

ANALYZING QUANTUM MANY-BODY SYSTEMS WITH ITENSOR AND PASTAQ

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- ▶ Find out more here:
<https://mtfishman.github.io/>

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- ▶ We are hiring postdocs, full-time scientists, part-time and full-time software developers, interns, etc.

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[TODO: Add ITensor C++ vs. Julia benchmark plot]

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- ▶ Many sites or qubits in your system: linear or log scaling in the system size.

[TODO: “Quantum volume” schematic plot.]

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- ▶ If TNs could do everything, we would not need a quantum computer! But in my opinion, it is the best general purpose tool we have right now.
- ▶ Perhaps most importantly, tensor networks are a common, general language for reasoning about quantum many-body systems (for example, quantum circuits).

[TODO: “Quantum volume” schematic plot.]

What are tensor networks?

[TODO: Show drawings of tensor networks.]

How do I install ITensor/PastaQ?

1. Download Julia.

[TODO: Add links, show code]

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Tutorial: One-site state basics

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

```
# Load ITensor

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

Tutorial: One-site state basics

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```
# Load ITensor
# 2-dimensional labeled
# Hilbert space
# (dim=2|id=510)
```

```
1 Zp = ITensor(i)
2 Zp[i=>1] = 1
3
4 Zp = ITensor([1 0], i)
```

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

Tutorial: One-site state basics

```
1 Zp = ITensor([1 0], i)
2 Zm = ITensor([0 1], i)
3 Xp = ITensor([1 1]/√2, i)
4 Xm = ITensor([1 -1]/√2, i)
```

```
# Z|Z+⟩ = |Z+⟩
# Z|Z-⟩ = -|Z-⟩
# X|X+⟩ = |X+⟩
# X|X-⟩ = -|X-⟩
```

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# Z|Z-⟩ = -|Z-⟩
# X|X+⟩ = |X+⟩
# X|X-⟩ = -|X-⟩
```

```
1 (Zp + Zm)/√2
2 (dag(Zp) * Xp)
3 (dag(Zp) * Xp)[]
4 inner(Zp, Xp)
5 norm(Xp)
```

```
# ≈ Xp
# ≈ ITensor(1/√2)
# ≈ 1/√2
# ≈ 1/√2
# ≈ 1
```

Tutorial: One-site state basics

```
1 using ITensorVisualizationBase: set_backend!
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Tutorial: One-site state basics

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```
1 back = "UnicodePlots"  
2 set_backend!(back)  
3  
4 @visualize dag(Zp) * Xp
```

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# TODO: Add  
UnicodePlots  
visualization.
```

Tutorial: One-site state basics

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1 using ITensorVisualizationBase: set_backend!
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```
1 back = "UnicodePlots"  
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3  
4 @visualize dag(Zp) * Xp
```

```
1 back = "Makie"  
2 set_backend!(back)  
3  
4 @visualize dag(Zp) * Xp
```

```
# TODO: Add  
UnicodePlots  
visualization.
```

[TODO: Add GLMakie
visualization.]

Tutorial: One-site state basics

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

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


Tutorial: One-site state basics

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1 i = Index(2, "S=1/2")
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# "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)/√2
# (Zp - Zm)/√2
```

Tutorial: Custom one-site states

```
1 import ITensors: state
2
3
4 function state(
5     ::StateName "iX-",
6     ::SiteType "S=1/2"
7 )
8     return [im -im]/√2
9 end
```

```
# Overload ITensors.jl
# behavior

# Define a state with the
# name "iX-"
```

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```

```
# Overload ITensors.jl
# behavior

# Define a state with the
# name "iX-"
```

```
1 iXm = state("iX-", i)
2
3 inner(Zp, iXm)
4 inner(Zm, iXm)
```

```
#  $\approx \text{im} * X_m$ 

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

Tutorial: Priming

```
1 i = Index(2)
2 j = Index(2)
3
4 i == j
```

```
# (dim=2|id=837)
# (dim=2|id=899)

# false
```

Tutorial: Priming

```
1 i = Index(2)
2 j = Index(2)
3
4 i == j
```

```
# (dim=2|id=837)
# (dim=2|id=899)

# false
```

```
1 i
2
3 prime(i)
4 i'
5 i == i'
6 noprime(i')
```

```
# (dim=2|id=837)

# (dim=2|id=837)'
# (dim=2|id=837)'
# false
# (dim=2|id=837)
```

Tutorial: One-site operators

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

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

Tutorial: One-site operators

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

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

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

```
# From matrix
```

```
# Use predefined definition
```

Tutorial: One-site operators

```
1  Z = op("Z", i)
2  X = op("X", i)
3
4  Zp = state("Z+", i)
5  Zm = state("Z-", i)
```

```
# Z
# X

# |Z+⟩
# |Z-⟩
```


Tutorial: One-site operators

```
1 Z = op("Z", i)
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3
4 Zp = state("Z+", i)
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```

```
# Z
# X

# |Z+⟩
# |Z-⟩
```

```
1 XZp = X * Zp
2 XZp == Zm
3 XZp == Zm'
4 noprime(XZp) == Zm
```

```
# X|Z+⟩ = |Z-⟩
# false
# true
# true
```

Tutorial: One-site operators

[TODO: Add visualization of inner product]

```
1 XZp = X * Zp
2
3 inner(Zm, XZp)
4
5 inner(Zm', XZp)
6 inner(Zp', XZp)
```

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

error: not a scalar value

≈ 1

≈ 0

Tutorial: One-site operators

[TODO: Add visualization of inner product]

```
1 XZp = X * Zp
2
3 inner(Zm, XZp)
4
5 inner(Zm', XZp)
6 inner(Zp', XZp)
```

```
# X|Z+⟩ = |Z-⟩
```

```
# error: not a scalar value
```

```
# ≈ 1
```

```
# ≈ 0
```

```
1 apply(X, Zp) == Zm
2
3 (dag(Zm)' * X * Zp)[]
4 inner(Zm', X, Zp)
```

```
# false
```

```
# ≈ 1
```

```
# ≈ 1
```

Tutorial: Custom one-site operators

```
1  import ITensors: op
2
3  function op(
4      ::OpName"iX",
5      ::SiteType"S=1/2"
6  )
7      return [
8          0 im
9          im 0
10     ]
11  end
```

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

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2 i2 = Index(2, "S=1/2")
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4 i1 == i2
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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
```

```
#  $|Z+\rangle_1$ 
#  $|Z+\rangle_2$ 

#  $|Z-\rangle_1$ 
#  $|Z-\rangle_2$ 

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

Future directions

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