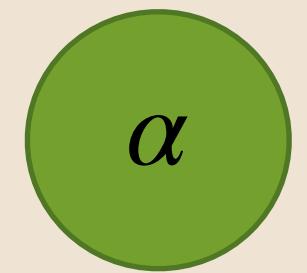
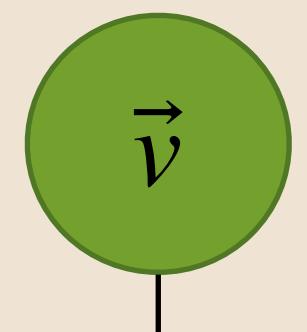


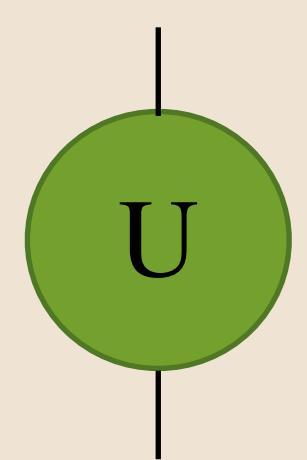
# Tensors



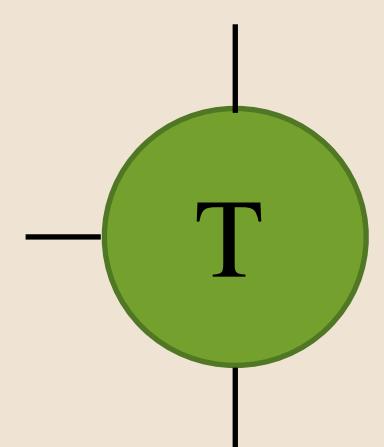
= order-0 tensor = **scalar**



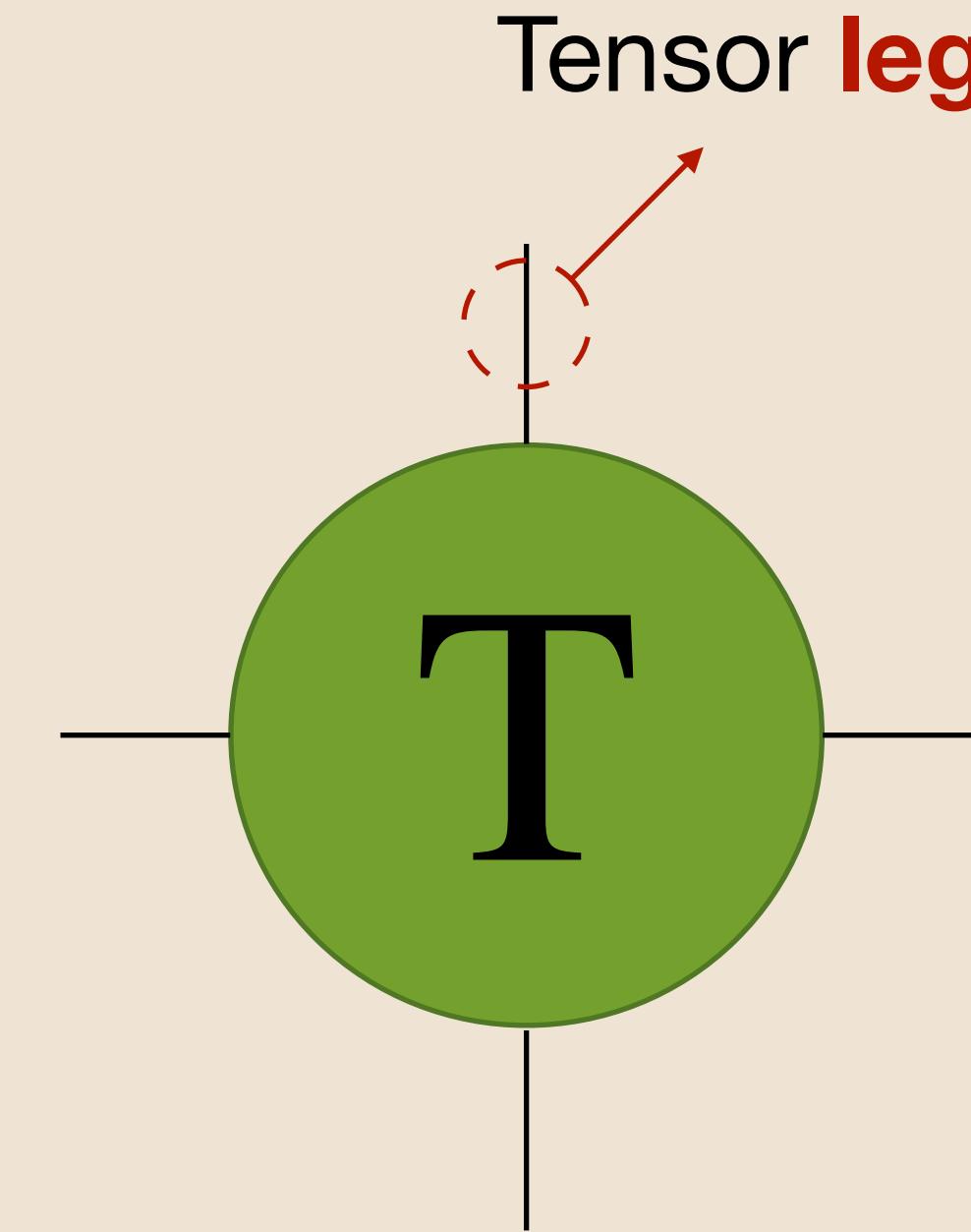
= order-1 tensor = **vector**



= order-2 tensor = **matrix**



= order-3 tensor = **tensor**



# Reshape a tensor

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

$$\begin{array}{ccc} v_\alpha & = & \begin{pmatrix} v_0 \\ v_1 \\ v_2 \\ v_3 \end{pmatrix} \\ & \xrightarrow{\text{Reshape}} & \\ v_{\alpha\beta} & = & \begin{pmatrix} v_0 & v_1 \\ v_2 & v_3 \end{pmatrix} \end{array}$$

$$[v_1, v_2, v_3, \dots, v_N] \quad N = mn$$

$$\alpha \in [0, N - 1] \rightarrow \beta \in [0, m - 1], \gamma \in [0, n - 1]$$

$$\alpha = \gamma m + \beta$$



# Reshape a tensor

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

$$v_\alpha = \begin{pmatrix} v_0 \\ v_1 \\ v_2 \\ v_3 \end{pmatrix} \xrightarrow{\text{Reshape}} v_{\alpha\beta} = \begin{pmatrix} v_0 & v_1 \\ v_2 & v_3 \end{pmatrix}$$

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

$$T^{\delta\eta\nu}_{\alpha\beta\gamma} \xrightarrow{\text{Reshape}} T_{\alpha\beta}$$



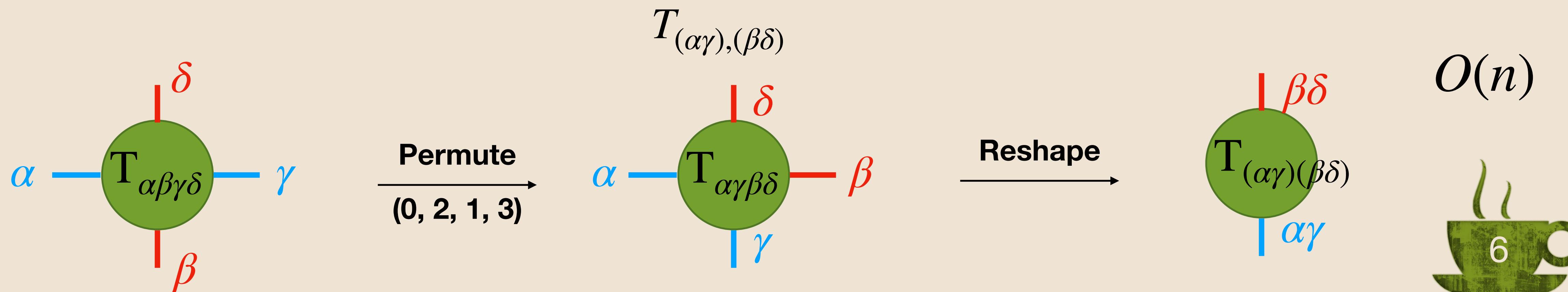
# Permute a tensor

To reshape a tensor in the correct way we have to group together the legs involved in the following operation.

To do so, we have to know how to permute the legs of a tensor. In the case of a matrix it is a simple **transposition**.

$$\begin{array}{ccc} \text{v}_{\alpha\beta} & = & \begin{pmatrix} v_0 & v_1 \\ v_2 & v_3 \end{pmatrix} \\ \xrightarrow{\text{Transpose}} & & \text{v}_{\beta\alpha} = \begin{pmatrix} v_0 & v_2 \\ v_1 & v_3 \end{pmatrix} \end{array}$$

We can generalise this to  $n$ -legged tensors. Suppose we want to reshape  $T_{\alpha\beta\gamma\delta}$  in a matrix



# Complex conjugate of a tensor

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

$$\left( \begin{array}{c} \text{---} \\ \text{---} \end{array} \right) \vec{v} \left( \begin{array}{c} \text{---} \\ \text{---} \end{array} \right)^* = \begin{array}{c} \text{---} \\ \text{---} \end{array} \vec{v} \begin{array}{c} \text{---} \\ \text{---} \end{array}$$

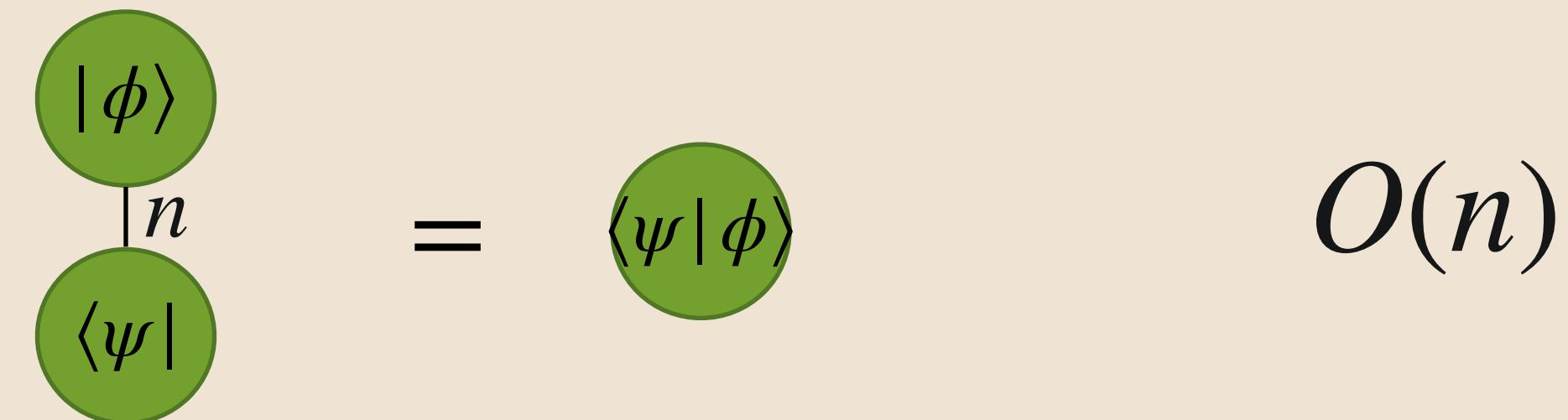


# Tensor contraction

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

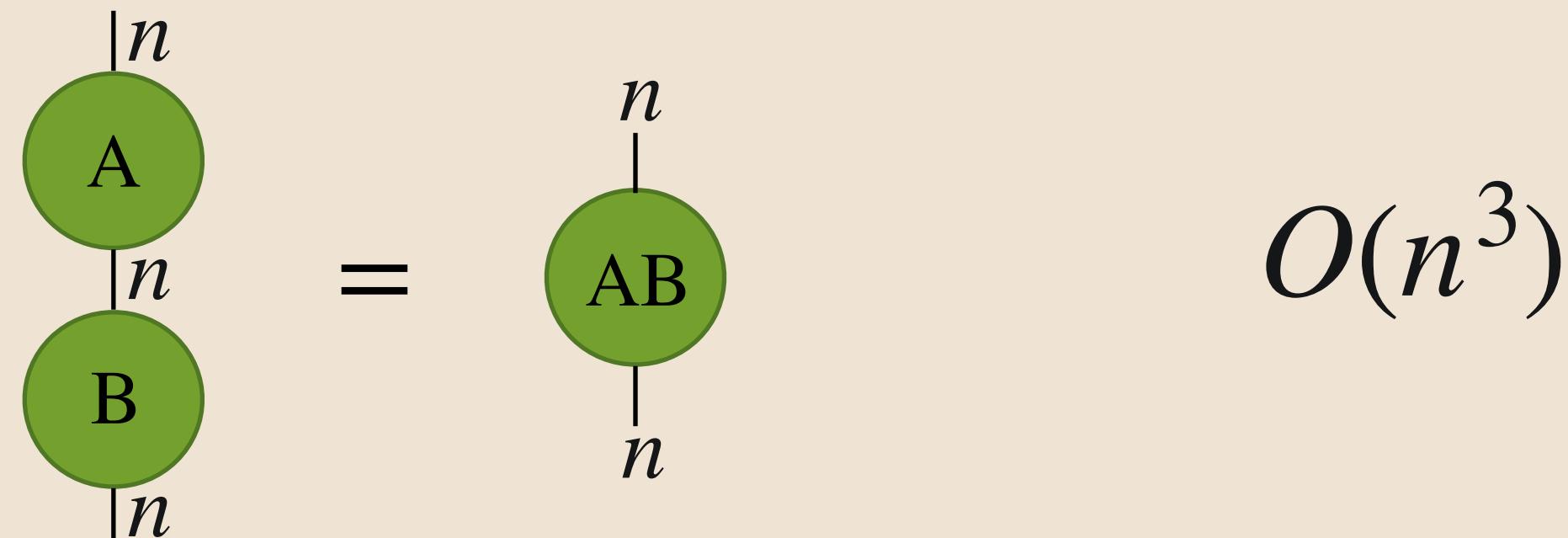
- We start from two order-1 tensor, and it is equivalent to the scalar product between two vectors:

$$\langle \psi | \phi \rangle = \sum_i^n \psi_i^* \phi_i =$$



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

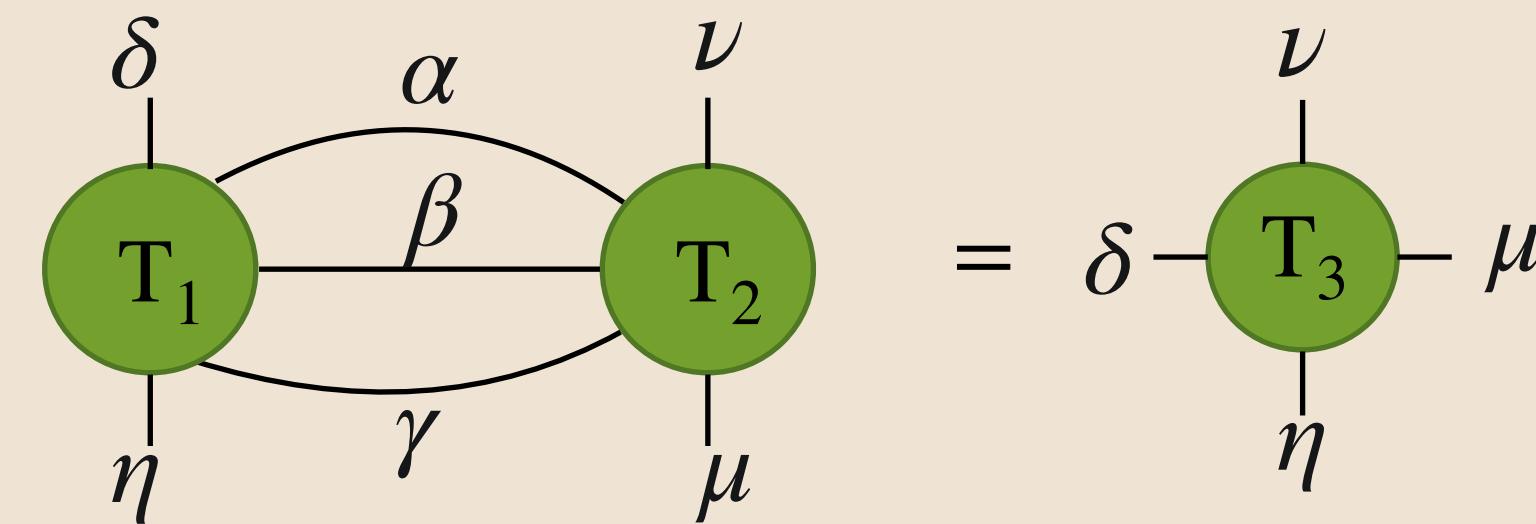
$$(AB)_{ik} = \sum_j a_{ij} b_{jk} =$$



# Tensor contraction

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

$$T_3 = \sum_{\alpha\beta\gamma} T_{1,\alpha\beta\gamma\delta\eta} T_{2,\alpha\beta\gamma\mu\nu} =$$



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

