

# 1 Comparison of analog dynamics and Trotter expansion on a gate based processor

We define a few variables and summarize the note from Kostya regarding the gate count. let

$$r \text{ be the number of Trotter steps} \quad (1)$$

$$\epsilon \text{ the final error} \quad (2)$$

$$n \text{ the number of qubits} \quad (3)$$

We wish to answer the question: *“How many single and two qubit gates would be required to perform our analog evolution if decomposed into a Trotter expansion?”*

## 1.1 XY model

The simplest case is an XY model without local  $Z$  fields

$$H = J \sum_i^n X_i X_{i+1} + Y_i Y_{i+1} \quad (4)$$

We make several assumptions favorable to gates:

- Rather than using a “Textbook” gate set, we take our two qubit gate to be a small angle Givens rotation.
- We omit local  $Z$  fields from the Hamiltonian.
- We consider only  $|0\rangle$  and  $|1\rangle$  on each qubit.

Under these assumptions and assuming **perfect** gates Kostya computes:

$$\text{Total Trotter Error } \epsilon_T = \left\| \left( \prod_{k=1}^{\frac{n}{2}-1} e^{i \frac{t}{r} H_{2k, 2k+1}} \prod_{k=1}^{\frac{n}{2}-1} e^{i \frac{t}{r} H_{2k-1, 2k}} \right)^r - e^{-iHt} \right\| \leq \frac{nt^2}{r} \quad (5)$$

In our experiment  $J = 40\text{MHz}$  so that  $1/J = 25\text{ns}$ . Thus for 100 ns of evolution  $t = 4$  and  $n = 9$ . Therefore in order to achieve a Trotter error of 0.1 for 100 ns evolution we require a gate depth of

$$r = \frac{9(4)^2}{0.1} = 1440 \quad (6)$$

## 1.2 XY model with decoherence

If we assume error from decoherence is nonzero and equal per qubit per unit time in both the analog and gate case. Kostya shows that:

- The optimal decomposition has decoherence error equal to Trotter error.
- The error in the analog case is lower than the gate decomposition by at least a factor of 14.

## 1.3 Including the $|2\rangle$

- You need ancilla qubits to track the dynamics of the higher levels
- For a simple nearest neighbor system where the Ancilla are ideally placed we estimate the "shuffling" overhead to be a factor of 15
- Shuffling overhead gets worse in full 2D systems

## 2 Measuring nonlocal interactions with a conditional phase experiment