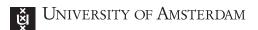
Tensor scaling, quantum marginals, and moment polytopes

Michael Walter







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based on joint work with Peter Bürgisser, Cole Franks, Ankit Garg, Rafael Oliveira, Avi Wigderson (ITCS'18, FOCS'18, FOCS'19)

Overview: Scaling and marginal problems

Interesting class of problems — with applications in q. information, algebra, analysis, computer science — that surprisingly can be phrased as optimization problems over noncommutative groups.

 Null cone & moment polytopes
 ←
 Norm minimization

 (Geometric invariant theory)
 (Optimization theory)

Result: General framework and effective algorithms.

Plan: Overview and illustration via tensor scaling problem.

Example: Matrix scaling

Let X be matrix with nonnegative entries. A scaling of X is a matrix

$$Y = \begin{pmatrix} a_1 & & \\ & \ddots & \\ & & a_n \end{pmatrix} X \begin{pmatrix} b_1 & & \\ & \ddots & \\ & & b_n \end{pmatrix} \qquad (a_1, \dots, b_n > 0).$$

A matrix is called doubly stochastic (d.s.) if row & column sums are 1.

Matrix scaling (Geometry): Given X, \exists (approximately) d.s. scalings?

Permanent (Invariant Theory): ...iff per(X) > 0!

- ► can be decided in polynomial time
- ▶ find scalings by alternatingly fixing rows & columns ©
- ► convergence controlled by permanent

[Sinkhorn]

District advant

Connections to complexity, combinatorics, geometry, numerics, ...

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Further examples

- ► Horn problem \exists Hermitian matrices A + B = C with spectrum α , β , γ ? [Franks]
- ► Positivity of Littlewood-Richardson coefficients [Knutson-Tao]
- ► Operator scaling [Gurvits, Garg et al, Ivanyos et al]
- Non-commutative polynomial identity testing
- ► Validity of Brascamp-Lieb inequalities [Bennett et al, Garg et al]
- ► Solution of Paulsen problem [Kwok et al]

All these are special cases of a general class of problems. Let us focus on 'representative' example involving tensors...

Quantum states and marginals

Global quantum state of d particles is described by unit-norm tensor

$$X \in V = (\mathbb{C}^n)^{\otimes d} = \mathbb{C}^n \otimes \cdots \otimes \mathbb{C}^n$$



State of individual particles described by quantum marginals $\rho_1,...,\rho_d$:

$$\rho_k = X_k X_k^*$$
, where X_k is k -th principal flattening of X

Quantum marginal problem: Which $\rho_1, ..., \rho_d$ are consistent with a global state X?



Answer only depends on eigenvalues λ_i of ρ_i

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Tensor scaling and moment polytopes

Scaling of X: Tensor of the form
$$Y = (A_1 \otimes ... \otimes A_d) X$$
.



Tensor scaling problem: Given X, which $\lambda_1, ..., \lambda_d$ are consistent with its scalings (and limits)?

• $\{(\lambda_1,...,\lambda_d)\}$ convex moment polytopes

[Kirwan, Mumford]

- ▶ encode local info about entanglement
- [W-Christandl-Doran-Gross, Sawicki et al]

► exp. large V/H-representations

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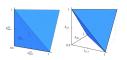
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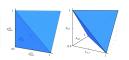
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An Algorithm

Given X, want to find scaling Y with desired marginals – whenever possible. For simplicity, uniform marginals ($\rho_i \propto I$, $\lambda_i \propto 1$) and d = 3.

Algorithm: Start with Y=X. For $t=1,\ldots,T$: Compute marginals ρ_1 , ρ_2 , ρ_3 of Y. If ε -close to uniform, stop. Otherwise, replace Y by $(e^{-\delta\rho_1^o}\otimes e^{-\delta\rho_2^o}\otimes e^{-\delta\rho_3^o})Y$. x^o = traceless part

Result

Algorithm finds $Y = (A_1 \otimes A_2 \otimes A_3)X$ with marginals ε -close to uniform within $T = \operatorname{poly}(\frac{1}{\varepsilon}, \operatorname{input} \operatorname{size})$ steps.

- \blacktriangleright generalizes to arbitrary λ_i , d>3, (anti)symmetric tensors, MPS, ...
- solve quantum marginal problem by using random X

cf. algorithm by Verstraete et al which we analyzed in prior work

Why does it work?

"Otherwise, replace Y by $(e^{-\delta
ho_1^o} \otimes e^{-\delta
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ho_3^o}) Y$."

This step implements gradient descent for logarithm of

$$N(A_1, A_2, A_3) = \|(A_1 \otimes A_2 \otimes A_3)X\|$$

where A_1, A_2, A_3 have det=1. Indeed:

- ▶ geodesic gradient can be identified with $(\rho_1^o, \rho_2^o, \rho_3^o)!$
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Non-commutative duality

e.g.
$$G = SL(n)^d$$

For $N(g) = \|g \cdot X\|$, the following optimization problems are equivalent:

- primal: norm minimization, dual: scaling problem
- non-commutative version of LP duality
- equivalent to semistability of X



We develop quantitative duality theory and 1st & 2nd order methods.

All examples from introduction fall into this framework.

Numerical algorithms that solve algebraic problems!

Everything works for general actions of reductive G. Norm is log-convex along geodesics.

Analysis of Algorithm

"Unless
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-close to uniform, replace Y by $(e^{-\delta
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To obtain rigorous algorithm, show:

- ▶ progress in each step: $||Y_{new}|| \le (1 c_1 \varepsilon) ||Y||$
- ▶ a priori lower bound: $\inf_{det=1} \|(A_1 \otimes A_2 \otimes A_3)X\| \ge c_2$

Then, $(1-c_1\varepsilon)^T \ge c_2$ bounds the number of steps T.

The first point follows from geodesic convexity estimates.

For the second, construct 'explicit' invariants with 'small' coefficients so that $P(X) \neq 0$ implies bound in terms of bitsize of X.

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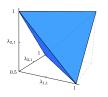
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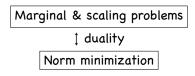
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Summary and outlook





Effective algorithms for null cone and moment polytope problems, with applications incl. quantum marginal and tensor scaling problems. Based on geometric invariant theory and g-convex optimization.

Many exciting directions:

- ► Numerical studies in q. many-body systems or chemistry
- ► Quantum algorithms?
- Algorithms for other problems with natural symmetries?
- ▶ What are the 'tractable' problems in invariant theory? $\mathbb{C} \sim \mathbb{F}$?

Thank you for your attention!

A general equivalence

$$\mathcal{V} \subseteq \mathbb{P}(V)$$

All points in $\Delta(V)$ can be described via invariant theory:

$$V_{\lambda} \subseteq \mathbb{C}[\mathcal{V}]_{(k)} \quad \Rightarrow \quad \frac{\lambda}{k} \in \Delta(\mathcal{V})$$

(λ highest weight, k degree)

- ► Can also study multiplicities $g(\lambda, k) := \#V_{\lambda} \subseteq \mathbb{C}[\mathcal{V}]_{(k)}$.
- ► This leads to interesting computational problems:

Completely unlike Horn's problem: Knutson-Tao saturation property does not hold, and hence we can hope for efficient algorithms!