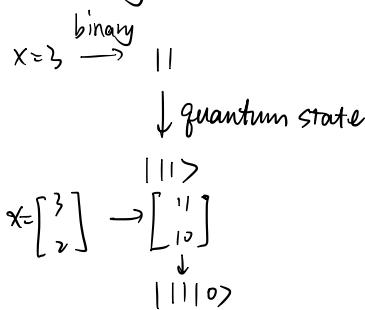


Encoding Classical Information

Basis Encoding



Advantage: Ease of preparation

$$|0\rangle \xrightarrow{\boxed{x}} |1\rangle$$

$$|1\rangle \xrightarrow{\boxed{x}} |0\rangle$$

Disadvantage: Qubit count.

Ambplitude Encoding

$$x = \begin{bmatrix} x_0 \\ x_1 \end{bmatrix} \quad \|x\|_2 = 1$$

$$|\pi\rangle = x_0|0\rangle + x_1|1\rangle$$

Advantage: fewer qubit

Disadvantage: Preparation & readout

Hamiltonian Encoding

① The Ising model

Map the problem to the Ising model.

Advantage: easy to implement

$$H = -\sum_{\langle i,j \rangle} J_{ij} \sigma_i \sigma_j - \sum_i h_i \sigma_i$$

Disadvantage: Limited scope

e.g. Quantum Annealing.

② Hamiltonian simulation

$$\text{Simulate } H = e^{-iHt}$$

e.g. QAOA, quantum matrix inversion

Advantage: natural to encode matrices.

Disadvantage: T&C apply

Ensemble Learning

Optimization in M.L.

$$S = \{(x_i, y_i)\}_{i=1}^N \quad x_i \in \mathbb{R}^d$$

$h(\theta; x) : \mathbb{R}^d \rightarrow \{0, 1\}$ \Rightarrow discriminative & supervised

$$p(y|x) \rightarrow \{0, \dots, c-1\}$$

$\min_{\theta} L(\theta, S)$, $\theta \in \mathbb{R}^P \rightarrow$ each is a 32-bit/64-bit floating point number

\downarrow Deep learning: P is high

Ensembles

$h_1(\theta_1; x), \dots, h_k(\theta_k; x)$ \rightarrow combine many neural networks together.

$$F_K(w; x) = \sum_{g=1}^k w_g h_g(\theta_g; x)$$

AdaBoost

Sequential expansion of the ensemble

$$F_m(w; x) = f_{m-1}(w; x) + w_m h_m(\theta_m; x)$$

w_m is derived from the expansion loss;

$$\sum_{i=1}^N e^{-y_i f_m(x_i)}$$

\rightarrow Regularization is absent.

Modern variants:

- △ Xgboost
- △ Gradient based trees

Q boost

An ensemble with a different loss function.

$$S = \{(x_i, y_i)\}_{i=1}^N \quad \{h_g(x)\}_{g=1}^k$$
$$\min_w \left[\frac{1}{N} \sum_{i=1}^N \left(\sum_{g=1}^k w_g h_g(x_i) - y_i \right)^2 + \lambda \|w\|_0 \right]$$

$w \in \mathbb{R}^k$ not discrete;

Zero norm of w measures how many elements are non-zero.

$$\|w\|_0 = \sqrt{\sum_i w_i}$$

constant

$$\begin{aligned} &\text{Hamiltonian Encoding: Ising} \\ &\min_w \left[\frac{1}{N} \sum_{i=1}^N \left[\left(\sum_{g=1}^k w_g h_g(x_i) \right)^2 - 2 \sum_{g=1}^k w_g h_g(x_i) y_i + \cancel{y^2} \right] + \lambda \|w\|_0 \right] \\ &= \min_w \left[\frac{1}{N} \sum_{g=1}^k w_g \left(\sum_{i=1}^N h_g(x_i) h_g(x_i) \right) - \frac{2}{N} \sum_{g=1}^k w_g \sum_{i=1}^N h_g(x_i) y_i + \lambda \|w\|_0 \right] \end{aligned}$$

Clustering By Quantum Optimization

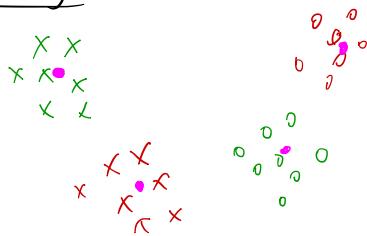
Unsupervised Learning.

$$\{x_i\}_{i=1}^N \quad x_i \in \mathbb{R}^d$$

$P(y|x) \rightarrow$ Discriminative

$P(x) \rightarrow$ Generative

Clustering



kmeans:

- central points

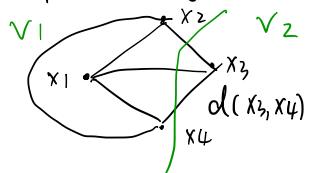
density-based clustering

Mapping the Ising model

Calculate the Gram matrix.

$$k_{ij} = d(x_i, x_j)$$

Define a weighted graph.



$$G_i = -1, x_i \in V_1$$

$$G_i = +1, x_i \in V_2$$

Max-cut: NP-hard.

$$\text{Cost of cut: } \sum_{i \in V_1, j \in V_2} d(x_i, x_j)$$

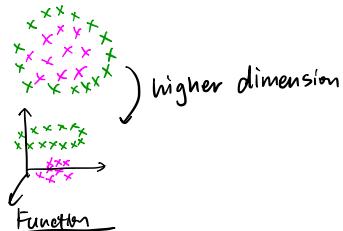
$$\underbrace{w_{ij}}_{d(x_i, x_j)} = \frac{1}{4} \sum w_{ij} - \frac{1}{4} \sum_{ij} w_{ij} \theta_i \theta_j \Rightarrow \text{Ising model}$$

↑
coupling strength
↓
constant offset

Kernel Methods.

Non-Linear Embedding

$$S = \{(x_i, y_i)\}_{i=1}^N$$



Kernel Function

Gram / Kernel matrix.

$$k_{ij} = x_i^T x_j \Rightarrow \text{inner product of the original space}$$

$$k_{ij} = \underbrace{\phi(x_i)^T \phi(x_j)}_{K(x_i, x_j)} \Rightarrow \dots \text{ Embedded space}$$

You don't actually need ϕ !

e.g. kernelized k-means

SVM

An Interference Circuit.

Start from Hardware (QC)

① Think of what a Quantum Computer can do

② Create a new learning algorithm

State preparation in amplitude Encoding

$$x = \begin{bmatrix} x_0 \\ x_1 \end{bmatrix} \rightarrow |x\rangle = x_0|0\rangle + x_1|1\rangle$$

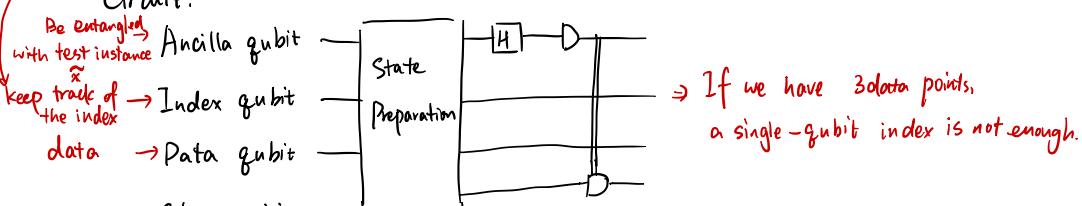
$\|x\|_2 = 1$

Kernel as Interference

$$\text{Calculate } 1 - \frac{1}{4N} \sum_{i=0}^{N-1} \|\tilde{x} - x_i\|_2^2 \Rightarrow \text{Easy for a gate model QC.}$$



Circuit:



→ If we have 3 data points, a single-qubit index is not enough.

Prepare:

$$|\psi\rangle = \frac{1}{C} \sum_{i=0}^{N-1} (|0\rangle|i\rangle|\tilde{x}\rangle + |1\rangle|i\rangle|\tilde{x}-x_i\rangle)|y_i\rangle$$

Hadamard on ancilla: ↓ Hadamard

$$\frac{1}{C} \sum_{i=0}^{N-1} (|0\rangle|i\rangle|\tilde{x}+x_i\rangle + |1\rangle|i\rangle|\tilde{x}-x_i\rangle)|y_i\rangle$$

measure ancilla qubit → if successful case → measure the class qubit

Probabilistic Graphic models

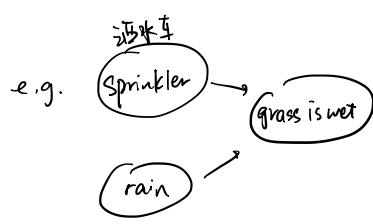
Markov Network

Discriminative models: $P(y|x) \rightarrow$ Deep Learning

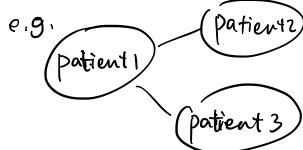
Generative models: $p(x), p(x,y) \rightarrow$ The output of the learner has same dimension with input space, making it hard to create a concise representation

Probabilistic Graphic models : sparse modeling of $p(x)$ or $p(x,y)$

↓ Directed models : Bayesian Network



Undirected models: Markov Network



Factoring a joint distribution

$$(X \perp Y | Z) \text{ if } P(X=x, Y=y | Z=z) = P(X=x | Z=z)P(Y=y | Z=z) \quad \forall x, y, z$$

$$\begin{array}{c} x_1 \\ | \\ x_2 \\ | \\ x_3 \\ | \\ x_4 \\ | \\ x_5 \end{array} \quad k_1 \quad k_2 \quad k_3$$

$$P(X_1 \dots X_5) = \frac{1}{Z} \exp\left(-\frac{1}{k} E(C_E)\right)$$

clique size

Markov Network \leftrightarrow Boltzmann Dist.

Special Cases

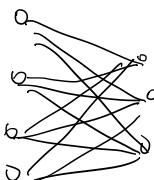
① Ising Model

② Boltzmann machines

$$p(v, h) = \frac{1}{Z} \exp(-E(h, v))$$

$$p(v) = \sum_h p(v, h)$$

Visible Hidden

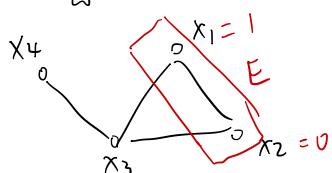


Optimization and Sampling in PGMs

Probabilistic Queries

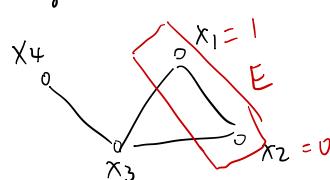
① Most probable explanation

$$\arg \max_w P(w, E=e)$$



② Maximize a posterior

$$\arg \max_y \sum_z P(y, z | E=e)$$



Only interested in the subset.

Approximate Inference

Sampling on a digital computer Markov Chain Monte Carlo

$$\rightarrow P(X_1 \dots X_m) = \frac{1}{Z} \exp\left(-\sum_{\xi} E(\xi)\right)$$

Quantum-Enhanced inference

① Set Ising model

② Run ① Quantum annealing

→ More qubits

→ Estimate effective temperature.

③ Quantum Approximation thermalization.