Quantum simulations with quantum hardware, Feb 7, 2022

Quantum Simulations using quantum computers on the cloud

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Dynamics of complex quantum systems





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QUANTINUUM



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rigetti

Ma> Dup



Maxime Dupont





Quantum computing on the cloud: providers



Quantum computers on the cloud: example

IBM quantum experience (qiskit)

http://quantum-computing.ibm.com

 $|\psi\rangle = \frac{1}{\sqrt{2}}(|000\rangle + |111\rangle)$







Noise and errors



My thumb rule: "sum the errors until you reach 50%"

Largest square circuit = 5 qubit X 5 gate



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E. Pelofske, A. Bärtschi and S. Eidenbenz, "Quantum Volume in Practice: What Users Can Expect From NISQ Devices," in *IEEE Transactions on Quantum Engineering*, vol. 3, pp. 1-19, 2022, Art no. 3102119.

 $QV = 2^5 = 32$

The great challenge of quantum computing

Model :

Reality :

Noisy superconducting circuits

Unitary quantum computer



Better hardware Quantum error correction



Noisy models





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What can you do with few qubits (and is it interesting?)

experiment

1) Non local games with 6 qubits

Sheffer, Azses, Dalla Torre, *Playing nonlocal games with 6 noisy qubits on the cloud*, *Adv. Quant. Tech 2021*

2) Simulating a BEC with 5 qubits

Dalla Torre, Reagor, *Simulating long-range coherence of atoms and photons in quantum computers* arXiv:2206.0838

3) Noisy Kibble-Zurek with 6 qubits

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quantum advantage

Non-local quantum games

a.k.a. Bell inequalities with many qubits

Example: "triangle game"

Bravyi, Gosset & Konig, Science 2018 Daniel & Myiaka, PRL 2021



$$\langle P(\text{win}) \rangle_{\text{quantum}} = 1$$

 $\langle P(\text{win}) \rangle_{\text{classical}} < 7/8$



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Minimal realization : 3 players = 6 qubits



 $\langle P(\text{win}) \rangle_{\text{classical}}$ < 7/8

Triangle game (6 qubit) : results





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Sheffer, Azses, Dalla Torre, arXiv: 2105.05266 (See also: Daniel et al 2110.04277)

If all the students fail a test... lower the bar!

 ∇

Stabilizers

$$s_i = Z_{i-1} X_i Z_{i+1}$$

$$s_i |\psi_{\text{cluster}}\rangle = |\psi_{\text{cluster}}\rangle$$

	aaa	bbb	dea
000	$X_1 X_3 X_5 = 1$	$X_2 X_4 X_6 = 1$	
001		$X_2 X_4 X_6 = 1$	
010		$X_2 X_4 X_6 = 1$	
011		$X_2 X_4 X_6 = 1$	$X_1 Y_3 X_4 Y_5 = -1$
100		$X_2 X_4 X_6 = 1$	
101		$X_2 X_4 X_6 = 1$	$Y_1 X_3 Y_5 X_6 = -1$
110		$X_2 X_4 X_6 = 1$	$Y_1 X_2 Y_3 X_5 = -1$
111		$X_2 X_4 X_6 = 1$	

 $(S_{\text{all}})_{\text{classic,n=6}} \le 28$

Guhne, Toth, Hyllus, Briegel PRL (2005)

Optimal sum

al sum
$$S_{\text{optimal}} = \sum_{i,j} s_i s_j + \sum_{i,j,k} s_i s_j s_k + \sum_{i,j,k,l} s_i s_j s_k s_{k+1}$$

 $\langle S_{\text{optimal}} \rangle_{\text{IonQ}} = 41 \pm 0.5$

$$(S_{\text{optimal}})_{\text{classic,n}=6} \le 19$$

Cabello, Guhne, Rodriguez PRA (2008)

Sum of all products

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$$S_{\text{all}} = 1 + \sum_{i} s_{i} + \sum_{i,j} s_{i} s_{j} + \cdots$$
$$S_{\text{all}} |\psi_{\text{cluster}}\rangle = 2^{n} |\psi_{\text{cluster}}\rangle$$

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quantum advantag

What is a Bose-Einstein condensate?

1. Macroscopic occupation of the ground state

2. Interference / phase coherence



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Anderson et al, Science 1995



What is the difference between a BEC and a laser?

Our answer: particle conservation!

- BEC: number of atoms conserved
- laser: number of photons not conserved

BEC of light (in dye molecules): photons number not conserved
 & no global phase



 $[n, \phi] = i$

 \rightarrow no global phase





ightarrow global phase

Our goal: simulate a BEC in a quantum computer

Step 1:

prepare a coherent state of qubit excitations (analogous to the coherent state of a laser)

Step 2:

measure the total number of particles

Step 3:

post-select the correct number



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How to probe a BEC state?

Order parameter: $S_{\theta} = \cos(\theta)S_x + \sin(\theta)S_y$.





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Results: 4 qubits + 1 ancilla



Why is this interesting?



- Leftover phase coherence (use 1 ancilla instead of 2)
- The BEC state is more coherent than the laser state
- Method to benchmark current quantum computers

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Adiabatic crossing a phase transition

- Gap closing: no adiabatic theorem (no exponential suppression)
- Power-law suppression (critical exponents)

Kibble-Zurek scaling
$$d \sim v \frac{d}{v+z}$$



Extended to the Floquet case by Russomanno & Dalla Torre EPL 2015



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Wikipedia: Ising transition

Realizing a phase transition on a quantum computer

Floquet Ising model

$$H^{\text{PM}} = -\sum_{i=1}^{L} X_i$$
 and $H^{\text{FM}} = -\sum_{i=1}^{L-1} Z_i Z_{i+1}$,

Can be mapped to free fermions



Phase diagram:

Khemani et al 2016 and references therein



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See also talk by Daniel Azses



Noisy Floquet Kibble Zurek



Summary: Quantum simulations

Classical supercomputers

Quantum molecules/material

Size of Hilbert space = 2^{N_A}





Quantum field theories



Emanuele Dalla Torre Bar-Ilan University Ultracold atoms



Quantum computer on the cloud



Quantymize in a nutshell

- Founded in 2022 ٠
- Team: 7 experts (Industry, Quantum, AI) ۲
- **Purpose: Enabling 100x optimization capabilities using** ۲ quantum computing
- Solving large scale industry NP hard problems ٠ 2 main models introduced in QC:
 - Resource allocation optimization
 - Drugs usage optimization In development:
 - **Financial Portfolio Optimization**
 - Automotive preproduction optimization

information

- Breakthrough results already today ٠
- Funding seed investment ۲





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2) Non local games with 6 qubits

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3) Crossing a phase transition with 5 qubits

Azses, Dupont, Evert, Reagor, Dalla Torre *Navigating the noise-depth tradeoff in adiabatic quantum circuits* (to be submitted)



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EXTRA SLIDES







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