

Report Week 4

In week 3, I studied how Quantum Support Vector Machine is implemented through the paper [Quantum Support Vector Machine](#). The paper showed that a quantum support vector machine can be implemented with $O(\log MN)$ run time in both training and classification stages. In week 3 report, I covered how to get the hyperparameters b and α to construct the hyperplane. In this week report, I will cover classification steps of QSVM.

QSVM Classification

Given a test example \vec{x}_o , SVM classifies \vec{x} as:

$$y(\vec{x}_o) = \text{sign}(\vec{w} * \vec{x} + b)$$

Recall that when solving for KKT conditions we get the following result:

$$\vec{w} = \sum_{i=1}^M \alpha_i \vec{x}_i$$

Hence,

$$y(\vec{x}_o) = \text{sign}\left(\sum_{i=1}^M \alpha_i (\vec{x}_i * \vec{x}_o) + b\right)$$

Let:

$$|0, \vec{y}\rangle = \frac{1}{\sqrt{N_{0,y}}}(|0\rangle + \sum_{i=1}^M y_i |i\rangle), \text{ where } N_{0,y} = 1 + \sum_{i=1}^M |y_i|^2$$

Apply F^{-1} on this we obtain:

$$|b, \vec{\alpha}\rangle = \frac{1}{\sqrt{N_{b,\alpha}}}(b|0\rangle + \sum_{i=1}^M \alpha_i |i\rangle), \text{ where } N_{b,\alpha} = b^2 + \sum_{i=1}^M \alpha_i^2$$

Now, let's start constructing training data state and query state for classification. From the above state, construct the training data state:

$$|\tilde{u}\rangle = \frac{1}{\sqrt{N_{\tilde{u}}}}(b|0\rangle |0\rangle + \sum_{i=1}^M \alpha_i |\vec{x}_i\rangle |k\rangle |\vec{x}_i\rangle)$$

with $N_{\tilde{u}} = b^2 + \sum_{i=1}^M \alpha_i^2 |\vec{x}_i|^2$

In addition, we construct the query state:

$$|\tilde{x}\rangle = \frac{1}{\sqrt{N_{\tilde{x}}}}(|0\rangle |0\rangle + \sum_{i=1}^M |\vec{x}| |k\rangle |\vec{x}\rangle)$$

with $N_{\tilde{x}} = M|\vec{x}|^2 + 1$. We have that:

$$\langle \tilde{u} | \tilde{x} \rangle = \frac{1}{\sqrt{N_{\tilde{u}} N_{\tilde{x}}}}(b + \sum_{i=1}^M \alpha_i |\vec{x}_i| |\vec{x}| \langle \vec{x}_i | \vec{x} \rangle)$$

Hence, we would have that $y(\vec{x}) = \text{sign}(\langle \tilde{u} | \tilde{x} \rangle)$. If $\langle \tilde{u} | \tilde{x} \rangle > 0$, then $|\vec{x}\rangle$ would be classified as +1, otherwise, -1. The inner product, $\langle \tilde{u} | \tilde{x} \rangle$ can be computed in $O(\log NM)$ run time.

Swap Test

One of the most important immediate step in computing inner product as described in [2] involves the swap test:

$$\begin{aligned} |0\rangle |\psi\rangle |\varphi\rangle &\xrightarrow{\text{C-SWAP}} |0\rangle |\psi\rangle |\varphi\rangle \\ |1\rangle |\psi\rangle |\varphi\rangle &\xrightarrow{\text{C-SWAP}} |1\rangle |\varphi\rangle |\psi\rangle \end{aligned}$$

Swap Test is most commonly used to test for equality of two unknown quantum states, i.e., estimates their inner product. To perform a swap test on $|\psi\rangle$ and $|\varphi\rangle$ means to do the following:

1. Initialize the state $|0\rangle |\psi\rangle |\varphi\rangle$
2. Apply the Hadamard gate to the first register
3. Apply C-SWAP to the three registers
4. Apply a Hadamard gate to the first register
5. Measure the first register
6. “Accept” if the outcome is $|0\rangle$ and “reject” if the outcome is $|1\rangle$

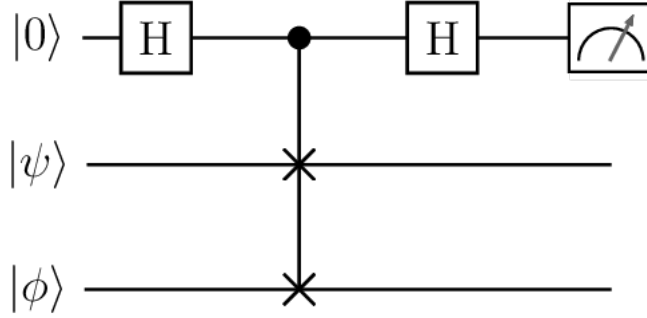


Figure 1: Quantum Circuit of a Swap Test

The evolution of the system is as follow:

$$\begin{aligned} |0, \varphi, \psi\rangle &\rightarrow \frac{1}{\sqrt{2}}(|0, \varphi, \psi\rangle + |1, \varphi, \psi\rangle) \rightarrow \frac{1}{\sqrt{2}}(|0, \varphi, \psi\rangle + |1, \psi, \varphi\rangle) \\ &\rightarrow \frac{1}{2}(|0, \varphi, \psi\rangle + |1, \varphi, \psi\rangle + |0, \psi, \varphi\rangle - |1, \psi, \varphi\rangle) \\ &= |0\rangle \otimes \frac{1}{2}(|\varphi, \psi\rangle + |\psi, \varphi\rangle) + |1\rangle \otimes \frac{1}{2}(|\varphi, \psi\rangle - |\psi, \varphi\rangle) \end{aligned} \tag{1}$$

Hence, the probability of observing $|0\rangle$ is:

$$\begin{aligned}
Pr(\text{observing } |0\rangle) &= \frac{1}{4}(\langle\varphi, \psi| + \langle\psi, \varphi|)(|\varphi, \psi\rangle + |\psi, \varphi\rangle) \\
&= \frac{1}{4}(2 + \langle\psi, \varphi|\varphi, \psi\rangle + \langle\varphi, \psi|\psi, \varphi\rangle) \\
&= \frac{1}{2} + \frac{1}{2}|\langle\psi|\varphi\rangle|^2
\end{aligned} \tag{2}$$

In the case of our classification problem, we can construct two states:

$$\begin{aligned}
|\psi\rangle &= \frac{1}{\sqrt{2}}(|0\rangle|\tilde{u}\rangle + |1\rangle|\tilde{x}\rangle) \\
|\phi\rangle &= \frac{1}{\sqrt{2}}(|0\rangle - |1\rangle)
\end{aligned}$$

Performing a swap test on $|\psi\rangle$ and $|\phi\rangle$ reveals

$$|\langle\psi|\phi\rangle|^2 = 2 * Pr(\text{observing } |0\rangle) - 1$$

And we also have that

$$|\langle\psi|\phi\rangle|^2 = \frac{1}{2}(1 - \langle\tilde{u}|\tilde{x}\rangle)$$

Solving for Linear Equation

Classically, the problem of linear equations is to find an unknown vector \vec{x} in the following linear equation: $A\vec{x} = \vec{b}$ for a known $N \times N$ matrix A, and a known N-dimensional vector \vec{b} . The quantum version of the problem can be written as $A|x\rangle = b$, where A is a Hermitian. If A is not Hermitian, one can solve

$$\begin{bmatrix} 0 & A \\ A^T & 0 \end{bmatrix} * \begin{bmatrix} 0 \\ \vec{x} \end{bmatrix} = \begin{bmatrix} \vec{b} \\ 0 \end{bmatrix}$$

instead of the original equation, so the algorithm is general for any invertible matrices.

The matrix A and the states $|x\rangle$ and $|b\rangle$ can be expanded in terms of the eigenstates of A as

$$A = \sum_{j=1}^N \lambda_j |u_j\rangle \langle u_j| \quad A^{-1} = \sum_{j=1}^N \lambda_j^{-1} |u_j\rangle \langle u_j|$$

$$|b\rangle = \sum_{j=1}^N \beta_j |u_j\rangle \quad \text{where} \quad \beta_j = \langle u_j|b\rangle, \text{ and}$$

$$|x\rangle = A^{-1}|b\rangle = \left(\sum_{i=1}^N \lambda_i^{-1} |u_i\rangle \langle u_i|\right) \left(\sum_{j=1}^N \beta_j |u_j\rangle\right) = \sum_{j=1}^N \frac{\beta_j}{\lambda_j} |u_j\rangle$$

where λ_j and $|u_j\rangle$ are the eigenvalues and eigenstates of A. Generally, the quantum algorithms for solving the linear equation can be described as follows.

1. Prepare n register qubits in $|0\rangle^{\otimes n}$ state with the vector qubit $|b\rangle$:

$$|b\rangle |0\rangle^{\otimes n} = \sum_{j=1}^N \beta_j |u_j\rangle |0\rangle^{\otimes n}$$

2. Performing quantum phase estimation on the above state, i.e. apply e^{-iAt} for varying times, we obtain the following state $\sum_{j=1}^N \beta_j |u_j\rangle |\lambda_j\rangle$
3. Introduce an ancilla qubit $|0\rangle$, and perform the R_Y rotation on the ancilla, where $R_y = e^{\frac{-i\theta}{2Y}}$. The total rotation angle will be determined by the eigenvalue stored in the register qubit such that

$$\sum_{j=1}^N \beta_j |u_j\rangle |\lambda_j\rangle |0\rangle \rightarrow \sum_{j=1}^N \beta_j |u_j\rangle |\lambda_j\rangle \left(\sqrt{1 - \frac{C^2}{\lambda_j^2}} |0\rangle + \frac{C}{\lambda_j} |1\rangle \right)$$

4. Perform inverse phase estimation to disentangle the eigenvalue registers:

$$\sum_{j=1}^N \beta_j |u_j\rangle |\lambda_j\rangle \left(\sqrt{1 - \frac{C^2}{\lambda_j^2}} |0\rangle + \frac{C}{\lambda_j} |1\rangle \right)$$

5. Postselect for the ancillary qubit of $|1\rangle$:

$$\sum_{j=1}^N \beta_j |u_j\rangle \frac{C}{\lambda_j} |1\rangle$$

Others

I looked at the code from [\[1\]](#), but after Keita's presentation last Wednesday, I believed QISKIT is a better tool. I haven't had the chance to work on Qiskit until early this week. Right now, I'm working on the code for QSVM with QISKIT

Up Coming

Next week, I will finish the code for QSVM and start working on [Quantum Neural Networks](#), and [Quantum Deep Learning](#).

References

- [1] Patrick Rebentrost, Masoud Mohseni, and Seth Lloyd. [Quantum Support Vector Machine](#)
- [2] Seth Lloyd, Massoud Mohseni, and Patrick Rebentrost. [Quantum Algorithms for Supervised and Unsupervised Machine Learning](#)