Final Project Report

1. Info

Group: 5

Members:

(左)B08901056 盧弘偉

(右) B08901069 黄政勛

(中)B08901198 顏柏傑



2. Final project problem

Solving travelling salesman problem using phase estimation

(1) travelling salesman problem

A salesman is required to visit once and only once each of n different cities starting from a base city, and returning to this city. What path minimizes the total distance travelled by the salesman?

(2) phase estimation algorithm

In quantum computing, the quantum **phase estimation** algorithm (also referred to as quantum **eigenvalue estimation**

algorithm), is a quantum algorithm to estimate the phase (or eigenvalue) of an eigenvector of a unitary operator.

3. Setup

Utilize Qiskit environment (IBMQ) with Python

4. Demonstration result

Case 1: n = 4 (number of vertices), t = 6 (number of counting bits)

```
eigen state
                                output phase
                                                distance
(1, 2, 3, 4)
                11000110
                                100100 -> 36
                                                3.5342917352885173
                                                                     3.5342917352885173
(1, 2, 4, 3)
                10001101
                                100000 -> 32 3.141592653589793
                                                                     3.141592653589793
(1, 3, 2, 4)
                11100001
                                011100 -> 28 2.748893571891069
                                                                     2.748893571891069
(1, 3, 4, 2)
(1, 4, 2, 3)
                                100000 -> 32
                01110010
                                                3.141592653589793
                                                                     3.141592653589793
                10110100
                                011100 -> 28
                                                2.748893571891069
                                                                     2.748893571891069
                                              3,5342917352885173 3,5342917352885173
(1, 4, 3, 2)
                                100100 -> 36
                01101100
```

The min. distance path would be (1, 3, 2, 4, 1) or (1, 4, 2, 3, 1)

Case2: n = 8 (number of vertices), t = 6 (number of counting bits)

```
(1, 6, 4, 8, 7, 3, 2, 5) 100010110101001000111011 011100 -> 28
          (1, 6, 4, 8, 7, 3, 5, 2) 0011001101010000111011 010111 -> 23
(1, 6, 4, 8, 7, 5, 2, 3) 010100001101110000111011 100001 -> 33
(1, 6, 4, 8, 7, 5, 3, 2) 001010100101110000111011 100000 -> 32
                                                                                    2.2580197197676637 2.258019719767664
                                                                                    3.2397674240144743 3.2397674240144743
                                                                                    3.141592653589793 3.141592653589793
          (1, 6, 5, 2, 3, 4, 7, 8) 111100001010101000011110 011110 -> 30
                                                                                    2.945243112740431 2.945243112740431
          (1, 6, 5, 2, 3, 4, 8, 7) 110100001010101000111011 011010
                                                                                    2,552544031041707 2,552544031041707
          (1, 6, 5, 2, 3, 7, 4, 8) 111100001110101000010011 011110 -> 30
                                                                                    2.945243112740431 2.945243112740431
          (1, 6, 5, 2, 3, 7, 8, 4) 011100001111101000010110 011011 -> 27
                                                                                    2.650718801466388 2.650718801466388
          (1, 6, 5, 2, 3, 8, 4, 7) 110100001111101000011010 011001 -> 25
(1, 6, 5, 2, 3, 8, 7, 4) 011100001110101000111010 010000 -> 16
                                                                                    2.454369260617026 2.454369260617026
                                                                                    1,5707963267948966 1,570796326794897
          (1, 6, 5, 2, 4, 3, 7, 8) 111100011001101000010110 010011 -> 19
                                                                                    1.8653206380689396 1.8653206380689396
          (1, 6, 5, 2, 4, 7, 3, 8) 111100110001101000011010 010010 -> 18
                                                                                    1.7671458676442586 1.7671458676442588
          (1, 6, 5, 2, 4, 7, 8, 3) 010100111001101000011110 010101 -> 21
                                                                                    2,061670178918302 2,061670178918302
          (1, 6, 5, 2, 4, 8, 3, 7) 110100111001101000010011 010111 -> 23
                                                                                    2.2580197197676637 2.258019719767664
          (1, 6, 5, 2, 4, 8, 7, 3) 010100110001101000111011 010010 -> 18
                                                                                    1.7671458676442586 1.7671458676442588
          (1, 6, 5, 2, 7, 3, 4, 8) 111100110010101000001011 011011 -> 27
                                                                                    2.650718801466388 2.6507188014663883
          (1, 6, 5, 2, 7, 3, 8, 4) 011100110111101000001010 010010 -> 18
                                                                                    1.7671458676442586 1.7671458676442586
          (1, 6, 5, 2, 7, 4, 3, 8) 111100011110101000001010 010000 -> 16
                                                                                    1.5707963267948966 1.570796326794897
In [16]: print(m*2*pi)
          print(res)
          0.8835729338221293
          (1, 6, 5, 2, 4, 3, 8, 7)
```

The min. distance path would be (1, 6, 5, 2, 4, 3, 8, 7, 1)

5. Code instruction

First, we build unitary gates Ui and then combine them into a U gate. In the second part, we show how to construct eigen states with a given number of vertices/cities.

In the next part, we can run the phase estimation algorithm, get the measurement outcome, and then do some calculation on it to get the final result.

In the final part, we demonstrate the whole procedure for solving this kind of problem with the number of vertices/cities being 4 and 8.

6. Work distribution

Every member has participated in every part of work.