

# tensor4all-rs

Tensor Network Computing with Vibe Coding

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<https://github.com/tensor4all/tensor4all-rs>

# What is Vibe Coding?

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A development style where you code through **intuitive, iterative dialogue with AI**

- Express intent in natural language
- AI generates and refines code
- Rapid trial-and-error cycles
- **Type system catches AI mistakes**

Rust is ideal: compile-time type checking instantly catches bugs in AI-generated code.

# AI Agents I Used

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**Claude Opus 4.5** — One of the best AI coding models

- **Claude Code** (CLI tool by Anthropic)
  - Focuses on autonomous development
- **Cursor** (AI-powered IDE)
  - Better for collaborative editing with human

Both provide agentic coding capabilities:  
code generation, error fixing, and refactoring

# Typical Workflow

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1. **Analyze:** Ask agent to analyze the original Julia library
2. **Plan:** Agent asks questions and presents a plan  
→ Human approves the plan
3. **Generate:** Agent generates source code and tests  
→ Autonomously fixes compilation and test errors
4. **Review:** Human reviews the code
  - Focus on global structure and logic. The compiler handles memory safety, lifetimes, etc.
5. **Refactor:** If better ideas emerge, ask agent for large-scale changes  
→ Agent can refactor entire architecture autonomously

# Design Philosophy of tensor4all-rs

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- **Modular architecture**

Independent crates enable fast compilation and isolated testing

- **ITensors.jl-like dynamic structure**

Flexible Index system preserves intuitive API

- **Static error detection**

Rust's type system catches errors at compile time

- **Multi-language support**

C-API exposes full functionality to Julia and Python

# Project Structure

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Crate	Description
tensor4all-core	Index, Tensor, SVD, QR, LU
tensor4all-simplett	Simple TT/MPS with canonical forms
tensor4all-tensorci	TCI algorithms
tensor4all-quanticstci	High-level Quantics TCI
tensor4all-capi	C FFI for language bindings
tensor4all-treetn	Tree tensor networks (WIP)
tensor4all-iteratorlike	ITensors.jl-like API (WIP)
tensor4all-quanticstransform	Quantics transformation operators (WIP)
quanticsgrids	Quantics grid structures

Full functionality implemented in Rust and exposed to other languages via C-API.

# Type Correspondence with ITensors.jl

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<b>ITensors.jl</b>	<b>tensor4all-rs</b>
Index{Int}	Index<Id, NoSymmSpace>
ITensor	TensorDynLen<Id, Symm>
Dense / Diag	Storage::DenseF64 / DiagF64
A * B	a.contract_einsum(&b)
cutoff	rtol (= $\sqrt{\text{cutoff}}$ )

Truncation:

$$\frac{\|A - A_{\text{approx}}\|_F}{\|A\|_F} \leq \text{rtol}$$

# Index System: ITensors.jl vs QSpace

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Aspect	ITensors.jl	QSpace
Central entity	Index	Tensor
Index identity	UUID (auto)	itag name (string)
Connection	Share same Index	Same itag + opposite direction
Direction	Undirected	Directed (Ket/Bra)

tensor4all-rs supports **both** via IndexLike trait with ConjState



# Design Challenge: Extensibility

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**Initial focus:** Dense tensors without symmetry

**Challenge:** Maintain compatibility with different index systems (ITensors.jl, QSpace, etc.) and keep code generic for future extensions

**Problem:** A single Index type cannot support all use cases

**Solution:** Define minimal trait requirements for Index and Tensor  
→ Tree TN algorithms are generic over any type implementing the traits

**Trait:** A set of requirements a type must satisfy (similar to C++ concepts)

# IndexLike Trait

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```
pub trait IndexLike: Clone + Eq + Hash {  
    type Id: Clone + Eq + Hash;  
  
    fn id(&self) -> &Self::Id;  
    fn dim(&self) -> usize;  
    fn conj_state(&self) -> ConjState; // Undirected, Ket, Bra  
    fn conj(&self) -> Self;  
    fn is_contractable(&self, other: &Self) -> bool;  
}
```

# Contractability Rules

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Two indices are contractable if:

1. Same `id()` and `dim()`
2. Compatible `ConjState`:
  - (Ket, Bra) OR (Bra, Ket) → **contractable**
  - (Undirected, Undirected) → **contractable**
  - Mixed directed/undirected → **forbidden**

# TensorLike Trait

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```
pub trait TensorIndex: Sized + Clone {
    type Index: IndexLike;
    fn external_indices(&self) -> Vec<Self::Index>;
    fn replaceind(&self, old: &Self::Index, new: &Self::Index) -> Result<Self>;
}

pub trait TensorLike: TensorIndex {
    fn tensordot(&self, other: &Self, pairs: &[(Self::Index, Self::Index)]) -> Result<Self>;
    fn factorize(&self, left_inds: &[Self::Index], options: &FactorizeOptions)
        -> Result<FactorizeResult<Self>>;
    fn conj(&self) -> Self;
    fn norm_squared(&self) -> f64;
    // ... other operations
}
```

Tree TN algorithms are generic over any TensorLike implementor.

# Contraction Methods

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**Explicit contraction** — specify index pairs:

```
// Contract indices i from A with j from B  
let c = a.tensordot(&b, &[(i, j)])?;
```

**Einsum-style contraction** — automatic matching by index ID:

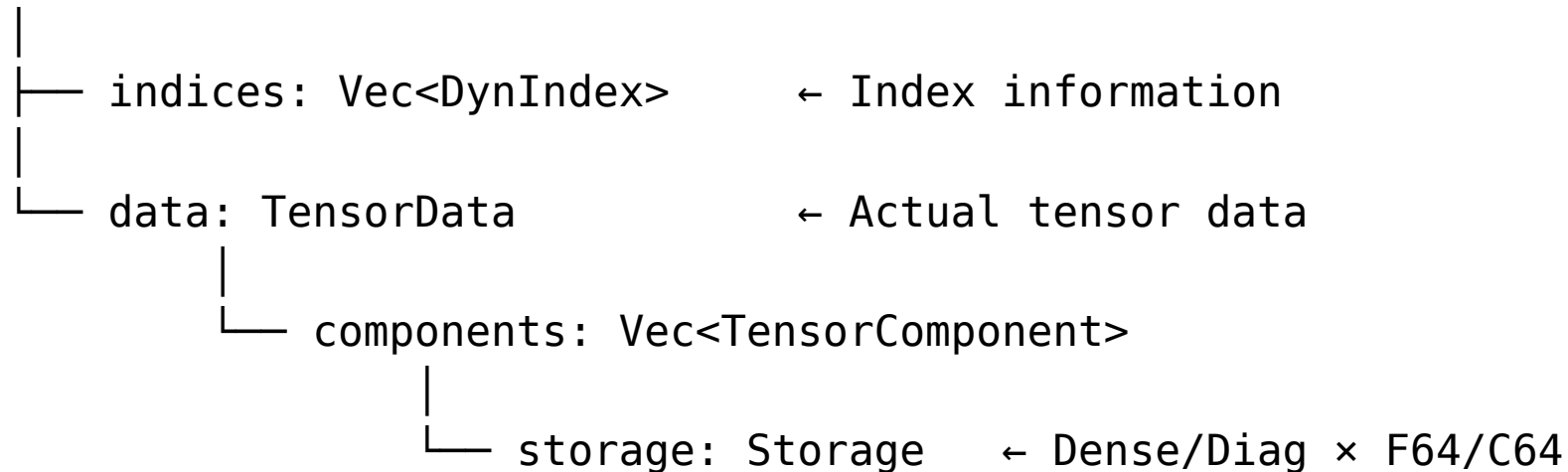
```
// Indices with same ID are automatically contracted  
let c = TensorLike::contract_einsum(&[a, b, c])?;
```

tensordot: explicit control / contract\_einsum: convenient for networks

# Type Hierarchy Overview

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TensorDynLen (implements TensorLike)



- **TensorDynLen:** User-facing tensor type (implements TensorLike)
- **TensorData:** Lazy outer product of tensor components
- **Storage:** Low-level data storage (mdarray backend)

# DynIndex: Default Index Type

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Type alias: `DynIndex = Index<DynId, TagSet>`

```
pub struct Index<Id, Tags> {  
    pub id: Id,          // Unique identifier  
    pub dim: usize,      // Dimension  
    pub tags: Tags,      // String tags for labeling  
}
```

- **DynId**: UUID-based unique identifier (like `ITensors.jl`)
- **TagSet**: `ITensor`-compatible string tags for labeling (e.g., `"Site,n=1"`)
- Implements `IndexLike` trait

# TensorData: Lazy Outer Products

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Stores tensors as **lazy outer products** of components:

```
pub struct TensorData {  
    pub components: Vec<TensorComponent>, // Storage + indices  
    pub external_ids: Vec<DynId>,         // User-facing order  
}
```

## Advantages:

- Diagonal × Dense = lazy (no memory explosion)
- Actual expansion only when needed
- Permutations are tracked, not executed



# Storage: Backend Layer

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Defined in `tensor4all-tensorbackend` crate:

```
pub enum Storage {  
    DenseF64(DenseStorageF64), // Dense real  
    DenseC64(DenseStorageC64), // Dense complex  
    DiagF64(DiagStorageF64),   // Diagonal real  
    DiagC64(DiagStorageC64),   // Diagonal complex  
}
```

## Backend libraries:

- `mdarray`: Multi-dimensional array storage
- `mdarray-linalg`: Linear algebra operations (SVD, QR, LU)

# Contraction Path Optimization

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**Problem:** TensorData can contain mixed Dense + Diag components  
→ Need optimal contraction order for the component list

**Example** (SVD-like):  $U(i, j) \times s(j) \times V(j, k)$  where  $s$  is diagonal

- Index  $j$  is a **hyperedge** (shared by 3 tensors)
- Naive order may expand diagonal unnecessarily

**Solution:** omeco (Rust port of OMEinsumContractionOrders.jl)

- GreedyMethod:  $O(n^2 \log n)$  near-optimal ordering
- Also supports TreeSA (simulated annealing)

**Workflow:** TensorData.components → omeco → contraction tree → execute

# Rust: Index & Tensor

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```
use tensor4all_core::{Index, Tensor};

// Create indices with tags
let i = Index::new_dyn_with_tag(2, "Site,n=1"?);
let j = Index::new_dyn_with_tag(3, "Link"?);

// Create tensors and contract
let a = Tensor::random(&[i.clone(), j.clone()]);
let b = Tensor::random(&[j.clone(), k.clone()]);
let c = a.contract_einsum(&b)?; // Contract on shared index j
```

# Rust: TensorTrain

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```
use tensor4all_simple::tt::{TensorTrain, AbstractTensorTrain};

// Create a constant tensor train with local dimensions [2, 3, 4]
let tt = TensorTrain::<f64>::constant(&[2, 3, 4], 1.0);

// Evaluate at a specific multi-index
let value = tt.evaluate(&[0, 1, 2])?;

// Compress with tolerance (rtol=1e-10, maxrank=20)
let compressed = tt.compressed(1e-10, Some(20))?;
```

# Rust: TCI

---

```
use tensor4all_tensorci::{crossinterpolate2, TCI2Options};

let f = |idx: &Vec<usize>| -> f64 {
    ((1 + idx[0]) * (1 + idx[1]) * (1 + idx[2])) as f64
};

let options = TCI2Options { tolerance: 1e-10, ..Default::default() };
let (tci, ranks, errors) = crossinterpolate2(
    f, None, vec![4, 4, 4], vec![vec![0, 0, 0]], options)?;
```

# Julia: Index & Tensor

---

```
using Tensor4all.ITensorLike

i = Index(2, tags="Site,n=1")
j = Index(3, tags="Link")
k = Index(2, tags="Site,n=2")

t1 = Tensor([i, j], randn(2, 3))
t2 = Tensor([j, k], randn(3, 2))
result = contract(t1, t2) # Contract on shared index j
```

# Julia: TensorTrain

---

```
using Tensor4all.SimpleTT

# Create and manipulate tensor trains
tt = TensorTrain(tensors)

# Orthogonalize and truncate
orthogonalize!(tt, 2)
truncate!(tt; maxdim=3, rtol=1e-10)

# Evaluate and sum
println("Sum: ", sum(tt))
```

# Julia: TCI

---

```
using Tensor4all.TensorCI

f(i, j, k) = Float64((1 + i) * (1 + j) * (1 + k))
tt, err = crossinterpolate2(f, [4, 4, 4]; tolerance=1e-10)

println(tt(0, 0, 0)) # 1.0
println(tt(3, 3, 3)) # 64.0
```



# Python: Index & Tensor

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```
from tensor4all import Index, Tensor
import numpy as np

i = Index(2, tags="Site")
j = Index(3, tags="Link")

data = np.array([[1, 2, 3], [4, 5, 6]], dtype=np.float64)
t = Tensor([i, j], data)

arr = t.to_numpy() # Convert back to NumPy
```

# Python: TensorTrain

---

```
from tensor4all import TensorTrain

# Create tensor train
tt = TensorTrain.constant([2, 3, 4], 1.0)

# Evaluate and compress
value = tt.evaluate([0, 1, 2])
compressed = tt.compressed(rtol=1e-10, maxrank=20)

print("Sum:", tt.sum())
```

# Python: TCI

---

```
from tensor4all import crossinterpolate2

def f(i, j, k):
    return float((1 + i) * (1 + j) * (1 + k))

tt, err = crossinterpolate2(f, [4, 4, 4], tolerance=1e-10)

print(tt(0, 0, 0)) # 1.0
print(tt(3, 3, 3)) # 64.0
```

# Future Extensions

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- Tree TCI
- GPU acceleration, Automatic differentiation
- Quantum number symmetries:  $U(1)$ ,  $Z_n$ ,  $SU(2)$ ,  $SU(N)$