## Quantum Simulations of Lattice Gauge Theories

Saverio Pascazio Dipartimento di Fisica and INFN Universita' di Bari, Italy

Firenze, GGI, 5 May 2015







#### classical computer





quantum computer

# Feynman

"...trying to find a computer simulation of physics, seems to me to be an excellent program to follow out...and I'm not happy with all the analyses that go with just the classical theory, because nature isn't classical, dammit, and if you want to make a simulation of nature, you'd better make it quantum mechanical, and by golly it's a wonderful problem because it doesn't look so easy."

#### since nature is quantum, it is better simulated on a quantum computer

#### **Quantum simulators:**

**dedicated** quantum computers: solve (fundamental) problems that are untractable by classical hardware



R. P. Feynman, "Simulating Physics with Computers" Int. J. Theor. Phys. 21, 467 (1982)



#### Quantum simulators with ultra cold atoms

Quantum Hamiltonian engineering in table-top setups



Cirac and Zoller, Nat. Phys. 2012 Inguscio and Fallani, Atomic Physics (Oxford, 2013) M. Lewenstein et al., Ultracold atoms in optical lattices (Oxford, 2012)

Aharonov-Bohm Berry phase Topological insulators Quantum Hall

Hawking Unruh Dirac Eq. (Zitterbewegung + Klein paradox) Fermi two-atom problem Neutrino oscillations Majorana Extra dimensions SU(N) fermions Lattice Gauge theories Supersymmetry

but see later for other options...

## example: mass + hopping terms

 $H = \sum M_{\mathbf{n}} \psi_{\mathbf{n}}^{\dagger} \psi_{\mathbf{n}} + t \sum (\psi_{\mathbf{n}}^{\dagger} U_{\mathbf{n},\mathbf{k}} \psi_{\mathbf{n},\mathbf{k}} + \text{H.c.})$ 



 $U_{\mathbf{n},\mathbf{k}}$  is the connection

Theories with local symmetries (to be satisfied at every point) CLASSICAL (electrodynamics)

 $\rightarrow e^- \leftarrow \vec{E}$ 

Theories with local symmetries (to be satisfied at every point) CLASSICAL (electrodynamics)

 $\overrightarrow{E}$   $\overrightarrow{E}$   $e^{-} \leftarrow$ 

Theories with local symmetries (to be satisfied at every point) CLASSICAL (electrodynamics)



QUANTUM (QED)

 $\begin{array}{c} \longrightarrow \psi^{\dagger} \longleftarrow \\ \hat{E} \\ \hat{E$ 

$$\rho = \vec{\nabla} \cdot \vec{E}$$

Gauss' law

Theories with local symmetries (to be satisfied at every point) CLASSICAL (electrodynamics)

 $\overrightarrow{E}$   $\overrightarrow{E}$   $\overrightarrow{e}$   $\overrightarrow{E}$ 

QUANTUM (QED)

 $\begin{array}{ccc} & \longrightarrow & \psi^{\dagger} & \longleftarrow \\ \hat{E} & \hat{E} & \hat{E} \\ \end{array}$ 



Gauss' law

 $\psi_x^{\dagger}\psi_x|\Psi\rangle = \Delta E_{x,x+a}|\Psi\rangle$ 





quantum simulator





#### and so on...

#### quantum simulator



enforcing Gauss law in quantum simulation of lattice gauge theory



 $\rho - \Delta \cdot E \quad \Leftrightarrow \quad S_{x-1,x}^{z} + \sigma_{\mathcal{H}_{0}}^{z} = S_{x,\mathcal{Y}}^{z} + \sum_{i=1}^{3} + \left(\frac{1}{\sigma_{x}^{2}} (S_{x,x+1}^{-})^{x} \sigma_{x+1}^{+} + \frac{1}{\sigma_{x}^{2}} (S_{x,x+1}^{-})^{x} \sigma_{x+1}^{+} + \frac{1}{\sigma_{x}$ 

## comment on interdisciplinarity

simulated and simulating physics in general belong to two different physical disciplines (in this case HEP high-energy physics vs AMO atomic and molecular and optical physics)

## courtesy P. Mataloní



#### QUANTUM OPTICS GROUP

Dipartimento di Fisica, Sapienza Università di Roma

#### **Quantum simulation through integrated photonics**



1) Anderson localization of two non-interacting bosons/fermions via quantum walks

2) Study the role of particle statistics in quantum decay in a continuum and Fano resonances



3) Boson Sampling: a promising route towards *Quantum Supremacy* 

1

## comments

- "toy" models: simple(r) physical theories that are able to capture the most salient features of the physics in question
- Q. símulators are sometimes able to realize physical models that are "unreal" (believed not to be found in Nature)
- non-perturbative regimes
- one is left to wonder about the meaning of "simulation" and Feynman's seminal intuition

