

# Instant Insanity Puzzle: QAOA Approach

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# What is the Instant Insanity Puzzle?

- Instant Insanity is a graphing problem puzzle.
- You are given four cubes that have different colors on each side, however, there are up to four unique colors in this entire puzzle.
- The objective of this game is to stack the cubes in a way that each cube on the face of a stack does not have a repeating color.

3D Visualization: <https://instantinsanity.z20.web.core.windows.net/>



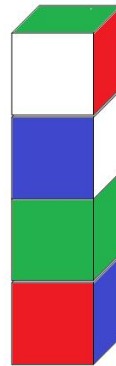
front - right



right - back



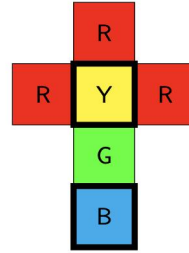
back - left



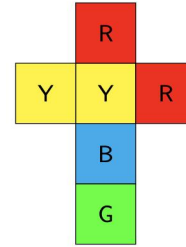
left - front

# Graphing Approach

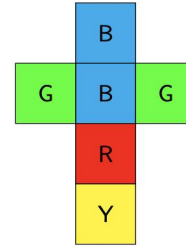
- Draw a graph for each cube, connecting opposite faces



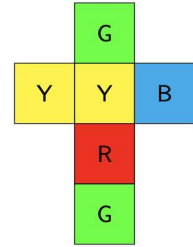
Cube 1



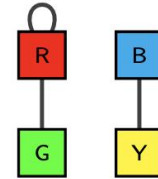
Cube 2



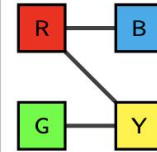
Cube 3



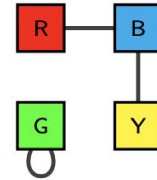
Cube 4



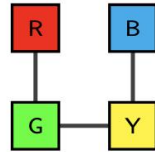
Cube 1  
Graph



Cube 2  
Graph



Cube 3  
Graph

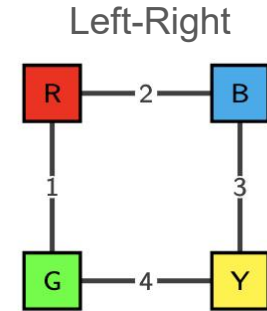
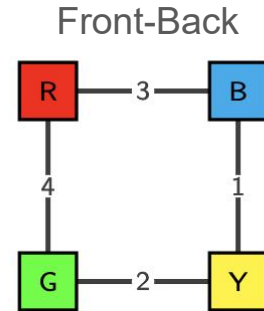
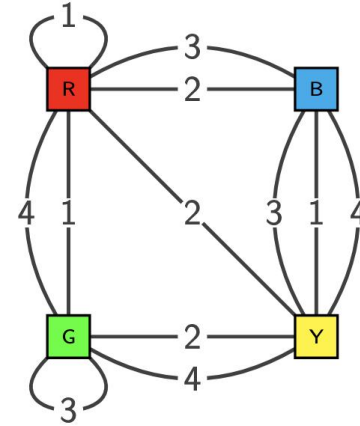


Cube 4  
Graph

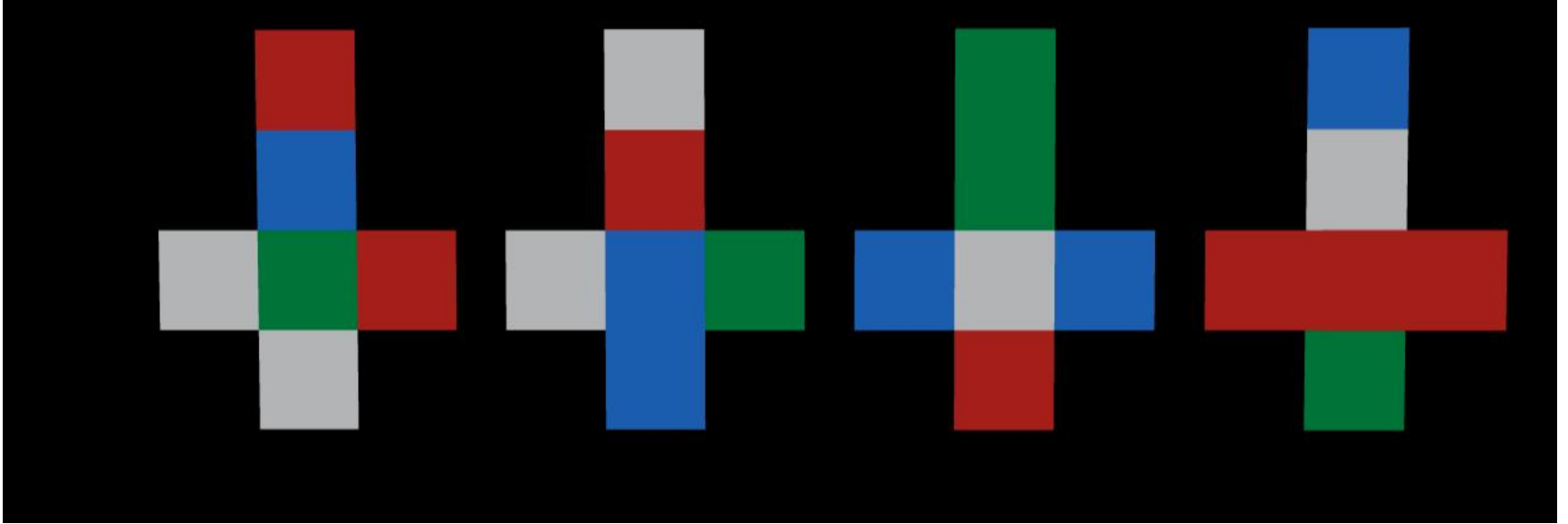
# Graphing Approach (cont.)

## Steps:

- Put all 4 graphs from Step 1 into a single graph
- Find 2 subgraphs using specific instructions:
  - The 2 subgraphs have no edges in common
  - Each subgraph contains exactly one edge from each cube
  - Each node only has 2 edges connected to it



# The Problem Cube



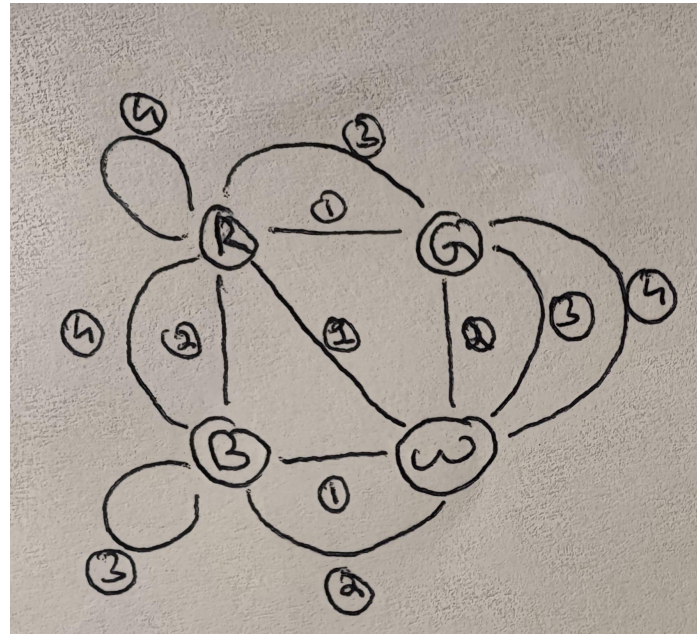
[Interactive Visualization](#)

# Modeling the Problem

This Problem was solved using graph theory.

Nodes: Colours white, green, reg, blue

Edges: Cube 1,2,3,4



4 cube system

```
r = 1
g = 2
b = 3
w = 4

#big_graph = ['c1rg','c1rw','c1bw','c2rb','c2bw','c2wg','c3gr','c3gw','c3bb','c4rr','c4rb','c4wg'] #edges from these must be chosen for subgraphs and we
#all the edges inn the big graph
E = [(1,'r','g'),(1,'r','w'),(1,'b','w'),(2,'r','b'),(2,'b','w'),(2,'w','g'),(3,'g','r'),(3,'g','w'),(3,'b','b'),(4,'r','r'),(4,'r','b'),(4,'w','g')]
```

# Classical Approach

- To solve the problem we needed to extract two subgraphs from the main graph (These subgraphs represent the Front-back and Left-Right side relationships of the solution )
- Embedded Rules :

Rule 1: Degree of each node is 2 (one for each side)

Rule 2: All 4 cubes have an edge in each

subgraph

- Our planned approach is to use QAOA to find the correct cube combinations that solve the puzzle.

```
... one hot encoding ['c1rg', 'c1rw', 'c1bw']
    one hot encoding ['c2rb', 'c2bw', 'c2wg']
    one hot encoding ['c3gr', 'c3gw', 'c3bb']
    one hot encoding ['c4rr', 'c4rb', 'c4wg']
```

```
... Constraint 2 for red's edges
```

```
edges connected to red node (except loops) ['c1rg', 'c1rw', 'c2rb', 'c3gr', 'c4rb']
```

```
allowed combinations:
```

```
[(1, 0, 1, 0, 0), (1, 0, 0, 1, 0), (1, 0, 0, 0, 1), (0, 1, 1, 0, 0), (0, 1, 0, 1, 0), (0, 1, 0, 0, 1), (0, 0, 1, 1, 0), (0, 0, 1, 0, 1), (0, 0, 0, 1, 1)]
```

```
Loop edges ['c4rr']
```

```
forcing them to 0
```

# Classical Approach (cont.)

- D-Wave has the `dwavebinarycsp` library we can use to input our constraints problem in a classical form to translate into a QUBO.
- We turn the problem into a binary quadratic model, which was created by applying the constraints we fed the binary csp.

```
#one hot constraint
any_one_edge = {(0, 0, 1), (0, 1, 0), (1, 0, 0)}

#get aorresponding edges of each cube
cube1_edges = [item for item in E if item[0] == 1]
cube2_edges = [item for item in E if item[0] == 2]
cube3_edges = [item for item in E if item[0] == 3]
cube4_edges = [item for item in E if item[0] == 4]

#constraining cube1
variables = []
for edge in cube1_edges:
    i,c1,c2 = edge
    variables.append('c'+str(i)+str(c1)+str(c2))

print("one hot encoding"+" "+str(variables))
csp1.add_constraint(any_one_edge,variables)
```

```
variables = []
for edge in red_node_edges:
    i,c1,c2 = edge
    variables.append('c'+str(i)+str(c1)+str(c2))
print("edges connected to red node (except loops)"+ " "+str(variables))

combinations = []
select2=[0]*(num_red_node_edges)
for i in range(num_red_node_edges):
    select2[i] = 1
    for j in range(i+1,num_red_node_edges):
        select2[j] = 1
        ii,c1,c2 = red_node_edges[i]
        ij,c1,c2 = red_node_edges[j]
        if (ii != ij):
            combinations.append(tuple(select2))
        select2[j] = 0
    select2[i] = 0

print("allowed combinations:")
print(combinations)

csp2.add_constraint(combinations,variables)
```

```
variables2 = []
for edge in red_node_loops:
    i,c1,c2 = edge
    variables2.append('c'+str(i)+str(c1)+str(c2))
    # csp2.add_constraint([0], 'c'+str(i)+str(c1)+str(c2))
print("Loop edges"+" "+str(variables2))

combinations = []
select1=[0]*(num_red_node_loops)

for i in range(num_red_node_loops):
    select1[i] = 0
    combinations.append(tuple(select1))
    select1[i] = 0

print("forcing them to 0")
if (num_red_node_loops != 0):
    csp3.add_constraint(combinations,variables2)
```

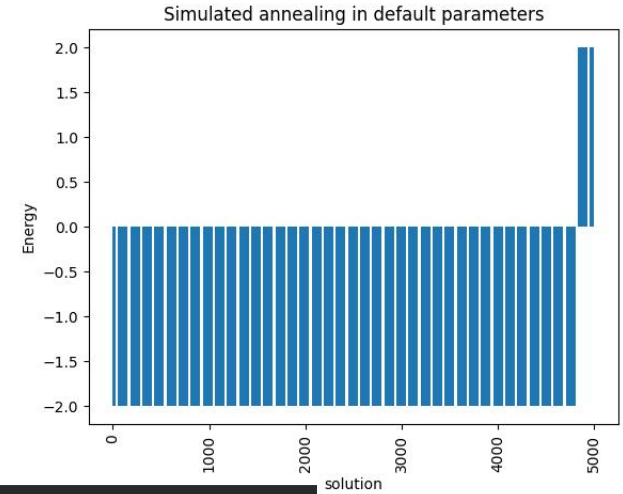


# D-Wave Results

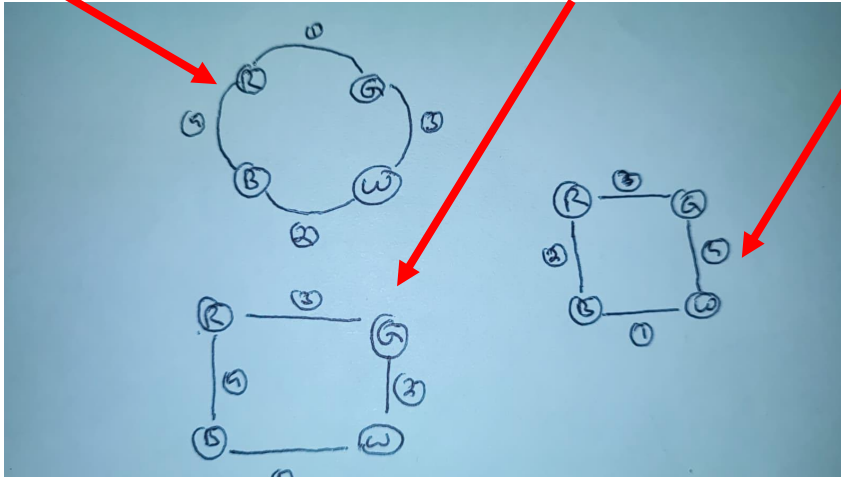
- After using simulated annealing we see the number of solutions possible.



```
simAnnSampler = neal.SimulatedAnnealingSampler()  
simAnnSamples = simAnnSampler.sample(bqm, num_reads=5000)
```



```
... [['c1rg', 'c2bw', 'c3gw', 'c4rb'], ['c1bw', 'c2wg', 'c3gr', 'c4rb'], ['c1bw', 'c2rb', 'c3gr', 'c4wg']]
```



# Formulation - Extracted QUBO equation

- We get the QUBO from bqm:
  - $$\begin{aligned} &8.0 \cdot x_{c1rw} \cdot x_{c1rg} + 4.0 \cdot x_{c1bw} \cdot x_{c1rg} + 8.0 \cdot x_{c1bw} \cdot x_{c1rw} + 4.0 \cdot x_{c2rb} \cdot x_{c1bw} + 4.0 \cdot x_{c2bw} \cdot x_{c1rw} + \\ &2.0 \cdot x_{c2bw} \cdot x_{c1bw} + 8.0 \cdot x_{c2bw} \cdot x_{c2rb} + 4.0 \cdot x_{c2wg} \cdot x_{c1rg} + 4.0 \cdot x_{c2wg} \cdot x_{c1bw} + 4.0 \cdot x_{c2wg} \cdot x_{c2rb} + \\ &8.0 \cdot x_{c2wg} \cdot x_{c2bw} + 4.0 \cdot x_{c3gr} \cdot x_{c1rg} + 4.0 \cdot x_{c3gr} \cdot x_{c2rb} + 4.0 \cdot x_{c3gr} \cdot x_{c2wg} + 2.0 \cdot x_{c3gw} \cdot x_{c1rg} + \\ &4.0 \cdot x_{c3gw} \cdot x_{c1rw} + 4.0 \cdot x_{c3gw} \cdot x_{c1bw} + 4.0 \cdot x_{c3gw} \cdot x_{c2bw} + 8.0 \cdot x_{c3gw} \cdot x_{c2wg} + 8.0 \cdot x_{c3gw} \cdot x_{c3gr} + \\ &4.0 \cdot x_{c3bb} \cdot x_{c3gr} + 4.0 \cdot x_{c3bb} \cdot x_{c3gw} + 4.0 \cdot x_{c4rb} \cdot x_{c1bw} + 8.0 \cdot x_{c4rb} \cdot x_{c2rb} + 4.0 \cdot x_{c4rb} \cdot x_{c2bw} + \\ &4.0 \cdot x_{c4rb} \cdot x_{c3gr} + 4.0 \cdot x_{c4rb} \cdot x_{c4rr} + 4.0 \cdot x_{c4wg} \cdot x_{c1rg} + 4.0 \cdot x_{c4wg} \cdot x_{c1rw} + 4.0 \cdot x_{c4wg} \cdot x_{c1bw} + \\ &4.0 \cdot x_{c4wg} \cdot x_{c2bw} + 8.0 \cdot x_{c4wg} \cdot x_{c2wg} + 4.0 \cdot x_{c4wg} \cdot x_{c3gr} + 8.0 \cdot x_{c4wg} \cdot x_{c3gw} + 4.0 \cdot x_{c4wg} \cdot x_{c4rr} + \\ &4.0 \cdot x_{c4wg} \cdot x_{c4rb} + 4.0 \cdot x_{aux0} \cdot x_{c1rg} + 4.0 \cdot x_{aux0} \cdot x_{c1rw} + -4.0 \cdot x_{aux0} \cdot x_{c2rb} + -4.0 \cdot x_{aux0} \cdot x_{c3gr} + - \\ &4.0 \cdot x_{aux0} \cdot x_{c4rb} + 2.0 \cdot x_{aux1} \cdot x_{c1rg} + 2.0 \cdot x_{aux1} \cdot x_{c3gr} + -4.0 \cdot x_{aux1} \cdot x_{c3gw} + 2.0 \cdot x_{aux2} \cdot x_{c1bw} + - \\ &4.0 \cdot x_{aux2} \cdot x_{c2bw} + -4.0 \cdot x_{aux2} \cdot x_{c4rb} + 4.0 \cdot x_{aux3} \cdot x_{c1rw} + -4.0 \cdot x_{aux3} \cdot x_{c1bw} + 4.0 \cdot x_{aux3} \cdot x_{c2bw} + - \\ &4.0 \cdot x_{aux3} \cdot x_{c2wg} + -10.0 \cdot x_{c1rg} + -10.0 \cdot x_{c1rw} + -10.0 \cdot x_{c1bw} + -10.0 \cdot x_{c2rb} + -12.0 \cdot x_{c2bw} + -10.0 \cdot x_{c2wg} + - \\ &10.0 \cdot x_{c3gr} + -12.0 \cdot x_{c3gw} + -10.0 \cdot x_{c4rb} + -14.0 \cdot x_{c4wg} + 4.0 \cdot x_{aux0} + 2.0 \cdot x_{aux1} + 6.0 \cdot x_{aux2} + 34.0 \end{aligned}$$
- Given our QUBO, now we can use it as our cost Hamiltonian by converting it to a SparsePauliOp with the specific weights we were given from the binary csp process.

```
bqm.variables
```

```
Variables(['c1rg', 'c1rw', 'c1bw', 'c2rb', 'c2bw', 'c2wg', 'c3gr', 'c3gw', 'c3bb', 'c4rr', 'c4rb', 'c4wg', 'aux0', 'aux1', 'aux2', 'aux3'])
```

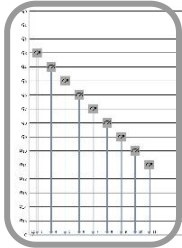
# QAOA Quantum Circuit

QAOA Ansatz (gamma)

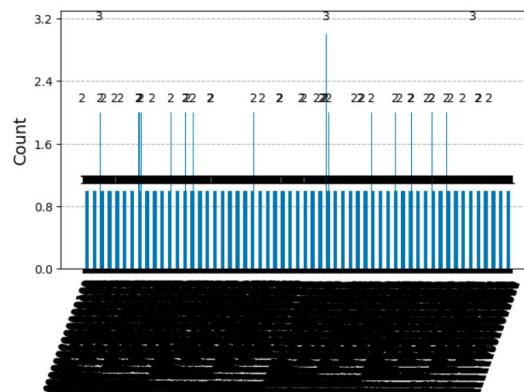
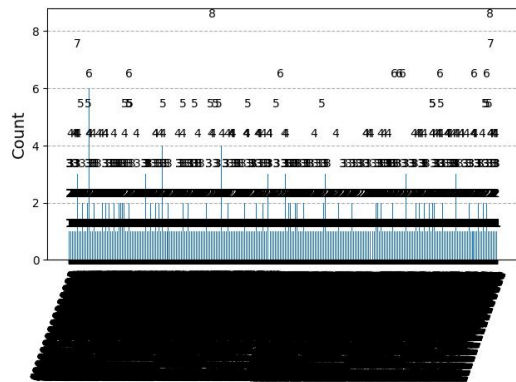
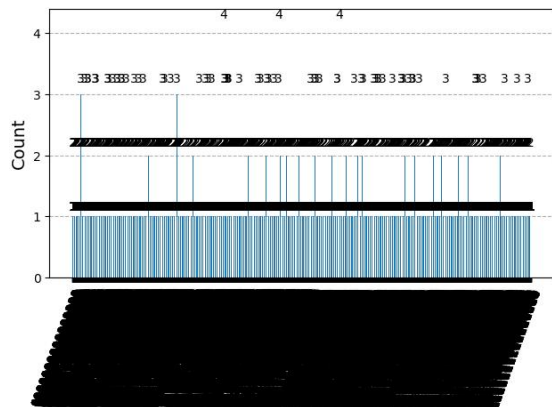
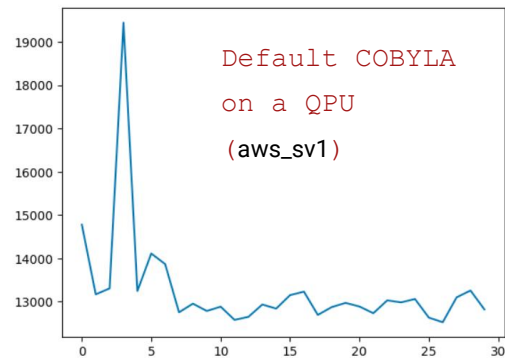
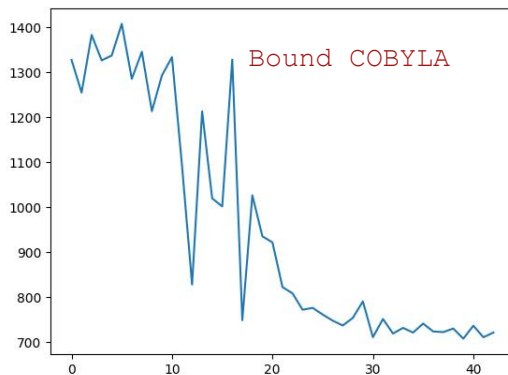
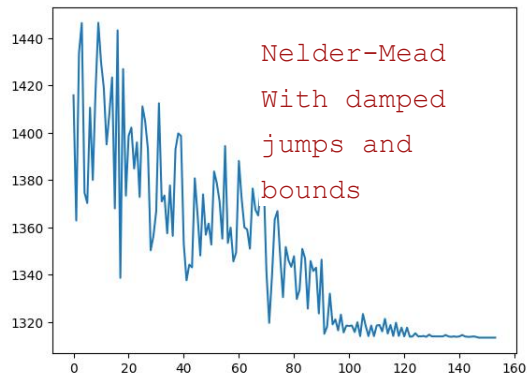
Mixer(beta)

Hadamart

Measurements



# Results

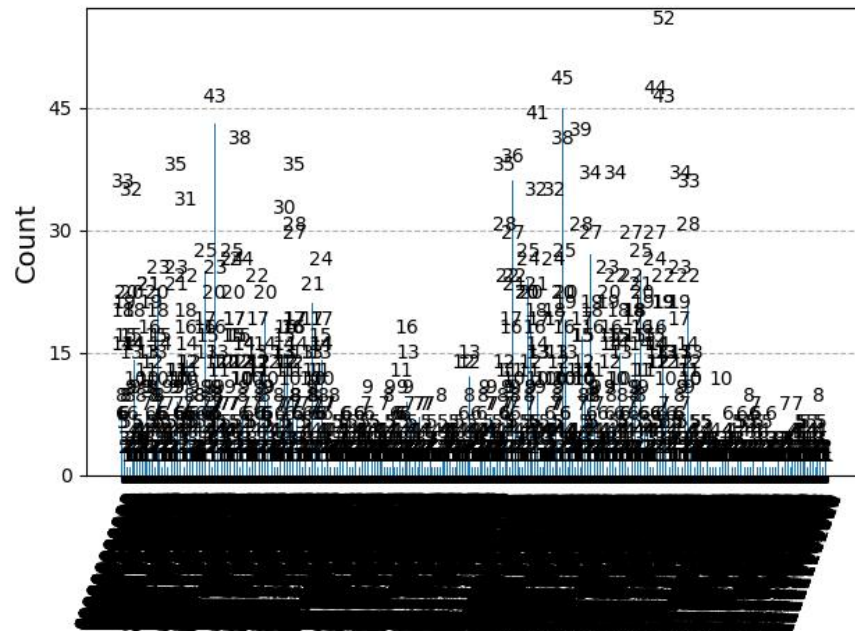
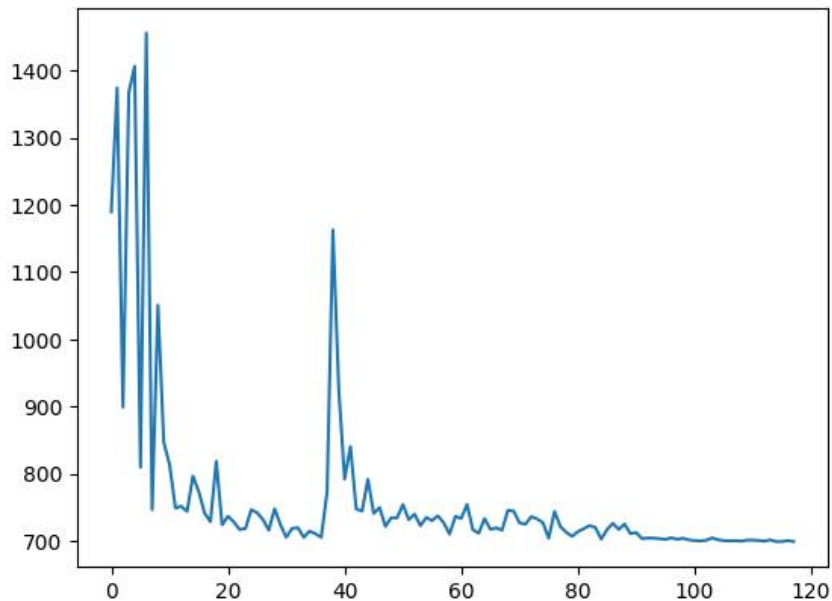


# None of them are perfect

- Nelder - very localized
- COBYLA - spread out
- Analysing more probable wrong outputs suggested that some penalties were just not enough and some were outweighing others.
- Example: if the system accepted one rule-violation to persist the other violations could be easily taken care of
- Also  $P$  was needed to be kept small and bounds needed to be made to not let search space explode

# Best Approach so far - Hybrid + Tailored Energy-Cost function

# COBYLA goes haywire and tries to find everything everywhere so get a ballpark of solutions there the use NELDER to hone in



# Modified Cost Function

```
def compute_expectation(counts):
    total = 0
    for bitstring, count in counts.items():
        obj = 0

        sample_values_as_ints = [int(bit) for bit in bitstring]
        sample = dict(zip(bqm.variables, sample_values_as_ints))
        total += bqm.energy(sample)

    all_total_E.append(total)
    return total
```

Before

```
def compute_expectation(counts):
    total = 0
    total_shots = sum(counts.values())
    for bitstring, count in counts.items():
        obj = 0
        sample_values_as_ints = [int(bit) for bit in bitstring]
        sample = dict(zip(bqm.variables, sample_values_as_ints))
        sample['aux0'] = 1
        sample['aux1'] = 0
        sample['aux2'] = 1
        sample['aux3'] = 1
        for i, constraint in enumerate(csp1.constraints):
            passed = constraint.check(sample)
            if (not passed):
                total += 30*bqm_rule1.energy(sample)

        for i, constraint in enumerate(csp2.constraints):
            passed = constraint.check(sample)
            if (not passed):
                total += 13*bqm_rule2.energy(sample)

        for i, constraint in enumerate(csp3.constraints):
            passed = constraint.check(sample)
            if (not passed):
                total += 25*bqm_rule3.energy(sample)

    all_total_E.append(total/total_shots)
    return total/total_shots
```

After

# Benefit - Correct answers were little more probable now

## Native COBYLA

Correct outcomes

```
Outcome: '0011001000011100', Count: 3
{'c1rg': 0, 'c1rw': 0, 'c1bw': 1, 'c2rb': 1, 'c2bw': 0, 'c2wg': 0, 'c3gr': 1, 'c3gw': 0, 'c3bb': 0, 'c4rr': 0, 'c4rb': 0, 'c4wg': 1, 'aux0': 1, 'aux1': 1, 'aux2': 0, 'aux3': 0}
Outcome: '0011001000011011', Count: 1
{'c1rg': 0, 'c1rw': 0, 'c1bw': 1, 'c2rb': 1, 'c2bw': 0, 'c2wg': 0, 'c3gr': 1, 'c3gw': 0, 'c3bb': 0, 'c4rr': 0, 'c4rb': 0, 'c4wg': 1, 'aux0': 1, 'aux1': 0, 'aux2': 1, 'aux3': 1}
Outcome: '0011001000011111', Count: 1
{'c1rg': 0, 'c1rw': 0, 'c1bw': 1, 'c2rb': 1, 'c2bw': 0, 'c2wg': 0, 'c3gr': 1, 'c3gw': 0, 'c3bb': 0, 'c4rr': 0, 'c4rb': 0, 'c4wg': 1, 'aux0': 1, 'aux1': 1, 'aux2': 1, 'aux3': 1}
Outcome: '0011001000010100', Count: 1
{'c1rg': 0, 'c1rw': 0, 'c1bw': 1, 'c2rb': 1, 'c2bw': 0, 'c2wg': 0, 'c3gr': 1, 'c3gw': 0, 'c3bb': 0, 'c4rr': 0, 'c4rb': 0, 'c4wg': 1, 'aux0': 0, 'aux1': 1, 'aux2': 0, 'aux3': 0}
Outcome: '1000100100101001', Count: 1
{'c1rg': 1, 'c1rw': 0, 'c1bw': 0, 'c2rb': 0, 'c2bw': 1, 'c2wg': 0, 'c3gr': 0, 'c3gw': 1, 'c3bb': 0, 'c4rr': 0, 'c4rb': 1, 'c4wg': 0, 'aux0': 1, 'aux1': 0, 'aux2': 0, 'aux3': 1}
Outcome: '0011001000010000', Count: 1
{'c1rg': 0, 'c1rw': 0, 'c1bw': 1, 'c2rb': 1, 'c2bw': 0, 'c2wg': 0, 'c3gr': 1, 'c3gw': 0, 'c3bb': 0, 'c4rr': 0, 'c4rb': 0, 'c4wg': 1, 'aux0': 0, 'aux1': 0, 'aux2': 0, 'aux3': 0}
Outcome: '0011001000011110', Count: 1
{'c1rg': 0, 'c1rw': 0, 'c1bw': 1, 'c2rb': 1, 'c2bw': 0, 'c2wg': 0, 'c3gr': 1, 'c3gw': 0, 'c3bb': 0, 'c4rr': 0, 'c4rb': 0, 'c4wg': 1, 'aux0': 1, 'aux1': 1, 'aux2': 1, 'aux3': 0}
```

## COBYLA + Nelder-Mead

Correct outcomes

```
Outcome: '001100100001', Count: 11
{'c1rg': 0, 'c1rw': 0, 'c1bw': 1, 'c2rb': 1, 'c2bw': 0, 'c2wg': 0, 'c3gr': 1, 'c3gw': 0, 'c3bb': 0, 'c4rr': 0, 'c4rb': 0, 'c4wg': 1}
Outcome: '001001100010', Count: 10
{'c1rg': 0, 'c1rw': 0, 'c1bw': 1, 'c2rb': 0, 'c2bw': 0, 'c2wg': 1, 'c3gr': 1, 'c3gw': 0, 'c3bb': 0, 'c4rr': 0, 'c4rb': 1, 'c4wg': 0}
Outcome: '100010010010', Count: 3
{'c1rg': 1, 'c1rw': 0, 'c1bw': 0, 'c2rb': 0, 'c2bw': 1, 'c2wg': 0, 'c3gr': 0, 'c3gw': 1, 'c3bb': 0, 'c4rr': 0, 'c4rb': 1, 'c4wg': 0}
```

Both 10,000 shots



# Our Conclusions

- The “Quantum Advantage” with QAOA can be effectively utilised only if the classical minimization approach is chosen properly based on the problem.
- To limit the search space even moreSome sources suggest that Mixer architecture can be tailored to the problem. (This is probably a good starting point to continue our work)
- Weights and Penalties need to be tailored to the problem as well to lead the system in the correct direction.

# References

- <https://www.math.ksu.edu/outreach/skday/2023/slides/FourCubesSlides.pdf>
- <https://secquoia.github.io/QUBOBook/QUBO%20and%20Ising%20Models.html>

BACKUP SLIDES

# Solving Using Universal Quantum Computer

```
def qubo_to_sparse_pauli_op(qubo_dict):  
  
    pauli_terms = []  
    coefficients = []  
  
    max_index = max(max(pair) for pair in qubo_dict) + 1  
  
    for (i, j), value in qubo_dict.items():  
        if i == j:  
            z_term = ['I'] * max_index  
            z_term[i] = 'Z'  
            pauli_terms.append(''.join(z_term))  
            coefficients.append(value / 2)  
        else:  
            z_term = ['I'] * max_index  
            z_term[i] = 'Z'  
            z_term[j] = 'Z'  
            pauli_terms.append(''.join(z_term))  
            coefficients.append(value / 4)  
  
    sparse_pauli_op = SparsePauliOp.from_list(list(zip(pauli_terms, coefficients)))  
  
    return sparse_pauli_op  
  
sparse_pauli_op = qubo_to_sparse_pauli_op(Q_int)  
print(sparse_pauli_op)  
  
cost_hamiltonian = sparse_pauli_op  
cost_hamiltonian
```

```
def create_qaoa_circ(theta):  
  
    n_qubits = 16  
    qc = QuantumCircuit(n_qubits, 12)  
    n_layers = len(theta) // 2  
  
    beta = theta[:n_layers]  
    gamma = theta[n_layers:]  
  
    qc.h(range(n_qubits))  
  
    qc.barrier()  
  
    for i in range(n_layers):  
        qc.append(PauliEvolutionGate(cost_hamiltonian, time=gamma[i]), range(n_qubits))  
  
        qc.barrier()  
  
        for j in range(n_qubits):  
            qc.rx(2 * beta[i], j)  
  
        qc.barrier()  
  
    qc.measure(range(12), range(12))  
  
    return qc
```