

QAOA approach to Battery Revenue Optimization Problem

Circuit and Optimizations
alekospagon
alekospagon@gmail.com

February 22, 2022

Abstract

- Problem definition
- Quantum approach
- Circuit construction
- Improve run-time
- Improve algorithm precision
- Simulate circuit on Qiskit
- Measure efficiency and cost

Battery Revenue Optimization Problem [1]

- Two renters want to use a battery for n days
- They offer $\lambda_1^{(t)}$ and $\lambda_2^{(t)}$ for the t^{th} day
- But they damage the battery for $c_1^{(t)}$ and $c_2^{(t)}$, respectively.
- Which choice maximizes the profit while it prevents the battery's destruction?



Battery Revenue Optimization: Importance

- Wide range of applications (Investments, Network packet fragmentation, etc)
- Exact solution: NP-Complete
- Approximate solution (classically): in FPTAS class [2]

Battery Revenue Optimization: Mathematical Formulation

- With z_t denoting our choice for the t_{th} day:

$$z_t = 0 \longrightarrow M_1$$

$$z_t = 1 \longrightarrow M_2$$

- We want to **maximize** the profit:

$$\operatorname{argmax}_{\vec{z} \in \{0,1\}^n} \left(\sum_{t=1}^n \left[(1 - z_t) \lambda_1^{(t)} + z_t \lambda_2^{(t)} \right] \right)$$

- Subject to the **constraint**:

$$\sum_{t=1}^n \left[(1 - z_t) c_1^{(t)} + z_t c_2^{(t)} \right] \leq C_{max}$$

Quantum Approximate Optimization Algorithm

- QAOA [1, 3]: Approximation Scheme

- Goal: Maximize function $f(\vec{z})$

- Calculate C operator such that: $C|\vec{z}\rangle = f(\vec{z})|\vec{z}\rangle$

- We construct the state:

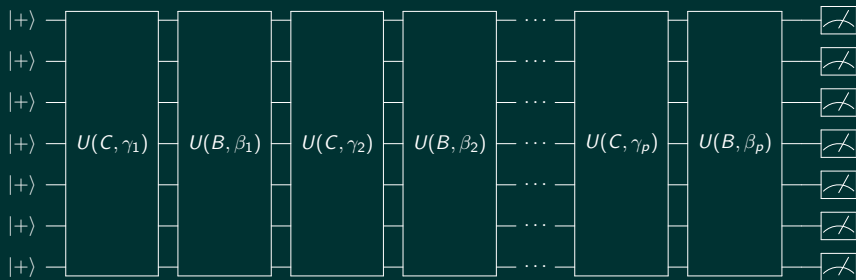
$$|\vec{\beta}, \vec{\gamma}\rangle \equiv U(B, \beta_p)U(C, \gamma_p) \cdots U(B, \beta_1)U(C, \gamma_1)|+\rangle^{\otimes n}$$

- **Quantum Adiabatic Theorem** ensures convergence to

$$\text{solution: } \lim_{p \rightarrow \infty} \left\{ \max_{(\vec{\beta}, \vec{\gamma})} [F_p(\vec{\beta}, \vec{\gamma})] \right\} = \max_{\vec{z} \in \{0,1\}^n} C(\vec{z})$$

for "carefully selected" angles $\vec{\beta}, \vec{\gamma}$

QAOA: Circuit Overview



State: $|\vec{\beta}, \vec{\gamma}\rangle \equiv U(B, \beta_p)U(C, \gamma_p) \cdots U(B, \beta_1)U(C, \gamma_1) |+\rangle^{\otimes n}$

Architecture: Qubits

- Index qubits: n
- Cost Value Qubits:

$$d = \left\lceil \log_2 \left(\sum_t \max(c_1^{(t)}, c_2^{(t)}) \right) \right\rceil$$

- Flag qubit (for constraint testing): F

Architecture: QAOA Parameters

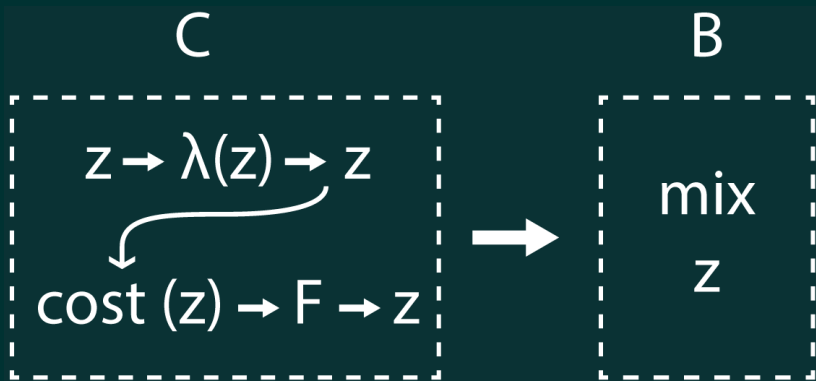
- Objective function $f(z) = \text{return}(z) + \text{penalty}(z)$

- $\text{return}(\vec{z}) = \sum_{t=1}^n \left[(1 - z_t)\lambda_1^{(t)} + z_t\lambda_2^{(t)} \right]$

- $\text{penalty}(\vec{z}) = \left\{ \begin{array}{ll} 0, & \text{cost}(z) \leq C_{\max} \\ -a(\text{cost}(z) - C_{\max}), & \text{cost}(z) > C_{\max} \end{array} \right\}$

State manipulation

Initialize and then repeat this p-times:



C operator overview

- $f(z) = \text{return}(z) + \text{penalty}(z)$
- $U(C, \gamma) |\vec{z}\rangle = e^{-i\gamma f(z)} |\vec{z}\rangle = e^{-i\gamma \cdot \text{penalty}(z)} e^{-i\gamma \cdot \text{return}(z)} |\vec{z}\rangle$
- Return Part:

$$- \boxed{P\left(\gamma(\lambda_2^{(1)} - \lambda_1^{(1)})\right)} -$$

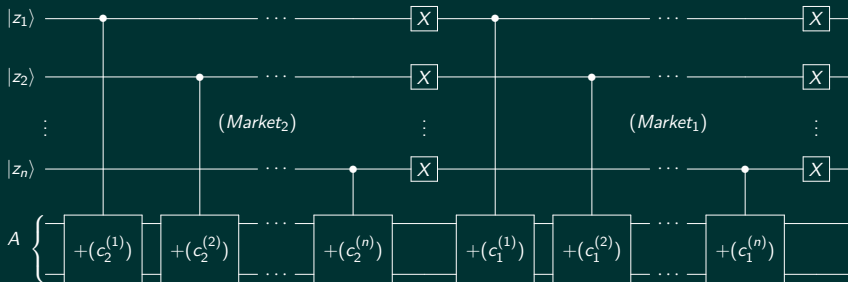
$$- \boxed{P\left(\gamma(\lambda_2^{(2)} - \lambda_1^{(2)})\right)} -$$

⋮

$$- \boxed{P\left(\gamma(\lambda_2^{(n)} - \lambda_1^{(n)})\right)} -$$

2) Penalty Part: Cost calculation

Calculate $cost(z)$:

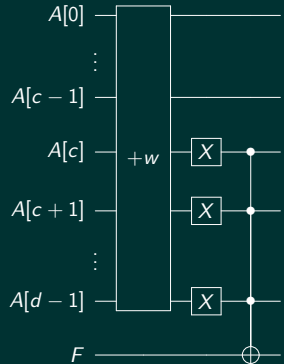


2) Penalty Part: Constraint Checking

Comparing with an arbitrary number is difficult. But, comparing with a power of 2 is an easy process. Adding on both sides leaves the difference invariant:

$$\begin{aligned} \text{cost}(z) &\leq C_{max} && \xleftrightarrow{+w} \\ \text{cost}(z) + w &\leq C_{max} + w = 2^c \end{aligned}$$

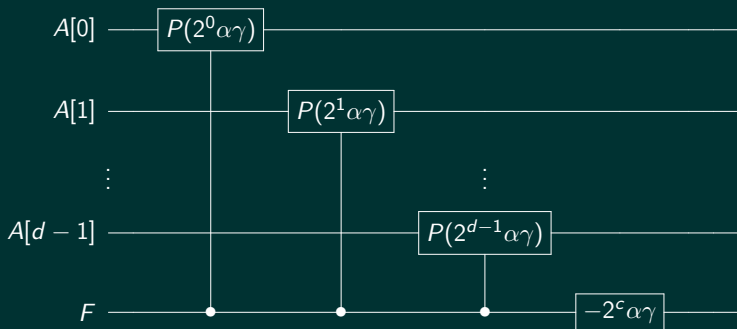
We only need to check the higher power qubits to set the flag



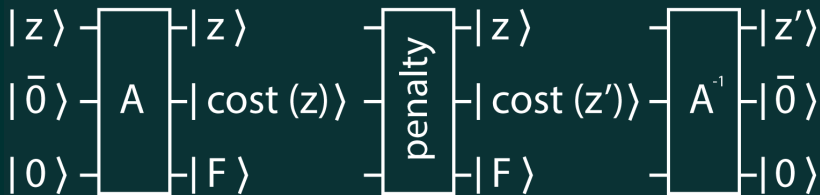
2) Penalty Part: Penalty Dephasing

Penalty:

$$a(\text{cost}(\vec{z}) - C_{\max}) = \sum_{j=0}^{d-1} 2^j a A[j] - 2^c a$$



2) Penalty Part: Reinitialization

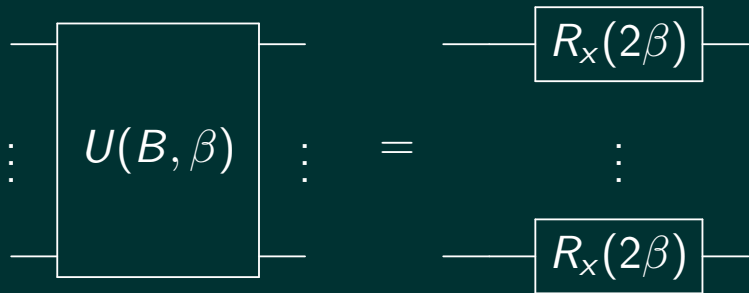


B operator overview

- Mixer Operator: flip qubits by some degree
- σ_t^x is $\begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$ applied on t-th qubit.
- Mixing all qubits: $B = \sum_{t=1}^n \sigma_t^x$
- $U(B, \beta) = e^{-i\beta B} \longrightarrow R_x(2\beta)$ gate on every qubit

B Operator Circuit

Mix qubits in parallel:



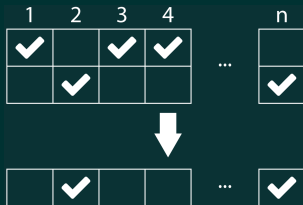
Optimization I: Reduction to 0-1 Knapsack

- Actual goal: when do we prefer market M_2 over M_1 ? So we get the reduction:

- $v_t = (\lambda_2^{(t)} - \lambda_1^{(t)})$

- $w_t = (c_2^{(t)} - c_1^{(t)})$

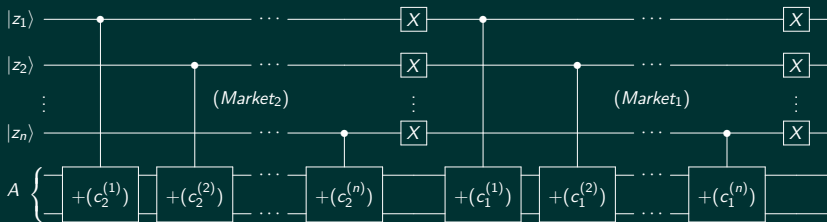
- $W_{max} = C_{max} - \sum_{t=1}^n c_1^{(t)}$



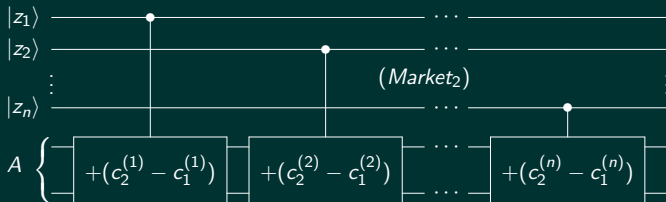
- Goal: $\operatorname{argmax}_{z_t \in \{0,1\}^n} \sum_{t=1}^n z_t v_t$

- Constraint: $\sum_{t=1}^n z_t w_t \leq W_{max}$

Optimization I: Reduction to 0-1 Knapsack



↓ Reduction



Optimization II: QFT Adders

Quantum (binary) adders come in many implementations:

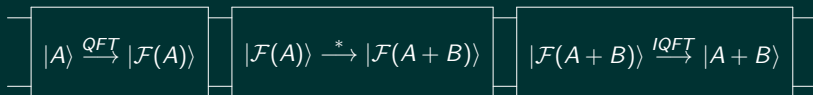
- Plain adder network [4]
- Ripple carry adder [5]
- QFT adder [6, 7]

QFT Adders, in our case, have many advantages. So we choose them.

Optimization II: QFT Adder overview

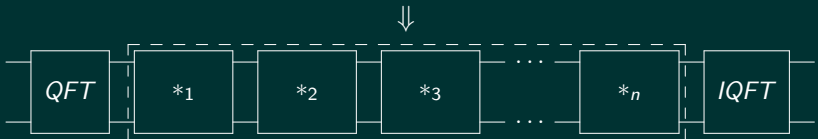
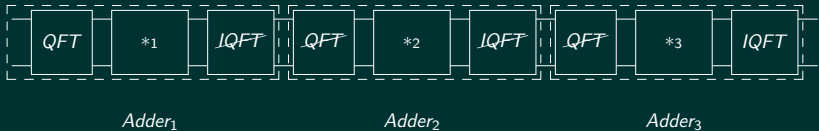
QFT Adder Idea: Add in phase space, where it's simpler.

- $|A\rangle \xrightarrow{QFT} |\mathcal{F}(A)\rangle$
- $|\mathcal{F}(A)\rangle \xrightarrow{\text{phases}} |\mathcal{F}(A+B)\rangle$
- $|\mathcal{F}(A+B)\rangle \xrightarrow{IQFT} |A+B\rangle$



Optimization II: QFT Adder's main advantage

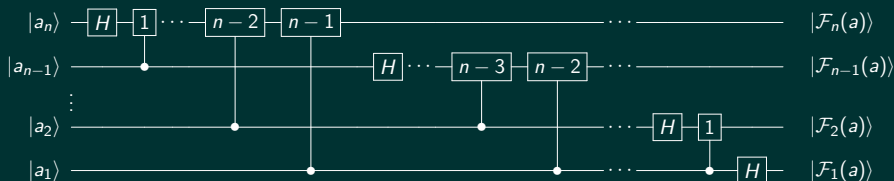
We have additions in series \implies QFT and IQFT only once!



All adders in phase space

Optimization II: QFT Adder circuits

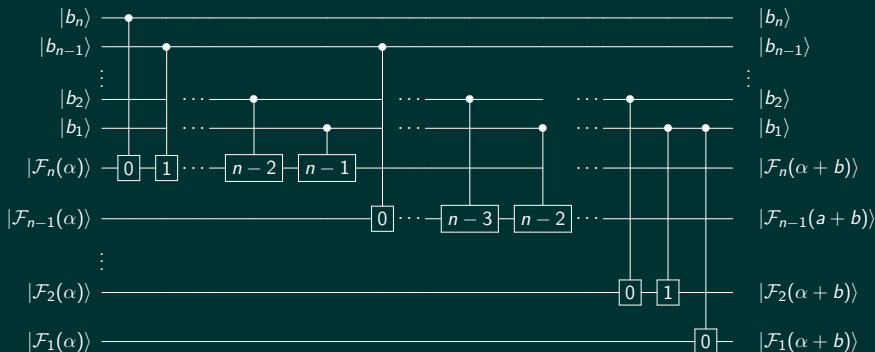
QFT circuit implementation:



where \boxed{k} is the gate corresponding to $P\left(\frac{\pi}{2^k}\right) = \begin{pmatrix} 1 & 0 \\ 0 & e^{\frac{i\pi}{2^k}} \end{pmatrix}$.

Optimization II: QFT Adder circuits

Addition in phase-space (circuit):

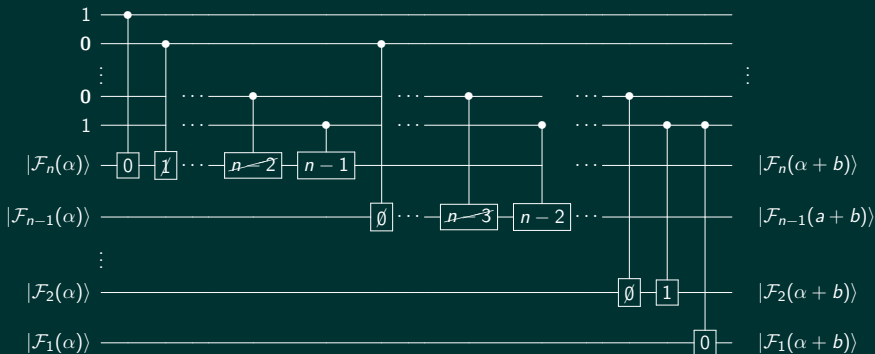


where \boxed{k} is the gate corresponding to $P\left(\frac{\pi}{2^k}\right) = \begin{pmatrix} 1 & 0 \\ 0 & e^{i\frac{\pi}{2^k}} \end{pmatrix}$.

Optimization II: QFT Adder circuits

$|B\rangle$ qubits are classical bits, which we know.

When b_i is zero delete gate, when b_i is one keep gate.



Optimization II: QFT Adder phase reduction

But for (uncontrolled) phase gates: $P(\varphi)P(\psi) = P(\varphi + \psi)$

So we reduce into one gate per qubit, containing the whole phase!

$$\begin{array}{ccc} |\mathcal{F}_n(\alpha)\rangle & \text{---} \boxed{P_{o\lambda(\alpha_n)}} \text{---} & |\mathcal{F}_n(\alpha + b)\rangle \\ \\ |\mathcal{F}_{n-1}(\alpha)\rangle & \text{---} \boxed{P_{o\lambda(\alpha_{n-1})}} \text{---} & |\mathcal{F}_{n-1}(\alpha + b)\rangle \\ \\ \vdots & & \\ \\ |\mathcal{F}_2(\alpha)\rangle & \text{---} \boxed{P_{o\lambda(\alpha_2)}} \text{---} & |\mathcal{F}_2(\alpha + b)\rangle \\ \\ |\mathcal{F}_1(\alpha)\rangle & \text{---} \boxed{P_{o\lambda(\alpha_1)}} \text{---} & |\mathcal{F}_1(\alpha + b)\rangle \end{array}$$

Optimization II: QFT Adder approximation

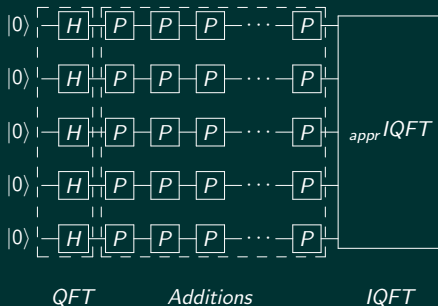
Phase gates $\boxed{k} \longrightarrow P\left(\frac{\pi}{2^k}\right) = \begin{pmatrix} 1 & 0 \\ 0 & e^{\frac{i\pi}{2^k}} \end{pmatrix}$ with big k can be ignored!

Approximate QFT circuit is viable for k down to: $k \approx \log_2(n)$ [6, 8].

So QFT circuit complexity reduces: $O(n^2) \longrightarrow \boxed{O(n \log_2 n)}$

Optimization II: QFT Adder special case

In our case, QFT is applied into the state $|0\rangle$.
So the circuit is equivalent to hadamard gates:

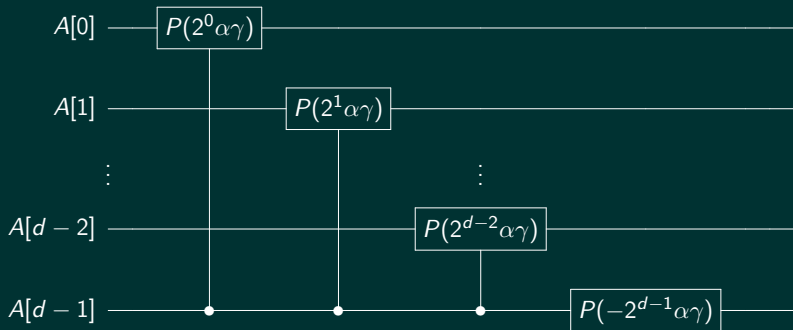


Optimization III: Avoid Flag qubit

We added w into $cost(z)$ to compare with 2^c . But, we can add up to 2^d and avoid the Multi-NOT gate.

(Note: Multi-NOT gate was using $d - c - 3$ ancillary qubits!)

So we change penalty dephasing as well:



Optimization IV: Increase precision

Initial possibility distribution (50/50) is completely arbitrary!

We must find a more data-specific one [9].

Of course, that would change the mixer.

The default mixer (= X gate) has as its eigenstates:

$$\frac{|0\rangle + |1\rangle}{\sqrt{2}}, \quad \frac{|0\rangle - |1\rangle}{\sqrt{2}}$$

That's why we had X gates as mixer for 50-50 distribution

Optimization IV: Mixer and possibilities relation

A mixer must correspond to a possibility distribution:

$$|p_i\rangle := \sqrt{1-p_i}|0\rangle + \sqrt{p_i}|1\rangle$$

$$|p_i^\perp\rangle := -\sqrt{p_i}|0\rangle + \sqrt{1-p_i}|1\rangle$$

$$|p\rangle = |p_1\rangle \otimes |p_2\rangle \otimes \cdots \otimes |p_n\rangle.$$

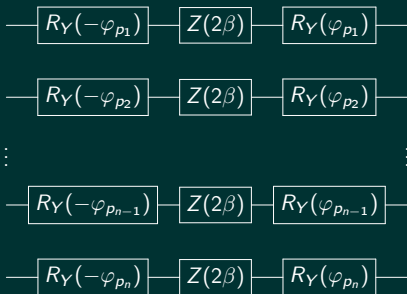
having the eigenstates:

$$\sum_{p_i} |p_i\rangle = -|p_i\rangle$$

$$\sum_{p_i} |p_i^\perp\rangle = +|p_i\rangle$$

Optimization IV: Hourglass mixers

$$\mathbf{\Sigma}_{p_i} = \boxed{R_Y(\varphi_{p_i}) e^{-i\beta Z} R_Y(-\varphi_{p_i})}$$



Optimization IV: Possibility distributions

Now we must find some good possibility distribution.

One Idea: Constant Biased State: we exhaust C_{max}

$$\Pr([Q_i = 1]) = \frac{C_{max}}{\sum_t c_i}$$

$$E[\text{cost}(z)] = \sum_{t=1}^n c_i \cdot p_i = \frac{\sum_{t=1}^n c_i \cdot C_{max}}{\sum_{t=1}^n c_i} = C_{max}$$

Optimization IV: Possibility distributions

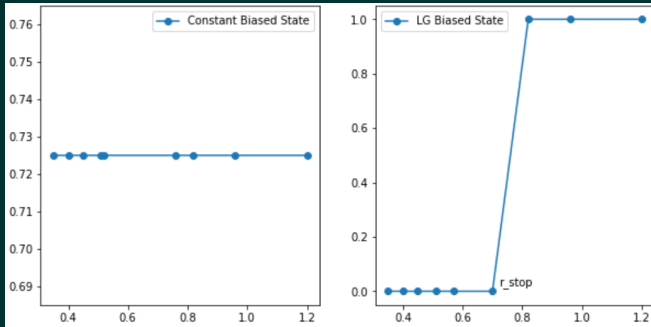
Another approach: Mimic Lazy-Greedy algorithm.

Lazy-Greedy: Sort choices by the efficiency ratio $r_i = \frac{\lambda_i}{c_i}$ and choose the most efficient ones up to C_{max} (With corresponding ratio r_{stop}).

It is easy and very greedy, unlike the constant approach.

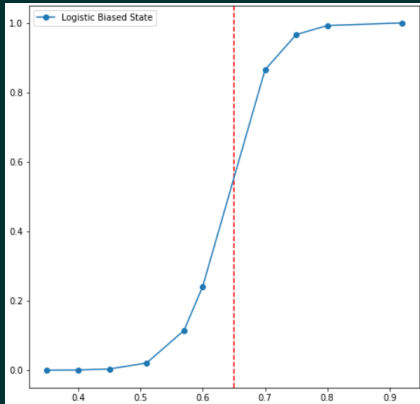
Optimization IV: Distribution combination

The two opposite approaches (constant and completely biased):



Optimization IV: Distribution combination

Combine the two approaches: The constant with the most greedy!



Optimization IV: Distribution combination

Using the Logistic function distribution:

$$p_i = \frac{1}{1 + Ce^{-k(r_i - r_{stop})}}$$

$$C = \frac{\sum c_i}{C_{max}} - 1$$

Analytics: Measure efficiency

Precision measure: $\frac{\text{Estimated returns}}{\text{optimum returns}} \in (0, 1)$:

$$\frac{\sum_z \left[\left(R(z) - \sum_t \lambda_1^{(t)} \right) H(\text{cost}(z) \leq C_{max}) \right]}{N_{feasible} \cdot \left(\lambda_{opt} - \sum_t \lambda_1^{(t)} \right)} \quad (1)$$

where $H(x)$ is the Heaviside step function.

Analytics: Precision comparison

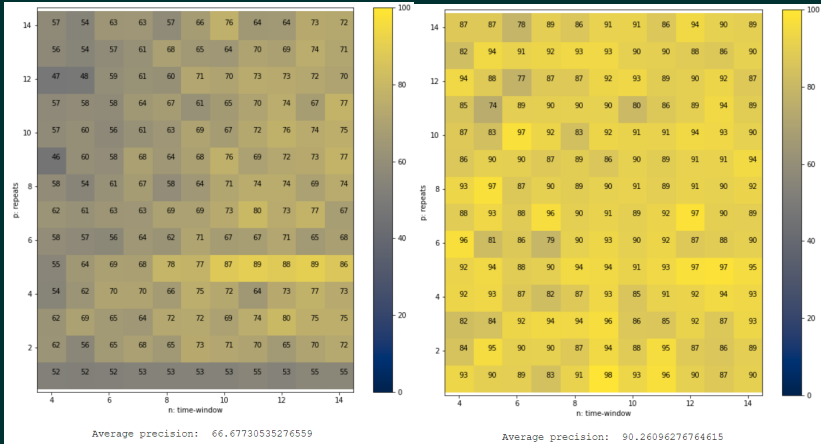


Figure: Precision for distributions $|+\rangle^{\otimes n}$ and **Logistic** ($k = 5$) [100%]

Analytics: Depth and Gates

We transpile the circuit into the basis gates: [rz,sx,cx]

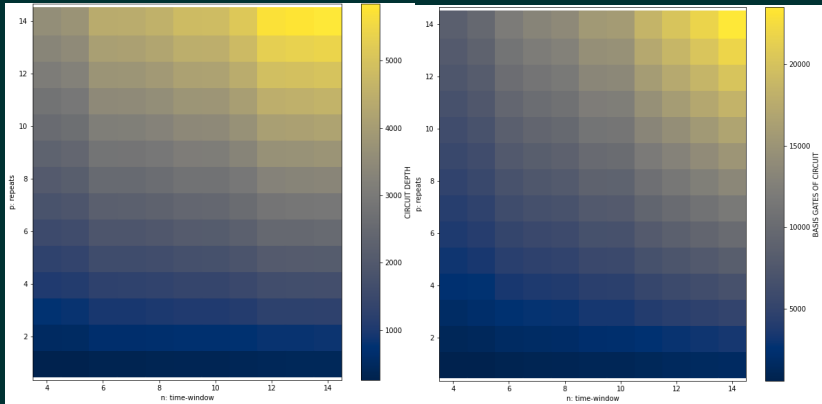


Figure: **Depth** and **basis gates** growing linearly for p and n

End

Thank you for your time!

References I

- [1] Pierre Dupuy de la Grand'rive and Jean-Francois Hullo. "Knapsack problem variants of qaoa for battery revenue optimisation". In: *arXiv preprint arXiv:1908.02210* (2019).
- [2] Ce Jin. "An improved FPTAS for 0-1 knapsack". In: *arXiv preprint arXiv:1904.09562* (2019).
- [3] Edward Farhi, Jeffrey Goldstone, and Sam Gutmann. "A quantum approximate optimization algorithm". In: *arXiv preprint arXiv:1411.4028* (2014).
- [4] Vlatko Vedral, Adriano Barenco, and Artur Ekert. "Quantum networks for elementary arithmetic operations". In: *Physical Review A* 54.1 (1996), p. 147.
- [5] Steven A Cuccaro et al. "A new quantum ripple-carry addition circuit". In: *arXiv preprint quant-ph/0410184* (2004).

References II

- [6] Thomas G Draper. “Addition on a quantum computer”. In: *arXiv preprint quant-ph/0008033* (2000).
- [7] Lidia Ruiz-Perez and Juan Carlos Garcia-Escartin. “Quantum arithmetic with the quantum Fourier transform”. In: *Quantum Information Processing* 16.6 (2017), p. 152.
- [8] Adriano Barenco et al. “Approximate quantum Fourier transform and decoherence”. In: *Physical Review A* 54.1 (1996), p. 139.
- [9] Wim van Dam et al. “Quantum Optimization Heuristics with an Application to Knapsack Problems”. In: *arXiv preprint arXiv:2108.08805* (2021).