

Supervised learning with quantum enhanced feature spaces

BY: IBM TEAM

PRESENTED BY: RAPHAEL BLANKSON

Hello!





Machine Learning + Quantum Computing
= Amazing future.





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Introduction

Let's do a little prep



Q + ML

- Both changing the way computation is being done.
- Both helping to solve previously untenable problems



MACHINE LEARNING

- Kernel methods for ML are ubiquitous for pattern recognition
- SVMs - well known for classification problems

LIMITATIONS - ML

What happens if:

- Feature space becomes very large
- Kernel functions become expensive to estimate



SOLUTION BY QUANTUM alg.

Quantum algorithms offers

- Exponential speed-ups by taking advantage of the exponentially large quantum space - Hilbert space
 - through controllable entanglement and interference



keywords

- **Kernel** - a set of mathematical functions that take data as input and transform it to required form.
- **Entanglement** - states of two or more objects described with reference to each other, eventhough the individual objects may be spatially separated
- **Interference** - interfere with other particles
 - Byproduct of **superposition**



Proposed Method

The authors:

- Propose and implement two novel methods on superconducting processor
- Both methods take advantage of large dimension of quantum hilbert space to obtain enhanced solution
- The data used were created artificially



Proposed Method

The authors:

- Present a quantum algorithm that has potential to run on **near-term quantum devices**
 - **SHORT DEPTH CIRCUITS** are the natural class of algorithms for such noisy devices
- The proposed algorithm takes on the original problem of supervised learning: **construction of a classifier.**



Proposed Method

- **Method One:** Use variational Circuit to generate a separating hyperplane in the quantum feature space - very much like linear binary classifier
- **Method Two:** Use quantum computer to estimate the kernel function of the quantum feature space directly

Necessary Conditions:

- To obtain quantum advantage in both methods, the Kernel must be very **Hard**



 keywords

- **Near - Term**
 - Noisy devices without full error correction
 - Decoherence, gate errors and measurement errors limit the usefulness
 - Algorithms will need to be designed with noisy hardware in mind

CLASSICAL SVM

A light blue, rounded rectangular shape serves as a background for the title. Overlaid on this shape are several white line-art illustrations: a planet with a ring system, a rocket ship, and several stars of varying sizes.

A little on SVMs

Classical SVM

Consider classifying data set S with unknown labels $(\vec{x}_i, y_i) \quad i = 1, \dots, l \quad \vec{x}_i \in \mathbb{R}^n$
 $y \in \{+1, -1\}$

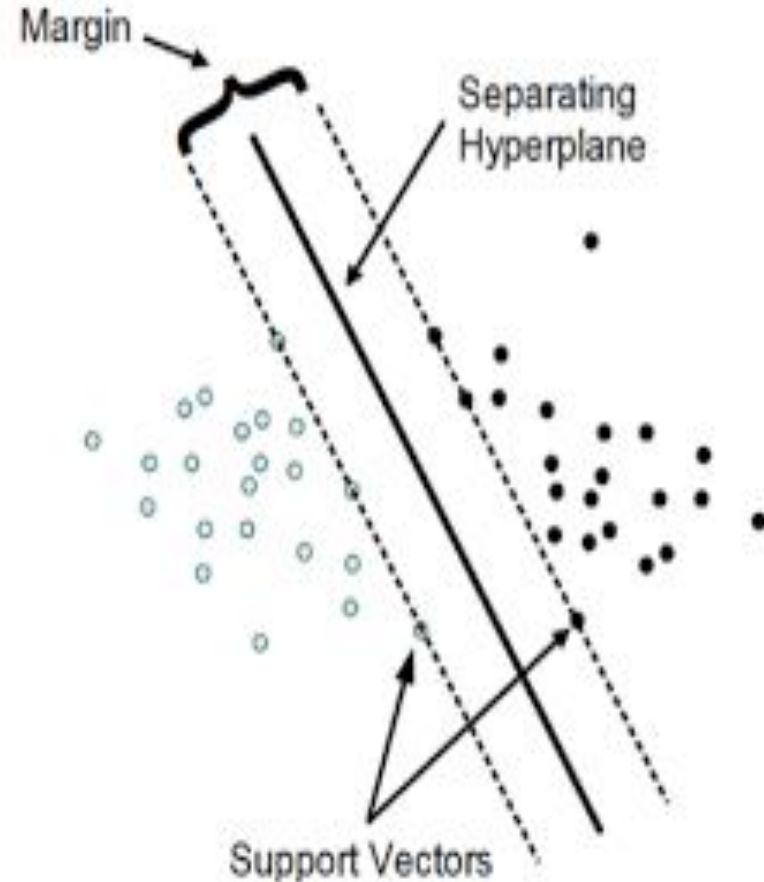
Have access to labeled Training set T

$$T = (\vec{x}_i, y_i) \quad i = 1, \dots, k$$

Need to find $m : T \cup S \rightarrow C$

$$\tilde{m}(\vec{x}) = \text{sign}(\sum_{\alpha} w_{\alpha} x_{\alpha} + b)$$

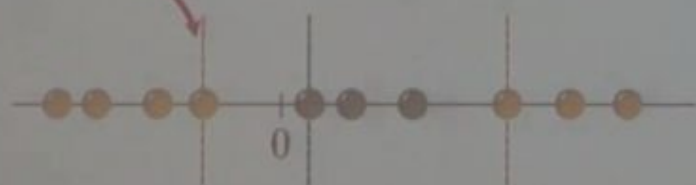
Success rate: $v_{succ} = \frac{|\{s \in S \mid \tilde{m}(s) = m(s)\}|}{|S|}$



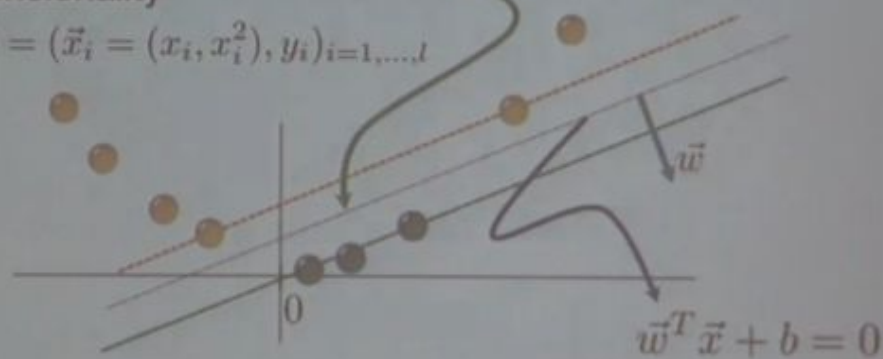
Choosing the right feature map

Not linearly separable datasets may become linearly separable by increasing dimensionality

$$S = (\vec{x}_i = x_i, y_i)_{i=1, \dots, l}$$



$$S = (\vec{x}_i = (x_i, x_i^2), y_i)_{i=1, \dots, l}$$



Classifying the dataset means solving the following problem:

$$\min_{S, w, b} \frac{1}{2} \|w\|^2 \quad \text{s.t.} \quad y^{(i)} (w^T x^{(i)} + b) \geq 1, \quad i = 1, \dots, l$$

The proposed Methods



Variational Circuit

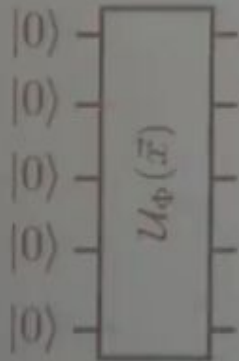
A large, light blue, rounded shape in the background contains several white line-art icons: a planet with a ring, a rocket, and several stars of different sizes.

This is directly related to linear binary classifiers (SVMs)

VC METHOD

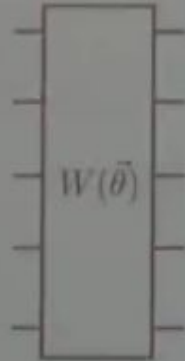
I

Map the
data



II

Apply
short-depth
circuit



III

Measure in
canonical
basis

$$f = \sum_{z \in \{0,1\}^N} f(z) |z\rangle \langle z|.$$

IV

Assign label

$$\vec{m}(\vec{x}) = y$$

whenever

$$\hat{p}_y(\vec{x}) > \hat{p}_{-y}(\vec{x}) - yb$$

VC METHOD

- Decision rule (using the empirical output distribution)

$$\hat{m}(\vec{x}) = y \quad \text{whenever} \quad \hat{p}_y(\vec{x}) > \hat{p}_{-y}(\vec{x}) - yb$$

The probability of measuring label y $p_y = \frac{1}{2} (1 + y \langle \Phi(\vec{x}) | W^\dagger(\theta) \mathbf{f} W(\theta) | \Phi(\vec{x}) \rangle)$

Choose operator basis $\mathcal{P}_n = \langle X_i, Y_i, Z_i \rangle_{i=1, \dots, n}$ and expand $W^\dagger(\theta, \varphi) \mathbf{f} W(\theta, \varphi) = \frac{1}{2^n} \sum_{\alpha} w_{\alpha}(\theta, \varphi) P_{\alpha}$

then $\hat{m}(x) = \text{sign} \left(2^{-n} \sum_{\alpha} w_{\alpha}(\vec{\theta}) \Phi_{\alpha}(\vec{x}) + b \right) \quad | \Phi(\vec{x}) \rangle \langle \Phi(\vec{x}) | = \frac{1}{2^n} \sum_{\alpha} \Phi_{\alpha}(\vec{x}) P_{\alpha}$

- Construction becomes classically efficient for a “trivial” Kernel

$$K(\vec{x}, \vec{y}) = \prod_{i=1}^n | \langle \phi_i(\vec{x}) | \phi_i(\vec{y}) \rangle |^2$$

VC METHOD

▪ Cost function

$$R_{\text{emp}}(\vec{\theta}) = \frac{1}{|T|} \sum_{\vec{x} \in T} \Pr(\hat{m}(\vec{x}) \neq m(\vec{x})) \quad \Pr(\hat{m}(\vec{x}) \neq m(\vec{x})) \approx \text{sig} \left(\frac{\sqrt{R} \left(\frac{1}{2} - (\hat{p}_y(\vec{x}) - \frac{y^b}{2}) \right)}{\sqrt{2(1 - \hat{p}_y(\vec{x}))\hat{p}_y(\vec{x})}} \right)$$

- Minimize likelihood of predicting a wrong label
- Sigmoid focuses on the really bad cases of the data

VC METHOD

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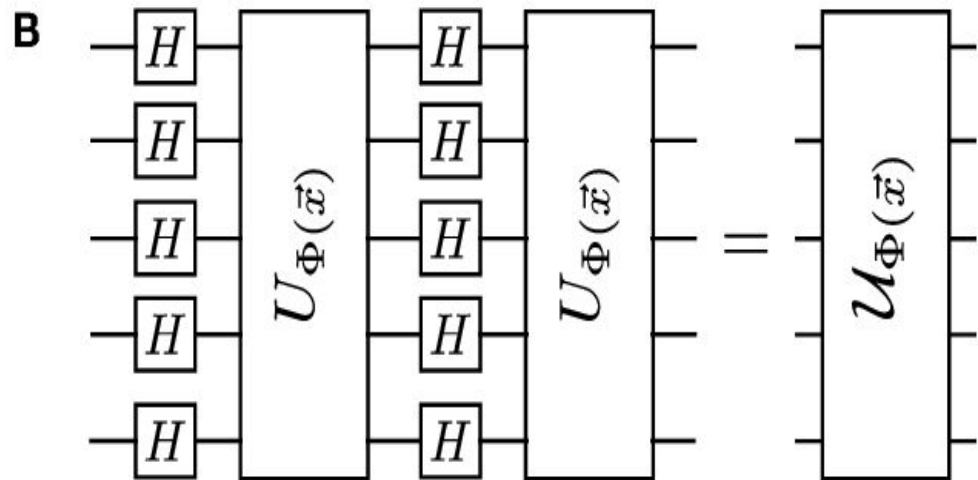
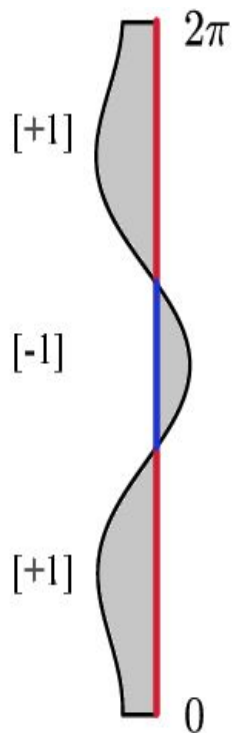
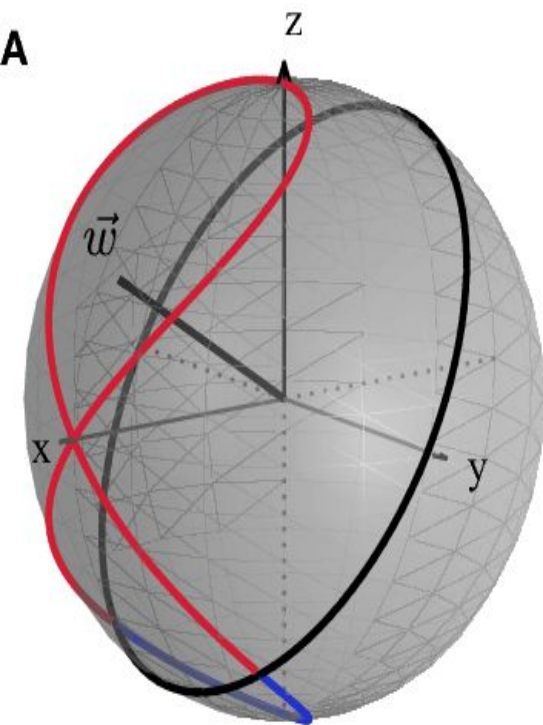
VC METHOD

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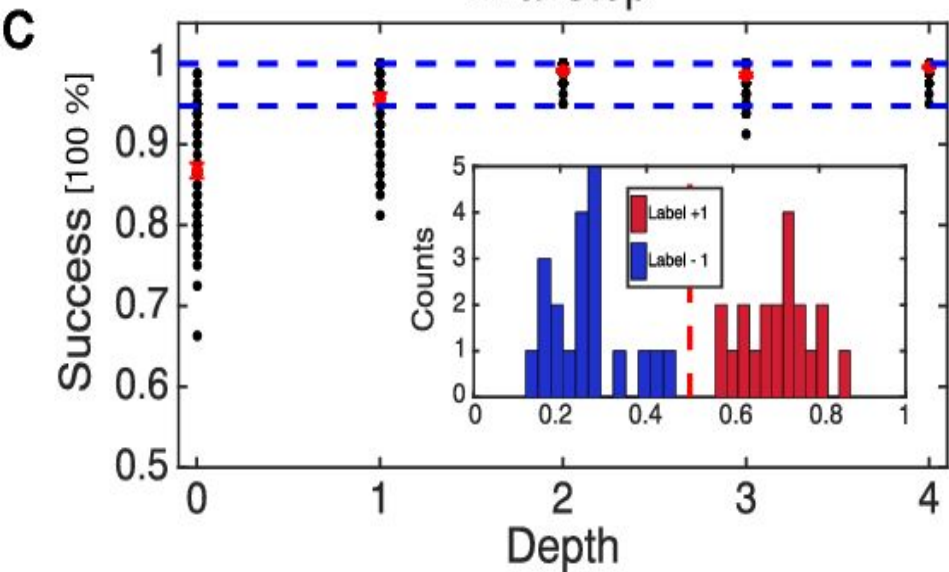
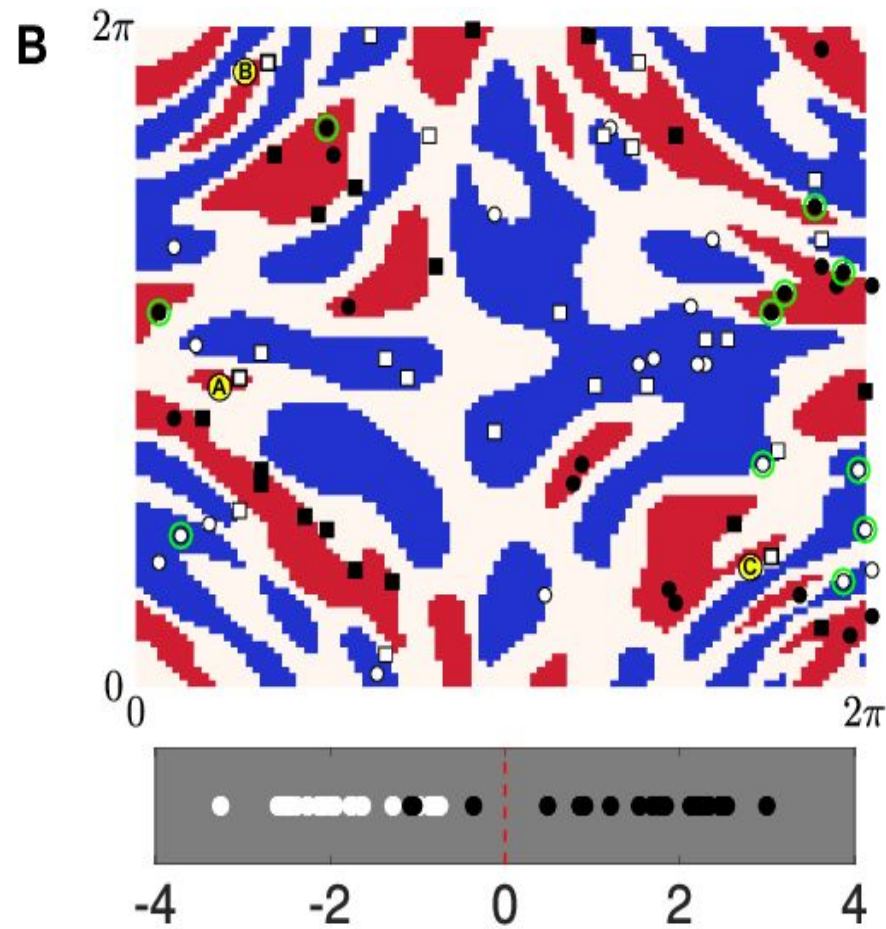
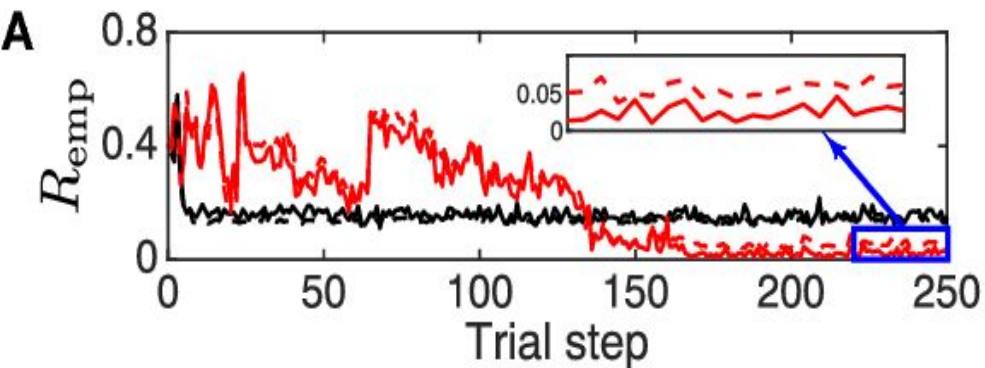
VC METHOD



C

$$e^{i\phi_{\{l,m\}}(\vec{x})Z_l Z_m} = \begin{array}{c} \bullet \text{---} \bullet \\ | \quad | \\ \oplus \text{---} \boxed{Z_\phi} \text{---} \oplus \\ | \quad | \\ \bullet \text{---} \bullet \end{array}$$

VC METHOD



Direct Kernel

Second Approach



Method 2: Direct Kernel method

- SVM training (Dual of the original quadratic program)

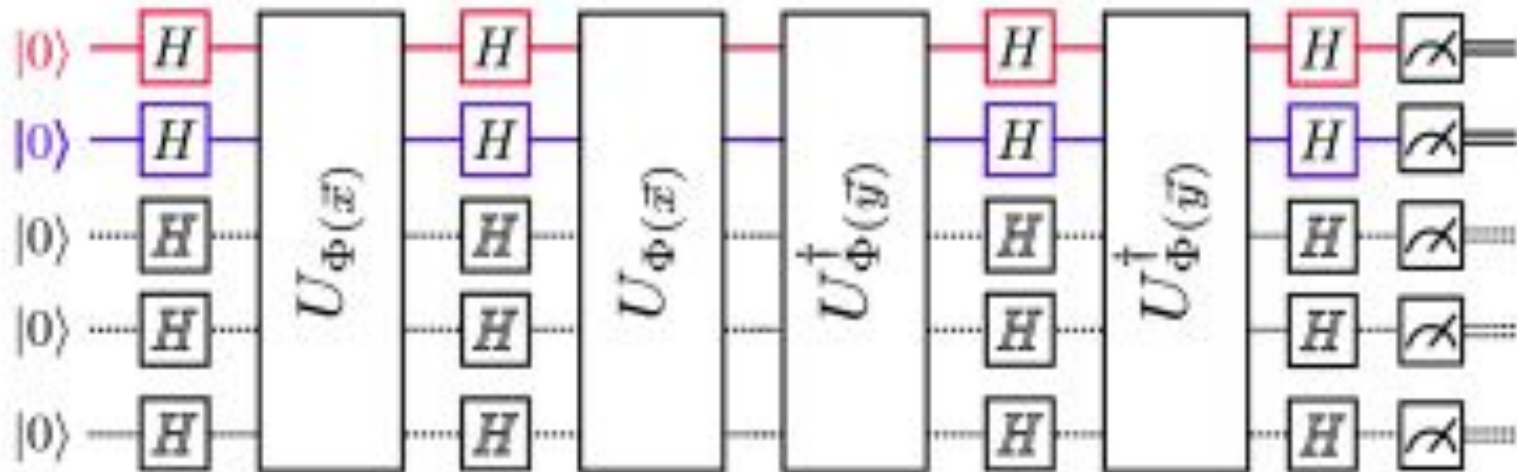
$$L_D(\alpha) = \sum_{i=1}^t \alpha_i - \frac{1}{2} \sum_{i,j=1}^t y_i y_j \alpha_i \alpha_j K(\vec{x}_i, \vec{x}_j)$$

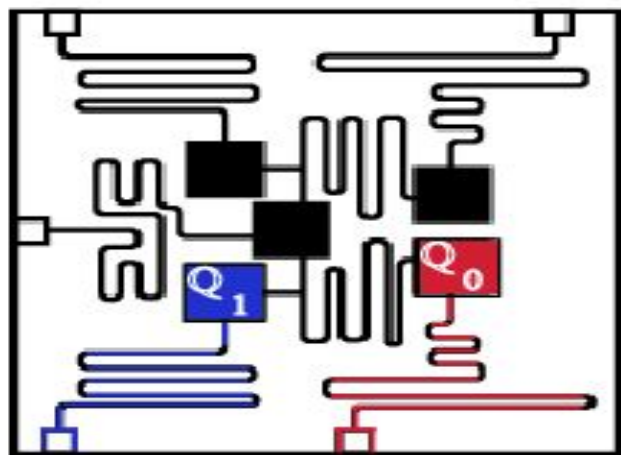
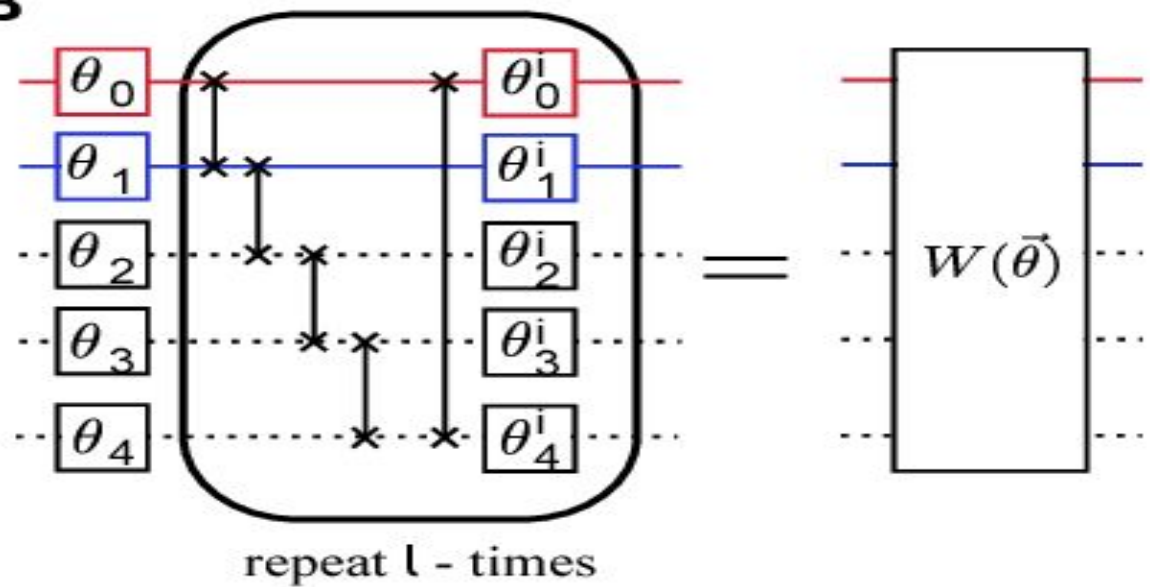
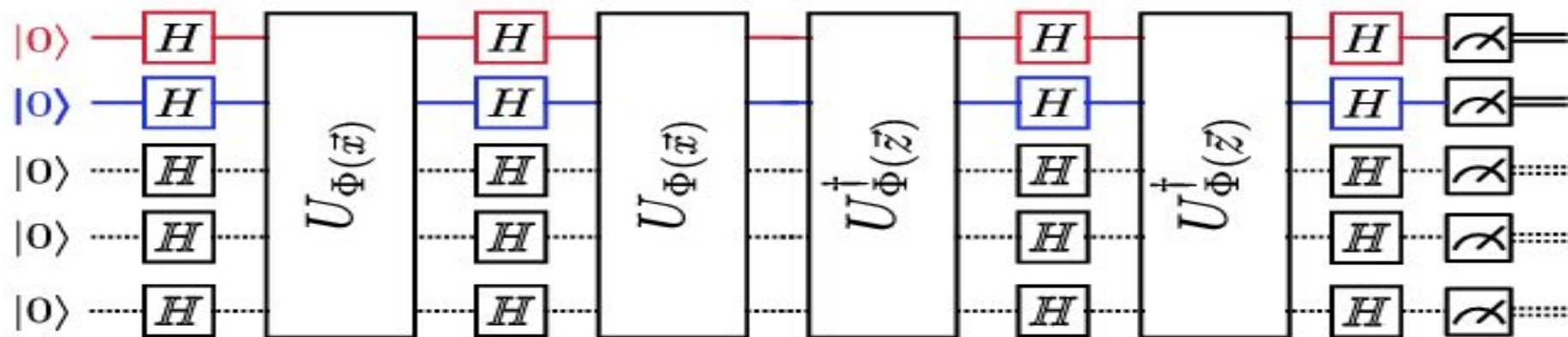
- SVM classification $\tilde{m}(\vec{s}) = \text{sign} \left(\sum_{i=1}^t y_i \alpha_i^* K(\vec{x}_i, \vec{s}) + b \right)$

1. The algorithm needs to call the quantum computer $|T|^2$ times in training and N_S times for classification
2. This is a concave optimization problem, and therefore efficient

ESTIMATING THE QUANTUM KERNEL

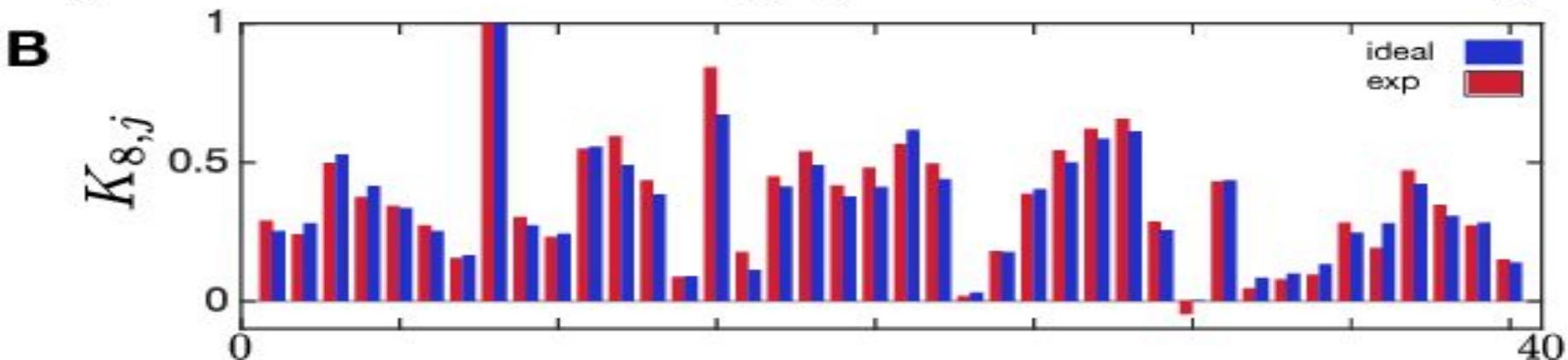
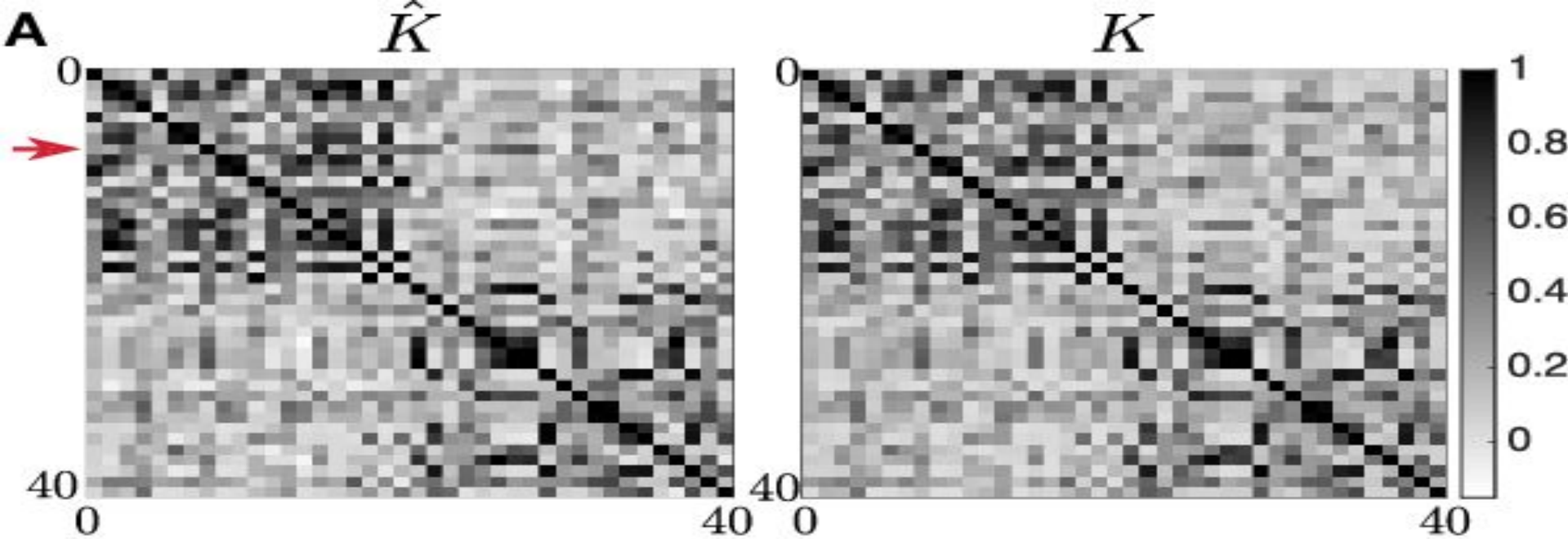
$$K(\vec{x}, \vec{z}) = |\langle \Phi(\vec{x}) | \Phi(\vec{z}) \rangle|^2 = |\langle 0^n | \mathcal{U}_{\Phi(\vec{x})}^\dagger \mathcal{U}_{\Phi(\vec{z})} | 0^n \rangle|^2$$



A**B****C**



Experimental Results





LIVE TEST

LETS US SEE EVERYTHING LIVE AND
COLORED

<https://ibm-q4ai.mybluemix.net/>




OPEN PROBLEMS:

How do we find interesting
Quantum kernels and
feature spaces

CONCLUSION

The authors have experimentally showed a classifier that exploits quantum feature space and proved to achieve 100% success despite the presence of noise



Thanks!

Any questions?

You can find me at [@username](#) & user@mail.me

