

Quantum Approximate  
Optimization Algorithm

Landscape Independence

and Sherrington Kirkpatrick Model

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# Combinatorial Optimization

$n$  bits       $m$  clauses

$$C(z) = \sum_{d=1}^m C_d(z) \quad z_1, \dots, z_n = z$$

$$C_d(z) = \begin{cases} 1 & \text{satisfies} \\ 0 & \text{does not} \end{cases}$$

$$C_{\max} = \max_z C(z)$$

Want

$$\frac{C(z)}{C_{\max}}$$

big.

# Quantum Algorithm Ingredients:

$$\underline{U(c, \gamma)} = e^{-i\gamma C} = \prod_{\alpha=1}^m e^{-i\gamma C_{\alpha}}$$

$$B = \sum_{j=1}^n X_j \quad X_j = \sigma_j^x$$

$$\underline{U(B, \beta)} = e^{-i\beta B} = \prod_{j=1}^n e^{-i\beta X_j}$$

$$\underline{|s\rangle} = \frac{1}{\sqrt{2^n}} \sum_z |z\rangle$$

$$|+\rangle = \frac{1}{\sqrt{2}} (|0\rangle + |1\rangle)$$

All easy to construct!

For any integer  $p \geq 1$   $\alpha_1 \dots \alpha_p = \vec{\alpha}$   $\beta_1 \dots \beta_p = \vec{\beta}$

$$\underline{|\vec{\alpha}, \vec{\beta}\rangle} = U(B, \beta_p) U(C, \alpha_p) \dots U(B, \beta_1) U(C, \alpha_1) |S\rangle$$

Required Circuit Depth at most  $mp + p$ .

$$F_p(\vec{\alpha}, \vec{\beta}) = \langle \vec{\alpha}, \vec{\beta} | C | \vec{\alpha}, \vec{\beta} \rangle$$

$$M_p = \max_{\vec{\alpha}, \vec{\beta}} F_p(\vec{\alpha}, \vec{\beta})$$

$$M_p \geq M_{p-1}$$

Can Show

$$\lim_{p \rightarrow \infty} M_p = C_{\max}$$

# Quantum Algorithm with Angle Search

Fix  $p$ . Start with angles  $(\vec{\gamma}, \vec{\beta})$

Use the Quantum Computer to make

$$|\vec{\gamma}, \vec{\beta}\rangle$$

Measure to get a string  $z$  and  $C(z)$ .

Repeat with same angles to get  
a good estimate of  $F_p(\vec{\gamma}, \vec{\beta})$

Repeat with new angles to get near

$$M_p = \max_{\vec{\gamma}, \vec{\beta}} F_p(\vec{\gamma}, \vec{\beta})$$

For  $p$  fixed we can classically preprocess and determine the best angles in advance.

Example: Max Cut on 3-regular graphs

$$C = \sum_{\langle jk \rangle} C_{\langle jk \rangle}$$

$$C_{\langle jk \rangle} = \frac{1}{2} (-z_j z_k + 1) \quad z_j = \pm 1$$

$p=1$  Look at contribution from edge  $\langle jk \rangle$

$$\langle s | e^{i\gamma C} e^{i\beta B} z_j z_k e^{-i\beta B} e^{-i\gamma C} | s \rangle$$

$$|s\rangle = |+\rangle_1 |+\rangle_2 \cdots |+\rangle_n$$

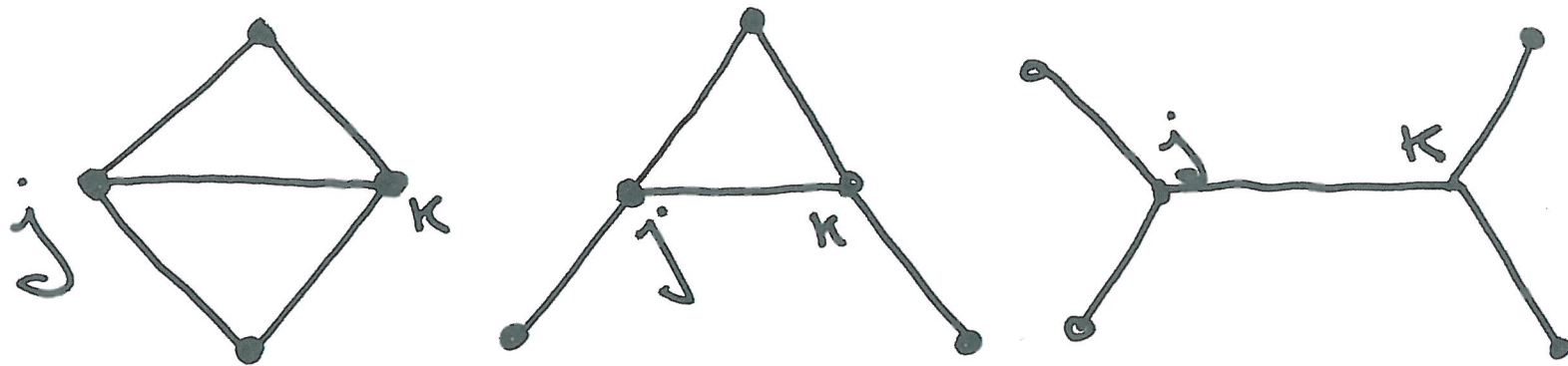
$$e^{i\beta B} z_j z_k e^{-i\beta B} = e^{i\beta(x_j+x_k)} z_j z_k e^{-i\beta(x_j+x_k)}$$

$$= [\cos 2\beta z_j + \sin 2\beta Y_j] [\cos 2\beta z_k + \sin 2\beta Y_k]$$

only bits  $j, k$  involved

Conjugate with  $e^{i\gamma C}$

only bits connected to  $j, k$  involved



3 possible subgraphs

Each subgraph type gives a function of  $\gamma, \beta$  which does not depend on  $n$  or  $m$ .

These can be evaluated on a classical computer looking at a 4, 5 or 6 qubit system. Then

$$F_i(\gamma, \beta)$$

can be evaluated on a classical computer and optimal angles chosen.

At  $p=1$ , the QAOA will produce a cut that is at least .6924 times the optimal cut.

For ALL instances of 3-regular Max Cut!



# QAOA Typical Performance

Random Graphs with some distribution

eg. \* 3 regular graphs

or \* each edge included with probability  $\frac{3}{(n-1)}$

or \* each edge included with probability  $\frac{d}{(n-1)}$

or \* whatever

Not Worst Case but Typical

We demonstrate that if we  
fix parameters  $(\vec{\alpha}, \vec{\beta})$  then  
for typical instances

$$[ F(\vec{\alpha}, \vec{\beta}) = \langle \vec{\alpha}, \vec{\beta} | C | \vec{\alpha}, \vec{\beta} \rangle ]$$

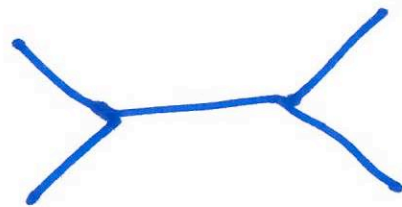
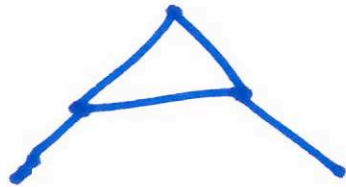
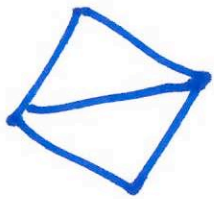
is the same for all instances

(upto  $\sqrt{m}$  fluctuations)

F.G.S.L. Brandao , M. Broughton

S. Gutmann , H. Neven

Consider  $p=1$ , Max-Cut on  
3 regular graphs, uniformly  
generated. For large  $n$   
fraction of subgraph types  
concentrates



$\Rightarrow$

$\langle \chi, \beta | C | \chi, \beta \rangle$

$n \rightarrow \infty$

is instance independent

20 vertex 3-regular graphs  
25 samples

$p$	Low		Random		High	
	Mean	Std.	Mean	Std.	Mean	Std.
2	6.636	0.319	14.691	0.036	22.409	0.228
3	5.218	0.294	15.125	0.042	23.109	0.175
4	3.933	0.259	14.627	0.157	23.822	0.272
5	3.132	0.159	15.725	0.113	24.349	0.179
6	2.550	0.100	16.404	0.140	24.918	0.266
7	1.954	0.088	15.975	0.096	25.110	0.221

angles are not optimal

Why? 
$$F(\vec{\alpha}, \vec{\beta}) = \sum_{\alpha=1}^m \langle \vec{\alpha}, \vec{\beta} | G_{\alpha} | \vec{\alpha}, \vec{\beta} \rangle$$

Fix  $\vec{\alpha}, \vec{\beta}$  
$$F = \sum_{\alpha=1}^m G_{\alpha} \quad \underline{0 \leq G_{\alpha} \leq 1}$$

There is a distribution over instances.

Think of  $G_{\alpha}$  as a random variable.

F is of order m.

If the terms are independent, then regardless of the distribution, by the Law of Large Numbers, the standard deviation is of order  $\sqrt{m}$   $\Rightarrow$  concentration!!!!

To test this we measured the correlation coefficients between different  $\rho_\alpha$  on random instances.

Always very small. Like 0.04  
This was at 20 bits.

We bet that the correlation coefficients at higher bit number will also be small.

# New Strategy for Random Instances

- \* Pick one instance.
  - \* Work hard to get good angles.
    - maybe requires many calls to the Quantum Computer -
  - \* Use these angles for other instances!
- Refine if needed.

## Another Finding

Toss a random graph at 10 bits

$p=8$  get good angles

Approximation ratio 0.984

Use these 16 angles at 24 bits

Get an average approximation  
ratio of 0.934



# Leap Frog Strategy

Want to use Quantum Computer at 100 qubits to find good cut on a random 100 vertex graph.

Toss a 20 vertex graph.

Run classical computer at  $p=6$  to get good angles

Toss a 50 vertex graph.

Run Quantum Computer with those angles. Refine

Go to 100 vertex graph with these angles.

Sherington      Kirkpatrick

$n$  bits

$Z_a = \pm 1$

$$C = \frac{1}{\sqrt{n}} \sum_{a < b} J_{ab} Z_a Z_b$$

mean  $J_{ab} = 0$

var  $J_{ab} = 1$

As  $n \rightarrow \infty$

$$\frac{E_{\max}}{n} = .763 \dots$$

$$\langle s | e^{i\gamma C} e^{i\beta B} \frac{1}{n} e^{-i\beta B} e^{-i\gamma C} | s \rangle \quad \left| \begin{array}{l} p=1 \\ \text{QAOA} \end{array} \right.$$

$$= \frac{1}{2^n} \sum_{z^1} \sum_{z^2} \sum_{z^3} e^{i\gamma C(z^1)} \langle z^1 | e^{+i\beta B} | z^2 \rangle \cdot$$

$$\frac{1}{2} C(z^2) \langle z^2 | e^{-i\beta B} | z^3 \rangle e^{-i\gamma C(z^3)}$$

$$C(z) = \frac{1}{\sqrt{n}} \sum_{a < b} J_{ab} z_a z_b$$

Now for  $\phi$  small

$$\left[ \sum_{\mathcal{J}} e^{i\phi \mathcal{J}} = (1 - \phi^2/2) + \dots \right]$$

$$\left[ \sum_{\mathcal{J}} e^{i\phi \mathcal{J}} \mathcal{J} = i\phi + \dots \right]$$

Upstairs  $\gamma \sum_{a < b} J_{ab} (z_a^1 z_b^1 - z_a^3 z_b^3)$

Downstairs  $\gamma \sum_{c < d} J_{cd} z_c^2 z_d^2$

Turn Crank

$$\left[ E_J (\gamma, \beta | \frac{c}{n} | \gamma, \beta) \text{ as } n \rightarrow \infty \right. \\ \left. = \underline{2 \sin 2\beta \cos 2\beta} \gamma e^{-2\gamma^2} \right]$$

Optimum at  $\beta = \pi/8$   $\gamma = 1/2$

get  $\frac{1}{2\sqrt{e}} \approx .303$

For any fixed  $p$  we have an iterative procedure to evaluate

$$\lim_{n \rightarrow \infty} E_{\vec{\gamma}} \langle \vec{\gamma}, \vec{\beta} | \frac{C}{n} | \vec{\gamma}, \vec{\beta} \rangle$$

~~goes~~ takes  $\sim (16)^p$  steps

optimized out to  $p=8$

$p=1$	.303
2	.407
⋮	⋮
8	.607

Again  $p$   
fixed  
 $n \rightarrow \infty$

Also Show

$$\lim_{n \rightarrow \infty} E_{\mathcal{J}} \left[ \langle \vec{\gamma}, \vec{\beta} | \left(\frac{C}{n}\right)^2 | \vec{\gamma}, \vec{\beta} \rangle \right]$$
$$= \lim_{n \rightarrow \infty} E_{\mathcal{J}}^2 \left[ \langle \vec{\gamma}, \vec{\beta} | \frac{C}{n} | \vec{\gamma}, \vec{\beta} \rangle \right]$$

which proves landscape Independence  
for the SK Model.

Can also show that for  $n \rightarrow \infty$ , for  
typical instances all measured  
strings  $z$  have

$$\left\{ \frac{C(z)}{n} \text{ close to } \langle \vec{\gamma}, \vec{\beta} | \frac{C}{n} | \vec{\gamma}, \vec{\beta} \rangle \right\}$$

Want to show that for  $n \rightarrow \infty$ ,  
and then  $p \rightarrow \infty$  we achieve the  
Parisi value of  $.763\dots$

Want to apply our techniques  
to other problems where  
instances are drawn from a  
distribution  $\dots$   
 $\dots$   
 $\dots$  ?