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Digital simulation of many-body non-Markovian dynamics

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Abstract content
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We present an algorithmic method for the digital quantum simulation of many-body locally-indivisible non-Markovian open quantum systems. It consists of two parts: Firstly, a Suzuki-Lie-Trotter decomposition of the k-local global system propagator into the product of strictly k-local propagators, which may not be quantum channels, and secondly, an algorithmic procedure for the implementation of the strictly k-local propagators through unitary operations and measurements on a dilated space. By providing rigorous error bounds for the relevant Suzuki-Lie-Trotter decomposition, we are able to analyse the efficiency of the method, and connect it with an appropriate measure of the local indivisibility of the system. In light of our analysis, the proposed method is expected to be experimentally achievable for a variety of interesting cases.

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