

# Hybrid classical/quantum algorithms: QAOA

Ville Kotovirta

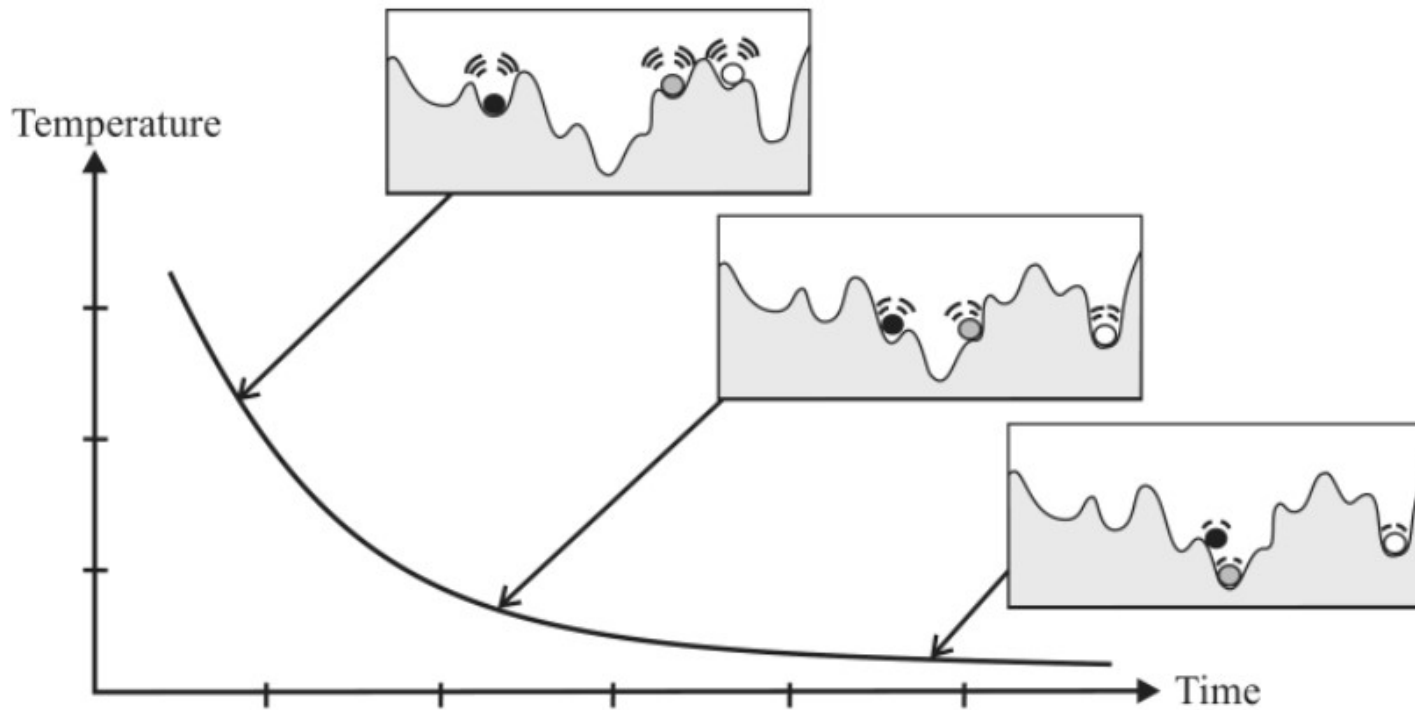
(Part of Day 2 lecture Hybrid classical/quantum  
algorithms with Franz Fuchs, Veiko Palge)

Introduction to Quantum Computing and hybrid HPC-QC systems, 8-9 June 2022

# Quantum Approximate Optimization Algorithm (QAOA)

- Variational algorithm for combinatorial optimisation problems
- Good for NISQ devices
  - Low-depth circuit
  - has some inherent robustness against noise (<https://arxiv.org/abs/1909.02196> )
- Idea is to encode the optimization problem as an energy landscape and find the optimal solution as the global minimum
- Motivated by classical Simulated Annealing and Quantum Annealing

# Annealing principle



# QAOA steps (verbal)

1. Describe the objective function as an energy operator, i.e. Hamiltonian
2. Create the QAOA ansatz, a circuit consisting of:
  - a) Initialization to a uniform superposition over computational basis states
  - b) Two parametrized operators repeated  $p \geq 1$  times
    - 1) One operator that approximates Hamiltonian evolution based on the objective function (towards local minimum)
    - 2) one that shuffles the quantum state in order to explore the energy landscape (in order to avoid local minima)
3. Use quantum computer to sample the Hamiltonian state
4. Compute the expectation value of the Hamiltonian energy, and use optimisation methods (e.g. gradient descent) to update parameters towards maximising the expectation value
5. Repeat 3 and 4 until convergence
6. Analyse the sample distribution, a sufficient number of iterations will produce a state which represents a close enough solution to the ground state of the Hamiltonian

# QAOA steps (math)

- 1. Problem

$$C(z) = \sum_{\alpha=1}^m C_{\alpha}(z)$$

- where  $z = z_1 z_2 \dots z_n$  is the bit string and  $C_{\alpha}(z) = 1$  if  $z$  satisfies clause and 0 otherwise

- 2. Circuit

- 2.a Initialization

$$|s\rangle = \frac{1}{\sqrt{2^n}} \sum_z |z\rangle$$

- 2.b.1 Hamiltonian evolution

$$U(C, \gamma) = e^{-i\gamma C} = \prod_{\alpha=1}^m e^{-i\gamma C_{\alpha}}$$

- 2.b.2 Shuffling

$$B = \sum_{j=1}^n \sigma_j^x \quad U(B, \beta) = e^{-i\beta B} = \prod_{j=1}^n e^{-i\beta \sigma_j^x}$$

- 3. Parameter-dependent state

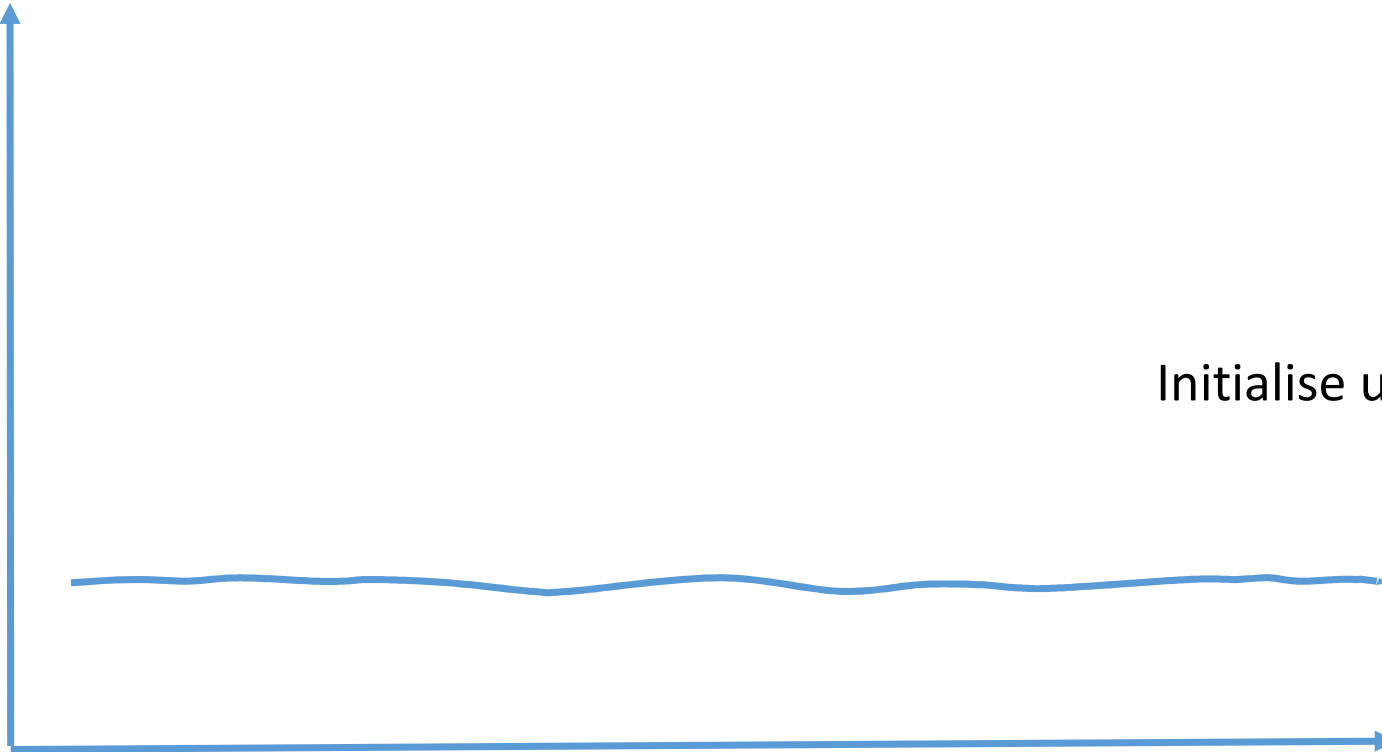
$$|\gamma, \beta\rangle = U(B, \beta_p) U(C, \gamma_p) \dots U(B, \beta_1) U(C, \gamma_1) |s\rangle$$

- 4. Optimisation of expectation value

$$F_p(\gamma, \beta) = \langle \gamma, \beta | C | \gamma, \beta \rangle \quad M_p = \max_{\gamma, \beta} F_p(\gamma, \beta)$$

# QAOA steps (visual)

Probability



Initialise uniform superposition

$$|s\rangle = \frac{1}{\sqrt{2^n}} \sum_z |z\rangle$$

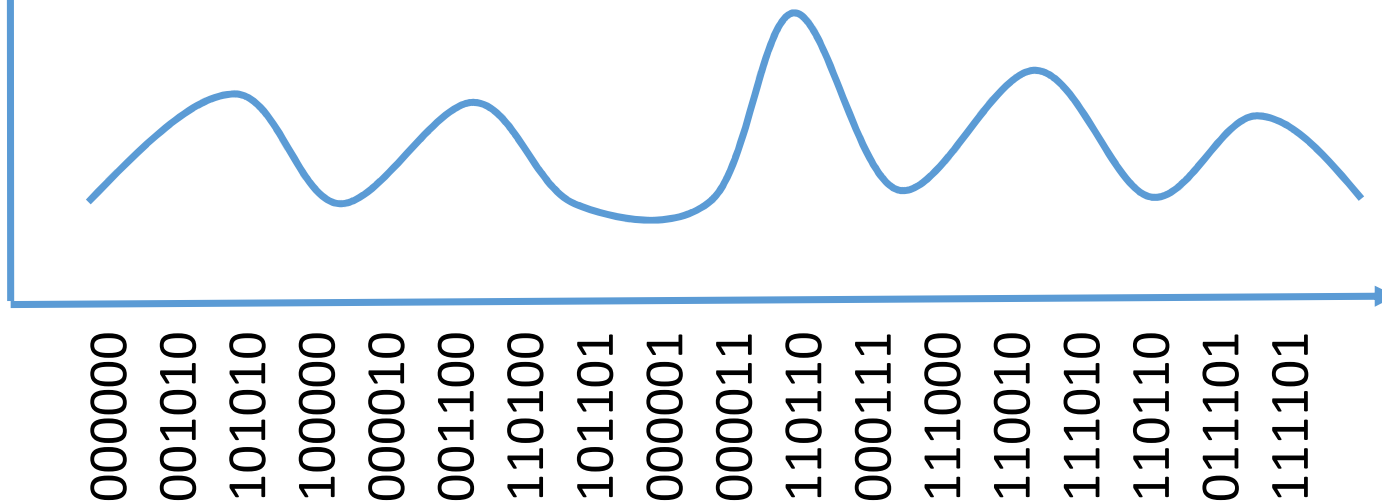
000000  
001010  
101010  
100000  
000010  
001100  
110100  
101101  
000001  
000011  
110110  
000111  
111000  
110010  
111010  
110110  
011101  
111101

# QAOA steps (visual)

Probability

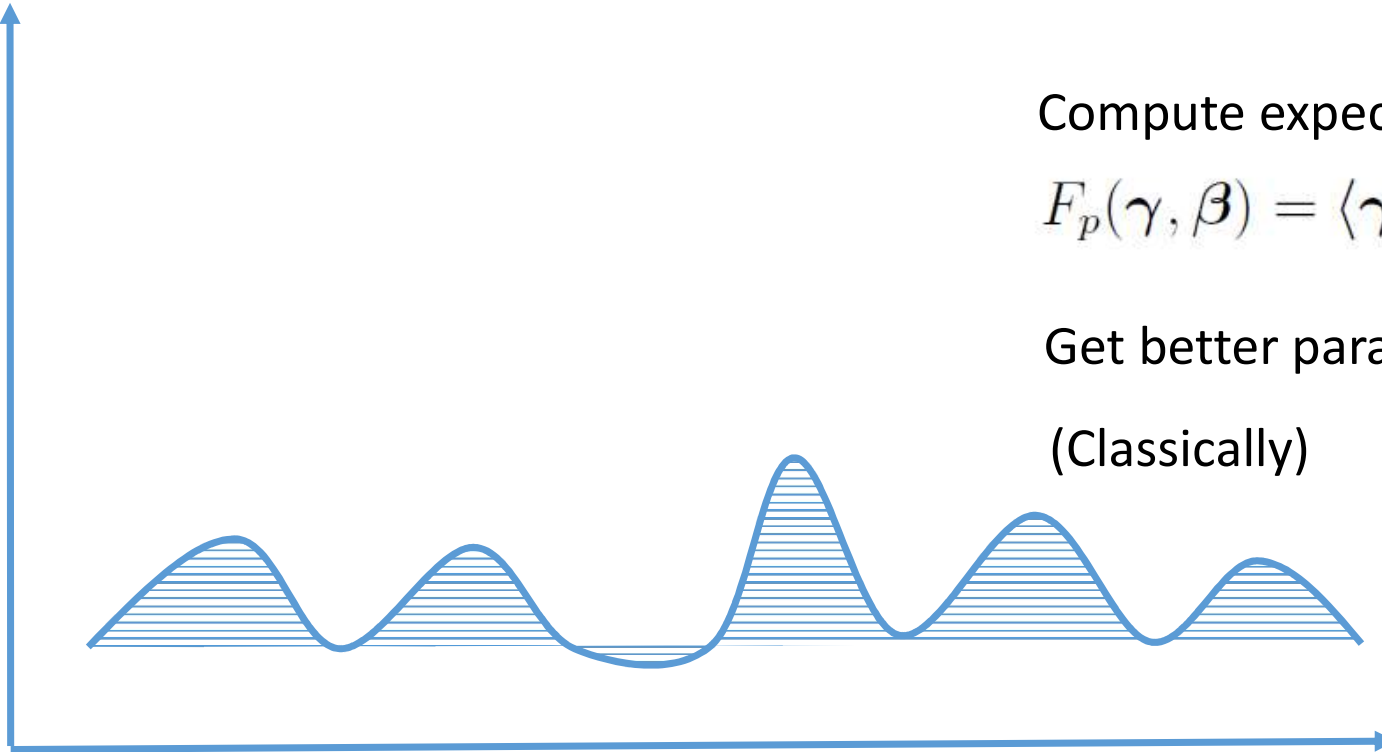
Sample the state using quantum computer

$$|\gamma, \beta\rangle = U(B, \beta_p) U(C, \gamma_p) \cdots U(B, \beta_1) U(C, \gamma_1) |s\rangle$$



# QAOA steps (visual)

Probability



000000  
001010  
101010  
100000  
000010  
001100  
110100  
101101  
000001  
000011  
110110  
000111  
111000  
110010  
111010  
110110  
011101  
111101

Compute expectation value

$$F_p(\gamma, \beta) = \langle \gamma, \beta | C | \gamma, \beta \rangle$$

Get better parameters  $\gamma, \beta$

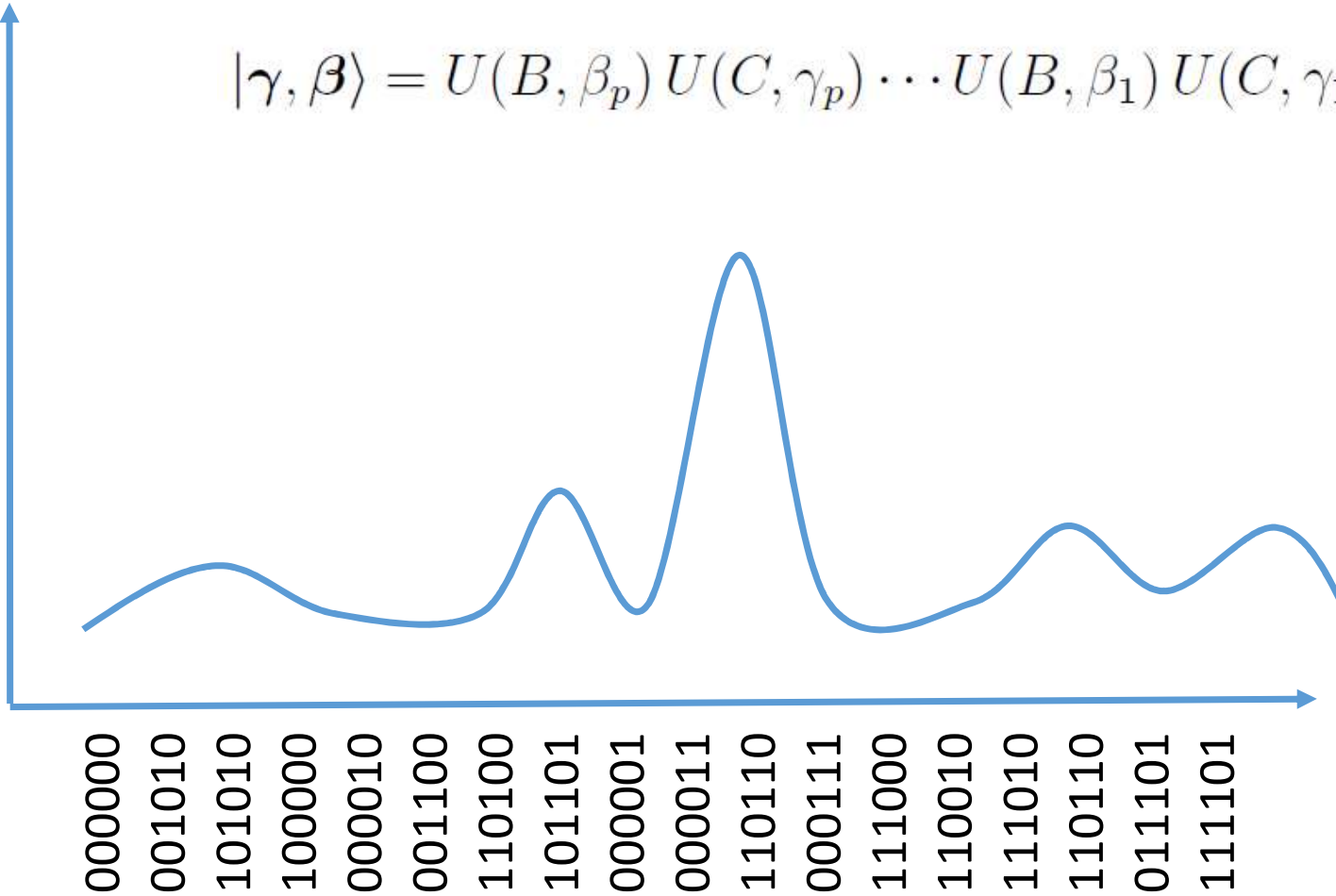
(Classically)



Probability

Sample with better parameters

$$|\gamma, \beta\rangle = U(B, \beta_p) U(C, \gamma_p) \cdots U(B, \beta_1) U(C, \gamma_1) |s\rangle$$



Probability

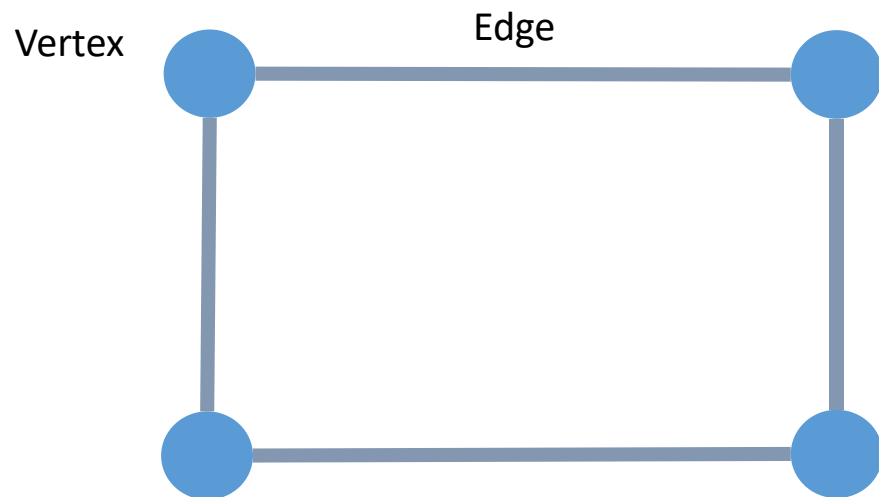
With the “optimal” parameters  
the probability of the optimal (or  
good enough) solution increases



000000  
001010  
101010  
100000  
000010  
001100  
110100  
101101  
000001  
000011  
110110  
000111  
111000  
110010  
111010  
110110  
011101  
111101

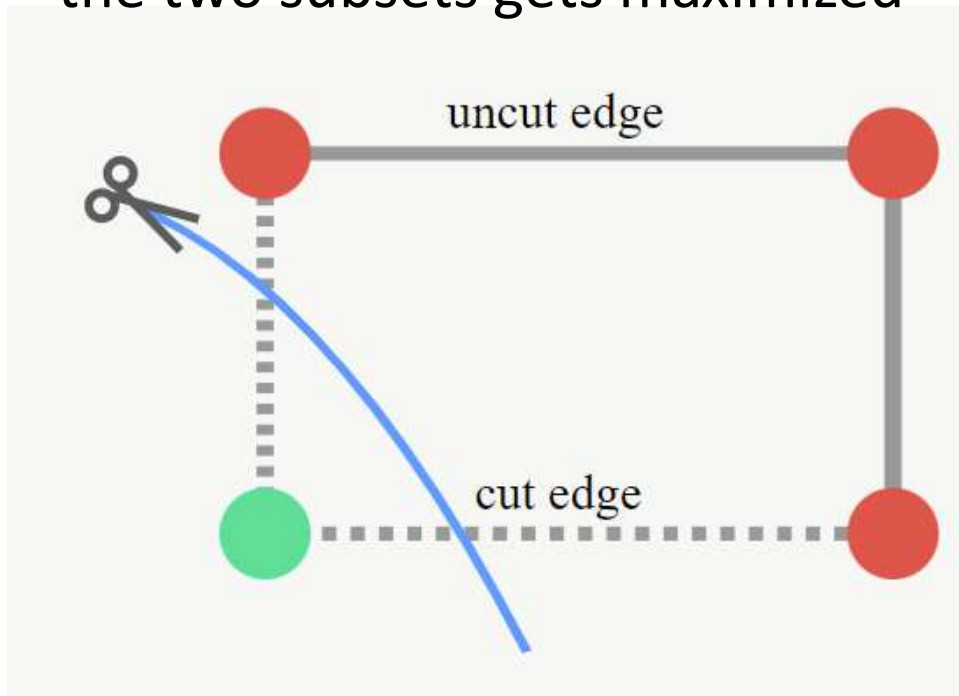
# MaxCut problem example

- NP-hard optimization problem from graph theory
- Applications in fields such as network design, statistical physics, circuit layout design, data clustering.
- Find two subsets of vertices such that the number of edges between the two subsets gets maximized



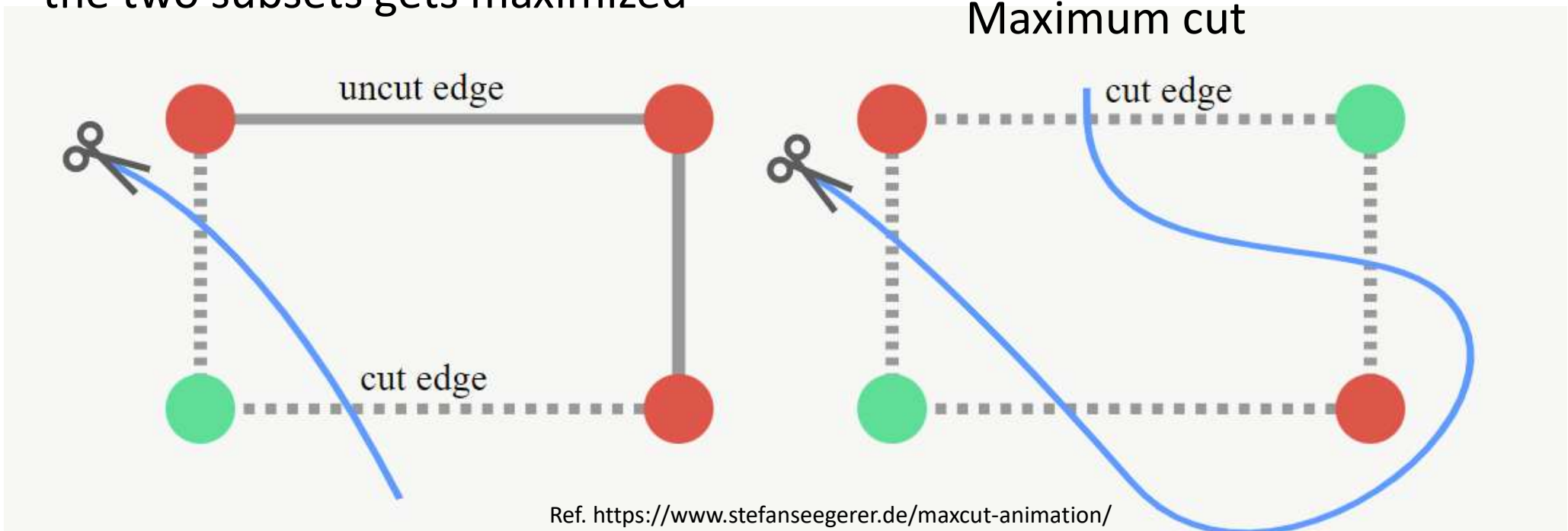
# MaxCut problem example

- NP-hard optimization problem from graph theory
- Applications in fields such as network design, statistical physics, circuit layout design, data clustering.
- Find two subsets of vertices such that the number of edges between the two subsets gets maximized



# MaxCut problem example

- NP-hard optimization problem from graph theory
- Applications in fields such as network design, statistical physics, circuit layout design, data clustering.
- Find two subsets of vertices such that the number of edges between the two subsets gets maximized

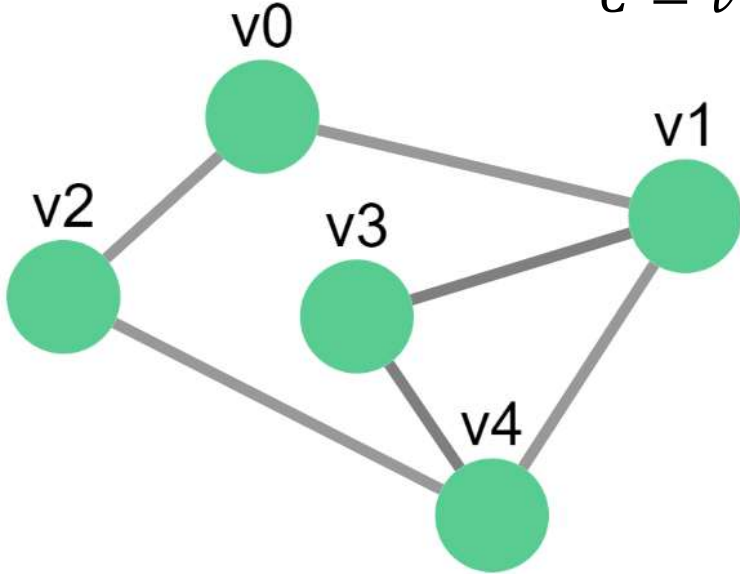


Assign a binary variable to each node to create the objective function:

$$C = v_0 \oplus v_1 + v_0 \oplus v_2 + v_1 \oplus v_3 + v_1 \oplus v_4 + v_2 \oplus v_4 + v_3 \oplus v_4$$



1, if  $v_0 \neq v_1$   
0, if  $v_0 = v_1$



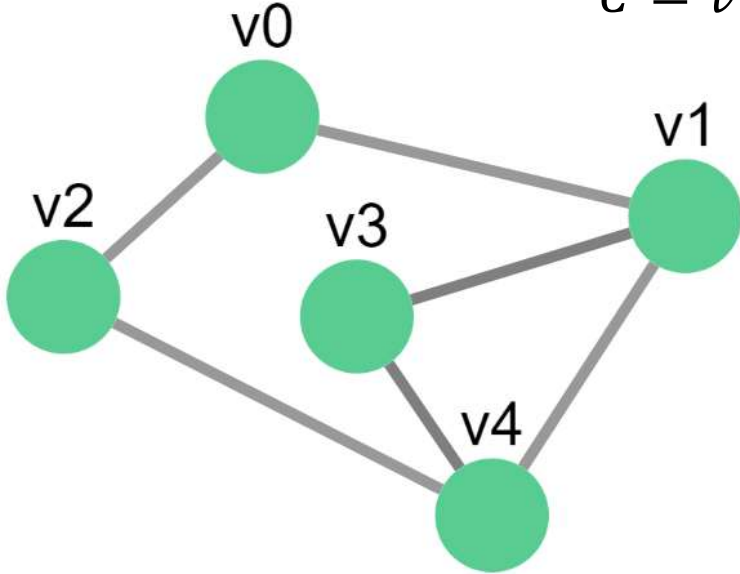
(Here a weight of 1 is used for each link, for real-world tasks weights can be anything and represent e. g. the link cost)

Assign a binary variable to each node to create the objective function:

$$C = v_0 \oplus v_1 + v_0 \oplus v_2 + v_1 \oplus v_3 + v_1 \oplus v_4 + v_2 \oplus v_4 + v_3 \oplus v_4$$



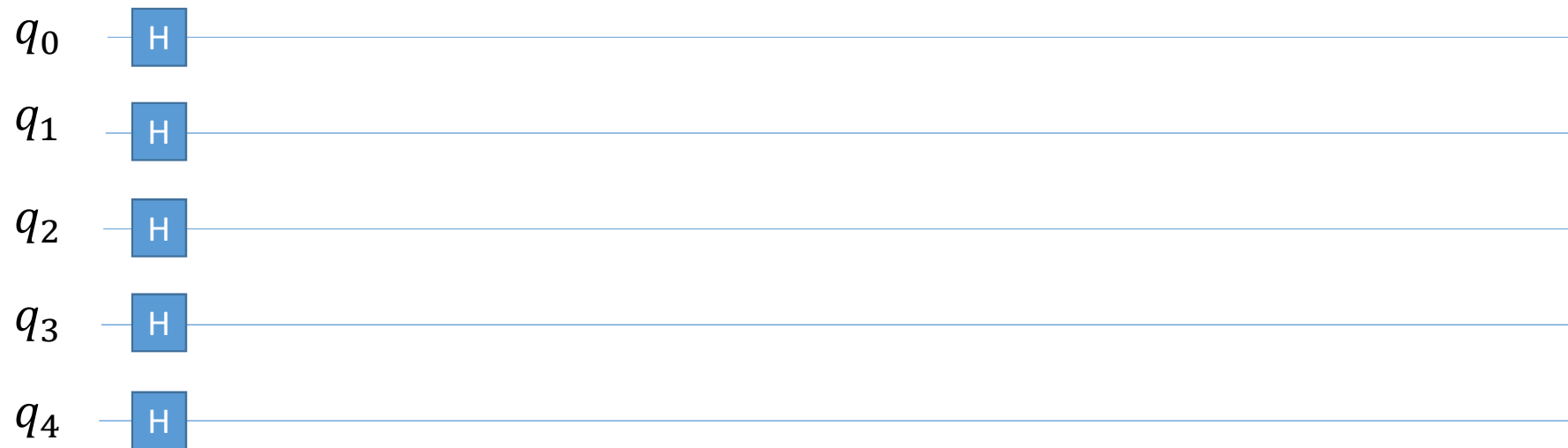
1, if  $v_0 \neq v_1$   
0, if  $v_0 = v_1$



Replace the classical variables with qubits and map the objective function to Hamiltonian:

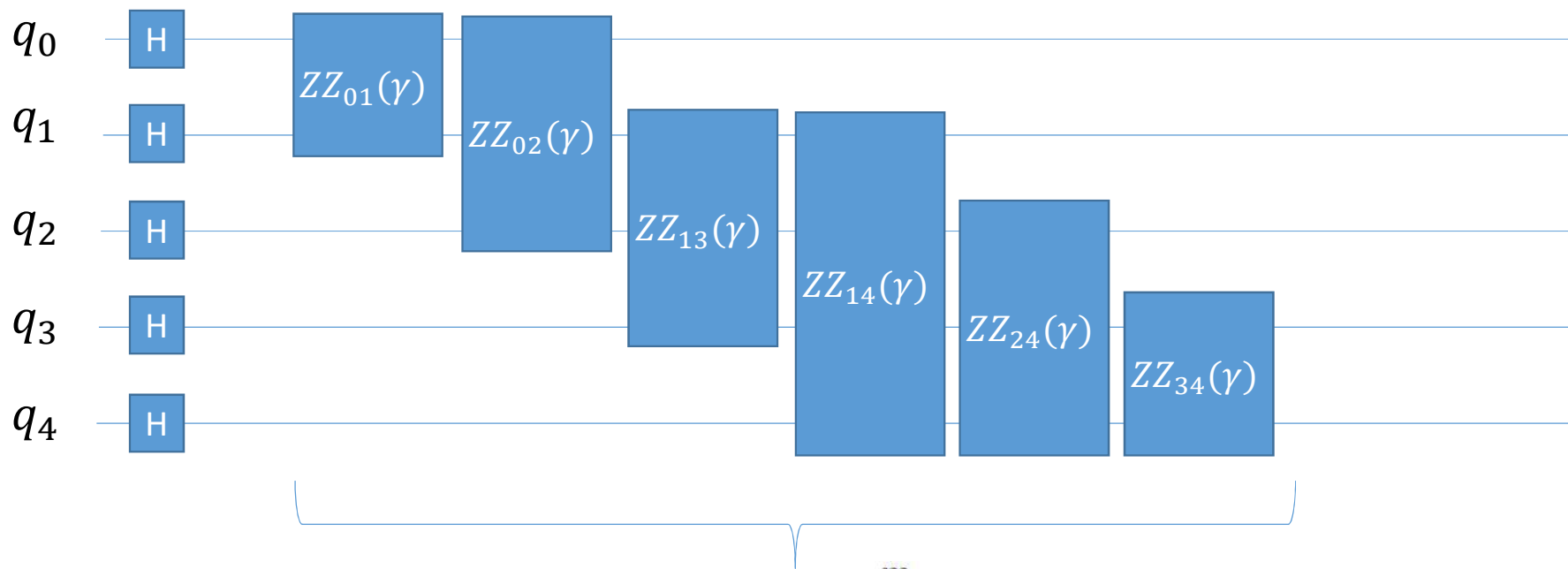
$$H = -\left(\frac{1-Z_0Z_1}{2} + \frac{1-Z_0Z_2}{2} + \frac{1-Z_1Z_3}{2} + \frac{1-Z_1Z_4}{2} + \frac{1-Z_2Z_4}{2} + \frac{1-Z_3Z_4}{2}\right)$$

$$|s\rangle = \frac{1}{\sqrt{2^n}} \sum_z |z\rangle$$



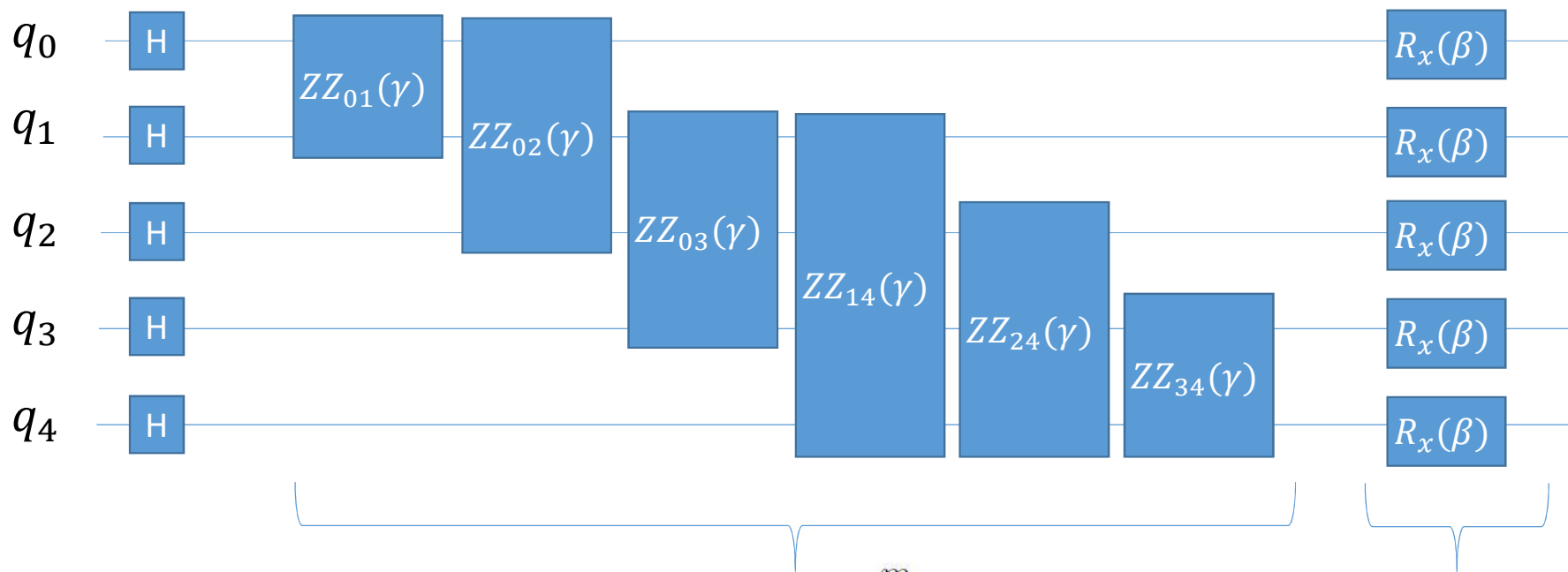


$$H = -\left(\frac{1-Z_0Z_1}{2} + \frac{1-Z_0Z_2}{2} + \frac{1-Z_1Z_3}{2} + \frac{1-Z_1Z_4}{2} + \frac{1-Z_2Z_4}{2} + \frac{1-Z_3Z_4}{2}\right)$$



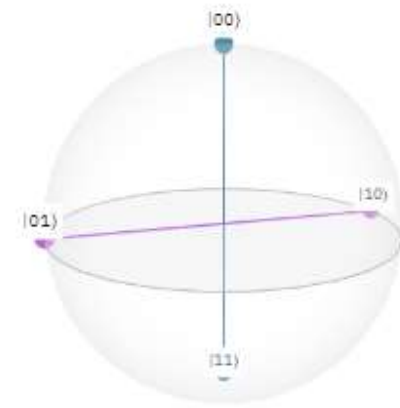
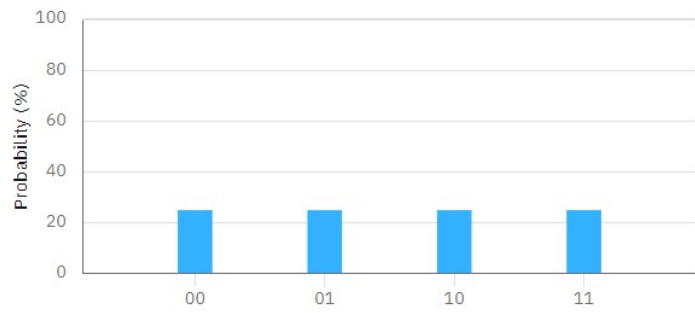
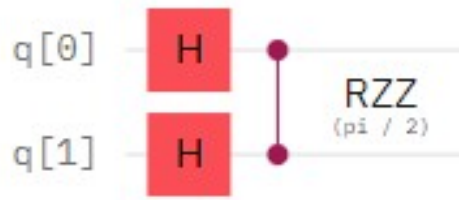
$$U(C, \gamma) = e^{-i\gamma C} = \prod_{\alpha=1}^m e^{-i\gamma C_\alpha}$$

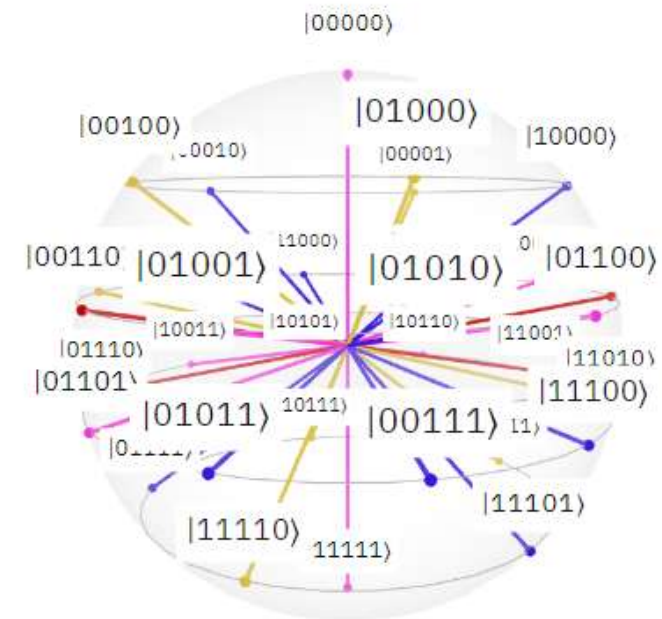
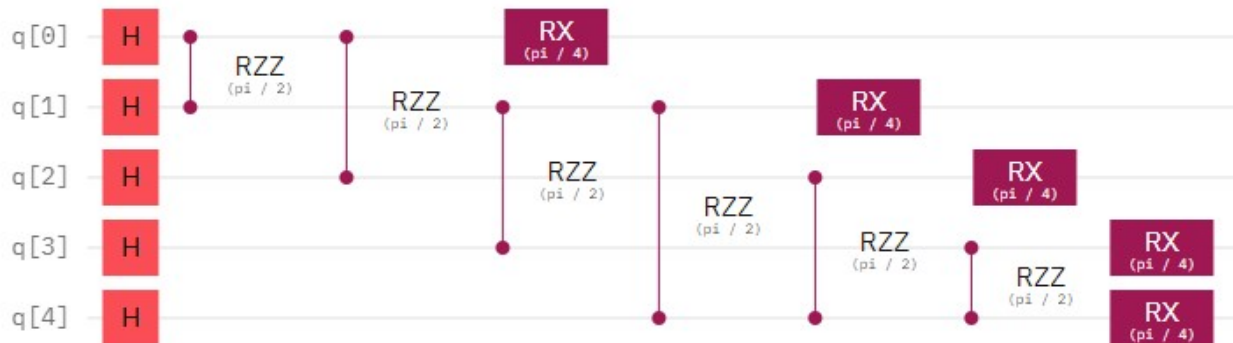
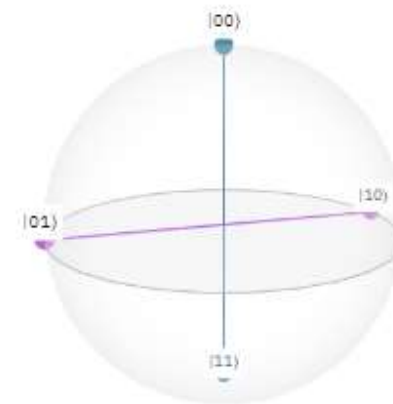
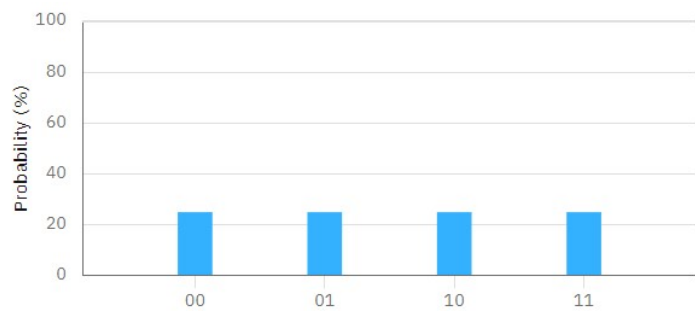
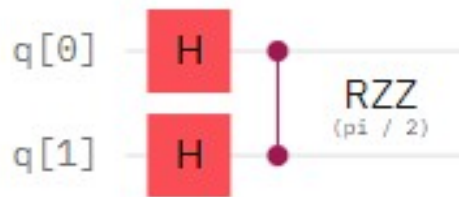
$$H = -\left(\frac{1-Z_0Z_1}{2} + \frac{1-Z_0Z_2}{2} + \frac{1-Z_1Z_3}{2} + \frac{1-Z_1Z_4}{2} + \frac{1-Z_2Z_4}{2} + \frac{1-Z_3Z_4}{2}\right)$$

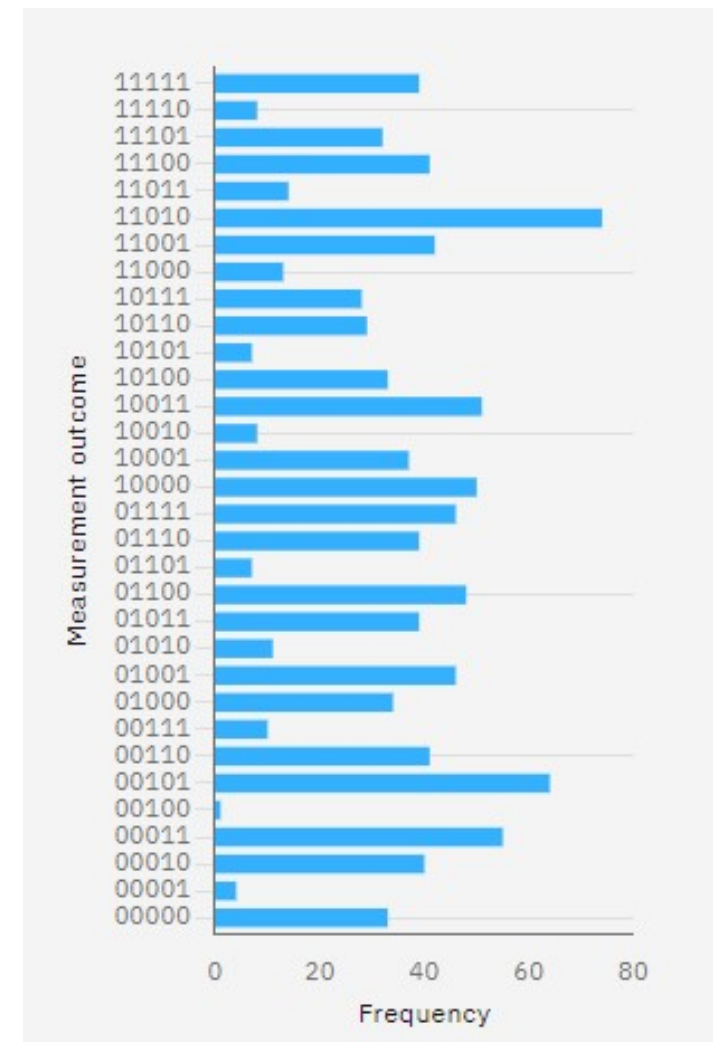
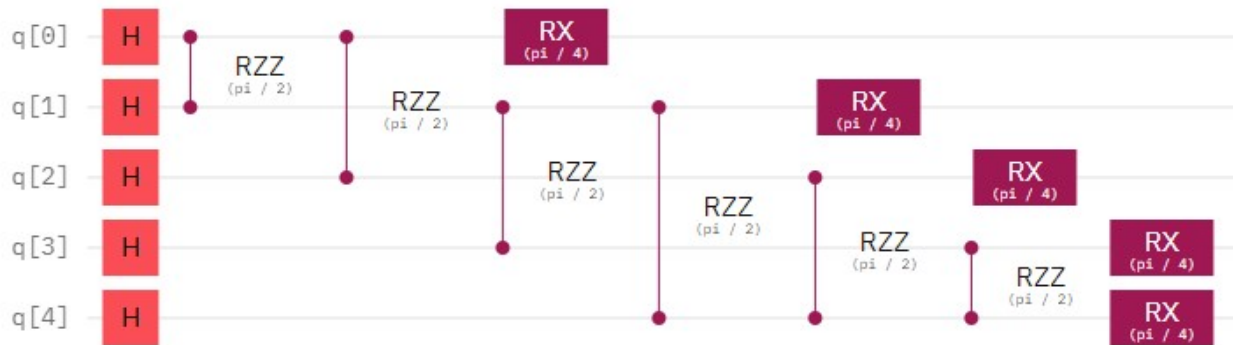


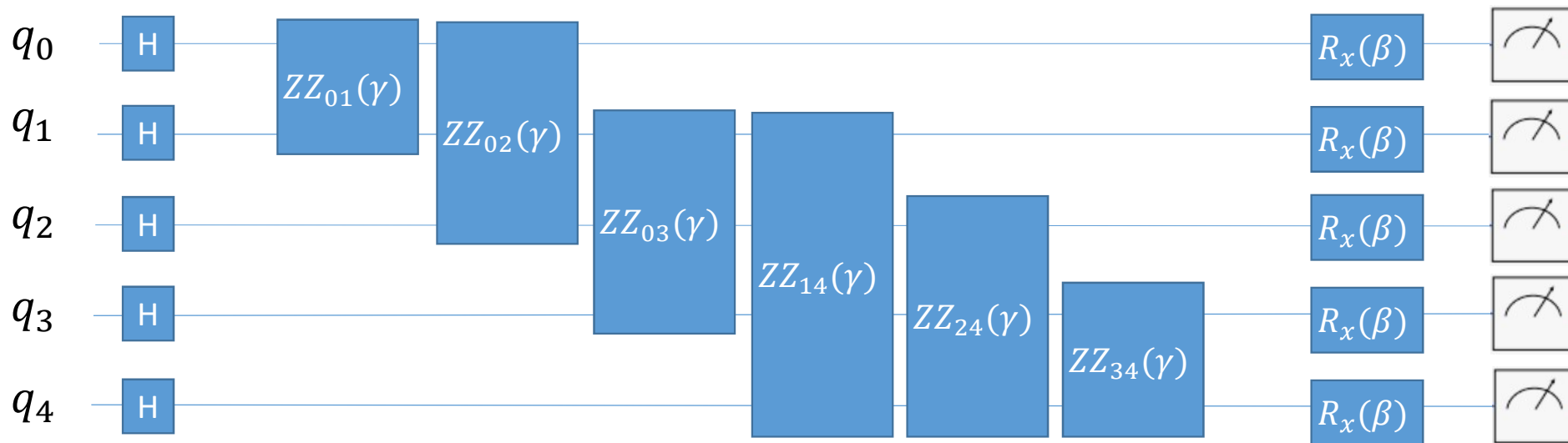
$$U(C, \gamma) = e^{-i\gamma C} = \prod_{\alpha=1}^m e^{-i\gamma C_\alpha}$$

$$U(B, \beta) = e^{-i\beta B} = \prod_{j=1}^n e^{-i\beta \sigma_j^x}$$









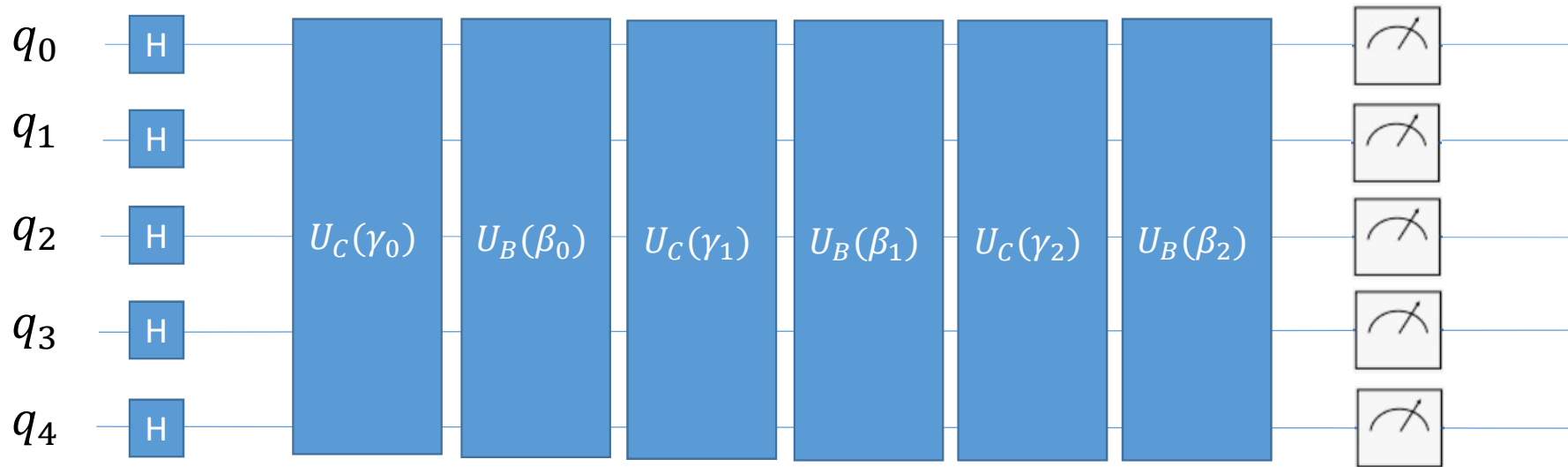
Measure with enough repetitions to compute the expectation value

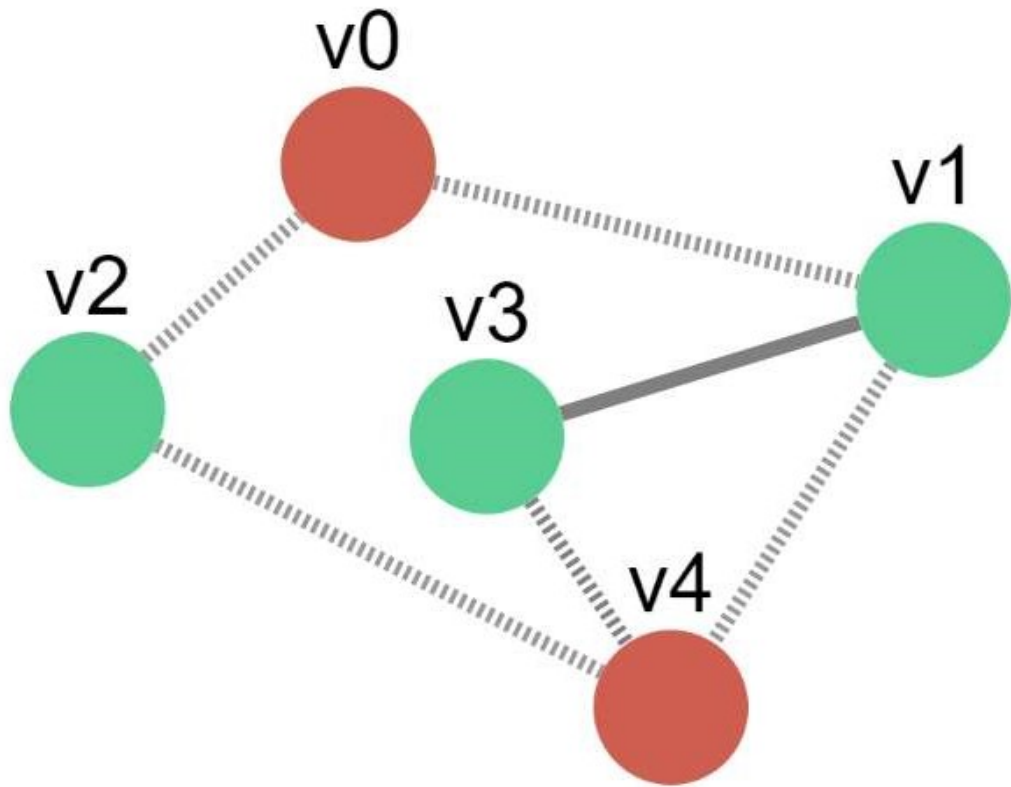
$$\langle \gamma, \beta | C | \gamma, \beta \rangle$$

Use classical optimisation to find better parameters

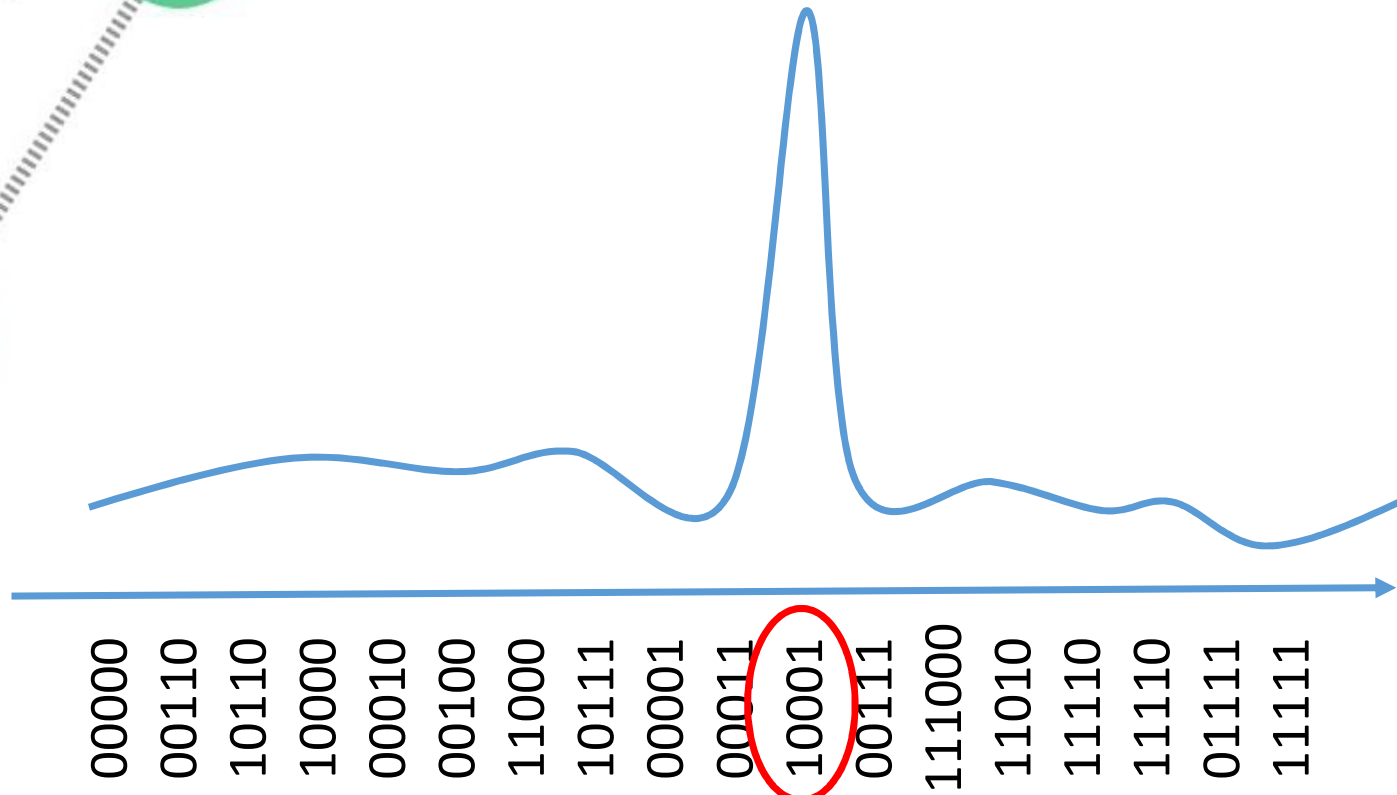
$$M_p = \max_{\gamma, \beta} F_p(\gamma, \beta)$$

Accuracy can be improved by increasing  $p$  thus by having more  $U_C(\gamma)$  and  $U_B(\beta)$  pairs. However, this increases the circuit depth and the complexity of the classical optimisation as the number of parameters increases.





State  $\langle 10001 \rangle$  with highest probability





# Conclusions

- Quantum Approximate Optimization Algorithm (QAOA) is a variational algorithm for combinatorial optimisation
- Suitable for noisy intermediate-scale quantum (NISQ) era devices
- Is it better than classical? .. To find out we'll have to wait for better devices and test.