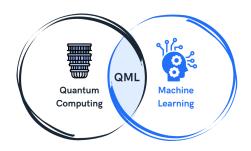
Genetic algorithm for Quantum Support Vector Machines

Lorenzo Tasca

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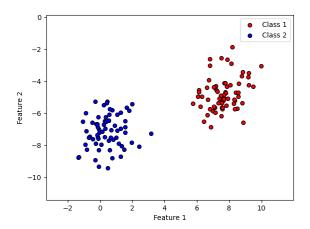
Quantum Machine Learning





Support Vector Machine

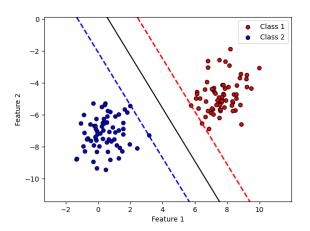
• La Support Vector Machine è un algoritmo supervisionato di classificazione binaria.





Support Vector Machine

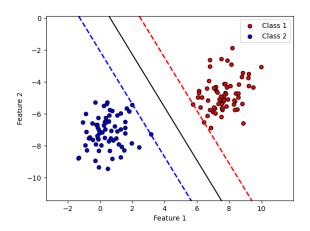
• L'algoritmo trova il massimo margine separatore tra le classi.





Support Vector Machine

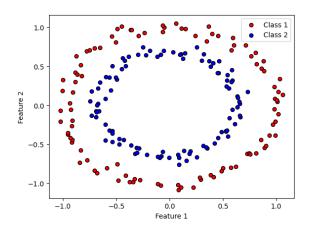
• Per farlo utilizza solo i prodotti scalari tra i dati $\langle \mathbf{x}_i, \mathbf{x}_i \rangle$.





Kernel Support Vector Machine

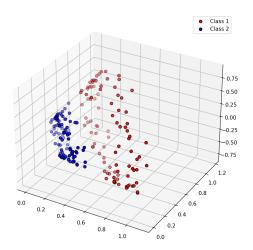
• Nel caso in cui i dati non siano linearmente separabili?





Kernel Support Vector Machine

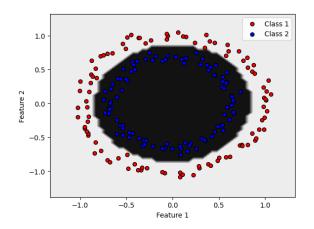
• È possibile applicare una feature map $\phi(\mathbf{x})$.





Kernel Support Vector Machine

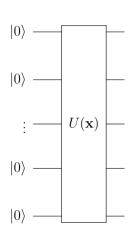
• L'algoritmo è interessato solo a $K_{ii} = \langle \phi(\mathbf{x}_i), \phi(\mathbf{x}_i) \rangle$.





Quantum Support Vector Machine

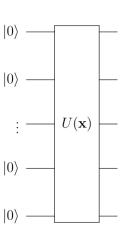
 La feature map diventa un circuito quantistico parametrizzato.





Quantum Support Vector Machine

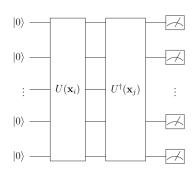
- La feature map diventa un circuito quantistico parametrizzato.
- $|\phi(\mathbf{x})\rangle = U(\mathbf{x})|0\rangle^{\otimes n}$.





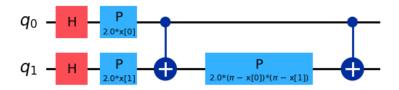
Quantum Support Vector Machine

- La feature map diventa un circuito quantistico parametrizzato.
- $|\phi(\mathbf{x})\rangle = U(\mathbf{x})|0\rangle^{\otimes n}$.
- $K_{ij} = \langle \phi(\mathbf{x}_i) | \phi(\mathbf{x}_j) \rangle$.



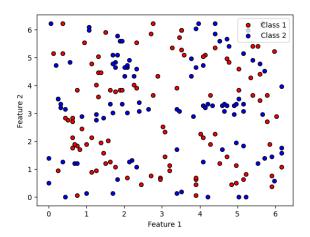


• Un esempio possibile: la ZZ Feature Map.



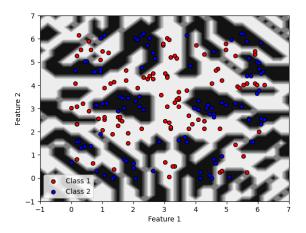


• Ottime performance su dataset complessi.



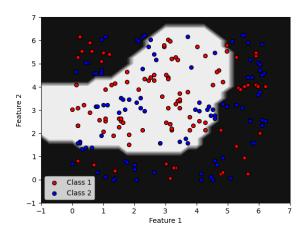


• Ottime performance su dataset complessi.





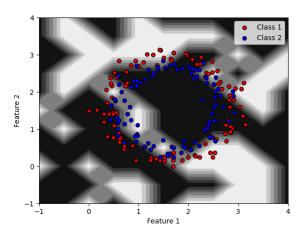
• I metodi classici falliscono.





Scelta del Quantum Kernel

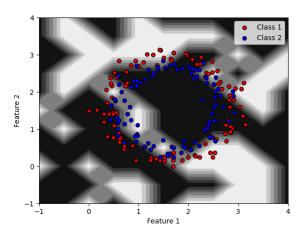
• La scelta del kernel risulta spesso problematica.





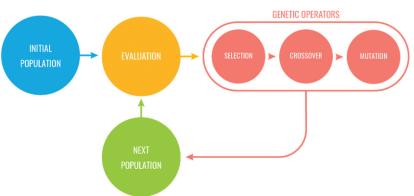
Scelta del Quantum Kernel

• Manca una guida per effettuare la scelta.



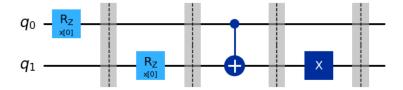


• Un algoritmo genetico può scegliere la miglior feature map.



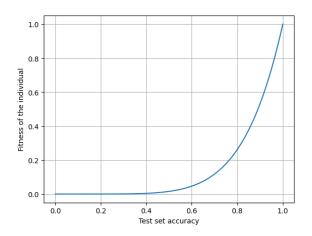


• Gli individui sono formati da gate scelti da un set completo.



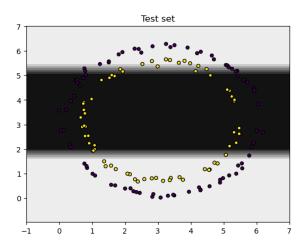


 La fitness di un individuo si calcola a partire dalla sua accuratezza.





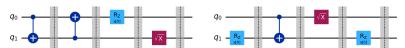
• La prima generazione è generata randomicamente.



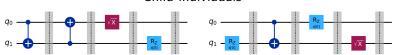


 Gli individui sono passati alla seguente generazione con il crossover.

Parent individuals

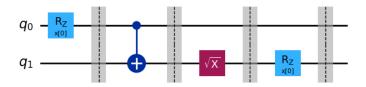


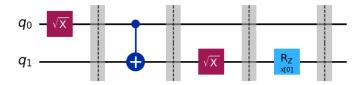
Child individuals





• Inoltre subiscono una mutazione casuale.







• Con l'andare delle generazioni aumenta l'accuratezza media.

