School of Science Department of Computer Science and Engineering Master's Degree in Computer Science

Clustering aggregation on a neutral atom quantum computer

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Abstract

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TODO

Acknowledgements

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Chapter 1

Introduction

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Chapter 2

Background

2.1 Clustering

Clustering is an unsupervised data analysis technique that can be informally defined as the partitioning of a set of objects into groups called clusters; such partitioning must ensure that objects within a same cluster are more similar¹ to each other than to objects in other clusters. [3]

Clustering is widely employed in numerous scenarios that require to group together similar data points, or to extract knowledge from a set of objects in the absence of any prior information. For instance, it is used in marketing and finance as a profiling tool; in image processing and computer vision, as a segmentation technique [2], where it plays a pivotal role in various fields, such as remote image sensing [7] and digital forensics [5]; by energy distribution companies, to optimize the allocation of resources to end users.

- 2.2 Basics of quantum computing
- 2.3 Quantum annealing
- 2.4 Neutral atoms technology

¹Provided that a binary ordering relation is defined on the set of objects.

Chapter 3

Experimental setup

This chapter provides a description of the experimental setup used to evaluate the clustering aggregation protocol in different quantum computing environments, both on a simulator and on real hardware. The protocol was tested on three distinct platforms: a simulator for a neutral atom quantum computer, specifically the Pulser simulator by PASQAL; the Fresnel neutral atom quantum computer, also developed by PASQAL; the Advantage quantum annealer with Zephyr topology, developed by D-Wave.

3.1 Dataset

The dataset used to test the protocol is shown in figure 3.1. It is specifically designed to contain different shapes and configuration of points that

It was first introduced by Gionis, Mannila and Tsaparas to test classical clustering aggregation algorithms [1]; it was then used by Li and Latecki to test a clustering aggregation protocol that uses simulated annealing [4].

3.2 Evaluation metrics

Different metrics were used to evaluate the quality of single clusters and of clustering algorithms as a whole. Silhouette score was used as the criterion to

3.2.1 Silhouette score

The silhouette score is a metric used to evaluate clustering quality, introduced by Peter J. Rousseeuw [6]. The score is computed for each point in the dataset and reflects both its cohesion with points in the same cluster, as well as the separation with respect to points in different clusters. Specifically, the silhouette score of a point p in the dataset is defined as

$$S_p = \frac{b_p - a_p}{\max(a_p, b_p)'} \tag{3.1}$$

where a_i is the average distance from the point to other points in the same cluster (intra-cluster distance), and b_i is the average distance to points in the nearest different cluster (inter-cluster distance). The score ranges between -1 and 1, where values close to 1 indicate that points are well-clustered, with high cohesion and

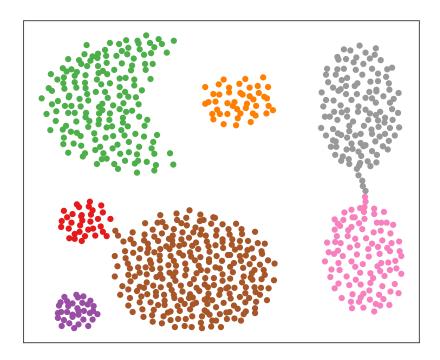


Figure 3.1: Dataset plot

good separation, while negative values suggest points may have been assigned to the wrong cluster.

A quantification of the quality for a single cluster can be obtained by computing the average of the silhouette score; more formally, for a cluster c_i , the formula for its average silhouette (AS_i) is

$$AS_i = \frac{\sum_{p \in c_i} S_p}{|c_i|} \tag{3.2}$$

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