

Quadratic optimization with quantum computing

Biweekly Presentation IV

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Mathematical background

- Expected value of a matrix: $\langle \mathbf{b} | \mathbf{Q} | \mathbf{b} \rangle$

$$\langle 10010 | \mathbf{Q} | 10010 \rangle = \text{scalar}$$

- \mathbf{Q} is a symmetric matrix ($n \times n$)
- \mathbf{b} is a **binary** vector (n)

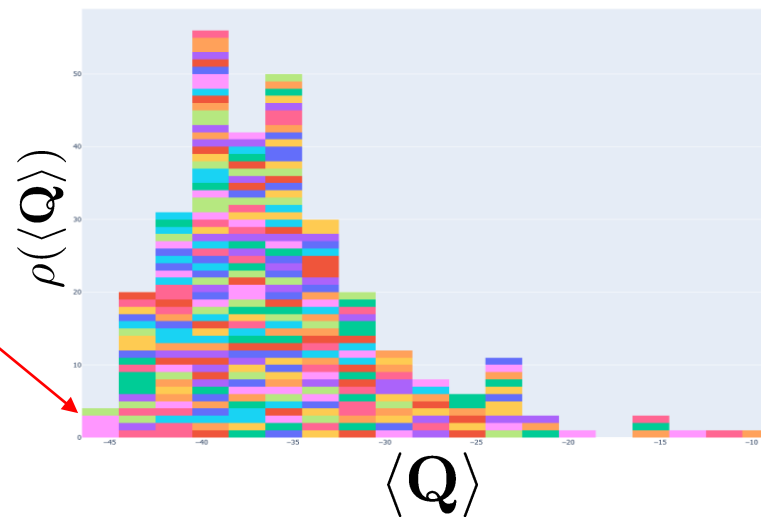
- Find $|\mathbf{b}\rangle$ such that $\min(\langle \mathbf{b} | \mathbf{Q} | \mathbf{b} \rangle)$

- Explicitly (calculate **all** $\langle \mathbf{Q} \rangle$)

★ • By **sampling** $\rho(\langle \mathbf{Q} \rangle)$

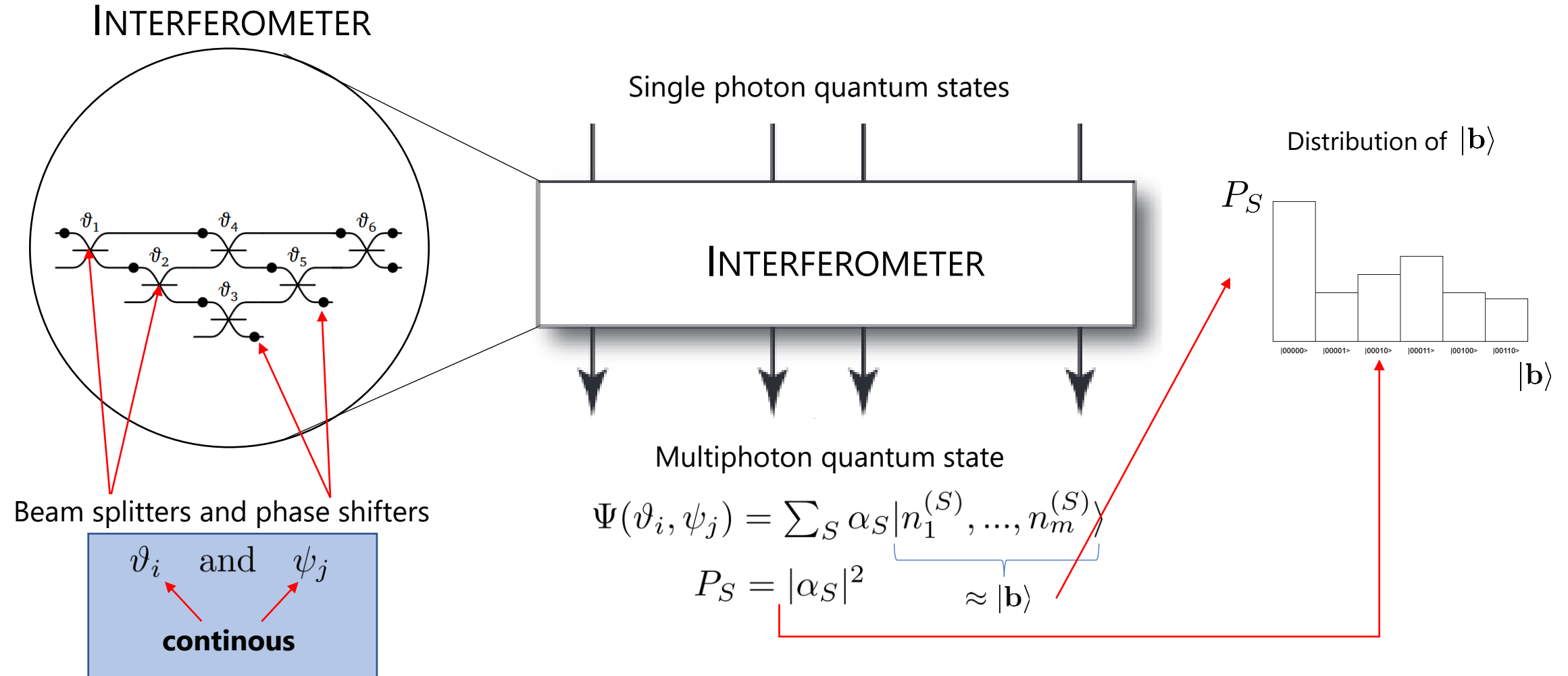
- Better than random sampling?

- Optimizing is hard, because $|\mathbf{b}\rangle$ is discrete
- Need to find **continuous parameters** to repr $|\mathbf{b}\rangle$



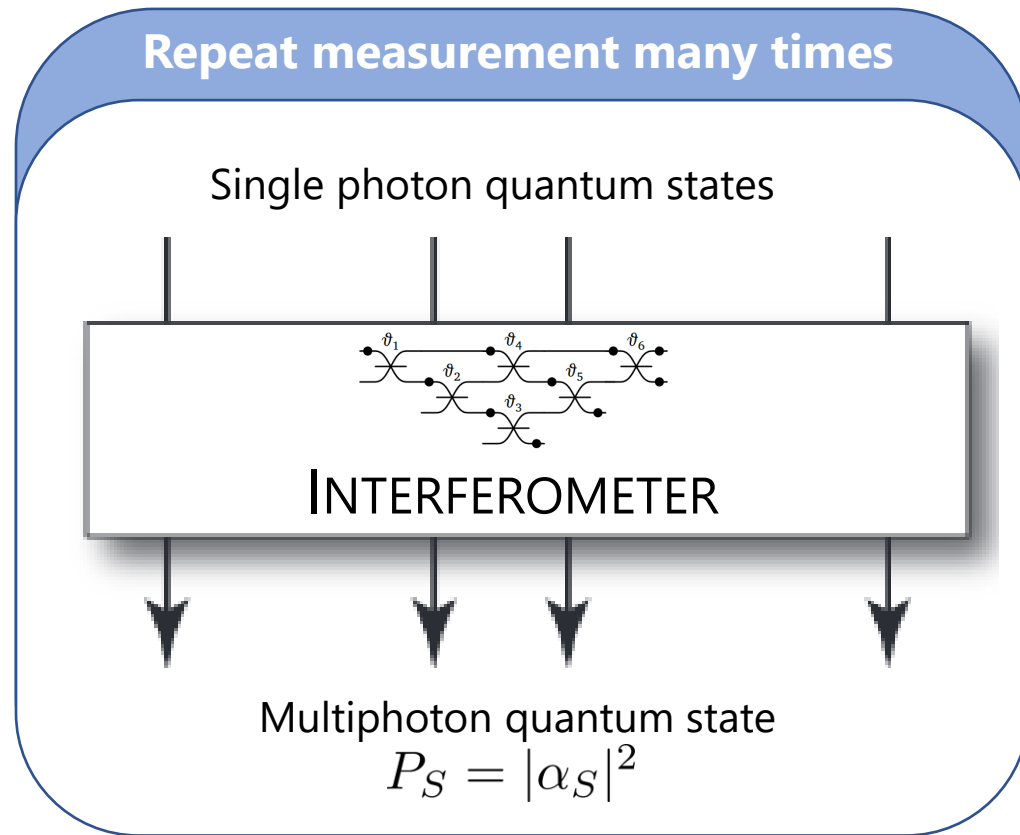
Boson sampling

- Need to find **continuous parameters** to repr $|\mathbf{b}\rangle$



Boson sampling

- Need to find **continuous parameters** to repr

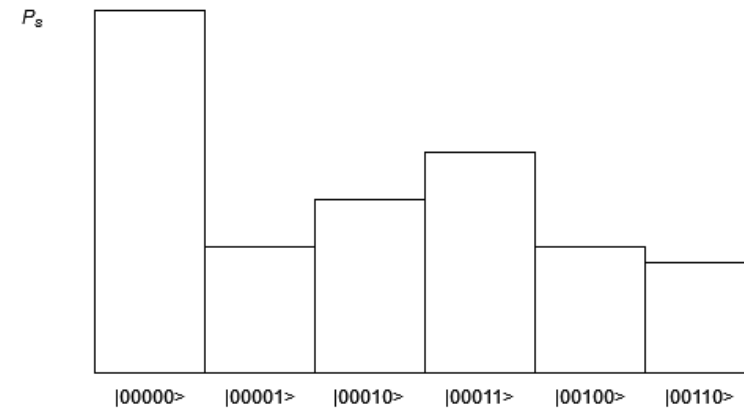


Continuous variables ϑ_i and ψ_j

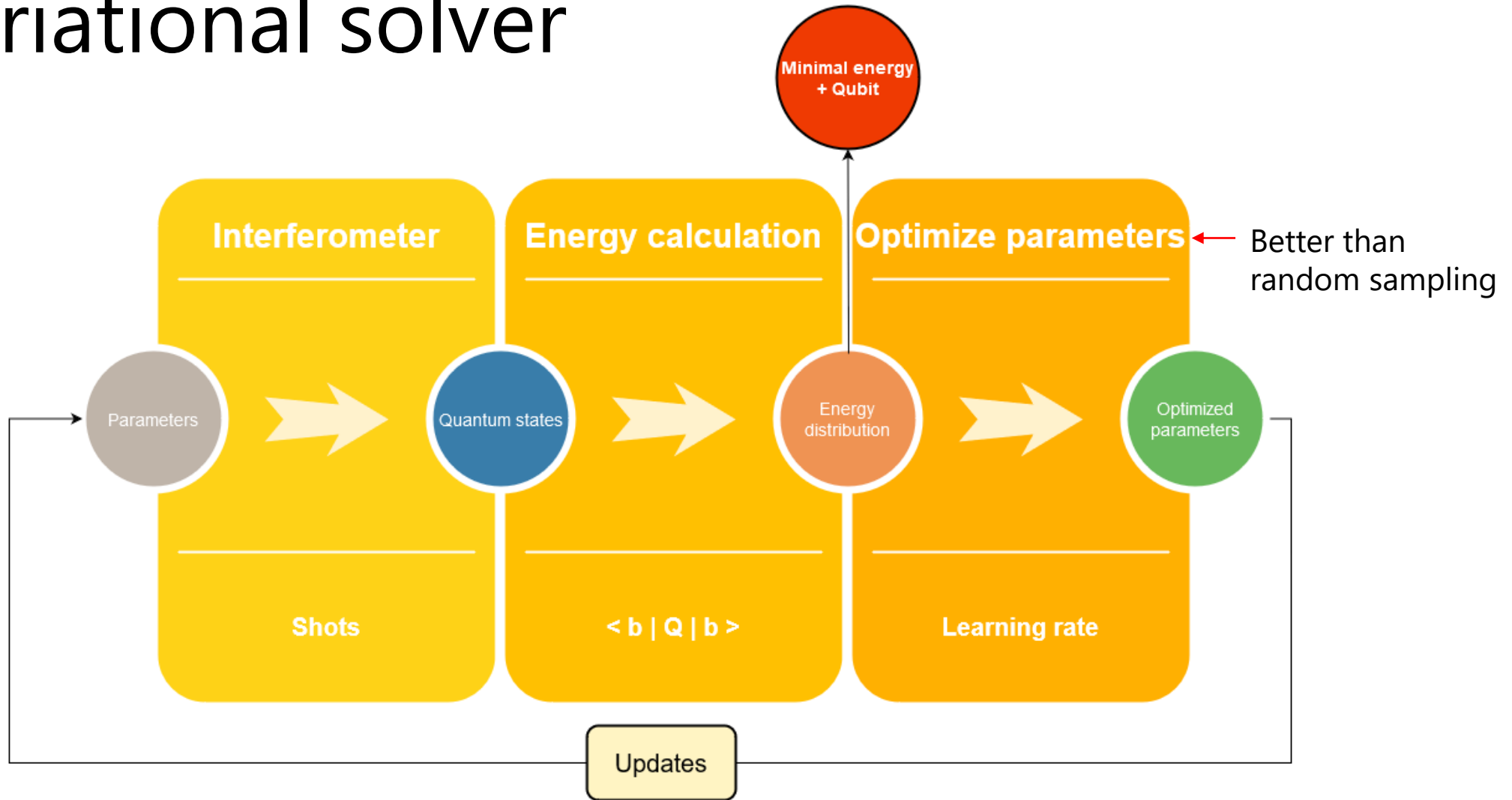


Distribution of quantum states:

$$P_S(\vartheta, \psi) = |\alpha_S|^2$$



Variational solver



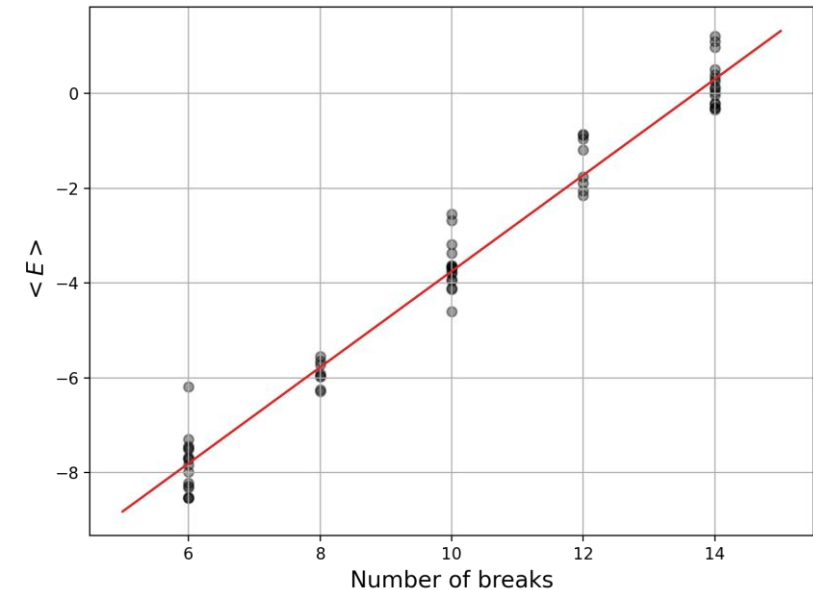
Setup

- Piquasso – simulator for photonic quantum computations
- Piquassoboost – for performance improvement
- Personal use:
 - Ubuntu on Docker for a separated application environment
- Budapest Quantum Computing Group server:
 - 64 Core CPU
 - FPGA server

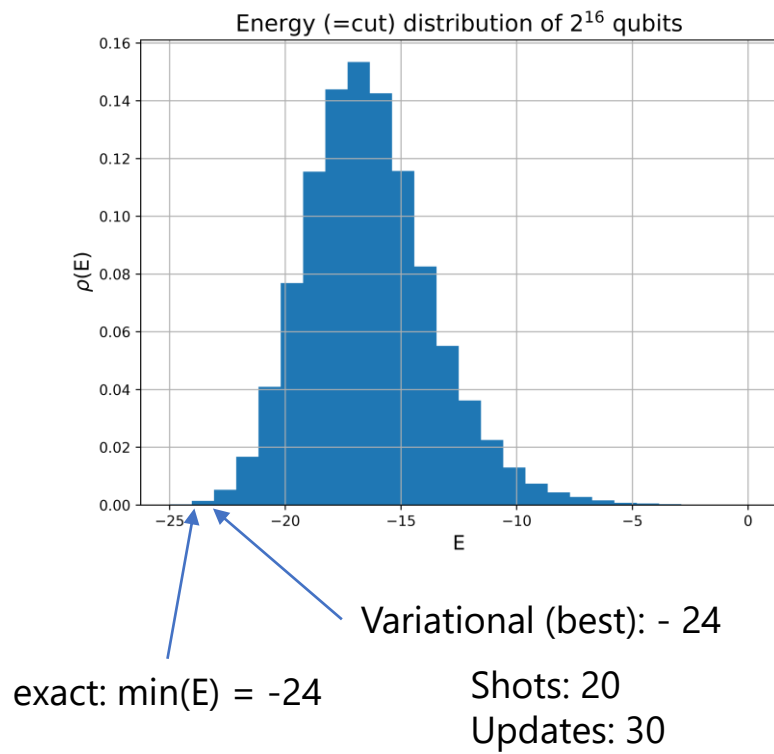


Results: break minimization

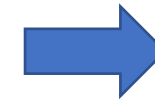
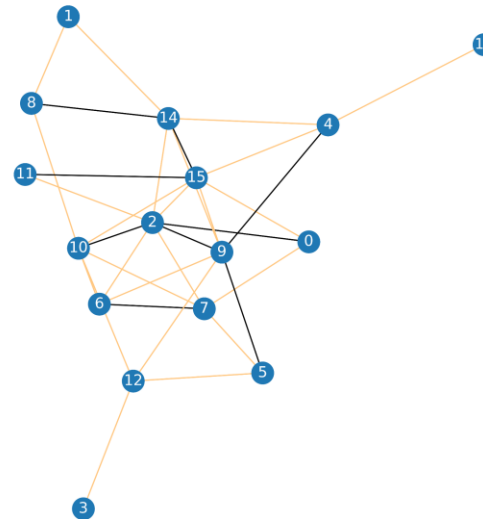
- **Break:** team plays at the same place two times in a row
- Compared **energy** and **number of breaks**
- Expected a linear connection between breaks and energy ($\langle Q \rangle = \langle E \rangle$)
- **The lowest energy** configuration paired with a min-break → **quantum annealing** is viable
- The global minimum (6) was successfully **found** with the **Piquasso** model



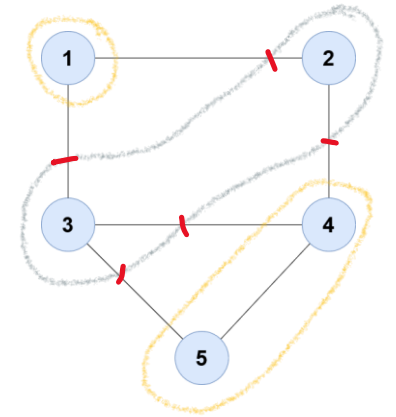
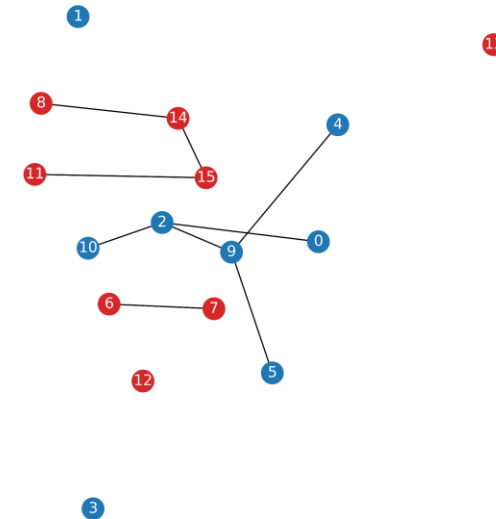
Results: Max-cut



Network without
the cut
 $N = 16$



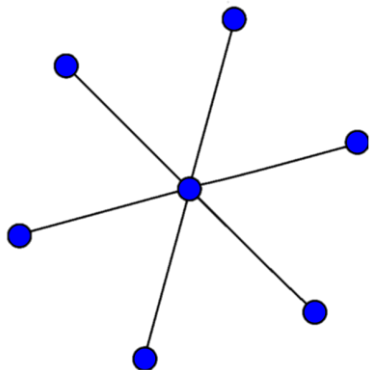
Network with
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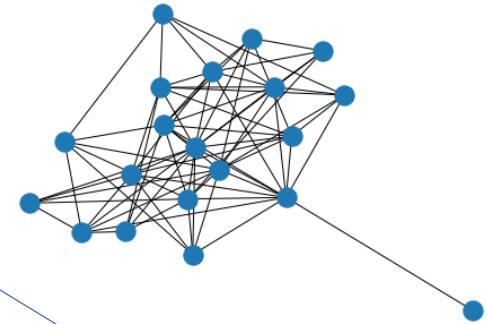
Side note: Barabási-Albert graph

- Last report: How can there be a such a lonely node?
- Parameters: n – final num of nodes
 m – edges from new nodes

initial_graph [Graph or None (default)] Initial network for Barabási–Albert algorithm. It should be a connected graph for most use cases. A copy of `initial_graph` is used. If None, starts from a star graph on $(m+1)$ nodes.



$$m = 5$$



barabasi_albert_graph ($n, m, seed=None, initial_graph=None$)
Returns a random graph using Barabási–Albert preferential attachment
A graph of n nodes is grown by attaching new nodes each with m edges that are preferentially attached to existing nodes with high degree.

Parameters

- n** [int] Number of nodes
- m** [int] Number of edges to attach from a new node to existing nodes
- seed** [integer, random_state, or None (default)] Indicator of random number generation state. See [Randomness](#).
- initial_graph** [Graph or None (default)] Initial network for Barabási–Albert algorithm. It should be a connected graph for most use cases. A copy of `initial_graph` is used. If None, starts from a star graph on $(m+1)$ nodes.

Returns

- G** [Graph]

Raises

- NetworkXError** If m does not satisfy $1 \leq m < n$, or the initial graph number of nodes m_0 does not satisfy $m \leq m_0 \leq n$.