

# Large Scale Quantum Simulation with Qaptiva

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an atos business

# Numerical Simulation For Quantum Algorithms

- Today, only classical computers can run quantum programs (without errors)
- For gate based computing

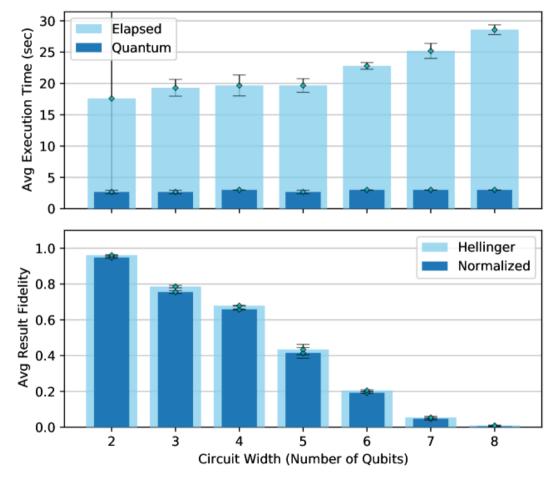
 $\psi_{out} = \prod_{k=0}^{N} U_k \psi_{in}$ 

• For analog computing

$$H(t) = \sum_{i} \lambda_{i}(t) H_{i}$$
$$i\hbar \frac{\partial \psi}{\partial t} = H\psi$$

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#### Benchmark Results - Quantum Fourier Transform (1) - Qiskit Device=ibm\_brisbane-240212-res-0 Feb 13, 2024 23:23:43 UTC



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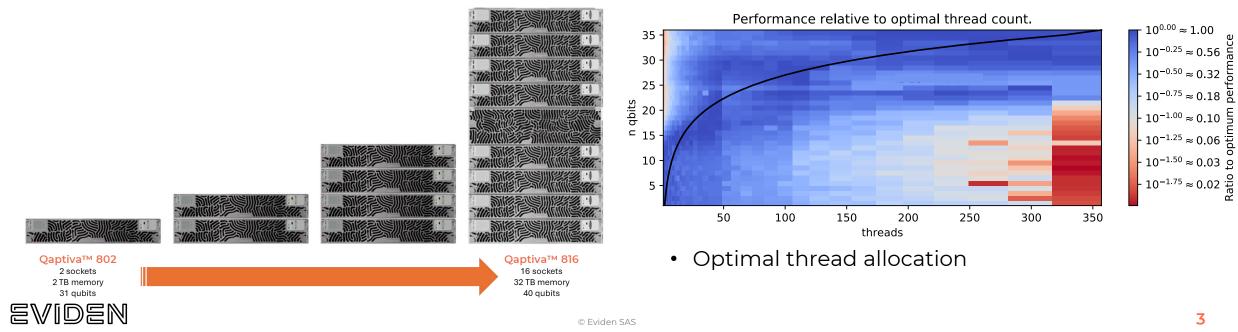


# Numerical Simulation with Qaptiva

• Programming: no distinction between simulation and quantum hardware:

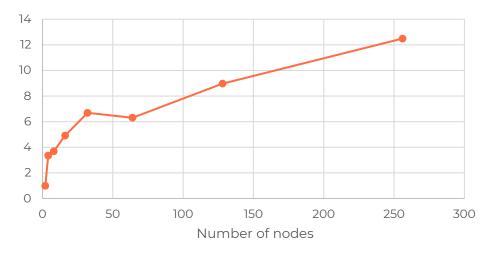


• Simulation on the Qaptiva Appliance - Shared Memory system

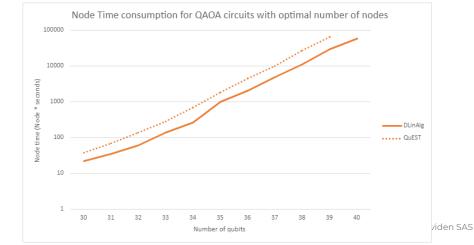


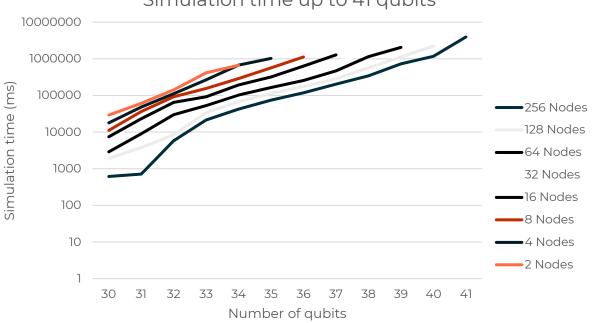
# Numerical Simulation with Qaptiva on HPC

- The Qaptiva framework allows to offload simulations to an HPC
- Technical challenge for an MPI simulator: quantum simulation is a nightmare for memory circulation!
   Communication time / Compute time
   Simulation time up to 41 qubits



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# Simulating Quantum Noise

- Noise is here for long, so quantum programs must be designed noise-robust
- Only HPC simulation can simulate noise (efficiently)
- For gate based computing

```
density matrix: \rho = |\psi\rangle\langle\psi|

\rho_{out} = U\rho_{in} U^+

\rho_{out} = \sum_{k_M} \left( E_{k_M}^{(M)} \dots \left( \sum_{k_1} E_{k_1}^{(1)} \rho_{in} E_{k_1}^{(1)\dagger} \right) \dots E_{k_M}^{(M)\dagger} \right)
```

- For analog computing
  - Noise is embedded in the Schrödinger evolution!

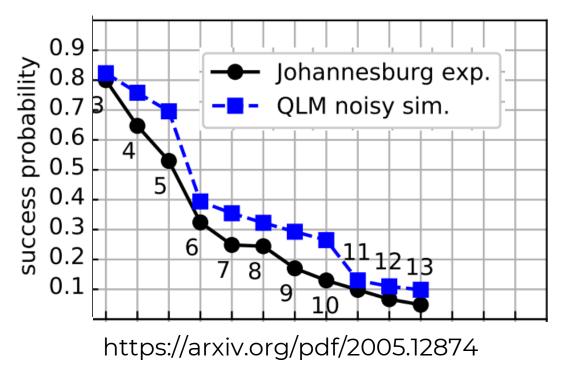


# Simulating Quantum Noise with Qaptiva

• Programming interface is the same as QPU/emulators

```
hardware_model = HardwareModel(gates_spec, idle_noise=idle_noise)
qpu = NoisyQProc(hardware_model=hardware_model)
result = qpu.submit job(job)
```

- 2 types of computation:
  - Deterministic : full computation of the density matrix
  - Stochastic : Monte Carlo sampling



## Approximate Simulation Techniques

- Memory is the limit. Exact simulation beyond 50 qubits is intractable (128000 nodes!)
- Approximate methods, mostly based on matrix product representations
- Problem: how to control the approximation?

#### > How to ensure the approximation is within the noise tolerance of a target QPU?

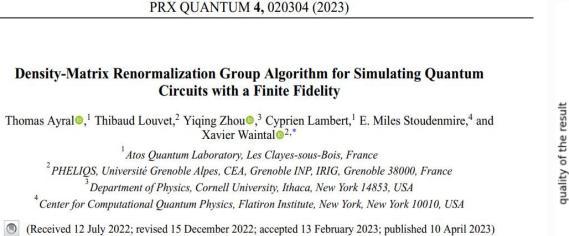
In quantum computing, classical simulation <u>must be allowed</u> approximation

Help the debate on quantum advantage

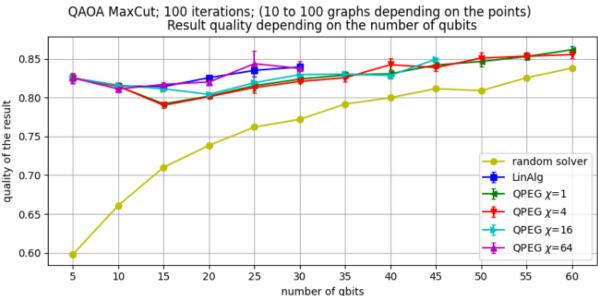


# Approximate Simulation in Qaptiva

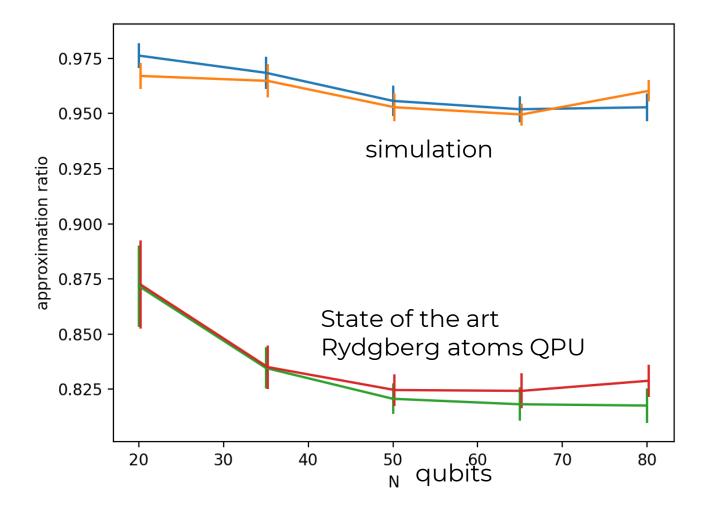
- Several state-of-the art simulation techniques available
- Most of them are published
- All of them are qualified on representative algorithms



https://journals.aps.org/prxquantum/abstract/10.1103/PRXQuantum.4.020304



## Approximate Simulation and Quantum Advantage



Maximum Independence Set – approximate simulation vs analog device Simulation time : 3 minutes on 24 cores

### Conclusions

- Numerical simulation will remain the reference tool for the design of quantum applications
- Only HPC can provide the capabilities for serious studies
- Approximate simulation to go beyond classical limits and to challenge quantum supremacy
- Qaptiva at the forefront give it a try: <u>https://myqlm.github.io/</u>



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# Questions



# **Thanks!**

For more information, please contact: Cyril ALLOUCHE

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