Quantum methods for Optimization and Machine Learning

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Quantum Algorithms for Optimisation / ML



The HHL algorithm [Harrow, Hassidim, Lloyd 2009]

Quantum computers provide a quantum solution to a system of linear equations in certain cases exponentially faster than classical algorithms, given quantum access to the data.

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"It opens the possibility of dramatic speedups for machine learning tasks, richer models for data sets and more natural settings for learning and inference" Quantum Machine Learning Workshop during NIPS 2015

Remark: "Solving" systems of linear equations is BQP-complete

Three remarks on Quantum Machine Learning



QML needs a full-scale computer with quantum access to data for "exponential savings"

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Most overhyped and underestimated field at the same time

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QML needs a full-scale computer with quantum access to data for "exponential savings"

Most overhyped and underestimated field at the same time

(One of) the most convincing reasons to build quantum computers

Quantum Machine Learning: the model

Data storage and quantum access

- 1. Data can be accessed quantumly directly
- 2. Quantum RAM : Efficient storage of classical data allowing quantum access to it
 - It takes polylogarithmic time to store/update/delete an element (i,j,a_{ij})
 - Query in polylogarithmic time $\sum c_{ij} |i, j, 0\rangle \rightarrow \sum c_{ij} |i, j, a_{ij}\rangle$
- 3. Other access models...

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Computation on the data

- Given quantum access to data, learn some property of the data
- Running time of quantum algorithm can be more efficient that classical



Use-case: Recommendation Systems





PCOC











General quantum methods for Optimization



Iterative methods (ubiquitous in practice)

- 1. Start with an initial solution.
- 2. Update the solution according to an Update Rule
- 3. Repeat until the solution is satisfactory

Types of Iterative Methods

First order – Gradient Descent Second order – Interior point methods



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Efficient Quantum Gradient Descent algorithm for Linear Systems and Stochastic Least Squares. [Kerenidis, Prakash 2017]



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Efficient Quantum Gradient Descent algorithm for Linear Systems and Stochastic Least Squares. [Kerenidis, Prakash 2017]



Remark 1: Improved Linear Algebra

Remark 2: Great savings in QRAM



Given matrix A and vector x, output Ax, A⁻¹x, ...



Problem:

Given matrix A and vector x, output Ax, A⁻¹x, ...

Step 1

Map A to some unitary U s.t.

- 1. The spectra of A and U are related
- 2. U is efficient to implement

 $A/\mu(A) = P \circ Q$, $U = (2PP^{t} - I)(2QQ^{t} - I)$

Efdiciency via QRAM data structures



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Phase Estimation on U

LCU, Qubitization on U

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Eficciency via QRAM data structures

Apply a circuit with $O(\log 1/\epsilon)$ U's



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- 2. U is efficient to implement

Step 2

Phase Estimation on U

LCU, Qubitization on U

Step 3

Amplitude Amplification (VT)

 $A/\mu(A) = P \circ Q$, $U = (2PP^{t} - I)(2QQ^{t} - I)$

Eficciency via QRAM data structures

Apply a circuit with $O(\log 1/\epsilon)$ U's

O(κ(A)) iterations





Problem:

Given matrix A and vector x, output Ax, A⁻¹x, ...

Running time: $O(\kappa(A)\mu(A)\log 1/\epsilon)$



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Running time: $O(\kappa(A)\mu(A)\log 1/\epsilon)$

Open Question: What is the optimal $\mu(A)$?



Frobenius Distance Classification

QFL 4 Fromenius Distance Estimator

Require:

QRAM access to the matrix X_k of cluster k and to a test vector x(0). Error parameter $\eta > 0$. Ensure: An estimate $\overline{F_k(x(0))}$ such that $|F_k(x(0)) - \overline{F_k(x(0))}| < \eta$. $F_k(x(0)) = \frac{||X_k - X(0)||_F^2}{2(||X_k||_F^2 + ||X(0)||_F^2)}$



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Classification

[KL 18]

3

0 0

5 6858

7709+854 647069

6 5

664

9

3. Repeat and Estimate Prob[outcome 1]= $F_{\mu}(x(0))$

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- Repeat and Estimate Prob[outcome 1]= $F_{k}(x(0))$ 3.
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Remark 1:

Classification as easy as creating the states

Classification

[KL 18]

3

8

6

-5

5 09485 T 0 6.9

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- 3. Repeat and Estimate Prob[outcome 1]= $F_{k}(x(0))$
- Assign x(0) to the closest cluster 4.

Remark 2:

Comparable accuracy to classical classifiers

Classification

[KL 18]

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Remark 2:

- 3. Repeat and Estimate Prob[outcome 1]= $F_k(x(0))$
- 4. Assign x(0) to the closest cluster

Comparable accuracy to classical classifiers

4

32

Classification

[KL 18]

219562

Accuracy

67.5%



Dimensionality Reduction: Slow Feature Analysis

SFA - Algorithm 1 (Classical) Slow Feature Analysis

Require:

Input $X \in \mathbb{R}^{n \times d}$ (normalized and polynomially expanded), and $K < d \in \mathbb{N}$ Ensure:

Y = ZW, where $Z = XB^{-1/2}$ is the whitened input signal, and $W \in \mathbb{R}^{d \times (K-1)}$ are the K-1 eigenvectors of the matrix $A = \dot{Z}^T \dot{Z}$ corresponding to the smallest eigenvalues

1: Whiten the signal: $Z := XB^{-1/2}$, and create \dot{Z} from Z.

2: Perform PCA on the derivative covariance matrix $A = \dot{Z}^T \dot{Z}$ of the whitehed data.

3: Return Y = ZW, the projection of whitehed data onto W, the K-1 slowest eigenvectors of A



59

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562

83

68

7094

662

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Quantum Slow Feature Analysis

Efficient Quantum Linear Algebra (Matrix Multiplication, Inversion, Projection)



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Whiten the signal: Z := XB^{-1/2}, and create Ż from Z.
Perform PCA on the derivative covariance matrix A = Ż^TŻ of the whitened data.
Return Y = ZW, the projection of whitened data onto W, the K-1 slowest eigenvectors of A

Quantum Slow Feature Analysis

Efficient Quantum Linear Algebra (Matrix Multiplication, Inversion, Projection)

Remark:

Classification only needs quantum states



Quantum Classifier

Input: X, a new vector x(0)

- 1. Do QSFA to quantumly project X and x(0) to Y and y(0)
- 2. Use Frobenius Distance Classification on Y, y(0)



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Running time

Classical: $O(n d^2) \simeq 10^{13}$ (1 hour on 6Tb RAM HPC)



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Main question:

Better accuracy by increasing the dimension, keeping efficient time? Quantum time: O(κ , μ , 1/ θ , 1/ δ , 1/ η , K, polylog(n, d, 1/ ϵ),...)



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Hope (and some evidence):

Quantum classification algorithms can handle bigger dimensions (hence be more accurate), since their running time scales much more favourably with the dimension.



Unsupervised Classification: Q-means [KLLP 18]



K-means

Input: M N-dimensional points, K clusters

1. Start with some random points as centroids

Repeat until convergence

- 2. For each point compute distances to the centroids and assign to closest cluster O(KMN)
- 3. Recompute the centroids O(MN)

Unsupervised Classification: Q-means [KLLP 18]



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Q-means

Input: M N-dimensional points with quantum access, K clusters

1. Start with some random points as centroids

Repeat until convergence

- 2. For all points in superposition compute distances to centroids and assign to closest cluster O(K log(MN))
- 2. Use Matrix Multiplication and tomography to recompute the centroids O(KN log(MN))



Summary and open questions

Summary

QML is (one of) the best reason to build quantum computers

- Use case: Quantum recommendation systems
- General Methods: Quantum gradient descent for linear gradients
- Benchmarking: Classification of MNIST dataset
- ML data has some hidden structure (e.g. low rank approximations)
- ML is very robust to errors

Open Questions

Build quantum computers and QRAMs

Find new quantum methods (Interior point methods, fully quantum methods,...)

Find more real-world applications

Benchmark hardware via applications