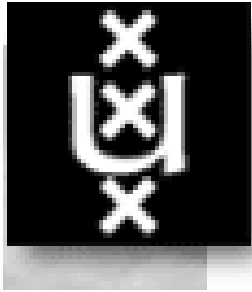


Musings on the Future of Quantum Software

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Quantum Symposium



University of Amsterdam



Centrum Wiskunde & Informatica
Amsterdam



Quantum Software

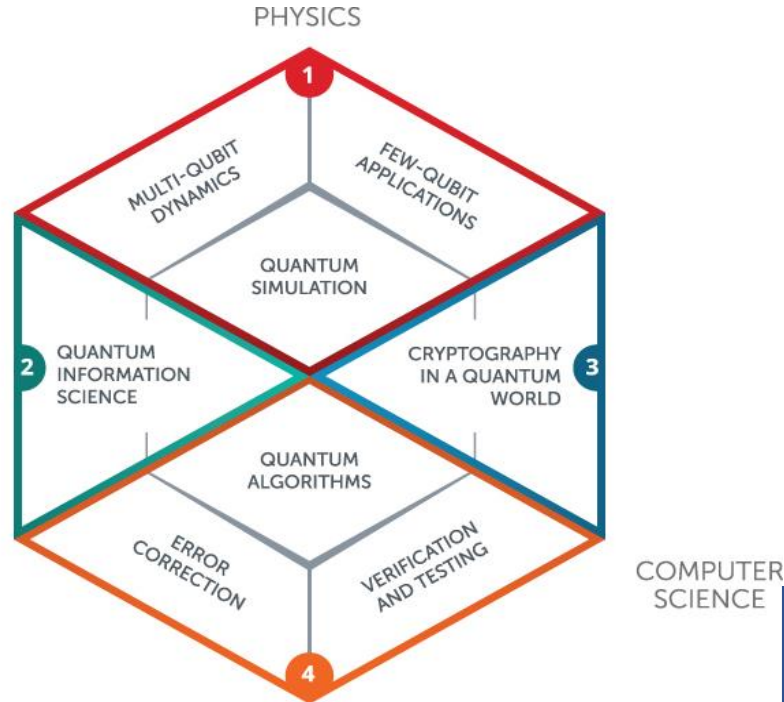
- Quantum Software is fundamentally different from classical software:
 - Uses Superposition, interference, and entanglement
 - Not always possible to speed up computation
 - Much more effort needed to uncover the power of quantum devices
- 2015: Launch **research center** for quantum software
- 2017: Gravitation grant: **Quantum Software Consortium**
 - Amsterdam-Delft-Leiden, 18.8 M€



“Enabling the power of quantum computers”



MATHEMATICS



- 25 permanent faculty
- CWI-UvA
- 50 PhD/Postdocs
- CS, Physics, Math
- Coordinate Dutch QSC
- Write NL/EU research agenda
- Engage with industry



Quantum.Amsterdam

New theme: Quantum for Society & Business

Which computational problems have quantum speed-up?

- Difficult and deep question!
 - No easy criterion exists or is expected to exist.

Roughly **three** categories of problems:

WARNING:
Requires hypotheses
like SETH or $P \neq NP$

1. Exponential speedup

- Factoring, quantum chemistry simulations, etc.

2. Polynomial speedup

- Backtrack, search, satisfiability solvers, etc.

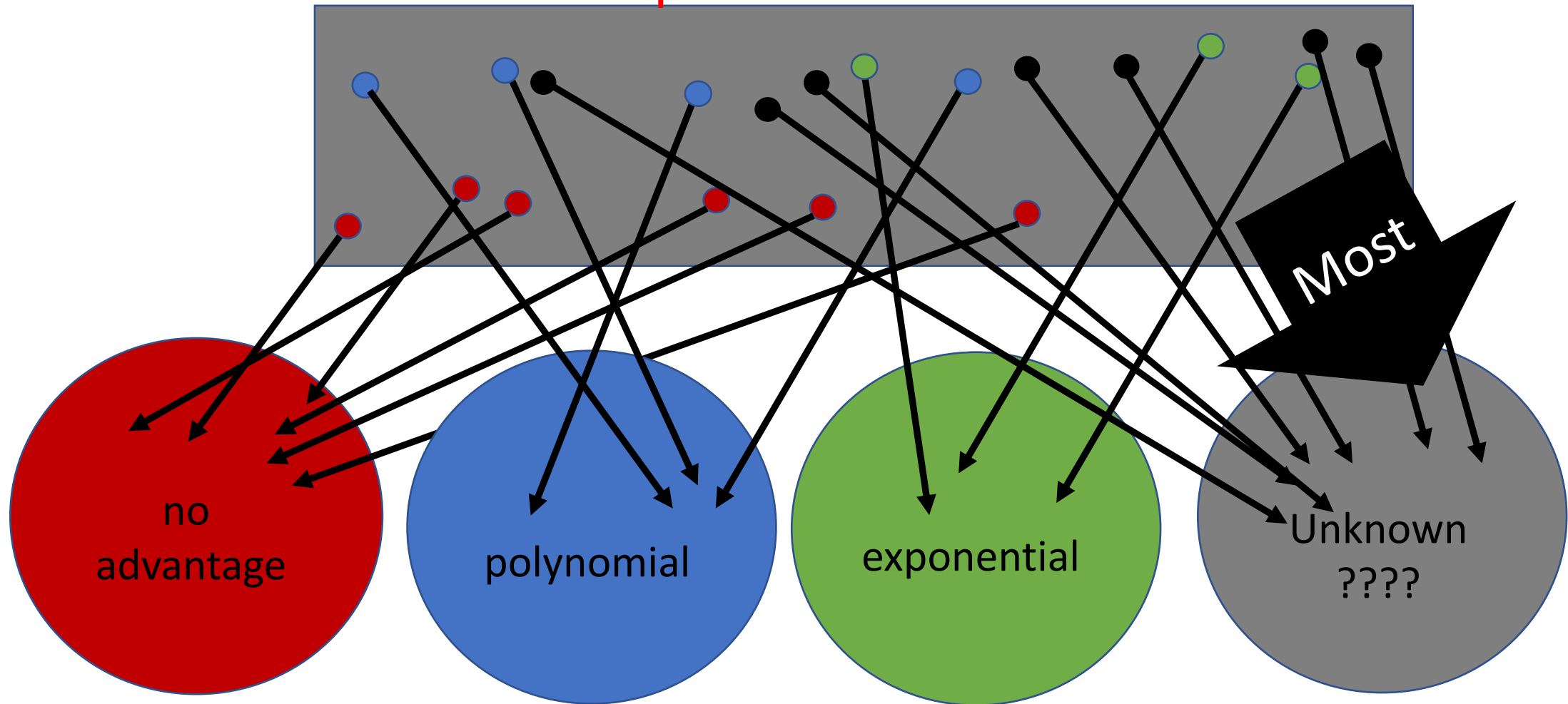
3. No speedup

- Really hard problems: counting # satisfiable assignments to a formula
- Really easy problems: edit distance, sorting, binary search

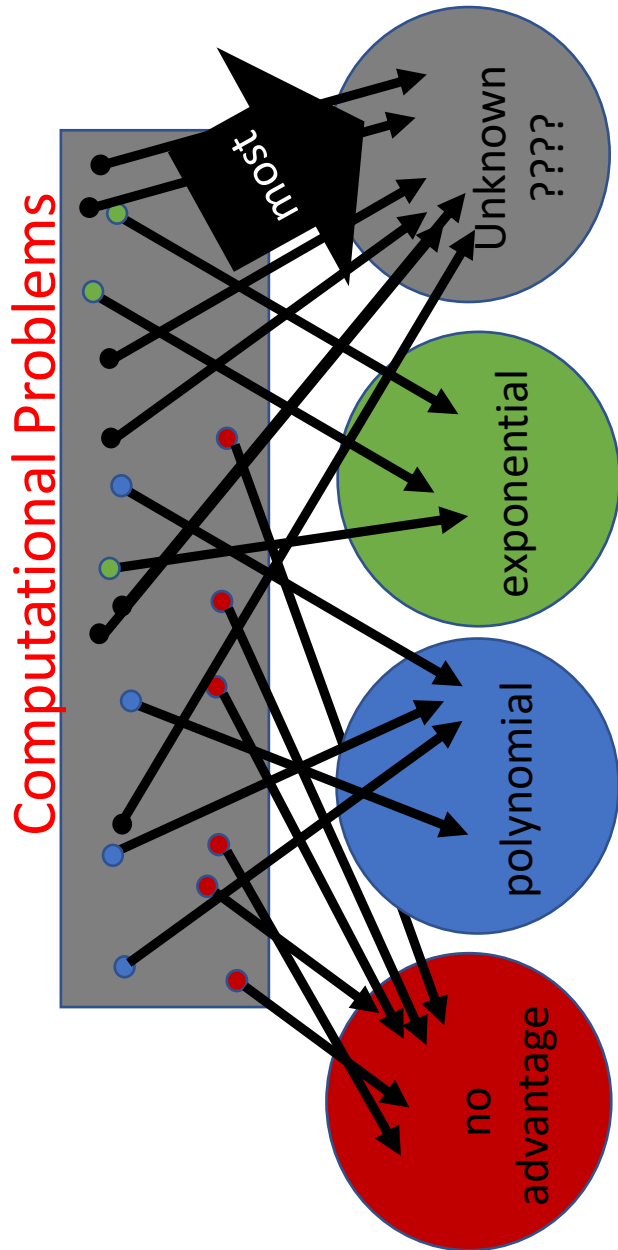
For many problems
we don't (yet) know in
which category they fall

Quantum Advantage Classification

Computational Problems



Quantum Advantage



Three Problems:

1. Quantum Hardware is not perfect
 - Have noisy NISQ devices
 - New quantum algorithms
2. Worst case quantum advantage
 - Interested in *true* advantage
 - Quantum Heuristics
3. Asymptotic analysis
 - Complexity theory of finite inputs
 - Important for quantum supremacy

Quantum Software 2.0

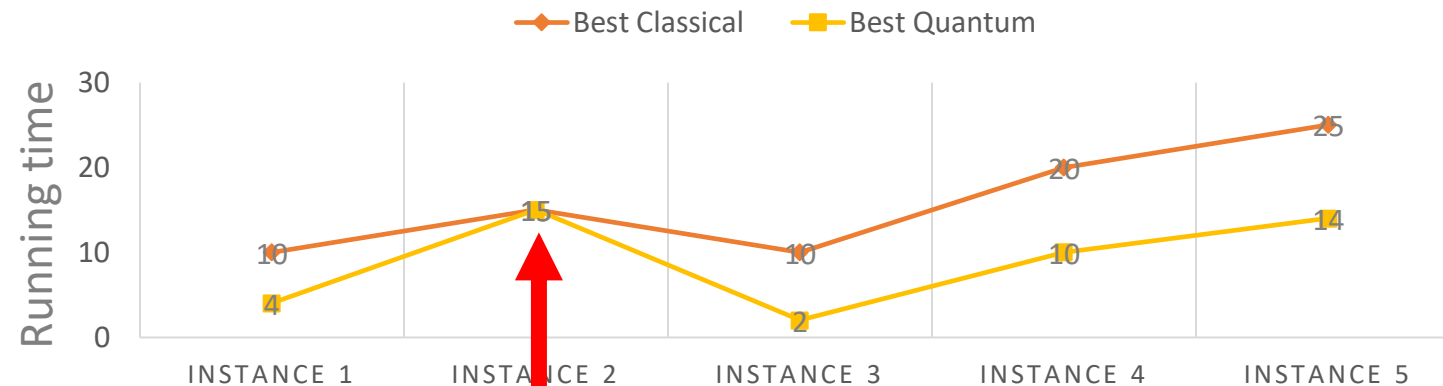
Problem1: Noisy Qubits

- Qubits degrade over time (NISQ regime)
 - Limited number of steps possible \Rightarrow short time to run quantum computer
 - Readout is probabilistic \Rightarrow repeat computation and take average outcome
- Run quantum computer often for short periods use classical computation before, inbetween, and after. (Hybrid computation)
- Quantum Algorithms have to reflect this:
 - QAOA & VQE frameworks
 - Shallow quantum circuits: short quantum parallel time with quantum advantage
 - Note: Shor's algorithm can be computed by shallow-ish quantum circuits
 - Hamiltonian Programming: make optimal use of specific quantum hardware
- Not clear how well these really work in the NISQ setting!
- New ideas and techniques & fine tuning needed (both hardware & software)

Problem 2: Worst Case vs Real Case

- Traditionally design **algorithms** with respect to **worst case** behaviour
- **Best algorithm** has good running time guarantee on **all** instances
- Quantum Advantage/Complexity is also measured in the **worst case**

QUANTUM VERSUS CLASSICAL RUNNING TIMES



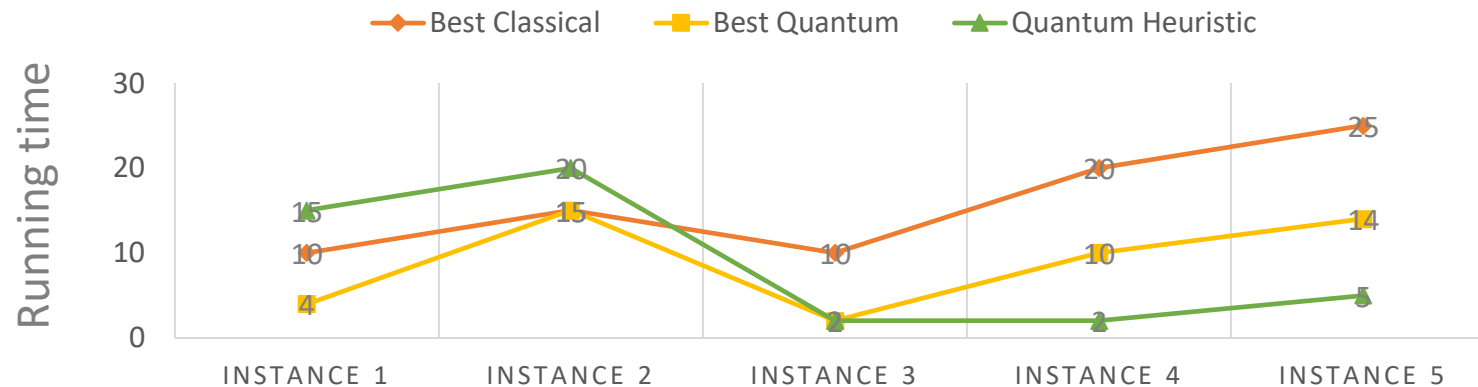
On instance 2

- Classical = Quantum
- Classifies as **no advantage**
- Instance 2 may never occur in practice!
- real case design & analysis needed.

Quantum Heuristic Algorithms

- Design quantum algorithms to optimize **real case difference**

QUANTUM VERSUS CLASSICAL RUNNING TIMES



Instance 4 & 5

- Real occurring instances
- Heuristic quantum algo
- **Quantum advantage!**
- Average/real case analysis

Quantum Heuristics

- Hard to analyze quantum heuristic algorithms
 - We don't have a quantum computer to try them out!
 - Need to develop techniques to do this
- We need a theory to reason about (quantum) heuristics

Some examples:

- Quantum speed-ups of classical heuristic algorithms (like SAT solvers)
- Quantum advantage for pattern matching on average [\[Montanaro'15\]](#)

Quantum Software 2.0

- Quantum Algorithms Designed to deal with NISQ devices
 - Generalize & improve QAOA & VQE algorithms
 - Develop new hybrid algorithms with **short** quantum running times
 - Develop shallow quantum circuits and show advantage
- Quantum Heuristic Algorithms
 - Optimize for real world instances
 - What are real world instances?
 - Develop tools to analyze quantum heuristic algorithms due to lack of good quantum hardware
- Combination of the two

Quantum Feedback loops

Feedback Loops

Industry cycle

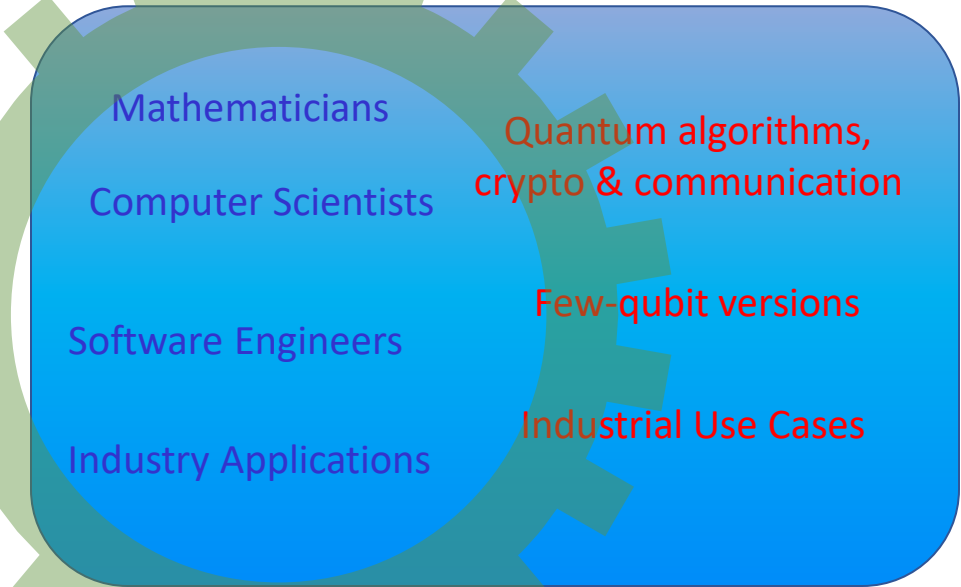
Hardware cycle

Hybrid Algorithms

QuSoft
Research Center for Quantum Software

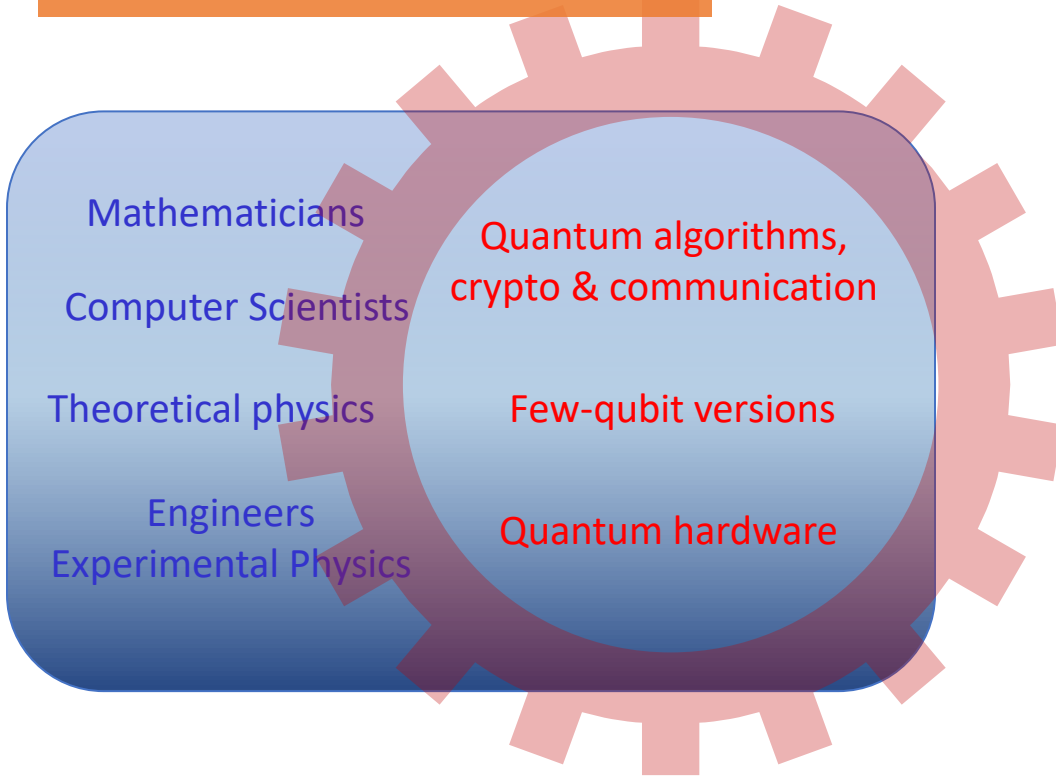
QnL
QUANTUM DELTA NEDERLAND

QA



Quantum Heuristics

- Different speeds!
- Independent
- Interaction
- Similar to classical



Summary

- **Quantum advantage 1.0** has three problems:
 - Analysis is on perfect quantum computers but we are in the NISQ regime
 - Analysis & algorithm design is for the worst-case but we care about real-case
 - Complexity theory: we rely on unproven hypotheses
- **Quantum Software 2.0** (partially) addresses these problems
 - Develop hybrid algorithms that have short quantum running times
 - Develop quantum heuristics and investigate real-world instances/distribution
 - Complexity for finite inputs (not asymptotic)
- **Feedback cycles**
 - Close cooperation hardware & software (co-design)
 - Academia-Industry (real case instances & heuristics)

Warning

- The field is overhyped with unrealistic claims:
 - “It will very soon change the way we do computing”
 - “It is a disruptive technology that is pervasive to everything”
- Lots of money and venture capital is poured into the field

Truth:

- Quantum Computing is still in its very early stages. Perhaps comparable to the 40's or 50's for classical computing
- We will not have useful quantum computers in the next 5-10 years
- The field is still very much in exploring/academic mode
- QC is very interesting and has potential but lets be realistic!



Enabling the power of quantum computers

www.qusoft.org