Applications of Quantum Annealing in Statistics

Joint Statistical Meetings 2019

arXiv:1904.06819



Robert C. Foster, CCS-6 2 Aug. 2019



LANL D-Wave 2X Quantum Computer



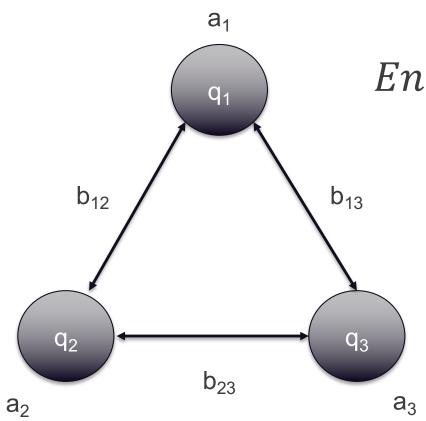
The D-Wave is <u>NOT</u> a universal quantum computer

The D-Wave only performs energy minimization for Ising or QUBO models.

 Rather than operating on qubits directly, it sets up a problem and lets physics manipulate the qubits towards the solution.

What does the D-Wave do?

The D-Wave solves exactly one (1) type of problem.....



 $Energy = \sum_{i} a_i q_i + \sum_{j>i} b_{ij} q_i q_j$

The q_i can be either...

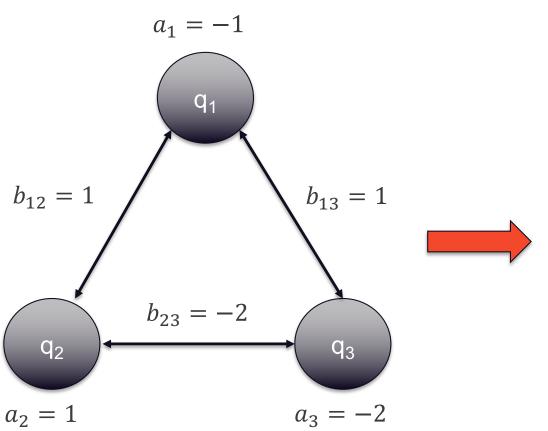
1. Ising model: $q_i \in \{-1,1\}$

2. QUBO model: $q_i \in \{0,1\}$ Alternative

Native

The D-Wave finds the set of q_i that minimize the energy of the system.

Example: QUBO Notation



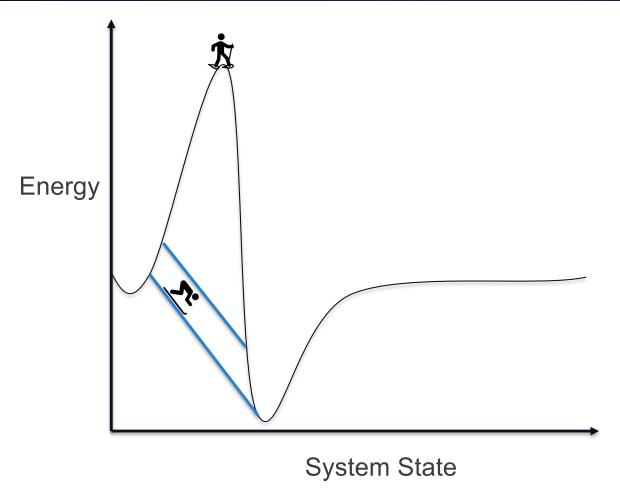
$$Energy = \sum_{i} a_i q_i + \sum_{j>i} b_{ij} q_i q_j$$

q_1	q_2	q_3	Energy
0	0	0	0
0	0	1	-2
0	1	0	1
0	1	1	-3
1	0	0	-1
1	0	1	-2
1	1	0	1
1	1	1	-2

Visual Metaphor for how the D-Wave Works



Simulated and Quantum Annealing

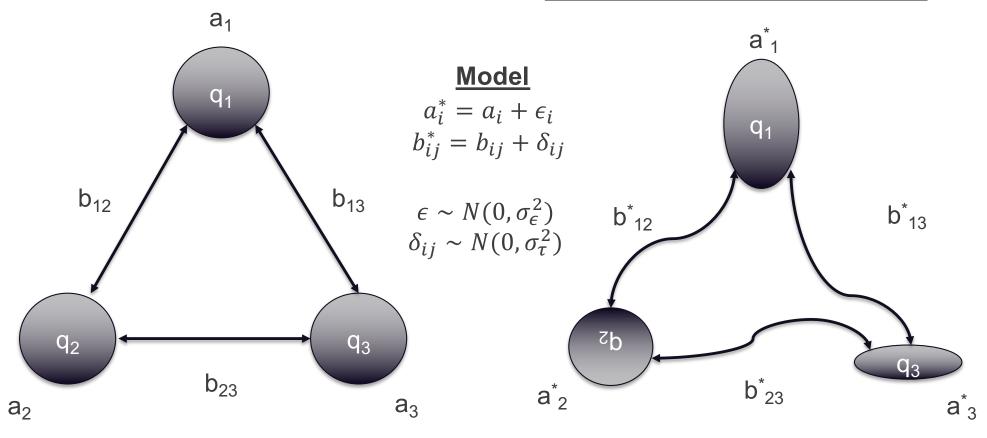


- Sammie A. Neal climbs the entire mountain just to get to the other side
- Quentin A. Neal tunnels directly through the mountain
- Where peaks are tall and thin, Quentin will outperform Sammy
- (It's actually incredibly hard to find real problems where Quentin beats Sammie)

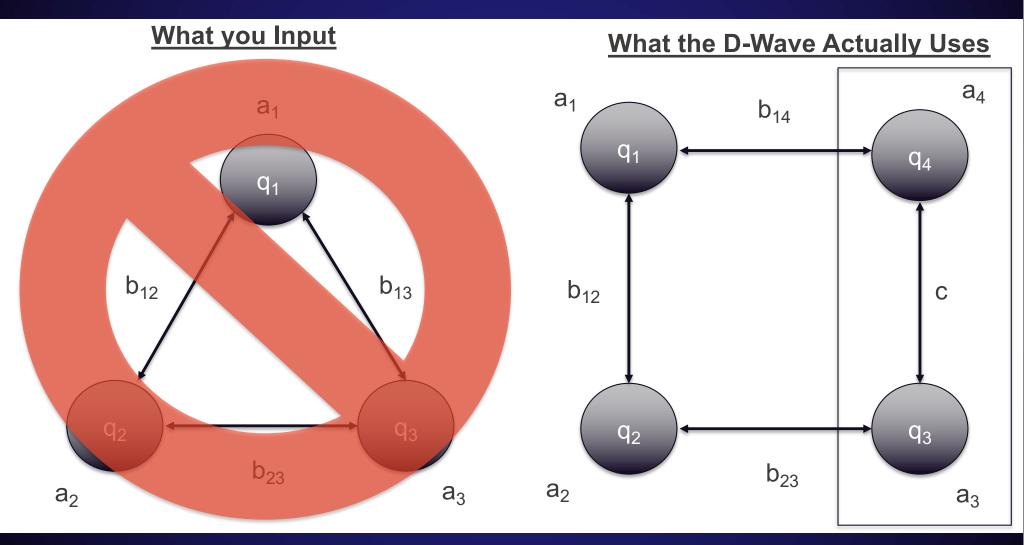
Problem: Noise in the System

What you Input

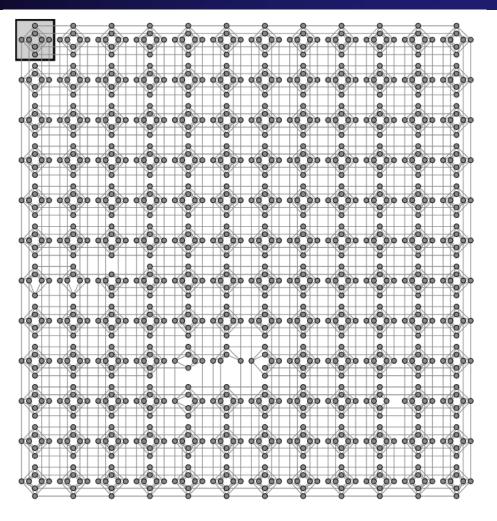
What the D-Wave Actually Uses

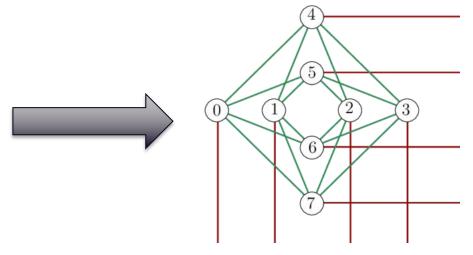


Problem: Hardware Constraints



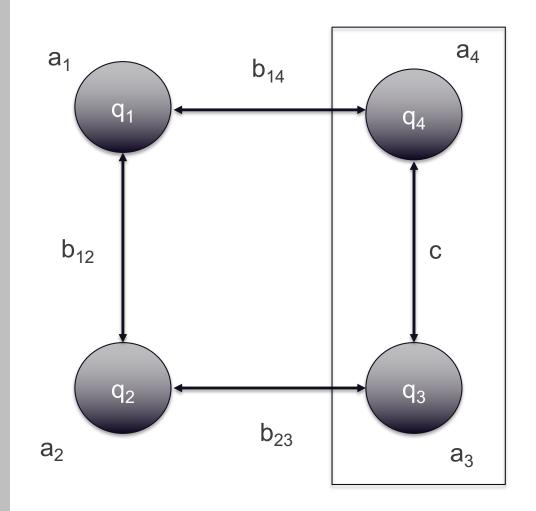
Chimera Graph Network





- Graphs must map onto physical D-Wave hardware network.
- D-Wave uses special graph structure called Chimera, chosen to satisfy physical constraints

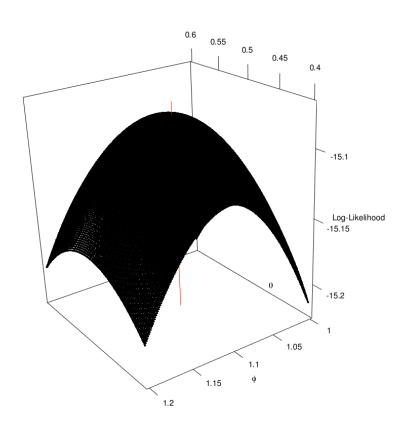
Solution: Embedding



- Qubits q_3 and q_4 treated as a single qubit with chain strength c chosen so that all lowest energy solutions have $q_3 = q_4$
- Long chains can be used to create complex graph structures
- D-Wave includes automated tools to do this for you!

Maximum Likelihood Estimation on the D-Wave

We have independent data x from a model with parameters θ and ϕ



$$x_d \sim f(x \mid \theta, \phi)$$

$$\ell(\theta, \phi \mid x) = \sum_{d=1}^{n} \log[f(x_d \mid \theta, \phi)]$$

$$(\hat{\theta}, \hat{\phi}) = \operatorname{argmax}_{\phi, \theta} \ell(\theta, \phi | x)$$

Assumptions:

- 1. The x_d are iid
- 2. Both $\theta > 0$ and $\phi > 0$ for computational simplicity

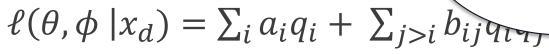
Formulating the Problem as a

blem

The likelihood needs to be written as

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$$\theta = 2^{p_{1,\theta}} q_{1,\theta} + 2^{p_{2,\theta}} q_{2,\theta} + 2^{p_{3,\theta}} q_{3,\theta} + \dots$$

$$\phi = 2^{p_{1,\phi}} q_{1,\phi} + 2^{p_{2,\phi}} q_{2,\phi} + 2^{p_{3,\phi}} q_{3,\phi} + \dots$$



2. Perform a multivariate Taylor expansion on $\ell(\theta, \phi | x_d)$

$$\ell(\theta, \phi \mid x_d) \approx \ell(\theta_0, \phi_0 \mid x_d) + \ell_{\theta}(\theta_0, \phi_0 \mid x_d)(\theta - \theta_0) + \ell_{\phi}(\theta_0, \phi_0 \mid x_d)(\phi - \phi_0)$$

$$+ \frac{1}{2} [\ell_{\theta\theta}(\theta_0, \phi_0 \mid x_d)(\theta - \theta_0)^2 + 2\ell_{\theta\phi}(\theta_0, \phi_0 \mid x_d)(\theta - \theta_0)(\phi - \phi_0)$$

$$+ \ell_{\phi\phi}(\theta_0, \phi_0 \mid x_d)(\phi - \phi_0)^2]$$

Iterating the Procedure

Problem: The two-term Taylor series is only an approximation to the likelihood

function, and will give wrong estimates $\hat{\theta}$

Solution: Iterate the procedure until

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1. Choose initial values (θ_0, ϕ_0)

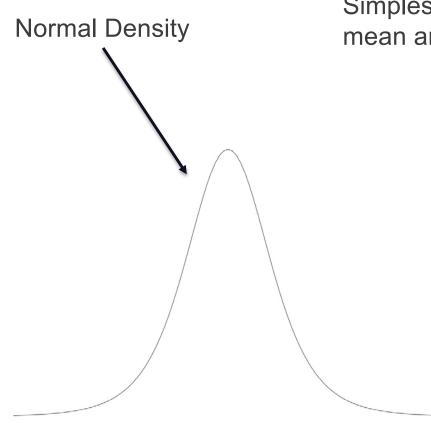
2. Find maximum likelihood estimates $(\hat{\theta}, \phi)$ as maxima of Taylor series expanded around (θ_0, ϕ_0)

- 3. Take $(\hat{\theta}, \hat{\phi})$ as new expansion points (θ_0, ϕ_0)
- 4. Repeat 2-3 until stopping criterion met

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At true maximum likelihood estimates $(\hat{\theta}, \hat{\phi})$, should get back $(\hat{\theta}, \hat{\phi}) = (\theta_0, \phi_0)$

Example: $N(\theta, \phi^2)$



Simplest case: can a quantum computer estimate the mean and variance of a normal distribution?

Data:
$$x = \{-2.296, -0.216, -0.082, 0.231, 1.127, 1.164, 1.189, 1.236, 1.272, 1.373\}$$

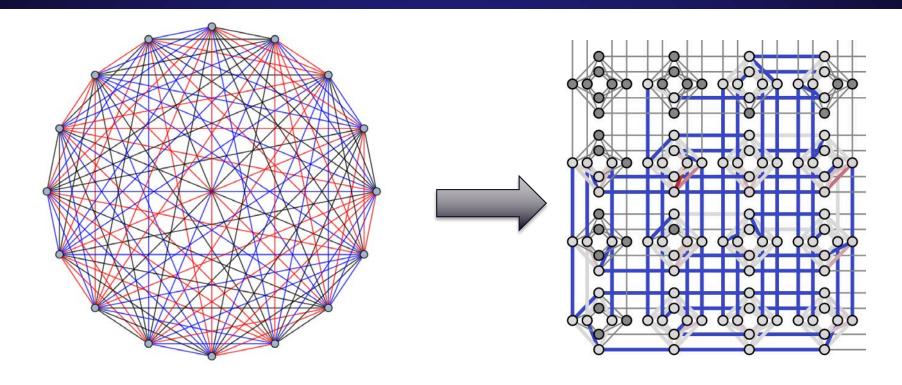
Maximum likelihood estimates:

$$\hat{\theta} = 0.4998$$
 $\hat{\phi} = 1.093$

Required for algorithm:

- 1. All first and second order derivatives of log-likelihood function
- 2. Starting values θ_0 and ϕ_0

Details of Embedding

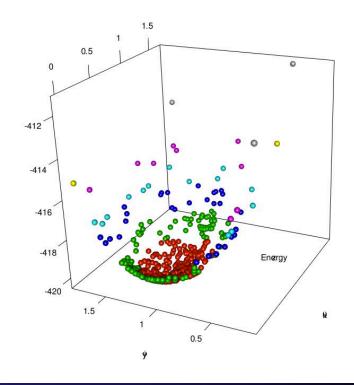


- 8 qubits used for each of θ and ϕ (16 total), ranging from powers 2^0 to 2^{-7}
- Complete K_{16} graph embedded onto Chimera hardware configuration

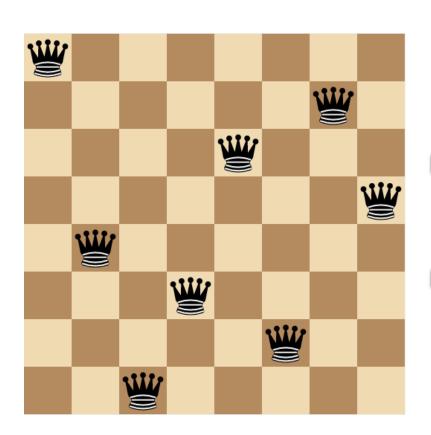
Results

Iteration	$\widehat{m{ heta}}$	$\widehat{oldsymbol{\phi}}$	Energy
1	0.5078125	0.9765625	-423.439
2	0.5	1.0625	-422.93
3	0.515625	1.0859375	-420.865
4	0.5	1.09375	-420.434
5	0.5	1.0859375	-420.283
6	0.4765625	1.09375	-420.42
7	0.53125	1.09375	-420.263
8	0.484375	1.09375	-420.308
9	0.5	1.09375	-420.272
10	0.5	1.0859375	-420.283
Truth	0.4998	1.093	N/A

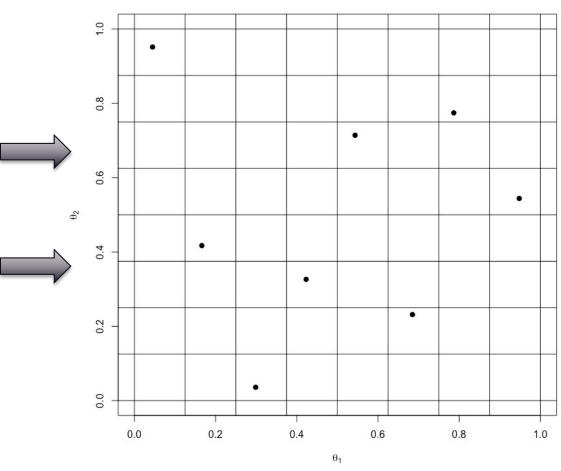
Starting values of $\theta_0 = 0$ and $\phi_0 = 1$ used.



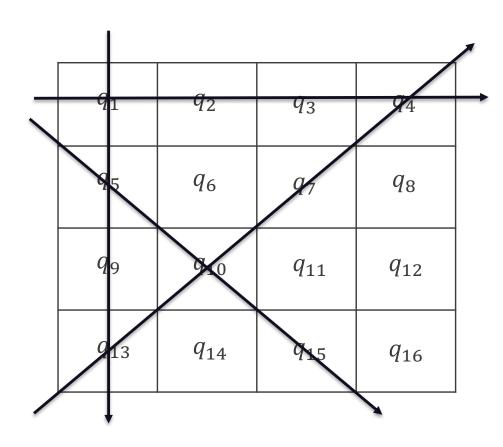
N-Queens Problem



Place *N* Queens on a chessboard so that none attack each other



Formulation as QUBO Matrix



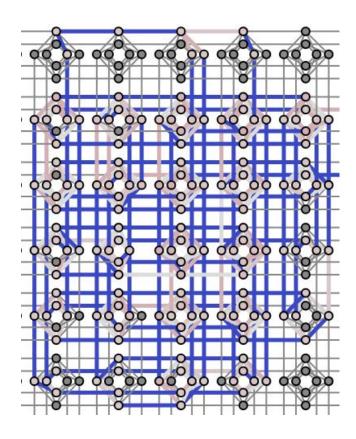
$$Energy = \sum_{i} a_i q_i + \sum_{j>i} b_{ij} q_i q_j$$

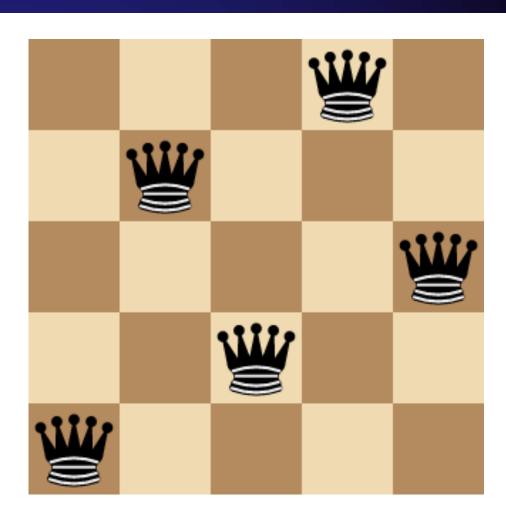
$$a_i = -2$$
 for all i

 $b_{ij} = 2$ for i, j in the same row or same column

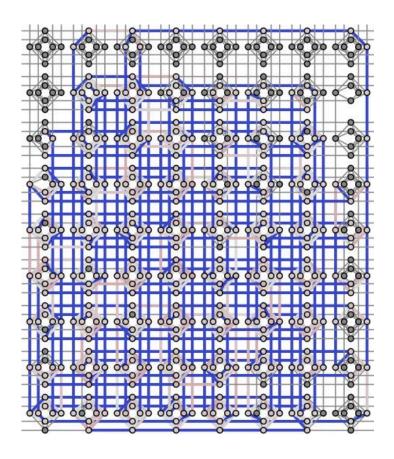
$$b_{ij} = 1$$
 for i, j in the same diagonal

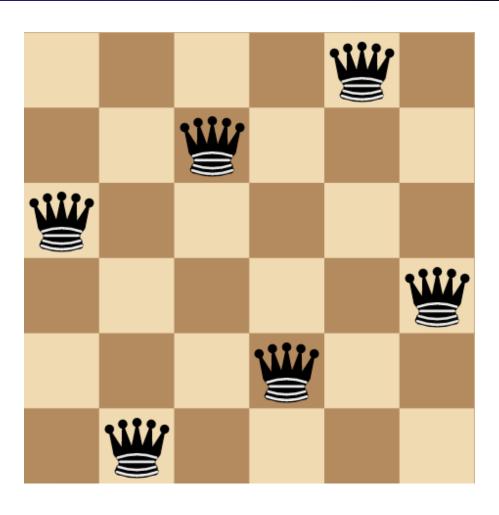
5 x 5 Embedding and Result



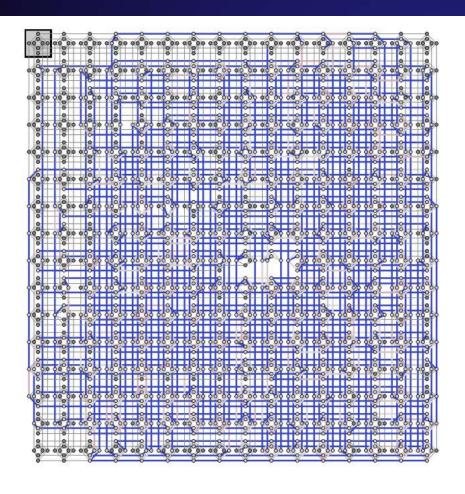


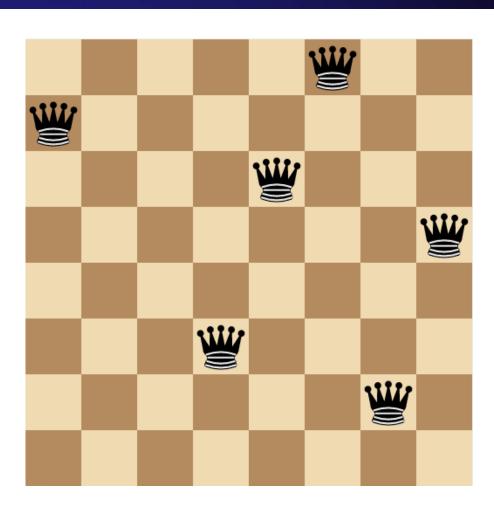
6 x 6 Embedding and Result





8 x 8 Embedding and Result





Example: Matrix Inversion

$$\begin{bmatrix} A_{11} & A_{12} & A_{13} & A_{14} \\ A_{21} & A_{22} & A_{23} & A_{24} \\ A_{31} & A_{32} & A_{33} & A_{34} \\ A_{41} & A_{42} & A_{43} & A_{44} \end{bmatrix} \times \begin{bmatrix} V_{11} & V_{12} & V_{13} & V_{14} \\ V_{21} & V_{22} & V_{23} & V_{24} \\ V_{31} & V_{32} & V_{33} & V_{34} \\ V_{41} & V_{42} & V_{43} & V_{44} \end{bmatrix} = I_{4 x 4}$$

For a given column k of $V = A^{-1}$, define the column energy as

$$E_k = (\sum_j A_{1j} V_{jk})^2 + \dots + (\sum_j A_{kj} V_{jk} - 1)^2 + \dots + (\sum_j A_{nj} V_{jk})^2$$

The inverse is the set of V_{ij} which minimize the sum E of column energies.

Each energy E_k can be minimized independently of the others to obtain one column of the inverse matrix. This could even be done in parallel!

Results

Problem Setup

- 1. Goal: invert 3×3 input matrix, 3 anneal steps
- 2. 6 qubits per V_{ij} entry, 18 qubits total

$$A = \begin{bmatrix} 1.344 & 0.418 & -0.935 \\ -1.018 & 1.095 & -0.250 \\ 0.277 & -0.384 & 0.755 \end{bmatrix}$$

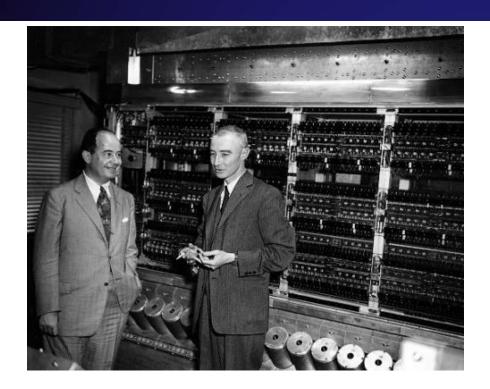
$$A \times \begin{bmatrix} 0.613 & 0.037 & 0.772 \\ 0.586 & 1.068 & 1.080 \\ 0.074 & 0.531 & 1.592 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Truth

$$A \times \begin{bmatrix} 0.625 & 0.0 & 0.75 \\ 0.5 & 1.0625 & 1.1875 \\ 0.0 & 0.5625 & 1.6875 \end{bmatrix} = \begin{bmatrix} 1.049 & -0.082 & -0.073 \\ -0.088 & 1.023 & 0.116 \\ -0.019 & 0.016 & 1.025 \end{bmatrix}$$

Quantum Estimate

Conclusions



- Quantum computers are here, and you can use them to impress your friends and colleagues
- 2. But they're fairly limited both in problem scope and scale
- 3. Even then, the results aren't great
- 4. Look for problems with lots of local optima that you might use simulated annealing on

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