

Project 1 : Quantum Walks and Monte Carlo

Quantum Galton Board (QGB) as a Universal Statistical Simulator

TEAM: Q-Plinkers

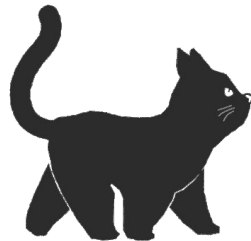


Members:

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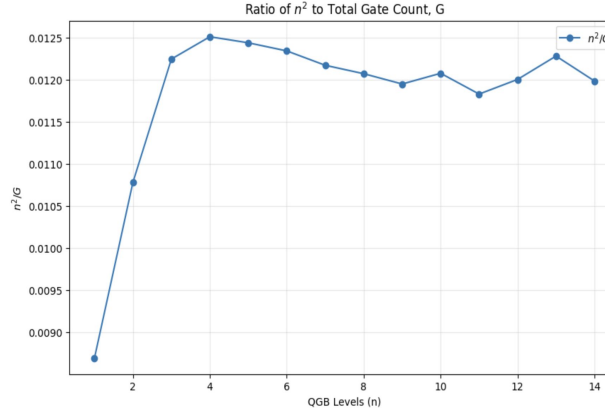
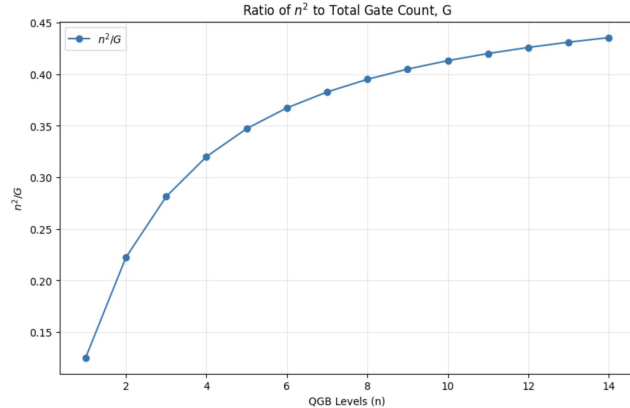
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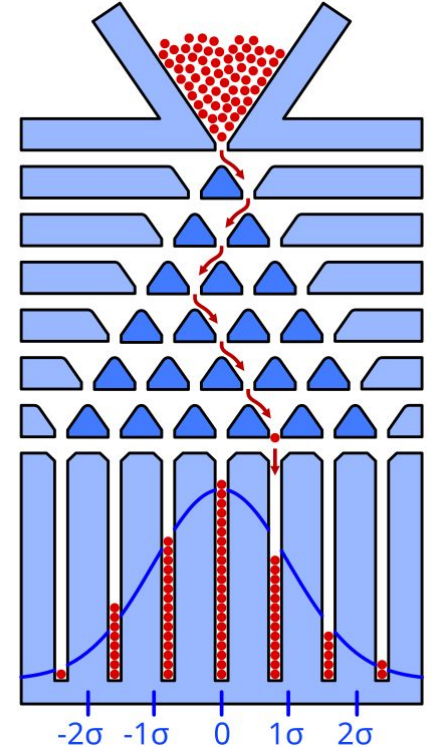


Problem Statement

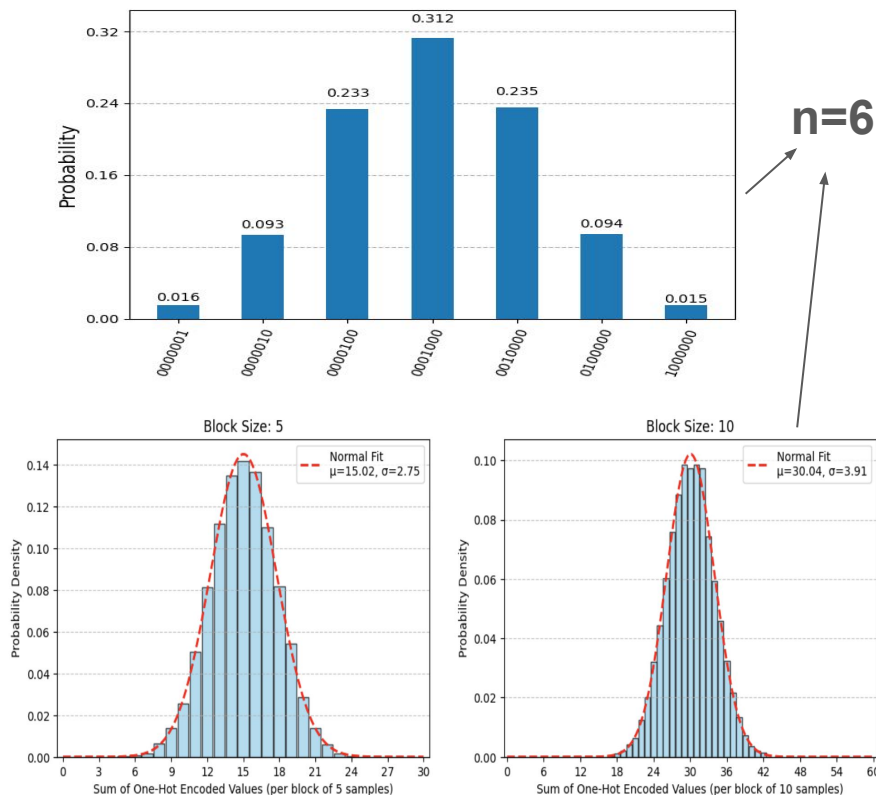
Simulating a Galton Box using quantum circuits and creating a quantum statistical simulator with exponential speedup.



A quantum Galton board provides an **exponential speedup** over classical methods ($O(2^n)$ vs $O(n^2)$), enabling a practical quantum statistical simulator that simulates



Task 1: Generalized QGB



As block size \uparrow

mean \propto size

variance \uparrow



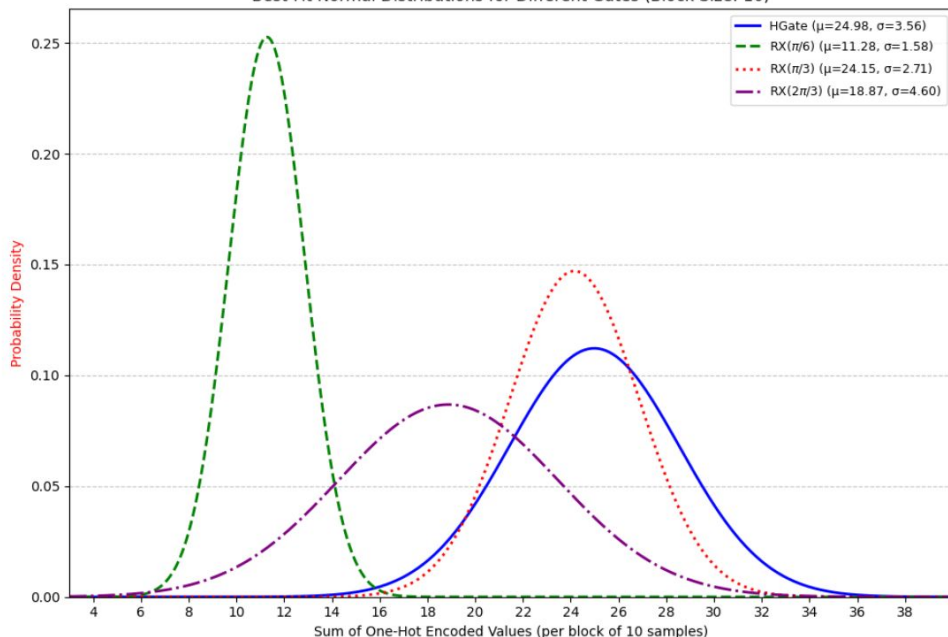
- Outputs processed into one-hot encodings, over block sizes: 5, 10, ...
- Fitted with normal distributions



Task 1

Replacing the H gate with $R_x(\theta)$ introduces bias, creating asymmetric probability distributions.

Best-Fit Normal Distributions for Different Gates (Block Size: 10)



Tuning $\theta \rightarrow$ custom mean & spread for specific sampling needs.

Biased pegs \rightarrow varied normal distributions

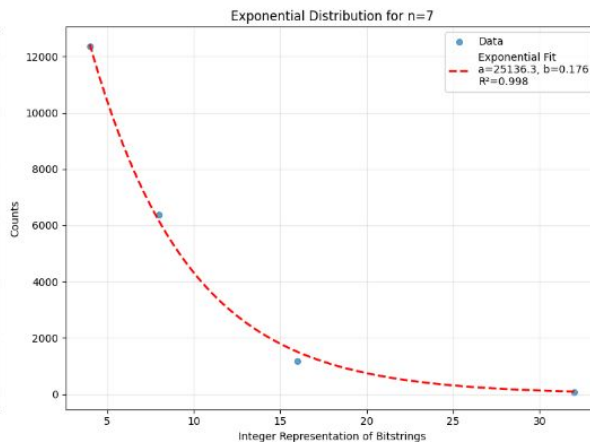
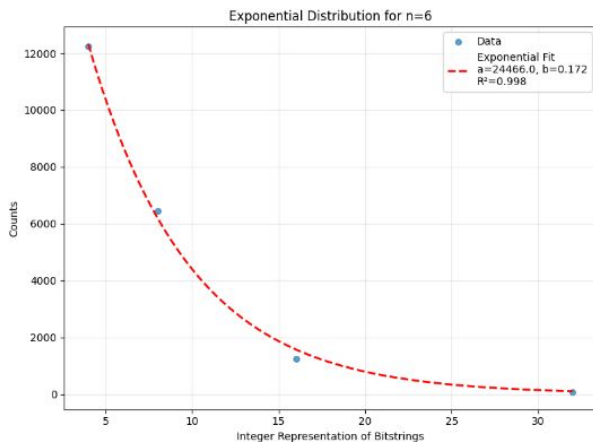
Tuning block size while post-processing



Task 2a: Exponential Distribution

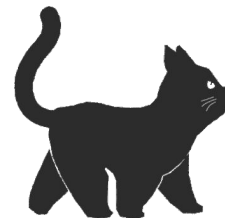
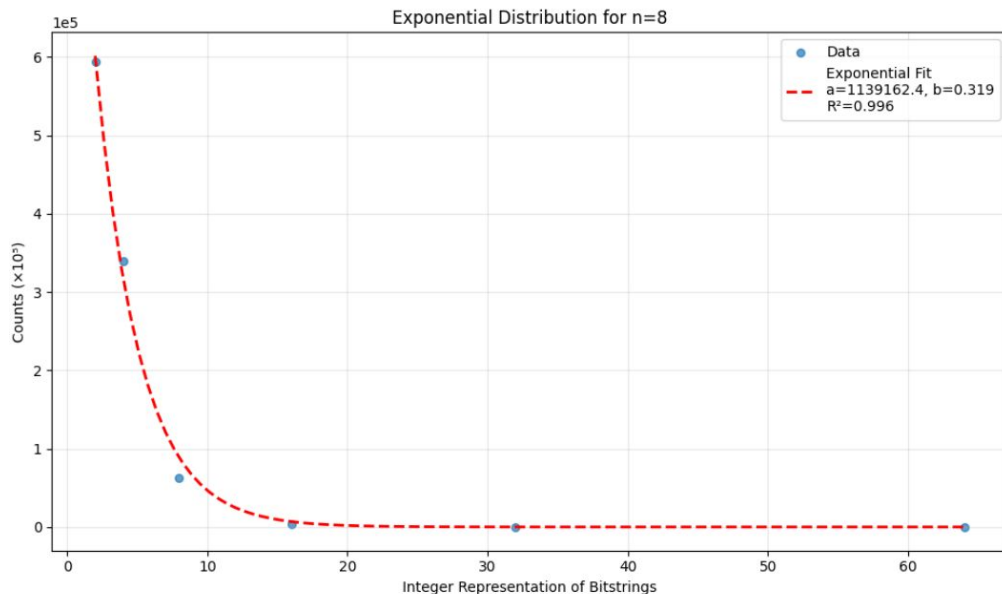
Type A: Introduce bias decay at each level using a row-dependent $R_x(\theta)$ gate.
Probability of rightward movement decreases with step r :

$$p(r) = 0.5 + 0.1 \cdot r \Rightarrow \theta = 2 \cos^{-1}(\sqrt{p})$$



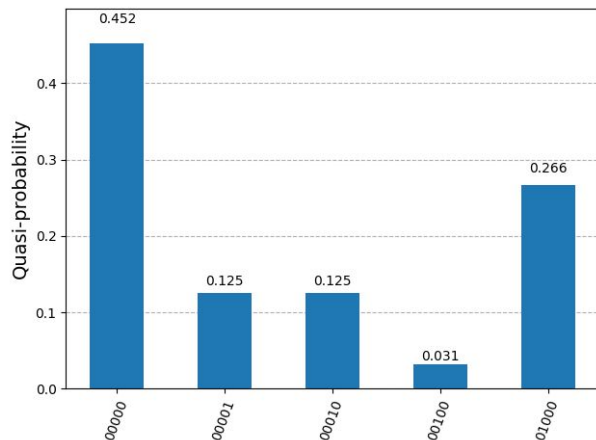
Task 2a

Type B: Modified the board to act like a 1D quantum walk with absorption. More control over decay rate possible



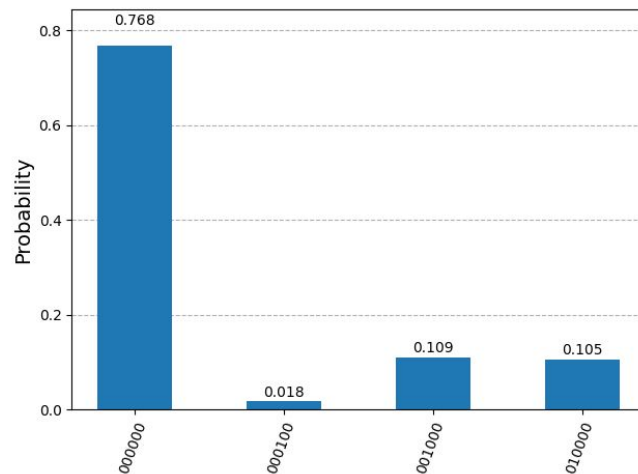
Task 2b: Hadamard Quantum Walk

Produces **bimodal** probability distributions with **interference patterns** → baseline reference model.



4-layers → 10 qubits (measure 5 positions)

↔ 2 working cases ↔

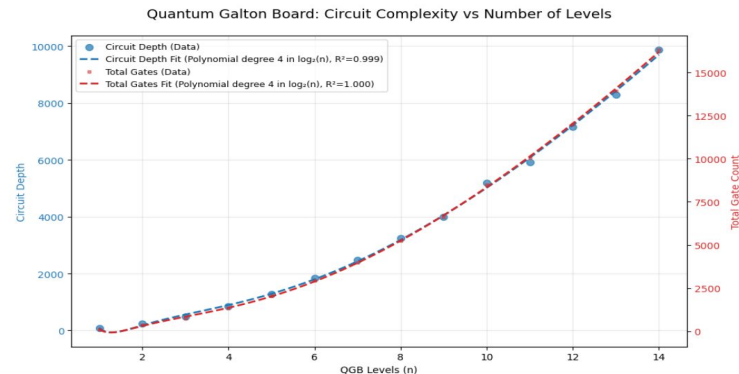
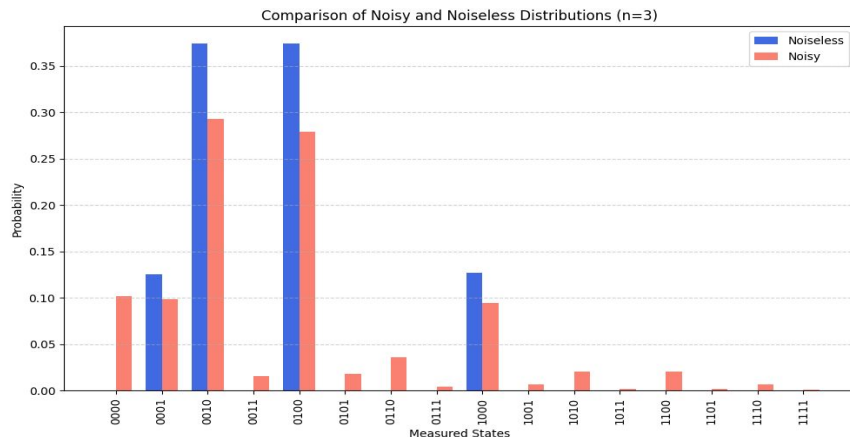


5-layers → 12 qubits (measure 6 positions)



Task 3: Results on a noisy simulator

- **Noisy results** showed samples that were not expected as per ideal (noiseless) runs.
- Interference patterns are **partially destroyed**, reducing symmetry.
- Higher noise → more deviation from theoretical prediction.



Efficient transpiled circuit on noisy simulator

```
Backend aer_simulator_from(ibm_brisbane)
Accumulated two-qubit error of 169 gates: 0.561
Accumulated one-qubit error of 870 gates: 0.072
Accumulated readout error: 0.094
Accumulated total error: 0.727

Backend aer_simulator_from(ibm_torino)
Accumulated two-qubit error of 171 gates: 0.359
Accumulated one-qubit error of 570 gates: 0.093
Accumulated readout error: 0.096
Accumulated total error: 0.547
```

For n=3: Before finding optimal layout;
Note: Optimization level=3 (Highest);

Best total error: 54.7%

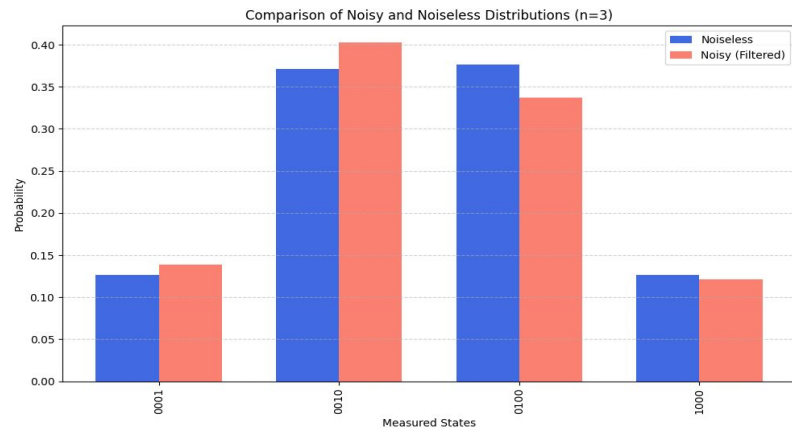


Task 3:

- **Post-processing:** Keeping only samples with Hamming weight= 1 (known from the ideal case)
- Finding best optimal layout- mapping to physical qubits: Lowest total error (metric used)

```
Optimizing for Backend: aer_simulator_from(ibm_brisbane)
Seed: 371
Layout: [0, 18, 14, 2, 1, 3, 4]
TOTAL error: 0.250
Optimizing for Backend: aer_simulator_from(ibm_torino)
Seed: 148
Layout: [59, 62, 54, 61, 60, 72, 58]
TOTAL error: 0.520
=== Best (by total accumulated error) ===
Backend: AerSimulator('aer_simulator_from(ibm_brisbane)'
      noise_model=<NoiseModel on ['reset', 'measure', 'x', 'id', 'sx', 'ecr']>)
Seed: 371
Total error: 0.250
Layout: [0, 18, 14, 2, 1, 3, 4]
```

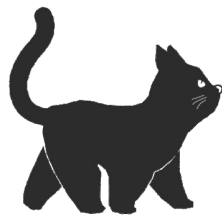
Best total error: 25%
(ibm_brisbane)



Total Variation Distance(TVD): 0.0438
Kullback-Leibler Divergence (KL): 0.0041

Future Scope

- While other distributions were generalized, the **Hadamard walk still remains a future scope** as we were unable to generalize it to an arbitrary number of Galton board levels.
- Characterizing distribution type with Galton board structure
- Robust optimization strategies for noisy simulation
- Rigorous benchmarking of quantum implementation with classical methods



Acknowledgement

1. Universal Statistical Simulator, Mark Carney, Ben Varcoe, arXiv:2202.01735 [quant-ph]
2. A heartfelt gratitude to [Womanium and Wiser team](#) for designing & organizing this program, and offering scholarships.
3. Grateful to Brian McDermott and the NNL team for their guidance and support on this project.
4. Thanks to the [Discord](#) community for active discussion and timely support.
5. This project majorly uses [Qiskit](#) by IBM Quantum.

THANK YOU

