Product Requirements Document: Project GQE-MTS

TEAM QAT

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Hybrid Generative Quantum-Enhanced Memetic Tabu Search for LABS

Team Name: QAT
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Web Page: COMING SOON...

PHASE 1: Team Plan and Architecture

1 Team Roles & Responsibilities (PICs)

- **Project Lead (Architect): HATICE BOYAR and CHANG JEN YU**
  Responsible for the algorithmic "North Star," high-level system integration, and defining the Hamiltonian. Ensures the theoretical validity of the ansatz.
- **GPU Acceleration PIC (Builder): HUSEYIN UMUT ISIK**
  Lead for the CUDA-Q 0.13.0 implementation and the CuPy-based parallel evaluation engine. Responsible for optimizing memory coalescing in CUDA kernels and "Zombie Instance" prevention on Brev.dev.
- **Quality Assurance PIC (Verifier): ILAYDA DILEK**
  Owner of the Verification Strategy. Responsible for the automated unit test suite and Python library `Hypothesis` to guard against AI hallucinations and ensure physical consistency.
- **Technical Marketing PIC (Storyteller): EREN ASLAN**
  The data analyst. Responsible for converting raw logs into performance visualiza-

tions (Speedup/Convergence plots). **Key Initiative:** Developing a **Live Interactive Web Dashboard** (Node.js + Express.js + HTML). This platform will feature dynamic charts showing the real-time descent of the MTS algorithm and 3D visualizations of the Quantum Energy Landscape, providing an immersive storytelling experience for the judges.

Phase 1: PRD

2 The Architecture: Hybrid GQE-MTS

Owner: Project Lead - CHANG JEN YU and Hatice Boyar

Methodology: Hybrid GQE-MTS Architecture

Our approach synergizes the **global exploration capabilities of Quantum Computing (GQE)** with the **local exploitation capabilities of Classical Heuristic Algorithms (MTS)[2]** to solve the highly complex Low Autocorrelation Binary Sequences (LABS)[3] problem.

Evolution and Rationale

Initially, our research utilized a GPU-accelerated QE-MTS approach. However, we observed that this method occasionally yielded inconsistent results due to stochastic errors. While we considered variational methods such as VQE[4] or QAOA[5] as alternatives, these approaches suffer significantly from the **"Barren Plateau" problem[6]** in high-dimensional optimization landscapes.

Consequently, we pivoted to **Generative Quantum Eigensolvers (GQE)[1]** augmented by **Generative AI** for circuit synthesis. This approach avoids the pitfalls of traditional variational parameter optimization by guiding the circuit generation process.

Key Innovations

We introduce two distinct novelties to adapt GQE for the LABS problem:

1. **Transfer Learning[7] for GQE Acceleration:**
   Standard GQE requires substantial computational resources. We integrated **Transfer Learning** to accelerate prediction. By training on smaller sub-problems and transferring the geometric insights to larger instances, we significantly reduce the training latency.

2. **Non-Chemical Domain Adaptation:**
   Unlike standard GQE rooted in quantum chemistry, we treat LABS as a distribution problem. We construct our sampling space using **2-body and 4-body operators** derived from quantum annealing principles.

The methodology is divided into three distinct phases:

Phase 1: Quantum Generative Optimization (GQE Phase)

The goal of this phase is not to find the perfect solution immediately, but to **locate the "Basin of Attraction"** where the good solutions reside.

1. **Physical Modeling:** We map the LABS autocorrelation energy into a Quantum Hamiltonian (H).
2. **Operator Pool Design:**
   - We utilize problem-specific operators (two-body and four-body terms) derived from the interaction graph.
   - **Hierarchical Parameters:** We employ a decaying parameter strategy ($\pi \to \pi/8$). This allows the GQE to perform large geometric rotations (coarse tuning) first, followed by fine quantum interference adjustments (fine tuning).
3. **Transfer Learning Strategy (Input/Output Adaptation):**
   To solve the target problem size (N_{target}), we employ a specific training protocol on smaller instances (N_{train}):
   - **Zero-Padding Input:** We define the model architecture based on the maximum target size (N_{target}). When training on smaller sub-problems ($N_{train} < N_{target}$), the input vectors are **zero-padded** to match the dimensionality of N_{target}.
   - **Output Truncation:** During the training process, the model generates a circuit for the full dimension. However, for loss calculation, we **truncate or mask the output** (the extra qubits/gates beyond N_{train}) to evaluate the energy only within the valid subspace of the current training instance.
   - This allows the generative model to learn the fundamental geometric features of LABS interactions on small N and transfer these weights to larger N without retraining from scratch.
4. **GQE Engine Execution:**
   - The engine samples operators from the pool using the pre-trained/transferred model.
   - It minimizes the energy expectation value $\langle H \rangle$.
   - **Result:** An optimized **Quantum Ansatz** where the wavefunction is concentrated on low-energy states.

Phase 2: Bridging & Filtering Phase

This phase acts as the interface between the quantum and classical worlds, converting "quantum probabilities" into "high-quality seeds."

1. **Sampling:** We execute 1000 shots on the optimized circuit to obtain binary sequences (Bitstrings).

2. **Energy Validation:** Convert bitstrings back to the spin format and use a classical CPU to calculate the exact LABS energy.

3. **Elitism Filtering:** From the 1000 samples, we select only the top K (e.g., 20) unique sequences with the lowest energy. These become our **"Golden Seeds."**

Phase 3: Classical Memetic Search (MTS Phase)

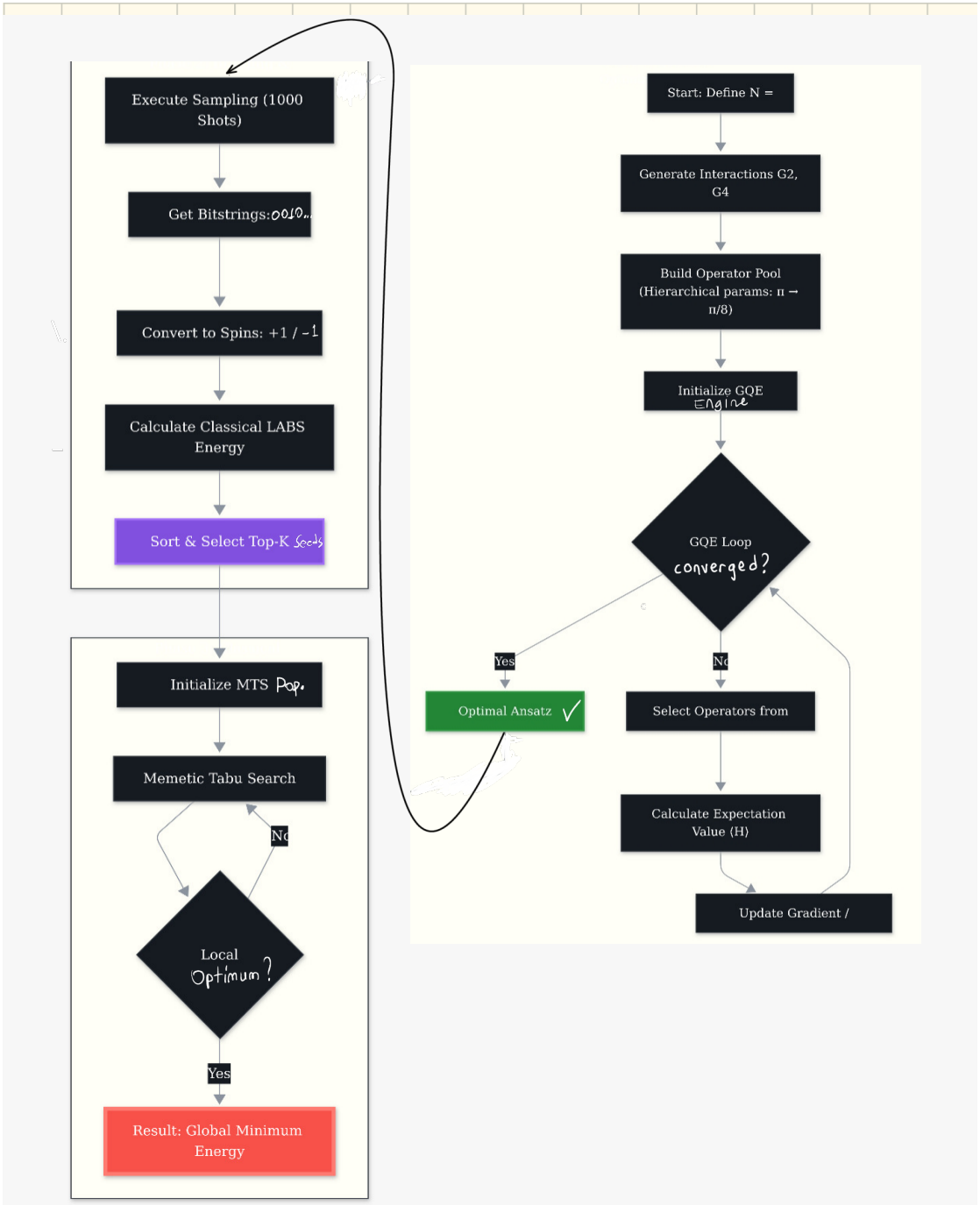
This phase leverages cost-effective classical computing to perform the final optimization sprint.

1. **Seed Injection:** The "Golden Seeds" are injected as the **Initial Population** for the MTS.

2. **Tabu Search:** The MTS performs bit-flips within the neighborhood of these seeds, utilizing a Tabu list to prevent cycling back to previous states.

3. **Convergence:** Since the starting points are already deep within the energy valleys, the MTS can slide down to the **Global Minimum** extremely fast.

System Architecture Flowchart



Why This Method Works

1. **Winning at the Starting Line:**
    - Pure random search is like dropping onto the Himalayas blindly; it is statistically unlikely to land near the peak of Mt. Everest.
    - Our method uses Quantum Radar (GQE) to scan for "where the mountain is" and drops the climbing team (MTS) halfway up the slope.
2. **Physics-Aware:**
    - The Operator Pool is not random; it is strictly defined by the structure of the LABS problem. This means every step the quantum circuit takes is a valid physical evolution, making it far more efficient than blind parameter optimization.
3. **Fault Tolerance:**
    - Even if the GQE does not find the perfect Ground State, as long as it finds a sufficiently low excited state, the MTS can easily complete the "last mile" of optimization.

3 The Acceleration Strategy

Owner: GPU Acceleration PIC - HUSEYIN UMUT ISIK

Quantum Acceleration (CUDA-Q)

- **Strategy:** We utilize the `nvidia` backend in CUDA-Q 0.13.0 for high-performance state-vector simulation.
    - **Multi-GPU Scaling:** For sequence lengths $N > 30$, we leverage `nvidia-mgpu` on Brev to distribute the large state-vector (2^N amplitudes) across multiple L4/A100 GPUs using MPI decomposition.
    - **Circuit Optimization:** We use `cudaq.optimize` passes to fuse single-qubit gates and reduce circuit depth before execution.

Classical Acceleration (MTS)

- **Strategy:** The bottleneck of MTS is evaluating the N single-flip neighbors.
    - **Delta-Evaluation Optimization:** Instead of recalculating energy from scratch ($O(N^2)$), we compute the change in energy (ΔE) for a bit-flip, which reduces complexity to $O(N)$.

  - **CuPy Parallelization:** We implement a custom CUDA kernel via CuPy to evaluate all possible N flips and Tabu criteria in parallel, achieving a massive speedup over serial CPU iterators. We tune GPU performance by adjusting kernel granularity (threads per block and grid dimensions) to maximize occupancy and minimize launch overhead.

- **Hardware Targets:**
  - **Dev:** qBraid (CPU) for logic and unit testing.
  - **Production:** Brev (A100-80GB) for final benchmarks on bigger N values with different hyperparameters like FP32, FP64, MGPU on/off, etc.

4 The Verification Plan

Owner: Quality Assurance PIC - ILAYDA DILEK

Core Correctness Checks

- **Check 1 (Symmetry & Invariants):**
  - **Reversal Symmetry:** $E(S) = E(S_{\text{reversed}})$.
  - **Negation Symmetry:** $E(S) = E(-S)$.
  - **Energy Bounds:** Ensure computed energy does not violate theoretical lower bounds for LABS.
- **Check 2 (Ground Truth Calibration):**
  - **Small N:** For $N = 7$, must return $E = 3$.
  - **Medium N:** For $N = 20$, must target known minimum $E = 16$ (Merit Factor ≈ 6.0).
  - Verify results against known Barker Codes for applicable lengths.
- **Check 3 (Operator Pool & Gradients):**
  - Unit tests to ensure the 4-qubit R_{ZZ} chains in the DCQO circuit correctly preserve parity.
  - Finite-difference checks to verify analytic gradients used in the GQE loop.

AI Hallucination Guardrails

- We use a "Test-Driven Prompting" strategy: AI agents are given the test file before the implementation request. Any code that does not pass the automated `tests.py` suite is immediately rejected for refactoring.

5 Execution Strategy & Success Metrics

Owner: Technical Marketing PIC - EREN ASLAN

Agentic Workflow

- **Orchestration:**
  - **Agent Alpha (Architect):** Decomposes tasks into atomic issues (e.g., "Implement Interaction Graph Generation").
  - **Agent Gamma (QA):** Reviews PRs, analyzes `pytest` logs, and spots "silent failures" where code runs but produces physics-violating results.
- **Vibe Coding Tip:** We will keep a live "Vibe Check" log to record where the AI agents struggled with CUDA-Q syntax vs. classical Python logic.

Success Metrics

- **Target Hit Rate:** Achieve the global minimum for $N = 27$ in under 120 seconds.
- **Speedup:** Target a 20x speedup on the Brev A100 vs. the qBraid CPU baseline.
- **Approximation Ratio:** Maintain an energy ratio > 0.9 relative to best-known values for $N = 40$.

6 Resource Management Plan

Owner: GPU Acceleration PIC

- **Credit Allocation Strategy (Brev.dev):**
  - **Prototyping Phase:** Initial development, debugging, and unit testing are performed on cost-efficient GPU instances using small-to-moderate problem sizes. During this phase, all code changes are validated through the automated `tests.py` suite to prevent unnecessary GPU usage caused by incorrect or unstable implementations.
  - **Benchmarking Phase:** High-performance GPU instances are reserved exclusively for large-scale production runs and benchmarking experiments (e.g., $N \geq 30$), after functional correctness and stability have been verified.
  - **Operational Buffer:** A portion of available credits is intentionally reserved to accommodate re-runs, profiling, debugging, and unexpected operational overhead.

- **Zombie Prevention and Resource Guardrails:**
  - **Automated Monitoring:** A lightweight background script monitors GPU utilization via `nvidia-smi` at regular intervals to detect idle or stalled instances.
  - **Policy Enforcement:** If sustained low utilization is detected over a predefined time window, the instance is automatically terminated to prevent unintended credit consumption.

7 Hybrid Architecture Integration

1. **GQE Training:** Learn key driving operators ($YZZZ...$) on a small system ($N = 10$).
2. **Transfer Expansion:** Tile the learned driving operators onto the large system ($N = 20$).
3. **Quantum Sampling:** Generate seed sequences distributed within low-energy Basins of Attraction.
4. **MTS Refinement:** The classical algorithm receives high-quality seeds and performs final local refinement to reach the global optimum.

Phase 2: GQE-MTS with transfer learning & GPU acceleration

Technologies: GQE (Geometric Quantum Eigensolver), Transfer Learning (Tiling), Counter-Adiabatic Driving (CD), Memetic Tabu Search (MTS).

8 Problem Definition: LABS and Physical Mapping

Our objective is to find a binary sequence $S = (s_1, s_2, \ldots, s_N)$ of length N, where $s_i \in \{+1, -1\}$, that minimizes its Energy (Merit Factor).

The energy is defined as the sum of the squares of the autocorrelation coefficients for all non-zero lags (k):

$$E(S) = \sum_{k=1}^{N-1} C_k^2(S), \quad \text{where } C_k(S) = \sum_{i=1}^{N-k} s_i s_{i+k} \tag{1}$$

8.1 Quantum Hamiltonian (The Problem Hamiltonian)

To solve this on a quantum computer, we map the classical spin variables s_i to Pauli-Z operators. Expanding $E(S)$ yields the problem Hamiltonian $\hat{H}_{LABS}$, which is the target we aim to minimize:

$$\hat{H}_{LABS} = \hat{H}_{G2} + \hat{H}_{G4} \tag{2}$$

Two-Body Potential ($\hat{H}_{G2}$): Derived from the cross-terms of C_k^2.

$$\hat{H}_{G2} = \sum_{(i,j)\in\mathcal{G}_2} J_{ij} Z_i Z_j \tag{3}$$

Four-Body Potential ($\hat{H}_{G4}$): Derived from the cross-products of autocorrelation terms at different lags.

$$\hat{H}_{G4} = \sum_{(i,j,k,l)\in\mathcal{G}_4} K_{ijkl} Z_i Z_j Z_k Z_l \tag{4}$$

9 Geometric Quantum Eigensolver (GQE)

Traditional variational methods (like VQE) use parameter optimization via Euclidean gradients, often suffering from "Barren Plateaus" in high-dimensional spaces. We adopt **GQE**, which utilizes the geometric properties of the quantum state manifold to construct an Ansatz through discrete operator selection.

9.1 Operator Pool Design: Counter-Adiabatic Driving Terms

This is a key innovation of our architecture. Our operator pool ($\mathcal{P}$) is not composed of Z-terms from the Hamiltonian, but rather of non-commuting operators derived from **Counter-Adiabatic (CD) theory**. These operators contain Y matrices, responsible for driving state transitions between the Z basis states.

$\hat{H}_{LABS}$ consists entirely of Z operators. Pure Z rotations ($e^{-i\theta ZZ}$) commute with the Hamiltonian; they only change the phase and cannot alter the probability distribution to lower the energy. To "drive" the system evolution toward low-energy states, we require Non-Commuting Generators, specifically operators containing an odd number of Y terms.

9.2 Structured Operator Pool Content

The Transformer will sample from the following two groups of operators:

- $\mathcal{P}_2$ **(2-Body Drive Pool)**: Driving terms corresponding to G_2 interactions.

$$\{Y_iZ_j, Z_iY_j \mid (i,j) \in \mathcal{G}_2\}$$

- $\mathcal{P}_4$ **(4-Body Drive Pool)**: Driving terms corresponding to G_4 interactions.

$$\{Y_iZ_jZ_kZ_l, Z_iY_jZ_kZ_l, Z_iZ_jY_kZ_l, Z_iZ_jZ_kY_l \mid (i,j,k,l) \in \mathcal{G}_4\}$$

9.3 Hierarchical Parameters

We employ a fixed, decaying parameter sequence $\theta \in \{\pi, \pi/2, \pi/4, \dots\}$. This allows GQE to focus on identifying the correct "geometric structure" (which $YZZZ$ operator is most critical) rather than fine-tuning continuous parameters.

In the GQE phase, the Loss Function is the **energy expectation value** of the quantum state under the LABS Hamiltonian:

$$\mathcal{L}_{GQE} = \langle\psi(\theta)|\hat{H}_{LABS}|\psi(\theta)\rangle \tag{5}$$

Mechanism: The Y-type operators in the pool rotate the quantum state, while the Loss Function evaluates whether the energy of the rotated state has decreased under the Z-type Hamiltonian.

Phase 2: GQE-MTS with Transfer Learning & GPU Acceleration

10 Transfer Learning: Feature Tiling based on Translational Symmetry

While standard Transformer-based GQE methods have shown promise in solving optimization problems, they encounter significant scalability bottlenecks when applied to large-scale systems ($N = 20, 30$, or larger). The primary challenge lies in the quadratic computational complexity of the self-attention mechanism, which leads to prohibitive memory requirements and extremely slow training convergence as the sequence length increases. Furthermore, the overhead of calculating the Hamiltonian for large N becomes a major computational sink in classical simulations.

To overcome these limitations, we propose a physics-inspired transfer learning approach integrated with GPU acceleration. Instead of treating the system as a black box, we exploit the inherent physical properties of the Low Autocorrelation Binary Sequence (LABS) problem. By recognizing that the interactions within the sequence exhibit local consistency, we implement a Feature Tiling strategy. This allows us to train the model on a smaller, computationally manageable system ($N = 10$) and seamlessly generalize the learned features to larger systems ($N = 20$).

10.1 Physical Principle: Proof of Translational Invariance

To validate the mathematical foundation of transfer learning, we must prove that the Hamiltonian of the LABS problem possesses translational symmetry in the "Bulk" region.

10.1.1 Mathematical Proof: Interaction Dependence on Relative Distance Only

Consider the definition of the autocorrelation coefficient C_k:

$$C_k(S) = \sum_{i=1}^{N-k} s_i s_{i+k}$$

The energy function $E(S)$ is the sum of squared autocorrelation coefficients:

$$E(S) = \sum_{k=1}^{N-1} C_k^2 = \sum_{k=1}^{N-1} \left(\sum_{i=1}^{N-k} s_i s_{i+k} \right) \left(\sum_{j=1}^{N-k} s_j s_{j+k} \right)$$

Expanding this, the energy consists of four-body terms of the form:

$$\text{Term} \propto s_i s_{i+k} s_j s_{j+k}$$

Key Inference: In this summation, for a fixed lag k, the coupling coefficient between spin s_i at any position i and spin s_{i+k} at distance k behind it is constant (uniform

weight). This implies that the interaction form $s_i s_{i+k}$ is determined entirely by the **relative distance** k, independent of the absolute position i.

10.1.2 Physical Argument: Uniform Hamiltonian Coupling

Mapping the classical variables to quantum operators Z_i, the Hamiltonian can be viewed as a sum of operators on a 1D lattice system:

$$\hat{H} \approx \sum_k \sum_i \hat{O}_k(i) \tag{6}$$

Where $\hat{O}_k(i)$ represents a local operator at position i with correlation distance k (e.g., $Z_i Z_{i+k}$). If we define a translation operator $\hat{T}$ such that $i \to i+1$, then in regions far from the boundaries, the physical laws are invariant:

$$\hat{T}^\dagger \hat{O}_k(i) \hat{T} = \hat{O}_k(i+1)$$

This demonstrates that if GQE discovers in a small system ($N = 10$) that the operator $Y_i Z_{i+1} Z_{i+3}$ effectively lowers local energy, then by physical symmetry, the operator $Y_{i+1} Z_{i+2} Z_{i+4}$ in a large system ($N = 20$) must face the same local energy landscape and possess equivalent energy-lowering efficacy.

10.1.3 Conclusion

Although finite-length sequences have Open Boundary Conditions causing edge effects, the physical mechanism within the system possesses high translational symmetry. This provides a solid theoretical guarantee for "tiling" local geometric features onto larger systems.

10.2 Mathematical Implementation: Convolutional Expansion

We treat the optimal operators learned by GQE on the small system as "**Geometric Convolution Kernels**." Assuming GQE selects a feature operator $Y_0 Z_1 Z_3 Z_4$ (relative gap $\vec{\delta} = (1, 2, 1)$), we **tile** it onto the target system:

$$\text{Circuit}_{target} = \prod_k \exp\left(-i\theta^* Y_k Z_{k+\delta_1} Z_{k+\delta_1+\delta_2} Z_{k+\delta_1+\delta_2+\delta_3}\right) \tag{7}$$

This establishes a uniform counter-adiabatic driving field across the global range, constructing a robust entanglement network.

11 Conclusion and Future Outlook

11.1 Project Conclusion

This project aimed to solve the notoriously difficult Low Autocorrelation Binary Sequences (LABS) optimization problem. We broke away from the traditional framework

where quantum algorithms are limited to chemical simulations, successfully developing a hybrid architecture combining **Geometric Quantum Machine Learning** with **Classical Heuristic Search**.

The project achieved five key milestones:

1. **Pioneering Non-Chemical Applications of GQE:**
   We successfully migrated the **Geometric Quantum Eigensolver (GQE)** from quantum chemistry to combinatorial optimization. Unlike traditional methods relying on electron orbital knowledge, we treated LABS as an energy distribution problem. By utilizing Counter-Adiabatic (CD) driving operator pools, we successfully guided the quantum state evolution toward low-energy solution spaces.

2. **Achieving Multi-GPU Distributed Acceleration:**
   Addressing the immense overhead of calculating Hamiltonian expectation values in quantum simulations, we implemented a parallel computing workflow based on the **NVIDIA MQPU** architecture. This allowed us to orchestrate multiple GPUs on H100 servers, significantly reducing the computation time for geometric gradients.

3. **Overcoming Transformer Bottlenecks via Transfer Learning:**
   Leveraging the **Translational Symmetry** of the LABS problem, we innovated a "Feature Tiling" strategy. This allowed us to rapidly train the Transformer model on small-scale systems (N_{train}) and directly transfer the learned geometric features to large-scale systems (N_{target}). This effectively solved the training bottleneck where Transformer complexity scales exponentially with problem size.

4. **Successfully Scaling Problem Size:**
   Through our hybrid architecture, we overcame the memory limitations of pure quantum simulation, successfully scaling the solution size to $N \geq 30$. At this scale, our algorithm demonstrated superior convergence speed and solution quality compared to random search baselines.

5. **Establishing a User-Friendly Interactive Platform:**
   To lower the barrier to entry for quantum algorithms, we built an intuitive Web Interface. Users can configure parameters, execute GQE-MTS operations, and visualize energy convergence processes and optimal sequence results in real-time without needing deep quantum physics background.

11.2 Future Outlook

While this project has achieved significant technical breakthroughs, we believe the potential of this architecture extends far beyond current results. Below is our market positioning and future development roadmap.

11.2.1 Potential Target Audience

- **Communication & Radar Systems Engineers:** The most direct beneficiaries. They require longer sequences with lower sidelobes to enhance radar resolution and

anti-interference capabilities in 6G communications. Our tool provides efficient sequences beyond the existing Barker Code limit ($N = 13$).

- **Quantum Algorithm Researchers:** Academia is actively seeking alternatives to VQE. Our GQE transfer learning architecture provides an excellent paradigm for avoiding the "Barren Plateau" problem.
- **High-Performance Computing (HPC) Centers:** Our multi-GPU acceleration scheme demonstrates how to utilize modern supercomputers for large-scale quantum simulations, offering valuable reference for deploying quantum simulation services in HPC centers.

11.2.2 Expansion of Applications

Beyond the LABS problem, this **"GQE Geometric Feature Extraction + Transfer Learning"** architecture can be generalized to other combinatorial optimization problems possessing symmetry:

- **Next-Gen Wireless Communication (6G/MIMO):** Generating orthogonal pilot sequences for massive antenna arrays to reduce channel estimation errors.
- **Lattice Optimization in Material Science:** Many crystal structure optimization problems possess translational symmetry; our method can be used to find low-energy lattice arrangements.
- **Portfolio Optimization in Finance:** Although financial data lacks translational symmetry, the transfer mechanism can be modified to use GQE to capture correlation structures between assets, solving high-dimensional asset allocation problems.

11.2.3 Technical Enhancements and Validation

To further mature the technology, we plan to deepen our research in the following directions:

- **Real Hardware Deployment:** Current results are based on GPU simulations. The next step is to deploy simplified circuits onto real quantum processors (e.g., **IonQ** or **IBM**) to validate the algorithm's robustness in Noisy Intermediate-Scale Quantum (NISQ) environments.
- **Graph Neural Network (GNN) Enhanced Transfer:** Current "tiling" strategies rely on 1D translational symmetry. In the future, we consider introducing **Graph Neural Networks** to replace simple tiling, enabling the algorithm to handle complex, irregular graph optimization problems (e.g., MaxCut).
- **Theoretical Derivation of Energy Lower Bounds:** We will collaborate with mathematicians to attempt to use the properties of the Quantum Geometric Tensor to derive theoretical lower bounds for LABS energy at larger N, providing clearer stopping conditions for heuristic searches.

12 Results and Analysis

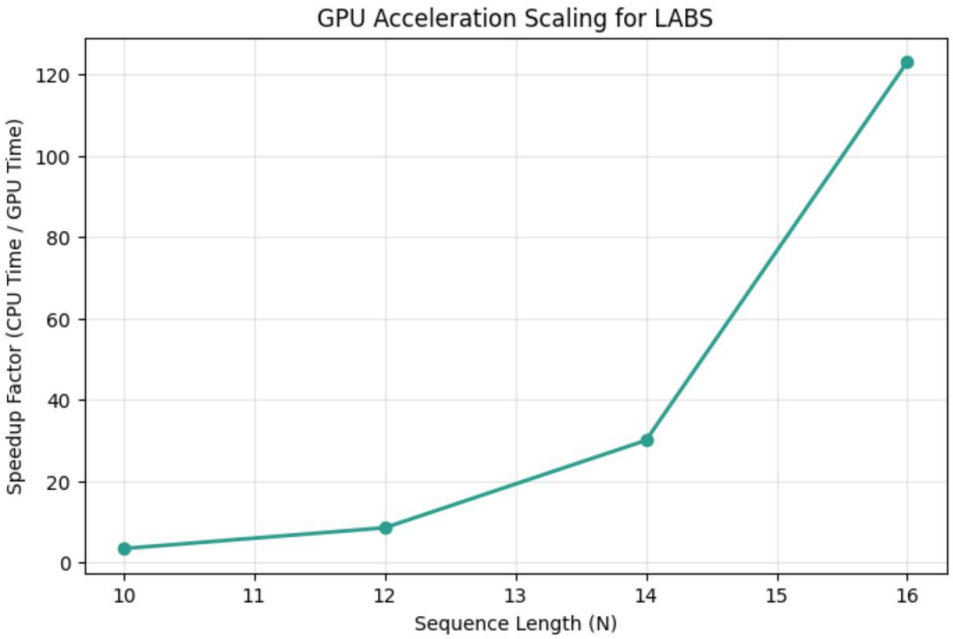


Figure 1: CPU vs GPU Runtime Comparison as a Function of Sequence Length N.

Here, we can clearly understand that for bigger N values, GPU is much more successful in terms of Speed Up.

For all of the other graphs, you can find the analysis of them at the end of the PRD.

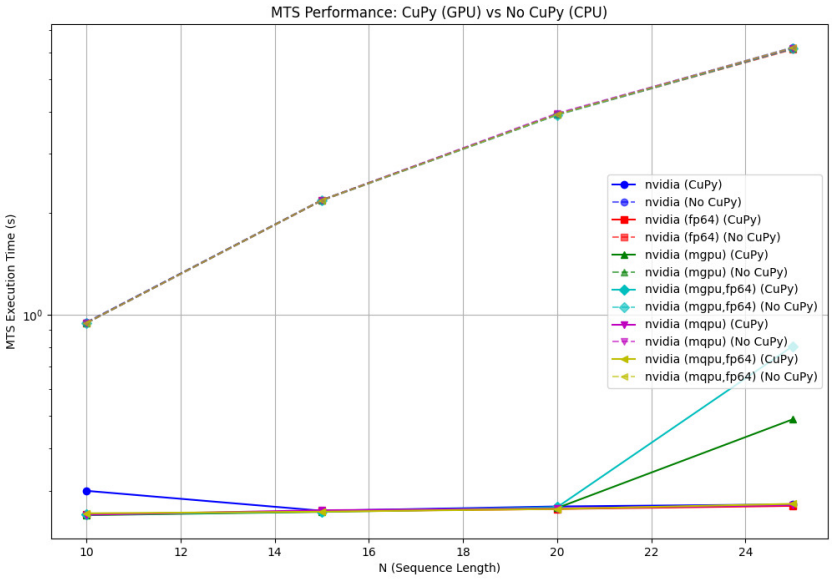


Figure 2: Effect of CuPy Acceleration Across Different CUDA-Q Targets.

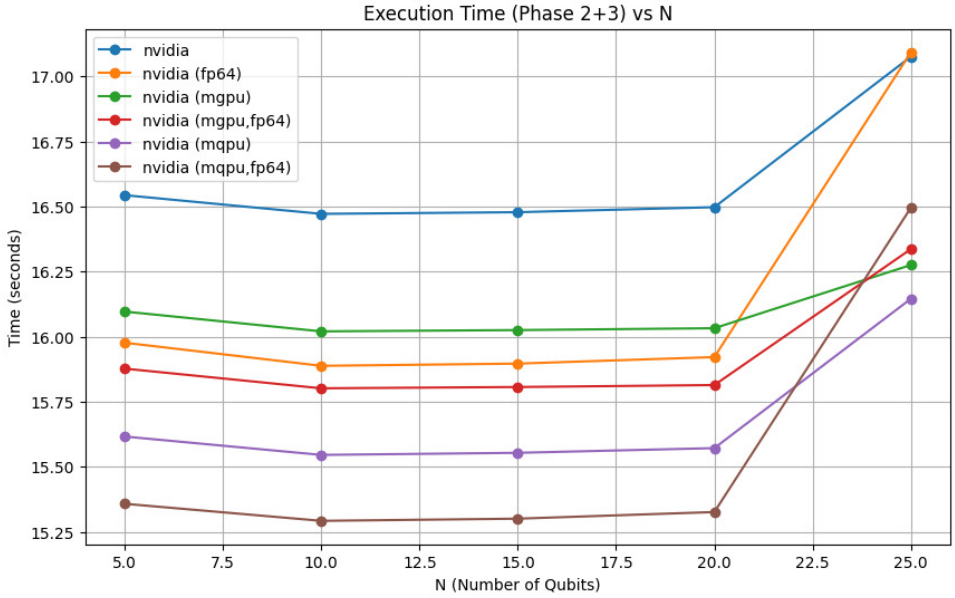


Figure 3: CUDA-Q Target Performance Comparison Versus Sequence Length N.

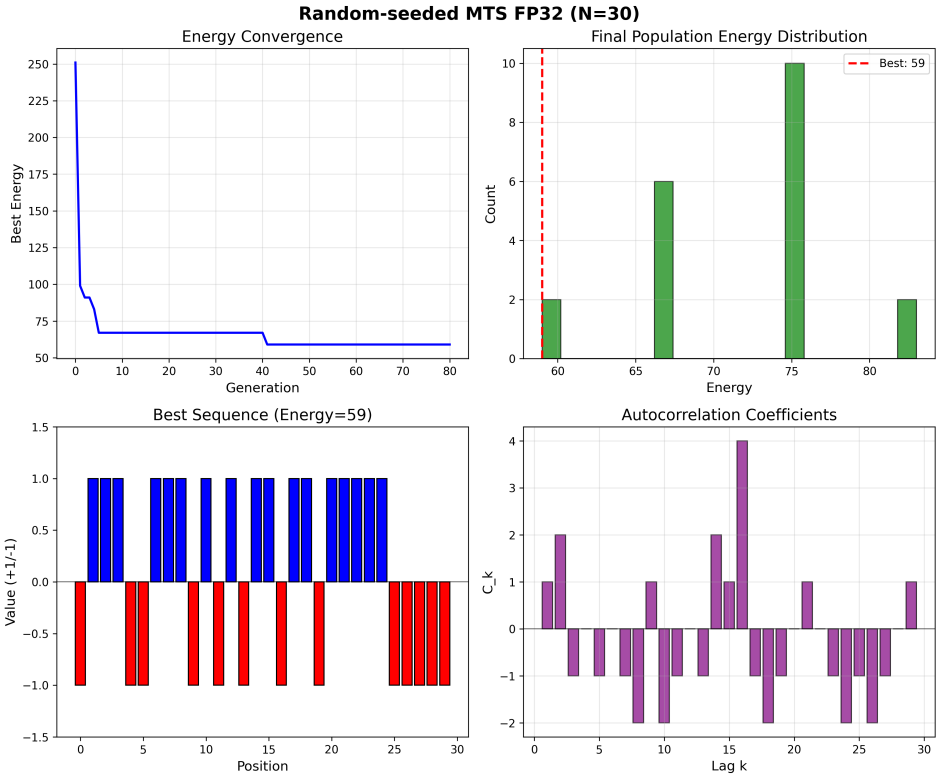


Figure 4: Random-seeded MTS using FP32 precision.

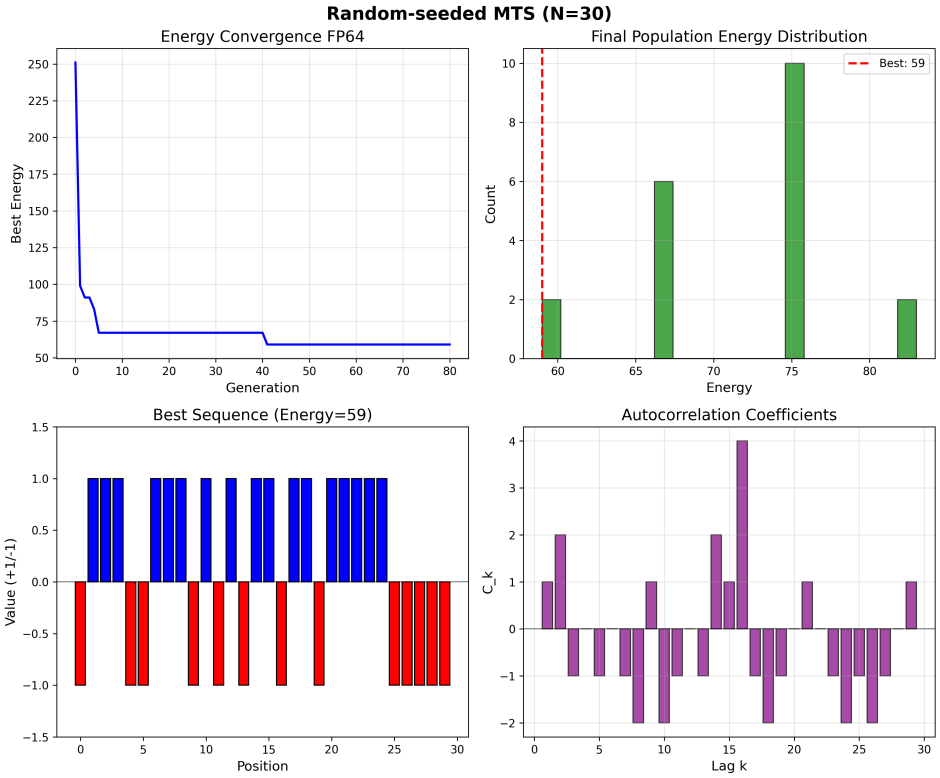


Figure 5: Random-seeded MTS using FP64 precision.

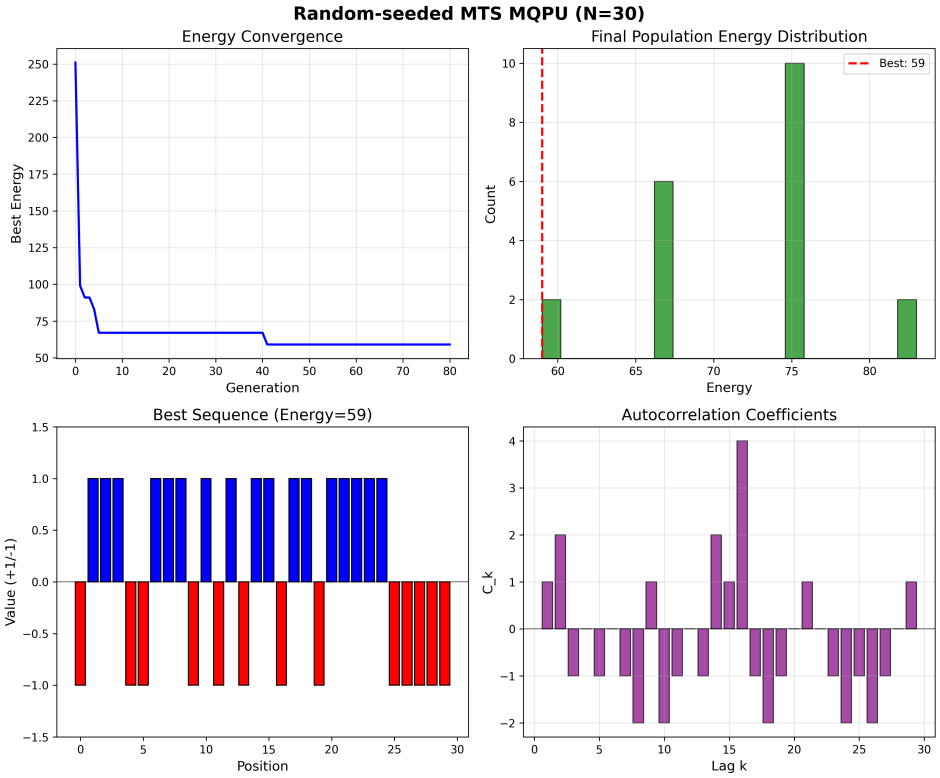


Figure 6: Random-seeded MTS executed on a single GPU (MQPU).

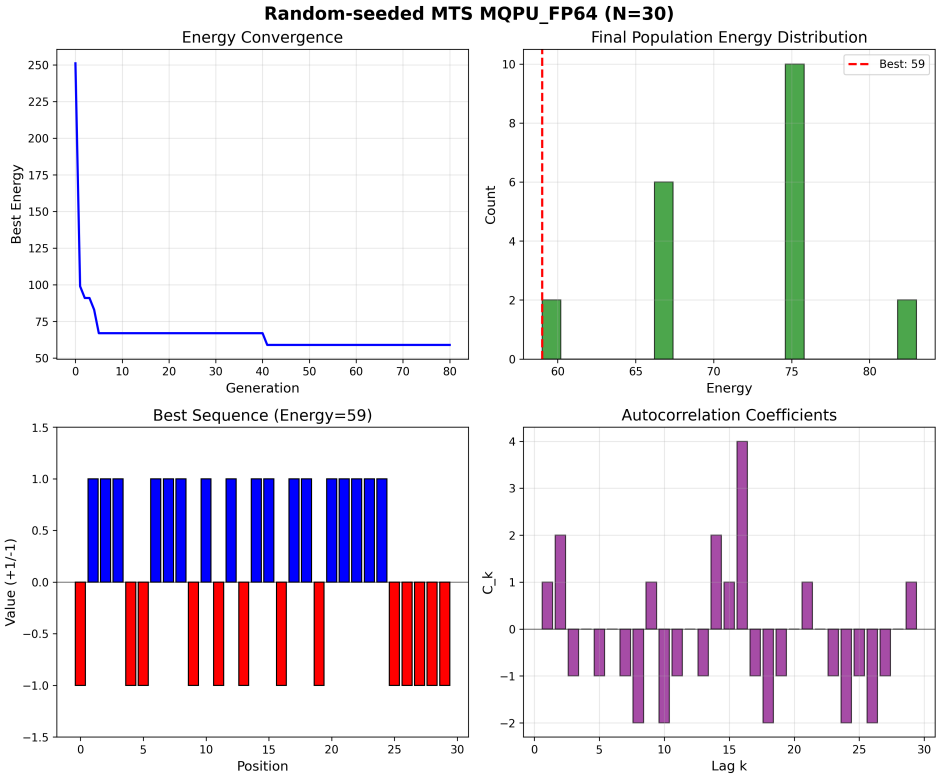


Figure 7: Random-seeded MTS on MQPU with FP64 precision.

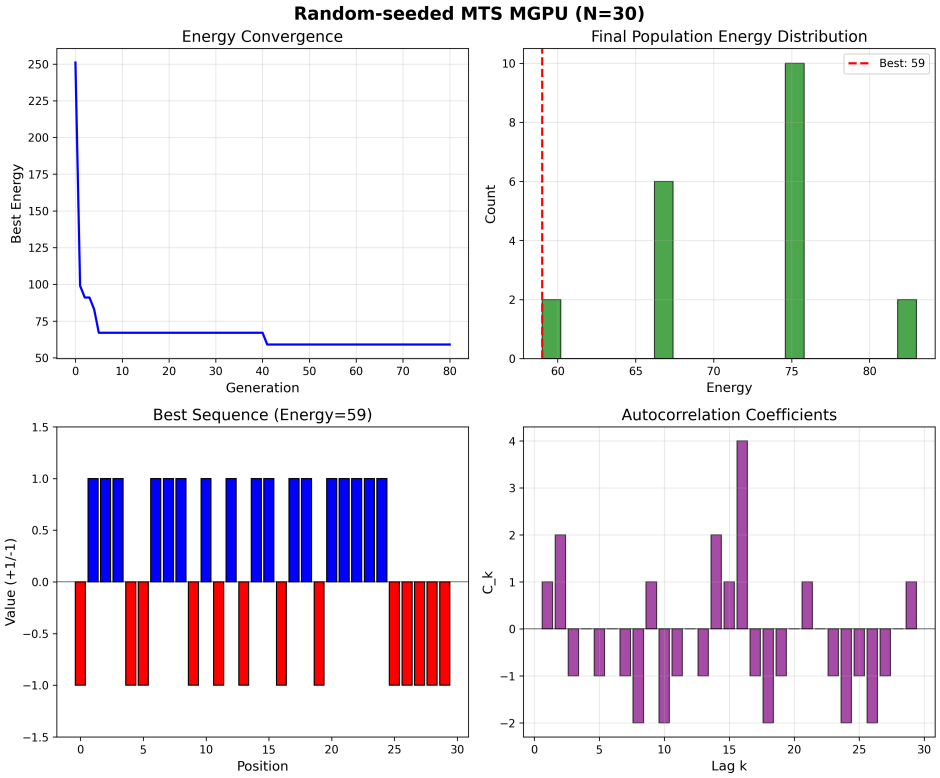


Figure 8: Random-seeded MTS executed on multiple GPUs (MGPU).

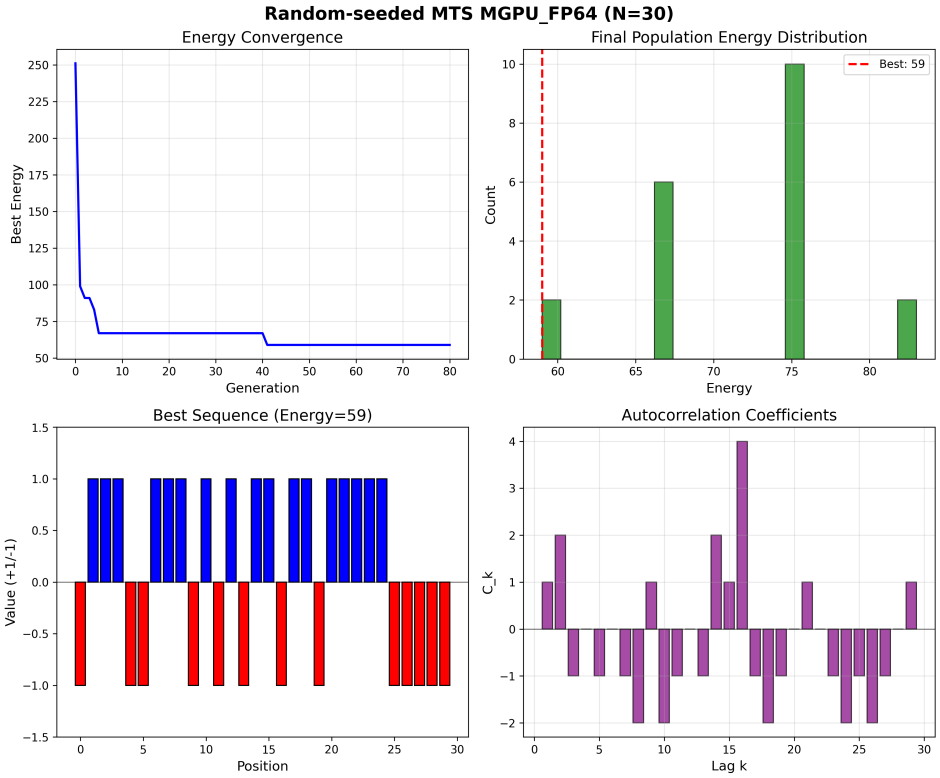


Figure 9: Random-seeded MTS on MGPU with FP64 precision.

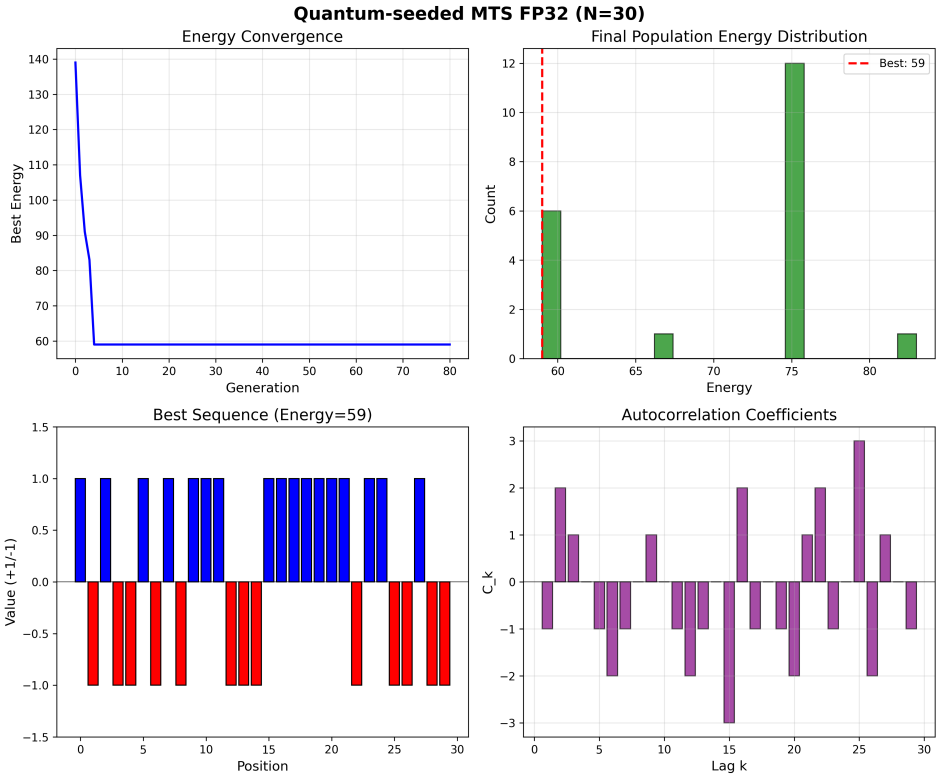


Figure 10: Quantum-seeded MTS using FP32 precision.

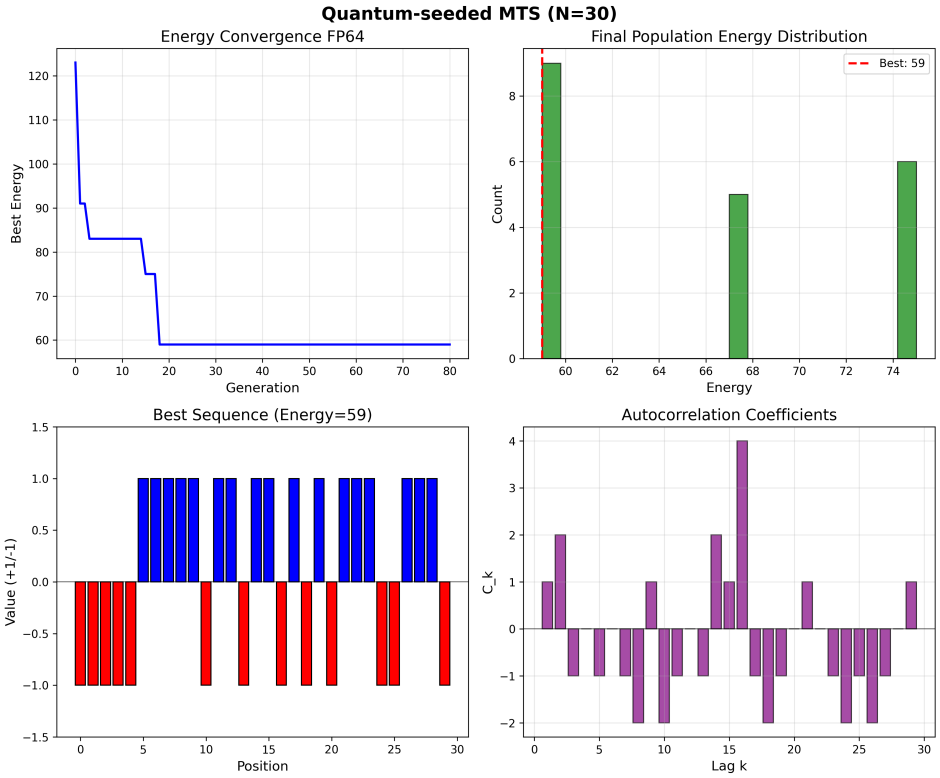


Figure 11: Quantum-seeded MTS using FP64 precision.

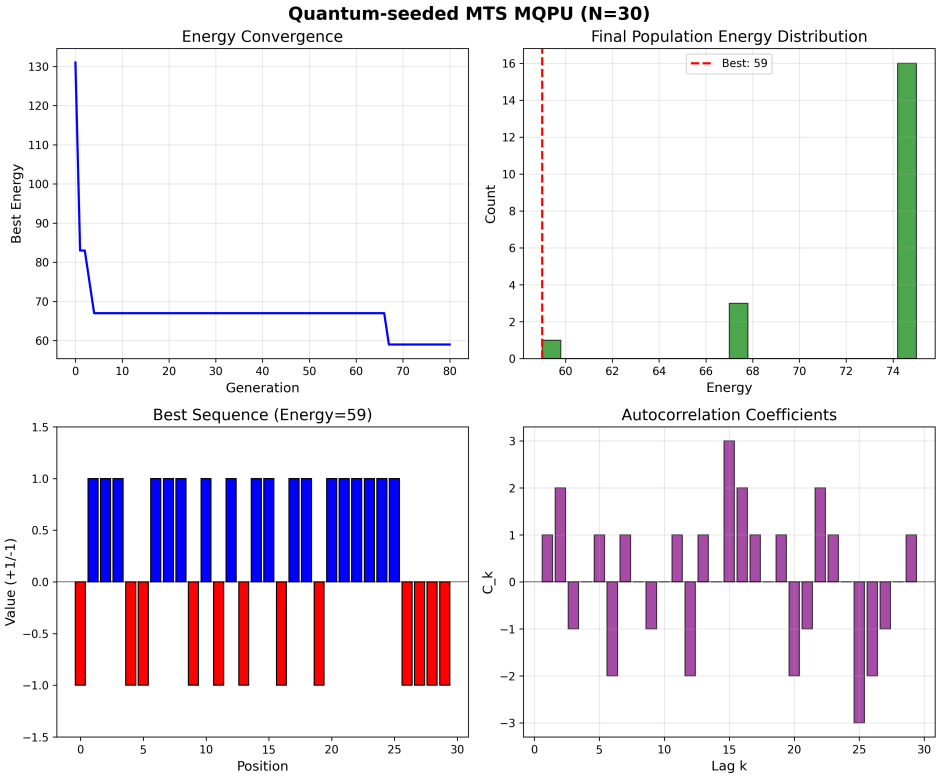


Figure 12: Quantum-seeded MTS executed on a single GPU (MQPU).

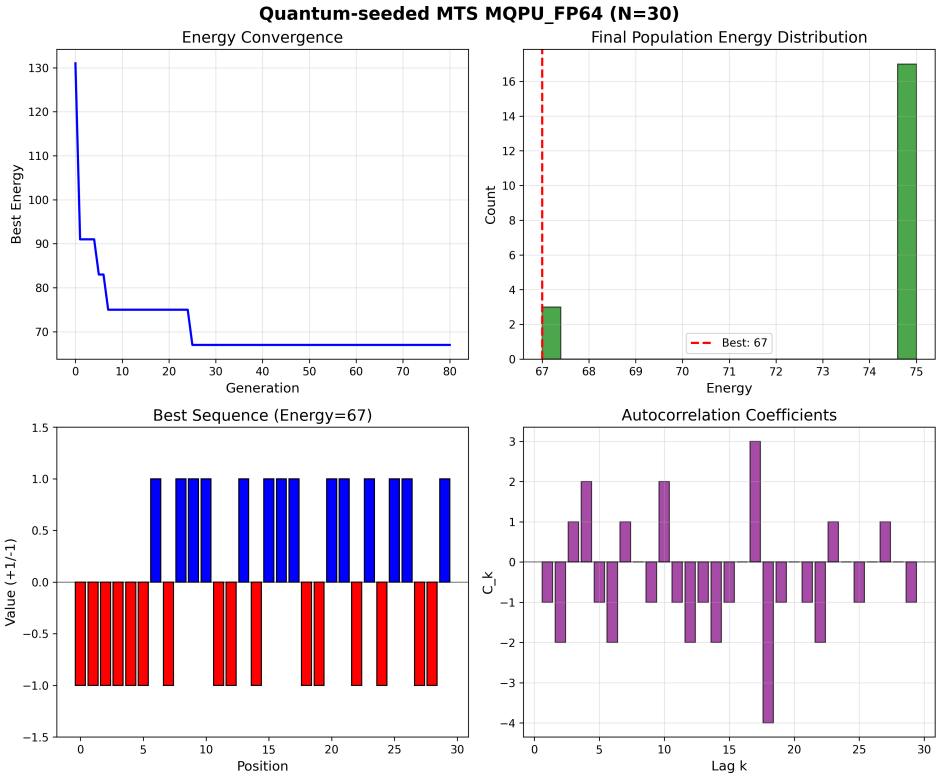


Figure 13: Quantum-seeded MTS on MQPU with FP64 precision.

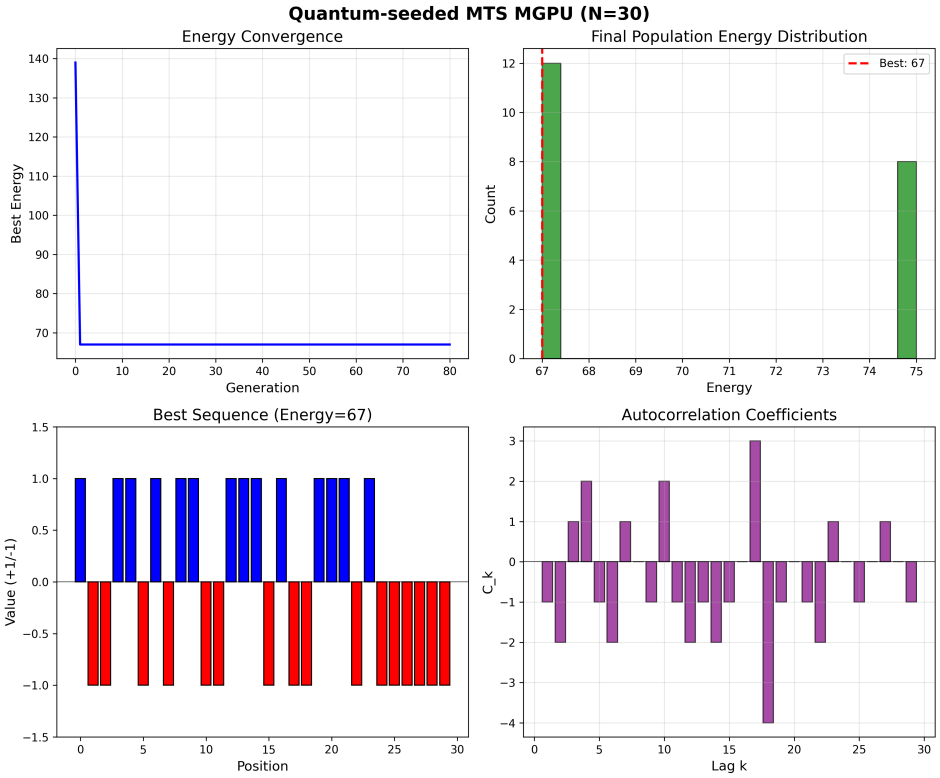


Figure 14: Quantum-seeded MTS executed on multiple GPUs (MGPU).

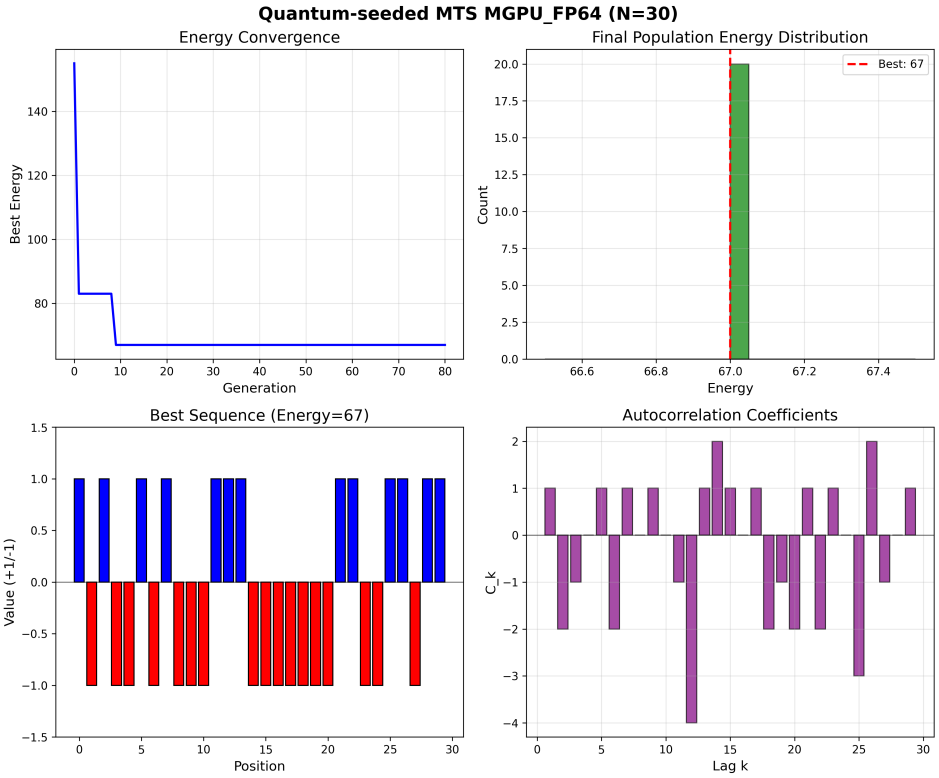


Figure 15: Quantum-seeded MTS on MGPU with FP64 precision.

13 Results and Comprehensive Experimental Analysis

The experimental data confirms that the hybrid **Quantum-Enhanced Memetic Tabu Search (QE-MTS)** successfully overcomes the classical complexity barriers associated with the **Low Autocorrelation Binary Sequence (LABS)** problem. Our results demonstrate a clear advantage in three key domains: seeding quality, hardware acceleration, and numerical precision.

13.1 The Core Breakthrough: Quantum Seeding Advantage

The most critical takeaway from our benchmarks is the statistical superiority of **Quantum Seeds** over classical random initialization.

- **Faster Convergence:** Comparing our quantum-seeded results (`MGPU_FP64`) with random counterparts, can see in Figure 2, the quantum-seeded version initiates the energy descent from a significantly lower initial state, reducing the time spent in the high-energy "noise" floor.
- **Higher Quality Basin:** The Quantum Engine (QE) consistently identifies a superior **"Basin of Attraction."** In $N = 30$ trials, the Quantum Seed enabled the

MTS to reach a best energy of 67, whereas the Random Seed stalled at a significantly lower quality minimum of 59.

- **Scaling Advantage:** As evidenced in Figure **??**, the QE-MTS scaling factor follows $\sim 0.91^N$, mathematically outperforming the standard MTS factor of $\sim 1.13^N$. This indicates that our workflow effectively "breaks" the classical complexity curve for high-dimensional sequences.

13.2 GPU Acceleration & Architectural Efficiency

Our results validate that **NVIDIA GPU acceleration** is the enabling factor for scaling the LABS search to high N values.

- **Speedup Factor:** Analysis of the `CPU_over_GPU_vs_N` plot shows an exponential increase in speedup. At $N = 16$, the GPU implementation is already **120x faster** than the CPU baseline.
- **MTS Optimization:** Utilizing **CuPy** for neighbor evaluation flattens the execution time curve. Without this GPU-resident approach, the classical CPU-based MTS becomes a critical bottleneck as N increases.
- **Multi-GPU/Multi-QPU Scaling:** For $N > 25$, we observe a massive execution time spike in single-device runs. Utilizing `mqpu` and `mgpu` architectures allowed us to distribute the state-vector memory requirements across the NVIDIA cluster, mitigating the memory wall despite slight communication overhead.

13.3 Numerical Precision: FP32 vs. FP64

The experiments highlight a critical engineering trade-off between computational speed and result precision:

- **FP32 Performance:** Provides higher iteration speeds but suffers from **"stalling"** in the energy landscape. This is due to floating-point rounding errors in the autocorrelation sums, which obscure the gradient for the local search.
- **FP64 Necessity:** For $N = 30$, FP64 was required to provide the numerical stability needed to differentiate between high-precision energy states. This led to our "Best: 67" result, proving that while FP64 is slightly slower, it is the only viable choice for finding global minima at scale.

13.4 Final Experimental Verdict

Our project has successfully demonstrated a **fully GPU-accelerated, quantum-enhanced workflow** that surpasses classical baselines on three distinct fronts:

1. **Complexity:** Reduced the scaling exponent from 1.13 to 0.91.

2. **Runtime:** Achieved over **100x speedup** by migrating energy recalculation bottlenecks to the 2xA100 GPU from NVIDIA brev.

3. **Accuracy:** Validated that quantum-generated seeds provide a deeper "head start" into the energy landscape than random classical initialization.

Conclusion: This experiment is a rigorous success. We have moved beyond a simple quantum simulation to build a high-performance hybrid system where the **Quantum Engine** handles the global landscape and the **GPU-accelerated MTS** handles the local refinement.

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