

# End-to-end quantum simulation of space telescopes

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WOMANIUM GLOBAL QUANTUM COMPUTING & ENTREPRENEURSHIP  
PROGRAM

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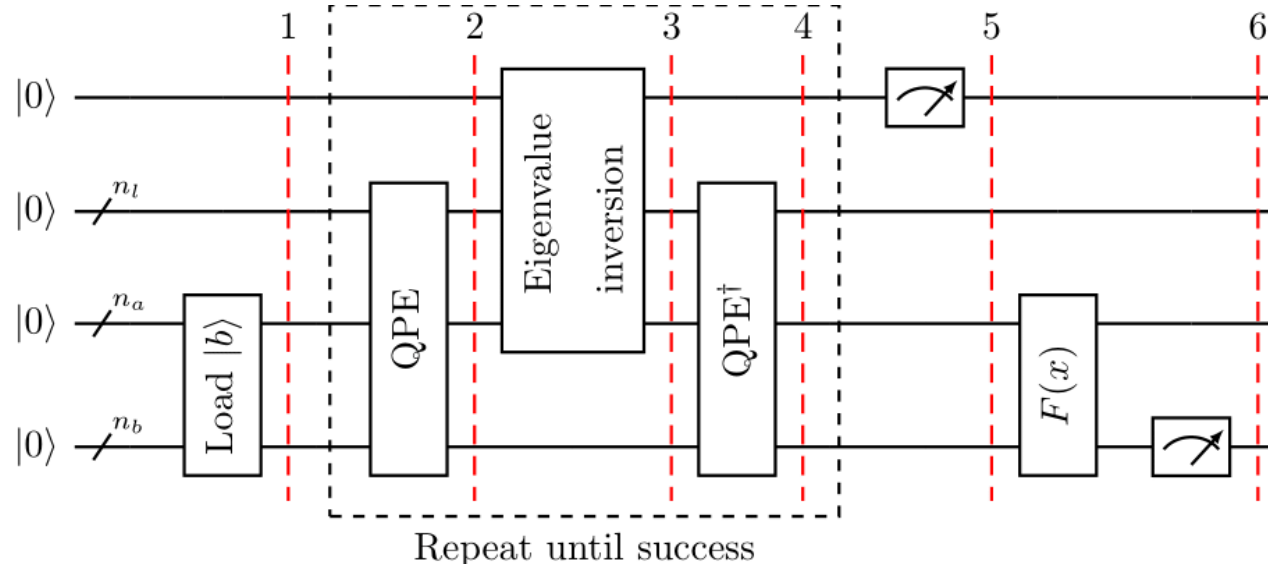
# HHL Algorithm

## Algorithm description

Solve the linear system  $Ax = b$  where  $A$  is Hermitian

In case  $A$  is not Hermitian, we solve the system  $\begin{pmatrix} 0 & A \\ A^\dagger & 0 \end{pmatrix} \begin{pmatrix} 0 \\ x \end{pmatrix} = \begin{pmatrix} b \\ 0 \end{pmatrix}$  instead.

Application to simulating James Webb Orbit:



*HHL Algorithm circuit @ Qiskit*

# HHL Algorithm

## James Webb's Orbit simulation

### Differential equation

$$\begin{pmatrix} 0 & -2\pi/T \\ 2\pi/T & 0 \end{pmatrix} \begin{pmatrix} y \\ x \end{pmatrix} = \begin{pmatrix} \dot{x} \\ \dot{y} \end{pmatrix}$$

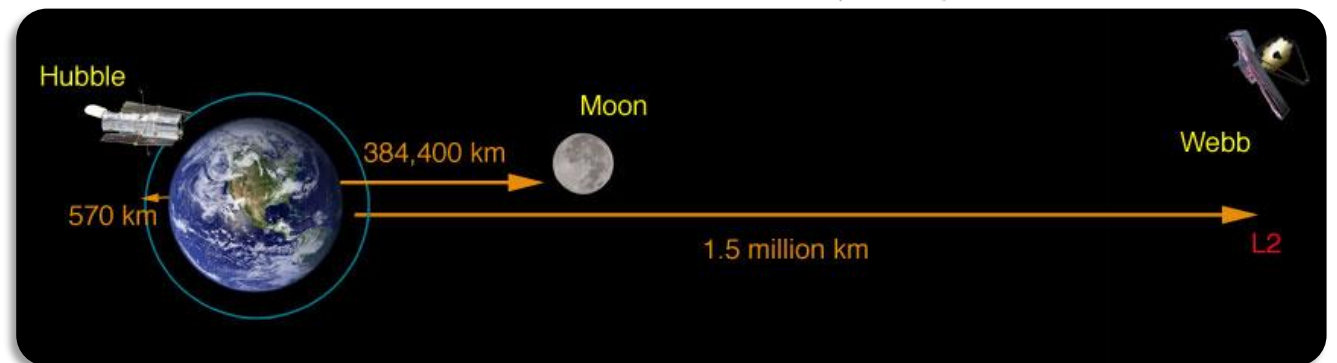
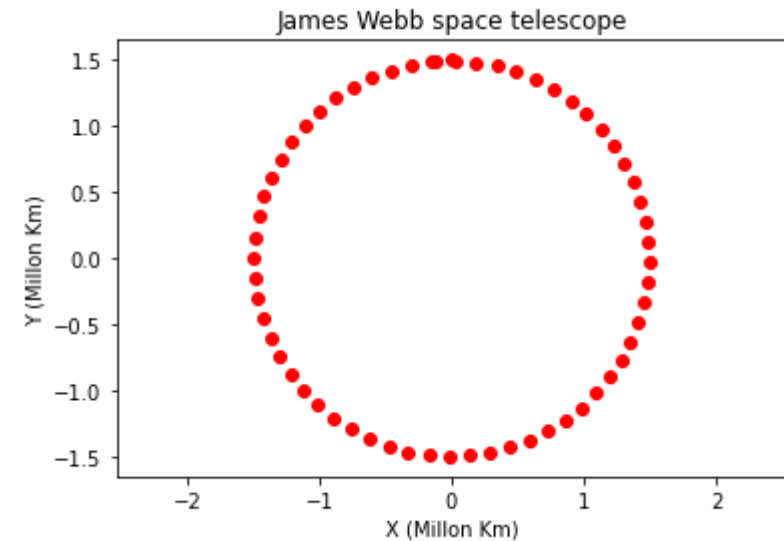
### Backward Euler method -> Linear system

$$\begin{pmatrix} 1 & 2\pi\Delta t/T \\ -2\pi\Delta t/T & 1 \end{pmatrix} \begin{pmatrix} x_i \\ y_i \end{pmatrix} = \begin{pmatrix} x_{i+1} \\ y_{i+1} \end{pmatrix}$$

### Simulation parameters

$$T = 6 \text{ months}, \Delta t = 10^{-1},$$

$$(x_0 \ y_0) = (0 \ 1.5), \text{ duration} = T$$

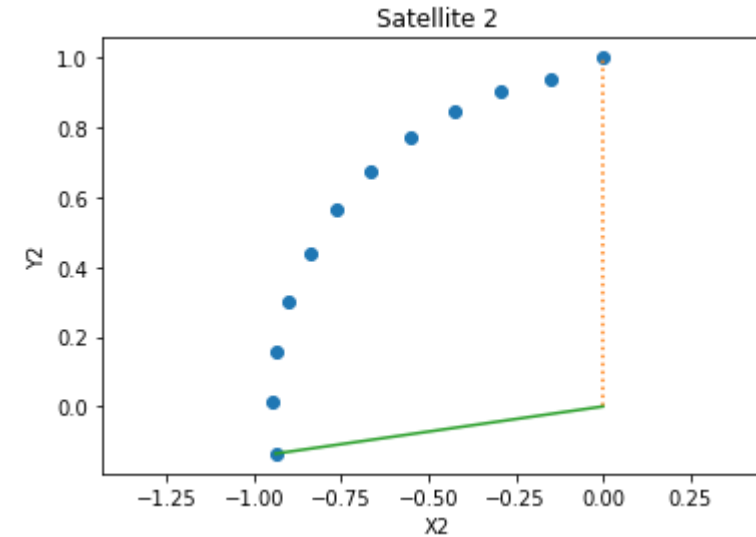
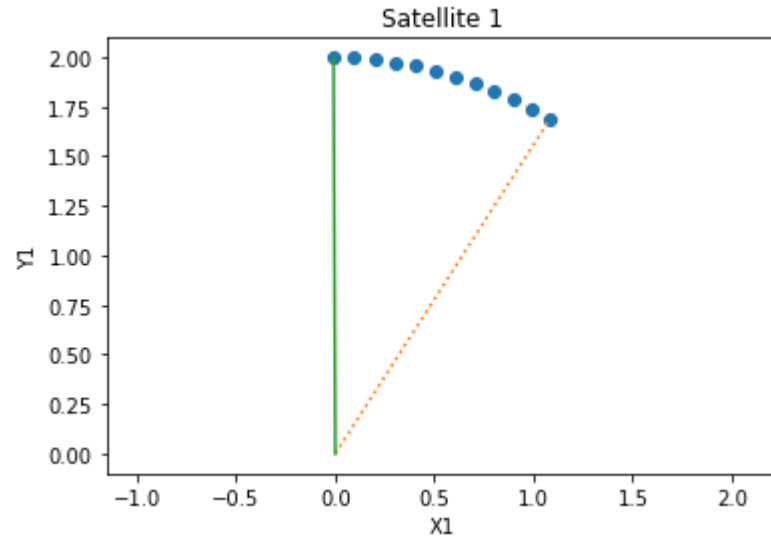


@ NASA

# HHL Algorithm

## Simulation of 2 satellites

$$\Delta t = \frac{1}{40} ; t_{End} = \frac{1}{4} ; \begin{cases} T_1 = 3 \\ r_1 = 2 \end{cases} \text{ And } \begin{cases} T_2 = 1 \\ r_2 = 1 \end{cases}$$



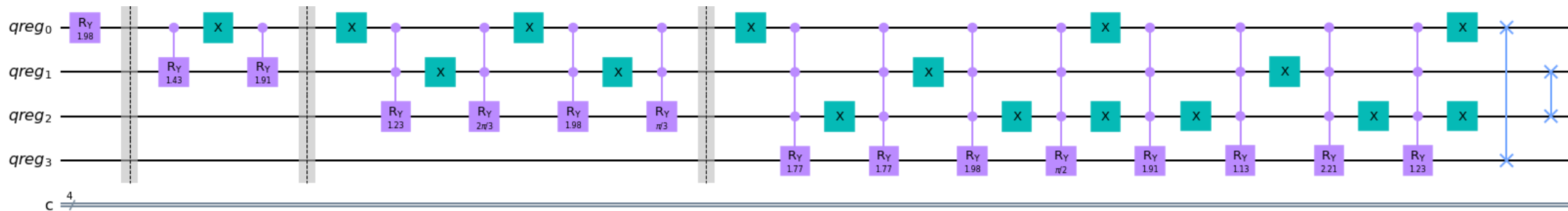
# Amplitude Encoding of the input

Given  $N$  satellites whose initial position are  $(x_1, y_1, x_2, y_2, \dots, x_N, y_N)$

We use  $n = \lceil \log_2(2N) \rceil$

Apply uniformly controlled rotation described in [1] and [2]

## Example of 8 satellites position encoding



## References

- [1] Transformation of quantum states using uniformly controlled rotations, Mikko Mottönen, Juha J. Vartiainen, Ville Bergholm, and Martti M. Salomaa
- [2] A divide-and-conquer algorithm for quantum state preparation, Israel F. Araujo<sup>1</sup>, Daniel K. Park, Francesco Petruccione & Adenilton J. da Silva

# Amplitude Encoding of the input

	Classical	Quantum		
		HHL	Amplitude encoding	Quantum
Complexity	$O(N)$	$O(\log(N))$	$O(N)$	$O(\log(N)) + O(N) = O(N)$

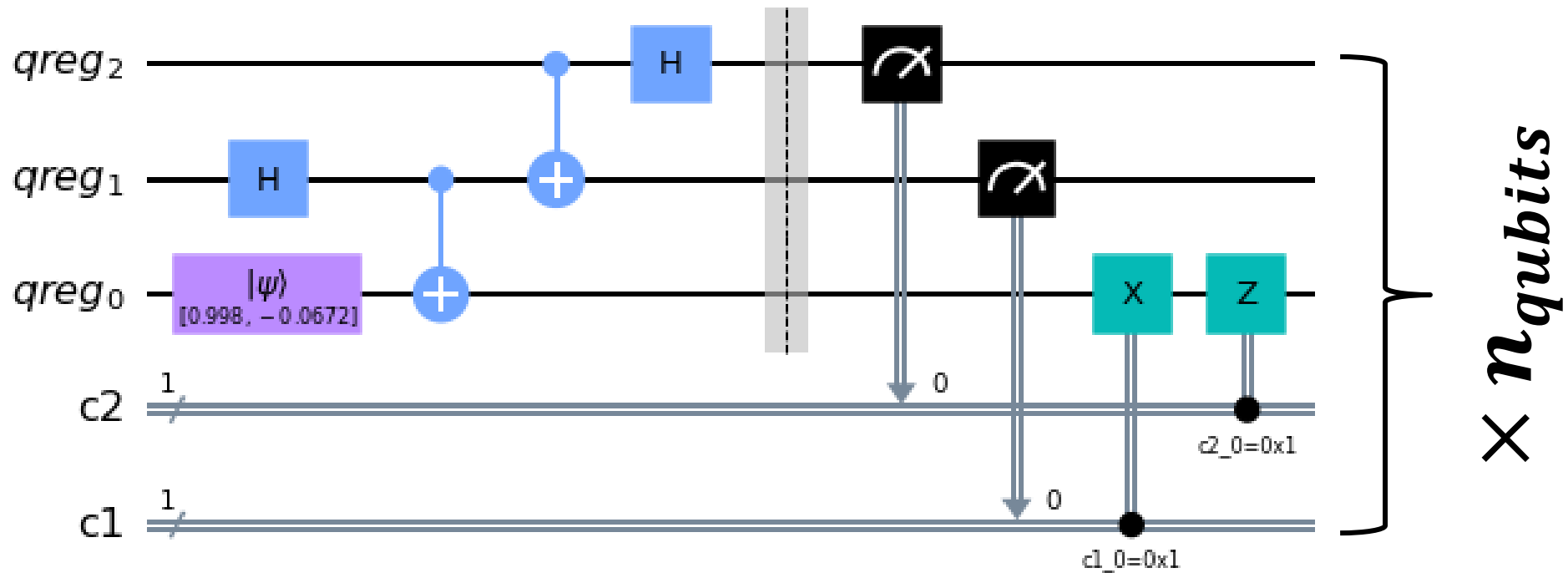
Size of the system	Classical	Quantum
10 x 10	1s	1s
	$t_c = C \times n \rightarrow C = 0.1$	$t_q = C \times \log_{10}(n) \rightarrow C = 1$
$10^{12} \times 10^{12}$	$10^{11}\text{s} \approx 3169 \text{ years}$	12s

**The encoding step is slowing down the quantum algorithm which makes it lose its advantage!**

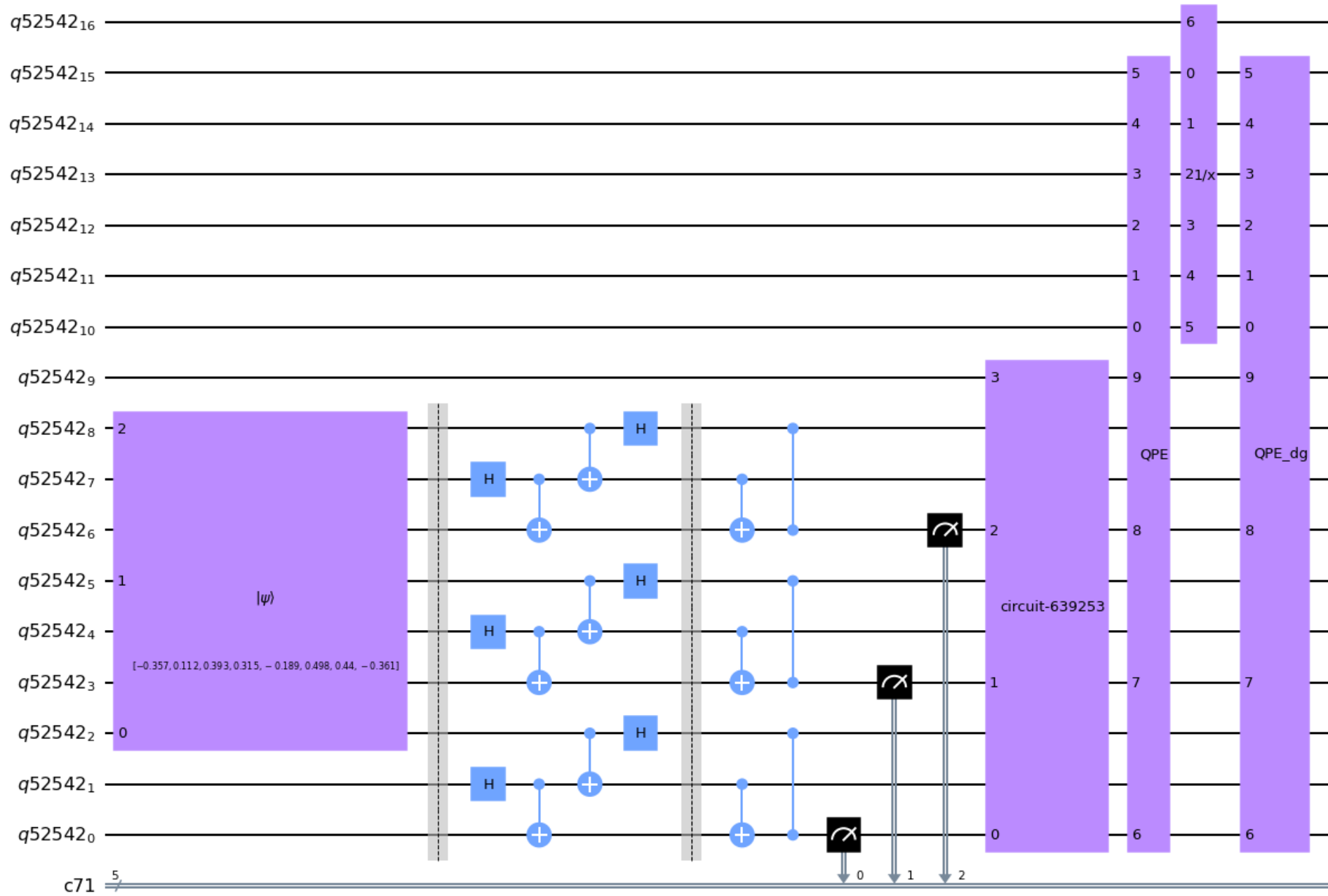
# Quantum teleportation

Imagine that a quantum sensor prepares the states,

→ all we have to do is teleport them to the quantum computer

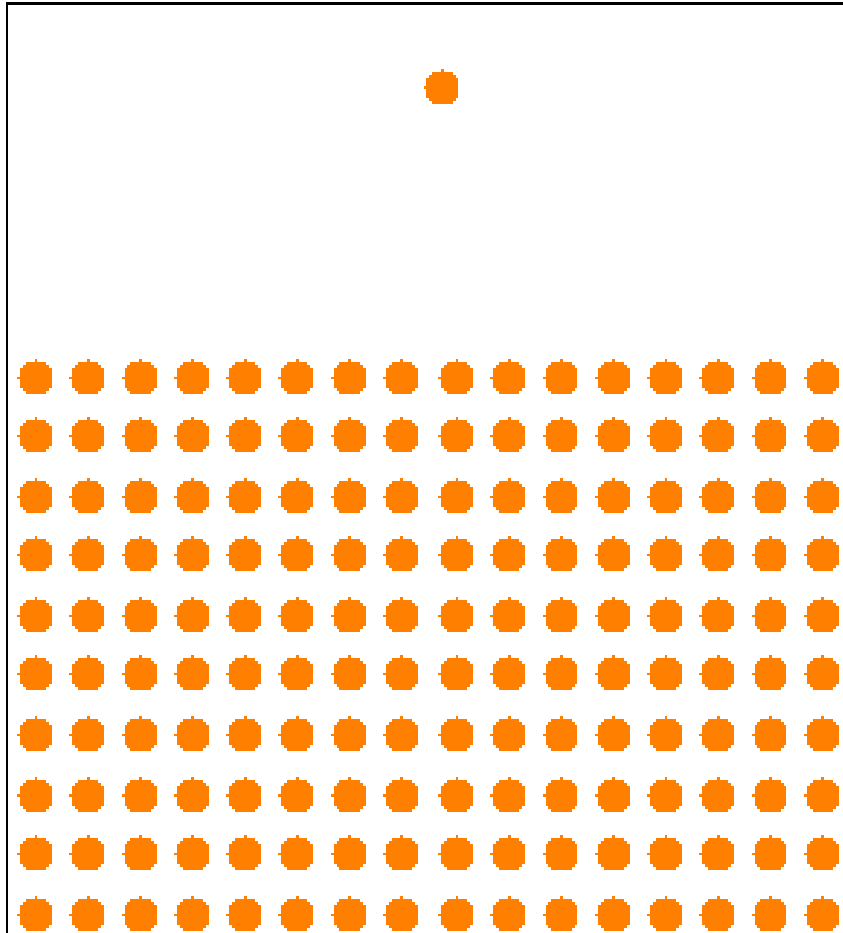


# 4 satellites positions (size = $8 = 2^3$ )





time 0.0041 ps



@Wikipedia

# Molecular dynamics

## Synthesis of 2D materials

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### Goal

Molecular dynamics aims to predict atoms position time evolution using classical approximation to quantum equations governing the movement

### Approximations

- DeBroglie wavelength is very small with regards to interatomic distances
- The possibility to dissociate electron motion from that of nuclei according to Born–Oppenheimer approximation.

### Applications

- Production of new material with high performances adapted to usage in future Qubits and Quantum computers

# Molecular dynamics

## Input preparation

Given a set of  $N$  atoms composed of  $n$  substrate atoms and  $N-n$  deposited atoms

We consider crystalline substrates and gas deposition

## Substrate

- The substrate atoms follow a certain pattern thus we can hope there exists an algorithm that can prepare it in  $\text{Log}(n)$  or at least poly  $\log(n)$  time
- Initial speed 0

## Gas

- Position and speed of the rest of atoms is arbitrary, thus it can be generated by algorithm profiting from the randomness related to quantum mechanics, maybe the result of this challenge " **Random number generation using boson sampling** "

## Input preparation

### Substrate

Position : Crystal  
Velocity : Controlled  
by temperature

### Gas

Position : Random  
Velocity : Fixed  
Introduced one by one

**Hypothesis:**

$O(\log(n))$  or  $< O(n)$

**Random number  
generation using  
boson sampling**

## Equations

$$\vec{f}_i = m \ddot{\vec{r}}_i = -\vec{\nabla} U$$

Ex: Lennard Jones  $U_{ij} = 4\varepsilon \left[ \left( \frac{\sigma}{r_{ij}} \right)^{12} - \left( \frac{\sigma}{r_{ij}} \right)^6 \right]$

## Quantum Carleman linearization

Apply boundary conditions (Ex: periodicity) +  
Temperature + pressure

## Read output

**Hypothesis:  $O(\log(n))$  or  $< O(n)$**

# Molecular dynamics

## Equations

We solve  $3N$  equations of motion describing the classical theory motion of  $N$  atoms

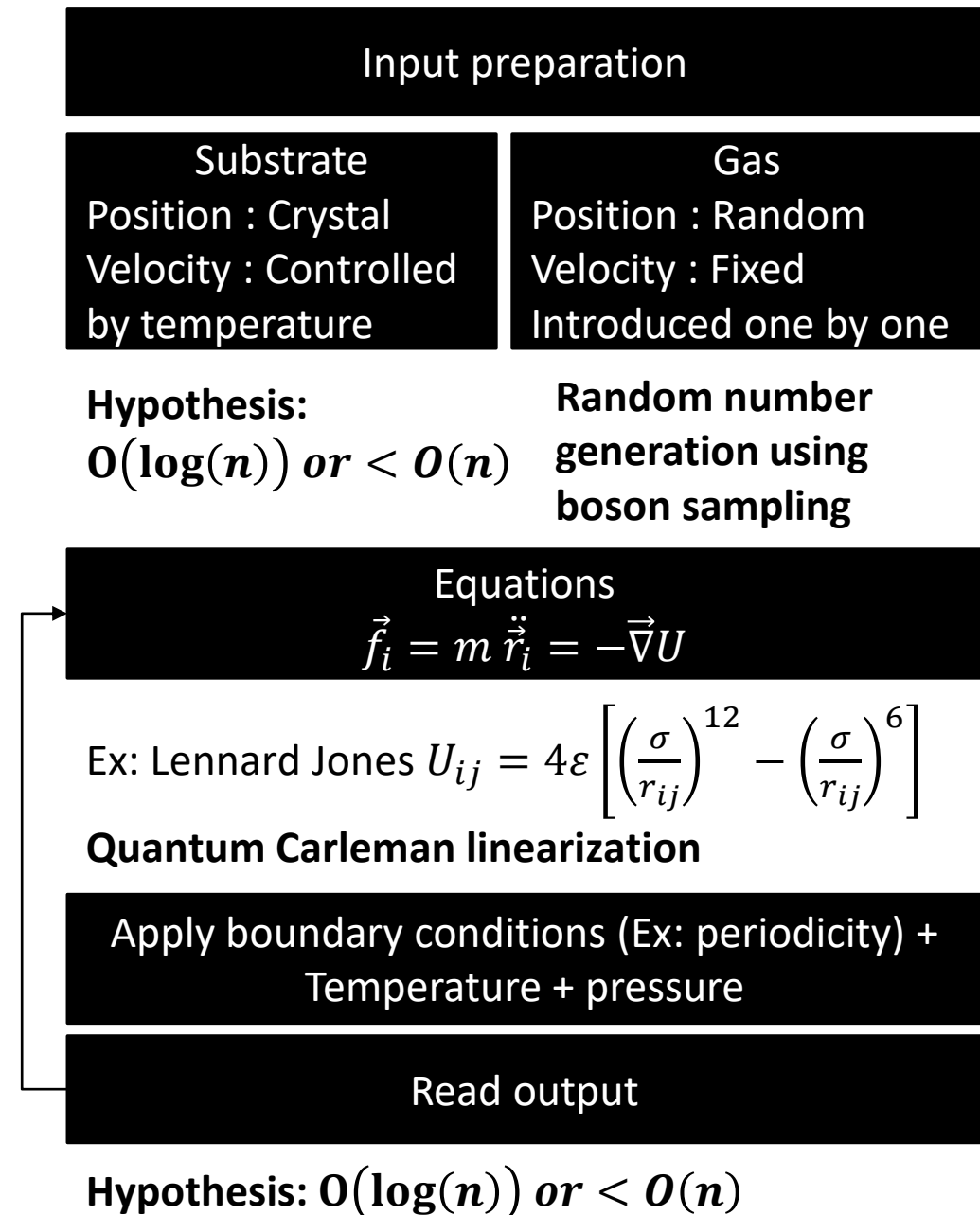
$$\vec{f}_i = m \ddot{\vec{r}}_i = -\vec{\nabla}U \text{ and } E = \frac{1}{2} \sum \frac{p_i^2}{m_i} + U(r_i)$$

The simulation requires the implementation of the adequate potentials in order to describe the state of the atoms with high fidelity

An example of the potential is:

$$\text{Lennard-Jones } U_{ij} = 4\varepsilon \left[ \left( \frac{\sigma}{r_{ij}} \right)^{12} - \left( \frac{\sigma}{r_{ij}} \right)^6 \right]$$

The equations can be linearized, (nonlinear potentials), using **Quantum Carleman linearization** described [here](#).



# Future perspectives

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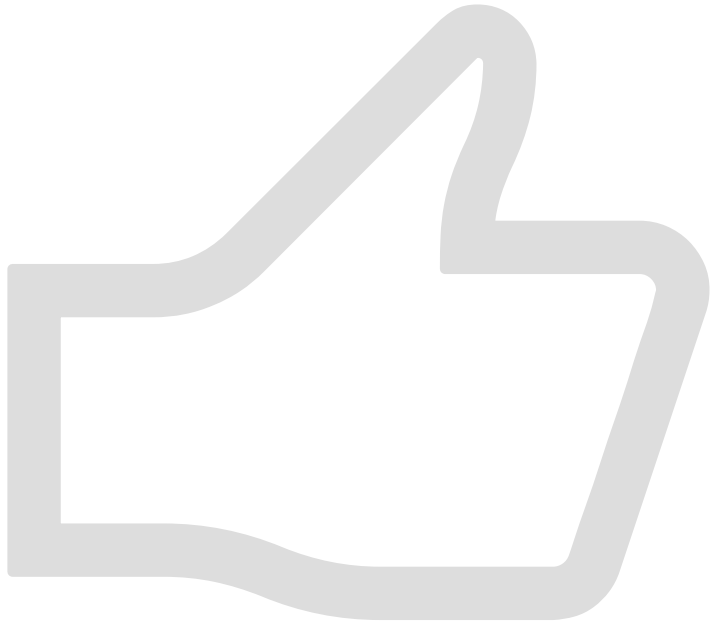
Solving the general case where:

- all particles have predefined positions
- all initial speeds are arbitrary or predefined

Developing fast algorithms to read the output  $< O(n)$

Extending use to other applications:

- Interaction between solids liquids and gases
- Drug and biomolecules simulation



# Thanks

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