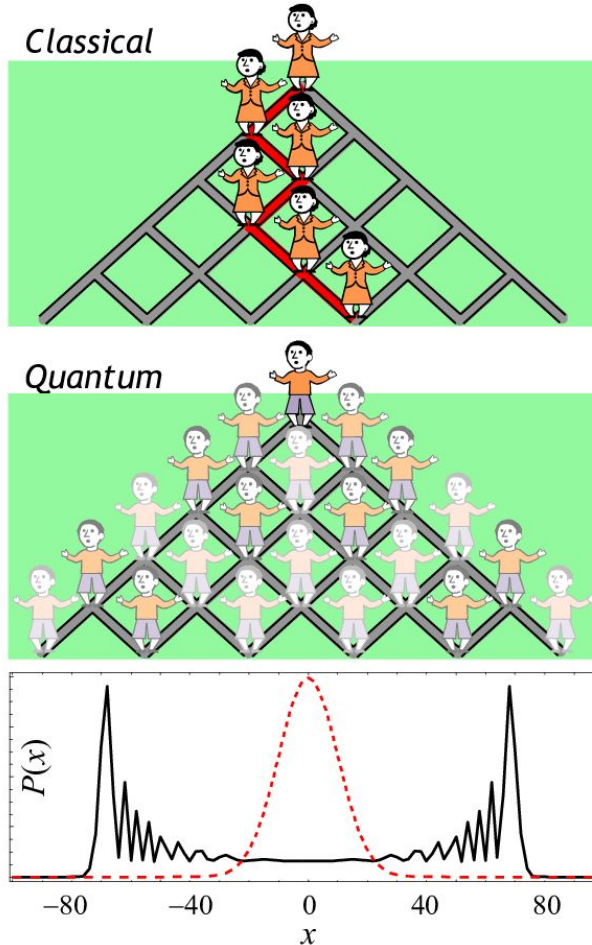


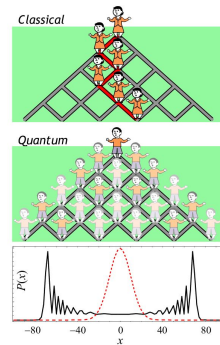
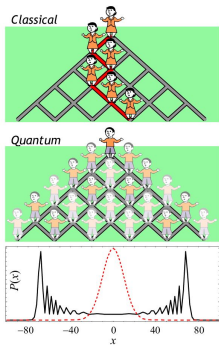
Quantum Walk

Darwin Vargas, Yu Qing Peng



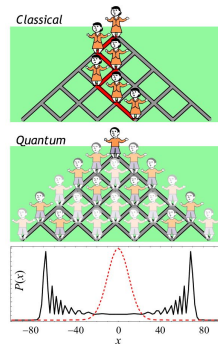
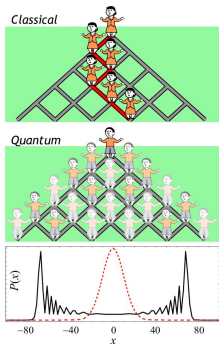
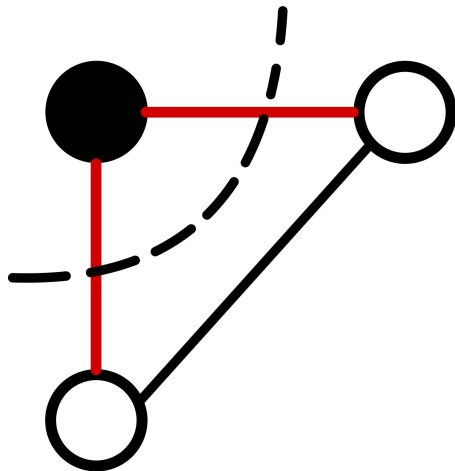
Motivation

- Gaining a deep understanding and giving example usage.
- Demonstrate what was learned in this course.
- QW can be used to create new algorithms and simulate complex physical systems.

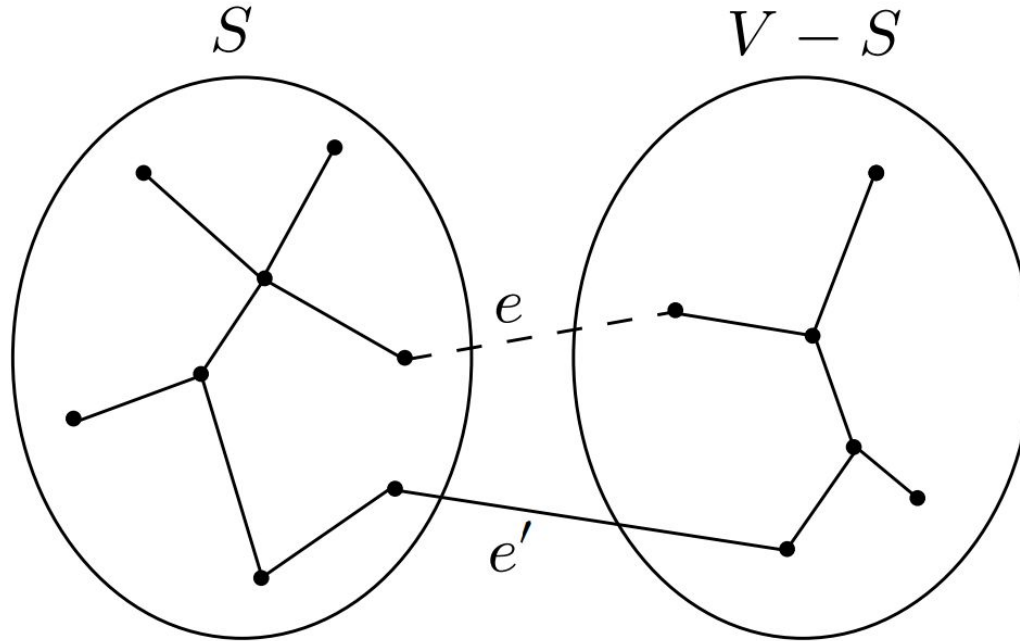


The Problem: Maxcut

- A Classically NP-Hard problem ($O(2^n)$).
- Given graph $G = (V, E)$, connected vertices with differing values add 1 to the cut.
- We want a solution with the most amount of cuts.



Another Perspective



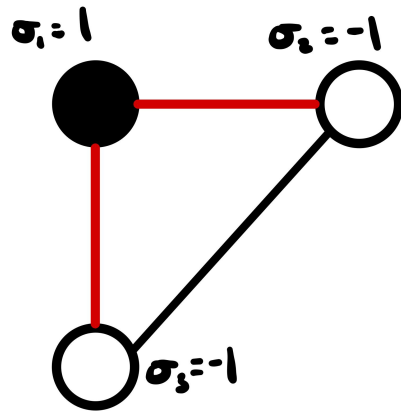
We separate the vertices of a given graph into 2 sets, S and V and we want to maximize the # of edges between them.

Evaluating the Configuration

- Define a formula for the cut value

$$\text{Cut}(G) = \frac{1}{2} \sum_{(i,j) \in E} (1 - \sigma_i \sigma_j)$$

Example: Using Ising



$$\begin{aligned}\sigma_1\sigma_2 &= (1)(-1) = -1 \\ \sigma_2\sigma_1 &= (-1)(1) = -1 \\ \sigma_2\sigma_3 &= (-1)(-1) = 1 \\ \sigma_3\sigma_2 &= (-1)(-1) = 1 \\ \sigma_3\sigma_1 &= (-1)(1) = -1 \\ \sigma_1\sigma_3 &= (1)(-1) = -1 \\ \Rightarrow H(\sigma) &= -(-4 + 2) \\ \Rightarrow H(\sigma) &= -(-2) = 2\end{aligned}$$

$$H(\sigma) = - \sum_{(i,j) \in E} \sigma_i \sigma_j$$

$$\text{Cut}(G) = \frac{1}{2}|E| - \frac{1}{2}H(\sigma)$$

$$|E| = 6$$

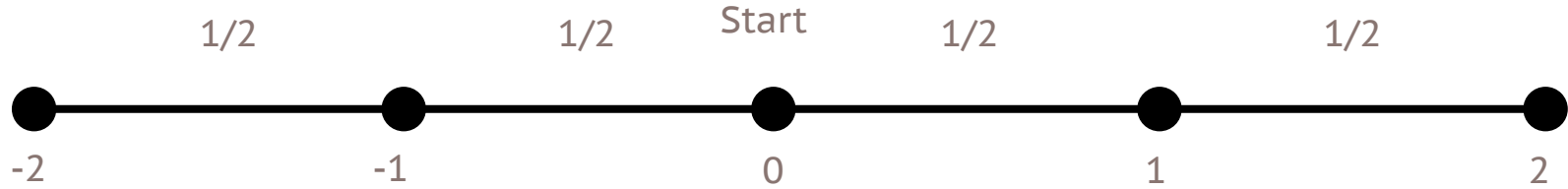
$$H(\sigma) = 2$$

$$\Rightarrow \text{Cut}(G) = \frac{1}{2}(6) - \frac{1}{2}(2)$$

$$\Rightarrow \text{Cut}(G) = 3 - 1 = 2$$

Classical Random Walks

- Probabilistic node transitions

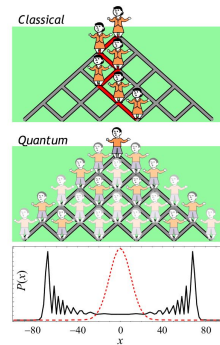
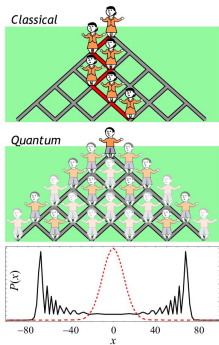
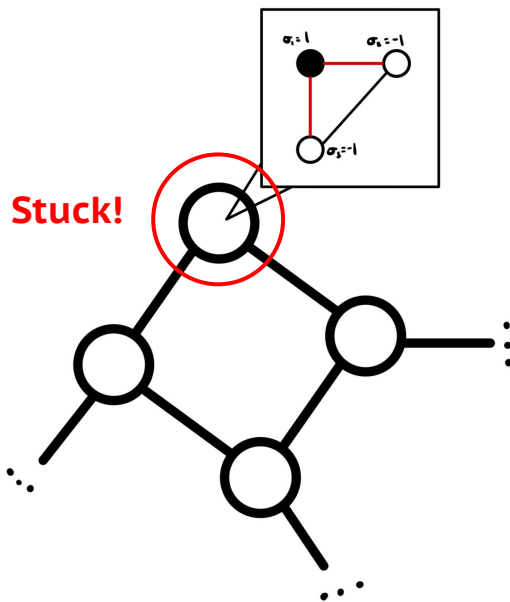


- Higher dimensionality

$$\mathbf{p}(t + 1) = M\mathbf{p}(t)$$

Drawbacks

- No guarantee of finding the best solution.
- Some approaches get stuck at a local maximum.



Methodology: Discrete-Time Quantum Walk

- Two operations are applied to a given position

$$|\psi(0)\rangle = |0\rangle |n = 0\rangle$$

- Coin
$$H = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$$

- Shift
$$S|0\rangle |n\rangle = |0\rangle |n + 1\rangle,$$
$$S|1\rangle |n\rangle = |1\rangle |n - 1\rangle.$$

Example

U^t applied once

$$\begin{aligned} |0\rangle \otimes |0\rangle &\xrightarrow{H \otimes I} \frac{|0\rangle + |1\rangle}{\sqrt{2}} \otimes |0\rangle \\ &\xrightarrow{S} \frac{1}{\sqrt{2}} (|0\rangle \otimes |1\rangle + |1\rangle \otimes |-1\rangle) \end{aligned}$$

Generalized

$$|\psi(t)\rangle = U^t |\psi(0)\rangle$$

Example

Up to the 3rd case

$$|\psi(1)\rangle = \frac{1}{\sqrt{2}}(|1\rangle|-1\rangle + |0\rangle|1\rangle),$$

$$|\psi(2)\rangle = \frac{1}{2}\left(-|1\rangle|-2\rangle + (|0\rangle + |1\rangle)|0\rangle + |0\rangle|2\rangle\right),$$

$$|\psi(3)\rangle = \frac{1}{2\sqrt{2}}\left(|1\rangle|-3\rangle - |0\rangle|-1\rangle + (2|0\rangle + |1\rangle)|1\rangle + |0\rangle|3\rangle\right)$$

Probability Distributions

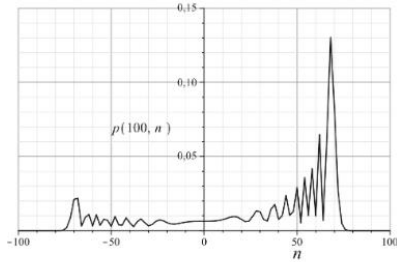


Fig. 3.4 Probability distribution after 100 steps of a quantum walk with the Hadamard coin starting from the initial condition $|\psi(0)\rangle = |0\rangle|n=0\rangle$. The points where the probability is zero were excluded (n odd)

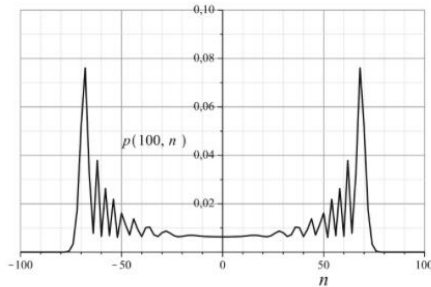


Fig. 3.5 Probability distribution after 100 steps of a Hadamard quantum walk starting from the initial condition (3.23)

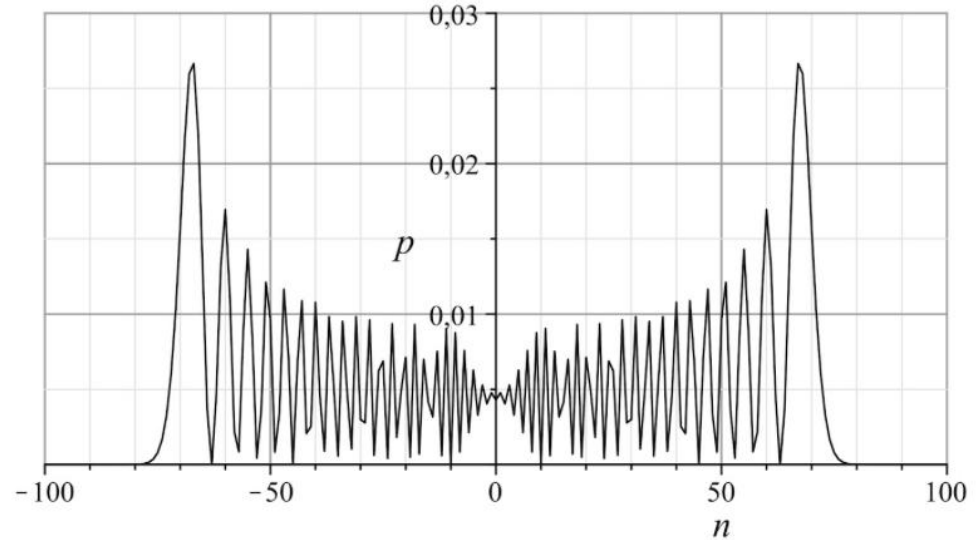
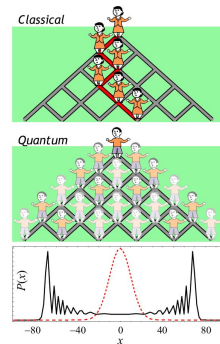
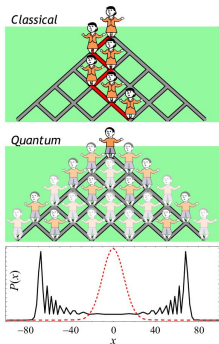
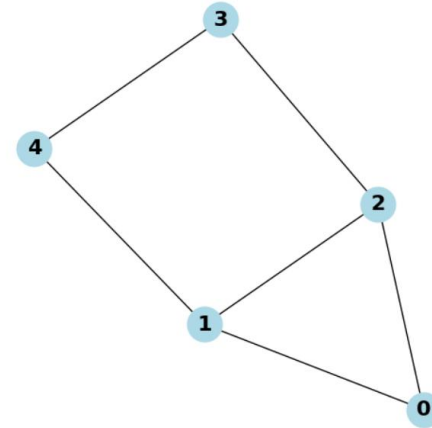


Fig. 3.7 Probability distribution at $t = 100$ with $\gamma = (2\sqrt{2})^{-1}$ of a continuous-time quantum walk with initial condition $|\psi(0)\rangle = |0\rangle$

Solution: Code Implementation

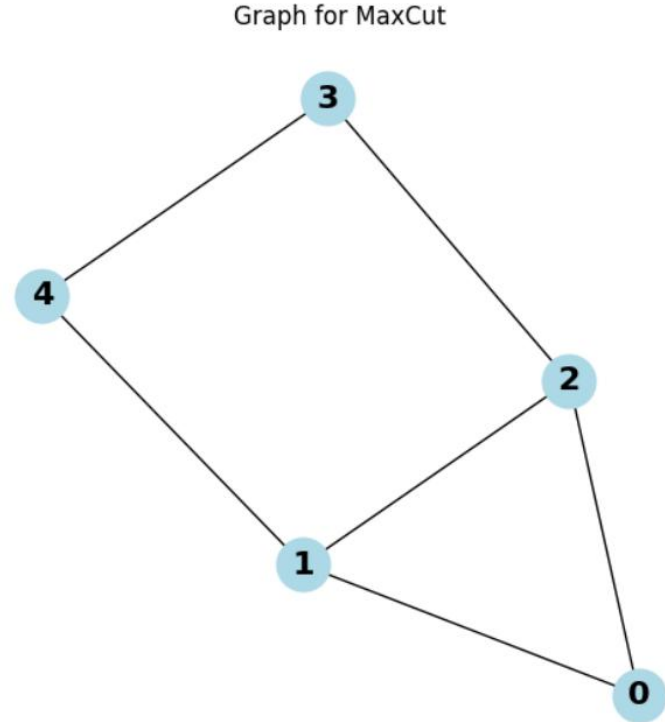
Google Colab:
<https://colab.research.google.com/drive/1nkfcaAJ7gNTaxkeanalJKvniF7-lcKJ3?usp=sharing>

Graph for MaxCut



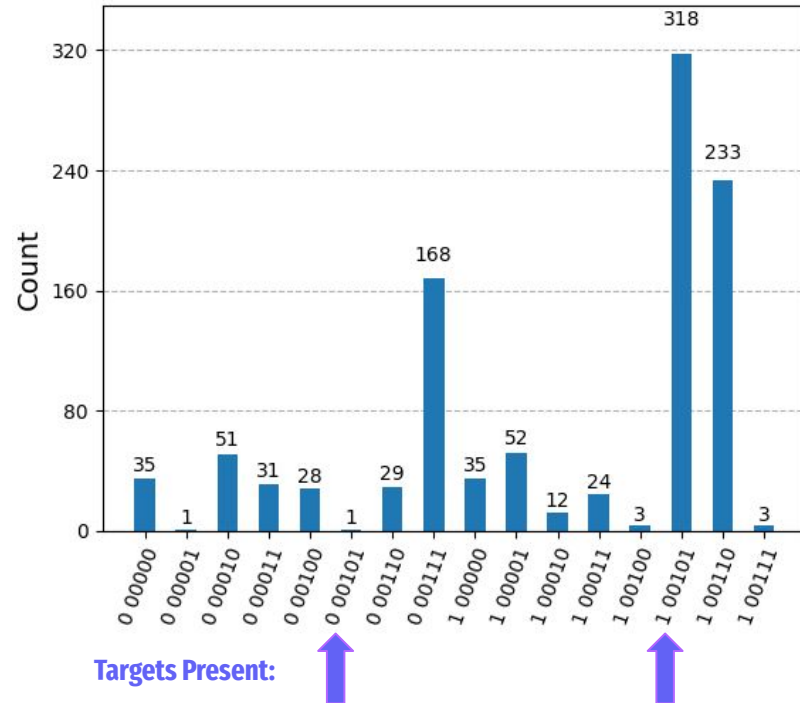
MileStone

- Performed a quantum walk on a 5 node graph
- Target Bit_sequences: b1 b2 b3 b4 b5
 - 00101
 - 11010
 - 01010
 - 10101
- We were only able to find one of these sequences, more testing is required...



Deliverables

- 1 out of 4 optimal solutions found for graph via heuristic improvements
- Quantum Walk Steps: 8
- 1 Qubit per node
- Some sequences were not accounted for by walk



Targets Present:

More testing needed to find missing ones

Expected Results & Take Home Message

- Quantum random walk is completely different from classical approaches.
- More “Tricks” and Heuristic improvements can be made.

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