



Quark

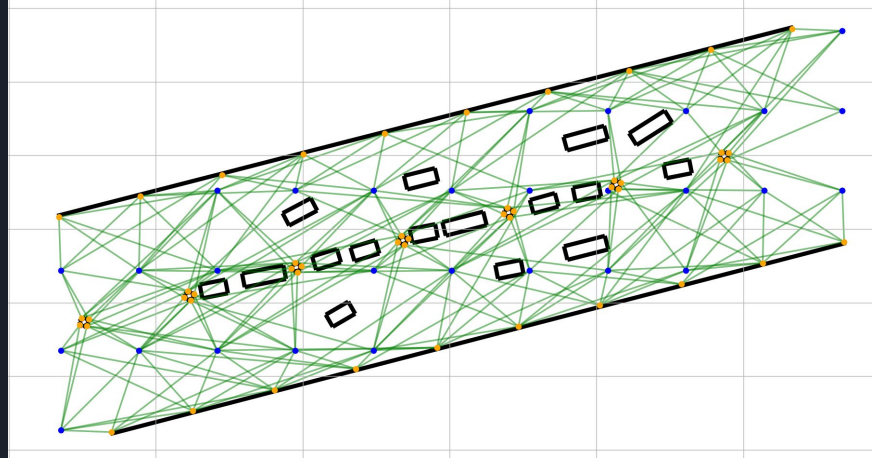
Sensor Positioning
Aqarios | PushQuantum

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The Problem



Problem Description



Problem Description

Given a set of Lidar Placement Points X
and a set of Points of Interest (Street Points) V ,

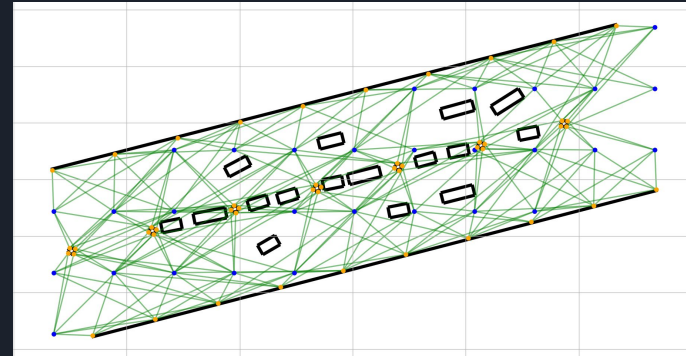
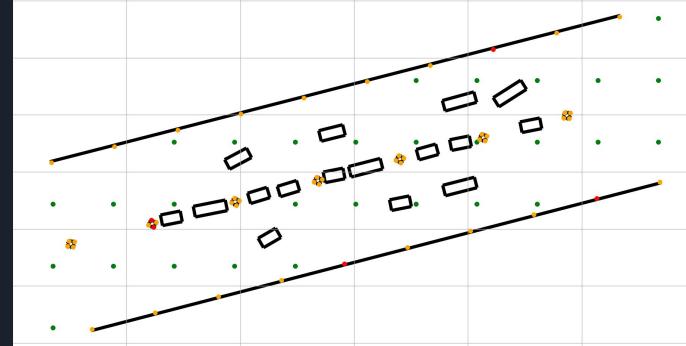
The objective is to minimize the amount of installed
Lidar sensor, while every Point V has to be seen
by at least one Lidar:

Given Lidar Points $x_i \in X$ and Street Points $v_i \in V$.

The Objective is to minimise $\sum_{x_i \in X} x_i$ under the constrain.
 $\{v_j \in V, \exists x_i \in X; g.edge(v_j, x_i)\}$

The problem can be categorized as an QUBO-Problem and
the objective can be described as

$$\min x^T Q x + d^T x + c = 0$$





Assembling the Q matrix

- Target: $\min(x^T Q x + d^T x + c)$
- Problem is described as inequality => Introduction of “slack values”
 - Every slack value increases complexity
- Collection of Cost Functions: $f(x,s) = d_j * (\sum x_i - s_j - 1)^2$ for every Street Point j
 - Iterate over every Street Point v_j => “Submatrices” (potentially parallelizable/GPU)
- Assemble Q, d and c by “adding” the Submatrices
- Due to the problem being binary, d can be integrated into Q
 - Added to main diagonal
- c represents an energy “base level”, moving the Hyperplane “up and down”
 - => can be ignored
- Caveats: s_j is a positive integer depending on the neighbours
 - state vector has to be adjusted accordingly



Aqarios Luna

Algorithms

Overview

Quantum Gate Model

Quantum Annealing

Quantum Annealing

Leap Hybrid BQM

Leap Hybrid CQM

Repeated Reverse Quantu...

Population Annealing QPU

Parallel Tempering QPU

QBSolv Like QPU

Kerberos

Optimization Solvers

Simulated Annealing

Genetic Algorithms

Search Algorithms

- “solving optimization problems with our advanced quantum, hybrid, and classical algorithms tailored to your unique needs.”
- Transpiler for python code to run on (simulated) quantum hardware
- connectable with D-Wave, IBM and others



DWave Quantum Computer

- Runs Problems on a Quantum Annealer
- Luna API as middleware between developer and DWave
- Free API provides 1min computation time for free
- 5 Tokens used/burned
- only used when Luna decides to use the qpu

Comparison between Algorithms



Benchmarking Pipeline



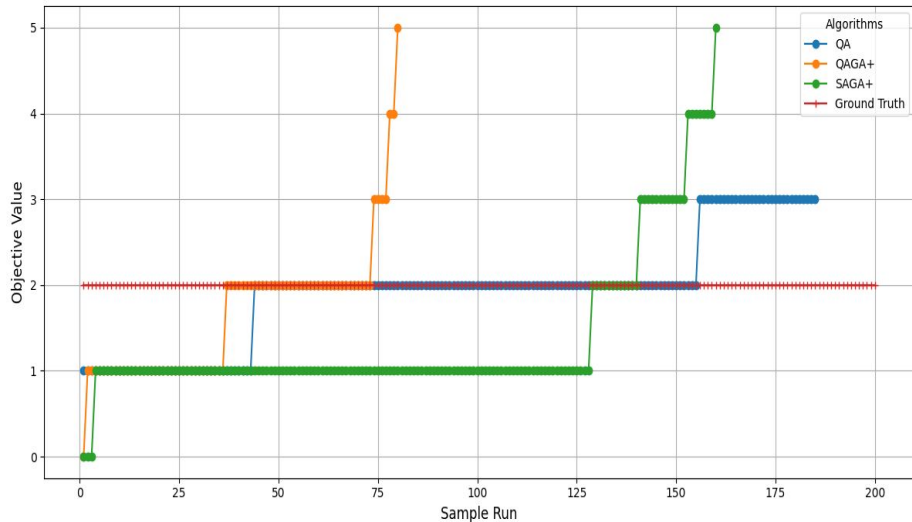


DWave Quantum Computer

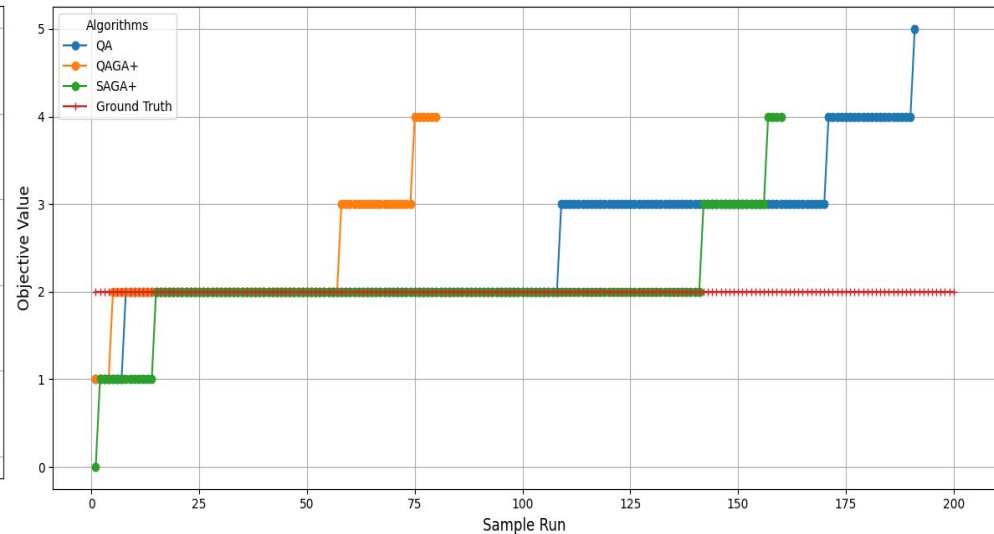
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- v3-c10-1-2-1-QAGA+.json
- v3-c10-1-2-1-SAGA+.json
- v3-c10-1-2-2-QA.json
- v3-c10-1-2-2-QAGA+.json
- v3-c10-1-2-2-SAGA+.json
- v3-c20-1-2-0.5-QA.json
- v3-c20-1-2-0.5-QAGA+.json
- v3-c20-1-2-0.5-SAGA+.json
- v3-c20-1-2-0.25-QA.json
- v3-c20-1-2-0.25-QAGA+.json
- v3-c20-1-2-0.25-SAGA+.json
- v3-c20-1-2-1-QA.json
- v3-c20-1-2-1-QAGA+.json
- v3-c20-1-2-1-SAGA+.json
- v3-c20-1-2-2-QA.json
- v3-c20-1-2-2-QAGA+.json
- v3-c20-1-2-2-SAGA+.json

- 150 Benchmark Runs
- 5 D-Wave Tokens burned

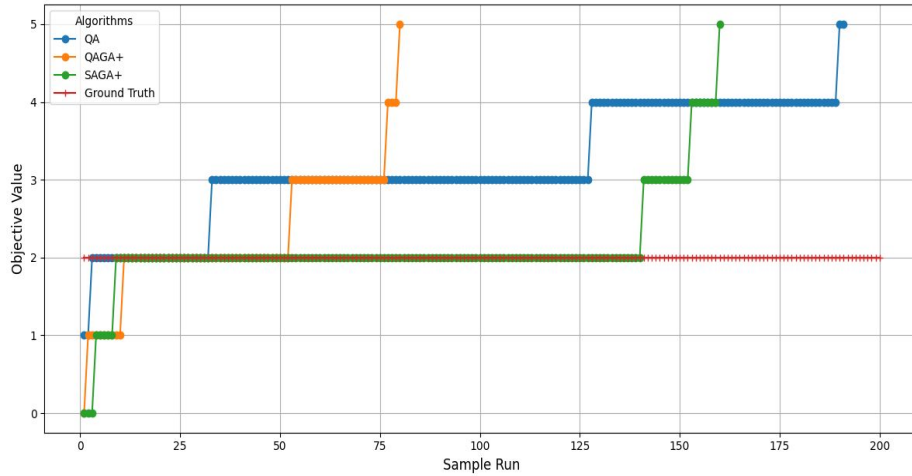
v2-c5-1-2-0.25



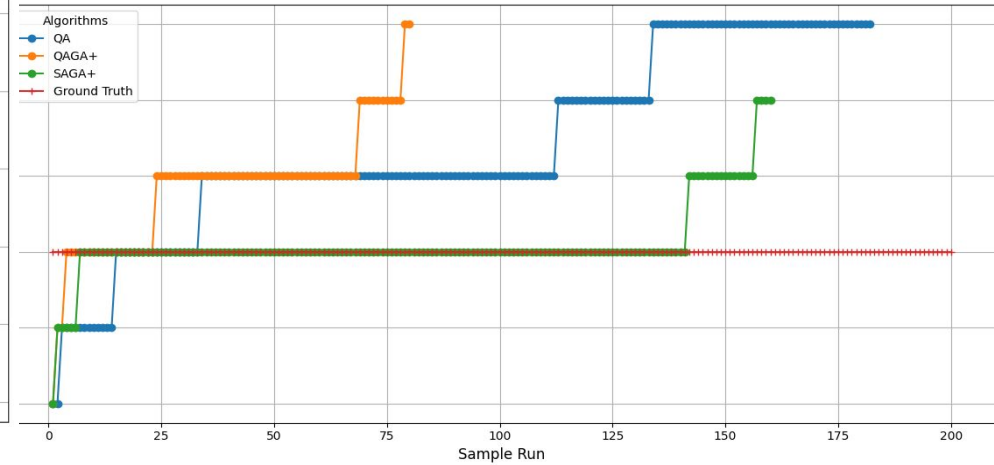
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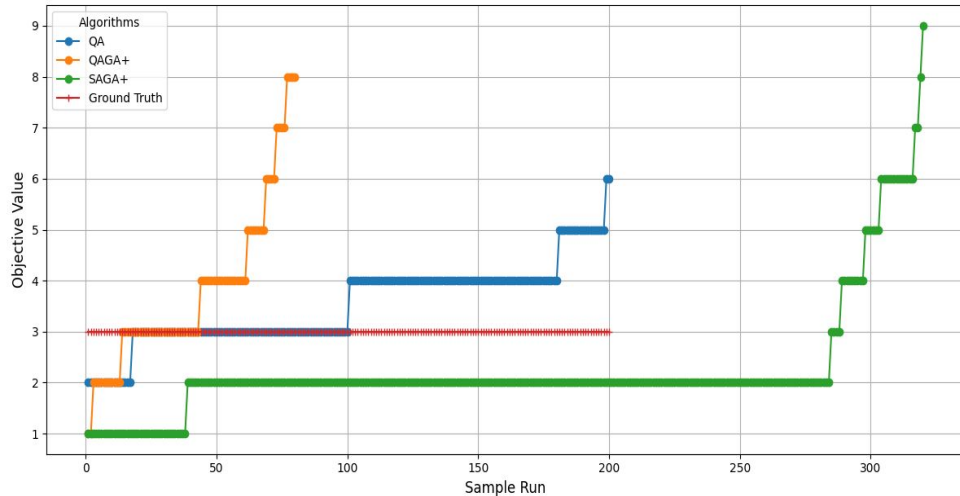
v2-c5-1-2-1



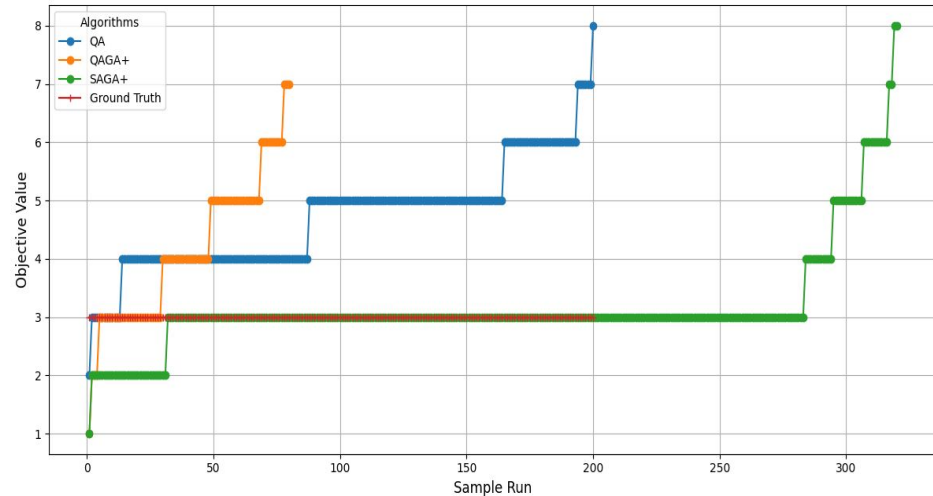
v2-c5-1-2-2



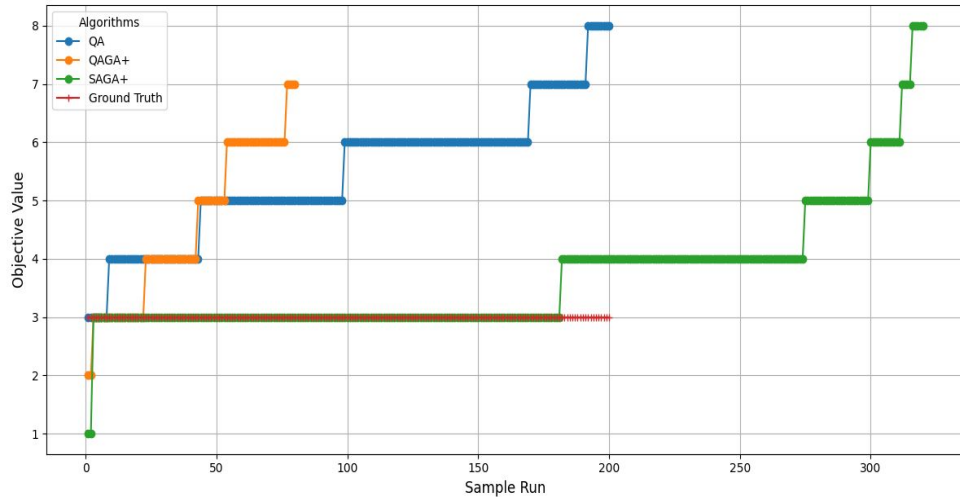
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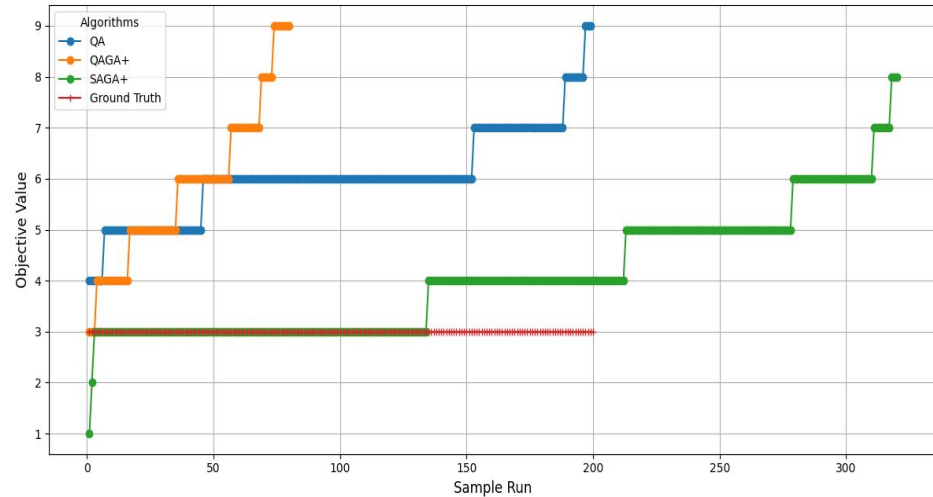
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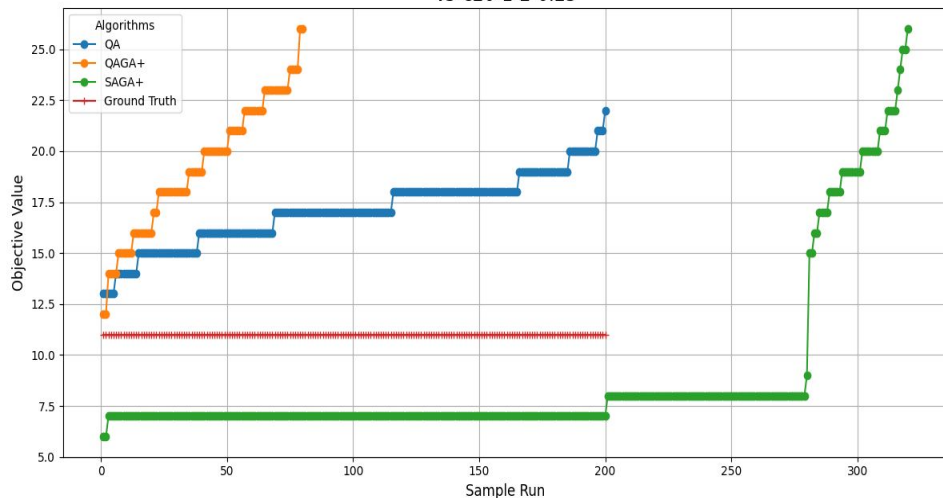
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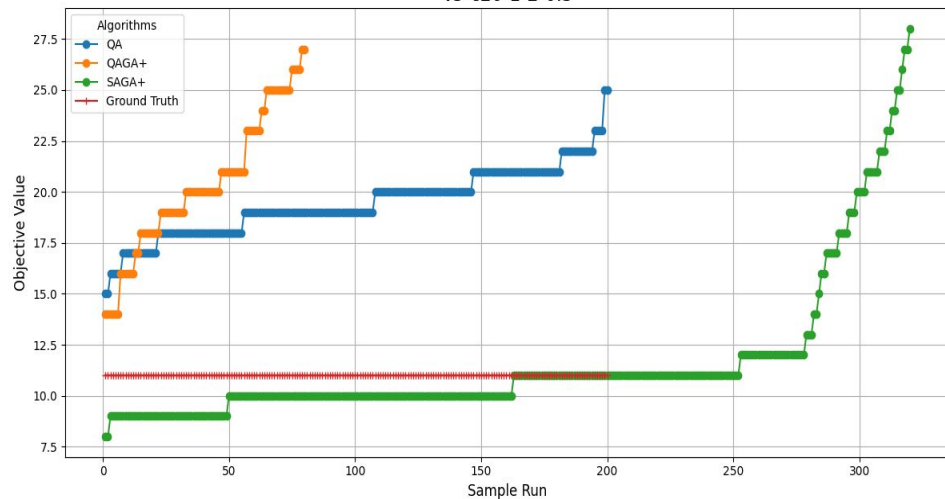
v3-c5-1-2-2



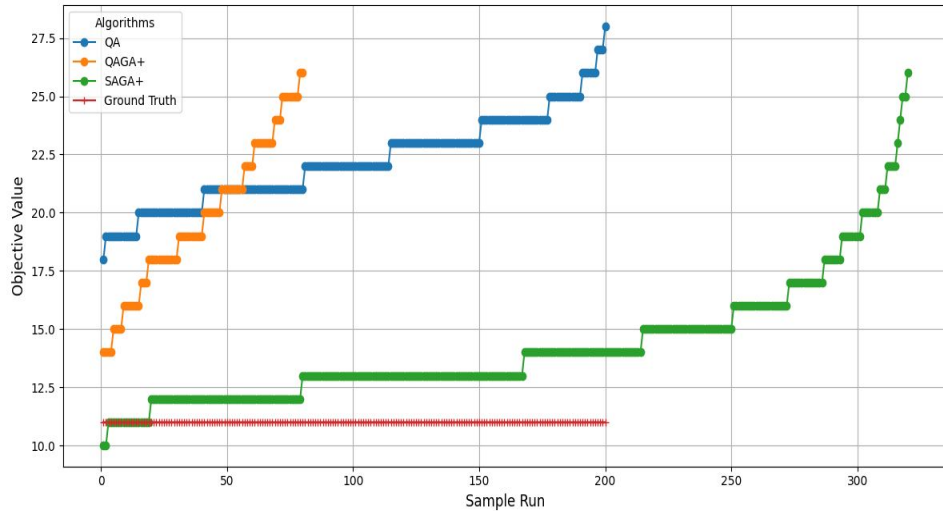
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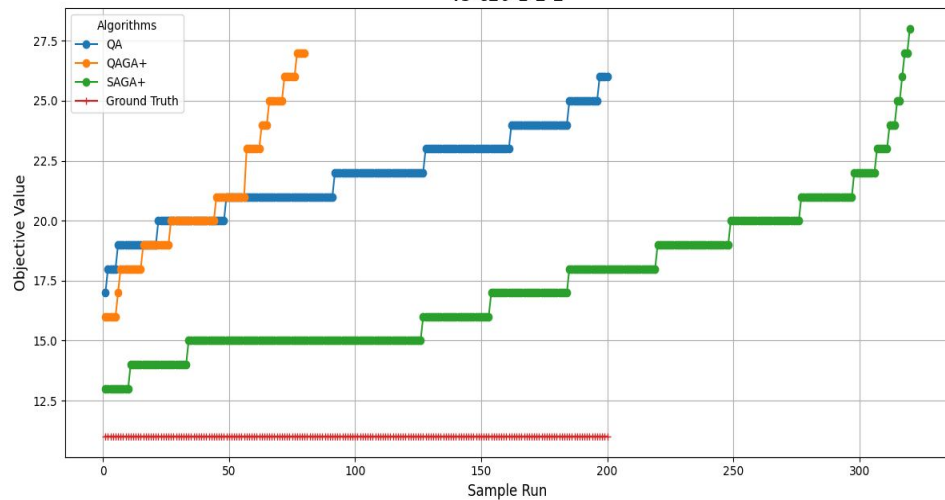
v3-c20-1-2-0.5



v3-c20-1-2-1



v3-c20-1-2-2





Thanks for taking a look at our Quark



Link to our Repo: <https://github.com/Raisierer/PushQuantumSP>

