

# Applications court terme du calcul quantique

Ou comment travailler avec des qubits bruités

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10-04-2019

# Short term?



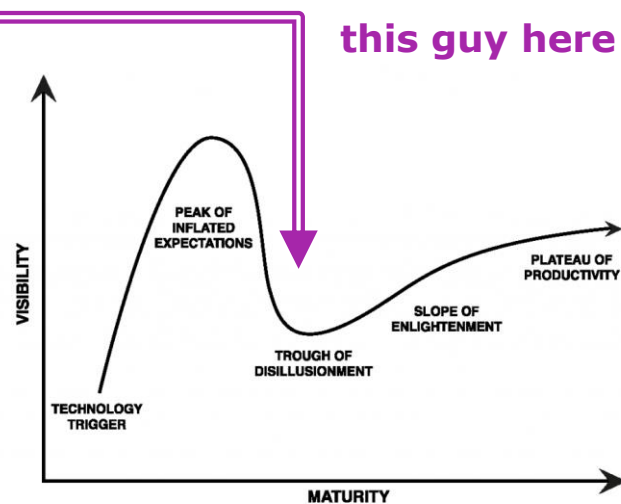
- QEC
- $10^6$  qubits
- large circuits



- no QEC
- $< 100$  qubits
- $\frac{T_1}{\text{gate time}} < 10^3$

# Why work with the paddle boat?

- Quantum \$upremacy might be closer than it looks
- Making early progress might bootstrap the industrialisation process (or at least slow down the investment trough)
- Help & improve hardware design:
  - connectivity?
  - premisses of QEC



# Very different software approaches...



Compilation	HW dep. (CNOTS -> CZ)	QEC dep. (H/T synthesis, lattice surgery)
Error correction/mitigation	HW dep. mitigation (DFS, Monte Carlo, etc)	Full blown QEC (surface code, color code)
Ressources	Scarce (e.g reuse ancillas)	« less » scarce (e.g runtime ancilla handling)
Software stack	Ad hoc, low level optimization	Highly optimized libraries quantum g++ style

# ... with a similar end goal

(on the programming side, at least)

- ▶ Most users won't/shouldn't write quantum circuits (how many of you write code in x64?)
- ▶ Need for high level interfaces of quantum « backends »
- ▶ Think of BLAS/MKL or Cuda
- ▶ Can this be achieved for short term applications?

# Variational Quantum Eigensolver for combinatorial optimization (aka QAOA)

this talk

Applications

High level library

ad hoc synthesis

pyAQASM

quantum processor

```
my_problem = Problem()

var1 = my_problem.new_var()
var2 = my_problem.new_var()
var3 = my_problem.new_var()

my_problem.add_clause(var1 ^ var2)
my_problem.add_clause(var2 | var3 & var1)
my_problem.add_clause(~var1)
```

```
circuit = my_problem.generate_circuit([0.1, 1.6, 2.4], [1., 2., 3.],
                                     optimization_strategy="coloring")
```

```
val = my_problem.evaluate([0.1, 1.6, 2.4], [1., 2., 3.],
                          qpu=qat.linalg.get_qpu_server(),
                          optimization_strategy="parity")
```

1

From adiabatic Quantum  
Computation  
to quantum circuits

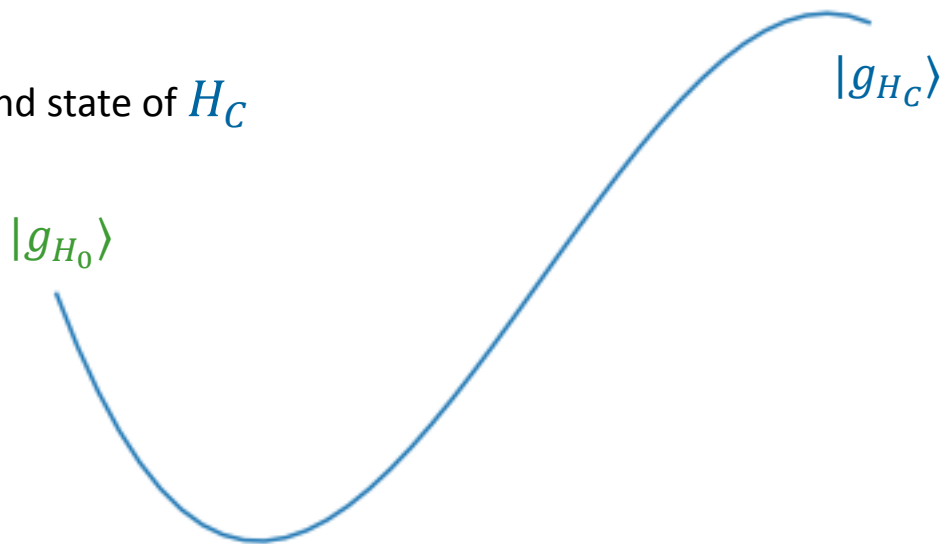
# Turning analogic computation into discrete time computation

- ▶ Some Hamiltonian  $H_C$  encoding your problem
- ▶ Solution of your problem :  $\lambda_g, |g_{H_C}\rangle$  the ground state of  $H_C$
- ▶ Adiabatic analog approach to find  $|g\rangle$  :
  - start by driving  $H_0 = -\sum \sigma_x^i$
  - change the drive from  $H_0$  to  $H_C$ :

$$H(t) = (t_{max} - t)H_0 + t H_C$$

- ▶ Adiabatic Theorem:

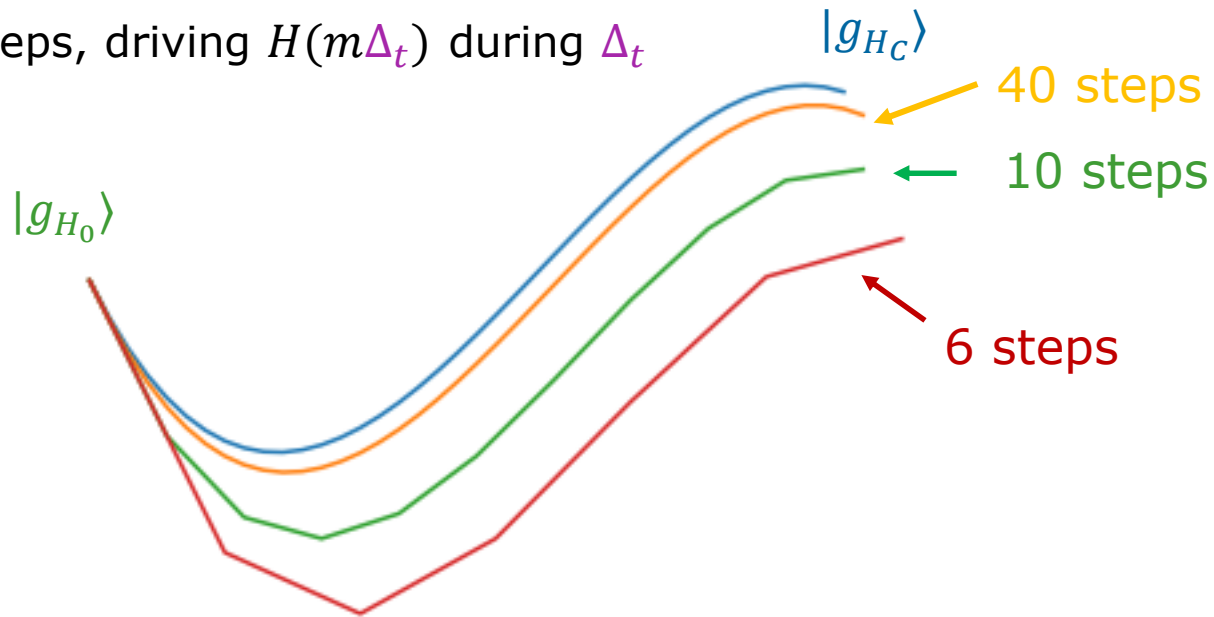
$|\langle g_{H_C} | \psi(t_m) \rangle| \rightarrow 1$  when  $t_{max} \rightarrow \infty$  « if it is slow enough, we will end up with  $|g_{H_C}\rangle$  »





# Turning analogic computation into discrete time computation

- We want to discretize this path
- Lets do baby steps, driving  $H(m\Delta_t)$  during  $\Delta_t$



# Turning analogic computation into discrete time computation

- ▶ Our path is, in fact, some unitary operator (Shrödinger):

$$U_{tot} = \exp\left(-i \int_{t=0}^{t_{max}} H(t) dt\right)$$

We split the computation into many baby steps of duration  $\Delta_t$ :

$$U_m = \exp(-i \Delta_t H_m)$$

- ▶ We can do a first approximation:

$$U'_{tot} = \prod_m U_m \quad \text{with error } O(\sqrt{\Delta_t poly(n)})$$

- ▶ Followed by another approximation:

$$U'_m = \exp\left(-i \Delta_t \left(1 - \frac{m \Delta_t}{t_{max}}\right) H_0\right) \exp\left(-i \Delta_t \frac{m \Delta_t}{t_{max}} H_C\right) \quad \text{with error } O(\Delta_t^2 \|H_0 H_C\|)$$

$$U'_{m,0} : \text{sequence of } R_x \quad U'_{m,C} : ???$$

Adiabatic quantum computation, Albash & Lidar

# A discrete time algorithm for combinatorial optimization or the so-called QAOA algorithm

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- ▶ Given a function  $C : \{0, 1\}^n \rightarrow \mathbb{R}$  to optimize (i.e find  $z^* = \operatorname{argmax}_z \{C(z) | z \in \{0, 1\}^n\}$ )
  - Encode  $C$  into an Hamiltonian:

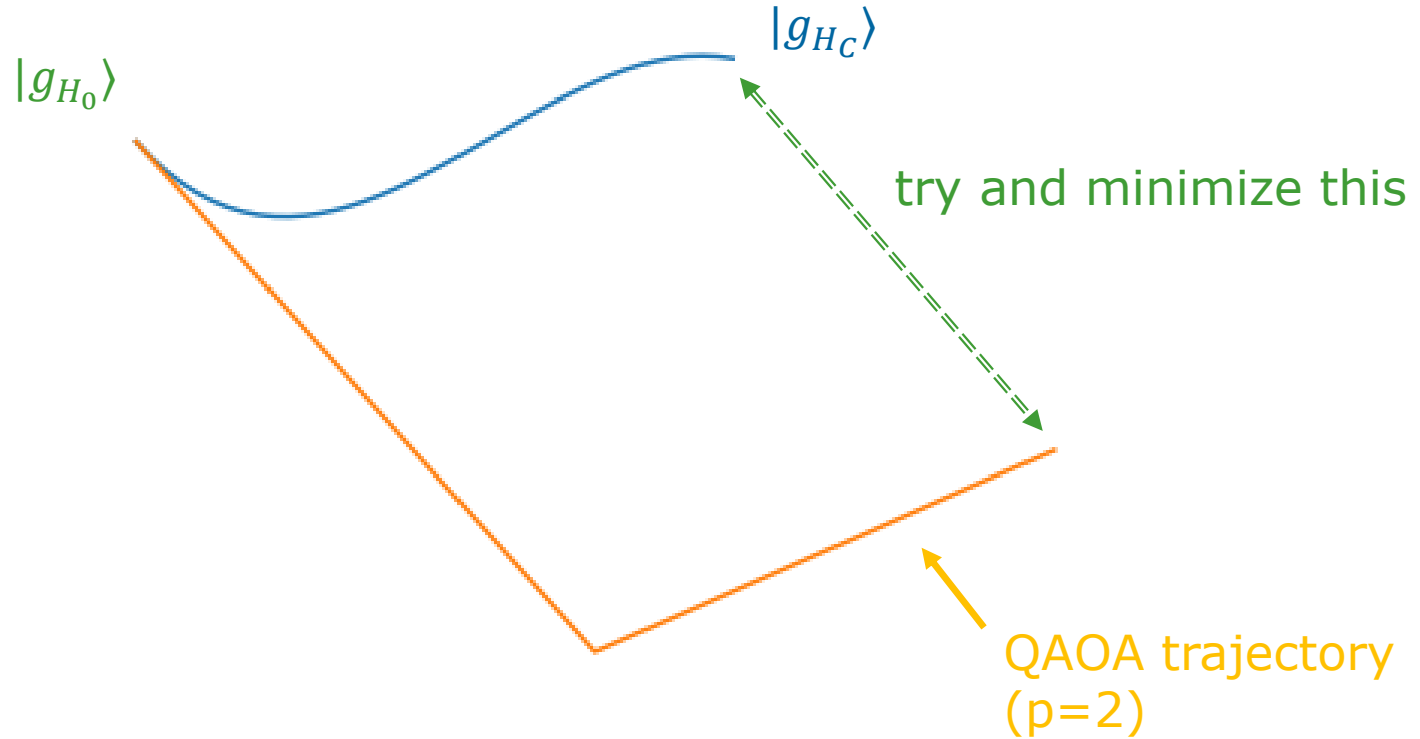
$$H_C = \sum_{z \in \{0, 1\}^n} C(z) |z\rangle \langle z|$$

- Prepare state  $|+\rangle^n$
  - Apply circuit :  $\prod_m U'_{m,0} U'_{m,C}$
  - Measure all the qubits
- ▶ If the number of steps is large enough, the final state should be close to  $|z^*\rangle$
- ▶ In practice, we limit ourselves to a few steps:

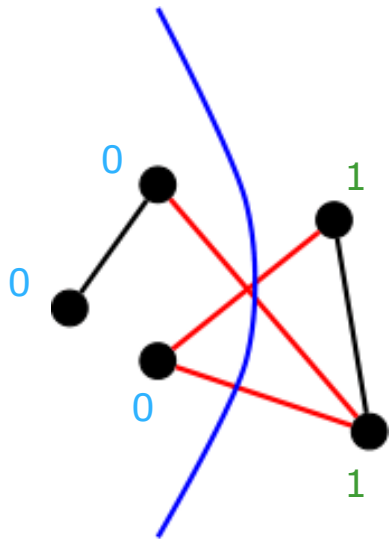
$$|\psi(\gamma, \beta)\rangle = \left[ \prod_{m=1}^p U_0(\beta_m) U_C(\gamma_m) \right] H^{\otimes n} |0^n\rangle$$

- ▶ Use a classical optimizer to maximize  $F(\gamma, \beta) = \langle \psi(\gamma, \beta) | H_C | \psi(\gamma, \beta) \rangle$

# A discrete time algorithm for combinatorial optimization or the so-called QAOA algorithm



# Example : MaxCut



$$C(00011) = 3$$

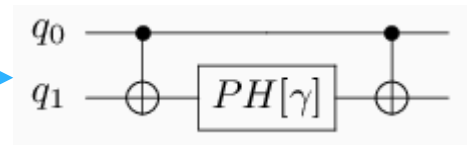
- ▶ Given a graph  $G = (V, E)$  define:

$$C(z) = \sum_{(i,j) \in E} z_i \oplus z_j$$

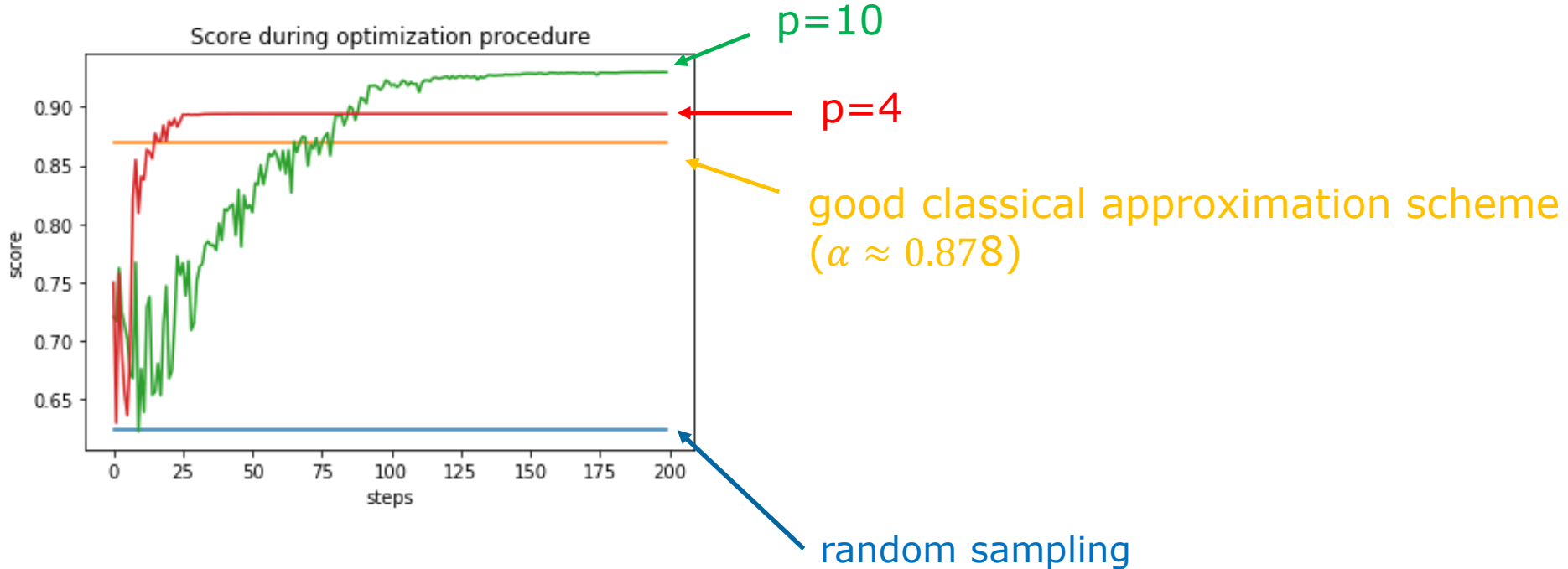
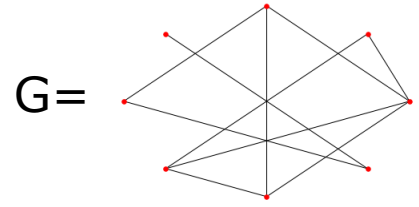
- ▶  $\langle x_0 x_1 | \frac{1 - \sigma_z \sigma_z}{2} | x_0 x_1 \rangle = (x_0 \oplus x_1)$ , hence:

$$H_C = \sum_{(i,j) \in E} \frac{1 - \sigma_z^i \sigma_z^j}{2}$$

- ▶  $U_C(\gamma) = \exp(-i\gamma H_C) = \prod_{(i,j) \in E} \exp\left(-i \frac{\gamma(1 - \sigma_z^i \sigma_z^j)}{2}\right)$



# Example : MaxCut



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Synthesizing circuits

# From a « classical » cost function $C$ to $H_C$

- ▶ Usually:  $C(z) = \sum_{\alpha} w_{\alpha} C_{\alpha}(z)$  where  $C_{\alpha}: \{0,1\}^n \rightarrow \{0,1\}$  are « local » and  $w_{\alpha} \in \mathbb{R}$
- ▶ Lets assume that each  $C_{\alpha}$  is described using a boolean formula:

$$F := F \wedge F \mid F \vee F \mid F \oplus F \mid \neg F \mid x_i$$

- ▶ We define  $H_{C_{\alpha}}$  by induction as follows:

$$\begin{aligned} H_{x_i} &:= \frac{1 - \sigma_z^i}{2} & H_{\neg F} &:= 1 - H_F \\ H_{F_1 \wedge F_2} &:= H_{F_1} H_{F_2} & H_{F_1 \vee F_2} &:= H_{F_1} + H_{F_2} - H_{F_1} H_{F_2} \\ H_{F_1 \oplus F_2} &:= H_{F_1} + H_{F_2} - 2H_{F_1} H_{F_2} \end{aligned}$$

- ▶ Ex: for MaxCut :

- $C_{\alpha}(z) = z_i \oplus z_j$

- $H_{z_i \oplus z_j} = H_{z_i} + H_{z_j} - 2H_{z_i} H_{z_j} = \frac{1 - \sigma_z^i}{2} + \frac{1 - \sigma_z^j}{2} - \frac{1}{2} (1 - \sigma_z^i)(1 - \sigma_z^j) = \frac{1 - \sigma_z^i \sigma_z^j}{2}$

Applications

High level library

ad hoc synthesis

pyAQASM

quantum processor



# Synthesizing $U_C(\gamma)$

► Usually :

$$C(z) = \sum_{\alpha} C_{\alpha}(z)$$

« local » functions

« local » commuting unitaries

► Hence:

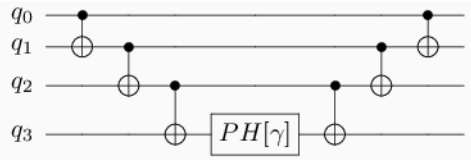
$$U_C(\gamma) = \prod_{\alpha} \exp(-i\gamma H_{C_{\alpha}})$$

contains only  $\sigma_z$

# Synthesizing $U_C(\gamma)$ : first strategy (graph coloration)

- ▶ Synthesize each  $\exp(-i\gamma H_{C_\alpha})$  individually:

$$\exp(-i\gamma \sigma_z \sigma_z \dots \sigma_z) \longrightarrow$$



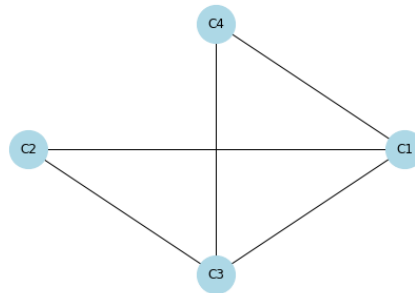
« parity phase shift »

- ▶ Find a good order to enumerate the clauses  $C_\alpha$ :

- $G_C$  : intersection graph of the clauses  $C_\alpha$

E.g :  $C(z) = \underbrace{z_0 \oplus z_1}_{C_1} + \underbrace{z_1 \wedge z_3}_{C_2} + \underbrace{z_3 \vee z_0}_{C_3} + \underbrace{z_0 \wedge z_2}_{C_4}$

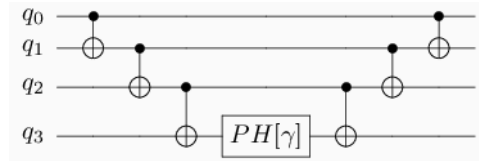
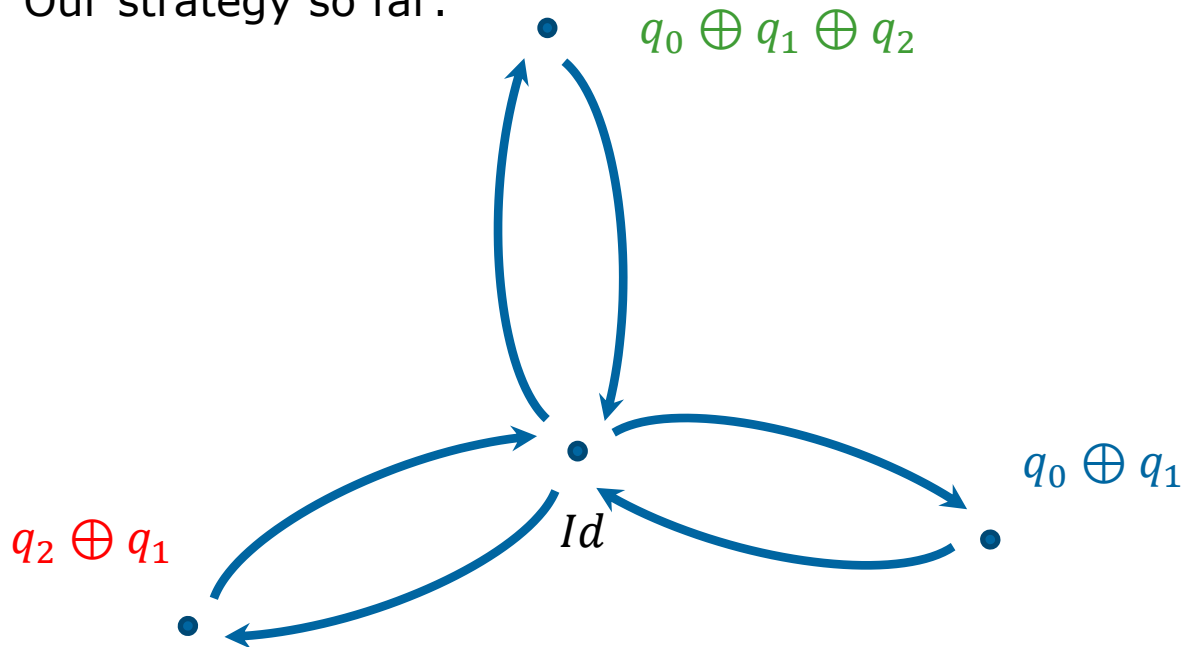
- Find a clean coloration of  $G_C$
- build the circuit according to the coloration



- ▶ In practice: greedy heuristic for graph coloration works fine (depth  $\leq$  max degree + 1).

# Synthesizing $U_C(\gamma)$ : another strategy (parity network synthesis)

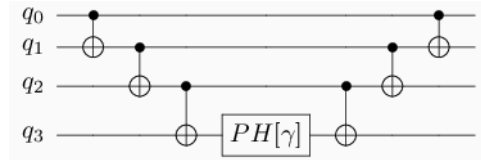
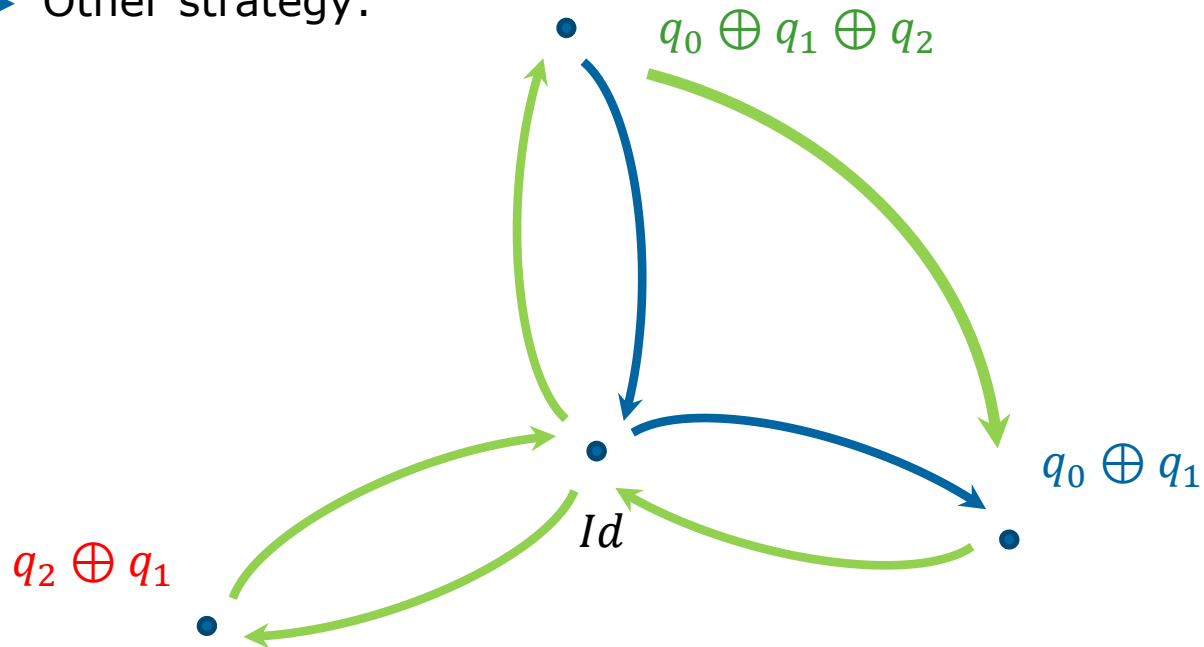
- Our strategy so far:



$$\sigma_z^0 \sigma_z^1 \sigma_z^2 \sigma_z^3$$

# Synthesizing $U_C(\gamma)$ : another strategy (parity network synthesis)

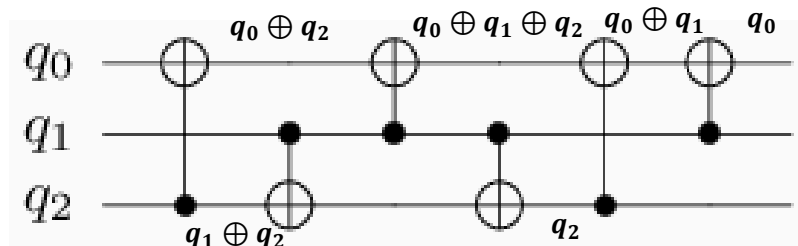
► Other strategy:



$$\sigma_Z^0 \sigma_Z^1 \sigma_Z^2 \sigma_Z^3$$

# Synthesizing $U_C(\gamma)$ : another strategy (parity network synthesis)

- ▶  $U_C(\gamma)$  has a very particular form:  $|x\rangle \mapsto \exp(iP(x)) |x\rangle$  where:
  - $P: \{0,1\}^n \rightarrow \mathbb{R}$
  - $P = \sum_i \theta_i f_i$  where  $f_i: \{0,1\}^n \rightarrow \{0,1\}$  is linear and  $\theta_i \in \mathbb{R}$
- ▶ We consider **annotated** CNOT circuits:



- ▶ A **parity network** for a such a polynomial  $P$  is a CNOT circuit such that for all  $f_i$  in  $P$ ,  $f_i$  appears in the corresponding **annotated** circuit.

# Synthesizing $U_C(\gamma)$ : another strategy (parity network synthesis)

$$C(z) = z_0 \oplus z_1 + z_1 \wedge z_3 + z_3 \vee z_0 + z_0 \wedge z_2$$

$$\begin{array}{ll} q_0 \oplus q_1 & -0.5 \\ q_1 & -0.25 \\ q_1 \oplus q_3 & 0.25 \\ q_3 & -0.5 \\ q_0 \oplus q_3 & -0.25 \\ q_0 & -0.5 \\ q_0 \oplus q_2 & 0.25 \\ q_2 & -0.25 \end{array}$$

```
In [8]: 1 pb = Problem()
2 variables = [pb.new_var() for _ in range(4)]
3 pb.add_clause(variables[0] ^ variables[1])
4 pb.add_clause(variables[1] & variables[3])
5 pb.add_clause(variables[3] | variables[0])
6 pb.add_clause(variables[0] & variables[2])
7 print(pb)
```

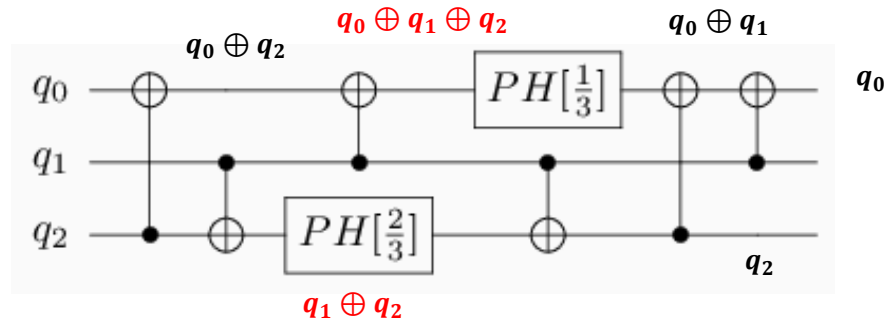
Problem over 4 variables:  
Clause #0: V(0) ^ V(1)  
Clause #1: V(1) & V(3)  
Clause #2: V(3) | V(0)  
Clause #3: V(0) & V(2)

```
In [7]: 1 obs = pb.generate_cost_observable()
2 print(obs)

1.75 * I^4 +
-0.5 * (ZZ | [0,1]) +
-0.25 * (Z | [1]) +
0.25 * (ZZ | [1,3]) +
-0.5 * (Z | [3]) +
-0.25 * (ZZ | [3,0]) +
-0.5 * (Z | [0]) +
0.25 * (ZZ | [0,2]) +
-0.25 * (Z | [2])
```

# Synthesizing $U_C(\gamma)$ : another strategy (parity network synthesis)

► E.g:  $P(x) = \frac{2}{3} x_1 \oplus x_2 + \frac{1}{3} x_0 \oplus x_1 \oplus x_2$



# Synthesizing $U_C(\gamma)$ : another strategy

## parity network synthesis

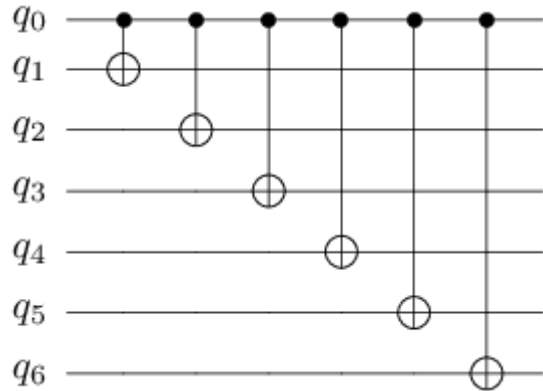
- ▶ Finding minimal (in # of CNOTs) parity networks is hard[1]
- ▶ But there exists some nice heuristics :
  - based on Gray-code enumeration
  - provably optimal when P contains all the possible  $f_i$
- ▶ For a random cost function  $C$  over 10 bits:
  - parity network synthesis : 50% less CNOTs compared to naive approach
  - but no control on the circuit depth

[1]. On the cnot complexity of cnot-phase circuits, by Amy, Azimzadeh, Mosca

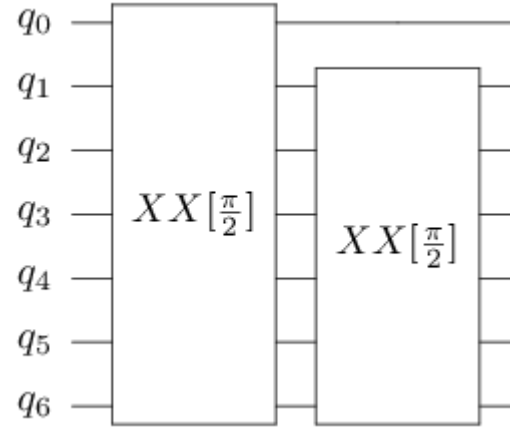


# Parity network synthesis in trapped ions

- ▶ Working with fan-in/out CNOT gates:



$\equiv LU$



- ▶ Synthesis is :

- « cheap » : depends on some property of the interaction graph (for 2-parities)
- « complicated » : this property is hard to quantify (related to smallest Vertex Cover)

# 3

Connectivity and  
embedding schemes

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# First of all : 2-parities are universal

- ▶ Say we have « large » parities  $C \sigma_z^{i_1} \sigma_z^{i_2} \dots \sigma_z^{i_k}$  in  $H_C$
- ▶ We can « split » it into:

$$\underbrace{C \sigma_z^{i_1} \sigma_z^{i_2} \dots \sigma_z^{i_k}}_k \equiv \pm |C| \left( \underbrace{\sigma_z^a \sigma_z^{i_1} \dots \sigma_z^{i_l}}_{l+1} - \text{sign}(C) \underbrace{\sigma_z^a \sigma_z^{i_{l+1}} \dots \sigma_z^{i_k}}_{k-l+1} \right)$$

some ancilla

- ▶ 3-parities can also be decomposed:

$$\sigma_z^1 \sigma_z^2 \sigma_z^3 \equiv \sigma_z^1 \sigma_z^2 + \sigma_z^2 \sigma_z^3 + \sigma_z^1 \sigma_z^3 + \sum [\sigma_z^i \sigma_z^a - \sigma_z^i] - 2\sigma_z^a$$

## Embedding (2) Ising models

$$H = \sum h_i \sigma_z^i + \sum J_{i,j} \sigma_z^i \sigma_z^j$$

↑                      ↑  
spins ( $\pm 1$ )

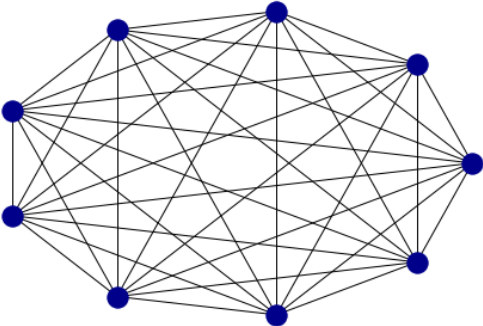
- Correspondance with the QUBO framework:

$$C(z) = \sum c_i z_i - \sum J_{i,j} z_i z_j$$

↑                      ↑  
boolean variables (0,1)

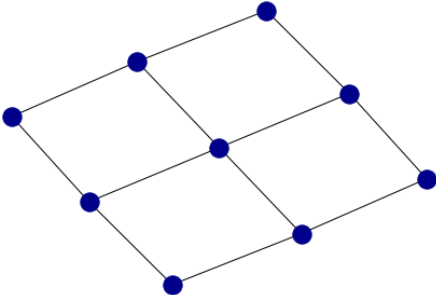
# Embedding (2) Ising models

$$H = \sum h_i \sigma_z^i + \sum J_{i,j} \sigma_z^i \sigma_z^j$$

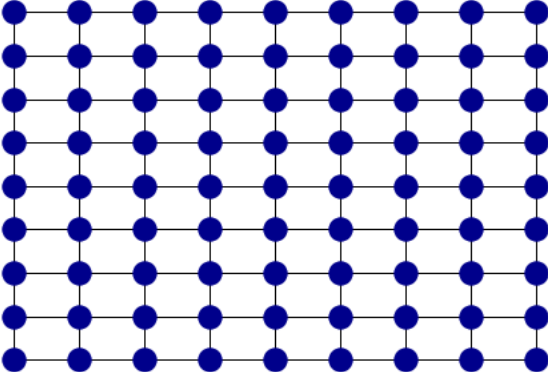


Problem connectivity

vs.



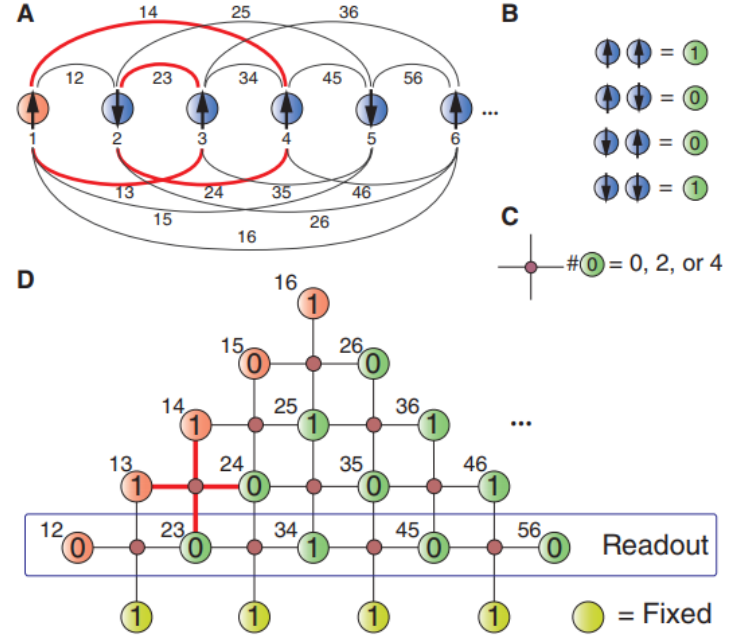
Hardware graph



# LHZ Scheme : the physicists approach

$$\sum h_{x,i} \sigma_x^i + \sum h_{z,i} \sigma_z^i + \sum J_{i,j} \sigma_z^i \sigma_z^j$$

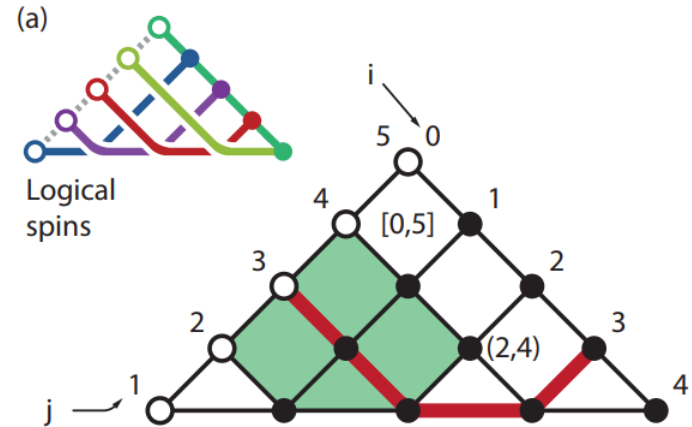
$$A \sum \sigma_x^i + B \sum J_i \sigma_z^i + C \sum \sigma_z^{(l,n)} \sigma_z^{(l,s)} \sigma_z^{(l,e)} \sigma_z^{(l,w)}$$



LHZ, A quantum annealing architecture with all-to-all connectivity from local interactions

# LHZ Scheme : using stabilisers

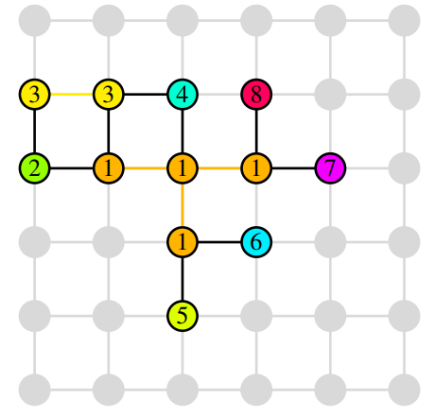
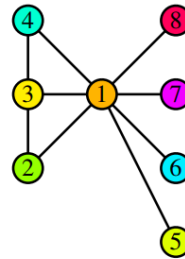
- LHZ re-expressed as:
  - local drives
  - + stabilisers constraints
- Allow more general embedding schemes
- Still constrained on a grid-like structure



RBL, Stabilisers as a design tool for new forms of Lechner-Hauke-Zoller Annealer

# The minor embedding approach (by D-wave)

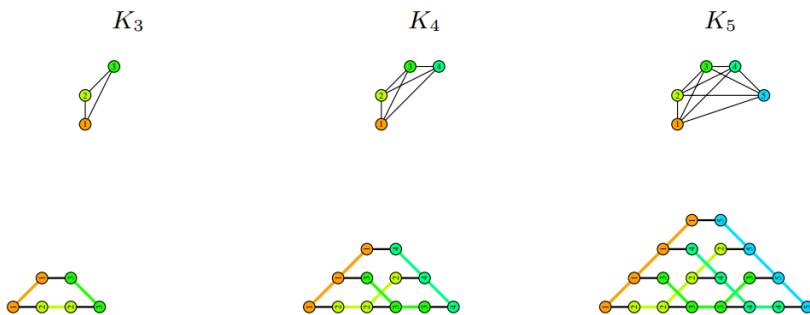
- ▶ Embed the interaction graph as a minor of the hardware graph
- ▶ 1 spin == a subtree of the hardware graph
- ▶ Smallest hardware graph that:
  - can embed any graph of size  $\leq n$
  - has a limited connectivity (grid-like)
  - has « simple » embeddings (easy to compute)
- ▶ Possible answer: a triad graph, or a chimera-graph



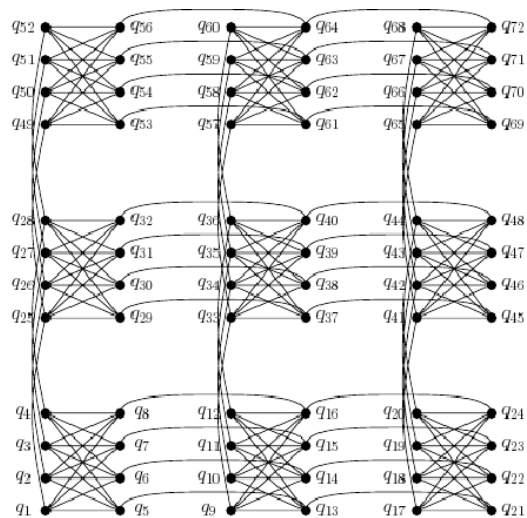
Vicky Choi, Minor-Embedding in Adiabatic Quantum Computation (part I & II)



# The minor embedding approach (by D-wave)



Triad graph



Chimera graph

In general : same overhead of  $O(n^2)$

Vicky Choi, Minor-Embedding in Adiabatic Quantum Computation (part I & II)

# 4

## Combinatorial optimization inside the QLM

# Variational Quantum Eigensolver

## for combinatorial optimization

Applications

High level library

ad hoc synthesis

pyAQASM

quantum processor

```
my_problem = Problem()

var1 = my_problem.new_var()
var2 = my_problem.new_var()
var3 = my_problem.new_var()

my_problem.add_clause(var1 ^ var2)
my_problem.add_clause(var2 | var3 & var1)
my_problem.add_clause(~var1)

circuit = my_problem.generate_circuit([0.1, 1.6, 2.4], [1., 2., 3.],
                                     optimization_strategy="coloring")

val = my_problem.evaluate([0.1, 1.6, 2.4], [1., 2., 3.],
                          qpu=qat.linalg.get_qpu_server(),
                          optimization_strategy="parity")
```

Todo:

- finer compilation/synthesis using HW specs
- various encoding schemes
- classical optimization part?

# Thank you

For more information please contact:

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