EuroHPC PL

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Narodowa Infrastruktura Superkomputerowa dla **EuroHPC**

Simulating and visualizing quantum architectures

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Unia Europejska Europejski Fundusz Rozwoju Regionalnego

Motivation

- Dynamically developing
- Plethora of potential applications
- Strong interest from bussiness partners

Benefit

Easier access for business and research customers to quantum architectures

Simulators: reducing the cost of solution preparation and testing

Future-proofing: the ability to prepare solutions that work on upcoming quantum architectures

Visualizations: facilitating the design of solutions, preparation and analysis of programs

Quantum annealing

Ising model

Given a function

$$H(s) = -\sum_{i \in \mathcal{I}} h_i s_i - \sum_{(i,j) \in \mathcal{I} \times \mathcal{I}} J_{ij} s_i s_j,$$

where

$$s = [s_i]_{i \in \mathcal{I}} \in \{-1, 1\}^{\mathcal{I}}, h_i \in \mathbb{R}, J_{ij} \in \mathbb{R}.$$

The goal is to find

$$s^\star = \min_s H(s).$$

The so-called ground state

Quantum adiabatic protocol

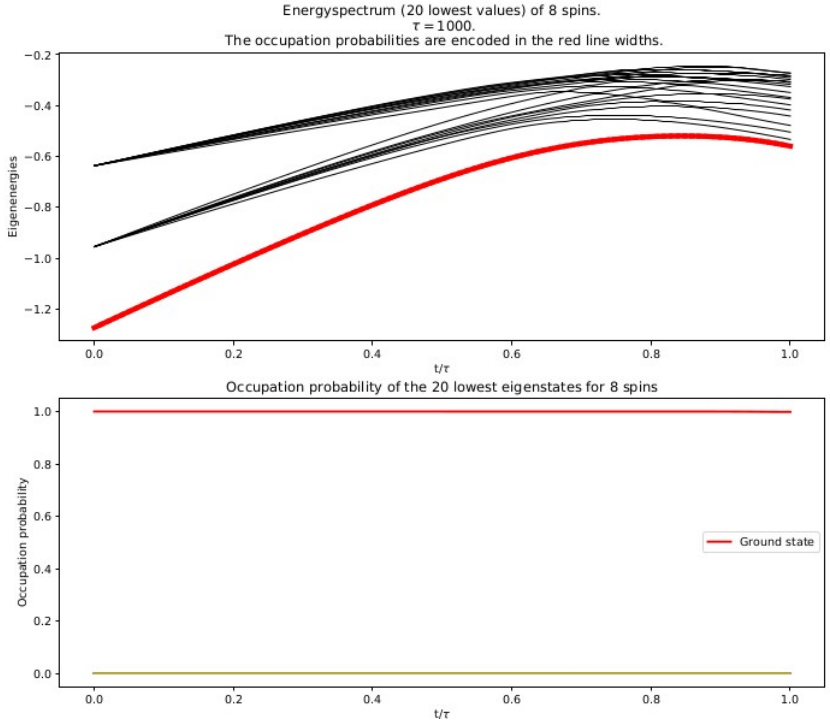
Initial Hamiltonian

$$H_0 = -\sum_{i \in \mathcal{I}} h_i \sigma_x^{(i)}.$$

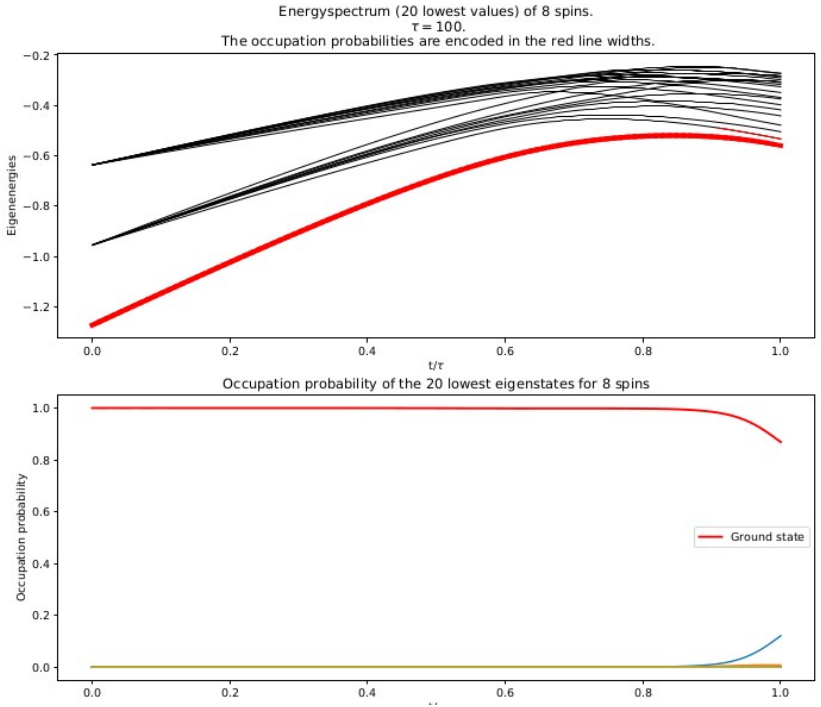
Time dependent Hamiltonian

$$H(t) = \left(1 - \frac{t}{\tau}\right) H_0 + \frac{t}{\tau} H_p$$

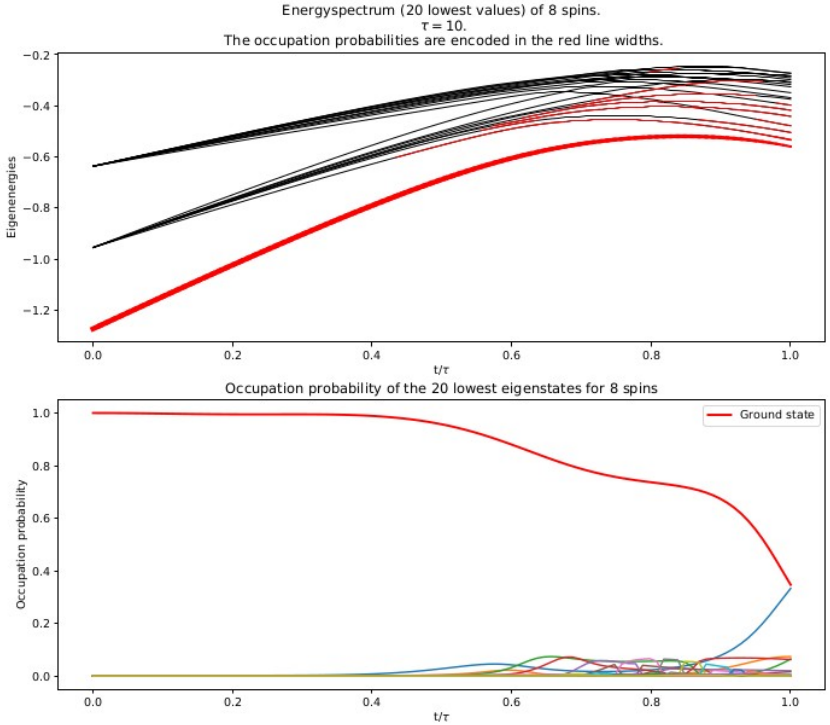
Adiabatic evolution - example



Adiabatic evolution - example

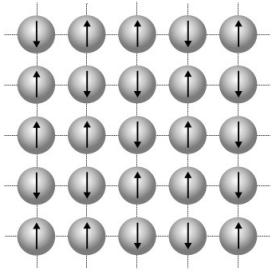


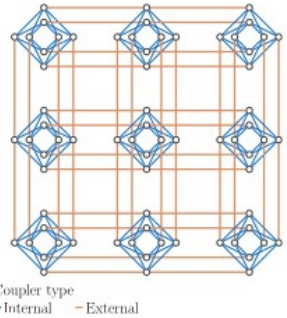
Adiabatic evolution - example



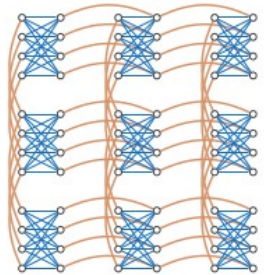
Simulating annealing of spin glasses

Spin glass simulation





a.

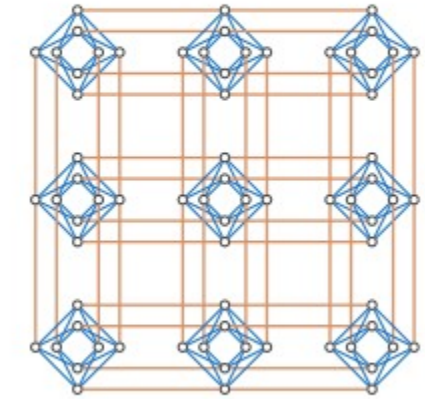


b.

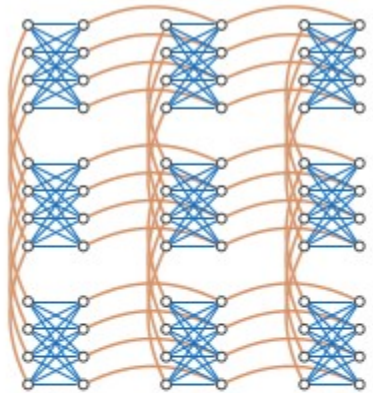
$$H(s) = -\sum_{i \in \mathcal{I}} h_i s_i - \sum_{(i,j) \in \mathcal{I} \times \mathcal{I}} J_{ij} s_i s_j,$$

$$s = [s_i]_{i \in \mathcal{I}} \in \{-1, 1\}^{\mathcal{I}}, h_i \in \mathbb{R}, J_{ij} \in \mathbb{R}$$

$$s^\star = \arg\min_s H(s).$$

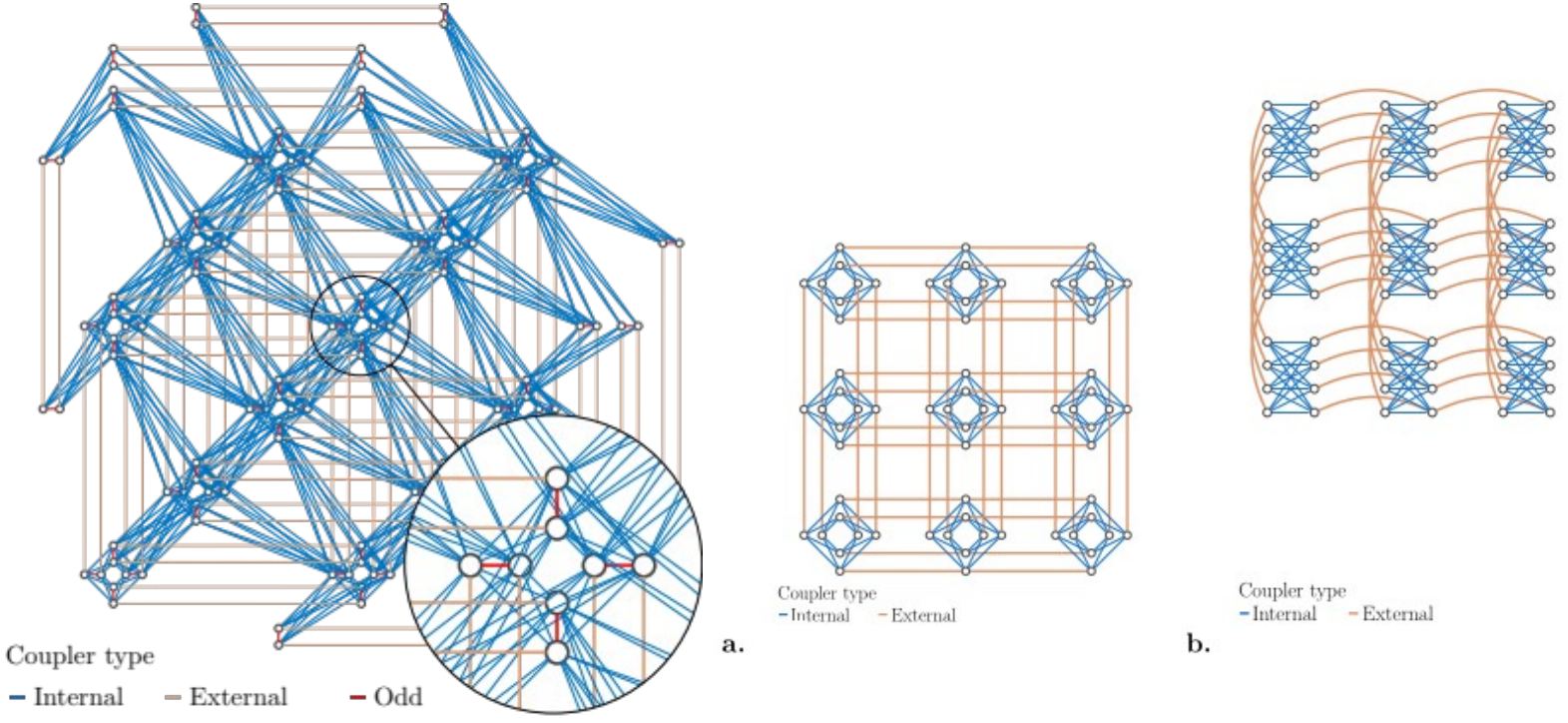

Coupler type
Internal
External

a.

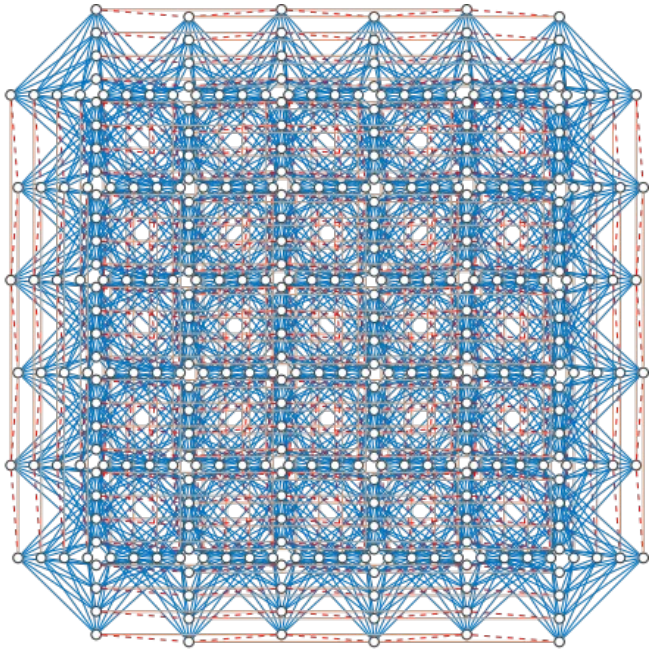

Coupler type
Internal
External

b.

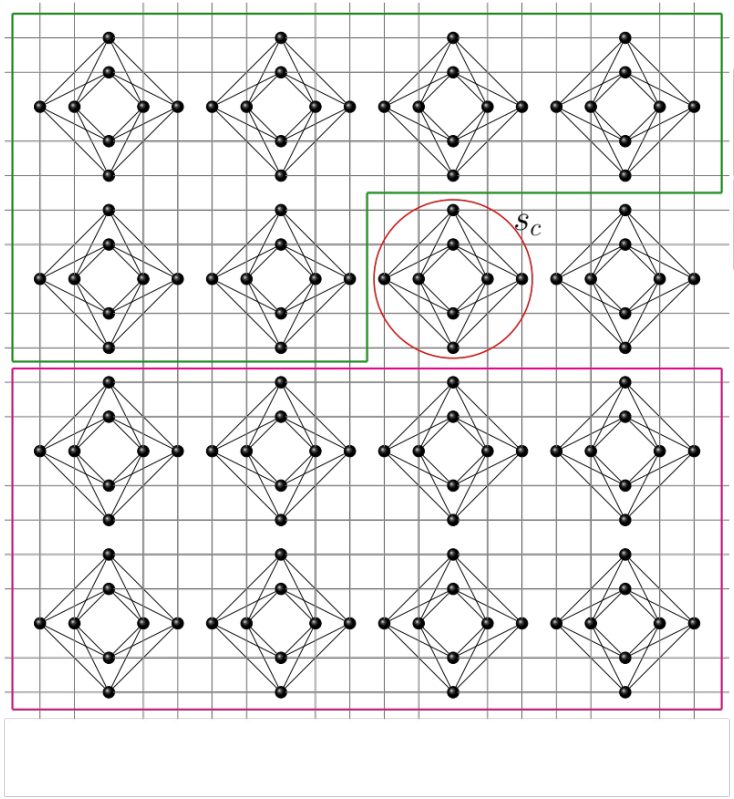
D-Wave Pegasus

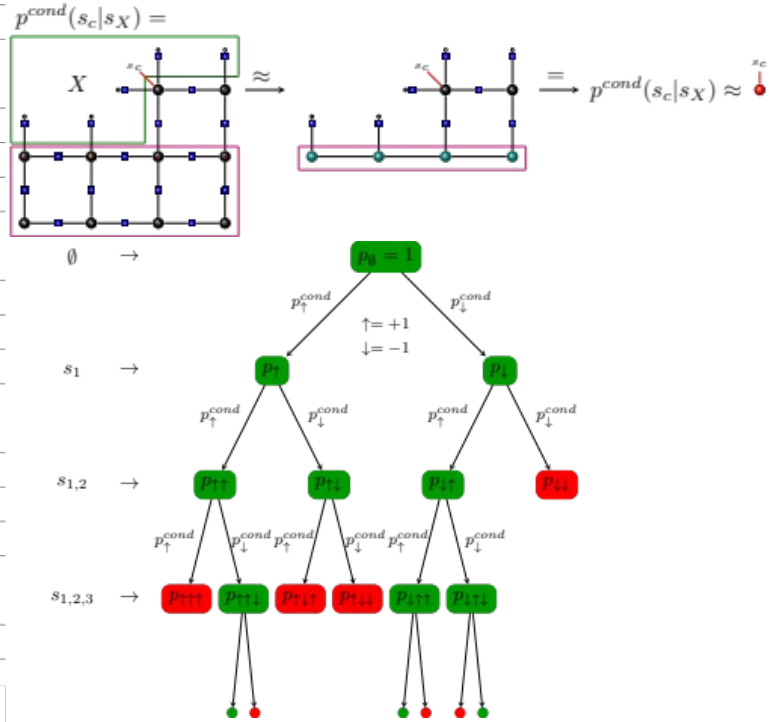


D-Wave Zephyr

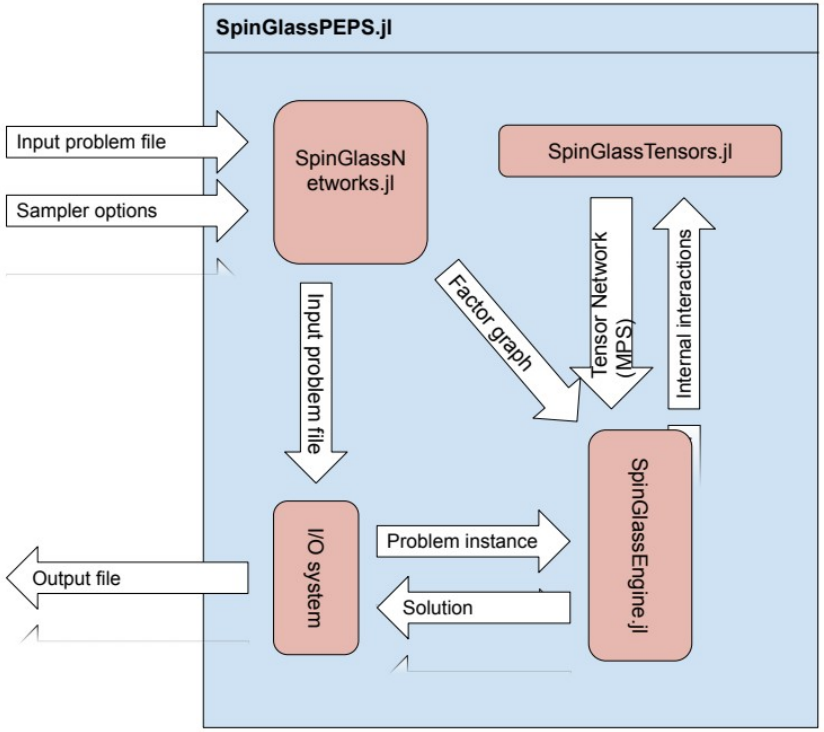


Tensor networks


s_c

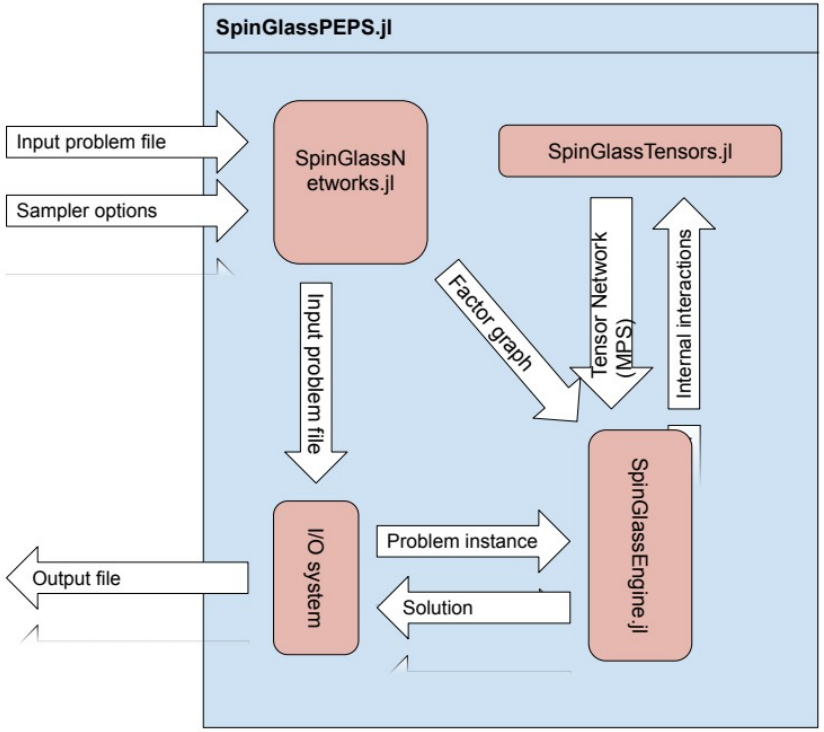

$p^{cond}(s_c|s_X) =$
X
s_c
$\approx$
$=$
$p^{cond}(s_c|s_X) \approx$
$\emptyset$
$p_\emptyset = 1$
$p^{cond}_\uparrow$
$p^{cond}_\downarrow$
$\uparrow = +1$
$\downarrow = -1$
s_1
$p_\uparrow$
$p_\downarrow$
$s_{1,2}$
$p_{\uparrow\uparrow}$
$p_{\uparrow\downarrow}$
$p_{\downarrow\uparrow}$
$p_{\downarrow\downarrow}$
$s_{1,2,3}$
$p_{\uparrow\uparrow\uparrow}$
$p_{\uparrow\uparrow\downarrow}$
$p_{\uparrow\downarrow\uparrow}$
$p_{\uparrow\downarrow\downarrow}$
$p_{\downarrow\uparrow\uparrow}$
$p_{\downarrow\uparrow\downarrow}$

Simulation of spin glass annealing



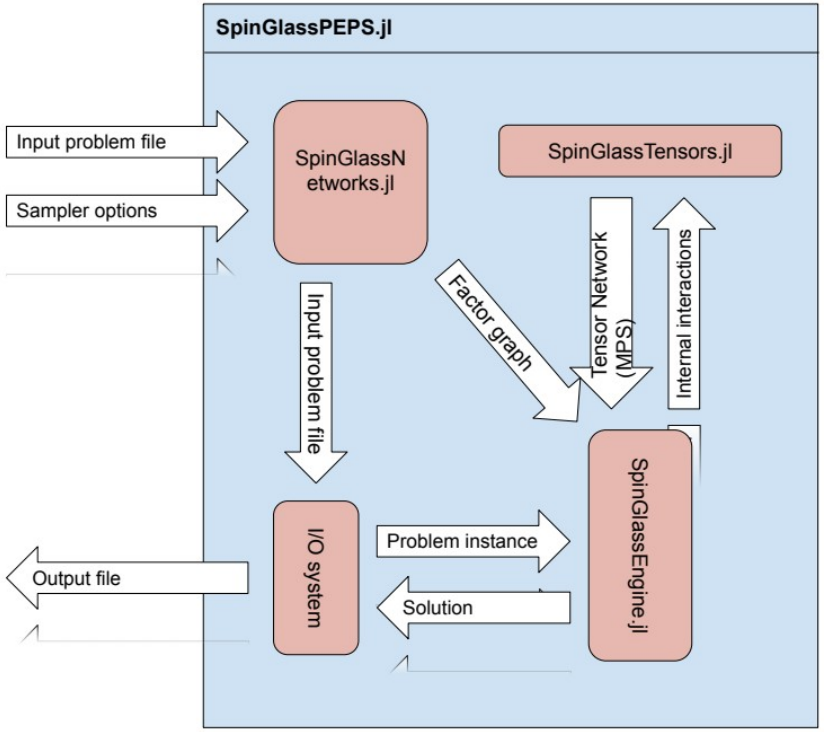
SpinGlassTensors.jl

- Tensor structures
- Opeation on tensors
- GPU utilization



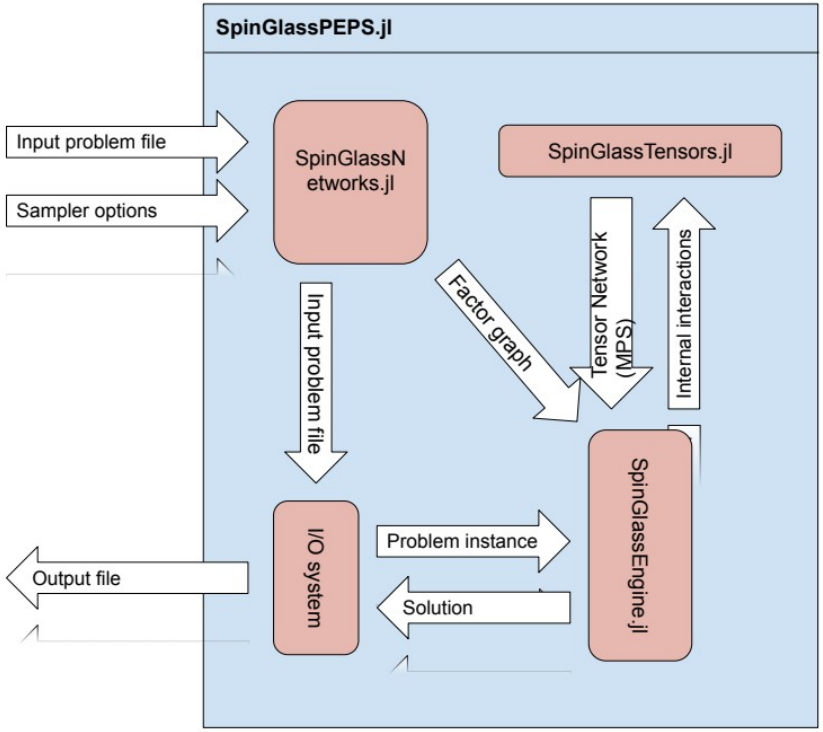
SpinGlassNetworks.jl

- Network graphs
- Factor graphs
- Basic I/O



SpinGlassEngine.jl

- Main algorithms
- Efficient simulation of Chimera
- Possibility to simulate more complex structures



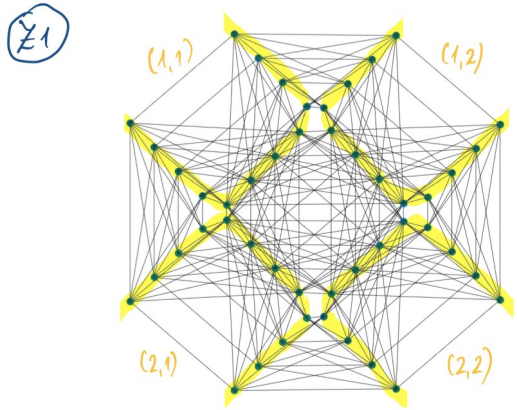
SpinGlassEngine.jl

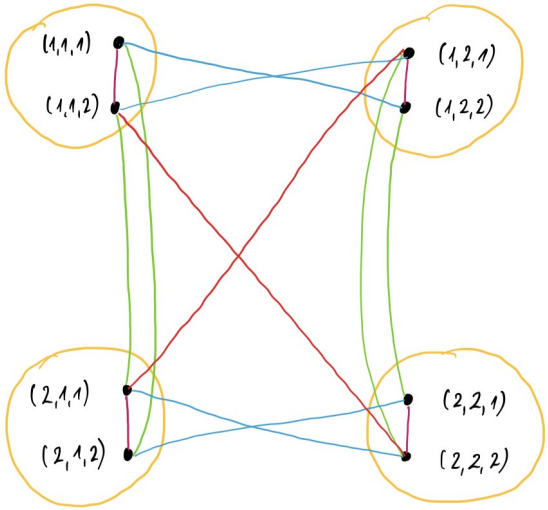
```
julia> include("test/runtests.jl")
Chimera 2048:
(MPSAnnealing, Dense, EnergyGauges, LatticeTransformation((1, 2, 3, 4), false))
Preprocesing: 100%|                                                    | Time: 0:00:06
Search: 100%|                                                          | Time: 0:00:02
  9.343381 seconds (25.54 M allocations: 7.819 GiB, 14.56% gc time)

Pegasus 400:
(SVDTruncate, Dense, GaugesEnergy, LatticeTransformation((1, 2, 3, 4), false))
Preprocesing: 100%|                                                    | Time: 0:03:19
Search: 100%|                                                          | Time: 0:00:26
225.501420 seconds (27.09 M allocations: 222.755 GiB, 8.80% gc time, 0.26% compilation time)
```

SpinGlassEngine.jl

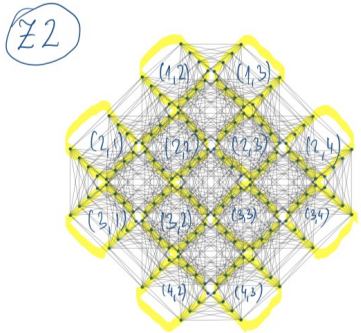
Solution: sparse tensor networks on the GPU

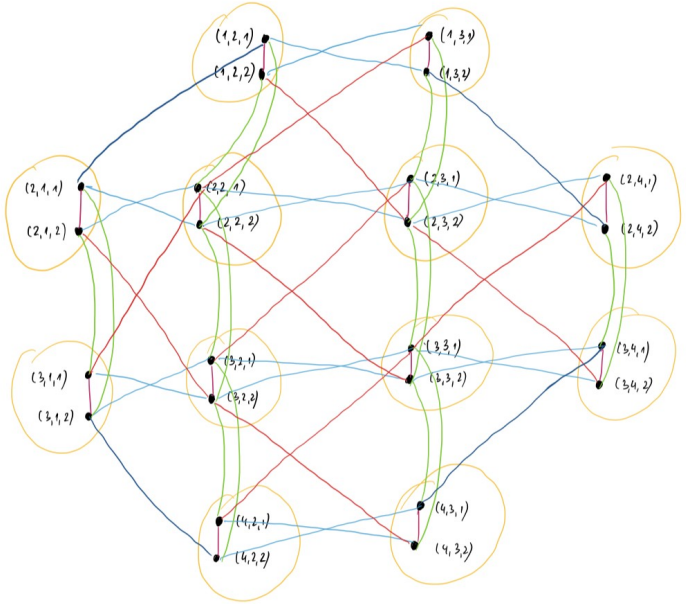




SpinGlassEngine.jl

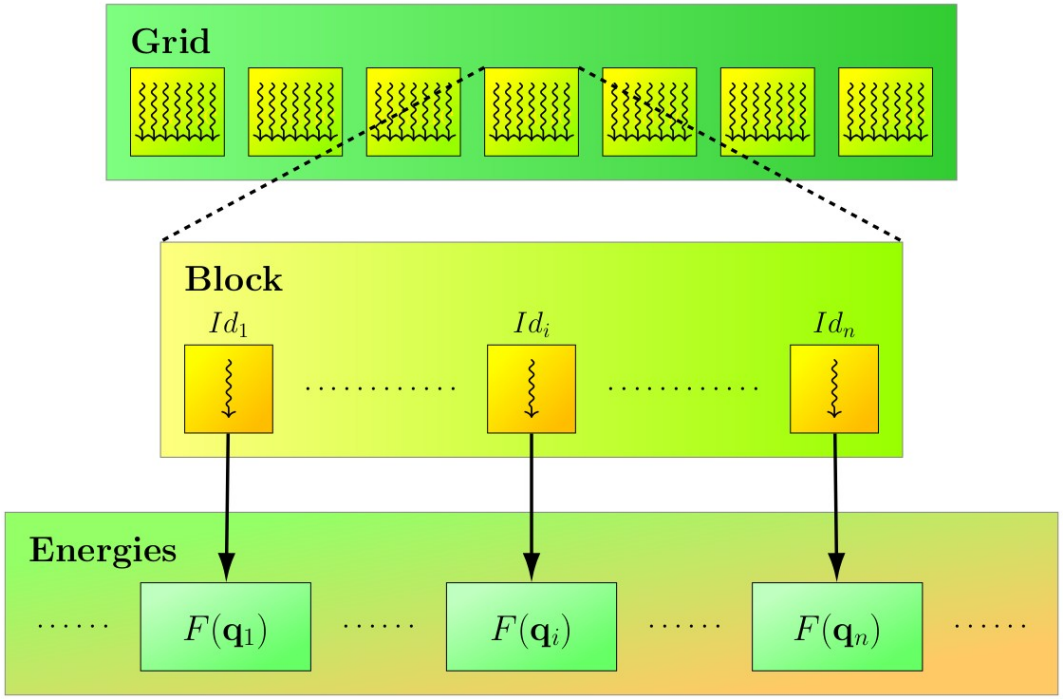
Solution: sparse tensor networks on the GPU





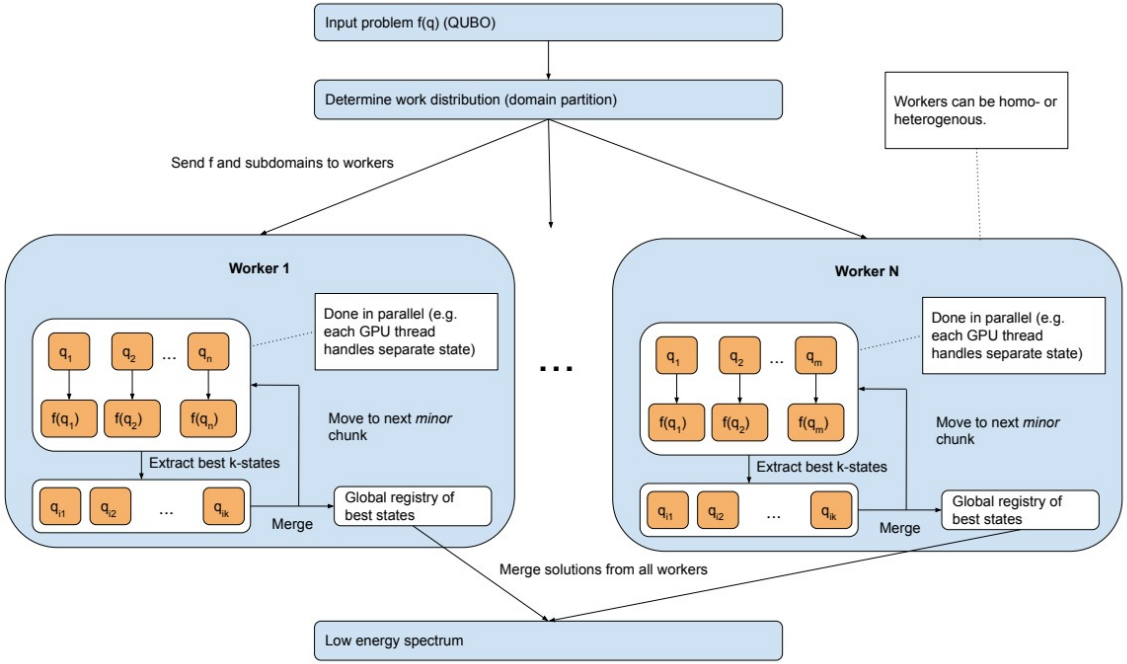
Bruteforce search

Bruteforce search

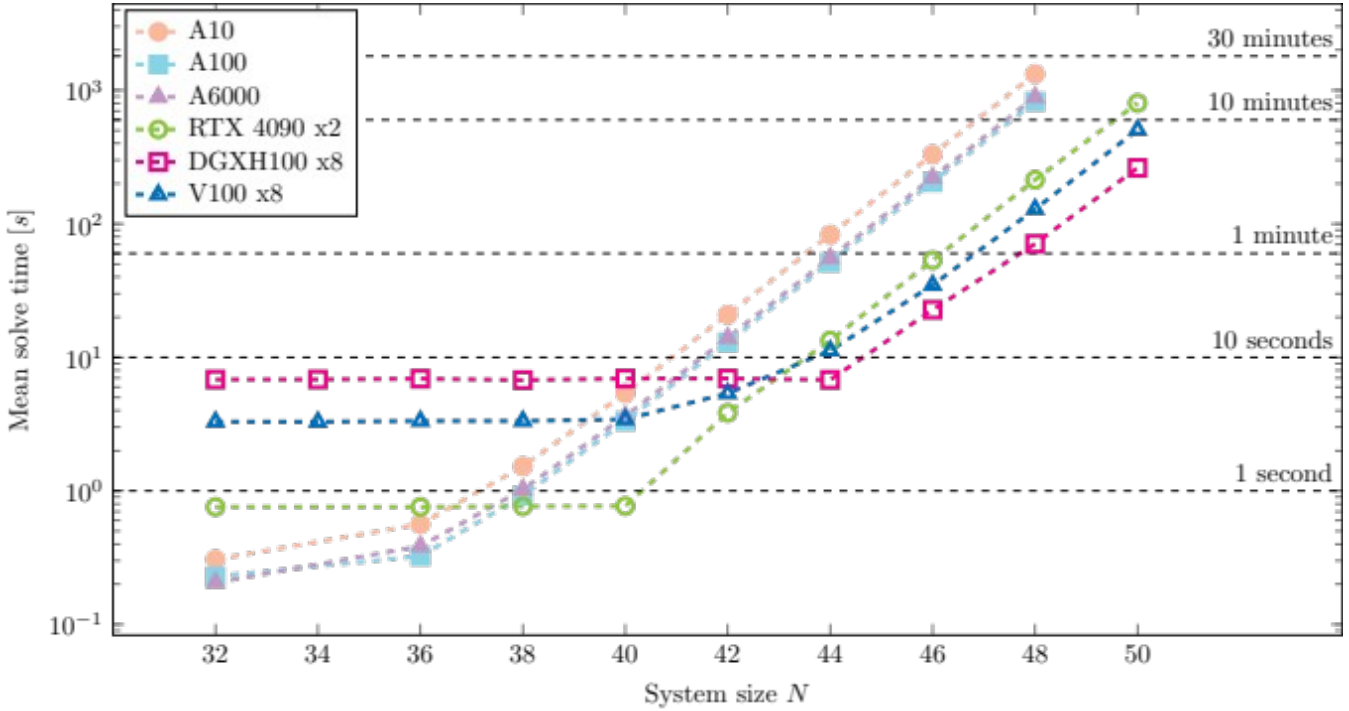


SpinGlassExhaustive.jl,
omnisolver-bruteforce

- Parallel GPU implementatior
- Two appraoches:
  - naive brute-force
  - Gray codes
- Main problem: parallel Sorting on the GPU



Execution times



Dynamical systems

SpinGlassDynamics.jl

- Solving Ising instances via dynamical systems
- Main libraries:
  - DynamicalSystems.jl
  - DifferentialEquations.jl

$$y_i(t_{k+1}) = y_i(t_k) + \left\{ -[a_0 - a(t_k)]x_i(t_k) + c_0 \sum_{j=1}^{N} J_{i,j}\,\mathrm{sgn}[x_j(t_k)] \right\} \Delta_t \tag{17}$$

$$x_i(t_{k+1}) = x_i(t_k) + a_0 y_i(t_{k+1}) \Delta_t \tag{18}$$

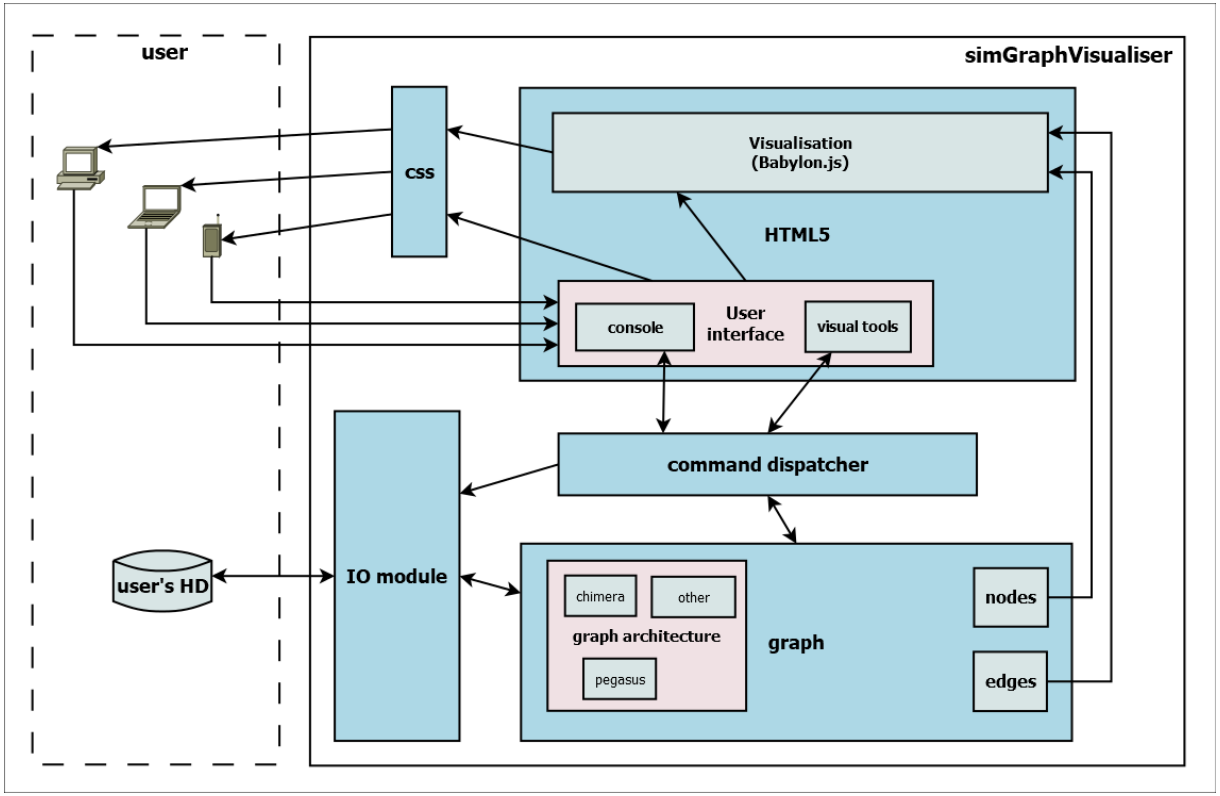
SpinGlassDynamics.jl

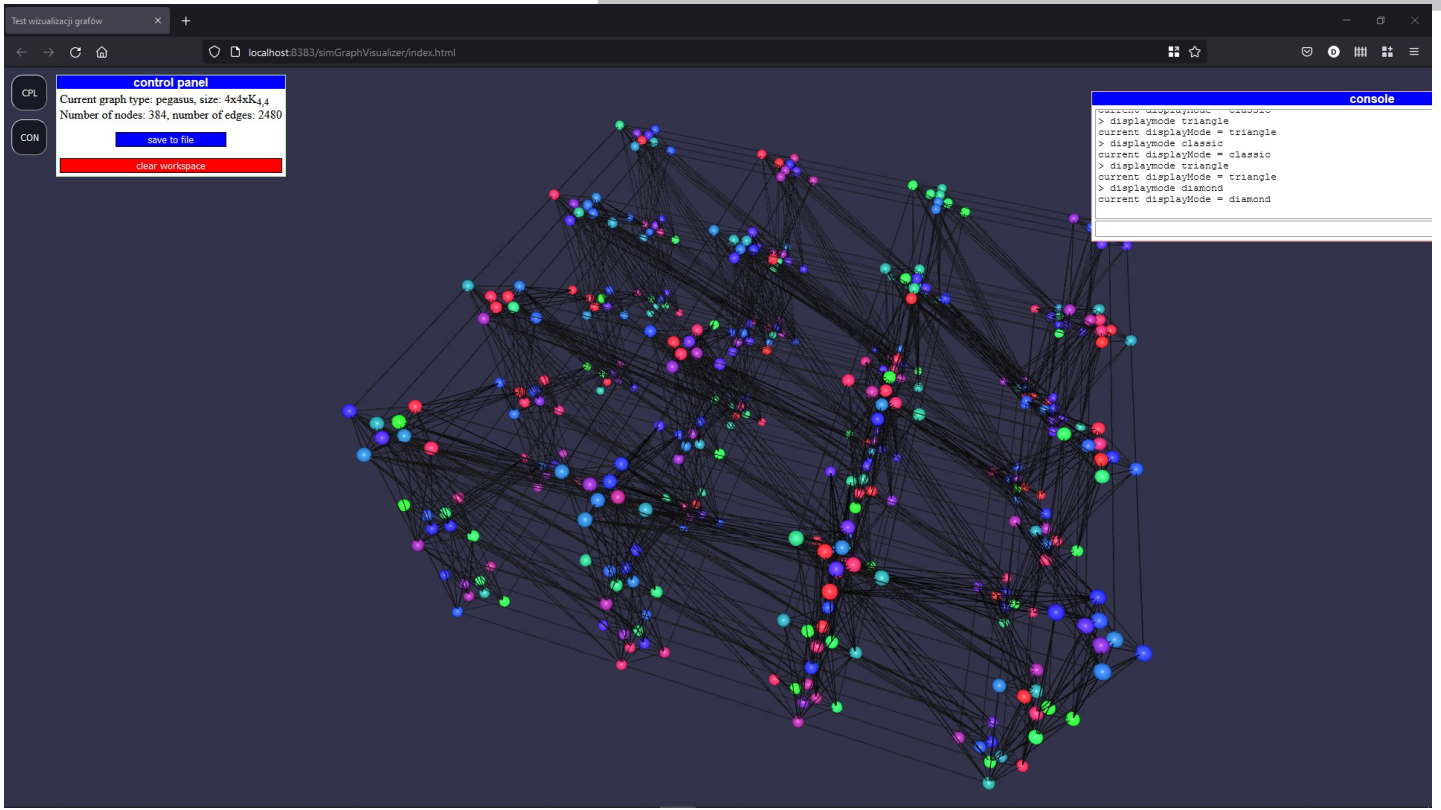
$$y_i(t_{k+1}) = y_i(t_k) + \left\{ -[a_0 - a(t_k)]x_i(t_k) + c_0 \sum_{j=1}^{N} J_{i,j}\,\mathrm{sgn}[x_j(t_k)] \right\} \Delta_t \tag{17}$$

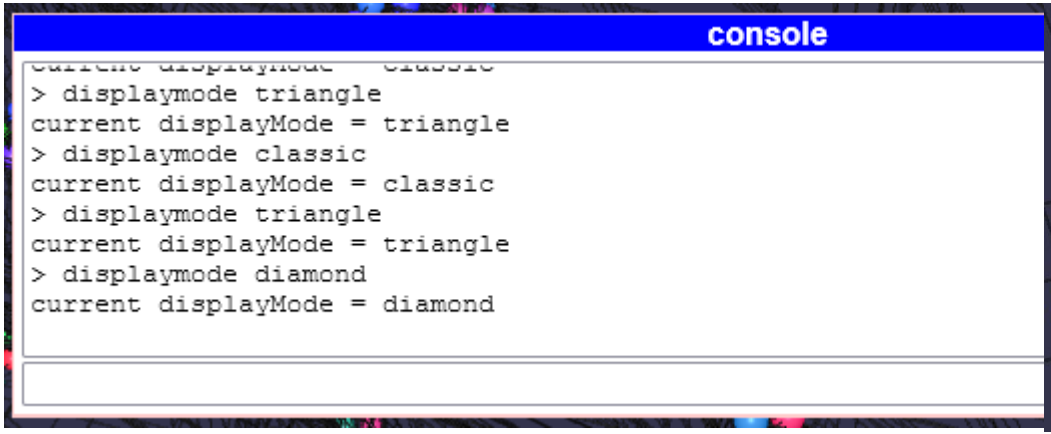
$$x_i(t_{k+1}) = x_i(t_k) + a_0\, y_i(t_{k+1})\, \Delta_t \tag{18}$$

```
(base) bartek@bartek-iitis:~/Desktop/simulated_bifurcation$ ./sbm
 Floating precision (4 - single, 8 - double):              4
 Launching sbm algorithm ...
 Trajectories:           2048
 System size:            5400
 Time steps:             1000
 Time to prepare initial state:   1.4588833E-03
 Time to run sbm :    3.581045
 Time to compute energies:   0.5340672
 Min / Max energy found:    -8106.107       -8106.107
(base) bartek@bartek-iitis:~/Desktop/simulated_bifurcation$
```

Visualization


user
simGraphVisualiser
css
Visualisation
(Babylon.js)
HTML5
console
User
interface
visual tools
command dispatcher
user's HD
IO module
chimera
other
graph architecture
pegasus
graph
nodes
edges


Test wizualizacji grafów
localhost:8383/simGraphVisualizer/index.html
CPL
CON
control panel
Current graph type: pegasus, size: 4x4xK4,4
Number of nodes: 384, number of edges: 2480
save to file
clear workspace
console
> displaymode triangle
current displayMode = triangle
> displaymode classic
current displayMode = classic
> displaymode triangle
current displayMode = triangle
> displaymode diamond
current displayMode = diamond


console
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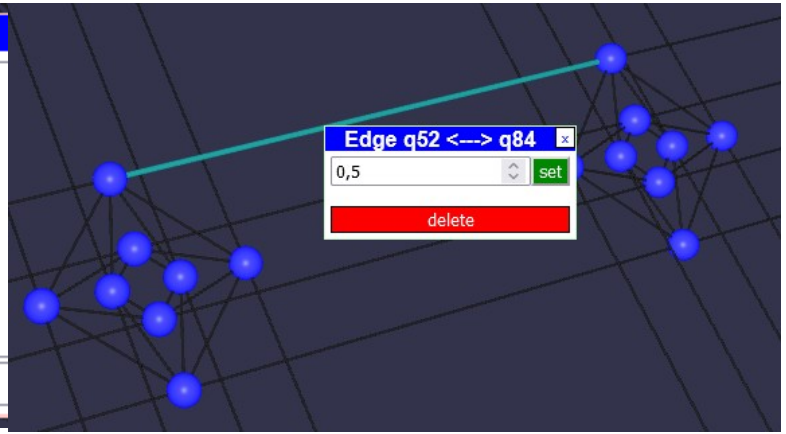
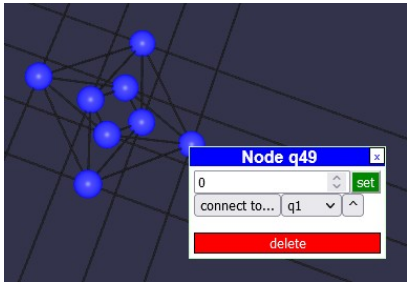
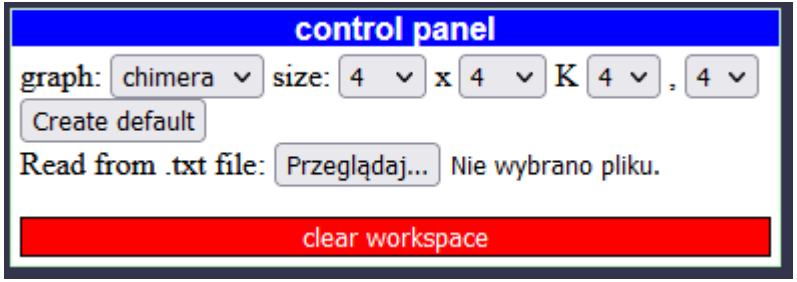

Edge q52 <---> q84
0,5
set
delete


Node q49
0
set
connect to...
q1
delete


control panel
graph: chimera
size: 4 x 4
K 4 , 4
Create default
Read from .txt file: Przeglądaj... Nie wybrano pliku.
clear workspace

THANK YOU

Repositories

- https://github.com/euro-hpc-pl/SpinGlassPEPS.jl
- https://github.com/euro-hpc-pl/omnisolver-bruteforce
- https://github.com/euro-hpc-pl/SpinGlassDynamics.jl

Publication:
arXiv:2112.11131