

A polynomial-time algorithm for approximating degenerate ground states of gapped spin chains.

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Problem

Given a spin-system with local interactions, approximate the ground state(s) of that system efficiently on a classical computer.

- This is not possible¹ for a general system². We're going to be considering gapped 1D systems, which serve as a nice toy-model in which it is.
- Local and gapped interactions give us the area law³, a conjectured structural bound on the complexity of ground states.
- Restricting further to 1D allows us to use a rigorous proof of the area law⁴.

¹Given standard complexity theoretic assumptions, analogous to $P \neq NP$.

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- There are heuristic methods – such as the density matrix renormalisation group – which are typically efficient, but are inefficient in the worst-case¹.
- How and why these heuristic methods fail however is poorly understood, our goal is provable-efficiency.
- May leads to a practical algorithm with efficiency guarantees (c.f. linear programming).
- Also sheds more light on which quantum systems can and cannot be classically simulated.

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- For general states the entanglement entropy S of an arbitrary region A obeys a volume law, for ground states of gapped/local systems it is conjectured to obey an area law.

$$\text{Volume: } S(A) = \mathcal{O}(|A|)$$
$$\text{Area: } S(A) = \mathcal{O}(|\partial A|)$$

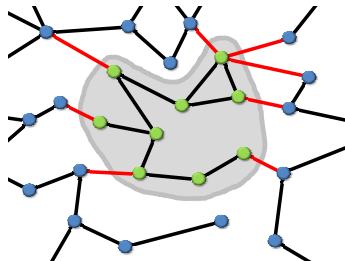


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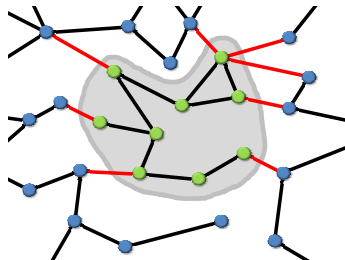


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- We could simply optimise the Hamiltonian: find a mixed state σ by the convex program

$$\min \text{Tr}(H\sigma)$$

where $\sigma \geq 0$, $\text{Tr} \sigma = 1$.

then take $|\Gamma\rangle$ to be the leading eigenvector of σ .

- The domain of σ is however exponentially large, meaning this cannot be computed efficiently.
- This approach can be salvaged if we had some polynomial-sized subspace¹.

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A viable set captures the ‘local part’ of an approximate ground state:

Viable set

A set of states S is (i, δ) -viable if

- The set can be efficiently described.
- The states are defined on the first i spins.
- There exists a witness state $|\psi\rangle$ – which is an approximate ground state of error δ – such that the parts of $|\psi\rangle$ on those first i spins is contained in $\text{Span}(S)$.

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Stepping from a viable set on $i - 1$ spins to i spins is done via three steps:

- 1) Extension: Tensor product the viable set with a basis on the i th spin, causing the set to grow whilst the error is preserved.
- 2) Trimming: Use convex optimisations to remove locally high energy states, bringing the cardinality back down at some error cost.
- 3) Error Reduction: Using approximate ground state projectors, bringing down the error at some small cardinality cost.

Along with the final optimisation this give a ground state approximation of inverse-polynomial error in run-time

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- The new result is an extension of this algorithm to degenerate systems, with a run-time of the same scaling.
- The main problem is the size-trimming step, which involves optimising over part of the Hamiltonian.
- Degenerate viable sets requires multiple witnesses and simply performing one optimisation only guarantees the existence of one.
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Consider a two-fold degeneracy:

- The first step is to perform the original optimisation:

$$\min \operatorname{Tr}(H_L \sigma_1)$$

where $\sigma_1 \geq 0$, $\operatorname{Tr} \sigma_1 = 1$,

where H_L is the part of the Hamiltonian defined on the first i spins, and the viable set S_1 is constructed from σ_1 .

- The second step it to restrict to low energies and project away from this viable set, this corresponds to the convex optimisation

$$\min \operatorname{Tr}(P_1 \sigma_2)$$

where $\sigma_2 \geq 0$, $\operatorname{Tr} \sigma_2 = 1$,

$$\operatorname{Tr}(H_L \sigma_2) \leq \operatorname{Tr}(H_L \sigma_1) + \text{small error},$$

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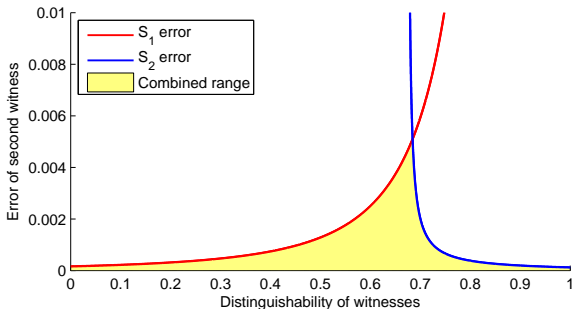
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It turns out that the error of the second witness in S_1/S_2 depends on the distinguishability.



By taking the union the error induced by trimming can be kept low, and the error of the algorithm kept down.

- The ground states of any gapped and 1D local spin-chain can be approximated with inverse-polynomial error in run-time

$$T = n^{\mathcal{O}(1/\epsilon)}$$

where ϵ is the gap.

- As such 1D gapped systems are able to be classically simulated to some extent.
- This may lead to practical algorithms with efficiency guarantees.