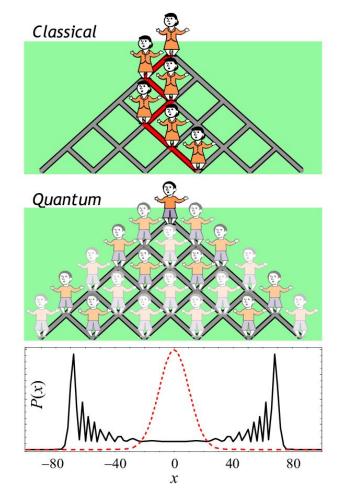
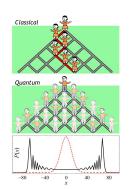
Quantum Walk

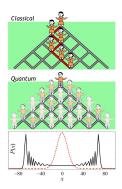
Darwin Vargas, Yu Qing Peng



Motivation

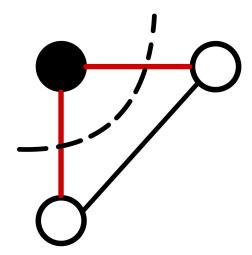
- Gaining a deep understanding and giving example usage.
- Demonstrate what was learned in this course.
- QW is a powerful tool for creating new algorithms and simulating complex physical systems.

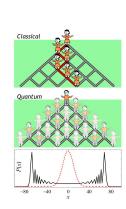


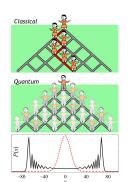


The Problem: Maxcut

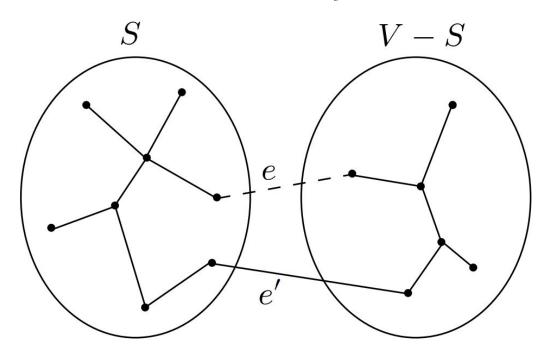
- A Classically NP-Hard problem (O(2n)).
- Given graph G = (V, E), connected vertices with differing values add 1 to the cut.
- We want a solution with the most amount of cuts.







Another Perspective



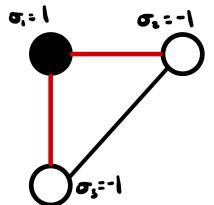
We separate the vertices of a given graph into 2 sets, S and V and we want to maximize the # of edges between them.

Evaluating the Configuration

Define a formula for the cut value

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

Example: Using Ising



$$\sigma 1\sigma 2 = (1)(-1) = -1$$

 $\sigma 2\sigma 1 = (-1)(1) = -1$
 $\sigma 2\sigma 3 = (-1)(-1) = 1$
 $\sigma 3\sigma 2 = (-1)(-1) = 1$
 $\sigma 3\sigma 1 = (-1)(1) = -1$
 $\sigma 1\sigma 3 = (1)(-1) = -1$

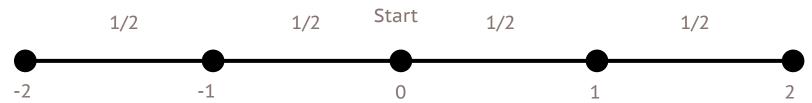
$$H(\boldsymbol{\sigma}) = -\sum_{(i,j)\in E} \sigma_i \sigma_j$$

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

|E| = 6
H(
$$\sigma$$
) = 2
 \Rightarrow Cut(G) = ½ (6) - ½ (2)
 \Rightarrow Cut(G) = 3 - 1 = 2

Classical Random Walks

Probabilistic node transitions

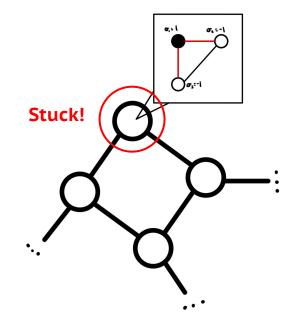


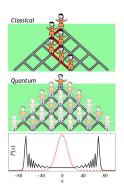
Higher dimensionality

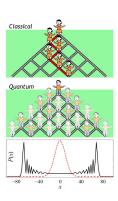
$$\mathbf{p}(t+1) = M\mathbf{p}(t)$$

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

$$|0\rangle \otimes |0\rangle \xrightarrow{H \otimes I} \frac{|0\rangle + |1\rangle}{\sqrt{2}} \otimes |0\rangle$$

$$\xrightarrow{S} \frac{1}{\sqrt{2}} (|0\rangle \otimes |1\rangle + |1\rangle \otimes |-1\rangle)$$

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

Example

Up to the 3rd case

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

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

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

Probability Distributions

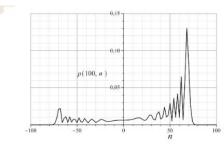


Fig. 3.4 Probability distribution after 100 steps of a quantum walk with the Hadamard coin starting from the initial condition $|\psi(0)\rangle = |0\rangle |n=0\rangle$. The points where the probability is zero were excluded |n| odd)

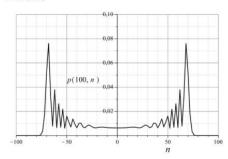


Fig. 3.5 Probability distribution after 100 steps of a Hadamard quantum walk starting from the initial condition (3.23)

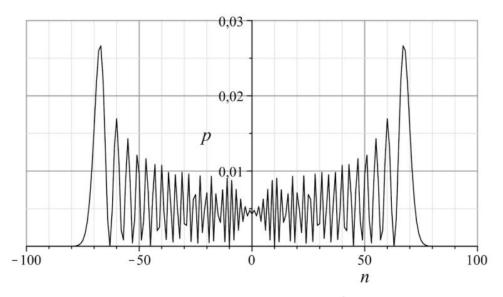
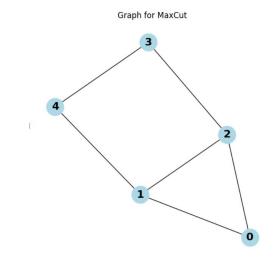
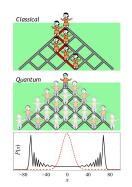


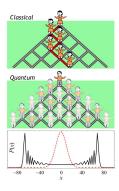
Fig. 3.7 Probability distribution at t = 100 with $\gamma = \left(2\sqrt{2}\right)^{-1}$ of a continuous-time quantum walk with initial condition $|\psi(0)\rangle = |0\rangle$

Solution: Code Implementation

Google Colab: https://colab.research.google.co m/drive/1nkfcaAJ7gNTaxkeanalJK vniF7-lcKJ3?usp=sharing

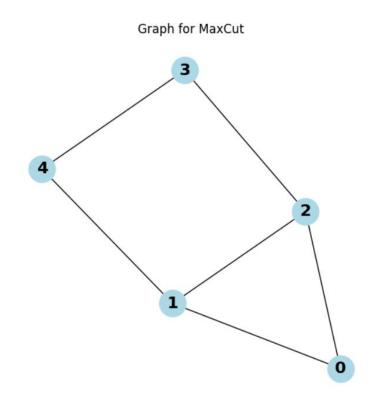






MileStone

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



Deliverables

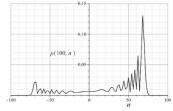
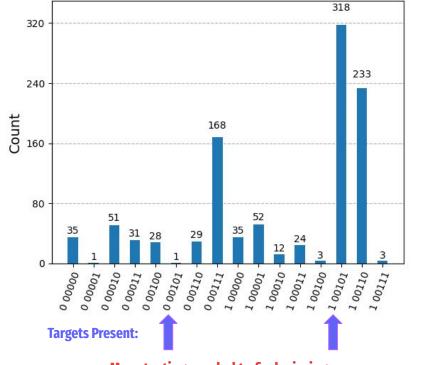


Fig. 3.4 Probability distribution after 100 steps of a quantum walk with the Hadamard coin starting from the initial condition $|\psi(0)\rangle = |0\rangle|n = 0\rangle$. The points where the probability is zero were extended (in idea).

- 1 out of 4 optimal solutions found
- Quantum Walk Steps: 8
- 1 Qubit per node
- We get the expected probability distribution except for center. (We added heuristic improvements)



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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