

COE 466 Quantum Architecture and Algorithms

Lecture 25

Variational Quantum Algorithms II

References:

Introduction to Variational Quantum Algorithms

["https://arxiv.org/pdf/2402.15879"](https://arxiv.org/pdf/2402.15879)

<https://qiskit.org/textbook/ch-applications/vqe-molecules.html>

<https://qiskit.org/textbook/ch-applications/qaoa.html>

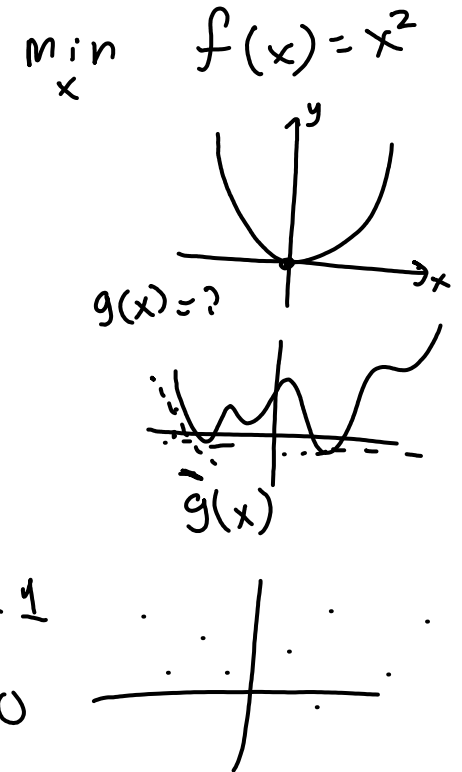


Combinatorial Optimization Problems

COP is a family of problems that involve finding an optimal set objects

$$\max_{x \in S} C(x)$$

x is the solution
 $C(x)$ is the cost of solution
 S is the set of all solutions



In general, $C(x)$ can look like

$$c(x) = \sum_{Q, \bar{Q} \in [n]} w_{Q, \bar{Q}} \prod_{i \in Q} x_i \prod_{i \in \bar{Q}} (1 - x_i)$$

Q is set of items assigned value 1
 \bar{Q} , , , , , , , , , , 0

min or max $C(x)$

min \equiv -max

find using QAOA

$$c(x_{\min}) \leq c(x^*) \leq \alpha c(x_{\max})$$

$$c(x_{\max}) \geq c(x) \quad \alpha = 1, 2, \dots$$



Combinatorial Optimization Problems

- Example: MAX-CUT problem

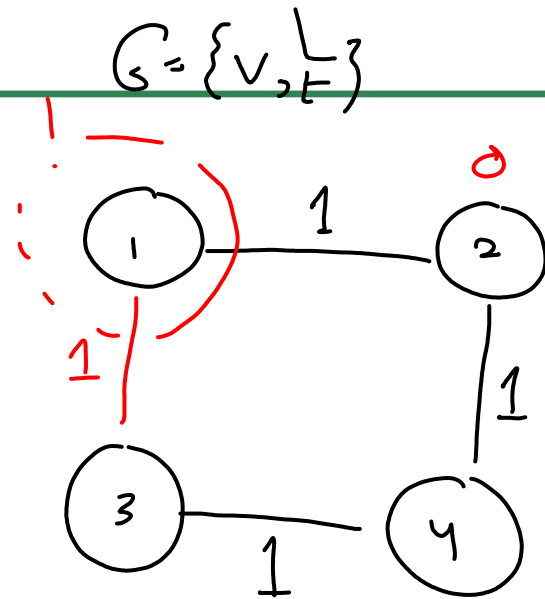
A graph $G = \{V, E\}$ V is set of vertices
 E is set of edges

w_{ij} weight on edge i, j

MAX-CUT

$$\max C(x) = \sum_{j=1}^n \sum_{i=1}^n w_{ij} x_i (1 - x_j) \quad x_i \in \{0, 1\}$$

= 4



$$\begin{aligned} w_{12} &= 1 \\ w_{13} &= 1 \\ w_{24} &= 1 \\ w_{34} &= 1 \end{aligned}$$

$\{1\}, \{2, 3, 4\}$ } 8
 $\{2\}, \{1, 3, 4\}$ } 4
 $\{3\}, \{1, 2, 4\}$ } 4
 $\{4\}, \{1, 2, 3\}$ } 4
 $\{1, 4\}, \{2, 3\}$ } 2
~~1, 2, 3, 4~~ } 0



Quantum Approximation Optimization Algorithm (QAOA)

- QAOA is a VQA that find approximate solution^{to} the COP by using a variational circuit parametrized by $U(\beta, \gamma)$ to prepare a quantum state $|\psi(\beta, \gamma)\rangle$

- The goal is to find β & γ s.t. $|\psi(\beta, \gamma)\rangle$ encodes the solution

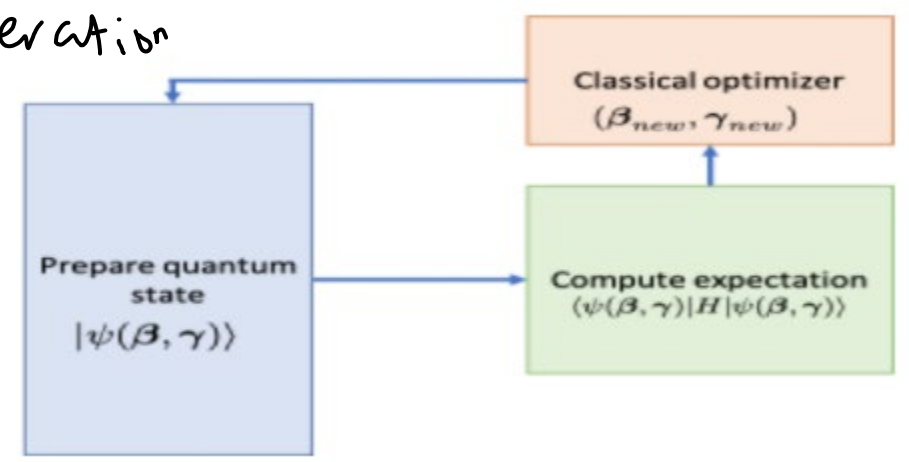
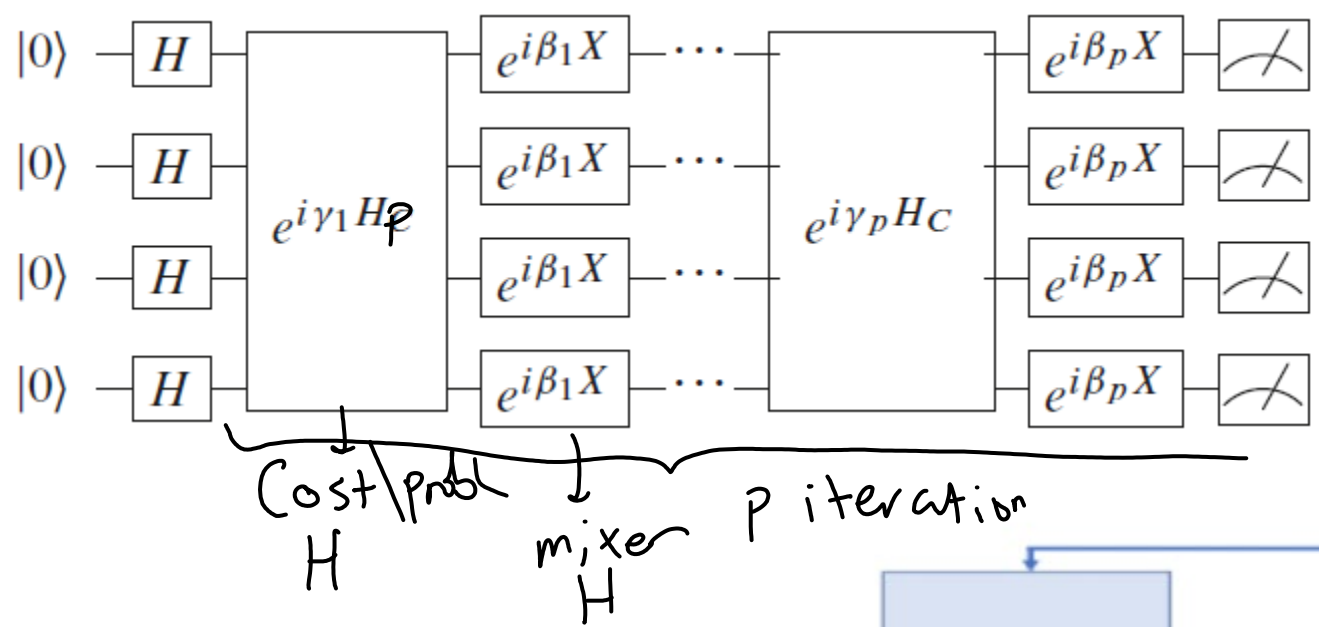
- $U(\beta) = e^{-i\beta H_B}$, H_B is mix Hamiltonics

- $U(\gamma) = e^{-i\gamma H_P}$, H_P is the problem Ham



- Algorithms

What is H_p ?

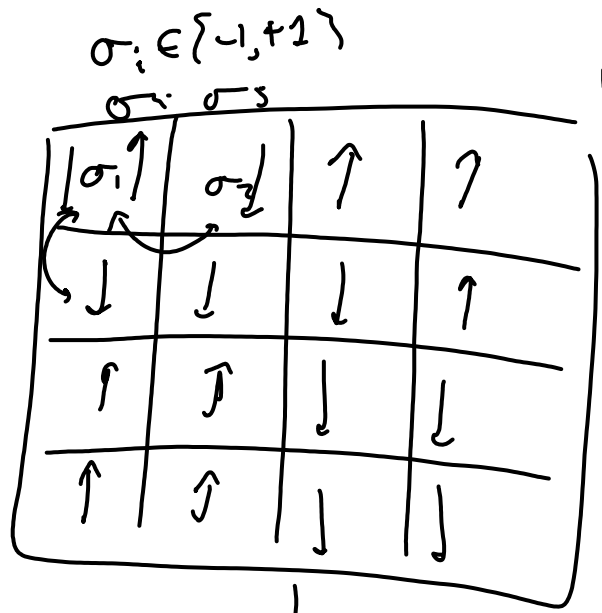


$$n=4$$
$$H_B = \sum_{i=1}^n \sigma_x^{(i)} = (X_0 \otimes I_1 \otimes I_2 \otimes I_3) + (X_1) + (X_2) + (X_3) \longrightarrow \text{standard}$$

$$H_P = \frac{1}{2} \sum_{i,j \in E} (I - \sigma_z^{(i)} \sigma_z^{(j)})$$



Ising Model



G_0 ground state

min

$$H = - \sum_{\langle i,j \rangle} J \sigma_i \sigma_j - \sum_j h \sigma_j$$

J is the state-state interaction
 h is external field

$$C(x) = \sum_{i,j \in E} x_i (1 - x_j)$$

$$x_i = \frac{1 - z_i}{2}$$

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

- $z_i = \pm 1$
- $x_i \in \{0, 1\}$
- $x_i = \frac{1 - z_i}{2}$
- $z_i = -1, x_i = 1$
- $z_i = 1, x_i = 0$

