

# Quantum Simulation:

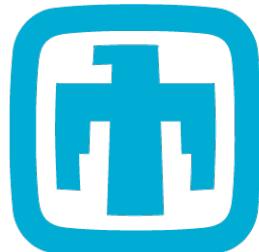
SAND2015-1462C

## Classical Algorithms

versus

## Analog Simulators

Jonathan Moussa



**Sandia  
National  
Laboratories**



**U.S. DEPARTMENT OF  
ENERGY**

# Quantum simulation landscape

Fundamental limits of simulating quantum with classical?

**exact quantum simulations**  
exact reference calculations  
precise & accurate experiments  
digital quantum simulation

Fundamental limits of quantum power with noise?

## approximate classical algorithms

density functional theory  
tensor network states  
quantum Monte Carlo

How to compare them?

Who wins?

## analog quantum simulators

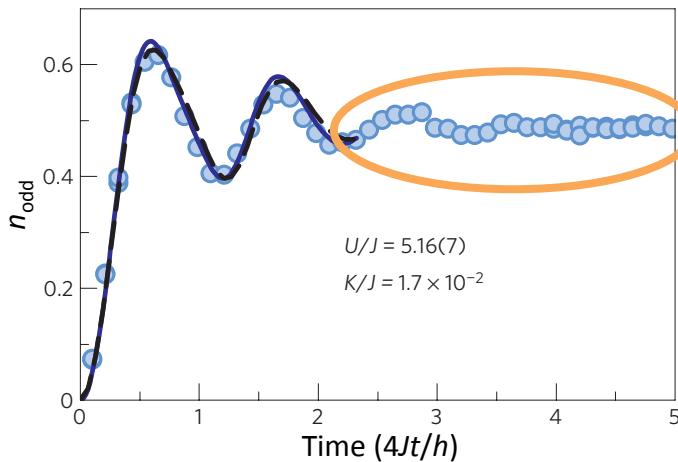
superconducting circuits (D-Wave)  
cold atomic gases (I. Bloch)  
trapped ion lattices (C. Monroe)

non-equilibrium time evolution in one dimension

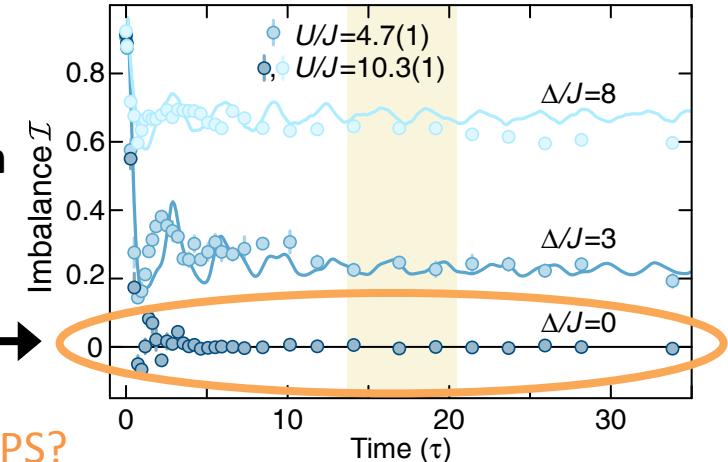
← bosons

fermions →

analog “beats” MPS?



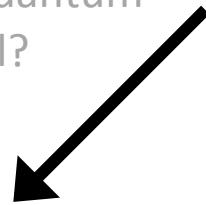
[Nat. Phys. 8, 325, (2012)]



[arXiv:1501.05661 (2015)]

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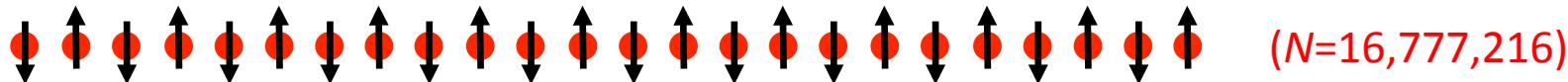
superconducting circuits (D-Wave)  
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matrix product states (MPS)  
& MaxEnt reconstructions

evolve 1D classical AF w/  
Heisenberg Hamiltonian

$$H = - \sum_{i=1}^{n-1} J_i \vec{S}_i \cdot \vec{S}_{i+1}$$

At  $t=0$ ,



# Fair comparisons?

$$N \text{ unknown quantum states} = \begin{matrix} N \text{ copies of } \psi \text{ from exact simulator} \\ \text{or} \\ N \text{ copies of } \rho \text{ from noisy simulator} \end{matrix} ?$$

Quantum Chernoff bound: [Phys. Rev. Lett. 98, 160501 (2007)]

$$\text{Probability of wrong guess} \propto \exp(-cN) \quad c = -\log \langle \psi | \rho | \psi \rangle$$

Measuring only a few spins at a time:  $c \approx -\log \|\sqrt{\rho_1} \sqrt{\rho_2}\|_{\text{tr}}^2$   
fidelity



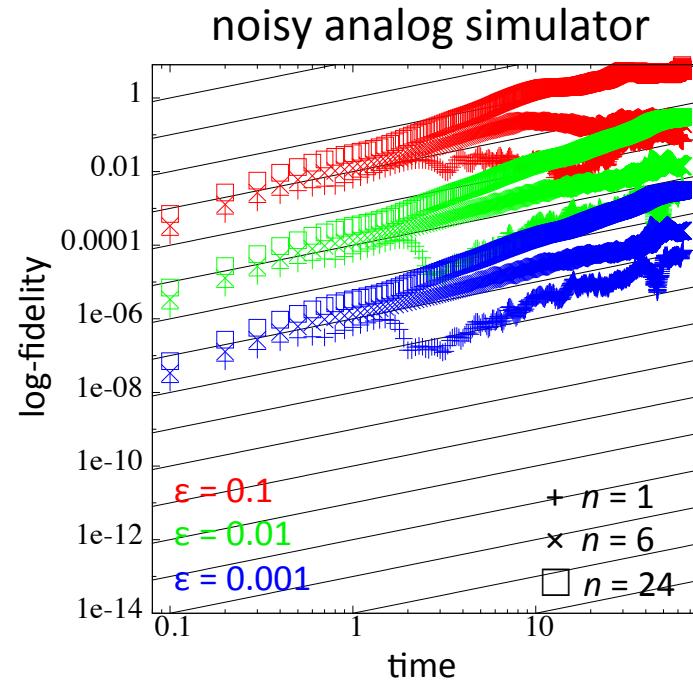
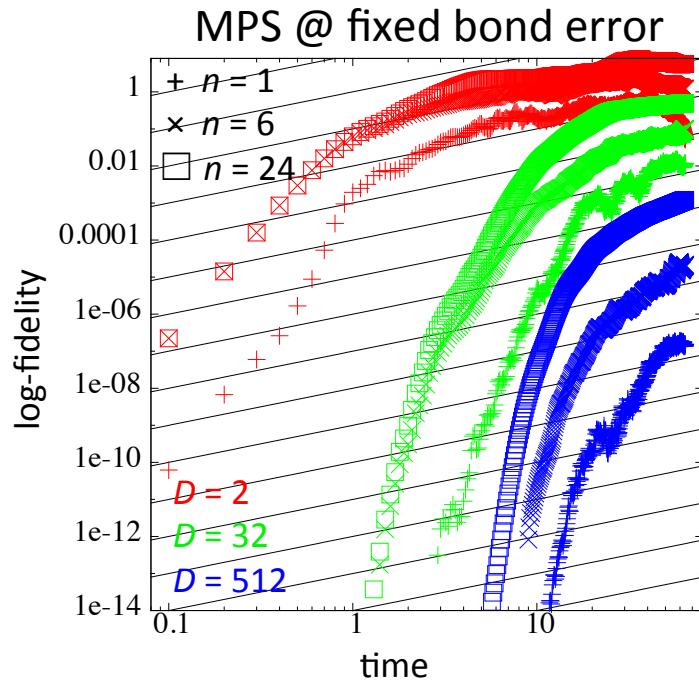
partition:  $A$  &  $B$

$$\rho_1 = \text{tr}_A |\psi\rangle\langle\psi| \quad \text{or} \quad \rho_2 = \text{tr}_A \rho$$

partial trace

Does this make sense when we aren't measuring a quantum state?

# MPS vs. noisy simulator



MPS @ fixed bond error  
bond dimension

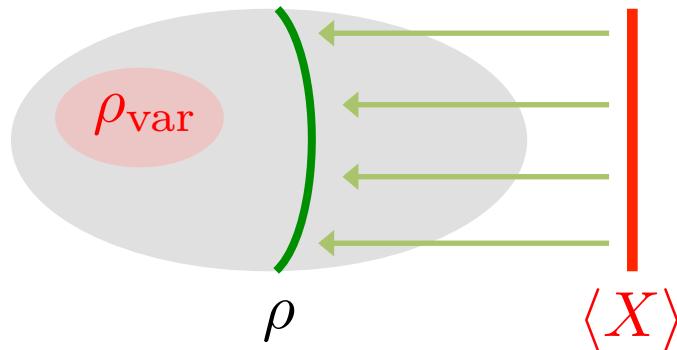
MPS @ fixed bond dimension  
log-fidelity

Different comparisons (fixed error vs. fixed dimension) suggest different conclusions!

# MaxEnt reconstruction

With **limited** classical memory,

*either*  
limit the form of  
a quantum state  
typical structure



*or*  
limit knowledge about  
a quantum state  
important observables

**Reconstruct** the quantum state in the latter case,

maximum entropy principle [Jaynes]

**Evolve** the reconstructed state, [Tishby & Levine, Phys. Rev. A 30, 1477 (1984)]

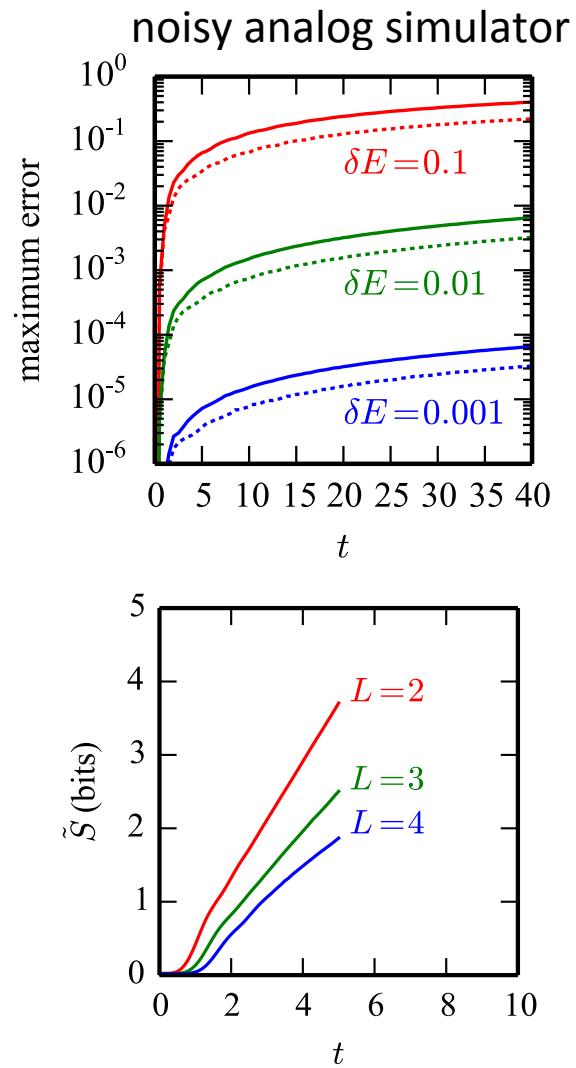
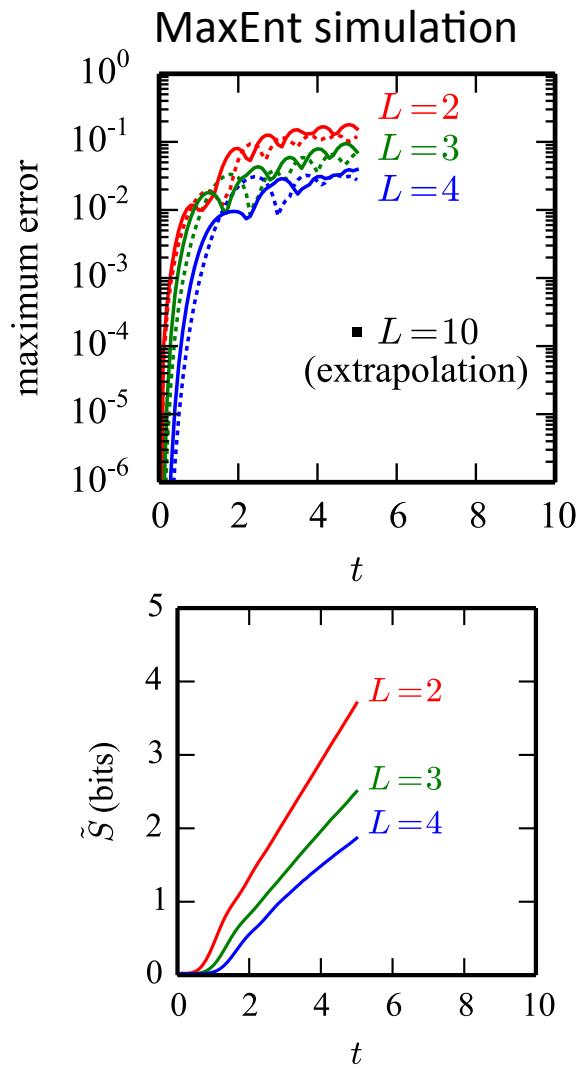
$$\frac{d}{dt} \langle X \rangle_t = i h_X \langle X \rangle_t + i h_Y \langle Y \rangle_t$$

$$\langle Y \rangle_t = \operatorname{argmax}_y \tilde{S}(\langle X \rangle_t, y)$$

$$\underbrace{S(\rho) \leq \tilde{S}(\langle X \rangle, \langle Y \rangle)}_{\text{the hard part}}$$

[Hastings & Poulin]

# MaxEnt vs. noisy simulator



Fundamentally similar (highly generic) behavior

# Outlook

- **Fair & accessible comparison of simulations?**

Expectation values as standard simulation output?

Consistency between approximate simulations in absence of exact simulations?

- **Axiomatic derivation of quantum MaxEnt**

Clarify the formal benefits of MaxEnt reconstruction

Address discontinuity concerns [arXiv:1308.6126]

- **Better entropy approximations**

Existing approximation limited to local 1D correlations (similar to MPS)

New general-purpose convex entropy upper bound *in development*

Do specific tasks warrant special purpose analog quantum simulators  
(or are they merely steps on the path to digital quantum computers?)

**ESCALATION!** *more experiments, more numerics, more comparisons!*