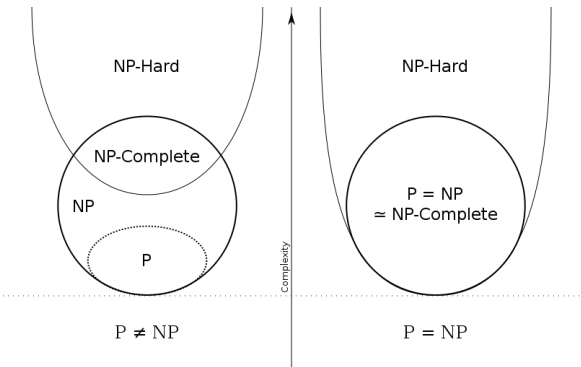


# Using QAOA to solve the Clique-problem

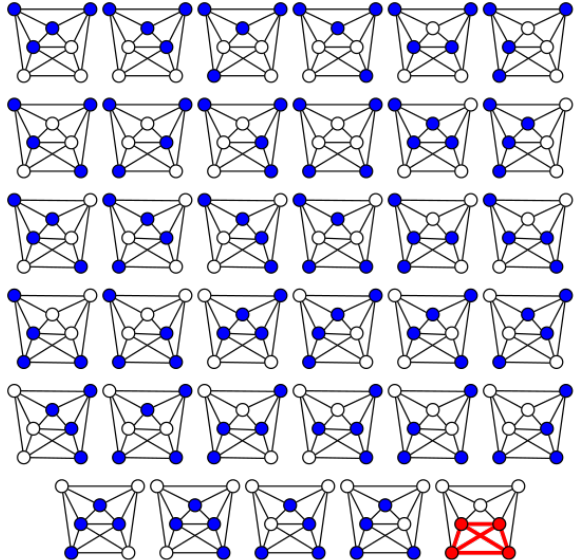
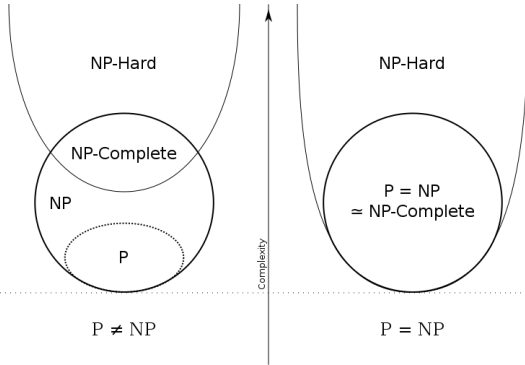
Johannes Kroll

Technical University of Munich  
Department of Informatics  
Advanced Topics in Quantum Computing

Munich, 30. June 2022



# Motivation



# Quantum Approximation Optimization Algorithm

Objective function on bit string  $z$  for  $m$  clauses:

$$C(z) = \sum_{a=1}^m C_a(z) \quad (1)$$

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# Layer architecture

Initial state uniform superposition:

$$|s\rangle = \frac{1}{\sqrt{2^n}} \sum_z |z\rangle \quad (5)$$



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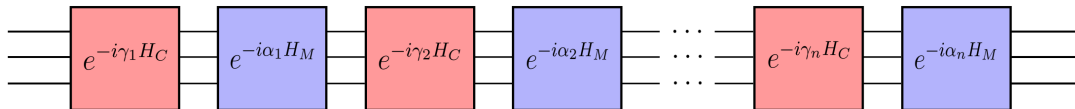
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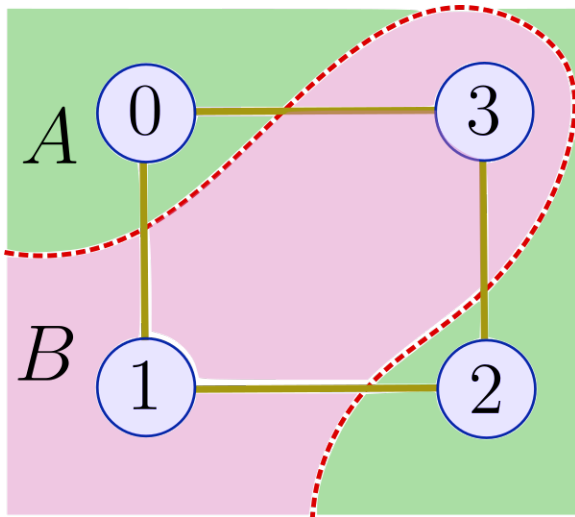
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With the number of layer  $p$  high enough we can find a good approximation:

$$\lim_{p \rightarrow \infty} M_p = \max_z C(z) \quad (10)$$



Hamiltonians:

$$H_{\text{cost}} = \frac{1}{2} \sum_{(i,j) \in E(G)} (Z_i Z_j - I) \quad (11)$$

$$H_{\text{mixer}} = \sum_{i \in V(G)} X_i \quad (12)$$

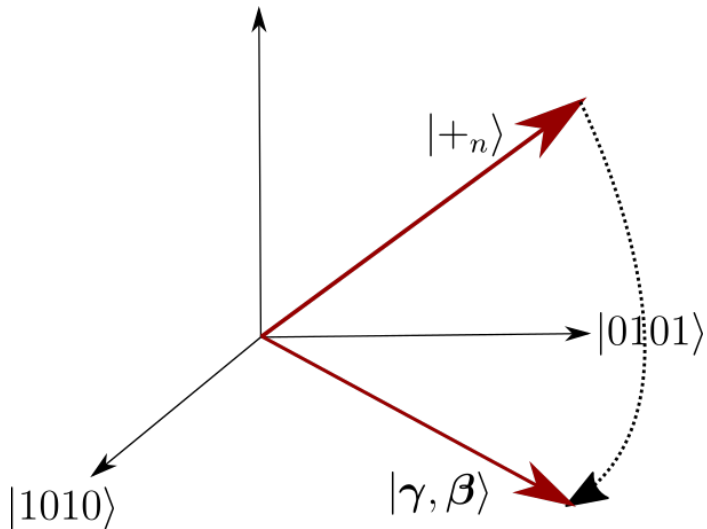
Solution for this Graph,  
represented by bit string  $z = z_0 z_1 z_2 z_3$ :

$z = 0101$

and

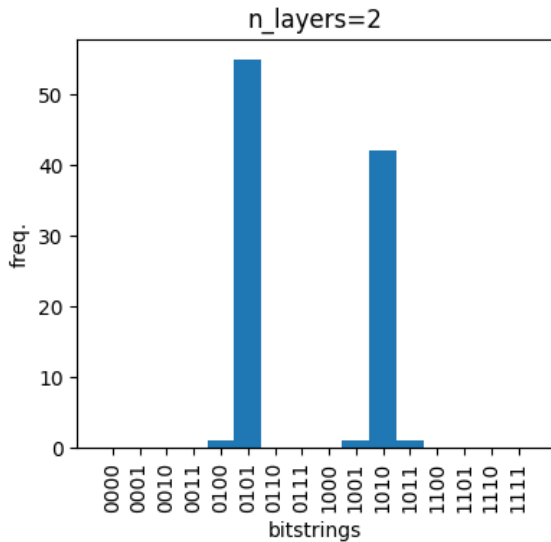
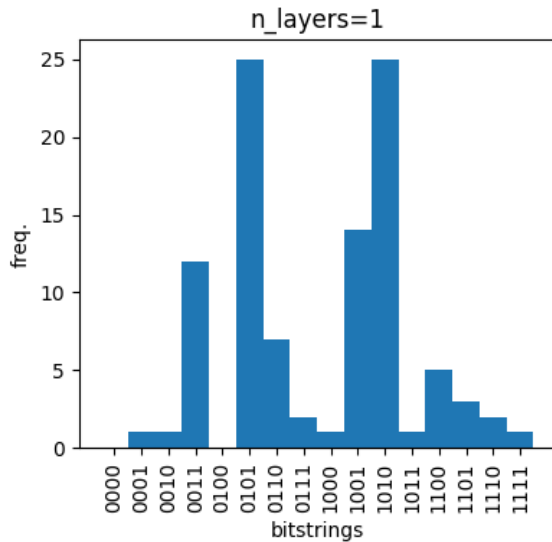
$z = 1010$

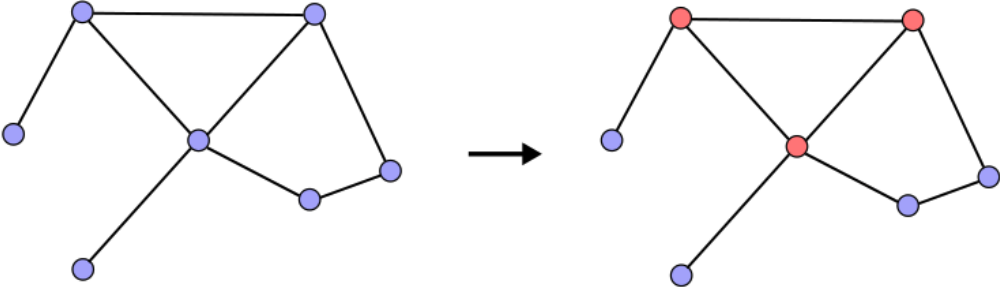
## Optimal State on Bloch Sphere





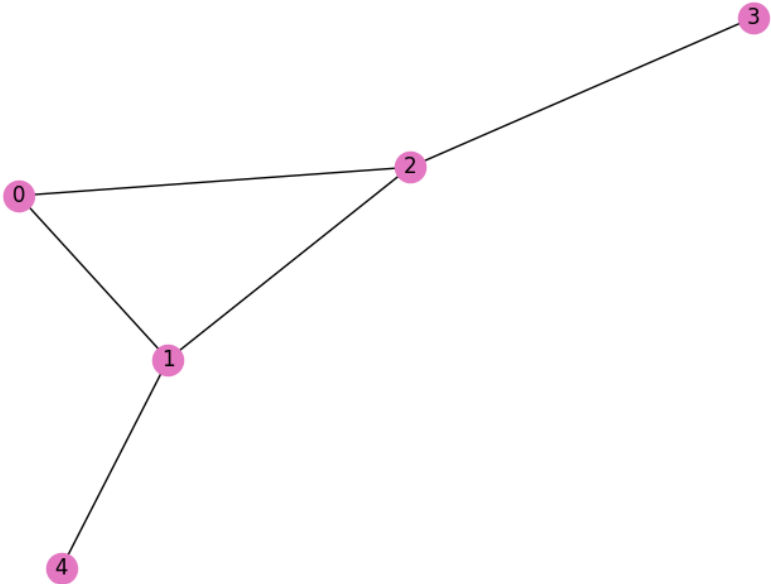
## MaxCut result for 1 and 2 layers



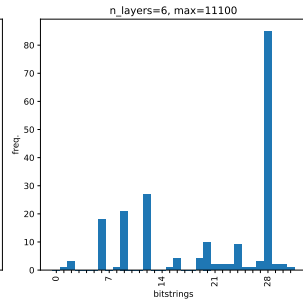
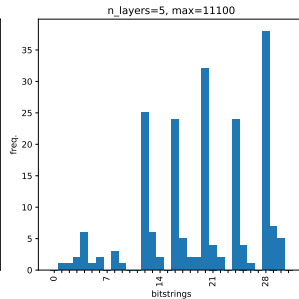
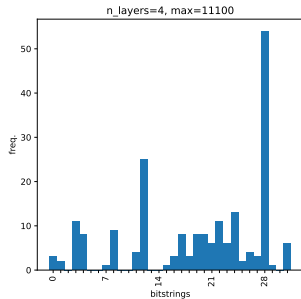
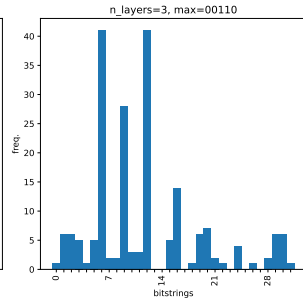
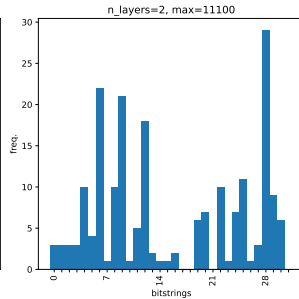
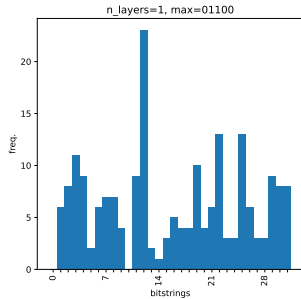


$$H_{\text{cost}} = 3 \sum_{(i,j) \in E(\overline{G})} (Z_i Z_j - Z_i - Z_j) + \sum_{i \in V(G)} Z_i \quad (13)$$

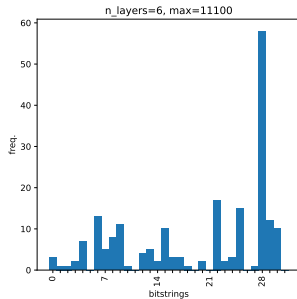
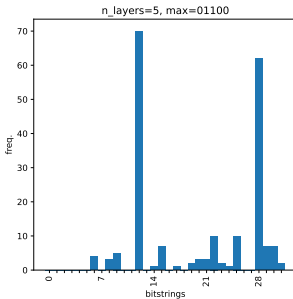
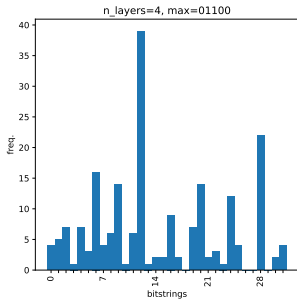
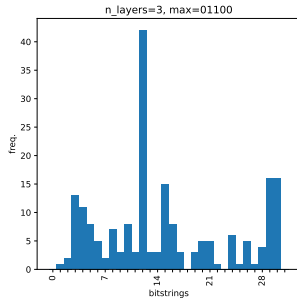
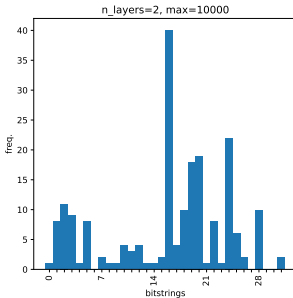
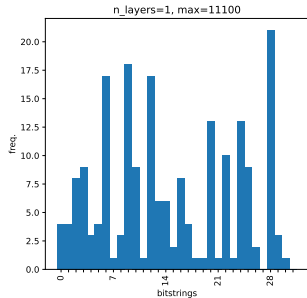
$$H_{\text{mixer}} = \sum_{i \in V(G)} X_i \quad (14)$$



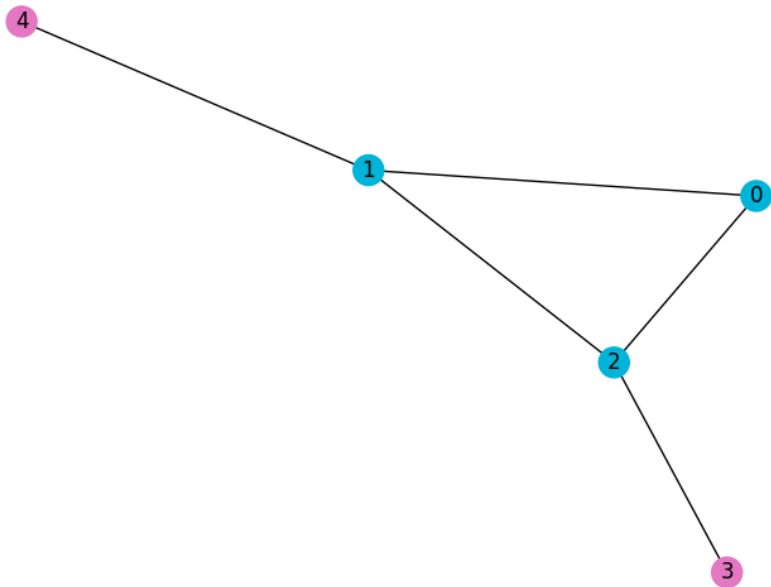
# MaxClique result for example with different layers



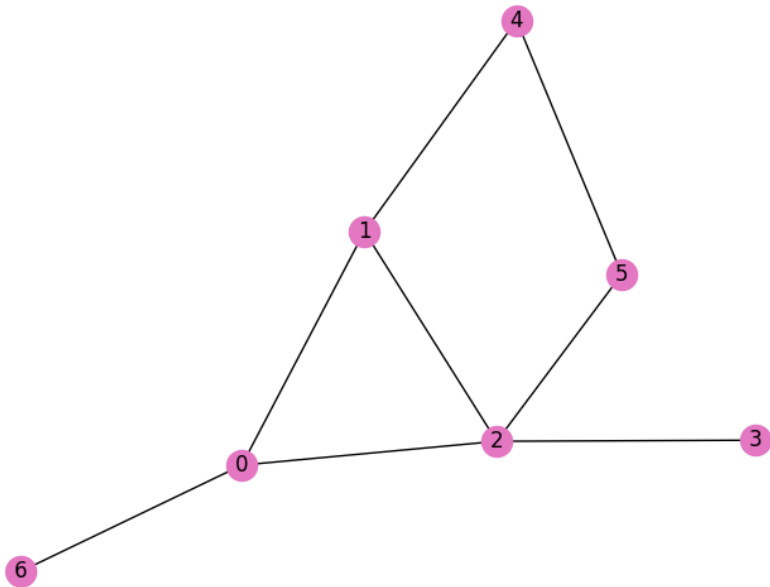
# MaxClique result with different initial values



## MaxClique example solution

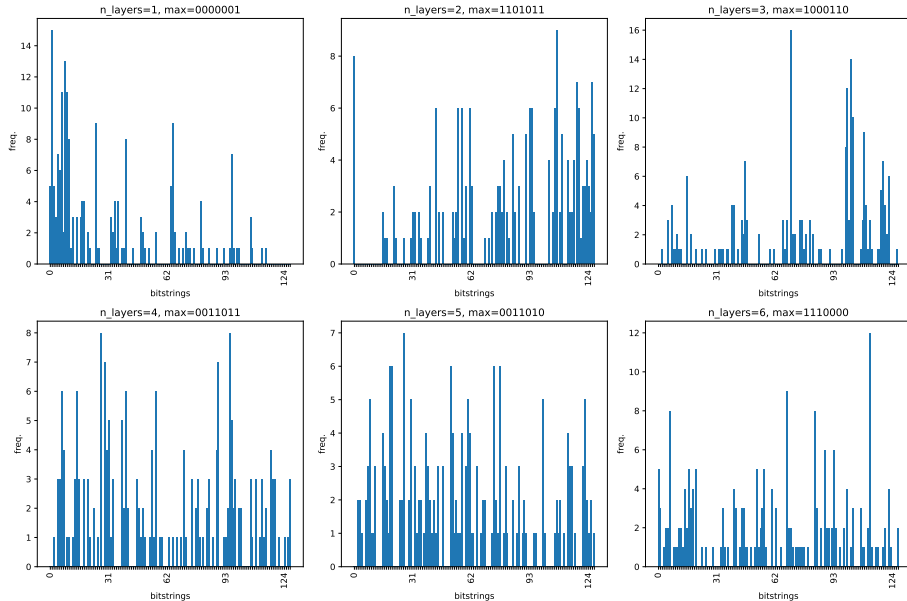


# MaxClique large example

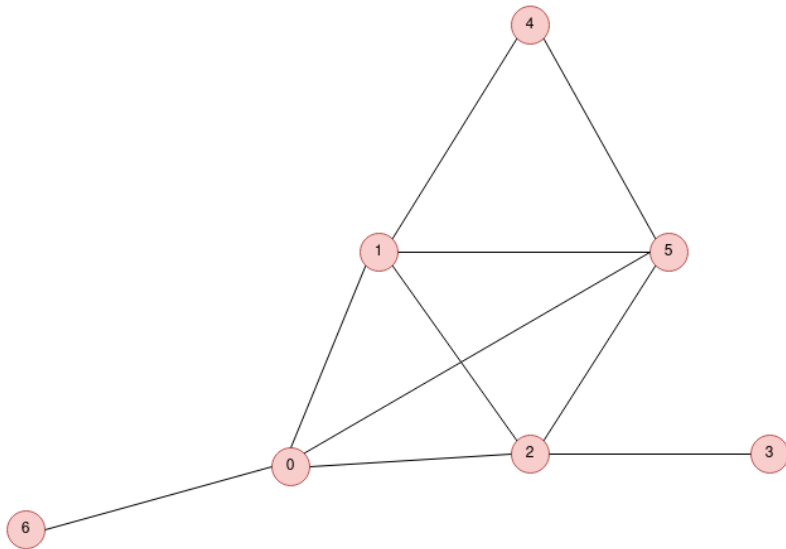




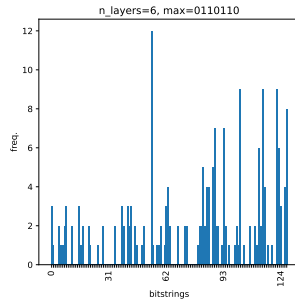
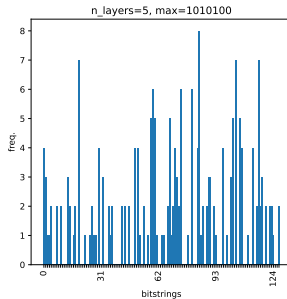
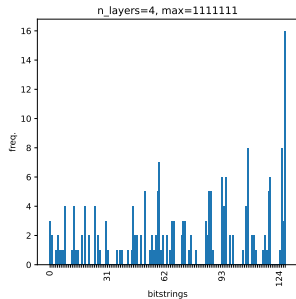
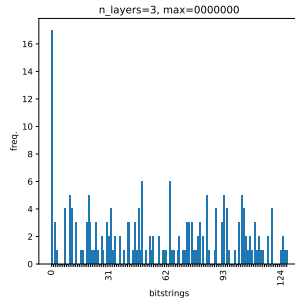
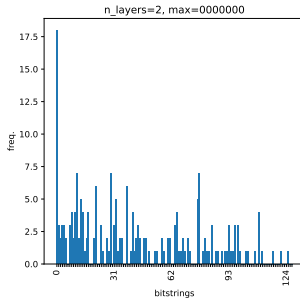
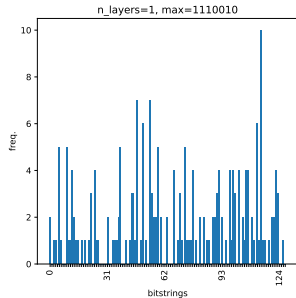
# MaxClique result for large example with different layers



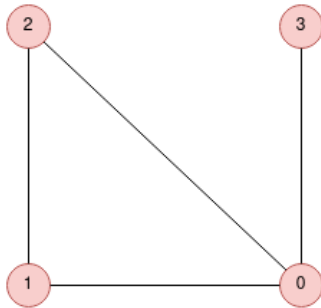
## MaxClique large and complex example



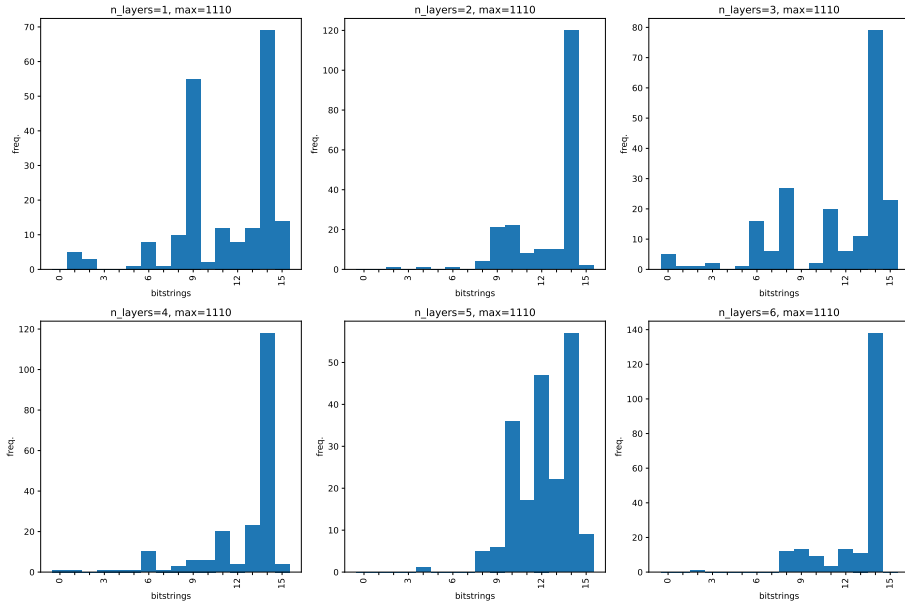
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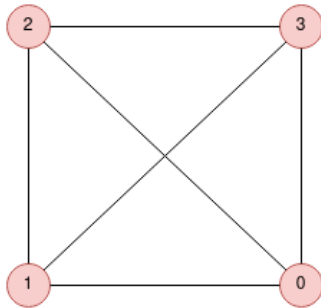
# MaxClique small example



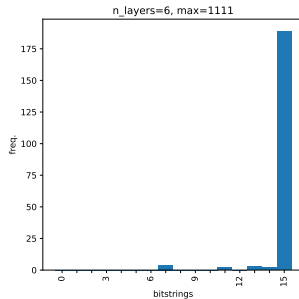
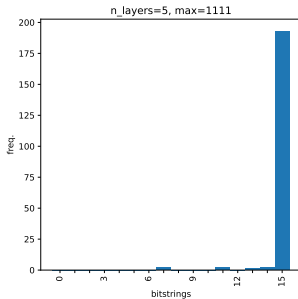
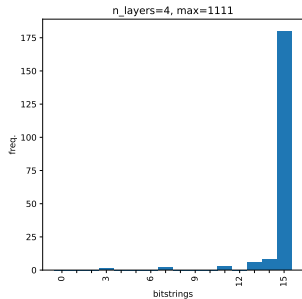
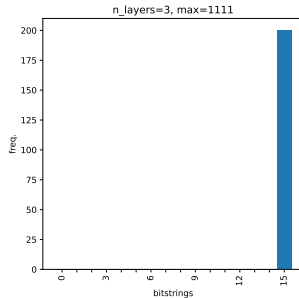
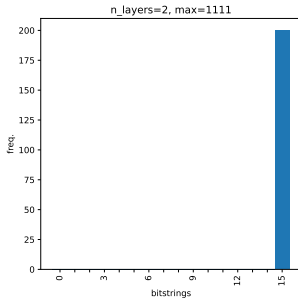
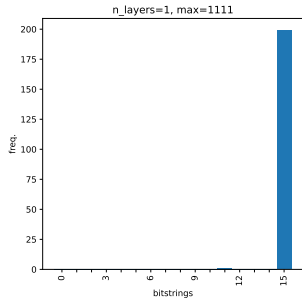
# MaxClique result for small example with different layers



# MaxClique simple example



# MaxClique result for simple example with different layers



- QAOA uses multiple layers with each the angles  $\gamma$  and  $\beta$



# Conclusion

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- Further work: Find optimal parameters for MaxClique

Thank you for your attention!

Any questions?

# References



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A quantum approximate optimization algorithm, 2014.



John Golden, Andreas Bärttschi, Stephan Eidenbenz, and Daniel O'Malley.  
Evidence for super-polynomial advantage of qaoa over unstructured search, 2022.



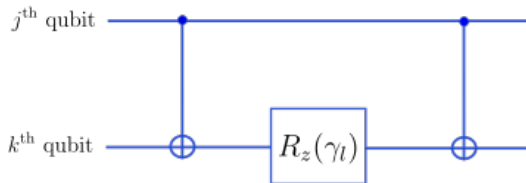
Stuart Hadfield, Zhihui Wang, Bryan O'Gorman, Eleanor Rieffel, Davide Venturelli, and Rupak Biswas.  
From the quantum approximate optimization algorithm to a quantum alternating operator ansatz.  
Algorithms, 12(2):34, feb 2019.



Alicia B. Magann, Kenneth M. Rudinger, Matthew D. Grace, and Mohan Sarovar.  
Feedback-based quantum optimization, 2021.

# Gate representation MaxCut

$$e^{-i\gamma_l(1-\sigma_z^j\sigma_z^k)/2}$$



$$e^{-i\beta_l\sigma_x^j}$$

