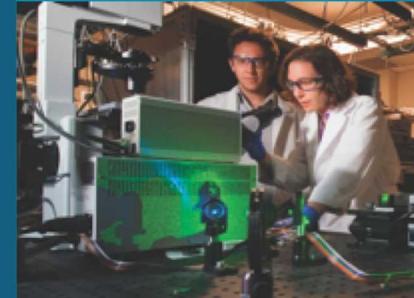


Quantum Computing for Scientific Applications: Quantum Approaches for Discrete Optimization



PRESENTED BY

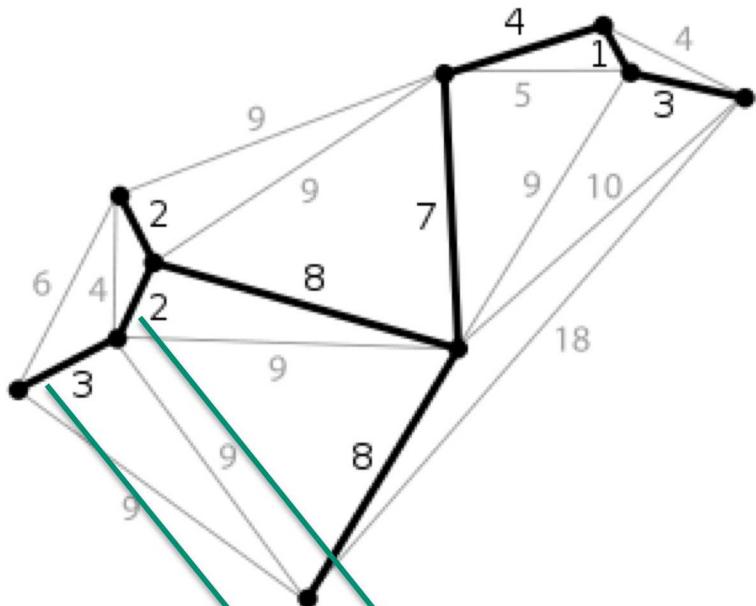
Ojas Parekh



Discrete Optimization



Minimum Spanning Tree Problem



Edge weights: $(6, 3, 9, 4, 2, 9, \dots)$

Optimal solution: $(0, 1, 0, 0, 1, 0, \dots)$ binary incidence vector of solution

Traveling Salesperson Problem

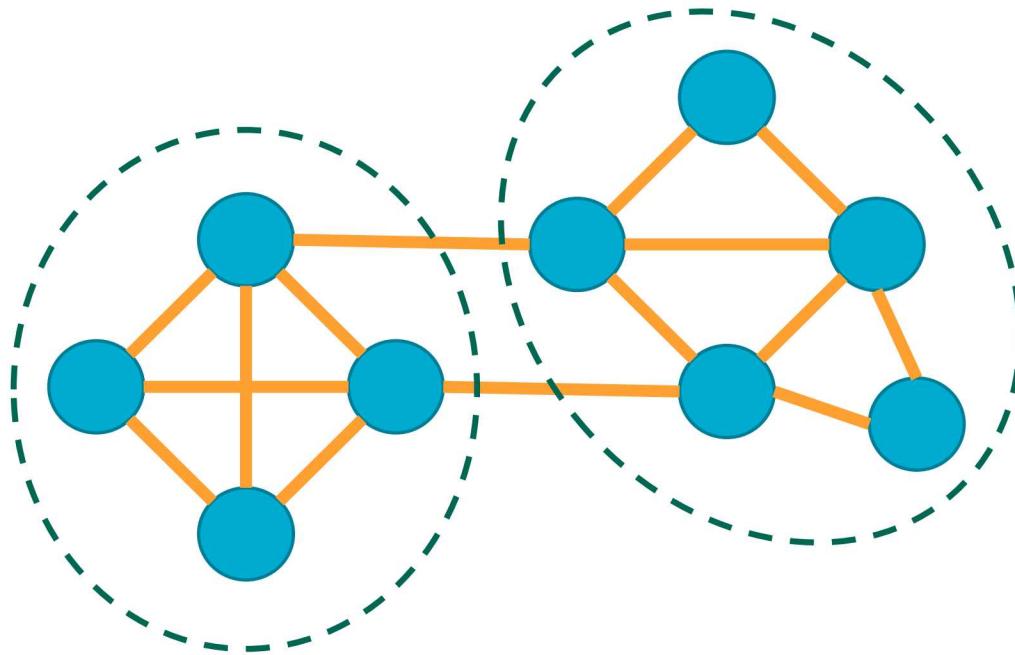


Scientific Computing Application: Graph Partitioning



Goal: assign computations to two processors to minimize communication

Nodes represent values to be computed,
and edges represent computation
dependencies

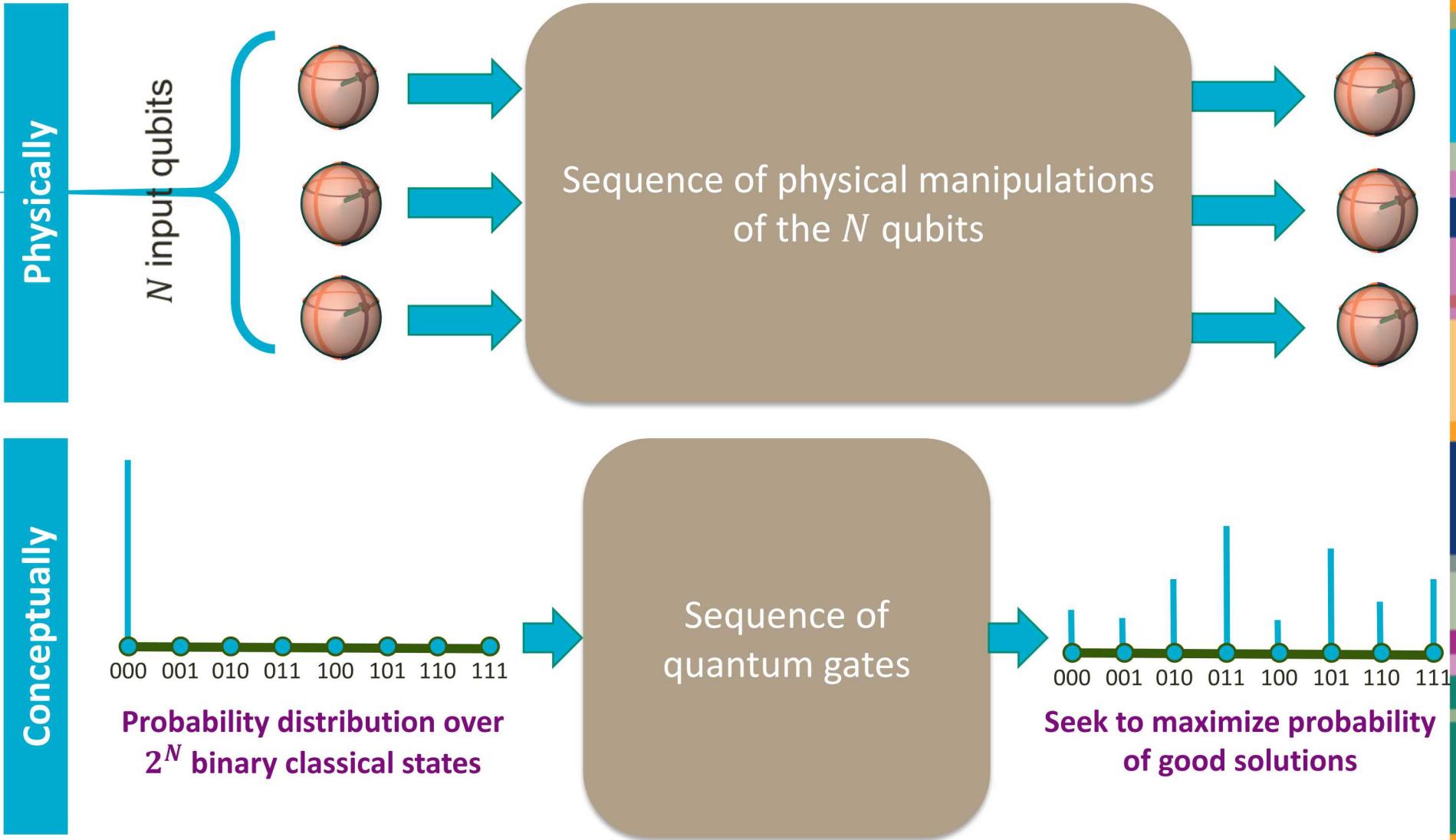


Minimum Cut: partition into two parts to minimize weight of crossing edges

For more realistic applications, would want to:

- (i) partition into k parts
- (ii) balance load (comparable sized parts)

Quantum Algorithms Output Distributions



It's Natural to Optimize

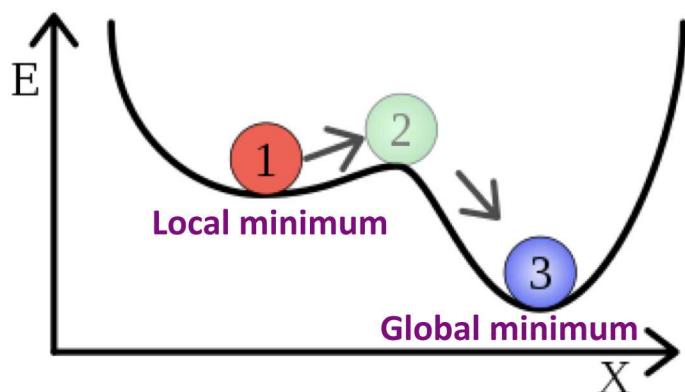
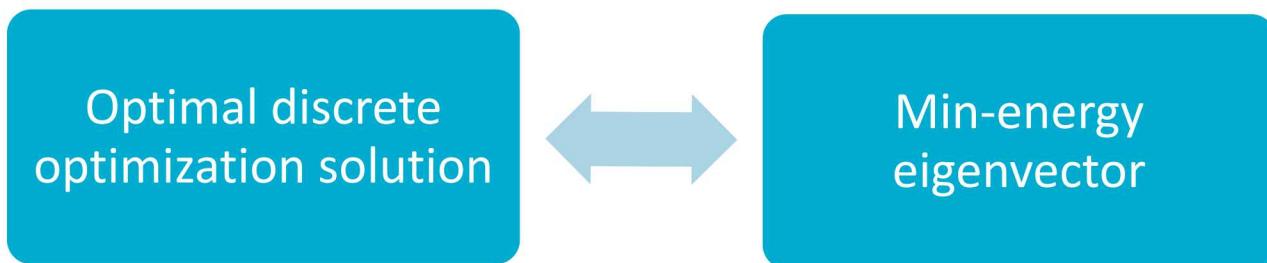


Hamiltonian eigenstate problems naturally link quantum mechanics and optimization

$$\text{Min}_{\Psi} \left\langle \psi \left| \sum_S H_S \right| \psi \right\rangle$$

Hamiltonian, $\sum_S H_S$, represents energy levels of a physical system composed of “local” parts, S

Discrete optimization problem becomes an eigenproblem on a large matrix!



Nature tends towards stable states...
So let nature solve your problems for you?

Hacking Nature to Solve Your Problems



1. Map solution values to energy levels of a physical system
2. Realize said physical system
3. Let Nature relax to a stable low-energy state

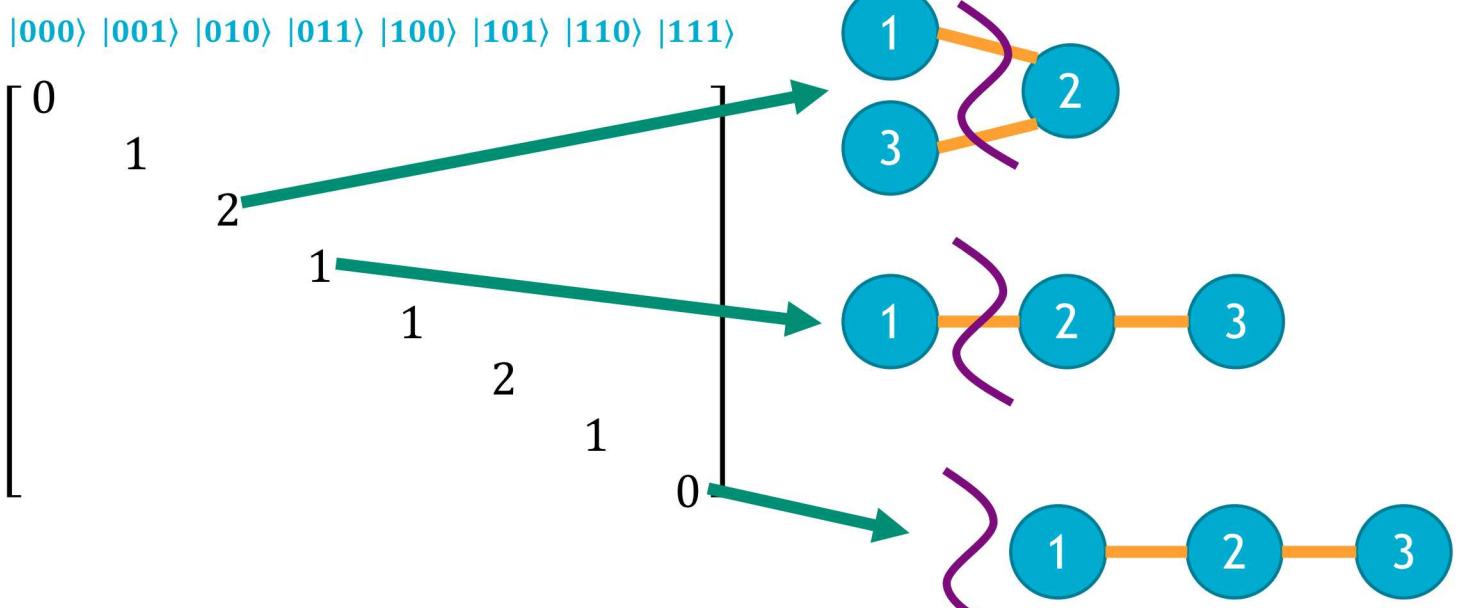


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Vertices

1	2	3	State
L	L	L	$\equiv 000\rangle$
L	L	R	$\equiv 001\rangle$
L	R	L	$\equiv 010\rangle$
L	R	R	$\equiv 011\rangle$
R	L	L	$\equiv 100\rangle$
R	L	R	$\equiv 101\rangle$
R	R	L	$\equiv 110\rangle$
R	R	R	$\equiv 111\rangle$

Left or Right
side of cut



Hamiltonian for cuts on a path with 3 vertices

Some cuts on a path with 3 vertices

Minimum eigenstate is of form: $|\psi\rangle = \alpha|000\rangle + \beta|111\rangle$, with 0 energy

Computational Complexity Considerations



$$H = \begin{bmatrix} 0 & & & & & & & \\ & 1 & & & & & & \\ & & 2 & & & & & \\ & & & 1 & & & & \\ & & & & 1 & & & \\ & & & & & 2 & & \\ & & & & & & 1 & \\ & & & & & & & 0 \end{bmatrix}$$



Hamiltonian is exponentially large, $2^N \times 2^N$, for an N -node graph, but it is a sum of $O(N^2)$ local 4×4 Hamiltonians, one for each edge

$$H_{12} = \begin{bmatrix} 0 & & & \\ & 1 & & \\ & & 1 & \\ & & & 0 \end{bmatrix} \otimes I =$$

$$\begin{bmatrix} 0 & & & & & & & \\ & 1 & & & & & & \\ & & 1 & & & & & \\ & & & 1 & & & & \\ & & & & 1 & & & \\ & & & & & 1 & & \\ & & & & & & 0 & \\ & & & & & & & 0 \end{bmatrix}$$

$|000\rangle$
 $|001\rangle$
 $|010\rangle$
 $|011\rangle$
 $|100\rangle$
 $|101\rangle$
 $|110\rangle$
 $|111\rangle$

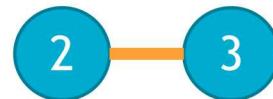


+

$$H_{23} = I \otimes \begin{bmatrix} 0 & & & \\ & 1 & & \\ & & 1 & \\ & & & 0 \end{bmatrix} =$$

$$\begin{bmatrix} 0 & & & & & & & \\ & 1 & & & & & & \\ & & 1 & & & & & \\ & & & 0 & & & & \\ & & & & 0 & & & \\ & & & & & 1 & & \\ & & & & & & 1 & \\ & & & & & & & 0 \end{bmatrix}$$

$|000\rangle$
 $|001\rangle$
 $|010\rangle$
 $|011\rangle$
 $|100\rangle$
 $|101\rangle$
 $|110\rangle$
 $|111\rangle$



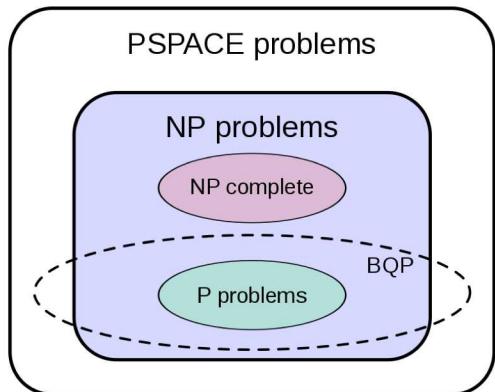
Local Hamiltonians are efficient and require manipulating only a constant number of qubits

The Power of Quantum Computing?



Extended Church-Turing Thesis

Any “reasonable” model of computing can be *efficiently* simulated by a Turing machine



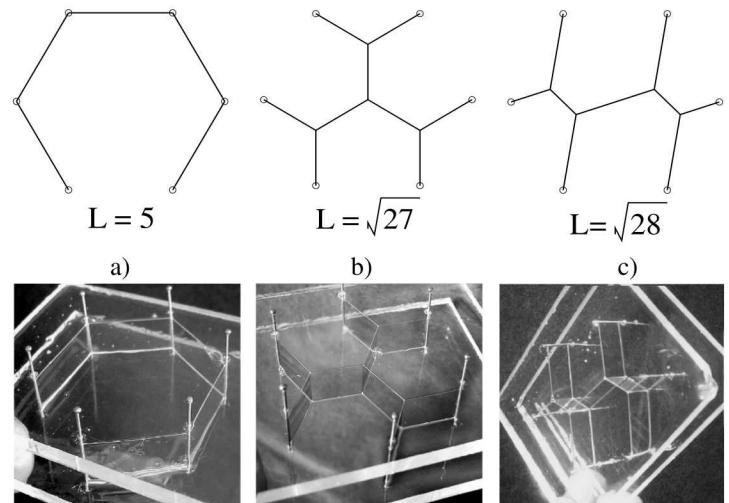
It would be very surprising if quantum computers could solve NP-complete problems in quantum polynomial time (BQP).

Yet, there are problems In BQP that are very unlikely to be in classical polynomial time (P) or even NP!*

Image from <https://en.wikipedia.org/wiki/BQP>

Using nature to solve optimization problems is an old idea.

In the quantum setting, it is a surprisingly powerful idea that captures universal quantum computing.



Using soap film to find Steiner Trees
[Datta, Khastgir, & Roy; arXiv 0806.1340]

*Quantum supremacy: [Preskill; arXiv 1801.00862], [Harrow & Montanaro; arXiv 1809.07442], [Aaronson & Chen; arXiv 1612.05903]

Adiabatic Quantum Computing



Explanation 1: No mathematics

1. **Confine the system in its lowest-energy configuration in a way that's easy to do.**



2. **Evolve the system in a way that keeps it in its lowest-energy configuration throughout.**

Note: harder to do with bigger or more complex systems



3. **Read out the final state of the system; the closer the evolution was to being “adiabatic,” the more probable it is that the readout is successful.**





Explanation 2: A bit more mathematical

1. Confine the system in its lowest-energy configuration in a way that's easy to do.

$$H_0 = \sum_{i=1}^n \sigma_x^{(i)} \quad | \psi_0 \rangle = \frac{1}{2^{n/2}} \sum_{i=1}^{2^n} | i \rangle$$

2. Evolve the system in a way that keeps it in its lowest-energy configuration throughout.

Note: harder to do with bigger or more complex systems

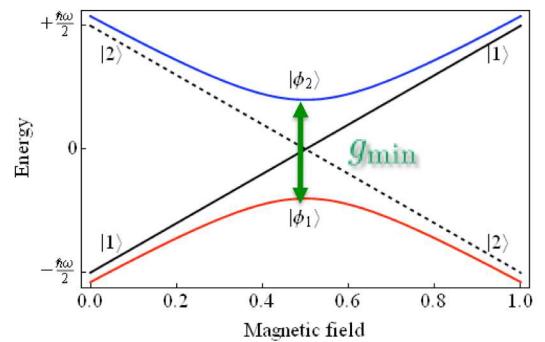
$$H(s) = (1-s)H_0 + sH_1$$

$$H_1 = h_0 I + \sum_{i=1}^n h_i \sigma_z^{(i)} + \sum_{i,j=1}^n J_{ij} \sigma_z^{(i)} \otimes \sigma_z^{(j)}$$

Problem Hamiltonian (e.g. Cut)

3. Read out the final state of the system; the closer the evolution was to being “adiabatic,” the more probable it is that the readout is successful.

Execution time depends on energy gap: $T \gg \frac{|\langle E_1 | \hat{H} | E_0 \rangle|_{\max}}{g_{\min}^2}$



Images from https://en.wikipedia.org/wiki/Adiabatic_theorem

The Power of Adiabatic Quantum Computing



Surprisingly, AQC is a universal model of quantum computing

(equivalent to quantum circuits within a polynomial factor resource overhead)

[Aharonov et al.; arXiv quant-ph/0405098, 2004]

Solving an optimization problem is equivalent to what any quantum computer can do!

Hamiltonian at time s (scaled to lie in $[0,1]$): $H(s) = (1-s)H_I + sH_p$

What (roughly) happens when this is applied to the current state at time s , $|\psi(s)\rangle$?

$$|\psi(s + \delta)\rangle = e^{-i\delta H(s)} |\psi(s)\rangle$$

[State at time $s + \delta$, assuming $H(s)$ does not change
Between time s and $s + \delta$, by Schrödinger's equation]

$$= e^{-i\delta((1-s)H_I + sH_p)} |\psi(s)\rangle$$

$$\approx \underbrace{e^{-i\delta(1-s)H_I} e^{-i\delta sH_p}}_{\text{unitary operators} \Leftrightarrow \text{quantum gates}} |\psi(s)\rangle$$

[Reasonable approximation when δ is small,
By Lie-Suzuki-Trotter decomposition]

unitary operators \Leftrightarrow quantum gates

What happens if we approximate AQC by alternately applying quantum gates of the form:
 $e^{i\gamma H_p}$ and $e^{i\beta H_I}$?

Quantum Approximate Optimization Algorithm

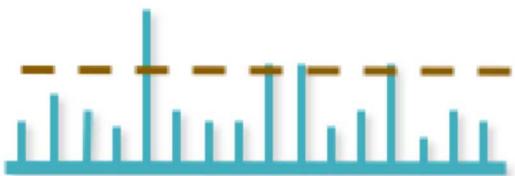


$$|\psi(\beta, \gamma)\rangle = \underbrace{e^{i\beta H_I}}_{\substack{\text{mixing} \\ \text{operator}}} \underbrace{e^{i\gamma H_p}}_{\substack{\text{cost} \\ \text{operator}}} |\psi_0\rangle$$

Output state depends on parameters β and γ

Input state is usually easy-to-prepare ground state of H_I

[Farhi et al.; arXiv:1411.4028, 2014], [Farhi et al.; arXiv:1412.6062, 2014]



αOPT_I

QAOA performance is captured by expected cost:

$\langle \psi(\beta, \gamma) | H_p | \psi(\beta, \gamma) \rangle$,
where we seek to optimize the parameters β, γ

QAOA_k applies k rounds of the mixing and cost operators:

$$|\psi(\beta_1, \gamma_1, \beta_2, \gamma_2, \dots)\rangle = \underbrace{e^{i\beta_k H_I} e^{i\gamma_k H_p}}_{\substack{k \text{ iterations}}} \dots \underbrace{e^{i\beta_2 H_I} e^{i\gamma_2 H_p}}_{\substack{k \text{ iterations}}} \underbrace{e^{i\beta_1 H_I} e^{i\gamma_1 H_p}}_{\substack{k \text{ iterations}}} |\psi_0\rangle$$

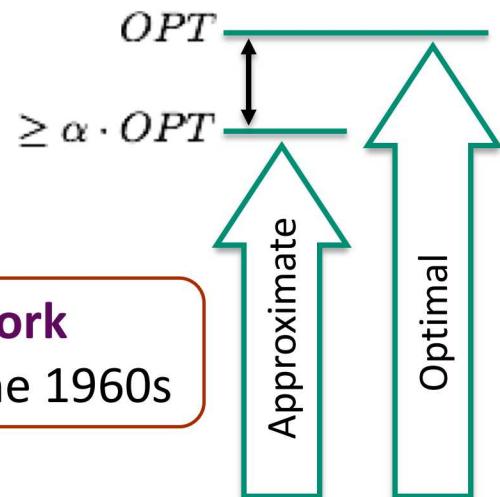
This converges to an optimal solution as k grows

Why is QAOA Appealing?



- May be viewed as a discretization of Adiabatic Quantum Computing
- Results in low-depth quantum circuits, suitable for near-term quantum devices
- Generic framework for discrete optimization problems
- Can produce quantum states that are hard to sample from classically (doing something quintessentially quantum?)
 $[\text{Farhi \& Harrow; arXiv:1602.07674, 2016}]$
- Amenable to rigorous analysis, and has outperformed best-known classical approximation algorithms for certain types of problems

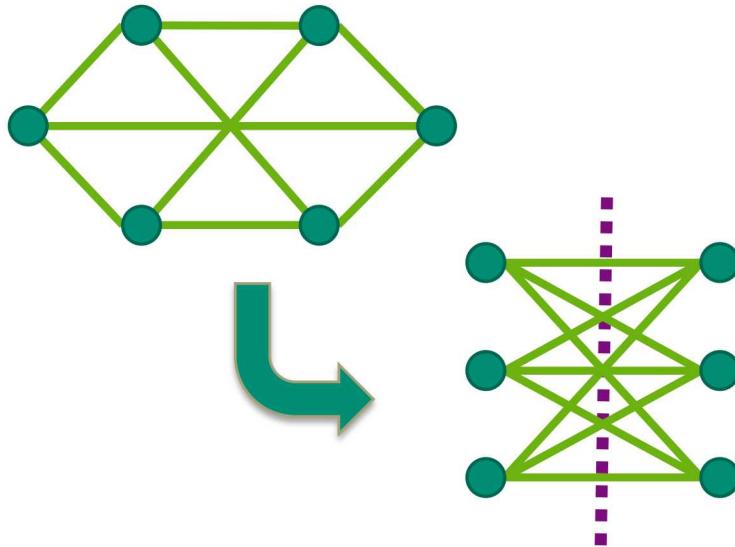
Only known quantum approximation algorithm framework
 Classical approximation algorithms have been studied since the 1960s



QAOA Application: Max Cut



Max Cut is a fundamental NP-hard graph partitioning problem



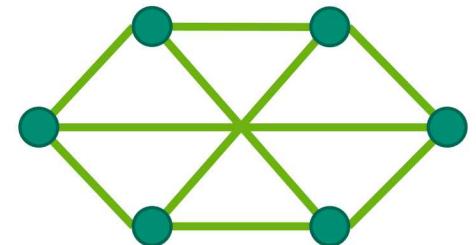
Partition vertices of a(n edge-weighted) graph two parts
to maximize (weight of) crossing edges

Quantum Outperforms Classical (...For Now)



QAOA outperforms best classical algorithm for the Max Cut problem on regular triangle-free graphs (NP-hard special case)

Researchers	Year	# Edges guaranteed	Type
Shearer	1992	$\left(\frac{1}{2} + \frac{0.177}{\sqrt{d}}\right)m$	Classical
Hirvonen, Rybicki, Schmid, Suomela	2014	$\left(\frac{1}{2} + \frac{0.281}{\sqrt{d}}\right)m$	Classical
Parekh, Ryan-Anderson Wang, Hadfield, Jiang, Rieffel	2017	$\left(\frac{1}{2} + \frac{0.303}{\sqrt{d}}\right)m$	Quantum



$m = \# \text{ edges}$
 $d = \# \text{ edges per vertex}$



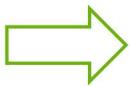
Rigorous performance proof: Only known quantum approximation algorithm outperforming the best-known classical algorithm

Discrete Optimization for Quantum Physics



Max Cut Hamiltonian:

$$\sum(I - Z_i Z_j)$$



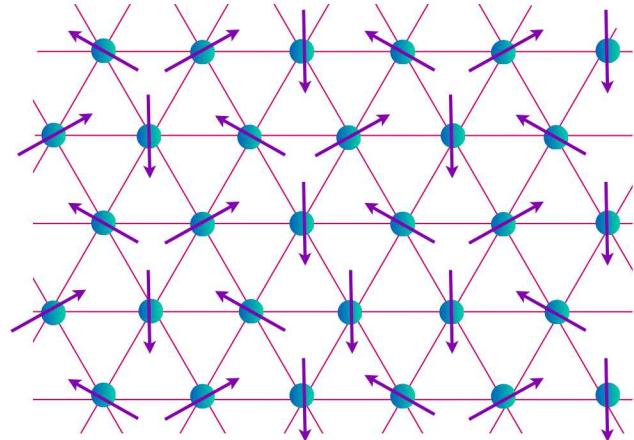
Quantum Heisenberg generalization:

$$\sum(I - X_i X_j - Y_i Y_j - Z_i Z_j)$$

Motivation

The Heisenberg model is fundamental for describing quantum magnetism, superconductivity, and charge density waves. Beyond 1 dimension, the properties of the anti-ferromagnetic Heisenberg model are notoriously difficult to analyze.

A new classical algorithm produces approximate solutions for the above quantum model that are mathematically guaranteed to be relatively close in quality to optimal quantum solutions.



Anti-ferromagnetic Heisenberg model: roughly neighboring quantum particles aim to align in opposite directions. This kind of Hamiltonian appears, for example, as an effective Hamiltonian for so-called Mott insulators.

[Image: Sachdev, <http://arxiv.org/abs/1203.4565>]

First nontrivial rigorous approximations for these problems:

0.498-approx via a product state, where $1/2$ is best possible for product states
(also 0.649-approx for XY model, where $2/3$ is best possible for product states)

Take Away



- Should not expect quantum computers to solve NP-hard problems in polynomial time
- Most quantum optimization approaches are heuristics, though rigorous comparisons with classical are possible in certain settings
- Significant quantum resource advantages over classical for optimization have not been demonstrated in a satisfying way
- Davide will give more examples, including constrained optimization problems, and discuss implementing QAOA-based algorithms as quantum circuits