

A quasi-polynomial-time classical algorithm for Lindbladian evolution

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Motivations

Context

- Quantum computing could have big advantage over classical computing
 - Ex: Shor's, Grover's, etc... but what if QC is noisy?
- *Noisy intermediate-scale quantum (NISQ) era*: low noise, but not low enough for QEC in most situations

What is the complexity of a noisy quantum system without error correction?

Motivations

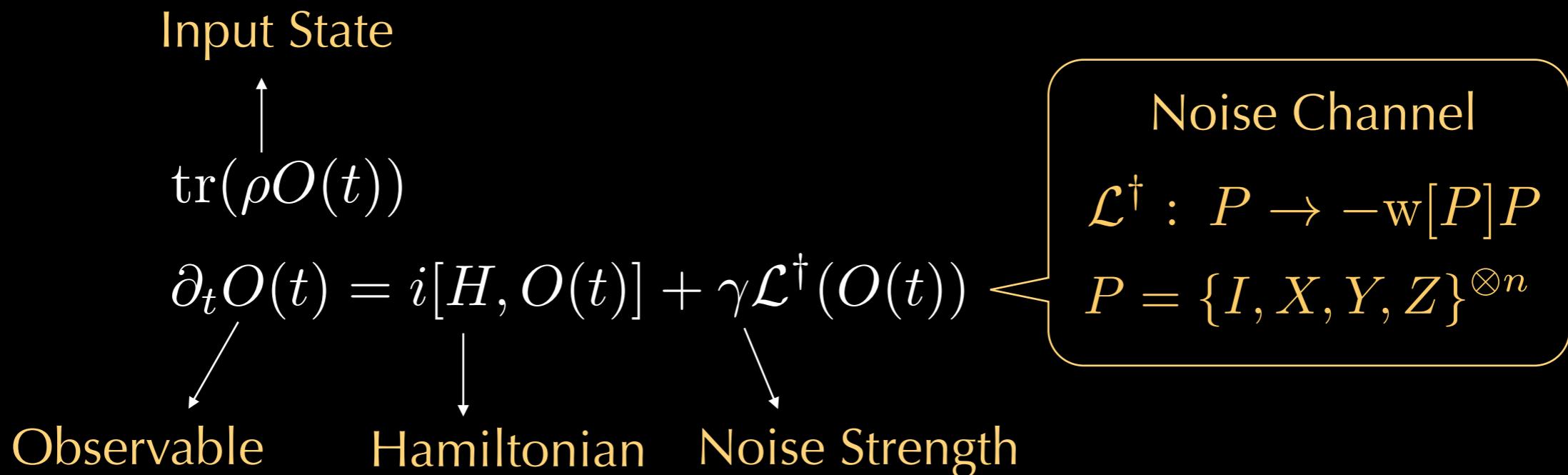
Continuous Time Evolution

- Currently known: Noisy quantum circuits are *easy* to simulate (Schuster et al 2025)
- What about **continuous time**?
 - Noisy analog quantum simulations – what is their computational power?
 - We would like to use QC to simulate quantum systems in Nature, which are usually open (i.e. noisy) – how hard or easy is it to simulate these systems?
 - Applications: chemistry, materials, fundamental physics, etc

Project Overview

Task

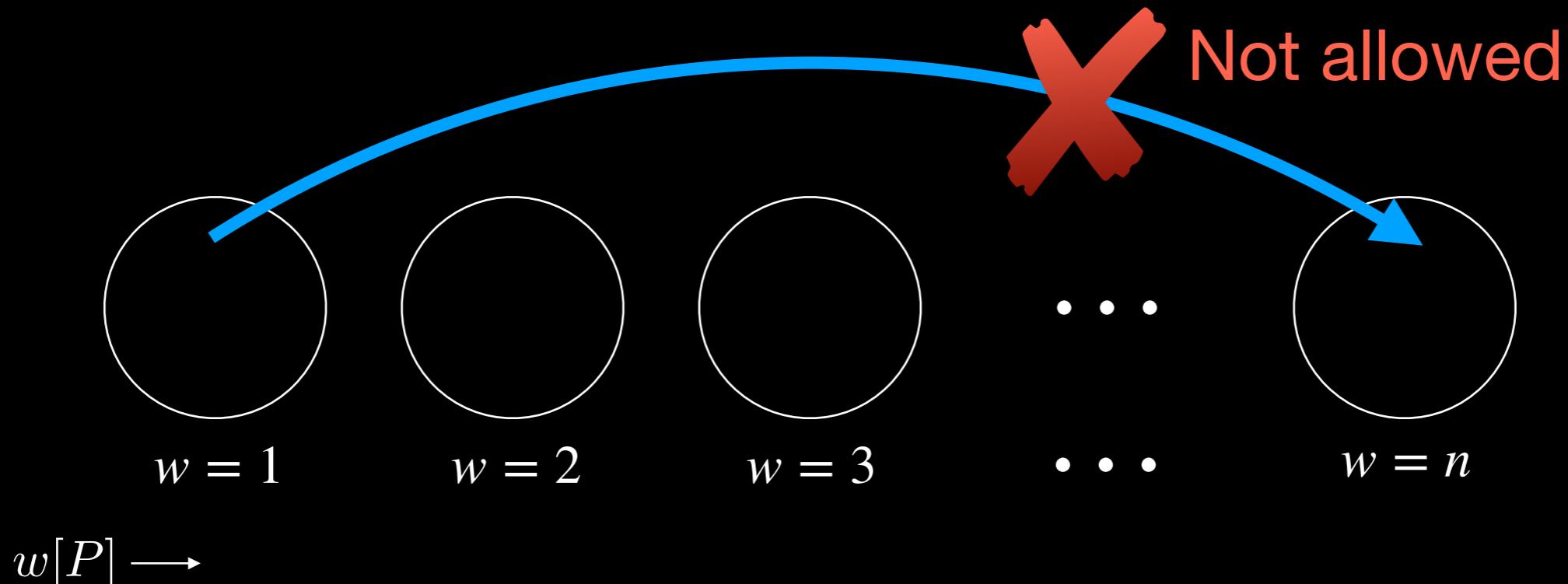
- Classically simulate the expectation value of any local observable O for a k -local, d -degree Hamiltonian H affected by depolarizing noise within ϵ error



Key Insight

Hard-to-simulate evolution is strongly damped by noise

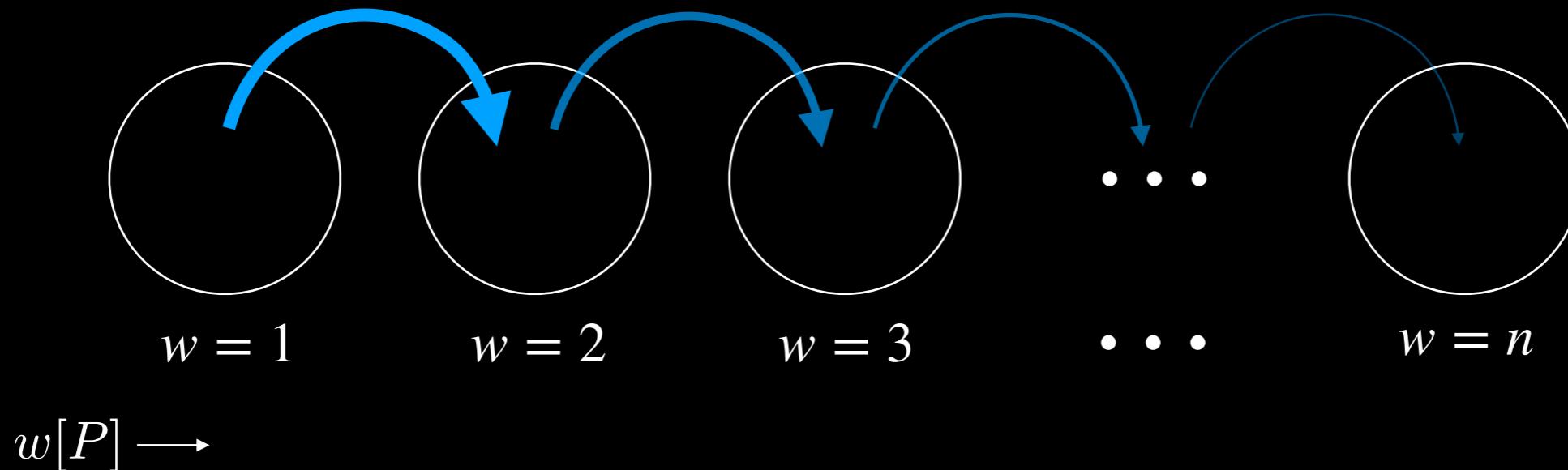
- Decompose observable in Pauli basis & group by weight
- k -local Hamiltonian can only increase weight by $k - 1$ every time step



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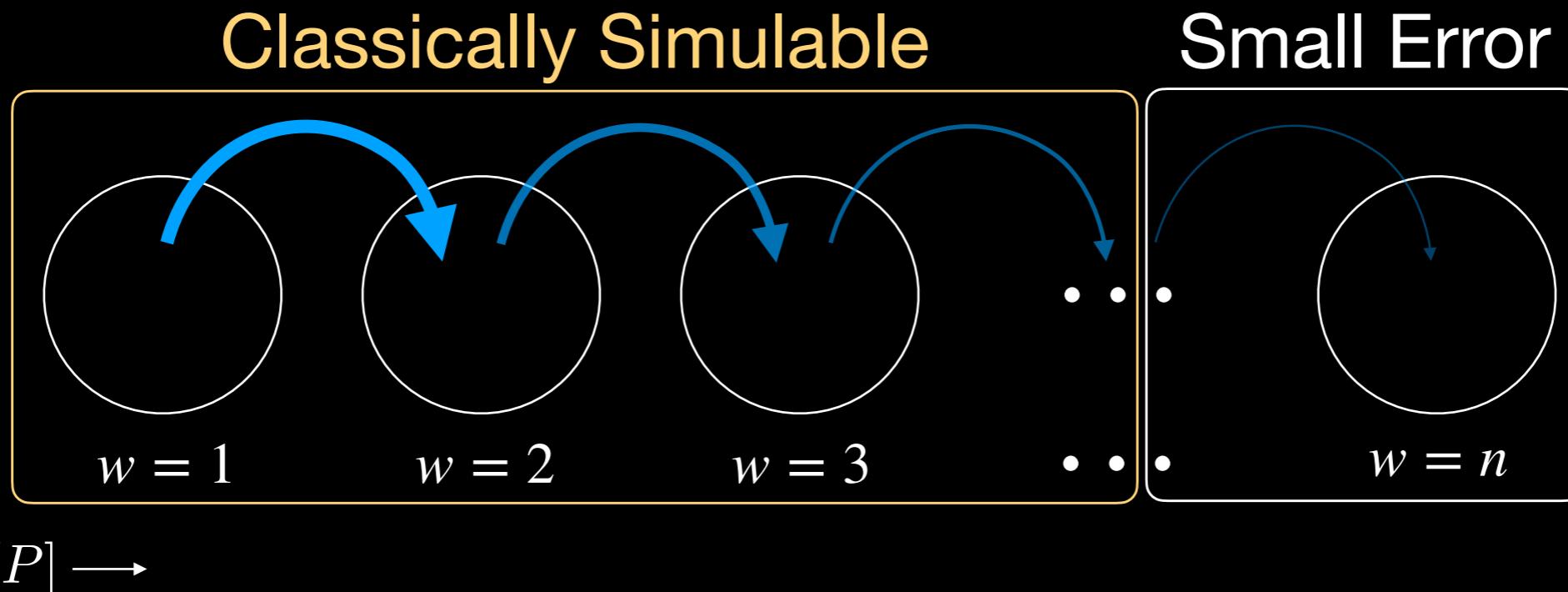
- “High-weight” components of the observable get exponentially damped by noise under a local Hamiltonian



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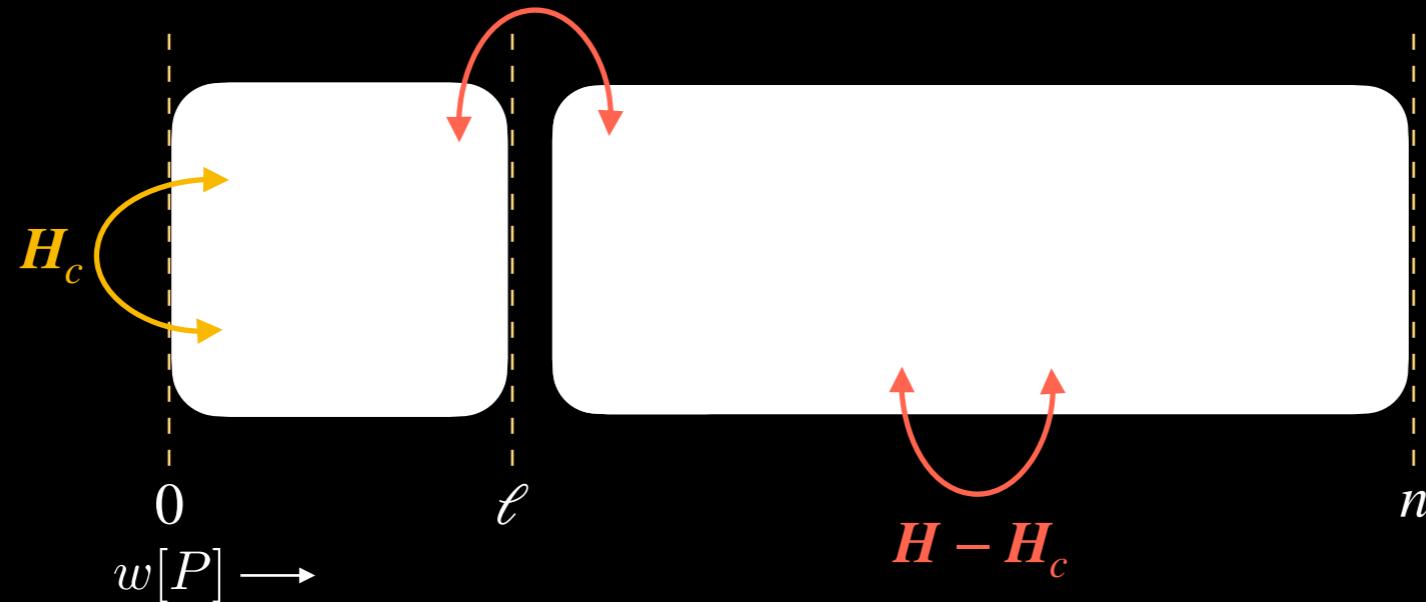
- “High-weight” components of the observable get exponentially damped by noise under a local Hamiltonian



Our Algorithm

Only evolve the “low-weight” portions of the observable

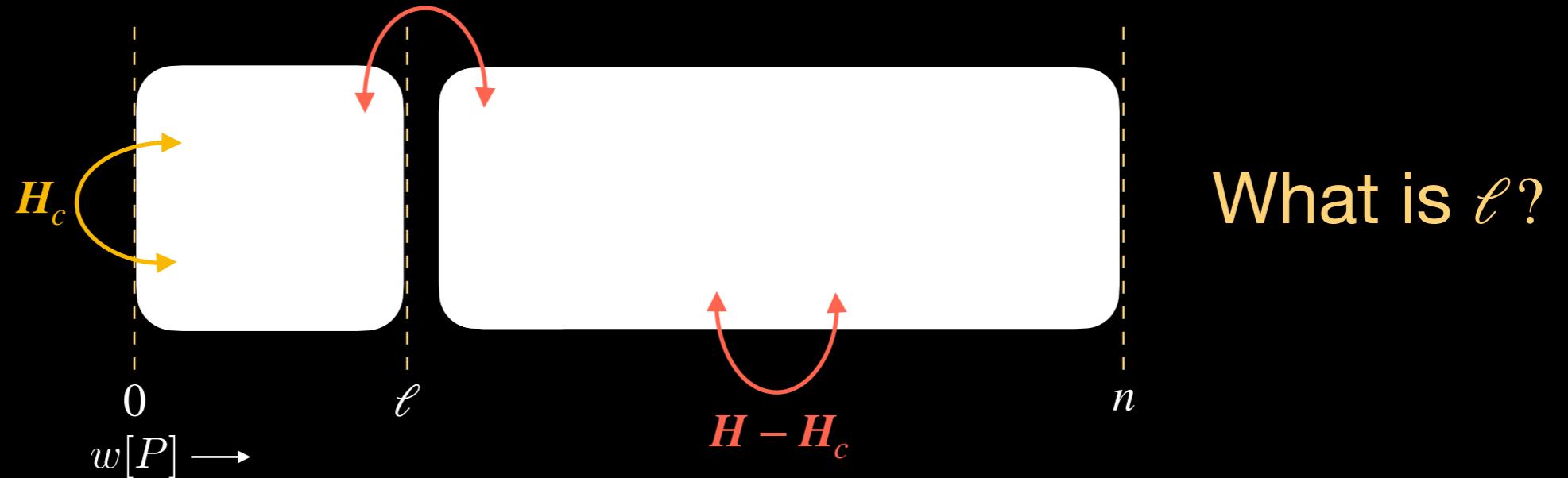
- Define new matrix $\mathbf{H} \parallel O \rangle\rangle = \langle\langle [H, O] \rangle\rangle$
- Truncate matrix based on weight threshold ℓ : $\mathbf{H}_c = \mathcal{P}_{\leq \ell} \mathbf{H} \mathcal{P}_{\leq \ell}$
- Evolve observable under \mathbf{H}_c instead of \mathbf{H}



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The Approach

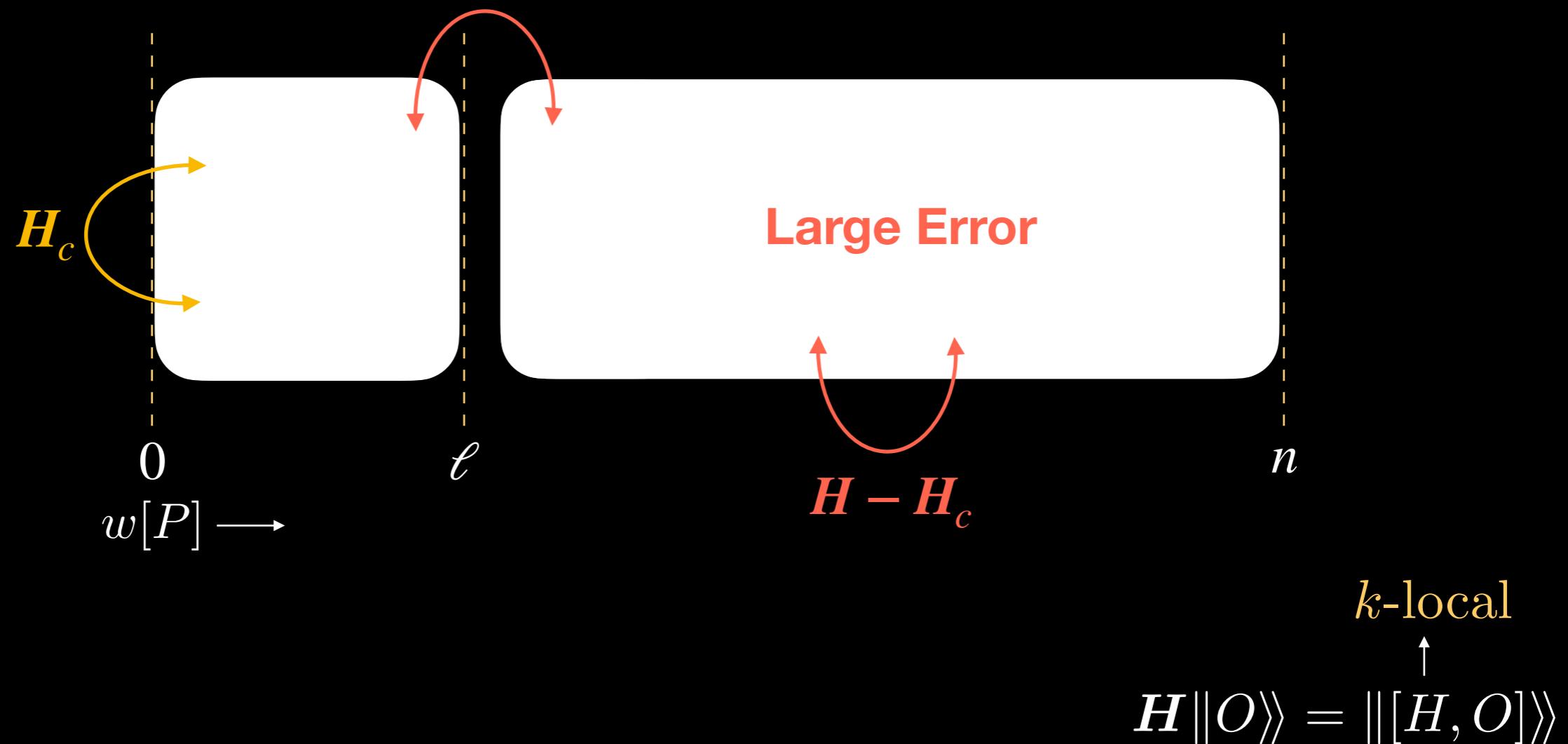
- Bound error ϵ in terms of ℓ
- Use bound to choose ℓ for a desired ϵ

Main Question: how do we tightly bound the error?

Key Techniques For Tight Bounds

Idea 1: Locality Restricts Movement in Weight Space

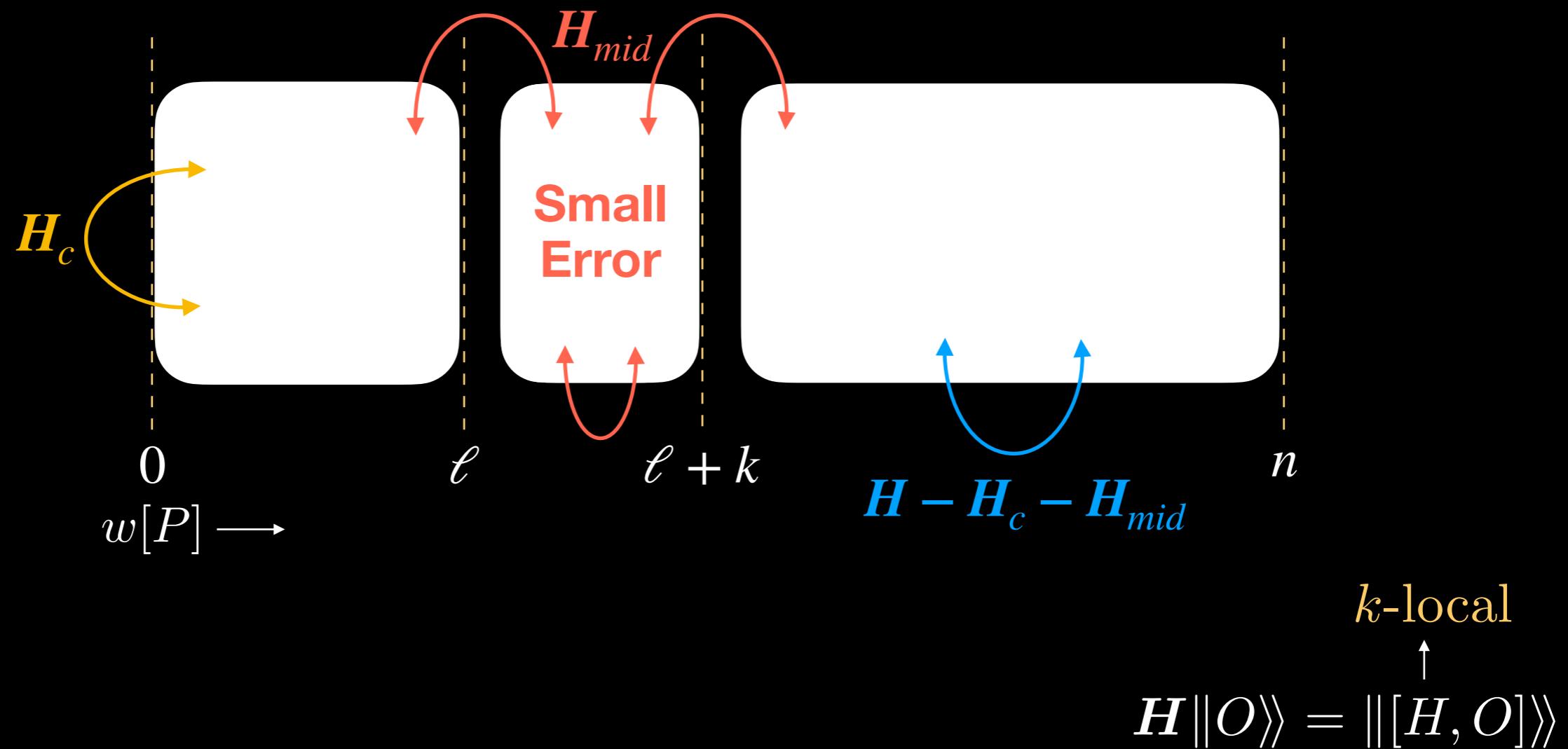
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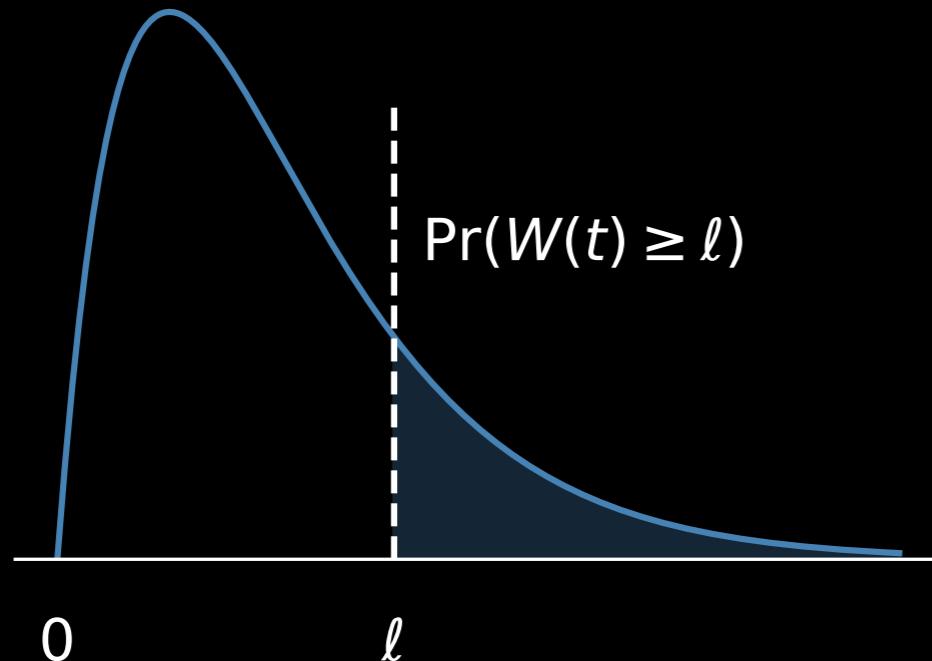
Idea 2: Use Operator Weight Distribution

- How much of $O(t)$ is affected by the truncation? In other words, how high-weight does $O(t)$ become over time?

$$W(t) = \{w, P(w, t)\}$$

(Roberts et al 2018, Schuster et al 2022)

$$P(w, t) = \langle\langle O(t) \| \mathcal{P}_w \| O(t) \rangle\rangle$$



$$\Pr(W(t) \geq \ell) \leq \min_m \frac{\langle W(t)^m \rangle}{\ell^m}$$

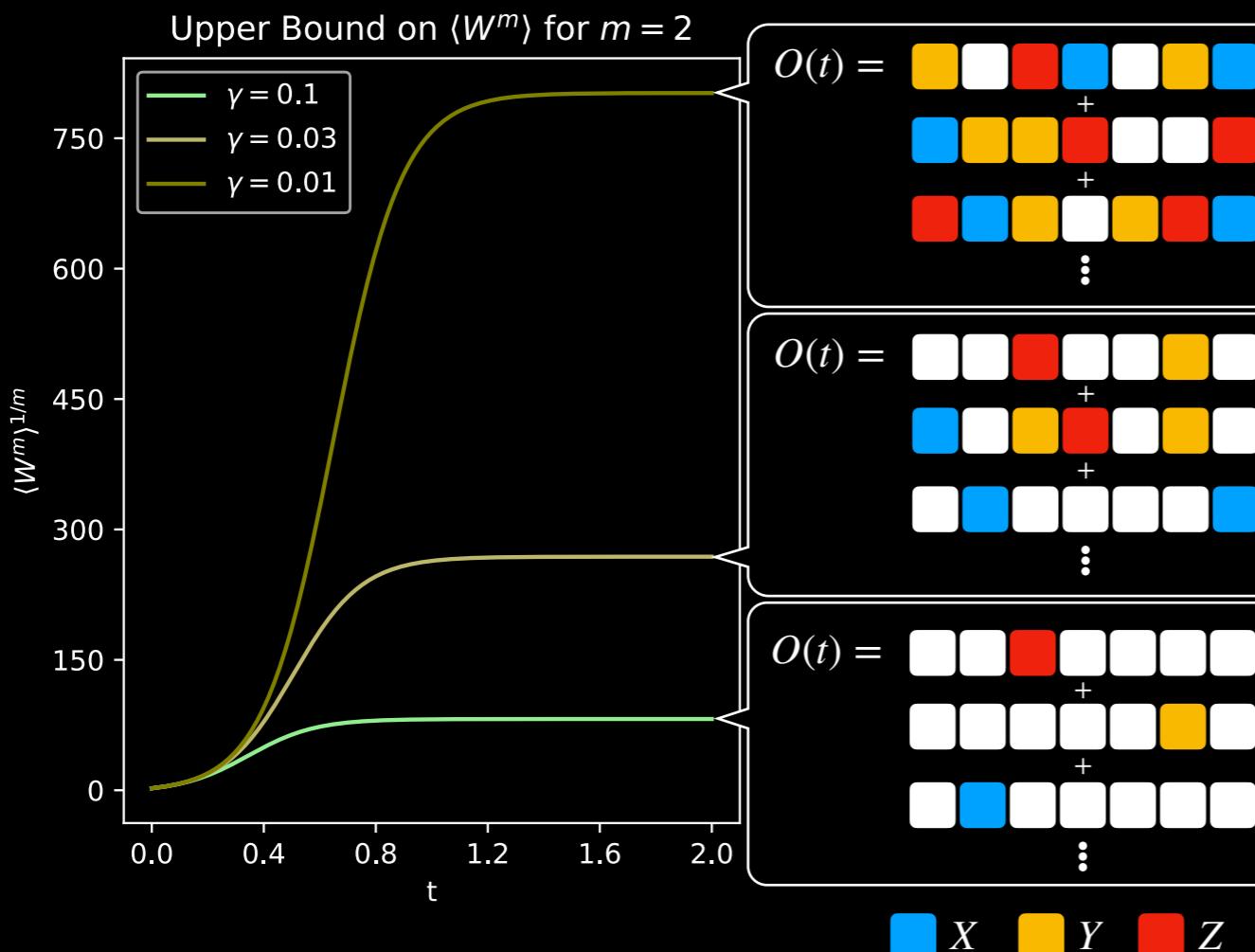
Markov's Inequality for Higher Moments

Key Techniques For Tight Bounds

Idea 3: Bound with Steady-State Solution

$$\partial_t \langle W(t)^m \rangle \leq -2\gamma u^{m+1} + 4dm(k-1)^2(u+k-1)^m$$

$$u = \langle W(t)^m \rangle^{\frac{1}{m}}$$



- The moments of $W(t)$ can not grow above an **all-time constant upper bound**
- Why? Differential equations have upper bounds with stable equilibrium solutions

Final Result

A Quasi-Poly Classical Algorithm

$\epsilon \leq \Theta(\ell t e^{-\gamma\ell})$ where taking $\epsilon = \frac{1}{\text{poly}(n)}$ and $t = \text{poly}(n)$,

$$\ell \sim O\left(\gamma^{-1} \log \frac{t}{\epsilon}\right)$$

$$\text{time} = O(n^\ell) = O(n^{\log n})$$

Takeaway: Local, continuous time quantum systems can be simulated in quasi-polynomial time under any single qubit noise in the depolarizing noise class

Future Directions

- What is the complexity of quantum systems experiencing **thermal noise**? How do we distinguish classically easy and classically hard Gibbs states and time-evolutions?
- Pauli truncation methods have worked surprisingly well in practice, even without noise. Can we extend our analysis to the **noiseless case**?

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Questions?
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