# Cuda Lattice Gauge Document

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1 DATA

### 1 Data

#### 1.1 Index of lattice

Generally, in CLG, we have three kinds of indexes:

- site index
- link index
- fat index

Let the lattice have  $V = L_x \times L_y \times L_z \times L_t$  sites.

Note: for D=3, we assume  $L_x=1$ ,  $L_{y,z,t}>1$ ; for D=2, we assume  $L_x=L_y=1$ ,  $L_{z,t}>1$ .

For a site at (x, y, z, t)

$$siteIndex = x \times L_y \times L_z \times L_t + y \times L_z \times L_t + z \times L_t + t \tag{1}$$

For a link at direction dir, link with site at (x, y, z, t), and on a lattice with number of directions of links is dirCount,

$$linkIndex = siteIndex \times dirCount + dir$$
 (2)

Note: we do NOT assume dimension equal number of links. For example for D=2 triangle lattice, number of directions of links is 6, for D=2 hexagon number of directions of links is 3. Only for square lattice, number of links equal dimension.

For a link at direction dir, link with site at (x, y, z, t), and on a lattice with number of directions of links is dirCount,

$$fatIndex = \begin{cases} siteIndex \times (dirCount + 1); & for \ site. \\ siteIndex \times (dirCount + 1) + (dir + 1); & for \ link \end{cases}$$
 (3)

## 2 Update scheme

#### 2.1 HMC

HMC is abbreviation for hybrid Monte Carlo.

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#### 2.1.1 Basic idea

Treating SU(N) matrix U on links as coordinate, HMC will generate a pair of configurations, (P, U), where P is momentum and  $P \in \mathfrak{su}(N)$ .

One can:

- (1) Create a random P.
- (2) Obtain  $\dot{P}$ ,  $\dot{U}$ . Note that, dot is  $d/d\tau$ , where  $\tau$  is 'Markov time'.
- (3) Numerically evaluate the differential equation, and use a Metropolis accept / reject to update.

#### • Force

Defined by Newton, dp/dt is a force, so in CLG,  $\dot{P}$  is called 'force'. See Eqs. (2.53), (2.56) and (2.57) of Ref. [1], for SU(N),

$$F_{\mu}(x) = \dot{P}_{\mu}(x) = -\frac{\beta}{2N} \{U_{\mu}(x)\Sigma_{\mu}(x)\}_{TA}$$

$$\{W\}_{TA} = \frac{W - W^{\dagger}}{2} - \operatorname{tr}\left(\frac{W - W^{\dagger}}{2N}\right)\mathbf{I}$$
(4)

where **I** is identity matrix,  $\Sigma$  is the 'Staple'.

#### • Integrator

Knowing  $\dot{P}$ , and  $\dot{U}$ , to obtain U and P is simply

$$U(\tau + d\tau) \approx \dot{U}d\tau + U(\tau), \quad P(\tau + d\tau) \approx \dot{P}d\tau + P(\tau)$$
 (5)

A more accurate calculation is done by integrator, for example, the leap frog integrator, the M step leap frog integral is described in Ref. [2],

$$\varepsilon = \frac{\tau}{M}$$
 (6a)

$$U_{\mu}(x,(n+1)\epsilon) = U_{\mu}(x,n\epsilon) + \epsilon P_{\mu}(x,n\epsilon) + \frac{1}{2}F_{\mu}(x,n\epsilon)\epsilon^{2}$$
(6b)

$$P_{\mu}(x,(n+1)\epsilon) = P_{\mu}(x,n\epsilon) + \frac{1}{2} \left( F_{\mu}(x,(n+1)\epsilon) + F_{\mu}(x,n\epsilon) \right) \epsilon \tag{6c}$$

So, knowing  $U(n\epsilon)$  we can calculate  $F(n\epsilon)$  using Eq. (4). Knowing  $U(n\epsilon)$ ,  $P(n\epsilon)$ ,  $F(n\epsilon)$ , we can calculate  $U((n+1)\epsilon)$  using Eq. (6).b. Then we are able to calculate  $F((n+1)\epsilon)$  again using Eq. (4). Then we can calculate  $P((n+1)\epsilon)$  using Eq. (6).c.

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#### 2.1.2 Leap frog integrator

In Sec. 2.1.1, the basic idea is introduced. However, the implementation is slightly different.

$$U_{\mu}(0,x) = gauge(x), \ P_{\mu}(0,x) = i \sum_{a} r_{a}(\mu,x) T_{a}$$
 (7a)

$$F_{\mu}(n\epsilon, x) = -\frac{\beta}{2N} \{ U_{\mu}(n\epsilon, x) \Sigma_{\mu}(n\epsilon, x) \}_{TA}$$
 (7b)

$$P_{\mu}(\frac{1}{2}\epsilon, x) = P_{\mu}(0, x) + \frac{\epsilon}{2}F_{\mu}(0, x) \tag{7c}$$

$$U_{\mu}((n+1)\epsilon, x) = \exp\left(\epsilon P_{\mu}((n+\frac{1}{2})\epsilon, x)\right) U_{\mu}(n\epsilon, x)$$
(7d)

$$P_{\mu}((n+\frac{1}{2})\epsilon, x) = P_{\mu}((n-\frac{1}{2})\epsilon, x) + \epsilon F_{\mu}(n\epsilon, x)$$
 (7e)

or simply written as

$$P_{\epsilon} \circ U_{\epsilon} \circ P_{\frac{1}{2}\epsilon} \left( P_0, U_0 \right) \tag{8}$$

The pseudo code can be written as

```
FieldGauge field = gaugeField.copy();
    //sum _i i r_i T_i, where r_i are random numbers generated by Gaussian distribution
    FieldGauge momentumField = FieldGauge::RandomGenerator();
    //First half update
    FieldGauge forceField = FieldGauge::Zero();
    for (int i = 0; i < m_lstActions.Num(); ++i)</pre>
10
11
        forceField += m_lstActions[i]->CalculateForceOnGauge(field);
12
    //momentumField = momentumField + 0.5f * epsilon * forceField
13
    momentumField.Axpy(fStep * 0.5f, forceField);
14
15
    for (int i = 1; i < steps + 1; ++i)</pre>
16
17
18
        field = FieldGauge::Exp(fStep * momentumField) * field;
19
        forceField = FieldGauge::Zero();
        for (int j = 0; j < m_lstActions.Num(); ++j)</pre>
20
21
            forceField += m_lstActions[j]->CalculateForceOnGauge(field);
22
23
        momentumField.Axpy((j < steps) ? fStep : (fStep * 0.5f), forceField);</pre>
24
25
    }
```

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### 2.1.3 Omelyan integrator

The Omelyan integrator can be simply written as (c.f. Eq. (2.80) of Ref. [1])

$$P_{\lambda\epsilon} \circ U_{\frac{1}{2}\epsilon} \circ P_{(1-2\lambda)\epsilon} \circ U_{\frac{1}{2}\epsilon} \circ P_{\lambda\epsilon} \left( P_0, U_0 \right) \tag{9}$$

with

$$\lambda = \frac{1}{2} - \frac{\left(2\sqrt{326} + 36\right)^{\frac{1}{3}}}{12} + \frac{1}{6\left(2\sqrt{326} + 36\right)^{\frac{1}{3}}} \approx 0.19318332750378364 \tag{10}$$

# 索引

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## 参考文献

[1] Michael Günther Francesco Knechtli and Michael Peardon. Lattice Quantum Chromodynamics Practical Essentials. 2017.

[2] C. Gattringer and C.B. Lang. Quantum Chromodynamics on the Lattice. 2010.