

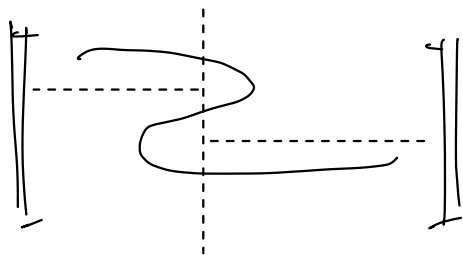
Introduction to Quantum Programming and Semantics

Lecture 6: Tensor networks

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$$= (I \otimes I \otimes I) \cdot (I \otimes I \otimes I)$$

$$= ((1, 0, 0, 1) \otimes \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}) \cdot ((1, 0) \otimes \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix})$$

$$= \begin{pmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 1 \end{pmatrix} \cdot \begin{pmatrix} 1 & 0 \\ 0 & 1 \\ 0 & 0 \\ 0 & 0 \\ 0 & 0 \\ 0 & 0 \\ 1 & 0 \\ 0 & 1 \end{pmatrix} = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$

C

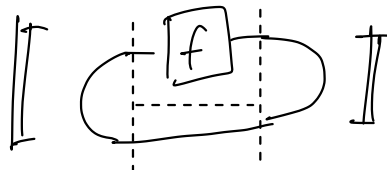
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Overview

- Cups and caps give ability to feedback
- Bases: linear maps vs matrices
- Sums of diagrams
- Tensor networks

Trace and dimension

Feedback



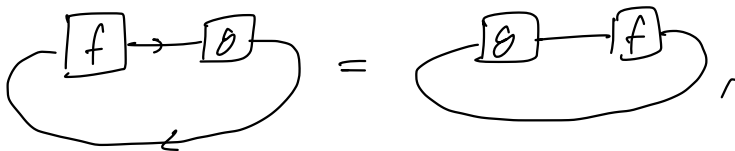
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$$(1 \ 0 \ 0 \ 1) \left(\begin{pmatrix} a & b \\ c & d \end{pmatrix} \otimes \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} \right) \begin{pmatrix} 1 \\ 0 \\ 0 \\ 1 \end{pmatrix} = \llbracket \triangleright \rrbracket \circ (f \otimes \text{id}) \circ \llbracket \llcorner \rrbracket$$

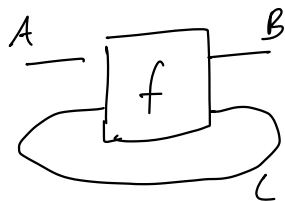
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$$(1 \ 0 \ 0 \ 1) \begin{pmatrix} a & b & 0 & 0 \\ c & d & 0 & 0 \\ 0 & 0 & a & b \\ 0 & 0 & c & d \end{pmatrix} \begin{pmatrix} 1 \\ 0 \\ 0 \\ 1 \end{pmatrix} = (1 \ 0 \ 0 \ 1) \begin{pmatrix} a \\ 0 \\ 0 \\ d \end{pmatrix} = a + d$$

Recall



i.e. $\text{tr}(gf) = \text{tr}(fg)$



$= \text{tr}_C(f) : A \rightarrow B$ is the partial trace of f

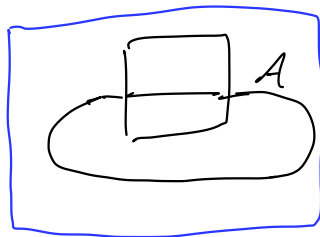
is called the (total) trace of f

if $f: \mathbb{C}^2 \rightarrow \mathbb{C}^2$

then this equals the linear-algebraic trace of f .

Dimensions

the abstract scalar



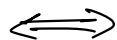
is the dimension of A

and equals the linear-algebraic dimension

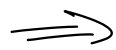
$$\dim(A \otimes B) = \text{diagram of } A \otimes B \text{ as nested ovals} = \text{diagram of } A \text{ as an oval} \quad \text{diagram of } B \text{ as an oval} = \dim(A) \cdot \dim(B)$$

$$\dim(A \oplus B) = \dim(A) + \dim(B)$$

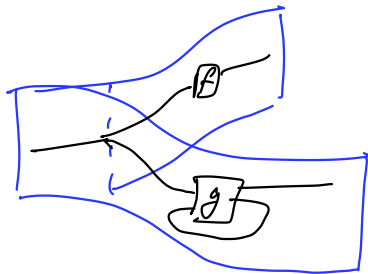
$$\dim(H) = \infty$$



$$H \simeq H \otimes \mathbb{C}$$



$$\dim(H) = \dim(H \otimes \mathbb{C}) = \dim(H) + 1$$



Bases

Orthonormal bases

linear maps

$$f: \mathbb{C}^3 \rightarrow \mathbb{C}^2$$

need to choose
bases for $\mathbb{C}^2$

and $\mathbb{C}^3$



3-by-2 matrix

$$\begin{pmatrix} \vdots & \vdots \\ \vdots & \vdots \end{pmatrix}$$

$$\langle e_i | e_j \rangle = 0 \quad \text{if } i \neq j$$

$$\langle e_i | e_i \rangle = 1$$

Sums of diagrams

Superposition

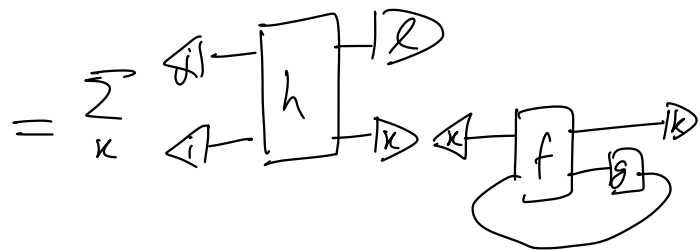
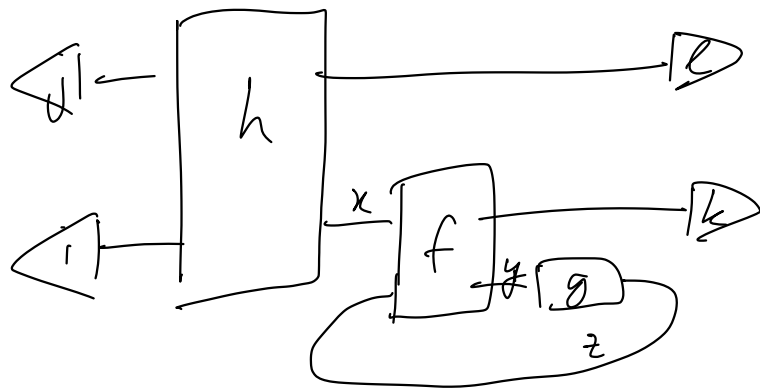
if $\{|e_i\rangle\}_i$ is orthonormal basis, then

$$\overline{\quad} = \sum_i \overrightarrow{|i\rangle} \overleftarrow{\langle i|}$$

$$\begin{pmatrix} 1 & 0 & 0 \\ 0 & \ddots & \\ 0 & & 1 \end{pmatrix} = \begin{pmatrix} 1 & 0 & 0 \\ 0 & \ddots & 0 \\ 0 & & 0 \end{pmatrix} + \begin{pmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & & \ddots & \\ 0 & & & 0 \end{pmatrix} + \dots + \begin{pmatrix} 0 & 0 & 0 \\ 0 & & \ddots & 0 \\ 0 & & & 1 \end{pmatrix}$$

Tensor contraction

Tensor networks



= ...

$$= \sum_{x,y,z} h_{ij}^{l,x} \cdot g_y^z \cdot f_{z,k}^{y,k}$$

Special cases

tensor product: $(f \otimes g)_{i,j}^{k,l} = f_i^k g_j^l$

matrix multiplication: $(g \circ f)_{ij} = \sum_k f_i^k g_k^j$

trace: $\text{tr}(f) = \sum_i f_i^i$

Summary:

- Graphical calculus automatically incorporates traces and dimensions
- It pays to be precise about choice of basis
- In computation it is handy to explicitly assume superposition
- Tensor networks are special case of graphical rewriting