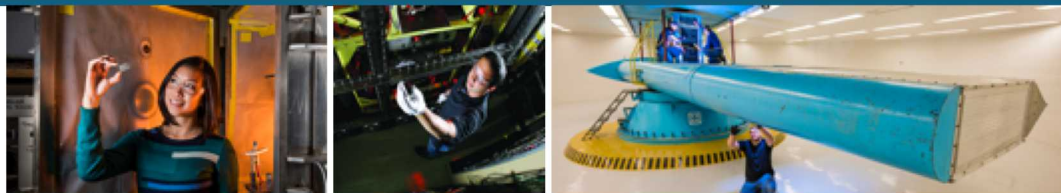
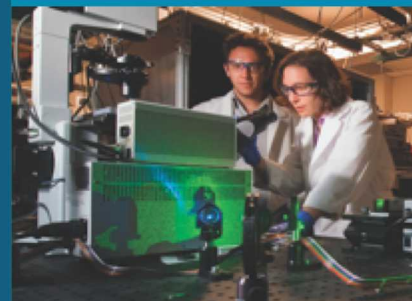


# Quantum Computing for Scientific Applications: Quantum Approaches for Discrete Optimization



PRESENTED BY

Ojas Parekh



U.S. DEPARTMENT OF  
**ENERGY** | Office of  
Science

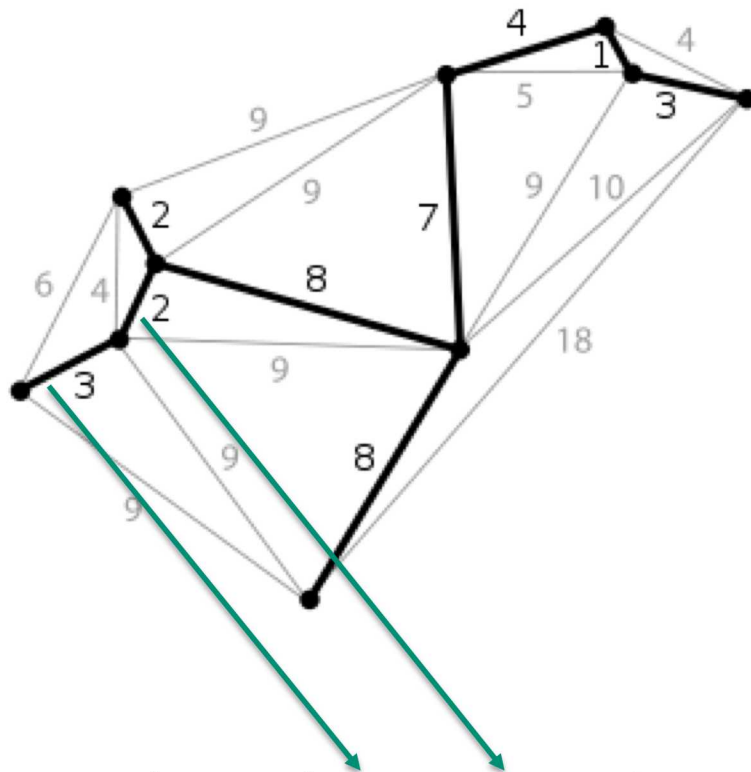
DOE/ASCR Quantum Algorithms Teams Program



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## Minimum Spanning Tree Problem



Edge weights: (6, 3, 9, 4, 2, 9, ...)

Optimal solution: (0, 1, 0, 0, 1, 0, ...) **binary incidence vector of solution**

## Traveling Salesperson Problem

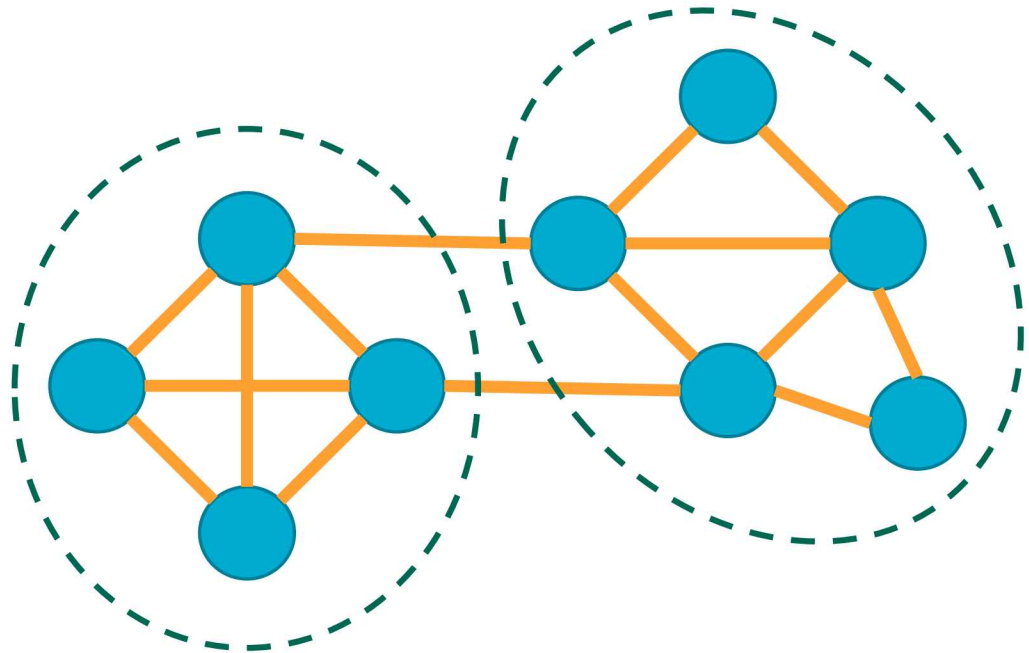


# Scientific Computing Application: Graph Partitioning



**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:**

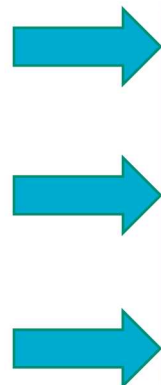
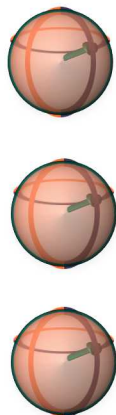
- (i) partition into  $k$  parts
- (ii) balance load (comparable sized parts)

# Quantum Algorithms Output Distributions

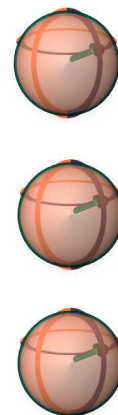
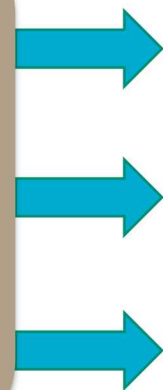


Physically

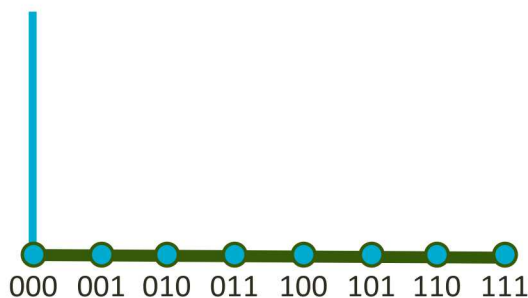
$N$  input qubits



Sequence of physical manipulations  
of the  $N$  qubits



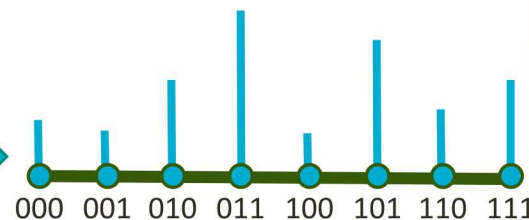
Conceptually



Probability distribution over  
 $2^N$  binary classical states



Sequence of  
quantum gates



Seek to maximize probability  
of good solutions

# It's Natural to Optimize



Hamiltonian eigenstate problems naturally link quantum mechanics and optimization

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

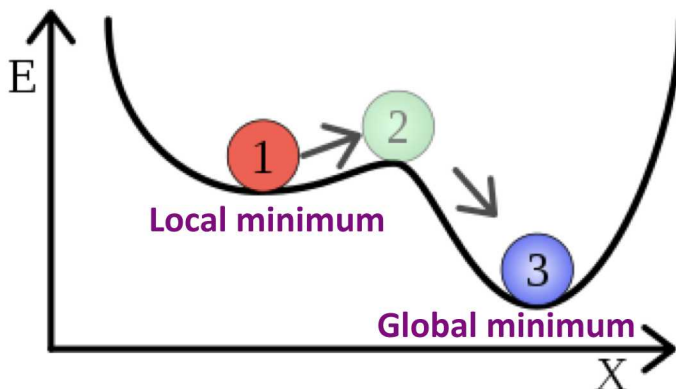
Hamiltonian,  $\sum_S H_S$ , represents energy levels of a physical system composed of “local” parts,  $S$

Discrete optimization problem becomes an eigenproblem on a large matrix!

Optimal discrete  
optimization solution



Min-energy  
eigenvector



**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	$ 000\rangle$
L	L	R	$ 001\rangle$
L	R	L	$ 010\rangle$
L	R	R	$ 011\rangle$
R	L	L	$ 100\rangle$
R	L	R	$ 101\rangle$
R	R	L	$ 110\rangle$
R	R	R	$ 111\rangle$

Left or Right  
side of cut

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

0

1

2

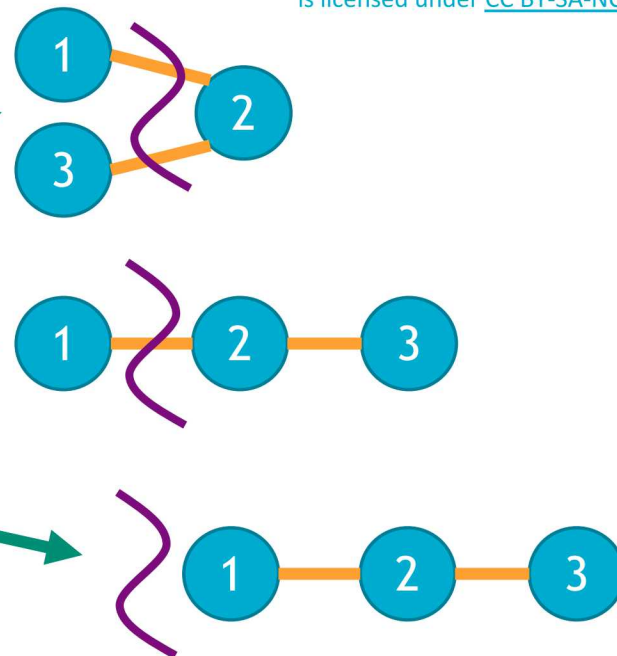
1

1

2

1

0



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

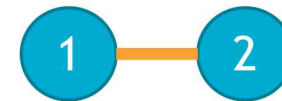


$$H = \begin{bmatrix} 0 & & & & & & & \\ & 1 & & & & & & \\ & & 2 & & & & & \\ & & & 1 & & & & \\ & & & & 1 & & & \\ & & & & & 2 & & \\ & & & & & & 1 & \\ & & & & & & & 0 \end{bmatrix}$$



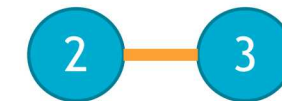
Hamiltonian is exponentially large,  $2^N \times 2^N$ , for an  $N$ -node graph, but it is a sum of  $O(N^2)$  local  $4 \times 4$  Hamiltonians, one for each edge

$$H_{12} = \begin{bmatrix} 0 & & & \\ & 1 & & \\ & & 1 & \\ & & & 0 \end{bmatrix} \otimes I = \begin{bmatrix} 0 & & & & & & & \\ & 0 & & & & & & \\ & & 1 & & & & & \\ & & & 1 & & & & \\ & & & & 1 & & & \\ & & & & & 1 & & \\ & & & & & & 1 & \\ & & & & & & & 0 \end{bmatrix} \begin{matrix} |000\rangle \\ |001\rangle \\ |010\rangle \\ |011\rangle \\ |100\rangle \\ |101\rangle \\ |110\rangle \\ |111\rangle \end{matrix}$$



+

$$H_{23} = I \otimes \begin{bmatrix} 0 & & & \\ & 1 & & \\ & & 1 & \\ & & & 0 \end{bmatrix} = \begin{bmatrix} 0 & & & & & & & \\ & 1 & & & & & & \\ & & 1 & & & & & \\ & & & 0 & & & & \\ & & & & 0 & & & \\ & & & & & 1 & & \\ & & & & & & 1 & \\ & & & & & & & 0 \end{bmatrix} \begin{matrix} |000\rangle \\ |001\rangle \\ |010\rangle \\ |011\rangle \\ |100\rangle \\ |101\rangle \\ |110\rangle \\ |111\rangle \end{matrix}$$



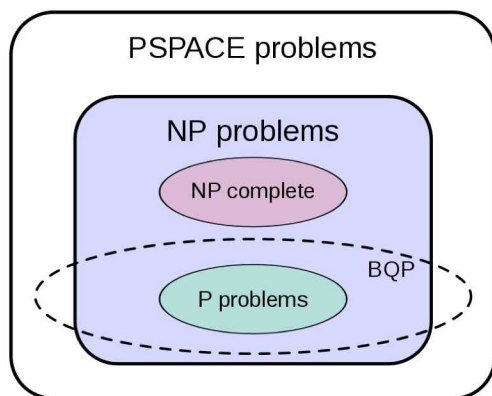
Local Hamiltonians are efficient and require manipulating only a constant number of qubits

# The Power of Quantum Computing?



## Extended Church-Turing Thesis

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



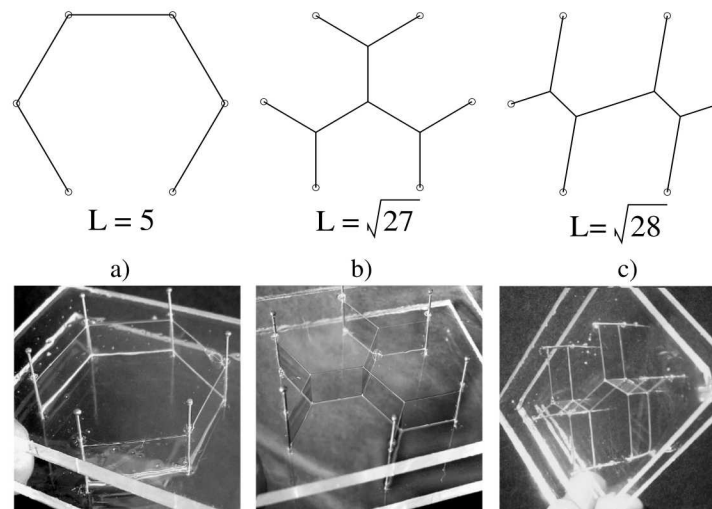
It would be very surprising if quantum computers could solve NP-complete problems in quantum polynomial time (BQP).

**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.

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

Initial Hamiltonian                      Initial ground state

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

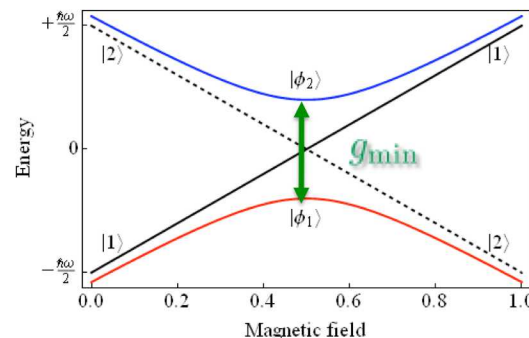
$$H(s) = (1 - s)H_0 + sH_1$$

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

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:  $T \gg \frac{|\langle E_1 | \dot{H} | E_0 \rangle|_{\max}}{g_{\min}^2}$



Images from [https://en.wikipedia.org/wiki/Adiabatic\\_theorem](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]

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

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

[Reasonable approximation when  $\delta$  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:**

$$e^{i\gamma H_p} \text{ and } e^{i\beta H_I}?$$

# Quantum Approximate Optimization Algorithm



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

Output state depends on parameters  $\beta$  and  $\gamma$

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]



QAOA performance is captured by expected cost:

$$\langle \psi(\beta, \gamma) | H_p | \psi(\beta, \gamma) \rangle,$$

where we seek to optimize the parameters  $\beta, \gamma$

QAOA<sub>k</sub> applies  $k$  rounds of the mixing and cost operators:

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

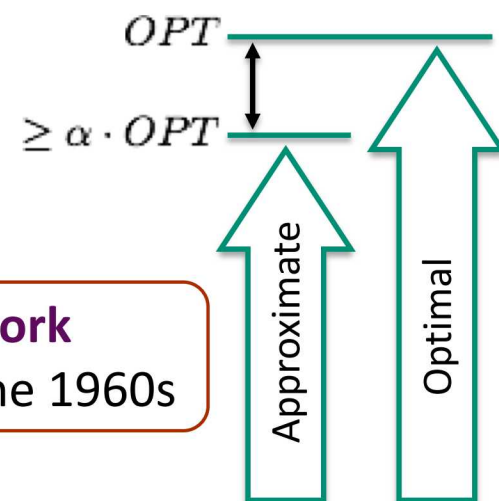
This converges to an optimal solution as  $k$  grows



# 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?)  
[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**

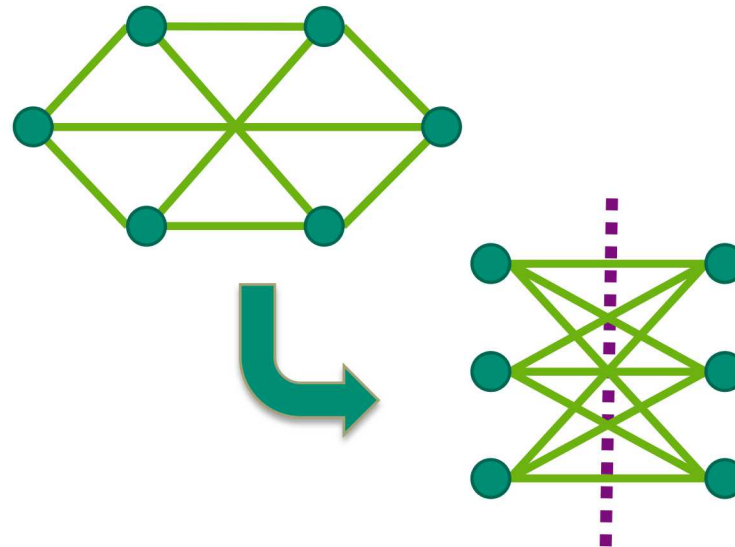
Classical approximation algorithms have been studied since the 1960s



# QAOA Application: Max Cut



Max Cut is a fundamental NP-hard graph partitioning problem



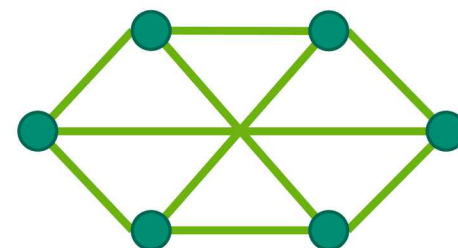
Partition vertices of a(n edge-weighted) graph two parts  
to maximize (weight of) crossing edges

# 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



**Max Cut Hamiltonian:**

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



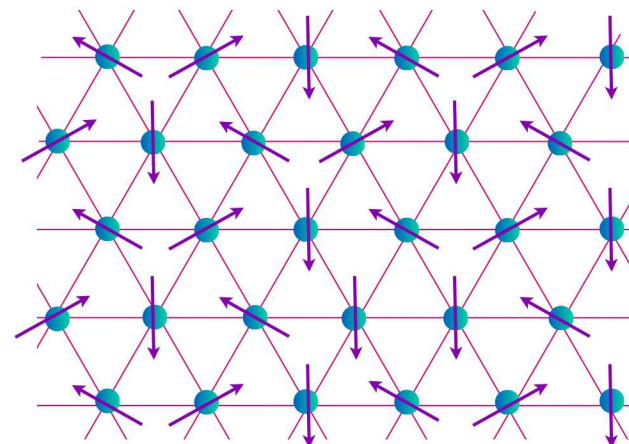
**Quantum Heisenberg generalization:**

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

## 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