### AGSPs and an Area Law for Gapped 1D Systems

Itai Arad, Alexei Kitaev, Zeph Landau, Umesh Vazirani

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The same property that leads to the power of quantum computation is the major barrier for understanding many-body physics:

Exponential Dimensional Space



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So even describing a state requires exponential amount of information.

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# A Basic Question



Can we develop a better understanding of a class of relevant states?

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- Do they have a special structure?
- Does that structure allow for meaningful short descriptions?
- Does that structure allow us to compute various properties of them?



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- *H<sub>i</sub>* linear operator. (self-adjoint).
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#### **Ground State**

- The ground state  $|\Gamma\rangle$  is the smallest eigenvector of H.
- Gap = distance between the lowest two eigenvalues.
- Focus on unique ground state and constant gap.

#### Ground states model the state of the system at low temperatures.

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## The Fundamental Quest: understanding ground states



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Spoiler:

- For (gapped) 1D systems: yes
- For higher dimensions: ?

# Area Law formulation

Folklore concept motivated by the Holographic Principle in Cosmology:

• Total amount of information in a black hole resides on the boundary. . .

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['01, Vidal, Latorre, Rico, Kitaev] Area Law formalized in terms of entanglement entropy.

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1D Area law proved [Hastings '07].

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- Ground states have a poly(n)-bond dimension Matrix Product State description.
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#### Natural Questions:

- Does the result generalize to 2D?
- Does it suggest an algorithm for finding the ground state?

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## The birth of Approximate Ground State Projections

"If there is a problem you can't solve, then there is an easier problem you can't solve: find it." - George Polya

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A special case: frustration-free commuting case.

- Can assume  $H_i$  are projections.
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How to generalize this idea?

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### AGSP

#### Approximate Ground State Projection (AGSP)



Properties:

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### AGSP

#### Approximate Ground State Projection (AGSP)



Properties:

• It "approximately" projects onto one vector you want (ground state).

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Properties:

- It "approximately" projects onto one vector you want (ground state).
- It isn't too complex.

## Consequences of AGSPs

Two new results:

['11,'12, Arad, Kitaev, Landau, Vazirani] Exponential improvement in parameters
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### An area law in 2 steps

Area law proof:

1. Find a not very complex state that has constant overlap with the ground state.



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Area law proof:

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2. Repeatedly apply an AGSP to that state to rapidly get a good approximation to the ground state.

Both steps use AGSPs- the first is much more delicate.

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#### Entanglement rank behavior

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- Additive for sums of states or operators.

We are looking for an operator K with 2 properties:

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Critical threshold  $D\Delta < 1$ .

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- Analysis of the entanglement rank will involve polynomial interpolation.

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What is the entanglement rank of P(H)? For now, intuitive proxy: degree of polynomial.

#### How can we make $\Delta$ smaller without increasing $\ell$ ?

• Smaller ||H|| would be better but we don't want to lose the 1D structure of H  $\rightarrow$  truncate the ends to get  $H' = (H_L + H_1 + H_2 + \cdots + H_s + H_R)$ .

How can we make  $\Delta$  smaller without increasing  $\ell$  ?

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Chebyshev polynomials: small in an interval:



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**Candidate 2**:  $C_{\ell}(H')$  = dilation and translation of Chebyshev applied to H':



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#### This will be our AGSP. How complex is it?

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For a single term:



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Need to group terms in a nice way (polynomial interpolation) but it all works out with total entanglement increase of the same order as the single term.

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# Putting things together: Area Law for H'

Chebyshev  $C_{\ell}(H')$  has  $\Delta \approx e^{-O(\ell/\sqrt{s})}$ :



Entanglement analysis yields  $D \approx O(d^{\ell/s+s})$ .



Chosing  $\ell = s^2$  yields  $D\Delta \approx e^{-s^{3/2} + s \log d} < 1$  for appropriate choice of  $s \approx \log^2 d$ .

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Area Law of entanglement entropy  $\log(D) = \tilde{O}(\frac{\log^3(d)}{\epsilon})$ 



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- Of independent interest: robustness theorem of truncation.

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