

7. Overview of modern QMC algorithms



Modern Monte Carlo algorithms

- Which system sizes can be studied?

temperature	local updates	modern algorithms
3D Tc	16'000 spins	16'000'000 spins
0.1 J	200 spins	1'000'000 spins
0.005 J	—	50'000 spins
3D Tc	32 bosons	1'000'000 bosons
0.1 t	32 bosons	10'000 bosons

When to use SSE?

- For quantum magnets
 - loop cluster algorithm if there is spin inversion symmetry
 - directed loops if there is no spin inversion symmetry
- For hardcore bosons:
 - loop cluster algorithm if there is particle-hole symmetry
 - directed loops if there is no particle-hole symmetry
- Which models?
 - 2-site interactions are rather straightforward
 - multi-site interactions require more thought

When to use path integrals?

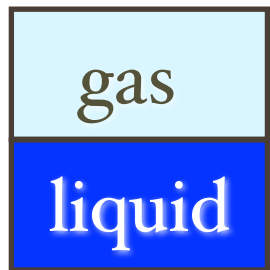
- For Bose-Hubbard models
 - Use the worm algorithm in continuous time path integrals
 - This expands only in the hopping t and not the **much** larger repulsion U
- For non-local in time actions
 - Appear in dissipative (Caldeira-Legget type) models, coupling to phonons, DMFT, ...
 - Cluster algorithms are again possible in case of spin-inversion symmetry

8. Wang-Landau sampling and optimized ensembles for quantum systems



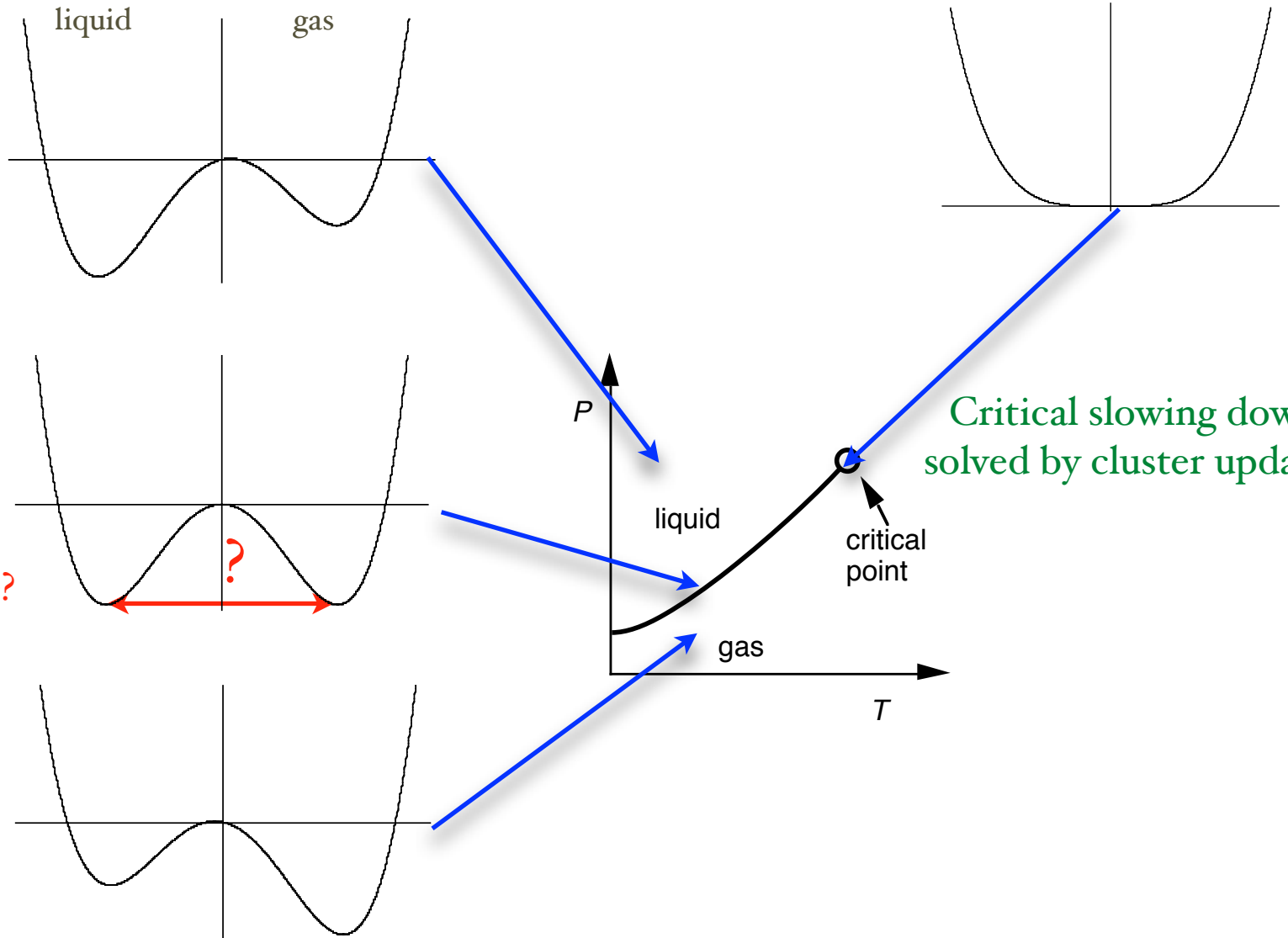
First order phase transitions

Tunneling out of meta-stable state is suppressed exponentially



$$\tau \propto \exp(-cL^{d-1}/T)$$

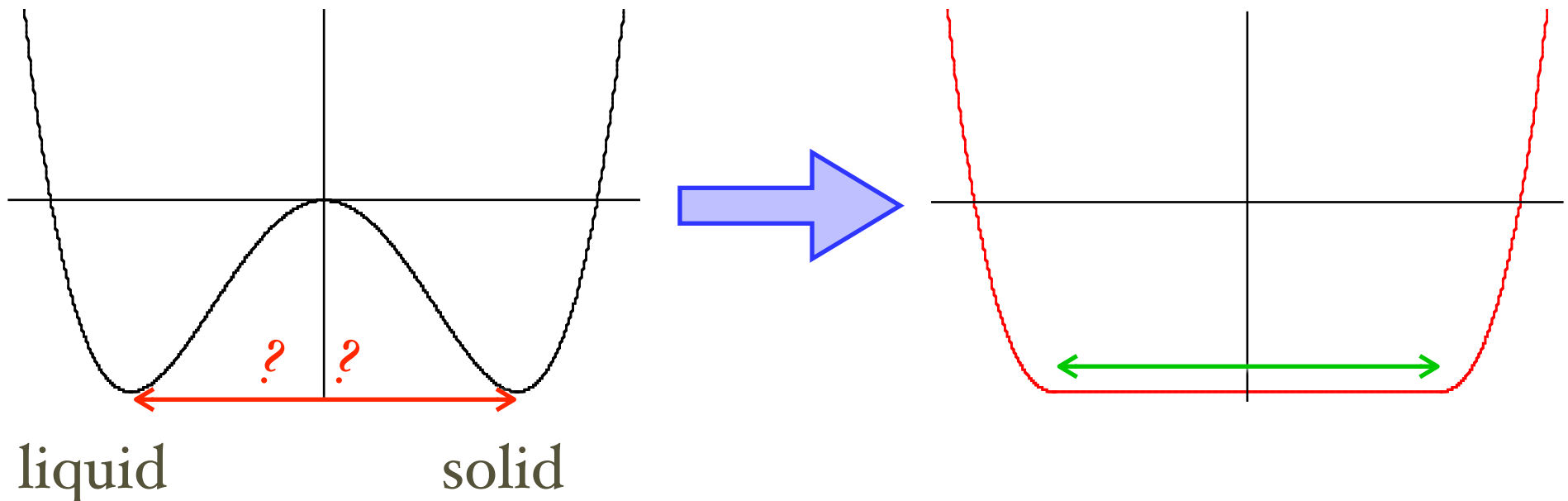
How can we tunnel out of metastable state?



Critical slowing down solved by cluster updates

First order phase transitions

- **Tunneling problem** at a first order phase transition is solved by *changing the ensemble* to create a flat energy landscape
 - Multicanonical sampling (Berg and Neuhaus, Phys. Rev. Lett. 1992)
 - Wang-Landau sampling (Wang and Landau, Phys. Rev. Lett. 2001)
 - Quantum version (MT, Wessel and Alet, Phys. Rev. Lett. 2003)
 - Optimized ensembles (Trebst, Huse and MT, Phys. Rev. E 2004)



Quantum systems

- Classical:
$$Z = \sum_c e^{-E_c / k_B T} = \sum_E \rho(E) e^{-E / k_B T}$$

- Quantum: $\rho(E)$ is not accessible

- formulation in terms of *high-temperature series*

$$Z = \text{Tr}(e^{-\beta H}) = \sum_{n=0}^{\infty} \frac{\beta^n}{n!} \text{Tr}(-H)^n = \sum_{n=0}^{\infty} \frac{\beta^n}{n!} g(n)$$

- or *perturbation series*

$$Z = \text{Tr} e^{-\beta H} = \text{Tr} e^{-\beta(H_0 + \lambda V)} = \sum_{n=0}^{\infty} \lambda^n g(n)$$

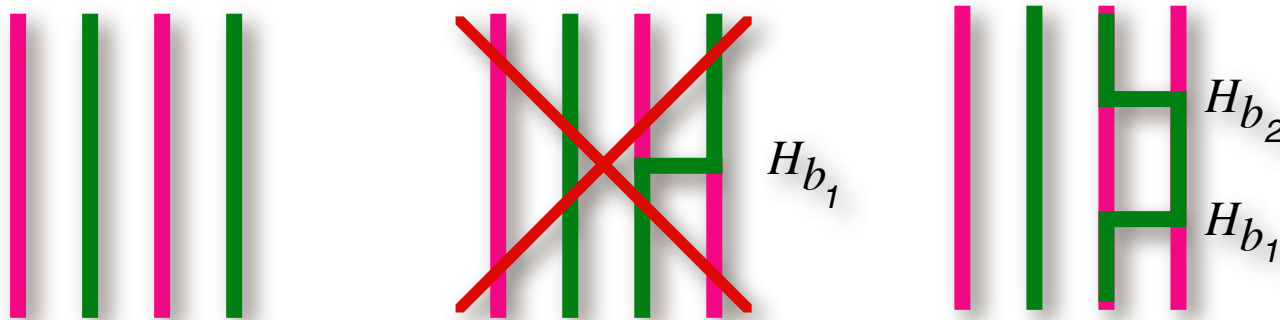
- Flat histogram, parallel tempering, histogram reweighting, etc done in order n of series expansion instead of energy

Stochastic Series Expansion (SSE)

- based on high temperature expansion, (A. Sandvik, 1991)

$$\begin{aligned}
 Z &= \text{Tr}(e^{-\beta H}) = \sum_{n=0}^{\infty} \frac{\beta^n}{n!} \text{Tr} [(-H)^n] \\
 &= \sum_{n=0}^{\infty} \frac{\beta^n}{n!} \sum_{\alpha_1, \dots, \alpha_n} \langle \alpha_1 | -H | \alpha_2 \rangle \langle \alpha_2 | -H | \alpha_3 \rangle \cdots \langle \alpha_n | -H | \alpha_1 \rangle
 \end{aligned}$$

- also has a graphical representation in terms of world lines



- is very similar to path integrals
 - perturb in all terms of the Hamiltonian, not just off-diagonal terms

Wang-Landau sampling for quantum systems

- SSE:
$$Z = \text{Tr}(e^{-\beta H}) = \sum_{n=0}^{\infty} \frac{\beta^n}{n!} \text{Tr}[(-H)^n]$$
$$= \sum_{n=0}^{\infty} \frac{\beta^n}{n!} \sum_{\alpha_1, \dots, \alpha_n} \langle \alpha_1 | -H | \alpha_2 \rangle \langle \alpha_2 | -H | \alpha_3 \rangle \cdots \langle \alpha_n | -H | \alpha_1 \rangle$$
$$\equiv \sum_{n=0}^{\infty} \frac{\beta^n}{n!} g(n)$$

- compare to classical Monte Carlo:

$$Z = \sum_c e^{-E_c / k_B T} = \sum_E \rho(E) e^{-E / k_B T}$$

- flat histogram obtained by changing the ensemble:

- classically:
$$e^{-\beta E_c} \rightarrow \frac{1}{\rho(E)}$$

- quantum:
$$\frac{\beta^n}{n!} \rightarrow \frac{1}{g(n)}$$

Wang-Landau updates in SSE

- We want flat histogram in order n
 - Use the Wang-Landau algorithm to get

$$Z = \sum_{n=0}^{\Lambda} \beta^n g(n) \quad \text{from} \quad Z = \sum_{n=0}^{\Lambda} \sum_{|\alpha\rangle} \sum_{(b_1, \dots, b_{\Lambda})} \frac{(\Lambda - n)! \beta^n}{\Lambda!} \langle \alpha | \prod_{i=1}^{\Lambda} (-H_{b_i}) | \alpha \rangle$$

- Small change in acceptance rates for diagonal updates

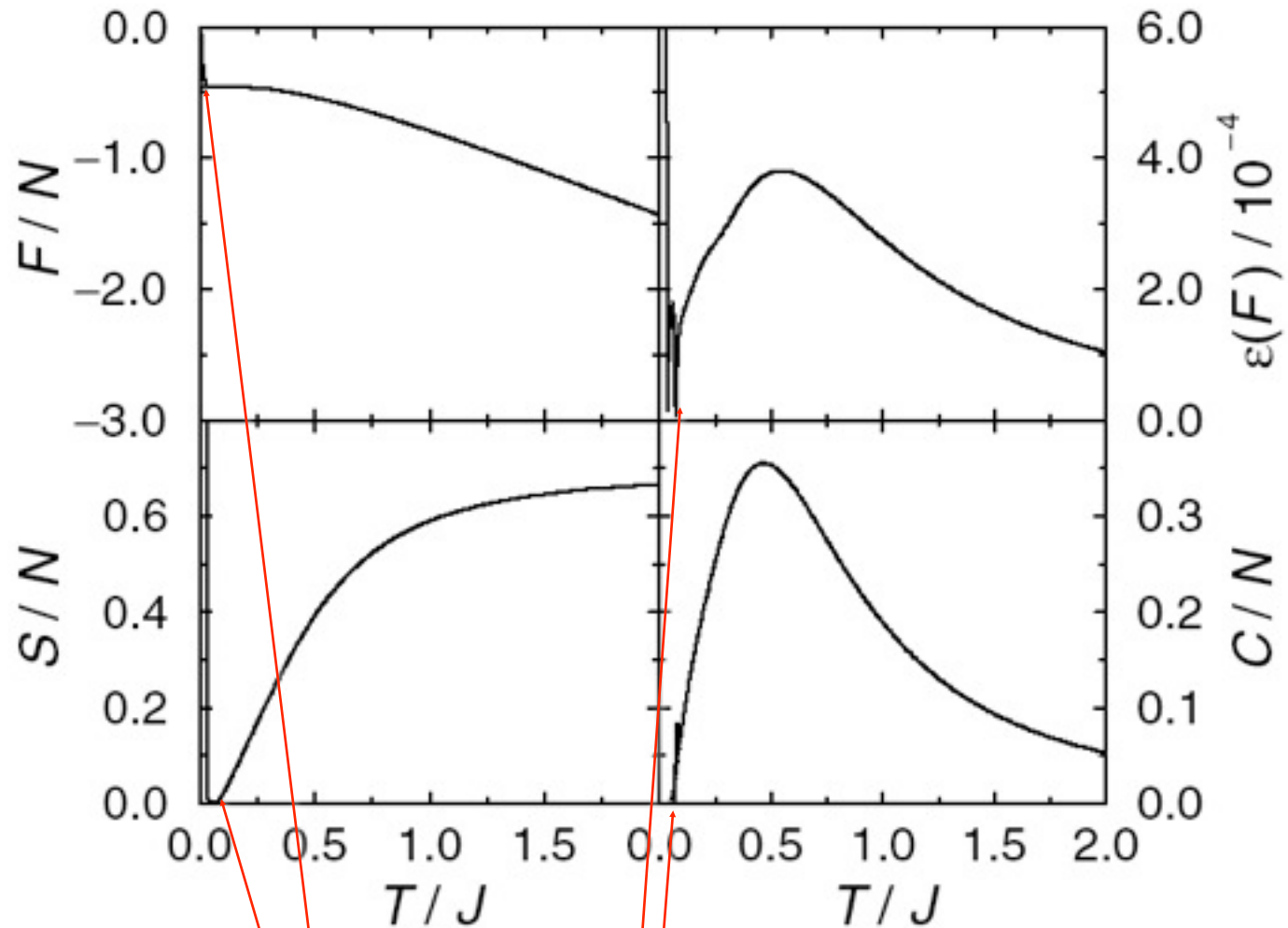
$$P[1 \rightarrow H_{(i,j)}^d] = \min \left(1, \frac{\beta N_{\text{bonds}} \langle \alpha | H_{(i,j)}^d | \alpha \rangle}{\Lambda - n} \right) \xrightarrow{\text{Wang-Landau}} \min \left(1, \frac{N_{\text{bonds}} \langle \alpha | H_{(i,j)}^d | \alpha \rangle}{\Lambda - n} \frac{g(n)}{g(n+1)} \right)$$

$$P[H_{(i,j)}^d \rightarrow 1] = \min \left(1, \frac{\Lambda - n + 1}{\beta N_{\text{bonds}} \langle \alpha | H_{(i,j)}^d | \alpha \rangle} \right) \xrightarrow{\text{Wang-Landau}} \min \left(1, \frac{\Lambda - n + 1}{N_{\text{bonds}} \langle \alpha | H_{(i,j)}^d | \alpha \rangle} \frac{g(n)}{g(n-1)} \right)$$

- Loop update does not change n and is thus unchanged!
- Cutoff Λ limits temperatures to $\beta < \Lambda / E_0$

The first test

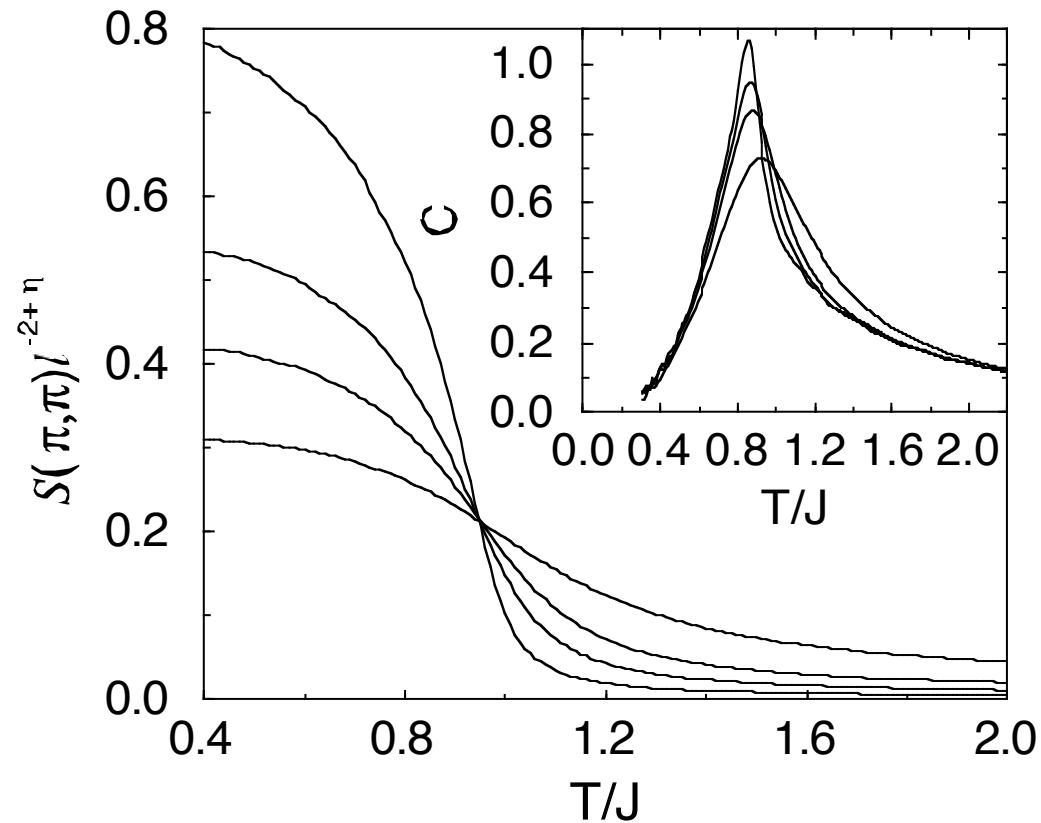
- $L=10$ site Heisenberg chain with $\Lambda = 250$



temperature cutoff due to finite L

Wang-Landau sampling for quantum systems

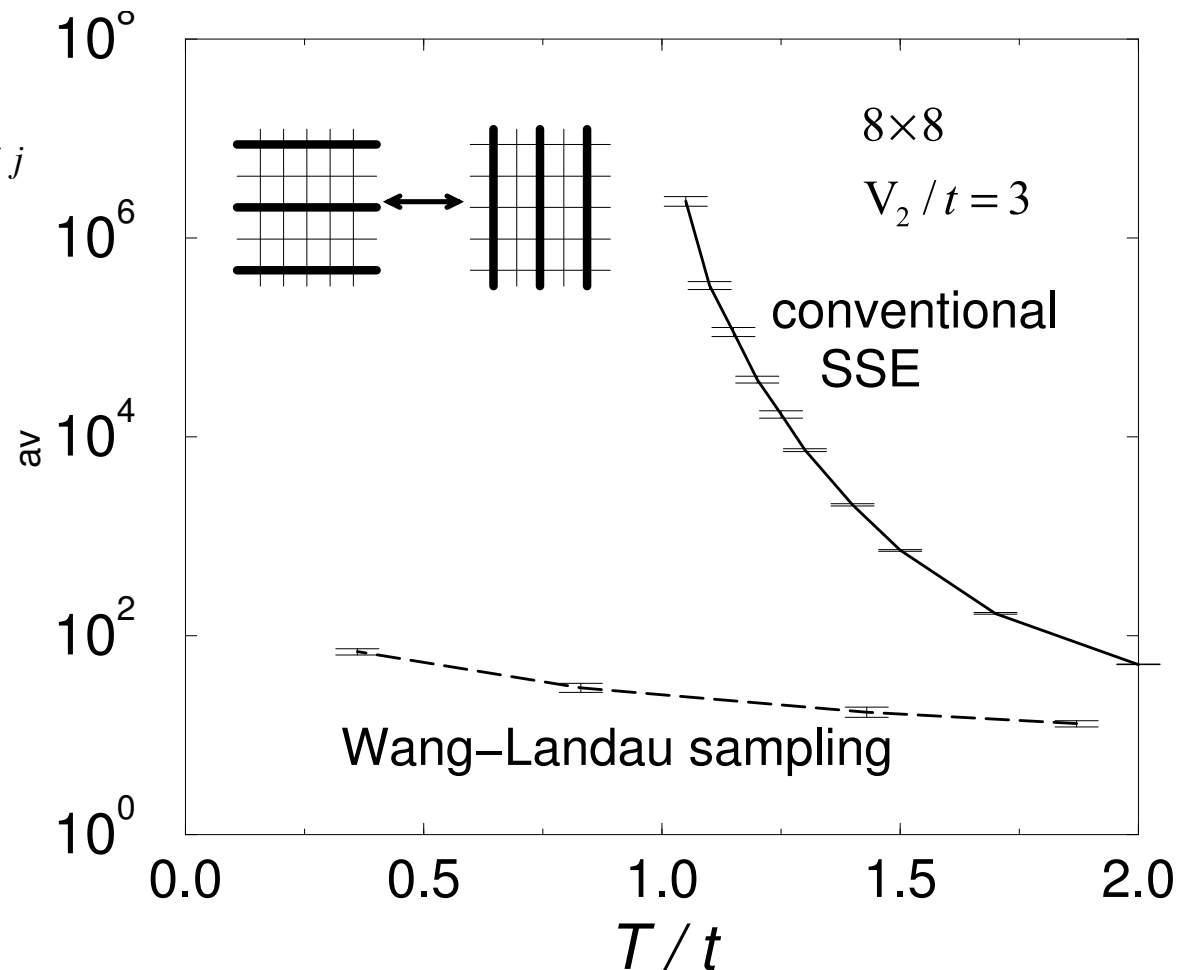
- Example: 3D quantum Heisenberg antiferromagnet



Speedup at first order phase transition

- Greatly reduced tunneling times at free energy barriers
 - Example: stripe rotation in 2D hard-core bosons

$$H = -t \sum_{\langle i,j \rangle} (a_i^\dagger a_j + h.c.) + V_2 \sum_{\langle\langle i,j \rangle\rangle} n_i n_j$$



Perturbation expansion

- Instead of temperature a coupling constant can be changed
- Based on finite temperature perturbation expansion

$$\text{with } H = H_0 + \lambda V = \sum_i \lambda^{n_\lambda(i)} H_i$$

$$\begin{aligned} Z = \text{Tr}(e^{-\beta H}) &= \sum_{n=0}^{\infty} \frac{(-\beta)^n}{n!} \sum_{|\alpha\rangle} \sum_{(b_1, \dots, b_n)} \langle \alpha | \prod_{i=1}^n (-H_{b_i}) | \alpha \rangle \lambda^{n_\lambda(b_1, \dots, b_n)} \\ &\approx \sum_{n=0}^{\Lambda} \sum_{|\alpha\rangle} \sum_{(b_1, \dots, b_\Lambda)} \frac{(\Lambda - n)! \beta^n}{\Lambda!} \langle \alpha | \prod_{i=1}^{\Lambda} (-H_{b_i}) | \alpha \rangle \lambda^{n_\lambda(b_1, \dots, b_\Lambda)} \\ &= \sum_{n_\lambda=0}^{\Lambda} \lambda^{n_\lambda} g(n_\lambda) \end{aligned}$$

$n_\lambda(b_1, \dots, b_n)$ counts # of λ terms

- Flat histogram in order n_λ of perturbation expansion

Perturbation series by Wang-Landau

- We want flat histogram in order n_λ

- Use the Wang-Landau algorithm to get

$$Z = \sum_{n_\lambda=0}^{\Lambda} \lambda^{n_\lambda} g(n_\lambda) \quad \text{from} \quad Z = \sum_{n=0}^{\Lambda} \sum_{|\alpha\rangle} \sum_{(b_1, \dots, b_\Lambda)} \frac{(\Lambda - n)! \beta^n}{\Lambda!} \langle \alpha | \prod_{i=1}^{\Lambda} (-H_{b_i}) | \alpha \rangle \lambda^{n_\lambda(b_1, \dots, b_\Lambda)}$$

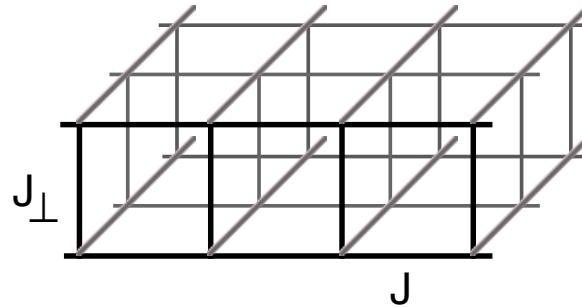
- Small change in acceptance rates for diagonal updates

$$P[1 \rightarrow H_{(i,j)}^d] = \min \left(1, \frac{\beta N_{\text{bonds}} \langle \alpha | H_{(i,j)}^d | \alpha \rangle}{\Lambda - n} \right) \xrightarrow{\text{Wang-Landau}} \min \left(1, \frac{\beta N_{\text{bonds}} \langle \alpha | H_{(i,j)}^d | \alpha \rangle}{\Lambda - n} \frac{g(n_\lambda)}{g(n_\lambda + \Delta n_\lambda)} \right)$$

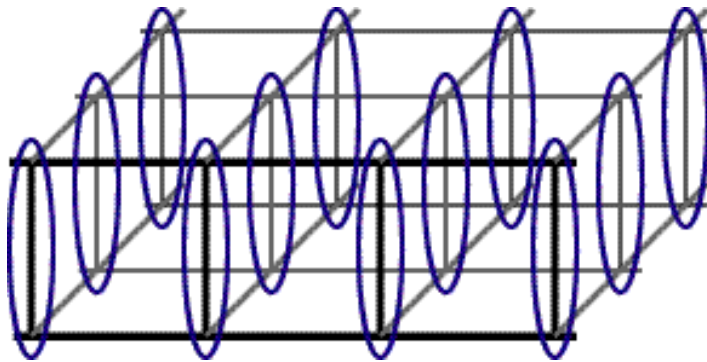
$$P[H_{(i,j)}^d \rightarrow 1] = \min \left(1, \frac{\Lambda - n + 1}{\beta N_{\text{bonds}} \langle \alpha | H_{(i,j)}^d | \alpha \rangle} \right) \xrightarrow{\text{Wang-Landau}} \min \left(1, \frac{\Lambda - n + 1}{\beta N_{\text{bonds}} \langle \alpha | H_{(i,j)}^d | \alpha \rangle} \frac{g(n_\lambda)}{g(n_\lambda - \Delta n_\lambda)} \right)$$

- Loop update does not change n and is thus unchanged!
- Cutoff Λ limits value of λ for which the series converges

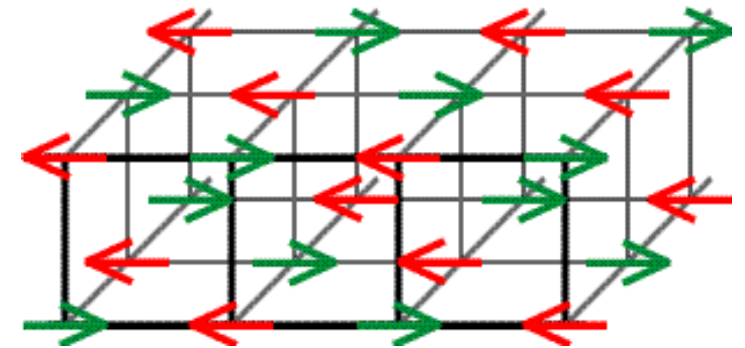
The antiferromagnetic bilayer



$J \ll J_{\perp}$: spin gap, no long range order



$J \gg J_{\perp}$: long range order

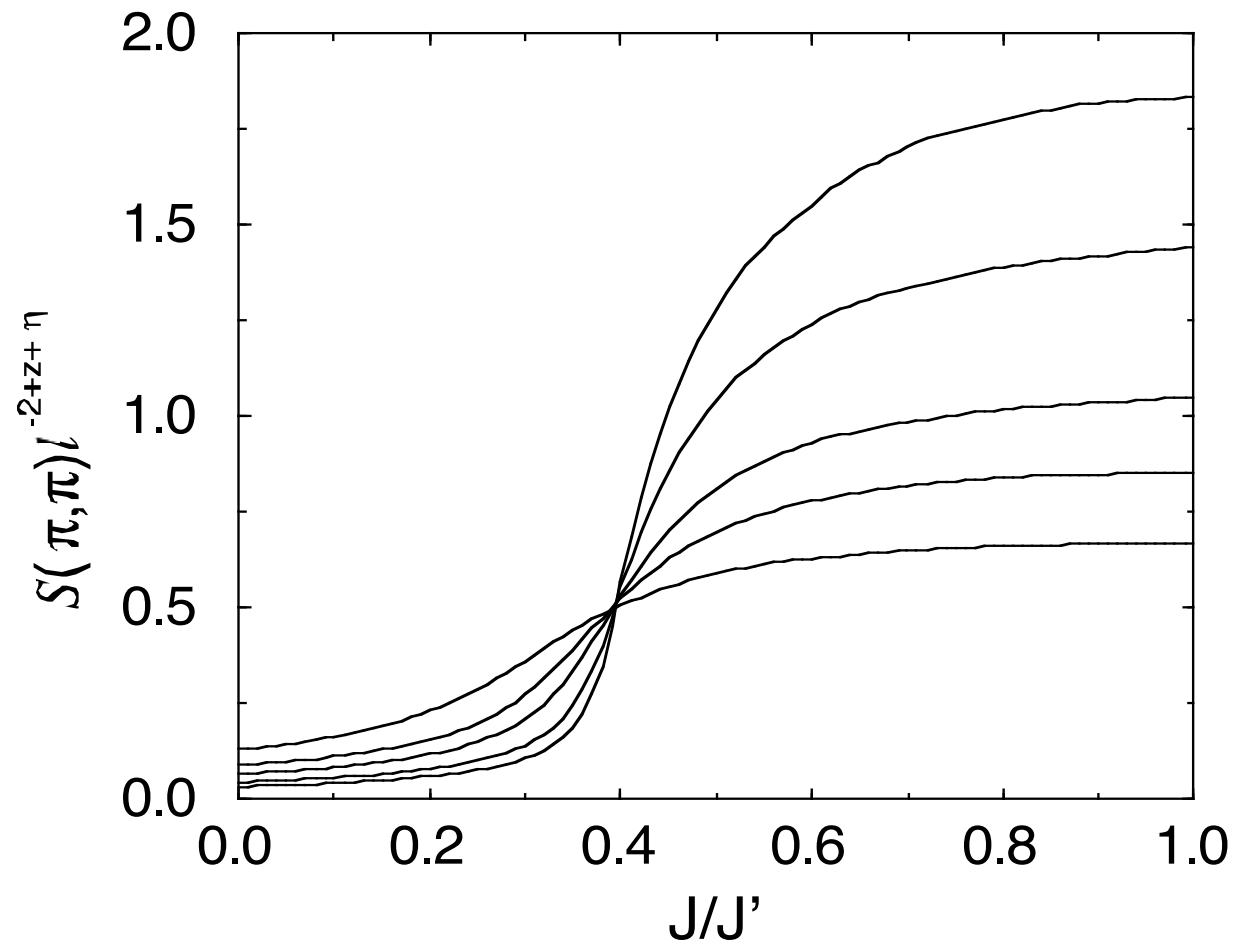


Quantum phase transition at $J_{\perp} / J \approx 2.524(2)$

Spin gap vanishes
Magnetic order vanishes
Universal properties

Quantum phase transition

- Quantum phase transition in bilayer quantum Heisenberg antiferromagnet



Summary

- Extension of Wang-Landau sampling to quantum systems
- Stochastically evaluate series expansion coefficients
 - High-temperature series $Z = \sum_{n=0}^{\infty} \frac{\beta^n}{n!} g(n)$
 - Perturbation series $Z = \sum_{n_\lambda=0}^{\infty} \lambda^{n_\lambda} g(n_\lambda)$
- Features
 - Flat histogram in the expansion order
 - Allows calculation of free energy
 - Like classical systems, allows tunneling through free energy barriers
- Optimized ensembles are also possible

9. The negative sign problem in quantum Monte Carlo



Quantum Monte Carlo

- Not as easy as classical Monte Carlo

$$Z = \sum_c e^{-E_c / k_B T}$$

- Calculating the eigenvalues E_c is equivalent to solving the problem
- Need to find a mapping of the quantum partition function to a classical problem

$$Z = \text{Tr} e^{-\beta H} \equiv \sum_c p_c$$

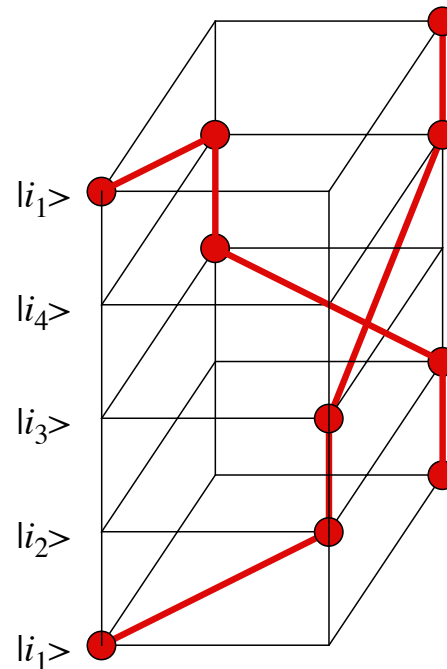
- “Negative sign” problem if some $p_c < 0$

The negative sign problem

- In mapping of quantum to classical system

$$Z = \text{Tr} e^{-\beta H} = \sum_i p_i$$

- there is a “sign problem” if some of the $p_i < 0$
 - Appears e.g. in simulation of electrons when two electrons exchange places (Pauli principle)



The negative sign problem

- Sample with respect to absolute values of the weights

$$\langle A \rangle = \frac{\sum_i A_i p_i}{\sum_i p_i} = \frac{\sum_i A_i \operatorname{sgn} p_i |p_i| / \sum_i |p_i|}{\sum_i \operatorname{sgn} p_i |p_i| / \sum_i |p_i|} \equiv \frac{\langle A \cdot \operatorname{sign} \rangle_{|p|}}{\langle \operatorname{sign} \rangle_{|p|}}$$

- Exponentially growing cancellation in the sign

$$\langle \operatorname{sign} \rangle = \frac{\sum_i p_i}{\sum_i |p_i|} = Z/Z_{|p|} = e^{-\beta V(f - f_{|p|})}$$

- Exponential growth of errors

$$\frac{\Delta \operatorname{sign}}{\langle \operatorname{sign} \rangle} = \frac{\sqrt{\langle \operatorname{sign}^2 \rangle - \langle \operatorname{sign} \rangle^2}}{\sqrt{M} \langle \operatorname{sign} \rangle} \approx \frac{e^{\beta V(f - f_{|p|})}}{\sqrt{M}}$$

- NP-hard problem (no general solution) [Troyer and Wiese, PRL 2005]

Is the sign problem exponentially hard?

- The sign problem is basis-dependent

- Diagonalize the Hamiltonian matrix $H|i\rangle = \epsilon_i|i\rangle$

$$\langle A \rangle = \text{Tr}[A \exp(-\beta H)] / \text{Tr}[\exp(-\beta H)] = \sum_i \langle i|A|i\rangle \exp(-\beta \epsilon_i) / \sum_i \exp(-\beta \epsilon_i)$$

- All weights are positive
- But this is an *exponentially hard problem* since $\dim(H)=2^N!$
- Good news: the sign problem is basis-dependent!
- But: the sign problem is still not solved
 - Despite decades of attempts
- Reminiscent of the NP-hard problems
 - No proof that they are exponentially hard
 - No polynomial solution either

What is a solution of the sign problem?

- Consider a fermionic quantum system with a sign problem (some $p_i < 0$)

$$\langle A \rangle = \text{Tr}[A \exp(-\beta H)] / \text{Tr}[\exp(-\beta H)] = \frac{\sum_i A_i p_i}{\sum_i p_i}$$

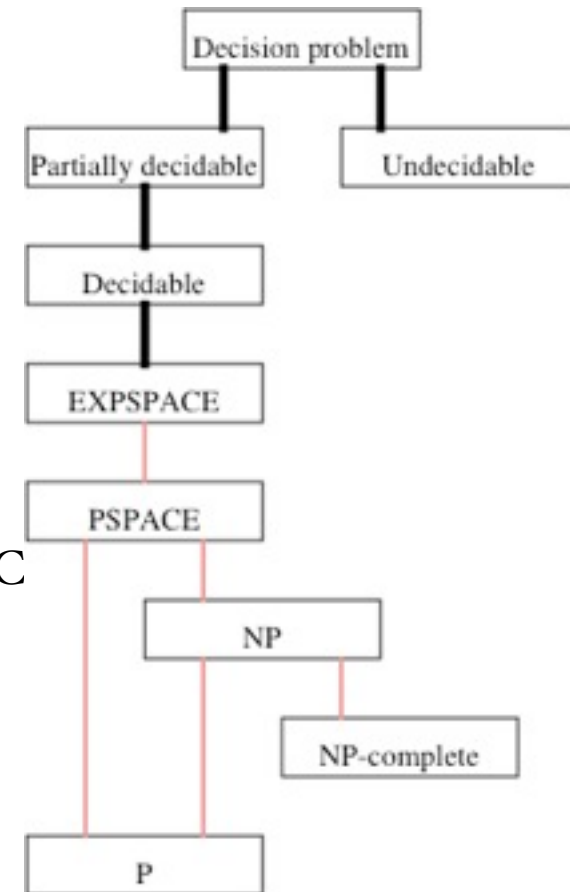
- Where the sampling of the bosonic system with respect to $|p_i|$ scales **polynomially**

$$T \propto \varepsilon^{-2} N^n \beta^m$$

- A solution of the sign problem is defined as an algorithm that can calculate the average with respect to p_i also in polynomial time
 - Note that changing basis to make all $p_i \geq 0$ might not be enough: the algorithm might still exhibit exponential scaling

Complexity of decision problems

- Partial hierarchy of decision problems
 - **Undecidable** (“This sentence is false”)
 - **Partially decidable** (halting problem of Turing machines)
 - **EXPSpace**
 - Exponential space and time complexity: diagonalization of Hamiltonian
 - **PSPACE**
 - Exponential time, polynomial space complexity: Monte C
 - **NP**
 - Polynomial complexity on non-deterministic machine
 - Traveling salesman problem
 - 3D Ising spin glass
 - **P**
 - Polynomial complexity on Turing machine

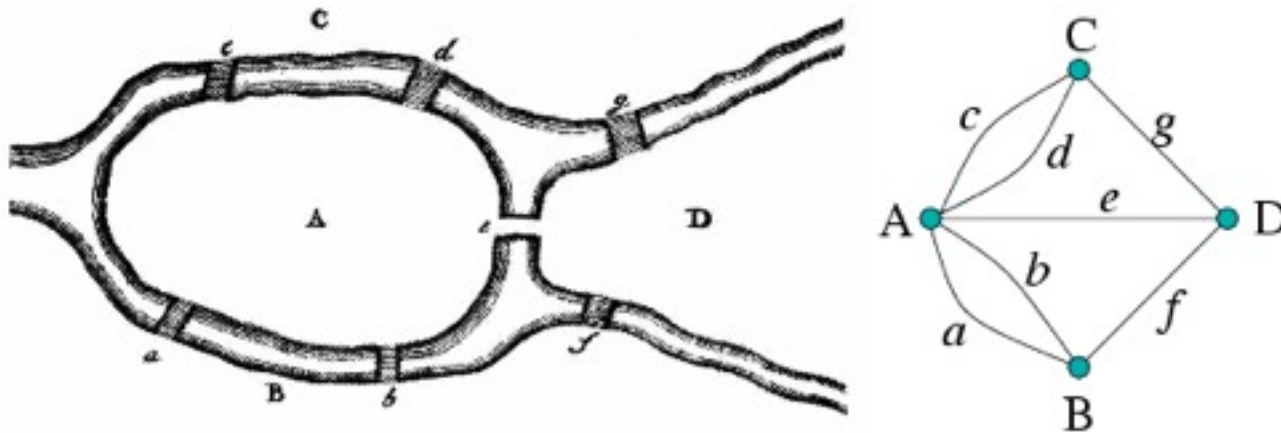


Complexity of decision problems

- Some problems are harder than others:
 - Complexity class **P**
 - Can be solved in polynomial time on a Turing machine
 - Eulerian circuit problem
 - Minimum spanning Tree (decision version)
 - Detecting primality
 - Complexity class **NP**
 - Polynomial complexity using non-deterministic algorithms
 - Hamiltonian circle problem
 - Traveling salesman problem (decision version)
 - Factorization of integers
 - 3D spin glasses

The complexity class P

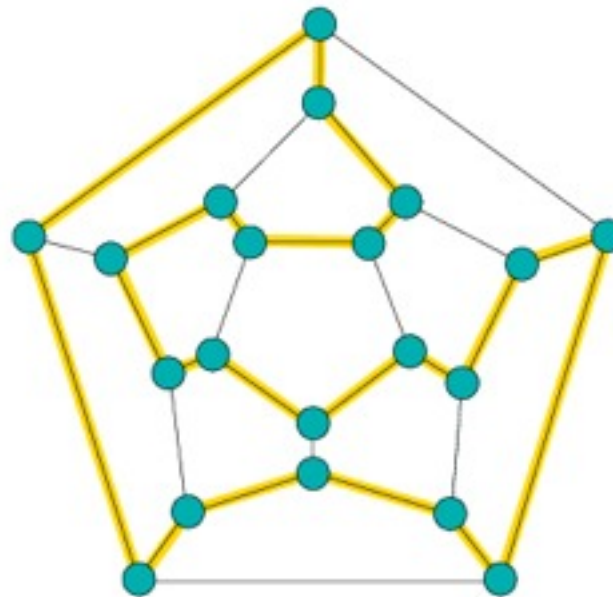
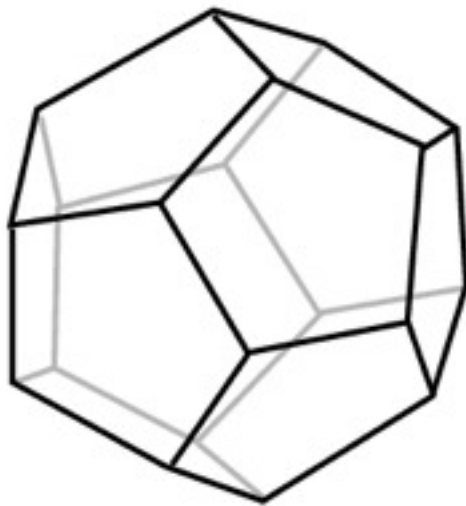
- The Eulerian circuit problem
 - Seven bridges in Königsberg (now Kaliningrad) crossed the river Pregel
 - Can we do a roundtrip by crossing each bridge exactly once?
 - Is there a closed walk on the graph going through each edge exactly once?



- Looks like an expensive task by testing all possible paths.
- Euler: Desired path exists only if the coordination of each edge is even.
- This is of order $O(N^2)$
- Concerning Königsberg: NO!

The complexity class NP

- The Hamiltonian cycle problem
 - Sir Hamilton's Icosian game:
 - Is there a closed walk on going through each vertex exactly once?



- Looks like an expensive task by testing all possible paths.
- No polynomial algorithm is known, nor a proof that it cannot be constructed

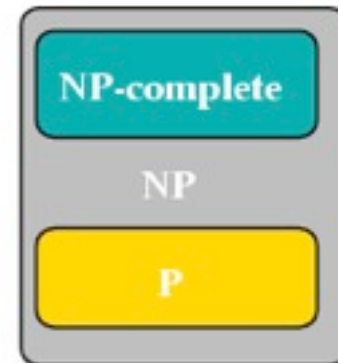
The complexity class NP

- Polynomial time complexity on a **nondeterministic** machine
 - Can execute both branches of an if-statement, but branches cannot merge again
 - Has exponential number of CPUs but no communication
- **It can** in polynomial time
 - Test all possible paths on the graph to see whether there is a Hamiltonian cycle
 - Test all possible configurations of a spin glass for a configuration smaller than a given energy $\exists c : E_c < E$
- **It cannot**
 - Calculate a partition function since the sum over all states cannot be performed

$$Z = \sum_c \exp(-\beta \epsilon_c)$$

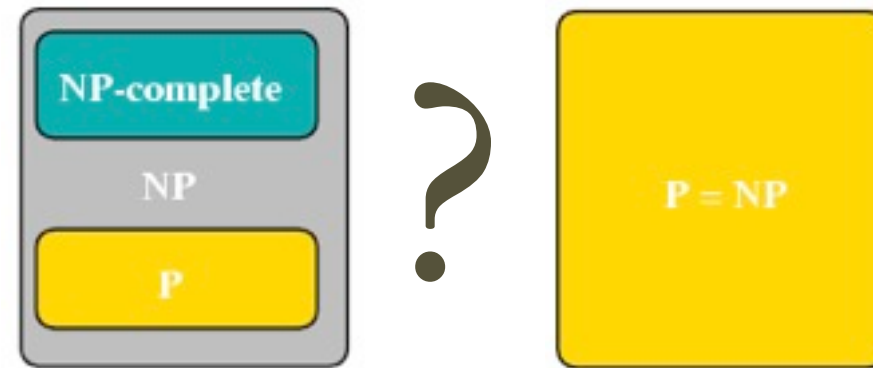
NP-hardness and NP-completeness

- **Polynomial reduction**
 - Two decision problems Q and P:
 - $Q \leq P$: there is an polynomial algorithm for Q, provided there is one for P
 - Typical proof: Use the algorithm for P as a subroutine in an algorithm for P
 - Many problems have been reduced to other problems
- **NP-hardness**
 - A problem P is **NP-hard** if $\forall Q \in NP : Q \leq P$
 - This means that solving it in polynomial time solves all problems in NP too
- **NP-completeness**
 - A problem P is **NP-complete**, if P is NP-hard and $P \in NP$
 - Most Problems in NP were shown to be NP-complete



The P versus NP problem

- Hundreds of important NP-complete problems in computer science
 - Despite decades of research no polynomial time algorithm was found
 - Exponential complexity has not been proven either
- The P versus NP problem
 - Is $P=NP$ or is $P \neq NP$?
 - One of the millenium challenges of the Clay Math Foundation
<http://www.claymath.org>
 - 1 million US\$ for proving either $P=NP$ or $P \neq NP$
- The situation is similar to the sign problem

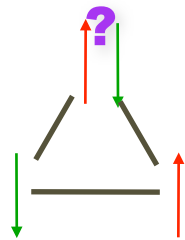


The Ising spin glass: NP-complete

- 3D Ising spin glass $H = -\sum_{\langle i,j \rangle} J_{ij} \sigma_i \sigma_j$ with $J_{ij} = 0, \pm 1$
- The NP-complete question is: “Is there a configuration with energy $\leq E_0$?”
- Solution by Monte Carlo:
 - Perform a Monte Carlo simulation at $\beta = N \ln 2 + \ln N + \ln \frac{3}{2} + \frac{1}{2}$
 - Measure the energy: $\langle E \rangle < E_0 + \frac{1}{2}$ if there exists a state with energy $\leq E_0$
 $\langle E \rangle > E_0 + 1$ otherwise
 - A Monte Carlo simulation can decide the question

The Ising spin glass: NP-complete

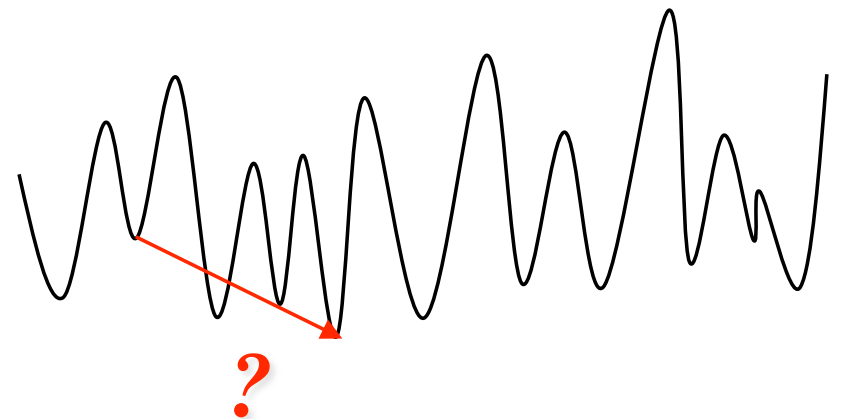
- 3D Ising spin glass is NP-complete $H = -\sum_{\langle i,j \rangle} J_{ij} \sigma_i \sigma_j$ with $J_{ij} = 0, \pm 1$
- Frustration leads to NP-hardness of Monte Carlo



- Exponentially long tunneling and autocorrelation times

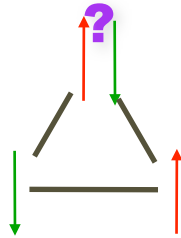
$$c_1 \rightarrow c_2 \rightarrow \dots \rightarrow c_i \rightarrow c_{i+1} \rightarrow \dots$$

$$\Delta A = \sqrt{\langle (\bar{A} - \langle A \rangle)^2 \rangle} = \sqrt{\frac{\text{Var } A}{M} (1 + 2\tau_A)}$$



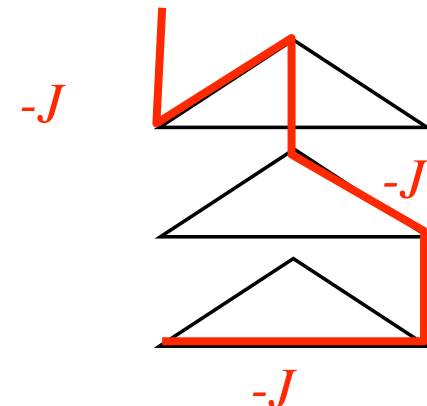
Frustration

- Antiferromagnetic couplings on a triangle:



- Leads to “frustration”, cannot have each bond in lowest energy state
 - With random couplings finding the ground state is NP-hard
-
- Quantum mechanical:
 - negative probabilities for a world line configuration
 - Due to exchange of fermions

Negative weight $(-J)^3$



Solving an NP-hard problem by QMC

- Take 3D Ising spin glass $H = \sum_{\langle i,j \rangle} J_{ij} \sigma_j \sigma_j$ with $J_{ij} = 0, \pm 1$

- View it as a quantum problem in basis where H it is not diagonal

$$H^{(SG)} = \sum_{\langle i,j \rangle} J_{ij} \sigma_j^x \sigma_j^x \text{ with } J_{ij} = 0, \pm 1$$

- The randomness ends up in the sign of offdiagonal matrix elements
- Ignoring the sign gives the ferromagnet and loop algorithm is in P

$$H^{(FM)} = - \sum_{\langle i,j \rangle} \sigma_j^x \sigma_j^x$$

- The sign problem causes NP-hardness
- solving the sign problem solves all the NP-complete problems and prove NP=P

Summary

- A “solution to the sign problem” solves all problems in NP
- Hence a general solution to the sign problem does not exist unless $P=NP$
 - If you still find one and thus prove that $NP=P$ you will get
 - 1 million US \$!
 - A Nobel prize?
 - A Fields medal?
- What does this imply?
 - A general method cannot exist
 - Look for specific solutions to the sign problem or model-specific methods

The origin of the sign problem

- We sample with the wrong distribution by ignoring the sign!
- We simulate bosons and expect to learn about fermions?
 - will only work in insulators and superfluids
- We simulate a ferromagnet and expect to learn something useful about a frustrated antiferromagnet?
- We simulate a ferromagnet and expect to learn something about a spin glass?
 - This is the idea behind the proof of NP-hardness

Working around the sign problem

I. Simulate “bosonic” systems

- Bosonic atoms in optical lattices
- Helium-4 supersolids
- Nonfrustrated magnets

2. Simulate sign-problem free fermionic systems

- Attractive on-site interactions
- Half-filled Mott insulators

3. Restriction to quasi-1D systems

- Use the density matrix renormalization group method (DMRG)

4. Use approximate methods

- Dynamical mean field theory (DMFT)

The secret of Monte Carlo

- Small ideas are enough to make big progress
- However one needs the right idea - most unfortunately fail