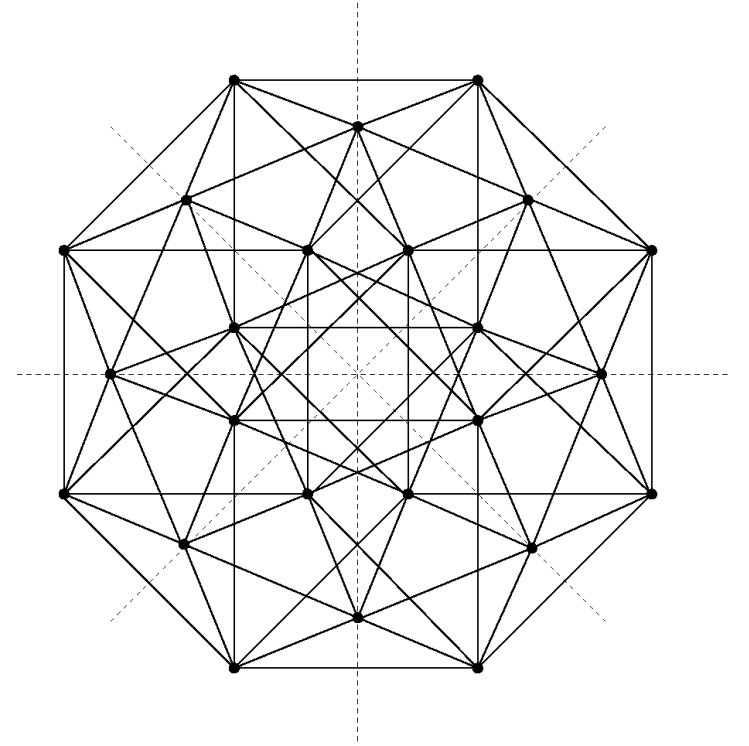
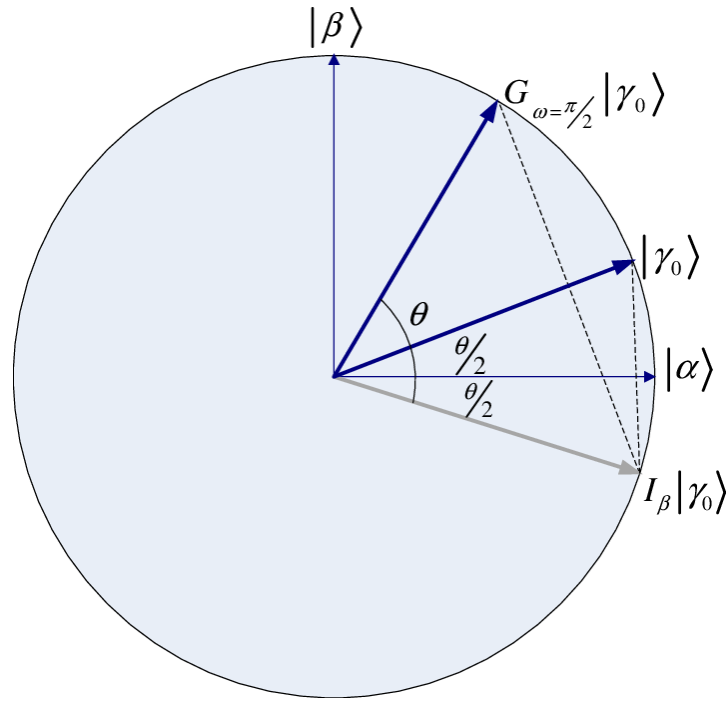
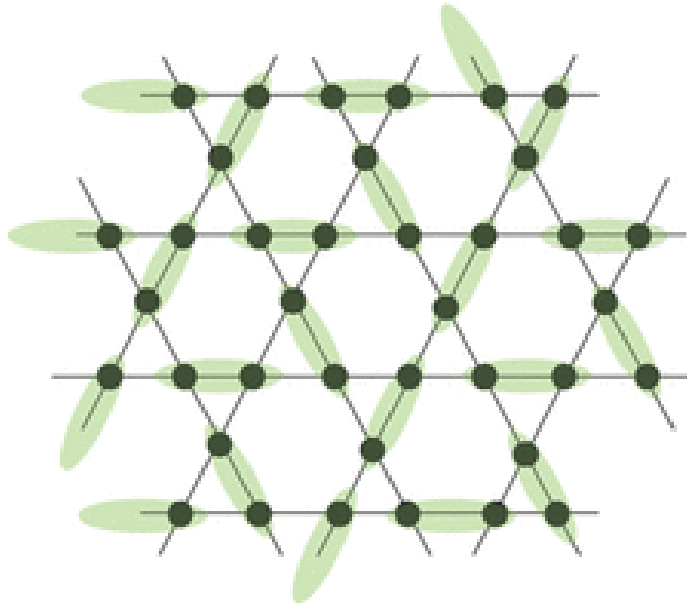


Quantum computers for particle physics simulations



Alessandro Mariani


3 November 2024

Technology

Quantum computers teleport and store energy harvested from empty space

A quantum computing protocol makes it possible to extract energy from seemingly empty space, teleport it to a new location, then store it for later use

By [Karmela Padavic-Callaghan](#)


 17 September 2024

Technology

Google launches \$5m prize to find actual uses for quantum computers

Existing quantum computers can solve some problems faster than any ordinary computer, but none of those problems has any practical use. Google and XPRIZE hope to change that

By [Alex Wilkins](#)

 4 March 2024



Scientists finally discover what's inside a black hole

Physicist Enrico Rinaldi used quantum computing and computer learning to describe what is believed to be the interior of a black hole.



JOSEPH SHAVIT Updated Oct 27, 2024 3:03 PM PDT



QUANTUM GRAVITY

Physicists Create a Holographic Wormhole Using a Quantum Computer

 70 | 

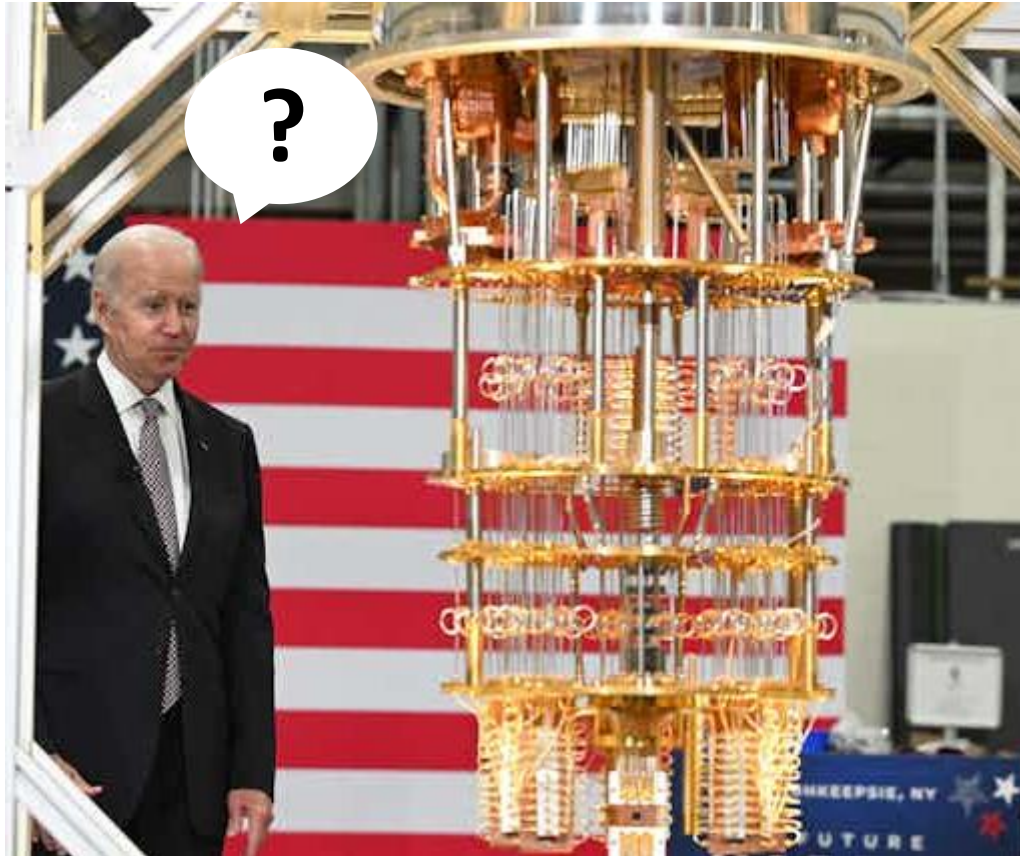
The unprecedented experiment explores the possibility that space-time somehow emerges from quantum information, even as the

Neural AI
Quantum
Processor
4K

Processore
Neural
Quantum 4K



Quantum computers

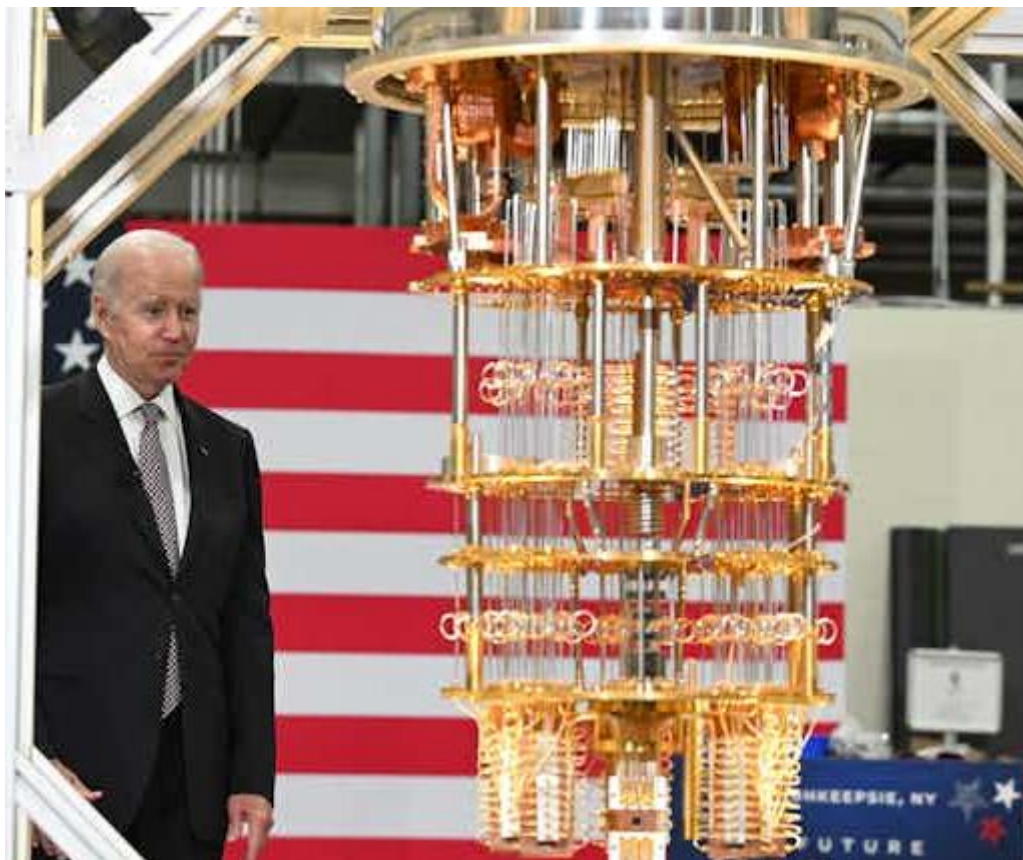


IBM Quantum

Quantum computer
=
system of highly
controllable qubits

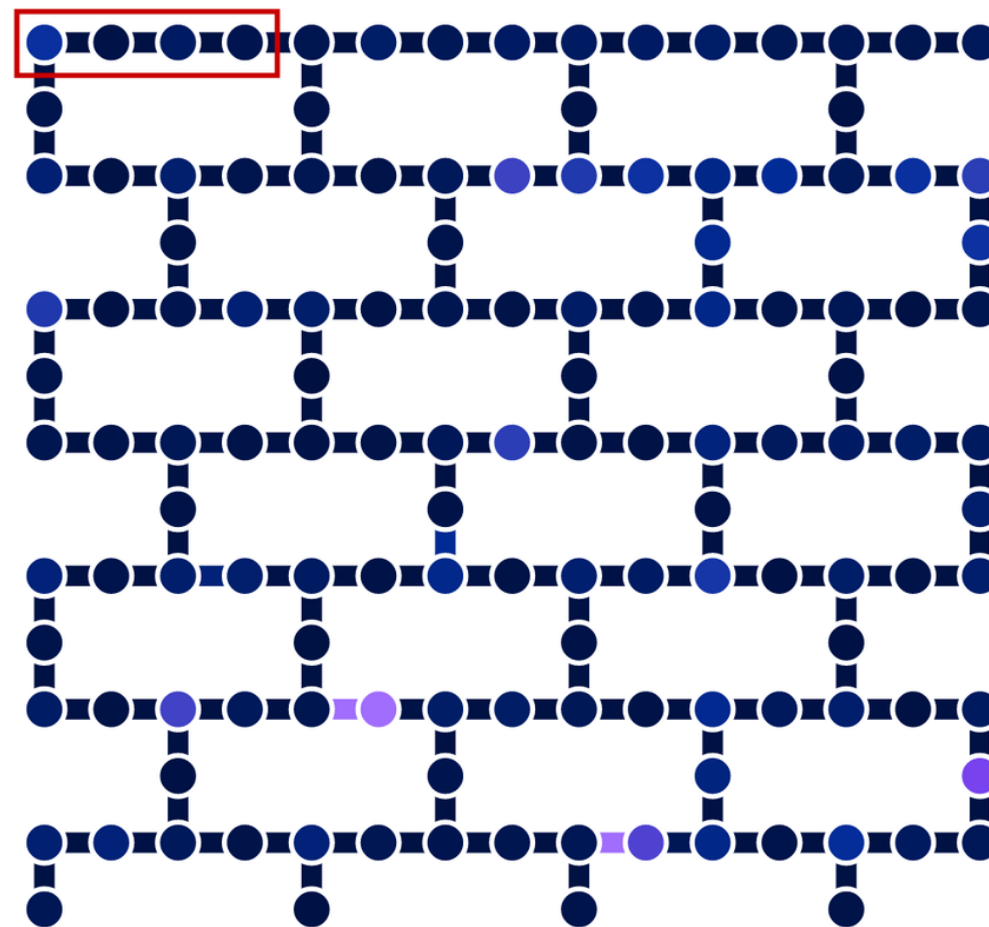
$$|\psi\rangle = \alpha|0\rangle + \beta|1\rangle$$

Quantum computers



IBM Quantum

ibm_torino



Quantum computers

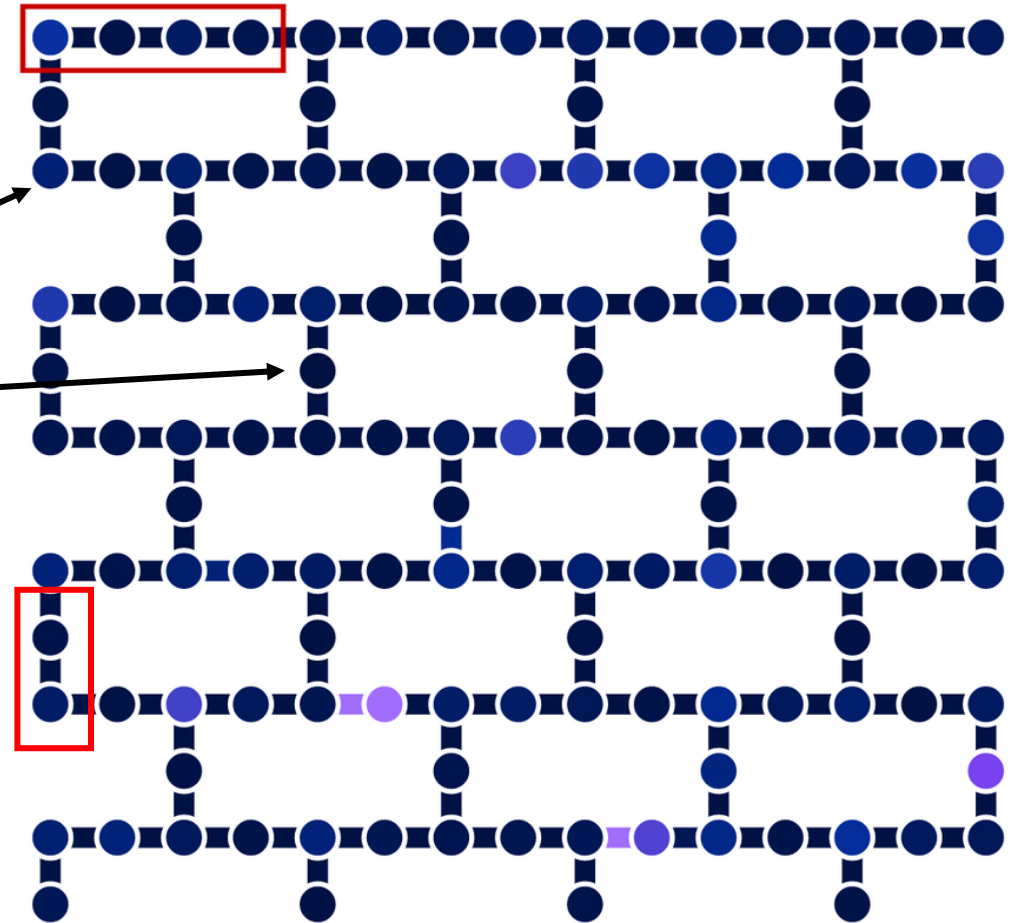
ibm_torino

133 qubits

Dots are qubits

Can apply unitary maps
to connected qubits

Color indicates quality



Applications of quantum computing

1) Integer factorization, i.e. $15 = 3 \cdot 5$
(Shor's algorithm)

Applications of quantum computing

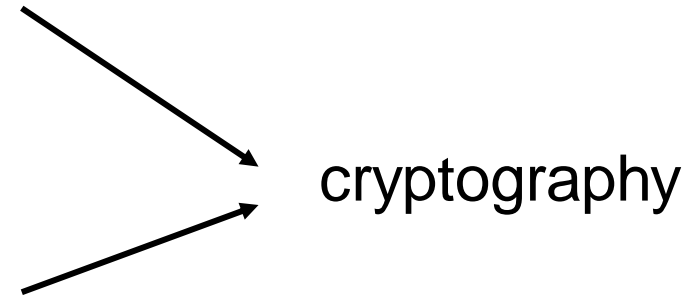
1) Integer factorization, i.e. $15 = 3 \cdot 5$
(Shor's algorithm)

2) Search x s.t $f(x) = y$.
(Grover's algorithm)

Applications of quantum computing

1) Integer factorization, i.e. $15 = 3 \cdot 5$
(Shor's algorithm)

2) Search x s.t $f(x) = y$.
(Grover's algorithm)

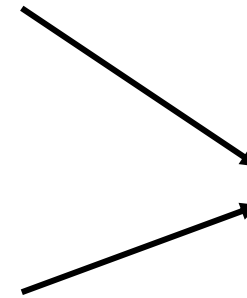


Applications of quantum computing

1) Integer factorization, i.e. $15 = 3 \cdot 5$
(Shor's algorithm)

2) Search x s.t $f(x) = y$.
(Grover's algorithm)

3) Hamiltonian simulation



cryptography



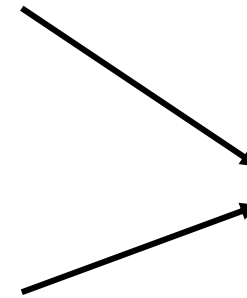
quantum chemistry,
nuclear physics,
particle physics, etc.

Applications of quantum computing

1) Integer factorization, i.e. $15 = 3 \cdot 5$
(Shor's algorithm)

2) Search x s.t $f(x) = y$.
(Grover's algorithm)

3) Hamiltonian simulation



cryptography



quantum chemistry,
nuclear physics,
particle physics, etc.



Technology

Google launches \$5m prize to find actual uses for quantum computers

Existing quantum computers can solve some problems faster than any ordinary computer, but none of those problems has any practical use. Google and XPRIZE hope to change that

By [Alex Wilkins](#)

 4 March 2024



Classical computers for particle physics



Example: Lattice QCD $Z = \int DA e^{-S}$

Classical computers for particle physics



Example: Lattice QCD $Z = \int DA e^{-S}$

Can do many things:
hadron spectrum,
equations of state,
muon $g - 2$, etc.

Classical computers for particle physics



Example: Lattice QCD $Z = \int DA e^{-S}$

Can do many things:
hadron spectrum,
equations of state,
muon $g - 2$, etc.

But (maybe) not everything:
real time dynamics,
finite density, etc.

Classical computers for particle physics

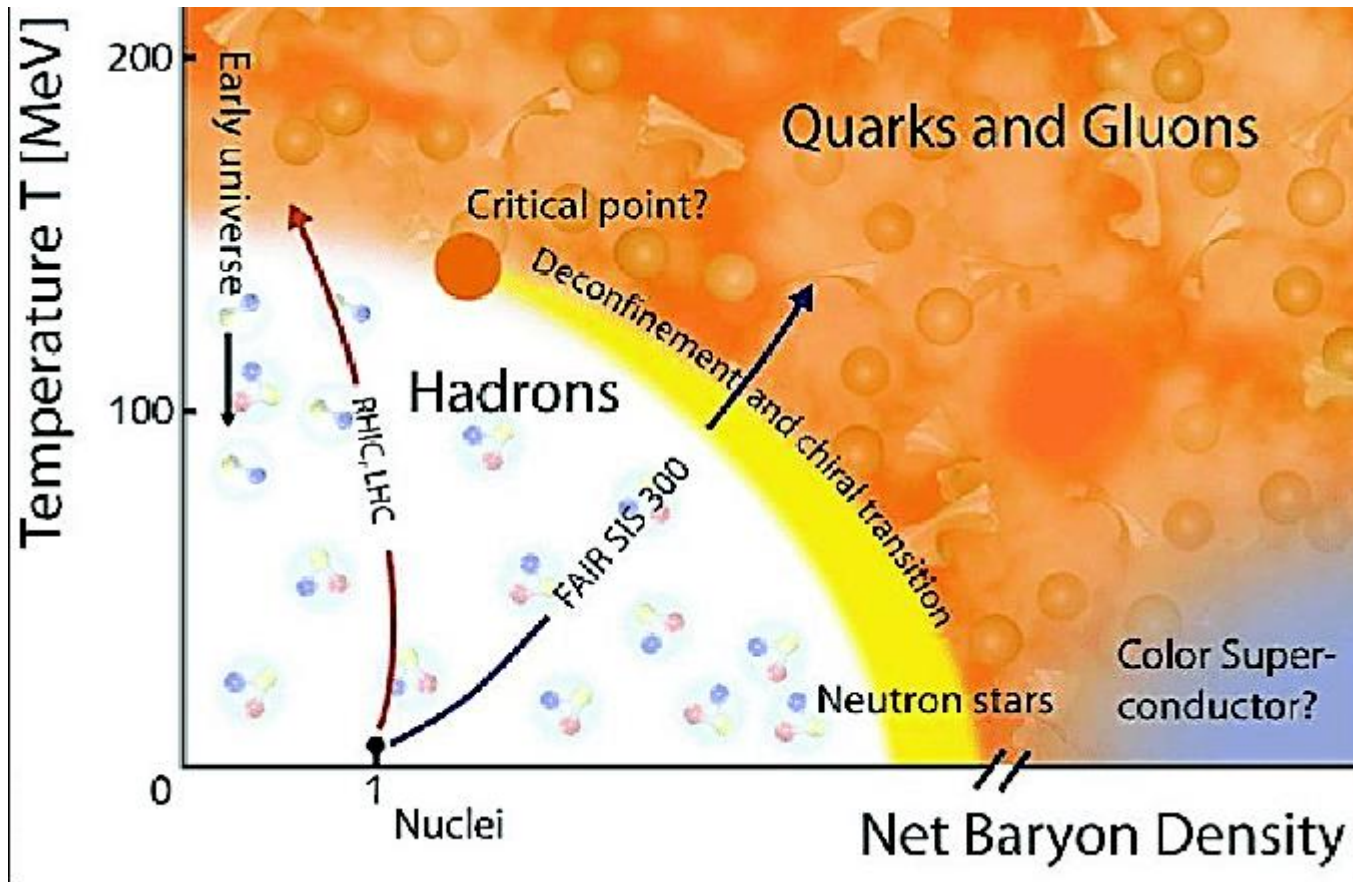


Example: Lattice QCD $Z = \int DA e^{-S}$

Can do many things:
hadron spectrum,
equations of state,
muon $g - 2$, etc.

But (maybe) not everything:
real time dynamics,
finite density, etc.

Finite density

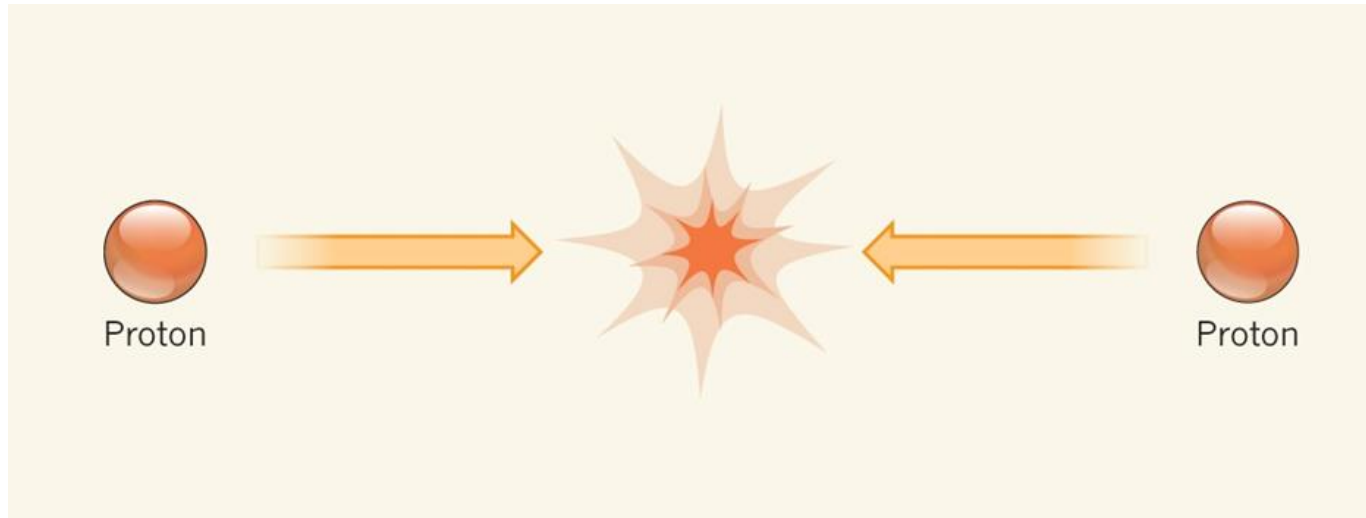


$$Z = \int DA e^{-S}$$

Currently can't do non-zero density

Sign problem: the action S is complex-valued.

Real time dynamics



Prepare proton state
 $|\psi\rangle$

Time-evolve:
 $e^{-iH_{QCD}t} |\psi\rangle$

Measure various properties

Why not classical?

Classical representation for N qubits
requires 2^N complex numbers.



Unfeasible for large N

Why not classical?

Classical representation for N qubits
requires 2^N complex numbers.



Unfeasible for large N

Bosonic QFTs have infinite-dimensional
Hilbert space



Need a method to
truncate Hilbert space
(lots of literature)

Why not classical?

Classical representation for N qubits
requires 2^N complex numbers.



Unfeasible for large N

Bosonic QFTs have infinite-dimensional
Hilbert space



Need a method to
truncate Hilbert space
(lots of literature)

Naïve estimate for QCD (my own):

$$N \approx 50 \cdot 10^6$$

General structure of quantum computation

Prepare initial state $|\psi_0\rangle$

General structure of quantum computation

Prepare initial state $|\psi_0\rangle$



Perform arbitrary
unitary operations

$$U|\psi_0\rangle$$

General structure of quantum computation

Prepare initial state $|\psi_0\rangle$



Perform arbitrary
unitary operations

$$U|\psi_0\rangle$$



Measure the final state

General structure of quantum computation

Prepare initial state $|\psi_0\rangle$

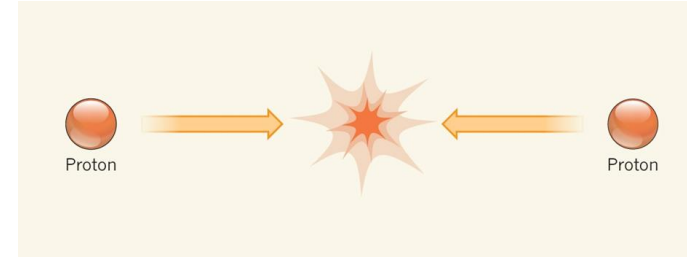


Perform arbitrary
unitary operations

$$U|\psi_0\rangle$$



Measure the final state



General structure of quantum computation

Prepare initial state $|\psi_0\rangle$

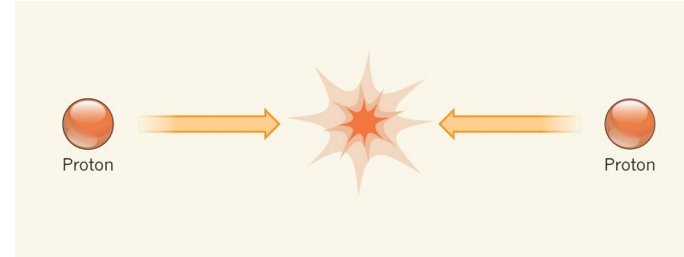


Perform arbitrary
unitary operations

$$U|\psi_0\rangle$$



Measure the final state



$$e^{-iH_{QCD}t}$$

General structure of quantum computation

Prepare initial state $|\psi_0\rangle$

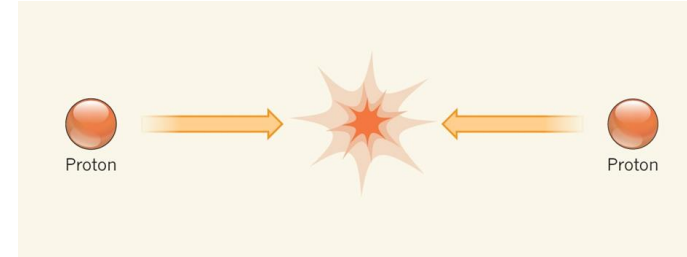


Perform arbitrary
unitary operations

$$U|\psi_0\rangle$$



Measure the final state



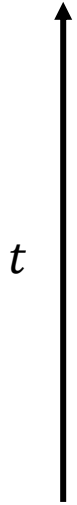
$$e^{-iH_{QCD}t}$$

Measure relevant observables

Toy model: 1+1 dimensional Abelian gauge theory

From Papaefstathiou et al (2024)

Final state:



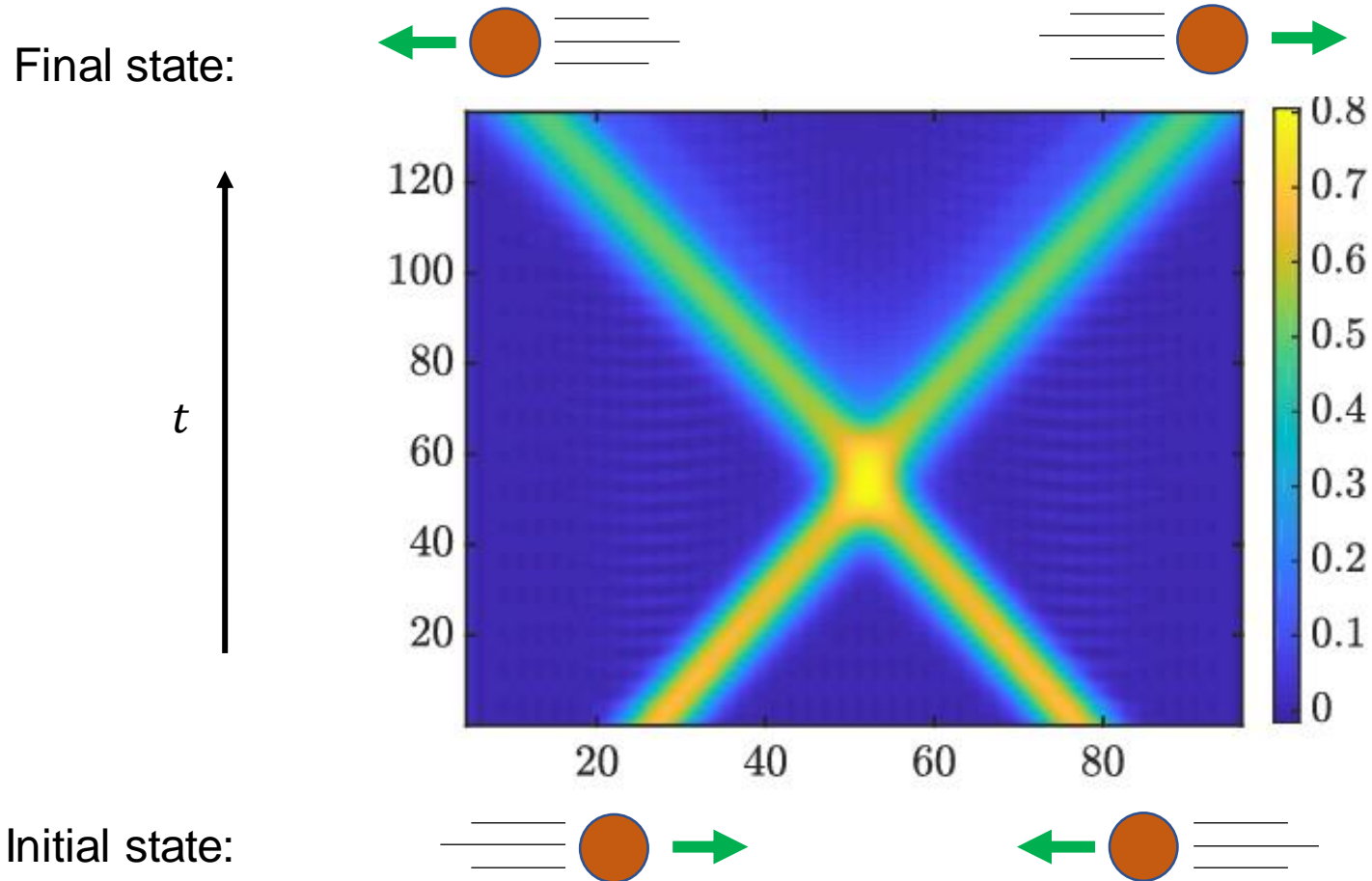
Simulation of particle collision
using a **classical heuristic**
(tensor network)

Initial state:



Toy model: 1+1 dimensional Abelian gauge theory

From Papaefstathiou et al (2024)



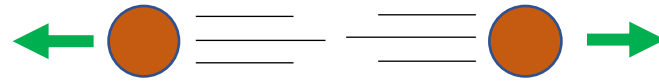
Simulation of particle collision
using a **classical heuristic**
(tensor network)

Elastic collision

Toy model: 1+1 dimensional Abelian gauge theory

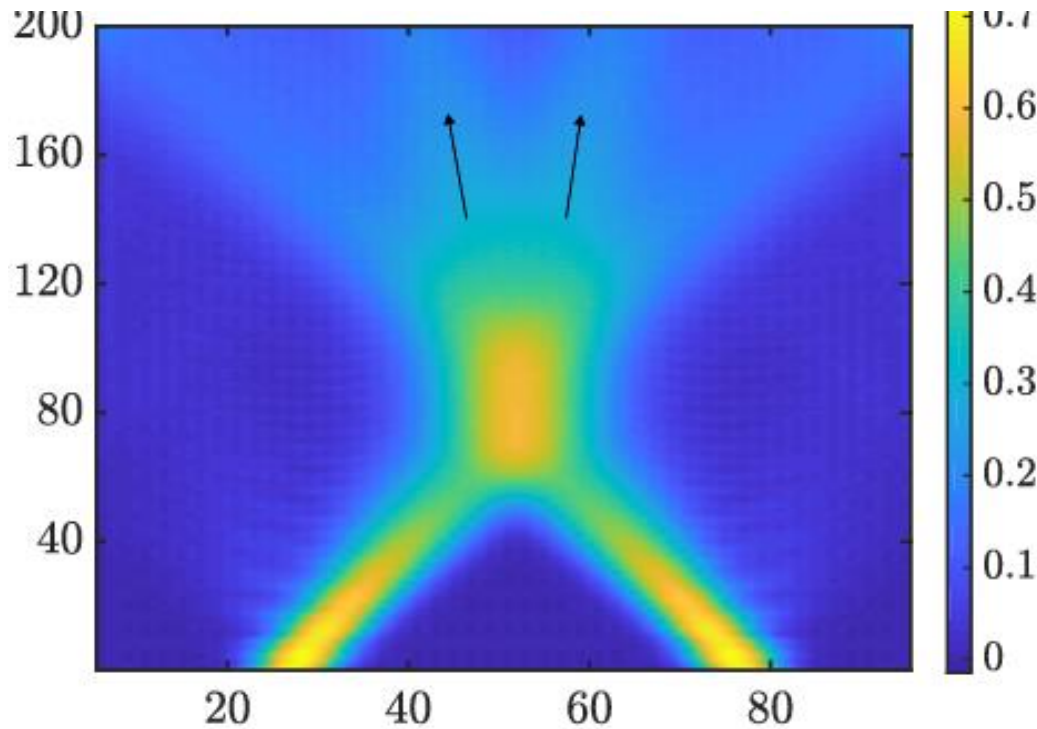
From Papaefstathiou et al (2024)

Final state:



t

A vertical black arrow pointing upwards, labeled with the variable t .



Initial state:



Simulation of particle collision
using a **classical heuristic**
(tensor network)

Inelastic collision

Toy model: harmonic oscillator

Example on IonQ quantum device. Plot $\langle x \rangle$ density:



From Burdine et al (2024)

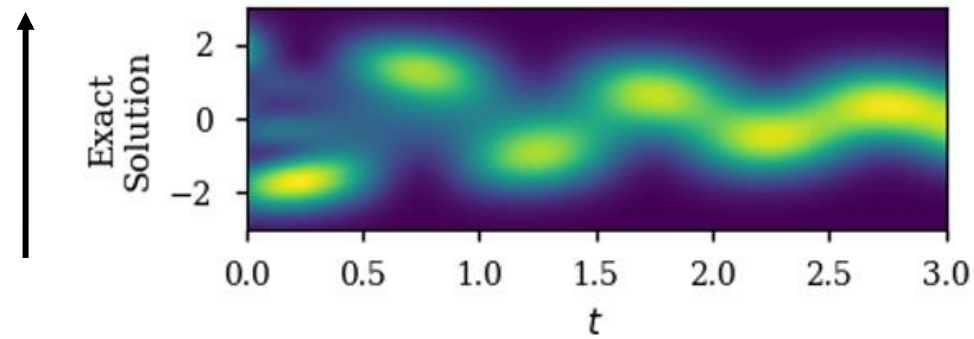
$$H = \frac{1}{2}p^2 + \frac{1}{2}x^2$$

Toy model: harmonic oscillator



Example on IonQ quantum device. Plot $\langle x \rangle$ density:

From Burdine et al (2024)



$$H = \frac{1}{2}p^2 + \frac{1}{2}x^2$$

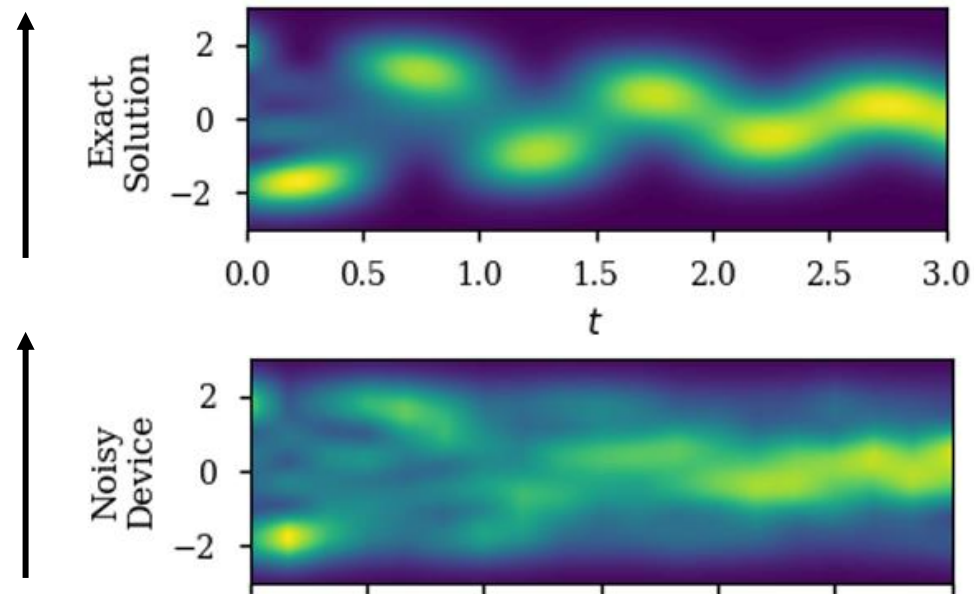
y-axis is an
external parameter

Toy model: harmonic oscillator



Example on IonQ quantum device. Plot $\langle x \rangle$ density:

From Burdine et al (2024)



$$H = \frac{1}{2}p^2 + \frac{1}{2}x^2$$

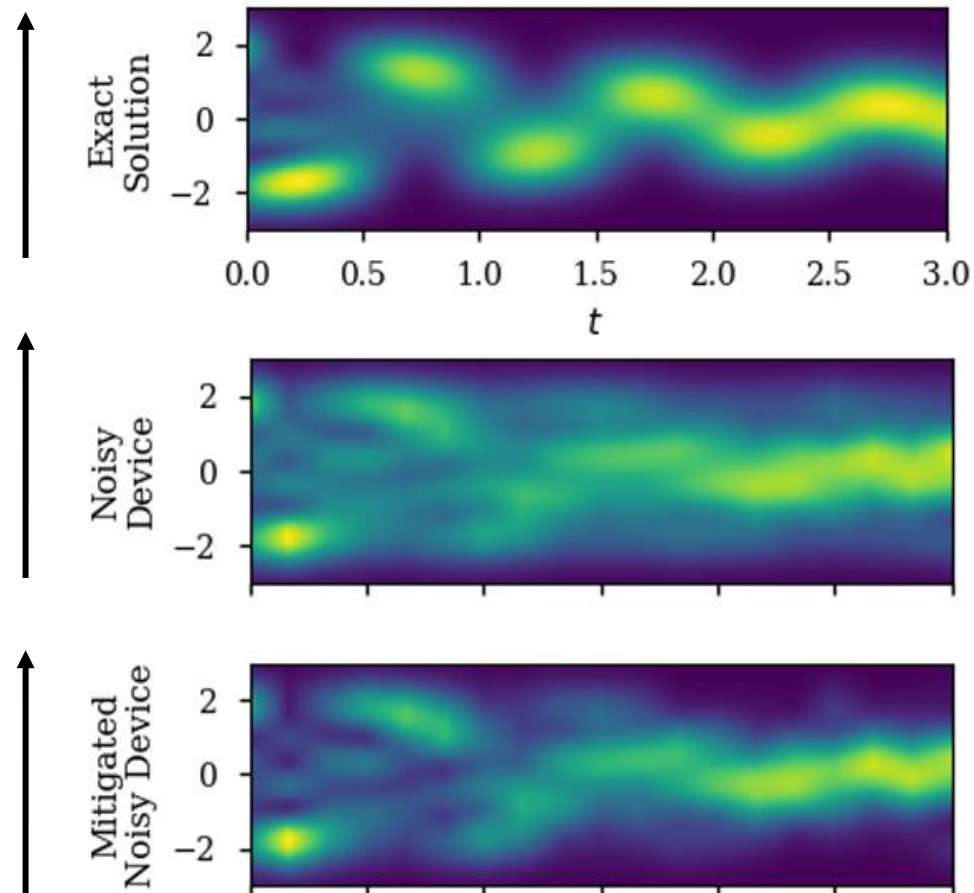
y-axis is an external parameter

Toy model: harmonic oscillator



Example on IonQ quantum device. Plot $\langle x \rangle$ density:

From Burdine et al (2024)



$$H = \frac{1}{2}p^2 + \frac{1}{2}x^2$$

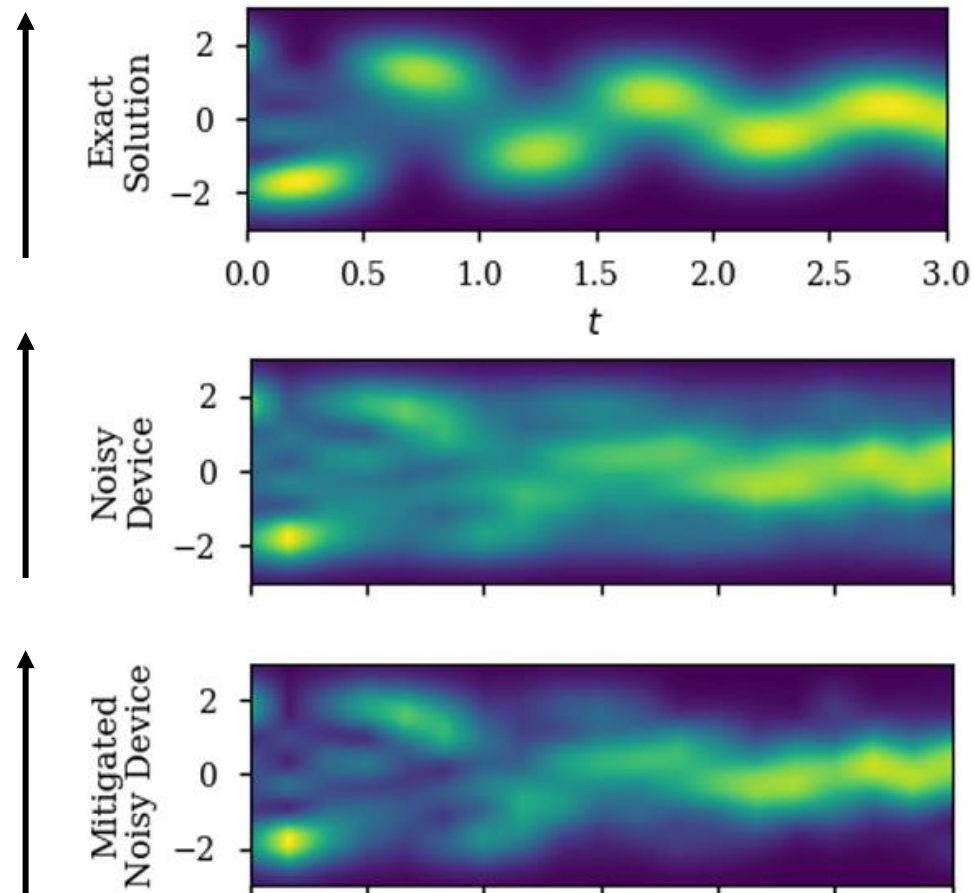
y-axis is an external parameter

Toy model: harmonic oscillator



Example on IonQ quantum device. Plot $\langle x \rangle$ density:

From Burdine et al (2024)



$$H = \frac{1}{2}p^2 + \frac{1}{2}x^2$$

y-axis is an external parameter

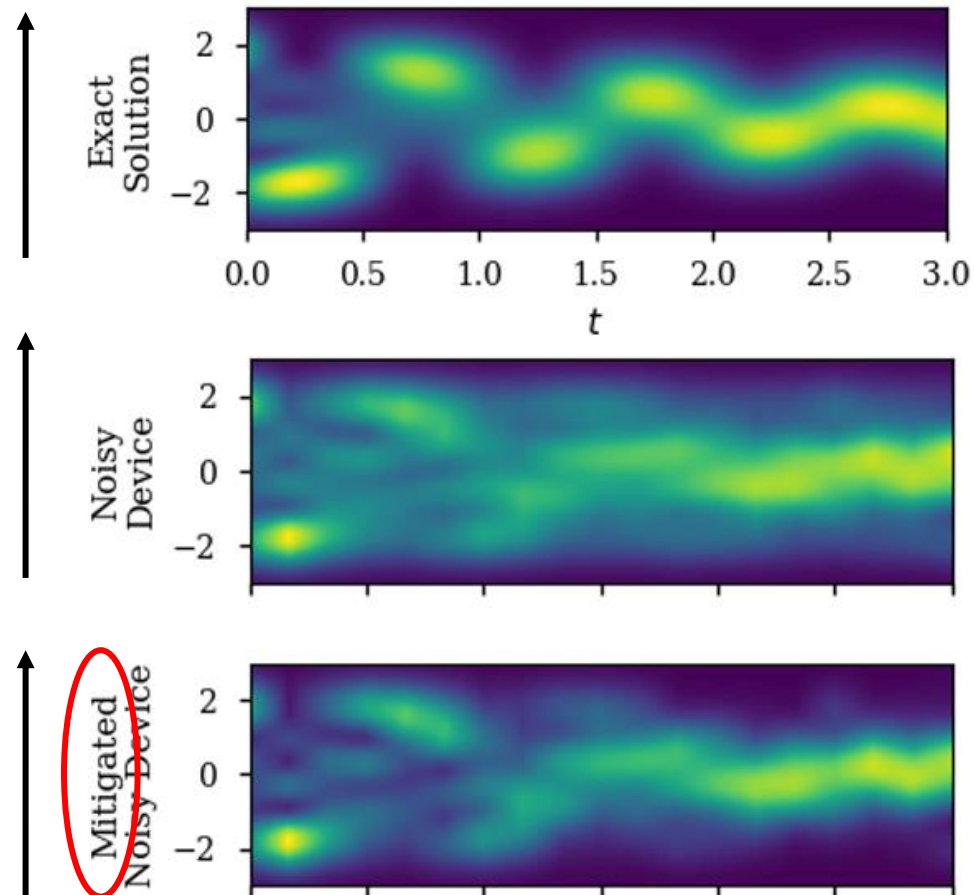
Quantum computers are very noisy!

Toy model: harmonic oscillator



Example on IonQ quantum device. Plot $\langle x \rangle$ density:

From Burdine et al (2024)



$$H = \frac{1}{2}p^2 + \frac{1}{2}x^2$$

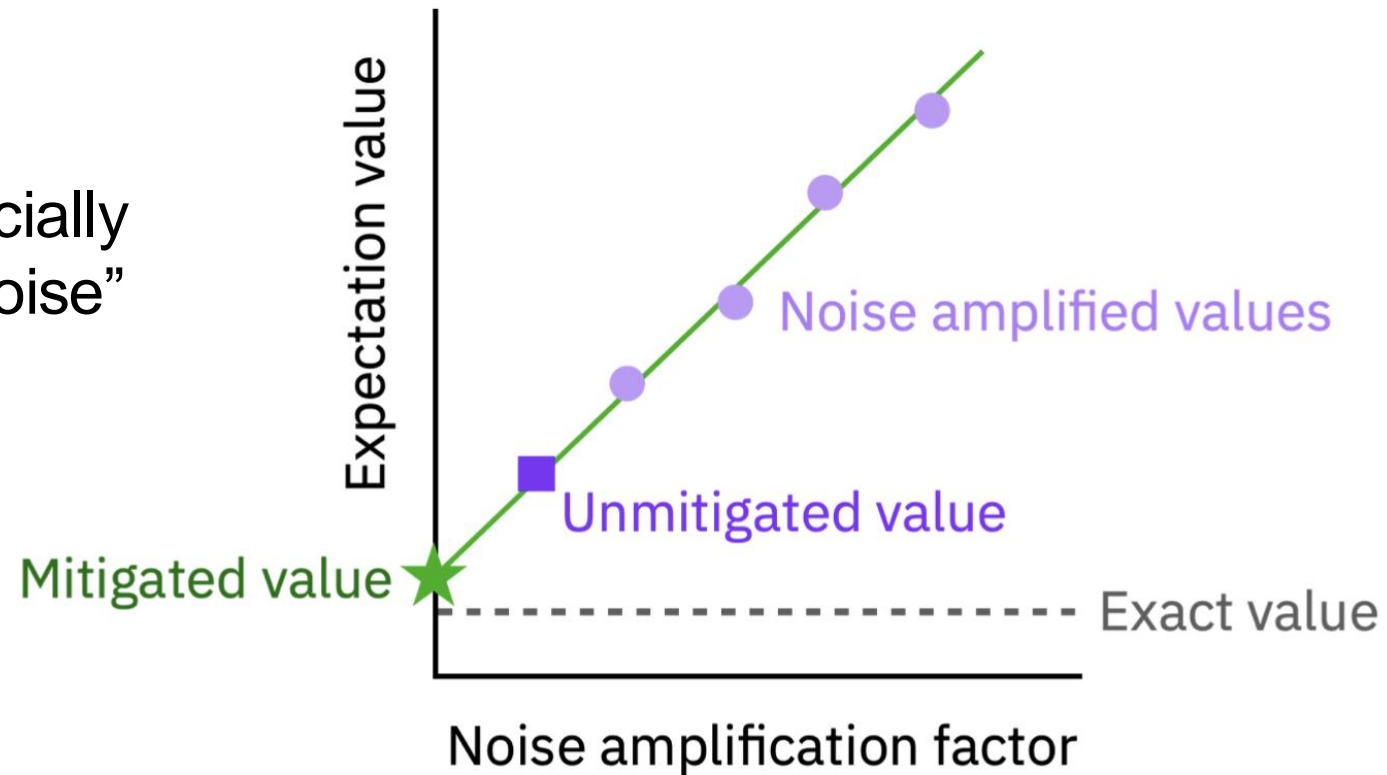
y-axis is an external parameter

Quantum computers are very noisy!

Error mitigation example: zero noise extrapolation

Idea:

- 1) increase noise artificially
- 2) extrapolate to “no noise”
(not necessarily linear)



From Qiskit Github

Conclusions

In the long term, quantum computers will be useful for particle physics calculations

Currently, they are limited by **noise** and **memory**

Many practical and theoretical challenges on the way