

## Proposal for QML

The language of Quantum Computing is Linear Algebra. Since it involves linear transformations by unitary Matrices on the state vector, it is intuitive to think that these Unitary Transformations are differentiable. And since they are differentiable, it is natural that they are learnable.

Given parameters  $\theta$  that defines a Unitary Transformation matrix  $U(\theta)$ , we can learn the  $\theta$ . The Unitary Transformation  $U(\theta)$  produces desired expectation values given an input state vector.

Example:

Let's look at an example from penny lane: [basic qml tutorial](#)

We will try and do the same task of learning  $\text{params}[0]$  and  $\text{params}[1]$  for Rx and Ry gate, respectively, to flip the given state  $|0\rangle$  to state  $|1\rangle$

```
import MyQuantumSimulator
import torch
```

Lets define the circuit.

```
def circuit(params):
    qc = MyQuantumSimulator.Circuit(1)
    qc.Rx(params[0], nth_qubit=0)
    qc.Ry(params[1], nth_qubit=0)
    return qc.expected_value_Z()
```

And the cost

```
def cost(params):
    return circuit(params)
```

Initializing the parameters

```
params = torch.tensor([[0.011], [0.012]],
                      requires_grad=True, device=device,
                      dtype=torch.cfloat)
print("cost before training", cost(params))
print("#####")
```

We use an Adam optimizer with learning rate 0.2 and update the params 100 times using the calculated gradients

```
optimizer = torch.optim.Adagrad([params], lr=0.2)
steps = 100
for i in range(steps):
    # update the circuit parameters
    loss = cost(params)
    loss.backward()
    optimizer.step()
    optimizer.zero_grad()
    if (i + 1) % 5 == 0:
        print("Cost after step {:5d}: {:.7f}".format(i + 1, cost(params)[0][0]))
```

Finally we print the rotation parameters learnt to transform  $|0\rangle$  to  $|1\rangle$  state using Rx and Ry gate.

```
print("#####")
print("Optimized rotation angles: {}".format(params))
```

Output:

```
cost before training tensor([[1.0000+0.j]], device='cuda:0', grad_fn=<MmBackward0>)
```

```
#####
```

```
Cost after step 5: -0.1311301+0.0000000j
Cost after step 10: -0.7951872+0.0000000j
Cost after step 15: -0.9560710+0.0000000j
Cost after step 20: -0.9907501+0.0000000j
Cost after step 25: -0.9980597+0.0000000j
Cost after step 30: -0.9995933+0.0000000j
Cost after step 35: -0.9999148+0.0000000j
Cost after step 40: -0.9999821+0.0000000j
Cost after step 45: -0.9999965+0.0000000j
Cost after step 50: -0.9999993+0.0000000j
Cost after step 55: -0.9999999+0.0000000j
Cost after step 60: -1.0000000+0.0000000j
Cost after step 65: -1.0000000+0.0000000j
Cost after step 70: -1.0000000+0.0000000j
Cost after step 75: -1.0000000+0.0000000j
Cost after step 80: -1.0000000+0.0000000j
Cost after step 85: -1.0000000+0.0000000j
Cost after step 90: -1.0000000+0.0000000j
Cost after step 95: -1.0000000+0.0000000j
```

```
Cost after step 100: -1.0000000+0.0000000j
#####
Optimized rotation angles: tensor([[ -1.5593+0.j],
 [ 1.5823+0.j]], device='cuda:0', requires_grad=True)
```

We can see that the cost before learning was 1 (which is the Z expectation value of  $|0\rangle$ ). Our learning algorithm minimizes this expectation value from 1 to -1. (Note that -1 is the expectation value of  $|1\rangle$  state)

Therefore we demonstrate that this Quantum Simulator has differentiable and Learnable Transformations