

Main MPS Algorithms

1. Time marching with direct MPO-MPS product

Simplest algorithm. See solution to Burgers' equation in Homework 2.

2. Time marching with TDVP

Define MPO corresponding to PDE, and use TDVP for imaginary time evolution.

$$\frac{\partial}{\partial t} F(t) = H F(t) \quad \rightarrow \quad F(t) = e^{Ht} F(0)$$

Do not normalize the MPS, as this will mess up the actual normalization of the function.

For nonlinear equations, H will be time dependent. Perform time evolution time step after time step, so the time-dependent variables are approximately constant.

$$F(t + \Delta t) = e^{H(F(t)) \Delta t} F(t)$$

No known publication!

3. DMRG-like time evolution

Consider a one-dimensional PDE $\frac{\partial c(x,t)}{\partial t} - A c(x,t) = 0$

A can contain nonlinearities and derivatives with respect to x .

We want to obtain the MPS $|c\rangle$ that minimizes the cost function $\left\| \frac{\partial |c\rangle}{\partial t} - A |c\rangle \right\|^2$

For simplicity, use explicit forward Euler for advancing in time. Other schemes such as Runge-Kutta can also be used.

$$\frac{\partial |c(t)\rangle}{\partial t} \approx \frac{|c(t+\Delta t)\rangle - |c(t)\rangle}{\Delta t}$$

Obtaining $|c(t+\Delta t)\rangle$ from $|c(t)\rangle$ can be restated as the minimization problem

$|c(t+\Delta t)\rangle = \arg \min_{|v\rangle} \mathcal{H}(|v\rangle, |c(t)\rangle, \Delta t)$ with variational function

$$\mathcal{H}(|v\rangle, |c(t)\rangle, \tau) = \left\| \frac{|v\rangle - |c(t)\rangle}{\tau} - A |c(t+\tau)\rangle \right\|^2$$

We can also write the variational function as

$$\langle H \rangle = \frac{1}{\tau^2} \langle U | H | c(t) \rangle = \frac{1}{\tau^2} \| |U\rangle - H |c(t)\rangle \|^2$$

With the MPO Hamiltonian

$$H = I + A \tau$$

$$|U\rangle = H |c(t)\rangle$$

Directly applying H to $|c(t)\rangle$ would correspond to method 1. Instead, we will solve the minimization problem in a way similar to DMRG. Opening the norm

$$\tau^2 \langle H \rangle = \langle U | U \rangle - \langle U | H | c(t) \rangle - \langle c(t) | H^\dagger | U \rangle + \langle c(t) | H^\dagger H | c(t) \rangle$$

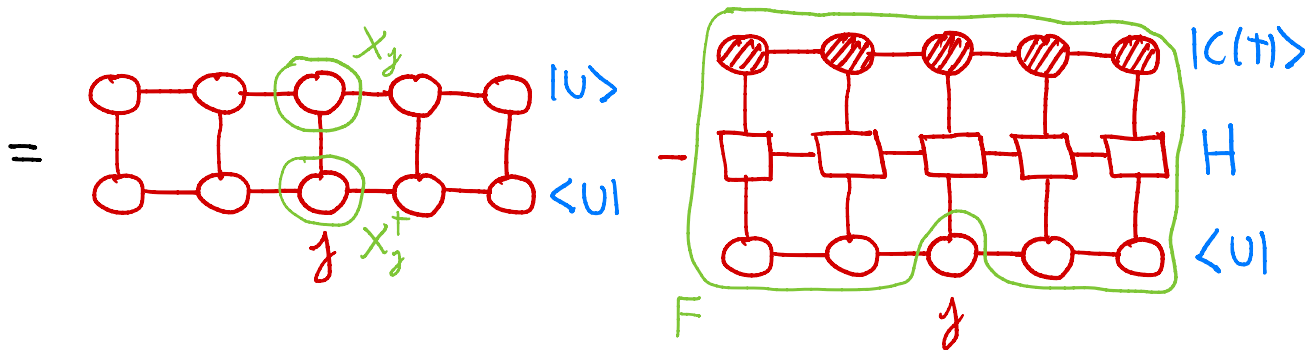
We will optimize site by site. When optimizing site j , we will derive with respect to tensor X_j^\dagger



Terms that do not depend on $\langle U |$ will vanish. This is equivalent to minimizing

$$\widetilde{\langle H \rangle} = \langle U | U \rangle - \langle U | H | c(t) \rangle$$

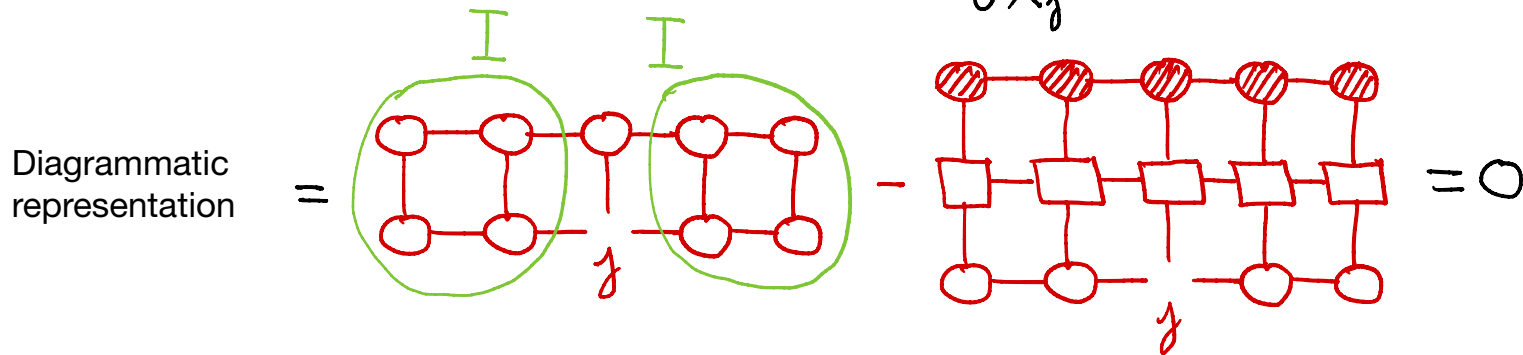
Diagrammatic representation



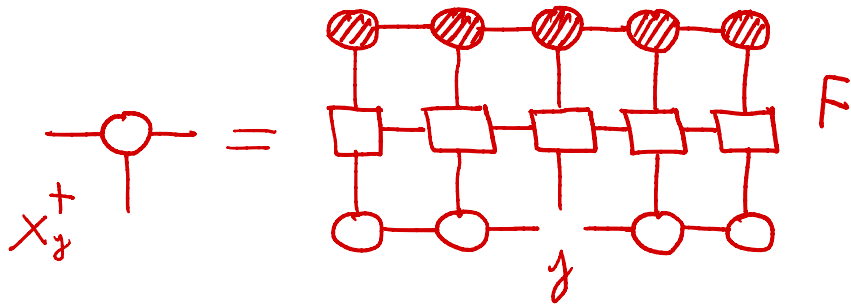
Suppose we want to optimize site j . We can rewrite

$$\widetilde{\mathcal{H}}(X_j) = X_j^\dagger N X_j - X_j^\dagger F$$

Performing the derivative with respect to $X_j \rightarrow \frac{\partial \widetilde{\mathcal{H}}(X_j)}{\partial X_j^\dagger} = N X_j - F = 0$



Assuming site j is orthogonalization center, we can use normalization of left and right tensors



Follow the same sequence of sweeps of DMRG, optimizing a site at a time until reaching convergence. This is just variational MPO-MPS product. Use the **Fit** algorithm from ITensor.

This is the spirit of recent work on tensor networks for simulating Navier-Stokes equations.

- Multidimensional problem
- More complicated local problem (linear system of equations) due to penalty term to ensure incompressibility of the flow

ARTICLES

<https://doi.org/10.1038/s43588-021-00181-1>

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A quantum-inspired approach to exploit turbulence structures

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