

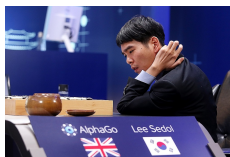
Quantum Learning Theory

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Machine learning

- ▶ Algorithmically finding patterns and generalizations of given data. For prediction, understanding, theorizing,...
- ▶ Recently great successes in image recognition, natural language processing, playing Go, ...
- ▶ Different settings for machine learning:
 - ▶ **Supervised** learning: labeled examples
 - ▶ **Unsupervised** learning: unlabeled examples
 - ▶ **Reinforcement** learning: interaction with environment



Quantum machine learning?

- ▶ No need to stick to classical learning algorithms —
What can **quantum computers** do for machine learning?
- ▶ The learner will be quantum, the data may be quantum

	<i>Classical learner</i>	<i>Quantum learner</i>
<i>Classical data</i>	Classical ML	This talk
<i>Quantum data</i>	?	This talk

Won't cover: classical ML to help quantum

- ▶ Many-body quantum state tomography with classical neural networks (Carleo & Troyer'16, Torlai et al.'17)
- ▶ In quantum error correction: learn to predict the best correction operations from the error syndrome measurement outcomes (Torlai & Melko'16, Baireuther et al.'17)
- ▶ Learning to create new quantum experiments & to control quantum systems (Melnikov et al.'17)
- ▶ Classical heuristics beating quantum annealing (Katzgraber et al.'17)

How can quantum computing help machine learning?

- ▶ **Core idea:** inputs to learning problem are often high-dimensional vectors of numbers (texts, images, ...). These can be viewed as amplitudes in a quantum state.

Required number of qubits is only logarithmic in dimension!

Vector $v \in \mathbb{R}^d \Rightarrow \log_2(d)$ -qubit state $|v\rangle = \frac{1}{\|v\|} \sum_{i=1}^d v_i |i\rangle$

- ▶ So we want to efficiently represent our data as quantum states, and apply quantum algorithms on them to learn.

Easier said than done...

- ▶ This talk focuses on provable, non-heuristic parts of QML:
 1. Some cases where quantum helps for specific ML problems
 2. Some more general quantum learning theory

Part 1:

Some cases where
quantum helps ML

Example 1: Principal Component Analysis

- ▶ Data: classical vectors $v_1, \dots, v_N \in \mathbb{R}^d$. For example:
 - ▶ j th entry of v_i counts # times document i contains keyword j
 - ▶ j th entry of v_i indicates whether buyer i bought product j
- ▶ PCA: find the principal components of

$$\text{"correlation matrix"} \quad A = \sum_{i=1}^N v_i v_i^T$$

Main eigenvectors describe patterns in the data.

Can be used to summarize data, for prediction, etc.

- ▶ Idea for quantum speed-up (Lloyd, Mohseni, Rebentrost'13):
IF we can efficiently prepare the $|v_i\rangle$ as $\log_2(d)$ -qubit states, then doing this for random i gives mixed state $\rho = \frac{1}{N}A$.

We want to sample (eigenvector, eigenvalue)-pairs from ρ

Example 1 (cntd): PCA via self-analysis

- ▶ Using few copies of ρ , we want to run $U = e^{-i\rho}$ on some σ
- ▶ Idea: start with $\sigma \otimes \rho$, apply SWAP^ε , throw away 2nd register. 1st register now has $U^\varepsilon \sigma (U^\dagger)^\varepsilon$, up to error $O(\varepsilon^2)$. Repeat this $1/\varepsilon$ times, using a fresh copy of ρ each time. First register now contains $U \sigma U^\dagger$, up to error $\frac{1}{\varepsilon} O(\varepsilon^2) = O(\varepsilon)$

- ▶ Suppose ρ has eigendecomposition $\rho = \sum_i \lambda_i |w_i\rangle\langle w_i|$.

Phase estimation maps $|w_i\rangle|0\rangle \mapsto |w_i\rangle|\tilde{\lambda}_i\rangle$,

where $|\lambda_i - \tilde{\lambda}_i| \leq \delta$, using $O(1/\delta)$ applications of U

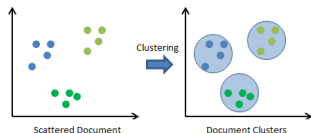
- ▶ Phase estimation on another fresh copy of ρ maps

$$\rho \otimes |0\rangle\langle 0| \mapsto \sum_i \lambda_i |w_i\rangle\langle w_i| \otimes |\tilde{\lambda}_i\rangle\langle \tilde{\lambda}_i|$$

Measuring 2nd register samples $|w_i\rangle|\tilde{\lambda}_i\rangle$ with probability λ_i

Example 2: clustering based on PCA

- ▶ Data: classical vectors $v_1, \dots, v_N \in \mathbb{R}^d$
Goal: group these into $k \ll N$ clusters



- ▶ Good method: let the k clusters correspond to top- k eigenvectors of the correlation matrix $A = \sum_{i=1}^N v_i v_i^T$
- ▶ Idea for quantum speed-up (Lloyd et al.):

IF we can efficiently prepare the $|v_i\rangle$ as $\log_2(d)$ -qubit states, then we can use PCA to sample from top eigenvectors of A .

Can build a database of several copies of each of the k top eigenvectors of A , thus **learning the centers of the k clusters (as quantum states!)**

Example 3: nearest-neighbor classification

- ▶ Data: classical vectors $w_1, \dots, w_k \in \mathbb{R}^d$, representing k “typical” categories (clusters)
- ▶ Input: a new vector $v \in \mathbb{R}^d$ that we want to classify, by finding its nearest neighbor among w_1, \dots, w_k
- ▶ Idea for quantum speed-up (Aïmeur et al.'07; Wiebe et al.'14):
IF we can efficiently prepare $|v\rangle$ and $|w_i\rangle$ as $\log_2(d)$ -qubit states, say in time P , then we can use the [SWAP test](#) to estimate distance $\|v - w_i\|$ up to small error, say in time P
Then use [Grover's algorithm](#) on top of this to find $i \in \{1, \dots, k\}$ minimizing $\|v - w_i\|$. Assign v to cluster i
- ▶ Complexity: $O(P\sqrt{k})$

How to put classical data in superposition?

- ▶ Given vector $v \in \mathbb{R}^d$: how to prepare $|v\rangle = \frac{1}{\|v\|} \sum_{i=1}^d v_i |i\rangle$?
 - ▶ Assume quantum-addressable memory: $O_v : |i, 0\rangle \mapsto |i, v_i\rangle$
1. Find $\mu = \max_i |v_i|$ in $O(\sqrt{d})$ steps (Dürr-Høyer min-finding)
 2. $\frac{1}{\sqrt{d}} \sum_i |i\rangle \xrightarrow{O_v} \frac{1}{\sqrt{d}} \sum |i, v_i\rangle \mapsto \frac{1}{\sqrt{d}} \sum |i, v_i\rangle \left(\frac{v_i}{\mu} |0\rangle + \sqrt{1 - \frac{v_i^2}{\mu^2}} |1\rangle \right)$
 $\xrightarrow{O_v^{-1}} \frac{1}{\sqrt{d}} \sum_i |i\rangle \left(\frac{v_i}{\mu} |0\rangle + \sqrt{1 - \frac{v_i^2}{\mu^2}} |1\rangle \right) = \frac{\|v\|}{\mu\sqrt{d}} |v\rangle |0\rangle + |w\rangle |1\rangle$
 3. Boost $|0\rangle$ by $O\left(\frac{\mu\sqrt{d}}{\|v\|}\right)$ rounds of **amplitude amplification**
- ▶ Expensive for “peaked” v ; cheap for “uniform” or “sparse” v (but there you can efficiently compute many things **classically!**)

Example 4: Recommendation systems

- ▶ m users, n products (movies),
unknown $m \times n$ preference matrix $P = \begin{pmatrix} \ddots & & \ddots \\ & P_{ij} & \\ \ddots & & \ddots \end{pmatrix}$

Assume \exists rank- k approximation $P_k \approx P$, for some $k \ll m, n$

- ▶ Information about P comes in online: user i likes movie j .
System can only access partial matrix \hat{P} with this information
- ▶ **Goal:** provide new recommendation to user i
by sampling from i th row of P (normalized)
- ▶ Classical methods: construct rank- k completion \hat{P}_k from \hat{P} ,
hope that $\hat{P}_k \approx P$. Time $\text{poly}(k, m, n)$
- ▶ Kerenidis & Prakash'16: quantum recommendation system
 $\text{polylog}(mn)$ update & $\text{poly}(k, \log(mn))$ recommendation time



Example 4: Quantum recommendation system (sketch)

- ▶ “Subsample matrix”: $\hat{P}_{ij} = \begin{cases} P_{ij}/p & \text{with probability } p \\ 0 & \text{otherwise} \end{cases}$
- ▶ \hat{P}_k : projection of \hat{P} on its top- k singular vectors.
Achlioptas & McSherry'01: $\hat{P}_k \approx P$ in Frobenius distance.
Hence for most i : i th row of \hat{P}_k is close to i th row of P
- ▶ For most i , sampling from i th row of \hat{P}_k is similar to sampling from i th row of P , so gives a good recommendation for user i
- ▶ Non-zero entries of \hat{P} come in one-by-one. Kerenidis & Prakash create data structure (polylog(mn) update time) that can generate $|i$ th row of $\hat{P}\rangle$ in polylog(mn) time
- ▶ When asked for a recommendation for user i :
generate $|i$ th row of $\hat{P}\rangle$, project onto largest singular vectors of \hat{P} (via phase estimation), measure resulting quantum state

Many other attempts at using quantum for ML

- ▶ k -means clustering
- ▶ Support Vector Machines
- ▶ Training perceptrons (\approx depth-1 neural networks)
- ▶ Quantum deep learning (=deep neural networks)
- ▶ Training Boltzmann machines for sampling
- ▶ ...

Problems:





- ▶ How to efficiently put classical data in superposition?
- ▶ How to use reasonable assumptions about the data (also in classical ML; much work is **heuristic** rather than rigorous)
- ▶ We don't have a large quantum computer yet. . .

Part 2:

Some more general
quantum learning theory

Supervised learning

- ▶ **Concept:** some function $c : \{0, 1\}^n \rightarrow \{0, 1\}$.
Think of $x \in \{0, 1\}^n$ as an object described by n “features”,
and concept c as describing a set of related objects
- ▶ **Goal:** learn c from a small number of examples: $(x, c(x))$

	grey	brown	teeth	huge	$c(x)$
	1	0	1	0	1
	0	1	1	1	0
	0	1	1	0	1
	0	0	1	0	0

Output hypothesis could be: $(x_1 \text{ OR } x_2) \text{ AND } \neg x_4$

Making this precise: Valiant's "theory of the learnable"

- ▶ Concept: some function $c : \{0, 1\}^n \rightarrow \{0, 1\}$
Concept class \mathcal{C} : set of concepts (small circuits, DNFs, ...)
- ▶ Example for an unknown target concept $c \in \mathcal{C}$:
 $(x, c(x))$, where $x \sim$ unknown distribution D on $\{0, 1\}^n$
- ▶ Goal: using some i.i.d. examples, learner for \mathcal{C} should output hypothesis h that is probably approximately correct (PAC).
 h is a function of examples and of learner's randomness.
Error of h w.r.t. target c : $\text{err}_D(c, h) = \Pr_{x \sim D}[c(x) \neq h(x)]$
- ▶ An algorithm (ϵ, δ) -PAC-learns \mathcal{C} if:

$$\forall c \in \mathcal{C} \quad \forall D : \quad \Pr[\underbrace{\text{err}_D(c, h) \leq \epsilon}_{h \text{ is approximately correct}}] \geq 1 - \delta$$

Complexity of learning

- ▶ Concept: some function $c : \{0, 1\}^n \rightarrow \{0, 1\}$
Concept class \mathcal{C} : some set of concepts
- ▶ Algorithm (ϵ, δ) -PAC-learns \mathcal{C} if its hypothesis satisfies:

$$\forall c \in \mathcal{C} \quad \forall D : \quad \Pr[\underbrace{\text{err}_D(c, h) \leq \epsilon}_{h \text{ is approximately correct}}] \geq 1 - \delta$$

- ▶ How to measure the efficiency of the learning algorithm?
 - ▶ **Sample complexity**: number of examples used
 - ▶ **Time complexity**: number of time-steps used
- ▶ A good learner has small time & sample complexity

VC-dimension determines sample complexity

- ▶ Cornerstone of classical sample complexity: **VC-dimension**

Set $S = \{s_1, \dots, s_d\} \subseteq \{0, 1\}^n$ is **shattered** by \mathcal{C} if for all $a \in \{0, 1\}^d$, there is $c \in \mathcal{C}$ s.t. $\forall i \in [d] : c(s_i) = a_i$

$\text{VC-dim}(\mathcal{C}) = \max\{d : \exists S \text{ of size } d \text{ shattered by } \mathcal{C}\}$

- ▶ Equivalently, let M be the $|\mathcal{C}| \times 2^n$ matrix whose c -row is the truth-table of c . Then M contains complete $2^d \times d$ rectangle
- ▶ Blumer-Ehrenfeucht-Haussler-Warmuth'86:
every (ε, δ) -PAC-learner for \mathcal{C} needs $\Omega\left(\frac{d}{\varepsilon} + \frac{\log(1/\delta)}{\varepsilon}\right)$ examples
- ▶ Hanneke'16: for every concept class \mathcal{C} , there exists an (ε, δ) -PAC-learner using $O\left(\frac{d}{\varepsilon} + \frac{\log(1/\delta)}{\varepsilon}\right)$ examples

Quantum data

- ▶ Let's try to circumvent the problem of putting classical data in superposition, by **assuming** we start from quantum data: one or more copies of some quantum state, generated by natural process or experiment
- ▶ Bshouty-Jackson'95: suppose **example is a superposition**

$$\sum_{x \in \{0,1\}^n} \sqrt{D(x)} |x, c(x)\rangle$$

Measuring this $(n + 1)$ -qubit state gives a classical example, so quantum examples are at least as powerful as classical

- ▶ Next slide: some cases where quantum examples are more powerful than classical **for a fixed distribution D**

Uniform quantum examples help some learning problems

▶ Quantum example under uniform D : $\frac{1}{\sqrt{2^n}} \sum_{x \in \{0,1\}^n} |x, c(x)\rangle$

▶ Hadamard transform can turn this into $\sum_{s \in \{0,1\}^n} \hat{c}(s) |s\rangle$

$\hat{c}(s) = \frac{1}{2^n} \sum_x c(x) (-1)^{s \cdot x}$ are the **Fourier coefficients** of c .

This allows us to **sample s from distribution $\hat{c}(s)^2$** !

▶ If c is **linear** mod 2 ($c(x) = s \cdot x$ for one s), then distribution is peaked at s . We can learn c from one quantum example!

▶ Bshouty-Jackson'95: efficiently learn Disjunctive Normal Form (**DNF**) formulas. Fourier sampling + classical “boosting”

▶ Reduced sample complexity for juntas, sparse c 's, LWE, ...

▶ But in the PAC model, learner has to succeed **for all D**

Quantum sample complexity

Could quantum sample complexity be significantly smaller than classical sample complexity **in the PAC model**?

- ▶ Classical sample complexity is $\Theta\left(\frac{d}{\epsilon} + \frac{\log(1/\delta)}{\epsilon}\right)$
- ▶ Classical upper bound carries over to quantum examples
- ▶ Atici & Servedio'04: lower bound $\Omega\left(\frac{\sqrt{d}}{\epsilon} + d + \frac{\log(1/\delta)}{\epsilon}\right)$
- ▶ Arunachalam & dW'17: tight bounds: $\Omega\left(\frac{d}{\epsilon} + \frac{\log(1/\delta)}{\epsilon}\right)$
quantum examples are necessary to learn \mathcal{C}

Hence in distribution-independent learning:

quantum examples are not significantly better than classical examples

Proof sketch of the lower bound

- ▶ Let $S = \{s_0, s_1, \dots, s_d\}$ be shattered by \mathcal{C} .
Define distribution D with $1 - 8\varepsilon$ probability on s_0 ,
and $8\varepsilon/d$ probability on each of $\{s_1, \dots, s_d\}$.
- ▶ ε -error learner takes T quantum examples and produces hypothesis h that agrees with $c(s_i)$ for $\geq \frac{7}{8}$ of $i \in \{1, \dots, d\}$.
This is an **approximate** state identification problem
- ▶ Take a good error-correcting code $E : \{0, 1\}^k \rightarrow \{0, 1\}^d$, with $k = d/4$, distance between any two codewords $> d/4$:
approximating codeword $E(z) \Leftrightarrow$ exactly identifying $E(z)$
- ▶ We now have an **exact** state identification problem with 2^k possible states. Quantum learner cannot be much better than the “Pretty Good Measurement,” and we can analyze precisely how well PGM can do as a function of T .

$$\text{High success probability} \Rightarrow T \geq \Omega\left(\frac{d}{\varepsilon} + \frac{\log(1/\delta)}{\varepsilon}\right)$$

Similar results for agnostic learning

- ▶ **Agnostic learning**: unknown distribution D on (x, ℓ) generates examples. We want to learn to predict bit ℓ from x . This allows to model situations where we only have “noisy” examples for the target concept; maybe no fixed target concept even exists
- ▶ Best concept from \mathcal{C} has error $\text{OPT} = \min_{c \in \mathcal{C}} \Pr_{(x, \ell) \sim D} [c(x) \neq \ell]$
- ▶ Goal of the learner: **output** $h \in \mathcal{C}$ with error $\leq \text{OPT} + \varepsilon$
- ▶ Classical sample complexity: $T = \Theta\left(\frac{d}{\varepsilon^2} + \frac{\log(1/\delta)}{\varepsilon^2}\right)$
NB: generalization error $\varepsilon = O(1/\sqrt{T})$, not $O(1/T)$ as in PAC
- ▶ Again, we show the **quantum** sample complexity is the same, by analyzing PGM to get optimal quantum bound

Pretty good tomography

- ▶ Suppose we have some copies available of n -qubit mixed state ρ , and some observables we could measure
- ▶ Learning ρ requires roughly 2^{2n} measurements (& copies of ρ). This “full tomography” is very expensive already for $n = 8$
- ▶ Aaronson'06 used a classical PAC-learning result to get:
*Let \mathcal{E} be set of measurement operators and D distribution on \mathcal{E} . From $O(n)$ i.i.d. data points of the form $(E, \text{Tr}(E\rho))$, where $E \sim D$, we can learn an n -qubit state σ such that:
If $E \sim D$, then with high probability, $\text{Tr}(E\rho) \approx \text{Tr}(E\sigma)$.*
- ▶ This learning algorithm has bad time complexity in general, but can be efficient in special cases (e.g., stabilizer states)
- ▶ Aaronson'17 also defined **shadow tomography**: find a σ that's good for all $E \in \mathcal{E}$ using $n \cdot \text{polylog}(|\mathcal{E}|)$ copies of ρ

Active learning

- ▶ In some situations, instead of passively receiving examples for the target concept $c : \{0, 1\}^n \rightarrow \{0, 1\}$ that we want to learn, we can actively “probe it”
- ▶ **Membership query**: ask $c(x)$ for any $x \in \{0, 1\}^n$ of our choice
- ▶ Cases where quantum membership queries help:
 - ▶ Linear functions $\mathcal{C} = \{c(x) = s \cdot x \mid s \in \{0, 1\}^n\}$:
Fourier sampling learns target with 1 membership query
 - ▶ Point functions $\mathcal{C} = \{\delta_z \mid z \in \{0, 1\}^n\}$:
Grover learns target with $O(\sqrt{2^n})$ membership queries
- ▶ **Quantum improvement cannot be very big**: if \mathcal{C} can be learned by Q quantum membership queries, then it can also be learned by $O(n Q^3)$ classical queries (Servedio & Gortler'04).
Has been improved by $\log Q$ factor (ACW'18)

Quantum improvements in time complexity

- ▶ Kearns & Vazirani'94 gave a concept class that is not efficiently PAC-learnable *if factoring is hard*
Angluin & Kharitonov'95: concept class that is not efficiently learnable from membership queries *if factoring is hard*
- ▶ But factoring is *easy* for a quantum computer! Servedio & Gortler'04: these classes can be learned efficiently using Shor
- ▶ Servedio & Gortler'04: *If classical one-way functions exist, then $\exists \mathcal{C}$ that is efficiently exactly learnable from membership queries by quantum but not by classical computers.*

Proof idea: use pseudo-random function to generate instances of Simon's problem (special 2-to-1 functions). Simon's algorithm can solve this efficiently, but classical learner would have to distinguish random from pseudo-random

Summary & Outlook

- ▶ **Quantum machine learning** combines two great fields
- ▶ You can get quadratic speed-ups for some ML problems, exponential speed-ups are under strong assumptions.
Biggest issue: how to put big classical data in superposition
- ▶ In some scenarios: provably no quantum improvement
- ▶ Still, this area is very young, and I expect much more
- ▶ **Optimization tools** for quantum machine learning algorithms:
 - ▶ Minimization / maximization (Grover's algorithm)
 - ▶ Solving large systems of linear eqns (HHL algor.)
 - ▶ Solving linear and semidefinite programs
 - ▶ Gradient-descent with faster gradient-calculation
 - ▶ Physics methods: adiabatic computing, annealing

Some open problems

- ▶ Find a good ML-problem on classical data with a quantum method circumventing classical-data-to-quantum-data issue
- ▶ Find a good ML-problem where the HHL linear-systems solver can be applied & its pre-conditions are naturally satisfied
- ▶ Efficiently learn constant-depth formulas from uniform quantum examples, generalizing Bshouty-Jackson's DNF
- ▶ Show that if concept class \mathcal{C} can be learned with Q quantum membership queries, then it can also be learned with $O(Q^2 + Qn)$ classical membership queries
- ▶ Can we do some useful quantum ML on ~ 100 qubits with moderate noise?

Further reading: Many recent surveys

- ▶ Wittek, *Quantum machine learning: What quantum computing means to data mining*, Elsevier, 2014
- ▶ Schuld et al., *An introduction to quantum machine learning*, arXiv:1409.30
- ▶ Adcock et al., *Advances in quantum machine learning*, arXiv:1512.0290
- ▶ Biamonte et al., *Quantum machine learning*, arXiv:1611.093
- ▶ Arunachalam & de Wolf, *A survey of quantum learning theory*, arXiv:1701.06806
- ▶ Ciliberto et al., *Quantum machine learning: a classical perspective*, arXiv:1707.08561
- ▶ Dunjko & Briegel, *Machine learning & artificial intelligence in the quantum domain*, arXiv:1709.02779