

Variational hybrid algorithms for nuclear shell model simulations

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Instead of encoding information in classical bits, a digital quantum computer uses **qubits**, which can be held in a superposition of states $|0\rangle$ and $|1\rangle$.

Bit

0 or 1

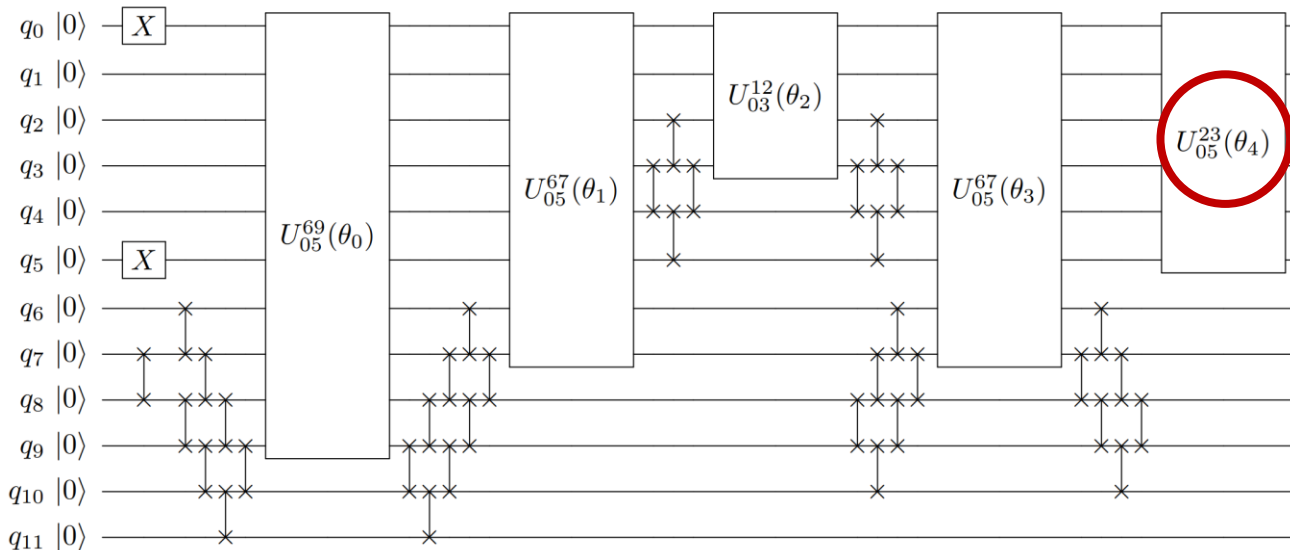
Qubit

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

Moreover, a state of many qubits can be **entangled**.

$$|\Psi\rangle = \alpha|00\rangle + \beta|11\rangle$$

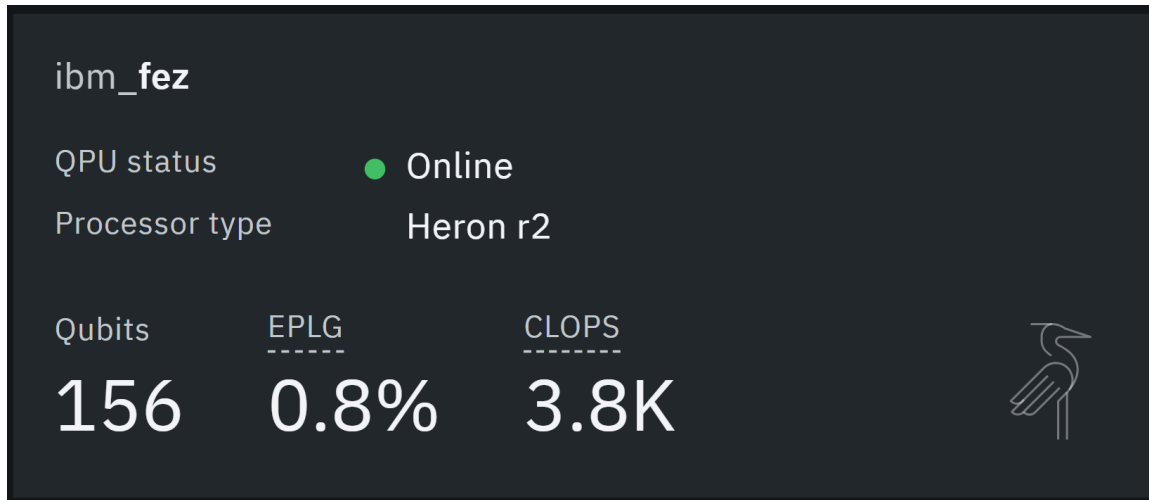
To operate with qubits, quantum devices use **quantum gates** that represent **unitary transformations** on the qubits of a circuit.



A circuit can be parametrized!

The quantum device **measures** the qubits and forces them **collapse** into states $|0\rangle$ and $|1\rangle$.

The current quantum devices consist of $\sim 10^2/10^3$ qubits. However, the **error per gate is $\sim 1\%$** .




ibm_fez

QPU status ● Online

Processor type Heron r2

Qubits	<u>EPLG</u>	<u>CLOPS</u>
156	0.8%	3.8K



An actual quantum device available online

We are living the **Noise Intermediate-Scale Quantum (NISQ) Era**.

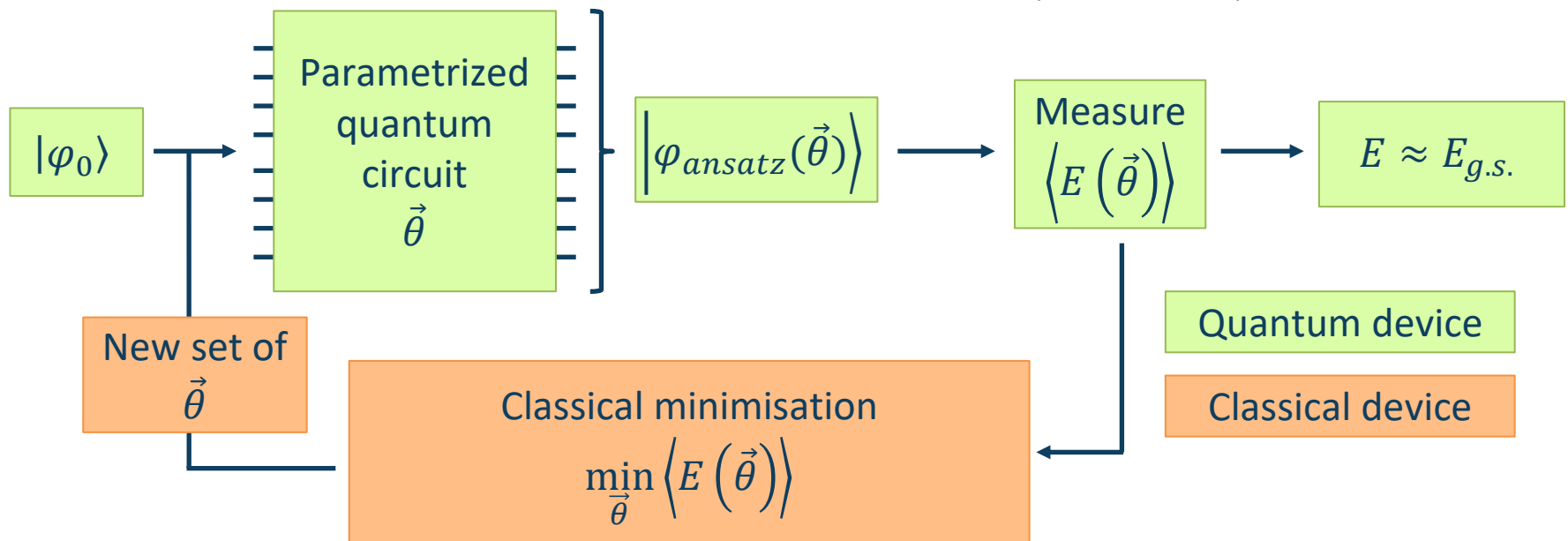
We can **split computations** between quantum and classical devices.

Variational Quantum Eigensolvers

VQEs are hybrid algorithms based on the **variational principle**:

$$\frac{\langle \varphi | \hat{H} | \varphi \rangle}{\langle \varphi | \varphi \rangle} \geq E_{g.s.}$$

Parametrized *ansatz* $|\varphi(\vec{\theta})\rangle \longrightarrow \min_{\vec{\theta}} \frac{\langle \varphi(\vec{\theta}) | \hat{H} | \varphi(\vec{\theta}) \rangle}{\langle \varphi(\vec{\theta}) | \varphi(\vec{\theta}) \rangle} \approx E_{g.s.}$



We can build a parametrized *ansatz* $|\varphi(\theta)\rangle$ using a reference state and layering unitary operators.

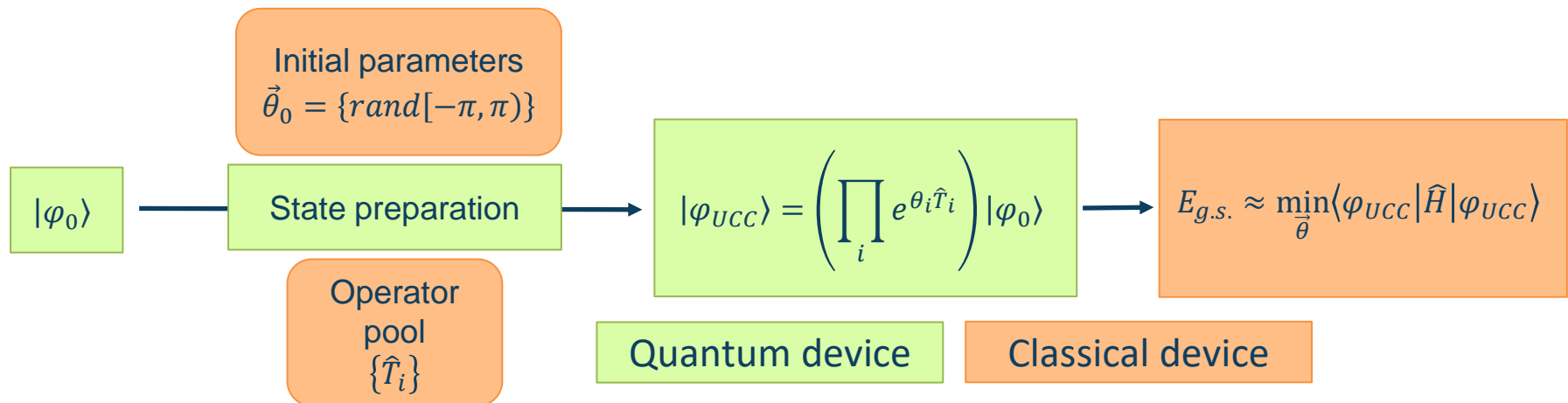
$$|\varphi(\theta)\rangle = e^{\theta \hat{T}} |\varphi_0\rangle$$

- Each layer has a **parameter and an operator**.
- Each many-body system has a **different operator pool**.

- We use **many-body basis Slater determinants** for the reference state.

The layers must be unitary $\longrightarrow \hat{T}_{ij}^{kl} = \hat{a}_i^\dagger \hat{a}_j^\dagger \hat{a}_l \hat{a}_k - \hat{a}_k^\dagger \hat{a}_l^\dagger \hat{a}_j \hat{a}_i$

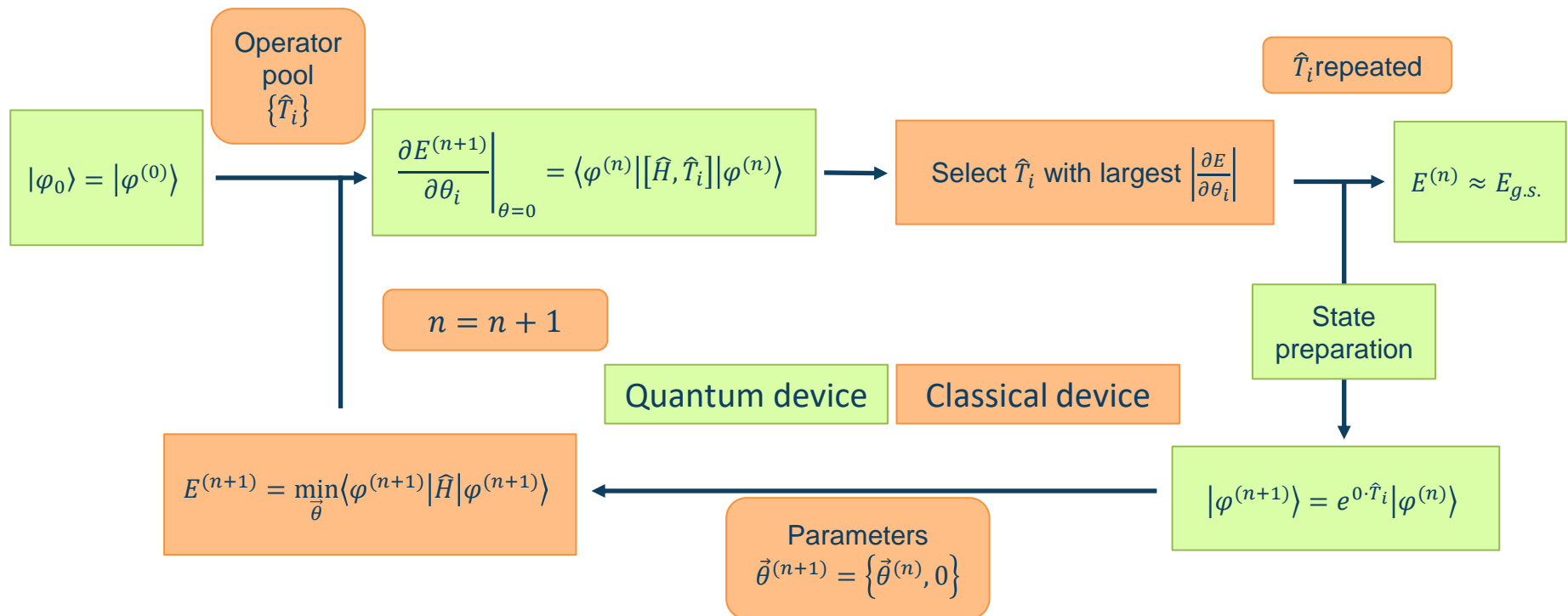
In the UCC method, the *ansatz* is layered with all the operators in the pool.

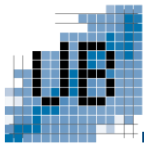


Number of operators in the pool = Number of *ansatz* layers

Instead of layering the entire operator pool, the ADAPT method **adds layers to the *ansatz* iteratively**.

Each step, the ADAPT method selects the **operator with the largest energy gradient**.





Nuclear many-body problem

We want to compute the **ground state of energy of light nuclei** in the p shell.

$0p_{1/2}$		<u>5</u>	<u>4</u>	
$0p_{3/2}$	<u>3</u>	<u>2</u>	<u>1</u>	<u>0</u>
m	$-\frac{3}{2}$	$-\frac{1}{2}$	$\frac{1}{2}$	$\frac{3}{2}$

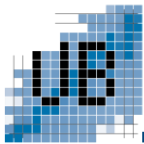
The **valence space** consists of the single particle states in the p shell.

Nuclear shell model Hamiltonian

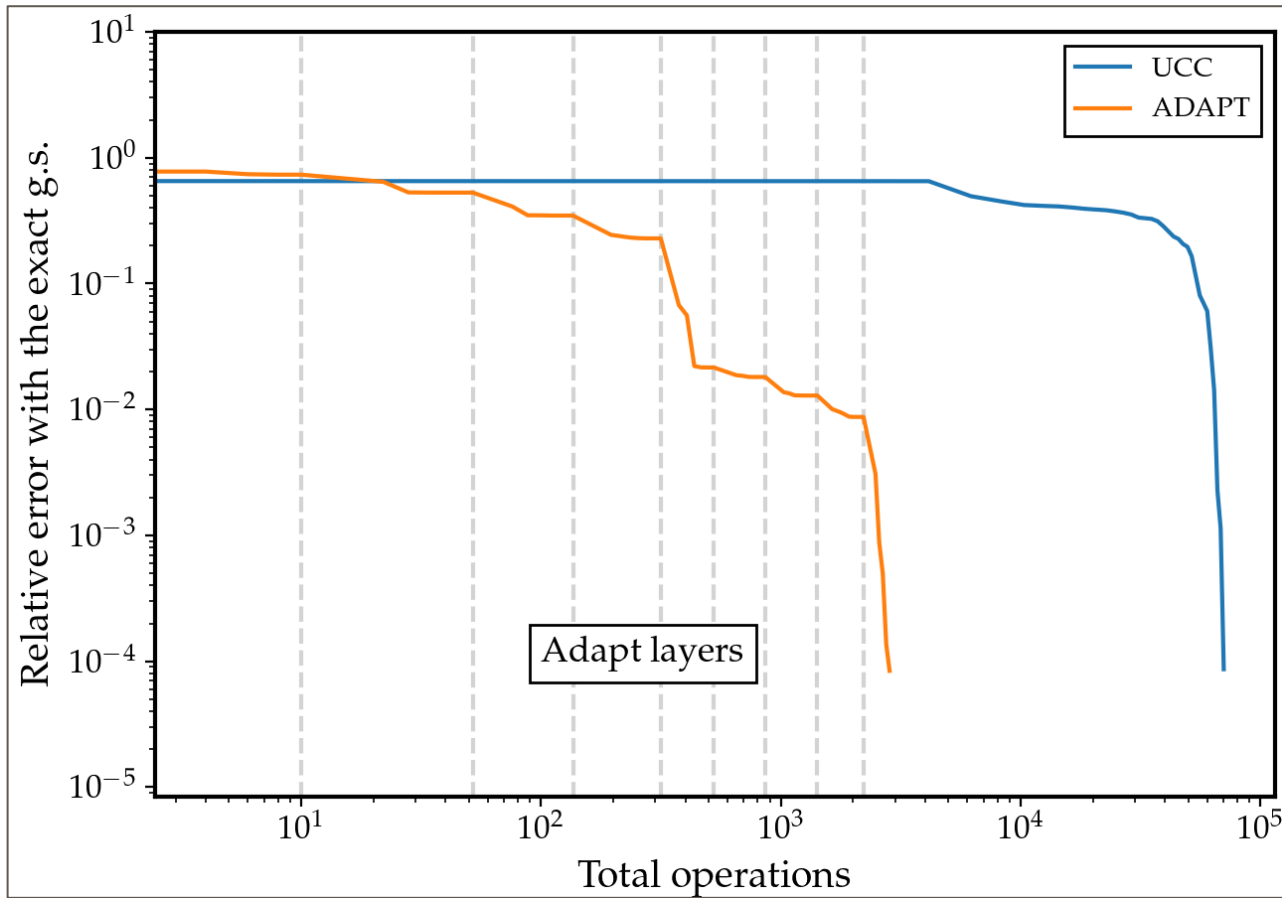
$$\hat{H}_{eff} = \sum_{ij} \varepsilon_i \hat{a}_i^\dagger \hat{a}_i + \frac{1}{4} \sum_{ijkl} \tilde{v}_{ijkl} \hat{a}_i^\dagger \hat{a}_j^\dagger \hat{a}_l \hat{a}_k$$

Schrödinger equation

$$\hat{H}_{eff} |\Psi\rangle = E |\Psi\rangle$$



UCC vs ADAPT: ${}^6\text{Li}$

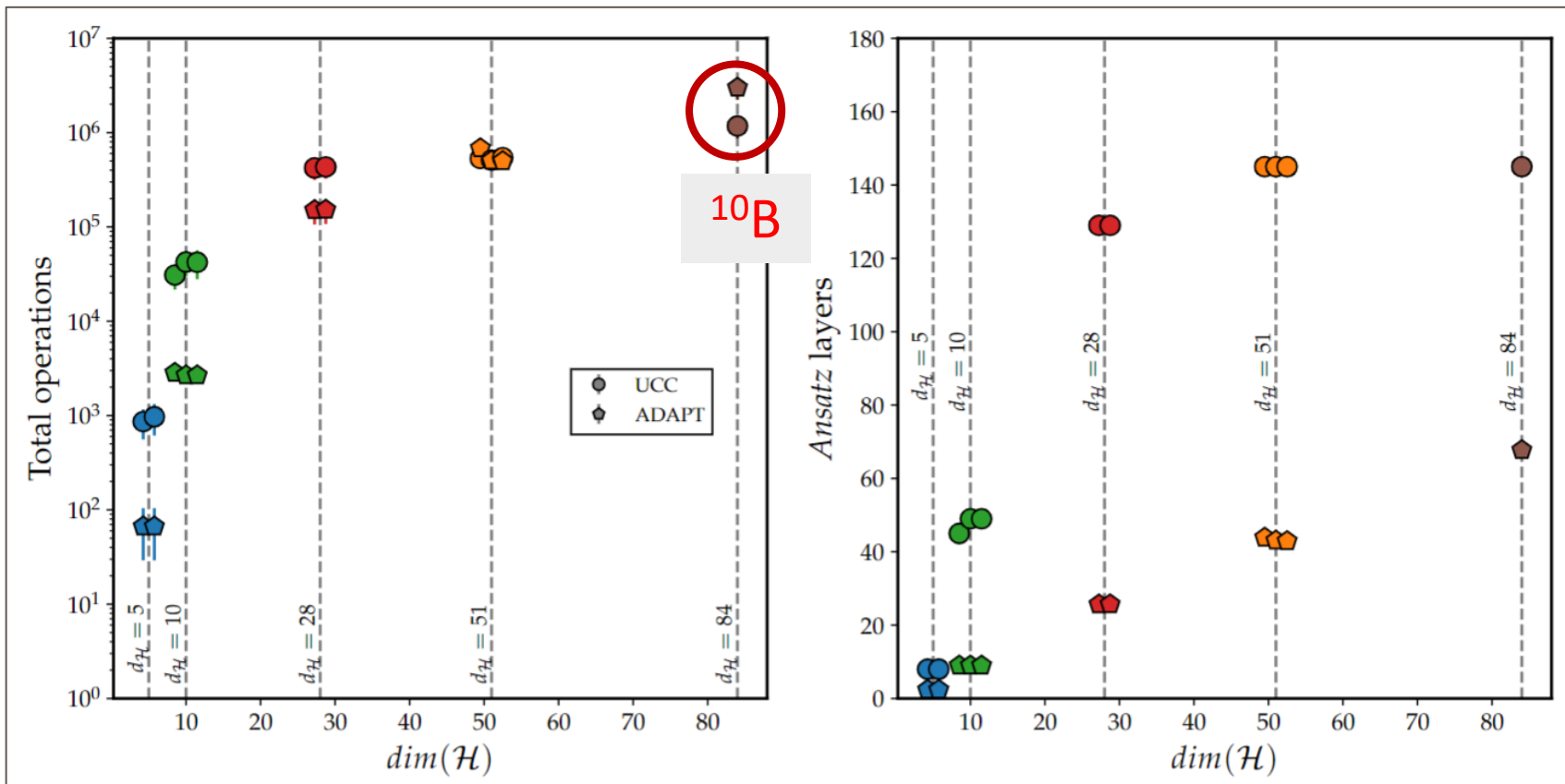


We consider the methods to be successful if they converge to the g.s. with a **relative error** $< 10^{-4}$

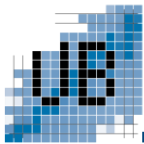
We quantify the efficiency of the methods using the number of **total operations**.

Using both UCC and ADAPT, we are able to converge to the ground state of ${}^6\text{Li}$ with a relative error of 10^{-4} . So far, **ADAPT** needs less operations than **UCC** to reach the g.s.

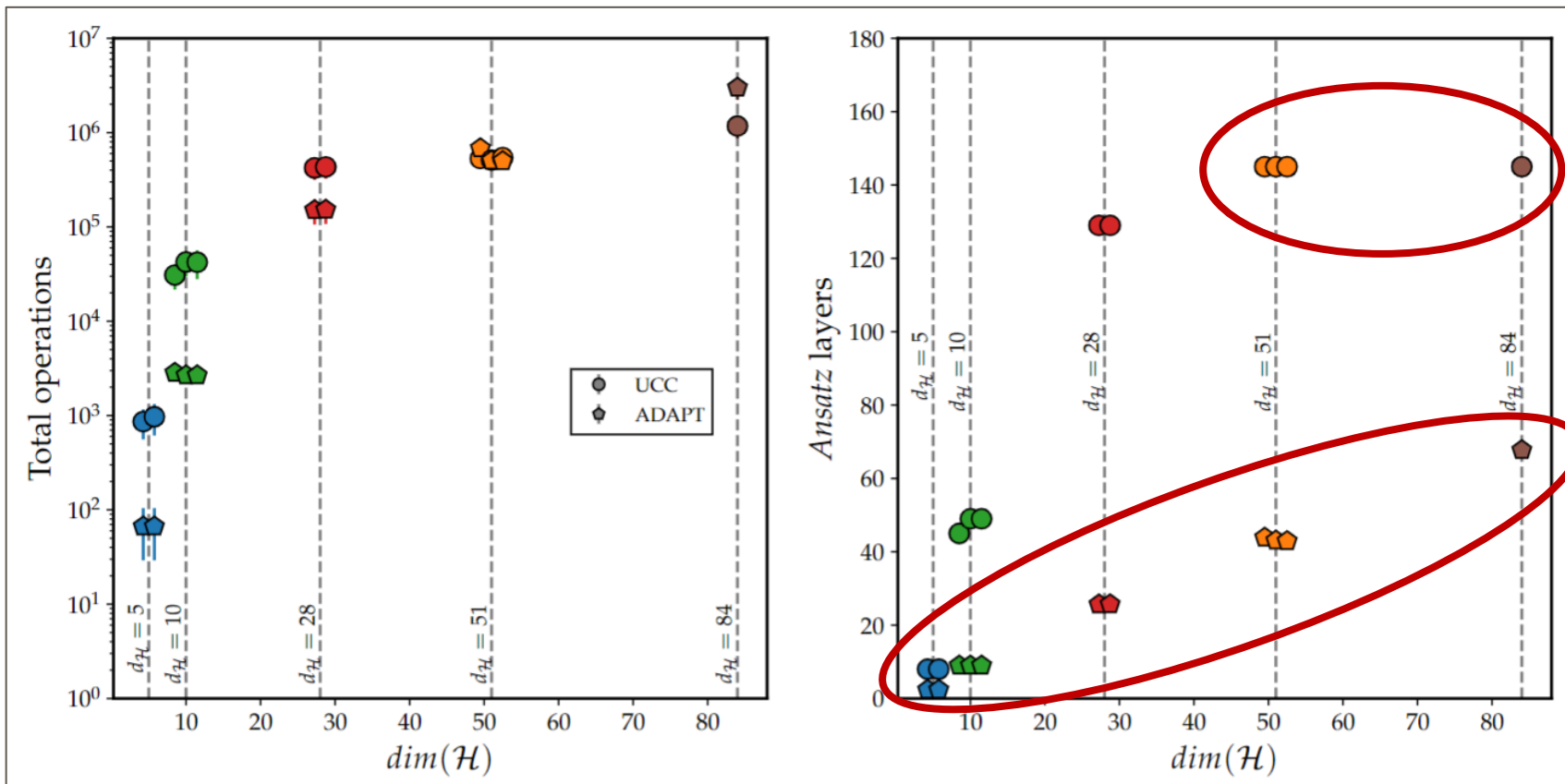
UCC vs ADAPT: p -shell nuclei



The ADAPT method needs less operations than the UCC method for nuclei with $\dim(\mathcal{H}) < 51$. For ^{10}B , the UCC needs **less operations to converge**.



UCC vs ADAPT: p -shell nuclei



The number of layers in the ADAPT *ansatz* **increases linearly** with the dimension of the Hilbert space.

The number of layers in the UCC *ansatz* **stops increasing** due to the limited size of the operator pool.

We were able to compute the ground state of energy of p -shell nuclei with a precision of 10^{-4} using the UCC and the ADAPT methods.

The number of layers of the ADAPT *ansatz* grows linearly with $\dim(\mathcal{H})$ and the number of layers of the UCC *ansatz* is limited to the operators available in the valence space. This results in the ADAPT becoming less efficient than the UCC for $\dim(\mathcal{H}) > 51$.

Outlook:

- Simulate **nuclei in higher shells**. How a larger valence space affects the UCC and ADAPT performance?
- Perform UCC and ADAPT on a quantum device.

Bharti Bhoj and Paul Stevenson. Shell-model study of ^{58}Ni using quantum computing algorithm, 2024

A. Pérez-Obiol, A. M. Romero, J. Menéndez, A. Rios, A. García-Sáez, and B. Juliá-Díaz. Nuclear shell-model simulation in digital quantum computers. *Scientific Reports*, 13(1), July 2023

Thank you!

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<https://github.com/miquel-carrasco/Master-s-thesis-codes>



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A. Rios



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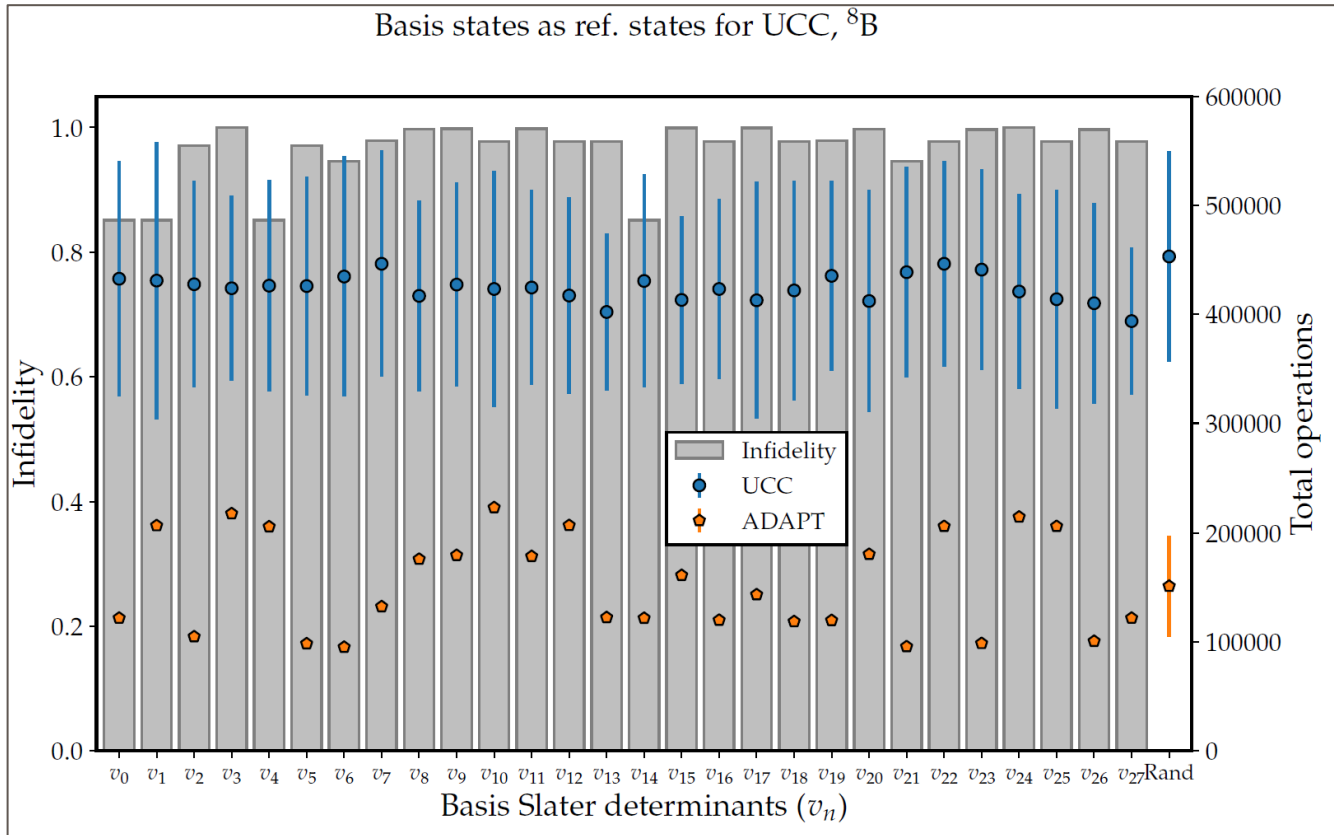
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The UCC error bars correspond to the *ansätze* with **randomised operator orderings and initial parameter values**

All states of the many-body basis perform very similar for the UCC.

For the ADAPT some states need half of the operations than others

For the ^8B nucleus, the ADAPT method needs **3 times less operations** in order to converge to the g.s. than the UCC method.