

Quantum Simulation:

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Classical Algorithms

versus

Analog Simulators

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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

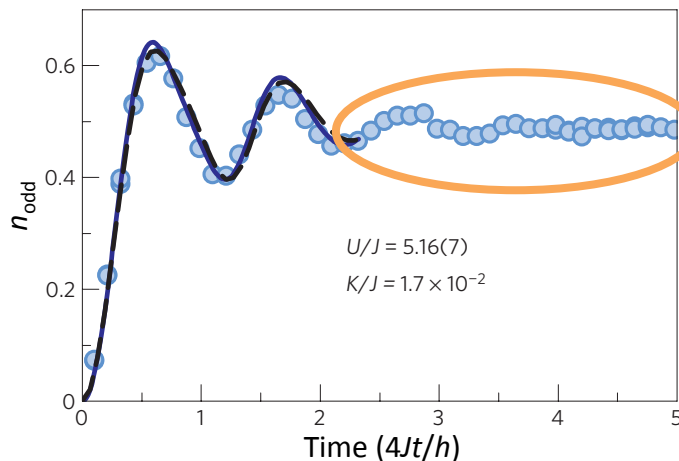
How to
compare
them?



Who wins?

analog quantum simulators

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



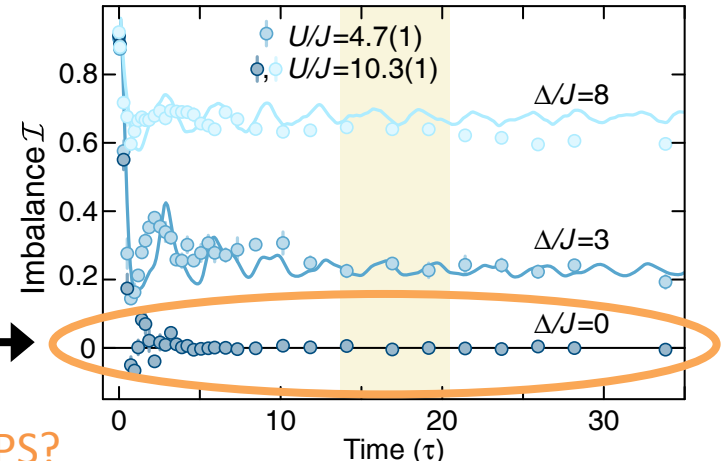
[Nat. Phys. 8, 325, (2012)]

**non-equilibrium
time evolution
in one dimension**

← bosons

fermions →

analog “beats” MPS?



[arXiv:1501.05661 (2015)]

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matrix product states (MPS)
& MaxEnt reconstructions

evolve 1D classical AF w/
Heisenberg Hamiltonian

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

random distribution of
static Hamiltonian noise

$$J_i = J + \delta J_i$$

$$\delta J_i \in [-\epsilon, \epsilon]$$

At $t=0$,



($N=16,777,216$)

Fair comparisons?

N unknown quantum states

=

N copies of ψ from exact simulator

or

N copies of ρ from noisy simulator

?

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

Probability of wrong guess $\propto \exp(-cN)$

$$c = -\log \langle \psi | \rho | \psi \rangle$$

Measuring only a few spins at a time:

$$c \approx -\log \underbrace{\|\sqrt{\rho_1} \sqrt{\rho_2}\|_{\text{tr}}^2}_{\text{fidelity}}$$



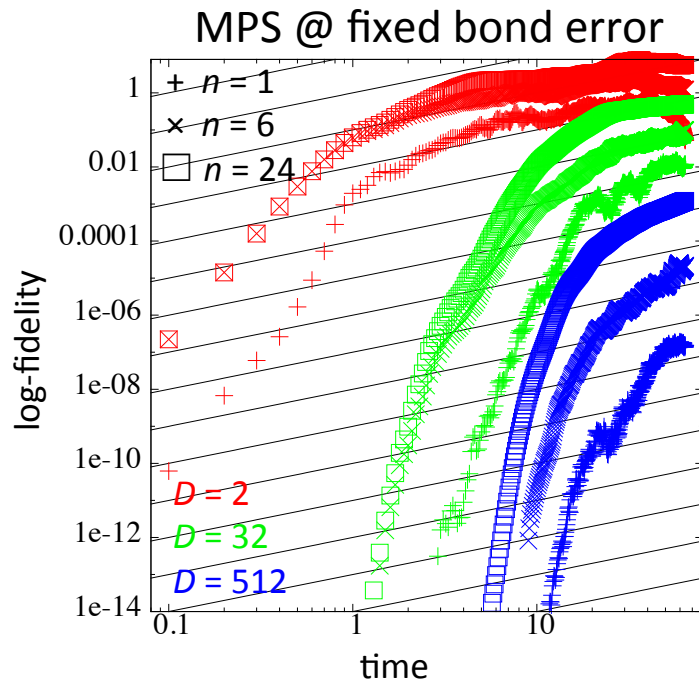
partition: A & B

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

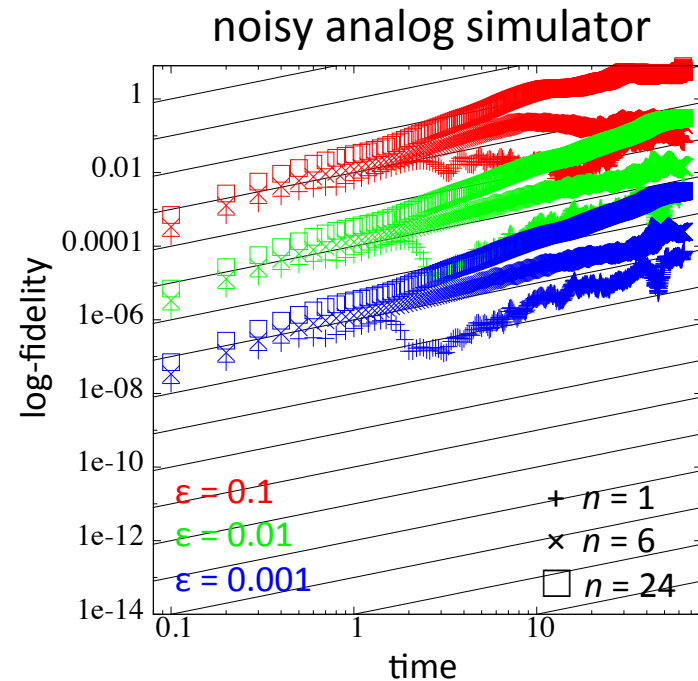
partial trace

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

MPS vs. noisy simulator



MPS @ fixed bond error
bond dimension



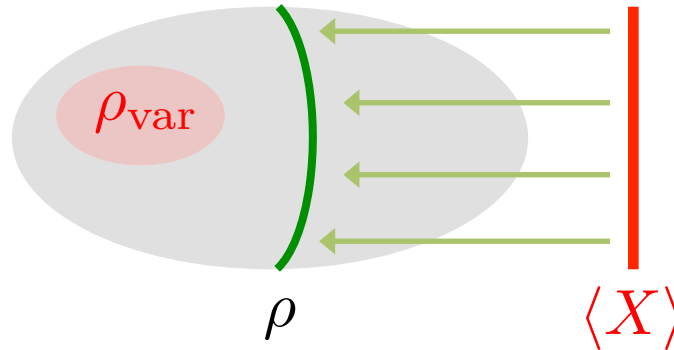
MPS @ fixed bond dimension
log-fidelity

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,

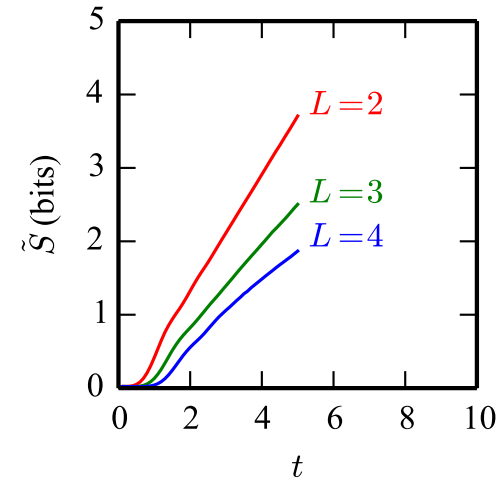
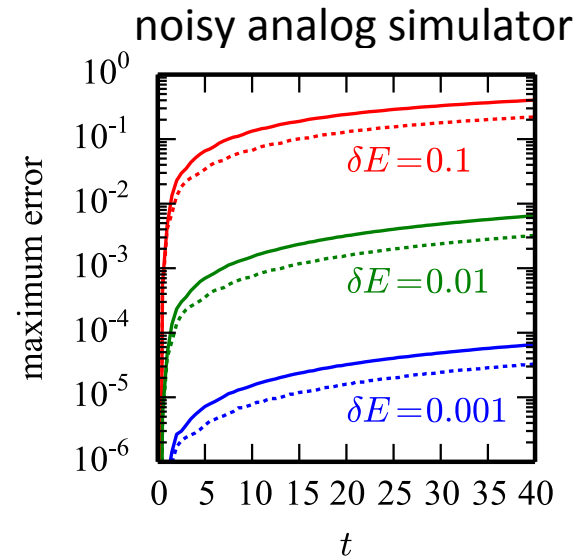
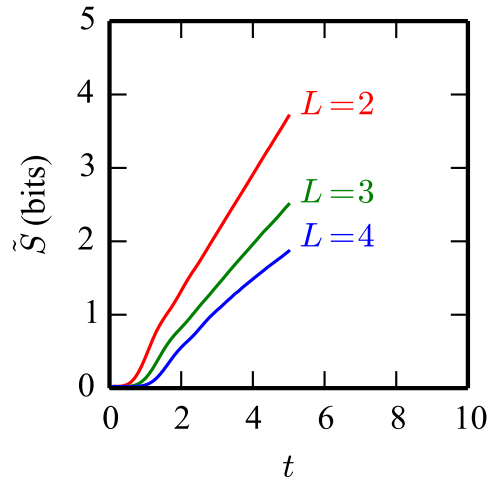
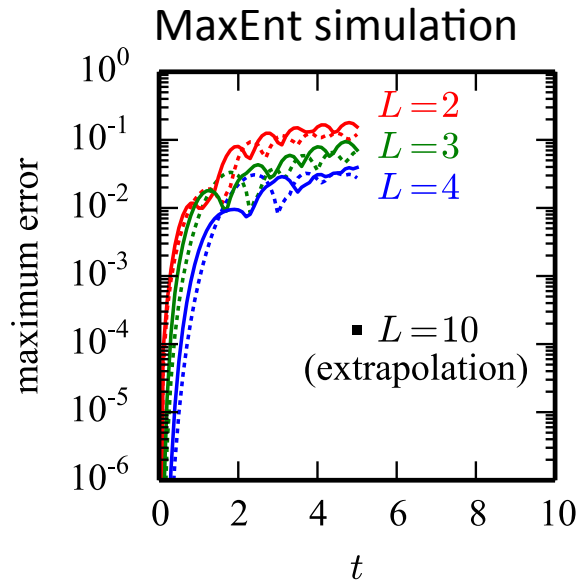
maximum entropy principle [Jaynes]

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

$$\begin{aligned}\frac{d}{dt} \langle X \rangle_t &= i h_X \langle X \rangle_t + i h_Y \langle Y \rangle_t \\ \langle Y \rangle_t &= \operatorname{argmax}_y \tilde{S}(\langle X \rangle_t, y)\end{aligned}$$

$$\underbrace{S(\rho) \leq \tilde{S}(\langle X \rangle, \langle Y \rangle)}_{\substack{\text{the hard part} \\ \text{[Hastings \& Poulin]}}}$$

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!*