangle$$
 | Product state Not entangled 
$$\chi = 1 \qquad \qquad \downarrow \qquad S_{V}(\rho) = \log 2 \qquad \qquad S_{V}(\rho) \simeq \log \chi$$
 | 
$$S_{V}(\rho) = \log 2 \qquad \qquad S_{V}(\rho) \simeq \log \chi$$

$$S_V(\rho) \text{ is maximised } \iff \lambda_i = \lambda_j \, \forall i, j \Rightarrow \lambda_i = \frac{1}{\chi} : \longrightarrow \max(S_V) = \log \chi$$





# From the intuition to the application



## **Tensors**

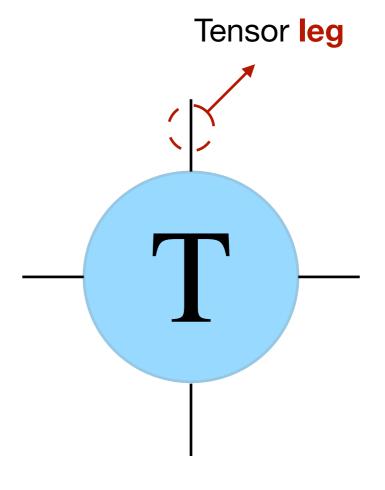
# CINECA

 $\alpha$  = order-0 tensor = scalar

 $\overrightarrow{v}$  = order-1 tensor = **vector** 

U = order-2 tensor = matrix

= order-3 tensor = tensor



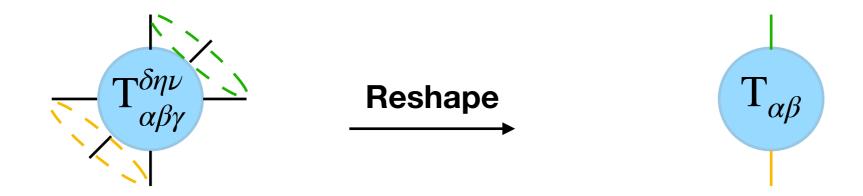


# Tensor Manipulation



We can manipulate **Tensors** and **reshape** their indexes (legs) as we prefer:

This means that a tensor of **any order** can be mapped to a **matrix**. So, we can use linear algebra to work with tensors.



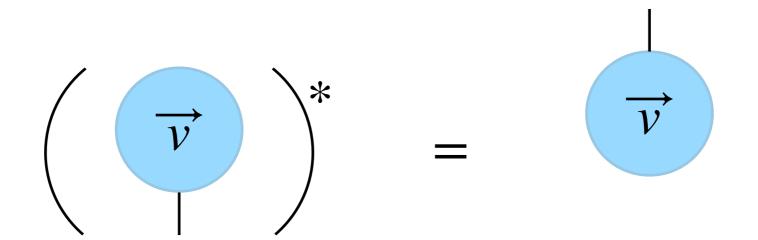






We can perform operations on tensors, and we have to decide a notation for them, in particular using the graphical notation introduced previously.

We start by introducing the **complex conjugate** of a order-1 tensor:









We can perform operations on tensors, and we have to decide a notation for them, in particular using the graphical notation introduced previously.

Then we introduce the contraction between two tensor along their legs.

 We start from two order-1 tensor, and it is equivalent to the scalar product between two vectors:

$$\langle \psi | \phi \rangle = \sum_{i} \psi_{i}^{*} \phi_{i} = \begin{bmatrix} |\phi\rangle \\ | \psi| \end{bmatrix} = \langle \psi | \phi \rangle$$

 Then, the contraction between two order-2 tensor is simply the matrixmatrix multiplication:

$$(AB)_{ik} = \sum_{j} a_{ij}b_{jk} = \begin{bmatrix} A \\ B \end{bmatrix}$$





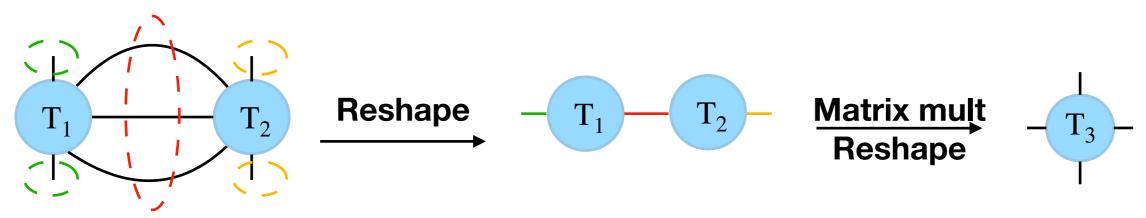


We can perform operations on tensors, and we have to decide a notation for them, in particular using the graphical notation introduced previously.

• In general, we can contract any leg of an order-n tensor:

$$T_3 = \sum_{\alpha\beta\gamma} \mathbf{T}_{1,\alpha\beta\gamma\delta\eta} \mathbf{T}_{2,\alpha\beta\gamma\mu\nu} = \mathbf{T}_1 = \mathbf{T}_3$$

 What will be done in practice by the simulator, however, will be a little different:





### SVD



We can perform operations on tensors, and we have to decide a notation for them, in particular using the graphical notation introduced previously.

• Finally, we present a way to **split** tensors. This means that we can pass from a single tensor to two tensors. First, we reshape it such that we have a matrix, dividing the indices that we want to divide

 Then, we use the Singular Value Decomposition (SVD) technique to separate the tensor. We obtain three matrices:

$$T_3 = USiV^{\dagger}$$

$$-T_3 - = -U - S - V^{\dagger}$$
Diagonal



## SVD



We can perform operations on tensors, and we have to decide a notation for them, in particular using the graphical notation introduced previously.

• Then, we contract the diagonal matrix S with  $V^{\dagger}$ . We thus end up with two matrices:

$$-U-S-V^{\dagger}-=-U-SV^{\dagger}$$

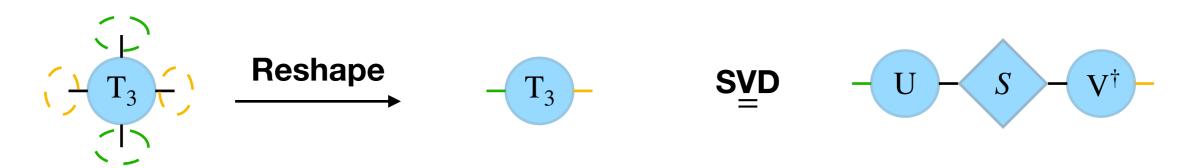
Finally, we reshape the tensors to have the original legs (2 green, 2 yellow)

$$-U -SV^{\dagger} - U = T_1 - T_2$$



## SVD: RECAP

# CINECA





### Try it yourself!



- Open the jupyter notebook "TensorSVD.ipynb"
- Using the given function try to write down an SVD which performs the operation above given a 4-legs tensor
- 10 minutes of time!



# CINECA

## Break

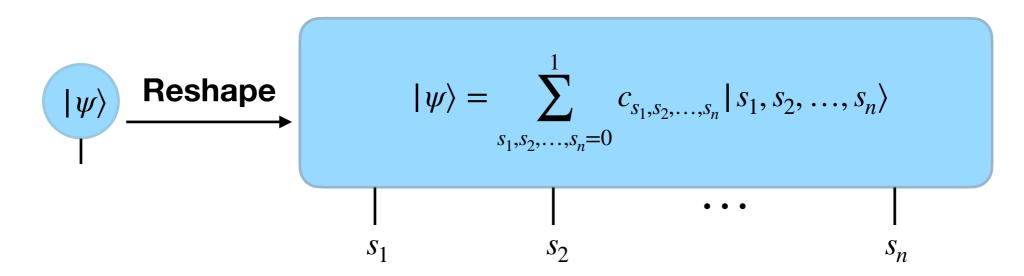






We can finally come back to the quantum computation framework. We will so consider an n-qubits state  $|\psi\rangle \in \mathcal{H}$ , with  $\dim(\mathcal{H}) = 2^n$ .

• A quantum state can be represented as a vector. We can reshape that vector as an order-*n* tensor, where each leg has dimension 2.



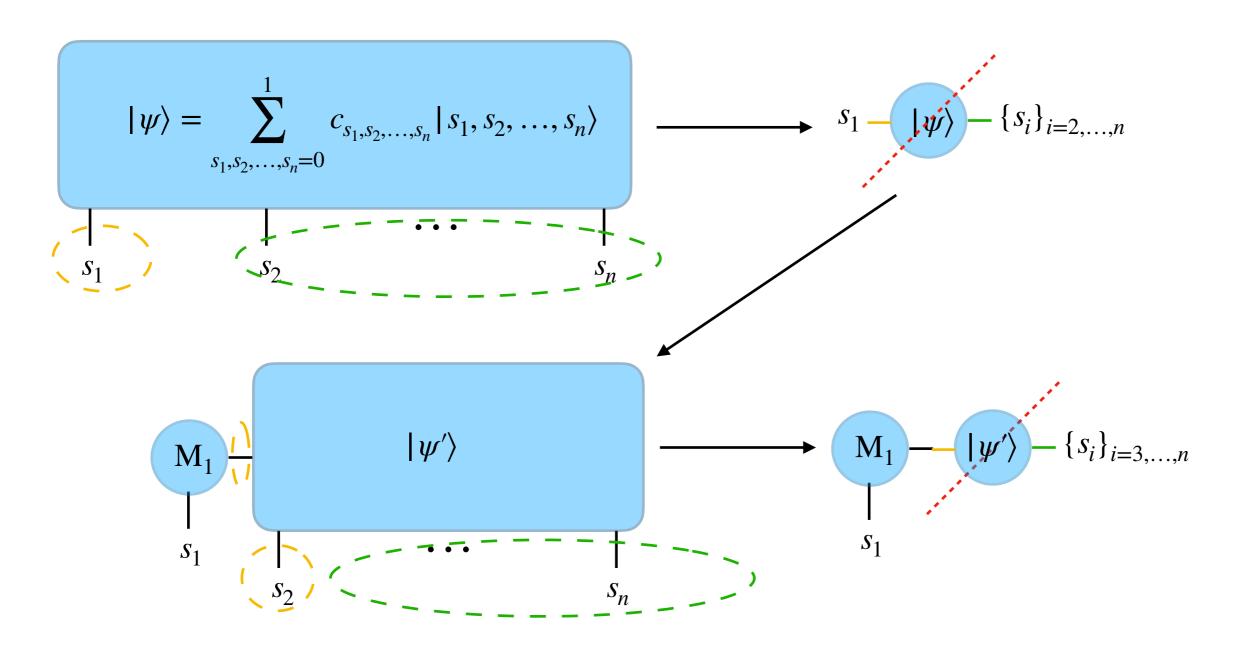
 We can then apply iteratively the splitting of the tensor, as seen previously.



## Quantum State



We can finally come back to the quantum computation framework. We will so consider an n-qubits state  $|\psi\rangle \in \mathcal{H}$ , with  $\dim(\mathcal{H}) = 2^n$ .



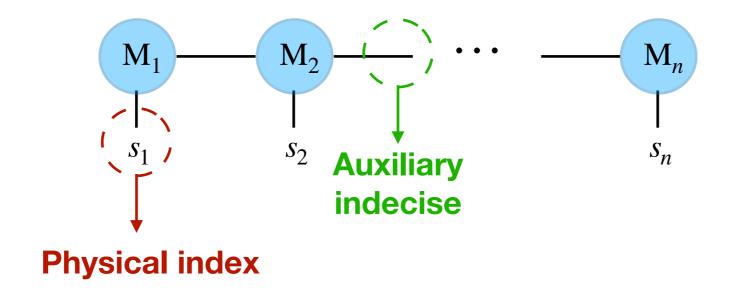






We can finally come back to the quantum computation framework. We will so consider an n-qubits state  $|\psi\rangle \in \mathcal{H}$ , with  $\dim(\mathcal{H}) = 2^n$ .

• We end up with a network of n-2 order-3 tensor and 2 order-2 tensor at the boundaries:



 Are we getting a memory advantage by using this decomposition of the state?



## Hands on!



### Try it yourself!



- Open the jupyter notebook "qstate.ipynb"
- Copy your SVD implementation or use the available one
- Try to transform your quantum state in tensors, and look at the amount of memory you need to store them
- 5 minutes of time!

https://www.menti.com/hh2gv2waoo



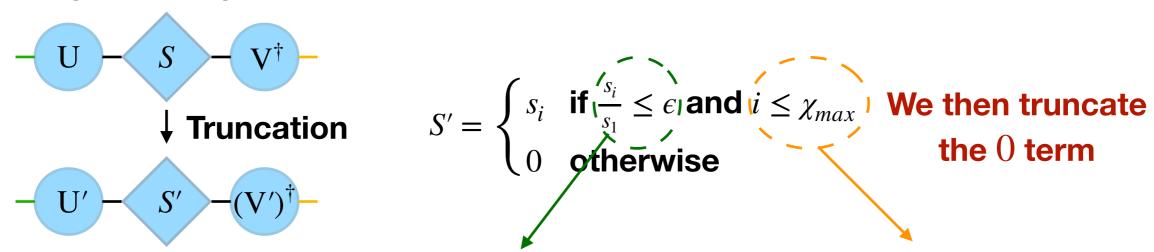


## Truncation



We can finally come back to the quantum computation framework. We will so consider an n-qubits state  $|\psi\rangle \in \mathcal{H}$ , with  $\dim(\mathcal{H}) = 2^n$ .

• We call  $\chi_{max}$  bond dimension of the system, and denote with  $s_1$  the greatest eigenvalue of S. Then:



We keep the eigenvalues only if they are **big enough**. In this way, we are neglecting the sub-leading term for the state description.

We keep only the first highest  $\chi_{max}$  eigenvalues. In this way, we keep the quantum state manageable even for big number of qubits. However, this may be a strong approximation.

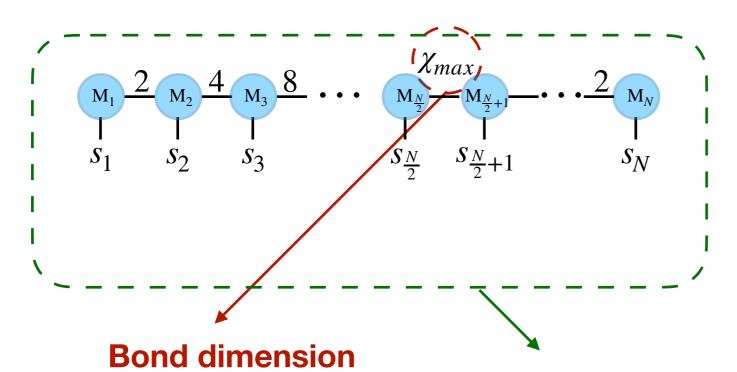


# Matrix product states



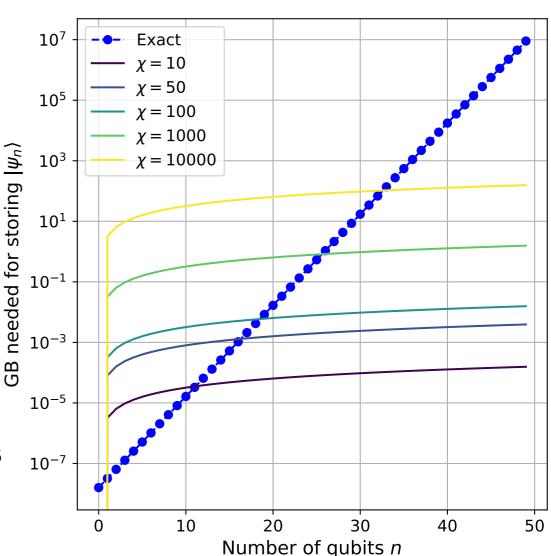
The Matrix Product State representation of a quantum state is particularly efficient, due to the clever truncation.

• The truncation means that our tensors has **at most** dimensions  $\chi_{max} \times \chi_{max} \times 2$ .



It controls the entanglement Number of coefficients of the system scales as

$$O\left(nd\chi^2\right)$$









However, we have seen how to write an MPS starting from a state-vector. If we are not able to write the state-vector, due to RAM bounds, we cannot write the MPS?

The answer is no, and it is indeed what the simulator does.

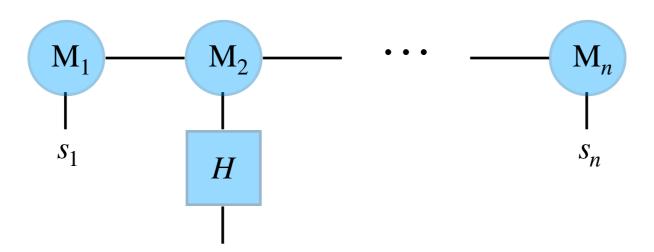
- We start by the state  $|00...0\rangle$ . It is the usual starting state in quantum computation. Furthermore, being a **separable** state, which means with **no entanglement**, it can be described exactly by MPS with a bond dimension  $\chi = 1$ .
- We then apply gates to evolve the state, bringing it into the target state  $|\psi\rangle$ , as we would do normally with a quantum circuit.
- However, we introduce two limitations:
  - We can only apply 1-qubit and 2-qubits gates;
  - We can only work with quantum circuits with a linear topology;







 Application of one-quit gates is easy, we simply have to contract the qubit tensor with the gate matrix:



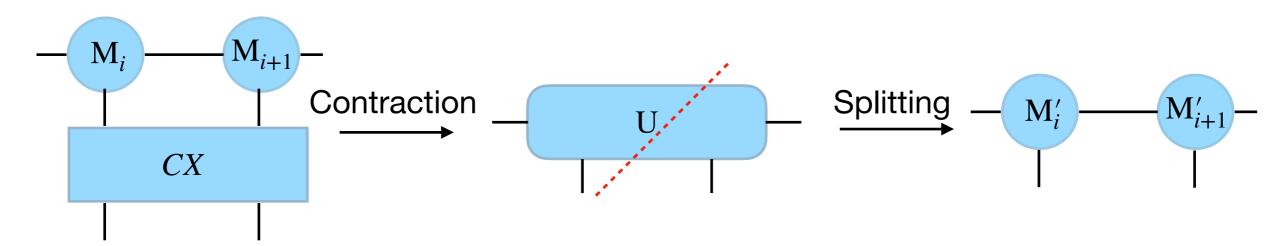
• They do not introduce entanglement in the system, and thus do not change the bond dimension  $\chi$ .







- Application of two-qubit gates is a little more involved, but we have all the ingredients to do it.
  - First, we need to reshape the gate matrix in an order-4 tensor.
  - Then, we perform the contraction.
  - Finally, we separate the tensors back.



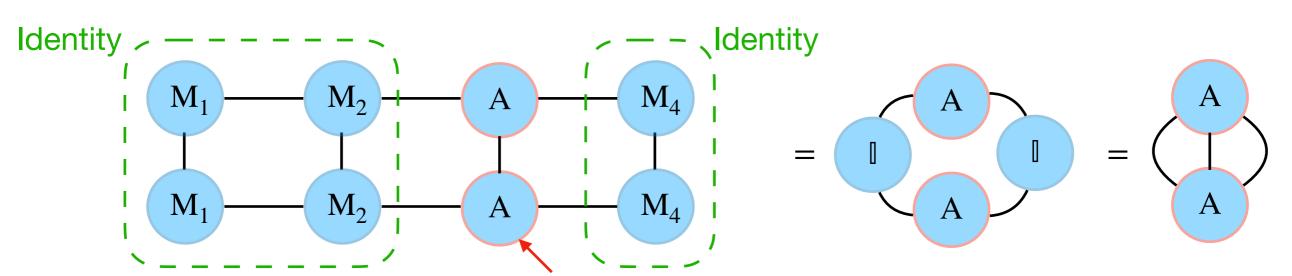
• They introduce entanglement in the system, and thus the bond dimension  $\chi$  might increase after the application of a two-bit gate, up to  $\chi_{max}$ .



# Orthogonality Center CINECA



- There are, however, some subtleties. The truncation induces an error, and we want to minimise that error.
- To do so, we have to set the **orthogonality center** of the tensor network.
- Very formal definition for the orthogonality center A. Check in the references if interested!
- Practically, A is a center of orthogonality if all the other tensors in the network are unitary, and so contract to the identity with their adjoint.



Orthogonality center outlined in red



## Operations on MPS

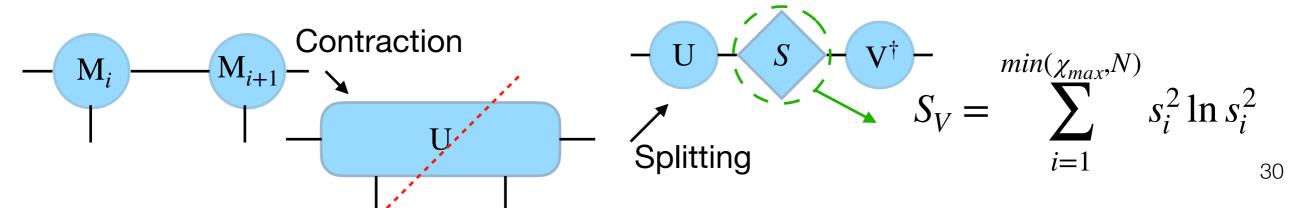


MPS are not only an efficient way of simulating quantum circuits. We can also **measure** interesting quantities:

• The expectation value of any single-site observable (gate):

$$\langle \psi | G_i | \psi \rangle$$
 =  $M_1$   $M_2$   $M_4$   $M_4$   $M_5$   $M_4$   $M_$ 

The entanglement entropy between two partition of the system:





# Operations on MPS

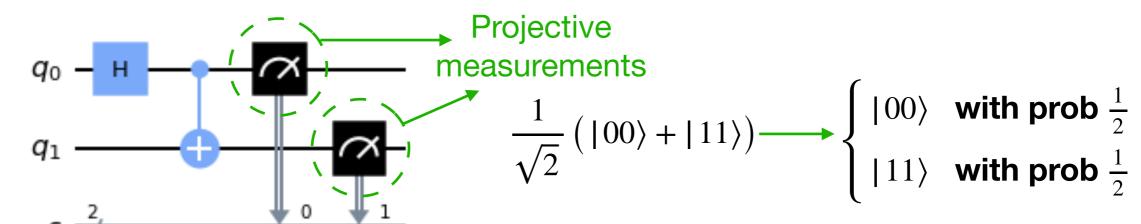


MPS are not only an efficient way of simulating quantum circuits. We can also **measure** interesting quantities:

Scalar product between quantum state

$$\langle \psi | \phi \rangle$$
 =  $\begin{bmatrix} A & M_2 & M_3 & M_4 \\ & & & & \\ & & & \\ & & & & \\ &$ 

• Perform projective measurements

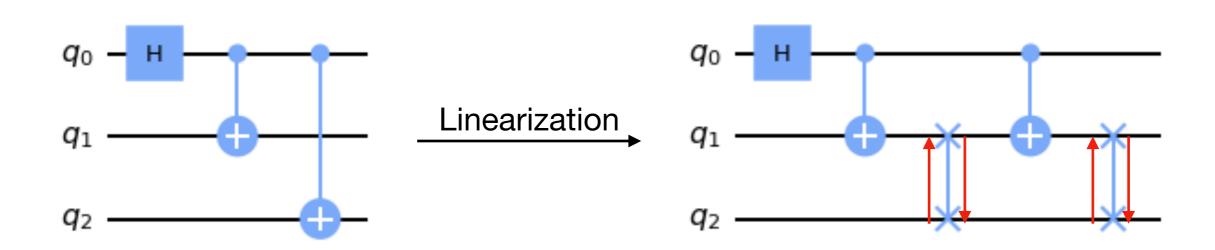




# Circuit Linearisation



MPS are restrained to be used in a **linear topology**. However, any circuit can be mapped into a linear topology using **swap gates**.



There are algorithms that **minimise** the number of swaps to map an arbitrary circuit to a linear topology.



## QFT on m100



Marconi 100 Supercomputer

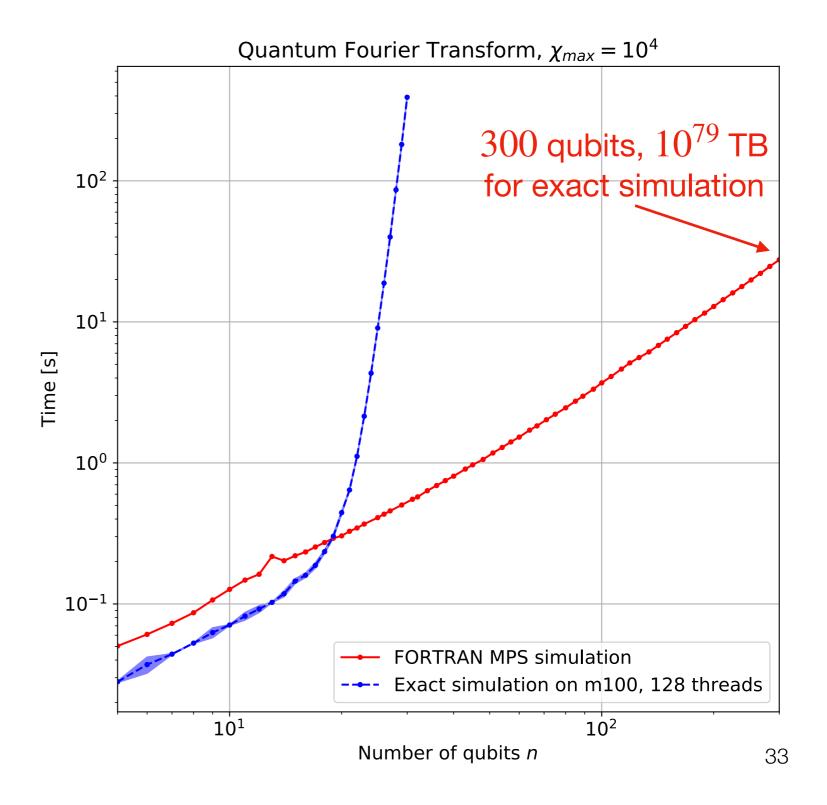
**Nodes:** 980

Cores: 32/node

RAM: 256 GB/node



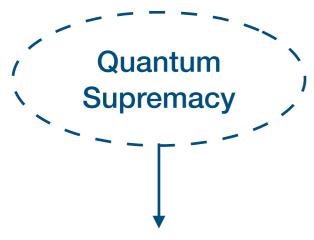
Image from CINECA





## Future development





# $|\psi\rangle$ $|0\rangle$ $E_{\rm bit}$

#### **OUANTUM COMPUTING**

#### **Quantum computational advantage using photons**

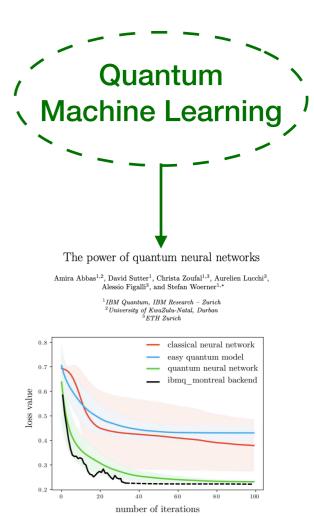
Han-Sen Zhong<sup>1,2</sup>\*, Hui Wang<sup>1,2</sup>\*, Yu-Hao Deng<sup>1,2</sup>\*, Ming-Cheng Chen<sup>1,2</sup>\*, Li-Chao Peng<sup>1,2</sup>, Yi-Han Luo<sup>1,2</sup>, Jian Qin<sup>1,2</sup>, Dian Wu<sup>1,2</sup>, Xing Ding<sup>1,2</sup>, Yi Hu<sup>1,2</sup>, Peng Hu<sup>3</sup>, Xiao-Yan Yang<sup>3</sup>, Wei-Jun Zhang<sup>3</sup>, Hao Li<sup>3</sup>, Yuxuan Li<sup>4</sup>, Xiao Jiang<sup>1,2</sup>, Lin Gan<sup>4</sup>, Guangwen Yang<sup>4</sup>, Lixing You<sup>3</sup>, Zhen Wang<sup>3</sup>, Li Li<sup>1,2</sup>, Nai-Le Liu<sup>1,2</sup>, Chao-Yang Lu<sup>1,2</sup>†, Jian-Wei Pan<sup>1,2</sup>†

Zhong, Han-Sen, et al.

"Quantum computational advantage using photons."

Science 370.6523 (2020): 1460-1463.

Fault-tolerant threshold



Abbas, Amira, et al.

"The power of quantum neural networks." *Nature Computational Science* 1.6 (2021): 403-409.



## Bibliography



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- 2. Biamonte, Jacob, and Ville Bergholm. "Tensor networks in a nutshell." arXiv preprint arXiv:1708.00006 (2017).
- 3. Orús, Román. "A practical introduction to tensor networks: Matrix product states and projected entangled pair states." *Annals of physics* 349 (2014): 117-158.
- 4. Eisert, Jens. "Entanglement and tensor network states." arXiv preprint arXiv:1308.3318 (2013).
- 5. Silvi, Pietro. "Tensor Networks: a quantum-information perspective on numerical renormalization groups." *arXiv preprint arXiv:1205.4198* (2012).
- 6. Paeckel, Sebastian, et al. "Time-evolution methods for matrix-product states." *Annals of Physics* 411 (2019): 167998.
- 7. <a href="https://www.tensors.net/">https://www.tensors.net/</a>



## Final effort!



### Try it yourself!



- Open the jupyter notebook "mps.ipynb"
- Play around! Use all the functions you need, try new functions or whatever!
- All the time left (- the time of a cup of coffee)

## If you have questions or suggestion on the lesson:



- Ask them aloud, I will answer
- Ask them through Mentimeter, I will answer
- Write the suggestions on Mentimeter, I will try to improve

https://www.menti.com/zwnvkncnvx





# Thank you for your attention

Marco Ballarin