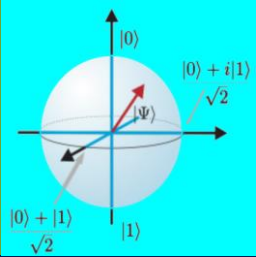
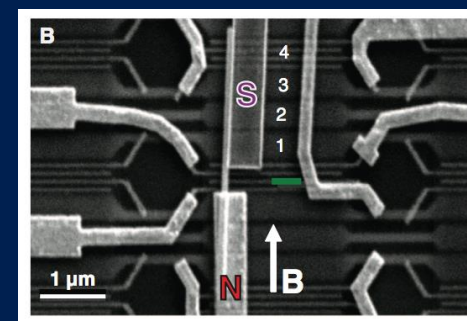
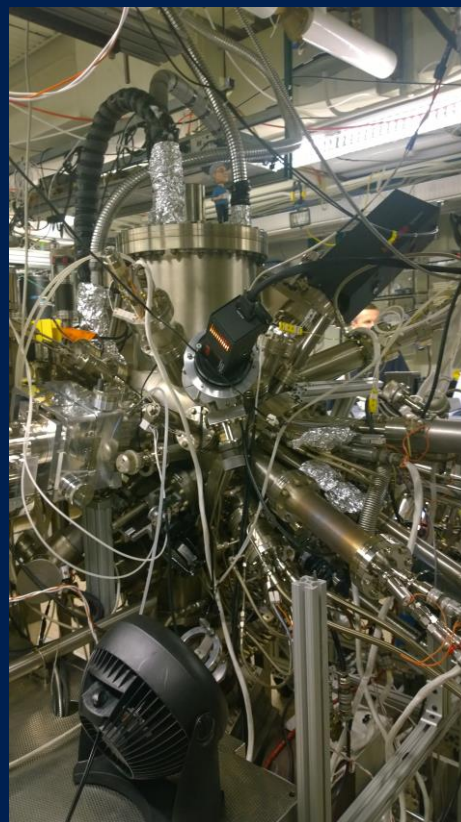
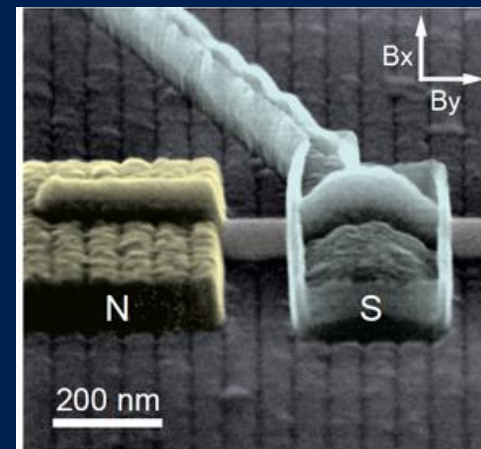
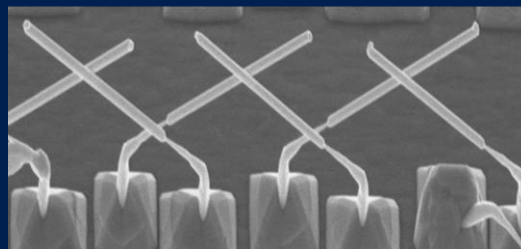
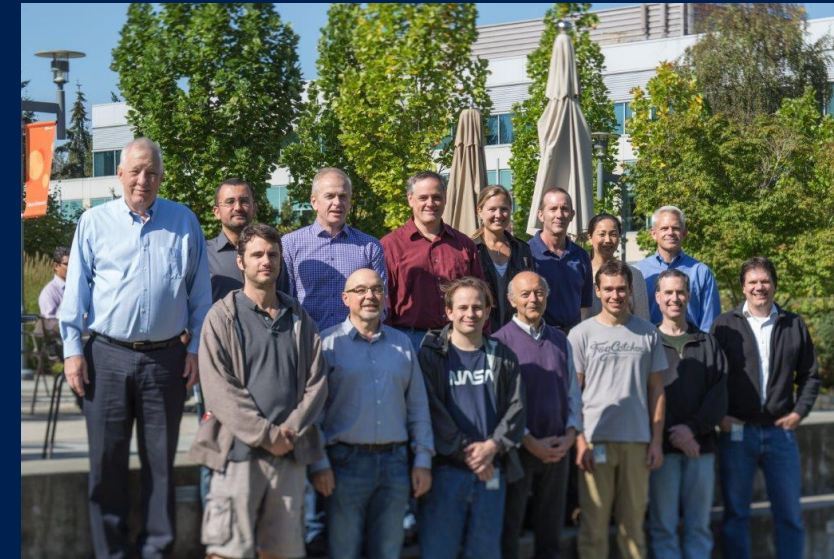


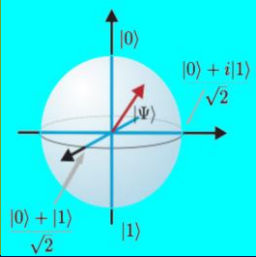
Quantum Chemistry and Materials Algorithms

Dave Wecker
QuArC Chief Architect
Microsoft Research



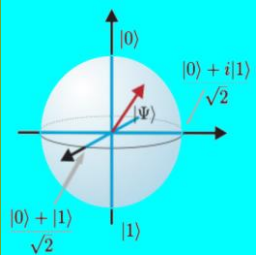
Microsoft QuArC and StationQ





LIQUi|⟩ Goals

- Simulation:
 - High enough level language to easily implement large quantum algorithms
 - Allow as large a simulation on classical computers as possible
 - Support abstraction and visualization to help the user
 - Implement as an extensible platform so users can tailor to their own requirements
- Compilation:
 - Multi-level analysis of circuits to allow many types of optimization
 - Circuit re-writing for specific needs (e.g., different gate sets, noise modeling)
 - Compilation into real target architectures



The LIQUi|> Simulation Platform

Language

F#

Script

Gates



Universal

Client

LIQUi|>: A Software Design Architecture and Domain-Specific Language for Quantum Computing. Dave Wecker, Krysta M. Svore

Languages, compilers, and computer-aided design tools will be essential for scalable quantum computing, which promises an exponential leap in our ability to execute complex tasks. LIQUi|> is a modular software architecture designed to control quantum hardware. It enables easy programming, compilation, and simulation of quantum algorithms and circuits, and is independent of a specific quantum architecture. LIQUi|> contains an embedded, domain-specific language designed for programming quantum algorithms, with F# as the host language. It also allows the extraction of a circuit data structure that can be used for optimization, rendering, or translation. The circuit can also be exported to external hardware and software environments. Two different simulation environments are available to the user which allow a trade-off between number of qubits and class of operations. LIQUi|> has been implemented on a wide range of runtimes as back-ends with a single user front-end. We describe the significant components of the design architecture and how to express any given quantum algorithm.

<http://arxiv.org/abs/1402.4467>

Visualise

Export

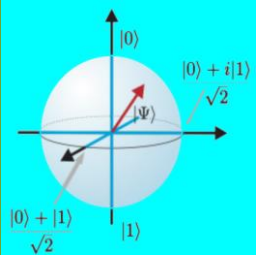
Render...



Back End ...

Classical

Quantum



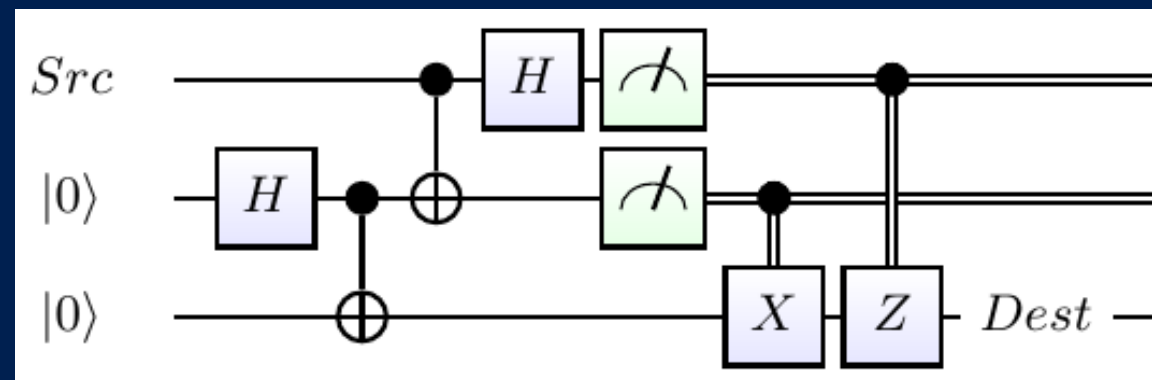
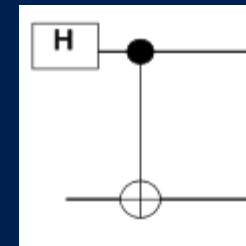
Teleport: User Code

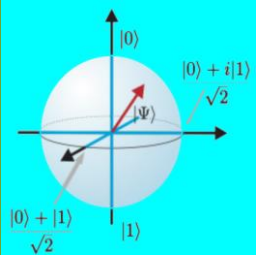
- Define a function to perform entanglement:

```
let EPR (qs:Qubits) = H qs; CNOT qs
```

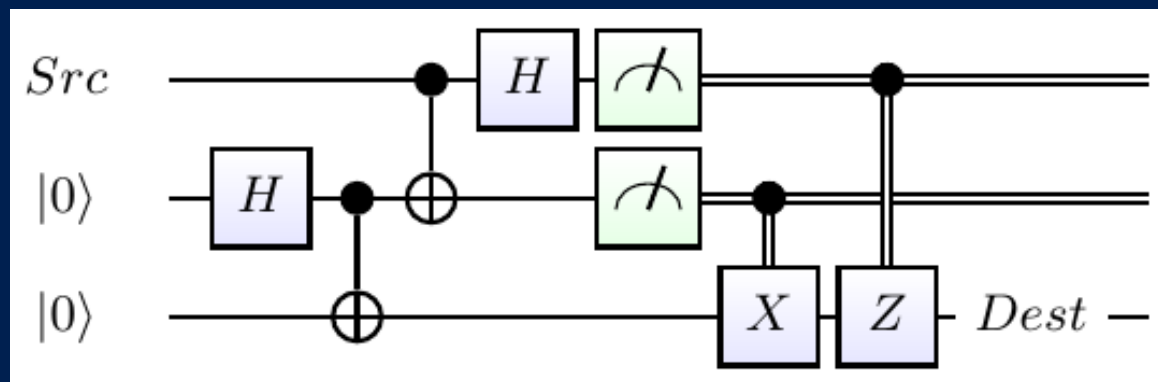
- The rest of the algorithm:

```
let teleport (qs:Qubits) =  
  let qs' = qs.Tail  
  EPR qs'; CNOT qs; H qs  
  M qs'; BC X qs'  
  M qs ; BC Z !!(qs,0,2)
```

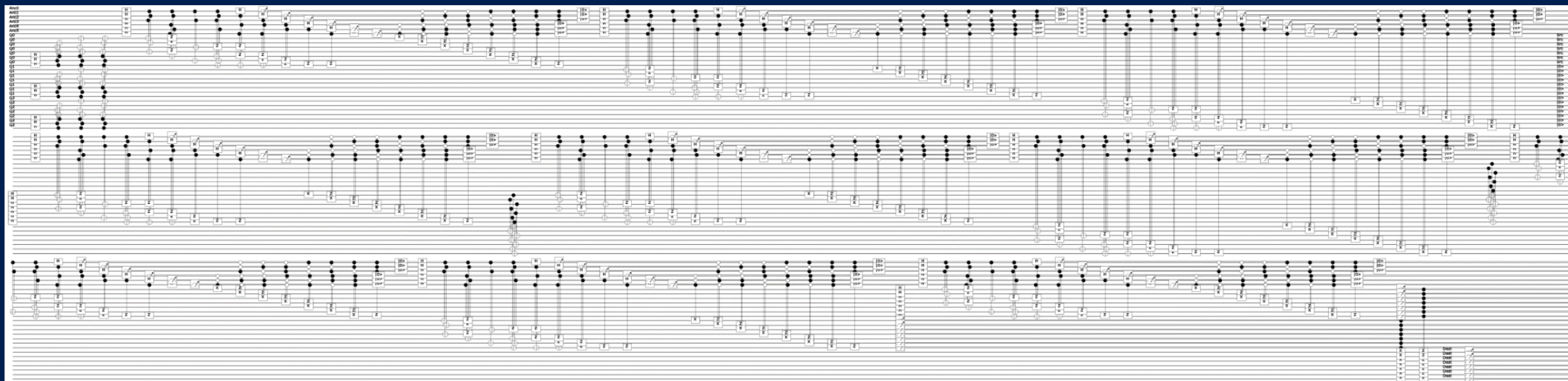


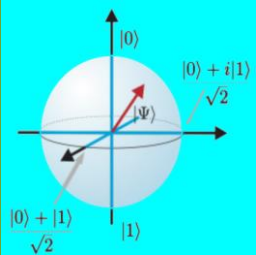


Full Teleport Circuit in a Steane7 Code

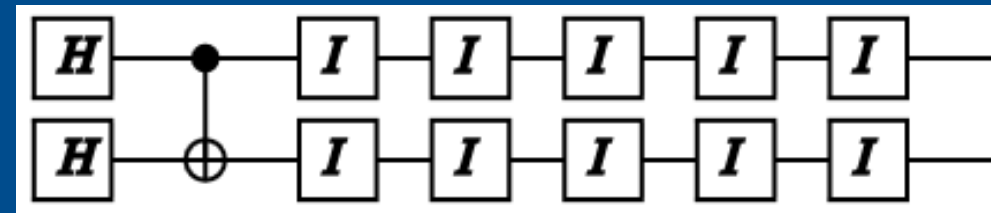


3 qubits go to 27





Advanced Noise Modeling



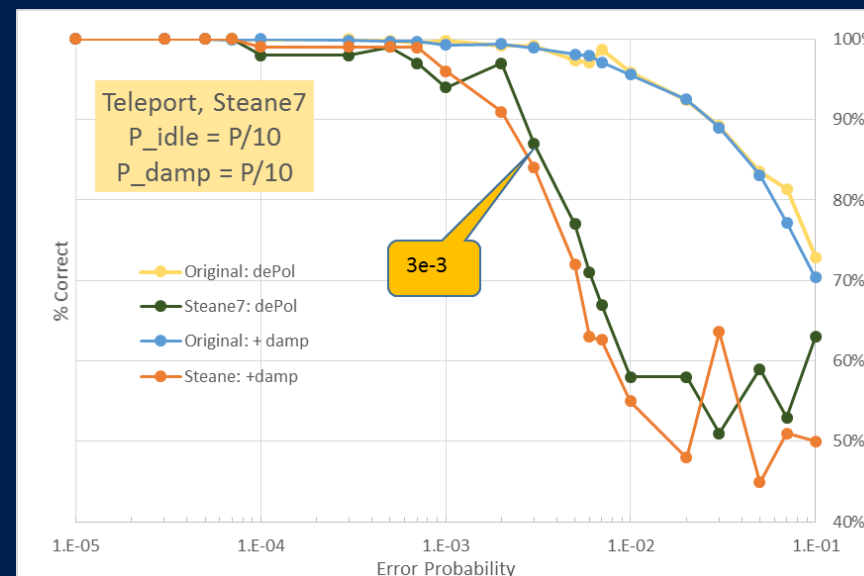
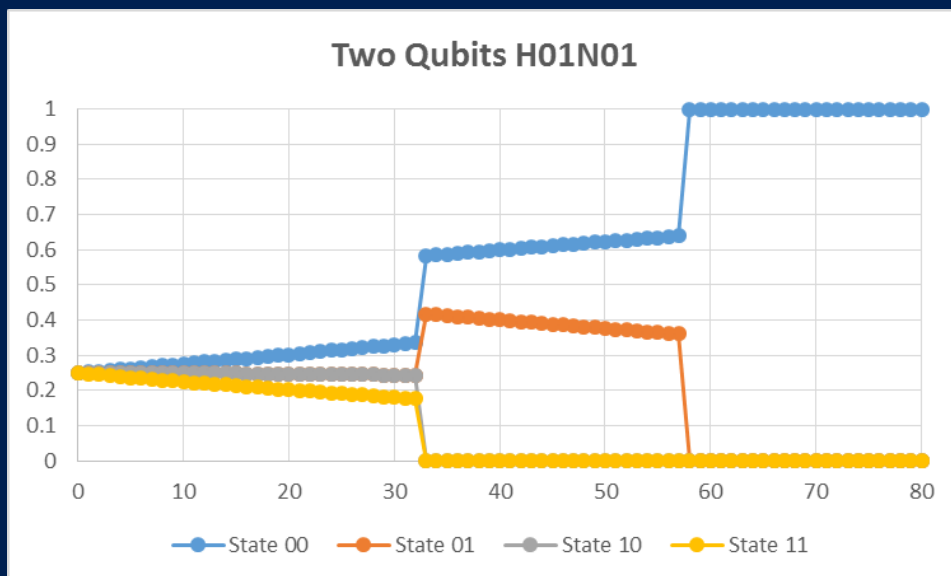
```
Noise(circ:Circuit, ket:Ket, models:NoiseModels)
```

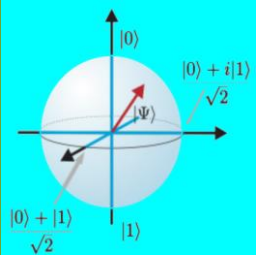
```
type NoiseModel = {
```

```
  gate:      string      // Gate name (ending with "*" for wildcard match)
  maxQs:     int         // Max qubits that gate uses
  time:      float       // floating duration of gate (convention Idle = 1.0)
  func:      NoiseFunc   // Noise Model to execute
  gateEvents: NoiseEvents // Stats for normal gates
  eEvents:   NoiseEvents // Stats for EC gates
```

```
}
member n.DampProb
```

```
// Get/Set damping probability on a qubit
```

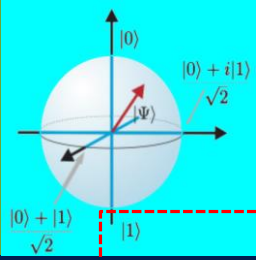




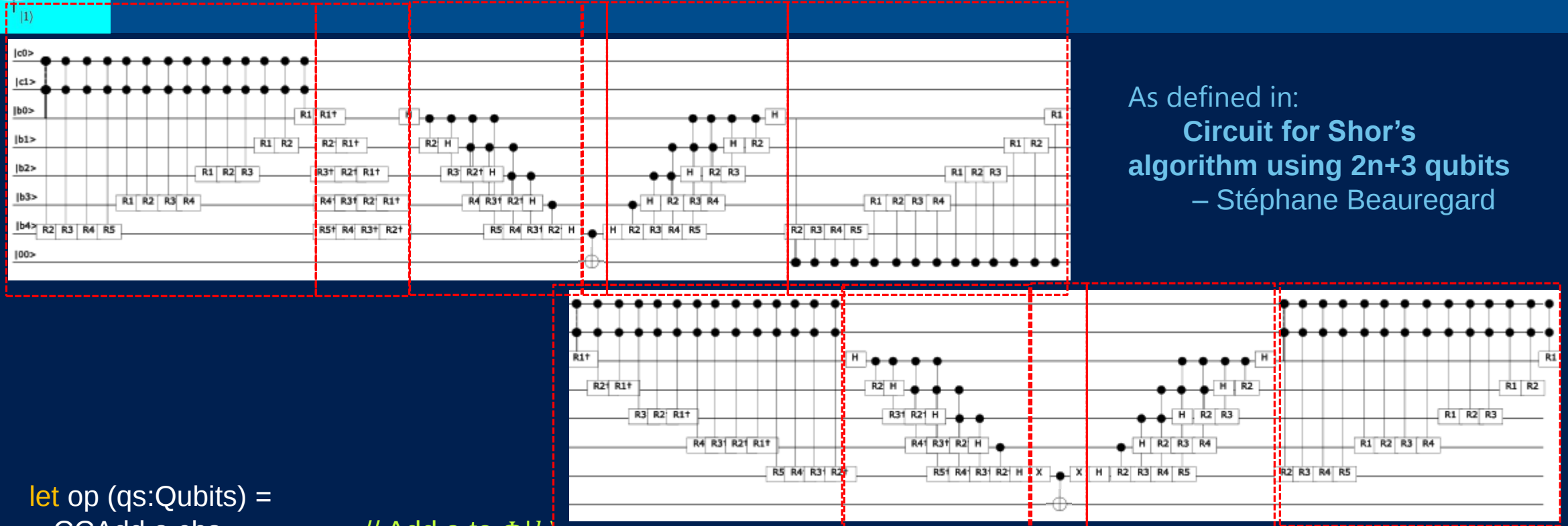
Shor's algorithm: Full Circuit: 4 bits $\cong$ 8200 gates



Circuit for Shor's algorithm using $2n+3$ qubits – Stéphane Beauregard



Shor's algorithm: Modular Adder



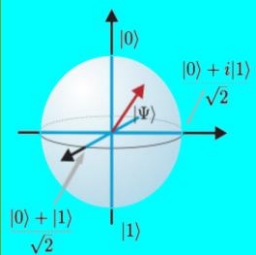
As defined in:
**Circuit for Shor's
algorithm using $2n+3$ qubits**
– Stéphane Beauregard

```
let op (qs:Qubits) =
  CCAdd a cbs
  AddA' N bs
  QFT' bs
  CNOT [bMx;anc]
  QFT bs
  CAddA N (anc :: bs)
  CCAdd' a cbs
```

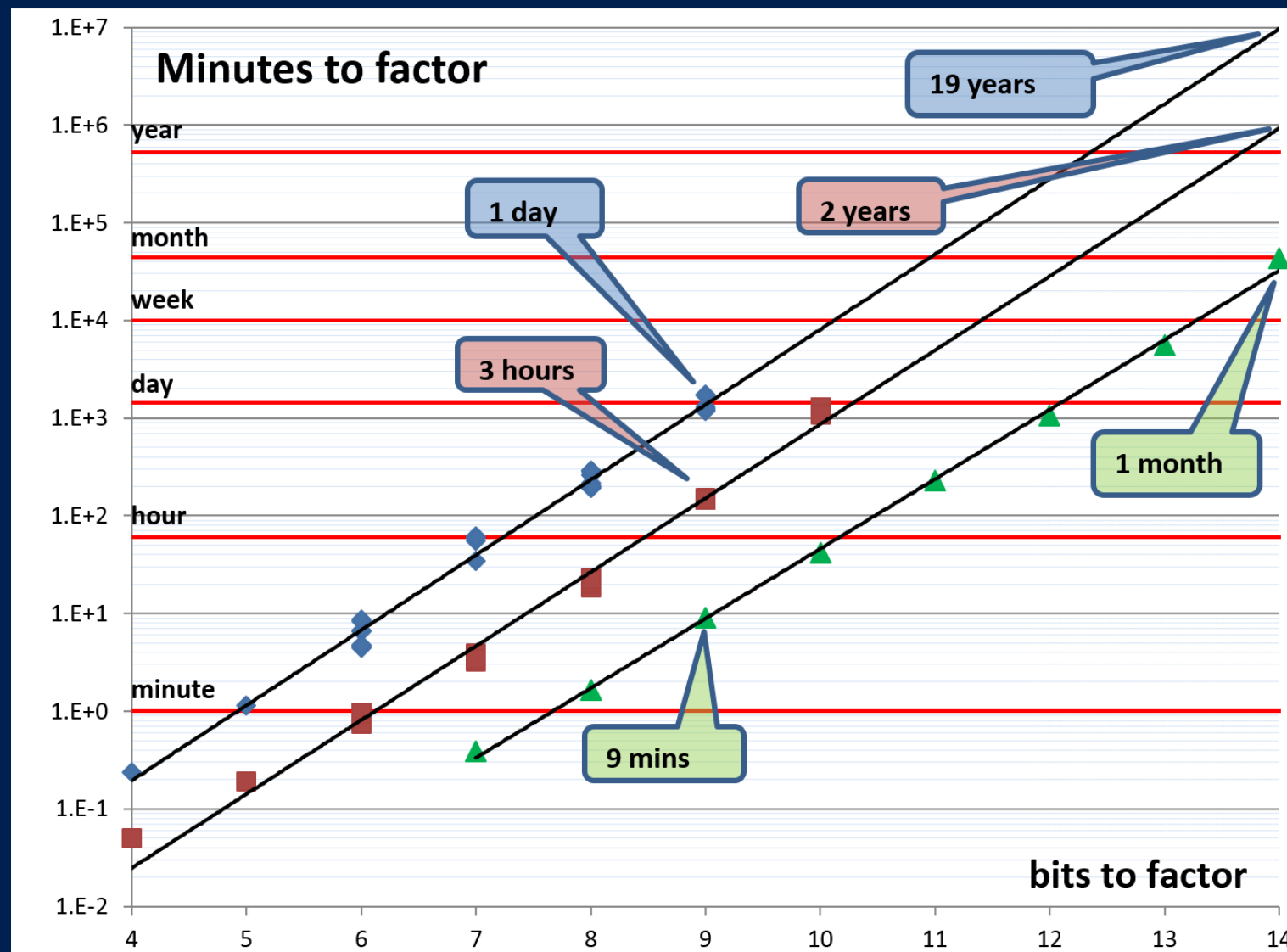
```
// Add a to  $\Phi|b\rangle$ 
// Sub N from  $\Phi|a + b\rangle$ 
// Inverse QFT of  $\Phi|a + b - N\rangle$ 
// Save top bit in Ancilla
// QFT of  $a+b-N$ 
// Add back N if negative
// Subtract a from  $\Phi|a + b \bmod N\rangle$ 
```

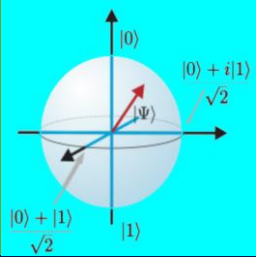
```
QFT' bs
X [bMx]
CNOT [bMx;anc]
X [bMx]
QFT bs
CCAdd a cbs
```

```
// Inverse QFT
// Flip top bit
// Reset Ancilla to  $|0\rangle$ 
// Flip top bit back
// QFT back
// Finally get  $\Phi|a + b \bmod N\rangle$ 
```



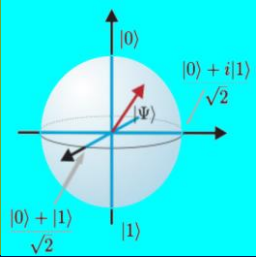
Shor's algorithm results





A Little Motivation

- **Nitrogen Fixation:**
 - Making fertilizer uses a process from 1909 and uses lots of energy (400°C/200 atm)
 - Cost: 3-5% of the world's natural gas production (1-2% of the world's annual energy)
 - Design of a new catalyst would take ~100-200 qubits (inexpensive fertilizer)
- **Carbon Capture:**
 - Cost: Capturing at point sources will result in 21-90% increase in energy cost
 - Design a new catalyst to extract CO_2 from the air would take ~200-400 qubits
- **Design of new chemicals and materials:**
 - Today 1/3 of all supercomputing time is spent on chemistry and materials modeling
 - Designs that can never be done classically are solvable with a few hundred qubits
 - Pharmaceuticals, High temperature Super Conductors (energy, transportation...)
 - Example: gain back current 6.5% transmission loss in power lines



Quantum Chemistry

$$H = \sum_{pq} h_{pq} a_p^\dagger a_q + \frac{1}{2} \sum_{pqrs} h_{pqrs} a_p^\dagger a_q^\dagger a_r a_s$$

Can quantum chemistry be performed on a small quantum

computer: D. Im

Hastings, Ma

As quantum computers appear feasible applications frequently require simulating complex molecules. Computationally, performing quantum chemistry on the quantum molecule is exactly what we need. We increase in the required number of qubits executed is quantum computing problems, di

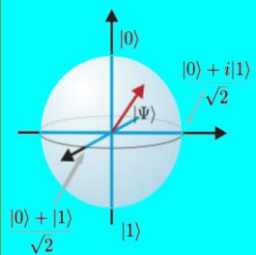
<http://arxiv.org/abs/1304.4671>

Ferredoxin (Fe_2S_2) used in many metabolic reactions including energy transport in photosynthesis

- *Intractable on a classical computer*
- *Assumed quantum scaling: ~24 billion years (N^{11} scaling)*
- *First paper: ~850 thousand years to solve (N^9 scaling)*
- *Second paper: ~30 years to solve (N^7 scaling)*
- *Third paper: ~5 days to solve ($N^{5.5}$ scaling)*
- *Fourth paper: ~1 hour to solve ($N^3, Z^{2.5}$ scaling)*

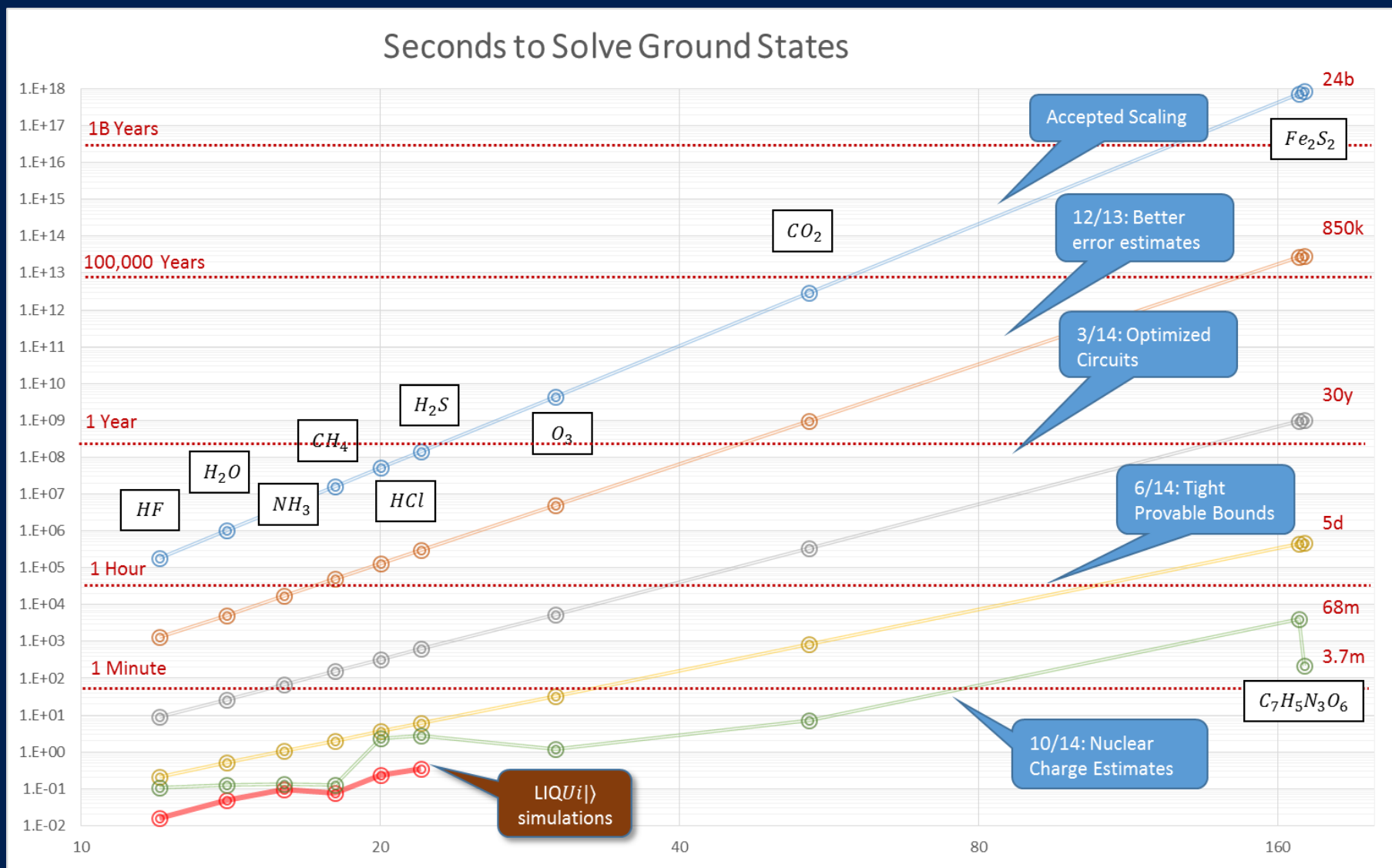
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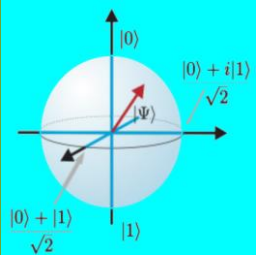
ications of these algorithms form of the however, we for some correlation chemical ion of orbitals, activates several e and to ources. Finally, mptotically



Simulation Evidence

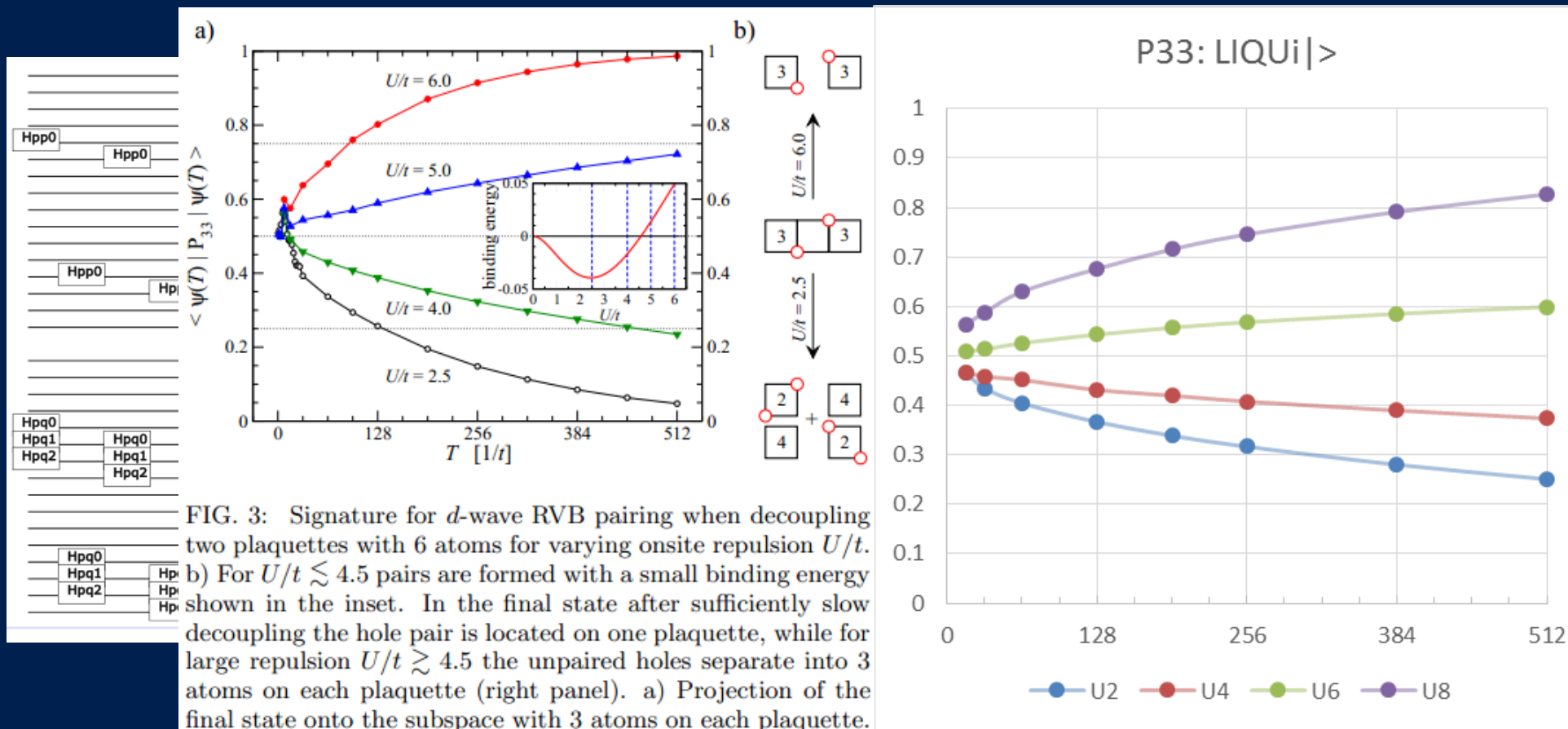
$$H = \sum_{pq} h_{pq} a_p^\dagger a_q + \frac{1}{2} \sum_{pqrs} h_{pqrs} a_p^\dagger a_q^\dagger a_r a_s$$



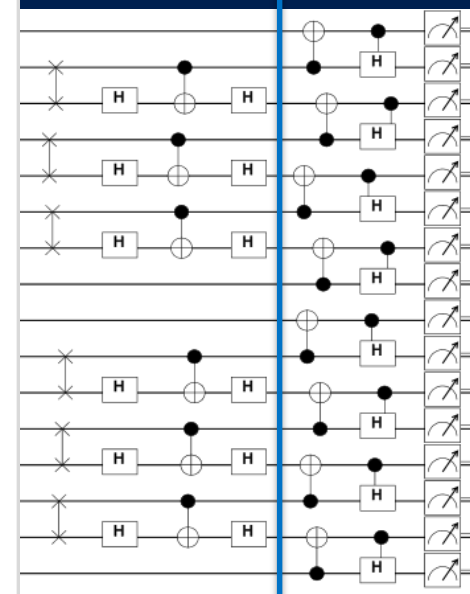


Simulation of Materials (on-going work)

$$H = - \sum_{\langle i,j \rangle} \sum_{\sigma} t_{ij} (c_{i,\sigma}^{\dagger} c_{j,\sigma} + c_{j,\sigma}^{\dagger} c_{i,\sigma}) + U \sum_i n_{i,\uparrow} n_{i,\downarrow} + \sum_i \epsilon_i \eta_i$$



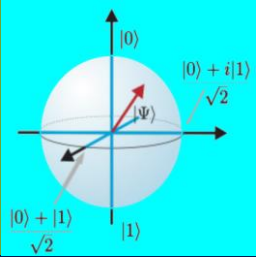
Basis Change



urement

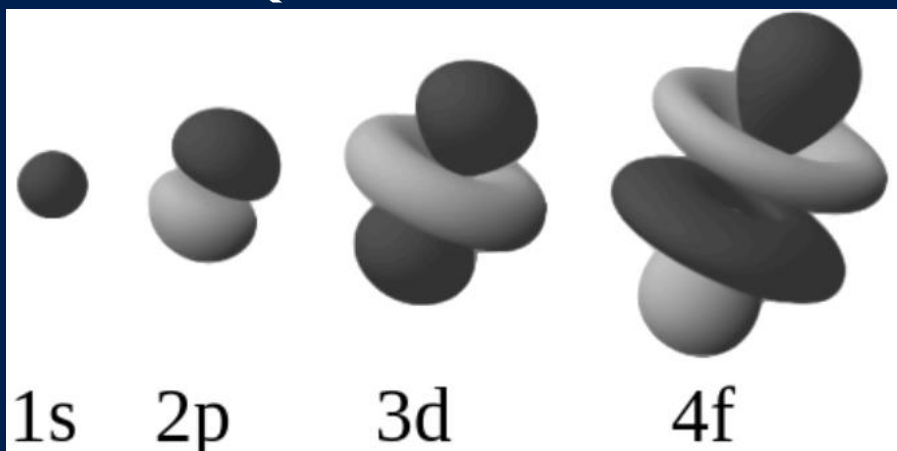
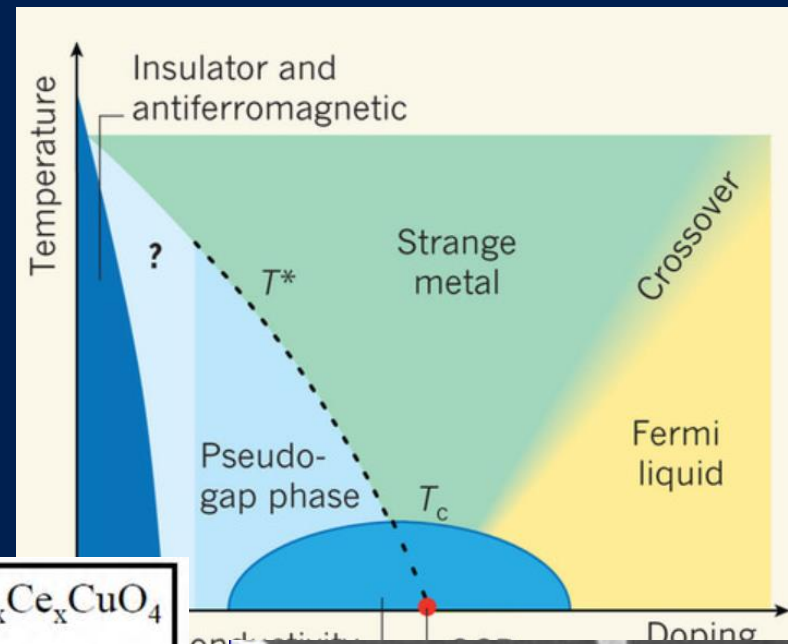
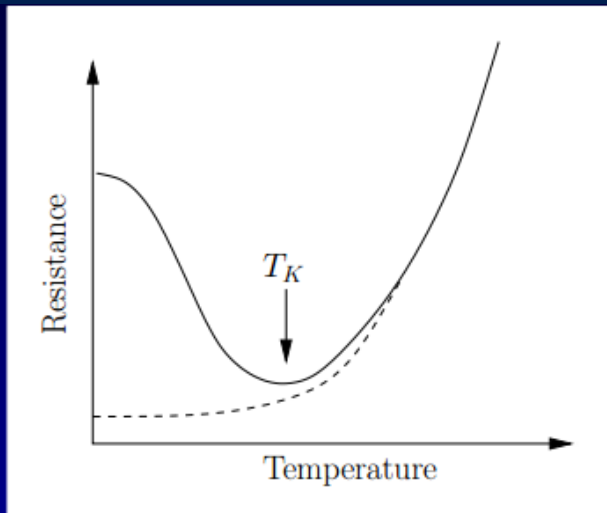
See: *d*-wave resonating valence bond states of fermionic atoms in optical lattices

Microsoft Proprietary

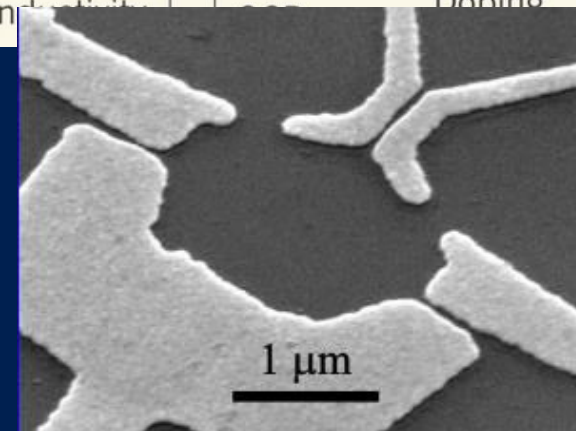
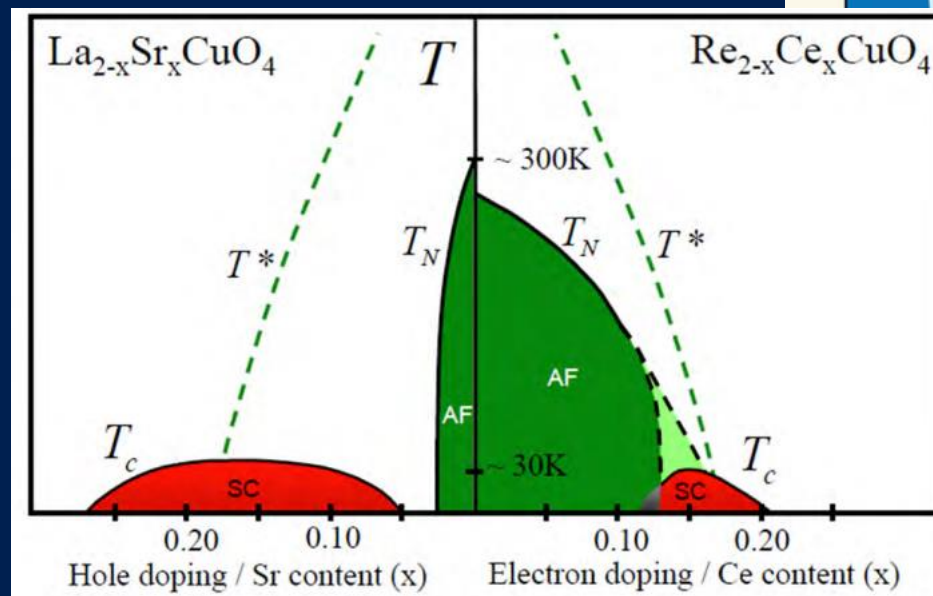


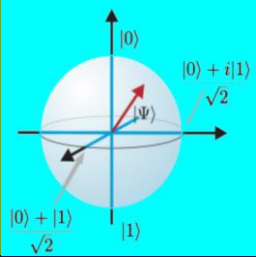
Quantum Algorithms for Quantum Impurity Problems

- Mott Insulators
- Transition Metal Compounds
 - Cuprates (e.g., High T_c SC)
- Lanthanides and Actinides
- Kondo Physics (Low temperature Resistance) from Magnetic Impurities
 - Quantum Dots



Microsoft Proprietary



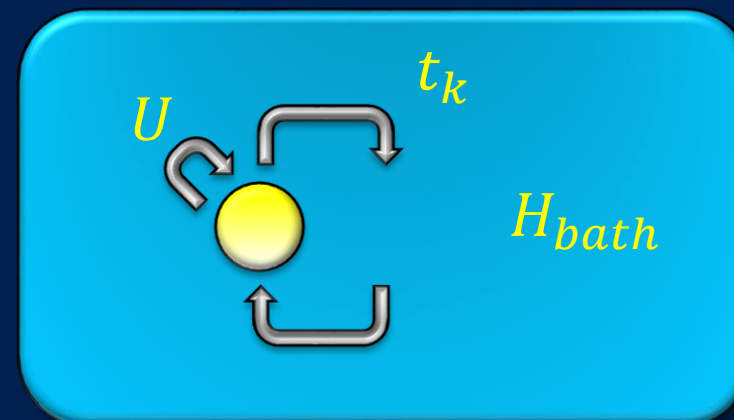
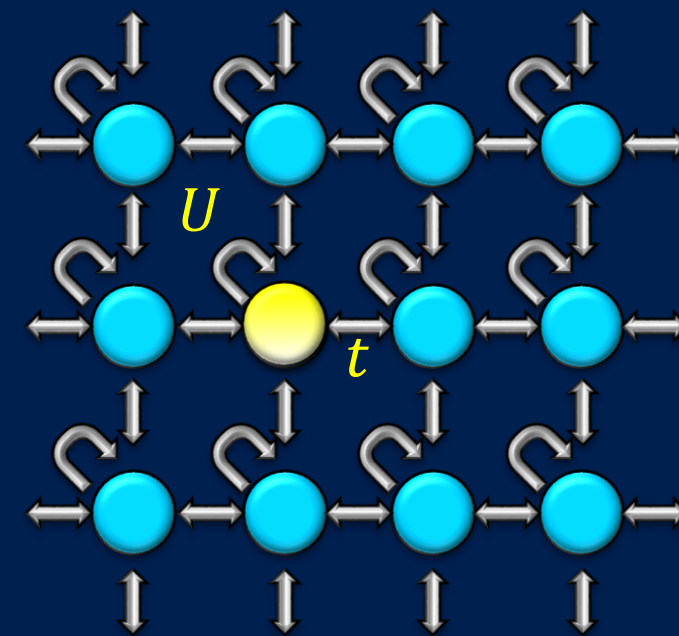


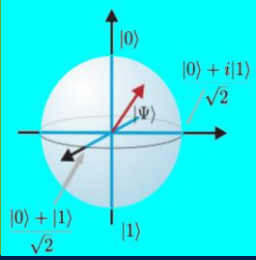
Materials Modeling

$$H_{hub} = U \sum_i n_{i\uparrow} n_{i\downarrow} - t \sum_{\langle i,j \rangle, \sigma} c_{i\sigma}^\dagger c_{j\sigma}$$

$$H_{imp} = U n_\uparrow n_\downarrow - \sum_{k, \sigma} (t_k c_\sigma^\dagger a_{k, \sigma}^{bath} + h.c.) + H_{bath}$$

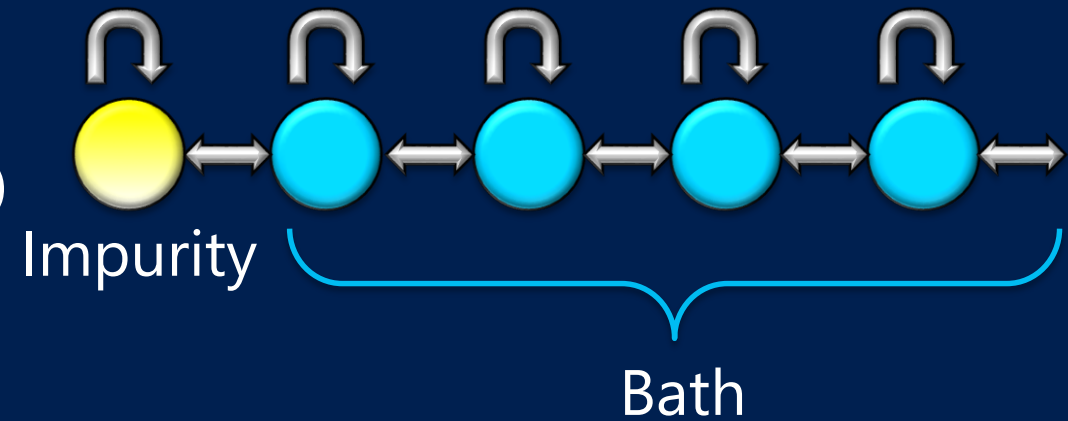
- Solids have regular structure that can be modeled as lattices
- The Hubbard model only implements H_{pp} and H_{pqqp} terms
- This doesn't cover many of the materials we're interested in
- One can choose a single site in the lattice to model
- The effect of the rest of the lattice can be modeled in terms of its effect on this site



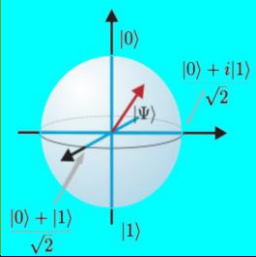


Anderson Impurity Model

- Choose a single place in the lattice to model (the impurity). This may contain a collection of local sites
- The impurity is typically a full two-body model
- The effect of the rest of the lattice can be modeled in terms of its effect on the impurity (the bath) via a Dynamic Green's function $G(\omega)$
- The bath may have many sites and interconnections



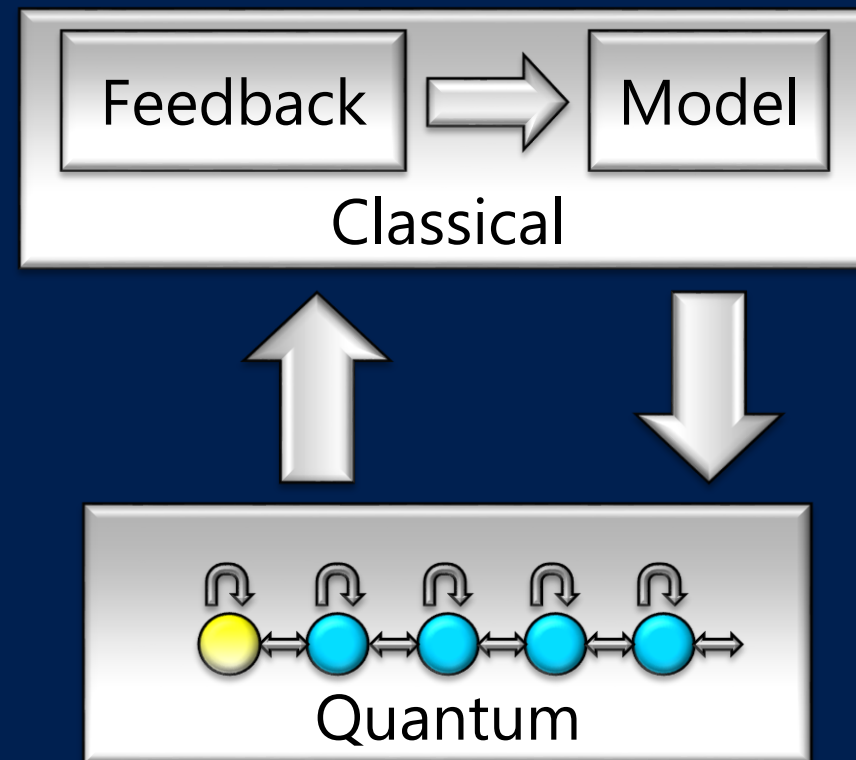
$$H = \sum_{ij} t_{ij} a_i^\dagger a_j + \frac{1}{2} \sum_{ijkl} w_{ijkl} a_i^\dagger a_j^\dagger a_k a_l + \sum_{ip} V_{ip} (a_i^\dagger a_p + a_p^\dagger a_i) + \sum_{pq} \epsilon_p a_p^\dagger a_q$$



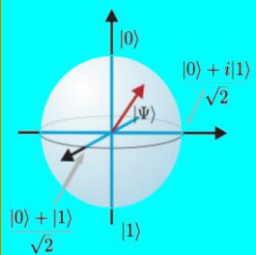
Dynamical Mean Field Theory (DMFT)

$$G_{solver}(\omega) \rightarrow \Sigma(\omega) \rightarrow G(k, \omega) \rightarrow G_n(\omega) \rightarrow \Delta_n(\omega)$$

- We can posit an initial model for a material
- Measure quantum simulations at many sites and frequencies deriving a dynamical Green's function
- Use feedback to update model
- Repeat until converged
- The resulting model is defined classically and may be used to efficiently investigate many questions about the material



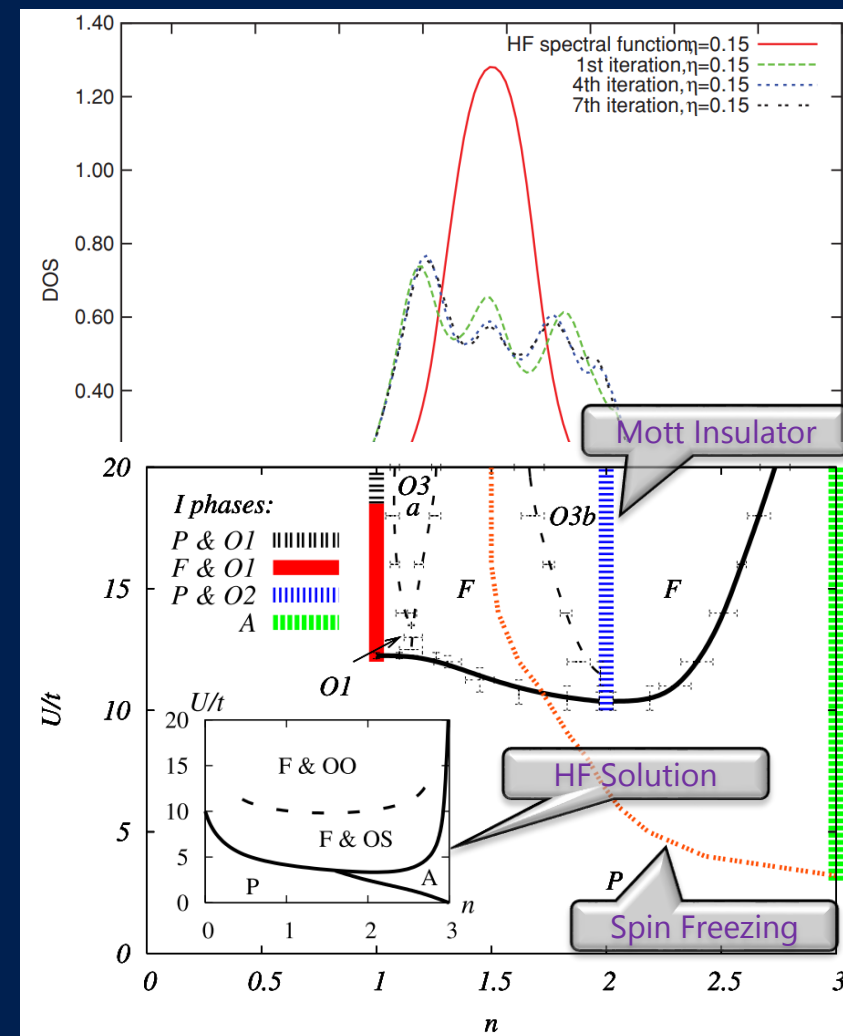
$$G_{solver}(\omega) = \langle c_i^\dagger(\omega) c_j(-\omega) \rangle$$



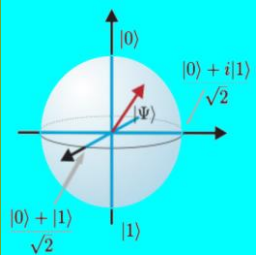
Dynamical Mean Field Theory (DMFT)

$$G_{imp}(\omega)^{-1} = (\omega + \mu + i0_{\pm})S - h_{imp} - \Sigma(\omega) - \Delta(\omega)$$

- Cubic Hydrogen (H_2 crystal structure)
- Simulate at 2.5 Å with a bath of 9 orbitals
- Density of States plot for different frequencies. Red curve is the Hartree-Fock solution (used as initial guess). DMFT Converges after 7 iterations
- 5-7 total orbitals for a single site is state-of-the-art.
- Example from Gull et al, the diagram shows a 3 shell degenerate solution (need 5 for D and 7 for F)
- A Quantum Computer could do a 4x larger impurity or 4x more orbitals than state-of-the-art with 200 qubits



<http://arxiv.org/abs/1012.4474>



SoLi $|\rangle$ - Son of LIQU $i|\rangle$



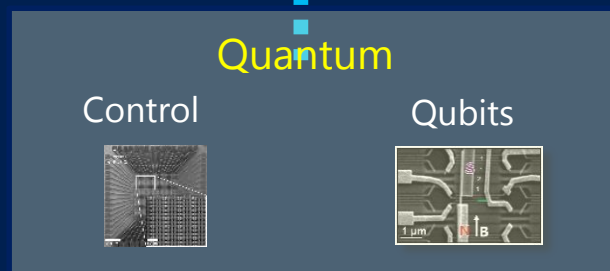
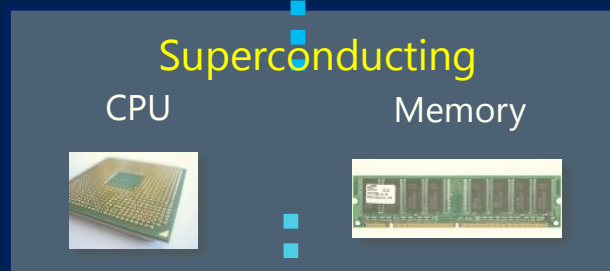
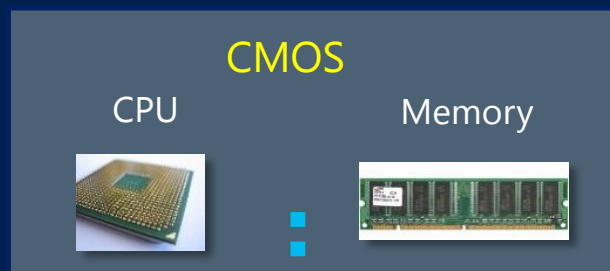
SoLi $|\rangle$

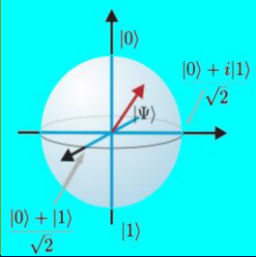
300 Kelvin - Room

77K-Nitrogen

4K-Helium

.02K- He_3/He_4



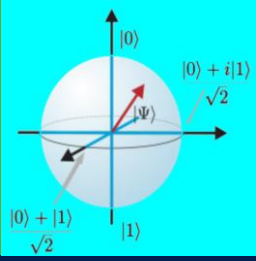


Compilation for Hardware Execution

Algorithm

- Mixed Classical and Quantum
- F# Syntax, Domain Specific Language

let QFT (qs:Qubits) = ...



Thank You

Dave Wecker
QuArC Chief Architect
Microsoft Corporation

Referenced papers may be found at:
<http://arxiv.org> (Search: wecker_d)

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