Quantum Simulation of Scattering via Hamiltonian Truncation

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Outline Based on 2505.03878 with M. Spannowsky, T. Sypchenko, S. Williams and M. Wingate

1 Introduction

2 Real Time Evolution

3 Scattering

4 Conclusion

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Hamiltonian Truncation Overview

Hamiltonian Setup

$$H=H_0+V$$

- H₀ is an exactly solvable Hamiltonian
- V represents a new interaction, which may be strong.
- Work in the eigenbasis of H_0 . Truncate so that only a finite number of states with $E_0 \leq E_T$ are included in the basis.
- Diagonalize numerically to calculate spectrum and wavefunctions.

Conclusion 0

A Simple Example: The Anharmonic Oscillator

Take the quantum mechanical model

$$H = \frac{p^2 + x^2}{2} + \lambda x^4 \,. \tag{2}$$

Decompose the Hamiltonian so that H_0 is the SHO and $V = \lambda x^4$. Work in the SHO eigenbasis: $H_0 |n\rangle = (n + 1/2) |n\rangle$



- Truncate basis to include states $|n\rangle$ for $n + 1/2 \le E_T$.
- All energy eigenvalues are upper bounds for the true energies due to min-max theorem.
- Method generalises to QFTs.

General Idea



 We use Hamiltonian Truncation to generate an approximate Hamiltonian for our system of low dimensionality.

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- We use Hamiltonian Truncation to generate an approximate Hamiltonian for our system of low dimensionality.
- 2 We use a qubit based, gate based, quantum device to determine how this probability evolves with time.

Conclusion 0

ϕ^4 Theory in Hamiltonian Truncation

The HT formulation of ϕ^4 theory in 1 + 1d was developed in [S. Rychkov, L. Vitale '14]

$$H_0 = \frac{1}{2} \int_0^L dx : \Pi^2 + (\partial_x \phi)^2 + m^2 \phi^2 : .$$
 (3)

We work in the P = 0, parity even, \mathbb{Z}_2 even subsector of the truncated Hilbert space.

The interaction is

$$V = g \int_0^L dx : \phi^4(x) : .$$
 (4)

Expand V in bosonic creation and annihilation operators to compute its matrix elements.

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Basis States

Quantise the massive scalar field on the circle

$$\phi(x) = \sum_{n=-\infty}^{\infty} \frac{1}{\sqrt{2LE_n}} \left(a_n \, e^{ik_n x} + a_n^{\dagger} \, e^{-ik_n x} \right) \,. \tag{5}$$

where the *n* represent the different momentum modes on the circle $k_n = 2\pi n/L$.

Work in eigenbasis of H_0

$$|\{\mathbf{r}\}\rangle = \prod_{n=-\infty}^{n=\infty} \frac{1}{\sqrt{r_n!}} \left(a_n^{\dagger}\right)^{r_n} |0\rangle , \qquad (6)$$

which is the usual Fock basis.

Truncation

List the states in order of increasing H_0 eigenvalue and take the first 2^{n_q} states from this list.

For instance, with $n_q = 2$ and mL = 3, the states we would retain are

$$|0\rangle, \quad \frac{1}{\sqrt{2}} \left(a_0^{\dagger}\right)^2 |0\rangle, \quad a_1^{\dagger} a_{-1}^{\dagger} |0\rangle, \quad \frac{1}{\sqrt{4!}} \left(a_0^{\dagger}\right)^4 |0\rangle. \tag{7}$$

These states form our computational basis for quantum computing. Calculate matrix elements

$$V_{\mathbf{r},\mathbf{r}'} = \int dx \left\langle \{\mathbf{r}'\} \right| : \phi^4(x) : |\{\mathbf{r}\}\rangle$$
(8)

between these states. Gives H as a $2^{n_q} \times 2^{nq}$ matrix

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Pauli Decomposition

To do the calculation on a NISQ device, we decompose the Hamiltonian as

$$H = \sum_{i_1 \dots i_{n_q}=0}^{3} \alpha_{i_1 \dots i_{n_q}} \left(\sigma_{i_1} \otimes \dots \otimes \sigma_{i_{n_q}} \right)$$
(9)

Any Hermitian matrix can be decomposed this way to yield real coefficients $\alpha_{i_1...i_{n_q}}$.

For a generic dense Hamiltonian matrix, there will be $\sim 4^{n_q}$ nonzero coefficients in this decomposition.

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Trotterisation

We use the Trotter-Suzuki approximation to first order. Error $\sim O(t^2/n)$.

$$|\psi(t)\rangle = e^{-iHt} |\psi(0)\rangle \approx \left[\prod_{i_1,\dots,i_{n_q}} e^{-i\frac{t}{n}\alpha_{i_1},\dots,i_{n_q}\left(\sigma_{i_1}\otimes\dots\otimes\sigma_{i_{n_q}}\right)}\right]^n |\psi(0)\rangle \quad (10)$$

The exponential of each Pauli term can be implemented on a qubit-based quantum device through a *short* sequence of single-qubit rotation gates and CNOT gates.

The number of gates needed per trotter step grows with the number of nonzero $\alpha_{i_1...i_{n_q}}$ coefficients. This is *exponential* growth.

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JLP Algorithm

In the two papers [S. Jordan, K. Lee, J. Preskill '11], [JLP '11], an *efficient* quantum algorithm was presented for computing S-Matrix elements in massive ϕ^4 theory:

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- The scalar field at each lattice site is also discretised. This is necessary to make the Hilbert space finite.
- Many followups e.g. [N. Zemlevskiy '24], [R. Konik et al '24].

Schematic Overview

The JLP algorithm simulates a particle collision in real time.



It proceeds in 5 main steps...

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The 5 Steps

- **1** Prepare vacuum of $\lambda = 0$ lattice theory [A. Kitaev, W. Webb '08].
- 2 Excite wavepackets of free theory.
- 3 Adiabatically switch on λ to get interacting theory wavepackets.
- ④ Time evolve until wavepackets collide and collision products separate.
- **5** Measure particle count in final state.



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Comments:

- Quantum algorithm is exponentially faster than classical equivalents at high precision or strong coupling.
- Computes 2 → n inelastic scattering. This is difficult for Euclidean space Lüscher method.

Scattering

Generalising the JLP Algorithm to HT

What modifications are necessary in each of the 5 stages of the JLP algorithm?

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Scattering

Resource Costs

State of the art scattering simulations in ϕ^4 have been performed using 120 qubits on IBM hardware [N. Zemlevskiy '24].



Figure: From [JLP '11] - number of qubits required to calculate $2 \rightarrow 4$ scattering amplitude in 1 + 1d with error ϵ . Interparticle separation is r/a.

Scattering

Qubit Resources in HT

To simulate a collision with energy \sqrt{s} , the max energy state in the truncated basis in HT E_{max} , or the lattice spacing should be

$$\sqrt{s} \ll E_{\max} pprox 1/a$$

The number of qubits needed for lattice formulation:

$$N_q^{\text{lattice}} = n_b(L/a)$$

[N. Klco and M. Savage '18]



Figure: Comparing qubits needed for the lattice and HT formulations of scalar field theory, with $n_b = 2$, ML = 16.

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Preparing Free Theory Wavepackets

Consider single particle Gaussian wavefunctions with $\langle x \rangle = x_0$, $\langle p \rangle = p_0$ and variance $\langle x^2 \rangle - \langle x \rangle^2 = \delta^2/2$:

$$\psi(x) = \mathcal{N} e^{-\frac{(x-x_0)^2}{2\delta^2}} e^{i\rho_0 x} .$$
 (11)

We put this on the finite circle with little distortion provided that $\delta \ll L$, and that x_0 is far from the boundary.

A single particle state in the QFT can be built from the mom space wavefunction using

$$|\psi\rangle = \sum_{n=-\infty}^{\infty} \psi_{k_n} a_n^{\dagger} |0\rangle .$$
 (12)

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Introduction

Real Time Evolution

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Projection Into Symmetry Subsector

Our initial state will be built from two well separated wavepackets at points $x_0 - L/4$ and $x_0 + L/4$, with opposite p_0 :

$$|p_{0}, x_{0}, \delta\rangle = \mathcal{N} \sum_{\substack{n_{1} = -\infty \\ n_{2} = -\infty}}^{\infty} e^{i(k_{n_{2}} - k_{n_{1}})L/4} e^{-ix_{0}(k_{n_{1}} + k_{n_{2}})} \times e^{-\frac{\delta^{2}}{2} \left[(p_{0} - k_{n_{1}})^{2} + (p_{0} + k_{n_{2}})^{2}\right]} a_{n_{1}}^{\dagger} a_{n_{2}}^{\dagger} |0\rangle .$$
(13)

In contrast to the lattice, it is natural in HT to simulate the scattering process in the zero momentum, parity even subsector of the QFT Hilbert space:

$$|p_0,\delta\rangle = \mathcal{N}\sum_{n=-\infty}^{\infty} (-1)^n e^{-\delta^2 (p_0 - k_n)^2} a_n^{\dagger} a_{-n}^{\dagger} |0\rangle .$$
 (14)

Requirements for a Scattering State

- Wavepackets must be well separated with little overlap.
- Wavepacket group velocity $v_g \approx p_0/E_0$ should be bigger than broadening rate $\dot{\delta} \approx 1/(E_0\delta)$.

Consistency Condition

$$1/p_0 \ll \delta \ll L$$

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 Conclusion

Efficient Preparation on Quantum Hardware

Initial State

$$|p_{0},\delta\rangle = \mathcal{N}'\Big(\sum_{n=1}^{N_{\max}} (-1)^{n} \left[e^{-\delta^{2}(p_{0}-k_{n})^{2}} + e^{-\delta^{2}(p_{0}+k_{n})^{2}} \right] |n,-n\rangle + \sqrt{2}e^{-\delta^{2}p_{0}^{2}} |0,0\rangle \Big), \quad (16)$$

- Retaining only N_{max} terms introduces only exponentially small error.
- States can be reordered within the truncated basis so that the two-particle states in Eq. (16) come first in the list.
- Represent on a subset of the qubits of length $n_a^{sub} = \lceil \log_2(N_{max} + 1) \rceil$.
- Use quantum Shannon decomposition.

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Trapped lons

We use the "aria-1" device from ${\rm IONQ},$ with 25 qubits.

- Qubits are Yb-171⁺ ions.
- Longer coherence times and higher 2Q gate fidelity.
- All to all connectivity.
- Gate operations must be applied in series (rather than parallel).







Quantum Simulation of Scattering

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Free Theory State Preparation



Figure: Probability of free wavepacket being measured in different H_0 eigenstates. Basis was truncated so that $n_q = 4$, but only $n_q^{sub} = 3$ were manipulated. Parameters: ML = 16, $p_0/M = 1.5$, $M\delta = 0.75$. Circuit has 13 gates.

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Spatial Profile of the Wavepackets

The centre of mass is completely undetermined, but the separation between particles in the 2-particle sector is not:

$$\rho(x_1, x_2) = |x_1, x_2\rangle \langle x_1, x_2| \big|_{\mathbb{P}, P}.$$
(17)

- Depends only on $x \equiv |x_1 x_2|$.
- Has periodicity $x \rightarrow x + L$.
- Interference between terms with separations $\pm L/2$. Packets are not interacting as $\rho(x)$ is a nonlocal operator.



Interacting Theory Wavepackets

Adiabatically increase the ϕ^4 coupling g.

Incrementally increase g with each trotter step of time evolution.

Although free wavepackets are not energy eigenstates, a well separated packet that is concentrated in momentum space is approximately an eigenstate.

Avoid the Ising CFT critical point: $g(t) < g_c \sim 2.5 - 3$ (e.g. [S. Rychkov, L. Vitale '14])

(Optionally) evolve back in time after every few Trotter steps to reduce packet displacement and broadening.

Adiabatic time [JLP '11]

$$\tau \sim \frac{J}{\gamma^2 \sqrt{\epsilon}}$$

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Interacting Theory State Preparation



Figure: Right panel shows probability of interacting wavepacket being measured in different H_0 eigenstates. Basis was truncated so that $n_q = 4$. Parameters: $g = 2M^2$, ML = 16, $p_0/M = 1.5$, $M\delta = 0.75$. Circuit has 134 gates. Left panel shows free theory for comparison.

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Time Evolution Of Wavepackets



Figure: Classical computation of $\langle \rho(x) \rangle$ in the interacting theory using $n_q = 10$. We have taken $g = 2M^2$, $p_0/M = 2.5$, $M\delta = 0.75$, a displacement of Mt = 1.5, a Trotter step of $M\delta t = 0.01$ and a ramp time $M\tau = 1$. Note that we have not performed any extrapolation in E_{max} .

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4 Particle Production Cross Section



Figure: Scattering driven particle production. We have used $n_q = 10$, $g = 2M^2$, $p_0/M = 2.5$, $M\delta = 0.75$, a displacement of Mt = 1.5, a Trotter step of $M\delta t = 0.01$ and a ramp time $M\tau = 1$. This is just a proof of principle: No extrapolation has been attempted in E_{max} or in other simulation parameters.



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- We presented nonperturbative HT formulations for ϕ^4 theory.
- Near term progress in quantum computing will dramatically extend the reach of the HT approach.
- HT requires fewer qubits than other approaches to quantum simulation.
- We demonstrated quantum algorithms for time evolution and state preparation on a NISQ era trapped ion quantum device.

Thank you!



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HT and Hamiltonian Lattice Generalities

HT Prioritises Symmetry

- Available when QFT has no known lattice formulation (e.g. exotic CFT with relevant deformations).
- Exact spacetime symmetries: Translations, Rotations and downstream: Chiral Symmetries, SUSY...
- Easier to impose conservation laws by removing entire sectors from Hilbert space \implies fewer qubits.

HT and Hamiltonian Lattice Generalities

HT Deprioritises Locality

- Nonlocal counterterms sometimes necessary for renormalisation.
- Hamiltonian includes almost all-to-all interactions between the different qubits. Not the case for lattice Hamiltonians since qubits representing distant lattice sites do not interact.
- Leads to a dense representation in terms of Pauli strings, poor circuit depth scaling for time evolution using Suzuki-Trotter approach.

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- Leads to a dense representation in terms of Pauli strings, poor circuit depth scaling for time evolution using Suzuki-Trotter approach.
- Difficulty also encountered when simulating other quantum systems that lack manifest locality, e.g. Matrix Models [M. Hanada et al '20].
- Discussed in lightcone truncation context: [J. Liu , Y. Xin '20], [M. Kreshchuk et al '20].

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Sparsity and Qubitization

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For time evolution with *sparse* Hamiltonians, shallower circuits can be found using post-trotter methods.

H enters the algorithm through "oracles", black boxes which give the position and value of nonzero matrix elements. [D. Berry, A. Childs '15]

Efficient Simulation

$$queries = \mathcal{O}\left(\tau \frac{\log(\tau/\epsilon)}{\log\log(\tau/\epsilon)}\right), \qquad (18)$$
$$qubit \text{ gates} = \mathcal{O}\left(\tau n_q \frac{\log^2(\tau/\epsilon)}{\log\log(\tau/\epsilon)}\right). \qquad (19)$$

Sparsity - d is max number of nonzero entries in any row of H. Time - $\tau \equiv d^2 ||H||_{max} t$.

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Sparsity in HT ϕ^4 Theory



Figure: Log-Log plot showing the growth in the number of nonzero matrix elements in the truncated HT Hamiltonian with qubit number N_q . We find $d \ll 2^{N_q}$ throughout, indicating the Hamiltonian is sparse. The linear fit has the form $\ln d = 3.6651(63) \ln N_q - 3.028(15)$.