

Short Takes 331

Toward QMC:
Hubbard-
Stratonovich
transformation



Toward finite-temperature Quantum Monte Carlo (QMC):

The Hubbard-Stratonovich transformation.

- Last time

$$Z = \text{tr} \left[e^{-\beta(H - \mu N)} \right] \longrightarrow e^{-\beta \hat{H}} \quad \text{is the important object.}$$

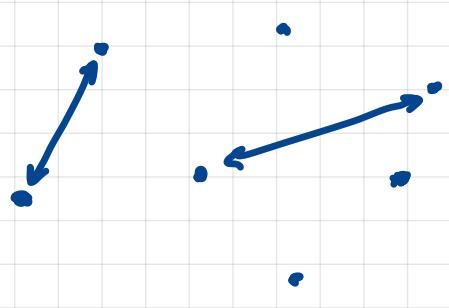
$$e^{-\beta \hat{H}} \longrightarrow e^{-\tau \hat{H}} \quad \text{via Trotter-Suzuki factorization.}$$

$\beta = \tau N_\tau$

$$\underbrace{e^{-\tau \hat{T}} e^{-\tau \hat{V}}}$$

- The main reason the problem is hard is the interaction factor.

$e^{-\tau \hat{V}}$, \hat{V} is a two- (or higher-) body operator



- It would all be much easier if both \hat{T} and \hat{V} were one-body operators. Then, $\hat{H} = \hat{T} + \hat{V}$ can be fully calculated in the single-particle basis and

$$\{ |i\rangle, i=0,1,2,\dots \}$$

$$[\hat{H}]_{ij} = \langle i | \hat{H} | j \rangle = H_{ij}$$

one-body rep of \hat{H}

$$\text{Then, } Z = \det(1 + e^{\beta \mu} e^{-\beta H})$$

more on this later!

- The Hubbard-Stratonovich transformation allows us to write...

$$e^{-\epsilon \hat{V}} = \int D\sigma e^{-\epsilon \hat{V}[\sigma]}$$

↑
two-body op.
(or higher!)

one-body op.; transf.-dependent!

field integral
 $D\sigma = \prod_x d\sigma(x)$

There are many ways to implement this transf., but they are all (or most) based on Gaussian integration:

$$e^{A^2} = \int dx e^{-x^2 + 2Ax},$$

where A^2 plays the role of \hat{V}
and x plays the role of σ .

- Armed with this result,

$$\begin{aligned} Z &= \text{Tr} [e^{-\epsilon(\hat{T}-\mu\hat{N})} e^{-\epsilon \hat{V}} e^{-\epsilon(\hat{T}-\mu\hat{N})} e^{-\epsilon \hat{V}} \dots] \\ &= \int D\sigma \text{Tr} [e^{-\epsilon(\hat{T}-\mu\hat{N})} \underbrace{e^{-\epsilon \hat{V}[\sigma]} e^{-\epsilon(\hat{T}-\mu\hat{N})} e^{-\epsilon \hat{V}[\sigma]} \dots}_{\hat{U}[\sigma]}] \\ &= \int D\sigma \det(1 + \hat{U}[\sigma]) \end{aligned}$$

more about
this step next
time!

\hat{U} : single-particle op. of \hat{U} .

Note \hat{U} is a product of exp of one-body ops.