Quantum Natural Language Generation on Near-Term Devices



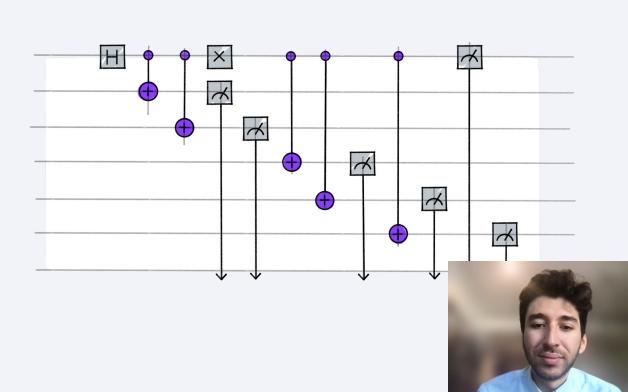
Amin Karamlou

IBM Quantum Community Team

Collaborators:

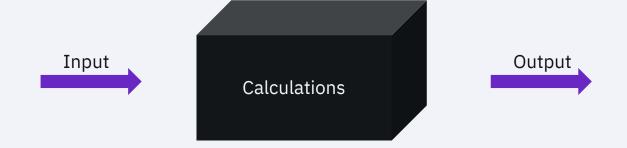
Marcel Pfaffhauser, IBM Quantum

James Wootton, IBM Quantum



What is a computer?

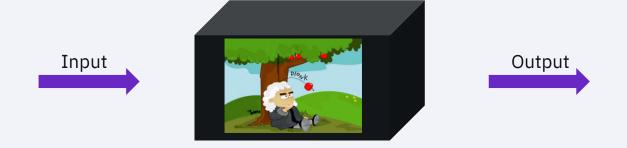






What is a classical computer?

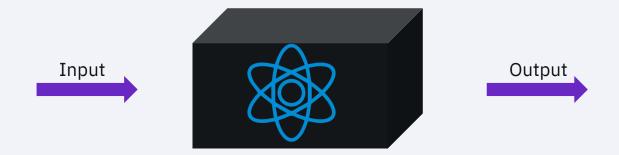






What is a quantum computer?





 By using features of quantum mechanics that have no classical analogue quantum computers may be able to solve problems that classical computers are incapable of solve

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Qubits and Superposition

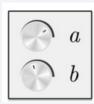


• Classical bits are always in one of two possible states, 0 or 1.



• Qubits on the other hand, can be in a linear combination of two states, $|0\rangle = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$ or $|1\rangle = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$. This linear combination is known as a *superposition*.

$$|\psi\rangle = a |0\rangle + b |1\rangle s.t. |a|^2 + |b|^2 = 1$$





Measurement



• We can *measure* a qubit in state $|\psi\rangle = a |0\rangle + b |1\rangle$. The result of a measurement is always 0 or 1. The result 0 is obtained with a probability of $|a|^2$, and the result 1 is obtained with a probability of $|b|^2$.

$$|\psi\rangle = \frac{1}{\sqrt{2}}|0\rangle + \frac{1}{\sqrt{2}}|1\rangle \longrightarrow 0$$

• After a measurement the state of a qubit **collapses** to $|0\rangle$ or $|1\rangle$ (whichever outcome was observed).

Quantum Logic Gates



- The state of a qubit can also be manipulated using *quantum logic gates*.
- Mathematically these are represented by unitary matrices. For example the Hadamard gate is represented as $H = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix}$.
- The state of a qubit $|\psi\rangle$ after the application of a quantum logic gate U is given by $U|\psi\rangle$

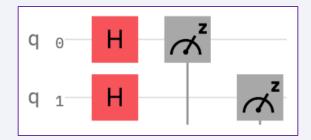
$$|\psi\rangle = 1|0\rangle$$
 \longrightarrow $H|\psi\rangle = \frac{1}{\sqrt{2}}|0\rangle + \frac{1}{\sqrt{2}}|1\rangle$



Quantum Circuits



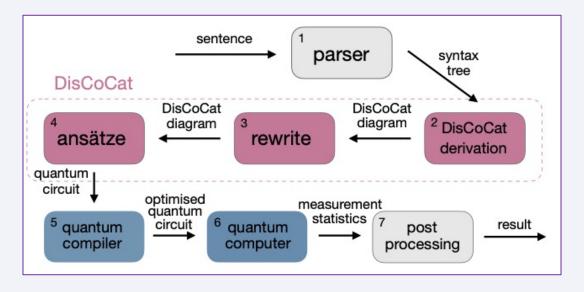
- A quantum computation is nothing more than a series of quantum logic gates applied to some qubits, followed by a series of measurement operations.
- This process has a convenient representation as a *quantum circuit*.





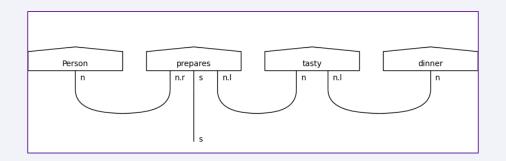
QNLP





Parsing and Diagram Creation

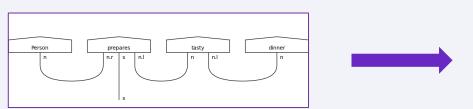


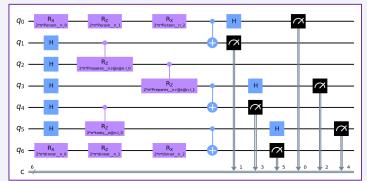




Circuit creation



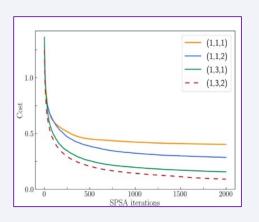


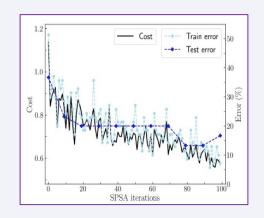


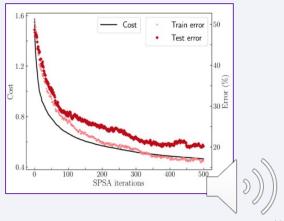
Binary Classification Examples



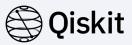
Person prepares tasty dinner Skillful programmer creates software



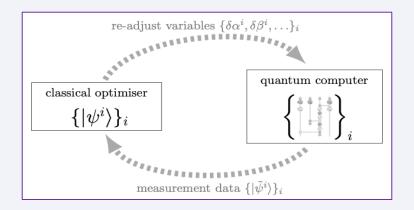




Training a Sentence Classifier

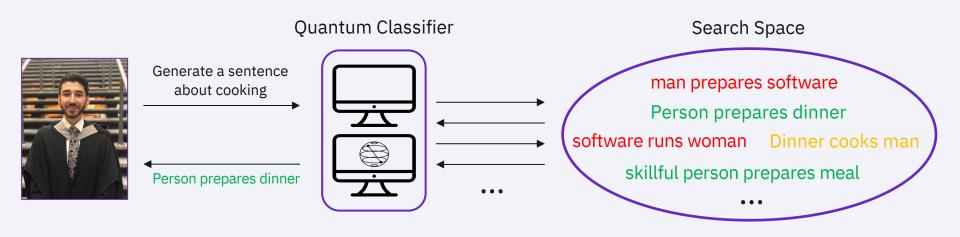


- 1. Start with a corpus of sentences, each belonging to one of several possible classes.
- 2. Create a parameterised quantum circuit for each sentence.
- 3. Optimise the variables appearing in the circuits using a hybrid quantum classical algorithm.



Sentence Generation overview







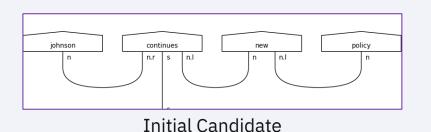
Neighbouring Sentences



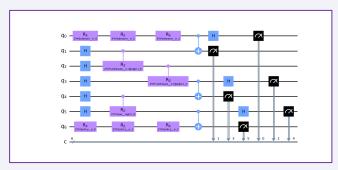












Run 100000 times

P(sport) = 5%

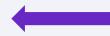
P (Tech) = 10%

P(Entertainment) = 3%

P(Politics) = 82%

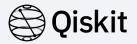
No.

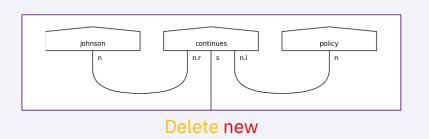
We need to generate a new candidate

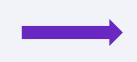


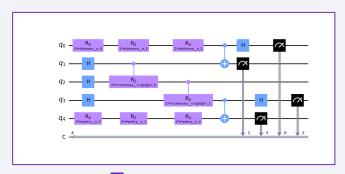
P(sport) > 95%?











Run 100000 times

P(sport) = 7%

Still No. P(sport) > 95%?

Let's generate another candidate.

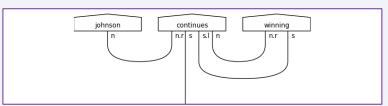
P (Tech) = 8%

P(Entertainment) = 3%

P(Politics) = 82%







Substitute Policy with Winning

| Part |

Run 100000 times

P(sport) = 3%

P (Tech) = 10%

P(Entertainment) = 3%

P(Politics) = 84%

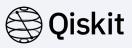
Still No.

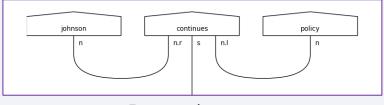
Things even got worse this time.



P(sport) > 95%?

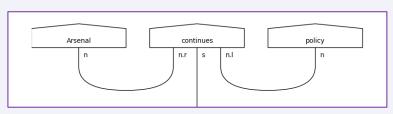






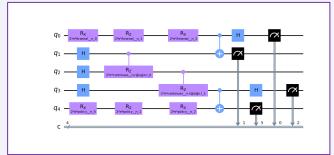
Revert changes

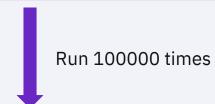




Substitute Johnson with Arsenal



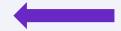




Still No.

But we're quite close now!

P(sport) > 95%?

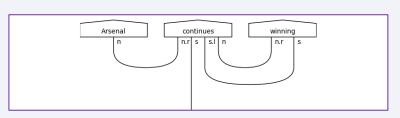


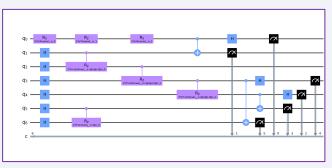
$$P (Tech) = 3\%$$

P(sport) = 85%









Substitute Policy with Winning

Run 100000 times

Yes!

Output this sentence.

P(sport) > 95%?



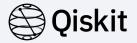
P (Tech) = 1%

P(sport) = 97%

P(Entertainment) = 1%

P(Politics) = 1%





Thank you

