

# Machine Learning on Quantum Systems

Nils-Erik Schütte\*<sup>1,2</sup>, Niclas Götting<sup>2</sup>, Hauke Müntinga<sup>1</sup>, Meike List<sup>1,3</sup> and Christopher Gies<sup>2</sup>

<sup>1</sup>German Aerospace Center (DLR), Institute for Satellite Geodesy and Inertial Sensing, Bremen

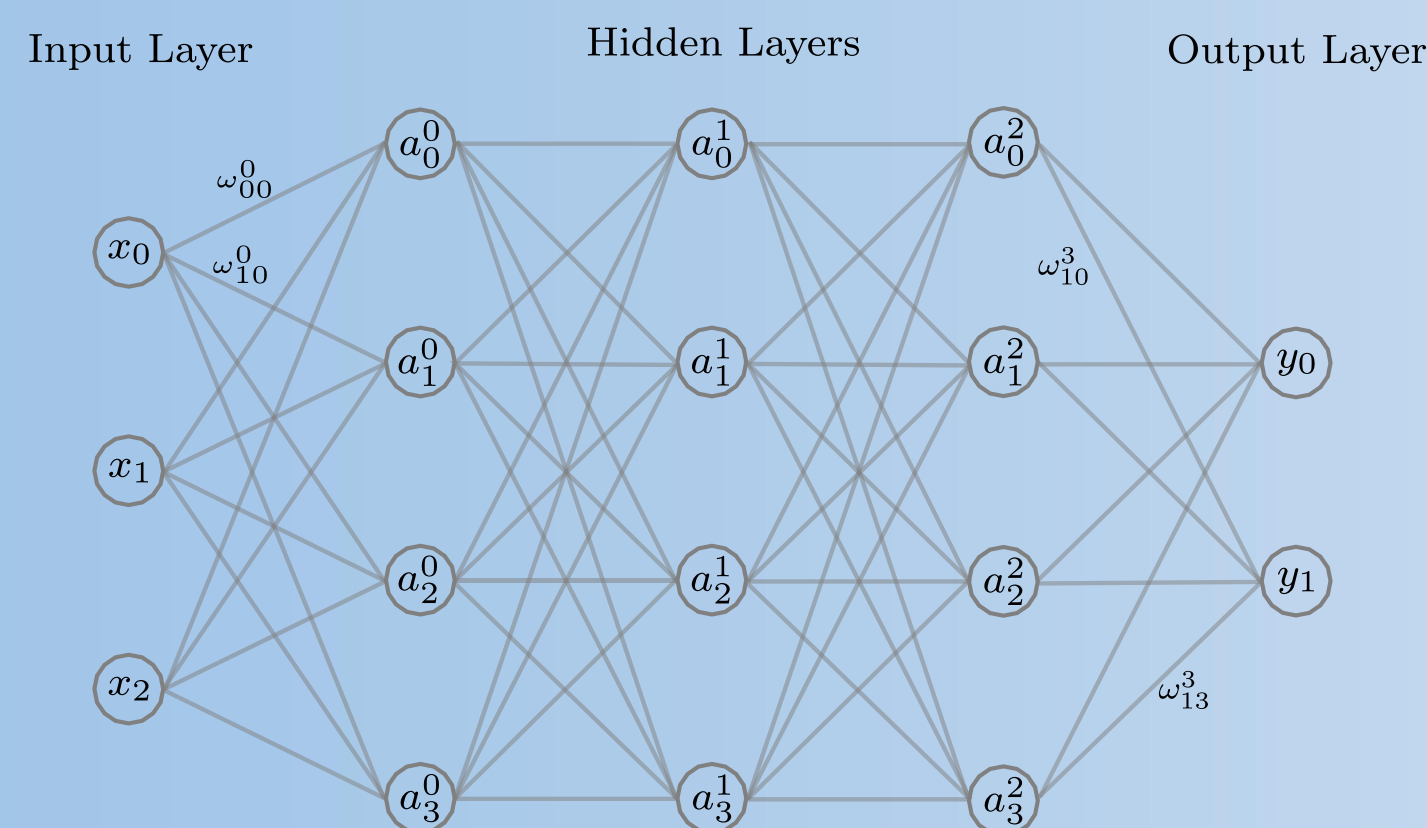
<sup>2</sup>Institute for Theoretical Physics, University of Bremen, Bremen

<sup>3</sup>University of Bremen, Bremen

\*nils-erik.schuette@dlr.de

## Why do we want to do quantum machine learning?

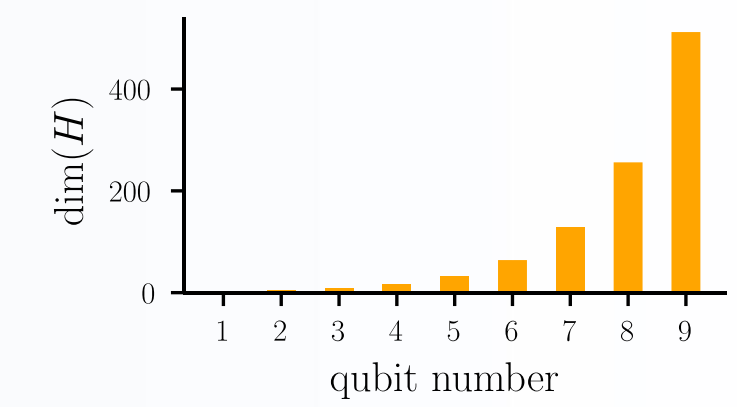
**Machine learning (ML)** enables us to use computer systems for human-like tasks. Neural networks are inspired by the human brain and consist of neurons that are connected by edges modelling the synapses of a brain.



Quantum computing describes information processing with a device, whose working principles are governed by the laws of quantum mechanics.

Quantum systems possess unique properties that scientists try to exploit to gain advantages and functionalities beyond classical ML:

- feature maps into exponentially large phase spaces
- native processing of quantum input
- non-classical correlations via entanglement



**Quantum machine learning (QML)** can be viewed as **A**) implementing algorithms through quantum gates on quantum computers, or **B**) using the inherent temporal dynamics of quantum systems as input-output map.

## A) Gate-Based Approach: Parameterized Quantum Circuits (PQCs)

### Classical Computer

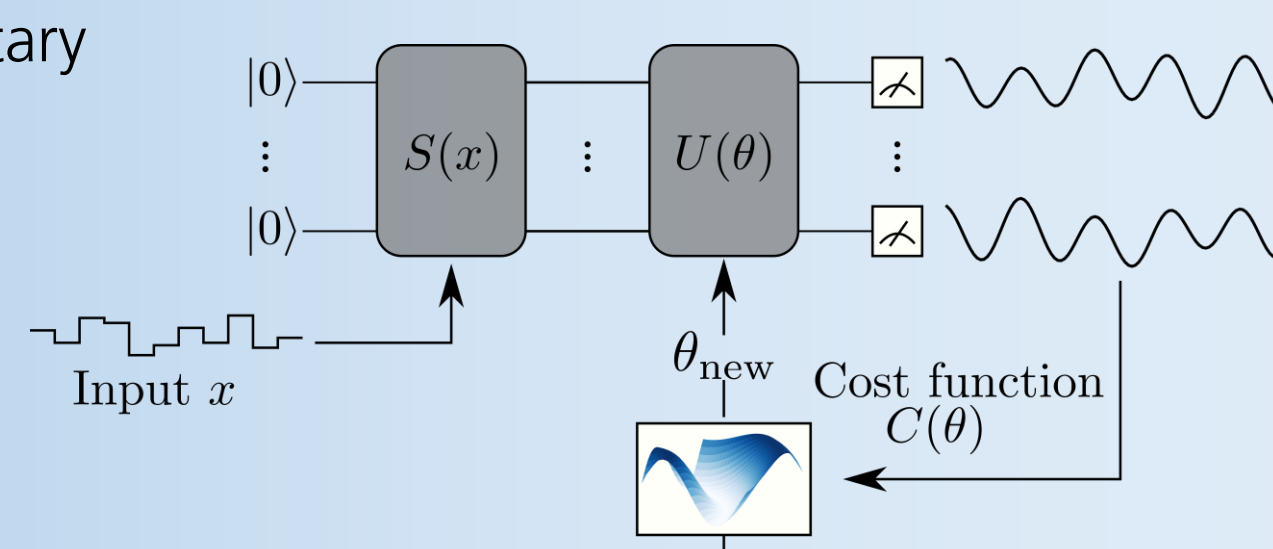
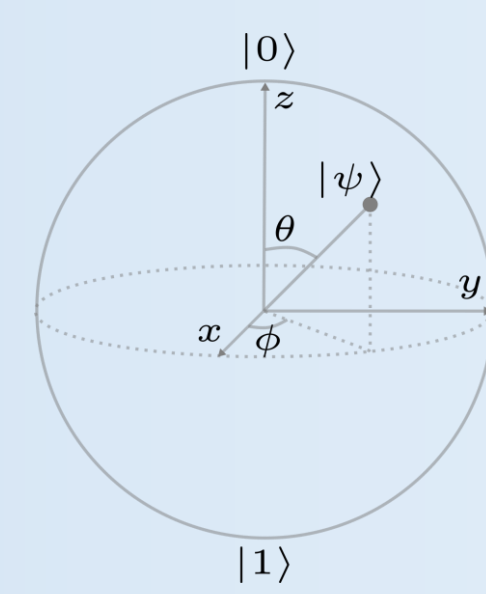
- basic unit of information: bit (0 or 1)
- NOT-gate is the only non-trivial single-bit gate
- AND-gate as example for a two-bit gate



### Quantum Computer

- information is stored in quantum bits (qubits)
- infinite number of single-qubit gates, which rotate the state on the Bloch sphere
- arbitrary superpositions are possible

$$|\psi\rangle = a_0|0\rangle + a_1|1\rangle$$



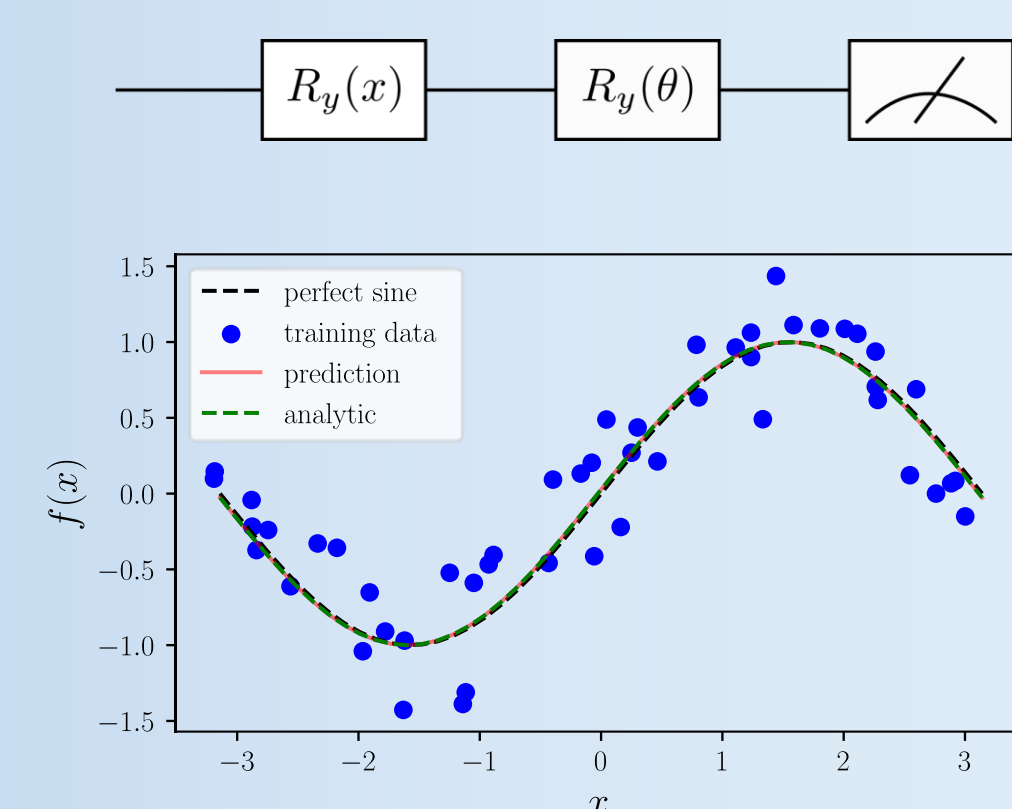
### Workflow:

1. use unitary gates  $S(x)$  to embed data into the quantum system
2. use a block of parameterized gates  $U(\theta)$  (called ansatz) as trainable part of the circuit
3. perform measurement on the system
4. use an optimizer on a classical computer to update the parameters

### Why does it work - an example:

- use a single qubit PQC to fit a noisy sine curve
- inputs:  $x \in [-\pi, \pi]$
- parameter:  $\theta \in [-\pi, \pi]$
- the measured expectation value is given analytically by

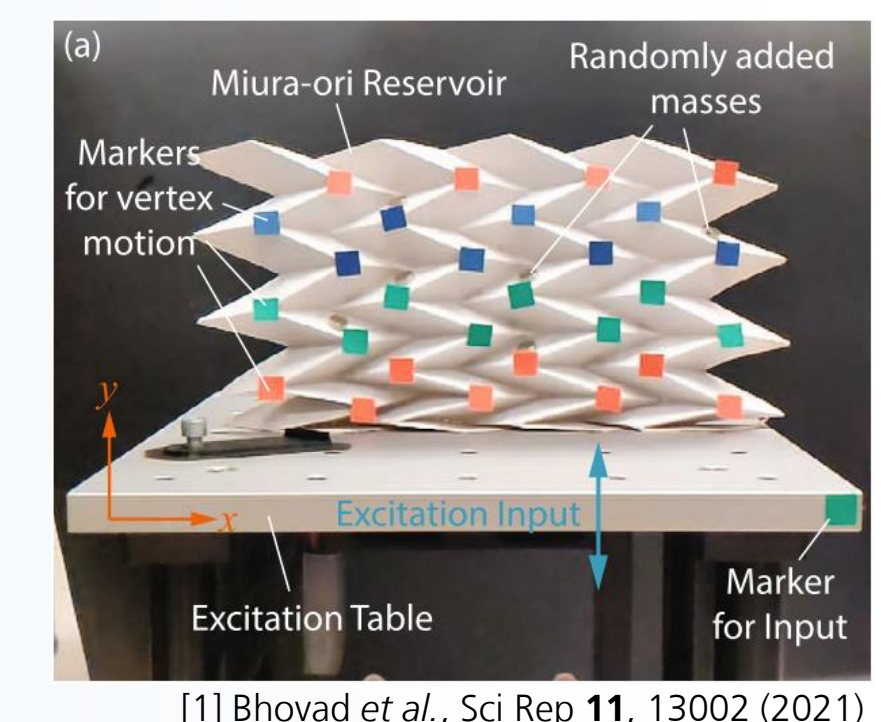
$$f_\theta(x) = \langle \psi(x, \theta) | Z | \psi(x, \theta) \rangle = \cos(\theta + x)$$



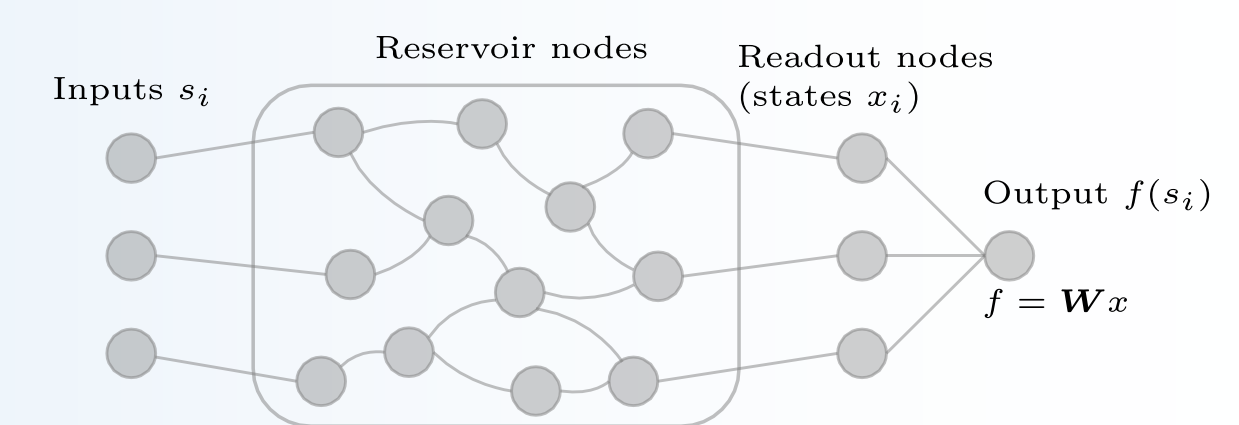
## B) Complex Dynamics Approach: Quantum Reservoir Computing (QRC)

### Classical Reservoir Computing

- inspired by the human brain
- a reservoir computer is a recurrent neural network with fixed weights; only the weights of the linear readout layer are trained with a simple linear regression
- computation may be viewed as any transformation of an input signal to an output signal arising from the intrinsic system dynamics
- physical RC: the reservoir is realized by a real physical system, e.g. an origami-structure [1]



[1] Bhowad et al., Sci Rep 11, 13002 (2021)



### Quantum Reservoir Computing (QRC)

- quantum system is used as reservoir
- example is the transverse-field Ising model (TFIM):

$$H = h \sum_{i=1}^N \sigma_z^{(i)} + \sum_{i<j} J_{ij} \sigma_x^{(i)} \sigma_x^{(j)}$$

- dynamics of the system are described by the unitary time-evolution operator:

$$U_{\Delta t} = e^{-iH\Delta t}$$

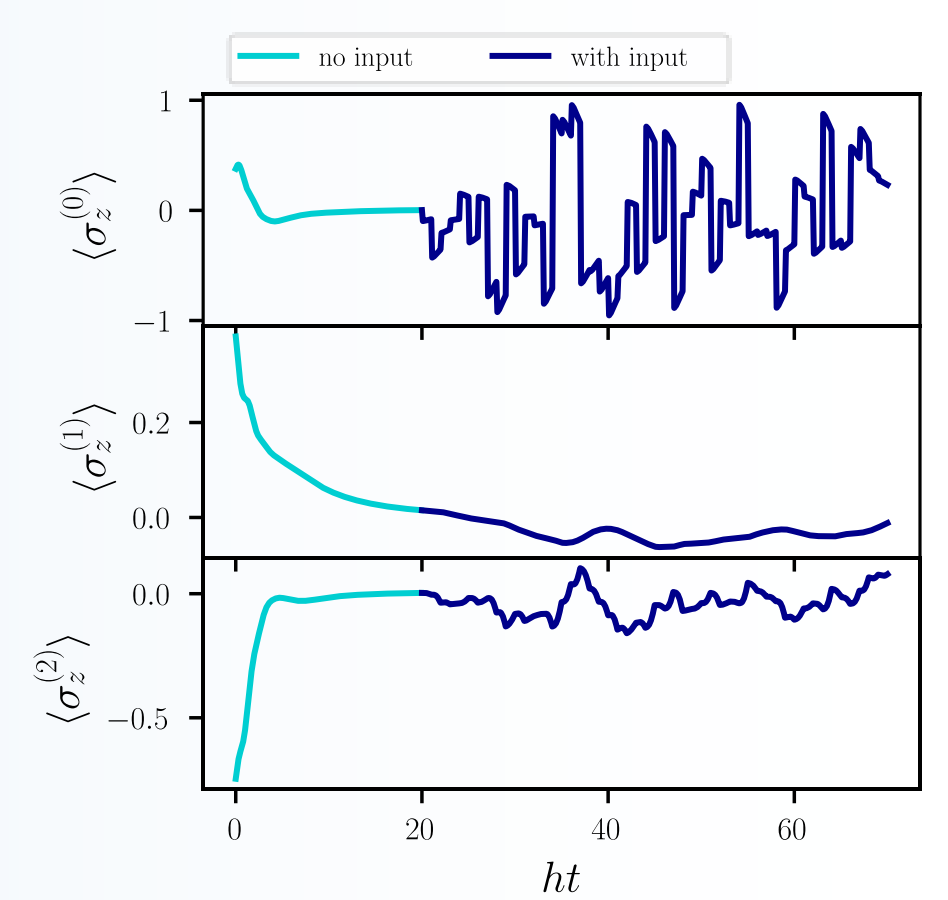
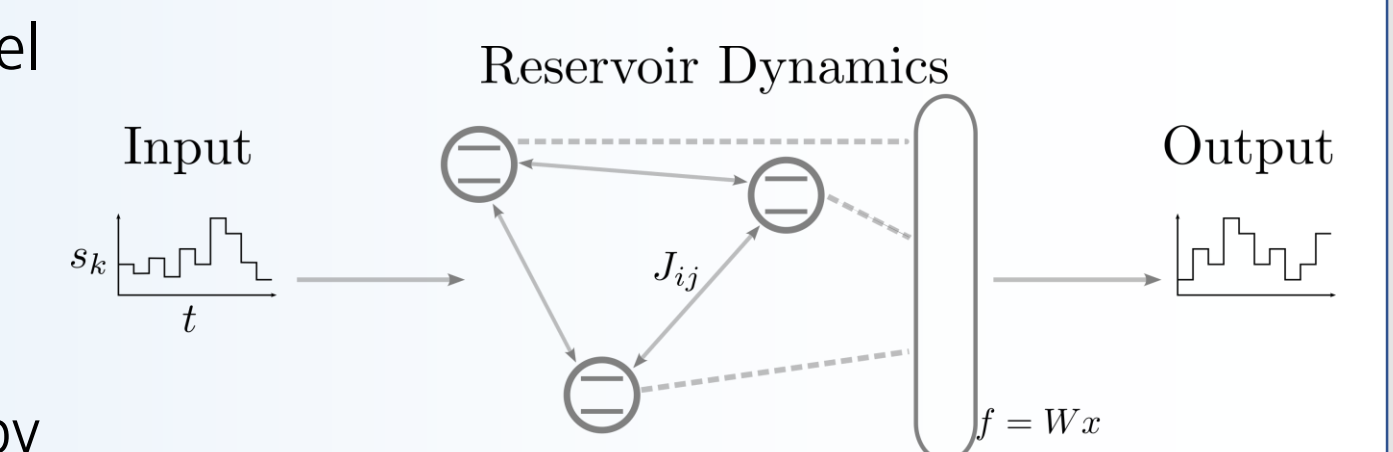
- as readout, the expectation values of the  $\sigma_z$  observables are chosen:

$$\langle \sigma_z^{(i)} \rangle = \text{Tr}\{\sigma_z^{(i)} \rho\}$$

- inputs are injected via state initialization:

$$\rho \mapsto |\psi_{s_k}\rangle \langle \psi_{s_k}| \otimes \text{Tr}_1[\rho]$$

$$|\psi_{s_k}\rangle = \sqrt{1-s_k}|0\rangle + \sqrt{s_k}|1\rangle$$



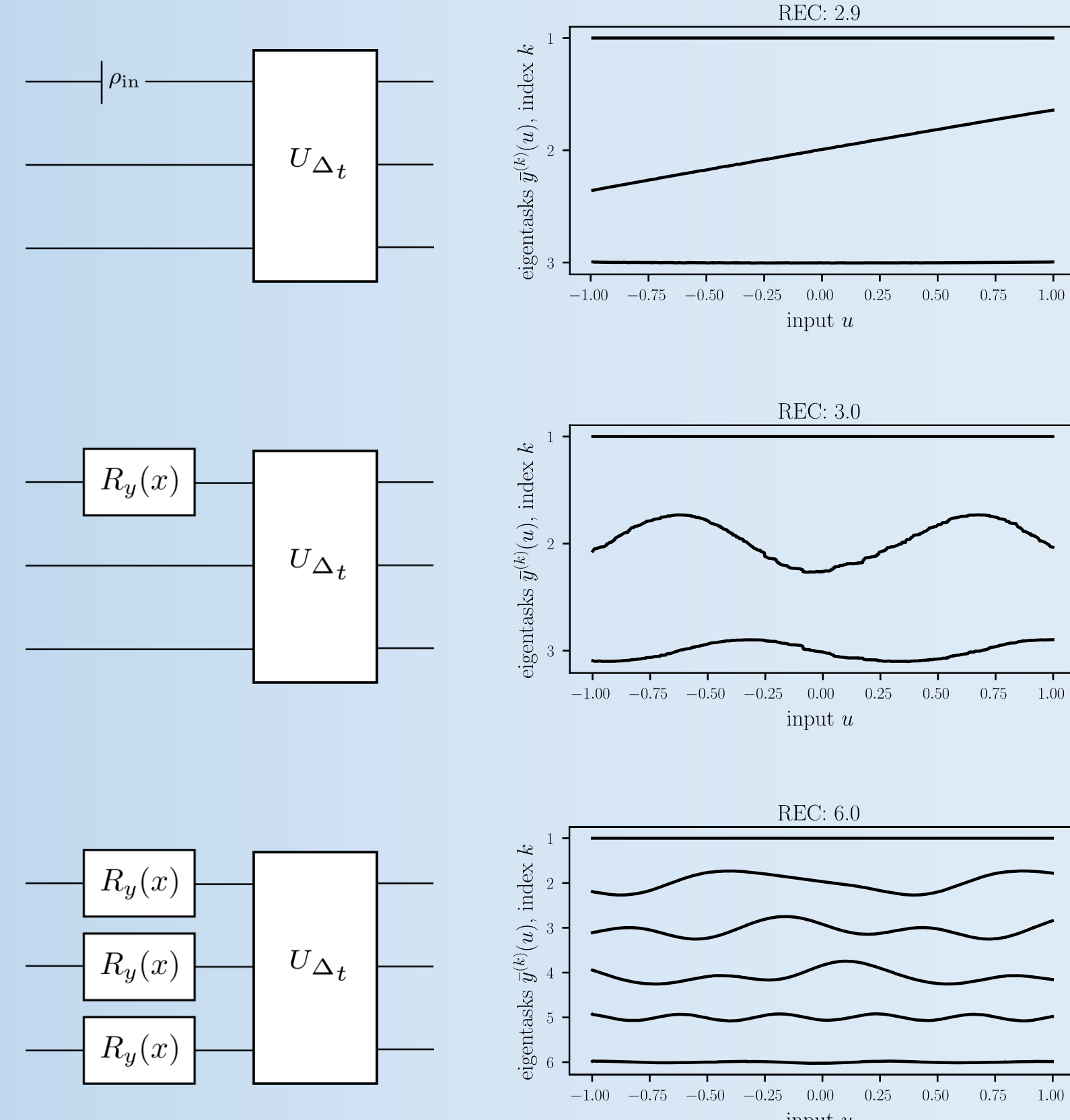
## Goal of the Quantum Fellowship Project

Understand the working mechanisms of QML algorithms that rely on either of the two approaches and compare their capabilities and limitations.

First connection: Embed the TFIM on a gate-based quantum computing architecture and compare it with a PQC.

One goal is to quantify and compare the expressivities of both approaches [2, 3], via calculation of

- eigentasks: set of orthogonal functions which can be optimally approximated by the system
- resolvable expressive capacity (REC): quantification of how many linearly independent functions can be expressed by the system



[2] Schuld et al., Phys. Rev. A 103, 032430 (2021)

[3] Hu et al., Phys. Rev. X 13, 041020 (2023)

## QML Strategies Side by Side

### A) Gate-based approach:

- potential to be realized on currently available noisy intermediate scale quantum (NISQ) hardware
- adaptability to specific problems via quantum circuit design
- hard and tedious to train
- susceptible to device noise

### B) Complex dynamics approach:

- any dynamical quantum system can be used as reservoir
- internal dynamics are fixed and cannot be optimized
- very easy to train
- noise is (to some extent) good for the performance

## Conclusion

Implementing the unitary time evolution of a dynamical system on a gate-based quantum computer allows the direct comparison with a PQC enabling the study of the expressive power of both approaches in dependence on the input encoding.