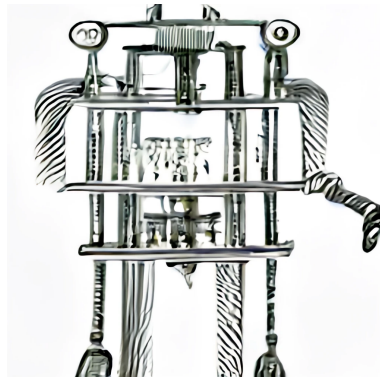


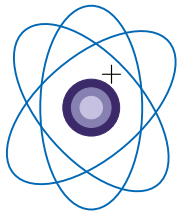
# Quantum Computers, Machine Learning & Noise

Hans Hohenfeld

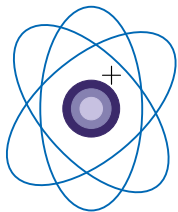
January 24<sup>th</sup>, 2023



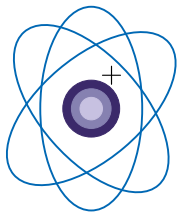
# Qubit



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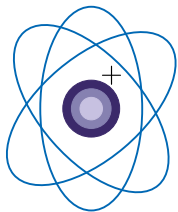
# Qubit



Laser



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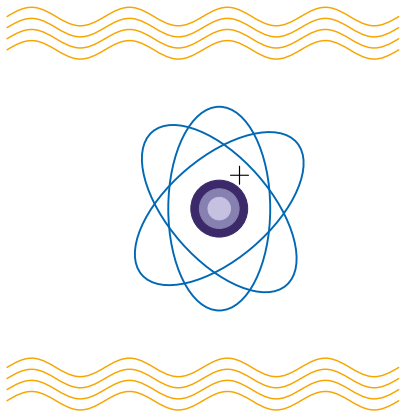


Laser

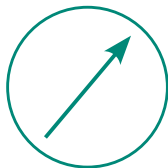


$$|\psi\rangle = \alpha|0\rangle + \beta|1\rangle$$

# Qubit



## Measurement

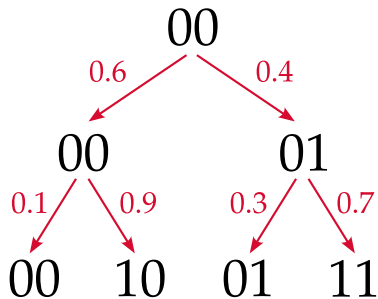


Either

- $|0\rangle$  or
- $|1\rangle$

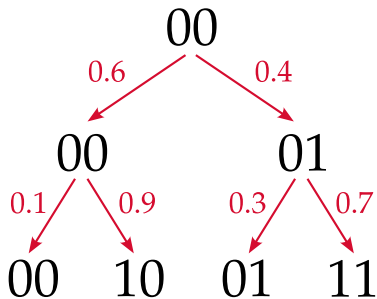
with some probability.

# Classical



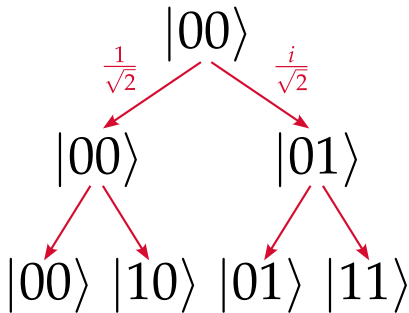
$$Pr(x) := \sum_{\text{path to } x} \prod_{e \in \text{path}} p_e$$

# Classical



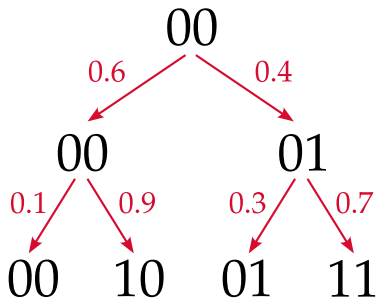
$$Pr(x) := \sum_{\text{path to } x} \prod_{e \in \text{path}} p_e$$

# Quantum



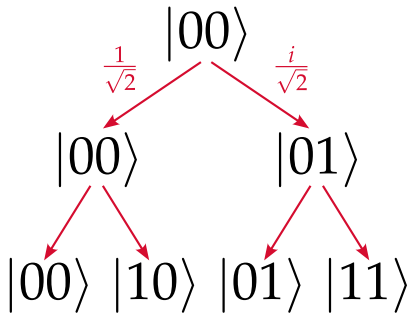


# Classical



$$Pr(x) := \sum_{\text{path to } x} \prod_{e \in \text{path}} p_e$$

# Quantum



$$Pr(x) := \left| \sum_{\text{path to } x} \prod_{e \in \text{path}} \alpha_e \right|^2$$

# Quantum ML

Basically three directions:

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- Formulate known ML algorithms in terms of QC.

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- Formulate known ML algorithms in terms of QC.
- Formulate new ML algorithms leveraging quantum mechanics.
- Hybrid approaches: Optimize parameterized quantum computation with classical techniques.

# Why Quantum ML?

Potential advantages:

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- Computational complexity,

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- Computational complexity,
- Sample complexity and/or



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Potential advantages:

- Computational complexity,
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# Unstructured Search

Let  $f : \mathbb{B}^n \rightarrow \mathbb{B}$  be a function on bit strings of lengths  $n$  that is 0 everywhere but 1 for exactly one  $s \in \mathbb{B}^n$ .

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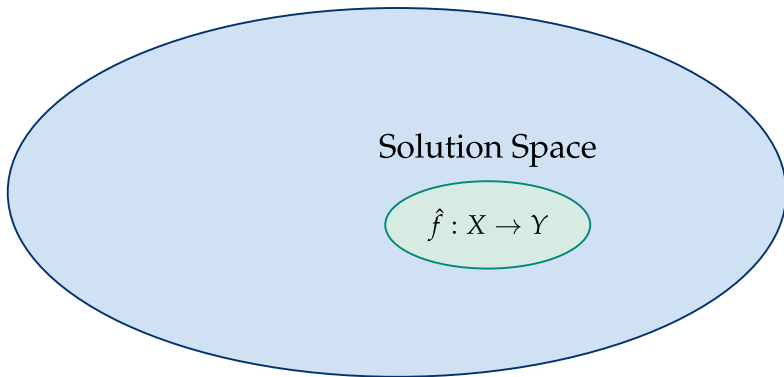
# Unstructured Search

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- A classical computer has no better strategy than to try all possible  $N = 2^n$  possible bit strings.
- A quantum computer needs only  $\approx \sqrt{N}$  steps for the same task!

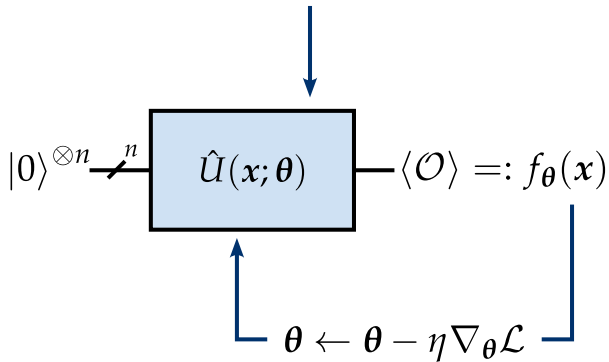
# ML as hypothesis search

Hypothesis space  $H$

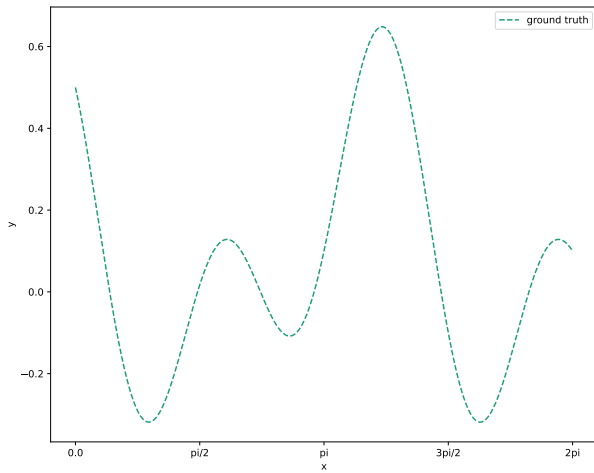


# Hybrid Quantum ML

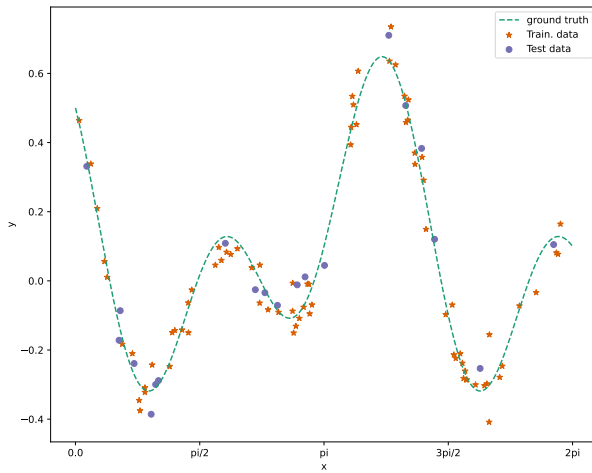
$$\mathcal{D} = \{(x_1, y_1), (x_2, y_2), \dots, (x_k, y_k)\}$$



# The ML Problem

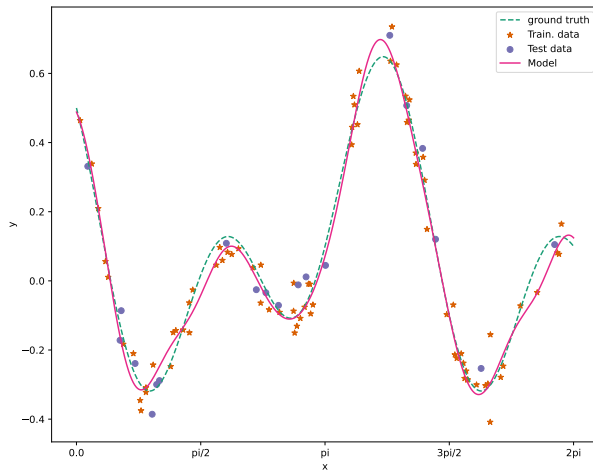


# The ML Problem

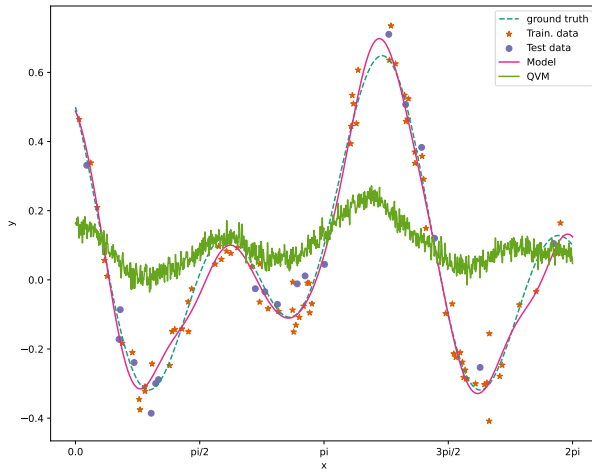




# The ML Problem



# The ML Problem



# Noise

We face two types of noise:

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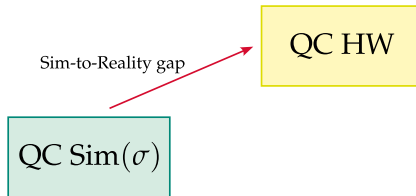
We can understand this noise as the effect of adding a small random constant parameters of each operation.

# Noise

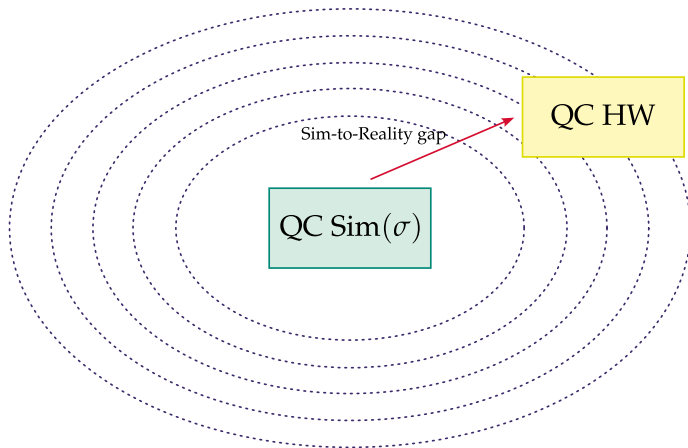
...and **Incoherent errors**, caused by interaction with the environment, that is:

- State agnostic bit-flips.
- Energy dissipation decaying qubits from  $|1\rangle$  to  $|0\rangle$ .
- Spontaneous excitation.
- Phase flips.
- Uniform decoherence / depolarization.
- Read-out errors.
- ...

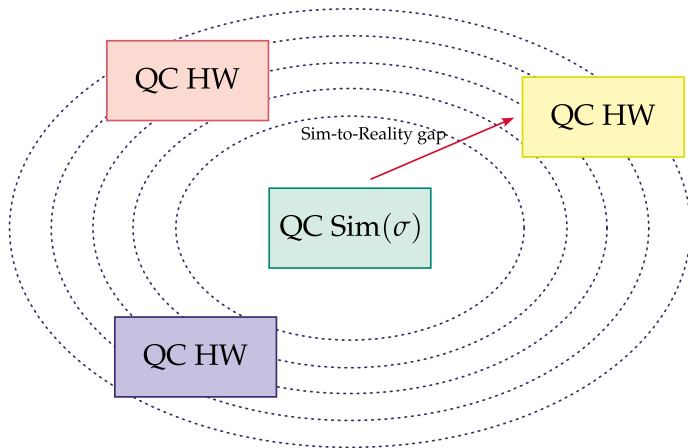
# Domain Randomization



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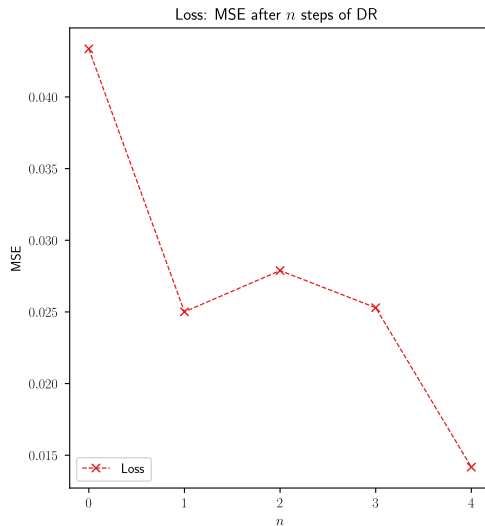
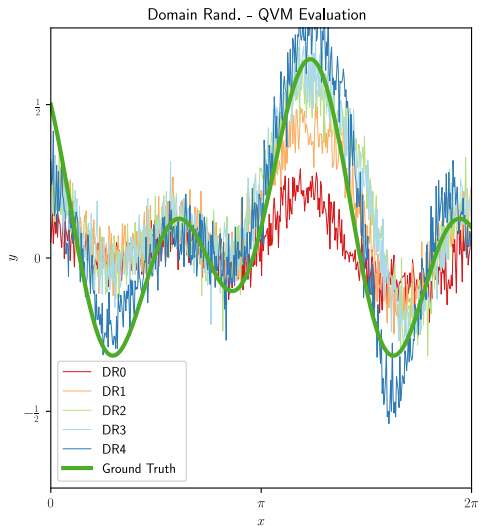


# Domain Randomization

Procedure:

1. Train model in ideal, noise-free simulator.
2. Sample noise model  $\sigma$  for simulator.
3. Train some further epochs on the noisy simulator.
4. Repeat 2. and 3. till convergence.

# Preliminary Results



# Get involved!

- Bachelor/Master Thesis.
- QML Seminar (03-IMS-QML) in the summer semester 2023.
- Student assistant jobs.

**Feel free to contact me:** [hans.hohenfeld@uni-bremen.de](mailto:hans.hohenfeld@uni-bremen.de)

**Questions?**