

Quantum speedup by adiabatic state transformations and quantum annealing

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Joint work with

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Daniel Nagaj
Guanglei Xu
HT Chiang

References:

S Boixo, E Knill, **RDS**, QIC 9, 0833 (2009)

S Boixo, E Knill, **RDS**, arXiv: 1005.3034 (2010)

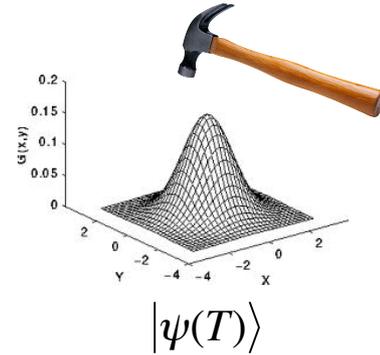
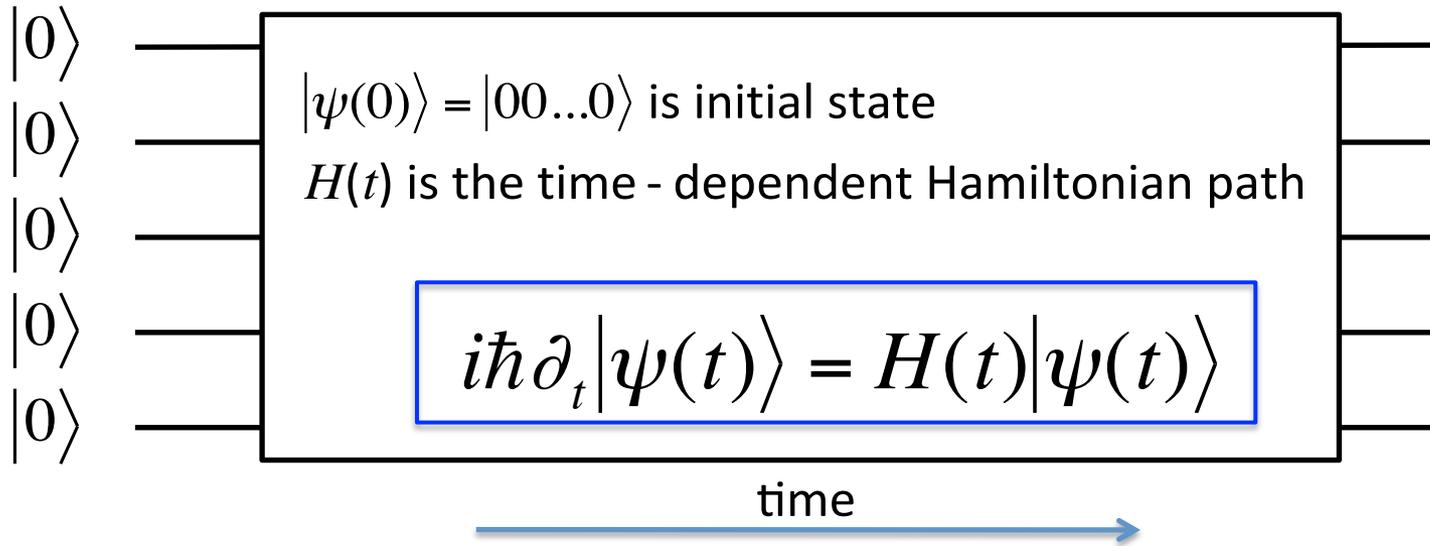
RDS, S Boixo, arXiv: 1110.2494 (2011) - SICOMP

RDS, D Nagaj, M Kieferova, PRL 109, 050501 (2012)

Chiang, Xu, **RDS**, PRA 89, 012314 (2014)



Quantum Algorithms in Hamiltonian-based Models of QC



initial state: $|\psi(0)\rangle = |00\dots 0\rangle$

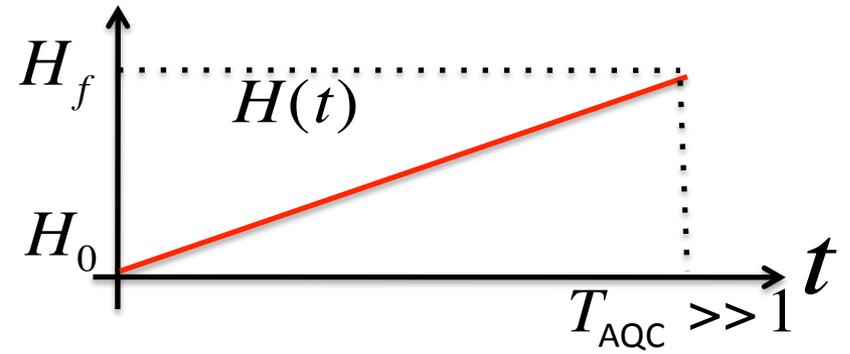
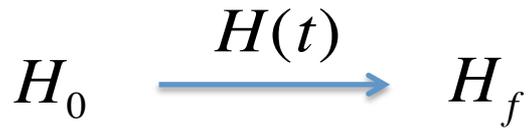
unitary evolution: $U = \tau \left\{ \exp \left(-i \int_0^T H(t) dt \right) \right\}$

final state: $|\psi(T)\rangle = a_{00\dots 0}|00\dots 0\rangle + a_{10\dots 0}|10\dots 0\rangle + \dots + a_{11\dots 1}|11\dots 1\rangle$

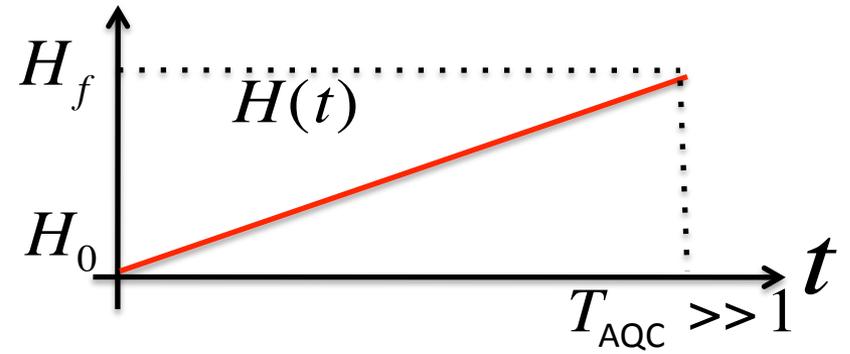
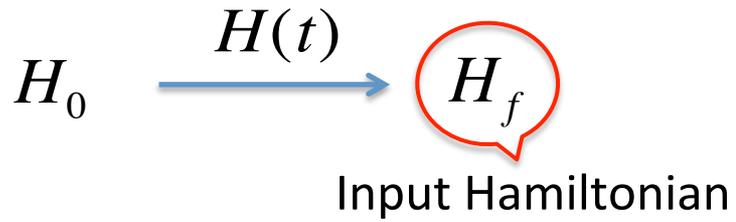
measurement: $|\sigma\rangle, \text{Pr}(\sigma) = |a_\sigma|^2$

Coherent evolution

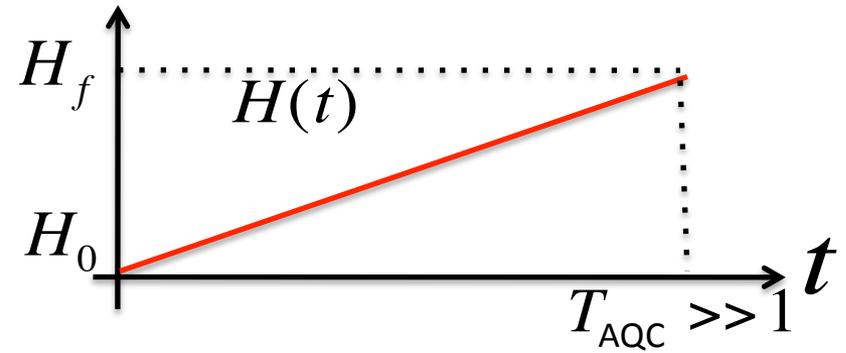
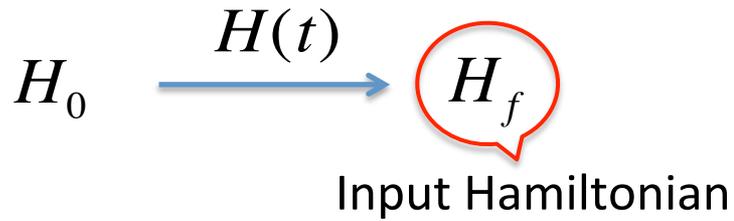
Adiabatic Quantum Computing



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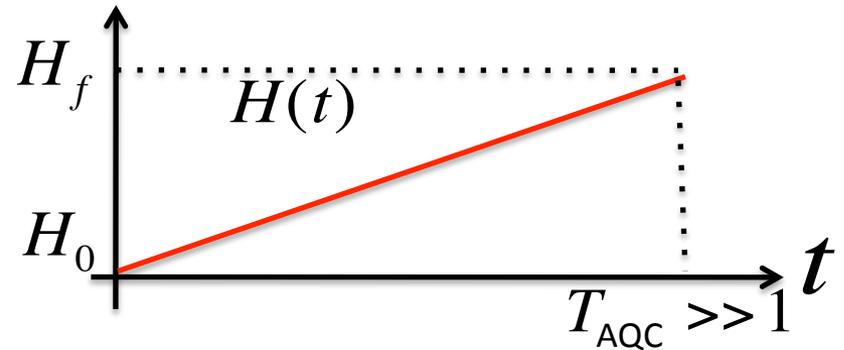
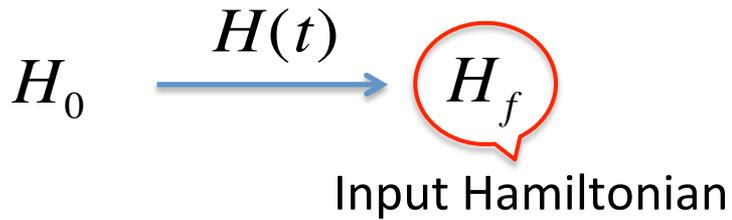
Adiabatic Quantum Computing



Eigenvalues: $\lambda_0(t) < \lambda_1(t) \leq \lambda_2(t) \dots$

Ground state: $|\phi(t)\rangle$

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Adiabatic theorem (Born-Fock)

A quantum system initially in its ground state will remain in its instantaneous ground state in the limit in which the perturbation rate vanishes ($T \gg 1$).

Quantum Adiabatic Approximation

We rescale the time so that $s = t/T_{\text{AQC}}$, $0 \leq s \leq 1$

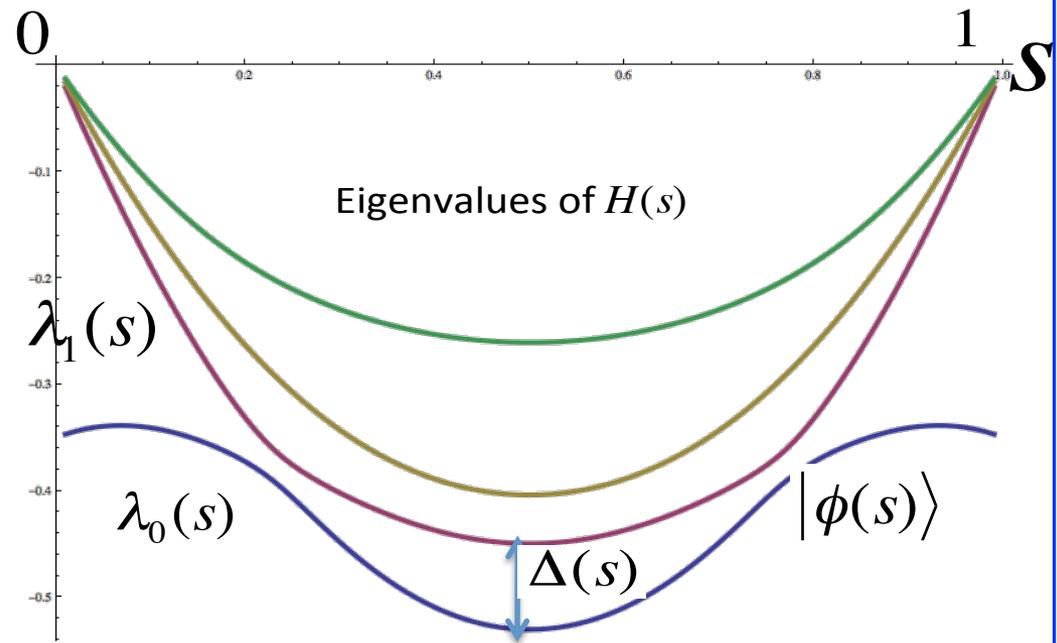
$$\begin{aligned} H_0 = H(0) &\longrightarrow H(1) = H_f \\ H(s(t)) &= H(t) \\ |\phi(s(t))\rangle &= |\phi(t)\rangle \end{aligned}$$

Standard quantum adiabatic approximation [1]

$$T_{\text{AQC}} \propto \max_s \left\{ \frac{\|\partial_s^2 H(s)\| \left(\|\partial_s H(s)\|\right)^2}{(\Delta(s))^2}, \frac{\left(\|\partial_s H(s)\|\right)^2}{(\Delta(s))^3} \right\}$$

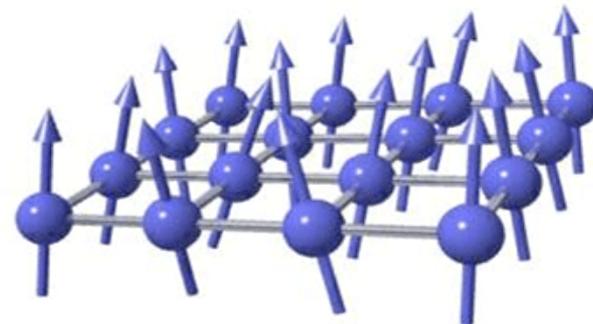
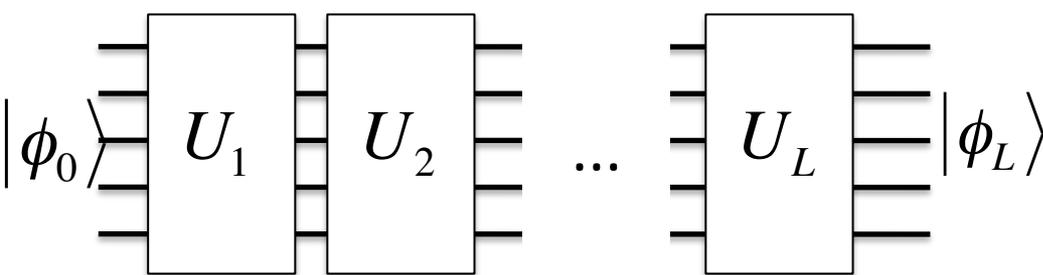


$$|\psi(T_{\text{AQC}})\rangle \approx_\varepsilon |\phi(1)\rangle$$



Adiabatic Quantum Computing: Equivalence and complexity

Any quantum circuit can be simulated with an adiabatic evolution [2]:



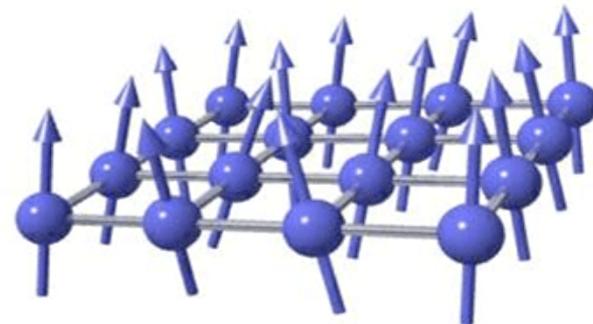
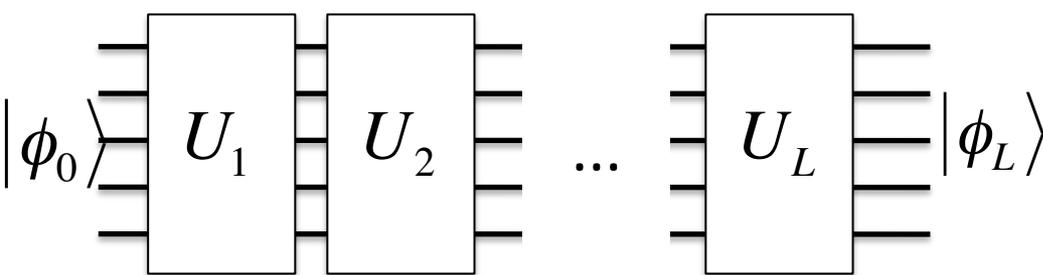
Simple one or two-qubit gates

$$H(1) = f(U_1, \dots, U_L) ; |\langle \phi_L | \psi(1) \rangle| \approx 1$$

Size of the system is polynomial in L

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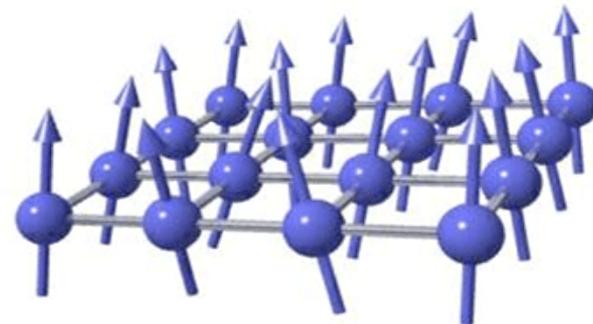
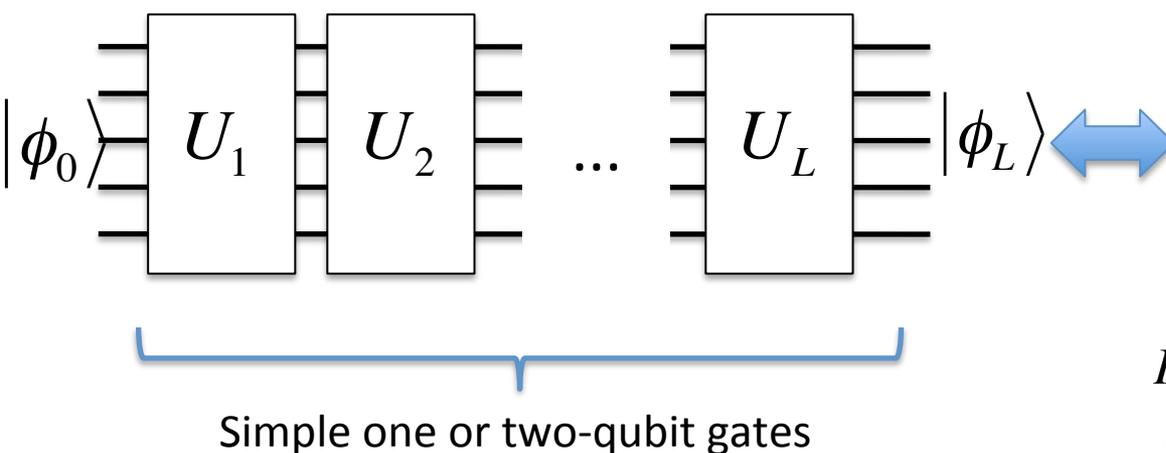
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$$U(T) = \mathfrak{S}\left[\exp\left(-i \int_0^T H(t) dt\right)\right] \longrightarrow U(T) \approx U_1 \dots U_L$$

How many elementary gates do we need to simulate the evolution operator?

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$$U(T) = \mathfrak{S}[\exp(-i \int_0^T H(t) dt)] \longrightarrow U(T) \approx U_1 \dots U_L$$

How many elementary gates do we need to simulate the evolution operator?

- Sparse
- Bounded norm



$$L = \text{poly}(T)$$

Adiabatic Quantum Computing: Why?

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Provable quantum speedups?

Faster ways to prepare the final ground state?

evolution time $T \ll T_{\text{AQC}}$???

Quantum Adiabatic Approximation: Problems

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In the last few years, we developed several methods to prepare the final ground state in time much less than that given by AQC. Our methods resulted in provable quantum speedups of several classical algorithms, such as Monte Carlo.

Quantum Adiabatic Approximation: New methods

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- Method 1: Evolution randomization (Boixo, Knill, Xu)
- Method 2: Measurement based (Boixo, Knill)
- Method 3: Diabatic transitions (Nagaj, Kieferova)

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“adiabatic state transformations”

“quantum annealing”

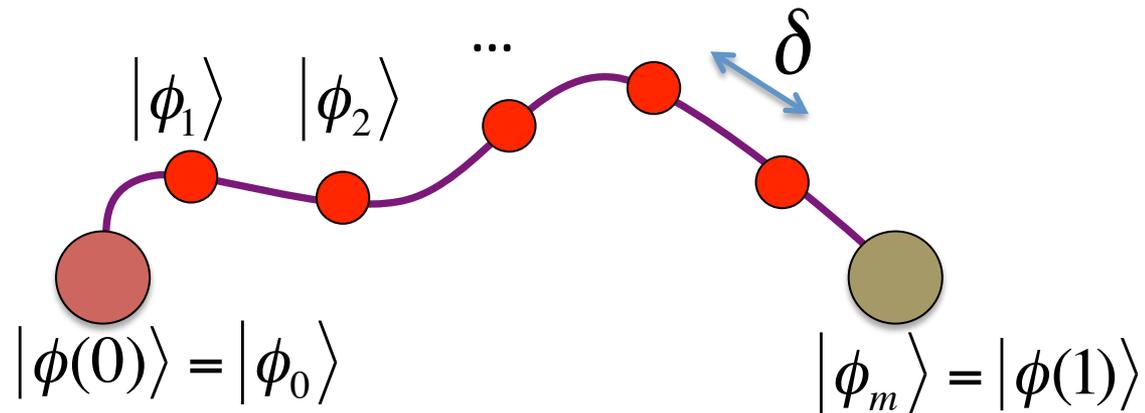
1. Evolution randomization [3]

As in AQC, the goal is to prepare the final ground state (or any eigenstate) from the initial one by sequentially preparing the ground states (eigenstates) along the path.

Assume a discretization for the eigenpath (path of ground states)

$$\{0 = s_0, s_1, \dots, s_m = 1\}$$

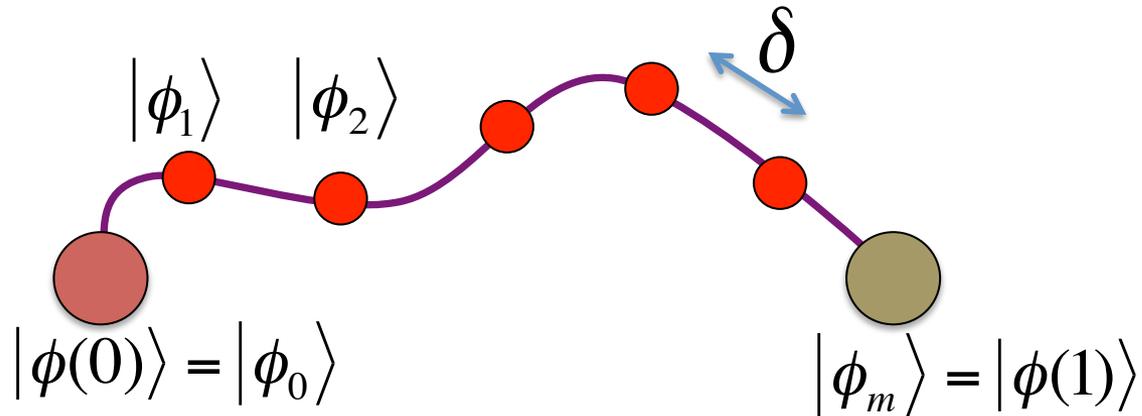
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1. Evolution randomization: "Measurements"

Discretization for the eigenpath $\{0 = s_0, s_1, \dots, s_m = 1\}$

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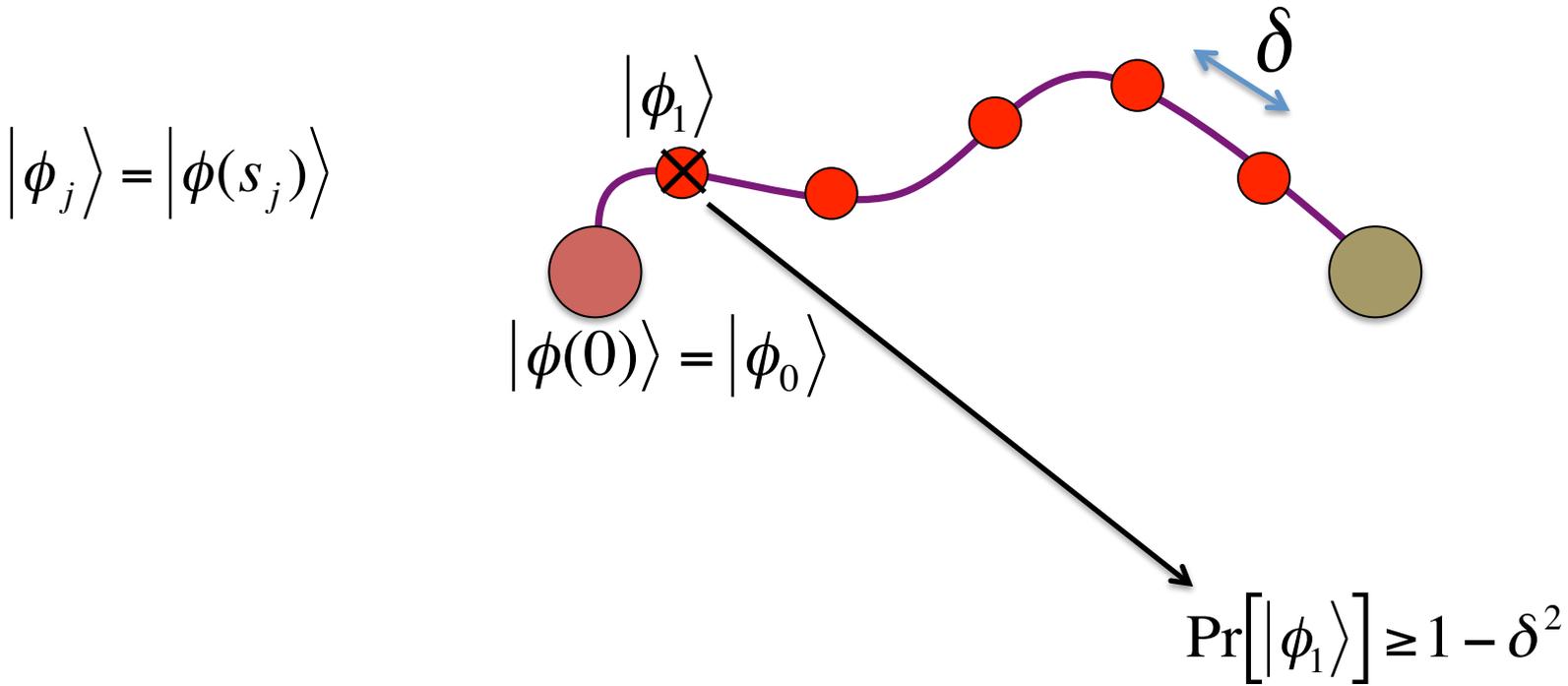


$$|\langle \phi_{j-1} | \phi_j \rangle| \geq 1 - \delta^2$$

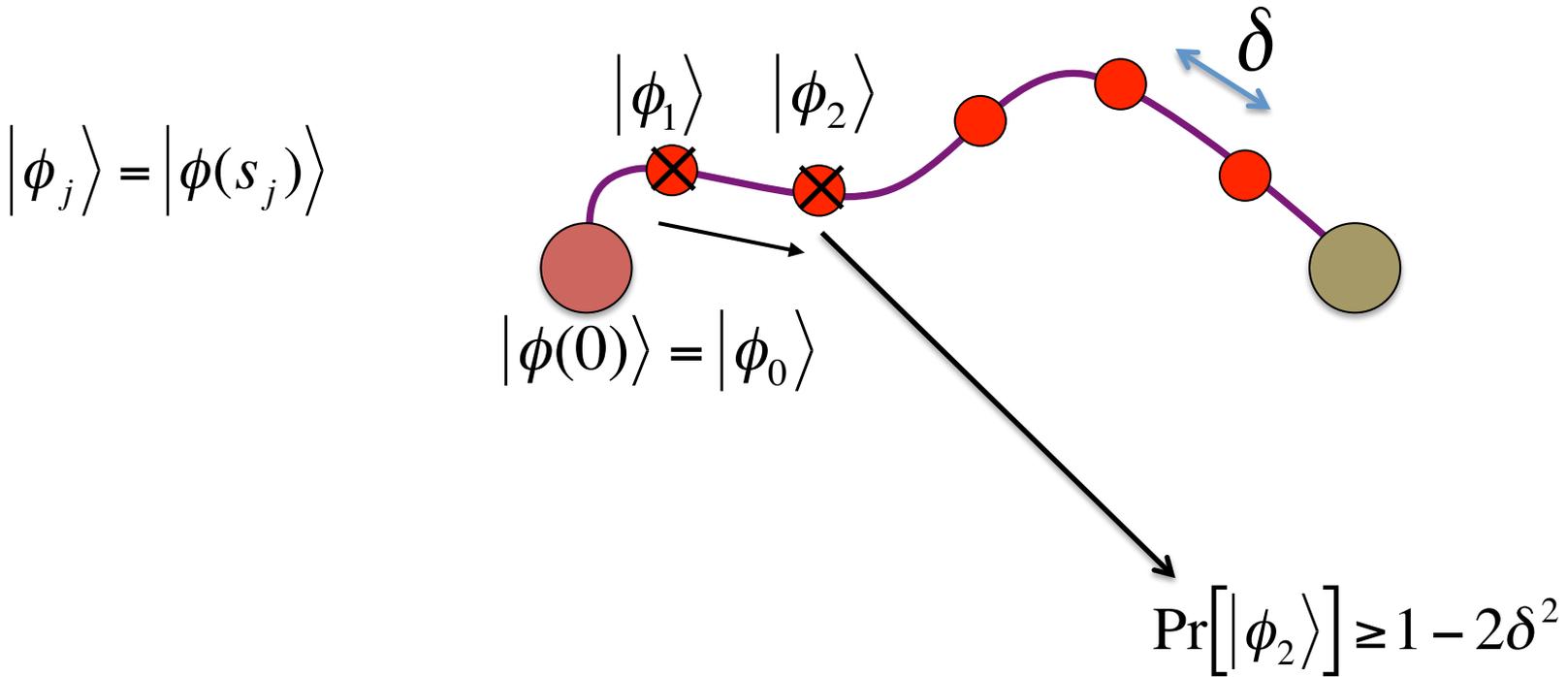


A sequence of projective measurements into the ground states prepares the final ground state with high probability

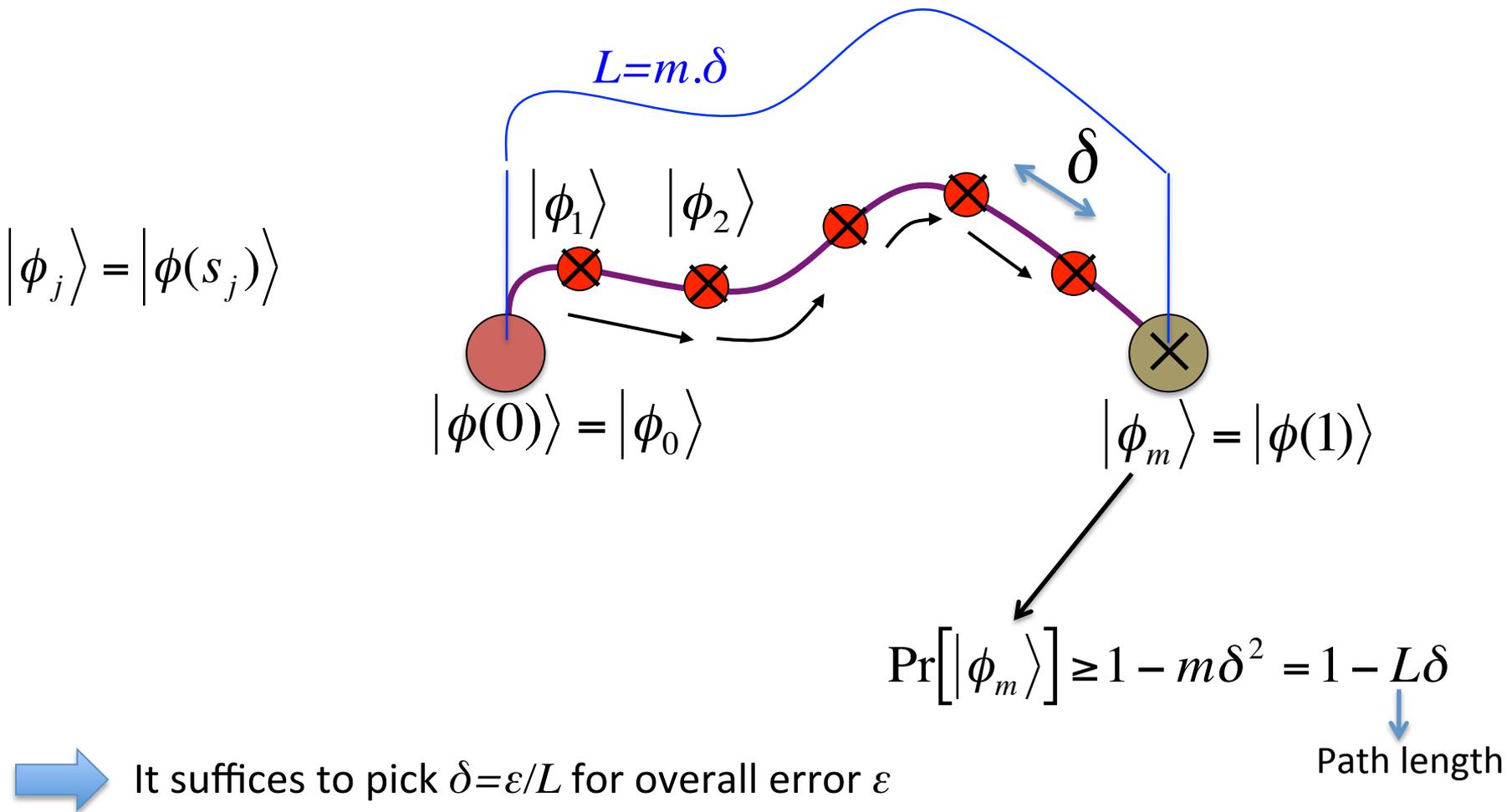
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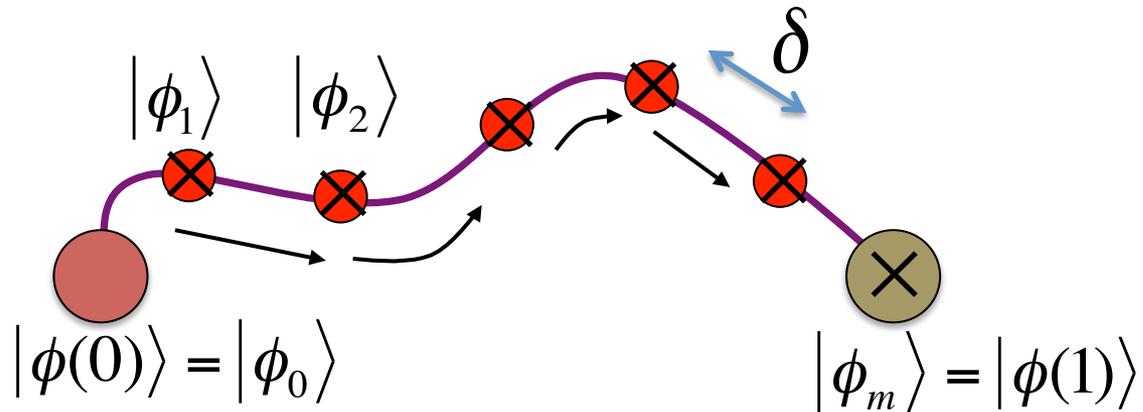


1. Evolution randomization: Path length



1. Evolution randomization: Cost

$$|\phi_j\rangle = |\phi(s_j)\rangle$$



$$\Pr[|\phi_m\rangle] \geq 1 - m\delta^2 = 1 - \underbrace{L\delta}_{\varepsilon}$$

➔ It suffices to pick $\delta = \varepsilon/L$ for overall error ε

Number of projective measurements:

$$m = \frac{L^2}{\varepsilon} ; m = \frac{\int_0^1 ds \langle \partial_s \phi(s) | \partial_s \phi(s) \rangle}{\varepsilon}$$

1: Evolution randomization: Simulation of measurements

Simulation of projective measurement by evolution randomization

$$e^{-iH_j t} |\phi_j\rangle\langle\phi_j| e^{+iH_j t} = |\phi_j\rangle\langle\phi_j|$$

$$e^{-iH_j t} |\phi_j\rangle\langle\phi_j^\perp| e^{+iH_j t} = e^{i\Delta' t} |\phi_j\rangle\langle\phi_j^\perp|$$

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$$\Delta' \geq \Delta$$

Orthogonal eigenstate

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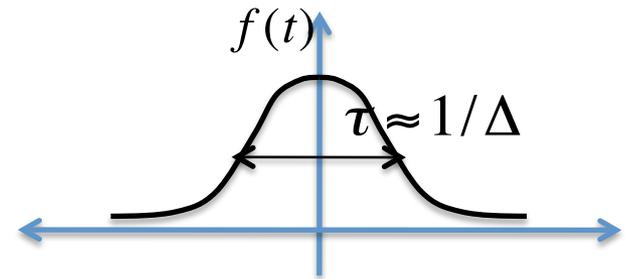
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$$\Delta' \geq \Delta$$



$\exists f(t)$ such that

$$\int_0^\tau dt f(t) e^{-iH_j t} |\phi_j\rangle \langle \phi_j^\perp| e^{+iH_j t} = 0$$

Evolution randomization can eliminate coherences, thus simulating a projective measurement

$\tau \approx 1/\Delta$ suffices from Fourier analysis

global cost: $T_{\text{rand}} = \tau m \propto \frac{L^2}{\epsilon \Delta}$

1. Evolution randomization: Total cost

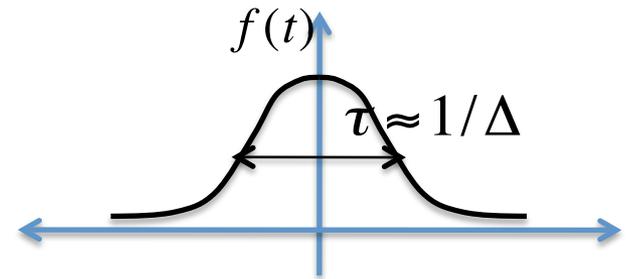
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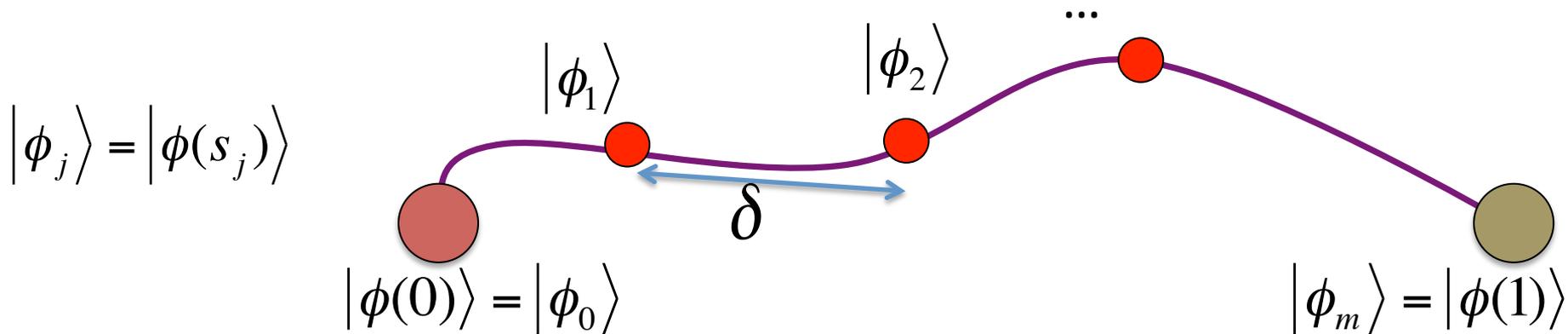
$\tau \approx 1/\Delta$ suffices from Fourier analysis

$$\text{global cost: } T_{\text{rand}} = \tau m \propto \frac{L^2}{\varepsilon \Delta}$$

$$T_{\text{rand}} \ll T_{\text{AQC}} \text{ in many examples}$$

2. Measurement based

The main different with the other method is that we will simulate the projective measurements in the ground states in a different way. Rather than needing $\delta = \varepsilon/L$, we will be able to choose a constant δ and reduce the cost (number of points in the discretization).



2. Measurement based: Basic steps

One-step state transformations

Goal: prepare $|\phi_j\rangle$ from $|\phi_{j-1}\rangle$ using reflection

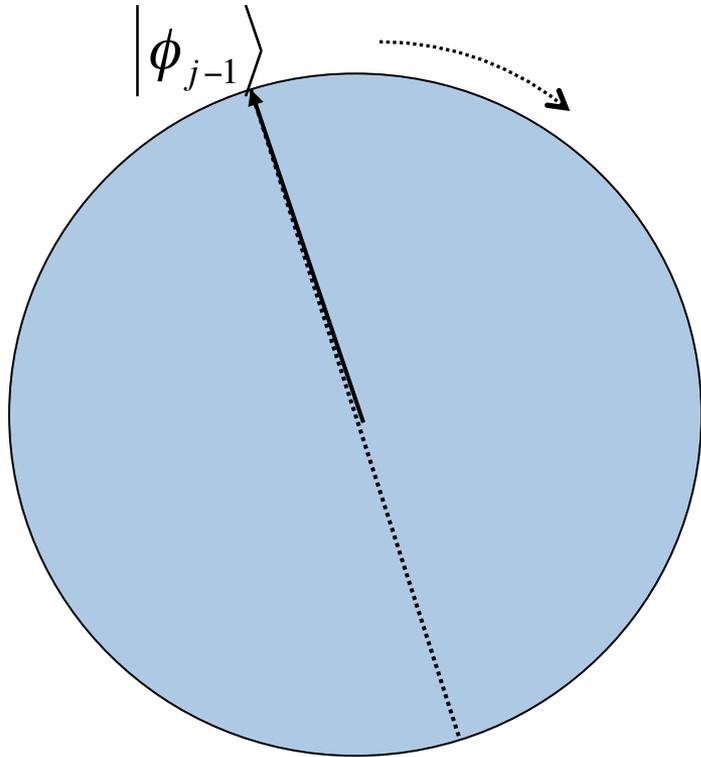
oracles $R_{j-1} = 1 - 2|\phi_{j-1}\rangle\langle\phi_{j-1}|$ and $R_j = 1 - 2|\phi_j\rangle\langle\phi_j|$

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Pseudocode:

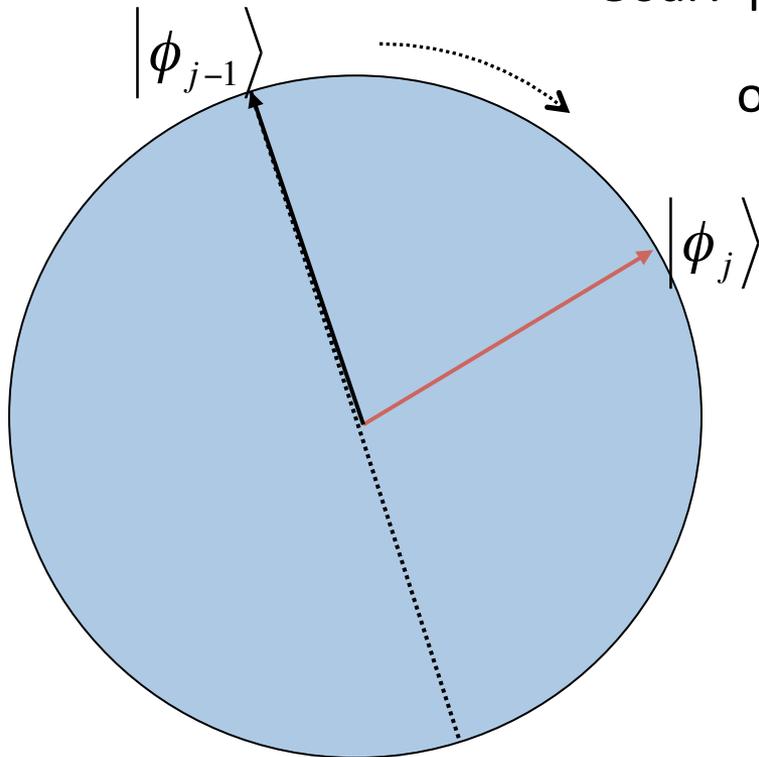
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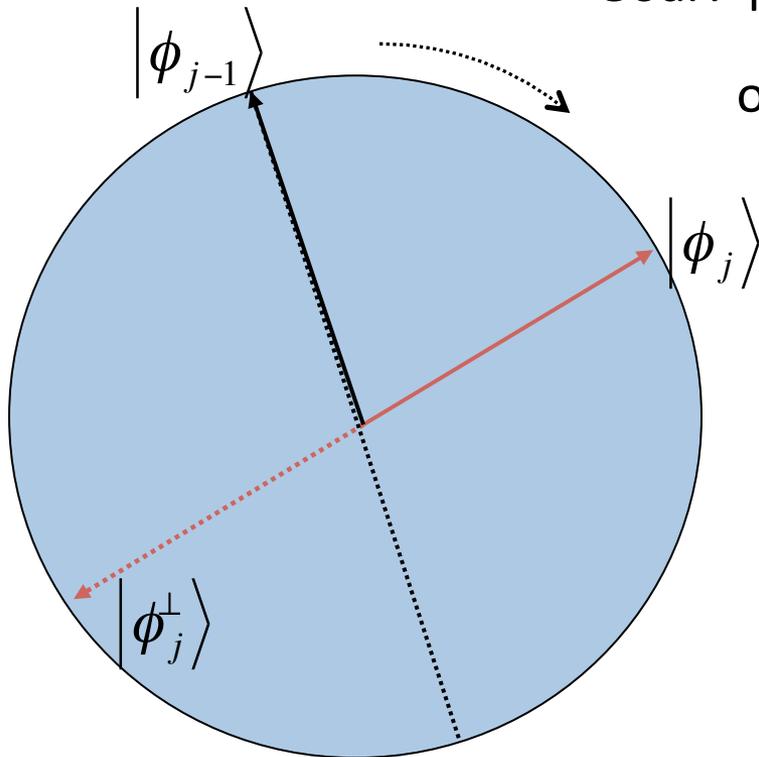
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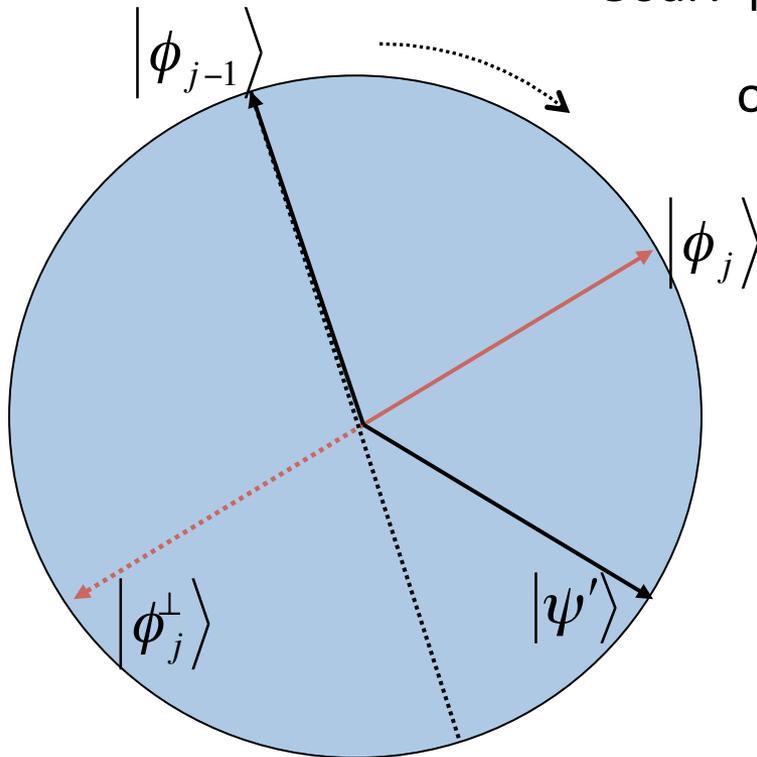
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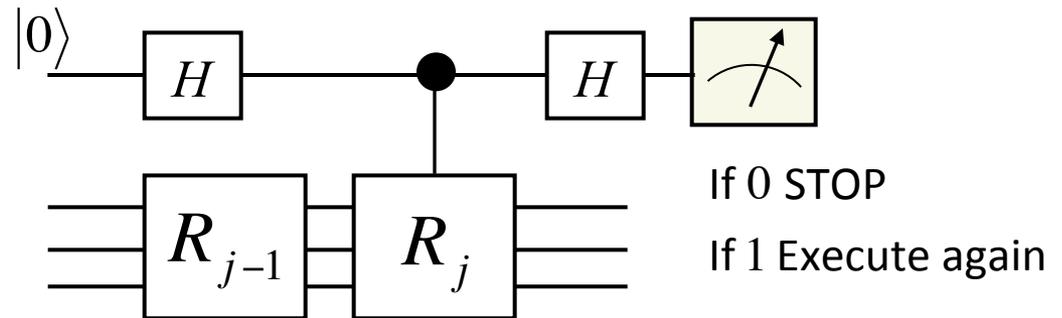
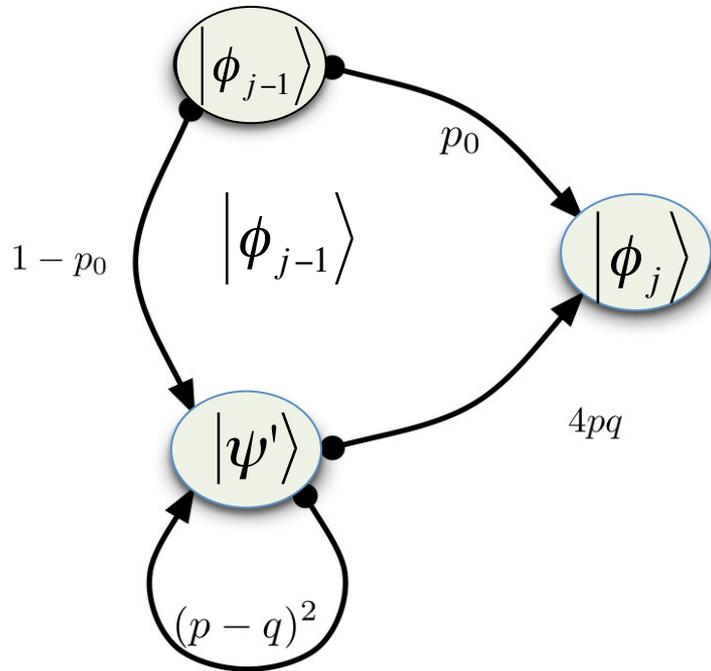
1. Perform a projective measurement of $|\phi_j\rangle$
2. If successful: STOP
3. Else: Apply R_{j-1}
4. Go to 1.

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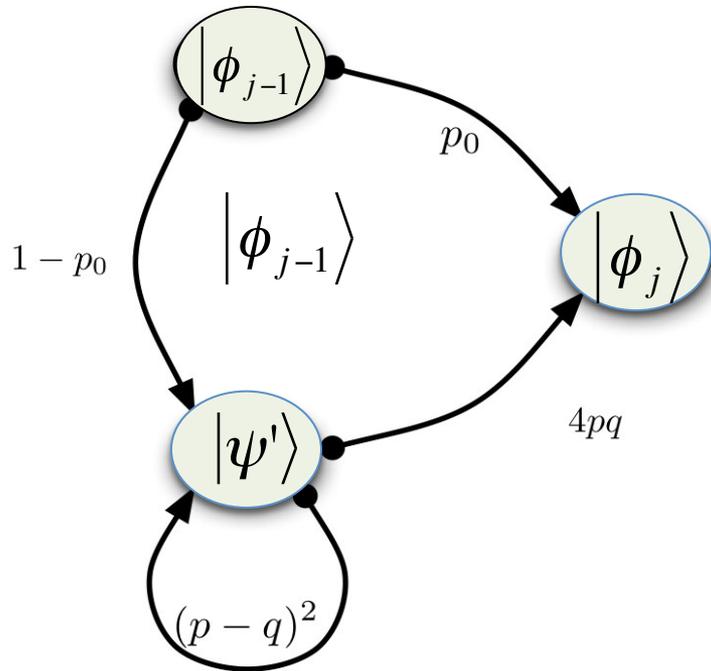
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$$p_0 = \left| \langle \phi_j | \phi_{j-1} \rangle \right|^2 \geq 1 - \delta^2 ; p = \left| \langle \psi' | \phi_j \rangle \right|^2 ; q = 1 - p$$

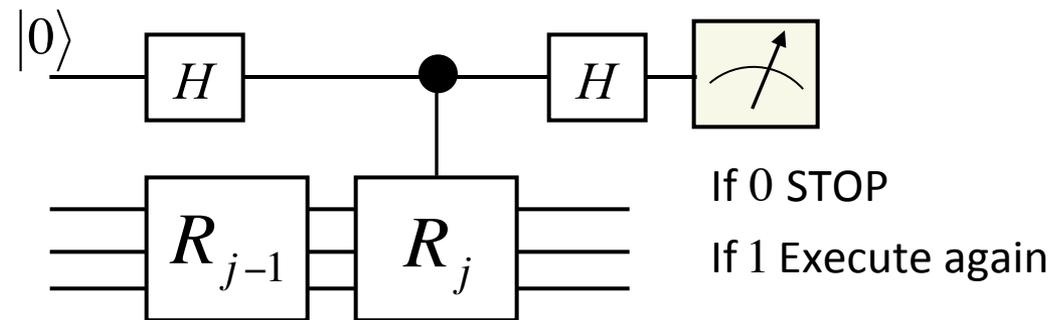
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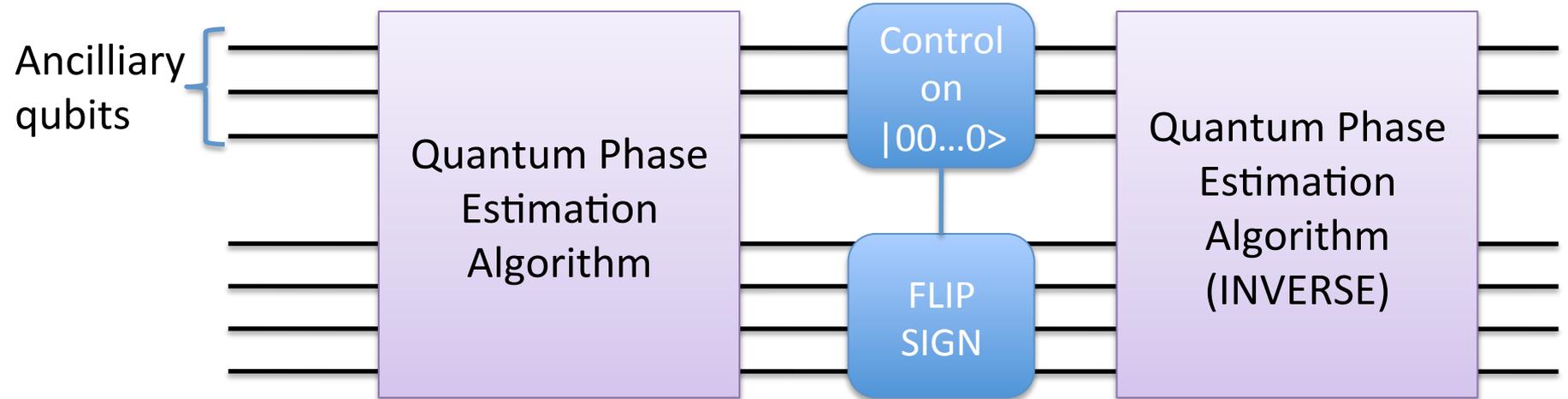
$$p_0 = \left| \langle \phi_j | \phi_{j-1} \rangle \right|^2 \geq 1 - \delta^2 ; p = \left| \langle \psi' | \phi_j \rangle \right|^2 ; q = 1 - p$$

If $p_0 > 1/3 \Rightarrow \langle n \rangle$ is order 1 and all moments are bounded

2. Measurement based: How to implement reflections

Assume we know the ground state energy $H_j|\phi_j\rangle = 0$

$$R_j = 1 - 2|\phi_j\rangle\langle\phi_j|$$



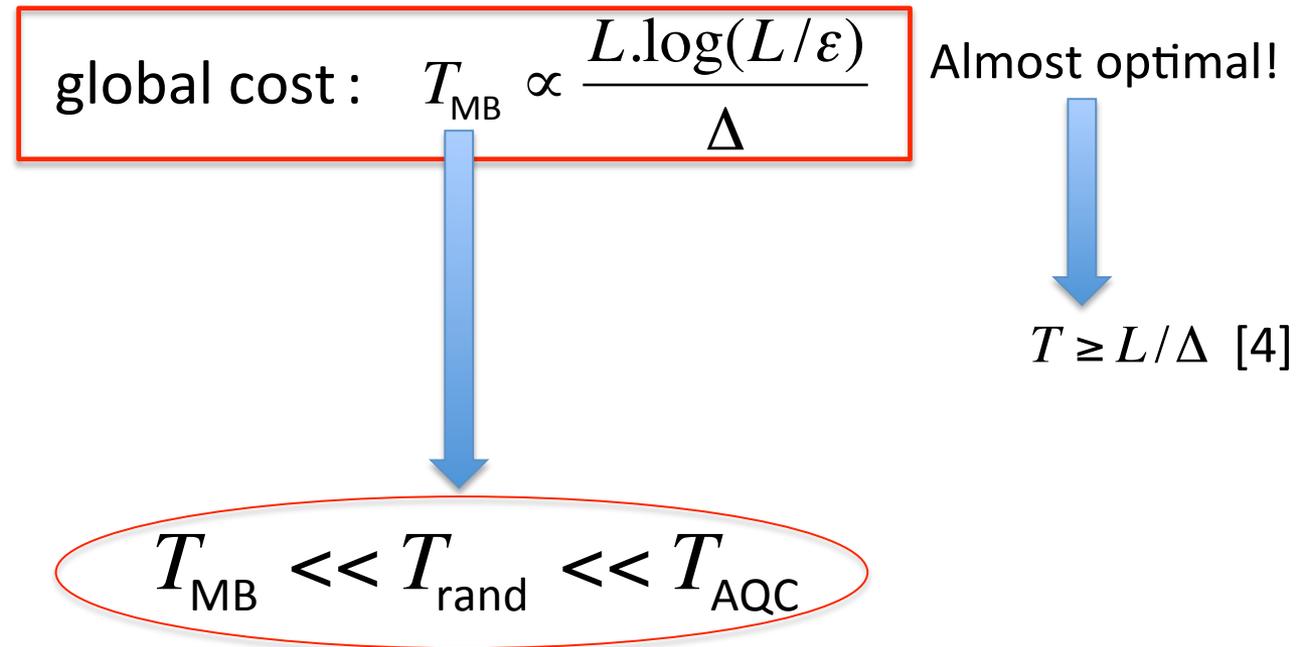
The phase estimation algorithm needs to resolve eigenvalues above the gap. Thus, it requires a cost of $1/\Delta$:

$$e^{-iH_j t} ; t \approx 1/\Delta$$

2. Measurement based: Cost

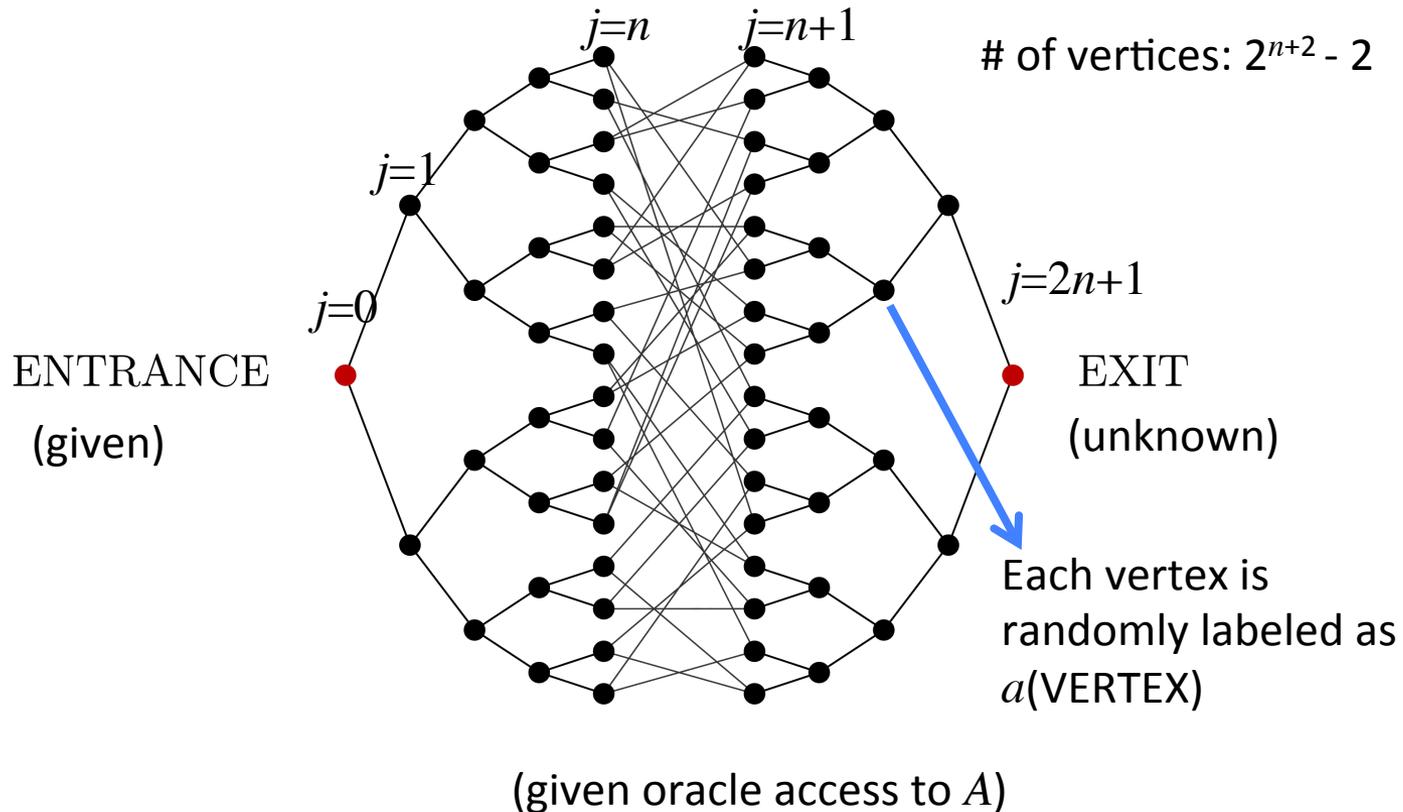
global cost : $T_{\text{MB}} \propto \frac{L \cdot \log(L/\varepsilon)}{\Delta}$ Almost optimal!

2. Measurement based: Cost



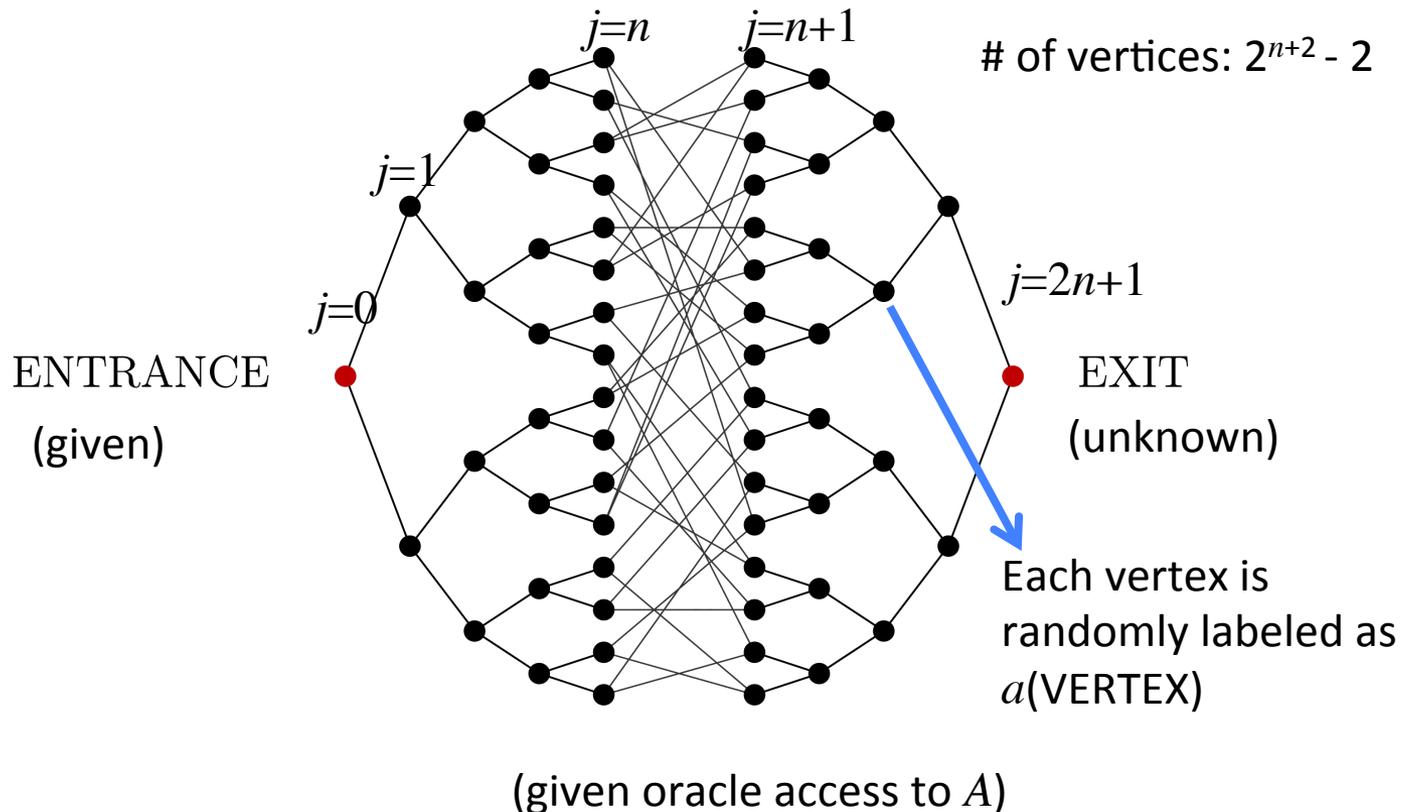
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The (randomly) Glued-Trees Problem (GT) [5]



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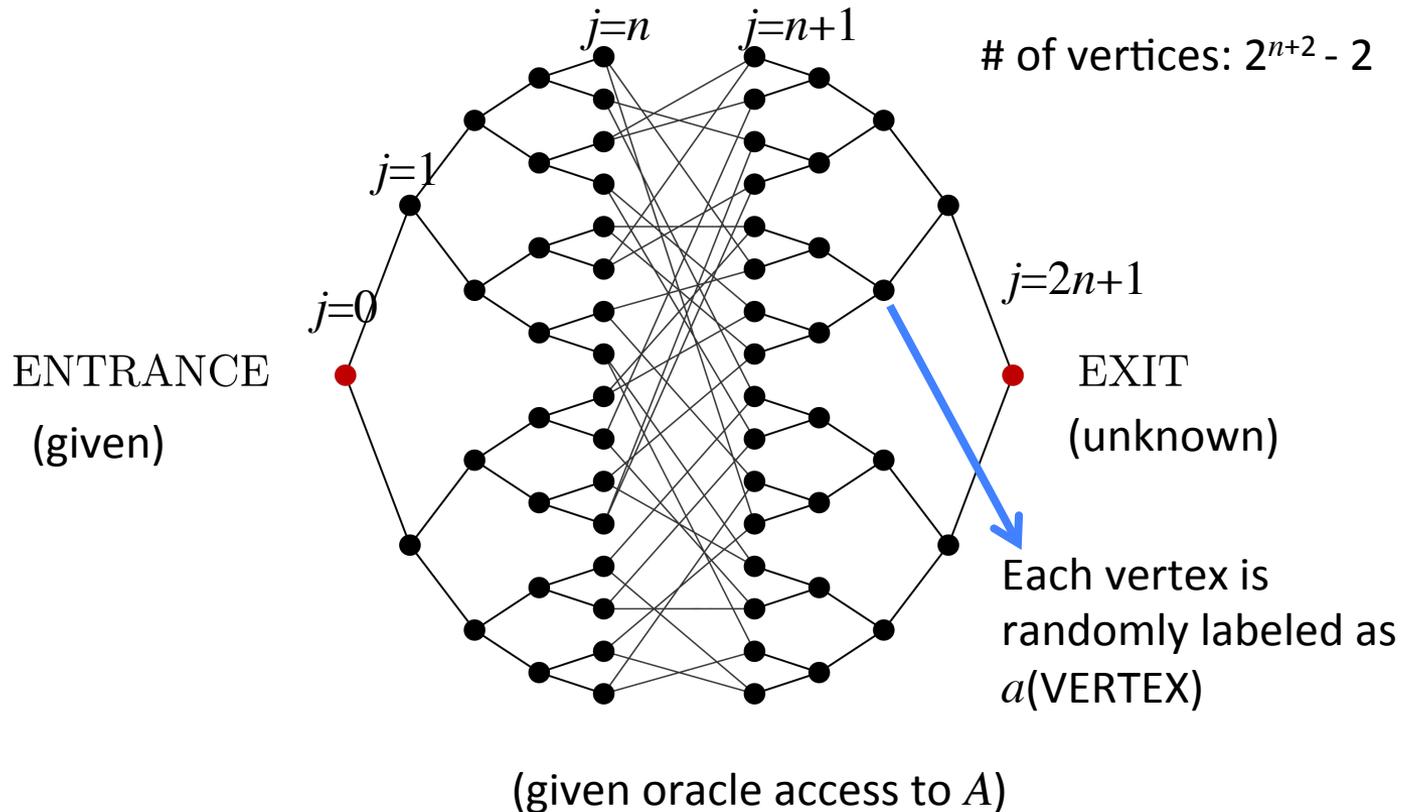
The (randomly) Glued-Trees Problem (GT) [5]



Classically it takes time exponential in n to find the exit. Quantumly it can be done in time polynomial in n

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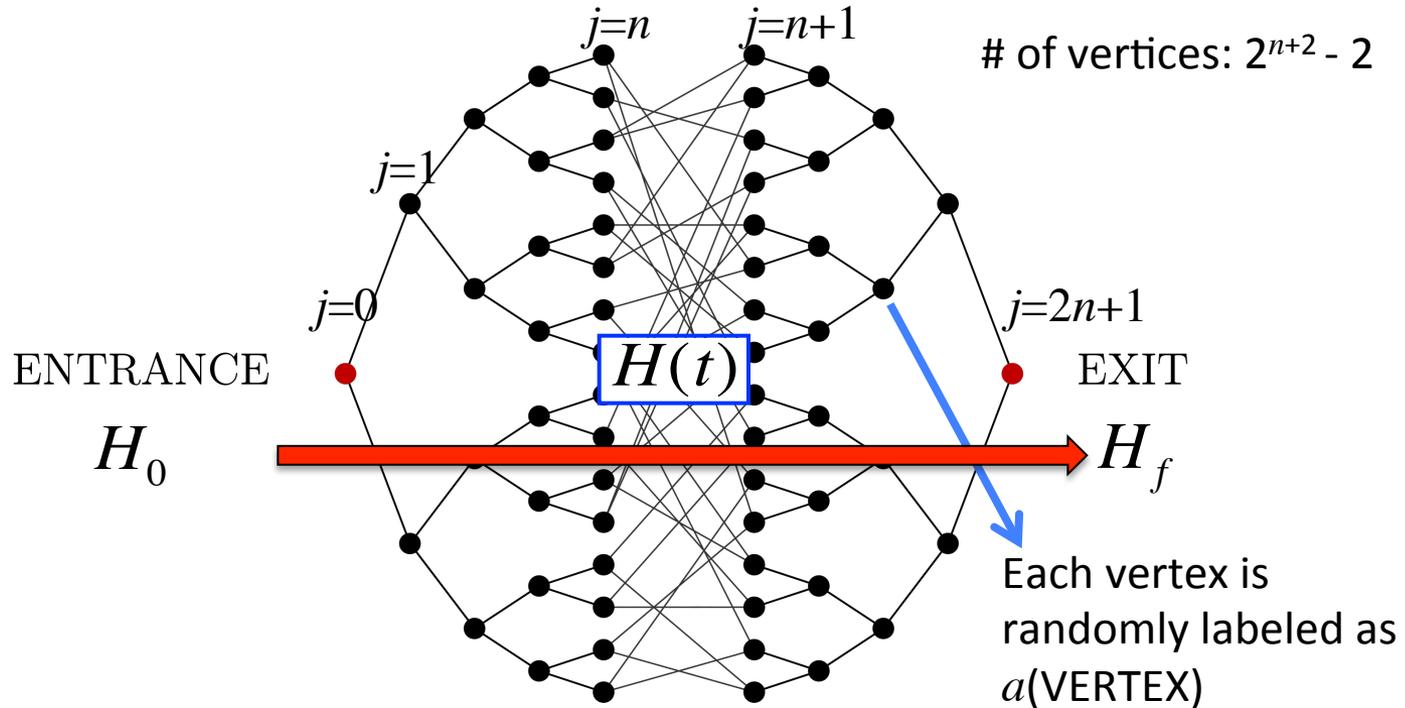


Can we solve this problem adiabatically?

3. Diabatic transitions: Glued-Trees problem

Exponential speedups [6]

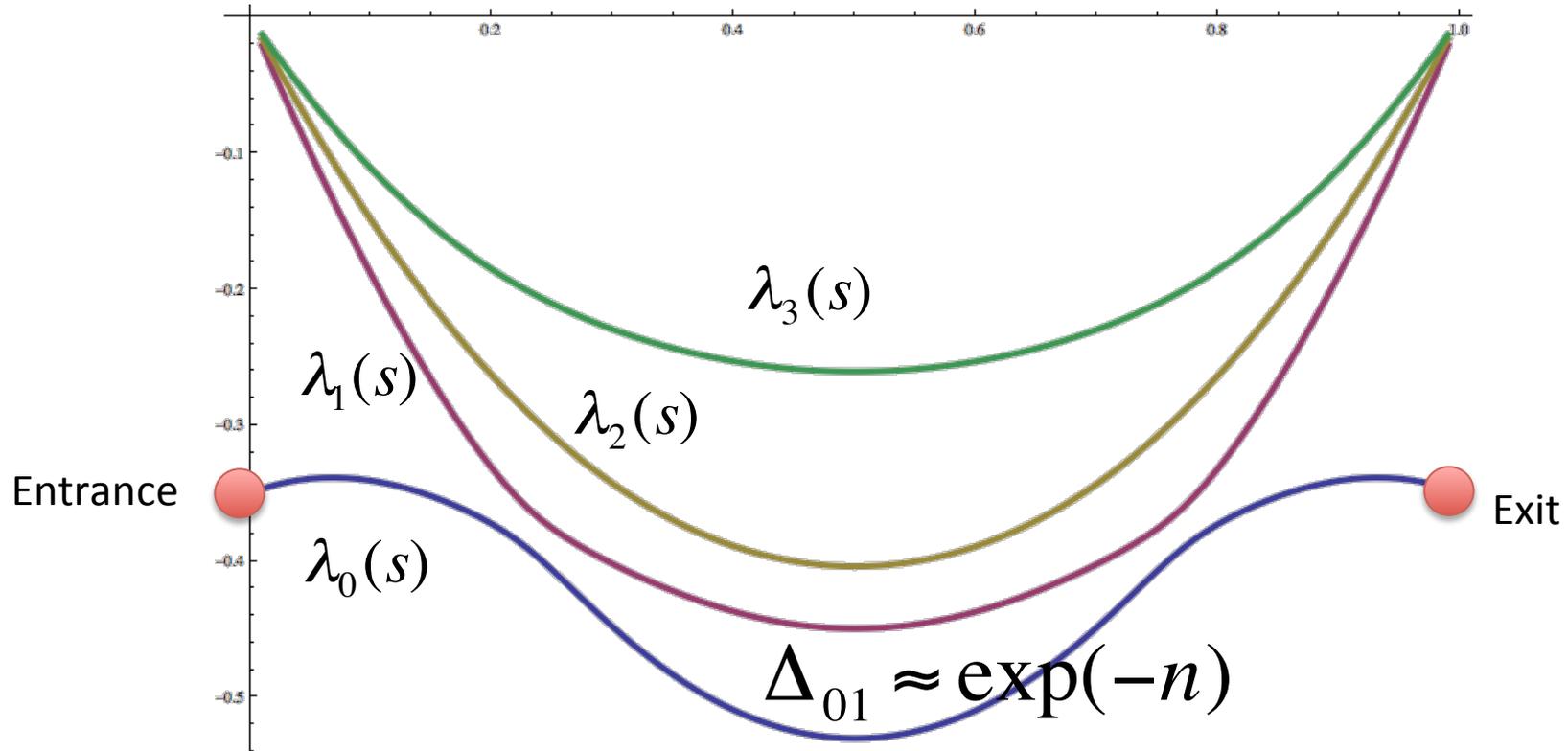
The (randomly) Glued-Trees Problem (GT)



$$H(s) = (1 - s)|\text{ENTRANCE}\rangle\langle\text{ENTRANCE}| + s(1 - s)A + s|\text{EXIT}\rangle\langle\text{EXIT}|$$

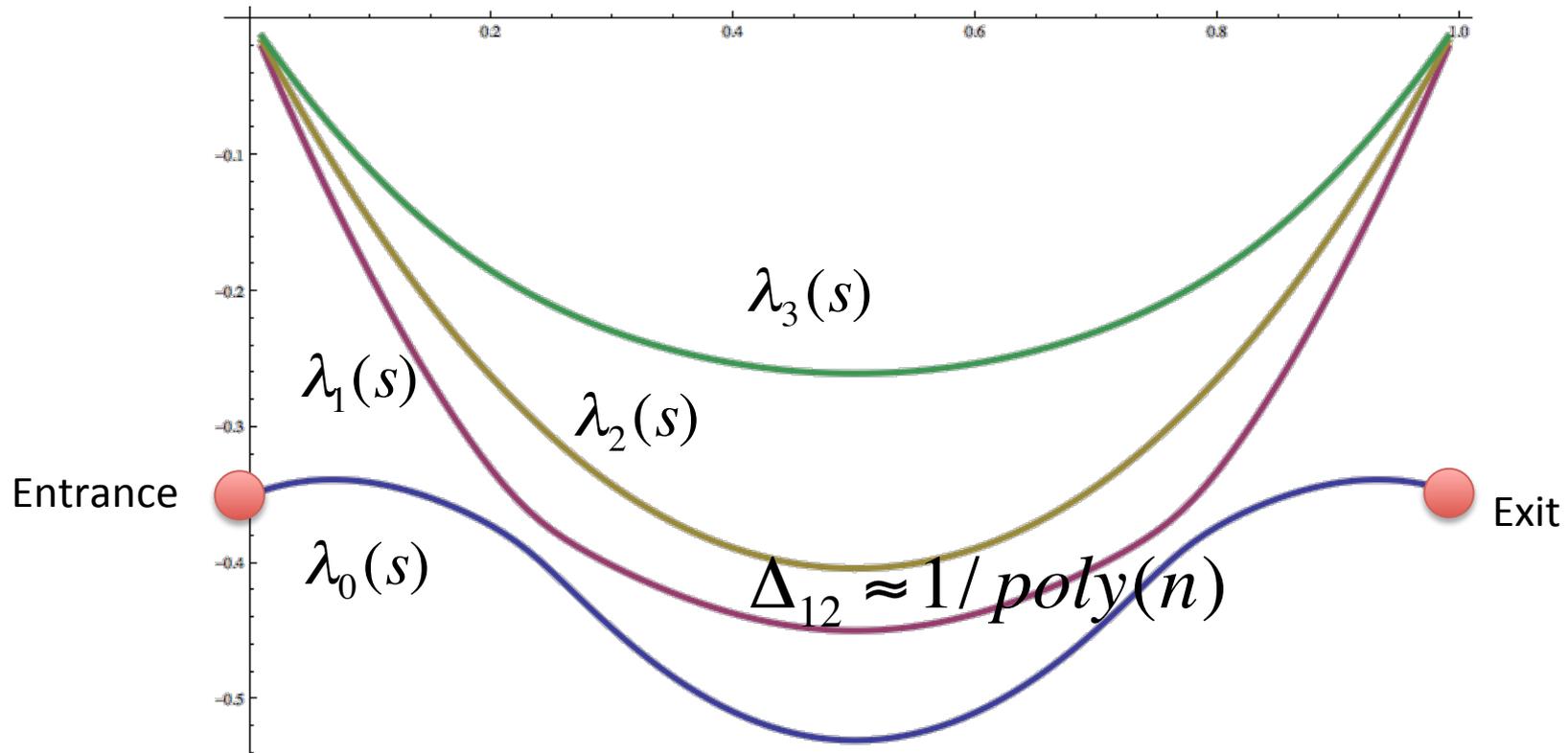
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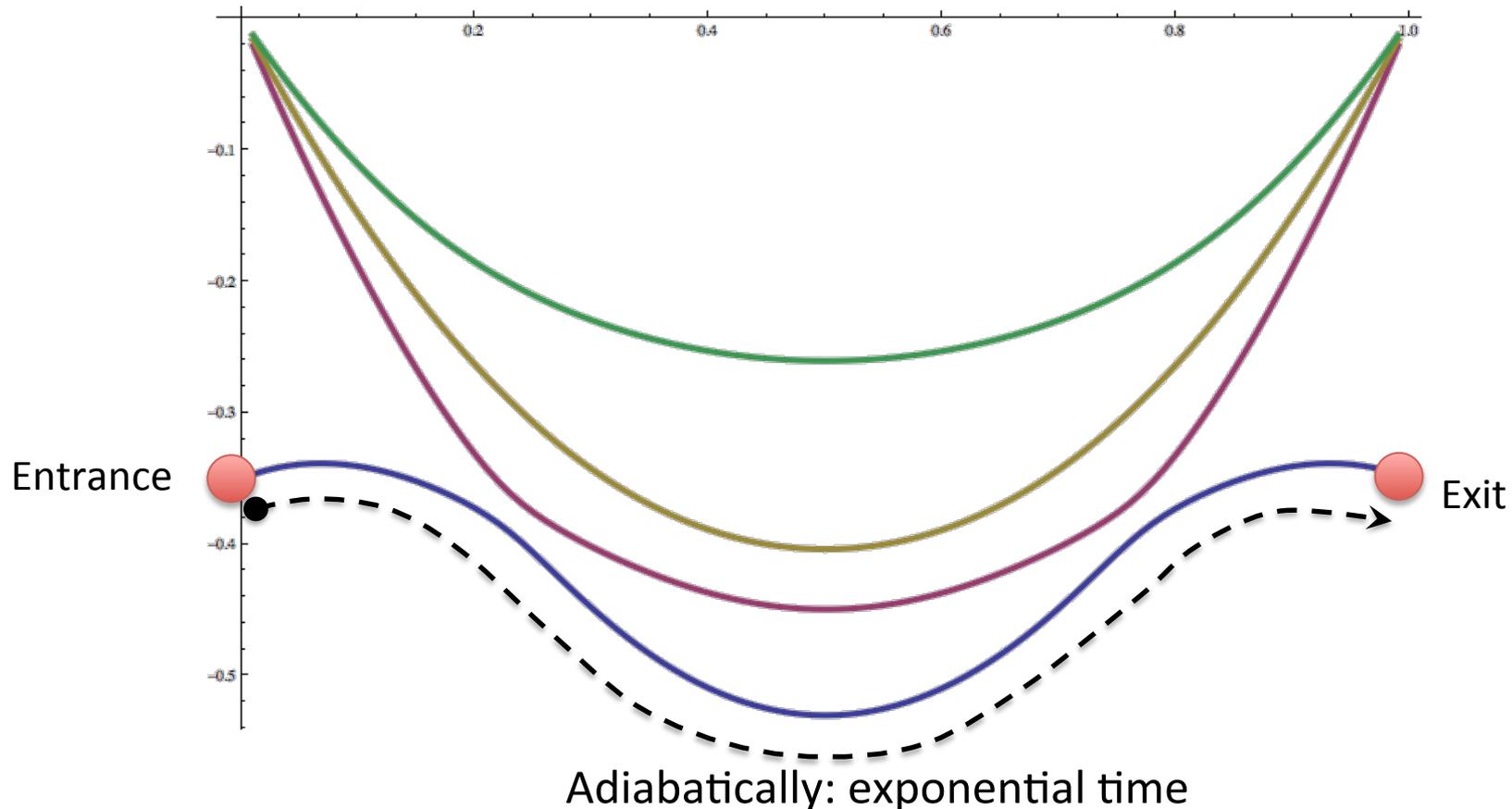
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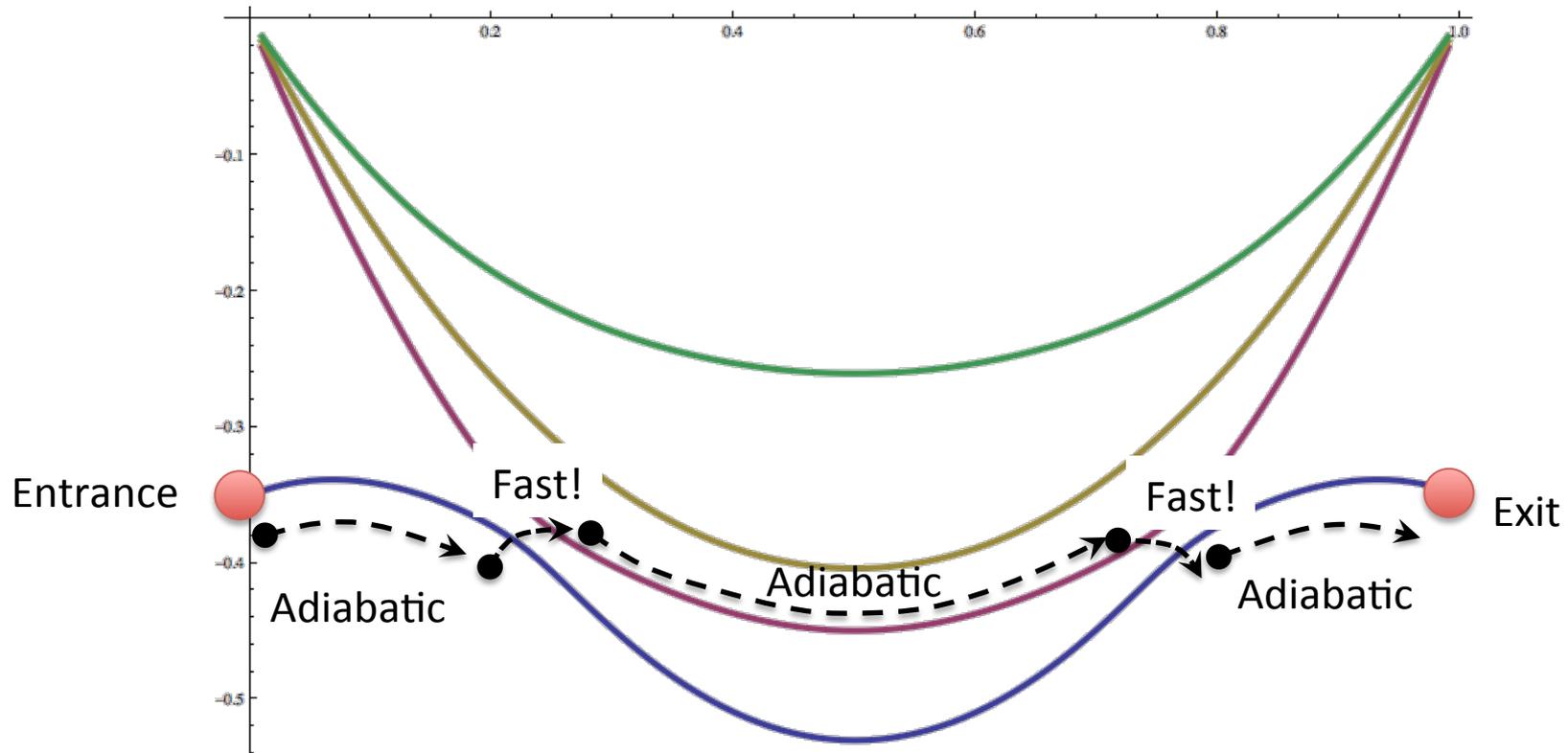
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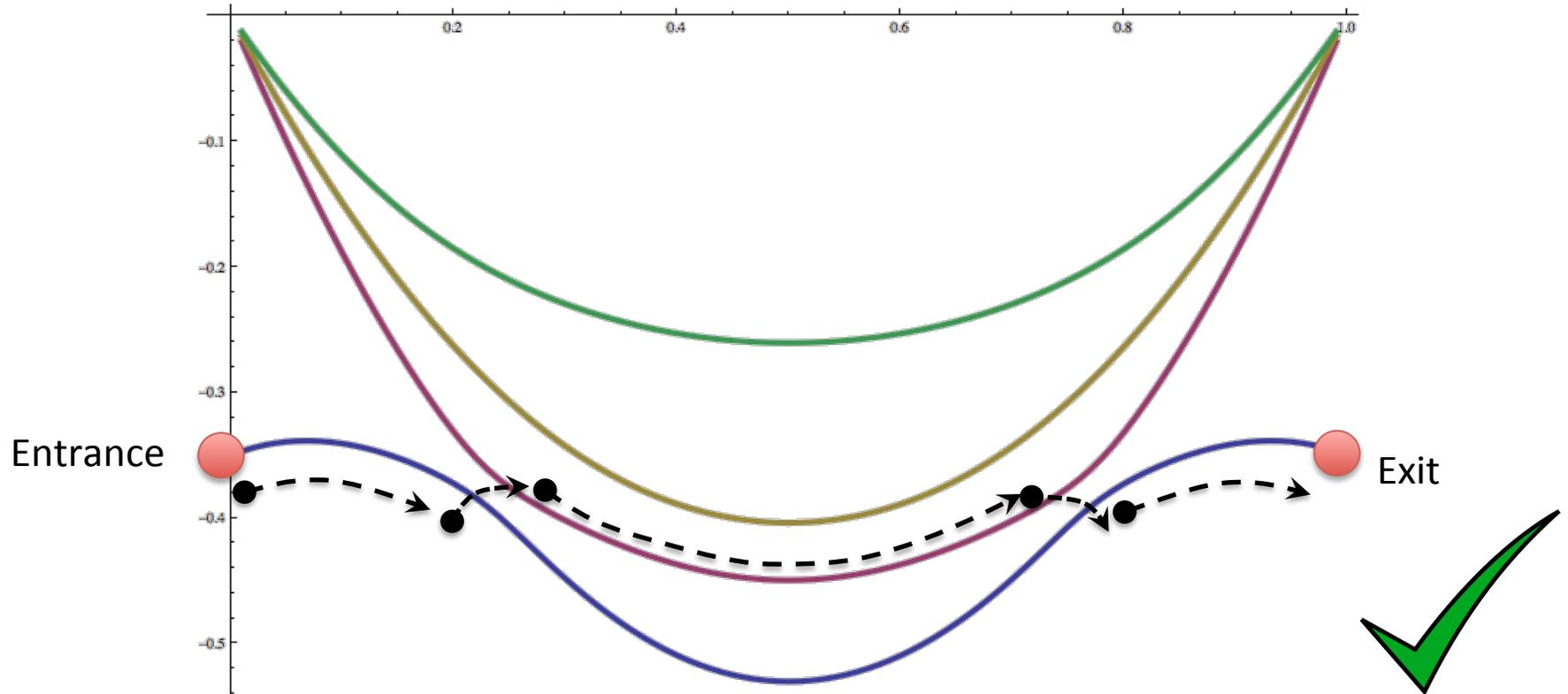
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Diabatic transitions: polynomial time !!

Provable quantum speedup

3. Diabatic transitions: Importance & generalizations

Why is the result important? (Additional reasons)

- Recently, motivated by our results, a similar property on the spectrum of other Hamiltonians for solving MAX 2 SAT was shown [7]. This provided faster annealing algorithms for this problem.

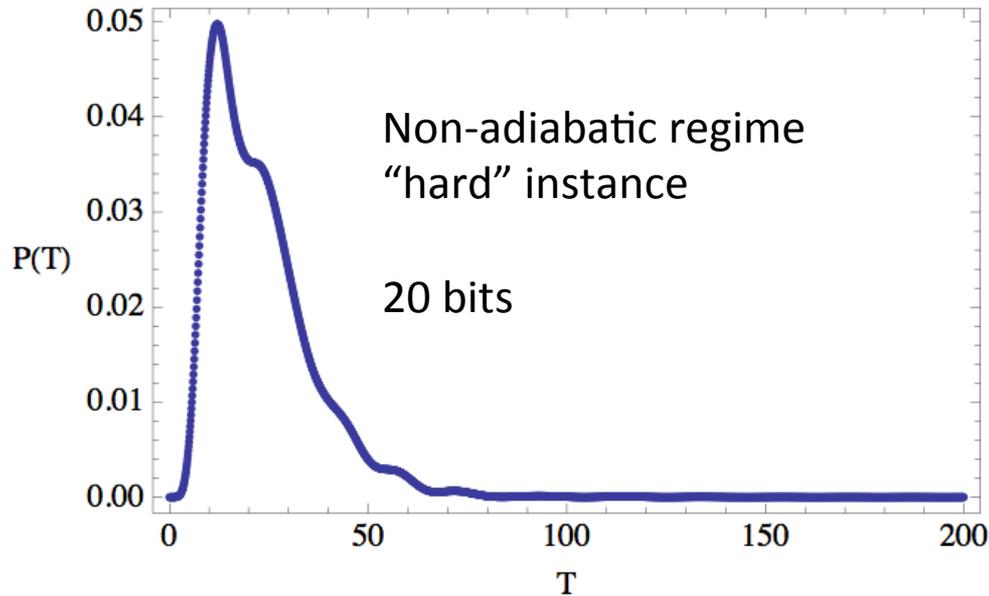


FIG. 2: The success probability as a function of total evolution time T for instance #1.

3. Adiabatic transitions: Importance & generalizations

Why is the result important? (Additional reasons)

- The Hamiltonians involved do not suffer from the so-called sign problem. Then, classical techniques such as quantum Monte Carlo can be used in these cases. Can quantum annealing outperform quantum Monte Carlo? When the gaps are big, this question remains unanswered.

Conclusions

- We presented methods for adiabatic state transformations that, in some cases, are (almost) optimal and achieve a cost of L/Δ . Can we always achieve such cost?
- We presented a method to avoid the overheads due to extremely small gaps in adiabatic state transformations. This method aims at adiabatically decoupling subspaces and uses diabatic transitions to excited states.
- The techniques we presented allow for **provable** polynomial and exponential speedups.