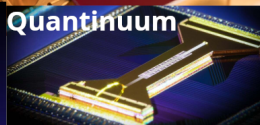
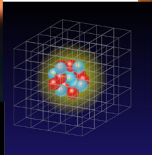
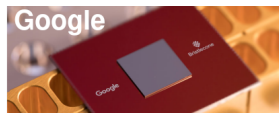
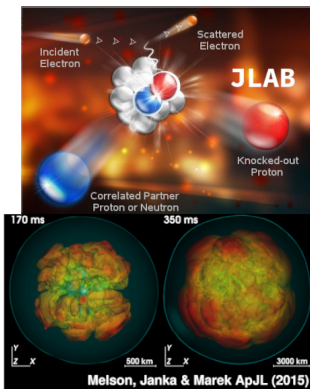


Nuclear dynamics on digital quantum computers

Alessandro Roggero



QIS-HENP
– 17 June 2026 –



Quantum Computing in 2026: where are we?

Where we would like to be



Where we might be now



slide idea from A.Baldazzi's talk @ TIQIT'26

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The plan for the day

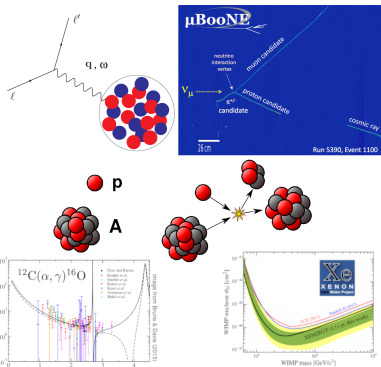
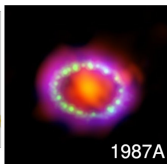
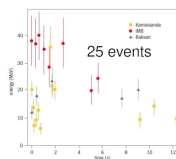
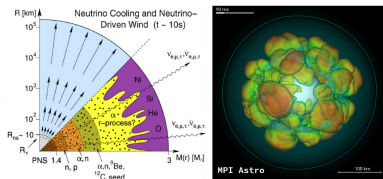
Important advances in recent years in both devices and algorithms are bringing us closer to do nuclear physics with quantum computers!

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Neutrino physics in explosive astrophysical environments

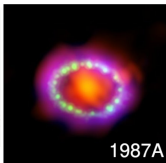
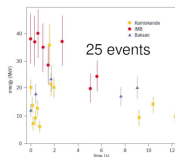
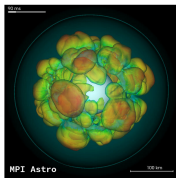
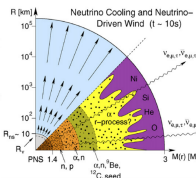
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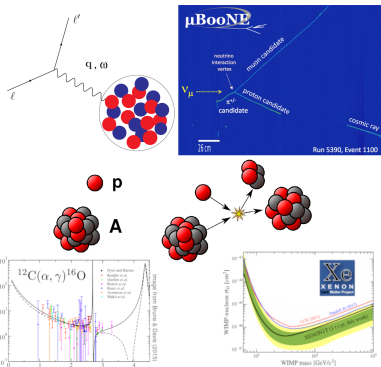
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Two flavor neutrinos and the Heisenberg model

For neutrinos with only two flavors, we can use qubits to encode flavor as

$$|0\rangle = |\uparrow\rangle = |\nu_e\rangle \quad |1\rangle = |\downarrow\rangle = |\nu_x\rangle$$

Vacuum oscillations drive rotations around the mass basis

$$H_{vac} = \sum_i \frac{\Delta m^2}{4E_i} \vec{B} \cdot \vec{\sigma}_i \quad \vec{B} = (\sin(\theta_{mix}), 0, -\cos(\theta_{mix}))$$

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In CCSN or BNS merger we have incredibly large ν fluxes

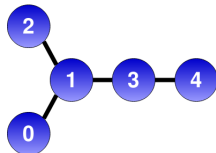
Forward scattering through neutral currents give $\nu\nu$ interaction

$$H_{int} = \frac{\sqrt{2}G_F\rho}{N} \sum_{i<j} J_{ij} \vec{\sigma}_i \cdot \vec{\sigma}_j ,$$

where ρ is the number density, N the number of neutrinos in the system and the coefficients J_{ij} encode the geometry.

Quantum simulation of collective neutrino oscillations

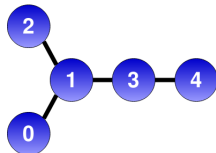
$$H = \sum_i \omega_i \vec{B} \cdot \vec{\sigma}_i + \frac{\mu}{2N} \sum_{i < j} J_{ij} \vec{\sigma}_i \cdot \vec{\sigma}_j$$



- with only 2 flavors direct map to spin 1/2 degrees of freedom (qubits)
- only one- and two-body interactions $\Rightarrow$ “only” $\mathcal{O}(N^2)$ terms
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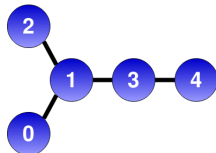


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B.Hall, AR, et al. PRD(2021)

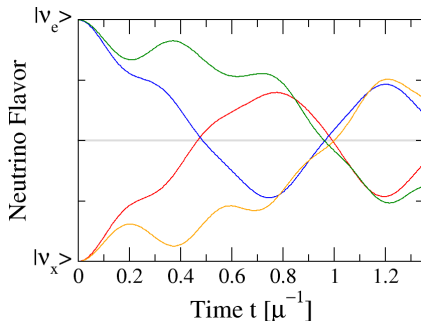
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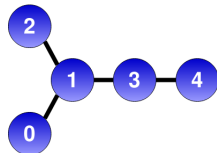
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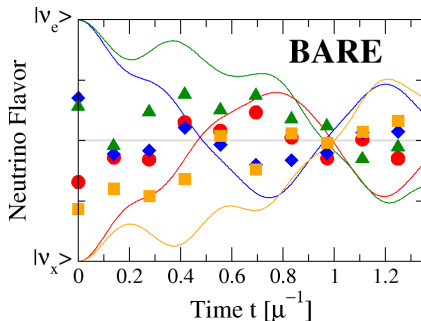
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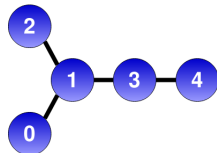
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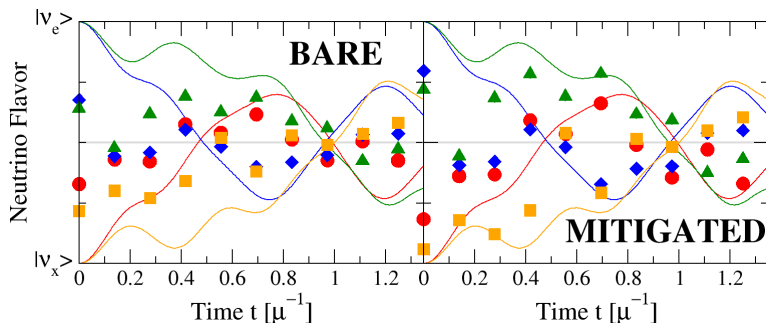
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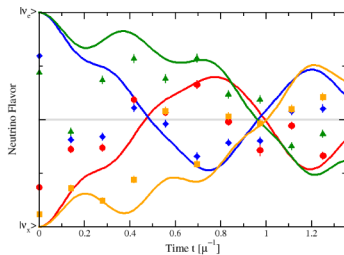


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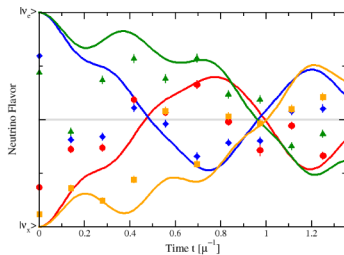


N=4 on IBM (2021)



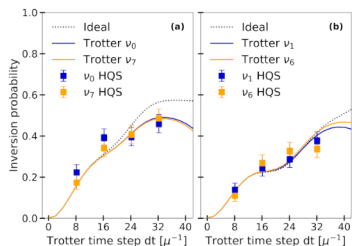
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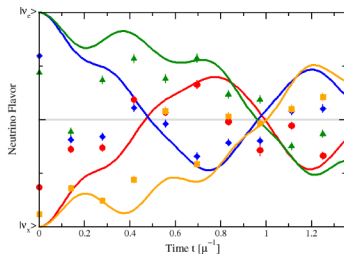
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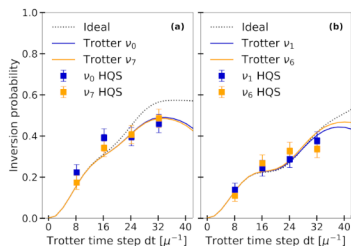
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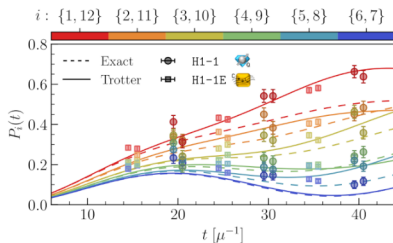
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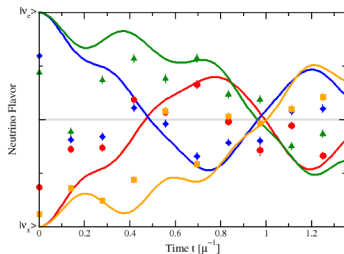
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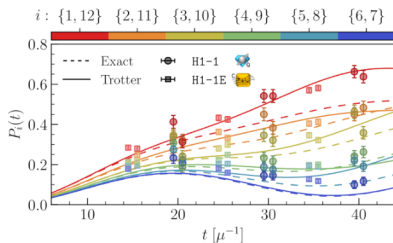
Illa & Savage PRL(2023)

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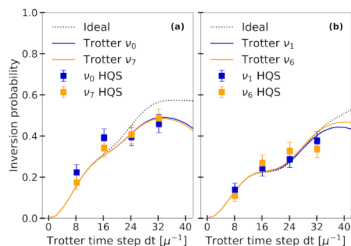
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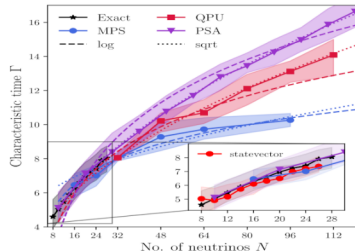
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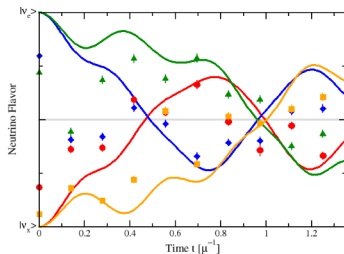
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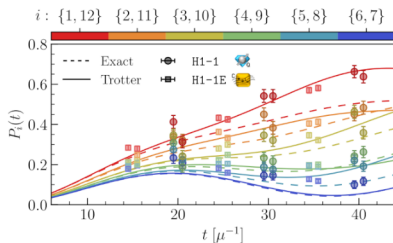
O.Kiss et al. arXiv:2510.24841

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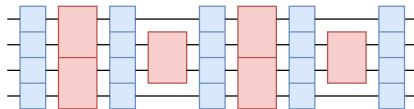
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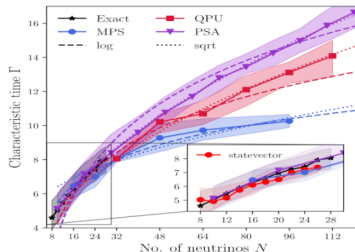


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18 CNOT on 4 qubits

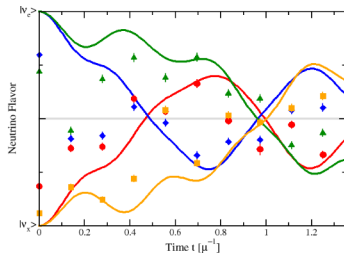


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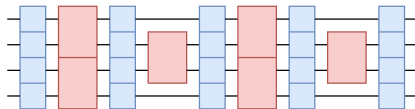


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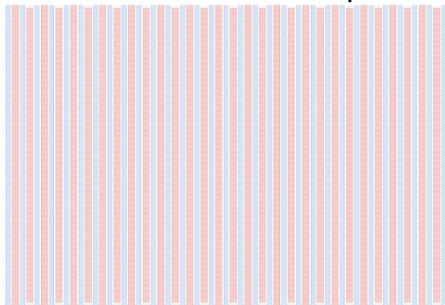


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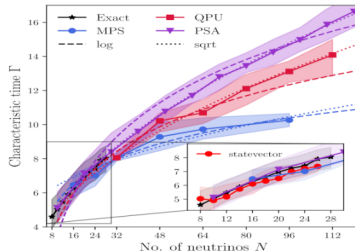


B.Hall et al. PRD(2021)

4995 CNOT on 112 qubits



N=112 on IBM (2025)



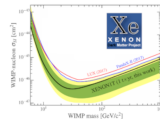
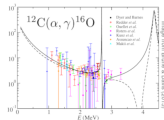
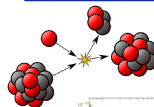
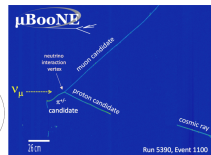
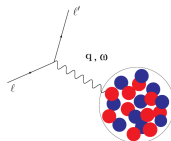
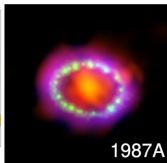
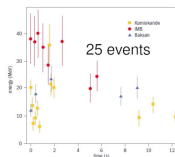
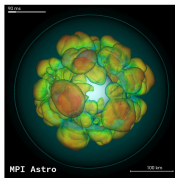
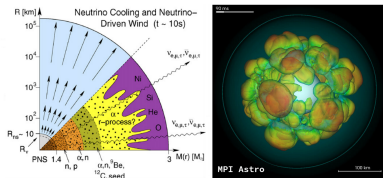
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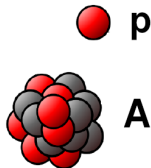
Low energy nuclear reactions



Steps in a quantum simulation

The quantum simulation of a nuclear reaction requires three main steps

State preparation

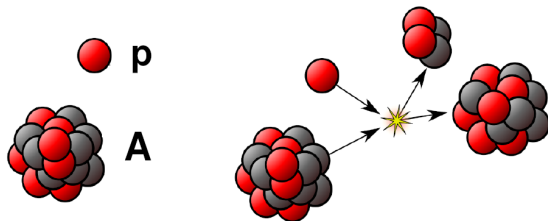


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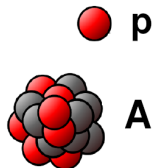
**Time
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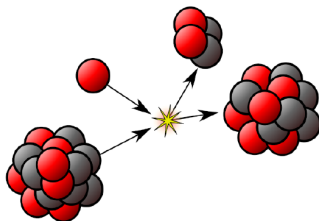
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Measurement



Time evolution is the better characterized for fault tolerance so far

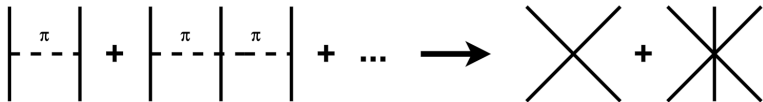
Progress on time evolution for NP

As a starting point we can use simple nuclear interactions without pions

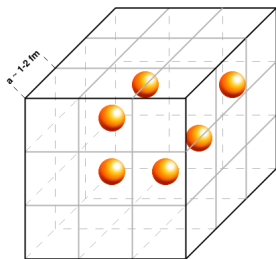


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We then place nucleons on spatial lattice to regularize them

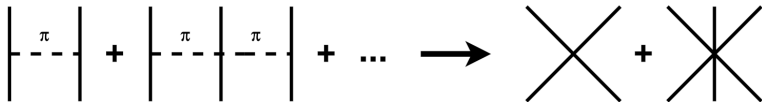


Minimal setup

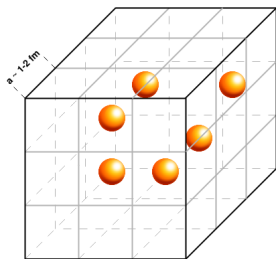
- 10^3 lattice with spacing $a \approx 1 - 2 \text{ fm}$
- 4 spin-isospin states for each particle
→ we need at least 4000 orbitals
- for energy resolution $\Delta\omega$ we need total evolution time $T \approx 1/\Delta\omega$

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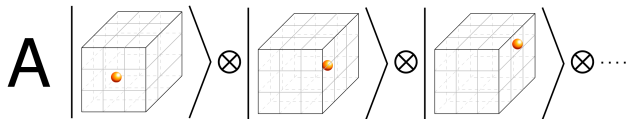
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- $10^{11} - 10^{12}$ operations and ≈ 4000 qubits [Roggero et al. PRD (2020)]
- $10^9 - 10^{11}$ operations and ≈ 6000 qubits [J.Watson et al. arXiv:2312.05344]

Progress on time evolution for NP II

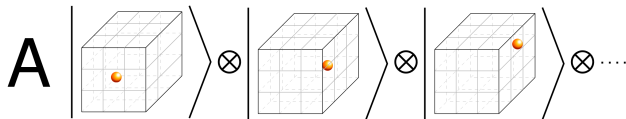
For nuclear reactions we want large volumes V with few particles N inside
→ IDEA: why not use first quantization instead?



Should cost $N \log(V)$ qubits and hopefully not too many more gates

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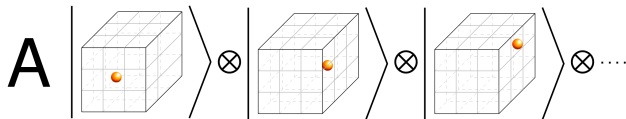


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First attempt to use first quantization indeed requires $O(N \log(V))$ qubits and the basic building blocks seem to require a reasonable number of gates for simpler interactions [Weiss, Baroni, Carlson, Stetcu (2025)]

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Turns out 1st quant. can beat 2nd quant. in both memory and gates

$$C_{2nd}^T = \mathcal{O} \left(\frac{t^{3/2}}{\sqrt{\epsilon}} \sqrt{NV} \right) \quad C_{1st}^T = \mathcal{O} \left(\frac{t^{3/2}}{\sqrt{\epsilon}} N^{7/2} \log(V) \right)$$

Spagnoli, Lissoni, Roggero arXiv:2507.22814

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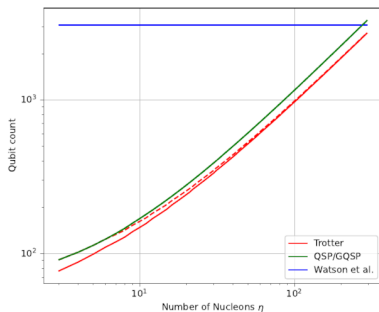
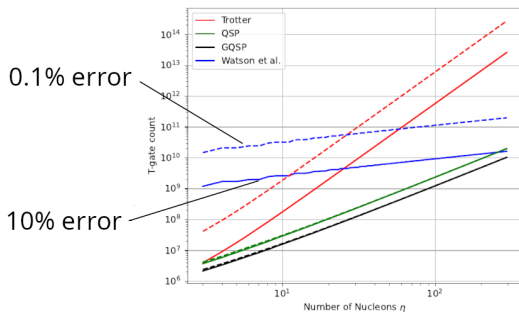
Can do even better using Quantum Signal Processing [Low & Chuang (2017)]

$$C_{1st}^{QSP} = \mathcal{O}\left(N \log(V) \left(Nt + \log\left(\frac{1}{\epsilon}\right)\right)\right)$$

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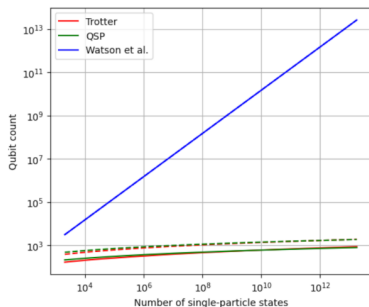
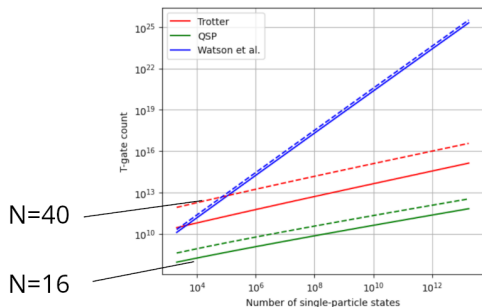


- $10^7 - 10^9$ operations and $\approx 70 - 500$ qubits [Spagnoli, Lissoni, Roggero (2025)]

$$C_{2nd}^T = \mathcal{O}\left(\frac{t^{3/2}}{\sqrt{\epsilon}} \sqrt{NV}\right) \quad C_{1st}^T = \mathcal{O}\left(\frac{t^{3/2}}{\sqrt{\epsilon}} N^{7/2} \log(V)\right)$$

Can do even better using Quantum Signal Processing [Low & Chuang (2017)]

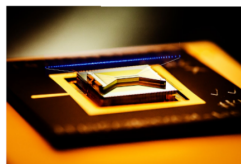
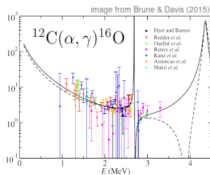
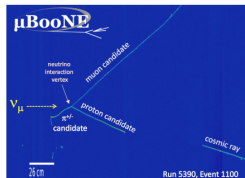
$$C_{1st}^{QSP} = \mathcal{O}\left(N \log(V) \left(Nt + \log\left(\frac{1}{\epsilon}\right)\right)\right)$$



- $10^7 - 10^9$ operations and $\approx 70 - 500$ qubits [Spagnoli, Lissoni, Roggero (2025)]

Summary and perspective

- Quantum computing is a strong candidate to considerably improve our simulations of nuclear physics, especially dynamical properties
- Digital quantum devices are constantly getting better at a very fast pace and early fault tolerance might be in sight
- Substantial advances in the last years in the implementation of time evolution for simple nuclear Hamiltonians. Recent results seem to suggest that a **first-quantization** formulation could be advantageous
- More work needed in state preparation and in measurement protocols: what should we measure for **semi-exclusive** scattering processes?
- Classical simulation methods continue to improve also thanks to work on quantum algorithms. Quantum advantage constantly rising bar



Funding

Thanks to ORNL and IBM for granting access to QPUs.

We acknowledge the use of IBM Quantum services for this work. The views expressed are those of the authors and do not necessarily reflect the official policy or position of IBM or the IBM Quantum team.



Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Commission. Neither the European Union nor the granting authority can be held responsible for them. This project has received funding from the European Union's Horizon Europe research and innovation programme under grant agreement No 101080086 NeQST.

Acknowledgements

- L. Spagnoli (Trento)
- C. Lissoni (Trento)
- V. Amitrano (Trento)
- L. Vespucci (Trento)
- P. Luchi (Trento)
- F. Turro (Trento)
- F. Pederiva (Trento)
- A. Baroni (ORNL)
- J. Carlson (LANL)
- R. Gupta (LANL)
- B. Hall (MSU)
- G. Perdue (FNAL)
- A. Li (FNAL)
- O. Kiss (CERN)
- I. Tavernelli (IBM)
- F. Tacchino (IBM)
- D. Lacroix (IJCLab)



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