

# Variational algorithms and quantum computer Co-Design

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# Team and current projects

- EU Flagship project „An Open Superconducting Quantum Computer“ (OpenSuperQ)
- IARPA project „Flux-based quantum speedup“ (FluQS) in the quantum-enhanced optimization program
- EU ITN „Quantum sensing with optimal control“ (Qusco)
- BMBF project Verticons
- BSI study „status of quantum computers“
- Industry graduate students: Daimler, DLR, IBM, HQS



# Contents

- Why co-Design? Why a not-quite-universal quantum computer?
- Example: A crossing-free architecture for variational self-energy calculations
- Example: QAOA with only single-qubit controls
- Excursion: A route to extremely high gate fidelities
- Conclusion and speculation: Programming a variational quantum computer

**Why co-design?**

# Noisy Intermediate-scale quantum computer (NISQ)



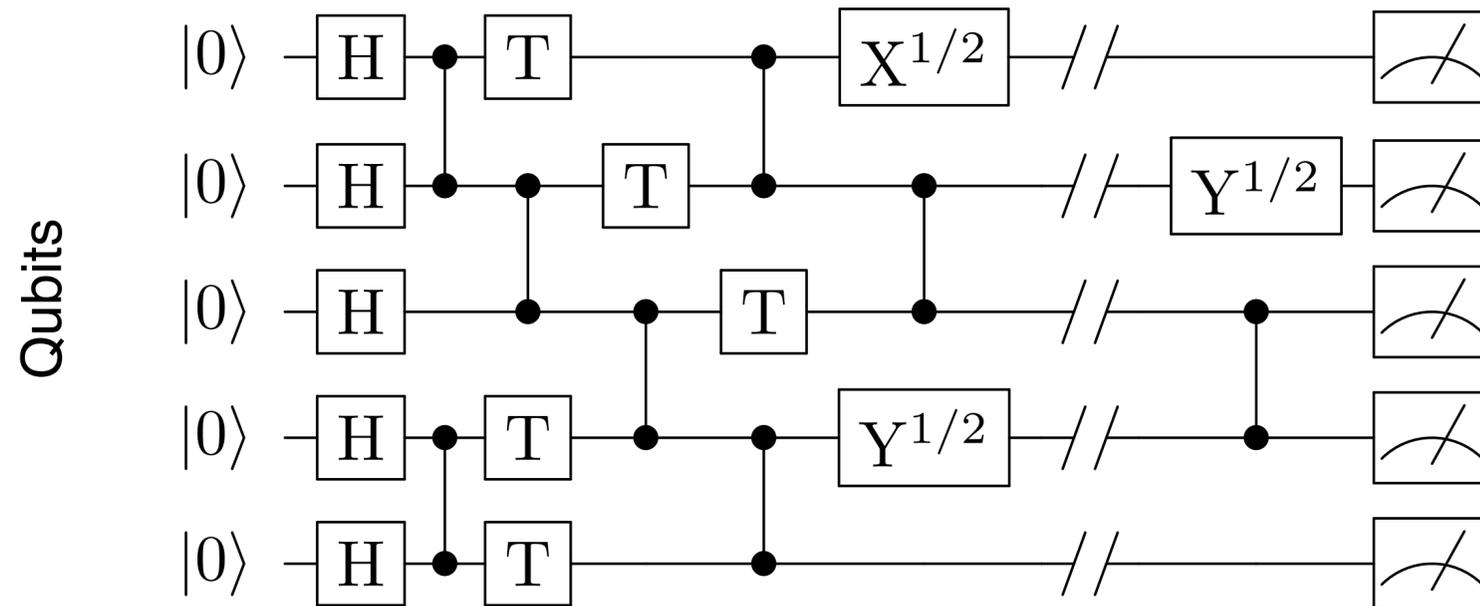
*Clive Sinclair*

Simple, primitive, error-prone hardware: Coding needs to follow architecture

# Gates and physical interactions

$$\hat{H} = \hat{H}_0 + \sum_i F_i(t) \hat{H}_i$$

$$\hat{H} = \sum_i \hat{H}_i(t) + \sum_{i < j} \hat{H}_{ij}(t)$$



$$\hat{U}_{\text{gate}} = \exp(-i\hat{H}t_g)$$

$$\hat{U}(t_f) = \mathbb{T} \exp\left(-\frac{i}{\hbar} \int_0^{t_f} d\tau \hat{H}(\tau)\right)$$

Physical connectivity / interaction range  
Puts price to two-qubit gates

# Quantum annealing as co-design

$$H(s) = (1 - A(s))H_d + A(s)H_p$$

$$\text{Driver: } H_d = -D \sum_i \hat{X}_i$$

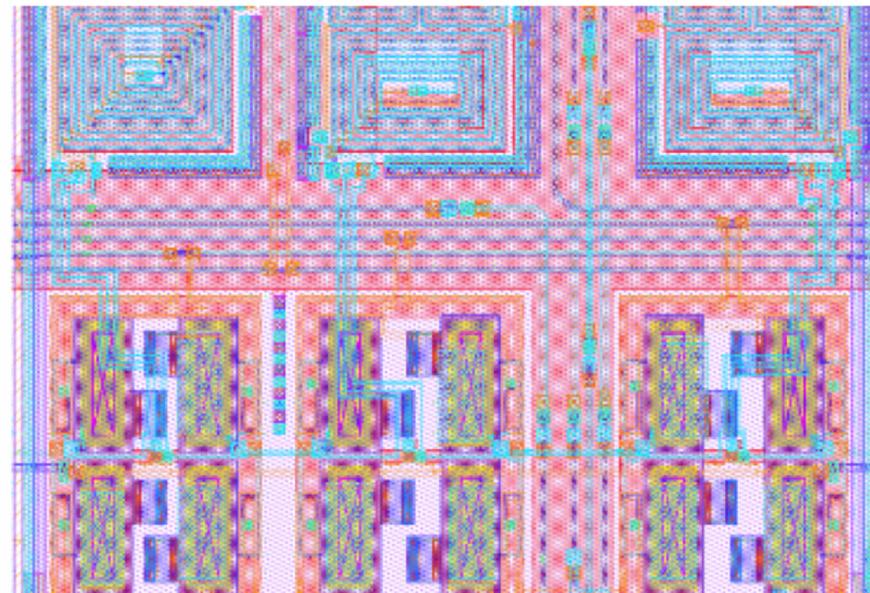
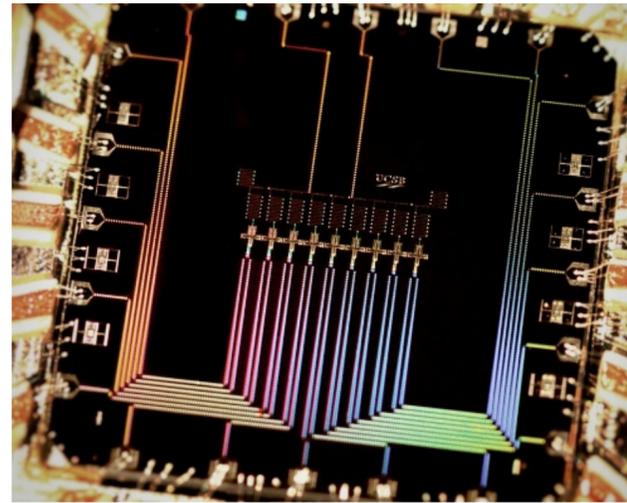
Problem Hamiltonian:

$$H_p = \sum_i h_i Z_i + \sum_{i < j} J_{ij} Z_i Z_j + \sum_{i < j < k} K_{ijk} Z_i Z_j Z_k + \dots$$

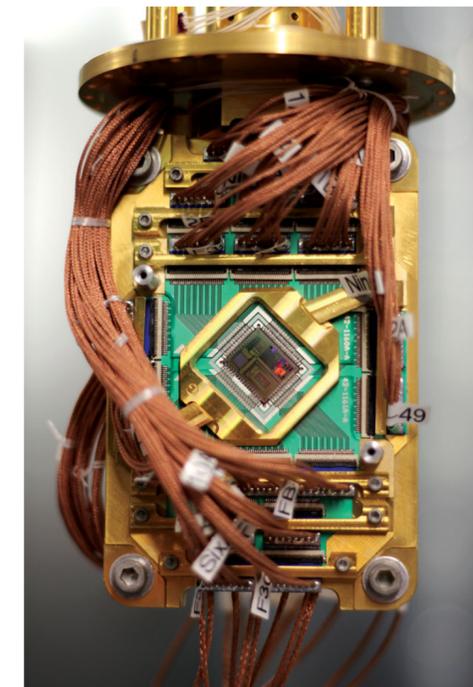
Annealing schedule:

$$A\left(\frac{t}{T}\right) \quad \begin{array}{l} A(0) = 0 \\ A(1) = 1 \end{array}$$

Gate model hardware

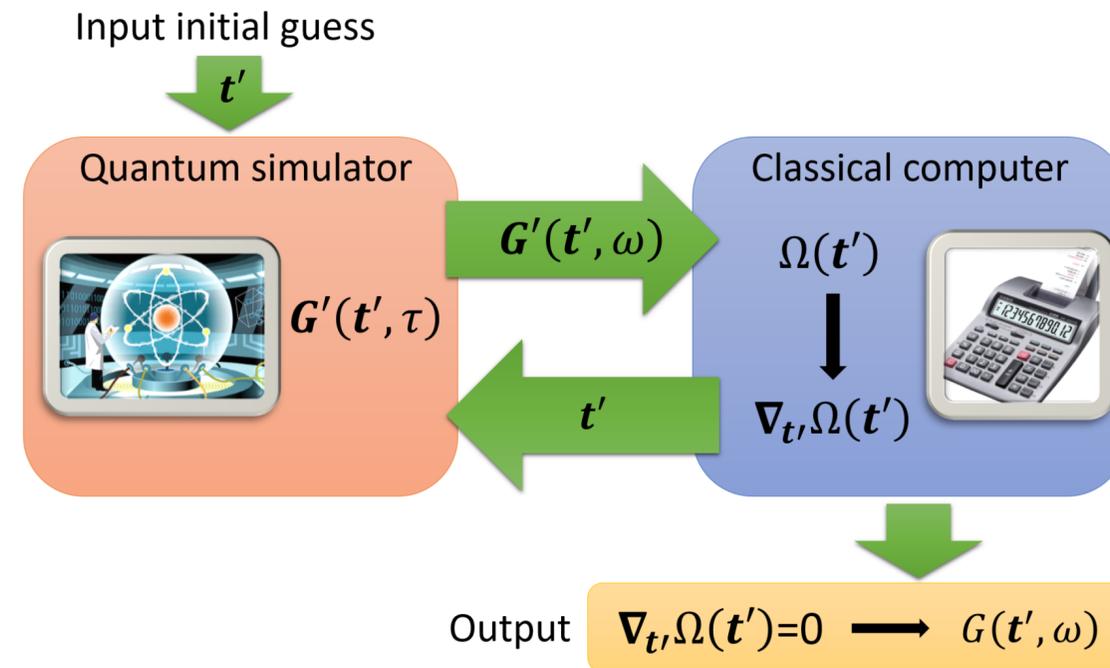


D-Wave

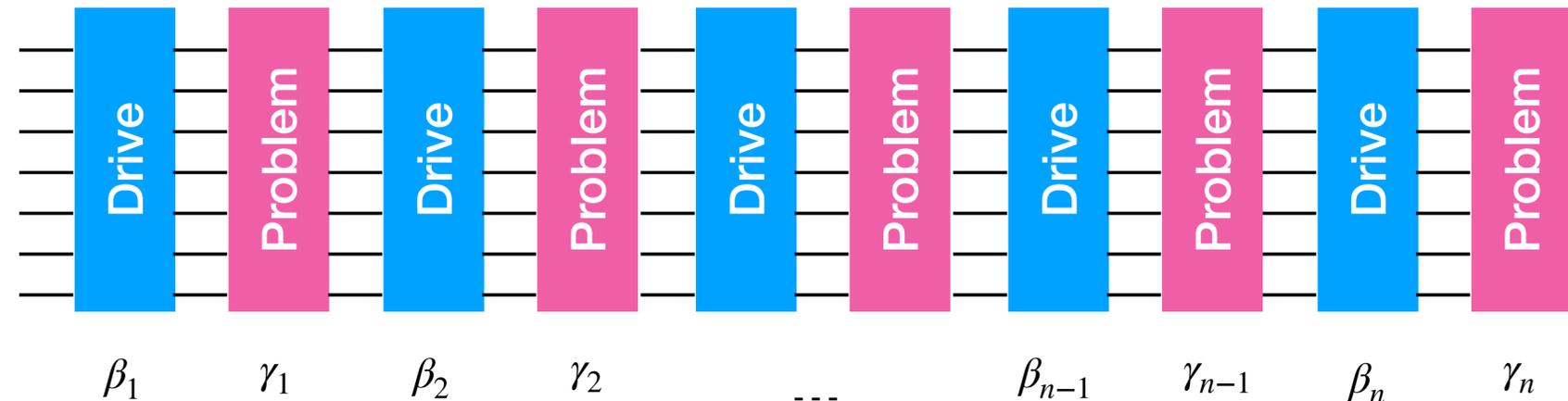


# Hybrid algorithms

- let the (cheap) classical computer do what it is best at
- enhance its performance with the (expensive) quantum computer



Is there a Co-design for this?

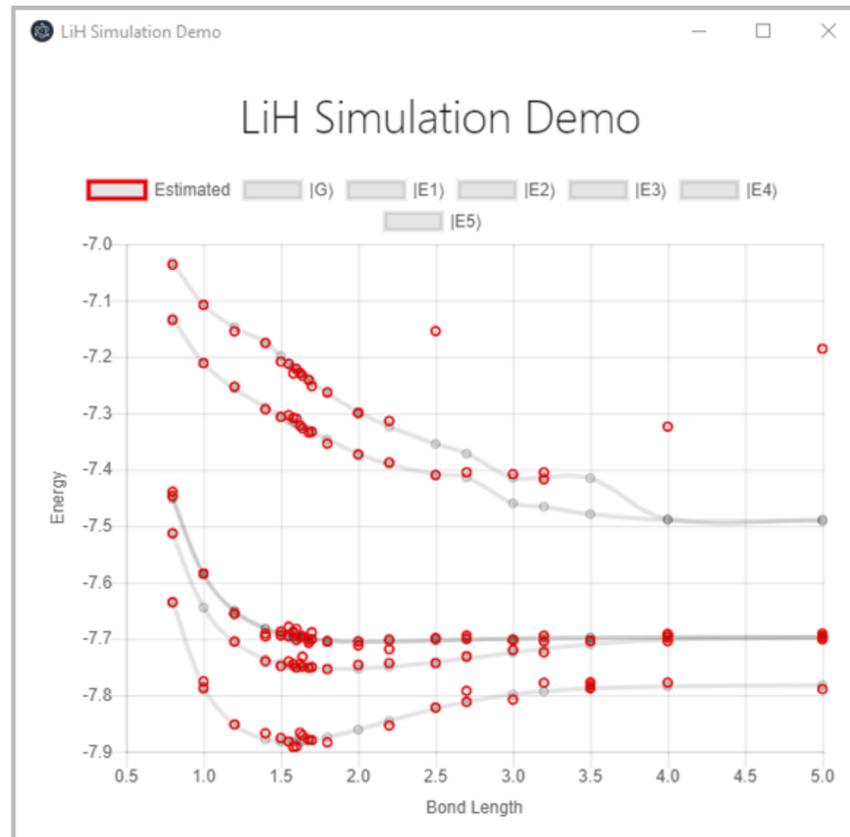


“Nature isn't classical, dammit, and if you want to make a simulation of nature, you'd better make it quantum mechanical, and by golly it's a wonderful problem, because it doesn't look so easy.”

Richard P. Feynman, „Simulating physics with computers“, 1981

# **Co-Design for variational self- energy techniques**

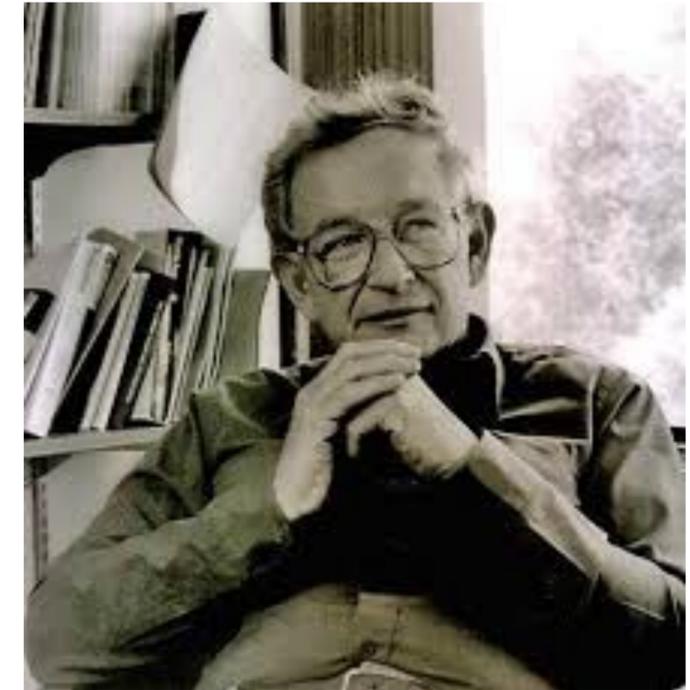
# From molecules to materials!



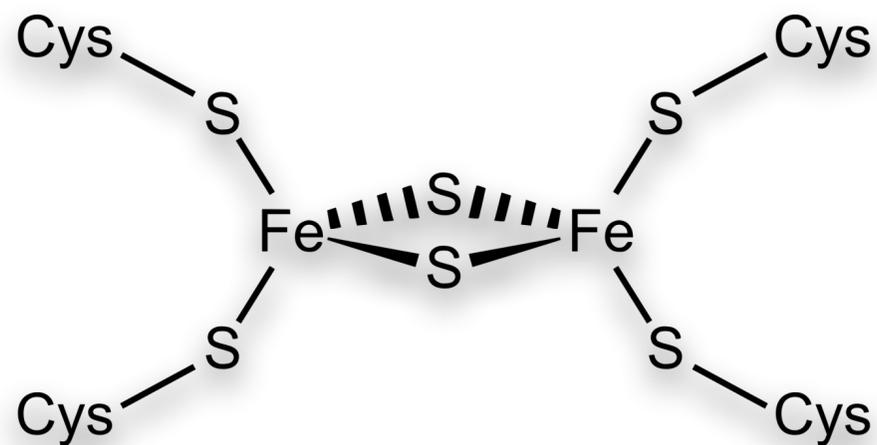
YBCO



More is different



Moonshot of quantum computer chemistry

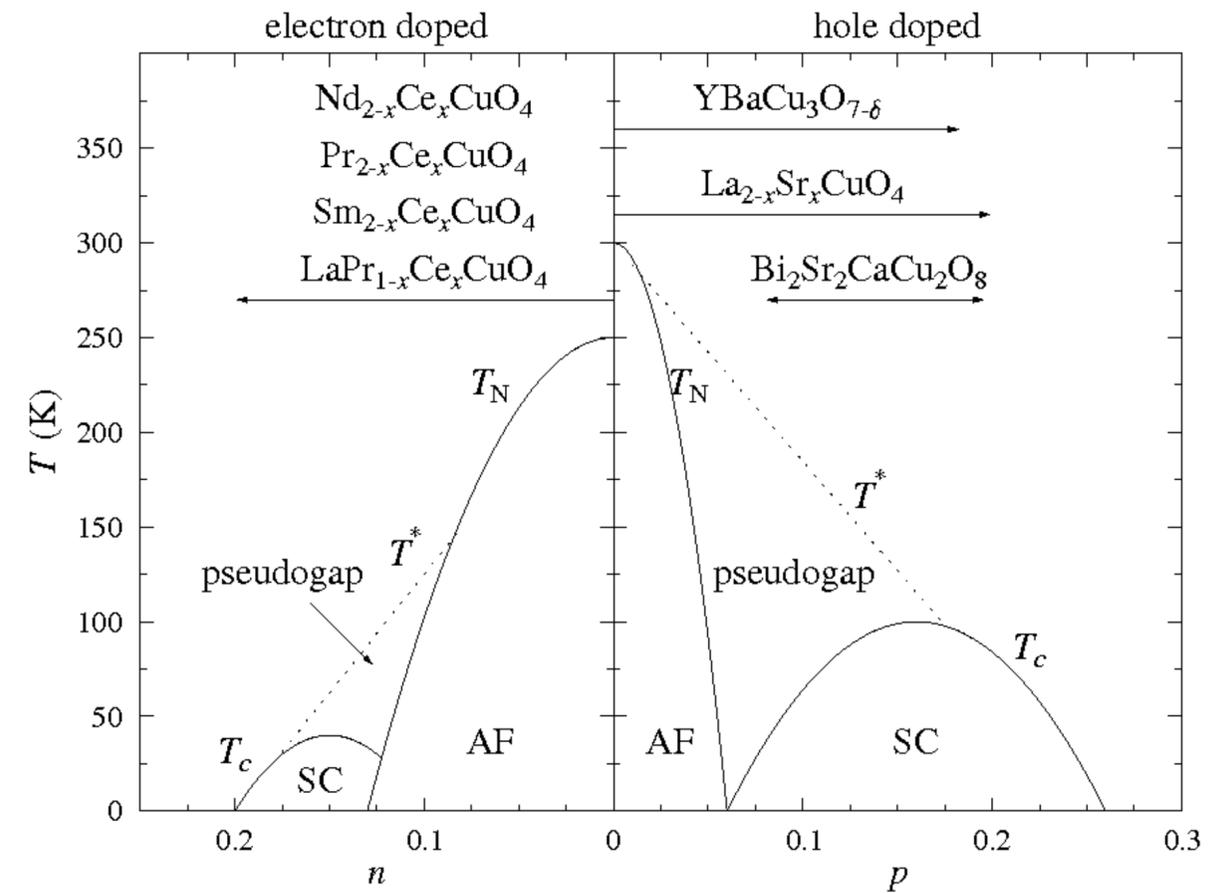
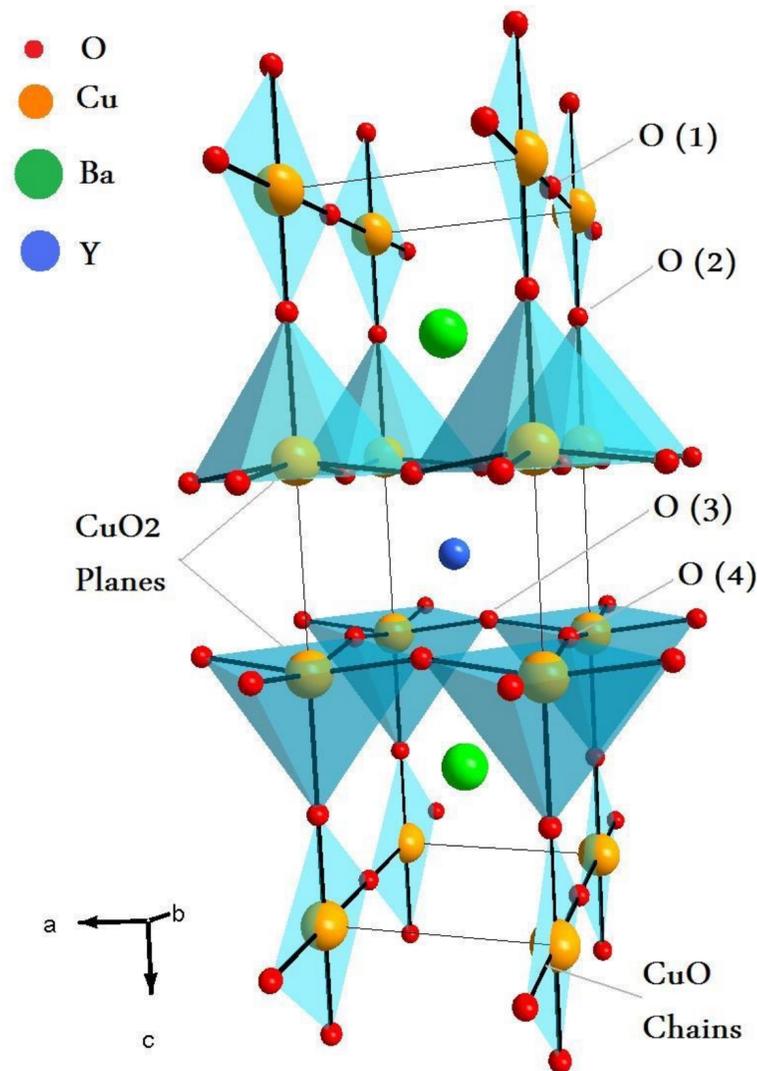


Do we need  $\text{poly}(N_A)$  qubits?

# High- $T_c$ and Hubbard model

Low (<1 eV) physics of electrons on lattices

$$H = -t \sum_{\langle i,j \rangle, \sigma} (c_{i,\sigma}^\dagger c_{j,\sigma} + c_{j,\sigma}^\dagger c_{i,\sigma}) + U \sum_{i=1}^N n_{i\uparrow} n_{i\downarrow}$$



- non-integrable
- QMC: Fermionic sign problem
- reproduces d-wave superconductivity

# Manybody dynamics

Goal: Characterize phases and find phase transitions

Describe physical properties through the time-ordered two-point Green's function

$$G^{(j)}(\vec{r}, t | \vec{r}', t') = -i \langle \mathbf{T}^{(j)} \Psi(\vec{r}, t) \Psi^\dagger(\vec{r}', t') \rangle$$

Superconductivity: Nambu spinors:  
makes G a 2x2 matrix

$$\Psi = \begin{pmatrix} \Psi_{\uparrow} \\ \Psi_{\downarrow} \end{pmatrix} \quad G = \begin{pmatrix} G & F \\ F^* & -G \end{pmatrix}$$

Off-diagonal component detects superconducting order: Pair amplitude

$$F(\vec{r}, t | \vec{r}', t') = -i \langle \mathbf{T} \Psi(\vec{r}, t) \Psi(\vec{r}', t') \rangle$$

Green's function allows to compute observables

Self-energy:

Effect of the manybody system on the single propagating particle:

Dyson equation

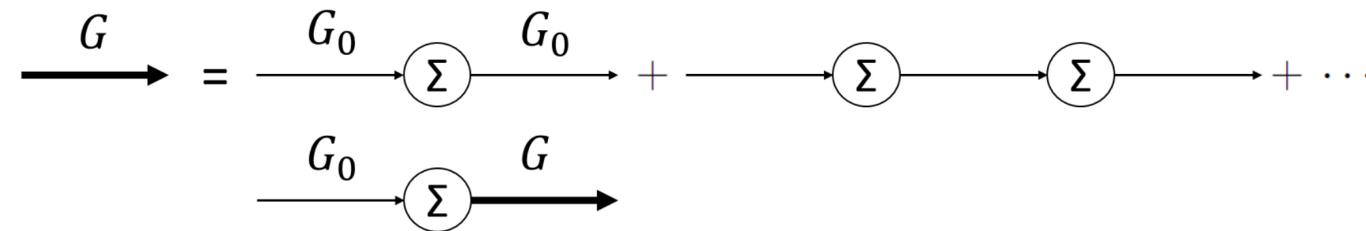
Useful manybody algorithms should give the Green's function

# Variational eigensolver for solids

Describe physical properties through the time-ordered two-point Green's function

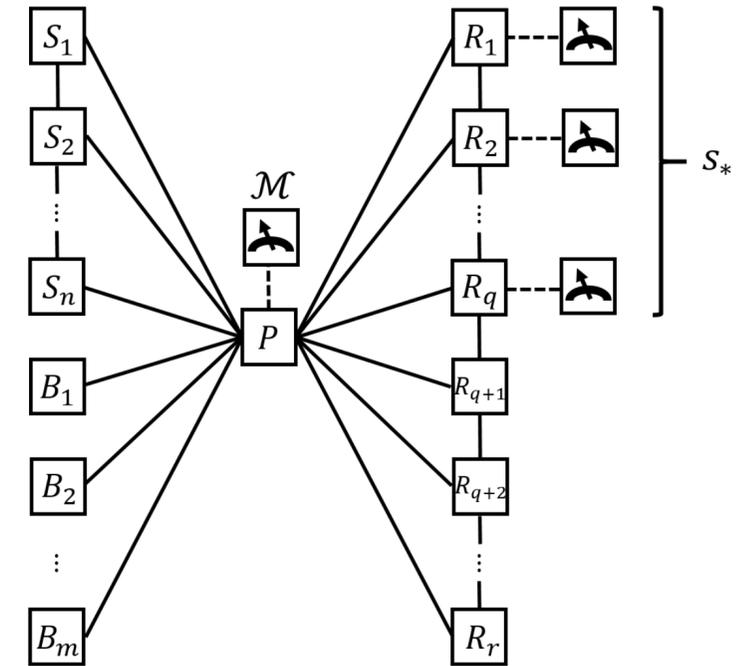
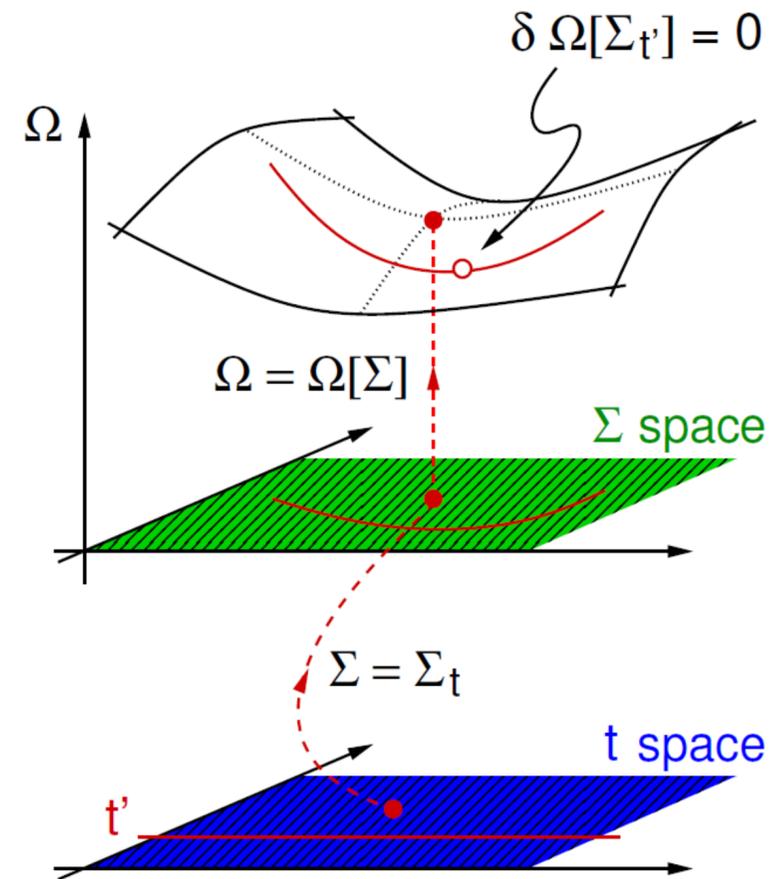
$$G^{(j)}(\vec{r}, t | \vec{r}', t') = -i \langle \mathbf{T}^{(j)} \Psi(\vec{r}, t) \Psi^\dagger(\vec{r}', t') \rangle$$

Self-energy: Effect of the manybody system on the single propagating particle:  
Dyson equation



Variational principle

$$\frac{\delta \Omega_t[\Sigma]}{\delta \Sigma} = (\mathbf{G}_{0t}^{-1} - \Sigma)^{-1} - \mathbf{G} = 0.$$

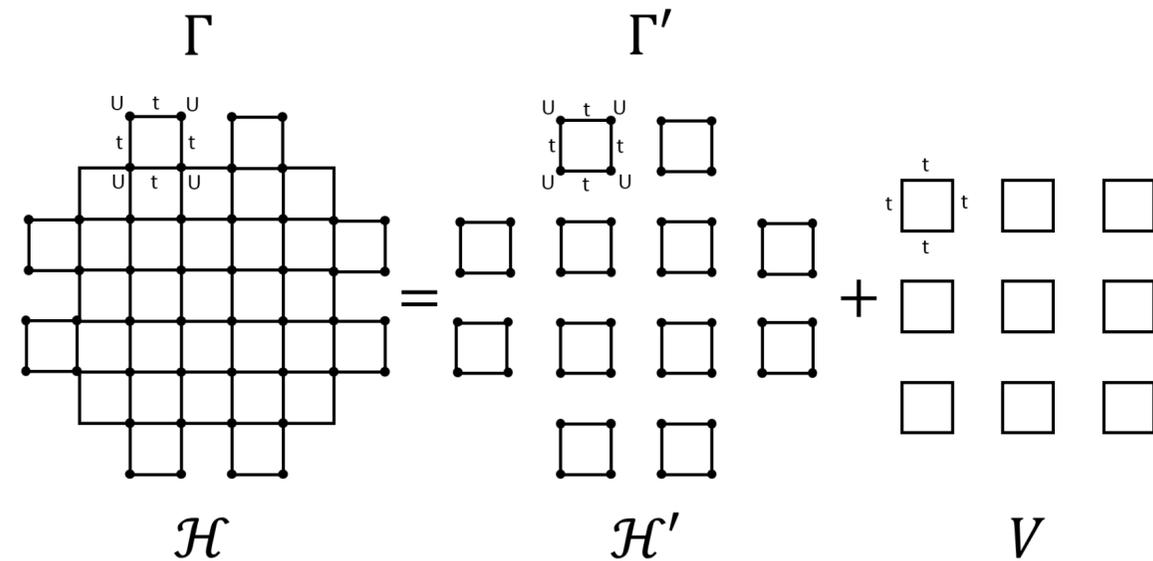


**Variational principle for the self-energy:**  
Variational cluster method (Pothoff, Senechal)

P.-L. Dallaire-Demers and FKW, 2016 (2 papers)

# Variational cluster

Exact cluster Green's function  $\mathbf{G}'^{-1}(\omega) = \omega - \mathbf{t}' - \Sigma'(\omega)$



- split lattice into exact clusters
- couple clusters perturbatively: Closed form

$$\mathbf{G}[\Sigma'] = \mathbf{G}_{\text{cpt}} = (\mathbf{G}'^{-1} - \mathbf{V})^{-1}.$$

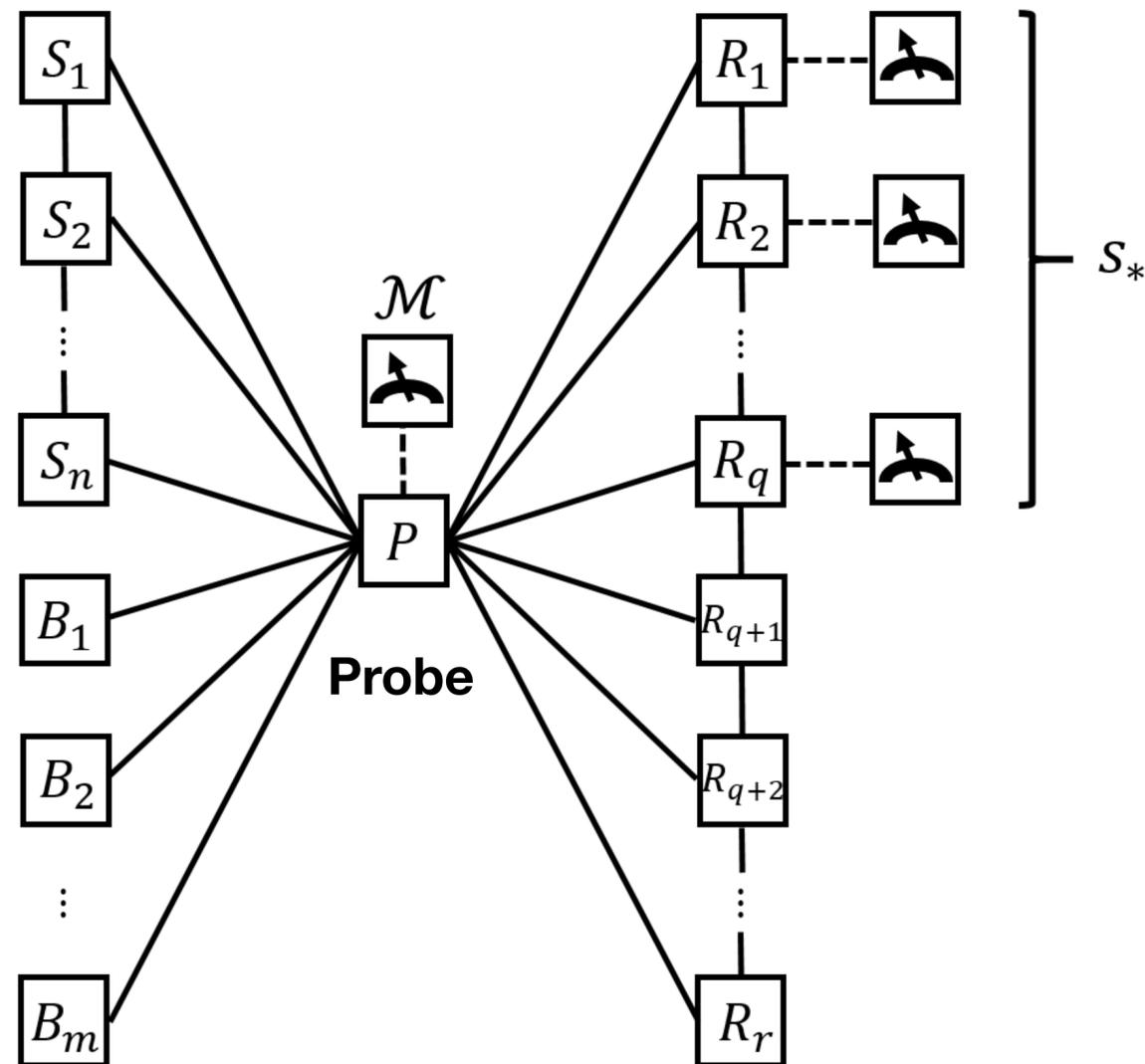
Classical variational calculus for

$$\Omega_t[\Sigma'] = \Omega' - \text{Tr} \ln [\mathbf{1} - \mathbf{V}\mathbf{G}'] .$$

Potthoff, Senechal ...

# Architecture and performance

Look ma, no crossings!



**Hubbard register**  
(acceptable SWAP-OH)

**Thermalization**  
(acceptable SWAP-OH)

Dimension(s)	Size	Orbitals (singlets) [ $n$ ]	Dim. of Hilbert space [ $2^n$ ]	Qubits required [ $n + 1$ ]	Measured correl. functions [ $< 4n^2$ ]	$c$ - SQGs to tune [ $7n$ ]	$c$ - $\pm$ iSWAPs to tune [ $2n - 2$ ]	Gates / Trotter-Suzuki step (hopping terms)
1D	2	4	16	5	64	28	6	24
1D	3	6	64	7	144	42	10	48
1D	4	8	256	9	256	56	14	72
2D	$2 \times 2$	8	256	9	256	56	14	96
2D	$3 \times 3$	18	262,144	19	1,296	126	34	336
2D	$4 \times 4$	32	4,294,967,296	33	4,096	224	62	768
3D	$2 \times 2 \times 2$	16	65,536	17	1,024	112	30	416
3D	$3 \times 3 \times 3$	54	$1.8 \times 10^{16}$	55	11,664	378	106	2,736
3D	$4 \times 4 \times 4$	128	$3.4 \times 10^{38}$	129	65,536	896	254	10,368

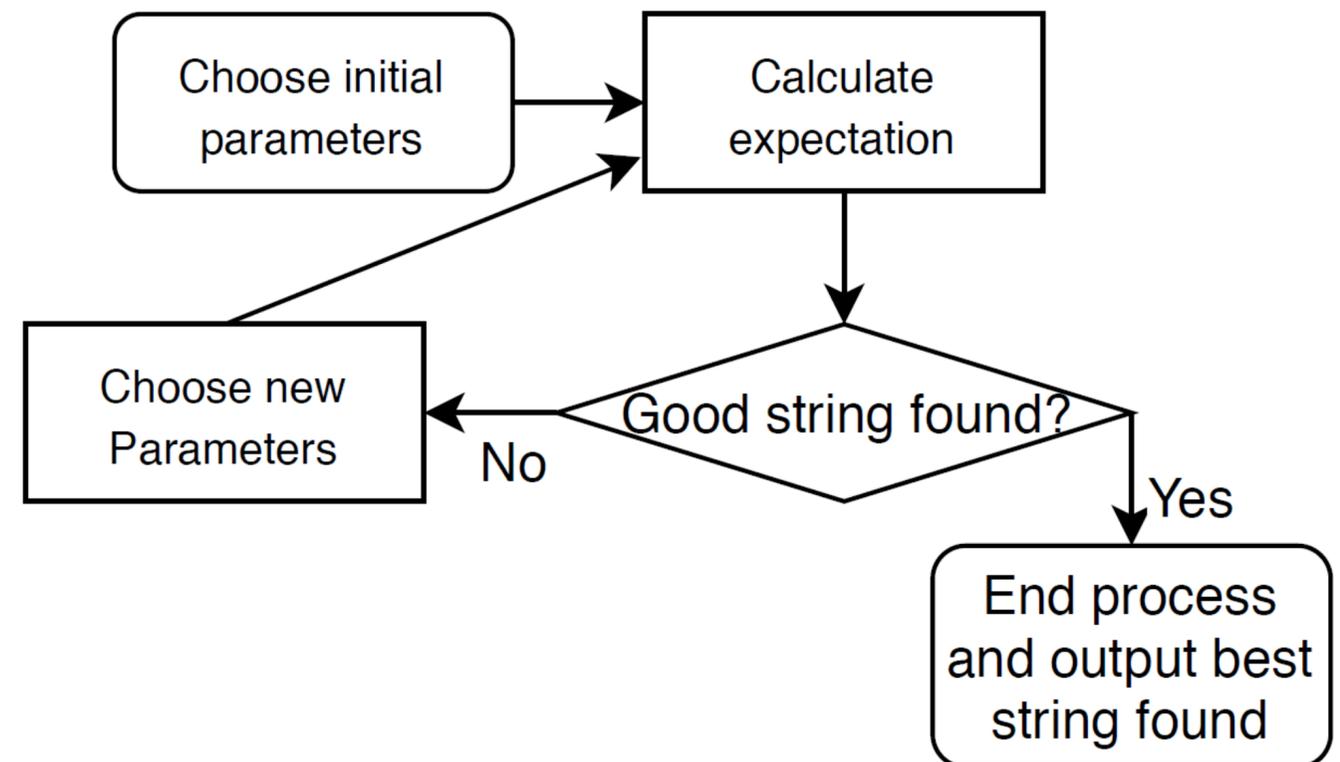
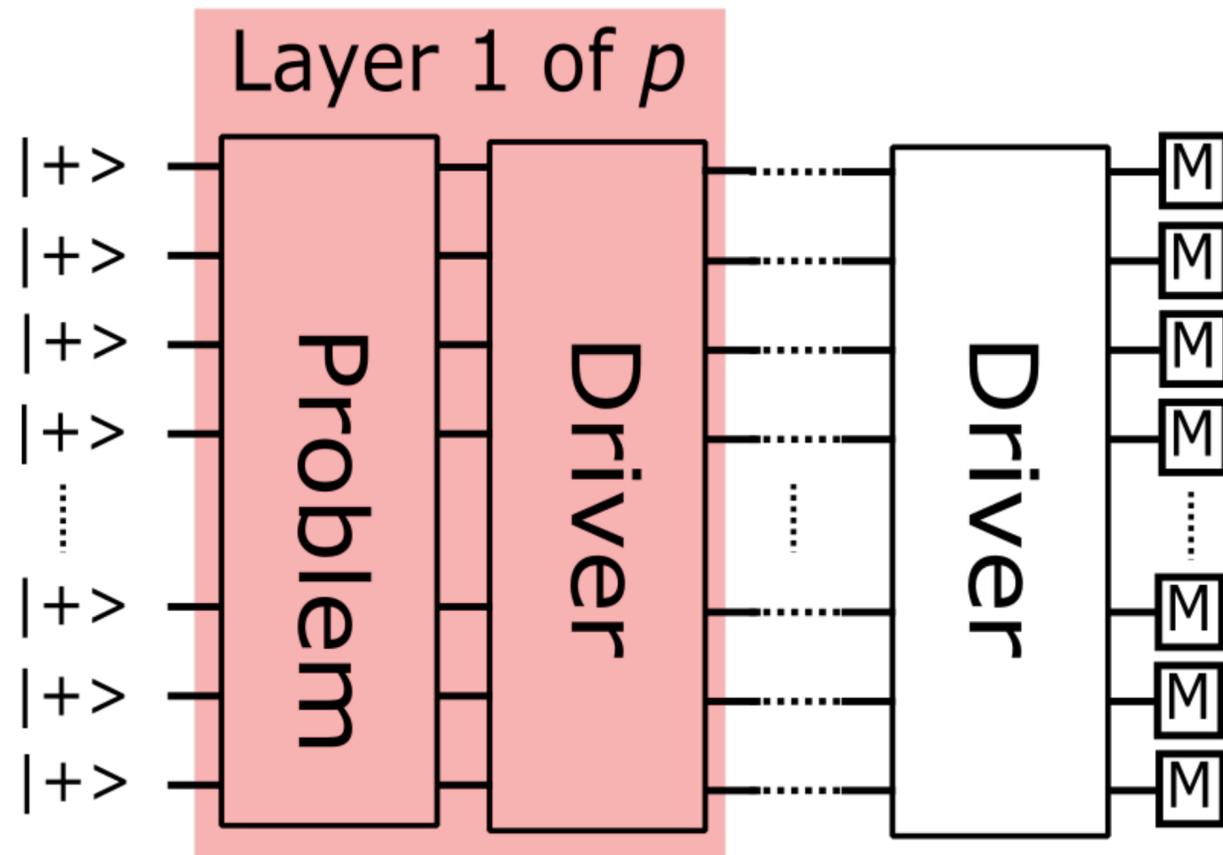
# QAOA with only single qubit controls

**Approximating the quantum approximate optimization algorithm**

# QAOA

$$|\vec{\beta}, \vec{\gamma}\rangle = \prod_{p'=0}^p e^{i\beta_{p'} H_D} e^{i\gamma_{p'} H_P} |+\rangle^{\otimes n}$$

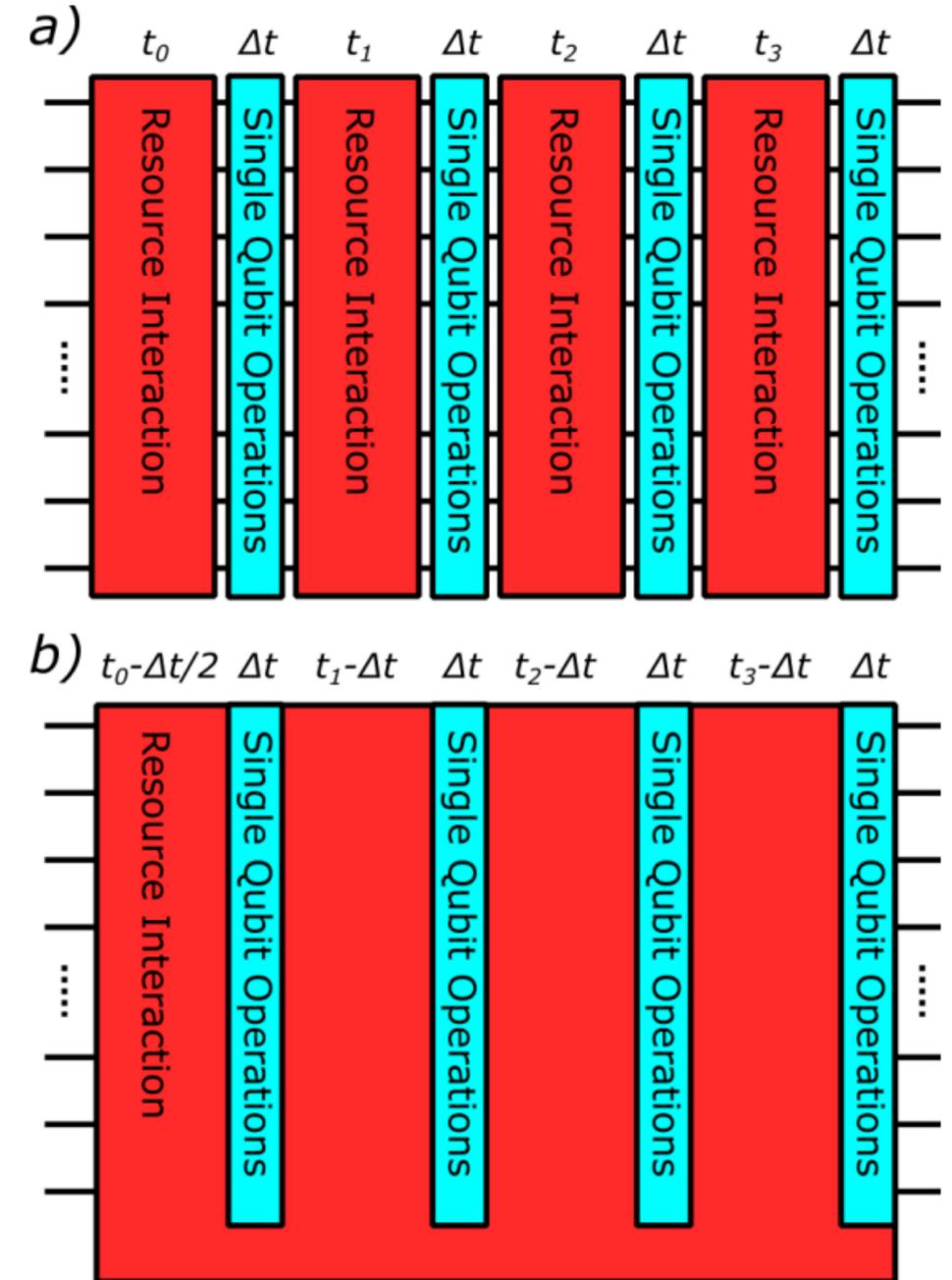
- A hybrid quantum classical variational algorithm
- Apply driver and problem Hamiltonian for time set by variational parameter
- Classical optimiser finds best parameters using expectation of problem
- Trotterized adiabatic quantum computing



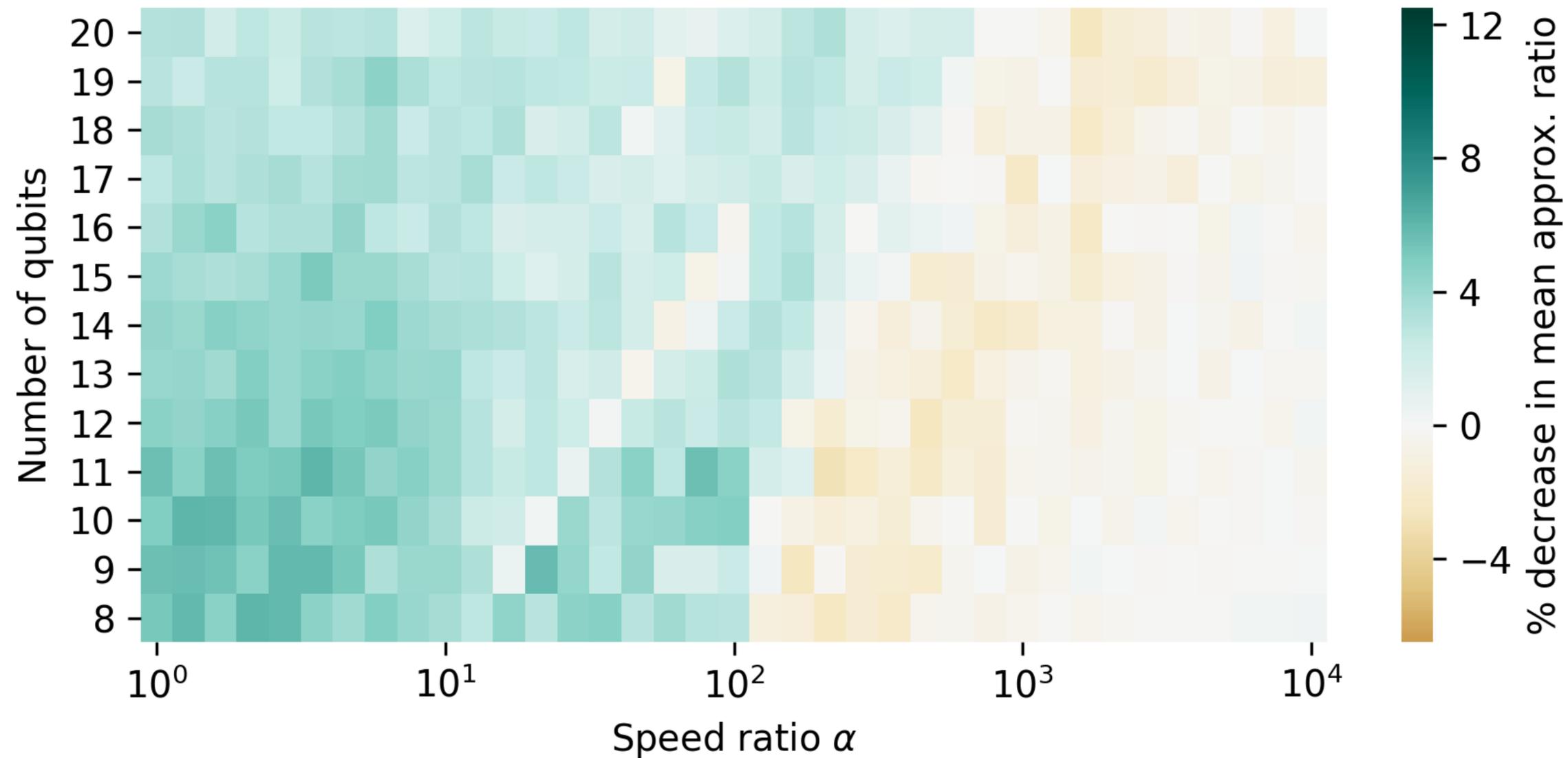
# Avoiding controls

**First step:** Keep problem Hamiltonian static

- Time application of  $H_p$  through waiting times
- Error during single-qubit application depends on speed ratio  $\alpha = \frac{J}{\omega_r}$
- Error of simultaneous application  $\simeq N^2\alpha^2$
- Too pessimistic

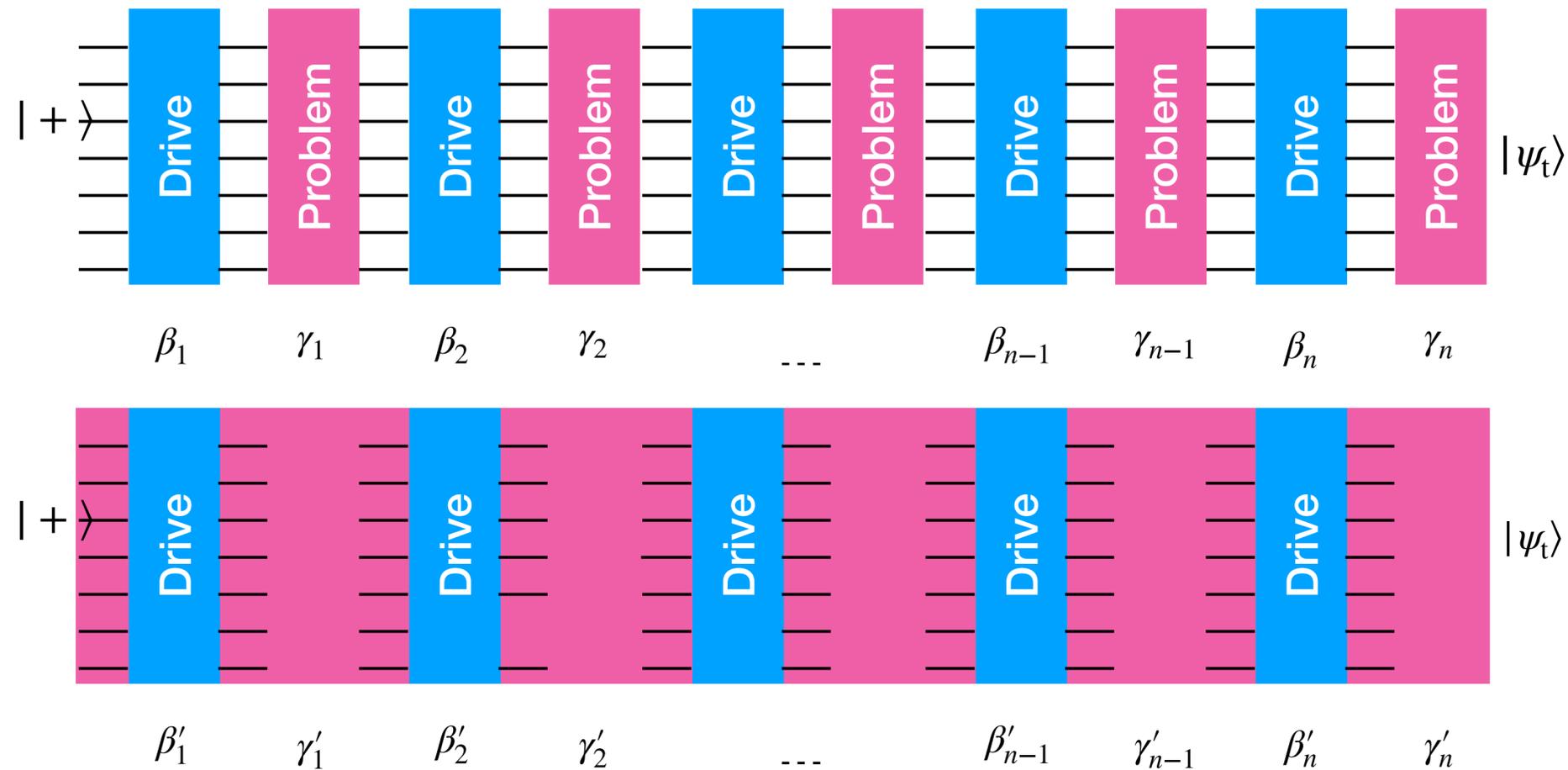


# Numerical simulation



Extensive numerical simulation: Really good performance up to critical speed ratio

# Variation to the rescue



- We do not need to get the same state based on the same  $\beta_i, \gamma_i$
- We need to sample the state of possible solutions the same way
- Variational algorithm can adjust parameters to correct errors

## Avoiding even more controls

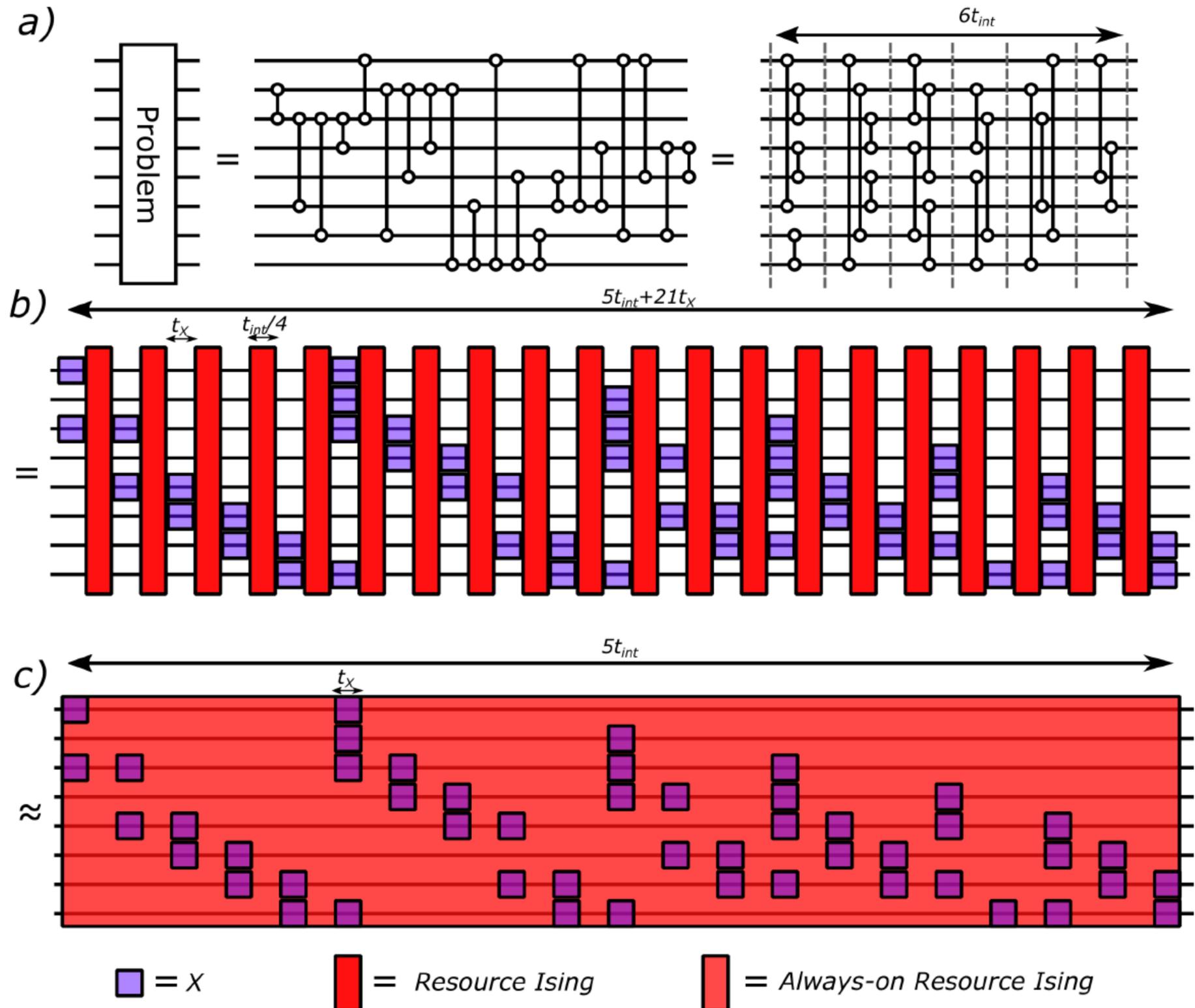
- So far: Needed to preset problem Hamiltonian, but avoid dynamic control — Hardware can work with d-wave style static preset
- Now: work with a single resource Hamiltonian
- All-to-all connectivity
- Use conjugation with X-gates to switch off unwanted interactions
- Finding the right pattern of X-gates is a polynomial matrix inversion problem

$$H_{\text{Resource}} = \sum_{j < k}^n r_{jk} Z_j Z_k$$

$$H_p = \left( \sum_{i,j} a_i a_j X_i X_j \right) H_{\text{Resource}} \left( \sum_{i,j} a_i a_j X_i X_j \right)$$

# Compiling DA-QAOA

- Can take a QAOA problem Hamiltonian and express in DA-scheme
- Here is a 5-regular random MAX-CUT problem on 8 qubits



and now it's time for something  
completely different

Lower error rates  
And variational aspects



# Pulse shaping control

Find out how to make a gate on given hardware

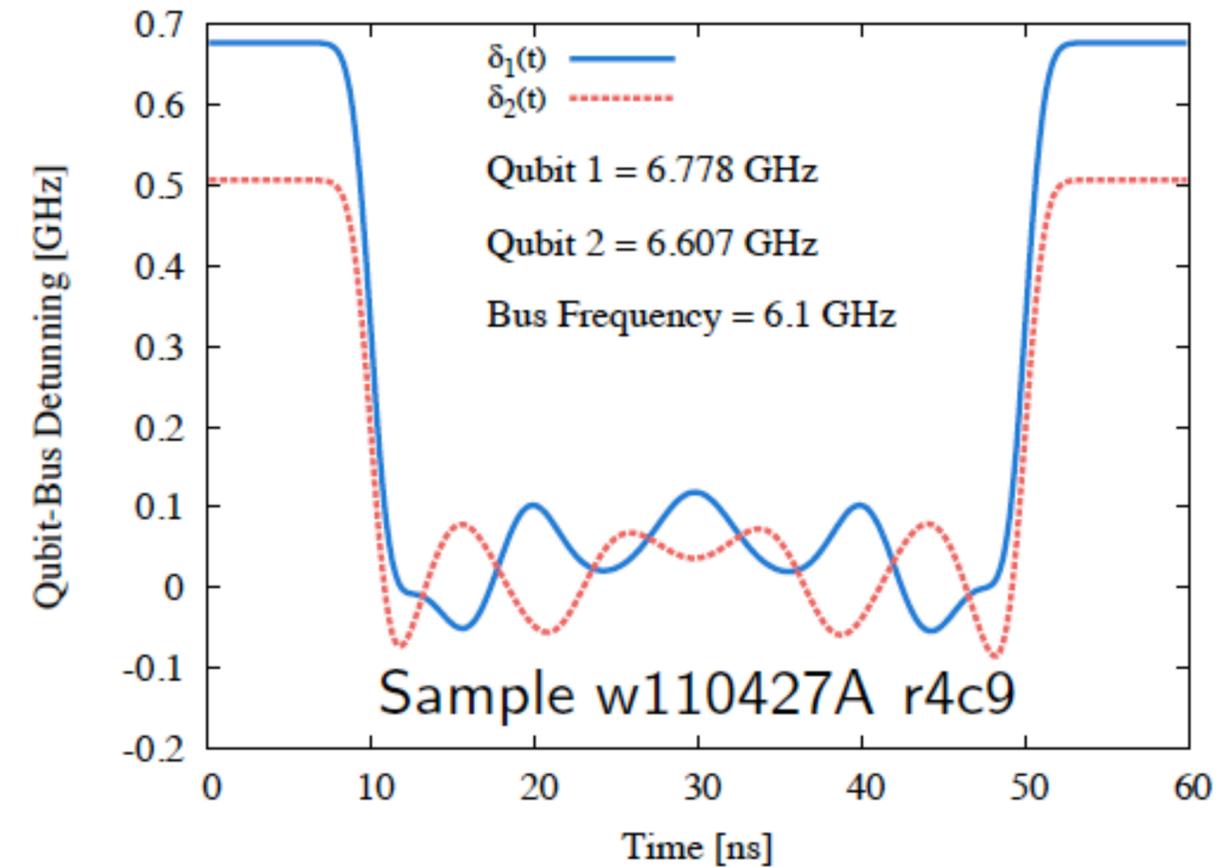
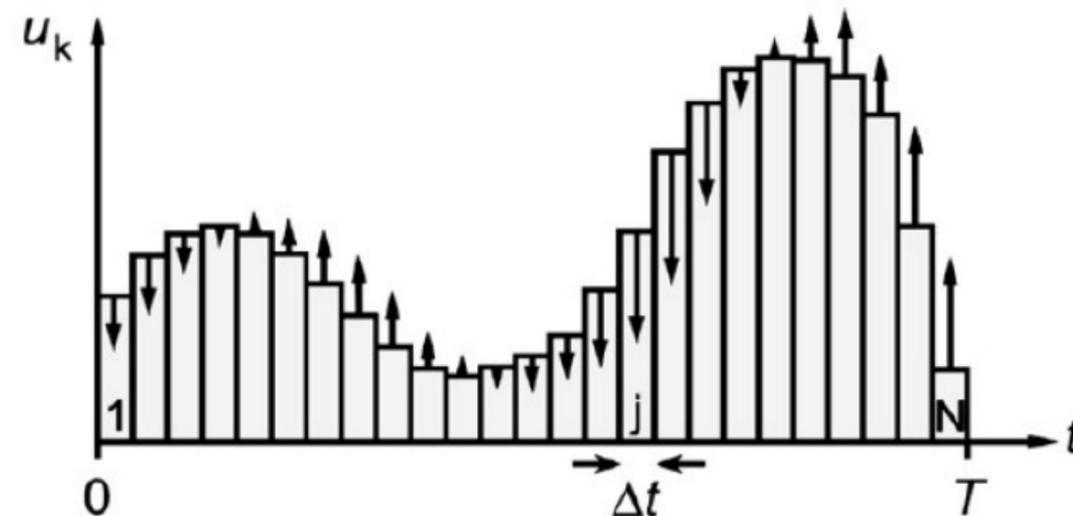
$$\hat{H} = \hat{H}_0 + \sum_i u_i(t) \hat{H}_i$$

$H_0$ : Drift,  $u_i$ : Control fields,  
 $H_i$ : Control Hamiltonians

Find  $u_i(t)$  to reach

$$\hat{U}(t_f) = \mathbb{T} \exp \left( -\frac{i}{\hbar} \int_0^{t_f} d\tau \hat{H}(\tau) \right)$$

with search based on analytical gradients



How to debug something complex, non-intuitive?

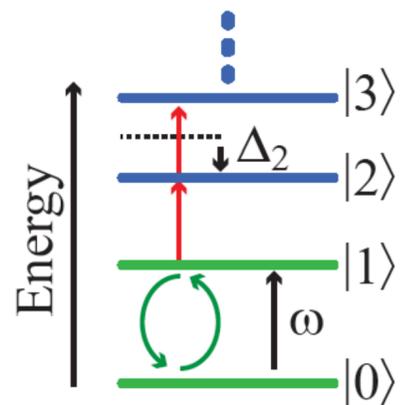
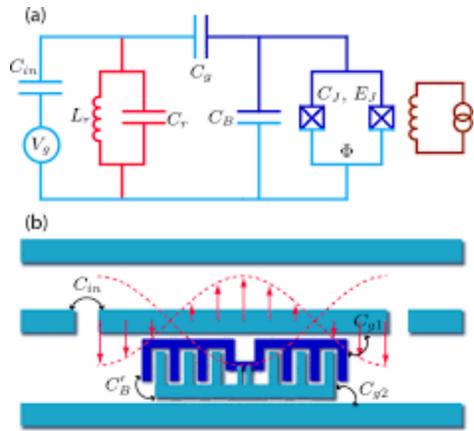
Find controls that maximize fidelity

S.J. Glaser et al., EPJ D 2015

D.J. Egger and FKW, SUST 2014

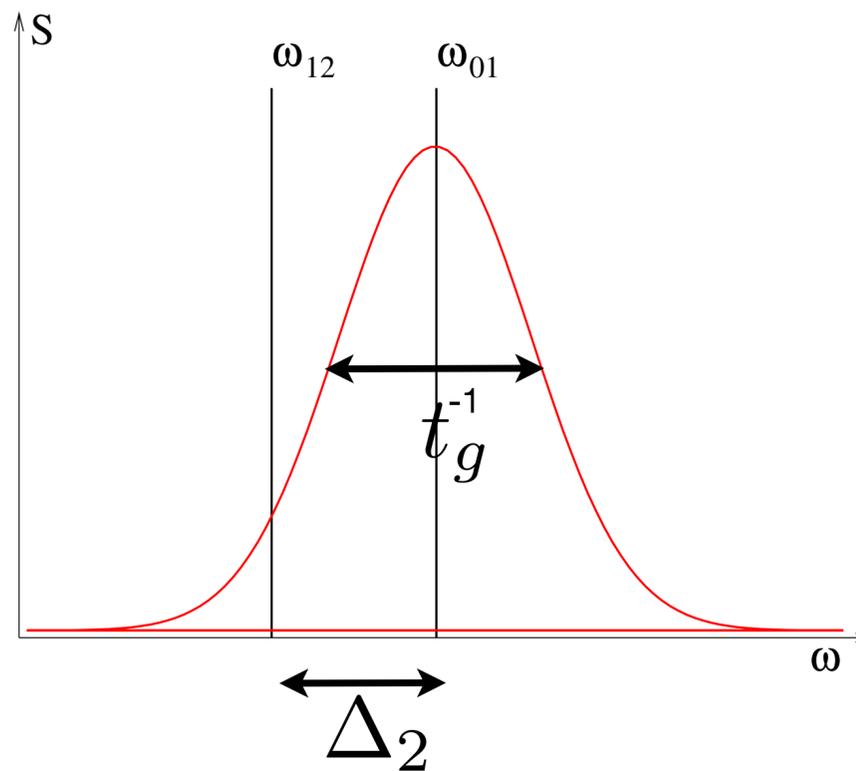
# DRAG - pulse-shaping

Bandwidth limitations  
from higher levels



Drive between  
0 and 1

Spectral limitation:  
Duration/bandwidth uncertainty

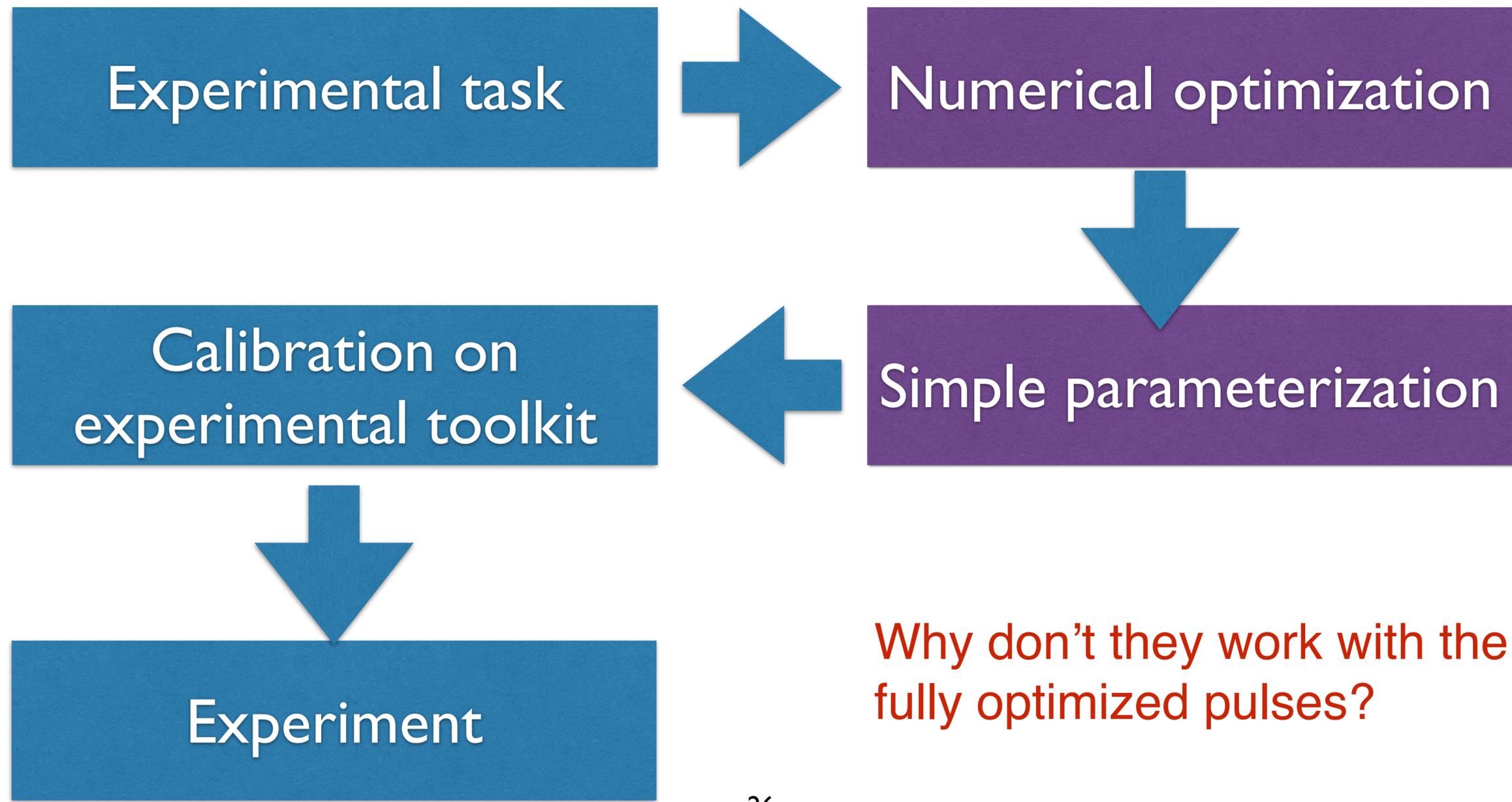


$$u_1(t) \cos \omega t + u_2(t) \sin \omega t$$

$$u_2 = \frac{\dot{u}_1}{\Delta_2}$$

Simple parameterization of  
numerical result:  
Implementable pulse

# Few-Parameter Workflow



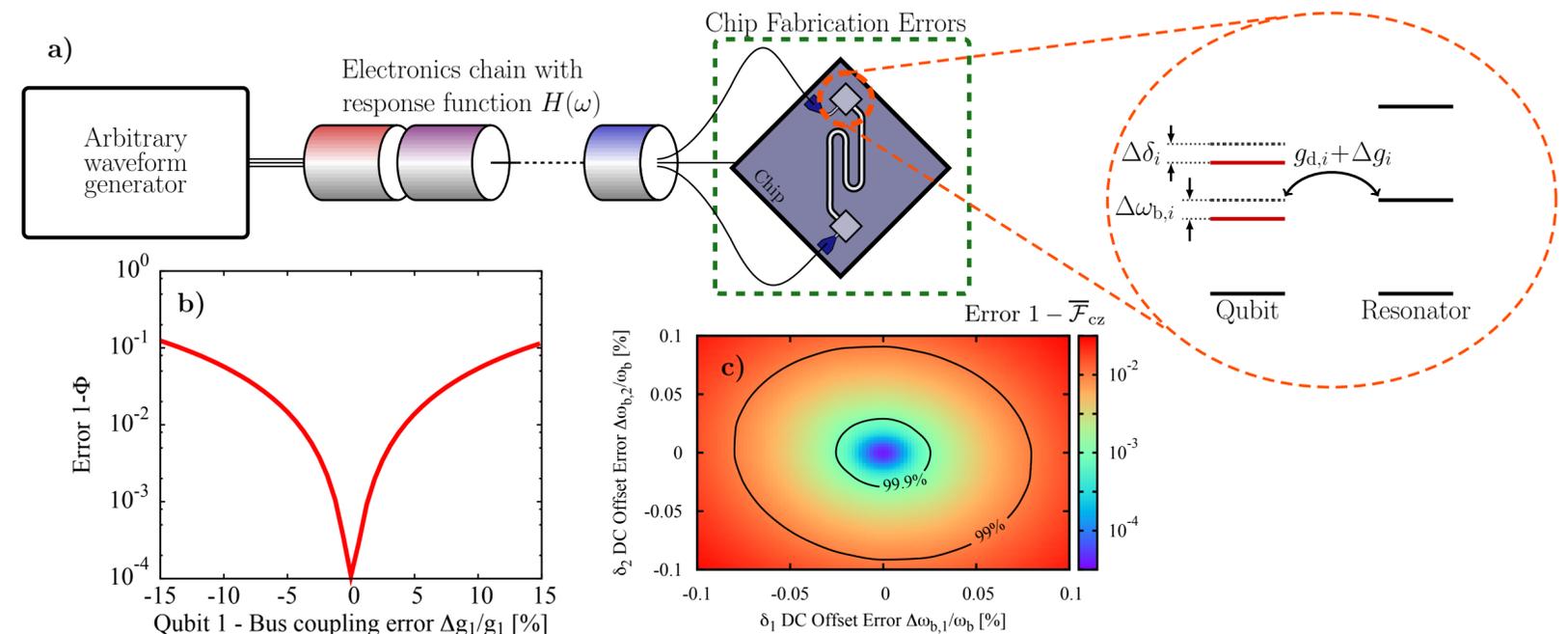
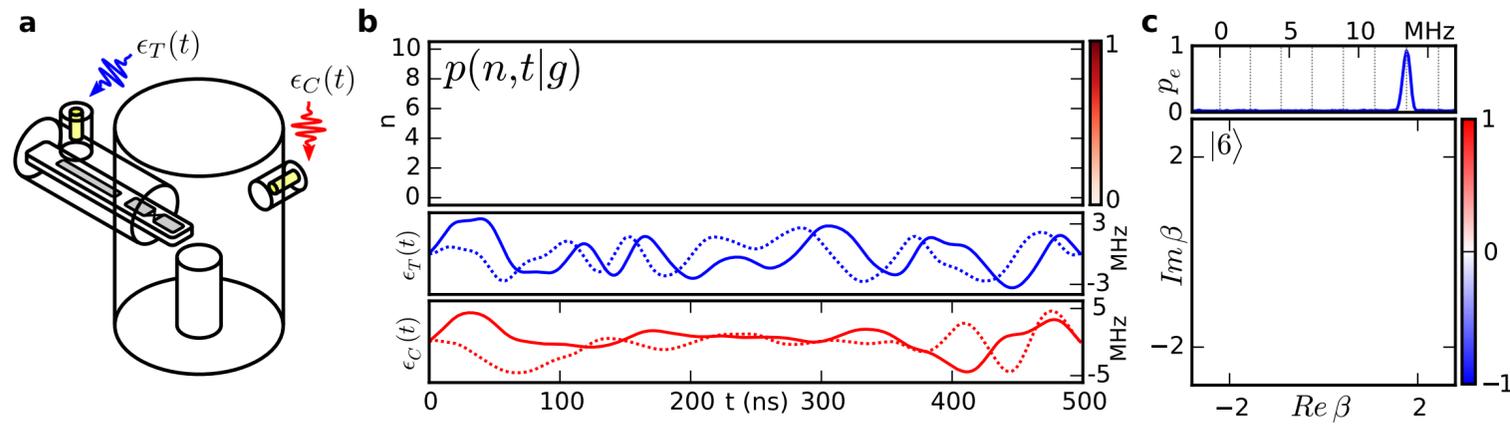
Why don't they work with the fully optimized pulses?

# Tuneup challenge

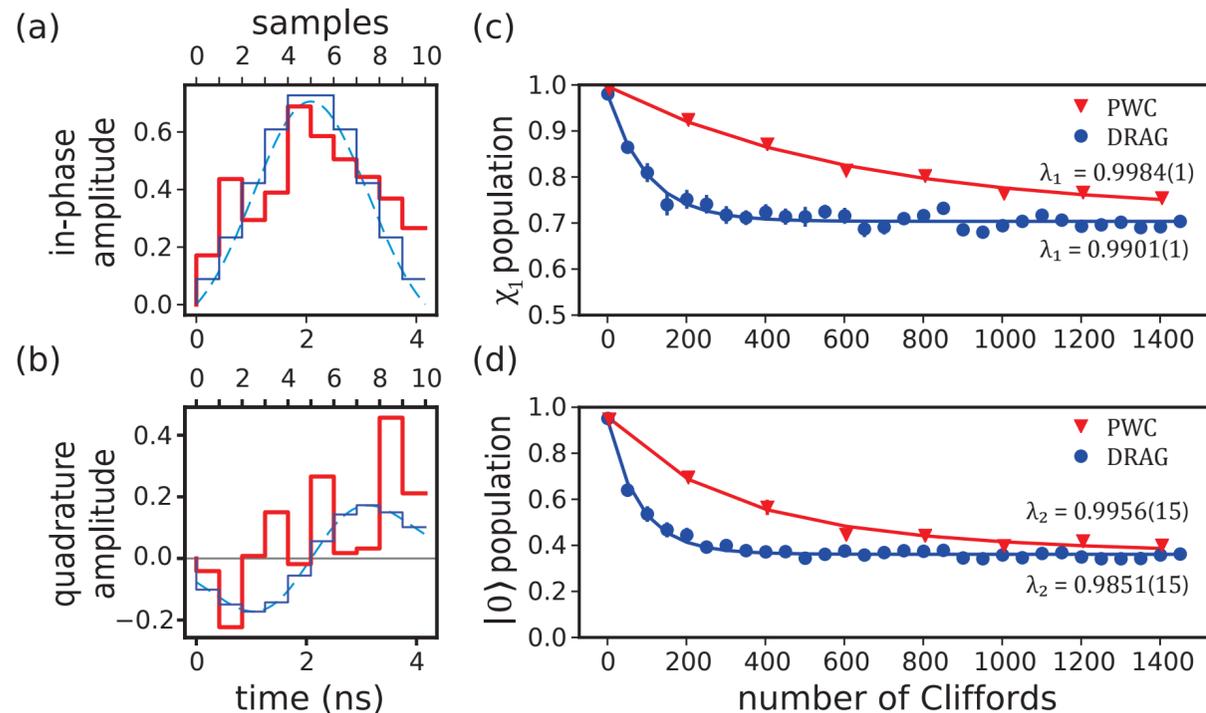
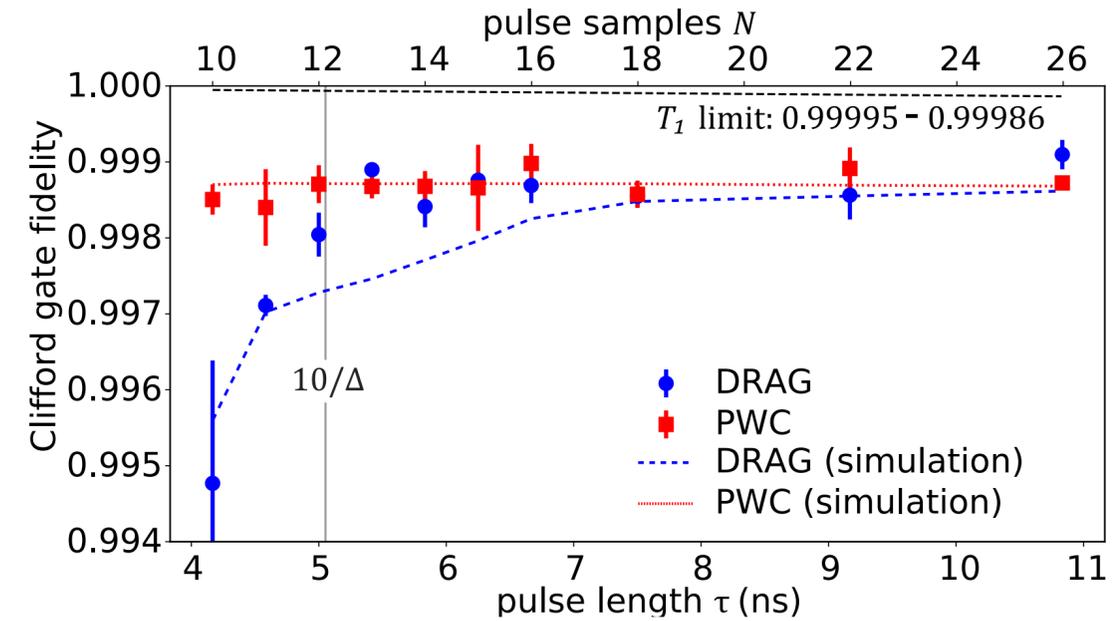
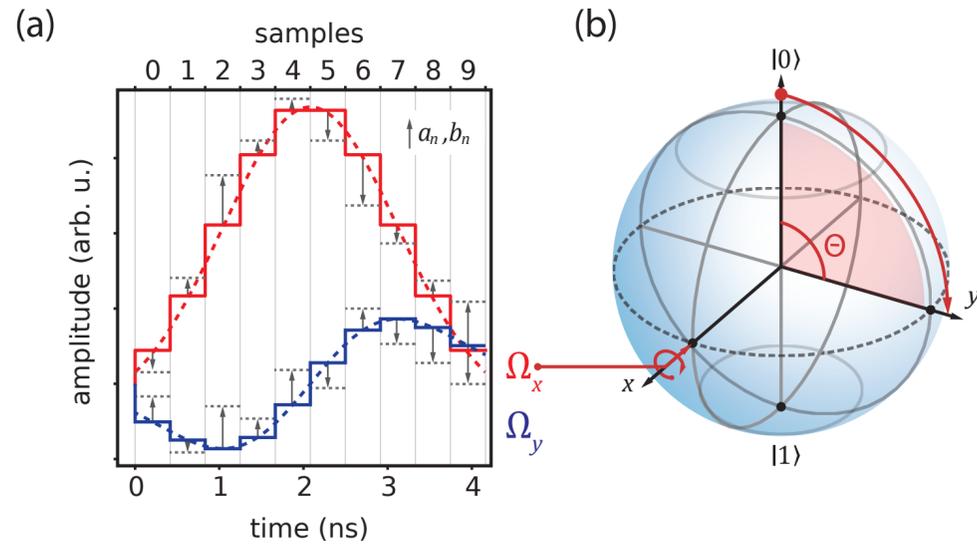
- Fabrication uncertainty
- Transfer function uncertainty
- Best detector: The qubit itself
- One solution: Be like the other fields (Heeres et al., 2016): Extreme precision at limited bandwidth (not exploring all of OC potential)

$$\hat{H} = \hat{H}_0 + \hat{H}_{\text{junk}} + \sum_i u_i(t) (\hat{H}_i + \hat{H}_{i,\text{junk}})$$

Unwanted degrees of freedom: i) non-computational energy levels ii) spurious DOFs [Markovian decoherence usually beaten by speed]



# The breakthrough

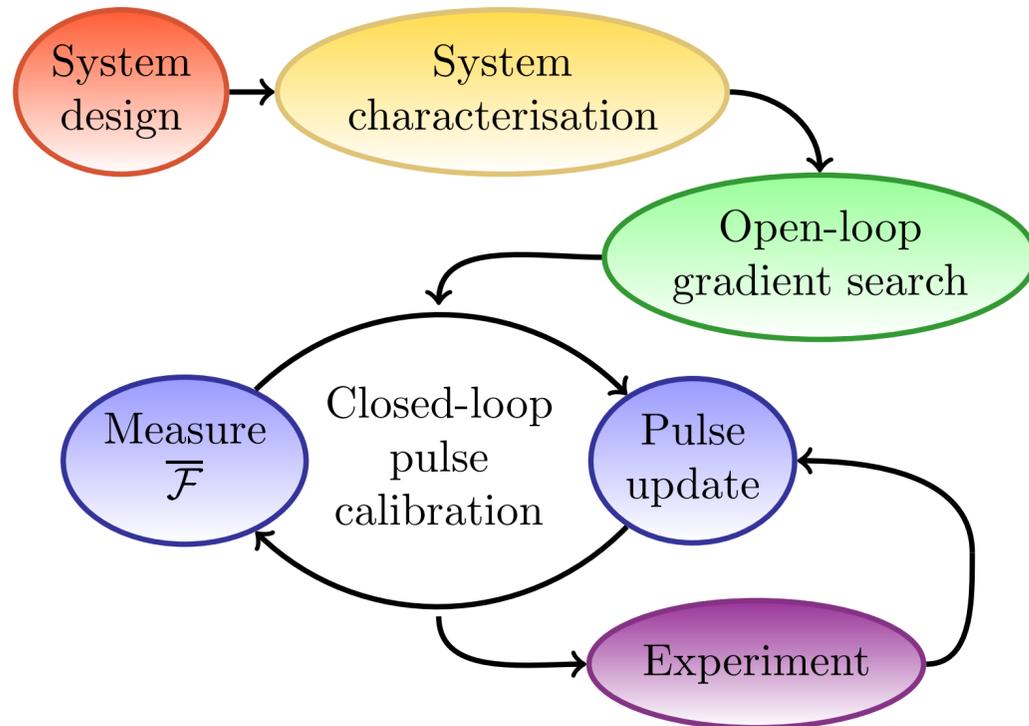


- trace out quantum speed limit
- 7-fold reduction of error
- strong deviation from DRAG

M. Werninghaus, D.J. Egger, F. Roy, S. Machnes, FKW, and S. Fillip 2020

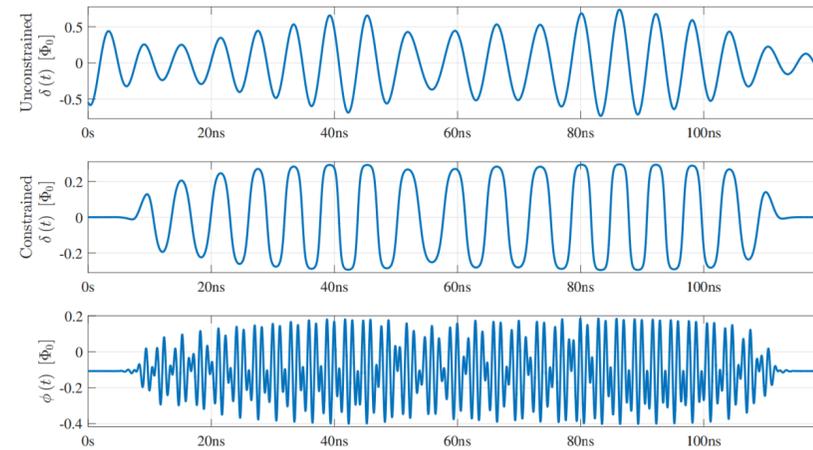
# Ingredients

## Closing the loop



D.J. Egger and FKW, PRL 2014

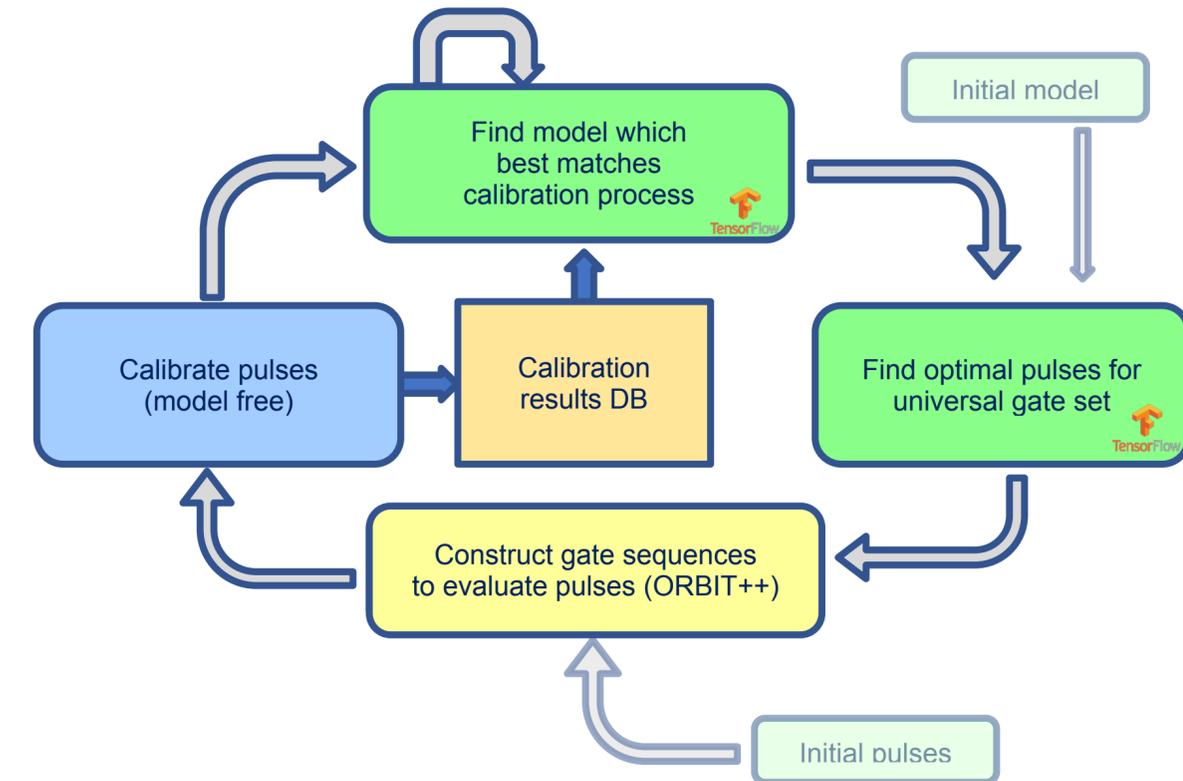
## Gradient search on simple Ansatz



S. Machnes, E. Assemat, D. Tannor, FKW, 2018  
 S.Kirchhoff, T. Keßler, P.J. Liebermann, E. Assémat,  
 S. Machnes, F. Motzoi, FKW, 2018

## Model identification with AI

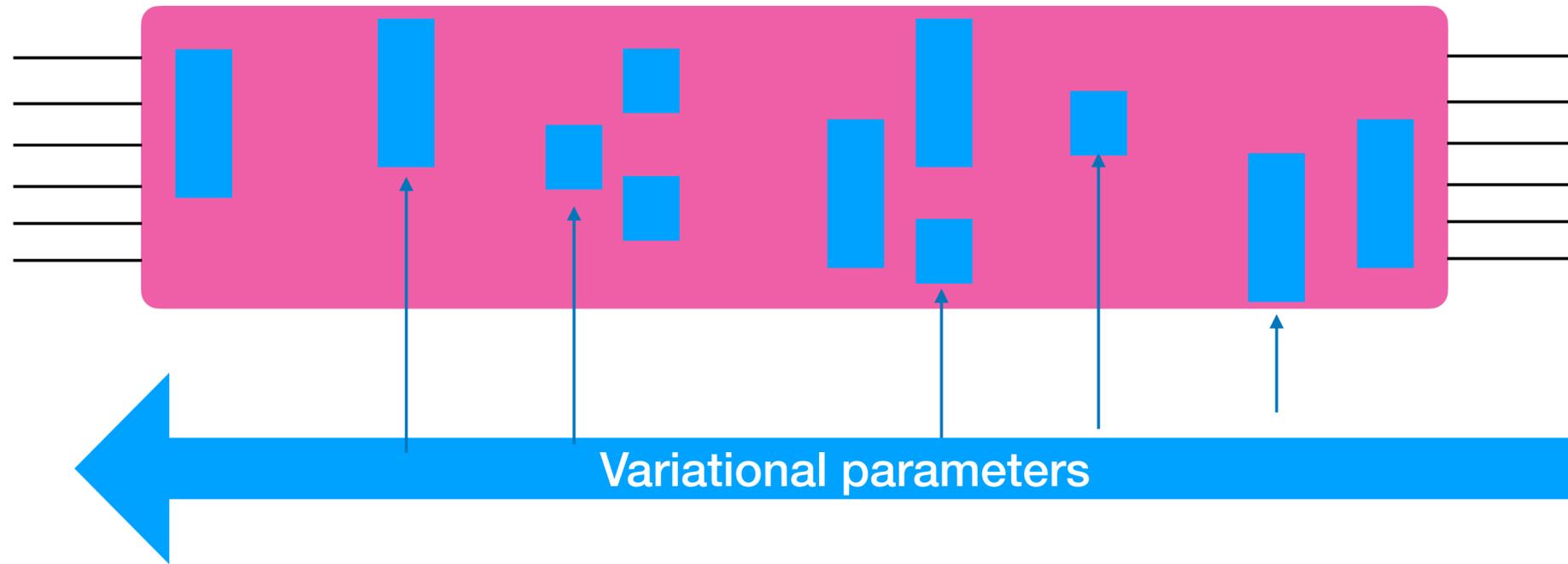
(C3 - Combined Control and Characterization)



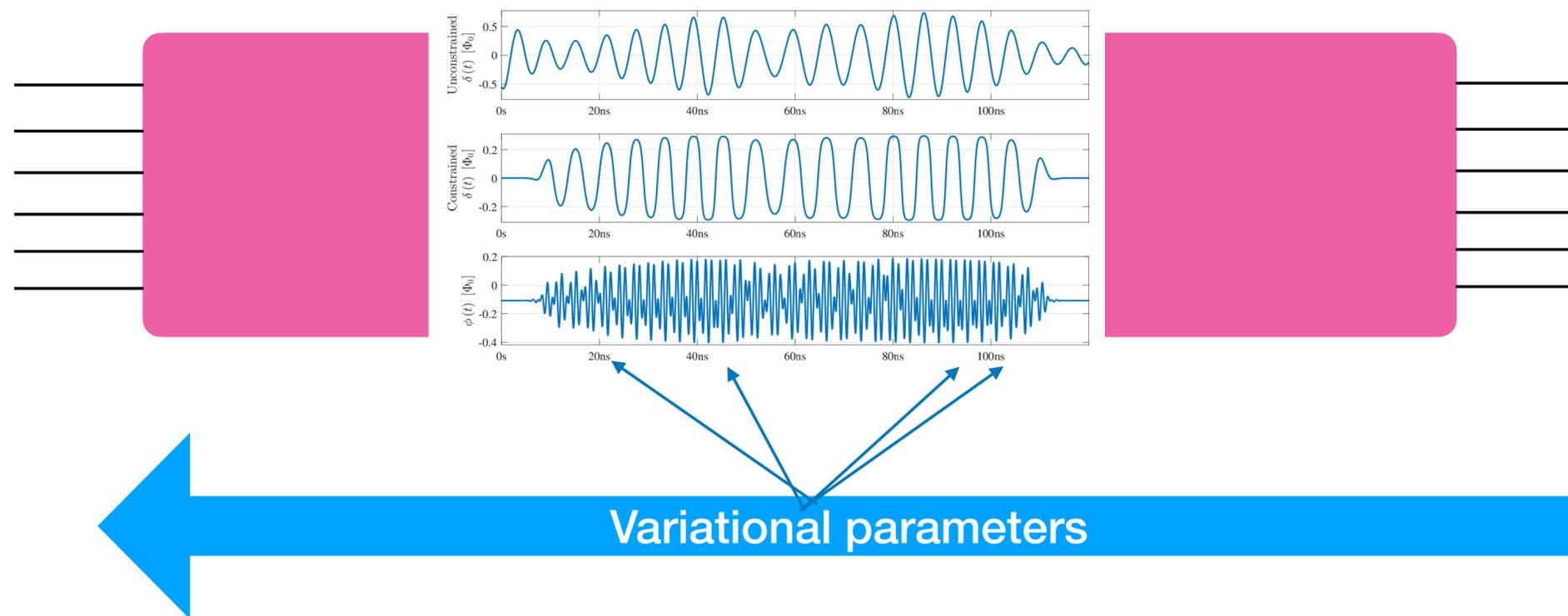
S. Machnes, N. Wittler, F. Roy, K. Pack, A.S. Roy,  
 M. Werninghaus, D.J. Egger, S. Filipp, FKW  
 in preparation

# **Programming a variational quantum processor**

# Many ways to write an algorithm



Gate-based algorithm  
Universal gate set  
Tuneup of gates  
Deal with junk DOFs



Optimal control  
Controllability  
Analogue programming  
Reduce controls

# Statements for discussion

- Disruptive programming for quantum computers closely integrates software on and for quantum computers
- Adiabatic quantum computing, gate model, and quantum controls are three initial programming paradigms motivated by physics, computer science, and chemistry
- We have not found the best paradigm to program quantum computers yet
- Co-Design of algorithms and hardware continues to be necessary - you are missing out by being all-purpose