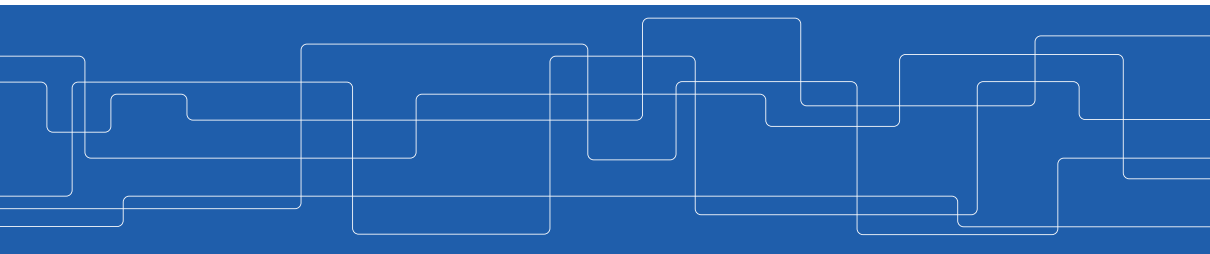


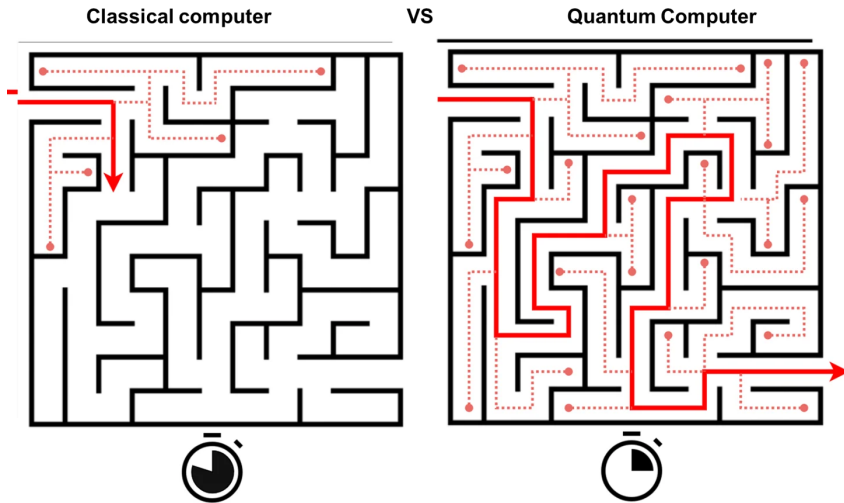
Speeding-up simulations of quantum algorithms for material science

Gehad Ahmed

Supervisors: Carla Rieger, Michele Grossi



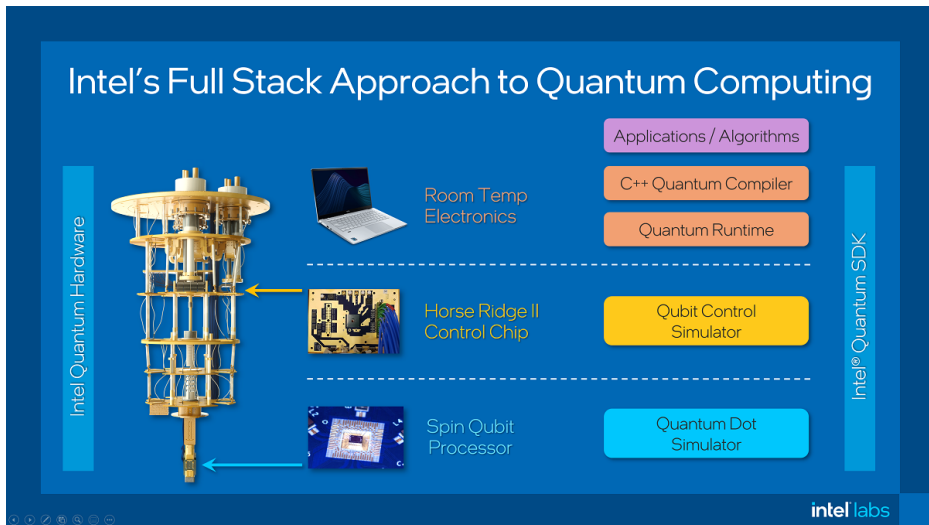
Quantum Computing vs Classical Computing



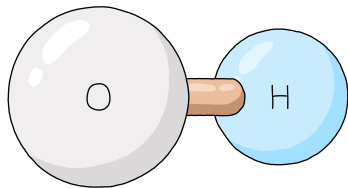
Quantum Simulations on Classical Computers


- | Simulating an ideal quantum computer, with **no noise/errors**.
- | Benchmarking/simulating a real quantum computer, matching its noise & error rate.
- | Simulating proposed enhancements to an existing quantum computer.
- | Debugging a quantum circuit.

Intel Quantum Simulator SDK



OH- Molecule

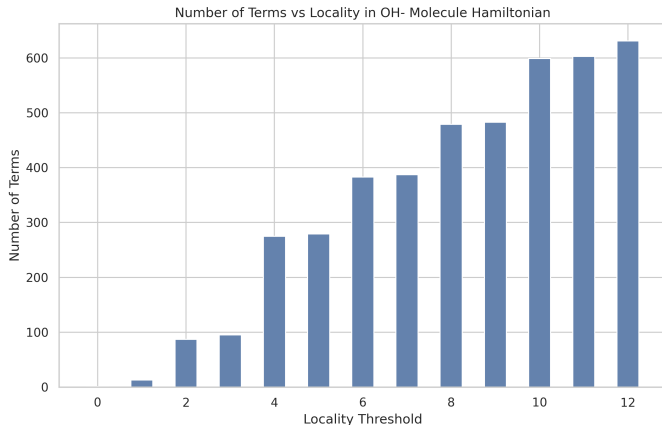


 Bond Length

- | Its dynamics is represented by a Hamiltonian (operator corresponding to the total energy of the system) over 12 qubits.

Locality in OH- Molecule

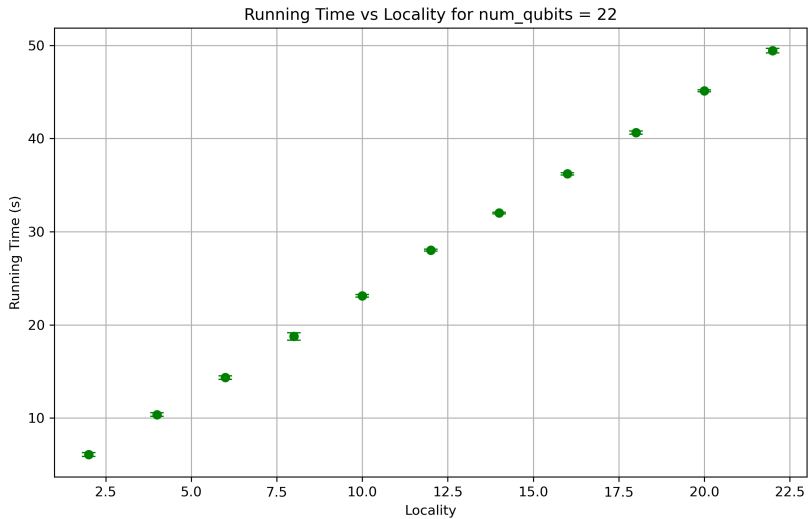
- | The locality over a term is the number of (non-trivial) rotations acting the qubits.
- | The locality of the Hamiltonian is the maximum locality over all terms.



Integration with Intel Quantum SDK

- | Hamiltonian Parsing.
- | Translating the Hamiltonian into a gate-based quantum circuit.
- | C++ Code Generation.
- | Compilation over Intel Quantum SDK.

Random Hamiltonians with 22 qubits and 50 terms



Further work

- | Run the circuits for the OH⁻ molecule after the patch update in Intel SDK for the compiler.
- | Run analysis over the Intel SDK with a novel multi-qubit rotation configuration.
- | Benchmark the multi-qubit rotation against the single and double-qubit rotation configuration in terms of compilation and running times.

Thank You!

Your questions are welcome!

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