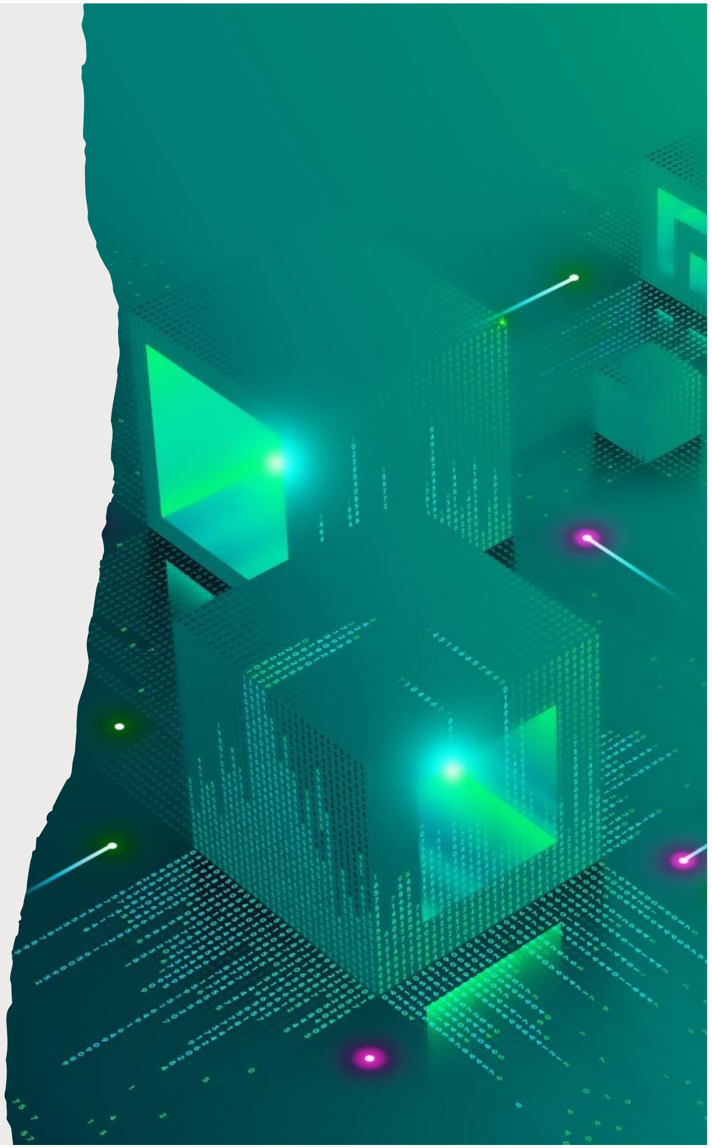
LARGE-SCALE VACUUM AND HADRONIC STATE PREPARATION IN GAUGE THEORIES

Anthony Ciavarella

HOW TO REACH FULL QCD?

- Current quantum computers are too small and noisy to do full lattice QCD
- Simulations on noisy hardware can inform the development of techniques to reduce the effects of noise
- 3+1D calculations are limited by hardware connectivity
- Toy models lower dimensions are easier to map onto hardware
- Can be used to develop techniques that will carry over to 3+1D
  - State preparation
  - Constructing physical observables
- Some non-trivial physics can be studied
  - Jet Fragmentation
  - Hadronization



STATE PREPARATION

- Simulating physics requires preparing physically relevant states

Adiabatic
- Theoretical guarantees
- Potentially deep circuit depths
- Mostly restricted to theoretical studies

Variational
- Heuristic method, depends on circuit ansatz
- Requires optimization of circuits
- Lower circuit depth

- Too many works studying these methods to list

PREPARING THE SCHWINGER MODEL VACUUM

PRX Quantum 5 (2), 020315

- QED in 1+1D
- Gapped and translationally invariant
- Confining, like QCD in 3+1D
- We looked at preparing the vacuum state as a step towards studying QCD

Roland Farrell, Marc Illa, Anthony Ciavarella, and Martin Savage

Scalable Circuits for Preparing Ground States on Digital Quantum Computers: The Schwinger Model Vacuum on 100 Qubits

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arXiv: 2308.04481 [quant-ph]

Quantum Simulations of Hadron Dynamics in the Schwinger Model using 112 Qubits

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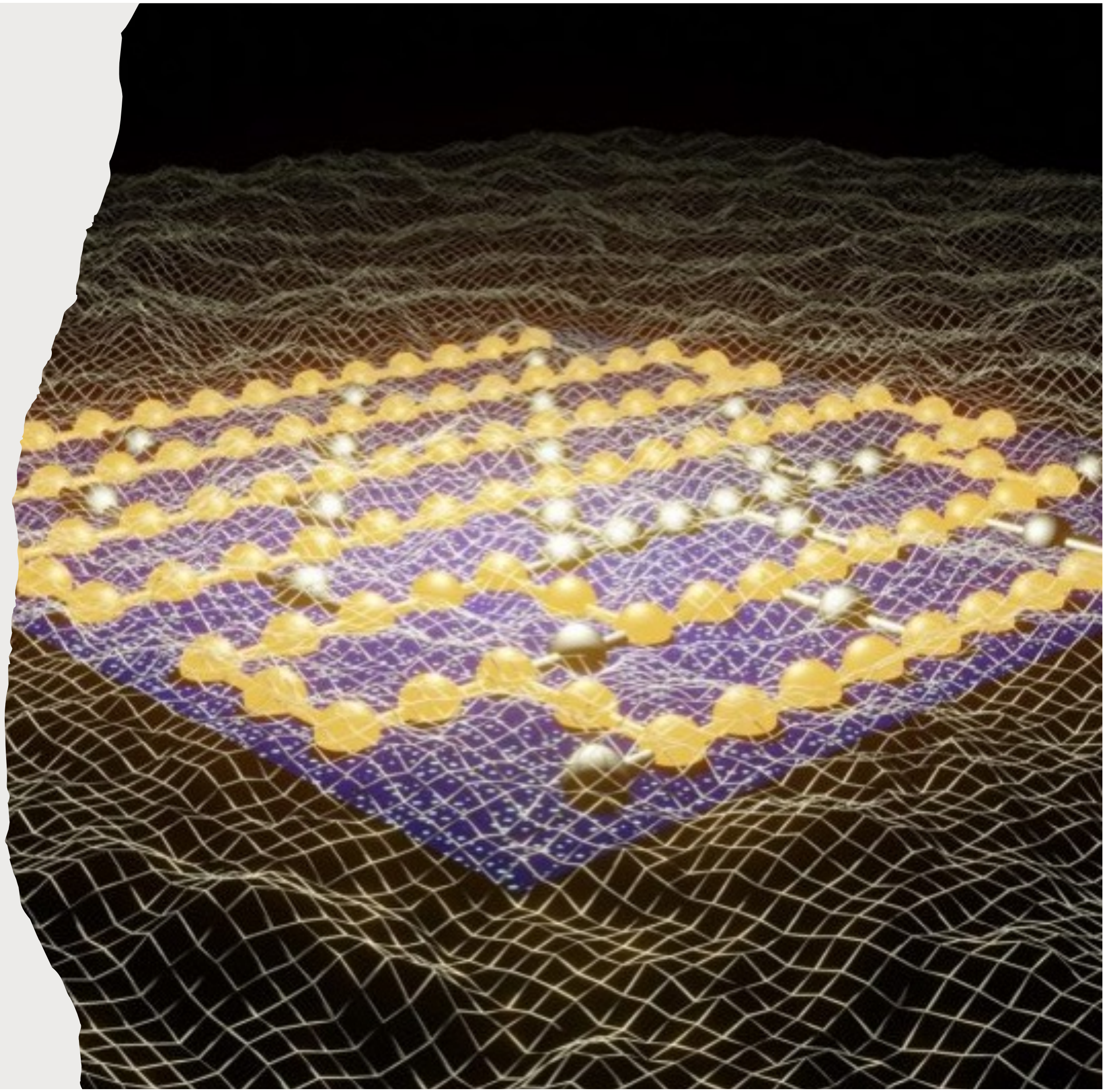
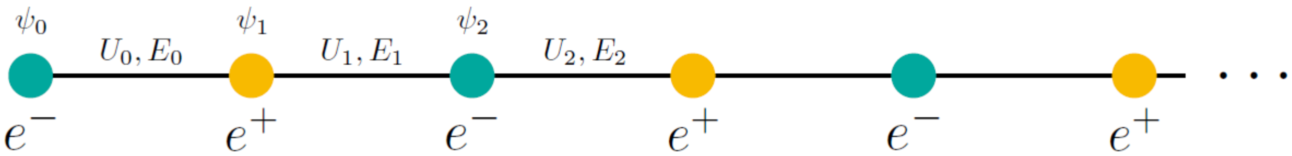


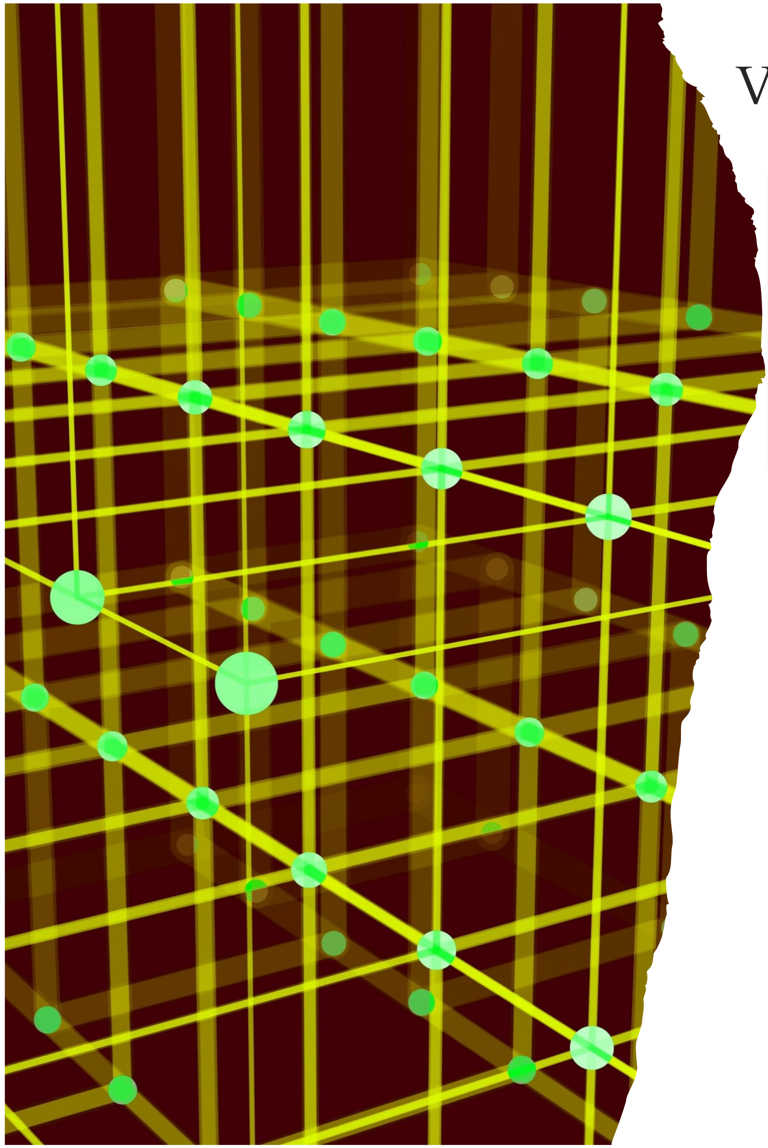
THE LATTICE SCHWINGER MODEL

$$H = \frac{1}{2}\sum_{n=0}^{2L-2}\left(\psi_n^\dagger U_n \psi_{n+1} + \text{h.c.}\right) + m\sum_{n=0}^{2L-1}(-1)^n \psi_n^\dagger \psi_n + \frac{g^2}{2}\sum_{n=0}^{2L-2}|E_n|^2$$



$$\hat{H} = \hat{H}_m + \hat{H}_{kin} + \hat{H}_{el} = \frac{m}{2}\sum_{j=0}^{2L-1}\left[(-1)^j \hat{Z}_j + \hat{I}\right] + \frac{1}{2}\sum_{j=0}^{2L-2}\left(\hat{\sigma}_j^+ \hat{\sigma}_{j+1}^- + \text{h.c.}\right) + \frac{g^2}{2}\sum_{j=0}^{2L-2}\left(\sum_{k\le j}\hat{Q}_k\right)^2$$

$$\hat{Q}_k = -\frac{1}{2}\left[\hat{Z}_k + (-1)^k \hat{I}\right] .$$



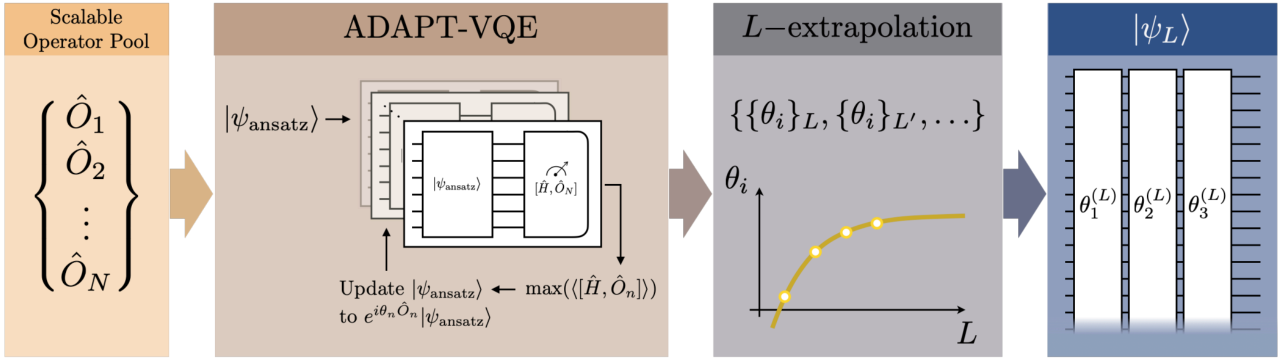
VQE

Quantum
Prepare some state $|\psi(\theta)\rangle$
Measure the energy of the state, (and possibly the gradient as well)

Classical
Use a classical optimization algorithm to update θ

- Hybrid algorithm that can be used to prepare ground states.
- Previously has been applied to studies of the Schwinger model (PhysRevA.98.032331, Nature 569 355–360 (2019), Phys. Rev. Lett. 126, 220501), SU(2) hadrons (Nature Communications 12, 6499 (2021)), …
- Use of VQE at scale will require an appropriate scalable ansatz circuit and optimization algorithm

SCALABLE CIRCUITS



- Construct an operator pool that respects translation invariance and other symmetries of the Hamiltonian
- Perform ADAPT-VQE on several small lattices to optimize a state prep circuit
- Provided the parameters were computed on a lattice larger than multiple correlation lengths, the convergence will be exponentially fast
- Extrapolate the parameters in lattice size to use on a larger lattice

RUNNING ON HARDWARE

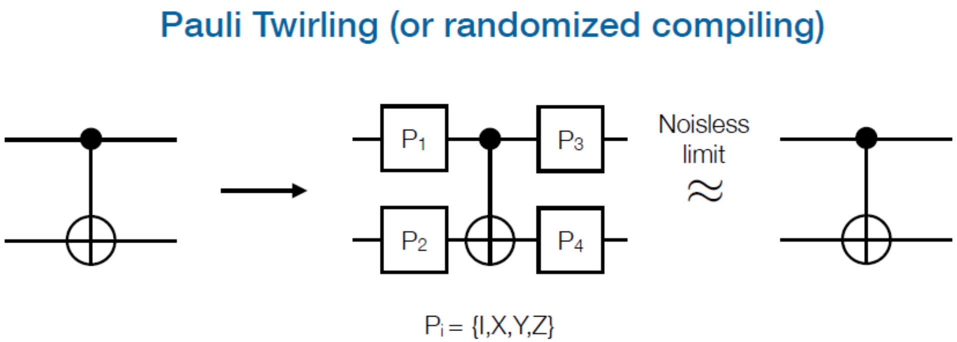
Quantum computers are noisy and to perform reliable calculations, this noise needs to be corrected

Two types of noise on quantum computers

- Incoherent noise: relaxation and dephasing
- Coherent noise: unitary rotations caused by miscalibration or cross-talk

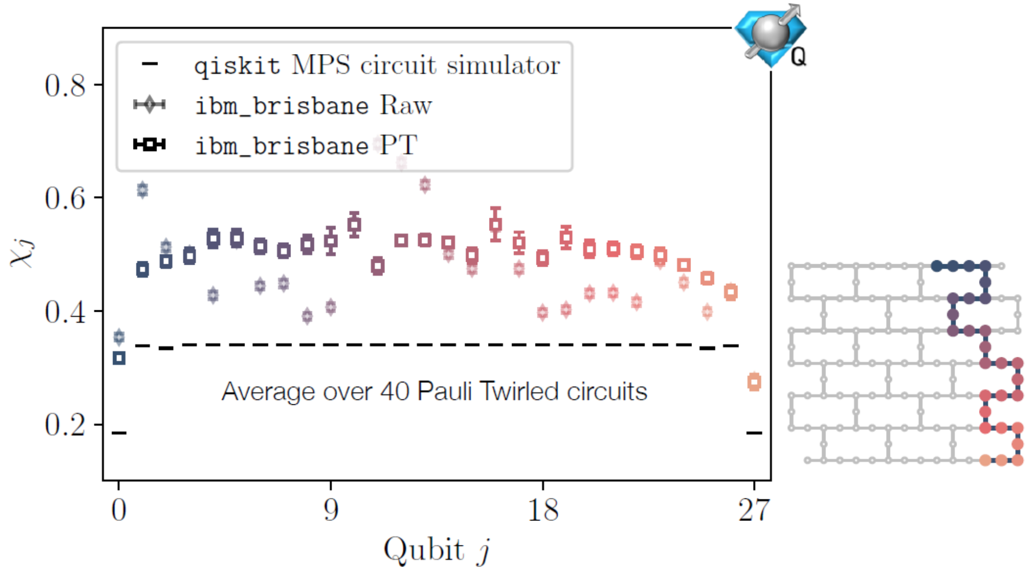
We can mitigate incoherent noise, but not coherent noise.

However, we can convert coherent noise into incoherent noise



HARDWARE RESULTS

$$\chi = \frac{1}{L}\sum_i \langle \overline{\psi}_i \psi_i \rangle = \frac{1}{2L}\sum_i [(-1)^i Z_i + I] \equiv \frac{1}{2L}\sum_i \chi_i$$

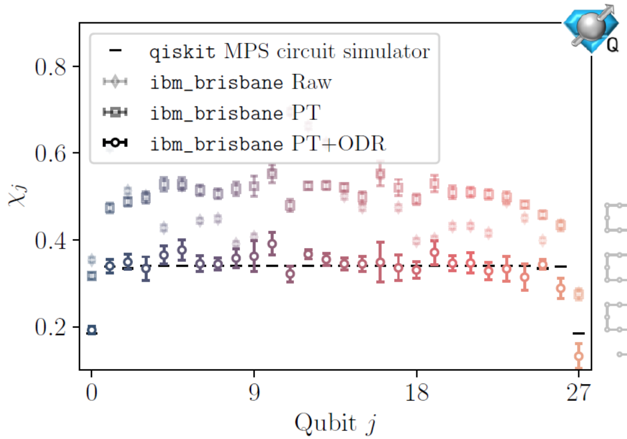


OPERATOR DECOHERENCE RENORMALIZATION

- Remaining errors in the simulation are incoherent
- Measured observable is proportional to noiseless one (under mild assumptions)

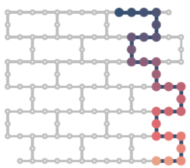
$$\langle \hat{O} \rangle_{\text{meas}} = (1 - \eta_O) \langle \hat{O} \rangle_{\text{pred}}$$

- Measure the noise parameter by running the same circuit with single qubit rotation angles set to 0



40 mitigation circuits + 40 physics circuits
= 80 circuits

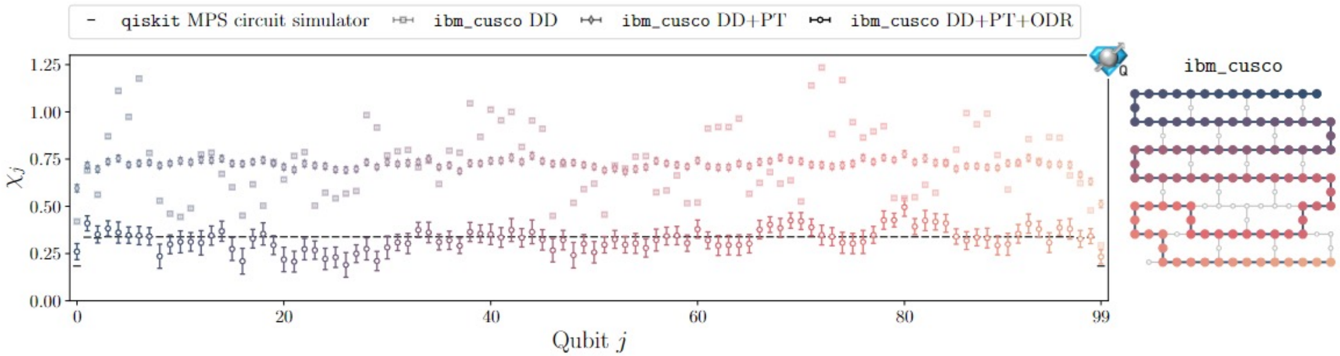
w/ 8000 shots each



<u>Operator Decoherence Renormalization</u>
Phys. Rev. Lett. 127, 270502
arXiv:2210.11606
PRX Quantum 5, 020315
Phys. Rev. D 109, 114510

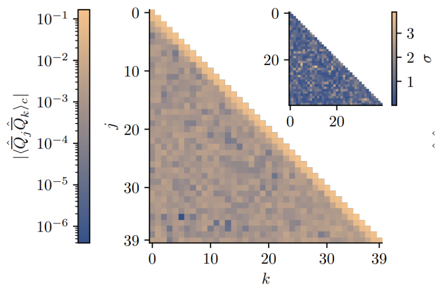
IMPLEMENTATION ON UP TO 100 QUBITS

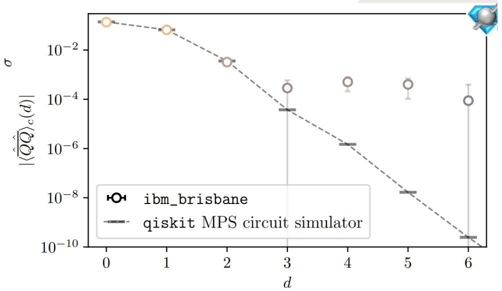
- All circuits were optimized classically with up to L=14 sites (28 qubits)
- Errors were mitigated using operator decoherence renormalization



L	Qubits	CNOTs	$\chi^{(\text{SC-IBM})}$ before ODR	$\chi^{(\text{SC-IBM})}$ after ODR	$\chi^{(\text{SC-MPS})}$
14	28	212	0.491(4)	0.332(8)	0.32879
20	40	308	0.504(3)	0.324(5)	0.33105
30	60	468	0.513(2)	0.328(4)	0.33319
40	80	628	0.532(2)	0.334(3)	0.33444
50	100	788	0.737(2)	0.318(8)	0.33524

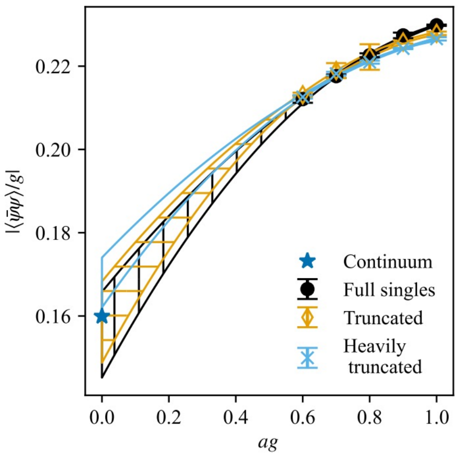
TABLE IV. The chiral condensate in the Schwinger model vacuum obtained from **ibm_brisbane** ($L \leq 40$) and **ibm_cusco** ($L = 50$) for large lattices with $m = 0.5, g = 0.3$ using the scaled circuits from 2 steps of ADAPT-VQE. The values before and after applying ODR are given in columns four and five. The last column gives results obtained from the MPS classical simulator.





$(SC)^2$-ADAPT-VQE

- ADAPT-VQE can choose different sequences of operators on different lattice sizes.
- This problem can be avoided by doing ADAPT-VQE on one lattice size and optimizing the same operator sequence on different lattice sizes.
- Optimization doesn't have to minimize energy. One can instead maximize the overlap with a surrogate for a given state, ex. MPS representation of the vacuum.
- Performing the optimization on lattices with up to 16 sites, the authors were able to perform an infinite volume and continuum extrapolation.



arXiv:2408.12641

Surrogate Constructed Scalable Circuits ADAPT-VQE in the Schwinger model

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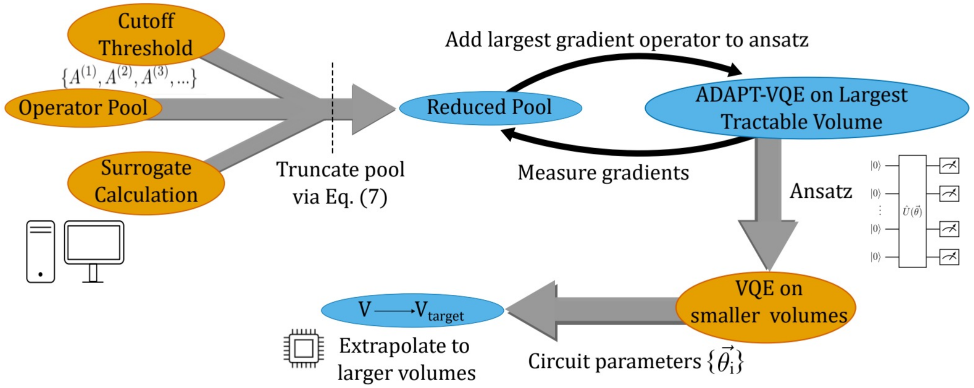
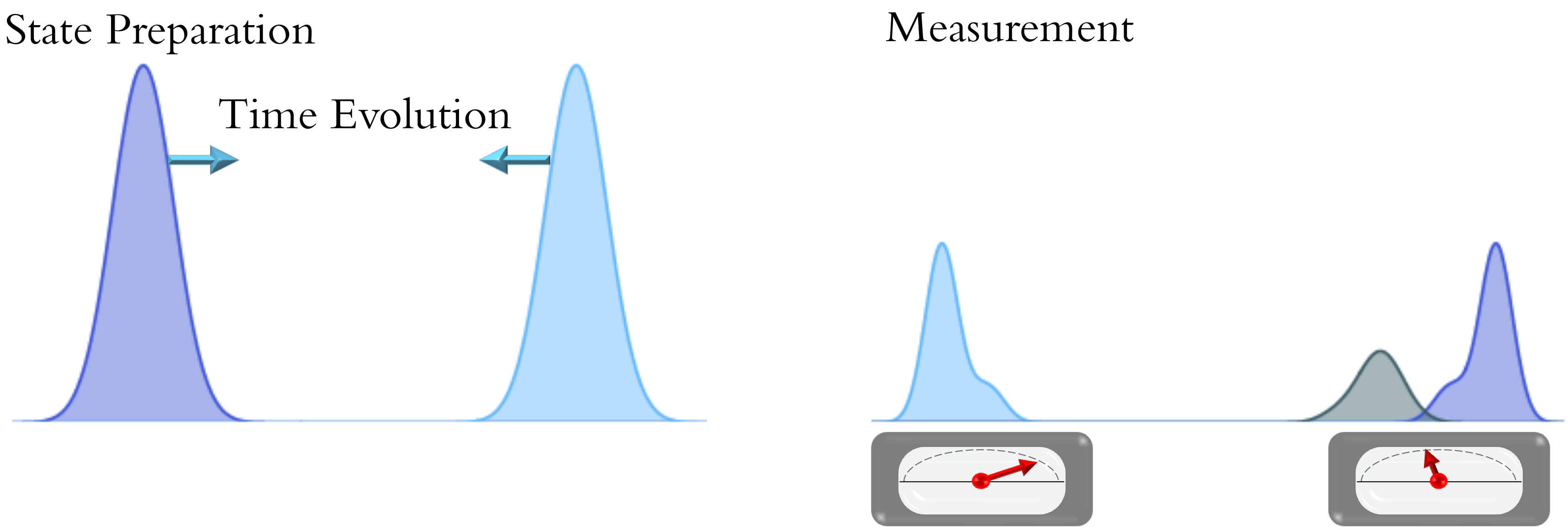
Sophia E. Economou[3,4] Robert D. Pisarski[5] and Norm M. Tubman[10]



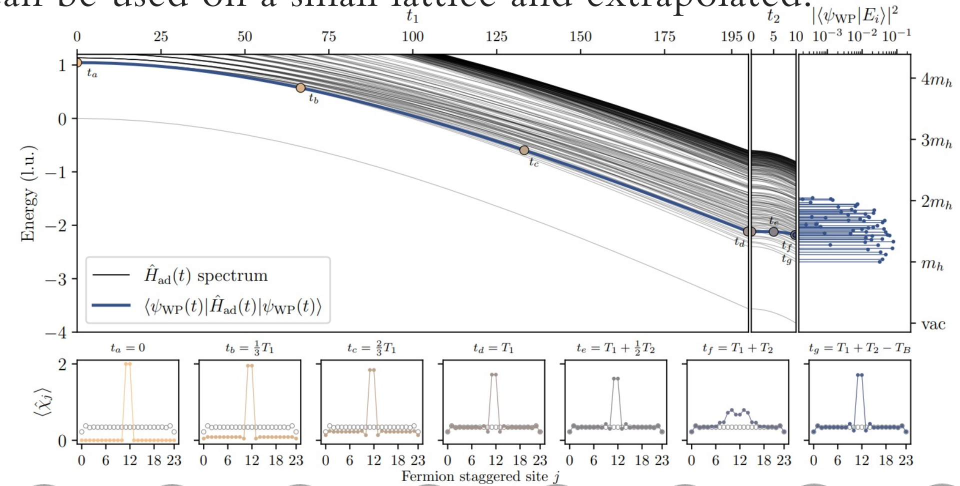
HADRONIC STATES

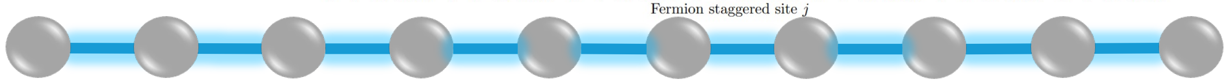
- Scattering simulations will likely require the ability to prepare hadronic wavepackets.
- Wavepackets are not eigenstates, so VQE can't be directly applied.
- Adiabatic state preparation can be used in principle, but wavepackets propagate and spread during adiabatic switching.



PREPARING HADRON STATES

- To study scattering or other dynamics, one needs to be able to prepare a state with hadrons.
- Previous studies of quantum simulations of scalar field theories proposed using adiabatic switching with forward and backwards evolution.
- In the Schwinger model, adiabatic switching can be performed from the strong coupling vacuum.
- Not necessary to use a large lattice or do adiabatics on the quantum computer. The same variational techniques can be used on a small lattice and extrapolated.

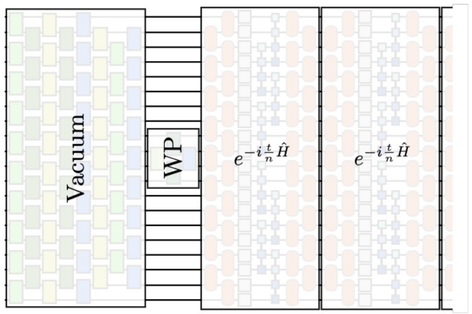


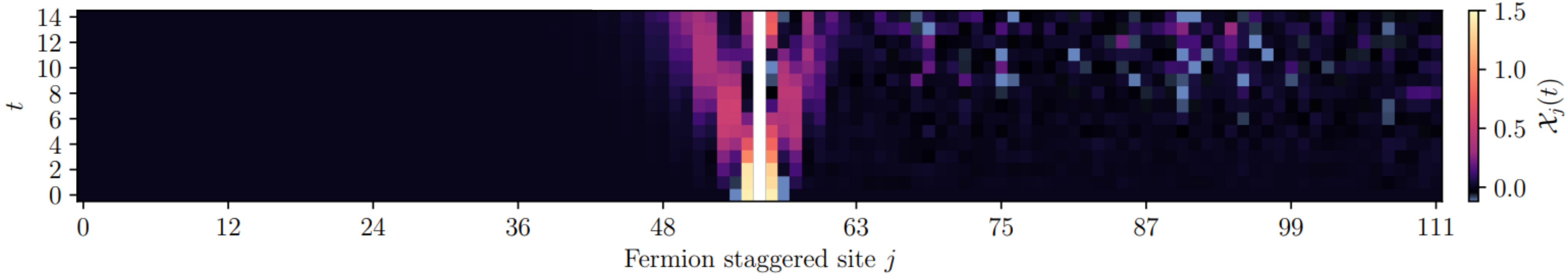


TIME EVOLUTION

- Time evolution on a quantum computer is done by Trotterization, i.e. one breaks up the Hamiltonian into individual pieces that can be implemented in a sequence.
- QQ terms in the Hamiltonian give rise to long range interactions, due to confinement QQ interactions are exponentially suppressed at long distances can be neglected beyond a certain distance.
- Propagation of hadrons was tracked by measuring the disturbance of the chiral condensate from its value in vacuum

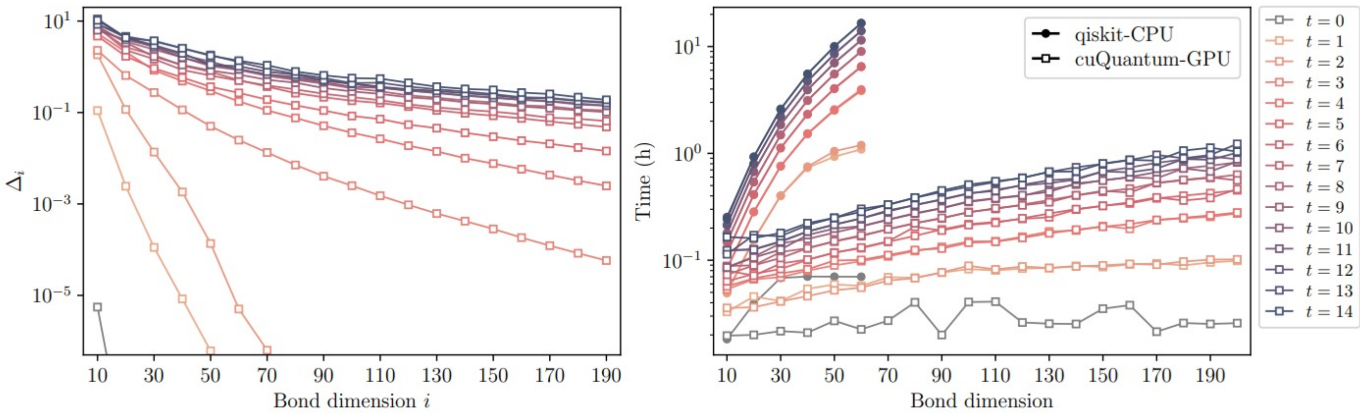
112 Qubits on ibm_torino
CNOT Depth 370
13,858 CNOT gates
10^7 shots per time step





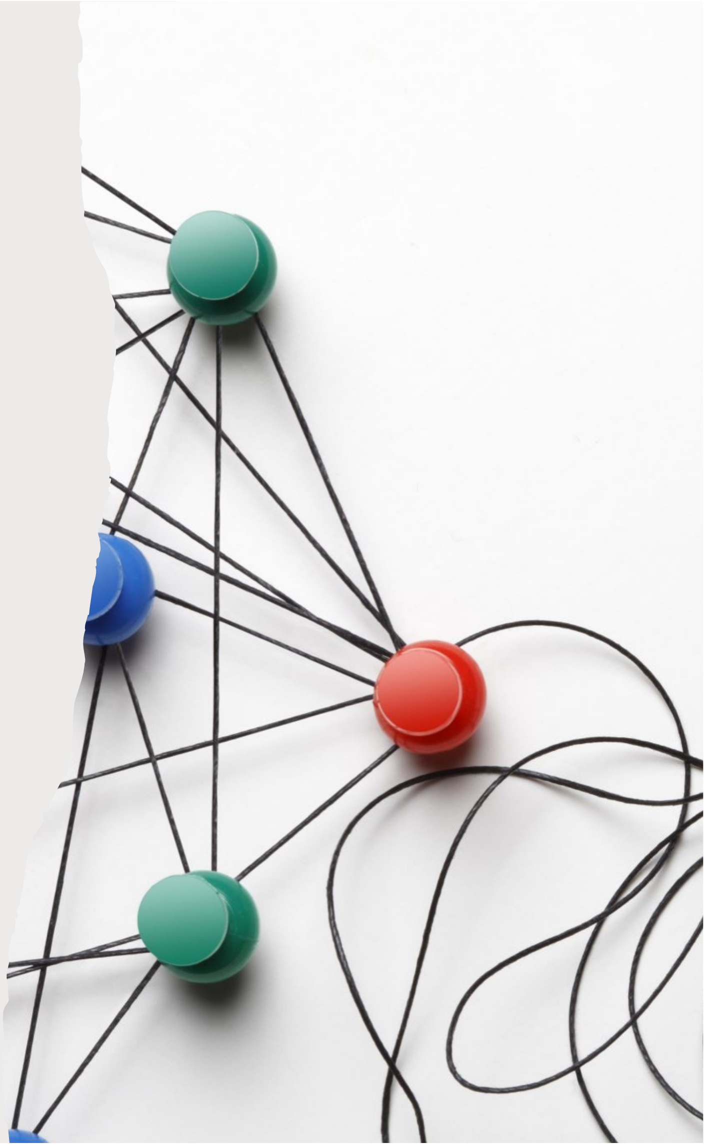
QUANTUM VS CLASSICAL SIMULATION

- Running all of the quantum circuits and processing the results took ~30 minutes per time slice
- The classical simulation took roughly 30 minutes total
- Simulating multiple hadrons will take the same amount of time to run a quantum computer (Necessary for scattering or simulating dense systems)
- The time to simulate multiple hadrons on a classical computer will grow exponentially



SUMMARY

- Variational calculations can be extrapolated to larger system sizes.
- This has enabled preparation of vacuum and single hadron states on quantum computers.
- This approach is capable of reaching the continuum limit of the Schwinger model.
- These techniques should scale to higher dimensions.



REAL TIME EVOLUTION