

# Analog Quantum Algorithms

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# Classical Optimization Problems

## Classical Optimization

Given some constraints, find a configuration that minimizes your function: Find  $x$  such that  $f(x)$  is minimized

- Often we just want a better heuristic for NP-complete (i.e. exponentially hard) problems
- Quantum will probably not solve NP-complete problems efficiently



- Often an approximate solution is good enough
- Given a fixed amount of time, how good of a solution can you get



# Quantum Adiabatic Optimization

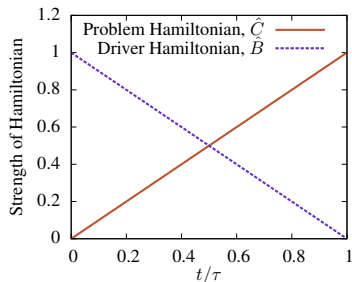
$$\frac{d}{dt} |\chi(t)\rangle = -i\hat{H}(t) |\chi(t)\rangle$$

$$\hat{H}(t) = \left(1 - \frac{t}{\tau}\right) \hat{B} + \frac{t}{\tau} \hat{C}$$

- $\hat{B}$ : Simple (Driver) Hamiltonian
- $\hat{C}$ : Complicated (Problem) Hamiltonian
- $\tau$ : Total Runtime

## Algorithm

- 1 Start in the ground state of  $\hat{B}$
- 2 Slowly change the system in total time  $\tau$
- 3 At  $t = \tau$ , measure to get ground state of  $\hat{C}$ .



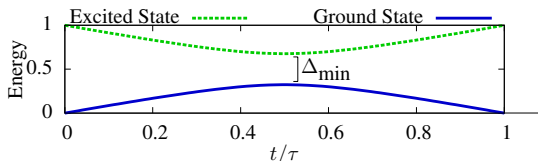
# Quantum Adiabatic Theorem

## Adiabatic Theorem

If a system starts in the ground state and evolves slowly enough, it will remain in the instantaneous ground state

$$\tau_{AC} \gg \frac{\left\| \frac{d\hat{H}}{d(t/\tau)} \right\|}{\Delta_{\min}^2}$$

- $\Delta_{\min} = \min_{t \in [0, \tau]} \Delta(t)$  is minimum of the energy gap from the ground state to the first excited state
- If this condition is met, adiabaticity is guaranteed\*



# Quantum Annealing

- What happens if you go faster than adiabatic or have a lot of noise?
- 
- Quantum Annealing is non-ideal QAO
  - Often there are no/fewer guarantees of success
  - Often works partially and justifies the tradeoff of quality for speed
  - Leads to weird, complicated dynamics



# More General Problem

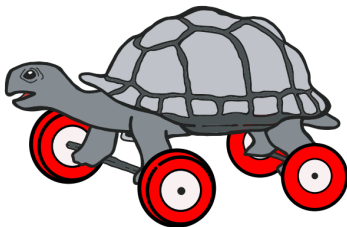
What if we allow more general evolutions

$$\hat{H}(t) = u(t)\hat{B} + (1 - u(t))\hat{C}$$

Can we find a  $u(t)$  that works well

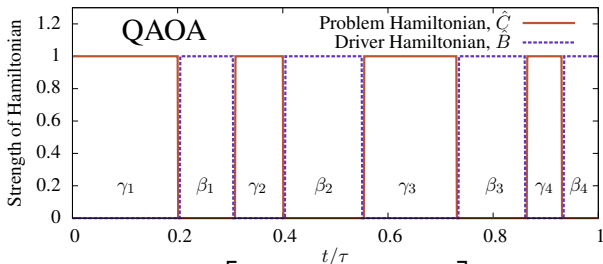
Previously  $u(t) = t/\tau$

- Analytically optimized annealing paths
- Variational Optimization
- Shortcuts to Adiabaticity
- Quantum speed-limits



arXiv:1904.08448

# Quantum Approximate Optimization Algorithm



$$|\chi(\tau)\rangle = \left[ \prod_{j=1}^p e^{-i\beta_j \hat{B}} e^{-i\gamma_j \hat{C}} \right] |\varphi\rangle$$

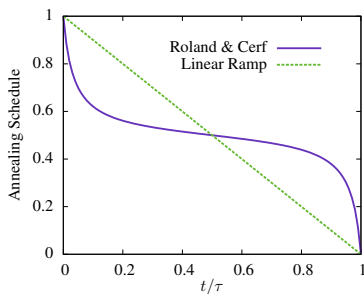
- Treat the quantum computer as a black-box  
 $E(\vec{\gamma}, \vec{\beta}) = \langle \chi(\tau) | \hat{C} | \chi(\tau) \rangle$
- Use a classical optimizer to search for the lowest energy by varying  $\gamma$ s and  $\beta$ s

# Analytic Optimization



# Roland & Cerf Schedule

- Quantum Advantage is linked to the annealing schedule

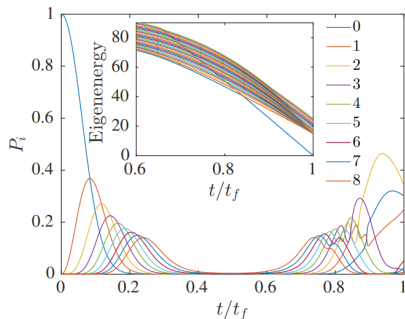


J. Roland, N. J. Cerf, arXiv:quant-ph/0107015

- R&C focuses on solving the unstructured search problem
- With a linear schedule, this takes  $\mathcal{O}(N)$  time recovering the classical scaling
- In order to get the square root Grover speed-up in an analog setting, you need a schedule optimized based off the local adiabatic condition.

# Non-Adiabatic Optimization

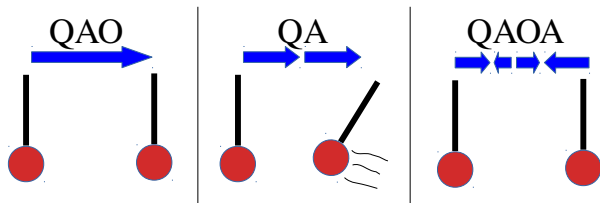
- Your schedule doesn't need to be adiabatic
- Diabatic quantum annealing permits evolution in excited states
- Diabatic annealing is quantum universal even with simple Hamiltonians (adiabatic annealing has more restrictions)



S. Muthukrishnan, T. Albash, D. A. Lidar, arXiv:1505.01249

# Variational Optimization

# What is Best

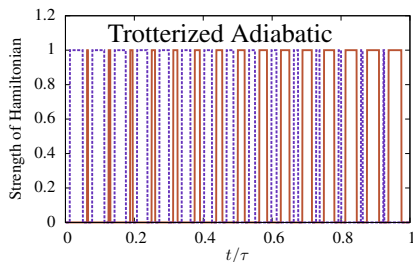
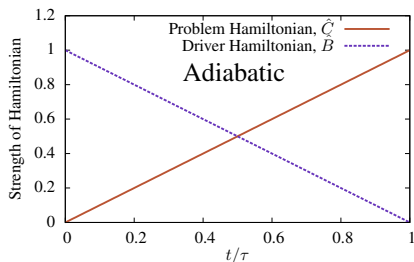


The core question we will ask is which of these is best

- What form of  $u(t)$  is optimal for a given  $\tau$
- For now, we ignore the difficulty in finding this procedure
- "Best" is the state with the lowest energy at the end  
(Alternative would be highest overlap with ground state)

# Trotterization of QAO

Trotterization makes smooth adiabatic look like bang-bang

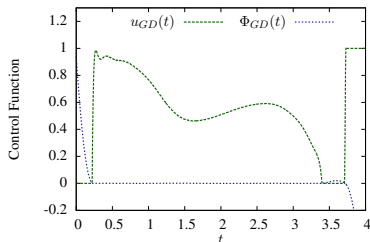


- The bang-bang form of QAOA can approximate Adiabatic
- Since Adiabatic is Quantum Universal, QAOA is as well

# Bang-Anneal-Bang

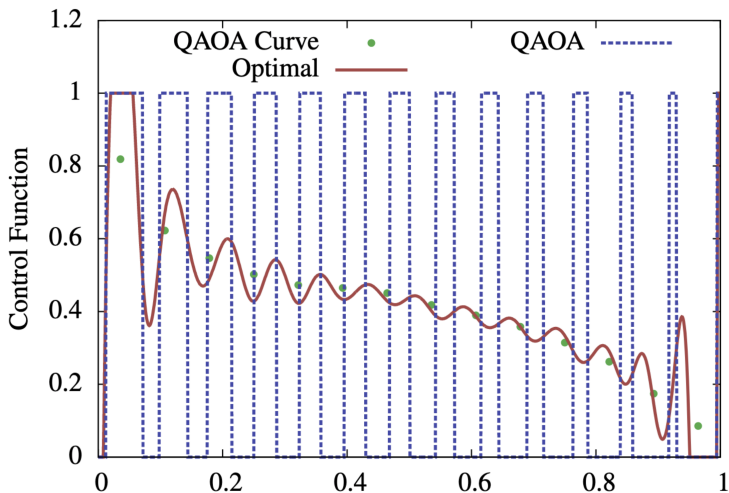
$$\hat{H}(t) = u(t)\hat{B} + (1 - u(t))\hat{C}$$

- We can also ask for the optimal form of  $u(t) \in [0, 1]^1$
- Optimal procedure has bangs at the beginning and end
- In the middle, there is a smooth annealing region
- The initial and final bangs decrease in length as time increases



**This is Diabatic Annealing**

# Connections Between QAOA and Optimal



L. T. B., Lucas Kocia, Przemyslaw Bienias, Aniruddha Bapat, Yaroslav Kharkov, Alexey V.

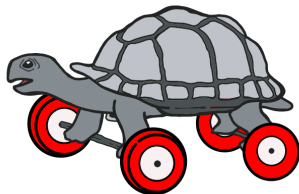
Gorshkov, arXiv:2107.01218

# Shortcuts to Adiabaticity



# Goals of Shortcuts

- Take an adiabatic evolution and run it faster
- Use an additional Hamiltonian
- Exactly follows adiabatic frame



arXiv:1904.08448

$$\hat{H}(t) = u(t)\hat{B} + (1 - u(t))\hat{C} + \hat{H}_{\text{CD}}(t)$$

- If  $\hat{H}_{\text{CD}}$  is unbounded, this works for any  $t_f$
- Mimics Adiabaticity, not Annealing

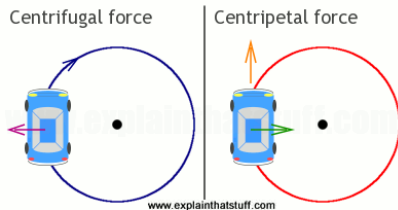
# Counter Diabatic Formulation

$$\hat{H}(t) = \sum_{j=1}^N E_j(t) |j(t)\rangle \langle j(t)|$$

- The CD Hamiltonian is derived to keep us in the adiabatic frame

$$\hat{H}_{CD}(t) = i\hbar \sum_j |\partial_t j(t)\rangle \langle j(t)|$$

- $\hat{H}_{CD}(t)$  can act alone
- The original Hamiltonian determines phase
- Eigenstate phases determined by adiabatic frame.



# Open Questions

# Areas of Active Research

- How do we engineer diabatic evolution
- Do QAOA or the optimal curve mimic counter-diabaticity (in the limit of short QAOA steps, the answer is yes)
- How can we scale up QAOA to larger systems and more variational parameters (This is Quantum Machine Learning)
- Can we consistently recover the speed-ups of QAOA without relying on variational approaches