

# Variational Quantum Factoring

Open Source Research project

05.05.2020, Zaiku Group webinar

# About me

- Quantum Software Engineer at [Zapata Computing](#)
  - Building Orquestra
  - Implementing algorithms
  - Helping with research projects
- [Quantum Open Source Foundation](#)
  - QC Mentorship program
- [Q4Climate](#)
  - Getting it all started!
- [Musty Thoughts \(blog\)](#)

# Some context

- Presentation done as a part of recruitment process to Zapata in May 2019.
- I assume you have some idea of how the QAOA works.
- It's implementation of the algorithm by Eric Anschuetz et al.

# Goal of the presentation

- Explain how VQF works
- Give you more intuition on practical use of QAOA
- Show how you can do a QC research project

# Presentation plan

1. Introduction
2. Algorithm overview
3. Implementation
4. Research
5. Summary

# Why implementing VQF?

Because it:

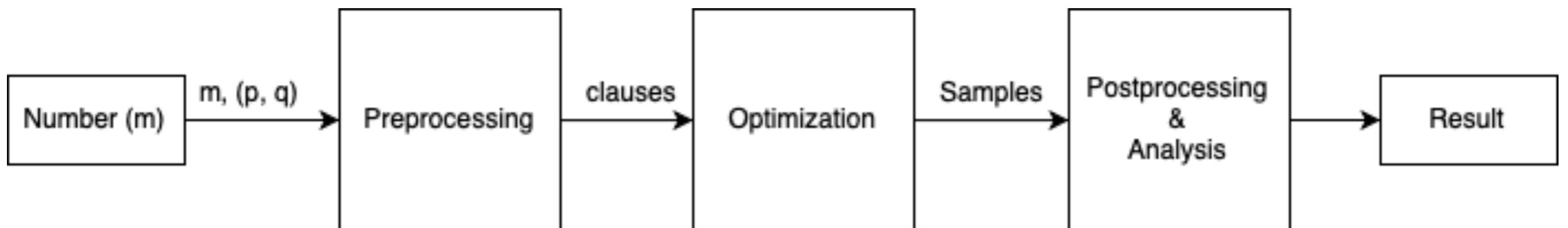
- is interesting
- is a good example of hybrid approach
- is an unconventional use of QAOA
- is an important problem
- is a good way to learn
- makes a good open source project
- seems suitable for the recruitment for Zapata

# Goal of the algorithm

Given a number  $m$ , find  $p$  and  $q$  such that  $m = p * q$ .

Both  $p$  and  $q$  are primes.

# Algorithm overview



# Mathematical representation

$$m = \sum_{k=0}^{n_m-1} 2^i m_k, \quad p = \sum_{k=0}^{n_p-1} 2^i p_k, \quad q = \sum_{k=0}^{n_q-1} 2^i q_k,$$

**From  $m = p^*q$  we get a set of equations:**

$$0 = \sum_{j=0}^i q_j p_{i-j} + \sum_{j=0}^i z_{j,i} - m_i - \sum_{j=1}^{n_c} 2^j z_{i,i+j}$$

$$C_i = \sum_{j=0}^i q_j p_{i-j} + \sum_{j=0}^i z_{j,i} - m_i - \sum_{j=1}^{n_c} 2^j z_{i,i+j},$$

$$0 = \sum_{i=0}^{n_c} C_i^2.$$

**Source: Variational Quantum Factoring**

# Example

**Table 1:** Multiplication table for  $11 \times 13 = 143$  in binary.

	$2^7$	$2^6$	$2^5$	$2^4$	$2^3$	$2^2$	$2^1$	$2^0$
$p$					1	$p_2$	$p_1$	1
$q$					1	$q_2$	$q_1$	1
					1	$p_2$	$p_1$	1
					$q_1$	$p_2q_1$	$p_1q_1$	$q_1$
					$q_2$	$p_2q_2$	$p_1q_2$	$q_2$
					1	$p_2$	$p_1$	1
carries	$z_{67}$	$z_{56}$	$z_{45}$	$z_{34}$	$z_{23}$	$z_{12}$		
	$z_{57}$	$z_{46}$	$z_{35}$	$z_{24}$				
$p \times q = 143$	1	0	0	0	1	1	1	1

$$\begin{aligned}
p_1 + q_1 &= 1 + 2z_{12} \\
p_2 + p_1q_1 + q_2 + z_{12} &= 1 + 2z_{23} + 4z_{24} \\
1 + p_2q_1 + p_1q_2 + 1 + z_{23} &= 1 + 2z_{34} + 4z_{35} \\
&\vdots \\
q_2 + p_2 + z_{45} + z_{35} &= 0 + 2z_{56} + 4z_{57} \\
1 + z_{56} + z_{46} &= 0 + 2z_{67} \\
z_{67} + z_{57} &= 1.
\end{aligned}$$

Source: [Quantum factorization of 56153 with only 4 qubits](#)

# Preprocessing

$$\begin{array}{rcl} p_1 + q_1 & = & 1 + 2z_{12} \\ p_2 + p_1q_1 + q_2 + z_{12} & = & 1 + 2z_{23} + 4z_{24} \\ 1 + p_2q_1 + p_1q_2 + 1 + z_{23} & = & 1 + 2z_{34} + 4z_{35} \\ \vdots & & \\ q_2 + p_2 + z_{45} + z_{35} & = & 0 + 2z_{56} + 4z_{57} \\ 1 + z_{56} + z_{46} & = & 0 + 2z_{67} \\ z_{67} + z_{57} & = & 1. \end{array} \quad + \quad \begin{array}{l} xy - 1 = 0 \implies x = y = 1, \\ x + y - 1 = 0 \implies xy = 0, \\ a - bx = 0 \implies x = 1, \\ \sum_i x_i = 0 \implies x_i = 0, \\ \sum_{i=1}^a x_i - a = 0 \implies x_i = 1. \end{array} \quad = \quad \begin{array}{rcl} p_1 + q_1 - 1 & = & 0 \\ p_2 + q_2 - 1 & = & 0 \\ p_2q_1 + p_1q_2 - 1 & = & 0. \end{array}$$

**Clauses** + **Apply preprocessing rules** = **Simplified clauses**

# Optimization

## Clauses

$$p_1 + q_1 - 1 = 0$$

$$p_2 + q_2 - 1 = 0$$

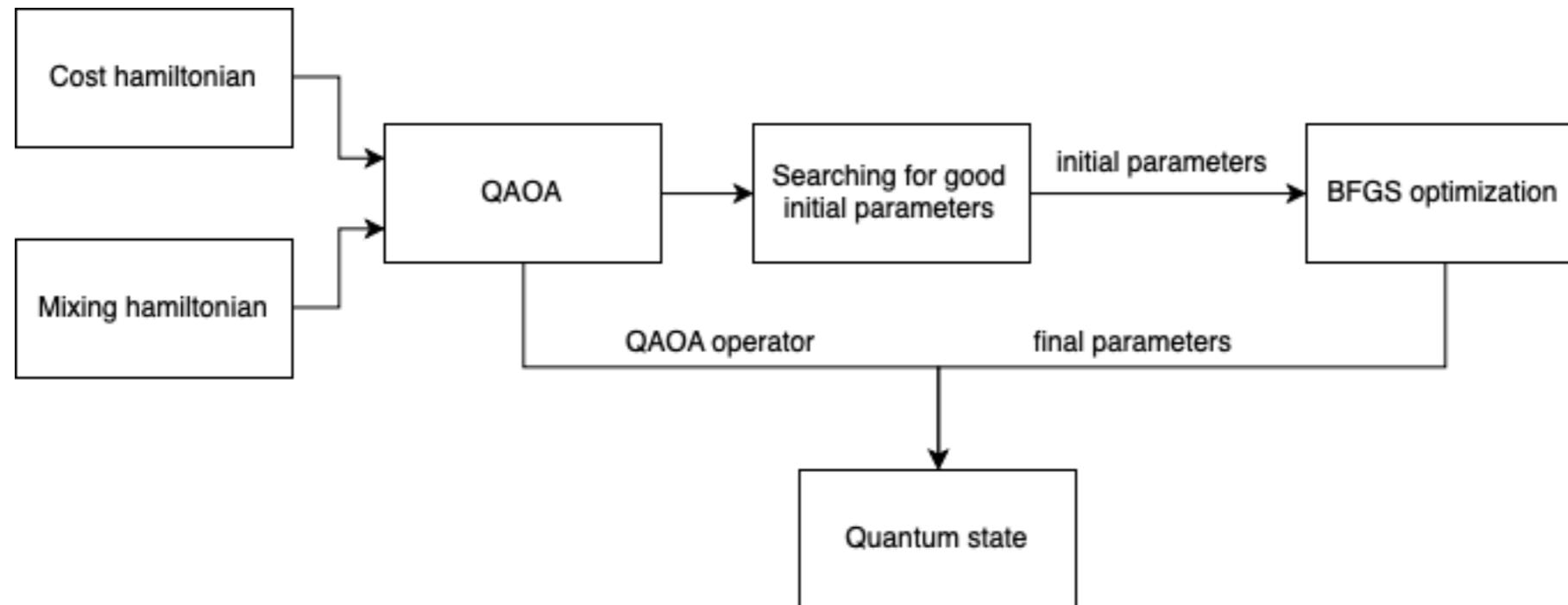
$$p_2q_1 + p_1q_2 - 1 = 0.$$



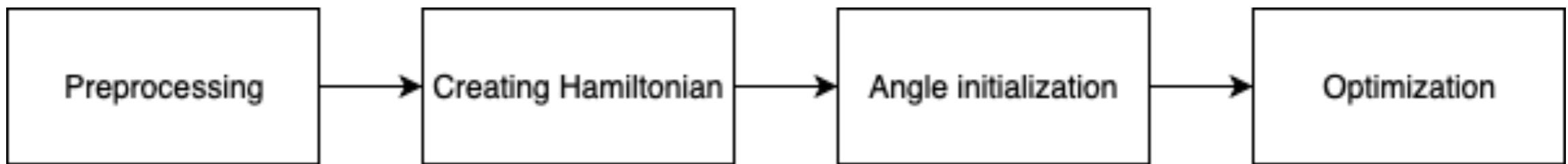
## Cost function -> Hamiltonian

$$\begin{aligned} H &= (p_1 + q_1 - 1)^2 + (p_2 + q_2 - 1)^2 + (p_2q_1 + p_1q_2 - 1)^2, \\ &= 5 - 3p_1 - p_2 - q_1 + 2p_1q_1 - 3p_2q_1 + 2p_1p_2q_1 - 3q_2 + p_1q_2 + 2p_2q_2 + 2p_2q_1q_2 \\ a_i &= \frac{1}{2} \left( 1 - \sigma_z^{(i)} \right) \end{aligned}$$

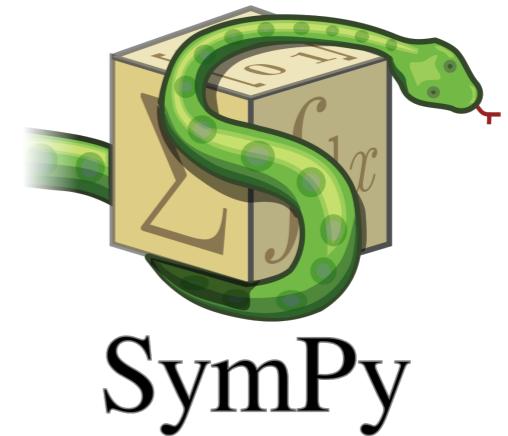
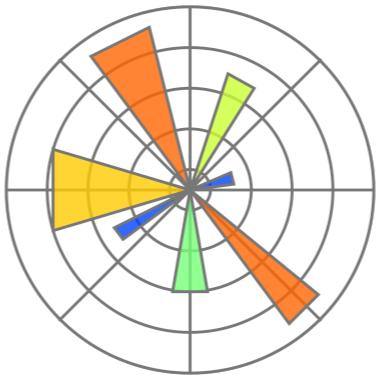
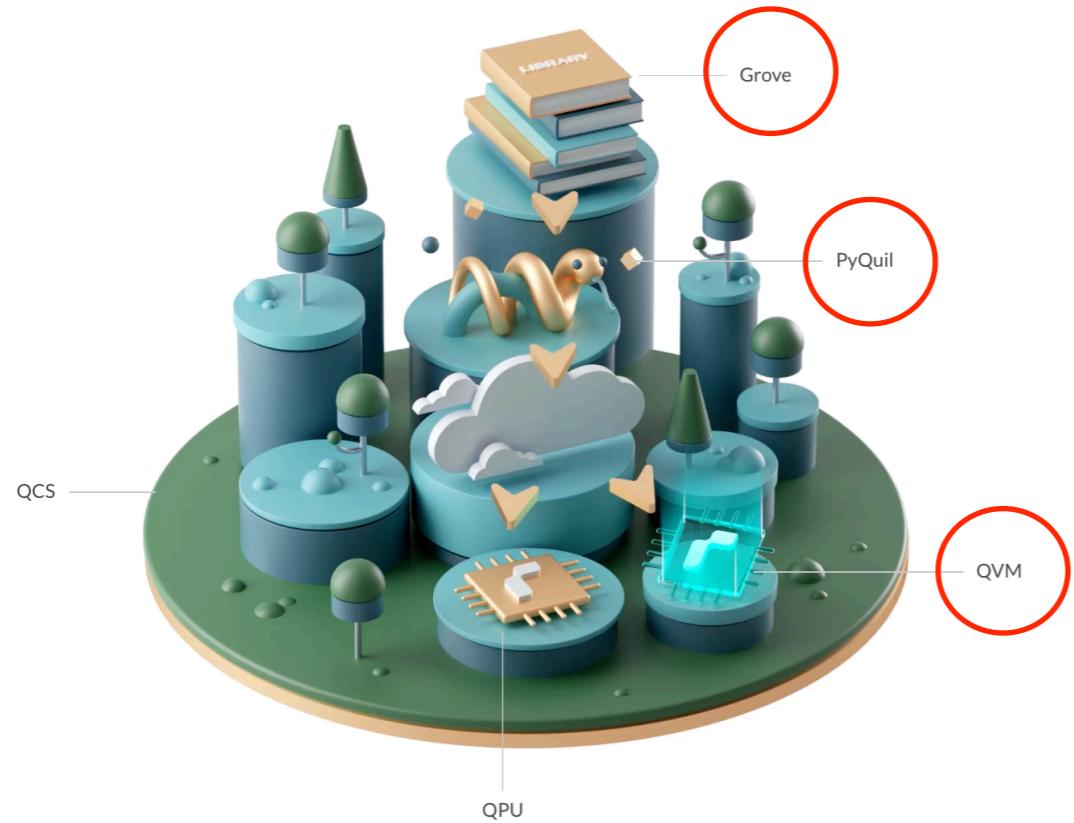
# Optimization



# VQF - scheme



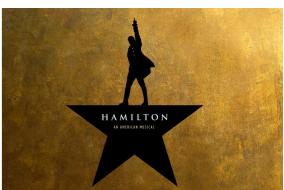
# Tools



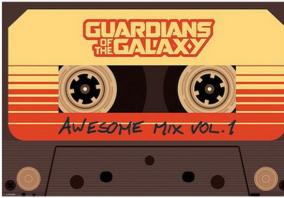
$\gamma = 27 = \begin{matrix} 1 & 0 & 0 & 1 & 1 & 0 & 1 \end{matrix}$   
 $\begin{matrix} 1 & 1 & 1 \\ 1 & 1 & 0 & 1 & 1 \\ 1 & 0 & 1 & 1 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 \\ 0 & 1 & 1 & 1 \end{matrix}$   
 $P_6 P_5 P_4 P_3 P_2 P_1 P_0$   
 $Q_3 Q_2 Q_1 Q_0$   
 $\begin{matrix} P_6 & P_5 & P_4 & P_3 & P_2 & P_1 & P_0 \\ | & | & | & | & | & | & | \\ P_6 & P_5 & P_4 & P_3 & P_2 & P_1 & P_0 \\ | & | & | & | & | & | & | \\ P_6 & P_5 & P_4 & P_3 & P_2 & P_1 & P_0 \\ | & | & | & | & | & | & | \\ P_6 & P_5 & P_4 & P_3 & P_2 & P_1 & P_0 \end{matrix}$   
 $\begin{matrix} z_6 & z_5 & z_{45} & z_{34} & z_{23} & z_{12} \\ z_{45} & z_{34} & z_{23} & z_{12} & z_{12} & z_{12} \end{matrix}$   
 $\begin{matrix} 0 & 0 & 0 & 1 & 0 & 1 & 1 & 0 & 1 \end{matrix}$   
  
 1.  $P_1 + Q_1 = 0$   
 2.  $P_1 + Q_1 + 0 + 0 + \dots - 2z_{45} - 2z_{34} - \dots = 0 \Rightarrow P_1 + Q_1 = 0 \Rightarrow P_1 = -Q_1 = z_1$   
 3.  $P_2 + P_3 + Q_2 + z_{23} - 2z_{34} - 2z_{45} - 1 = 0 \Rightarrow z_{23} = 0$   
 4.  $P_3 + P_4 + P_5 + P_6 + z_{34} - 2z_{45} - 2z_{56} = 0$   
 5.  $P_4 + P_5 + P_6 + Q_4 + z_{45} - 2z_{56} - z_4 = 0$   
 6.  $P_5 + P_6 + Q_5 + z_{56} + z_{12} - 2z_{23} - 2z_{34} = 0$   
 7.  $P_6 + Q_6 = 0 \Rightarrow P_6 = -Q_6 = z_6$   
 8.  $P_6 Q_6 = 0 \Rightarrow P_6 Q_6 = 0$



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# Implementation

<https://github.com/mstechly/vqf>

# Research

# My research process

Research for this project:

<https://github.com/mstechly/vqf/tree/master/research>

Research methodology explained:

[https://github.com/BOHRTECHNOLOGY/public\\_research/  
blob/master/Guidelines/research\\_guidelines.md](https://github.com/BOHRTECHNOLOGY/public_research/blob/master/Guidelines/research_guidelines.md)

# Experiments done

- Preprocessing
- Optimization - performance check
- Optimization - better initialization strategy
- Visualizing optimization space

# Preprocessing

**Goal:** Implement preprocessing procedure from the paper.

**My path:**

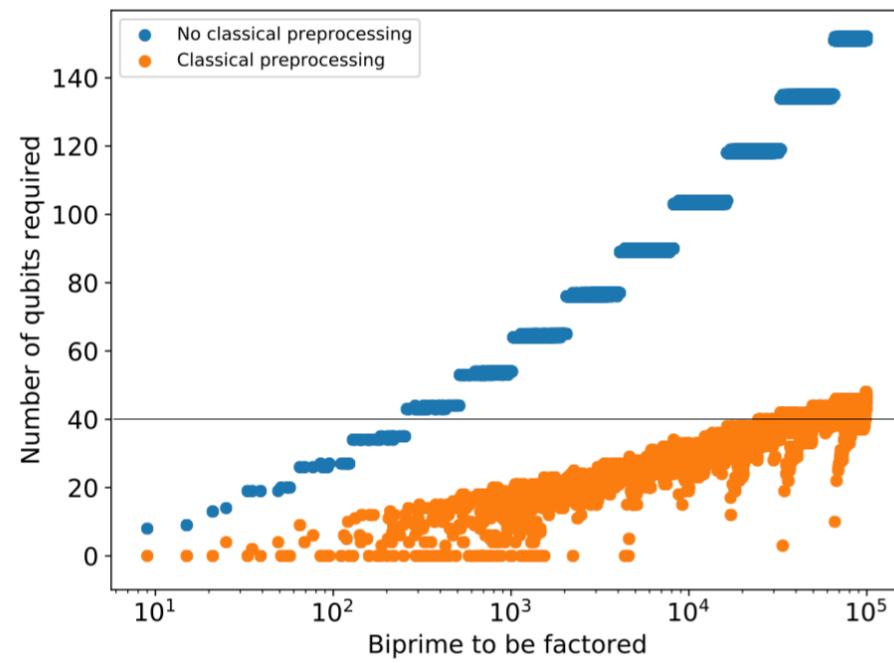
1. Implemented the logic
2. Couldn't reproduce the results
3. Fixed the problem
4. Performed simulations and described the results

# Improvements: Parity rule

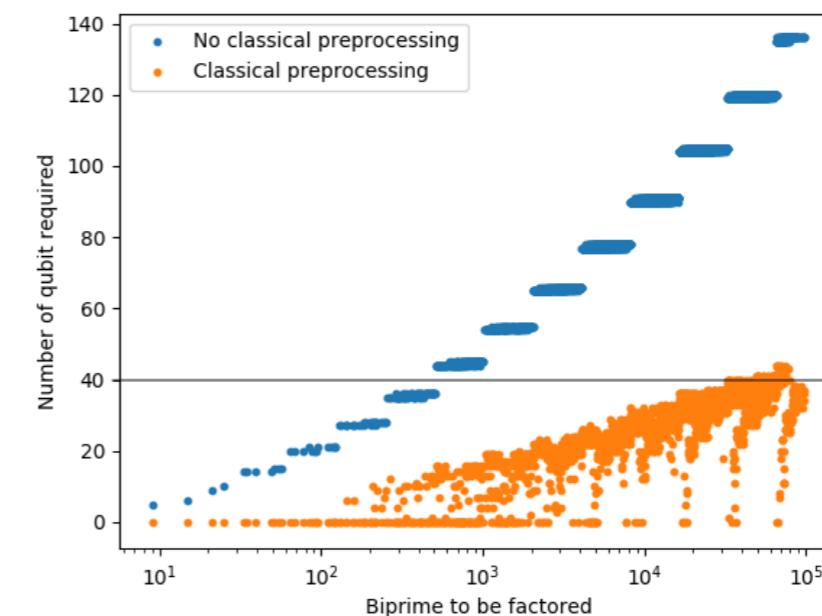
Clause	Relation
$x + y - 2^*z = 0$	$x = y = z$
$x + 2^*y - 2^*z = 0$	$x = 0 \ \& \ y = z$
$x - 2^*z + 1 = 0$	$x = 1 \ \& \ z = 1$
$a + b + 2^*c + 2^*d - 2^*x - 4^*y = 0$	$a = b$
$x - y - 2^*z + 2 = 0$	$z = y$

# Results

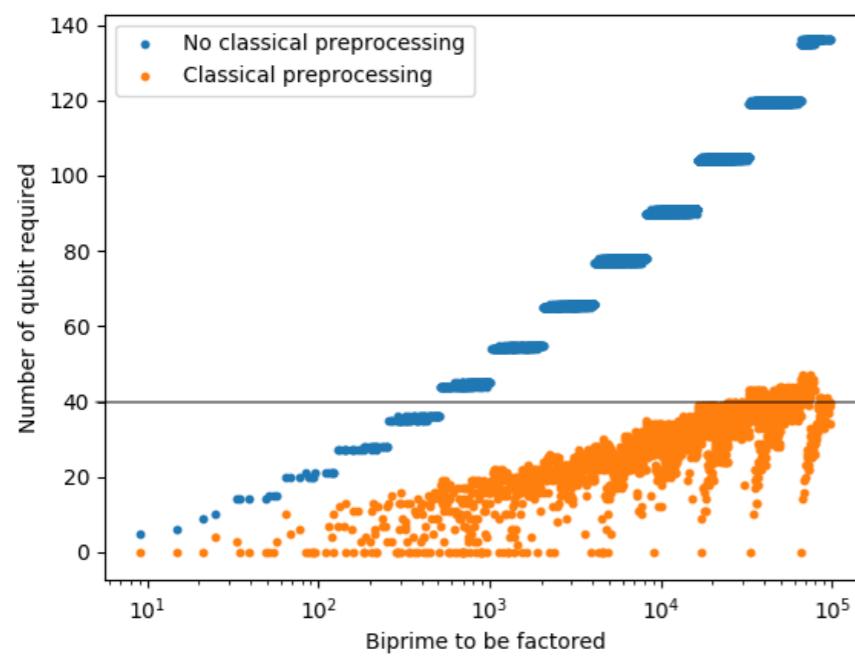
Original plot



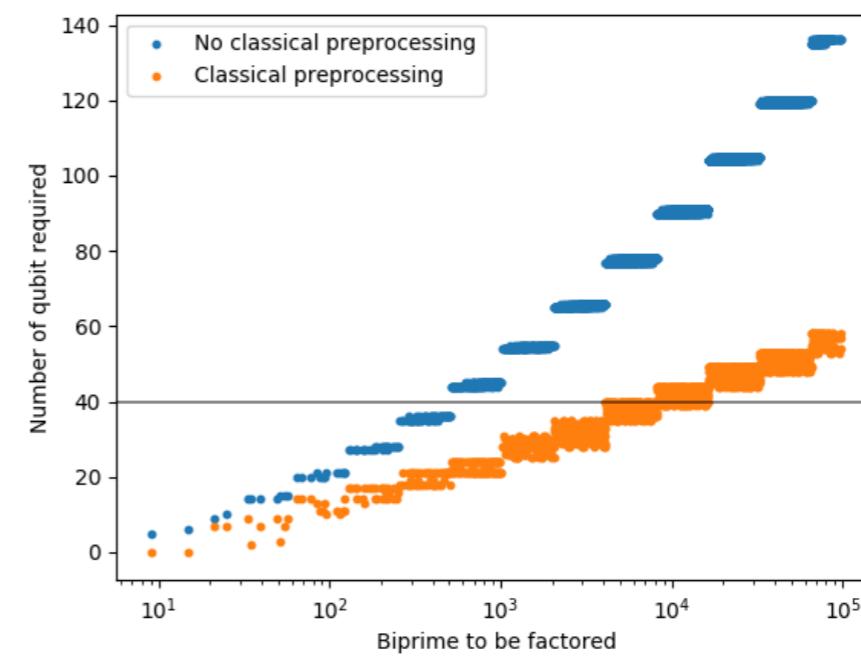
My preprocessing



Preprocessing without the parity rule



Preprocessing without known length of p and q



# Preprocessing: software challenges

- Parsing SymPy expressions (a lot of ifs)
- Simplifying SymPy expressions
- SymPy randomness

# Preprocessing: potential improvements

- Change loops to recurrence
- Improve rules
- Re-formulate parity rule
- Add more rules

# Optimization: performance check

**Goal:** Reproduce optimization procedure from the paper.

**My path:**

1. Implemented the core code
2. Selected set of numbers
3. Added custom preprocessing rules for 56153 and 291311
4. Performed the simulations and described the results.
5. Added noise and sampling
6. Added L-BFGS-B

# Performance check: Differences from the paper

1. Different numbers
2. Lack of noise
3. Results are deterministic
4. Implementation differences

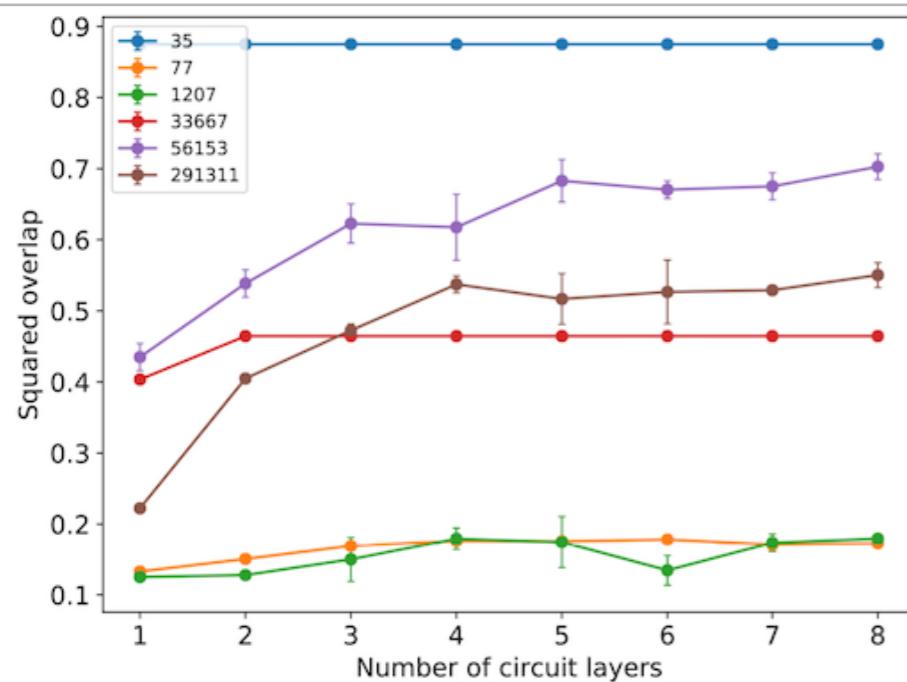
# Performance check:

## Numbers used

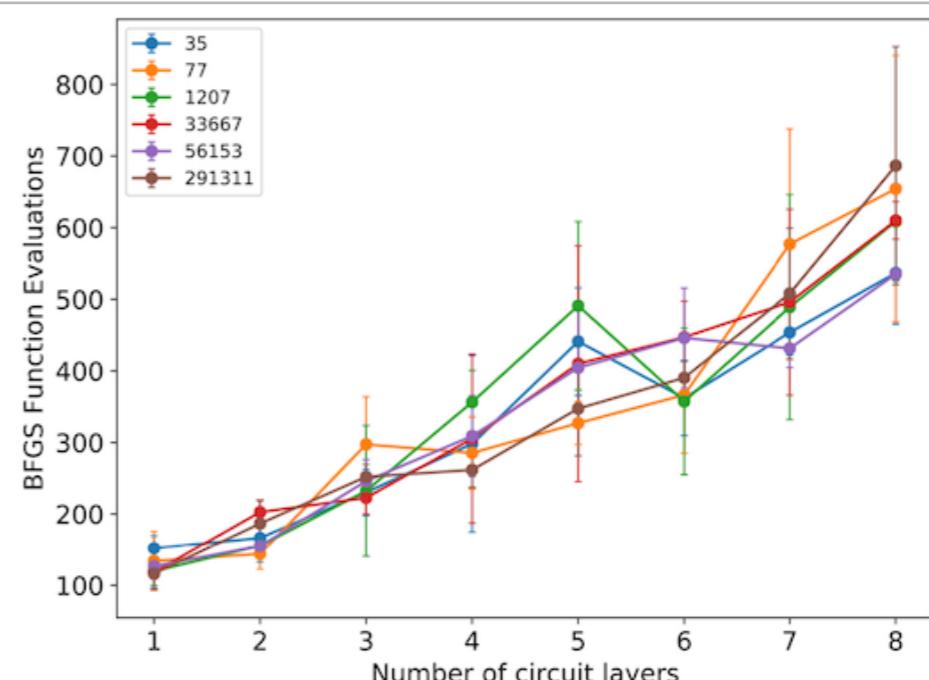
Original m	New m	Number of qubits	Number of carry bits	Original symmetry	New symmetry
$35 = 5 \times 7$	$1981 = 7 \times 283$	2	0	Yes	No
$77 = 7 \times 11$	$319 = 11 \times 29$	6	3	Yes	Yes
$1207 = 17 \times 71$	$69169 = 263 \times 263$	8	5	No	Yes
$33667 = 131 \times 257$	$2893 = 263 \times 11$	3	1	No	No
$56153 = 233 \times 241$	$56153 = 233 \times 241$	4	0	Yes	Yes
$291311 = 523 \times 557$	$291311 = 523 \times 557$	6	0	Yes	Yes

# Results - BFGS

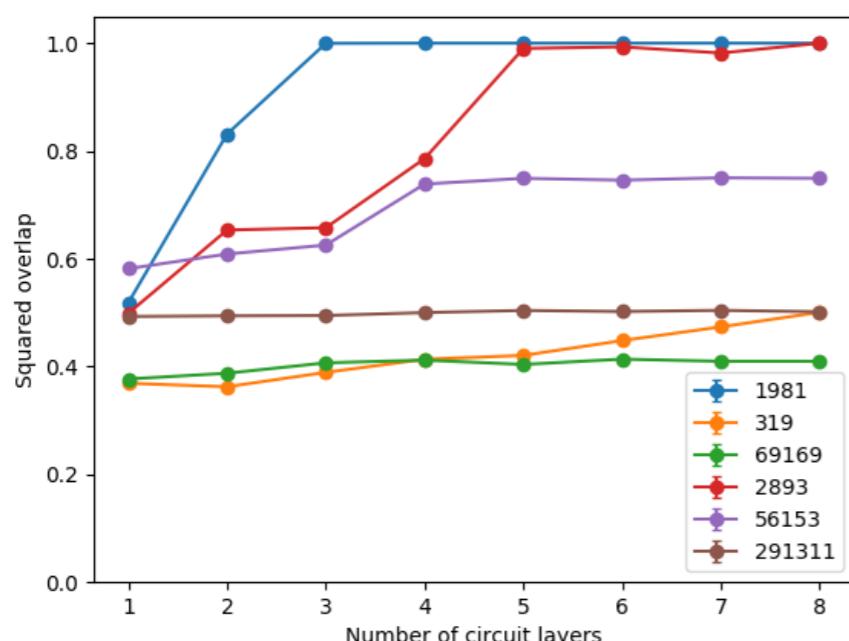
Original



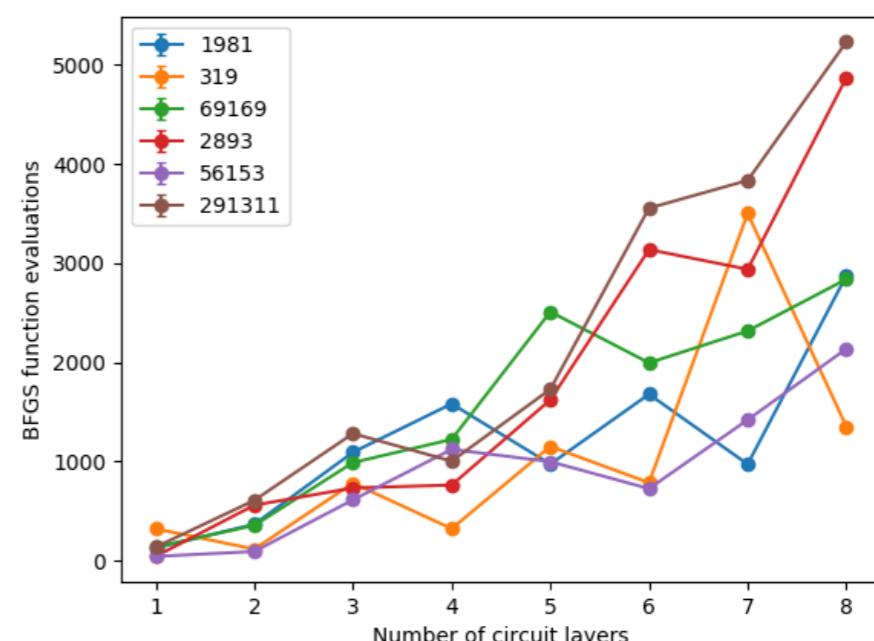
Original



My results

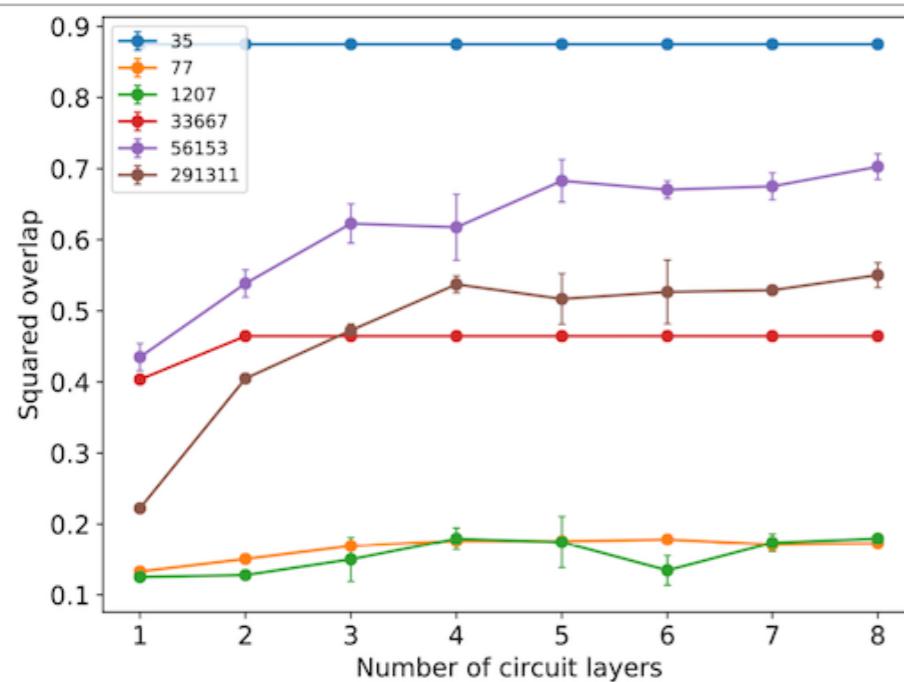


My results

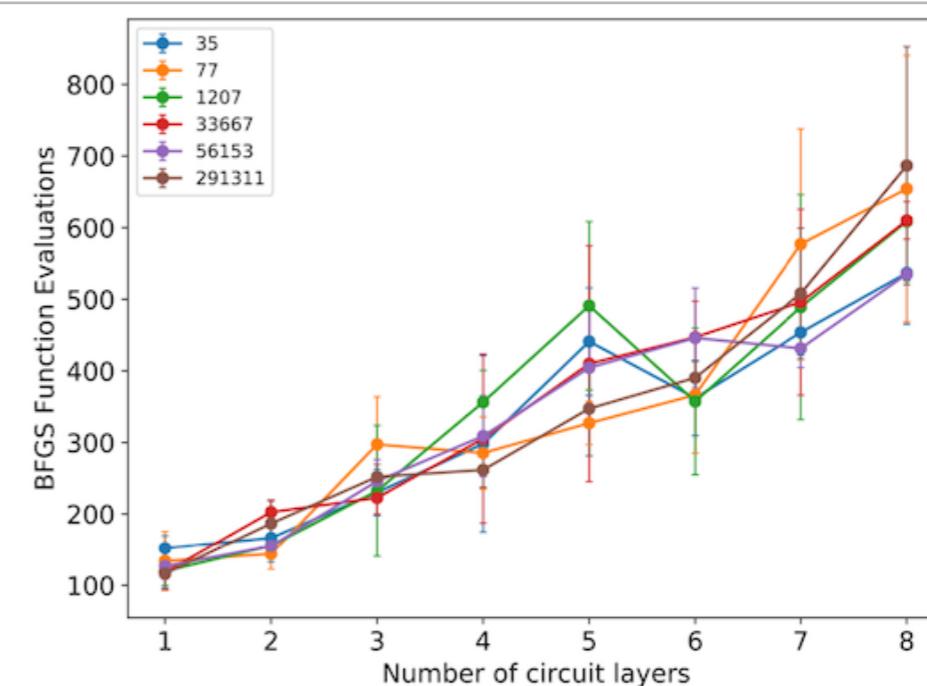


# Results - L-BFGS-B

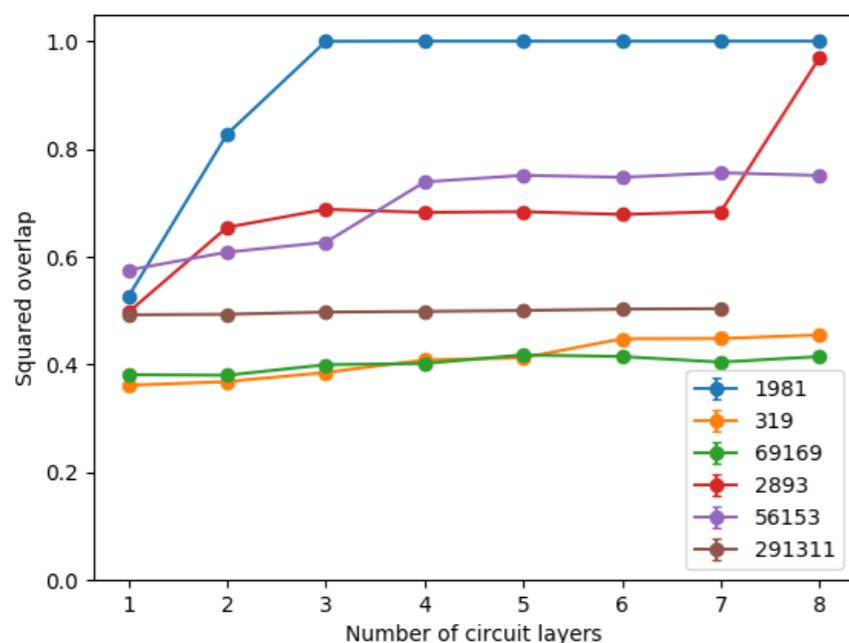
Original



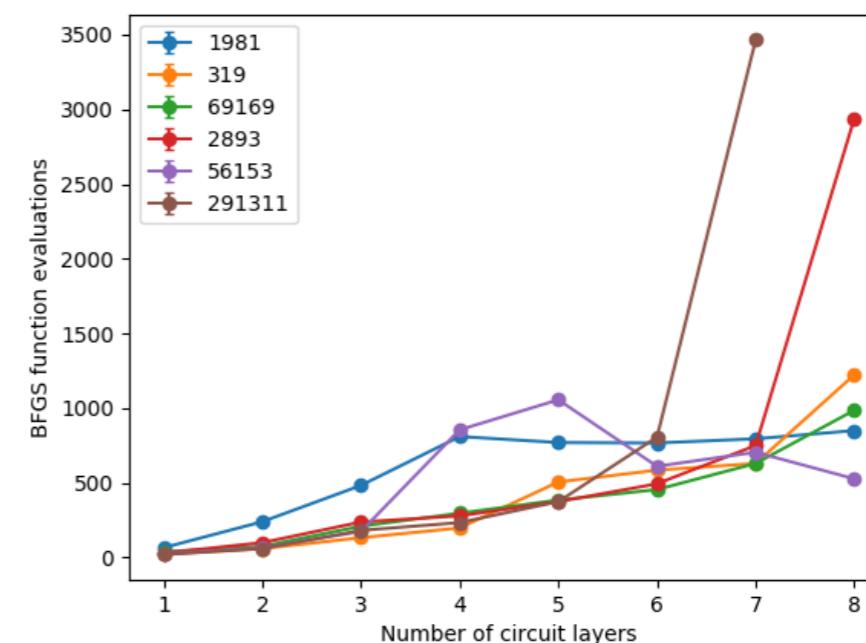
Original



My results



My results



# Optimization: potential improvements

- Run tests with noise
- Investigate BFGS discrepancy
- Implement different optimization methods
- Circuit analysis

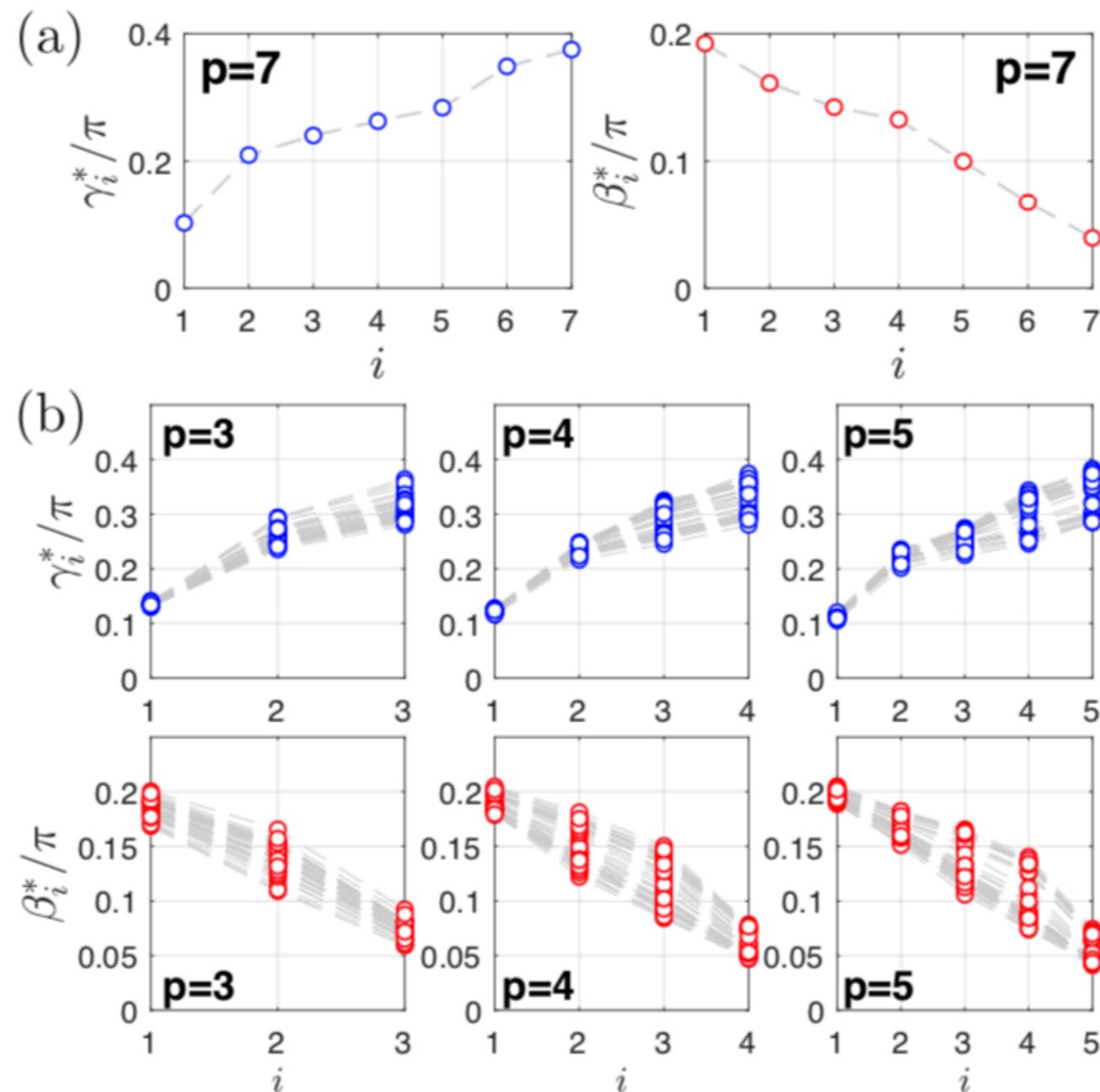
# Optimization: initialization strategy

**Goal:** Evaluate INTERP strategy from Zhou et al (arxiv.org/abs/1812.01041)

**My path:**

1. Implemented INTERP strategy
2. Produced results
3. Compared it with previous results

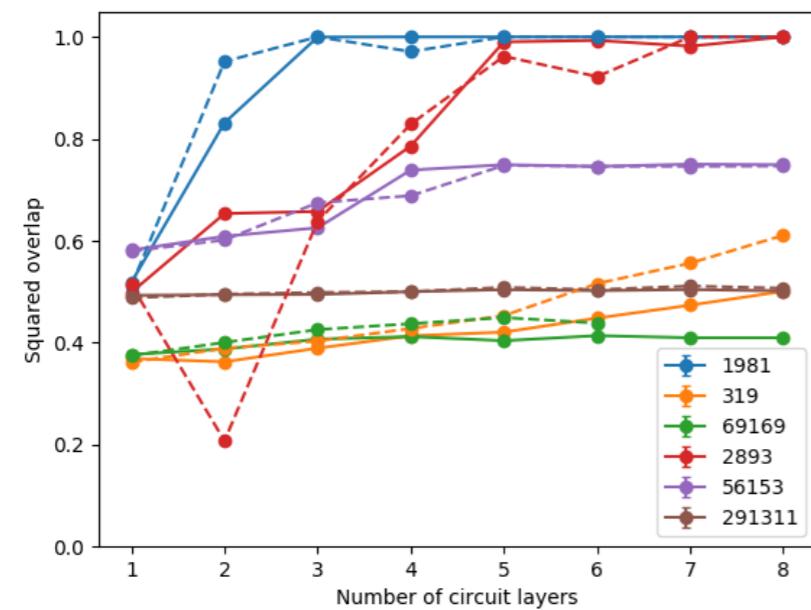
# Optimization: initialization strategy



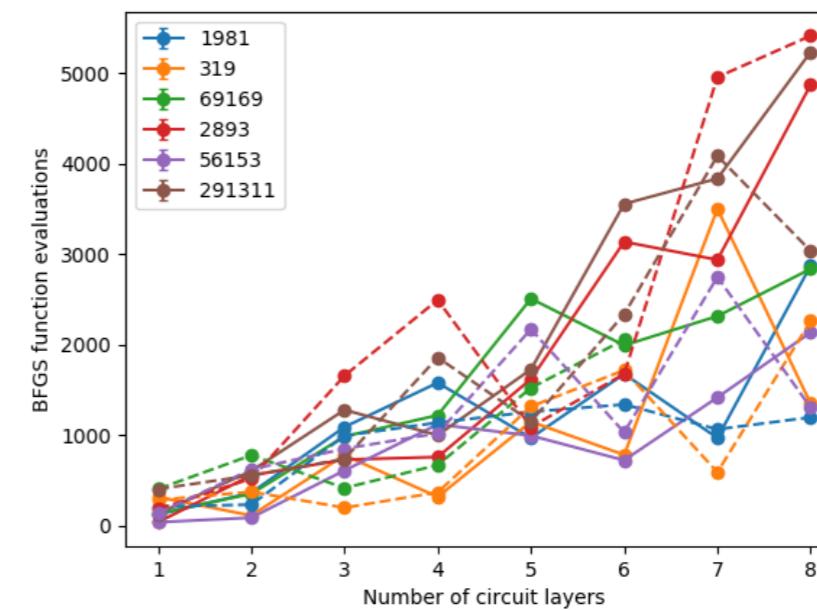
Source: Zhou et al

# Results

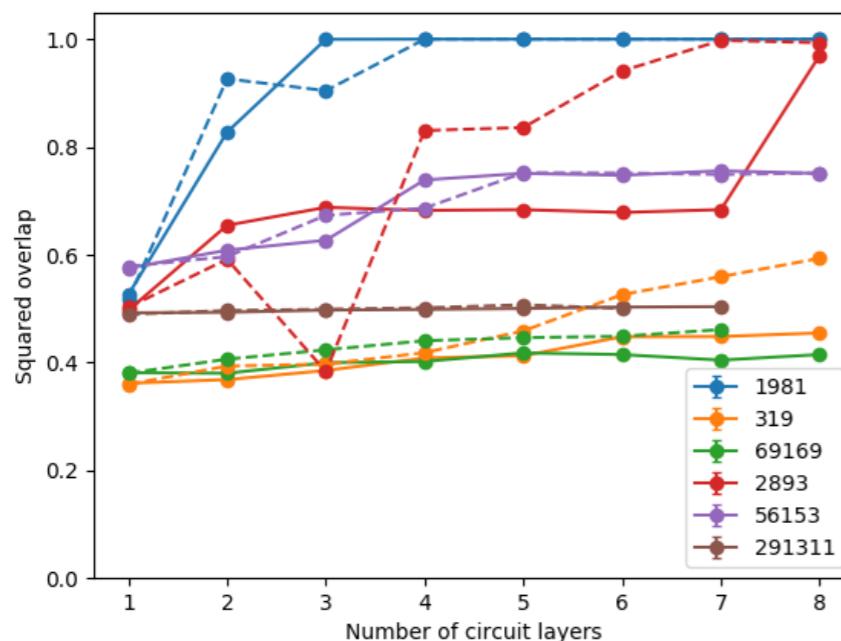
BFGS



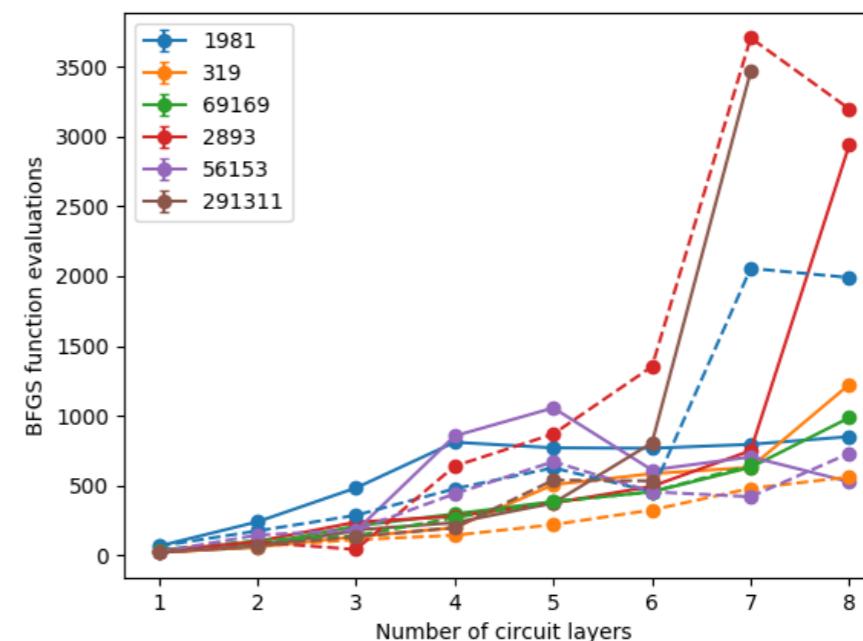
BFGS



L-BFGS-B

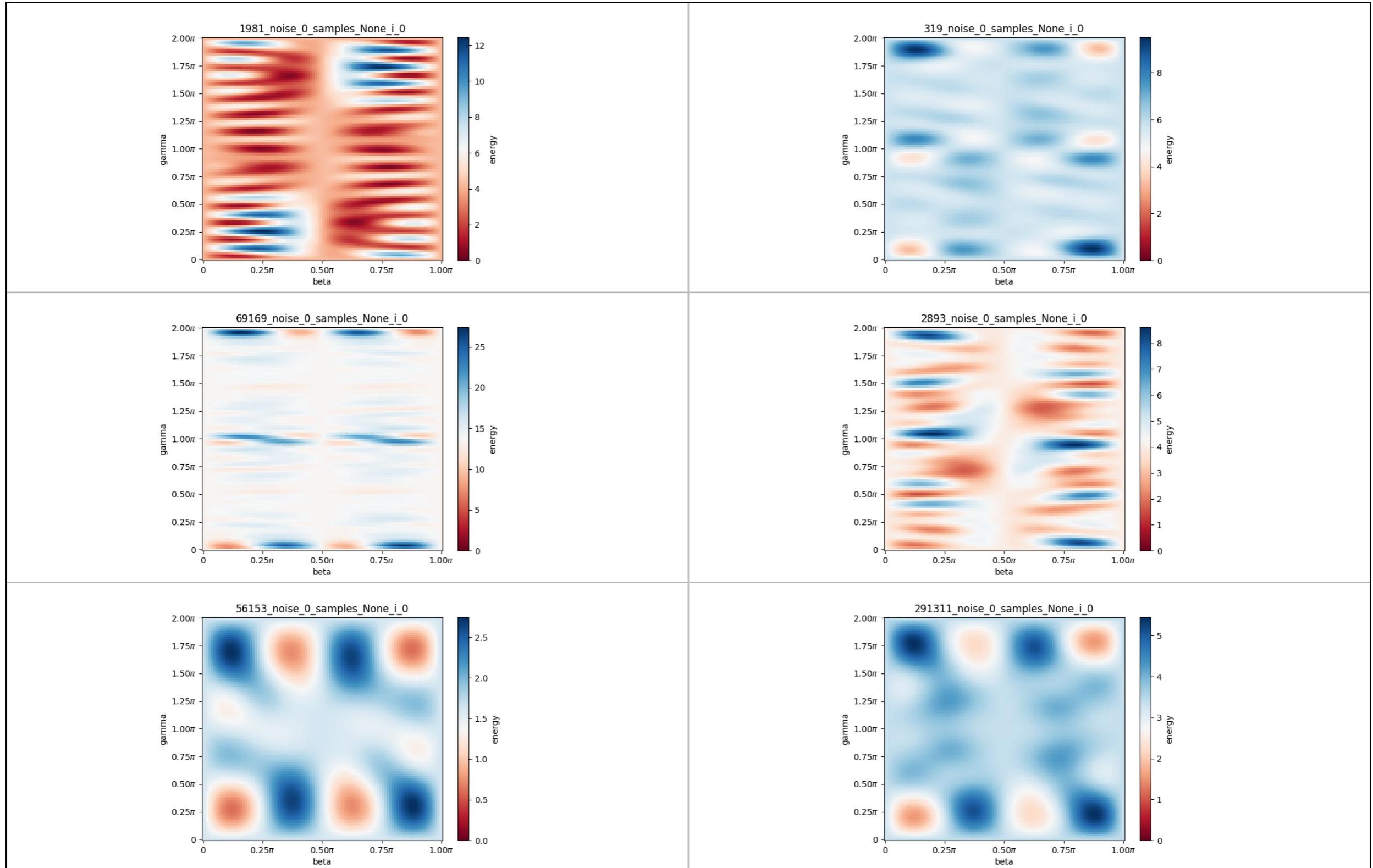


L-BFGS-B

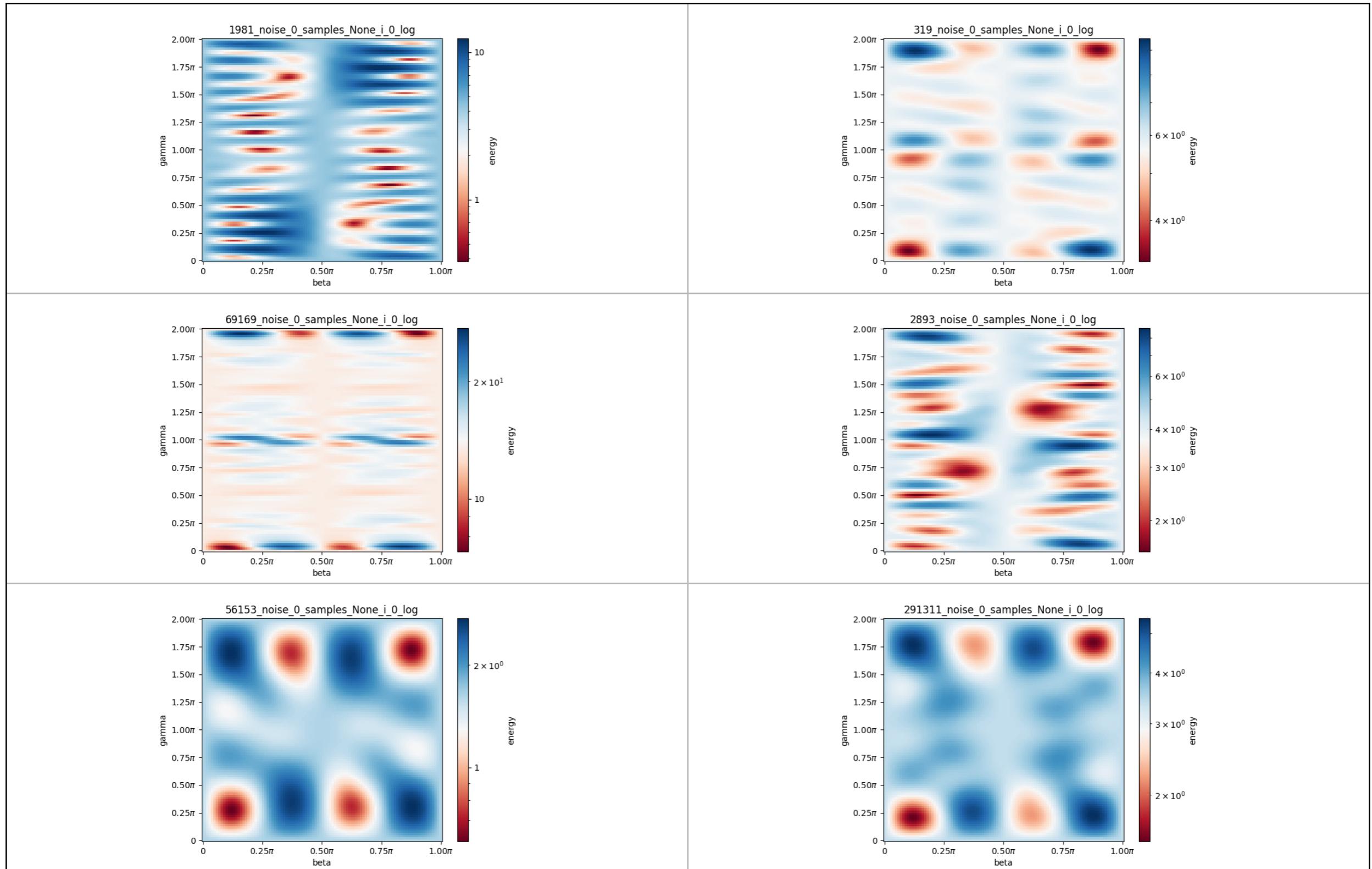


# Visualization of optimization space

# No noise, no sampling

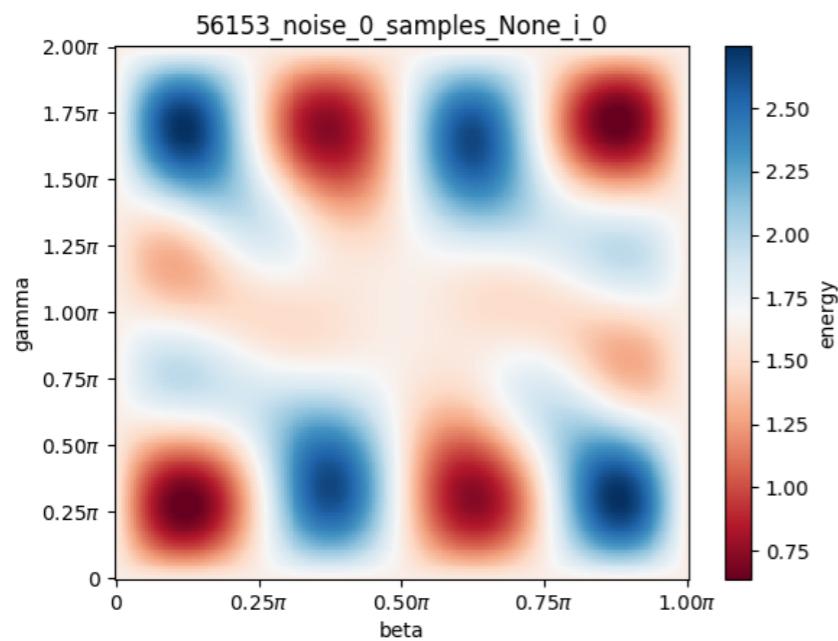


# No noise, no sampling (log)

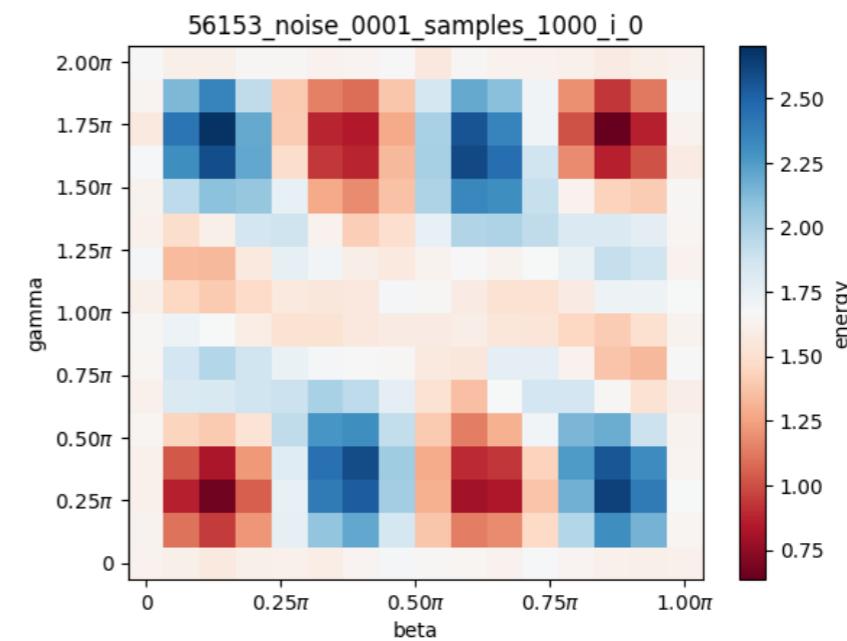


# 56153: noise

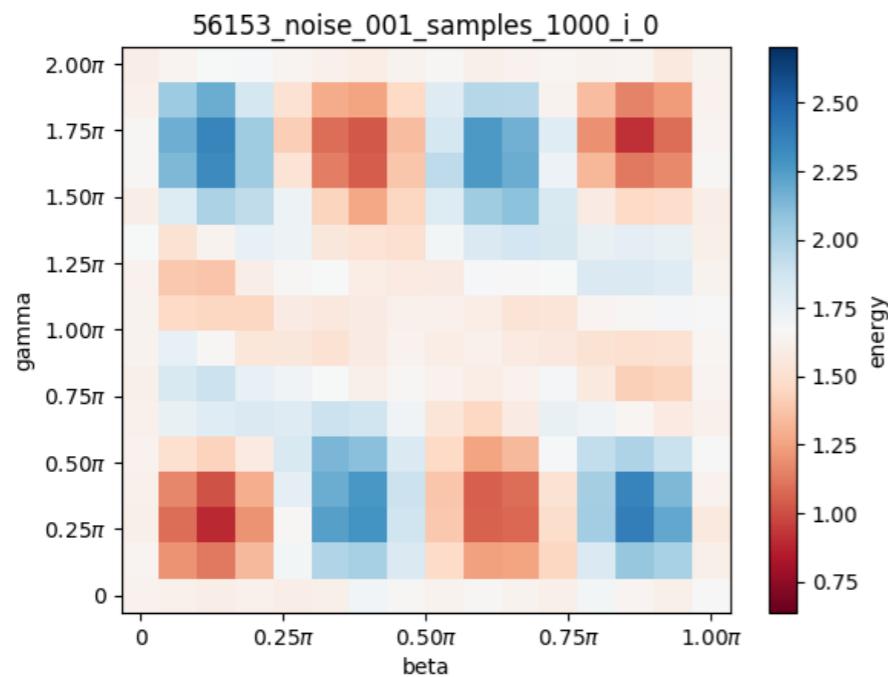
Reference



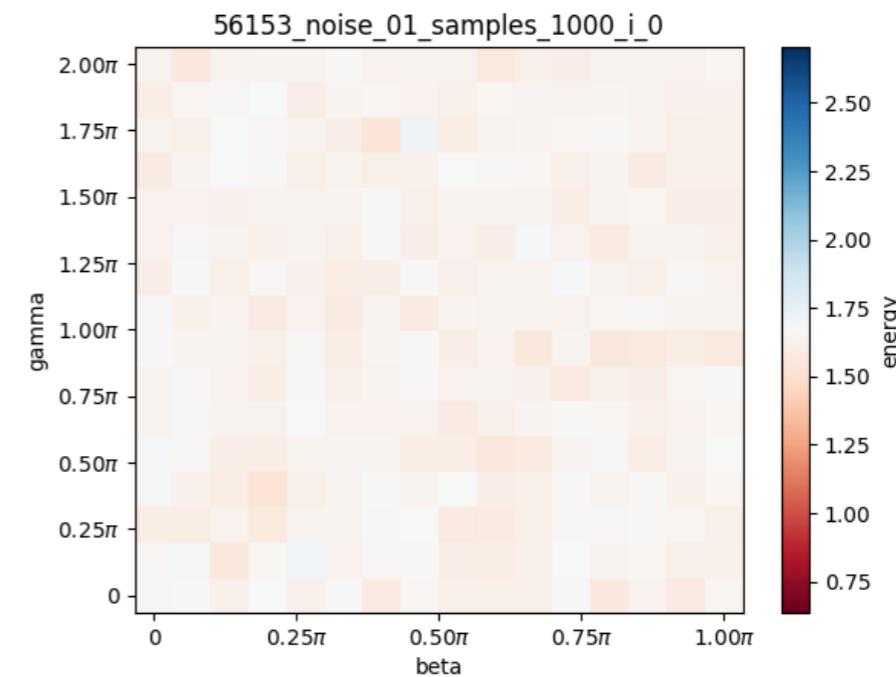
Noise: 1e-4, samples: 1e3



Noise: 1e-3, samples: 1e3

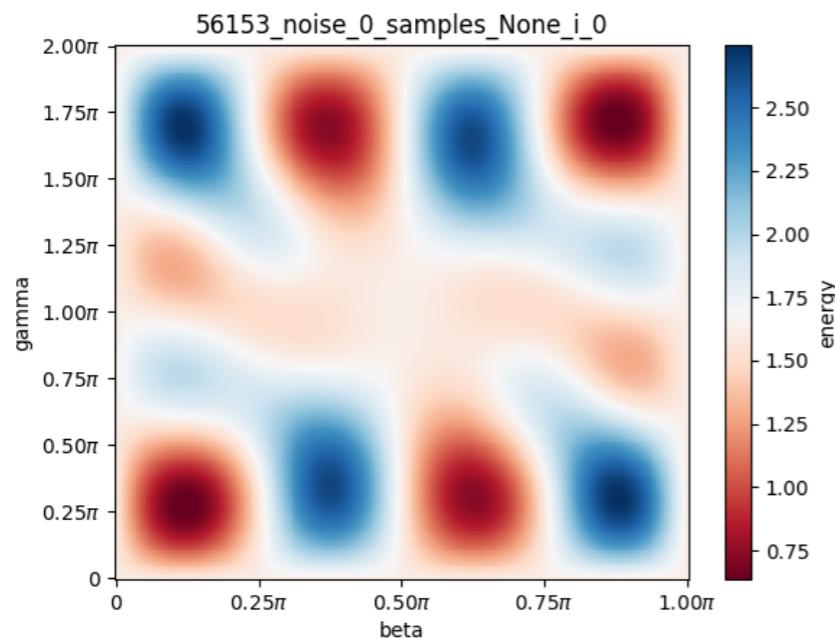


Noise: 1e-2, samples: 1e3

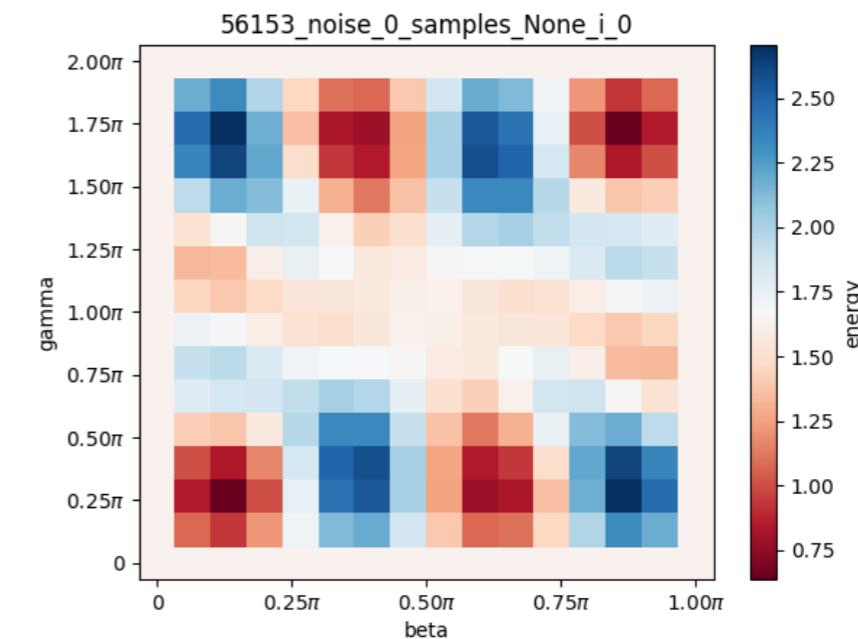


# 56153: sampling

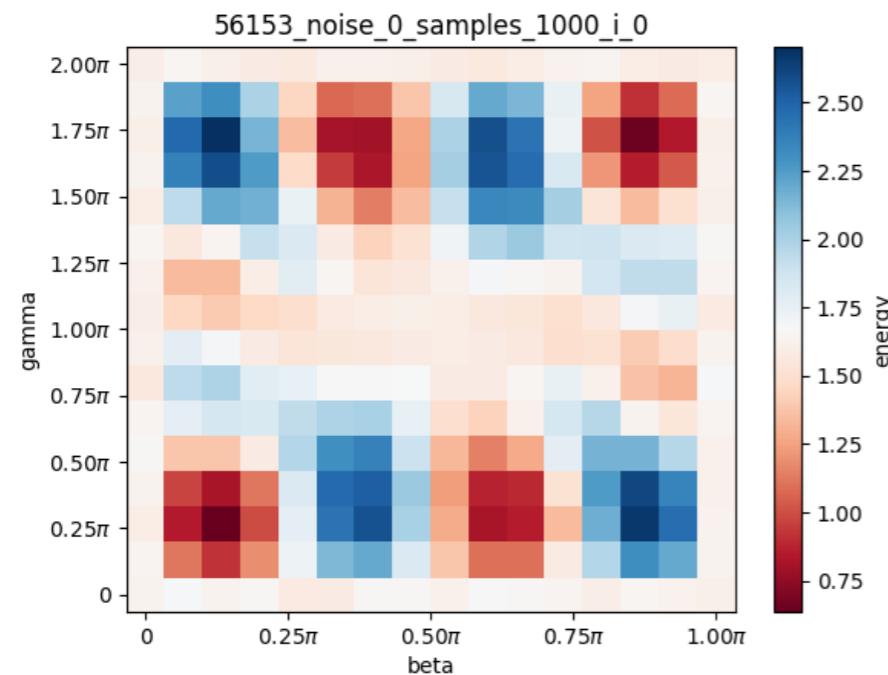
Reference



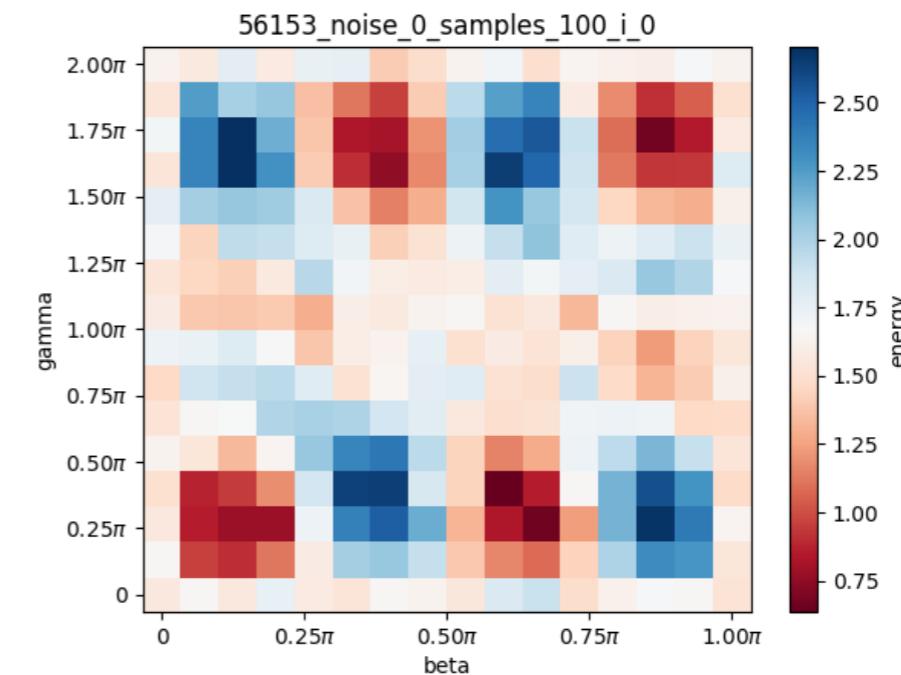
Noise: None, samples: None



Noise: None, samples: 1e3



Noise: None, samples: 1e2



# What I've accomplished

- Implemented the core algorithm
- Improved on preprocessing part
- Implemented additional initialization strategy
- Learned a lot

# Additional information

- Whole project took me about 80 hours to accomplish
- Out of this I've spent 5-8 hours on preparing and practicing this presentation.
- I've done it using only the paper as a reference.
- Everything is available on GitHub.
- I got the job :)

# If this topic sounds interesting...

- <http://arxiv.org/abs/1907.09631>
- <http://arxiv.org/abs/1910.04881>
- <http://arxiv.org/abs/1812.01041>
- <http://arxiv.org/abs/1907.04769>
- <http://arxiv.org/abs/2004.09002>
- <https://arxiv.org/abs/2004.04197>

# Thank you!

[www.mustythoughts.com](http://www.mustythoughts.com)

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