9th March, 2024 - Morning of Theoretical Physics, Oxford

Simulating Physics Beyond Computer Power

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The Theory Game: From Models to Predictions



Simplest predictions given by solvable limits

Harder predictions involve:

- Brute-force simulations
- Approximation schemes
- Phenomenological approaches (i.e. higher-level theory)

Predicting Classical Mechanical Motion

Newton's equation for Planet-Sun:

 $m\ddot{\vec{r}} = -GMm\frac{\vec{r}}{\left|\vec{r}\right|^3}$

Exact solution: Kepler laws



Many-body problem:

$$m_{i}\ddot{\vec{r}}_{i} = -G\sum_{j(\neq i)}^{N} m_{i}m_{j}\frac{\vec{r}_{i}-\vec{r}_{j}}{|\vec{r}_{i}-\vec{r}_{j}|^{3}} \qquad i = 1,...,N$$

Famously non-solvable for $N \ge 3$

Numerical simulation: System of 3N 2nd-order differential equations

$$\begin{cases} \Delta \vec{r}_i = \vec{v}_i \,\Delta t \\ \Delta \vec{v}_i = \frac{1}{m_i} \vec{F}_i(\vec{r}_1, \dots, \vec{r}_N) \,\Delta t \end{cases} \qquad i = 1, 2, \dots, N$$

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Brute-force simulation at reach for computers

Very large systems (gases, plasma, galaxies) \rightarrow Boltzmann equation, Hydrodynamics, ...



Predicting Quantum Mechanical Motion

Schrödinger's equation for Electron-Proton:

$$i\hbar\partial_t\psi(\vec{r},t) = -\frac{\hbar^2}{2m}\nabla^2\psi(\vec{r},t) - \frac{e^2}{|\vec{r}|}\psi(\vec{r},t)$$

Exact solution: Hydrogen spectrum



Many-body problem:

$$i\hbar\partial_t \Psi(\vec{r}_1,...,\vec{r}_N,t) = -\frac{\hbar^2}{2m} \sum_{i=1}^N \nabla_i^2 \Psi(\vec{r}_1,...,\vec{r}_N,t) + \sum_{i< j} \frac{e_i e_j}{|\vec{r}_i - \vec{r}_j|} \Psi(\vec{r}_1,...,\vec{r}_N,t)$$

Famously non-solvable for $N \geq 3$

Numerical simulation: 2^{nd} -order partial differential equation for a function of 3N variables

from Walter Kohn's Nobel lecture (1999)

I begin with a provocative statement. In general the many-electron wavefunction $\Psi(r_1,...,r_N)$ for a system of N electrons is not a legitimate scientific concept, when $N \ge N_0$, where $N_0 \approx 10^3$.

Let us now assume that somehow we have obtained an accurate approximation to $\tilde{\Psi}$, in the sense of Eq (2.16), and wish to record it so it can be reproduced at a later time. How many bits are needed? Let us take q bits per variable. Then the total number of bits is

$$\mathbf{B} = q^{3N} \tag{2.18}$$

For q = 3, a very rough fit, and $N = 10^3$, $B = 10^{1500}$, a quite unrealistic number. (The total number of baryons in the accessible universe is estimated as $10^{80\pm}$).





Approximation schemes: Perturbation Theory, Mean-Field Theory, Density-Functional Theory ... + Phenomenological schemes

Why bothering about Quantum Many-Body Physics (QMBP)?

Many important phenomena are intrinsically QUANTUM & MANY-BODY

Chemistry

- First-principle computation of molecular structure, reaction rates
- Prediction of new molecules
- Applications: Drug design, ...



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Condensed Matter Physics

- First-principle computation of material structure, non-equilibrium response
- Prediction of new materials and new phases of ordinary matter
- Applications: Material functionality design, ...



High-Energy Physics

- First-principle computation of hadron & nuclei structure, nuclear reaction rates
- Prediction of behavior in extreme conditions and new phases of extreme matter
- Applications: Beyond Standard Model phenomena (?), Nuclear reactions (?), ...





...Beyond Physics

- Cryptography (e.g. Shor's factoring algorithm) Dr Placke's talk

Feynman's vision of Quantum Simulation

- Solving QMBP \rightarrow huge progress in several branches of Science
- However
- Brute-force simulation impossible
- Controlled approximation schemes suffer
- Phenomenology unavailable or unreliable

...Is there a way out?

Richard Feynman's vision (1982):

Simulating quantum system using classical machine is hard \rightarrow Use a quantum machine!



Hardware encoding and control

How do we simulate a quantum system with a quantum machine?

Need HARDWARE :

a reference highly controllable quantum many-body system encoding degrees of freedom of the system of interest



Analog vs Digital Quantum Simulation

Quantum hardware has "native" physical Hamiltonian

Analog quantum simulation:

- Extend reach of native Hamiltonian by additional engineering
- Extend reach of native Hamiltonian by devising clever encoding mappings

Digital quantum simulation:

- Use native interactions to perform elementary building-block operations on single units or pairs of units (unitary gates)
- Choose a **universal gate set**, such that an arbitrary global operation on many units can be decomposed into a sequence of gates
- Compile the target evolution as an optimal sequence of gates: SOFTWARE



 \implies Universal quantum processor

David Deutsch, Artur Ekert, Andrew Steane, Vlatko Vedral,...



Dr Placke's talk

Hardware implementation: Where do we stand?

Several competing experimental platforms in the race



Atomic-Molecular-Optical (AMO) systems

image: Bloch lab @ Munich

Solid-state systems



image: Google Quantum Al

Currently: Noisy Intermediate-Scale Quantum (NISQ) devices: Limited size and coherence time

Holy Graal: Scalable Fault-Tolerant Quantum devices: Unlimited size and coherence time Dr Placke's talk

....NEED YEARS AND £££

Crash course on Cold-Atom Quantum Simulators

Gas of atoms (ions, molecules)

Electromagnetically trapped & cooled to very low temperature

- magneto-optical trap
- laser cooling
- evaporative cooling
- sympathetic cooling
- ...

Controllable interactions

- 1d & 2d confinement
- Feshbach resonance
- Rydberg dressing
- ...

Imaging techniques

- Time-of-flight
- Quantum gas microscope
- Ramsey interferometry
- State-dependent fluorescence
- ...

N reduced: $10^{23} \longrightarrow 10^3$ to 10^6

De Broglie wavelength > trap \rightarrow Deep quantum regime!

Bose-Einstein Condensate (BEC) of bosonic atoms

Cornell-Wieman 1994 ($\approx 2000^{87}Ru$ atoms below 170 nK) Ketterle 1994 (^{23}Na atoms) \implies Nobel prize 2001

BCS-BEC crossover of fermionic atoms Analog "Superconductivity" with neutral particles

Far-from-equilibrium dynamics Single-site and real-time resolution Measurement of quantum entanglement

Optical Lattices

Periodic potential by counterpropagating lasers (standing wave)

$$\hat{H}_{\text{opt.latt.}} = +J\sum_{\langle i,j\rangle} \hat{c}_i^{\dagger} \hat{c}_j + U\sum_i \hat{n}_i (\hat{n}_i + 1)$$



Bloch, Dalibard, Zwerger RMP (2002)



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Bloch lab @ Munich
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Speckle pattern \rightarrow Quasirandom potential

Internal spin states \rightarrow Synthetic dimension

Anderson localization

Aspect lab, Nature (2008)



Shaking \rightarrow Control of hopping, Artificial magnetic field

Dynamical localization, Quantum Hall Effect, Chiral edge states

Bloch lab, PRL (2011)





Fallani lab, Science (2015)

... Understanding high- T_c superconductivity?

Arbitrary lattice geometry

Rydberg Atom Arrays

 $V_{i,i+1} \sim \frac{C}{R^6}$

Alkali (hydrogen-like) atoms trapped in optical tweezers

Two lasers drive transition to highly-excited Rydberg state

$$\hat{H}_{\text{Rydberg}} = \Omega \sum_{i=1}^{L} \hat{\sigma}_i^z + \delta \sum_{i=1}^{L} \hat{n}_i + \sum_{i,j}^{L} V_{i,j} \hat{n}_i \hat{n}_j$$

Strong Van der Waals interactions, controlled by distance

 $|g\rangle$ •

 $|r\rangle$



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Fully reconfigurable geometry

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Ion Crystals

Trapped charged atoms (ions) via electromagnetic fields

Primary role played by Oxford

Artur Ekert, Andrew Steane (inspiration) David Lucas, Chris Ballance, Andrew Steane,... (Ion Trap Quantum Computing)



Penning trap

Largely programmable 1d spin chain



from Feng et al., Nature (2023)

$$\hat{H}_{\text{spin-phonon}} = \frac{1}{2} \sum_{i,m} \eta_{i,m} \Omega_i \hat{\sigma}_i^x \left(\hat{a}_m^{\dagger} e^{i\delta_{im}t + \psi_i} + \hat{a}_m^{\text{ramp}} \delta_{im}t - \psi_i \right)$$
$$- \rangle$$

$$\hat{H}_{\text{spin-spin}} = \sum_{i < j} J_{ij} \hat{\sigma}_i^x \hat{\sigma}_j^x + \sum_i (g_i \hat{\sigma}_i^x + h_i \hat{\sigma}_i^z)$$

Simulating Quantum Field Theory with Cold Atoms

Simulating theories of fundamental interactions?

- Matter and gauge fields: interacting fermions and bosons together
- Multiple species (charge, spin, color, flavor)
- Hard local constraints by gauge symmetry

 \implies Very challenging task for analog & digital quantum simulators

Recent progress in Electro-Dynamics





$$\hat{H}_{\text{QED}} = +m \sum_{i} (-)^{i} \hat{c}_{i}^{\dagger} \hat{c}_{i} -w \sum_{i} \hat{c}_{i}^{\dagger} \hat{U}_{i,i+1} \hat{c}_{i+1} + \hat{c}_{i} \hat{U}_{i,i+1}^{\dagger} \hat{c}_{i+1}^{\dagger} + J \sum_{i} \left(\hat{E}_{i,i+1} - \frac{\theta}{2\pi} \right)^{2}$$

Schwinger PR (1962) Wilson PRD (1974) Kogut, Susskind PRD (1975)

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electric field

Encoding QED in Rydberg Atom Arrays



Surace, AL, et al. Physical Review X (2020)

Collisions in Particle Accelerators Tabletop Quantum Simulators - I

Outstanding goal of quantum simulation: Hadronic/Nuclear matter



Preparation of incoming meson wavepackets



Detection of outgoing mesons (S-matrix)



Collisions in Particle Accelerators Tabletop Quantum Simulators - II

Collisions of kink-antikink bound states in trapped-ions quantum simulators:

Bennewitz, ..., AL, et al. in preparation (2024)

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...What's next?



