

# Smart Sampling of Independent Sets in Rydberg-Blockaded Atom Arrays in Variational Monte Carlo

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**One-line goal.** Aim to sample independent sets  $n \in \mathcal{I}(G)$  from the Born distribution  $\pi_{\theta(n)} \propto |\psi_{\theta(n)}|^2$  to obtain lower-variance, lower-autocorrelation estimators in VMC for Rydberg blockade Hamiltonians.

## 1. Background: Rydberg blockade as an independent-set constraint

In the strong blockade regime, a Rydberg array with binary occupation variables  $n_i \in \{0, 1\}$  admits only configurations in which no two excited atoms violate the blockade radius. Defining a graph  $G = (V, E)$  where  $(i, j) \in E$  when atoms  $i, j$  are within the blockade distance, the allowed configurations coincide with independent sets:

$$\mathcal{I}(G) = \{n \in \{0, 1\}^{|V|} : n_i n_j = 0 \forall (i, j) \in E\}.$$

This is a common mapping used to encode (maximum) independent set optimization on Rydberg hardware.

VMC optimization of a variational state  $\psi_{\theta(n)}$  requires samples from

$$\pi_{\theta(n)} = \frac{|\psi_{\theta(n)}|^2}{Z_\theta}, \quad n \in \mathcal{I}(G), \quad Z_\theta = \sum_{n \in \mathcal{I}(G)} |\psi_{\theta(n)}|^2.$$

The primary practical issue is constructing samplers that (i) respect the hard constraint, (ii) mix across near-degenerate patterns (e.g., ordered/stripe phases), and (iii) remain computationally practical given the expense of evaluating  $\psi_\theta$ .

## 2. Why sampling is hard in practice

Independent-set spaces become rugged when the target distribution is strongly biased toward high-density configurations or when multiple symmetry-related patterns compete. Common failure modes include:

- **Low acceptance at high density:** most empty vertices are blocked, so insertions are rarely valid.
- **Collective slow modes:** changing between stripe or checkerboard-like patterns requires moving many excitations coherently; single-site flips diffuse.
- **Multimodality:** distinct basins separated by entropic barriers lead to metastability and long autocorrelation times.

## 3. Smart methods: a practical catalogue

### 3.1. A. Local, constraint-aware updates (baseline, inexpensive)

**A1. Insert-delete Metropolis (Glauber-like) with fast constraint checks.** Maintain (i) adjacency lists  $\mathcal{N}(i)$  and (ii) a blocked count  $b_i = \sum_{j \in \mathcal{N}(i)} n_j$ . Then insertion at  $i$  is allowed iff  $b_i = 0$ .

For a proposal  $n \rightarrow n'$ , accept with

$$\alpha = \min \left( 1, \frac{|\psi_{\theta(n')}|^2}{|\psi_{\theta(n)}|^2} \cdot \frac{q(n | n')}{q(n' | n)} \right).$$

**A2. Single-site heat-bath (Gibbs) updates (often better).** At a chosen site  $i$ , consider the two configurations differing only in  $n_i$ . If  $b_i > 0$ , the  $n_i = 1$  option has zero weight. Otherwise, sample

$$\Pr(n_i = 1 \mid n_{-i}) = \frac{|\psi_{\theta(n^1)}|^2}{|\psi_{\theta(n^0)}|^2 + |\psi_{\theta(n^1)}|^2}.$$

This is rejection-free and can reduce wasted evaluations when Metropolis acceptance is low.

**A3. Locally balanced / informed site selection.** Bias the choice of update site toward flippable locations or those with large expected amplitude ratio. Correct any asymmetry with the proposal ratio. This is a relatively low-engineering way to raise acceptance.

### 3.2. B. Swap / pivot moves (high impact near maximal independent sets)

When insertions are rare, add moves that keep density approximately fixed:

- Pick an empty vertex  $v$  blocked by exactly one occupied neighbor  $u$ .
- Propose a swap  $n' = n - \{u\} + \{v\}$ .

This can allow efficient surface diffusion along near-maximal independent sets and is often helpful in MIS-like regimes.

### 3.3. C. Patch / strip (block) updates to destroy domain walls

To accelerate collective rearrangements, propose updates that rewrite an entire region  $P \subset V$  while keeping the boundary fixed.

#### Patch proposal template.

1. Choose a patch  $P$  (e.g., a  $k \times k$  square in a 2D array or a stripe).
2. Remove occupations inside  $P$ , keep  $\partial P$  fixed.
3. Propose a new independent-set pattern in  $P$  given the boundary using a fast proposal  $q_P$ :
  - dynamic programming / transfer-matrix for narrow stripes,
  - precomputed enumeration for very small patches.
4. Accept with MH using the global  $|\psi_\theta|^2$  ratio and  $q_P$  ratio.

**Inspiration from classical hard-core gases.** Rejection-free strip updates that evaporate all particles in a strip and reoccupy it efficiently sample low-entropy/high-density regimes in hard-core lattice gases; the same move geometry is often useful as a proposal inside VMC.

### 3.4. D. Rejection-free kinetic scheduling (n-fold way / BKL)

When invalid or rejected proposals dominate, use rejection-free event selection. Define a set of allowed move types  $m$  with rates  $r_{m(n)}$  that satisfy (global or detailed) balance with respect to  $\pi_\theta$ . Sample the next move according to rates and update the configuration without rejection. This can improve efficiency when acceptance is small.

### 3.5. E. Tempering / population strategies for multimodality

**Parallel tempering in a Born exponent.** Run replicas targeting

$$\pi_{\theta,\beta}(n) \propto |\psi_{\theta(n)}|^{2\beta}, \quad 0 < \beta \leq 1.$$

and occasionally swap neighboring  $\beta$ -replicas with replica-exchange acceptance. Smaller  $\beta$  flattens the landscape and helps the chain traverse between modes.

### 3.6. F. Learned global proposals (flows or other generative models) with MH correction

When the wavefunction is not directly sampleable, train a separate proposal model  $q_{\varphi(n)}$  over  $\mathcal{I}(G)$  (e.g., a flow-based generator). Use independence Metropolis-Hastings:

$$\alpha = \min \left( 1, \frac{\left| \psi_{\theta(n')} \right|^2 q_{\varphi(n)}}{\left| \psi_{\theta(n)} \right|^2 q_{\varphi(n')}} \right).$$

Mixing local kernels with occasional global proposals can reduce autocorrelation when  $|\psi_{\theta}|^2$  is multi-modal.

## 4. A recommended sampler “stack” for Rydberg-VMC

A practical starting point is a mixture kernel combining complementary moves:

- **Every sweep:** single-site Gibbs (or insert-delete MH) using flippable-site lists.
- **Every few sweeps:** swap/pivot moves to improve mobility at high density.
- **Periodically:** patch or stripe proposals (MH-corrected) to heal domain walls.
- **If bimodal or hysteretic:** parallel tempering in  $\beta$  on  $|\psi|^{2\beta}$ .
- **Optional:** learned global proposals (flows or other generative models) mixed into the kernel.

**Rule of thumb.** A move is often worthwhile if it reduces variance per unit cost. A patch move that is 10-20x more expensive than a local move can still be a net win if it reduces integrated autocorrelation times by 100x.

## 5. Implementation notes (engineering details that matter)

**Data structures.** For a geometric blockade graph (unit-disk-like), store adjacency lists and maintain blocked counts  $b_i$ . Maintain dynamic sets:

- occupied sites  $\{i : n_i = 1\}$ ,
- insertable sites  $\{i : n_i = 0, b_i = 0\}$ ,
- swappable pairs  $(u \rightarrow v)$  where  $u$  is occupied,  $v$  is empty, and  $v$  is blocked by exactly one neighbor  $u$ .

These can be updated in  $O(\deg(i))$  per accepted local move.

**Amplitude ratios.** Most MH or Gibbs decisions only require  $\log(|\psi(n')|) - \log(|\psi(n)|)$ . For local moves, consider caching or incremental evaluation whenever the ansatz supports it.

**Diagnostics.** Track integrated autocorrelation times  $\tau_{\text{int}}$  for key observables (excitation number, structure factors, energy), and report effective sample size (ESS) per wall-clock second. Tune mixture weights to maximize ESS/sec.

## 6. Key references (entry points)

References

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