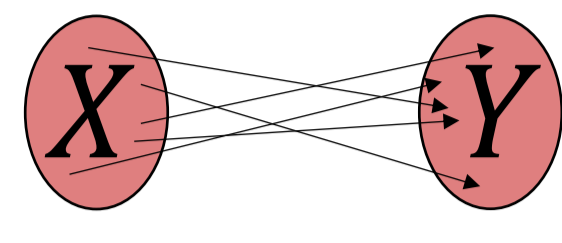


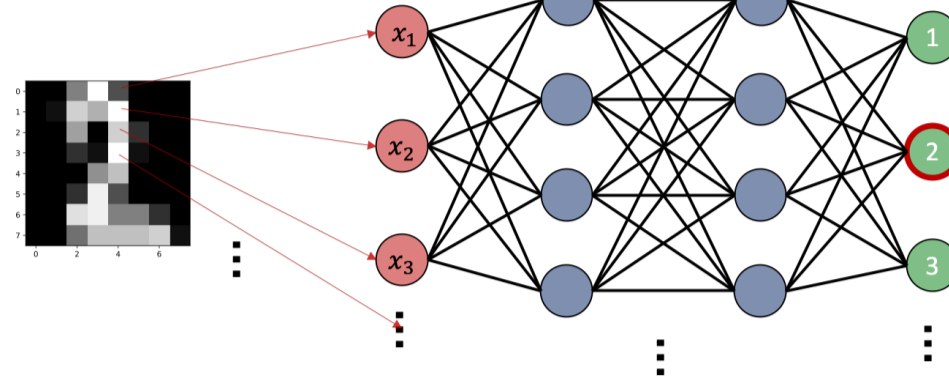
## Quantum Algorithm - Data Re-Uploading

- Belongs to the family of supervised machine learning algorithm
- Objective: Find map between data  $X$  and labels  $Y$
- Quantum algorithm consists of multiple layers (similarly to classical neural net)



Each layer contains two steps:

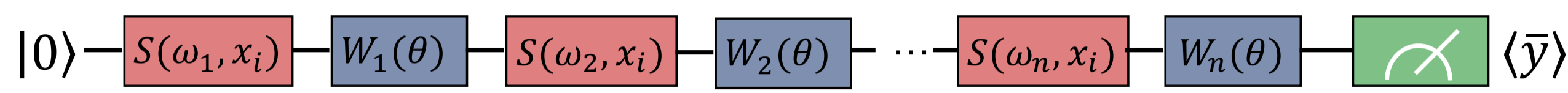
1.  $\hat{S}(\omega_i x_i)$  Encode datapoint  $x_i$  with weight  $\omega_i$  using rotations
  - Use alternating  $\mathcal{R}_x(x)$  and  $\mathcal{R}_z(x)$  rotations
2.  $\hat{W}(\theta)$  Manipulate quantum state using trainable parameters  $\theta$  to end up in desired state  $|y\rangle$ 
  - Structure:  $\mathcal{R}_x(\theta) \mathcal{R}_z(\theta) \mathcal{R}_x(\theta) \mathcal{R}_{zz}(\theta)$



Through repeated application of layers algorithm gains expressivity

This results in:

$$|\psi(x_i, \theta, \omega)\rangle = \hat{S}(\omega_1 x_i) \hat{W}_1(\theta) \dots \hat{S}(\omega_n x_i) \hat{W}_n(\theta) |\psi_0\rangle = \hat{U}(x_i, \theta, \omega) |\psi_0\rangle$$

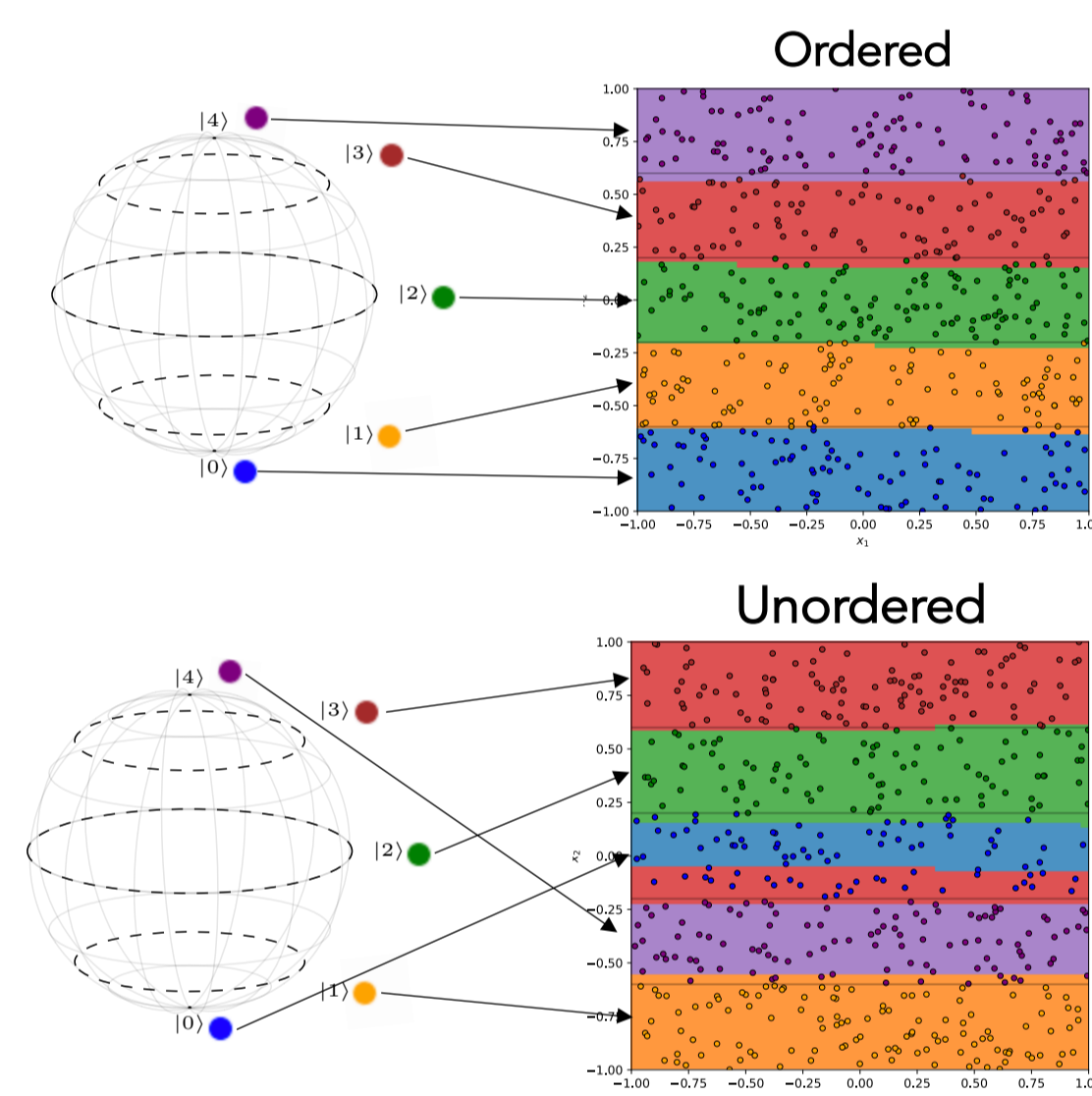


- Associate quantum states to labels  $y \in Y$
- Address  $d$ -class classification problem with one qudit
- **Goal:** Maximize overlap  $P$  with desired state  $|y\rangle$
- $P(y|x_i, \theta, \omega) = |\langle y|\psi(x_i, \theta, \omega)\rangle|^2$

Layer  $n$  with one encoding and one training block

## Simple Classification Tasks

**Goal:** Classify points in 2D plane into one of  $n$  classes depending on their  $x$ - $y$  position



**Two Cases:**

1. **Ordered stripes**  
Order of stripes corresponds to order on qudit  
→ 3 layers are sufficient to achieve accuracies above 95%
2. **Unordered stripes**  
Order of stripes **does not** correspond to order on qudit  
→ Over 6 layers are needed to achieve accuracies above 80%

Algorithm tries to suppress in between classes  
→ Succeeds with more layers

→ Model has bias towards data matching order of labels on qudit

**Bias can be reduced by applying more layers**

## Classifying MNIST

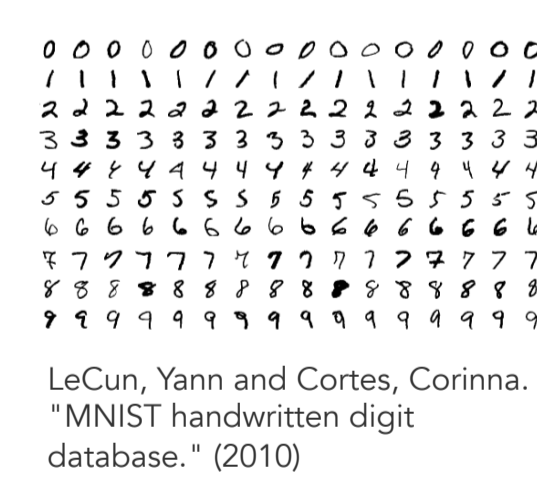
**How does the algorithm perform on a real-world dataset?**

Learn the parts of the MNIST dataset (digits 0, 1, 2)

Qudit state corresponds to label ( $|0\rangle \equiv 0, \dots$ ), dimension of qudit  $d = 3 \rightarrow \ell = 1$

**Setup:**

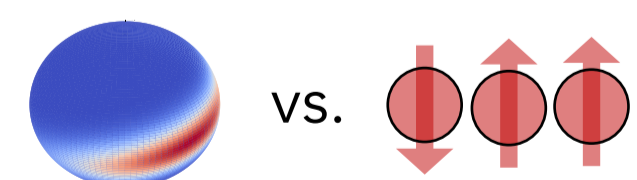
1. Reduce dataset to 3 dimensions using PCA
2. Use model with 2 layers
3. Train model over 50 epochs
4. Test on unseen data



LeCun, Yann and Cortes, Corinna. "MNIST handwritten digit database." (2010)

**Preliminary Results:**

Accuracy on exact simulator: 97%



Accuracy on IBMQ hardware: 97%

For small  $d$ , hardware not a limiting factor → Further expand model on entire dataset

## Conclusion & Outlook

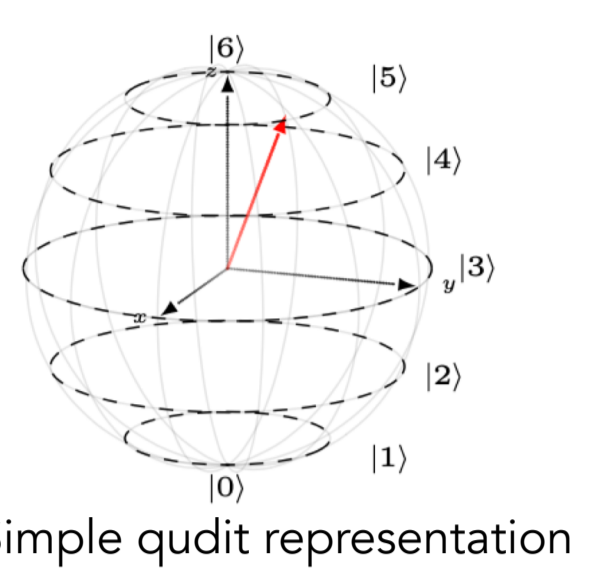
- It is possible to learn on real quantum hardware
  - Qudit approach improves stability of algorithm → performs well on current NISQ devices
- Future Goals:**
- Expand Model onto entire MNIST dataset
  - Improve reliability of quantum algorithm

## Qudits

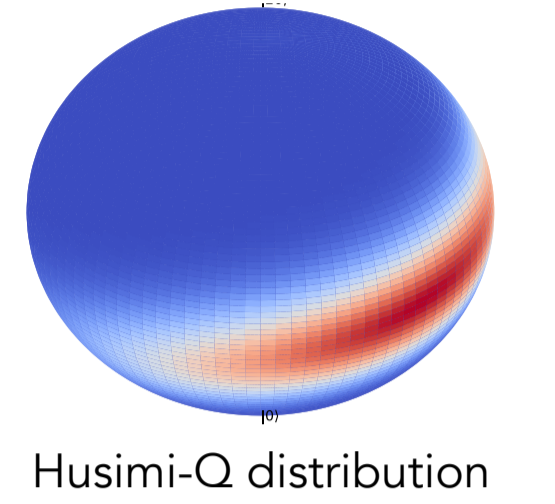
**General description:**

- $d$ -level generalization of qubit
- Represented by vector in the  $d$ -dimensional Hilbertspace:
 
$$|\psi\rangle = c_0|0\rangle + c_1|1\rangle + \dots + c_{d-1}|d-1\rangle$$
- Can be represented on a Bloch sphere via Husimi-Q distribution (quasi probability distribution)
- Qudits are controlled via  $d$ -dimensional angular momentum operators of total angular momentum  $\ell = \frac{d-1}{2}$ , and angular momentum quantum number  $m = z - \frac{d-1}{2} \in \{-\ell, \dots, \ell\}$ 

$$z \in \{0, \dots, d-1\}$$



Simple qudit representation



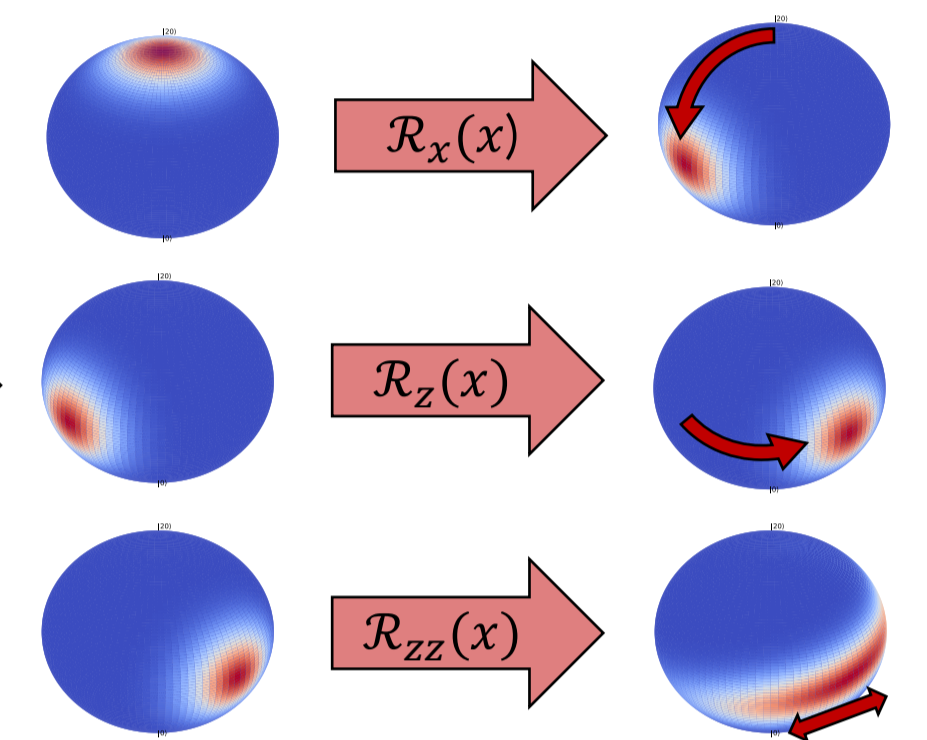
Husimi-Q distribution

**Operations**

- Achieve universality using three operations:

1. X-Rotation  $L_x = \frac{1}{2}(L_+ + L_-)$
2. Z-Rotation  $L_z|\ell, m\rangle = m|\ell, m\rangle$
3. One-axis twisting  $L_z^2$

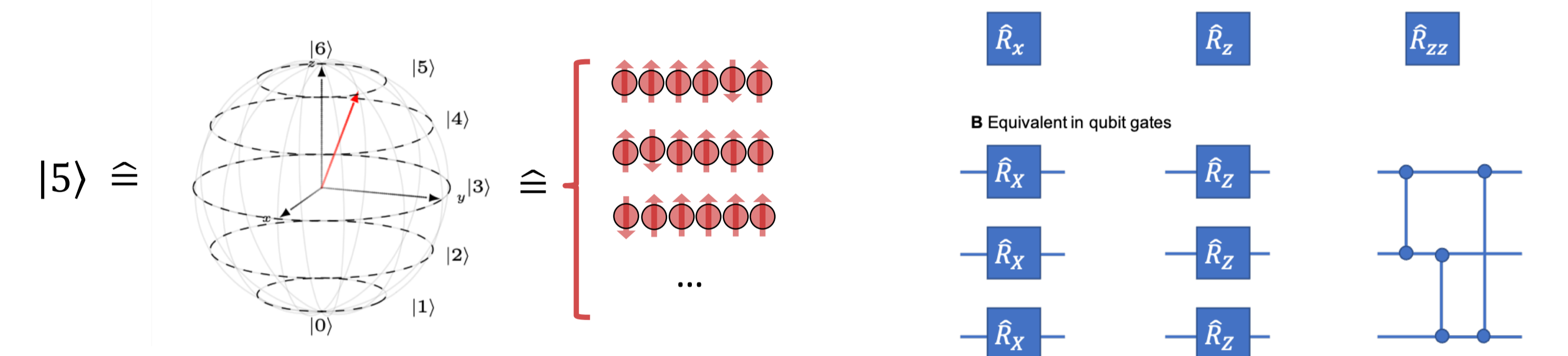
Generate rotations through time evolution of operators  $\mathcal{R}_i(x) = e^{-ix\hat{L}_i}$



**Connection to qubits:**

- Running the data re-uploading algorithm on qubit based NISQ devices  
→ Represent one qudit using multiple qubits

**Example:**



**Can we construct a quantum machine learning algorithm using qudits?**

## Expressivity of Data Re-Uploading Circuits

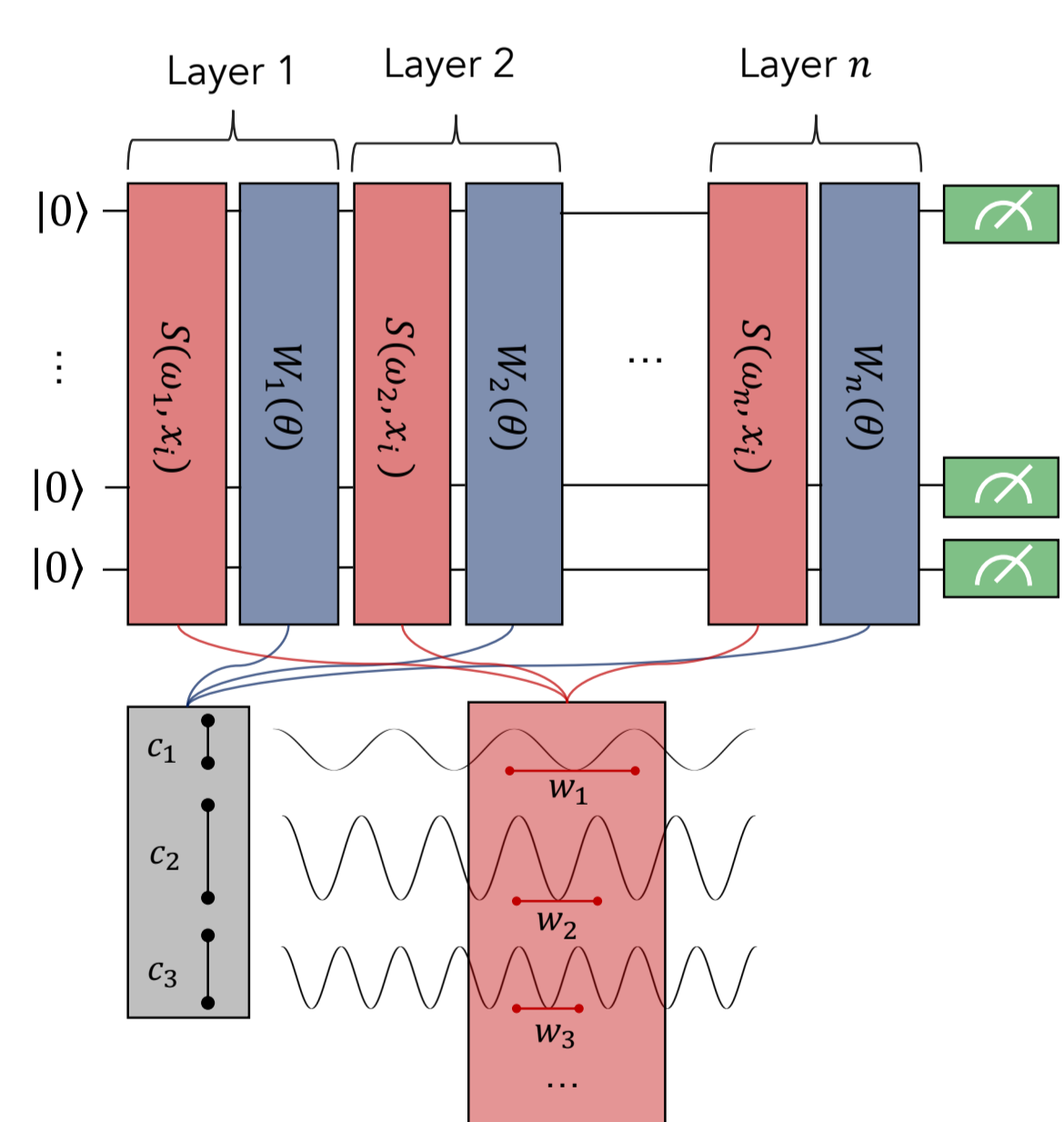
- Express quantum model as partial Fourier series
- Repeated encoding and train blocks increases expressivity

In our case: Number of Fourier coefficients =  $2 \cdot L \cdot \ell$

with  $L$  as number of layers and qudit spinlength  $\ell$

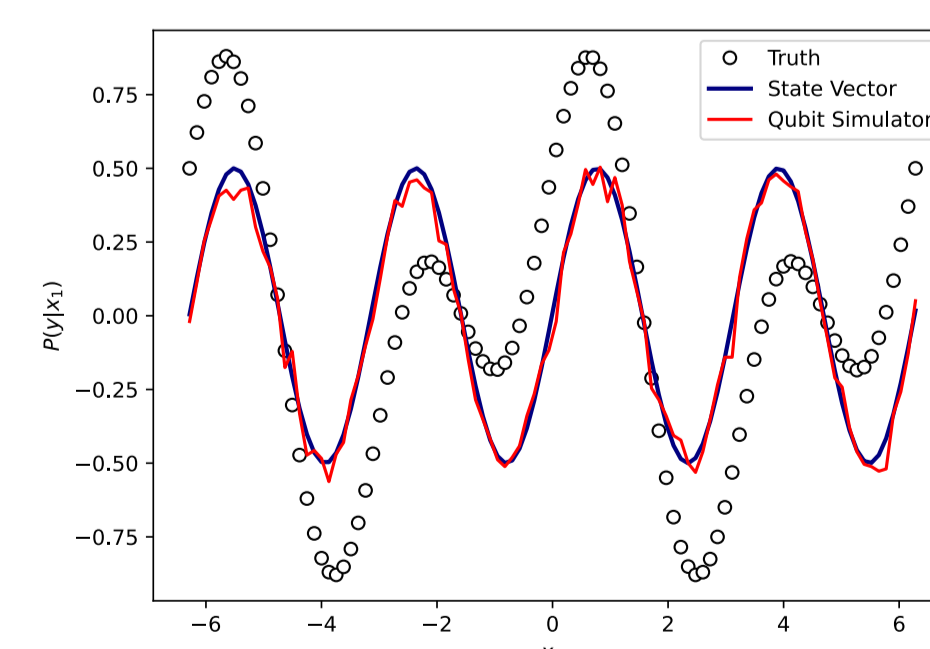
Two approaches:

1. Train and evaluate using exact state vector representation  
→ Exact, no noise, can be simulated easily
2. Train and evaluate using IBMQ qubit simulator  
→ Noisy, is evaluated statistically using shots, can also be run on real hardware



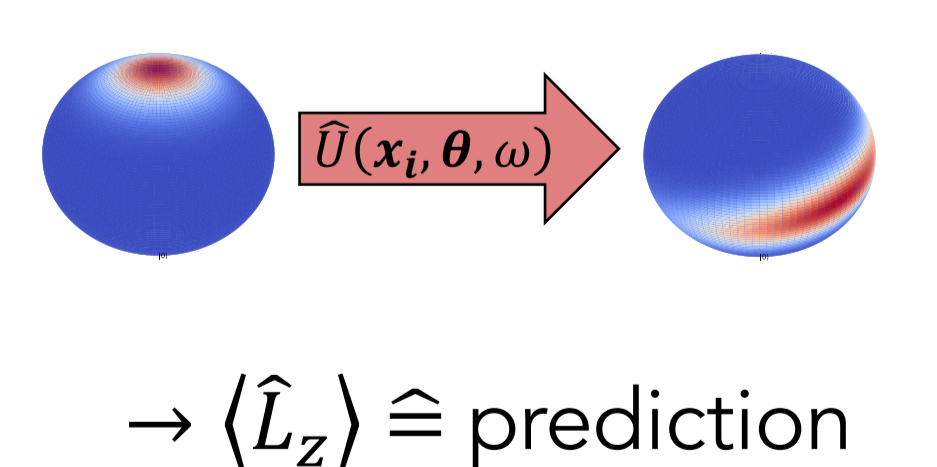
## Learn exact Fourier coefficients

$$f(x) = a \cdot \cos(b \cdot x) + c \cdot \cos(d \cdot x)$$

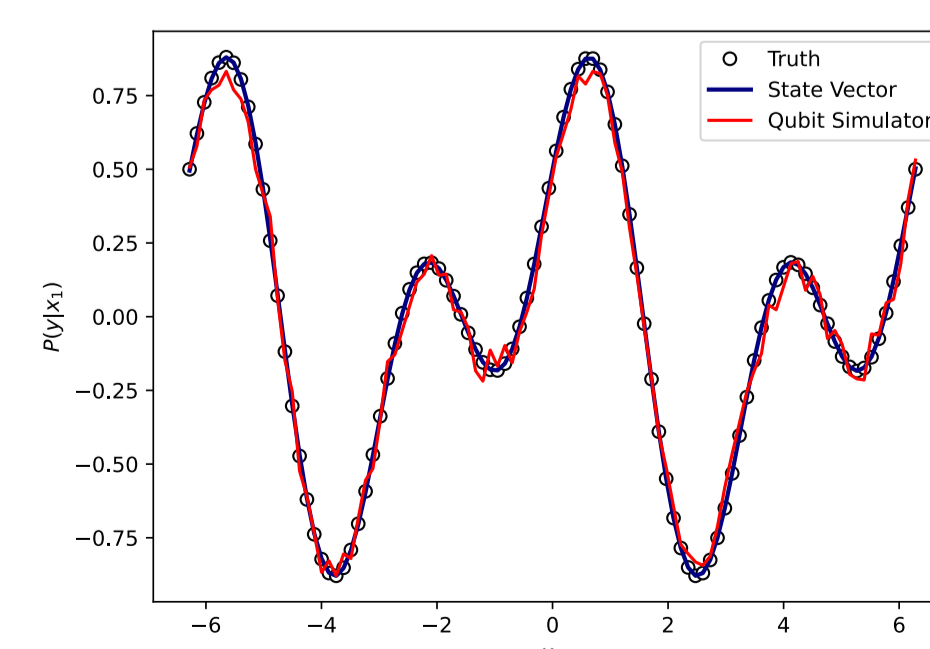


Model with  $\ell = 1$  and  $L = 1$

→ not enough Fourier coefficients for approximation



→  $\langle \hat{L}_z \rangle \equiv$  prediction



Model with  $\ell = 1$  and  $L = 2$

→ successful approximation

Qubit simulator inaccuracies are due to the shot noise

**Model can learn any number of Fourier coefficients of dataset with sufficiently many layers**