



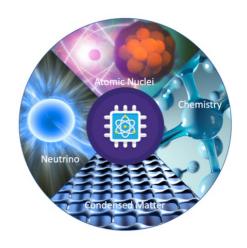
Quantum computing

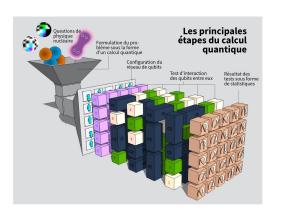
Denis Lacroix (IJCLab, Paris-Saclay University)

Brief Discussion on Quantum computing today





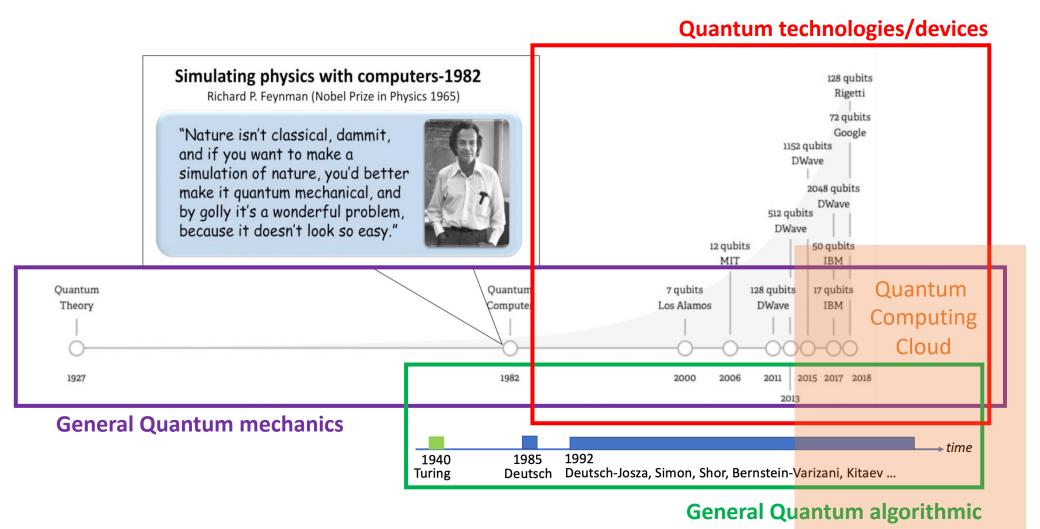




General aspects of quantum computers and quantum advantage



Why quantum computing is becoming mature now?



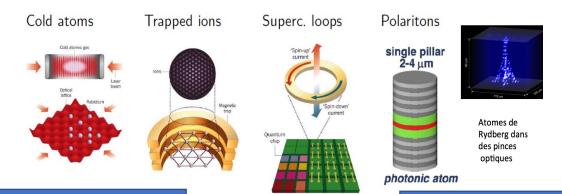
Quantum computing is democratizing



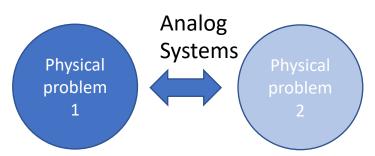
What means quantum devices today

There are many types of quantum computers: analog versus digital quantum computers

There are now many quantum objects one can manipulate



Analog quantum simulator

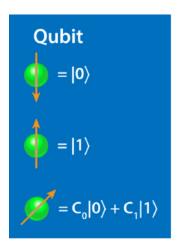


Complex problem that cannot or hardly be simulated on classical computers

Analog problem to 1 that could be tested in laboratory

Non-universal

Digital quantum simulator





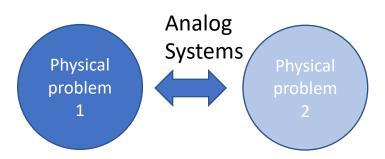


There are many types of quantum computers: analog versus digital quantum computers

A few examples

Analog systems on lattice (fFermi-Hubbard, Schwinger model, ...)

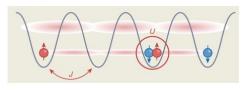
Analog quantum simulator



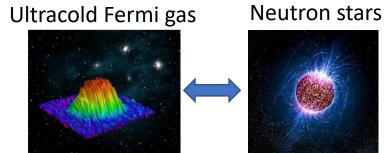
Complex problem that cannot or hardly be simulated on classical computers

Analog problem to 1 that could be tested in laboratory

- The mapping from one physical problem to another physical problem is a delicate issue
- It strongly depends on the problem itself (non-universality)

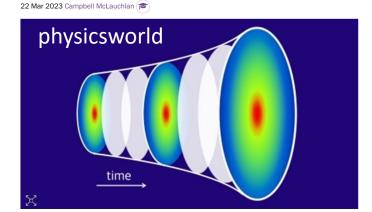


Analog simulation of astrophysics/cosmology



Viermann et al. Nature

An expanding universe is simulated in a quantum droplet

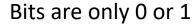




Digital quantum devices are supposed to be universal

Classical computers Works with bits



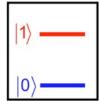


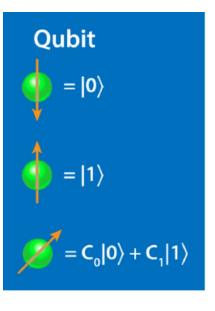


Quantum computers with Quantum bits

Qubits can be seen
As two-level systems
qubit

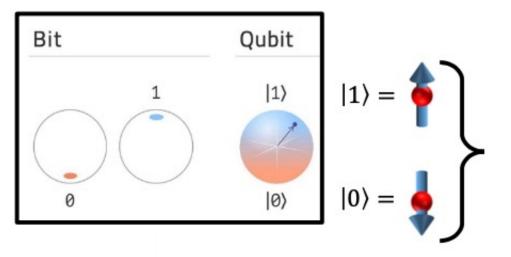
2 level system





Where do we expect quantum advantage?

A few examples



Quantum RAM advantage

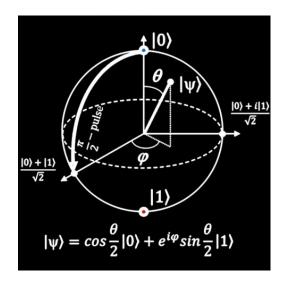
Storing with

-1 bit: 2 integers 0,1

-2 bits: 4 integers 0,1,2,3

...

Bloch sphere picture



Storing with one qubit

$$|\Phi\rangle = f_1(\theta)|0\rangle + f_2(\theta,\varphi)|1\rangle$$

Two-qubits

$$|\Phi\rangle = f_1(\theta_1, \theta_2)|00\rangle + \cdots$$

...

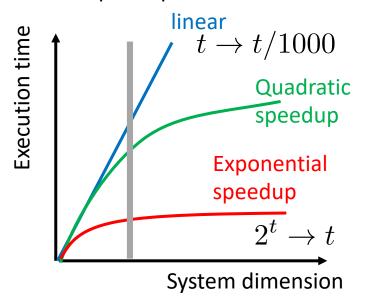


Direct multi-parameter function encoding Continuous function programming

Bit Qubit $\begin{vmatrix} 1 & |1 \rangle \\ 0 & |0 \rangle \end{vmatrix} = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1 \rangle \\ |0 \rangle = \begin{vmatrix} 1 & |1$

we are interested in accelerating to perform a calculation

Speedup can be:



A calculation that takes 1 year in a "linear" takes 24 seconds with exp. speedups!

Where do we expect quantum advantage?

A few examples

Quantum Algorithm advantage

A fundamental question is how much "computational time" it takes to solve a problem – this is linked to the complexity of the problem (Church-Turing thesis, Problem complexity classification, ...)

Church-Turing thesis says that the speedup could not be exponential!

Quantum computers contradict this thesis- some algorithms Promises exponential speedup for specific calculations



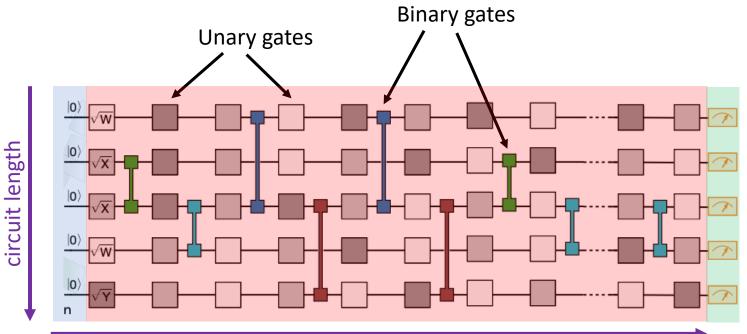
Trick: use quantum entanglement and measurement rules. Measuring one qubit can give information on the whole system.

Quantum computing with more than one qubit

circuit depth

Some terminology – general aspects

Quantum circuits with more than one qubit



Quantum register:

Define the qubit computational

basis:
$$|0,0,\cdots,0,0\rangle$$

 $|0,0,\cdots,1,1\rangle$
 $|0,0,\cdots,0,1\rangle$

 $\ \, \hbox{Hilbert space size} \, 2^n$

Quantum circuits:

Constraint: the circuit makes Unitary transformation, i.e. no loss of information Quantum
measurement
of qubits – leads
to a set of events
In the form of
bitstring

$$\sum_{i_k=0,1} a_{i_1 i_2 i_3 i_4 \dots i_{2^N}} | i_1, i_2, i_3 \dots i_{2^N} \rangle$$



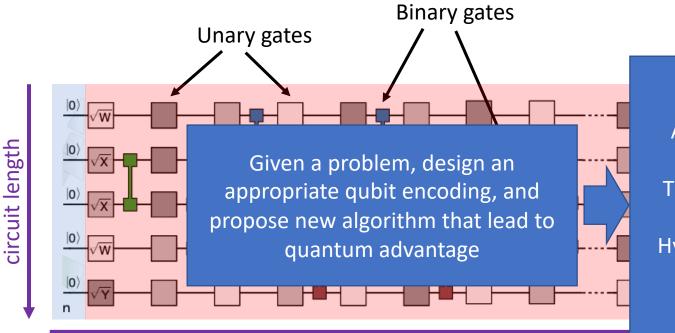
Gives the |a|²

Quantum computing with more than one qubit

circuit depun

Some terminology – general aspects

Quantum circuits with more than one qubit



As the length increases
Find ways to deal with
The classical information
flow.
Hybrid Quantum-Classical
problem

Quantum register.

D€ ba

Today's status:
Quantum Computers are imperfect
(Noisy, limited in depth and length)

Quantum circuits:

Constraint: the circuit makes Unitary transformation, i.e. no loss of information to a set of events
In the form of
bitstring

$$\left|a_{i_{1}i_{2}i_{3}i_{4...i_{2}N}}\right|i_{1},i_{2},i_{3}...i_{2^{N}}$$



Gives the |a|²

Hilbert space size 2"



 $[\hbar \omega_r]$

Energy 7

0

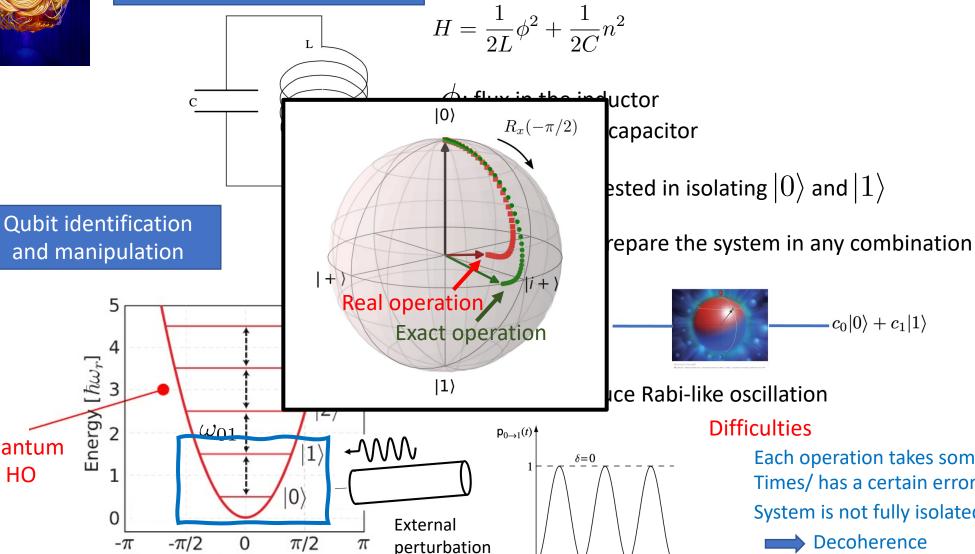
 $-\pi$

Quantum

HO

One example: Superconducting qubits

Simple oscillator by LC circuit



Difficulties

Each operation takes some Times/ has a certain error System is not fully isolated

 $|c_0|0\rangle + c_1|1\rangle$



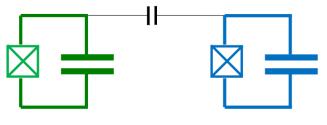
Constraint $T_{\rm run} \leq T_{\rm dec}$



Example: Superconducting qubits

Next step: putting several qubits together

2 qubits can be coupled through electrostatic interactions



With this one can manipulate/entangle qubits







When



Fidelity

Some specific Operations

Acronym ^b	Layout ^c	First demonstration [Year]	Highest fidelity [Year]	Gate time
CZ (ad.)	T-T	DiCarlo et al. (72) [2009]	99.4% ^e Barends et al. (3) [2014]	40 ns
			99.7%° Kjaergaard et al. (73) [2020]	60 ns
√iSWAP	T-T	Neeley et al. (81) ^d [2010]	90%g Dewes et al. (74) [2014]	31 ns
CR	F-F	Chow et al. (75) ^h [2011]	99.1% ^e Sheldon et al. (5) [2016]	160 ns
√bSWAP	F-F	Poletto et al. (76) [2012]	86%g Poletto et al. (76) [2012]	800 ns
MAP	F-F	Chow et al. (77) [2013]	87.2%g Chow et al. (75) [2011]	510 ns
CZ (ad.)	T-(T)-T	Chen et al. (55) [2014]	99.0% ^e Chen et al. (55) [2014]	30 ns
RIP	3D F	Paik et al. (78) [2016]	98.5% ^e Paik et al. (78) [2016]	413 ns
√iSWAP	F-(T)-F	McKay et al. (79) [2016]	98.2% ^e McKay et al. (79) [2016]	183 ns
CZ (ad.)	T-F	Caldwell et al. (80) [2018]	99.2% ^e Hong et al. (6) [2019]	176 ns
$CNOT_{\mathrm{L}}$	BEQ-BEQ	Rosenblum et al. (13) [2018]	~99% Rosenblum et al. (13) [2018]	190 ns
$CNOT_{T-L}$	BEQ-BEQ	Chou et al. (82) [2018]	79%g Chou et al. (82) [2018]	4.6 μs

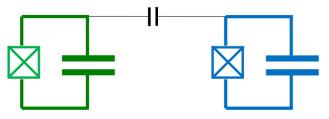
M. Kjaergaard, Annual Review of Cond. Matt (2020)





Next step: putting several qubits together

2 qubits can be coupled through electrostatic interactions



With this one can manipulate/entangle qubits



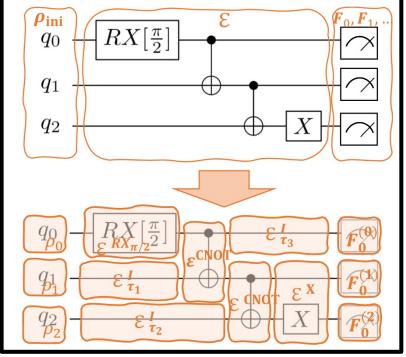
When

Some specific Operations

(see next lecture)

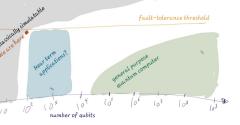
Acronymb Layoutc First demonstration [Year] Highest fidelity [Year] 99.4% Barends et al. (3) [2014] DiCarlo et al. (72) [2009] CZ (ad.) T-T 99.7% Kjaergaard et al. (73) [2020] √iSWAP T-T Neeley et al. (81)^d [2010] 90%g Dewes et al. (74) [2014] Chow et al. (75)h [2011] 99.1%e Sheldon et al. (5) [2016] CR F-F √bSWAP Poletto et al. (76) [2012] 86%g Poletto et al. (76) [2012] F-F MAP F-F Chow et al. (77) [2013] 87.2%g Chow et al. (75) [2011] T-(T)-T CZ (ad.) Chen et al. (55) [2014] 99.0%^e Chen et al. (55) [2014] RIP 3DF Paik et al. (78) [2016] 98.5% Paik et al. (78) [2016] √iSWAP F-(T)-FMcKay et al. (79) [2016] 98.2% McKay et al. (79) [2016] T-F CZ (ad.) Caldwell et al. (80) [2018] 99.2%e Hong et al. (6) [2019] ~99%^f Rosenblum et al. (13) [2018] Rosenblum et al. (13) [2018] $CNOT_L$ **BEQ-BEQ** $CNOT_{T-L}$ **BEQ-BEQ** Chou et al. (82) [2018] 79%g Chou et al. (82) [2018]

As a result



M. Kjaergaard, Annual Review of Cond. Matt (2020)

Fidelity

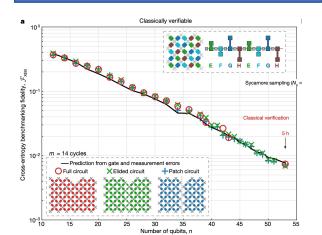


Article

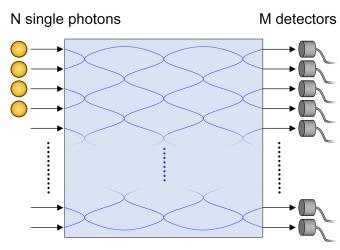
Quantum supremacy using a programmable superconducting processor

The promise of quantum computers is that certain computational tasks might be executed exponentially faster on a quantum processor than on a classical processor¹. A fundamental challenge is to build a high-fidelity processor capable of running quantum algorithms in an exponentially large computational space. Here we report the use of a processor with programmable superconducting qubits²⁻⁷ to create quantum states on 53 qubits, corresponding to a computational state-space of dimension 2⁵³ (about 10¹⁶). Measurements from repeated experiments sample the resulting probability distribution, which we verify using classical simulations. Our Sycamore processor takes about 200 seconds to sample one instance of a quantum circuit a million times—our benchmarks currently indicate that the equivalent task for a state-of-the-art classical supercomputer would take approximately 10,000 years. This dramatic increase in speed compared to all known classical algorithms is an experimental realization of quantum supremacy⁸⁻¹⁴ for this specific computational task, heralding a muchanticipated computing paradigm.

Proofs of fidelity



Photonic Devices



M layers of coupling gates

OUANTUM COMPUTING

Quantum computational advantage using photons

Han-Sen Zhong^{1,2}*, Hui Wang^{1,2}*, Yu-Hao Deng^{1,2}*, Ming-Cheng Chen^{1,2}*, Li-Chao Peng^{1,2}, Yi-Han Luo^{1,2}, Jian Qin^{1,2}, Dian Wu^{1,2}, Xing Ding^{1,2}, Yi Hu^{1,2}, Peng Hu³, Xiao-Yan Yang³, Wei-Jun Zhang³, Hao Li³, Yuxuan Li⁴, Xiao Jiang^{1,2}, Lin Gan⁴, Guangwen Yang⁴, Lixing You³, Zhen Wang³, Li Li^{1,2}, Nai-Le Liu^{1,2}, Chao-Yang Lu^{1,2}†, Jian-Wei Pan^{1,2}†

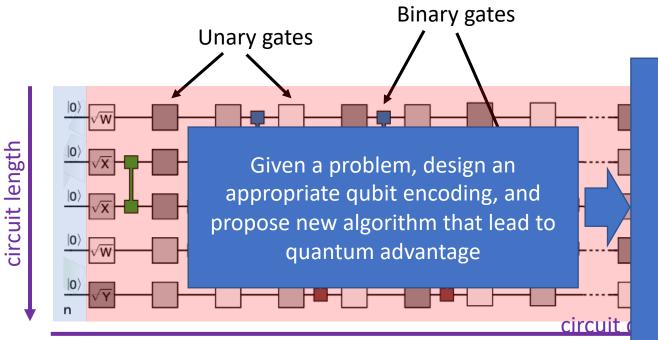
Quantum computers promise to perform certain tasks that are believed to be intractable to classical computers. Boson sampling is such a task and is considered a strong candidate to demonstrate the quantum computational advantage. We performed Gaussian boson sampling by sending 50 indistinguishable single-mode squeezed states into a 100-mode ultralow-loss interferometer with full connectivity and random matrix—the whole optical setup is phase-locked—and sampling the output using 100 high-efficiency single-photon detectors. The obtained samples were validated against plausible hypotheses exploiting thermal states, distinguishable photons, and uniform distribution. The photonic quantum computer, *Jiuzhang*, generates up to 76 output photon clicks, which yields an output state-space dimension of 10³⁰ and a sampling rate that is faster than using the state-of-the-art simulation strategy and supercomputers by a factor of ~10¹⁴.

Quantum computing with more than one qubit

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Some challenges

Quantum circuits with more than one qubit



As the length increases
Find ways to deal with
The classical information
flow.
Hybrid Quantum-Classical
problem

Ouantum register

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Today's status:
Quantum Computers are imperfect
(Noisy, limited in depth and length)

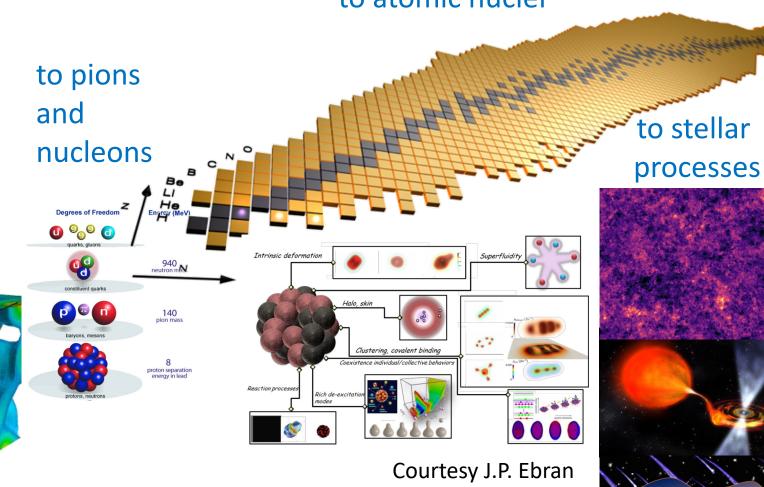
Quantum circuits:

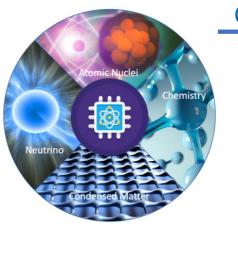
Develop methods to correct for these imperfections

In the form of

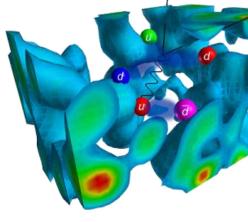
One major activity/challenge today Find in our fields pilot applications

Quantum computers are often themselves many-body interacting systems Quantum computing for the infinities to atomic nuclei

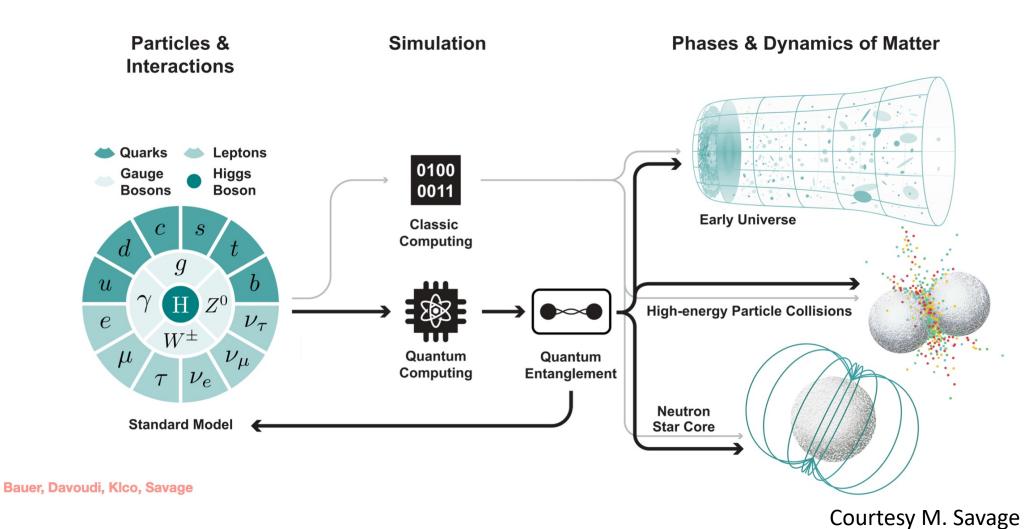




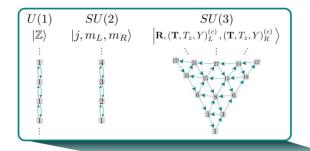


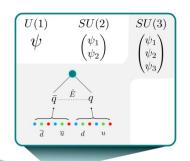


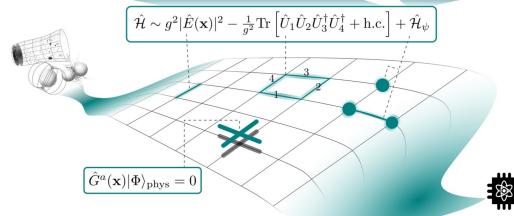
Quarks and Gluons – Effective Field theories

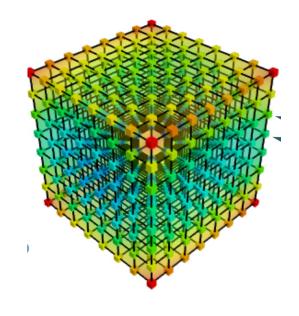


Digital Quantum Chromodynamics



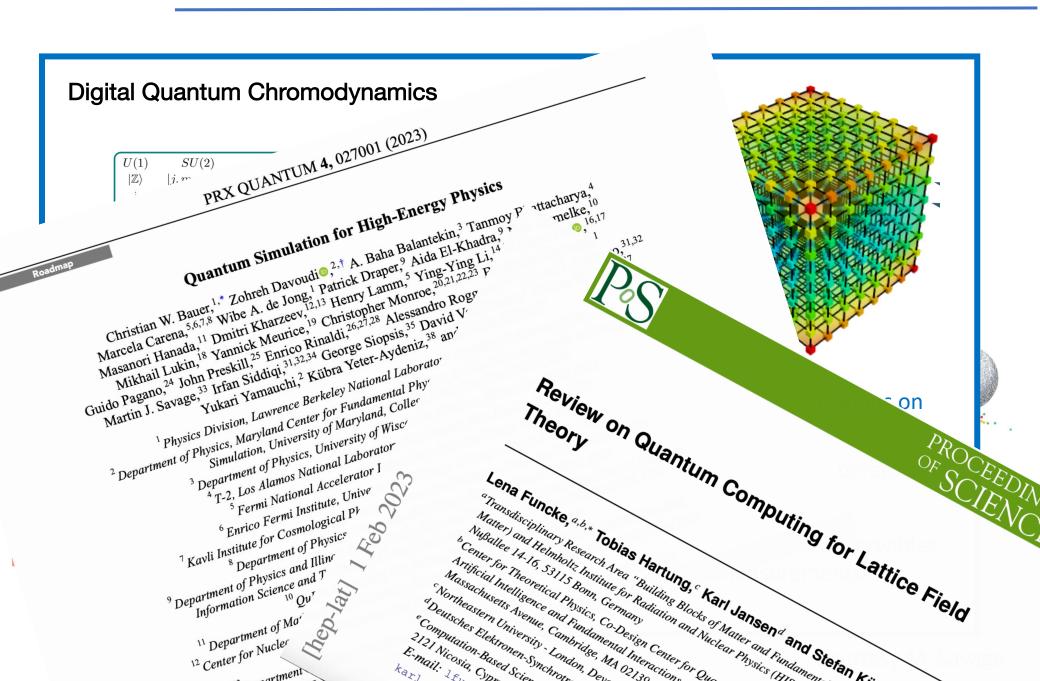




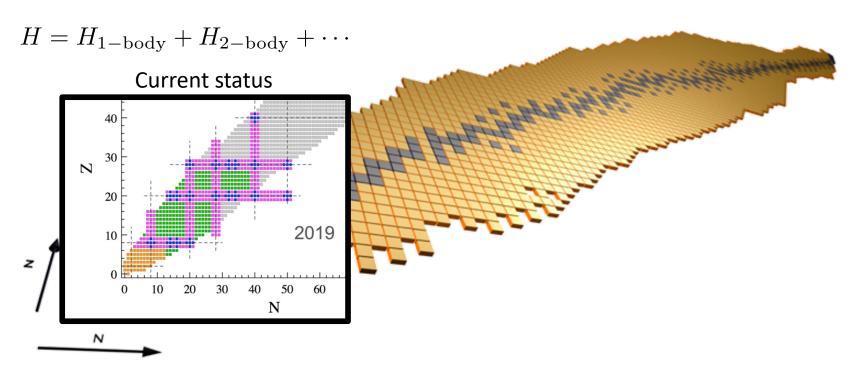


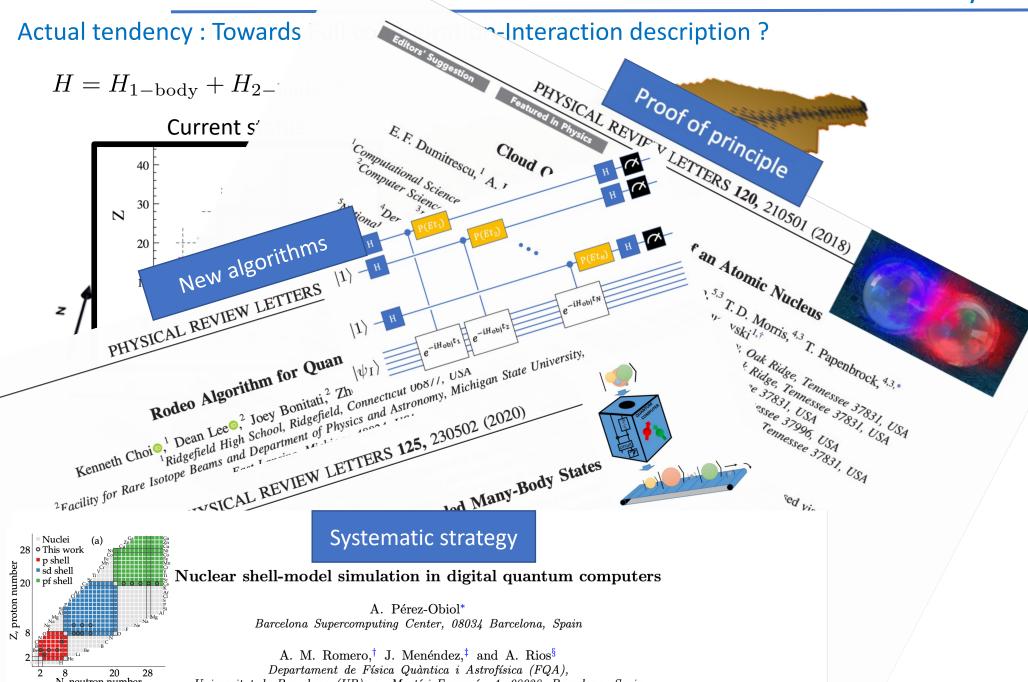
- Map quarks and gluons on quantum register
- Develop unitary operators for their evolution
- Obtain relevant observables from measurements

Bau

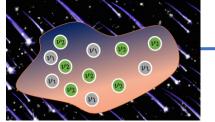


Actual tendency: Towards Full configuration-Interaction description?

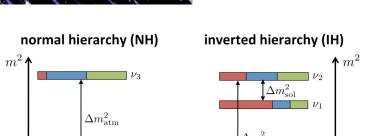


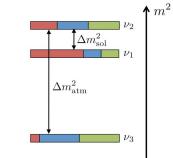


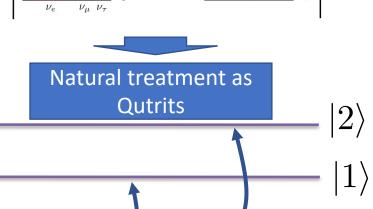
Neutrino oscillations



 $\Delta m_{\rm sol}^2$



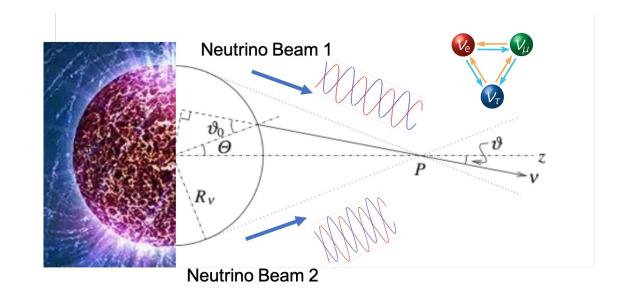


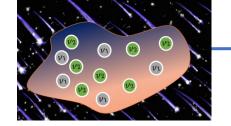






Neutrino oscillations in beams

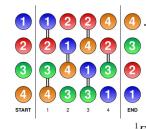




Nowadays: Increasing number of applications

PHYSICAL REVIEW D 104, 063009 (2021)

2-flavor approx. directly treated as



Simulation of collective neutrino oscillations on a quantum computer

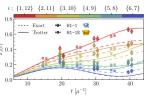
Benjamin Hall, Alessandro Roggero, Alessandro Baroni, and Joseph Carlson 1 Equility for Dans Instance Deceme (EDID) Michigan Ctate Haircanity, East I aming Michigan 40024 IICA

PHYSICAL REVIEW D 107, 023007 (2023)

Quantum Information And entanglement Trapped-ion quantum simulation of collective neutrino oscillation

Valentina Amitrano[©], ^{1,2,*} Alessandro Roggero[©], ^{1,2} Piero Luchi[©], ^{1,2} Frances Luca Vespucci[©], ^{1,2,3} and Francesco Pederiva[©], ^{1,2}

Dinautimento di Finina University of Trento via Commanina 14 I 20122 Dave



Multi-Neutrino Entanglement and Corr

Marc Illa[®] and Martin InQubator for Quantum Simulation (IQuS), Department of Physics, Ur.

DOI: 10.1102/DL---D---I -44.120.221002

Received 7 December 2022; revised 27 April 2023; acce.

The time evolution of multi-neutrino entanglement and corre. neutrino oscillations, relevant for dense neutrino environments, bu simulations performed of systems with up to 12 neutrinos using Q quantum computer are used to compute n-tangles, and two- and th. mean-field descriptions. n-tangle rescalings are found to converge presence of genuine multi-neutrino entanglement.

will be inserted by the editor)

Quantum information and quantum simulation of neutrino physics A.B. Balantekin^{3,1}, Michael J. Cervia^{5,2,3}, Amol V. Patwardhan^{c,4}, Ermal Rrapaj^{d,5,6,7},
Poola Siwach^{e,1} 1 University of Wisconsin, 1150 University Ave, Madison, WI 53706
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2 University of Wisconsin, 1150 University, 725 21 st St NW, Washington, DC 20052
2 George Washington University, 725 21 st St NW, USA 20742
3 University of Maryland, College Park, MD, USA 20742
3 University of Maryland, College Park, MD, USA 20742 3 University of Maryland, College Park, MD, USA 20742

4 SLMC National Accelerator, National Laboratory, 2575 Sand Hill Rd, Menlo Park, CA 94025

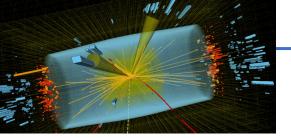
4 SLMC National Accelerator, National Laboratory, Perkeley, California, 94720. USA ASLAC National Accelerator Laboratory, 2575 Sand Hill Rd, Menlo Park, CA 94025
SERIC Lawrence Berkeley National Laboratory, Berkeley, California 94720, USA Weorge Washington University, (25 21st St. NW, Washin)

3University of Maryland, College Park, MD, USA 20742

3University of Maryland, Accelerator Laboratory, 2575, Sand Hill R. Pooja Siwache,1

1 Neutrinos in extreme astrophysical environ ation owing to their feeble interactions

Eur. Phys. J. A manuscript No. PHYSICAL REVIEW LETTERS 130, 221003 (



Quantum Machine Learning and event classification

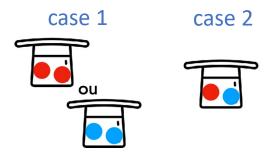
Some quantum historical algorithms are very fast for pattern recognition.

Deutsch (1985), Simon (1994), ...

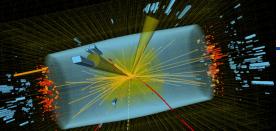
The "simple" Deutsch problem: $f: \{0,1\} \rightarrow \{0,1\}$ (Oracle)

Q: determine if f(0)=f(1)

- Classically requires to have 2 answers f(0) ? f(1) ?
- Quantum: one can directly ask f(0)=f(1)

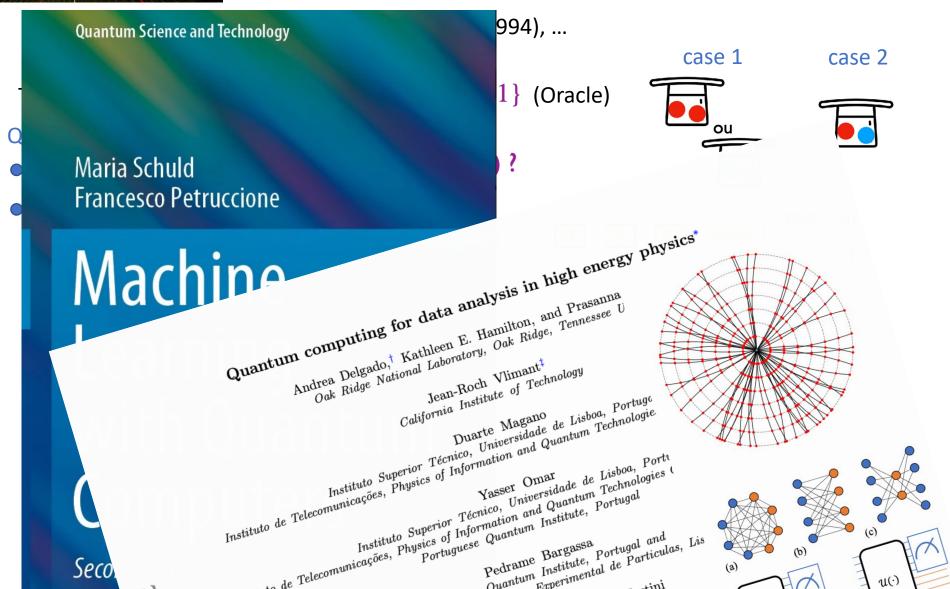


$$|0\rangle$$
 ---- H -- S_f -- H --- Mesure $f(0)=f(1) > |0\rangle$



Quantum Machine Learning and event classification

Some quantum historical algorithms are very fast for pattern recognition.

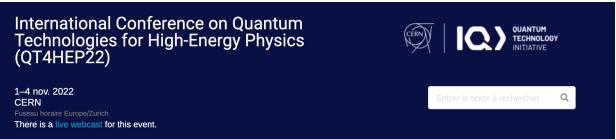


Some current initiatives



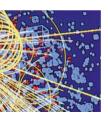
Some recent examples of initiatives in Europe for promoting quantum computing

Increasing the number of workshops/Lectures in Schools/Event









05 June 2023 — 09 June 2023

NUCLEAR AND PARTICLE PHYSICS ON A QUANTUM COMPUTER: WHERE DO WE STAND NOW?

It is now a great time for the community to share the recent progress in this emerging field and establish a coherent vision of the outstanding questions to be addressed in the near future in order to fully capitalize on the rapid growth in quantum computing platforms.



02 May 2023 — 05 May 2023

QUANTUM SCIENCE GENERATION | QSG

Quantum science and technology are playing an ever growing role in contemporary scientific developments in a wide range of areas, from physics (where they originated) to computer science and engineering. One of their specificity is the interdisciplinarity nature, which calls for researchers with a wide expertise. This requires a specific training and, in particular, the ability of crossing traditional boundaries between disciplines.



Hadrons and Nuclei

Table of contents (tentative)

1. General aspects

- (a) Introduction to quantum computing with a focus on many-body systems
- (b) Simulating quantum computers with classical computers
- (c) Analog computation
- (d) Survey of quantum platforms
 - Superconducting qubits
 - Rydberg atoms and atomic traps
 - Photonic systems
 - Silicium

Topical issue on:

"Quantum computing in low-energy nuclear theory"

Guests Editors:

Thomas Ayral, Thomas Duguet, Denis Lacroix, Vittorio Somà

Tentative Date - November 2022

2. Low-energy nuclear theory

- (a) Preparing correlated fermionic states on a quantum computer
- (b) Matrix Product State and quantum computing
- (c) Symmetry breaking, symmetry preserving circuits and symmetry restoration
- (d) CI methods and Hamiltonian encoding
- (e) Spectral methods
- (f) Variational method applied to nuclear physics
- (g) Quantum techniques for eigenvalues problems
- (h) Recent applications of quantum computing in light nuclei
- (i) Collective excitations with quantum computers

3. Related topics

- (a) Quantum information for nuclei
- (b) Quantum information and quantum simulation of neutrino physics
- (c) Quantum search and Quantum Machine Learning for classification

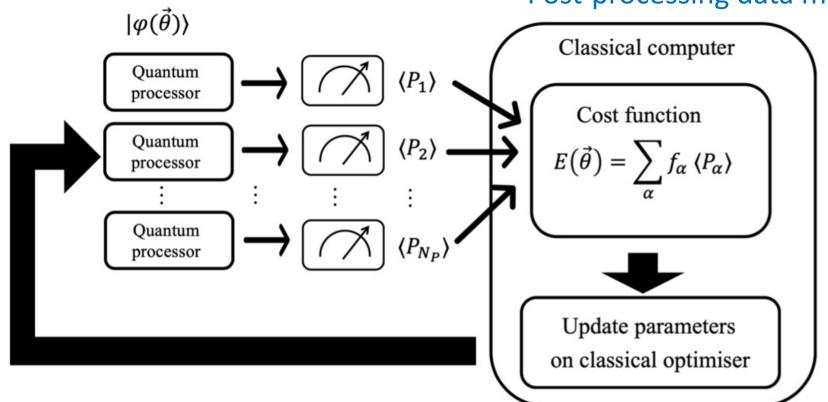
The community working on quantum computers is growing up and starts to organize around this emerging activity.

Hybrid Quantum-Classical High-Performance Computing



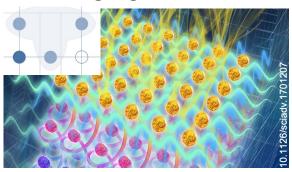
Parallel Quantum Computing

Large data flow
Error correction
Post-processing data mining



Summary

Lattice gauge theories



Zohar, Kolck, Savage, ...

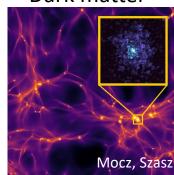
N-body problem

N-body nuclear systems

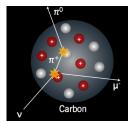


Dumitrescu, Hagen, Carlson, Papenbrock...

Dark matter



Dynamics: e, v scattering





Roggero, Carlson, ...

E. Zohar, J. I. Cirac, B. Reznik, Phys. Rev. Lett. 110, 125304 (2013)

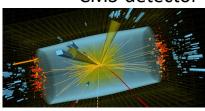
D. González Cuadra, E. Zohar, J. I. Cirac, New J. Phys. 19 063038 (2017)

E. Zohar, A. Farace, B. Reznik, J. I. Cirac, Phys. Rev. Lett. 118 070501 (2017)

Applications to data mining (event classification)



CMS-detector



Thank you!

E. Zohar, J. I. Cirac, B. Reznik, Phys. Rev. A 88 023617 (2013)

E. Zohar, J. I. Cirac, B. Reznik, Rep. Prog. Phys. 79, 014401 (2016)