Analyzing Quantum Many-Body Systems with ITensor and PastaQ

Matthew Fishman
Center for Computational Quantum Physics (CCQ)
Flatiron Institute, NY
https://mtfishman.github.io/

February 25, 2022





► I received my PhD from Caltech with **John Preskill** and **Steve** White (UCI) in 2018.



mtfishman.github.io











- ▶ I received my PhD from Caltech with **John Preskill** and **Steve** White (UCI) in 2018.
- ► I visited **Frank Verstraete** and **Jutho Haegeman** during my PhD (Vienna, Ghent).



mtfishman.github.io











- ▶ I received my PhD from Caltech with **John Preskill** and **Steve** White (UCI) in 2018.
- ► I visited **Frank Verstraete** and **Jutho Haegeman** during my PhD (Vienna, Ghent).
- ► Thesis on developing tensor network algorithms.



mtfishman.github.io











- ▶ I received my PhD from Caltech with **John Preskill** and **Steve** White (UCI) in 2018.
- ► I visited Frank Verstraete and Jutho Haegeman during my PhD (Vienna, Ghent).
- ➤ Thesis on developing tensor network algorithms.
- Associate data scientist at CCQ since 2018.



mtfishman.github.io











- ▶ I received my PhD from Caltech with **John Preskill** and **Steve** White (UCI) in 2018.
- ▶ I visited Frank Verstraete and Jutho Haegeman during my PhD (Vienna, Ghent).
- ► Thesis on developing tensor network algorithms.
- Associate data scientist at CCQ since 2018.
- ➤ Develop ITensor with Miles Stoudenmire (CCQ).



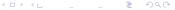
mtfishman.github.io











- ▶ I received my PhD from Caltech with **John Preskill** and **Steve** White (UCI) in 2018.
- ► I visited Frank Verstraete and Jutho Haegeman during my PhD (Vienna, Ghent).
- ► Thesis on developing tensor network algorithms.
- Associate data scientist at CCQ since 2018.
- ➤ Develop ITensor with Miles Stoudenmire (CCQ).
- ► Develop PastaQ with Giacomo Torlai (AWS).



mtfishman.github.io











▶ Part of the Flatiron Institute (NYC), funded by the Simons Foundation.

- ▶ Part of the Flatiron Institute (NYC), funded by the Simons Foundation.
- ► FI has 5 research centers: math, biology, astrophysics, neuroscience, and quantum.

- ▶ Part of the Flatiron Institute (NYC), funded by the Simons Foundation.
- ► FI has 5 research centers: math, biology, astrophysics, neuroscience, and quantum.
- ➤ Supports computational research: computers clusters, software development, algorithm development, and scientific applications.

- ▶ Part of the Flatiron Institute (NYC), funded by the Simons Foundation.
- ► FI has 5 research centers: math, biology, astrophysics, neuroscience, and quantum.
- ➤ Supports computational research: computers clusters, software development, algorithm development, and scientific applications.
- ► Reach out to us for software needs (new features, bugs), algorithm development, high performance computing, etc.

- ▶ Part of the Flatiron Institute (NYC), funded by the Simons Foundation.
- ► FI has 5 research centers: math, biology, astrophysics, neuroscience, and quantum.
- ➤ Supports computational research: computers clusters, software development, algorithm development, and scientific applications.
- ► Reach out to us for software needs (new features, bugs), algorithm development, high performance computing, etc.
- ► CCQ has expertise in QMC, quantum embedding (DMFT), tensor networks, quantum dynamics, machine learning, quantum computing, quantum chemistry, etc.

- ▶ Part of the Flatiron Institute (NYC), funded by the Simons Foundation.
- ► FI has 5 research centers: math, biology, astrophysics, neuroscience, and quantum.
- ▶ Supports computational research: computers clusters, software development, algorithm development, and scientific applications.
- ► Reach out to us for software needs (new features, bugs), algorithm development, high performance computing, etc.
- ► CCQ has expertise in QMC, quantum embedding (DMFT), tensor networks, quantum dynamics, machine learning, quantum computing, quantum chemistry, etc.
- ► We are hiring postdocs, full-time scientists, part-time and full-time software developers, interns, etc.





SIMONS FOUNDATION

▶ Stands for "Intelligent Tensor".











- ► Stands for "Intelligent Tensor".
- ► Started by **Steve White** of UCI (inventor of the DMRG algorithm).











- ➤ Stands for "Intelligent Tensor".
- ► Started by **Steve White** of UCI (inventor of the DMRG algorithm).
- ➤ Development taken over by **Miles Stoudenmire** (CCQ) around 2011.











- ➤ Stands for "Intelligent Tensor".
- ► Started by **Steve White** of UCI (inventor of the DMRG algorithm).
- ➤ Development taken over by **Miles Stoudenmire** (CCQ) around 2011.
- ► I took over development in 2018, still co-developed with Miles.











- ➤ Stands for "Intelligent Tensor".
- ➤ Started by **Steve White** of UCI (inventor of the DMRG algorithm).
- ➤ Development taken over by **Miles Stoudenmire** (CCQ) around 2011.
- ► I took over development in 2018, still co-developed with Miles.
- ▶ Originally written in C++. I led the port to Julia starting in 2019.











- ➤ Stands for "Intelligent Tensor".
- ➤ Started by **Steve White** of UCI (inventor of the DMRG algorithm).
- ➤ Development taken over by **Miles Stoudenmire** (CCQ) around 2011.
- ▶ I took over development in 2018, still co-developed with Miles.
- ➤ Originally written in C++. I led the port to Julia starting in 2019.
- ► Katie Hyatt (AWS) wrote the GPU backend in Julia.











- ➤ Stands for "Intelligent Tensor".
- ➤ Started by **Steve White** of UCI (inventor of the DMRG algorithm).
- ➤ Development taken over by **Miles Stoudenmire** (CCQ) around 2011.
- ▶ I took over development in 2018, still co-developed with Miles.
- ➤ Originally written in C++. I led the port to Julia starting in 2019.
- ► Katie Hyatt (AWS) wrote the GPU backend in Julia.
- ► Website: itensor.org.











- ► Stands for "Intelligent Tensor".
- ➤ Started by **Steve White** of UCI (inventor of the DMRG algorithm).
- ➤ Development taken over by **Miles Stoudenmire** (CCQ) around 2011.
- ▶ I took over development in 2018, still co-developed with Miles.
- ▶ Originally written in C++. I led the port to Julia starting in 2019.
- ▶ Katie Hyatt (AWS) wrote the GPU backend in Julia.
- ► Website: itensor.org.
- ► Paper: arxiv.org/abs/2007.14822.













➤ Started in 2009 at MIT, v0.1 released in 2013, v1 released in 2018.



- ➤ Started in 2009 at MIT, v0.1 released in 2013, v1 released in 2018.
- ▶ Language is very stable, ecosystem is growing very quickly.



- Started in 2009 at MIT, v0.1 released in 2013, v1 released in 2018.
- ▶ Language is very stable, ecosystem is growing very quickly.
- ► Fast like C/C++, high level features of Python, all in one language.



- Started in 2009 at MIT, v0.1 released in 2013, v1 released in 2018.
- ▶ Language is very stable, ecosystem is growing very quickly.
- ► Fast like C/C++, high level features of Python, all in one language.
- ▶ Just-in-time compiled, garbage collected, package manager, plotting, great numerical libraries, etc.



- ➤ Started in 2009 at MIT, v0.1 released in 2013, v1 released in 2018.
- ▶ Language is very stable, ecosystem is growing very quickly.
- ► Fast like C/C++, high level features of Python, all in one language.
- ▶ Just-in-time compiled, garbage collected, package manager, plotting, great numerical libraries, etc.
- ▶ Julia is great, you should use it.



- Started in 2009 at MIT, v0.1 released in 2013, v1 released in 2018.
- ▶ Language is very stable, ecosystem is growing very quickly.
- ► Fast like C/C++, high level features of Python, all in one language.
- ▶ Just-in-time compiled, garbage collected, package manager, plotting, great numerical libraries, etc.
- ▶ Julia is great, you should use it.
- ▶ I could say more, ask me about it.

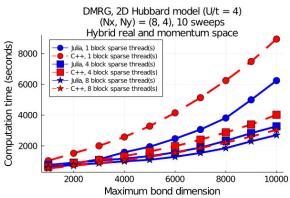




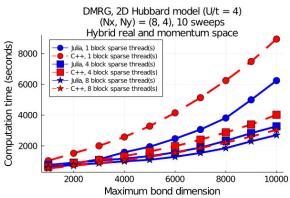
- Started in 2009 at MIT, v0.1 released in 2013, v1 released in 2018.
- ▶ Language is very stable, ecosystem is growing very quickly.
- ► Fast like C/C++, high level features of Python, all in one language.
- ▶ Just-in-time compiled, garbage collected, package manager, plotting, great numerical libraries, etc.
- ▶ Julia is great, you should use it.
- ▶ I could say more, ask me about it.
- Find out more at: julialang.org.



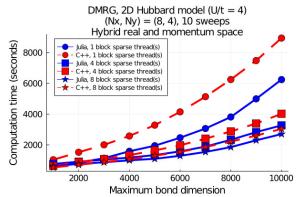
▶ Porting the full ITensor library took about $1\frac{1}{2}$ years.



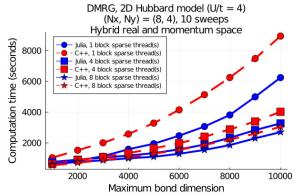
- ▶ Porting the full ITensor library took about $1\frac{1}{2}$ years.
- ▶ Much less code, easier development.



- ▶ Porting the full ITensor library took about $1\frac{1}{2}$ years.
- ▶ Much less code, easier development.
- ▶ Now that it is ported, we have many more features: GPU, autodiff, infinite MPS, visualization, etc.



- ▶ Porting the full ITensor library took about $1\frac{1}{2}$ years.
- ▶ Much less code, easier development.
- ▶ Now that it is ported, we have many more features: GPU, autodiff, infinite MPS, visualization, etc.
- Great numerical libraries, code ended up faster.





What is PastaQ?



▶ Initiated by Giacomo Torlai (AWS) while he was a postdoc at CCQ, co-developed by Giacomo and me.



What is PastaQ?



► Initiated by Giacomo Torlai (AWS) while he was a postdoc at CCQ, co-developed by Giacomo and me.



Quantum computing extension to ITensor in Julia.

What is PastaQ?



► Initiated by Giacomo Torlai (AWS) while he was a postdoc at CCQ, co-developed by Giacomo and me.



- Quantum computing extension to ITensor in Julia.
 - ► Tensor network-based quantum state and process tomography.



► Initiated by Giacomo Torlai (AWS) while he was a postdoc at CCQ, co-developed by Giacomo and me.



- Quantum computing extension to ITensor in Julia.
 - ► Tensor network-based quantum state and process tomography.
 - Extensive and extendable gate definitions.



► Initiated by Giacomo Torlai (AWS) while he was a postdoc at CCQ, co-developed by Giacomo and me.



- Quantum computing extension to ITensor in Julia.
 - Tensor network-based quantum state and process tomography.
 - Extensive and extendable gate definitions.
 - ▶ Built-in and easily extendable circuit definitions.



▶ Initiated by Giacomo Torlai (AWS) while he was a postdoc at CCQ, co-developed by Giacomo and me.



- Quantum computing extension to ITensor in Julia.
 - Tensor network-based quantum state and process tomography.
 - Extensive and extendable gate definitions.
 - ▶ Built-in and easily extendable circuit definitions.
 - Approximate circuit evolution and optimization with MPS/MPO, etc.



► Initiated by **Giacomo Torlai** (AWS) while he was a postdoc at CCQ, co-developed by Giacomo and me.



- Quantum computing extension to ITensor in Julia.
 - ► Tensor network-based quantum state and process tomography.
 - Extensive and extendable gate definitions.
 - ▶ Built-in and easily extendable circuit definitions.
 - Approximate circuit evolution and optimization with MPS/MPO, etc.
- Find out more: github.com/GTorlai/PastaQ.jl $_{\tiny \square}$



► Good for many sites or qubits but limited to shorter times/circuit depths (though better with noise).

- ► Good for many sites or qubits but limited to shorter times/circuit depths (though better with noise).
- ► Locally gate structure or interactions matching the graph structure of the tensor network.

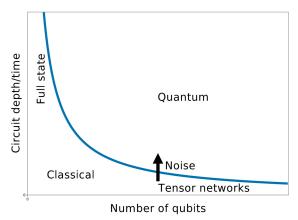
- ► Good for many sites or qubits but limited to shorter times/circuit depths (though better with noise).
- ► Locally gate structure or interactions matching the graph structure of the tensor network.
- ► If you need very long time evolution/many layers but few qubits, use full state simulation.

- ► Good for many sites or qubits but limited to shorter times/circuit depths (though better with noise).
- ► Locally gate structure or interactions matching the graph structure of the tensor network.
- ► If you need very long time evolution/many layers but few qubits, use full state simulation.
 - ▶ ITensor and PastaQ handle this seamlessly.

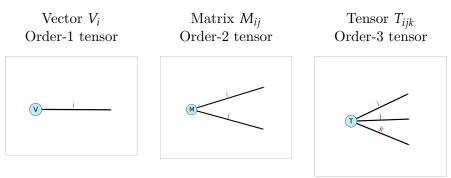
- ► Good for many sites or qubits but limited to shorter times/circuit depths (though better with noise).
- ► Locally gate structure or interactions matching the graph structure of the tensor network.
- ► If you need very long time evolution/many layers but few qubits, use full state simulation.
 - ► ITensor and PastaQ handle this seamlessly.
 - ► This is not the focus of ITensor and PastaQ at the moment, specialized libraries like Yao.jl may be faster.

- ► Good for many sites or qubits but limited to shorter times/circuit depths (though better with noise).
- ► Locally gate structure or interactions matching the graph structure of the tensor network.
- ► If you need very long time evolution/many layers but few qubits, use full state simulation.
 - ► ITensor and PastaQ handle this seamlessly.
 - ► This is not the focus of ITensor and PastaQ at the moment, specialized libraries like Yao.jl may be faster.
- ➤ Tensor networks are a common, general language for reasoning about quantum many-body systems (for example, quantum circuits).

▶ In my opinion, tensor networks are the best general purpose tool we have right now for studying quantum many-body systems (while we wait for a general purpose quantum computer).



What are tensor networks?



[TODO: Add examples of matvec, matmul, trace]

How do I install ITensor/PastaQ?

- 1. Download Julia: julialang.org/downloads
- 2. Launch Julia:

```
1 $ julia
```

3. Type the following commands:

```
julia > using Pkg
julia > Pkg.add("ITensors")
julia > Pkg.add("PastaQ")
julia > Pkg.add("PastaQ")
julia > Pkg.add("PastaQ")
```

How do I install ITensor/PastaQ?

Now you can use ITensors and PastaQ:

```
julia> using ITensors
    julia > i = Index(2);
 4
    julia > A = ITensor(i);
 6
    julia > using PastaQ
 8
    julia > gates = [("X", 1), ("CX", (1, 3))];
 9
10
    julia > psi = runcircuit(gates);
11
```

```
1     using ITensors
2
3     i = Index(2)
4
5
```

```
# Load ITensor

# 2—dimensional labeled
# Hilbert space
# (dim=2|id=510)
```

```
1  using ITensors
2
3  i = Index(2)
4
5
```

$$\begin{array}{ll} 1 & Zp = ITensor(i) \\ 2 & Zp[i=>1] = 1 \\ 3 & \\ 4 & Zp = ITensor([1, 0], i) \end{array}$$

```
# Load ITensor

# 2—dimensional labeled
# Hilbert space
# (dim=2|id=510)
```

Z|Z+
$$\rangle$$
 = |Z+ \rangle # Construct from a Vector

```
1 Zp = ITensor([1, 0], i)

2 Zm = ITensor([0, 1], i)

3 Xp = ITensor([1, 1]/\sqrt{2}, i)

4 Xm = ITensor([1, -1]/\sqrt{2}, i)
```

```
1 Zp = ITensor([1, 0], i)

2 Zm = ITensor([0, 1], i)

3 Xp = ITensor([1, 1]/\sqrt{2}, i)

4 Xm = ITensor([1, -1]/\sqrt{2}, i)
```

```
\begin{array}{ll} 1 & (Zp+Zm)/\sqrt{2} \\ 2 & (dag(Zp)*Xp) \\ 3 & (dag(Zp)*Xp) \\ 4 & inner(Zp,Xp) \\ 5 & norm(Xp) \end{array}
```

```
\# \approx \mathrm{Xp}

\# \approx \mathrm{ITensor}(1/\sqrt{2})

\# \approx 1/\sqrt{2}

\# \approx 1/\sqrt{2}

\# \approx 1
```

using ITensorVisualizationBase: set_backend!

1 using ITensorVisualizationBase: set_backend!

```
back = "UnicodePlots"
```

2 set_backend!(back)

3

4 @visualize dag(Zp) * Xp

TODO: Add UnicodePlots visualization.

1 using ITensorVisualizationBase: set_backend!

```
1 back = "UnicodePlots"
```

2 set_backend!(back)

3

4 @visualize
$$dag(Zp) * Xp$$

```
back = "Makie"
```

2 set_backend!(back)

3

4 @visualize dag(Zp) * Xp

TODO: Add UnicodePlots visualization.

[TODO: Add GLMakie visualization.]

```
# "S=1/2" defines an
# operator basis
#
# Additionally:
# "Qubit", "Qudit",
# "Electron", ...
```

```
1 i = Index(2, "S=1/2")
2
3
4
5
6
```

```
# "S=1/2" defines an
# operator basis
#
# Additionally:
# "Qubit", "Qudit",
# "Electron", ...
```

```
1 Zp = state("Z+", i)

2 Zm = state("Z-", i)

3 Xp = state("X+", i)

4 Xm = state("X-", i)
```

```
# ITensor([1 0], i)
# ITensor([0 1], i)
# (Zp + Zm)/\sqrt{2}
# (Zp - Zm)/\sqrt{2}
```

Tutorial: Custom one-site states

```
import ITensors: state

function state(
::StateName"iX-",
::SiteType"S=1/2"

return [im -im]/√2
end
```

```
# Overload ITensors.jl
# behavior
# Define a state with the
# name "iX—"
```

Tutorial: Custom one-site states

```
import ITensors: state

function state(
::StateName"iX-",
::SiteType"S=1/2"

return [im -im]/√2
end
```

```
# Overload ITensors.jl
# behavior
# Define a state with the
# name "iX—"
```

```
\# \approx \text{im} * \text{Xm}
\# \approx \text{im}/\sqrt{2}
\# \approx -\text{im}/\sqrt{2}
```

Tutorial: Priming

```
1 i = Index(2) # (dim=
2 j = Index(2) # (dim=
3
4 i == j # false
```

Tutorial: Priming

 $1 \quad i = Index(2)$

```
j = Index(2)
4 \quad i == j
1 i
   prime(i)
5 i == i'
6 noprime(i')
```

```
# (dim=2|id=899)

# false

# (dim=2|id=837)

# (dim=2|id=837)'

# (dim=2|id=837)'

# false
```

(dim=2|id=837)

(dim=2|id=837)

- $1 \quad Z = ITensor(i', i)$
- 2 Z[i'=>1, i=>1] = 1
- Z[i'=>2, i=>2] = -1

TODO: Diagram # Set elements

```
1 Z = ITensor(i', i)
2 Z[i'=>1, i=>1] = 1
3 Z[i'=>2, i=>2] = -1
```

```
\# TODO: Diagram \# Set elements
```

```
1 z = [
2 10
3 0-1
4 ]
5 
6 Z = ITensor(z, i', dag(i))
7 
8 Z = op("Z", i)
```

```
# Matrix representation
# of Z

# Convert to ITensor

# Use predefined definition
```

```
1 Z = op("Z", i)

2 X = op("X", i)

3 Zp = state("Z+", i)

5 Zm = state("Z-", i)
```

```
# Z
# X
# |Z+>
# |Z->
```

```
1 Z = op("Z", i)

2 X = op("X", i)

3 

4 Zp = state("Z+", i)

5 Zm = state("Z-", i)
```


$$X|Z+\rangle = |Z-\rangle$$

false
true
true

[TODO: Add visualization of inner product]

X|Z+
$$\rangle$$
 = |Z- \rangle
error: not a scalar value
\approx 1
\approx 0

[TODO: Add visualization of inner product]

```
XZp = X * Zp
inner(Zm, XZp)
inner(Zm', XZp)
inner(Zp', XZp)
```

```
# error: not a scalar value
\# \approx 1
\#\approx0
```

```
(dag(Zm)' * X * Zp)[]
   inner(Zm', X, Zp)
3
  XZp = apply(X, Zp)
   inner(Zm, XZp)
```

$$\# \approx 1$$
 $\# \approx 1$
 $\# = \text{noprime}(X * Zp)$
 $\# \approx 1$

 $\# X|Z+\rangle = |Z-\rangle$

Tutorial: Custom one-site operators

```
import ITensors: op
    function op(
     ::OpName"iX",
    ::SiteType"S=1/2"
6
     return [
      0 \text{ im}
    im 0
10
    end
```

```
# Overload ITensors.jl
# behavior
```

Tutorial: Custom one-site operators

```
import ITensors: op
    function op(
     ::OpName"iX",
    ::SiteType"S=1/2"
 6
     return [
    0 \text{ im}
    im 0
10
    end
```

Overload ITensors.jl # behavior

```
1 op("iX", i)
```

```
# im * X
```

Tutorial: Two-site states

```
1 i1 = Index(2, "S=1/2")

2 i2 = Index(2, "S=1/2")

3

4 i1 == i2

5

6 ZpZm = ITensor(i1, i2)

7 ZpZm[i1=>1, i2=>2] = 1
```

(dim=2|id=505|"S=1/2")
(dim=2|id=576|"S=1/2")
false

$$|Z+\rangle_1|Z-\rangle_2 = |Z+Z-\rangle$$

Tutorial: Two-site states

```
1 i1 = Index(2, "S=1/2")

2 i2 = Index(2, "S=1/2")

3

4 i1 == i2

5

6 ZpZm = ITensor(i1, i2)

7 ZpZm[i1=>1, i2=>2] = 1
```

(dim=2|id=505|"S=1/2")
(dim=2|id=576|"S=1/2")
false

$$|Z+\rangle_1|Z-\rangle_2 = |Z+Z-\rangle$$

```
1  Zp1 = state("Z+", i1)
2  Zp2 = state("Z+", i2)
3
4  Zm1 = state("Z-", i1)
5  Zm2 = state("Z-", i2)
6
7  ZpZm = Zp1 * Zm2
8  ZmZp = Zm1 * Zp2
```

Tutorial: Two-site states

[TODO: Add visualization of inner(Cat, Cat), SVD]

1 Cat = ITensor(i1, i2)
2 Cat[i1=>1, i2=>2] =
$$1/\sqrt{2}$$

3 Cat[i1=>2, i2=>1] = $1/\sqrt{2}$
4
5 Cat = $(\text{Zp1} * \text{Zm2} + \text{Zm1} * \text{Zp2})/\sqrt{2}$

(|Z+
$$\rangle$$
|Z- \rangle + |Z- \rangle |Z+ \rangle)/ $\sqrt{2}$
From single—site states

Tutorial: Two-site states

[TODO: Add visualization of inner(Cat, Cat), SVD]

```
Cat = ITensor(i1, i2)
                                                   \# (|Z+\rangle|Z-\rangle + |Z-\rangle|Z+\rangle)/\sqrt{2}
    Cat[i1=>1, i2=>2] = 1/\sqrt{2}
    Cat[i1=>2, i2=>1] = 1/\sqrt{2}
4
                                                   # From single—site states
   Cat = (Zp1 * Zm2 +
             Zm1 * Zp2)/\sqrt{2}
6
    inner(Cat, Cat)
                                                   \# \approx 1
                                                   \# \approx 1/\sqrt{2}
    inner(ZpZm, Cat)
3
   U, S, V = svd(ZmZp, i1)
   s = diag(S)
                                                   \# \approx [1, 0]
6
   U, S, V = svd(Cat, i1)
  s = diag(S)
                                                   \# \approx [1/\sqrt{2}, 1/\sqrt{2}]
```

```
H = ITensor(i1', i2', i1, i2)
```

$$H[i1'=>2, i2'=>1,$$

$$3 i1 = >2, i2 = >1] = -1$$

$$\#$$
 n=2 sites

$$\# H = -\sum_{j}^{n-1} Z_{j} Z_{j+1} + h \sum_{j}^{n} X_{j}$$

[TODO: Add visualization of H]

H = ITensor(i1', i2', i1, i2)

H[i1'=>2, i2'=>1, i1=>2, i2=>1] = -1

```
4 # ...
  Id1 = op("Id", i1)
2 Z1 = op("Z", i1)
3 X1 = op("X", i1)
  # ...
  ZZ = Z1 * Z2
  XI = X1 * Id2
  IX = Id1 * X2
   h = 0.5
```

H = -ZZ + h * (XI + IX)

```
# Make a Hamiltonian:

# Transverse field Ising

# n=2 sites

# H = -\sum_{j}^{n-1} Z_{j}Z_{j+1} + h\sum_{j}^{n} X_{j}
```

```
# Alternative:
# Build from single—site
# operators.
# Less error—prone.
```

```
1 ZpZp = Zp1 * Zp2  # Expectation value:

2 # \langle H \rangle = \langle Z+Z+|H|Z+Z+ \rangle

3 # \langle H \rangle = \langle Z+Z+|H|Z+Z+ \rangle

5 (dag(ZpZp)' * H * ZpZp)[]

6 inner(ZpZp', H, ZpZp)  # \approx -1

7 inner(ZpZp, apply(H, ZpZp))
```

[TODO: Add visualization of $\langle H \rangle$]

```
1 ZpZp = Zp1 * Zp2  # Expectation value:

2  # \langle H \rangle = \langle Z+Z+|H|Z+Z+ \rangle

3  # \langle H \rangle = \langle Z+Z+|H|Z+Z+ \rangle

5 (dag(ZpZp)' * H * ZpZp)[]

6 inner(ZpZp', H, ZpZp)  # \approx -1

7 inner(ZpZp, apply(H, ZpZp))
```

$$\begin{array}{ll} 1 & D, \, U = \operatorname{eigen}(H) \\ 2 & \operatorname{diag}(D) \end{array}$$

$$\# \approx [-\sqrt{2}, -1, 1, \sqrt{2}]$$

Tutorial: Custom two-site operators

```
import ITensors: op
2
    function op(
     ::OpName"CRy",
     ::SiteType"S=1/2";
 6
     c = \cos(\theta/2)
     s = \sin(\theta/2)
   return
10
11
   1 \ 0 \ 0
  0 1 0 0
12
  0 0 c -s
13
14 	 0.0 s c
15
16
    end
```

```
# Controlled—Ry (CRy)
# rotation gate
\# \operatorname{CRy}(\theta)
```

Tutorial: Custom two-site operators

[TODO: Add visualization of CH|ZpZm>]

1 CH = op("CRy", i1, i2;
$$\theta = \pi/2$$
)

```
# Controlled—Hadamard gate # CH = CRy(\theta=\pi/2)
```

Tutorial: Custom two-site operators

[TODO: Add visualization of CH|ZpZm>]

1 CH = op("CRy", i1, i2;
2
$$\theta = \pi/2$$
)

Controlled—Hadamard gate # CH =
$$CRy(\theta=\pi/2)$$

$$1 \quad ZpZm = Zp1 * Zm2$$

$$\overline{3}$$
 CH_Xm = apply(CH, ZpZm)

$$CH_Xm \approx Zp1 * Xm2$$

$$|Z+Z-\rangle = |Z+\rangle_1|Z-\rangle_2$$
$CH|Z+Z-\rangle = |Z+X-\rangle$
true

[TODO: Add visualization of minimizing $\langle v|H|v\rangle$]

```
1 function E(\psi)

2 \psi H \psi = inner(\psi', H, \psi)

3 \psi \psi = inner(\psi, \psi)

4 return \psi H \psi / \psi \psi

5 end
```

```
# Function to minimize:

# Expectation value of the

# energy.

#

# E(\psi) = \langle \psi | H | \psi \rangle / \langle \psi | \psi \rangle
```

function $E(\psi)$

[TODO: Add visualization of minimizing $\langle v|H|v\rangle$]

```
\psi H \psi = inner(\psi', H, \psi)
                                                  # Expectation value of the
\psi\psi = \operatorname{inner}(\psi, \psi)
                                                  \# energy.
return ψHψ / ψψ
end
                                                  \# E(\psi) = \langle \psi | H | \psi \rangle / \langle \psi | \psi \rangle
function minimize(f, \partial f, x;
                                                  # Simple gradient descent.
 nsteps, \gamma)
                                                  # Must provide function f(x)
for n in 1:nsteps
                                                  # to minimize and \partial f(x),
  x = x - \gamma * \partial f(x)
                                                  # the gradient of f at x.
end
return x
                                                  # \gamma is the gradient
 end
                                                  # descent step size.
```

Function to minimize:

[TODO: Add visualization of minimizing $\langle v|H|v\rangle$]

```
1 \psi_0 = (\mathrm{Zp1} * \mathrm{Zm2} + \mathrm{Zm1} * \mathrm{Zp2})/\sqrt{2}
3
4 \mathrm{E}(\psi_0)
5
6 \mathrm{using} Zygote: gradient
7 \partial \mathrm{E}(\psi) = \mathrm{gradient}(\mathrm{E}, \psi)[1]
8
9 \mathrm{norm}(\partial \mathrm{E}(\psi_0))
```


$$|\psi_0\rangle = (|Z+Z+\rangle +$$
$|Z-Z-\rangle)/\sqrt{2}$
≈ -1
Using Zygote for automatic # differentiation of the energy.
≈ 2

[TODO: Add visualization of minimizing $\langle v|H|v\rangle$]

```
\# |\psi_0\rangle = (|Z+Z+\rangle +
     \psi_0 = (\text{Zp1} * \text{Zm2} +
                                                                  \# |Z-Z-\rangle)/\sqrt{2}
               Zm1 * Zp2)/\sqrt{2}
3
     \mathbf{E}(\psi_0)
                                                                  \# \approx -1
5
     using Zygote: gradient
                                                                  # Using Zygote for automatic
     \partial \mathbf{E}(\psi) = \mathbf{gradient}(\mathbf{E}, \psi)[1]
                                                                  # differentiation of the energy.
8
     \operatorname{norm}(\partial \mathbf{E}(\psi_0))
                                                                  \#\approx 2
```

```
1 \psi = \underset{\text{minimize}(E, \partial E, \psi_0;}{\text{minimize}(E, \partial E, \psi_0;} # Minimize over \psi:

2 \underset{\text{nsteps}=10, \gamma=0.1}{\text{minimize}} # E(\psi) = \langle \psi | H | \psi \rangle / \langle \psi | \psi \rangle

3 # (-1, 2)

5 E(\psi), \underset{\text{norm}(\partial E(\psi))}{\text{morm}(\partial E(\psi))} # (-1.4142131, 0.0010865277)

6 # \approx (-\sqrt{2}, 0)
```

Tutorial: Two-site circuit optimization

```
# Circuit as a vector of gates:
     U(\theta, i1, i2) = [
      op("Ry", i1; \theta = \theta[1]),
      op("Ry", i2; \theta = \theta[2]),
     op("CX", i1, i2),
      op("Ry", i1; \theta = \theta[3]),
       op("Ry", i2; \theta = \theta[4]),
 8
10
11
```

```
# PastaQ notation:  u(\theta, j1, j2) = [ \\ ("Ry", j1, (; \theta = \theta[1])), \\ ("Ry", j2, (; \theta = \theta[2])), \\ ("CNOT", j1, j2), \\ ("Ry", j1, (; \theta = \theta[3])), \\ ("Ry", j2, (; \theta = \theta[4])), \\ ] \\ U(\theta, i1, i2) = \\ buildcircuit(u(\theta, 1, 2), [i1, i2])
```

Tutorial: Two-site circuit optimization

[TODO: Add visualization of minimizing <0|UHU|0>]

```
1 \psi_0 = \mathrm{Zp1} * \mathrm{Zp2}

2 3 4 function \mathrm{E}(\theta)

5 \psi_\theta = \mathrm{apply}(\mathrm{U}(\theta), \psi_0)

6 return \mathrm{inner}(\psi_\theta', \mathrm{H}, \psi_\theta)

7 end
```

```
# References state:

# |0\rangle = |Z+Z+\rangle

# Find \theta that minimizes:

# E(\theta) = \langle 0|U(\theta)^{\dagger} H U(\theta)|0\rangle

# = \langle \theta|H|\theta\rangle
```

Tutorial: Two-site circuit optimization

[TODO: Add visualization of minimizing $<0|\mathrm{UHU}|0>$]

```
1 \psi_0 = \mathrm{Zp1} * \mathrm{Zp2} # References state:

2 # |0\rangle = |\mathrm{Z}+\mathrm{Z}+\rangle

3 function \mathrm{E}(\theta) # Find \theta that minimizes:

5 \psi_\theta = \mathrm{apply}(\mathrm{U}(\theta), \psi_0) # \mathrm{E}(\theta) = \langle 0|\mathrm{U}(\theta)^\dagger + \mathrm{H}(\theta)|0\rangle

6 return inner(\psi_\theta), H, \psi_\theta) # = \langle \theta|\mathrm{H}|\theta\rangle
```

```
1 \theta_0 = [0, 0, 0, 0]

2 \theta = \underset{\text{minimize}(E, \partial E, \theta_0;}{\text{minimize}(E, \partial E, \theta_0;}

3 \text{nsteps=}40, \gamma = 0.5)

4 \text{E}(\theta_0), \underset{\text{norm}(\partial E(\theta_0))}{\text{corm}(\partial E(\theta))}

6 E(\theta), \underset{\text{norm}(\partial E(\theta))}{\text{rorm}(\partial E(\theta))}
```

```
# (-1, \sqrt{3}/2)
# (-1.4142077, 0.0017584116)
# \approx (-\sqrt{2}, 0)
```

Tutorial: Two-site fidelity optimization

[TODO: Add visualization of minimizing <v|U|v0>]

```
1 \psi_0 = \mathrm{Zp1} * \mathrm{Zp2}

2 \psi = (\mathrm{ZpZp} + \mathrm{ZmZm}) / \sqrt{2}

3 4 5 6 function F(\theta)

7 \psi_\theta = \mathrm{apply}(\mathrm{U}(\theta, \mathrm{i1}, \mathrm{i2}), \psi_0)

8 return -abs(inner(\psi, \psi_\theta))^2

9 end
```

```
# Reference state:

# |0\rangle = |Z+Z+\rangle

# Target state:

# |\psi\rangle = (|Z+Z+\rangle + |Z-Z-\rangle)/\sqrt{2}

# Find \theta that minimizes:

# F(\theta) = -|\langle \psi | U(\theta) | 0 \rangle|^2
```

Tutorial: Two-site fidelity optimization

[TODO: Add visualization of minimizing $\langle v|U|v0\rangle$]

```
1 \psi_0 = \operatorname{Zp1} * \operatorname{Zp2} # Reference state:

2 \psi = (\operatorname{ZpZp} + \operatorname{ZmZm}) / \sqrt{2} # Target state:

5 # |\psi\rangle = (|\operatorname{Z}+\operatorname{Z}+\rangle)

6 function F(\theta) # |\operatorname{Z}-\operatorname{Z}-\rangle)/\sqrt{2}

7 \psi_\theta = \operatorname{apply}(\operatorname{U}(\theta, \operatorname{i1}, \operatorname{i2}), \psi_0)

8 \operatorname{return} \operatorname{-abs}(\operatorname{inner}(\psi, \psi_\theta))^2 # Find \theta that minimizes:

9 \operatorname{end} # F(\theta) = -|\langle \psi|\operatorname{U}(\theta)|0\rangle|^2
```

```
1 \theta_0 = [0, 0, 0, 0]

2 \theta = \text{minimize}(F, \partial F, \theta_0;

3 \text{nsteps}=50, \gamma=0.1)

4 

5 F(\theta_0), \text{norm}(\partial F(\theta_0))

6 F(\theta), \text{norm}(\partial F(\theta))
```

 $\# \approx (-0.5, 0.5)$ $\# \approx (-0.9938992, 0.07786879)$

[TODO: Add visualization of <Zp|Cat>]

```
1  n = 30

2  i = [Index(2, "S=1/2")]

3  for j in 1:n]

4  Zp = MPS(i, "Z+")

6  Zm = MPS(i, "Z-")

7  Cat = (Zp + Zm)/\sqrt{2}
```

```
# n-site state

# |Z+Z+...Z+\rangle

# |Z-Z-...Z-\rangle

# (|Z+Z+...Z+\rangle + |Z-Z-...Z-\rangle)/\sqrt{2}
```

[TODO: Add visualization of $<\!\!\operatorname{Zp}|\operatorname{Cat}>\!\!]$

[TODO: Add visualization of minimizing <psi|H|psi>]

```
1          j = n ÷ 2

2          X<sub>j</sub> = op("X", i[j])

3          X<sub>j</sub>Zp = apply(X<sub>j</sub>, Zp)

5          state = [k == j ? "Z-" : "Z+" for k in 1:n]

9          X<sub>j</sub>Zp = MPS(i, state)
```

[TODO: Add visualization of minimizing <psi|H|psi>]

```
 \begin{array}{ll} 1 & \underset{}{\operatorname{maxlinkdim}}(\mathbf{X}_{j}\mathbf{Z}\mathbf{p}) \\ 2 & \underset{}{\operatorname{inner}}(\mathbf{Z}\mathbf{p},\,\mathbf{X}_{j}\mathbf{Z}\mathbf{p}) \\ 3 & \underset{}{\operatorname{inner}}(\mathbf{X}_{j}\mathbf{Z}\mathbf{p},\,\underset{}{\operatorname{apply}}(\mathbf{X}_{j},\,\mathbf{Z}\mathbf{p})) \end{array}
```

```
# 1 (product state)
# \approx 0
# \approx 1
```

```
# n sites
    function ising(n; h)
                                           \# H = -\sum_{j=1}^{n-1} Z_{j}Z_{j+1} + h\sum_{j=1}^{n} X_{j}
     H = OpSum()
     for j in 1:(n - 1)
     H = "Z", j, "Z", j + 1
    end
     for j in 1:n
     H += h, "X", j
8
    end
    return H
    end
10
```

Tutorial: n-site states with MPS [TODO: Add visualization of H]

```
function ising(n; h)
                                             # n sites
                                             \# H = -\sum_{i=1}^{n-1} Z_{i}Z_{j+1} + h\sum_{j=1}^{n} X_{j}
      H = OpSum()
      for j in 1:(n - 1)
       H = "Z", j, "Z", j + 1
      end
 6
      for j in 1:n
      H += h, "X", i
      end
     return H
10
    end
```

```
3 maxlinkdim(H) # = 3 (local Hamiltonian)

4 Zp = MPS(i, "Z+")

5 inner(Zp', H, Zp) # \langle Z+Z+...Z+|H|Z+Z+...Z+\rangle
```

H = MPO(ising(n; h=h), i)

h = 0.5

```
1 \psi_0 = \text{MPS}(i, \text{"Z+"})  # |0\rangle = |\text{Z}+\text{Z}+...\text{Z}+\rangle

2 \psi = \text{minimize}(E, \partial E, \psi_0; \\ \text{nsteps}=50, \gamma=0.1, \\ \text{maxdim}=10, \text{cutoff}=1\text{e-5})

6 E_{dmrg}, \psi_{dmrg} = \text{dmrg}(H, \psi_0; \\ \text{nsweeps}=10, \\ \text{maxdim}=10, \text{cutoff}=1\text{e-5})

8 \text{nsweeps}=10, \\ \text{maxdim}=10, \text{cutoff}=1\text{e-5})
```

Tutorial: n-site states with MPS [TODO: Add visualization of H]

```
\psi_0 = MPS(i, "Z+")
                                                                \# |0\rangle = |Z+Z+...Z+\rangle
     \psi = \text{minimize}(E, \partial E, \psi_0;
                                                                # Minimize over \psi:
            nsteps=50, \gamma=0.1,
                                                                \# \langle \psi | H | \psi \rangle / \langle \psi | \psi \rangle
            maxdim=10, cutoff=1e-5)
6
     \mathbf{E}_{dmrg}, \, \psi_{dmrg} = \mathrm{dmrg}(\mathbf{H}, \, \psi_0;
                                                                # DMRG solves:
            nsweeps=10,
                                                                \# H|\psi\rangle \approx |\psi\rangle
8
9
            maxdim=10, cutoff=1e-5)
```

- 1 Ry_layer(θ , i) = [op("Ry", i[j]; $\theta = \theta$ [j]) for j in 1:n]
- 2 $CX_{ij} = [op("CX", i[j], i[j+1])$ for j in 1:2:(n-1)]

```
1 Ry_layer(\theta, i) = [op("Ry", i[j]; \theta=\theta[j]) for j in 1:n]
2 CX_layer(i) = [op("CX", i[j], i[j+1]) for j in 1:2:(n-1)]
```

```
1 \psi_0 = \text{MPS}(i, "Z+")

2 \text{nlayers} = 6

3 \text{function E}(\theta)

4 \psi_\theta = \text{apply}(\text{U}(\theta, i; \text{nlayers}), \psi_0)

5 \text{return inner}(\psi_\theta', \text{H}, \psi_\theta)

6 \text{end}

7 \theta_0 = \text{zeros}(\text{nlayers} * \text{n})

9 \theta = \text{minimize}(\text{E}, \partial \text{E}, \theta_0; \text{nsteps} = 20, <math>\gamma = 0.1)
```

```
# |0\rangle = |Z+Z+...Z+\rangle

# Minimize over \theta:

# |\theta\rangle = U(\theta)|0\rangle

# E(\theta) = \langle \theta|H|\theta\rangle
```

```
1 \psi_0 = \text{MPS}(i, "Z+")

2 \text{nlayers} = 6

3 \text{function E}(\theta)

4 \psi_\theta = \text{apply}(\text{U}(\theta, i; \text{nlayers}), \psi_0)

5 \text{return inner}(\psi_\theta', \text{H}, \psi_\theta)

6 \text{end}

7 \theta_0 = \text{zeros}(\text{nlayers} * \text{n})

9 \theta = \text{minimize}(\text{E}, \partial \text{E}, \theta_0; \text{nsteps} = 20, \gamma = 0.1)
```

```
# |0\rangle = |Z+Z+...Z+\rangle

# Minimize over \theta:

# |\theta\rangle = U(\theta)|0\rangle

# E(\theta) = \langle \theta|H|\theta\rangle
```

```
1 \max_{\theta} (\psi_0)

2 \max_{\theta} (\psi_{\theta})

3 E(\theta_0), \text{norm}(\partial E(\theta_0))

4 E(\theta), \text{norm}(\partial E(\theta))
```

```
# 1 (product state)
# 2 (entangled state)
# (-29, 5.773335)
# (-31.017062, 0.000759)
```

```
1 \psi_0 = \mathrm{MPS}(\mathrm{i}, \text{"Z+"})

2 \mathrm{nlayers} = 6

3 \mathrm{function} \ \mathrm{F}(\theta)

4 \psi_\theta = \mathrm{apply}(\mathrm{U}(\theta, \mathrm{i}; \mathrm{nlayers}), \psi_0)

5 \mathrm{return} \ -\mathrm{abs}(\mathrm{inner}(\psi', \psi_\theta))^2

6 \mathrm{end}

7 \theta_0 = \mathrm{zeros}(\mathrm{nlayers} * \mathrm{n})

9 \theta = \mathrm{minimize}(\mathrm{F}, \partial \mathrm{F}, \theta_0; \mathrm{nsteps} = 20, \gamma = 0.1)
```

```
# |0\rangle = |Z+Z+...Z+\rangle

# Minimize over \theta:

# F(\theta) = -|\langle \psi | U(\theta) | 0 \rangle|^2

# = -|\langle \psi | \theta \rangle|^2
```

```
1 \psi_0 = \text{MPS}(i, "Z+")

2 \text{nlayers} = 6

3 \text{function } F(\theta)

4 \psi_\theta = \text{apply}(U(\theta, i; \text{nlayers}), \psi_0)

5 \text{return -abs}(\text{inner}(\psi', \psi_\theta))^2

6 \text{end}

7 \theta_0 = \text{zeros}(\text{nlayers} * n)

9 \theta = \text{minimize}(F, \partial F, \theta_0; \text{nsteps} = 20, \gamma = 0.1)
```

```
# |0\rangle = |Z+Z+...Z+\rangle

# Minimize over \theta:

# F(\theta) = -|\langle \psi|U(\theta)|0\rangle|^2

# = -|\langle \psi|\theta\rangle|2
```

```
1 \max_{\theta} (\psi_0)

2 \max_{\theta} (\psi_{\theta})

3 F(\theta_0), \operatorname{norm}(\partial F(\theta_0))

4 F(\theta), \operatorname{norm}(\partial F(\theta))
```

```
# 1 (product state)
# 2 (entangled state)
# (-0.556066, 0.895717)
# (-0.995230, 0.048939)
```

▶ More AD, make ITensor fully differentiable (have some work to do, like tensor decompositions and general network contractions, more MPS/MPO functions. You will find bugs!).

- ▶ More AD, make ITensor fully differentiable (have some work to do, like tensor decompositions and general network contractions, more MPS/MPO functions. You will find bugs!).
- ▶ More general built-in tensor networks beyond MPS/MPO

- ▶ More AD, make ITensor fully differentiable (have some work to do, like tensor decompositions and general network contractions, more MPS/MPO functions. You will find bugs!).
- ▶ More general built-in tensor networks beyond MPS/MPO
- More HPC with multithreaded and multiprocessor parallelism and GPUs

- ▶ More AD, make ITensor fully differentiable (have some work to do, like tensor decompositions and general network contractions, more MPS/MPO functions. You will find bugs!).
- ▶ More general built-in tensor networks beyond MPS/MPO
- More HPC with multithreaded and multiprocessor parallelism and GPUs
- ▶ Many ongoing projects and directions: quantum chemistry (for example UCC), real space parallel DMRG, TDVP, and TEBD, MPO compression tools, general approximate contraction techniques for unstructured networks, contracting and optimizing general tensor networks with AD, infinite MPS and tensor network tools like VUMPS and TDVP, trying out different network topologies for noisy circuit tomography, simulation and optimization.

- ▶ More AD, make ITensor fully differentiable (have some work to do, like tensor decompositions and general network contractions, more MPS/MPO functions. You will find bugs!).
- ▶ More general built-in tensor networks beyond MPS/MPO
- More HPC with multithreaded and multiprocessor parallelism and GPUs
- ▶ Many ongoing projects and directions: quantum chemistry (for example UCC), real space parallel DMRG, TDVP, and TEBD, MPO compression tools, general approximate contraction techniques for unstructured networks, contracting and optimizing general tensor networks with AD, infinite MPS and tensor network tools like VUMPS and TDVP, trying out different network topologies for noisy circuit tomography, simulation and optimization.
- ► Building general tools, looking for people with problems and code to contribute.

- ▶ More AD, make ITensor fully differentiable (have some work to do, like tensor decompositions and general network contractions, more MPS/MPO functions. You will find bugs!).
- ► More general built-in tensor networks beyond MPS/MPO
- More HPC with multithreaded and multiprocessor parallelism and GPUs
- ▶ Many ongoing projects and directions: quantum chemistry (for example UCC), real space parallel DMRG, TDVP, and TEBD, MPO compression tools, general approximate contraction techniques for unstructured networks, contracting and optimizing general tensor networks with AD, infinite MPS and tensor network tools like VUMPS and TDVP, trying out different network topologies for noisy circuit tomography, simulation and optimization.
- ► Building general tools, looking for people with problems and code to contribute.

- ▶ More AD, make ITensor fully differentiable (have some work to do, like tensor decompositions and general network contractions, more MPS/MPO functions. You will find bugs!).
- ► More general built-in tensor networks beyond MPS/MPO
- More HPC with multithreaded and multiprocessor parallelism and GPUs
- ▶ Many ongoing projects and directions: quantum chemistry (for example UCC), real space parallel DMRG, TDVP, and TEBD, MPO compression tools, general approximate contraction techniques for unstructured networks, contracting and optimizing general tensor networks with AD, infinite MPS and tensor network tools like VUMPS and TDVP, trying out different network topologies for noisy circuit tomography, simulation and optimization.
- ► Building general tools, looking for people with problems and code to contribute.