

Quantum Approximate Optimization Algorithm

Part 1

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구성

CONTENTS

01

Review:
VQAs

02

QAOA

03

MAX-CUT
problem

04

Implementing
QAOA



Variational Quantum Algorithms

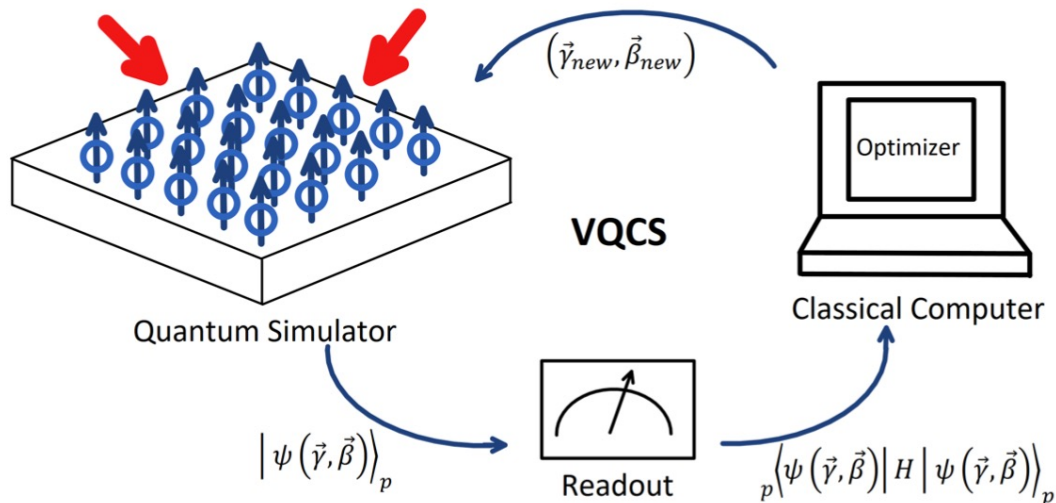
- ✓ **What is VQAs?**
- ✓ VQE and QAOA



Variational Quantum Algorithms

What is VQAs?

Variational Quantum-Classical Simulations

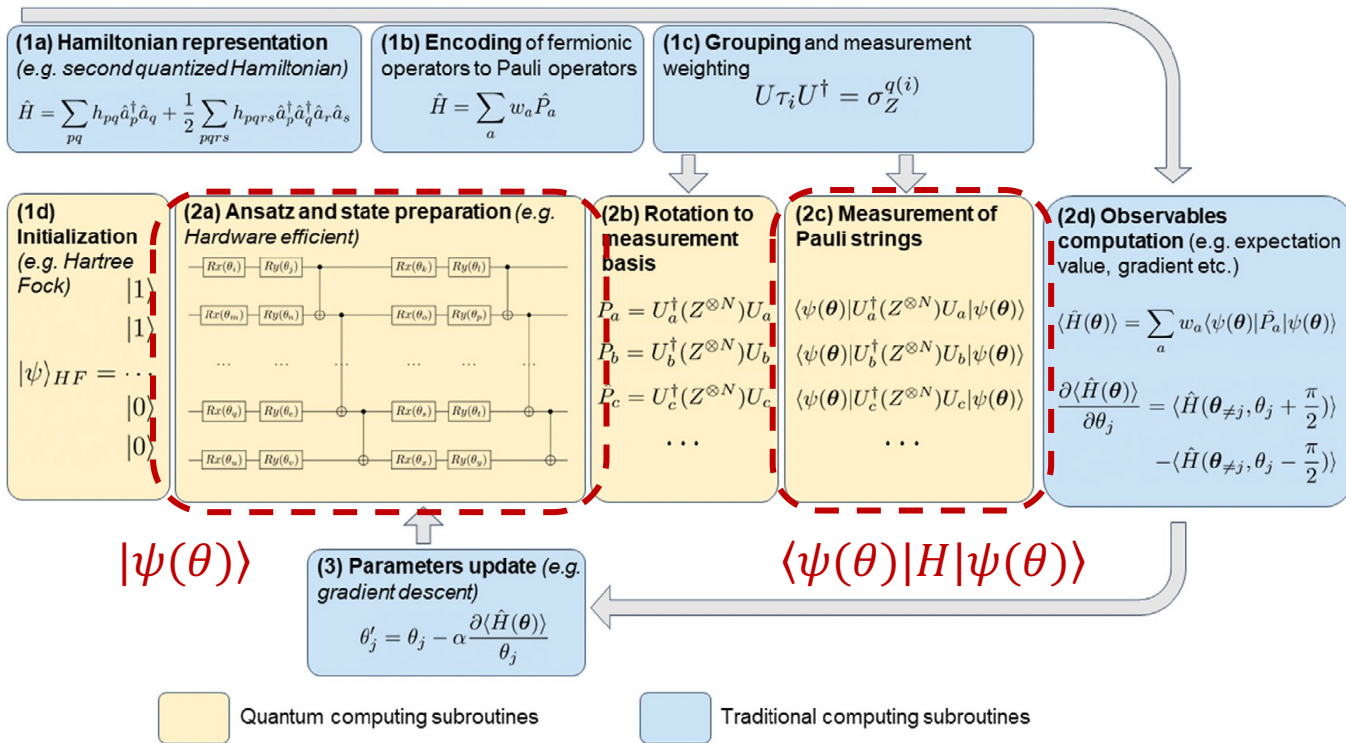


[W.W. Ho and T.H. Hsieh, Efficient variational simulation of non-trivial quantum states, SciPost Phys. 6, 029 (2019)]



Variational Quantum Eigensolver (VQE)

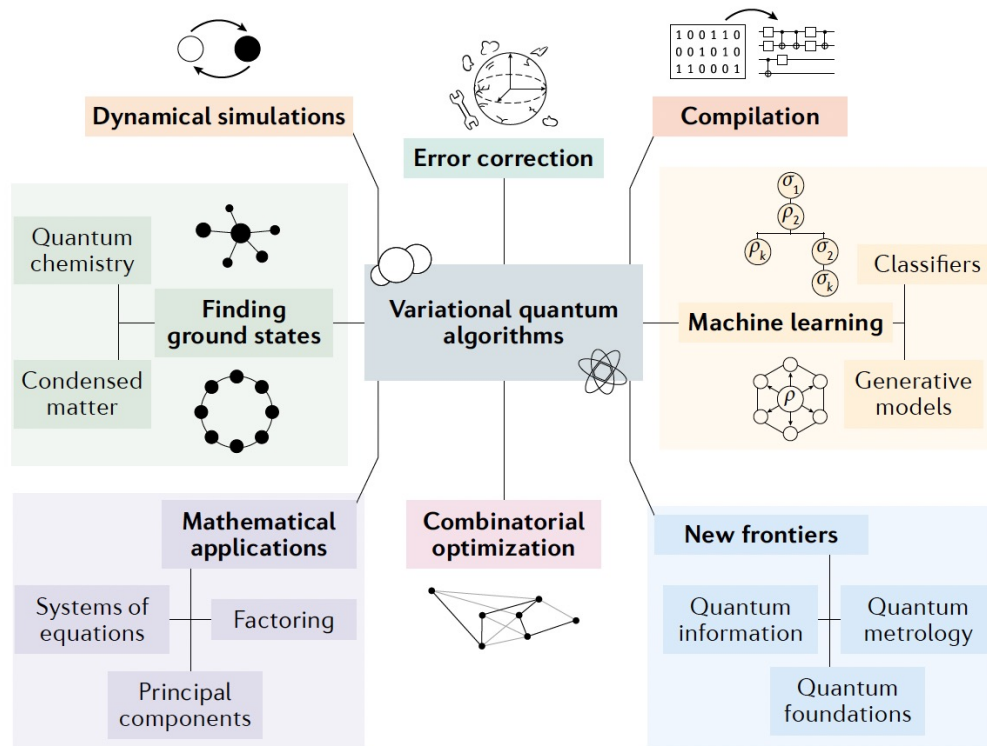
What is VQE?





Variational Quantum Algorithms

What is VQAs?



[M. Cerezo et al., Variational quantum algorithms,, Nature Reviews Physics **3**, pages 625–644 (2021)]



Variational Quantum Algorithms

- ✓ What is VQAs?
- ✓ VQE and **QAOA**



Quantum Approximate Optimization Algorithm

What is QAOA?

QAOA

- ✓ QAOA was introduced by Farhi *et al.* (2014)
- ✓ Apply VQE framework to solve classical **optimization problem** by setting

$$H = \sum_{x \in \{0,1\}^n} C(x) |x\rangle\langle x|$$

where $C(x)$ is a cost function.

$$|0\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}, |1\rangle = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

$$|0\rangle\langle 0| = \begin{pmatrix} 1 \\ 0 \end{pmatrix} \begin{pmatrix} 1 & 0 \end{pmatrix} = \begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix}$$

$$|1\rangle\langle 1| = \begin{pmatrix} 0 \\ 1 \end{pmatrix} \begin{pmatrix} 0 & 1 \end{pmatrix} = \begin{pmatrix} 0 & 0 \\ 0 & 1 \end{pmatrix}$$

$$C(0)|0\rangle\langle 0| + C(1)|1\rangle\langle 1| = \begin{pmatrix} C(0) & 0 \\ 0 & C(1) \end{pmatrix}$$



Quantum Approximate Optimization Algorithm

What is QAOA?

QAOA

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- ✓ Apply VQE framework to solve classical **optimization problem** by setting

$$H = \sum_{x \in \{0,1\}^n} C(x) |x\rangle\langle x|$$

where $C(x)$ is a cost function.

- ✓ The **ground state** of H = the **lowest-cost** x

$$H = C(0)|0\rangle\langle 0| + C(1)|1\rangle\langle 1| = \begin{pmatrix} C(0) & 0 \\ 0 & C(1) \end{pmatrix}$$

$$\langle 0|H|0\rangle = (1 \ 0) \begin{pmatrix} C(0) & 0 \\ 0 & C(1) \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} = C(0)$$

$$\langle 1|H|1\rangle = (0 \ 1) \begin{pmatrix} C(0) & 0 \\ 0 & C(1) \end{pmatrix} \begin{pmatrix} 0 \\ 1 \end{pmatrix} = C(1)$$

Generally,

$$\min_{x \in \{0,1\}^n} \langle x|H|x\rangle = \min_{x \in \{0,1\}^n} C(x)$$



Quantum Approximate Optimization Algorithm

What is QAOA?

QAOA

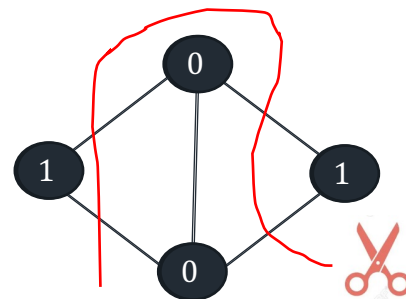
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MAX-CUT Problem



Cut = 4

MAX-CUT problem

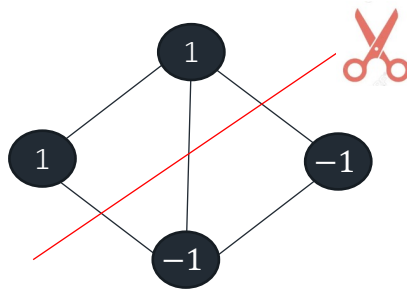
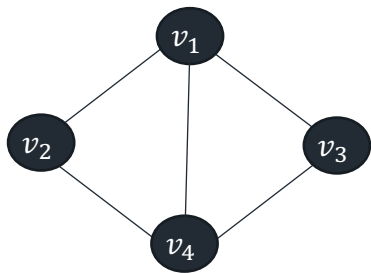


MAX-CUT problem

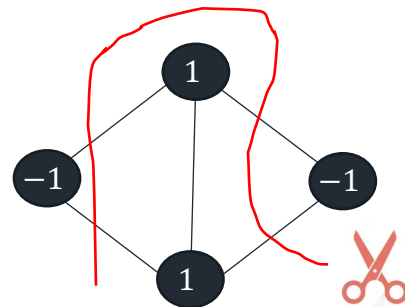
What is MAX-CUT problem?

MAX-CUT Problem

- ✓ **Goal:** Split the set of vertices V of a graph G into two disjoint parts such that the number of edges spanning two parts is maximized



Cut = 3



Cut = 4



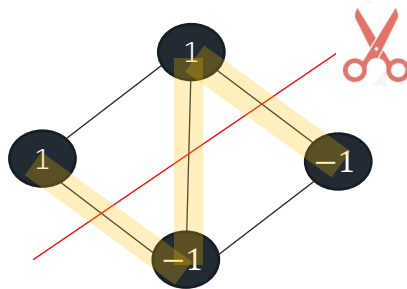
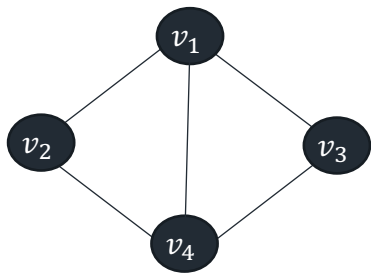
MAX-CUT problem

What is MAX-CUT problem?

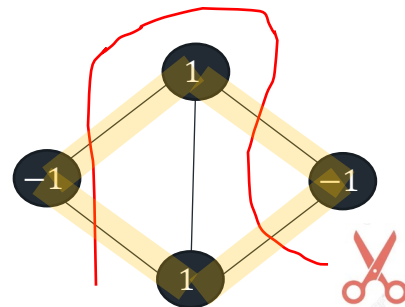
MAX-CUT Problem

✓ Formulated as an optimization problem : for $z = (z_1, \dots, z_N)$, $z_i \in \{-1, 1\} \forall i$

$$\max_z C(z) = \max \frac{1}{2} \sum_{\{i,j\} \in E} (1 - z_i z_j)$$



$$C(s) = \frac{1}{2} (2 + 2 + 2) = 3$$



$$C(s) = \frac{1}{2} (2 + 2 + 2 + 2) = 4$$

Weighted MAX-CUT problem

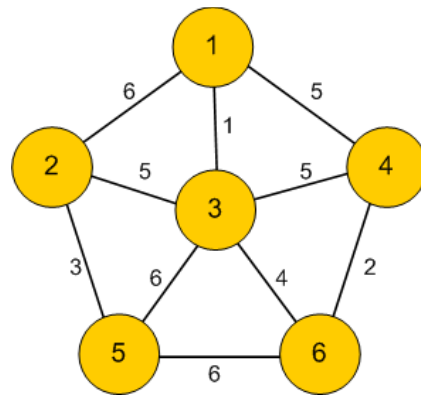
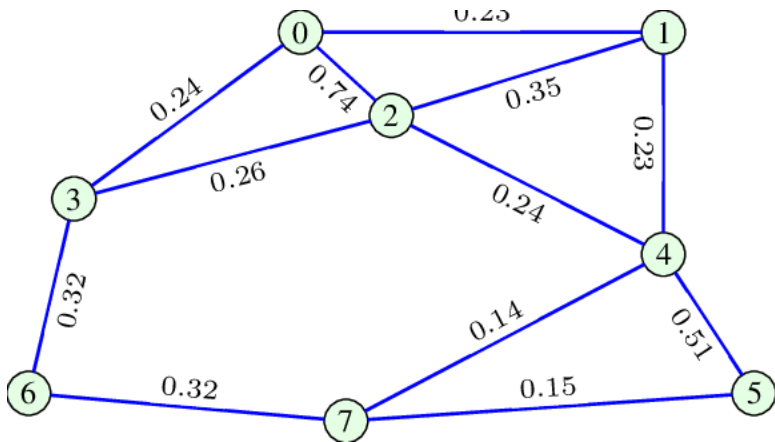


Weighted MAX-CUT problem

What is the weighted MAX-CUT problem?

Weighted MAX-CUT Problem

- ✓ Weighted undirected graph: $G = (V, E)$ with **edge weight** $w_{ij} > 0, w_{ij} = w_{ji}$ for $(i, j) \in E$





Weighted MAX-CUT problem

What is the weighted MAX-CUT problem?

Weighted MAX-CUT Problem

✓ Formulated as an optimization problem : for $\mathbf{z} = (z_1, \dots, z_N)$, $z_i \in \{-1, 1\} \forall i$

$$\max_{\mathbf{z}} C(\mathbf{z}) = \max_{\mathbf{z}} \frac{1}{2} \sum_{\{i,j\} \in E} \mathbf{w}_{ij} (1 - z_i z_j)$$

or, equivalently, for $\mathbf{x} = (x_1, \dots, x_N)$, $x_i \in \{0, 1\} \forall i$

$$\begin{aligned} \max_{\mathbf{x}} C(\mathbf{x}) &= \max_{\mathbf{x}} \frac{1}{2} \sum_{\{i,j\} \in E} \mathbf{w}_{ij} (1 - (-1)^{x_i} (-1)^{x_j}) \\ &= \max_{\mathbf{x}} \sum_{\{i,j\} \in E} \mathbf{w}_{ij} (1 - x_i) x_j \end{aligned}$$

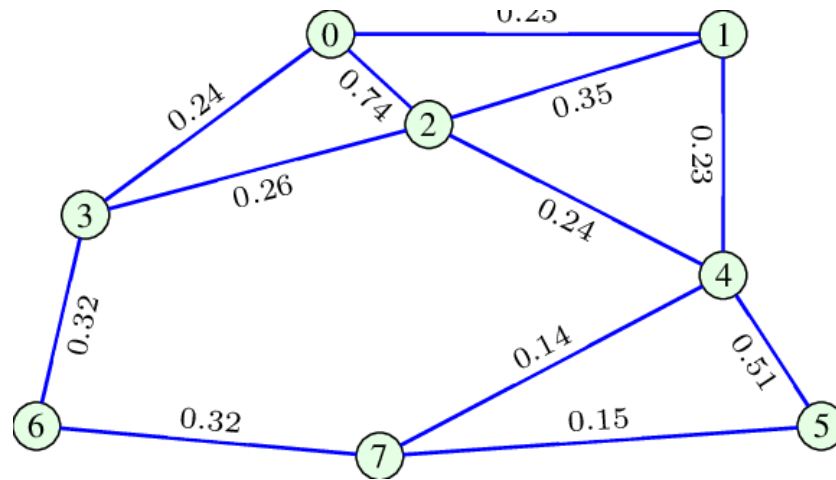


Weighted MAX-CUT problem

Applications of the weighted MAX-CUT problem

✓ Marketing model :

w_{ij} = probability that the person j will buy a product after i gets a free one





Quantum Approximate Optimization Algorithm

QAOA for MAX-CUT Problem

QAOA for MAX-CUT Problem

✓ MAX-CUT Hamiltonian:

$$H_C = \frac{1}{2} \sum_{\{i,j\} \in E} (1 - Z_i Z_j)$$

Pauli matrices

$$X = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}, Y = \begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix}, Z = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$$

✓ Note that $Z_i \equiv I \otimes \dots \otimes Z \otimes \dots \otimes I$ and $Z = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$
 \uparrow i-th

$$Z|0\rangle = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} = |0\rangle, \quad Z|1\rangle = -|1\rangle$$

✓ $H_C|x\rangle = C(x)|x\rangle \quad \forall x \in \{0,1\}^N$

$$Z_i Z_j = I \otimes \dots \otimes Z \otimes \dots \otimes Z \otimes \dots \otimes I$$

\uparrow i-th \uparrow j-th

✓ $\max_x C(x) = \max_x \frac{1}{2} \sum_{\{i,j\} \in E} (1 - (-1)^{x_i} (-1)^{x_j}) = \max_z C(z)$

$$\begin{aligned} Z_0 Z_2 |1000\rangle &= Z|1\rangle \otimes |0\rangle \otimes Z|0\rangle \otimes |0\rangle \\ &= -|1000\rangle \\ &= (-1)^{x_0} (-1)^{x_2} |1000\rangle \end{aligned}$$



Variational Quantum Eigensolver (VQE)

Some variational ansätze – targeted at quantum simulation

✓ **Hamiltonian Variational** ansatz:

- Assume that: we want to find the ground state of $H = \sum_i H_i$

we can write $H = H_B + H_C$

↑ **easy to prepare** the ground state of H_B

- Then: prepare the ground state of H_A

For each of L layers l , implement $\prod_k e^{it_{lk}H_k}$ for some times $t_{lk} \in \mathbb{R}$

- Intuition comes from the **quantum adiabatic theorem**:

As $L \rightarrow \infty$, this ansatz provably can represent the ground state of H .



Quantum Approximate Optimization Algorithm

What is QAOA?

Level p-QAOA

1. Initialize the quantum processor in $|+\rangle^{\otimes N}$
2. Generate a variational wavefunction

$$|\psi_p(\vec{\gamma}, \vec{\beta})\rangle = e^{-i\beta_p H_B} e^{-i\gamma_p H_C} \dots e^{-i\beta_1 H_B} e^{-i\gamma_1 H_C} |+\rangle^{\otimes N}$$
 by applying the **problem Hamiltonian H_C** and a mixing Hamiltonian $H_B = \sum_{j=1}^N X_j$

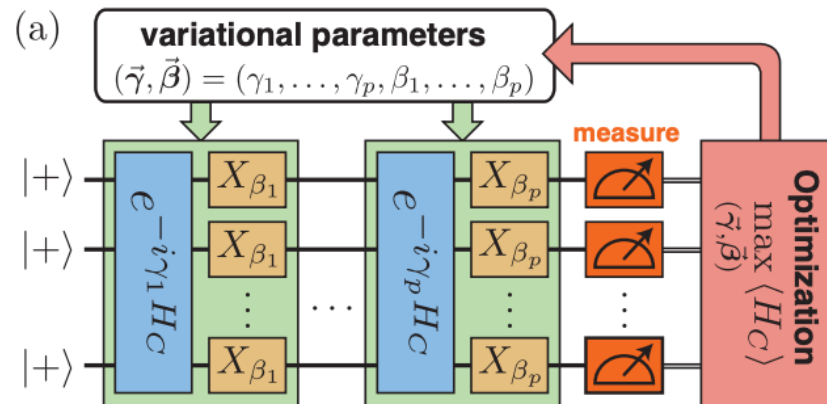
3. Determine the expectation value

$$F_p(\vec{\gamma}, \vec{\beta}) = \langle \psi_p(\vec{\gamma}, \vec{\beta}) | H_C | \psi_p(\vec{\gamma}, \vec{\beta}) \rangle$$

4. Search for the optimal parameters

$$(\vec{\gamma}^*, \vec{\beta}^*) = \arg \max_{\vec{\gamma}, \vec{\beta}} F_p(\vec{\gamma}, \vec{\beta})$$

by a classical computer



[L. Zhou et al., Quantum Approximate Optimization Algorithm: Performance, Mechanism, and Implementation on Near-Term Devices, Phys. Rev. X 10, 021067, 2020]

Approximation ratio $r = \frac{F_p(\vec{\gamma}^*, \vec{\beta}^*)}{C_{\max}}$

Limitations of QAOA



Quantum Approximate Optimization Algorithm

What is QAOA?

Level p-QAOA

1. Initialize the quantum processor in $|+\rangle^{\otimes N}$
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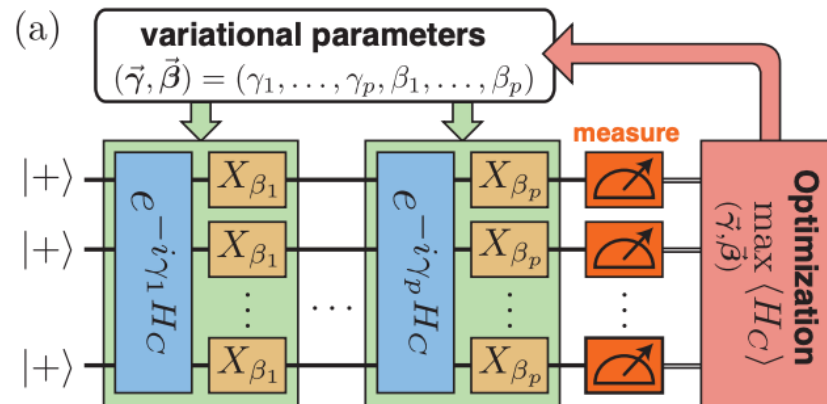
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Quantum Approximate Optimization Algorithm

Limitations of QAOA

Bipartite D-regular graph (2019)

For every integer $D \geq 3$, \exists an infinite family of bipartite D-regular graphs $\{G_n\}$ such that

$$\frac{1}{|E|} \langle +^n | U^{-1} H_n U | +^n \rangle \leq \frac{5}{6} + \frac{\sqrt{D-1}}{3D}$$

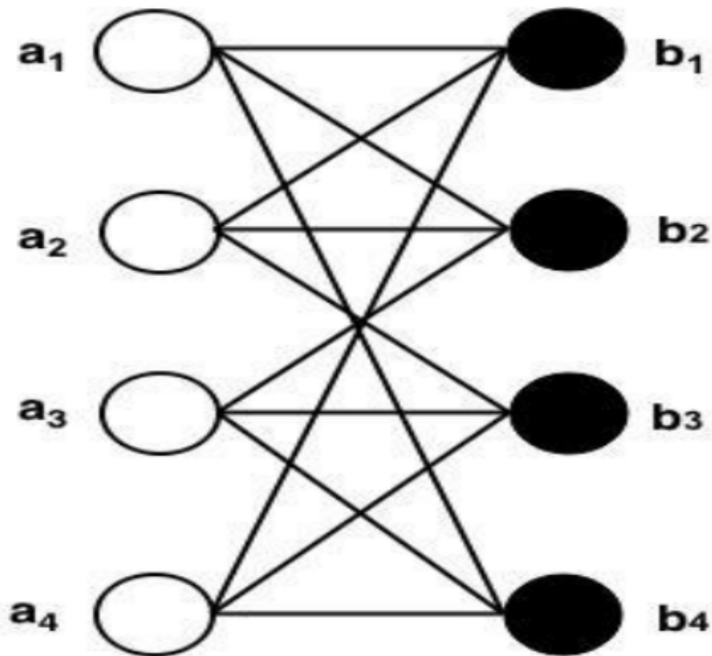
for any level-p QAOA circuit $U \equiv U(\beta, \gamma)$

as long as

$$p < (1/3 \log_2 n - 4) D^{-1},$$

where

$$H_n = \frac{1}{2} \sum_{(u,v) \in E} (I - Z_u Z_v).$$





Quantum Approximate Optimization Algorithm

Limitations of QAOA

Ring of disagrees (2019)

Let H_n be the ring of disagrees Hamiltonian

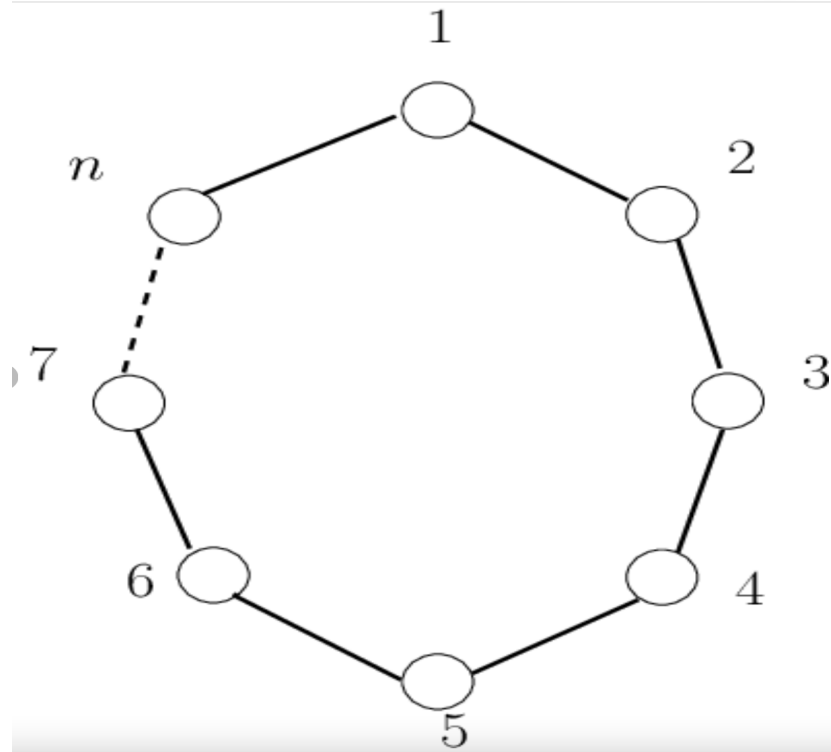
$$H_n = \frac{1}{2} \sum_{p \in \mathbb{Z}_n} (I - Z_p Z_{p+1}),$$

when n is even.

Let U be a Z_2 -symmetric unitary with range

$R < n/4$. Then

$$\frac{1}{n} \langle +^n | U^\dagger H_n U | +^n \rangle \leq \frac{2R + 1/2}{2R + 1}.$$





Thank you!

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