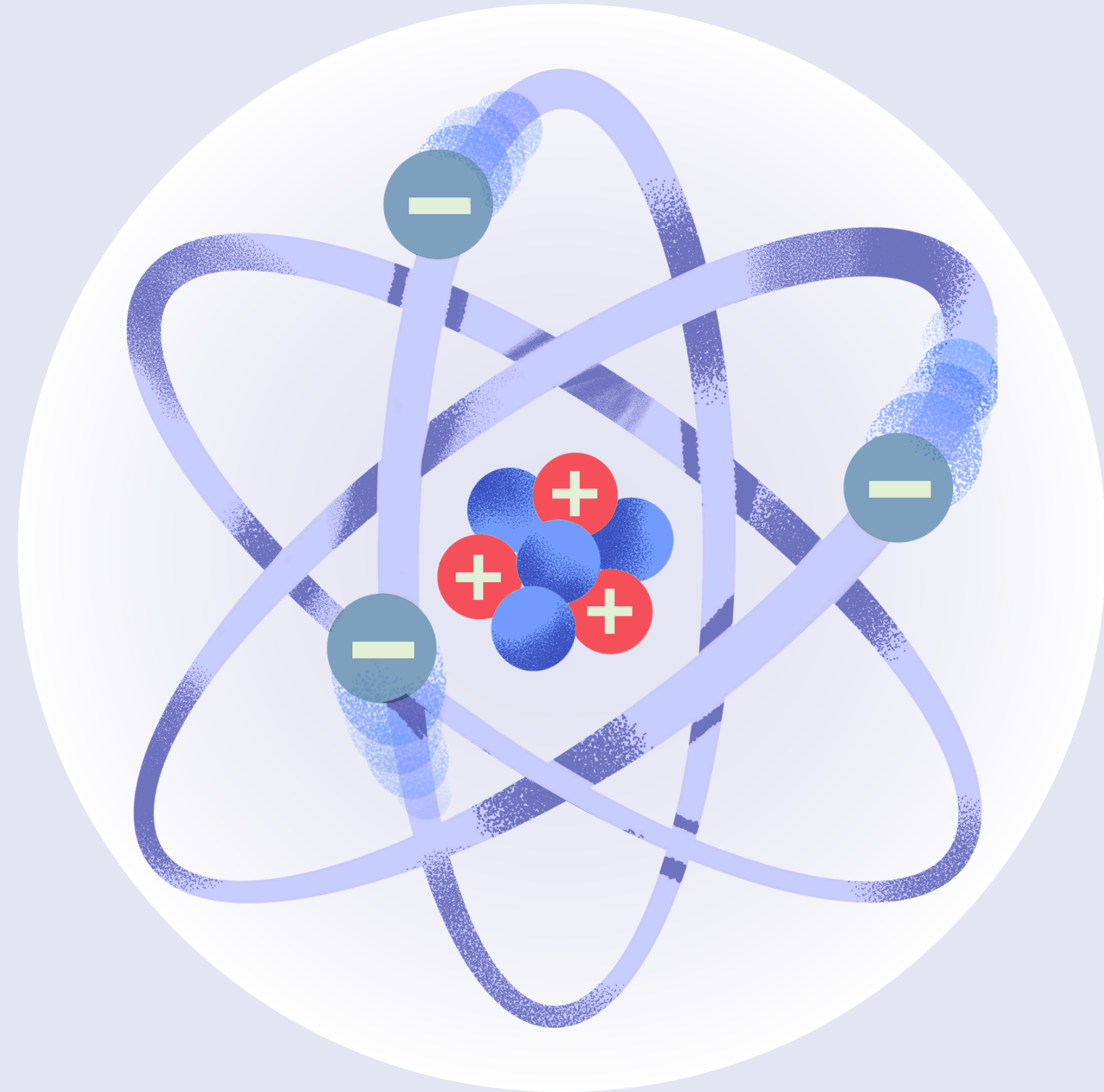


QUANTUM COMPUTING SIMULATION OF QUANTUM SPIN LIQUIDS

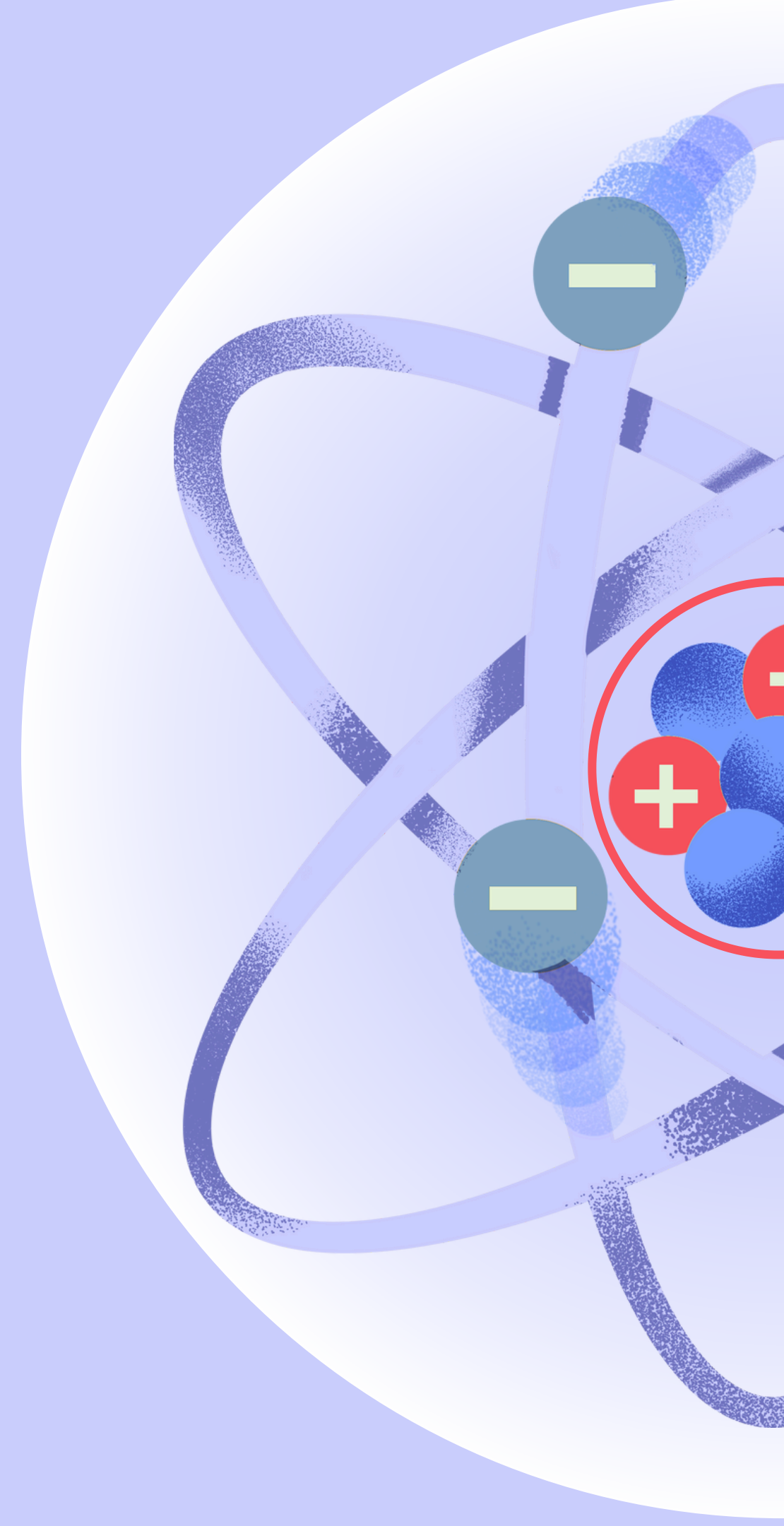
GENEVA UNIVERSITY

- Larbaoui Yasmine Badr Elhouda
- Shehata Samah
- Win Thawdar Aun

- Carson Glines
- Nikita Missiri
- Antoine Sedoh



INTRODUCTION:
WE NEED TO FIND QSLs TO
SIMULATE

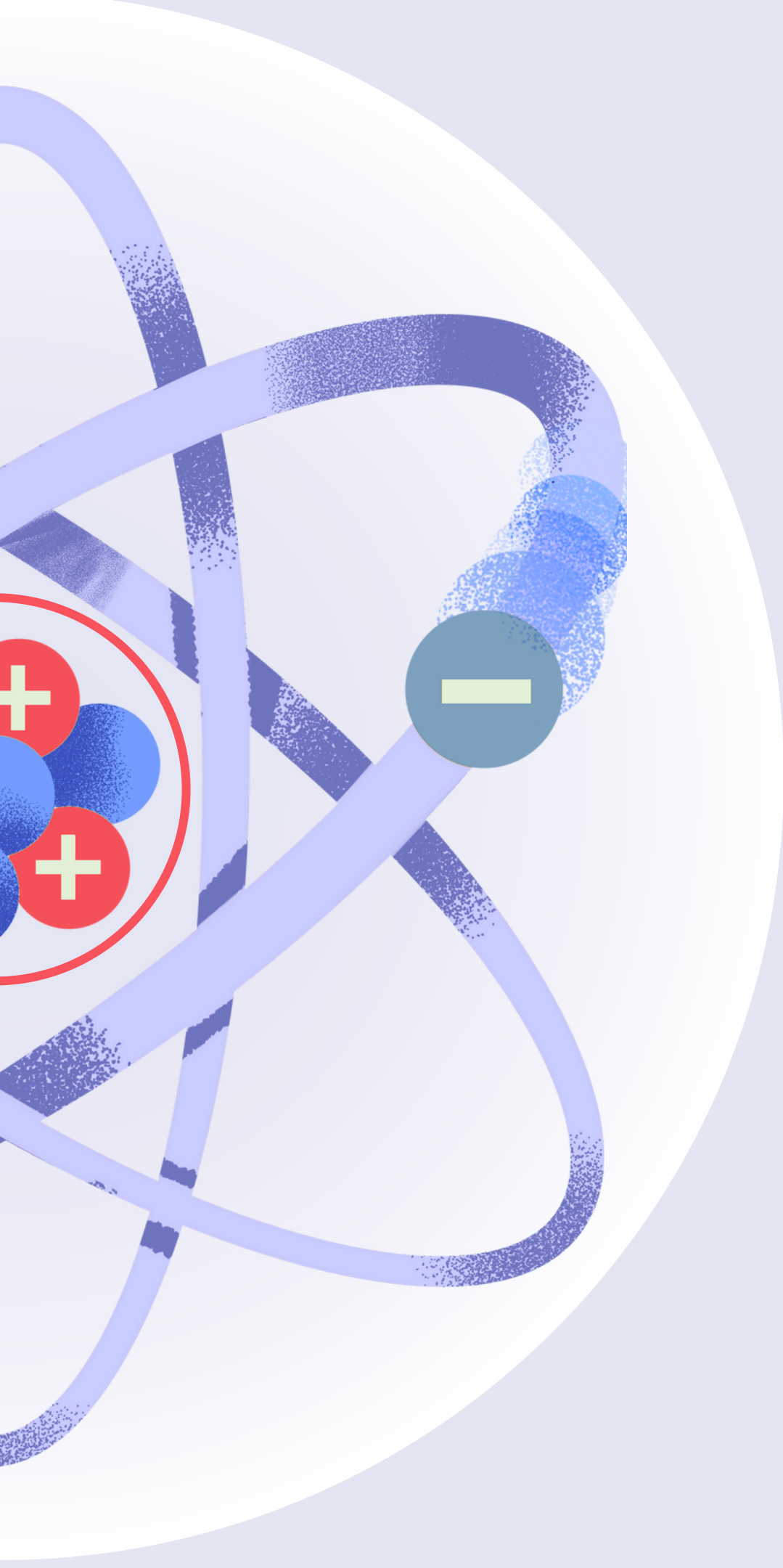


THE PIPELINE OF OUR APPROACH

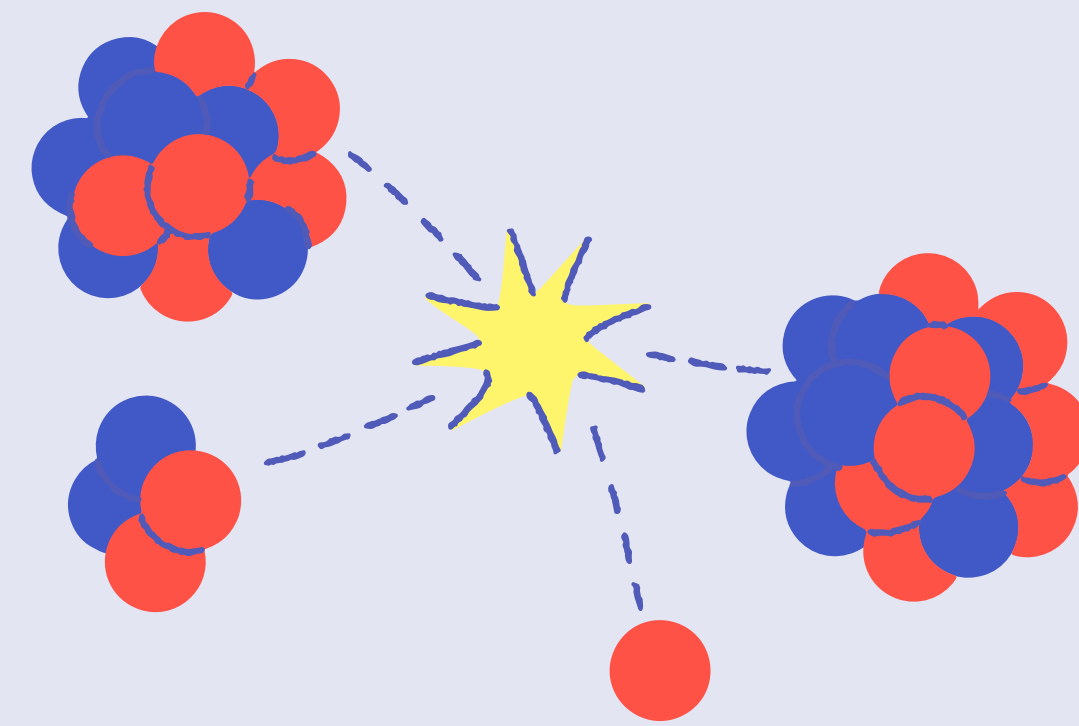
MATERIAL SPECIFICATIONS

VALIDATION FUNCTION

QSL BOOLEAN RESULT



OUR THREE PROBLEMS



Local Minimums

**Combinatorial
Explosions**

Lack of Knowledge

CONCLUSION