

Quantum Computing and Data Science



Matthias Degroote

DSPEast Quantum Computing Meetup
19/03/2020

About me

2008-2014

Ghent University

- Electronic Structure
- Tensor Networks

2014-2017

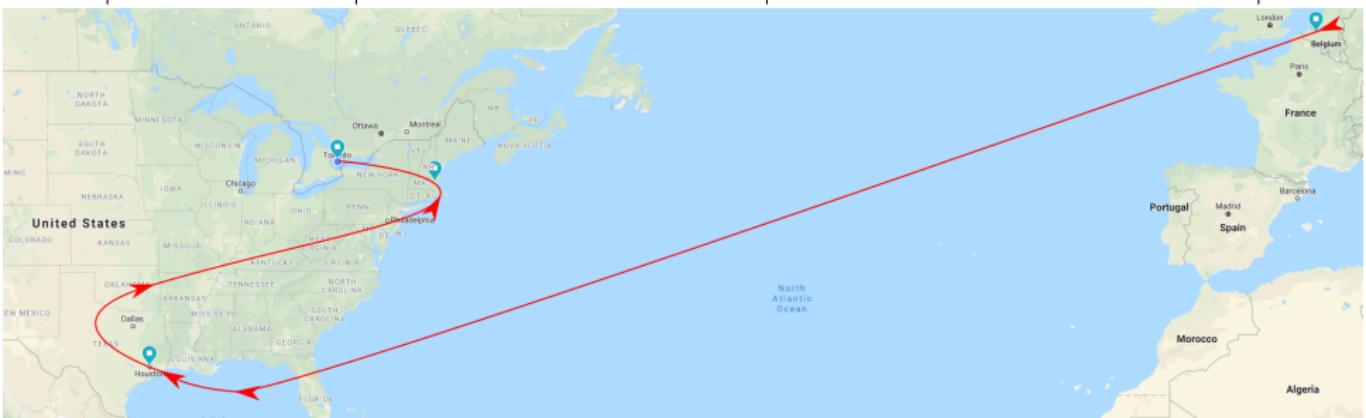
Rice University

- Electronic Structure

2018-2020

Harvard University
University of Toronto

- Quantum Computing



What (not) to Expect

- 👎 A sales pitch telling everyone to switch to quantum

- 👎 A full explanation of how quantum computing works

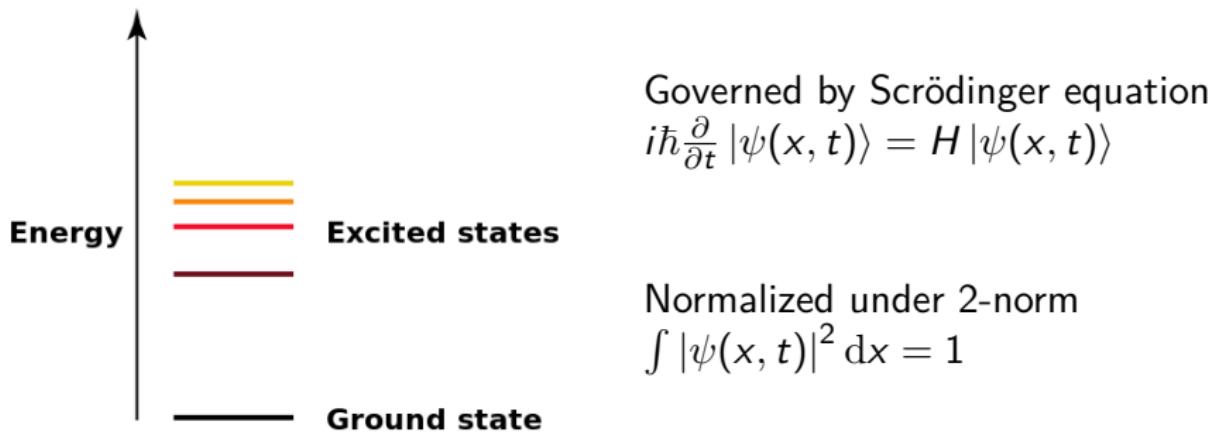
- 👍 An overview of the areas where data science and quantum computing touch

- 👍 A chance to talk about opportunities both ways



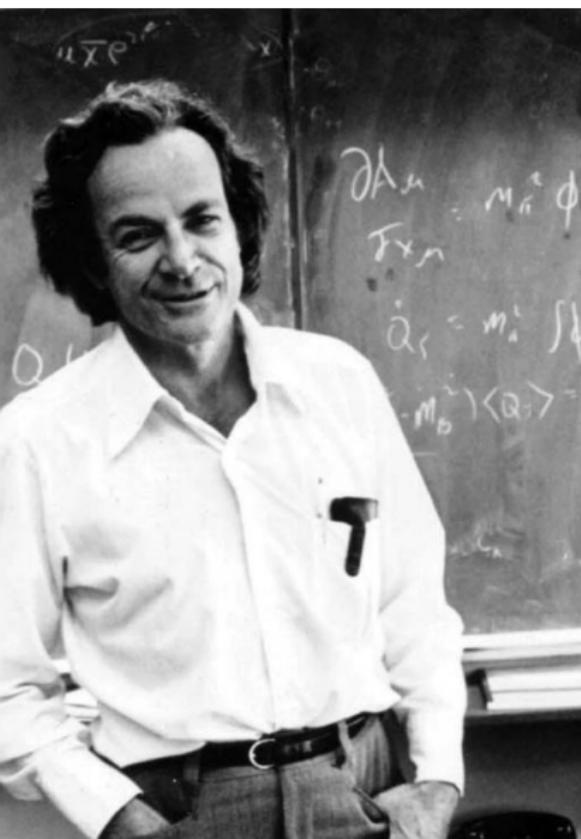
What is Quantum Mechanics?

The physical theory for what happens at very small length scales and very low temperatures



Computations with wave functions become exponentially harder when the number of particles goes up





Richard Feynman

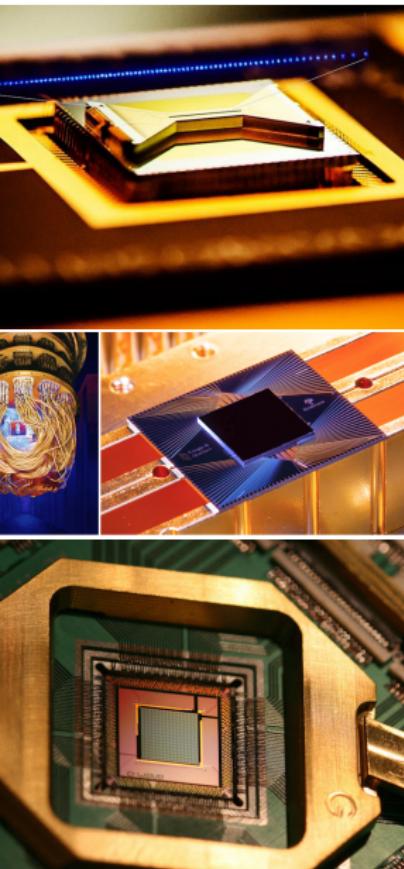
Physicist, annoyed at slow computers

Realized Turing machines could never beat the exponential wall

Theorized about quantum matter simulating quantum matter

What about doing more than just simulating physics?

⇒ Need controllable quantum systems

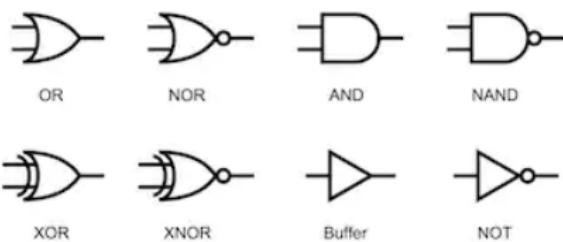


DiVicenzo Criteria

1. Scalable physical system with well-characterized qubit
2. The ability to initialize the state of the qubits to simple fiducial state
3. Long decoherence times
4. A universal set of gates
 - Single-qubit operations
⇒ superposition
 - Two-qubit operations
⇒ entanglement
5. Qubit-specific measurement capability

To store data in wave functions and manipulate to do computation

Logic Gate Symbols



| | |
|--|--|
| X Gate Bit-flip, Not | $\boxed{X} \equiv \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} \alpha \\ \beta \end{bmatrix} = \beta 0\rangle + \alpha 1\rangle$ |
| Z Gate Phase-flip | $\boxed{Z} \equiv \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} \begin{bmatrix} \alpha \\ \beta \end{bmatrix} = \alpha 0\rangle - \beta 1\rangle$ |
| H Gate Hadamard | $\boxed{H} \equiv \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} \begin{bmatrix} \alpha \\ \beta \end{bmatrix} = \frac{\alpha + \beta 0\rangle + \alpha - \beta 1\rangle}{\sqrt{2}}$ |
| T Gate | $\boxed{T} \equiv \begin{bmatrix} 1 & 0 \\ 0 & e^{i\pi/4} \end{bmatrix} \begin{bmatrix} \alpha \\ \beta \end{bmatrix} = \alpha 0\rangle + e^{i\pi/4}\beta 1\rangle$ |
| Controlled Not Controlled X CNot | $\begin{array}{c} \bullet \\ \text{---} \\ \bullet \end{array} \equiv \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} a \\ b \\ c \\ d \end{bmatrix} = a 00\rangle + b 01\rangle + c 10\rangle + d 11\rangle$ |
| Swap | $\begin{array}{c} * \\ \text{---} \\ * \end{array} \equiv \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} a \\ b \\ c \\ d \end{bmatrix} = a 00\rangle + c 01\rangle + b 10\rangle + d 11\rangle$ |



① Quantum Machine Learning

② Optimization Problems

③ Quantum Linear Algebra



Quantum Machine Learning Categories

| | | Type of Algorithm |
|--------------|-----------|------------------------|
| | | classical quantum |
| Type of Data | classical | CC CQ |
| | quantum | QC QQ |

- Algorithms based on quantum building blocks

- Grover search
- phase estimation
- amplitude estimation

⇒ Error corrected devices

- Algorithms mimicking classical ML

- quantum neurons
- quantum boltzmann machines
- quantum convolutional networks
- quantum variational autoencoder
- quantum generative adversarial network

⇒ Noisy Intermediate Scale Quantum (NISQ) Devices

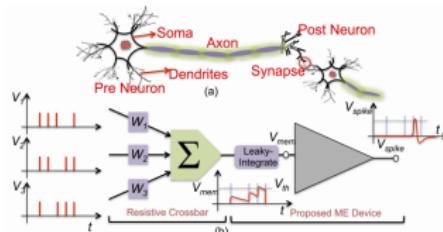


Artificial Spiking Quantum Neuron



Power Consumption

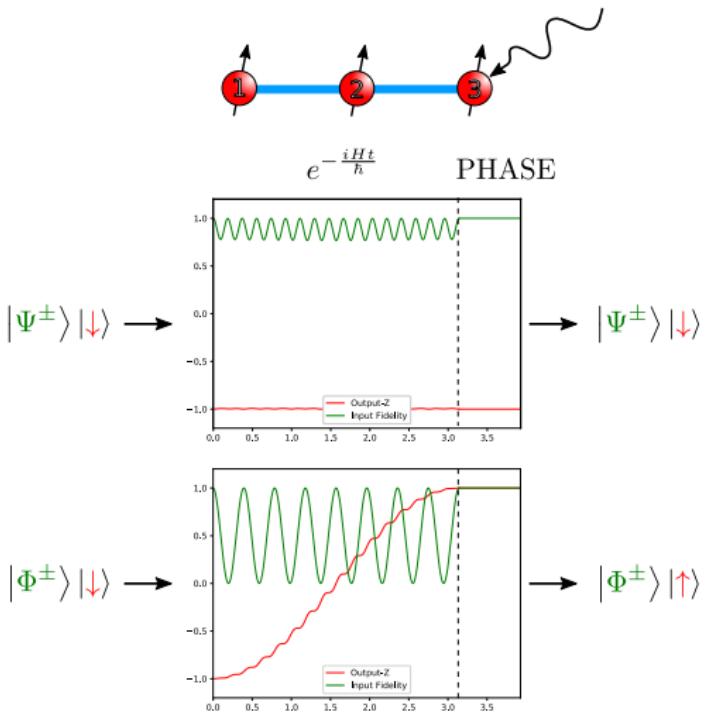
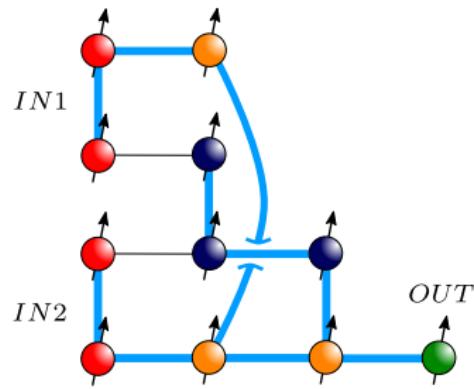
| Game | Computer | Human |
|--------------|----------|-------|
| Chess | 900W | 20W |
| Go | 1000W | 20W |
| StarCraft II | 2000W | 20W |



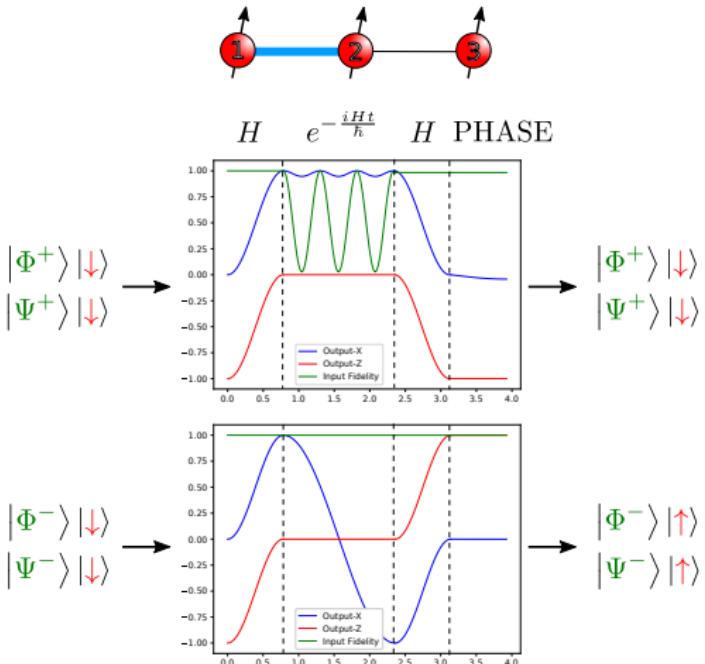
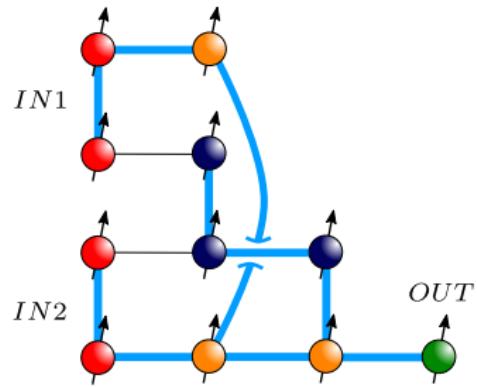
- sparse connectivity
- info transfer through spikes
- thresholding
- temporal character
(firing rate, relative timing)



Artificial Spiking Quantum Neuron

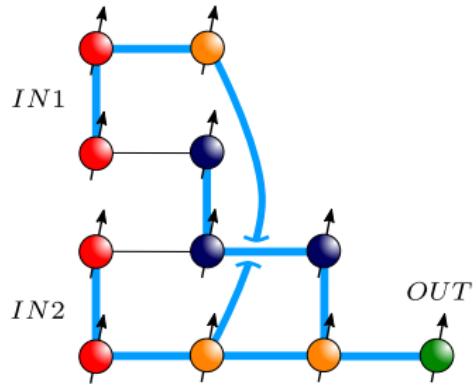


Artificial Spiking Quantum Neuron



Finds phase difference





Characteristics

- Thresholding
- Feedforward
- Measurement backaction
- Defines expected likelihood kernel used in pattern analysis
- Nothing to optimize, topology defines function

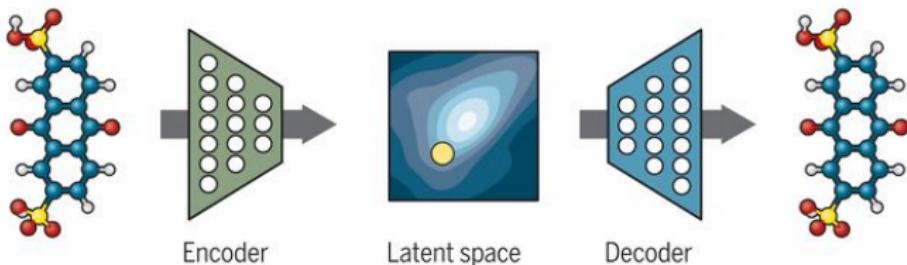
Further reading:

L.-B. Kristensen, M. Degroote, P. Wittek, A. Aspuru-Guzik

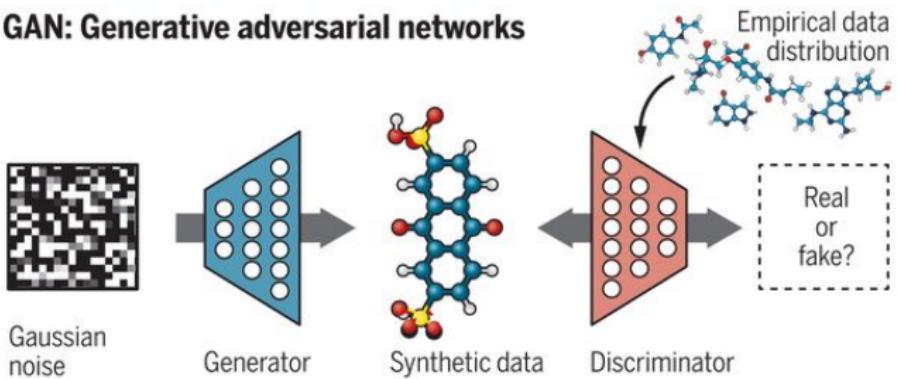
<https://arxiv.org/abs/1907.06269>



VAE: Variational autoencoders

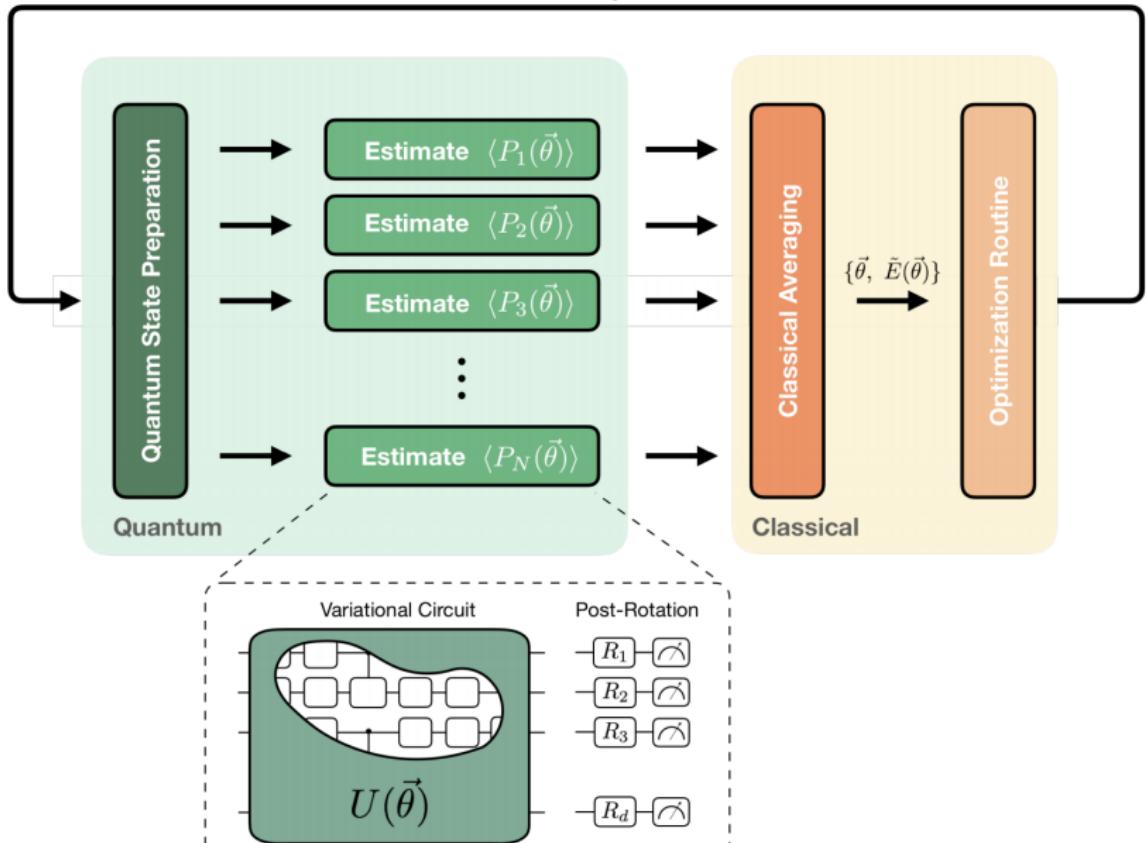


GAN: Generative adversarial networks

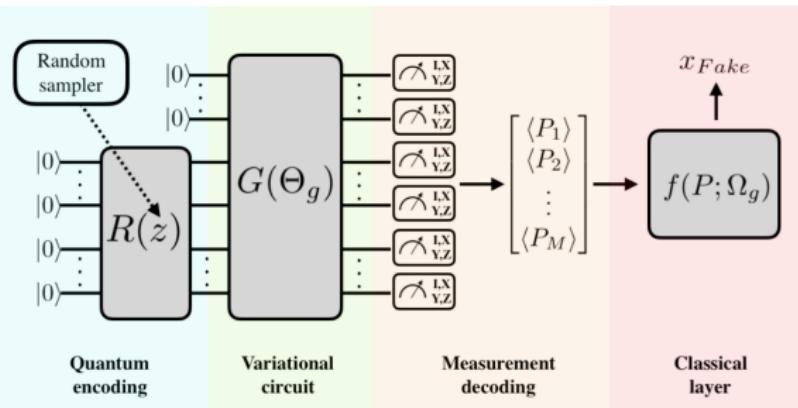
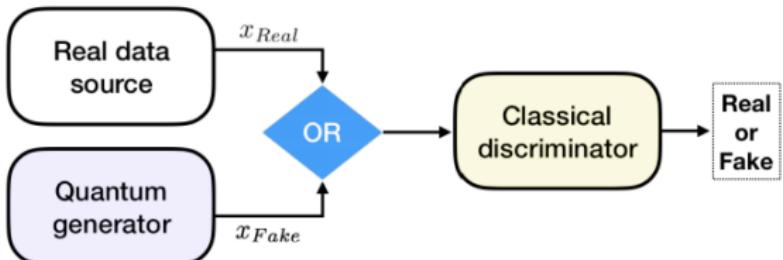


Hybrid Quantum-Classical approaches

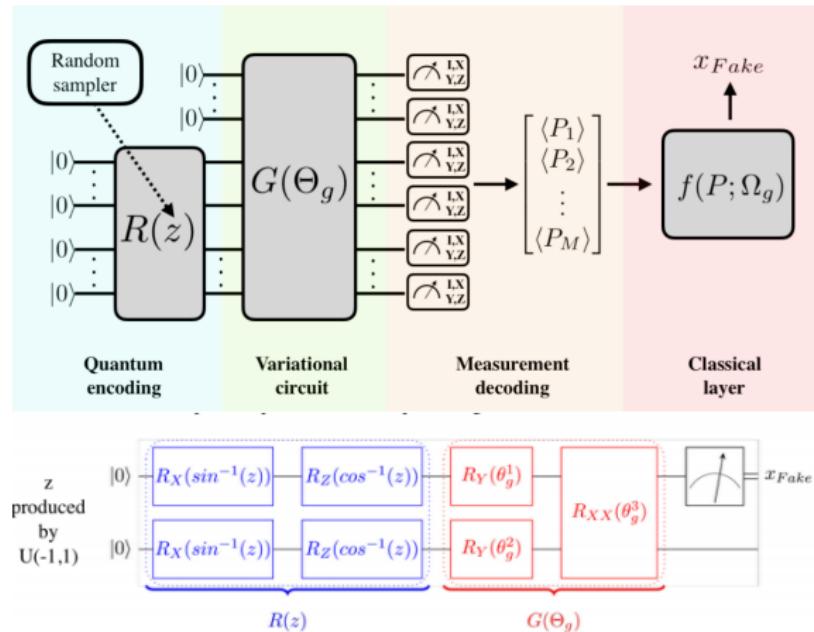
Parameter Update: $\vec{\theta} \rightarrow \vec{\theta}'$



Quantum Generative Adversarial Network



Quantum Generative Adversarial Network

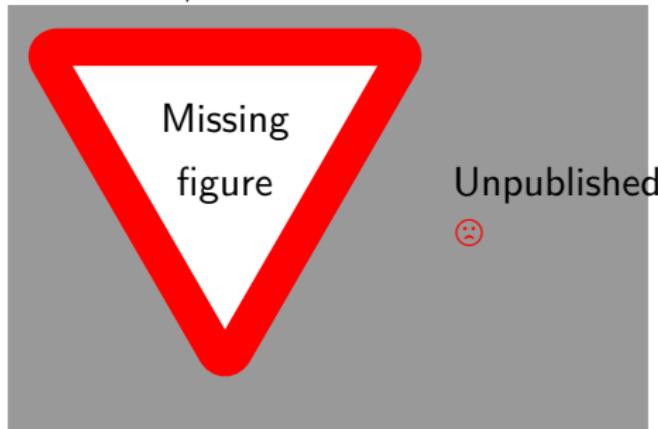


Further reading:

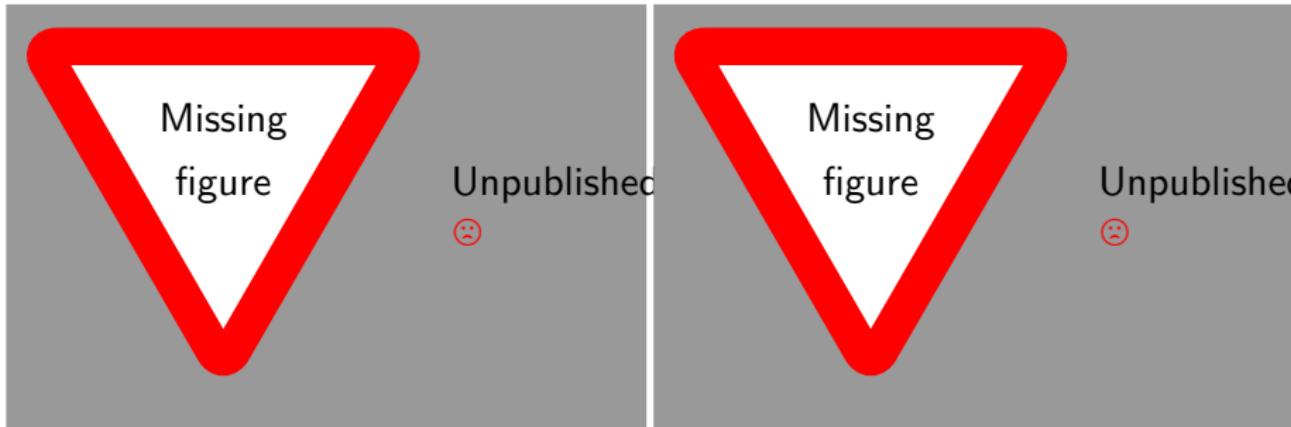
J. Romero, A. Aspuru-Guzik
arXiv:1901.00848



Influence of noise models, simulations



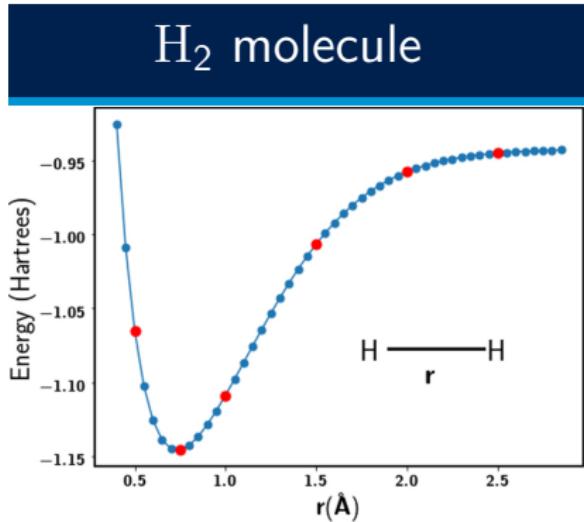
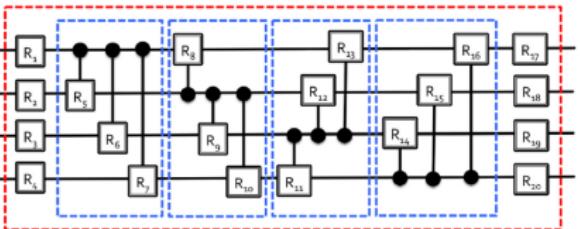
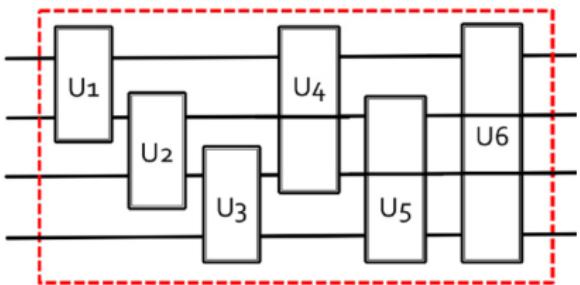
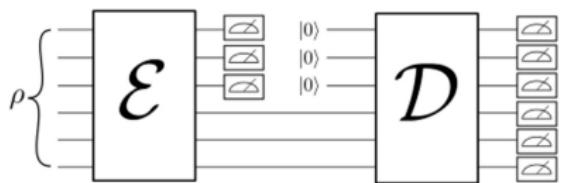
Experimental data, upcoming publication with Abhinav Anand



- Learning on real hardware
- Reduced number of samples
- Noise does not affect result

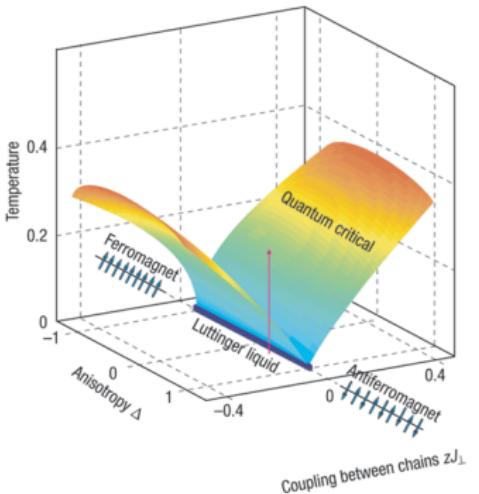
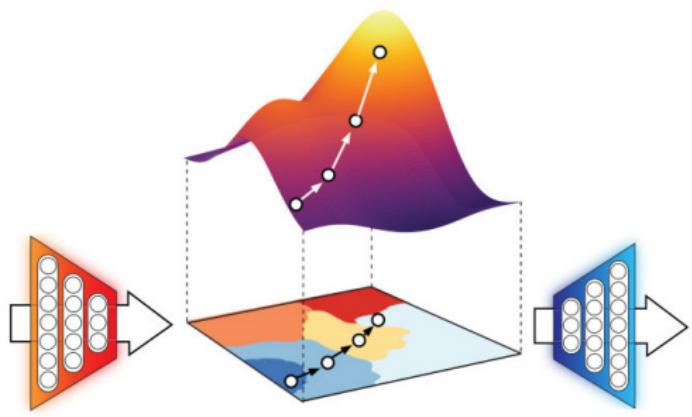


Variational Quantum Autoencoder



Further reading:

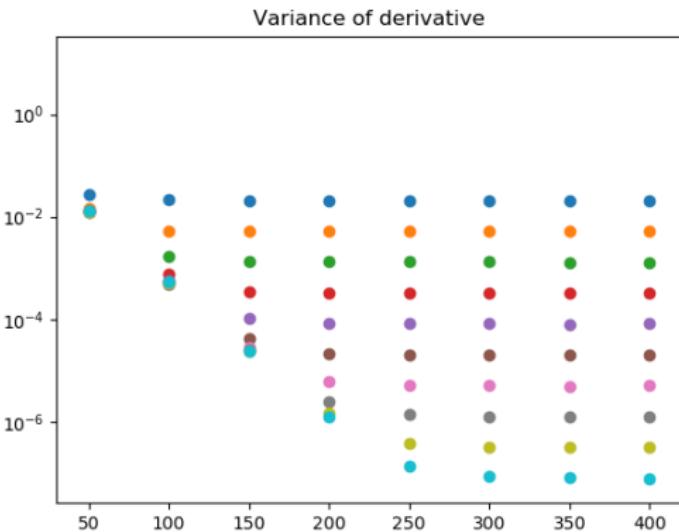
J. Romero, J. Olsen, A.
Aspuru-Guzik
[10.1088/2058-9565/aa8072](https://doi.org/10.1088/2058-9565/aa8072)



Ongoing project with Douglas Mendoza on phase transition in XXZ model

- exact wave functions
- some symmetry present
- move in the latent space





- similar to machine learning
- dropout
- sparsification
- ⇒ work in progress...

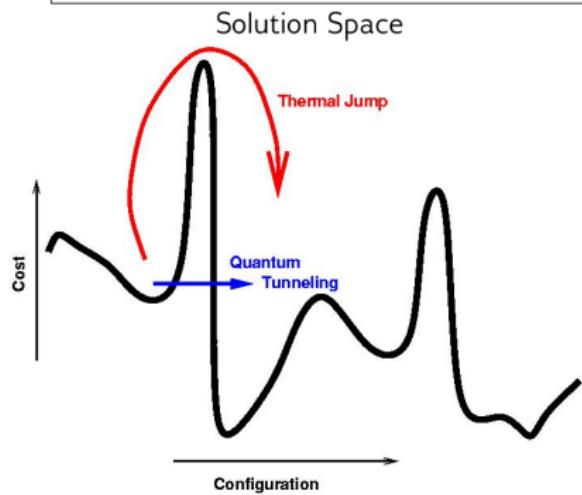
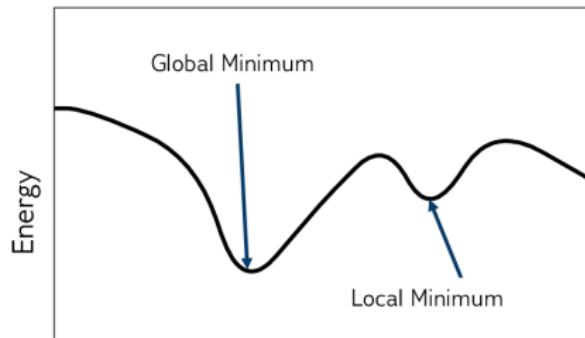


Quadratic Unconstrained Optimization Problems (QUBO)

$$\mathcal{L}(x) = \sum_i Q_{ii}x_i + \sum_{i < j} Q_{ij}x_i x_j$$

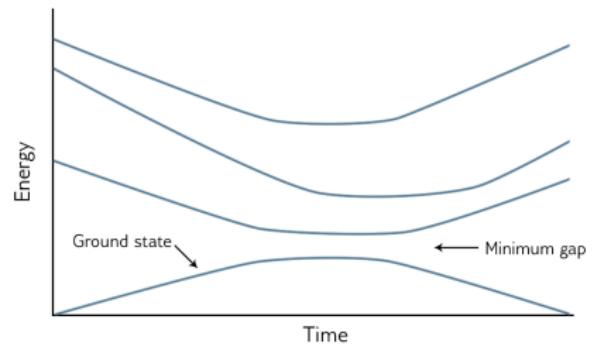
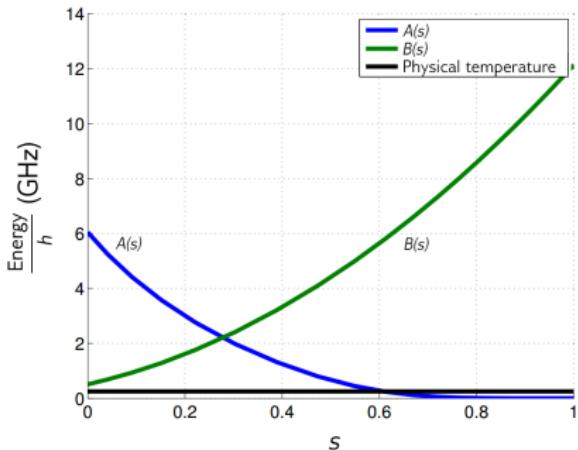
Examples

- SAT problems
- Max-Cut problems
- Max-Clique problems
- Multiple Knapsack Problems
- many, many more
- ⇒ All very hard

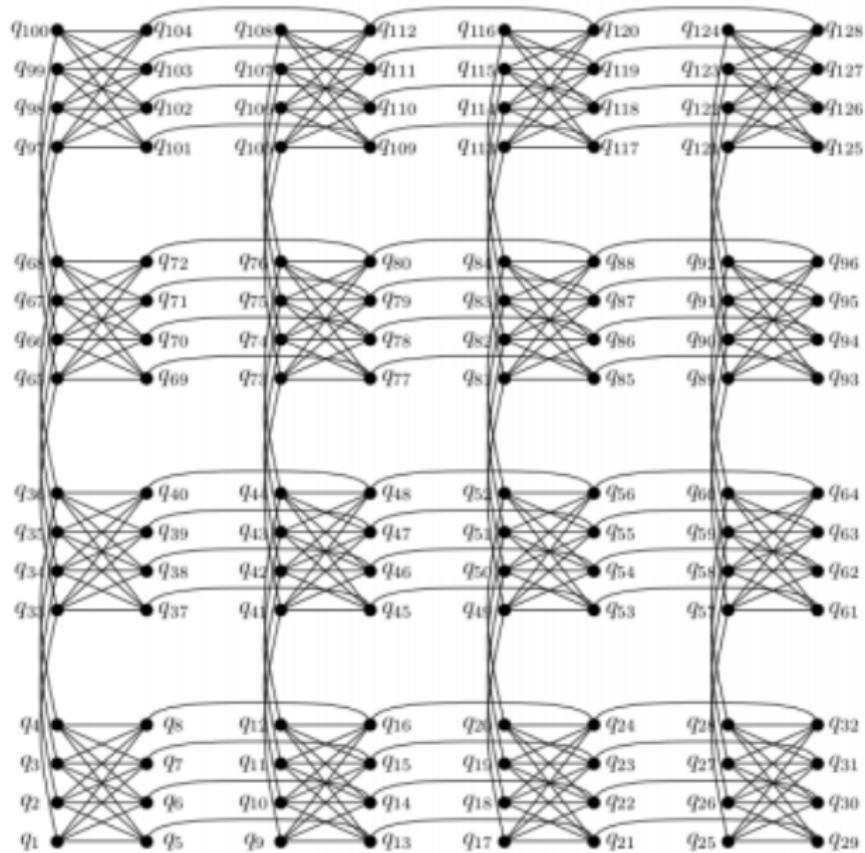


$$\mathcal{H}(\sigma) = -\frac{A(s)}{2} \sum_i \sigma_x^i + \frac{B(s)}{2} \left[\sum_i h_i \sigma_z^i + \sum_{i < j} J_{ij} \sigma_z^i \sigma_z^j \right]$$

Evolve from $s = 0$ to $s = 1$

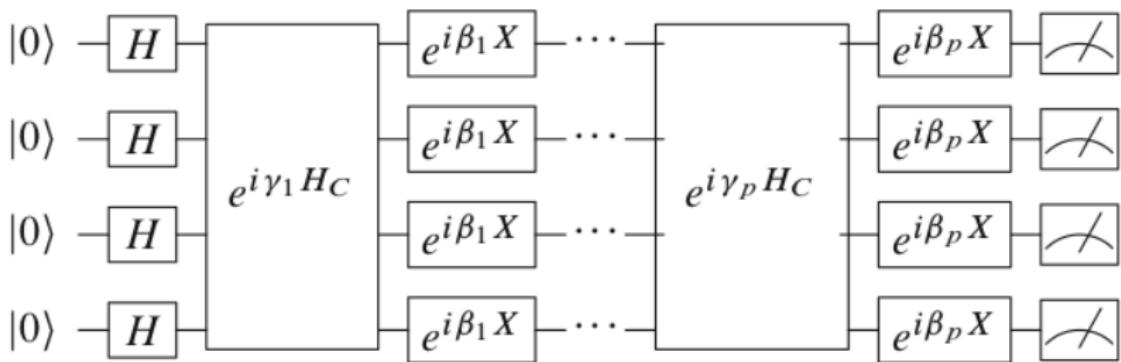


Quantum Annealing



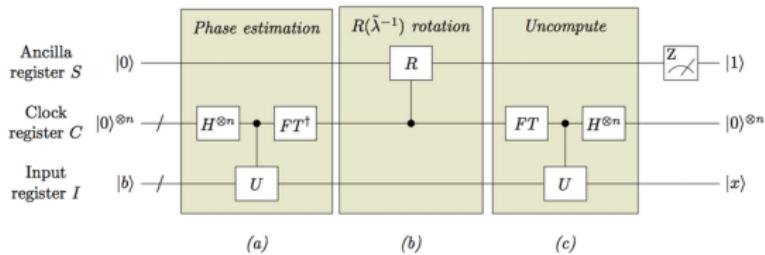
$$\begin{aligned}
 \mathcal{H}(\sigma) &= \sum_i \sigma_x^i + \left[\sum_i h_i \sigma_z^i + \sum_{i < j} J_{ij} \sigma_z^i \sigma_z^j \right] \\
 &= H_B + H_C
 \end{aligned}$$

Optimize $\langle \psi | H_C | \psi \rangle$ over p and β, γ



Harrow Hassidim Lloyd (HHL) Algorithm

$$A|x\rangle = |b\rangle$$



- uses QPE as subroutine
 - severe limitations
- ⇒ Not really near-term

- Limitations on A
 - A is Hermitian
 - A has eigenvalues needs to be in $[0, 1)$
 - oracle for $\exp(iAt)$
- Limitations on $|b\rangle$
 - $|b\rangle$ can be implemented easily
⇒ QRAM
- Limitations on $|x\rangle$
 - $|x\rangle$ cannot be fully recovered



Thank you for your attention!



Questions are most welcome

Slides: <https://mfdgroot.github.io/>

