

# Quantum Computing and Data Science

**Matthias Degroote**



DSPEast Quantum Computing Meetup  
19/03/2020

# About me

2008-2014

Ghent University

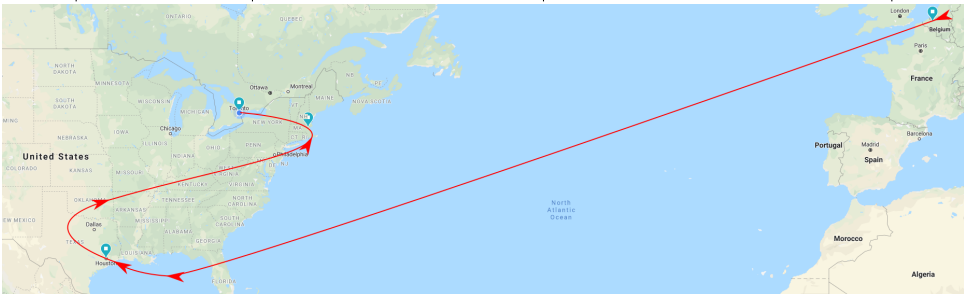
2014-2017

Rice University

2018-2020





Harvard University  
University of Toronto

- Electronic Structure
- Tensor Networks
- Electronic Structure
- Quantum Computing



# What (not) to Expect

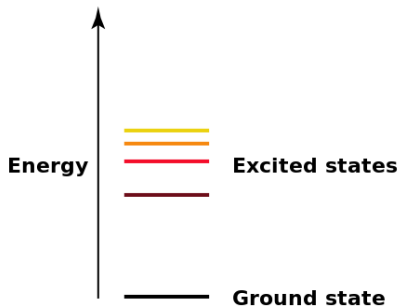
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-  A sales pitch telling everyone to switch to quantum
-  A full explanation of how quantum computing works
-  An overview of the areas where data science and quantum computing touch
-  A chance to talk about opportunities both ways



# What is Quantum Mechanics?

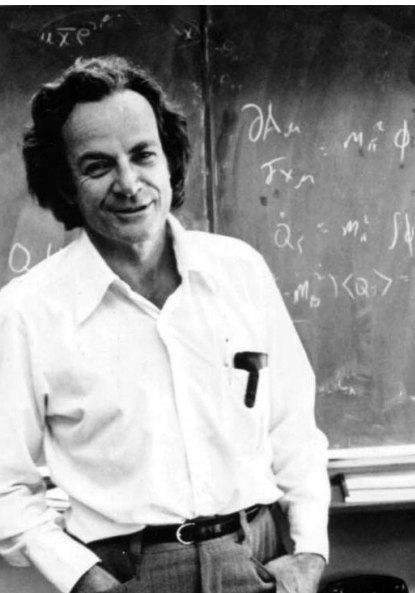
The physical theory for what happens at very small length scales and very low temperatures



Governed by Schrödinger equation  
$$i\hbar \frac{\partial}{\partial t} |\psi(x, t)\rangle = H |\psi(x, t)\rangle$$

Normalized under 2-norm  
$$\int |\psi(x, t)|^2 dx = 1$$

Computations with wave functions become exponentially harder when the number of particles goes up



## Richard Feynman

Physicist, annoyed at slow computers

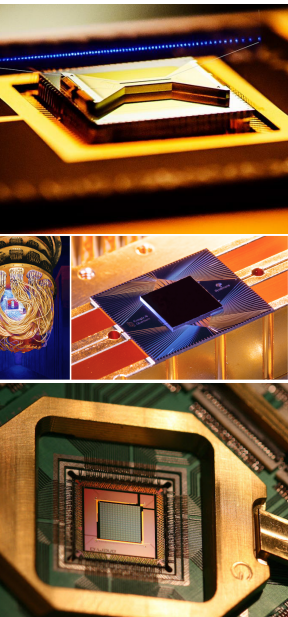
Realized Turing machines could never beat the exponential wall

Theorized about quantum matter simulating quantum matter

What about doing more than just simulating physics?

⇒ Need controllable quantum systems





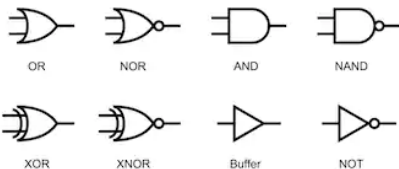
## DiVincenzo Criteria

1. Scalable physical system with well-characterized qubit
2. The ability to initialize the state of the qubits to simple fiducial state
3. Long decoherence times
4. A universal set of gates
  - Single-qubit operations  
⇒ superposition
  - Two-qubit operations  
⇒ entanglement
5. Qubit-specific measurement capability



To store data in wave functions and manipulate to do computation

## Logic Gate Symbols



X Gate  
Bit-flip, Not

$$\begin{bmatrix} X \end{bmatrix} \equiv \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} \alpha \\ \beta \end{bmatrix} = \beta|0\rangle + \alpha|1\rangle$$

Z Gate  
Phase-flip

$$\begin{bmatrix} Z \end{bmatrix} \equiv \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} \begin{bmatrix} \alpha \\ \beta \end{bmatrix} = \alpha|0\rangle - \beta|1\rangle$$

H Gate  
Hadamard

$$\begin{bmatrix} H \end{bmatrix} \equiv \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} \begin{bmatrix} \alpha \\ \beta \end{bmatrix} = \frac{\alpha + \beta|0\rangle + \alpha - \beta|1\rangle}{\sqrt{2}}$$

T Gate

$$\begin{bmatrix} T \end{bmatrix} \equiv \begin{bmatrix} 1 & 0 \\ 0 & e^{i\pi/4} \end{bmatrix} \begin{bmatrix} \alpha \\ \beta \end{bmatrix} = \alpha|0\rangle + e^{i\pi/4}\beta|1\rangle$$

Controlled Not  
Controlled X  
CNot

$$\begin{bmatrix} \text{CNot} \end{bmatrix} \equiv \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} a \\ b \\ c \\ d \end{bmatrix} = a|00\rangle + b|01\rangle + d|10\rangle + c|11\rangle$$

Swap

$$\begin{bmatrix} \text{Swap} \end{bmatrix} \equiv \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} a \\ b \\ c \\ d \end{bmatrix} = a|00\rangle + c|01\rangle + b|10\rangle + d|11\rangle$$

- 1 Quantum Machine Learning
- 2 Optimization Problems
- 3 Quantum Linear Algebra





		Type of Algorithm	
		<i>classical</i>	<i>quantum</i>
Type of Data	<i>classical</i>	CC	CQ
	<i>quantum</i>	QC	QQ

- Algorithms based on quantum building blocks

- Grover search
- phase estimation
- amplitude estimation

⇒ Error corrected devices

- Algorithms mimicking classical ML

- quantum neurons
- quantum boltzmann machines
- quantum convolutional networks
- quantum variational autoencoder
- quantum generative adversarial network

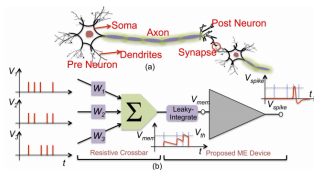
⇒ Noisy Intermediate Scale Quantum (NISQ) Devices





## Power Consumption

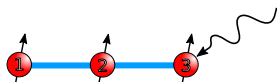
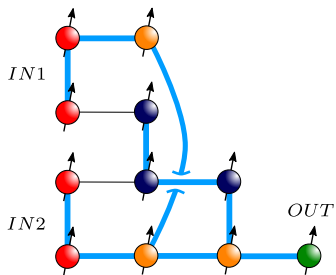
Game	Computer	Human
Chess	900W	20W
Go	1000W	20W
StarCraft II	2000W	20W



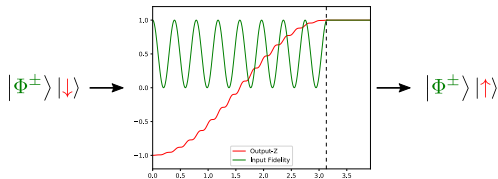
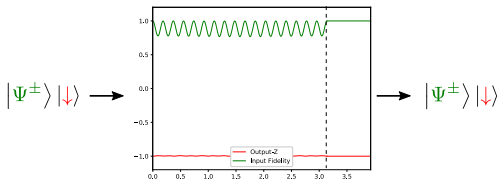
- sparse connectivity
- info transfer through spikes
- thresholding
- temporal character (firing rate, relative timing)



# Artificial Spiking Quantum Neuron



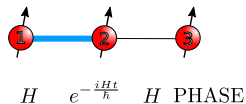
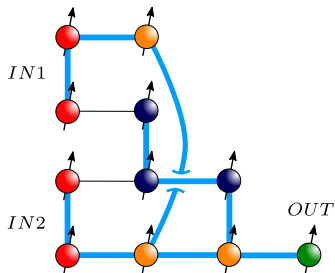
$$e^{-\frac{iHt}{\hbar}} \quad \text{PHASE}$$



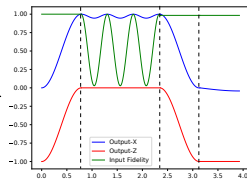
Counts excitations



# Artificial Spiking Quantum Neuron

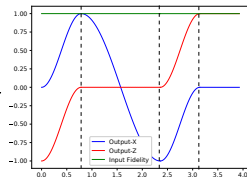


$$\begin{aligned} &|\Phi^+\rangle |\downarrow\rangle \\ &|\Psi^+\rangle |\downarrow\rangle \end{aligned}$$



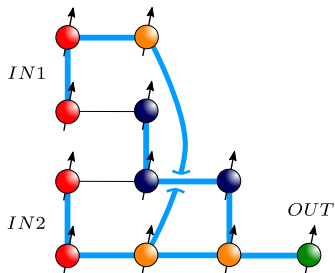
$$\begin{aligned} &|\Phi^+\rangle |\downarrow\rangle \\ &|\Psi^+\rangle |\downarrow\rangle \end{aligned}$$

$$\begin{aligned} &|\Phi^-\rangle |\downarrow\rangle \\ &|\Psi^-\rangle |\downarrow\rangle \end{aligned}$$



$$\begin{aligned} &|\Phi^-\rangle |\uparrow\rangle \\ &|\Psi^-\rangle |\uparrow\rangle \end{aligned}$$

Finds phase difference



## Characteristics

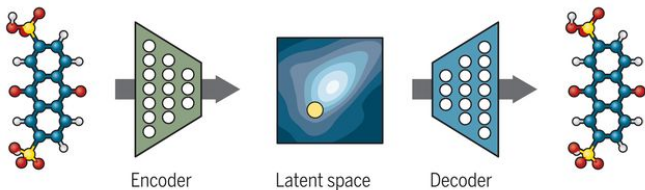
- Thresholding
- Feedforward
- Measurement backaction
- Defines expected likelihood kernel used in pattern analysis
- Nothing to optimize, topology defines function

Further reading:

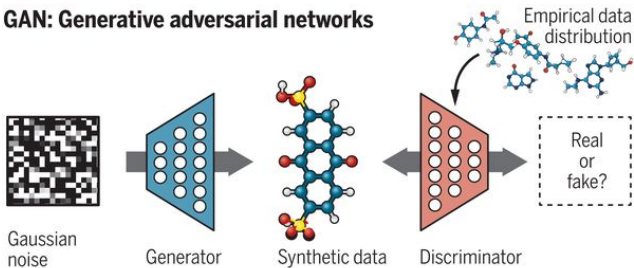
L.-B. Kristensen, M. Degroote, P. Wittek, A. Aspuru-Guzik

<https://arxiv.org/abs/1907.06269>

## VAE: Variational autoencoders

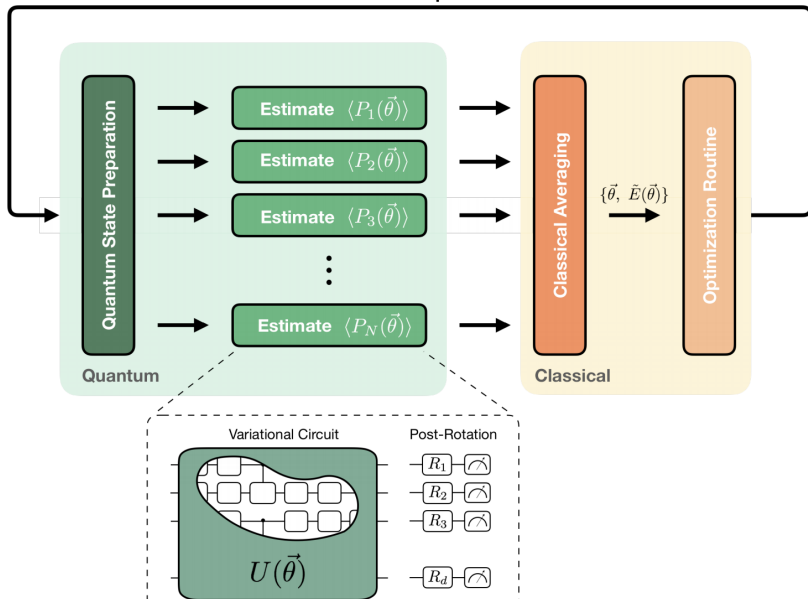


## GAN: Generative adversarial networks

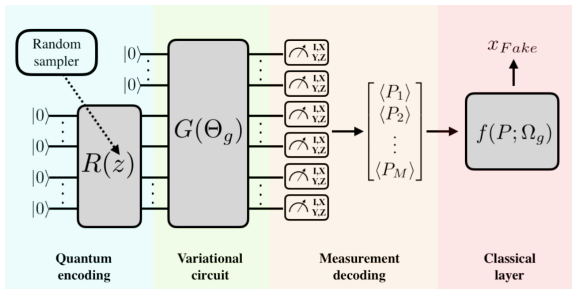
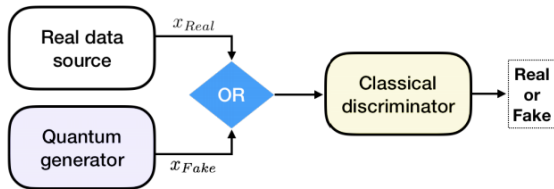


# Hybrid Quantum-Classical approaches

Parameter Update:  $\vec{\theta} \rightarrow \vec{\theta}'$

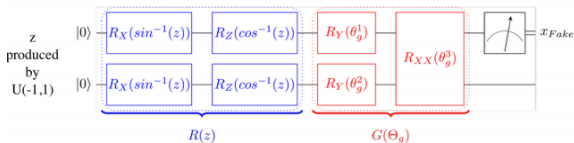
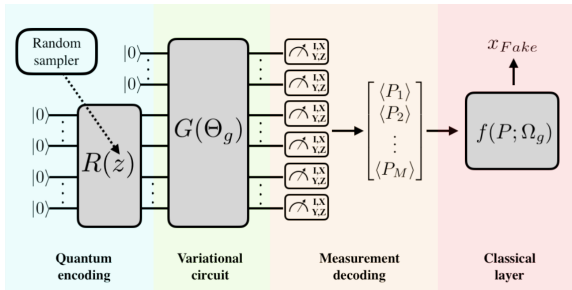


# Quantum Generative Adversarial Network





# Quantum Generative Adversarial Network

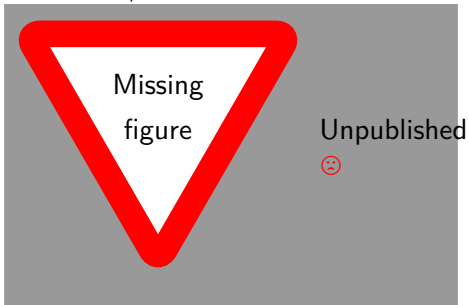


Further reading:

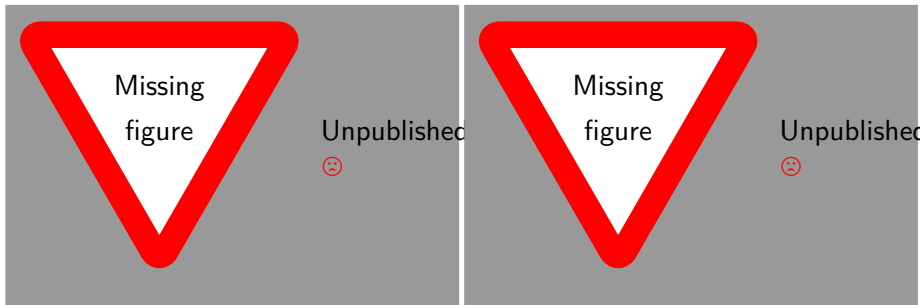
J. Romero, A. Aspuru-Guzik

arXiv:1901.00848

Influence of noise models, simulations

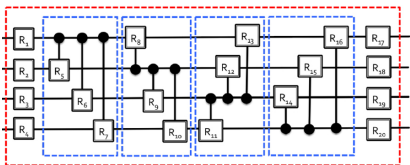
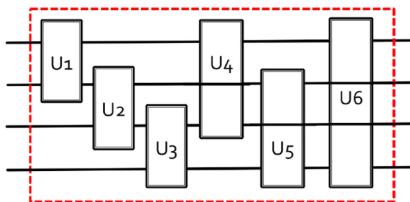
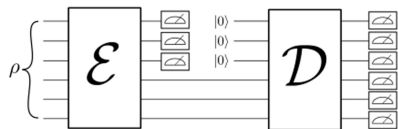


Experimental data, upcoming publication with Abhinav Anand

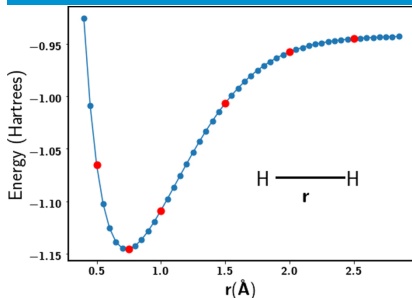


- Learning on real hardware
- Reduced number of samples
- Noise does not affect result



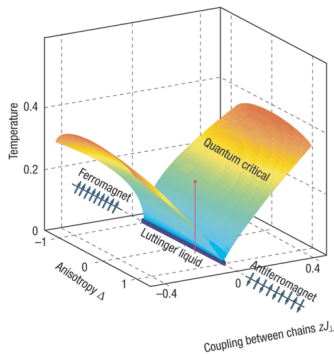
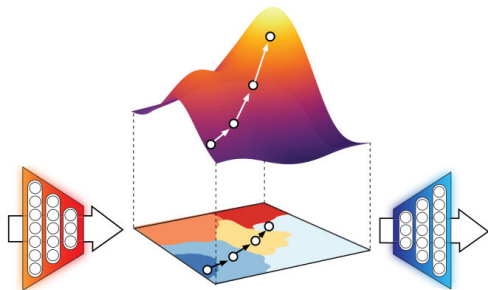


## H<sub>2</sub> molecule



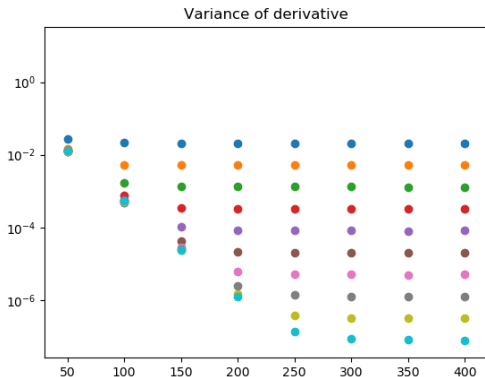
Further reading:  
 J. Romero, J. Olsen, A. Aspuru-Guzik  
[10.1088/2058-9565/aa8072](https://doi.org/10.1088/2058-9565/aa8072)





Ongoing project with Douglas Mendoza on phase transition in XXZ model

- exact wave functions
- some symmetry present
- move in the latent space



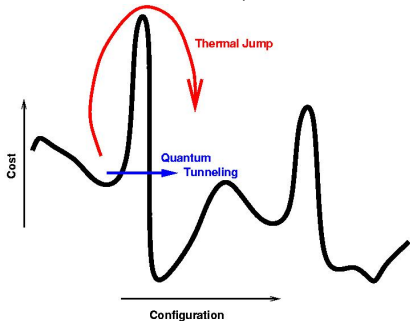
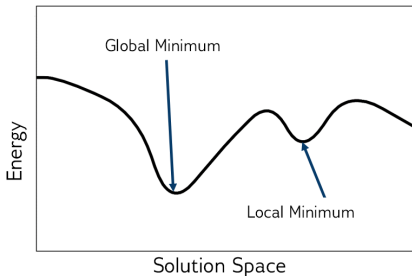
- similar to machine learning
  - dropout
  - sparsification
- ⇒ work in progress...

# Quadratic Unconstrained Optimization Problems (QUBO)

$$\mathcal{L}(x) = \sum_i Q_{ii}x_i + \sum_{i < j} Q_{ij}x_i x_j$$

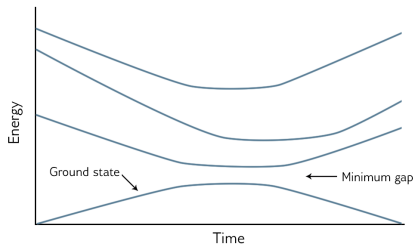
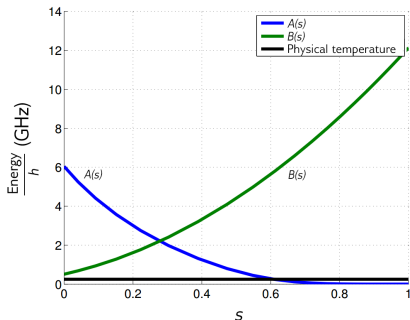
## Examples

- SAT problems
  - Max-Cut problems
  - Max-Clique problems
  - Multiple Knapsack Problems
  - many, many more
- ⇒ All very hard

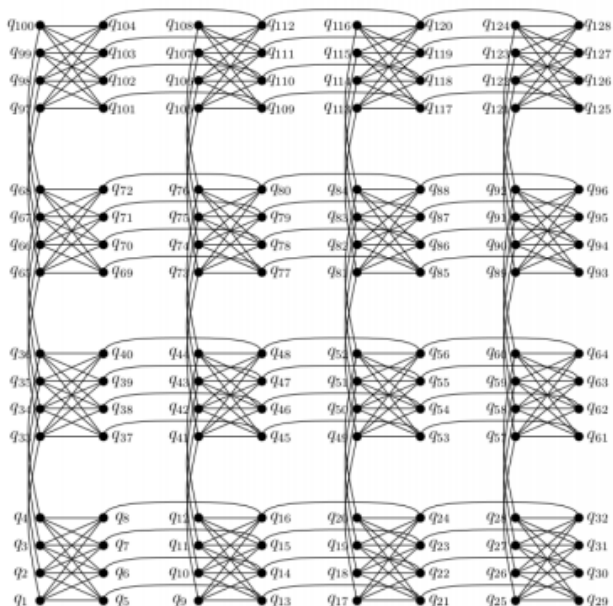


$$\mathcal{H}(\sigma) = -\frac{A(s)}{2} \sum_i \sigma_x^i + \frac{B(s)}{2} \left[ \sum_i h_i \sigma_z^i + \sum_{i < j} J_{ij} \sigma_z^i \sigma_z^j \right]$$

Evolve from  $s = 0$  to  $s = 1$

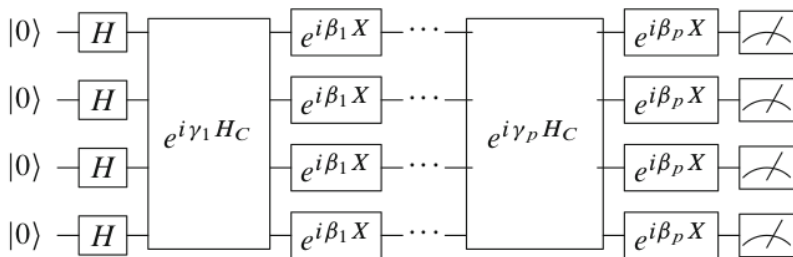




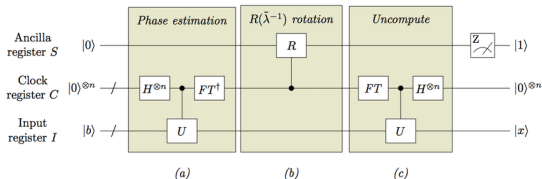


$$\begin{aligned}\mathcal{H}(\sigma) &= \sum_i \sigma_x^i + \left[ \sum_i h_i \sigma_z^i + \sum_{i < j} J_{ij} \sigma_z^i \sigma_z^j \right] \\ &= H_B + H_C\end{aligned}$$

Optimize  $\langle \psi | H_C | \psi \rangle$  over  $p$  and  $\beta, \gamma$



$$A|x\rangle = |b\rangle$$



- uses QPE as subroutine
  - severe limitations
- ⇒ Not really near-term

- Limitations on  $A$ 
  - $A$  is Hermitian
  - $A$  has eigenvalues needs to be in  $[0, 1)$
  - oracle for  $\exp(iAt)$
- Limitations on  $|b\rangle$ 
  - $|b\rangle$  can be implemented easily

⇒ QRAM
- Limitations on  $|x\rangle$ 
  - $|x\rangle$  cannot be fully recovered

Thank you for your attention!



Questions are most welcome

**Slides:** <https://mfdgroot.github.io/>