

ECT\* workshop on: Universality in strongly-interacting systems: from QCD to atoms Trento, June 11, 2025

# Toward quantum computing hadron scattering

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JOINT CENTER FOR QUANTUM INFORMATION AND COMPUTER SCIENCE



MARYLAND CENTER FOR FUNDAMENTAL PHYSICS



Institute for Robust Quantum Simulation

## PART I: BACKGROUND AND MOTIVATION

### PART II: QUANTUM-COMPUTATION/SIMULATION BASICS

## PART III: EXAMPLE: DIGITAL QUANTUM COMPUTING OF HADRON SCATTERING

## PART IV: EXAMPLE: ANALOG QUANTUM SIMULATION OF HADRON SCATTERING

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enabled this...but only at low energies so far...

### SOME EXAMPLES FROM MY PAST AND CURRENT WORK WITHIN





0100 0011 Classic Computing

What about high energies, like events at the Large Hadron Collider or the Relativistic Heavy-Ion Collider?



There are mainly two issues...i) making complicated states, i.e., high-energy protons, or heavy ions, etc, and ii) imaginary-time nature of the classical Monte-Carlo calculations...no access to states as a function of Minkowski time elapsed after the collision!

## THREE FEATURES MAKE LATTICE-QCD CALCULATIONS OF NUCLEI HARD:

i) The complexity of systems grows factorially with the number of quarks.

Detmold and Orginos (2013) Detmold and Savage (2010) Doi and Endres (2013)





ii) There is a severe signal-to-noise degradation.

Paris (1984) and Lepage (1989) Wagman and Savage (2017, 2018)

iii) Excitation gaps of nuclei are much smaller than the QCD scale.

Beane at al (NPLQCD) (2009) Beane, Detmold, Orginos, Savage (2011) ZD (2018) Briceno, Dudek and Young (2018)



# SIGN PROBLEM MAKES CONVENTIONAL LATTICE-GAUGE-THEORY METHODS INTRACTABLE.

No access to real-time non-equilibrium dynamics of matter in heavy-ion collisions or after the Big Bang...



...and to a wealth of dynamical response functions, transport properties, parton distribution functions, etc.

Path integral formulation:

 $e^{iS[U,q,ar{q}]}$ 

Hamiltonian evolution:

$$U(t) = e^{-itH}$$

### A NUCLEAR/PARTICLE PHYSICS ROADMAP



### A NUCLEAR/PARTICLE PHYSICS ROADMAP FOR LEVERAGING QUANTUM TECHNOLOGIES



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Quantum simulation and quantum computation? We turn to **quantum simulation/computation** since:

i) Hilbert spaces can be encoded exponentially more compactly.

ii) Operations can be highly parallelized using quantum superposition and entanglement!

### SO CAN WE STUDY HIGH-ENERGY SCATTERING VIA QUANTUM SIMULATION?



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# QUANTUM SIMULATION AND QUANTUM-COMPUTING BASICS

i) Quantum-simulation steps

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QUANTUM-SIMULATION STEPS:



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Degrees of freedom in the simulator: fermions, bosons, spins (of various dimensions), etc.



Some of the leading analog simulators are: cold-atoms in optical lattices, Rydberg atoms with optical tweezers, trapped ions, superconducting circuits (including when coupled to photonics systems), etc.



CREDIT: ANDREW SHAW, UNIVERSITY OF MARYLAND













$$e^{-i(H_1+H_2+\cdots)t} = \left[e^{-iH_1\delta t}e^{-iH_2\delta t}\cdots\right]^{t/\delta t} + \mathcal{O}((\delta t)^2)$$

Other digitalization schemes also exist.

...other methods exist too.

Andrew Childs lectures on Quantum Simulation, University of Maryland.



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A textbook of extreme popularity: Nielsen and Chuang, Quantum Computation and Quantum Information. But some of the newer notions not there.

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State of a single qubit: 
$$|\psi\rangle = a|0\rangle + b|1\rangle \equiv a\begin{pmatrix}1\\0\end{pmatrix} + b\begin{pmatrix}0\\1\end{pmatrix}$$
  

$$\equiv \cos(\theta/2)|0\rangle + ie^{i\phi}\sin(\theta/2)|1\rangle$$
State of two qubits:  $|\psi\rangle = a|00\rangle + b|01\rangle + c|10\rangle + d|11\rangle$   

$$\equiv a\begin{pmatrix}1\\0\\0\\0\end{pmatrix} + b\begin{pmatrix}0\\1\\0\\0\end{pmatrix} + c\begin{pmatrix}0\\0\\1\\0\end{pmatrix} + d\begin{pmatrix}0\\0\\0\\1\end{pmatrix}$$

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(Examples of ) quantum logic gates			
Operator	Gate(s)	Matrix	
Pauli-X (X)	- <b>X</b> -	$\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$	
Pauli-Y (Y)	-Y-	$\begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix}$	
Pauli-Z (Z)	- <b>Z</b> -	$\begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$	
Hadamard (H)	-H-	$\frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1\\ 1 & -1 \end{bmatrix}$	
Phase (S, P)	- <b>S</b> -	$\begin{bmatrix} 1 & 0 \\ 0 & i \end{bmatrix}$	
$\pi/8~({ m T})$	- <b>T</b> -	$egin{bmatrix} 1 & 0 \ 0 & e^{i\pi/4} \end{bmatrix}$	
Controlled Not (CNOT, CX)		$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{bmatrix}$	



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Any unitary on a finite number of qubits can be approximated *efficiently* by a finite sequence of a universal gate set. **Solovay (1995) and Kitaev (1997).** 



• H, S, CNOT, T (S not strictly needed but more economical.)



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**Fermions** are **finite-dimensional** locally but obey **Fermi statistics**. Mapping a fermionic Hamiltonian into a qubit Hamiltonian can be done:

 using one qubit per fermion but at the cost of non-local qubit interactions using Jordan-Wigner transformation:

$$\psi_i = \left(\prod_{j < i} \sigma_j^z\right) \sigma_i^+, \quad \psi_i^\dagger = \left(\prod_{j < i} \sigma_j^z\right) \sigma_i^-$$

 using more than one qubit per fermion to assist retaining any existing locality in the original fermionic Hamiltonian (e.g. Verstrate-Cirac, compact, superfast encodings).



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**Bosons** are **infinite-dimensional** locally but obey **Bose statistics**. Mapping a bosonic Hamiltonian into a qubit Hamiltonian can be done, e.g.,

• using binary encoding, requiring  $\eta = \lceil \log(\Lambda + 1) \rceil$  qubits per boson, where  $\Lambda$  is the cutoff on boson occupation per site:

$$\hat{N}_p |p\rangle = p |p\rangle$$
 where  $|p\rangle = \bigotimes_{j=0}^{\eta-1} |p_j\rangle$  with  $p = \sum_{j=0}^{\eta-1} 2^j p_j$ 

 $\circ$  using unary encoding, requiring  $\Lambda$  qubits per boson.





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  Require implementing non-unitary operator which can be costly.



#### EXAMPLES OF (GROUND-)STATE PREPARATION METHODS

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  Require implementing non-unitary operator which can be costly.
- Variational quantum eigensolver (VQE): Use the variational principle of quantum mechanic and classical processing to minimize the energy of a non-trivial ansatz wavefunction generated by a quantum circuit. The optimized circuit corresponding to the minimum energy generates an approximation to ground-state wavefunction. Can fail if stuck in local minima manifolds or manifolds with exponentially small gradients in qubit number.



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- Classically computed states: Use classical computing such as Monte Carlo, Tensor Networks, Neural Networks to learn the state or features of the state when possible, for a direct implementation of the state as a quantum circuit, or as close enough state to the ground state as a starting point of the above algorithms so as to achieve more efficient implementations.
  Gupta, White, ZD, arXiv:2506.02313 [guant-ph].



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(IMPROVED) THEORY OF PRODUCT FORMULAS

Consider the Hamiltonian

$$H = \sum_{i=1}^{\Gamma} H_i$$

First-order product formula

$$V_1(t) = e^{-itH_1}e^{-itH_2}\cdots e^{-itH_{\Gamma}}$$

is bounded by:

$$\|V_1(t) - e^{-itH}\| \le \frac{t^2}{2} \sum_{i=1}^{\Gamma} \left\| \left[ \sum_{j=i+1}^{\Gamma} H_j, H_i \right] \right\|$$

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Second-order formula

$$V_2(t) = (e^{-itH_{\Gamma}/2} \cdots e^{-itH_2/2} e^{-itH_1/2})(e^{-itH_1/2} e^{-itH_2/2} \cdots e^{-itH_{\Gamma}/2})$$

is bounded by:

$$\|V_2(t) - e^{-itH}\| \le \frac{t^3}{12} \sum_{i=1}^{\Gamma} \left\| \left[ \sum_{k=i+1}^{\Gamma} H_k, \left[ \sum_{j=i+1}^{\Gamma} H_j, H_i \right] \right] \right\| + \frac{t^3}{24} \sum_{i=1}^{\Gamma} \left\| \left[ H_i, \left[ H_i, \sum_{j=i+1}^{\Gamma} H_j \right] \right] \right\|$$

A general bound also exist, see: Childs, Su, Tran, Wiebe, Zhu, Phys. Rev. X 11, 011020 (2021).

# $\left\| V_p(T) - e^{-iTH} \right\| \leq \varepsilon$

Given the accuracy  $\varepsilon$  on the time-evolution operator, how many **qubits and costly gates** are needed for simulating a Hamiltonian with **given parameters** for time *T* using the  $p^{\text{th}}$ -order product formula?

For a LGT Hamiltonian, these are volume, lattice spacing, couplings, masses, and truncation scale of the bosonic fields.

#### **RESOURCE ANALYSIS**

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The errors that accumulate to add up to the total error  $\epsilon$  include:

i) Trotter error,

ii) function-evaluation approximation error,

iii) gate-synthesis error,

iv) measurement error, and

v) theoretical errors (finite-volume, discretization, truncation, etc.).

For FV effects, see, e.g.,: Burbano, Carrillo, Urek, Ciavarella, Briceño, arXiv:2506.06511 [hep-lat].

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The *p*<sup>th</sup>-order product formula requires  $O\left(\frac{T^{(p+1)/p}}{\epsilon^{1/p}}\right)$  Trotter steps. Near-optimal algorithms based on completely different digitization strategies achieve  $O\left(T, \log e^{t}\right)$ 

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**术** x,y

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- Energy and momentum, particle and charge (both locally and globally)
- Various correlation functions (both static and dynamical)
- Asymptotic S-matrix elements (assuming asymptotic final states are reached):
  - Exclusive processes: can be obtained from overlaps
  - Inclusive processes: can be obtained from two-current correltor via optical theorem
  - Semi-inclusive processes: can be obtained using projectors



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Entanglement measures such as estimates of entanglement spectrum (which can signal thermalization or lack of).<sup>dividual</sup>

 $|\psi(t)\rangle$ Image credit: Niklas Mueller (UMD/UW)



Int

Observables

Global Laser Beam

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lmage credit: Niklas Mueller (UMD/UW)

 $|\psi(t)\rangle$ 

 $Bandom \\ Parameter \\ Paramet$ 

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Int

Observables

Fidelities and full state tomography are hard (they demand exponentially large number of measurements).

Global Laser Beam

### PART I: BACKGROUND AND MOTIVATION

### PART II: QUANTUM-COMPUTATION/SIMULATION BASICS

ZD, Hsieh, and Kadam, Quantum 8, 1520 (2024) and arXiv:2505.20408 [quant-ph].

# PART III: EXAMPLE: DIGITAL QUANTUM COMPUTING OF HADRON SCATTERING

# PART IV: EXAMPLE: ANALOG QUANTUM SIMULATION OF HADRON SCATTERING

# QUANTUM SIMULATION OF SCATTERING CAN PROCEED WITH THE JORDAN-LEE-PRESKILL STRATEGY



Jordan, Lee, Preskill, Science 336, 1130-1133 (2012).

Figure from: ZD, Hseih, and Kadam, Quantum 8, 1520 (2024).

Beside Jordan, Lee, Preskill, Science 336, 1130-1133 (2012), check out other hadronic wavepacket creation in: Turco et al, arXiv:2305.07692 [quant-ph], Kreshchuk et al, arXiv:2310.13742 [quant-ph], Farrell et al, arXiv:2401.08044 [quant-ph].

See also progress in scattering in: Schuhmacher et al, arXiv: 2505.20387 [quant-ph], Chai et al, arXiv:2505.21240 [quant-ph], Chai et al, Quantum 9, 1638 (2025), Farrell et al, arXiv:2505.03111 [quant-ph], Zemlevskiy, arXiv:2411.02486 [quant-ph],

#### OUR STRATEGY COMPARED WITH JORDAN-LEE-PRESKILL

![](_page_53_Figure_1.jpeg)

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![](_page_54_Figure_1.jpeg)

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![](_page_55_Figure_1.jpeg)

Beside Jordan, Lee, Preskill, Science 336, 1130-1133 (2012), check out other recent interesting digital algorithms for hadronic wave-packet creation in: Turco, Quinta, Seixas, and Omar, arXiv:2305.07692 [quant-ph], Kreshchuk, Vary, Love, arXiv:2310.13742 [quant-ph], Chai, Crippa, Jansen, Kühn, Pascuzzi, Tacchino, and Tavernelli, arXiv:2312.02272 [quant-ph], Farrell, Illa, Ciavarella, and Savage, arXiv:2401.08044 [quant-ph].

#### THE STEPS OF OUR WAVE-PACKET PREPARATION ALGORITHM

![](_page_56_Figure_1.jpeg)

ZD, Hsieh, and Kadam, Quantum 8, 1520 (2024) and arXiv:2505.20408 [quant-ph].

# OUR TESTING GROUND: $Z_2$ LATTICE GAUGE THEORY COUPLED TO FERMIONS IN 1+1 D

![](_page_57_Figure_1.jpeg)

# OUR TESTING GROUND: $Z_2$ LATTICE GAUGE THEORY COUPLED TO FERMIONS IN 1+1 D

![](_page_58_Figure_1.jpeg)

#### AN ANSATZ FOR THE MESON WAVE PACKET

![](_page_59_Figure_1.jpeg)

#### HOW WELL DOES THE ANSATZ WORK?

![](_page_60_Figure_1.jpeg)

ZD, Hsieh, and Kadam, arXiv:2402.00840 [quant-ph].

![](_page_61_Figure_1.jpeg)

![](_page_62_Figure_1.jpeg)

![](_page_63_Figure_1.jpeg)

![](_page_64_Figure_1.jpeg)

![](_page_65_Figure_1.jpeg)

#### FIRST ELEMENT: INTERACTING VACUUM PREPARATION

![](_page_66_Figure_1.jpeg)

#### SECOND ELEMENT: WAVE-PACKETS PREPARATION

![](_page_67_Figure_1.jpeg)

 $[4(j^2 + 9j + 1)N_P + 2j^2 + 2j] \times 2\tilde{n}_t$  CNOT gates

#### THIRD ELEMENT: WAVE-PACKETS EVOLUTION

![](_page_68_Figure_1.jpeg)

Each layer of Trotter evolution:  $18N_P + 8$  CNOT gates

#### SOME EMULATOR AND HARDWARE RESULTS

![](_page_69_Figure_1.jpeg)

IonQ Forte quantum processor with 32 qubits

#### HOW WELL CAN WE PREPARE TWO WAVE PACKETS?

![](_page_70_Figure_1.jpeg)

#### HOW WELL CAN WE PREPARE TWO WAVE PACKETS?

![](_page_71_Figure_1.jpeg)
#### HOW WELL CAN WE PREPARE TWO WAVE PACKETS?



### HOW WELL CAN WE PREPARE TWO WAVE PACKETS?



### HOW FAR CAN WE EVOLVE THE TWO WAVE PACKETS?



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### WHAT ABOUT RETURN PROBABILITY (A DIAGONAL ENTRY OF S-MATRX)?



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### WHAT ABOUT LOCAL QUANTITIES AT TIMES $\mathcal{R}(t)$ DEVIATES?



# TAKE-HOME MESSAGES FOR PART III:

- Costly adiabatic state preparation can be avoided by resorting to well-motivated composite-particle ansatzes generated out of the interacting vacuum, which can be constrained by hybrid classical-quantum methods such as VQE.
- Our algorithm has polynomial scaling with system size, and can be systematically improved using truncated bare-meson operators, which is justified given the finite correlation length in the system.
- Local quantities are far less sensitive to infidelities in the initial state than nonlocal quantities. In the future simulations, therefore, accurate state preparation for extracting S-matrix elements is essential.
- Our ansatz works likely for all 1+1 D gauge theories, but need to be generalized to higher dimensions following the same logic.
- One may need to think about how to incorporate a wealth information on hadronic states from lattice-QCD classical computations to construct good ansatzes for scattering states on quantum computers.
  See, e.g., Gupta, White, ZD, arXiv:2506.02313 [guant-ph].

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## PART III: EXAMPLE: DIGITAL QUANTUM COMPUTING OF HADRON SCATTERING

Belyansky, Whitsitt, Mueller, Fahimniya, Bennewitz, ZD, Gorshkov, Phys. Rev. Lett. 132, 091903 (2024).

## PART IV: EXAMPLE: ANALOG QUANTUM SIMULATION OF HADRON SCATTERING

### THE MODEL: U(1) LATTICE GAUGE THEORY COUPLED TO FERMIONS IN 1+1 D



$$\chi = \frac{8E_C}{\beta^2}, \quad \frac{E_{L'}\beta^4}{8E_C} = 1, \quad \mu^2 = \frac{E_L\beta^4}{8E_C}, \quad \lambda = \frac{E_J\beta^2}{8E_C}, \quad \theta = \Phi_{\text{ext}} - \pi$$



### PHENOMENOLOGY OF THE MODEL: SPECTRUM AND (DE)CONFINED EXCITATIONS



## Numerical iMPS simulation of scattering: Deconfined phase



### Numerical iMPS simulation of scattering: Confined phase



# TAKE-HOME MESSAGES FOR PART IV:

- Circuit QED platforms is a natural analog simulator for certain bosonic quantum field theories. We show how it can be used to simulate the Schwinger model with a CP violating θ-term in both confined and deconfined phases.
- This allows us to propose an analog scattering experiment on circuit-QED platforms, which would be an exciting possibility!
- Powerful iMPS tools allow creating bound and unbound particle excitations on top of interacting vacuum, generating wave packets, and scattering them, for an infinite system size with translational symmetry.

For iMPS, see: Vanderstraeten, Haegeman, and Verstraete, SciPost Phys. Lect. Notes, 7 (2019), Haegeman, Pirvu, Weir, Cirac, Osborne, Verschelde, and Verstraete, Phys. Rev. B 85, 100408 (2012), Haegeman, Michalakis, Nachtergaele, Osborne, Schuch, and Verstraete, Phys. Rev. Lett. 111, 080401 (2013).

We observe non-trivial dynamics: in the deconfined phase, quark-antiquark pairs get fragmented to two such pairs, and in the confined phase, meson-meson scattering generates other meson types, as well as fragmentation to quark-antiquark pairs. String formation and breaking clearly are in play!

For theoretical proposals for scattering in atomic analog simulators, see Surace and Lerose, New J. Phys. 23, 062001 (2021) and Su, Osborne, and Halimeh, arXiv:2401.05489 [cond-mat.quant-gas].

### FINAL WORD



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