

Positive bias makes tensor-network contraction **tractable**

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[arXiv:2410.05414](https://arxiv.org/abs/2410.05414)



Caltech



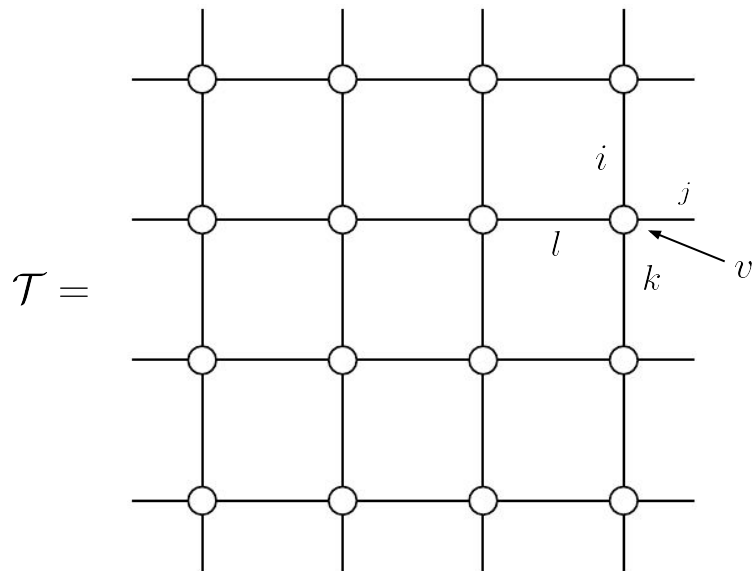
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Tensor networks (TN)

2D square-lattice graph with n vertices



Edges: $i \in \{1, \dots, d\}$, d is called **bond-dimension**

Vertices: M_{ijkl}^v , order-4 tensor

Edge labeling: an assignment of values to all edges

e.g. $c = (\dots, i = 3, j = 2, k = 1, l = 1, \dots)$

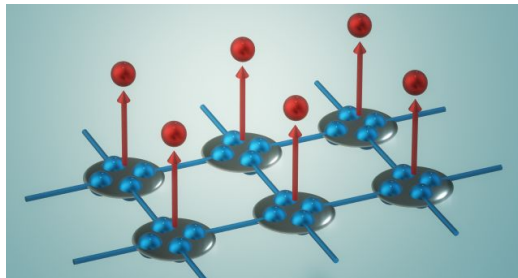
Contracted value:

$$\chi(\mathcal{T}) = \sum_{\text{edge labeling } c} \prod_v M_c^v$$

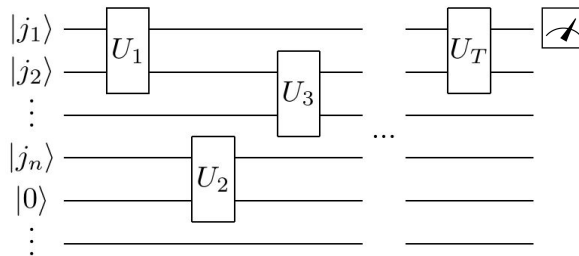
Tensor networks (TN)

Contracting a tensor network is a common computational task with many applications.

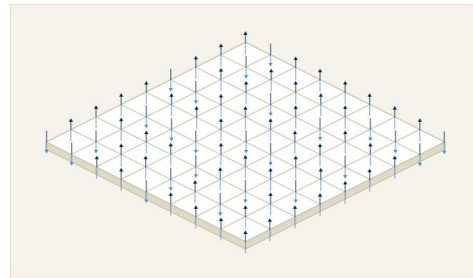
Many-body physics



Simulating quantum circuits



Classical stat mech



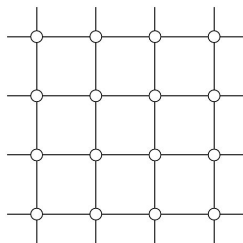
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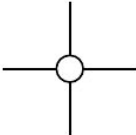
Complexity of (2D) tensor network contraction

	Exact	Approximate
Worst-case	#P-hard [SWVC07]	
Average-case		

Complexity of (2D) tensor network contraction

	Exact	Approximate
Worst-case	#P-hard [SWVC07]	
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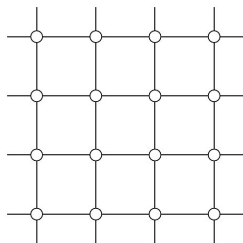


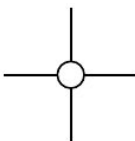
A diagram of a single tensor node, represented by a small circle with four lines extending from it (up, down, left, right).
$$\sim \mathcal{N}(0, 1)$$

i.i.d. for all
entries & all
tensors.

Complexity of (2D) tensor network contraction

	Exact	Approximate
Worst-case	#P-hard [SWVC07]	Empirically hard [GSH+23]
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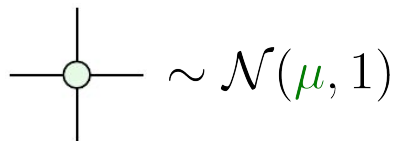
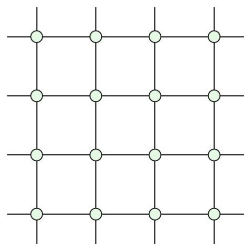


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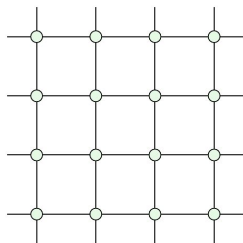
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Worst-case	#P-hard [SWVC07]	Empirically hard [GSH+23]
Average-case ($\mu = 0$)	#P-hard [HHEG20]	
Average-case + small positive bias ($0 < \mu \ll 1$)	#P-hard [our result]	Quasi-poly time algorithm [our result]



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Complexity of (2D) tensor network contraction

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A diagram of a single tensor node, represented by a small circle with four lines extending from it (up, down, left, right).
$$\sim \mathcal{N}(\mu, 1)$$

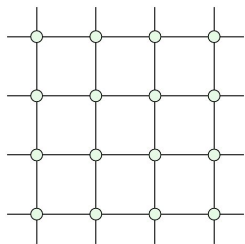
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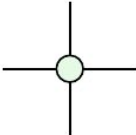
Main theorem

Theorem (informal): For a random 2D tensor network, if

$$\mu \gtrsim 1/d, \quad d \gtrsim n$$

then with **high probability**, there exists a **quasi-polynomial** time algorithm which approximates the TN contraction value up to arbitrary **$1/\text{poly}$** **multiplicative error**.



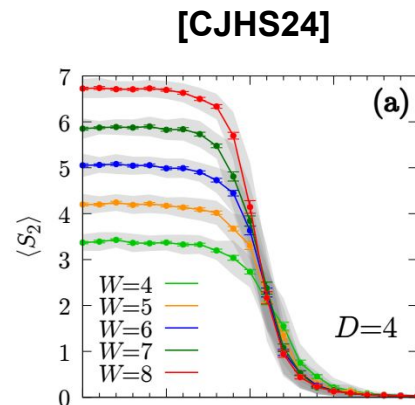
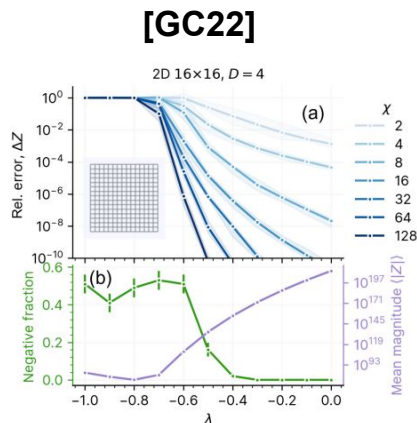
A diagram of a single tensor, represented by a central circle with four lines extending from it (top, bottom, left, and right).
$$\sim \mathcal{N}(\mu, 1)$$

i.i.d. for all
entries & all
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Motivation

Rigorous study for how **sign structure** influence contraction complexity.

- Folklore: “**positivity** makes TN **easier** to contract”.
- Numerical simulations: the complexity drops significantly when the TN is only “**slightly positive**”, and there is a **phase transition** point.



The threshold $\mu \gtrsim 1/d$ in our result matches the **phase transition point** predicted in [CJHS24], even though the contraction method is **completely different!**

Method overview

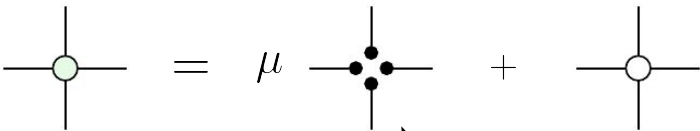
Easy

Interpolate

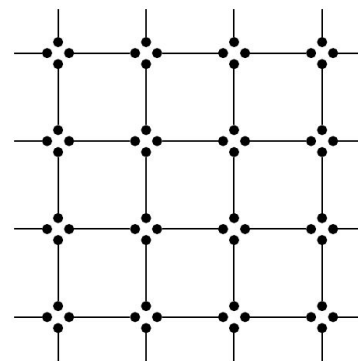
Hard

$$\mu \rightarrow \infty$$

$$\mu = 1/d$$

$$\mathcal{N}(\mu, 1) = \mu + \mathcal{N}(0, 1)$$


all-one tensor



Easy to contract!

Method overview

Easy

Interpolate

Hard

$$\mu \rightarrow \infty$$

$$z = 0$$

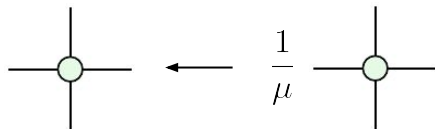
$$\mu = 1/d$$

$$z = 1$$

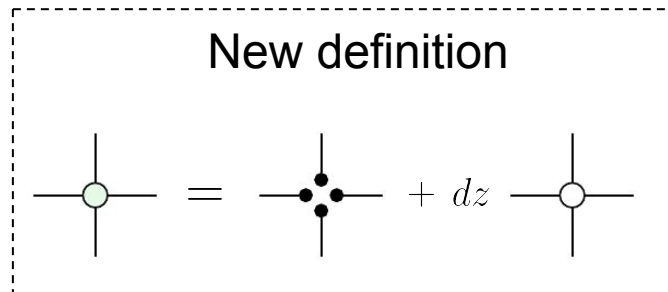
For convenience later, introduce **change of variable**

$$z = \frac{1}{\mu d}$$

and **rescale** the tensors. **No effect** on multiplicative error.


$$\text{Tensor} = \frac{1}{\mu} \text{Tensor}$$

New definition


$$\text{Tensor} = \text{Tensor} + dz \text{Tensor}$$

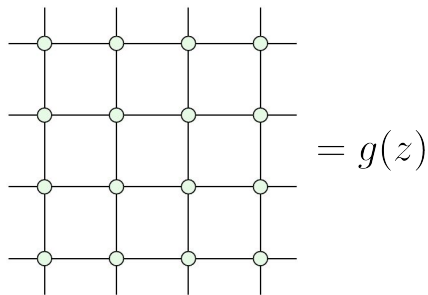
Method overview

To interpolate from $z = 0$ to 1, we use **Barvinok's method [Bar16]**. It relies on two observations.

$$\text{Green Node} = \text{4 Black Nodes} + dz \cdot \text{White Node}$$

Observation 1

Contracted TN is a degree- n random polynomial on z , denoted as $g(z)$.

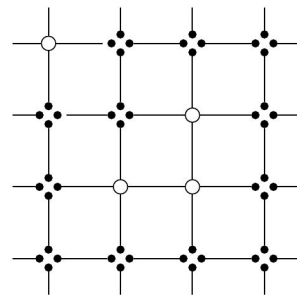


Observation 2

k -th derivative of $g(z)$ at $z = 0$ can be computed brute-forcelly in $n^{O(k)}$ time.

e.g.

$$\frac{1}{4!} \frac{\partial^4 g(z)}{\partial z^4} \Big|_{z=0} =$$



+ all other configs with four

Barvinok's method [Bar16]

Originally designed for **permanent**

Input:

degree- n polynomial $g(z)$

$g^{(k)}(0)$ accessible in $n^{O(k)}$ time

Output:

$g(1)$, ϵ multiplicative error

Algorithm:

$f(z) = \ln(g(z))$, now ϵ additive error

$$f(1) \approx \hat{f}(1) = \sum_{k=0}^M \frac{f^{(k)}(0)}{k!}, \text{ output } e^{\hat{f}(1)}, \text{ that's it!}$$

Effectiveness depends on the **roots** of $g(z)$

Barvinok's method [Bar16]

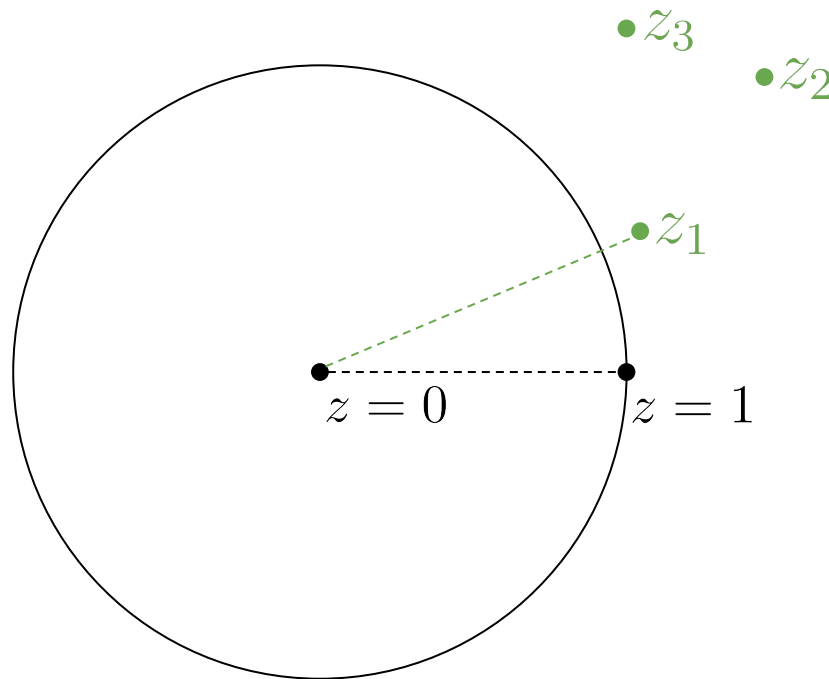
Roots of $g(z)$ are **outside** the $|z| = 1$ disk $\rightarrow$ **small error**

$$f(z) = \ln(g(z))$$

$$f(1) \approx \hat{f}(1) = \sum_{k=0}^M \frac{f^{(k)}(0)}{k!}$$

$$M = O\left(\ln\left(\frac{n}{\epsilon}\right)\right)$$

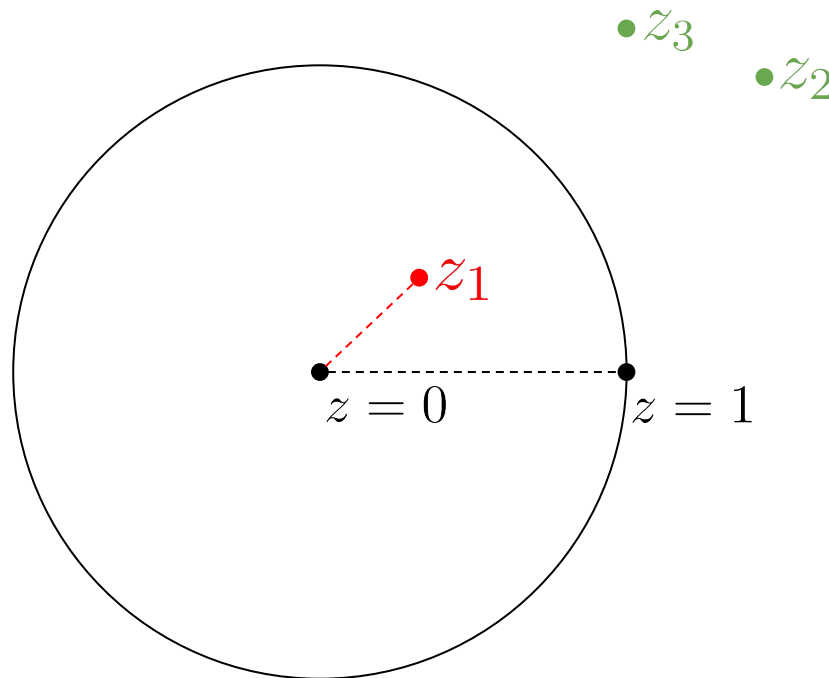
Run time $n^{O(M)}$, **quasi-poly**



Barvinok's method [Bar16]

A root of $g(z)$ is **inside** the $|z| = 1$ disk $\rightarrow$ **error blows up!**

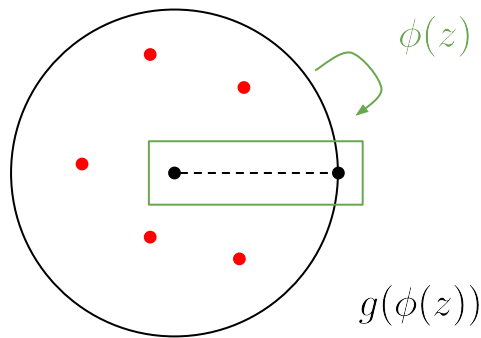
$$f(z) = \ln(g(z))$$
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Barvinok's method **via root-free path**

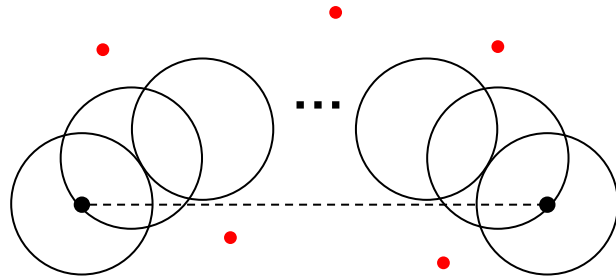
Not many roots (e.g. $O(1)$) $\rightarrow$ can interpolate along a **root-free** path!

Method 1 [Bar16]



Mapping the disk to a strip

Method 2 [EM18]



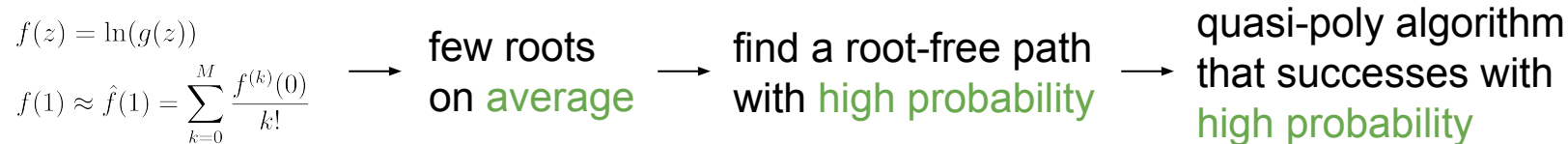
“Algorithmic” analytic continuation

Both remain **quasi-polynomial** time.

Barvinok's method on random tensor network

$$f(z) = \ln(g(z))$$
$$f(1) \approx \hat{f}(1) = \sum_{k=0}^M \frac{f^{(k)}(0)}{k!} \longrightarrow \text{few roots} \longrightarrow \text{find a root-free path} \longrightarrow \text{quasi-poly algorithm}$$

Barvinok's method on random tensor network



Barvinok's method on random tensor network

$$f(z) = \ln(g(z))$$
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few roots
on **average**



find a root-free path
with **high probability**



quasi-poly algorithm
that succeeds with
high probability

How to bound
average number
of roots?



$$\mathbb{E}_g[N_{r(1-\delta)}] \leq \frac{1}{2\delta} \mathbb{E}_g \left[\oint_r \log \left(\left| \frac{g(z)}{g(0)} \right|^2 \right) dz \right]$$
$$\leq \frac{1}{2\delta} \log \left(\oint_r \mathbb{E}_g \left| \frac{g(z)}{g(0)} \right|^2 dz \right)$$

Jensen's formula

Jensen's inequality

[EM18]

Barvinok's method on random tensor network

$f(z) = \ln(g(z))$
 $f(1) \approx \hat{f}(1) = \sum_{k=0}^M \frac{f^{(k)}(0)}{k!}$ $\longrightarrow$ few roots on **average** $\longrightarrow$ find a root-free path with **high probability** $\longrightarrow$ quasi-poly algorithm that succeeds with **high probability**

How to bound
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$\longrightarrow$ by upper-bounding $E_g \left| \frac{g(z)}{g(0)} \right|^2$ [EM18]

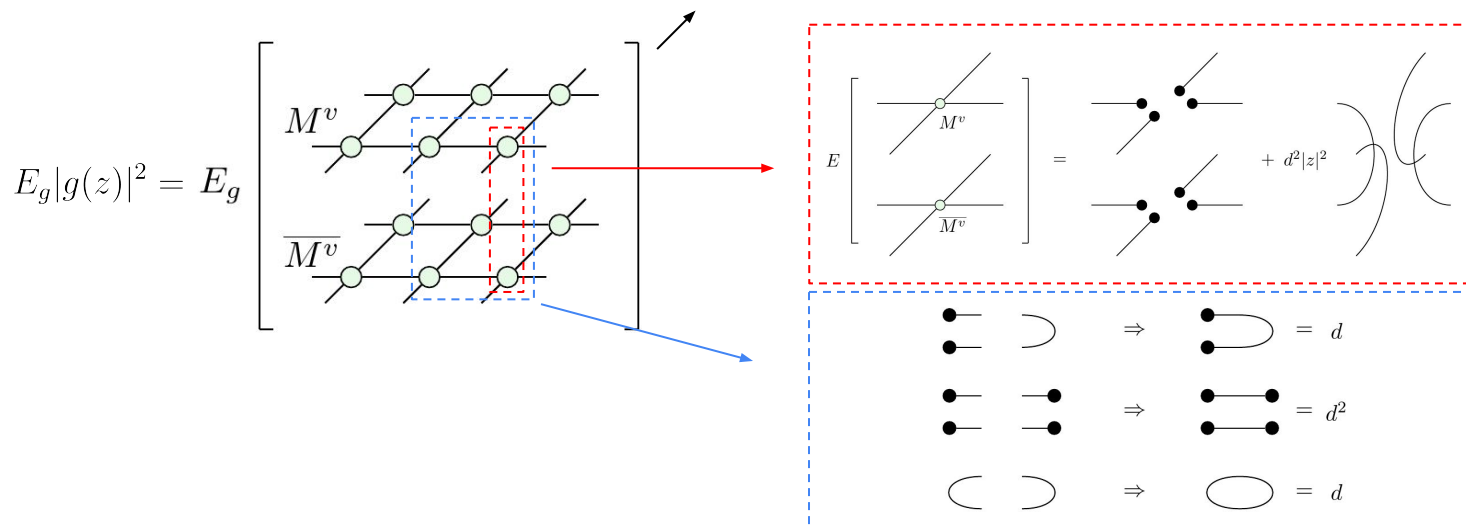
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$E_g |g(z)|^2 =$ partition function of **2D classical ising model** with local magnetic field!

$z = 1 \longleftrightarrow$ **zero** magnetic field

Barvinok's method on random tensor network

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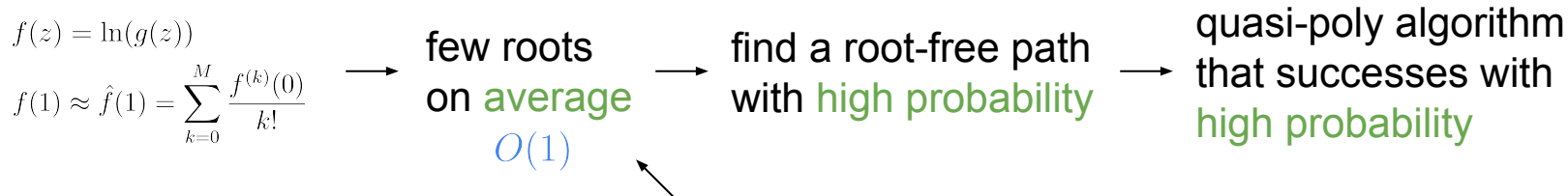
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$\longrightarrow$ **Onsager's solution [Ons44]** for zero-field 2D ising model (finite-size variant [Kau49])

Barvinok's method on random tensor network



How to bound
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→ by upper-bounding $E_g \left| \frac{g(z)}{g(0)} \right|^2$ [EM18]

$O(1)$ for $z \lesssim 1$



$E_g |g(z)|^2 =$ partition function of **2D classical ising model** with local magnetic field!

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→ **Onsager's solution** [Ons44] for zero-field 2D ising model (finite-size variant [Kau49])

Fully positive TN

What can we say about approximating a **fully positive** TN?

Brief summary of two results:

1. Approximating a **positive** TN up to **very large multiplicative** error is **StoqMA-hard**.
2. Approximating a **positive** TN with **additive** error bounded by the product of **1-norm** of each tensor is **BPP-complete**.

Approximating an **arbitrary** TN with **additive** error bounded by the product of **2-norm** of each tensor is **BQP-complete**. [AL10]

Outlook

We showed that there's a **quasi-polynomial** time classical algorithm to approximately contract a **slightly positive** tensor network.

- How to prove tractability with **constant** bond-dimension?
- Can one improve the method?
 - Interpolate from other **rank-one** tensors? (e.g. BP-fixed point)
 - Use **better** interpolations?
- Can the method be used in **practice**? (with some modifications & heuristics)