

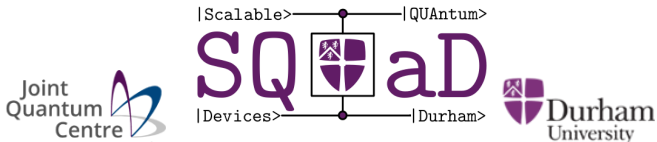
# Modenizing Quantum Annealing using Local Search

EMiT 2017 Manchester

Based on: [NJP 19, 2, 023024 \(2017\)](#) and [arXiv:1609.05875](#)

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Dec. 13, 2017



# Outline

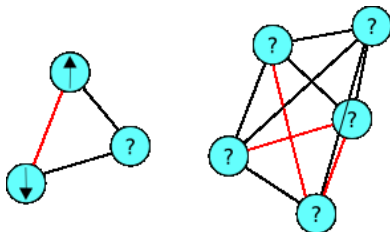
1. Energy Computing and the Ising Model
2. Quantum Annealing and Simulated Annealing
  - ▶ Better Classical Algorithms: Parallel Tempering and Population Annealing
  - ▶ Hybrid Computing: Gaining the Advantages of Advanced Algorithms
  - ▶ Numerical example
3. One slide aside: problem misspecification
4. Inference primitive formalism
  - ▶ Simple examples, traditional Quantum annealing and repeated local search
  - ▶ More complicated Parallel Tempering and Population Annealing algorithms
  - ▶ Genetic algorithms
5. Conclusion

# Problem Statement: Ising Spin Glass Hamiltonian

$$H_{ISG} = \sum_i h_i \sigma_i^z + \sum_{ij} J_{ij} \sigma_i^z \sigma_j^z$$

Goal is to find ground/low energy states

- ▶ 'Universal' in the sense that any classical Hamiltonian can be mapped to it [De las Cuevas, Cubitt Science 351 6278](#)
- ▶ Thermal/quantum distributions also useful for inference and machine learning tasks ex. [Amin et. al. arXiv:1601.02036](#), [Chancellor et. al. Scientific Reports 6, 22318 ...](#)

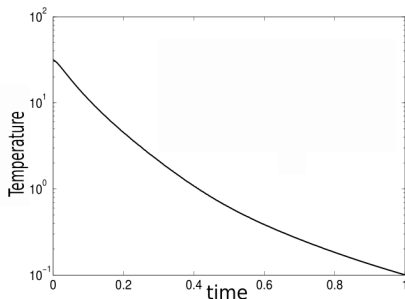


# Simulated Annealing (classical)

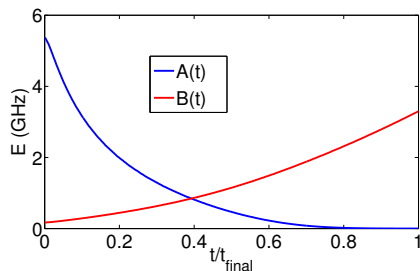
Updates drive toward thermal distribution with temperature  $T$  if they obey detailed balance

$$P(S(1) \rightarrow S(2)) = \exp\left(\frac{E(1) - E(2)}{T}\right)P(S(2) \rightarrow S(1))$$

Start at high  $T$  and lower over time



# Quantum Annealing (QA)



Add non-commuting transverse field terms

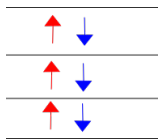
$$H(s) = -A(s) \sum_i \sigma_i^x + B(s) H_{ISG}$$

start at  $\frac{A(s=0)}{B(s=0)} \gg 1$ , go to  $\frac{B(s=1)}{A(s=1)} \gg 1$

Quantum fluctuations + low temperature bath cause tunneling toward low energy states

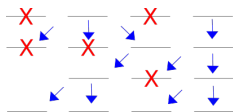
# Beyond Simulated Annealing (classical)

## Parallel Tempering



- ▶ Multiple replicas at different temperatures
- ▶ Swap replicas by rules which obey detailed balance
- ▶  $P_{swap}(i, j) = \min \left[ 1, \exp \left( \left( \frac{1}{T(i)} - \frac{1}{T(j)} \right) (E_i - E_j) \right) \right]$

## Population Annealing



- ▶ Anneal multiple replicas
- ▶ Probabilistically remove poorly performing replicas and copy those which perform well
- ▶ Rules preserve average population and obey detailed balance
- ▶  $\bar{N}(E) = \frac{1}{Q} \exp \left( \left( \frac{1}{T_{old}} - \frac{1}{T_{new}} \right) E \right)$

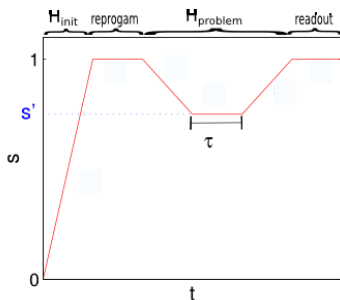
Can hybrid strategies combine these with calls to an annealer?

Can these strategies be used directly by a quantum annealer?

## Difficulties in building new annealer strategies

- ▶ No cloning theorem  $\rightarrow$  cannot copy quantum states
- ▶ Measurements (ex. energy) disturb state of system and likely experimentally difficult
- ▶ Usual QA is global search, no way of inserting information

Solution  $\rightarrow$  use annealer subroutine which starts and ends at  $s = 1$  (recall  $\frac{B(s=1)}{A(s=1)} \gg 1$ ) with programmed initial state <sup>1</sup>



<sup>1</sup>for an alternative closed system approach, see: [A. Perdomo-Ortiz, et. al. Quant. Inf. Proc.10\(1\):33–52, \(2011\)](#). See also [T. Graß and M. Lewenstein Phys. Rev. A \*\*95\*\*, 052309 \(2017\)](#).

## Doing this experimentally

- ▶ Only based on altering the classical control protocol of devices, does not require changes to the qubits themselves
- ▶ This feature will be included in quantum annealing devices manufactured by D-Wave Systems Inc. <sup>2</sup>



<sup>2</sup>Reverse annealing logo created by D-Wave Systems Inc. used with permission.

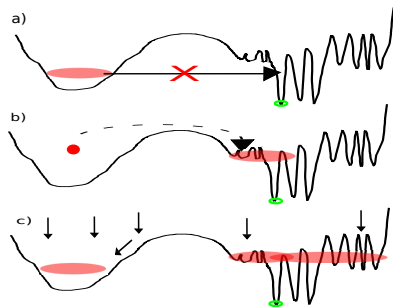


# Hybrid computing using local search of solution space

## Potential Strategies

1. Quantum and classical algorithms used together
  - ▶ Classical input and output means that annealer can be used alongside **any** classical algorithm
2. Multiple local quantum searches controlled by classical algorithm
  - ▶ Analogues to parallel tempering and population annealing which use annealer only
  - ▶ Will return to this later

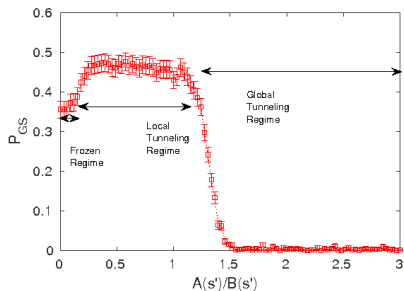
## Cartoon example: energy landscape with rough and smooth features



- a) QA gets stuck in broad local minima and cannot tunnel to correct minima
- b) Classical algorithms can easily explore the broad features, while the annealer can explore the rough ones
- c) Even random initialization can improve solution probabilities, may hit rough region by chance

## Numerical proof-of-principle

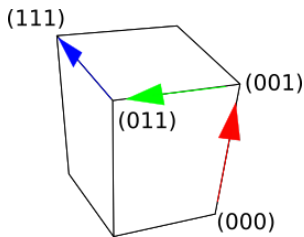
- ▶ We can construct a 16 qubit Hamiltonian with energy landscapes like the one shown on the previous slide
- ▶ Start from a random state as depicted in (c)
- ▶ Reverse anneal to different  $s'$  values



- ▶  $\frac{A(s')}{B(s')} \approx 0$  the dynamics are effectively frozen
- ▶ moderate  $\frac{A(s')}{B(s')}$ , search locally  $\rightarrow$  improve solution
- ▶ large  $\frac{A(s')}{B(s')}$  get trapped in a false minima  $\rightarrow$  performs poorly

## One slide aside: robustness against Problem mis-specification

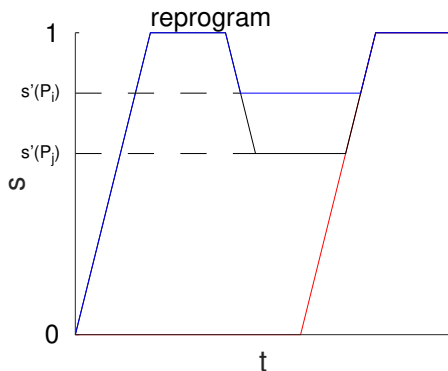
- ▶ Error in each energy proportional to  $\sqrt{N_{qubit}}$
- ▶ Only energy differences within search matter
- ▶ Energy difference proportional to square root of Hamming distance
- ▶  $\therefore$  relevant error proportional to square root of search range  
not  $\sqrt{N_{qubit}}^3$



<sup>3</sup>Up to details about shape of the explored subspace, see [NJP 19, 2, 023024 \(2017\)](#)

## Including uncertainty by annealing qubits differently

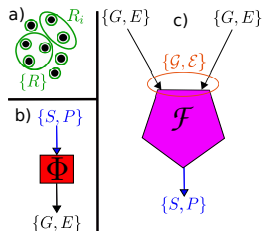
What if we are more sure about some parts of our guess than others? → anneal different qubits back to different points



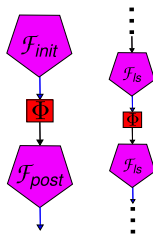
An extreme version of this, which excluded qubits where a value was expected with high certainty has already been done [H. Karimi and G. Rosenberg Quantum Inf. Proc. 16\(7\):166 \(2017\)](#) and [H. Karimi and G. Rosenberg Phys. Rev. E, 96:043312](#)

# Representing this graphically: Inference Primitive Formalism

- ▶ Represent quantum annealing call as an **inference primitive**  $\Phi$ , takes state guess  $S \in \{-1, 1\}$  and uncertainty values  $P \in [0, 0.5]$ , outputs list of states  $G$  and energies  $E$
- ▶ **Processing function**  $\mathcal{F}$  represents classical processing  $\rightarrow$  takes any number (including zero) of annealer outputs (found states  $G$  and energies  $E$ ) and finds new guess  $S$  and uncertainty values  $P$
- ▶ Easily generalized to multi-body drivers representing uncertainty on clusters of qubits



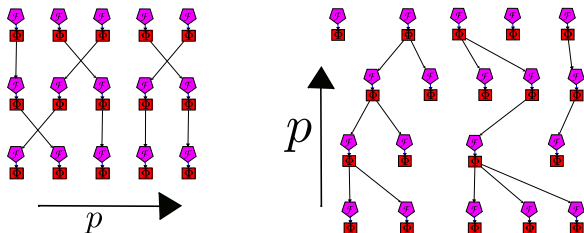
## Basic Examples: traditional QA, and repeated local search in this formalism



- ▶ Traditional QA (left) represented by initialization processing function which takes no inputs and gives complete uncertainty ( $P_i = 0.5 \forall i$ ) on all qubits, followed by post processing function
- ▶ Repeated local search (right) from running annealer many times and using the output as an input to the next processing function

# More advanced algorithms: Parallel tempering and Population annealing analogues

- ▶ Processing function  $\mathcal{F}$  returns lowest energy state as guess and gives all qubits the same uncertainty  $P_i = p \forall i$
- ▶ Assign effective temperature  $T$  to each  $p$  value and either:
  1. exchange using Parallel tempering rules (left)  
$$P_{\text{swap}}(i, j) = \min \left[ 1, \exp \left( \left( \frac{1}{T(i)} - \frac{1}{T(j)} \right) (E_i - E_j) \right) \right]$$
  2. kill or replicate states using population annealing rules (right)  
$$\bar{N}(E) = \frac{1}{Q} \exp \left( \left( \frac{1}{T_{\text{old}}} - \frac{1}{T_{\text{new}}} \right) E \right)$$





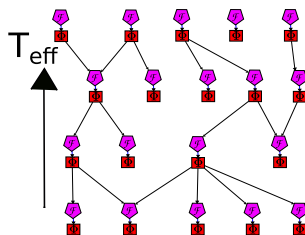
## Even more advanced algorithms: Genetic algorithms

- ▶ A processing function which takes more than one input is a 'breeding' step of a genetic algorithm
- ▶ For instance could be thermally reweighted sum<sup>4</sup> ( u indicates sum over unique states found)

$$S_i = \text{sgn}\left(\sum_{j=1}^{N_u} G_j^{(u)} \exp\left(-\frac{E_j^{(u)}}{T_{\text{eff}}}\right)\right),$$

$$P_i = \frac{1}{Z} \left(\sum_{j=1}^{N_u} \delta_{G_j^{(u)}, -S_i} \exp\left(-\frac{E_j^{(u)}}{T_{\text{eff}}}\right)\right)$$

- ▶ Could be used to add crossbreeding to Population annealing analogue, as shown below



<sup>4</sup>see: [arXiv:1609.05875](https://arxiv.org/abs/1609.05875) for details

# Conclusions

- ▶ Classical controls can be used to make quantum annealers perform subroutines in hybrid quantum/classical algorithms
- ▶ D-Wave Systems Inc. are already implementing these controls on their devices
- ▶ Annealer call can be represented in the inference primitive formalism
- ▶ Many algorithmic possibilities, including genetic algorithms, this work has barely scratched the surface

# Acknowledgements

- ▶ Thanks to Viv Kendon for multiple critical readings of the paper
- ▶ Work supported by EPSRC
- ▶ You → thanks for listening

Please read the full papers: [NJP 19, 2, 023024 \(2017\)](#) and [arXiv:1609.05875](#)