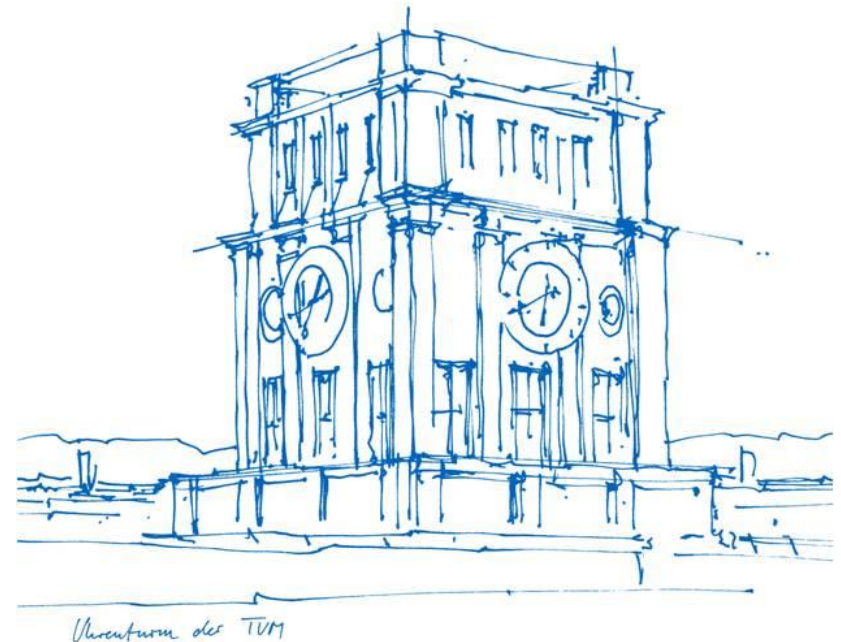


# Quantum Algorithm for Solving LSE

Rahul Manavalan

Student of Computational Science and Engineering

Technische Universität München



# Desiderata

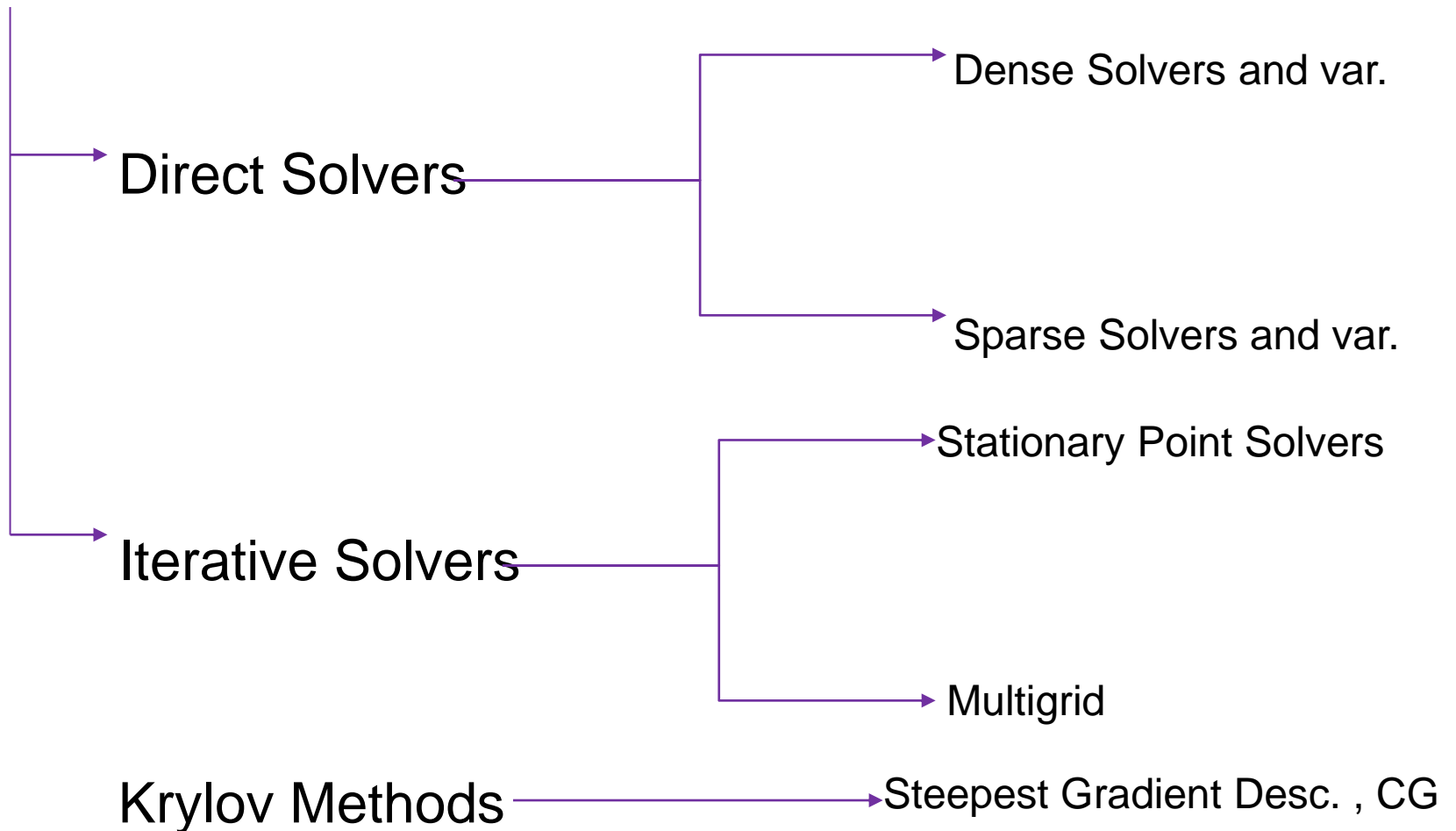
- Problem Definition
- Classical Solutions
- Problem Re-Definition
- Quantum Solution
  - Insight
  - Algorithm
  - Subtleties
  - Exceptions to the Rule
- Classical Simulation
  - Old Faithful
  - Results

# Problem Definition

$$A x = b$$
$$A \in \mathbb{R}^{N \times N} \quad x \in \mathbb{R}^N \quad b \in \mathbb{R}^N$$

- Most ubiquitous equation
- Does it make sense to talk about this ? – Yes
  - Big Data in Science – LHC
  - Climate Modelling
  - Deep Learning

# Classical Solutions



# Quantum Solution

- HHL Algorithm – 2009
  - Harrow Hassidim Lloyd.
- Exponential Speedups
  - Quantum Simulation – RPF
  - Shor's Algorithm
  - Grover's Search
  - HHL

$$\tilde{O}(\log(N)s^2\kappa^2/\epsilon)$$

## HHL : Insight

Any Matrix A and its inverse has reciprocating eigenvalues.

$$b := \sum b_i u_i$$

$$Ab := \lambda \sum b_i u_i$$

$$A^{-1}b := \frac{1}{\lambda} \sum b_i u_i$$

If there exists a quantum algorithm to compute  $\lambda$  and in turn  $1/\lambda$ , we could compute  $x$ .

## Problem Re-definition

- 1) How to determine eigenvalues of an arbitrary matrix  $A$  ?
- 2) Given a register of bitwise representations of a decimal number, how can we compute its reciprocal ?
- 3) Given a bitwise representation of a given normalized angle, how can we compute the sine of the angle ?

# 1) Eigenvalues of an arbitrary matrix A

## Phase Estimation

Assuming that  $|v\rangle$  is an eigenvector of  $U$  and  $\phi$  the corresponding phase angle.

$$U|v\rangle = \exp^{2i\pi\phi}|v\rangle$$

In the real world, Unitary Matrices (Orthogonal Matrices) are hard to come by.

- A is rarely unitary.  $\Rightarrow$  ?

Enter : Quantum Simulation ... aka Hamiltonian Simulation.



# 1) Eigenvalues of an arbitrary matrix A

## Hamiltonian Simulation

John Preskill



The moral we draw is that “information is physical.”

### Idea :

- 1) Convert your matrix A to a valid Hamiltonian H.
- 2) Allow a closed / open quantum system to evolve regulated by H.

### Realization :

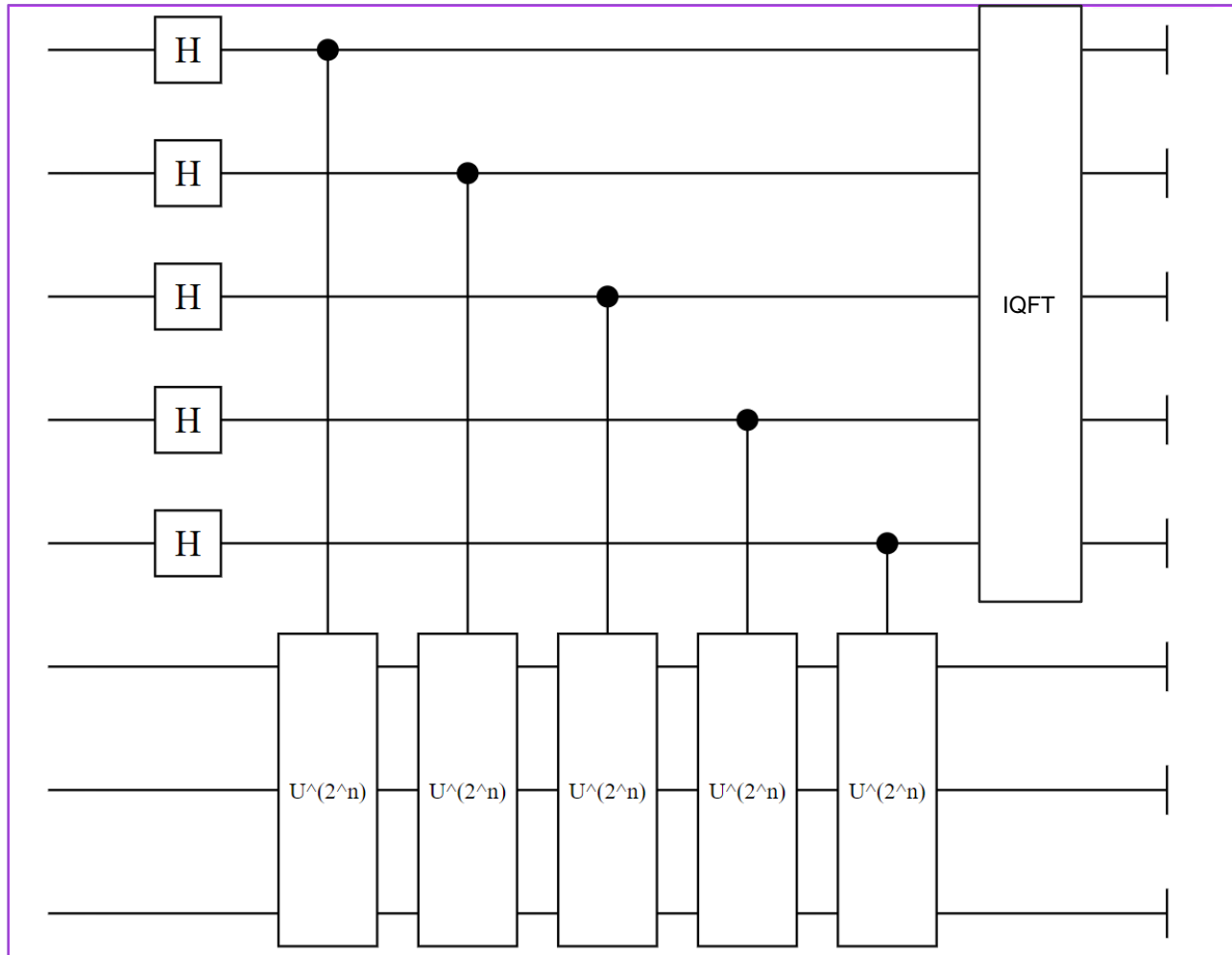
$$\tilde{O}(\log(N)s^2t)$$

- 1) HARD ! : Sparse and Dense Hamiltonians -> Quantum Simulations.
- 2) Smaller  $\epsilon$  and Faster  $\tau$  are focal points.

Lie Trotter decomp / recomb ; Galaxy decomp ; Forrest decomp .....

# 1) Eigenvalues of an arbitrary matrix A

Phase Estimation : Successive Controlled Hamiltonian Simulations



# Phase Estimation – Crash Course

$$|0\rangle^{\otimes t} \otimes |u\rangle$$

$$\frac{|0\rangle + |1\rangle}{\sqrt{2}}^{\otimes t} \otimes |u\rangle$$

$$\frac{|0\rangle + |1\rangle}{\sqrt{2}}^{\otimes t} \otimes U|u\rangle$$

$$\frac{|0\rangle + \exp(2i\pi\phi)|1\rangle}{\sqrt{2}} \otimes U|u\rangle$$

$$\bigotimes_{j=0}^{t-1} \left[ \frac{|0\rangle + \exp(2i\pi\phi \cdot 2^j)|1\rangle}{\sqrt{2}} \otimes U^{2^j}|u\rangle \right]$$

$$\sum_{k=0}^{2^t-1} \exp(2ij\pi\phi) |k\rangle$$

Eigenvalues of  $U$  take the form  $\exp(2i\pi\phi)$ .

$$U = \exp(2\pi i A).$$

Eigenvalues of  $U$  are now  $\exp(2i\pi\lambda)$  where  $\lambda$  is the eigenvalue of  $A$ .

At the end of PE, the register contains  $\phi$  for the normal case.

In the QS case PE produces  $\lambda$  in the register.

### 3) Sine of a bitstring – Controlled Rotation

$$|\theta\rangle|0\rangle \rightarrow |\theta\rangle(\cos\theta|0\rangle + \sin\theta|1\rangle)$$

$$(|\theta\rangle\langle\theta| \otimes R_y)(|\theta\rangle \otimes |0\rangle) = |\theta\rangle \otimes R_y|0\rangle$$

$$R_y = \begin{bmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{bmatrix}$$

$$R_y|0\rangle = \cos\theta|0\rangle + \sin\theta|1\rangle$$

Let  $\theta = \theta.\theta_1\theta_2\theta_3 \dots \dots \theta_f$  be decimal representation

To transform  $|\theta\rangle \rightarrow \sin|\theta|$ , we use the following idea.

If

$$\theta = \sum_{i=1}^f \theta_i * 2^{-i}$$

Then

$$e^{\theta} = \prod_{i=1}^f e^{\theta_i * 2^{-i}}$$

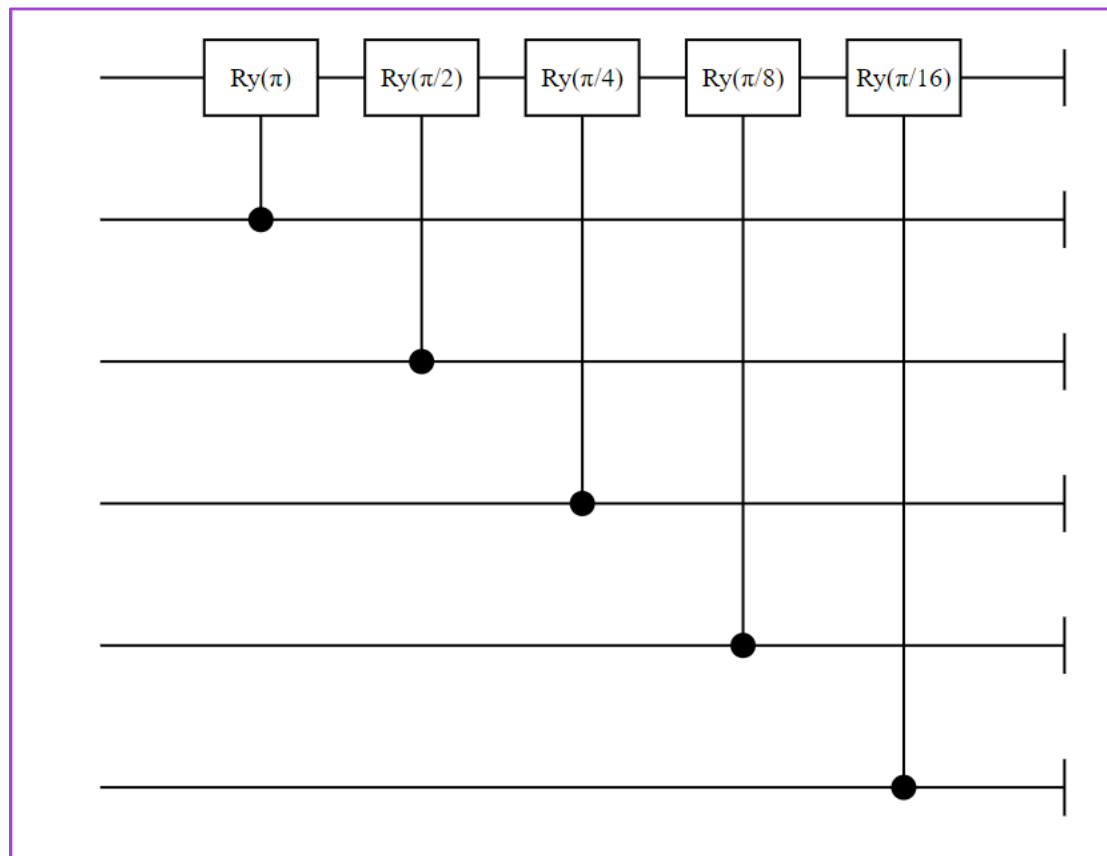
$$\text{WKT } |\sin\theta| < 1.$$

We normalize theta using a  $C$  such that

$$\sin(C * \theta) \approx C * \theta$$

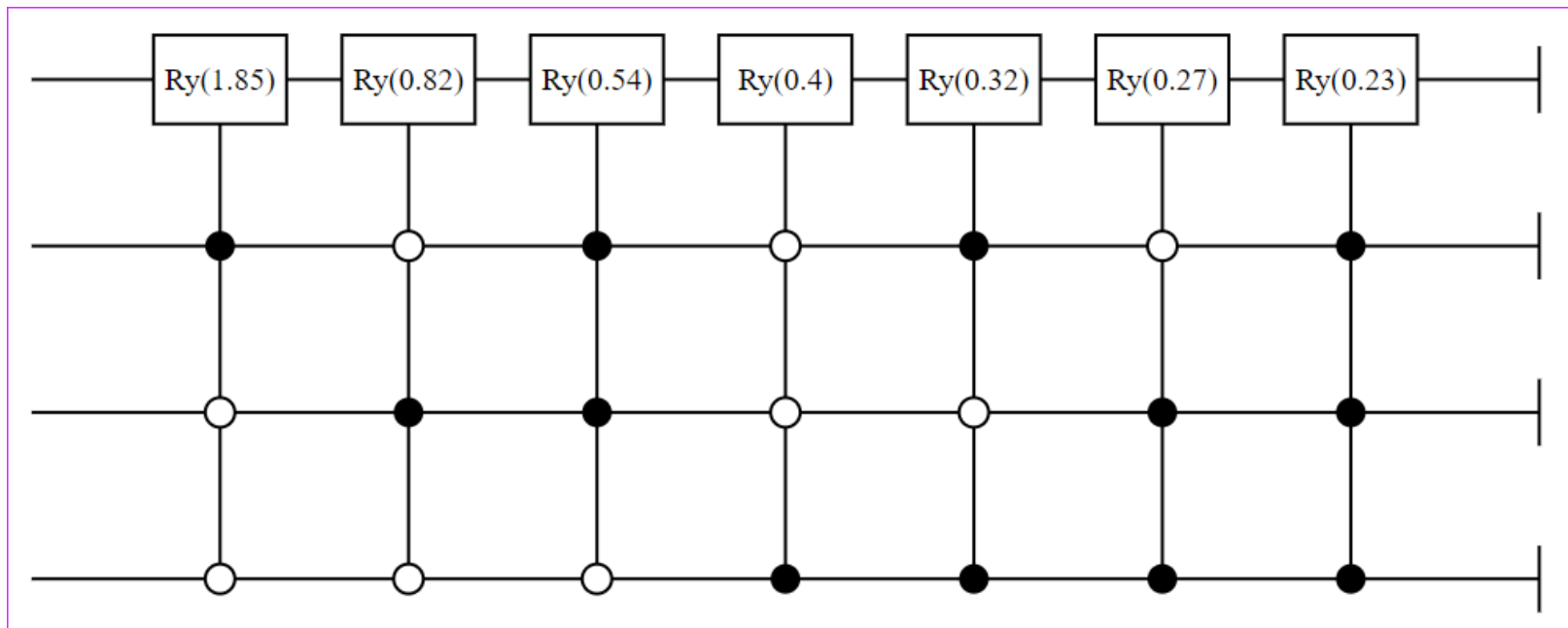
# Sine of a Bitstring

Controlled Rotation : Eigenvalues a priori.

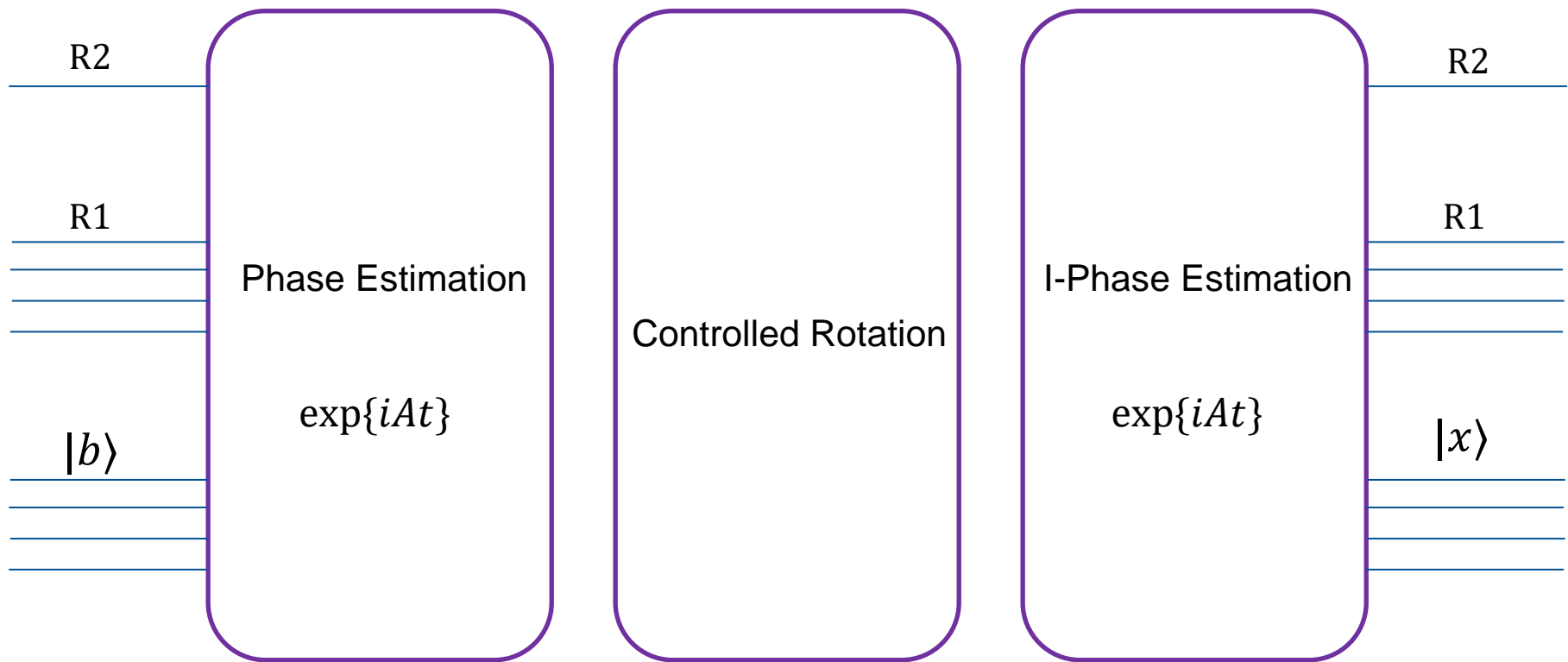


# Sine of a Bitstring

Controlled Rotation : More robust



# Algorithm – Components



$A$  – Hermitian , sparse , well conditioned.

# Brass Tacks – (i)

Encode  $|b\rangle$  using Amplitude encoding.

- Amplitude embedding :  $\text{roof}(\log(2, \text{length}(b)))$

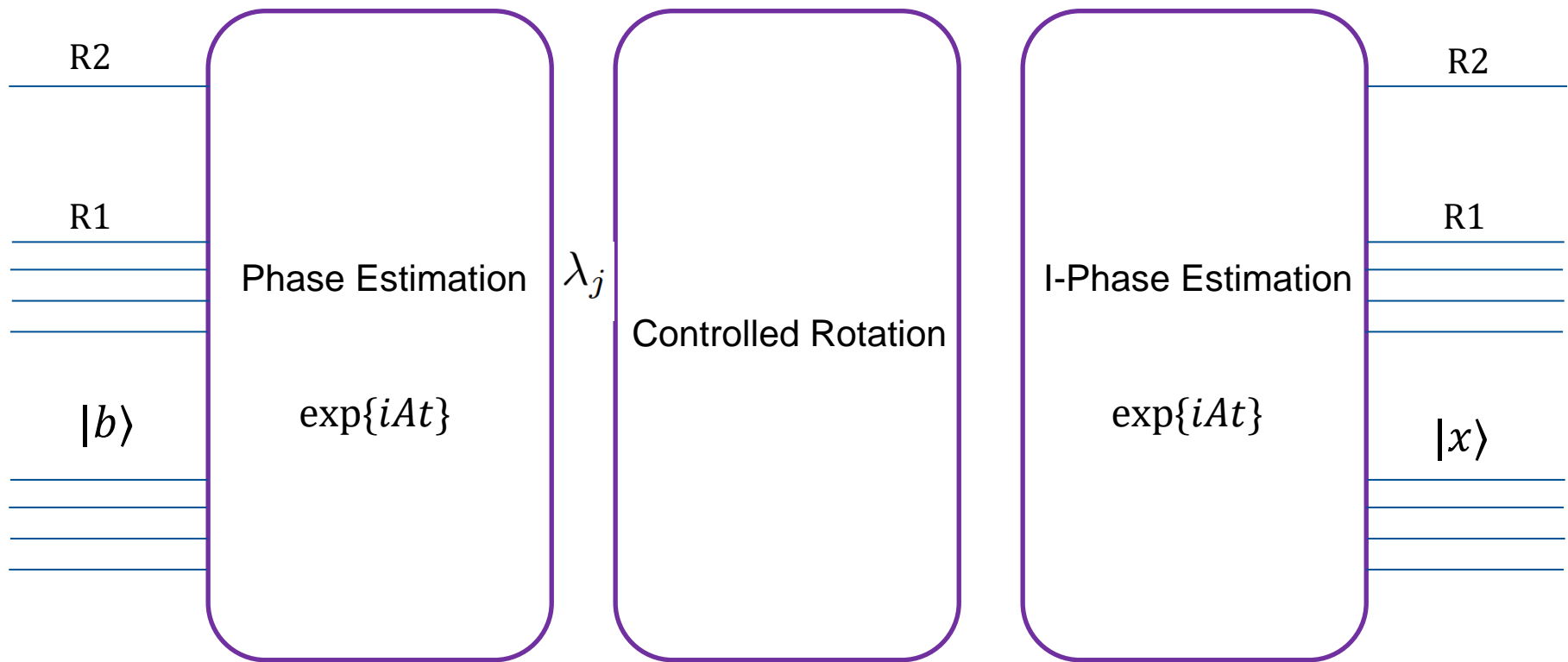
$$\frac{|b\rangle}{|||b\rangle||}$$

- Caveat : Solution is also amplitude embedded

$$\frac{|x\rangle}{|||x\rangle||}$$



# Algorithm – Components



A – Hermitian , sparse , well conditioned.

# Brass Tacks – (v)

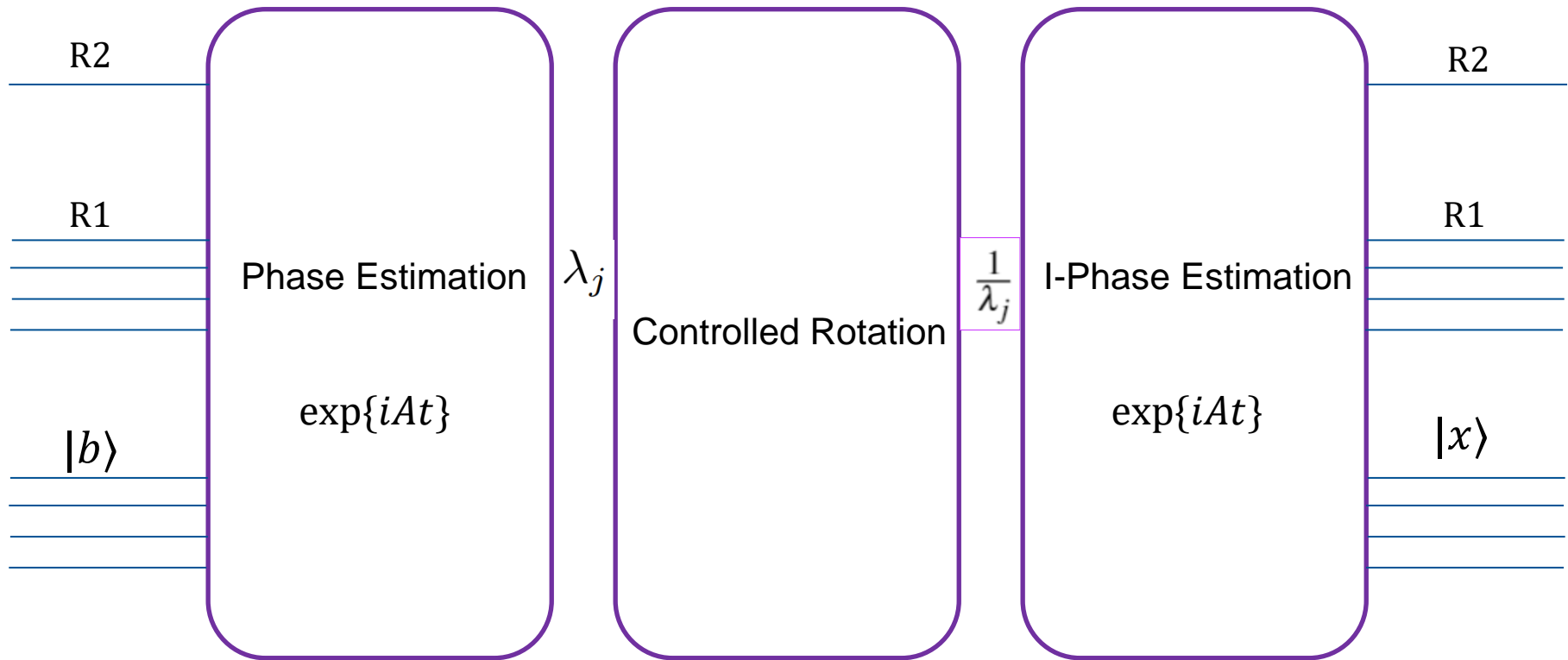
## Controlled Rotation

- $|\lambda\rangle$  is housed in Reg. A in a bitwise manner.
- Add a ancilla qubit R2.
- Prior to controlled rotation we reciprocate. i.e , transform  $|\lambda\rangle \rightarrow \left|\frac{1}{\lambda}\right\rangle$
- If  $|\lambda\rangle$  is not normalized, choose  $C$  such that  $C < \min \lambda_j$ .
- State of R2 after CRot :

$$\sqrt{1 - \frac{C^2}{\lambda_j^2}} |0\rangle + \frac{C}{\lambda_j} |1\rangle$$

# Algorithm – Components

$$\sqrt{1 - \frac{C^2}{\lambda_j^2}} |0\rangle + \frac{C}{\lambda_j} |1\rangle$$



A – Hermitian , sparse , well conditioned.

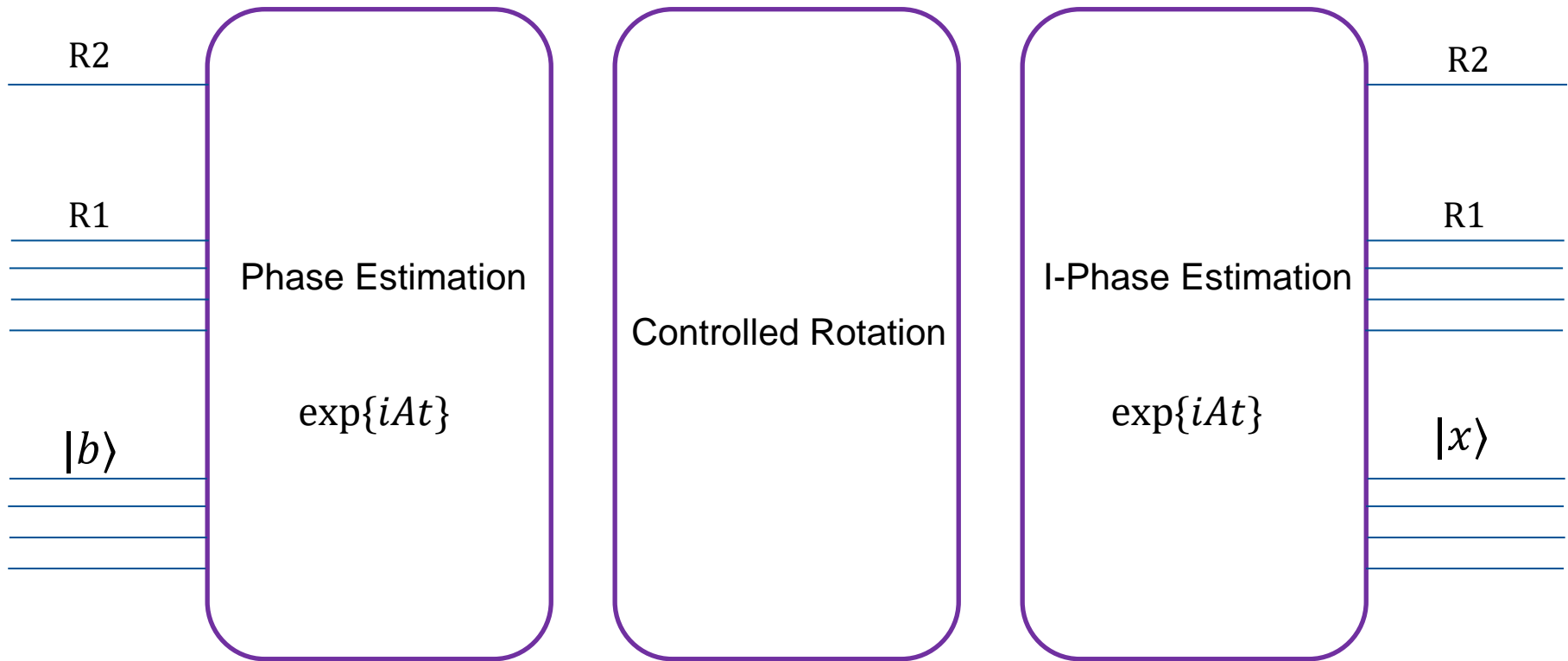
# Brass Tacks – (vi)

## Un-compute PE

- Throw away garbage in R1
- Use Inverse Phase estimation
- Runtime Significance
- Error Significance

# Algorithm – Components

$$\sqrt{1 - \frac{C^2}{\lambda_j^2}} |0\rangle + \frac{C}{\lambda_j} |1\rangle$$



A – Hermitian , sparse , well conditioned.

## HHL : Insight

Any Matrix A and its inverse has reciprocating eigenvalues.

$$b := \sum b_i u_i$$

$$Ab := \lambda \sum b_i u_i$$

$$A^{-1}b := \frac{1}{\lambda} \sum b_i u_i$$

If there exists a quantum algorithm to compute  $\lambda$  and in turn  $1/\lambda$ , we could compute  $x$ .

# Brass Tacks – (vii)

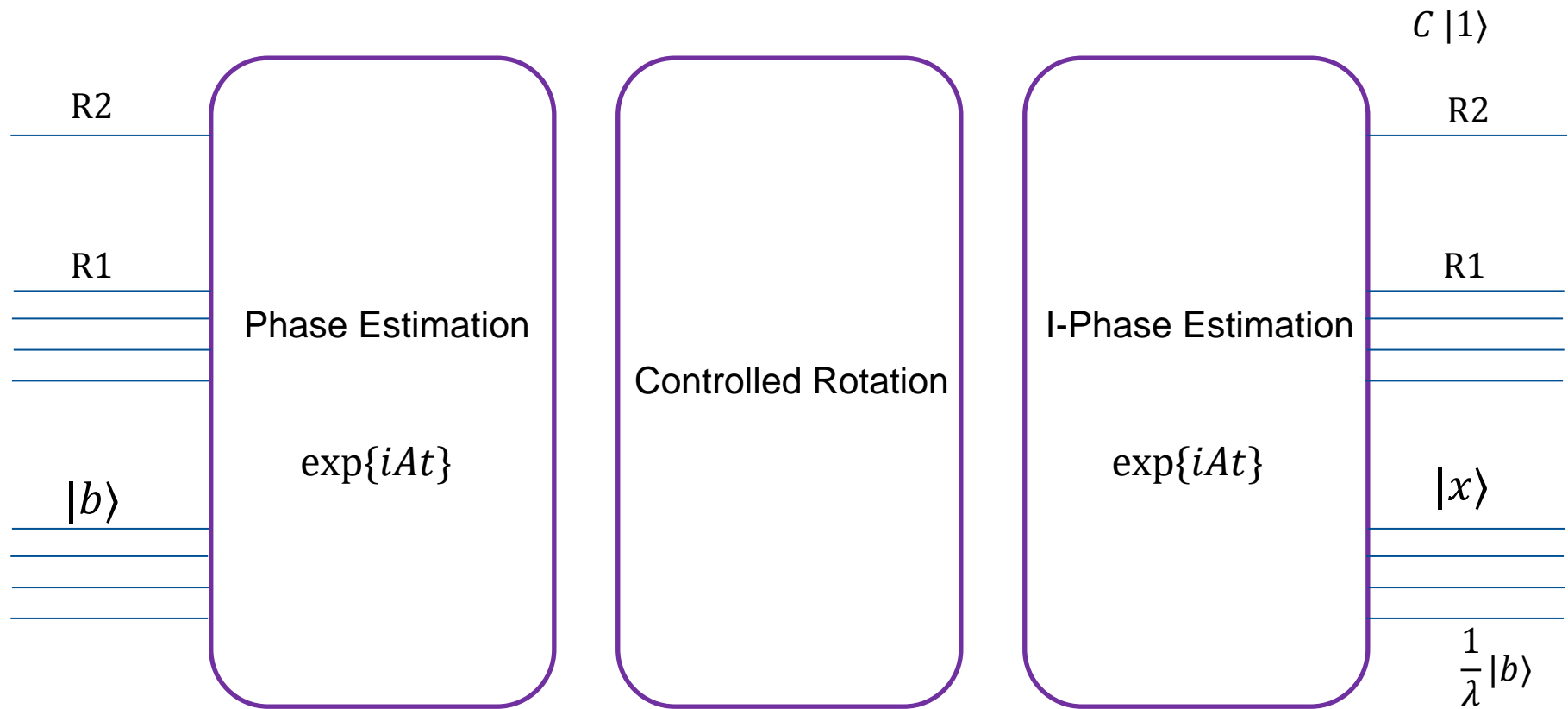
## Measure ancilla qubit

- Most boring yet crucial part of the algorithm
- Measure ancilla
- If we get 1  $\Rightarrow$  success, solution at the base register
- Else Back to square one

## What could we measure with respect to?

- Projectors
- Compute Expectation

# Algorithm – Components



A – Hermitian , sparse , well conditioned.



# Caveats

- norm in  $b \rightarrow |b\rangle$
- $t$  in Quantum Simulation
- $n_A$  - number of qubits in Register A.
- $C$  in Controlled Rotation

# Difficulties in Actual Q.Computation

- Preparation of  $|b\rangle$  efficiently
- Availability of qubits for a practical problem.
  - *If  $\lambda \approx \epsilon$ , we require as many as 50 qubits for Register A alone for  $A \in R^{32 \times 32}$ .*
- The final measurement is a hit and miss. Need to perform several experiments.
- Not realizable ! - However (see ref.)

# 1) Eigenvalues of an arbitrary matrix A

## Hamiltonian Simulation

John Preskill



The moral we draw is that “information is physical.”

### Idea :

- 1) Convert your matrix A to a valid Hamiltonian H.
- 2) Allow a closed / open quantum system to evolve regulated by H.

### Realization :

$$\tilde{O}(\log(N)s^2t)$$

- 1) HARD ! : Sparse and Dense Hamiltonians -> Quantum Simulations.
- 2) Smaller  $\varepsilon$  and Faster  $\tau$  are focal points.

Lie Trotter decomp / recomb ; Galaxy decomp ; Forrest decomp .....

# Exceptions to the Rule

- Non Hermitian Matrices
- Non Square Matrices
- Dense Matrices
- Non Invertible Matrices

# Classical Simulation Frameworks

- Yao.jl
- Quaintum.jl
- Qiskit Terra

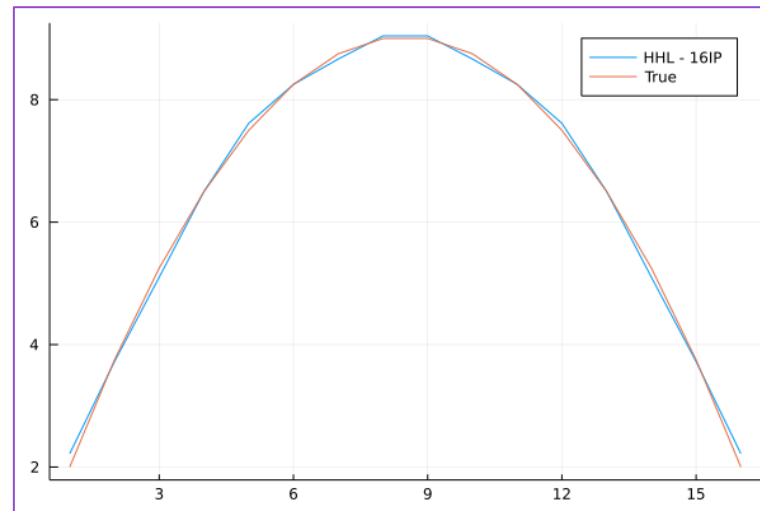
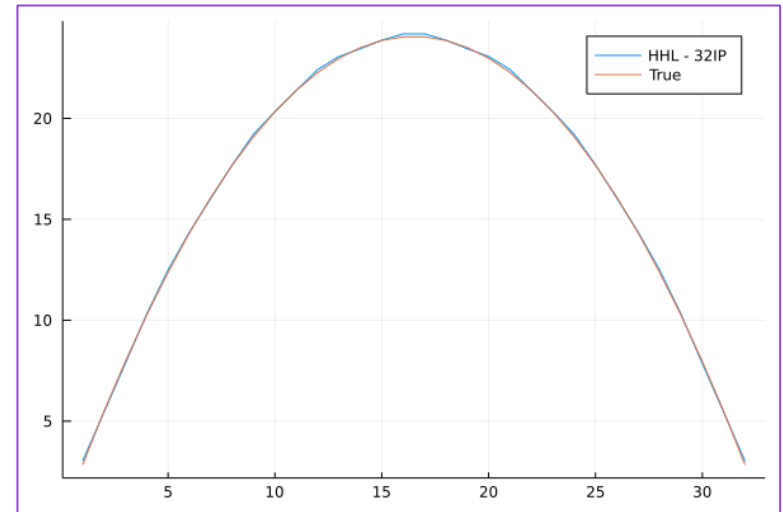
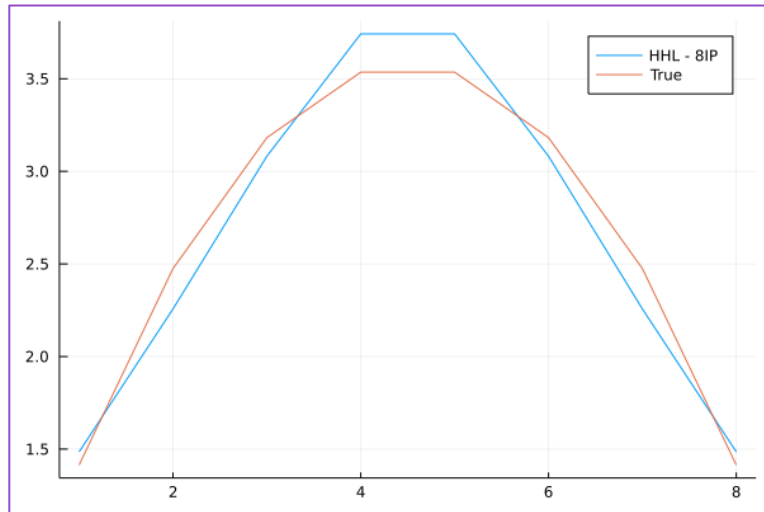
# Old Faithful – Poisson Equation

- $\Delta\phi = f$  ;  $x \in [a, b]$
- $\delta\Omega : \phi(a) = 0$  ;  $\phi(b) = 0$
- $f = \text{ones}(N)$
- Finite Difference Method. HHL vs Julia „\“

$$\underbrace{\begin{pmatrix} -2 & 1 & 0 & 0 & 0 & \dots & \dots & 0 \\ 1 & -2 & 1 & 0 & 0 & \dots & \dots & 0 \\ 0 & 1 & -2 & 1 & 0 & \dots & \dots & 0 \\ 0 & 0 & 1 & -2 & 1 & \ddots & \dots & 0 \\ 0 & 0 & 0 & 1 & -2 & \ddots & \ddots & \vdots \\ \vdots & \vdots & \vdots & \ddots & \ddots & \ddots & \ddots & 0 \\ 0 & 0 & 0 & 0 & \ddots & \ddots & \ddots & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & -2 \end{pmatrix}}_{:=A} \times \underbrace{\begin{pmatrix} \Phi_1 \\ \Phi_2 \\ \Phi_3 \\ \Phi_4 \\ \Phi_5 \\ \vdots \\ \Phi_{N-1} \\ \Phi_N \end{pmatrix}}_{:=\Phi} = \underbrace{\begin{pmatrix} h^2 f_1 - \Phi_a \\ h^2 f_2 \\ h^2 f_3 \\ h^2 f_4 \\ h^2 f_5 \\ \vdots \\ h^2 f_{N-1} \\ h^2 f_N - \Phi_b \end{pmatrix}}_{:=F}$$

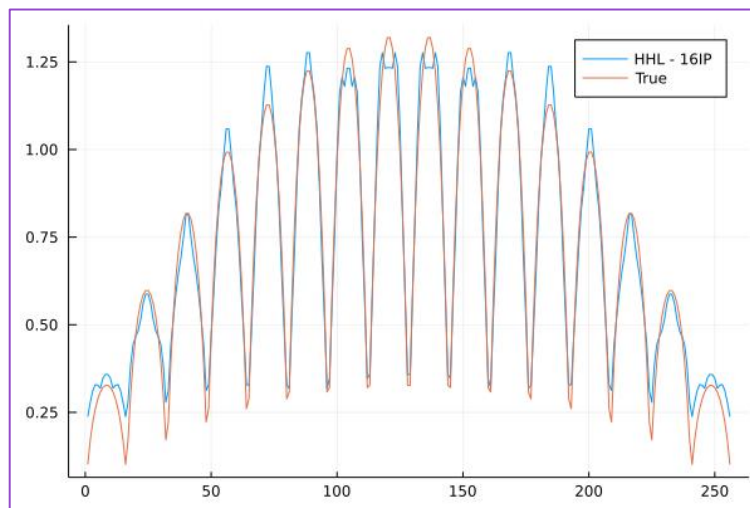
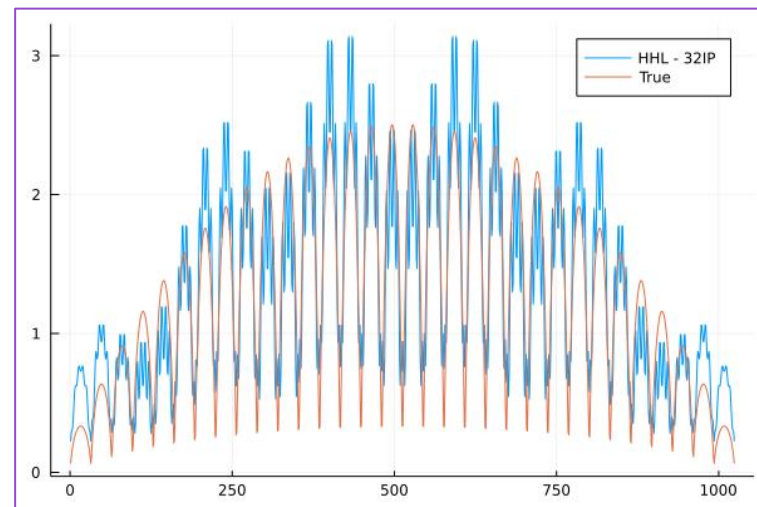
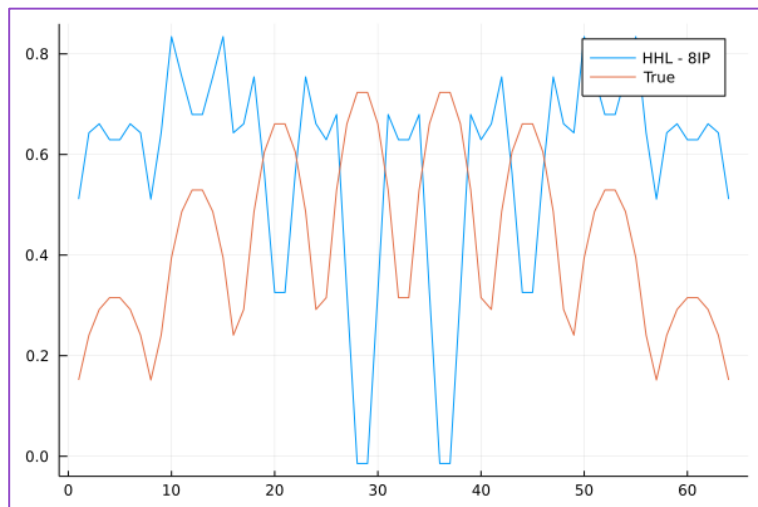
# Results $n_{\{\lambda\}} = 12$

1D



# Results $n_{\{\lambda\}} = 12$

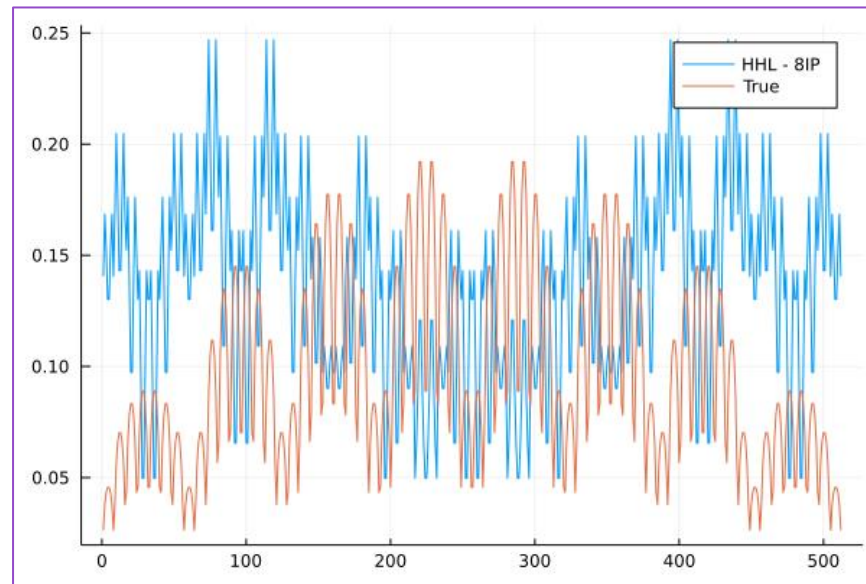
2D





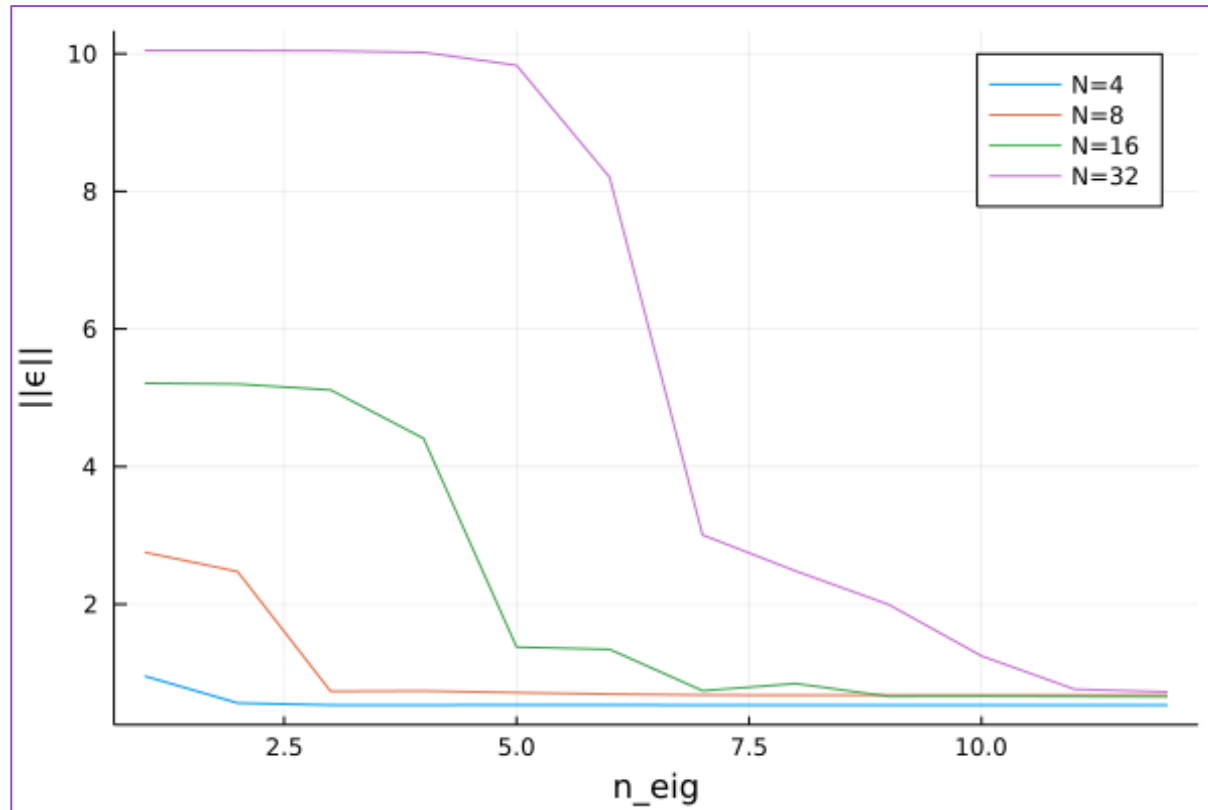
# Results $n_{\{\lambda\}} = 12$

3D



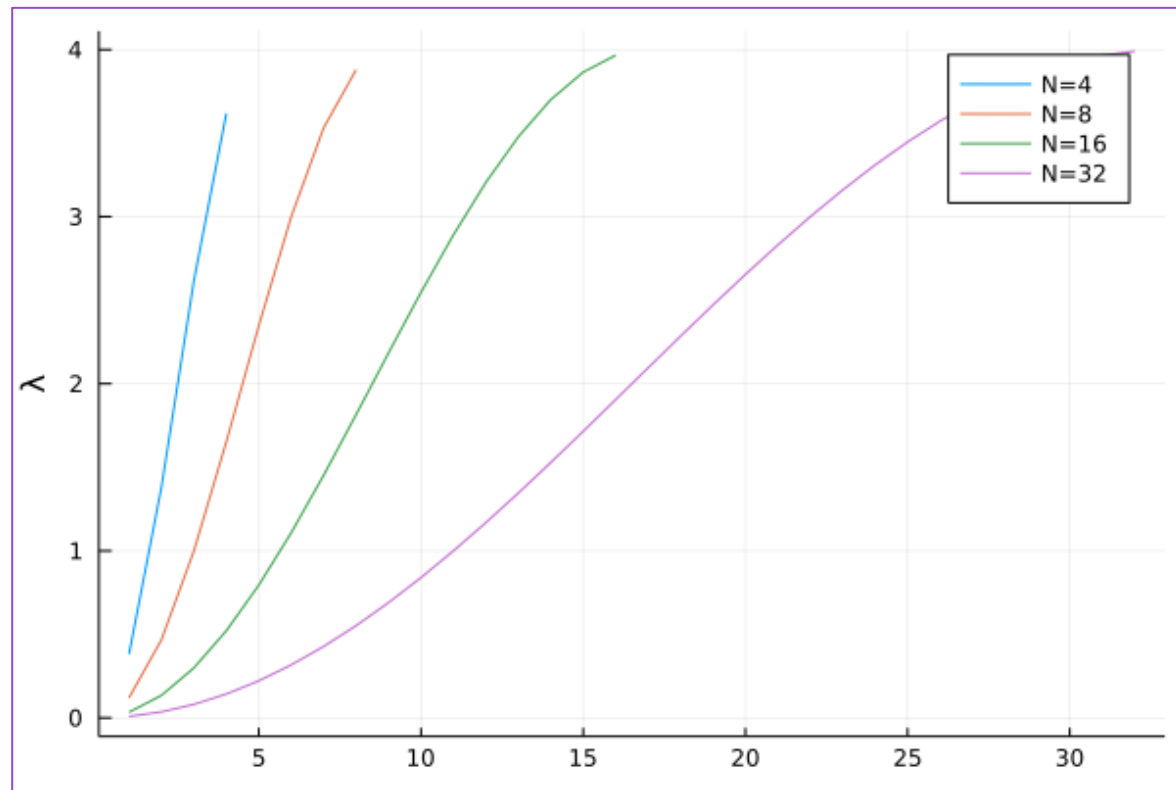
# Results

## Error Analysis – 1D



# Results

## Error Analysis – 1D – Inference : Relation to eigenvalues



# More on HHL

- **Baseline Implementation**
  - [Rahul Manavalan / Solving the Heat Equation with the HHL Algorithm · GitLab \(lrz.de\)](#)
- **Elaborations into the claims made in the HHL paper.**
  - **The Why of HHL.**
    - <https://dynamic-queries.medium.com/chapter-1-1-solutions-to-linear-systems-and-all-that-69dc73e02739>

# References

- [Read the fine print \(nature.com\)](#) : Prelude
- [1301.2340.pdf \(arxiv.org\)](#) : Box to Box Solution
- [1302.1210.pdf \(arxiv.org\)](#) : Experimental Implementation albeit for a small system.
- [qiskit-terra/exact\\_reciprocal.py at a9289c085036002fa864b30edcd0b8ce066ea858 · Qiskit/qiskit-terra \(github.com\)](#) : Exact reciprocal.
- [1802.08227.pdf \(arxiv.org\)](#) : Primer
- [arXiv:0811.3171v3 \[quant-ph\] 30 Sep 2009](#) : Base Paper : Hard Read
- [1110.2232.pdf \(arxiv.org\)](#) : Saved hours , quite comprehensive