

VQE and QAOA to solve MAXCUT

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1 Coding graphs

1.1 Cuts in graphs

We need to cut every links from a vertex in V_0 to a vertex in V_1

```
1 def costOfCut(g,s):
2     r = 0
3     l = len(s) - 1
4     for n, e in g.items():
5         for d in e:
6             if s[l - d] != s[l - n]:
7                 r += 1
8     return r
```

Listing 1: Code that computes the cost of a cut s in a graph g

1.2 Scalar product

```
1 def scalprod(g,d):
2     r = 0
3     for k, p in d.items():
4         r += costOfCut(g, k) * p
5     return -r
```

Listing 2: Code that computes the scalar product who want to optimize

2 MAXCUT with VQE

```
1 def probDistVQE(a):
2     q = QuantumRegister(4)
3     c = ClassicalRegister(4)
4     qc = QuantumCircuit(q,c)
5
6     assert(len(a) % 12 == 0)
7
8     for i in range(len(a) // 12):
9         for qi in range(4):
10             j = qi * 3 + i * 12
11             qc.u(a[j], a[j + 1], a[j + 2], q[qi])
12             for qi in range(4):
13                 qc.cnot(q[qi], q[(qi+1) % 4])
14             qc.measure(q, c)
15
16             backend = BasicAer.get_backend('qasm_simulator')
17             job = execute(qc, backend, shots=1000)
18             res = dict(job.result().get_counts(qc))
19
20             for i in res:
21                 res[i] = res[i] / 1000
22     return res
```

Listing 3: code that creates and simulates the VQE circuit

- What are the various proposed cuts (V_0, V_1) ?

cuts	probabilities
1001	0.699
0110	0.292
1010	0.003
0011	0.005
1100	0.001

- Change the graph and check that it does not work “just by chance” (for instance, use g_2 , g_3 , or your own).
It also work for g_2 and g_3 .
- Are all possible cuts there ?
- The problem is symmetric, in the sense that if '0110' is an answer, so is '1001'. Is this reflected in the resulting probabilities ?
There's symmetry, but you don't get it every time
- If we had access to a real quantum co-processor, how would the code change ?

3 MAXCUT with QAOA

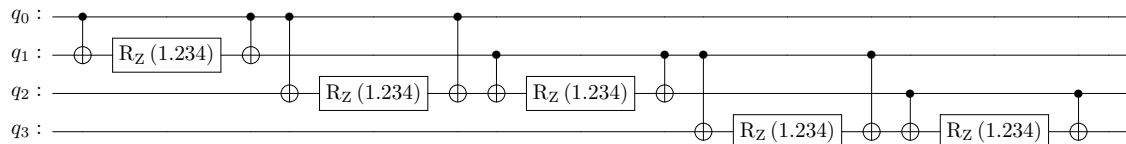
```

1 def V(qc,q,angle,g):
2     for s in g:
3         for e in g[s]:
4             qc.cnot(q[s], q[e])
5             qc.rz(angle, q[e])
6             qc.cnot(q[s], q[e])
7     return

```

Listing 4: code that add V gate in a quantum circuit

If we execute V on an empty circuit with graph g_1 and angle = 1.234 we have this circuit :



```

1 def probDistQAOA(a,g):
2     p = int(len(a)/2)
3     beta = a[:p]
4     gamma = a[p:]
5
6     q = QuantumRegister(4)
7     c = ClassicalRegister(4)
8     qc = QuantumCircuit(q,c)
9
10
11     qc.h(q)
12
13
14     for i in range(p):
15         V(qc,q,gamma[i],g)
16         for qb in q:
17             qc.rx(beta[i], qb)
18     qc.measure(q, c)
19
20     backend = BasicAer.get_backend('qasm_simulator')
21     job = execute(qc, backend, shots=1000)
22     res = dict(job.result().get_counts(qc))
23
24     for i in res:
25         res[i] = res[i] / 1000
26     return res

```

Listing 5: code that creates and simulates the QAOA circuit

- Does it still work with other graphs ?
Yes, it still work.
- Does it find all of the possibilities ? How about the symmetry of the results ?
The symmetry is much more common than VQE.
- Play with the length of the array a ($p = 2, 4, \dots$ – make sure to keep it even). Do you see any loss/increase in precision ?
Yes if we increase the length of the array a we can an improvement of the precision but the exectution is slower.
- Remark how the number of necessary parameters is way smaller than for VQE.