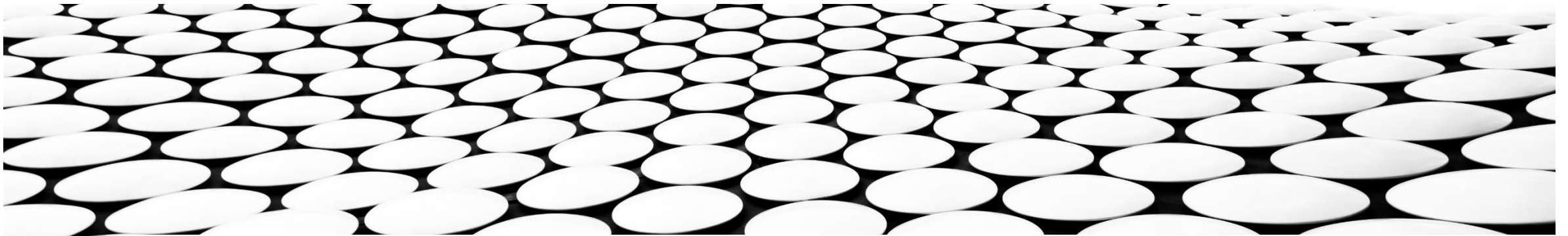


# ENCODINGS OF BINARY VARIABLES FOR EFFICIENT USE ON A QUANTUM COMPUTER

GIACOMO FRANCESCHETTO, [MÁRCIO TADDEI](#)  
ANTÓN MAKAROV, ENEKO ISABA OCEDO

ICE-8 SANTIAGO DE COMPOSTELA



**ICFO**<sup>R</sup>

  
**CUCO**  
COMPUTACIÓN CUÁNTICA  
EN INDUSTRIAS ESTRATÉGICAS

**gmv**<sup>®</sup>  
INNOVATING SOLUTIONS

**tecnal:a**  
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& TECHNOLOGY ALLIANCE



# NISQ DEVICES



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- Noisy intermediate-scale quantum devices

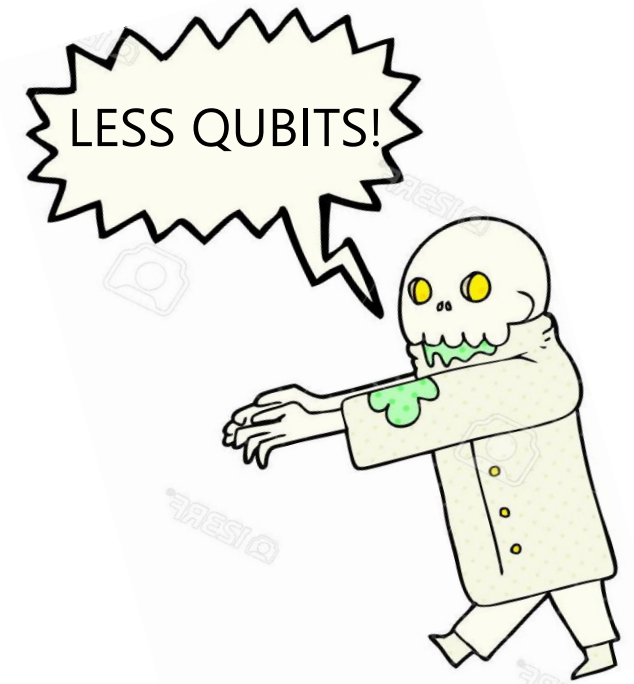


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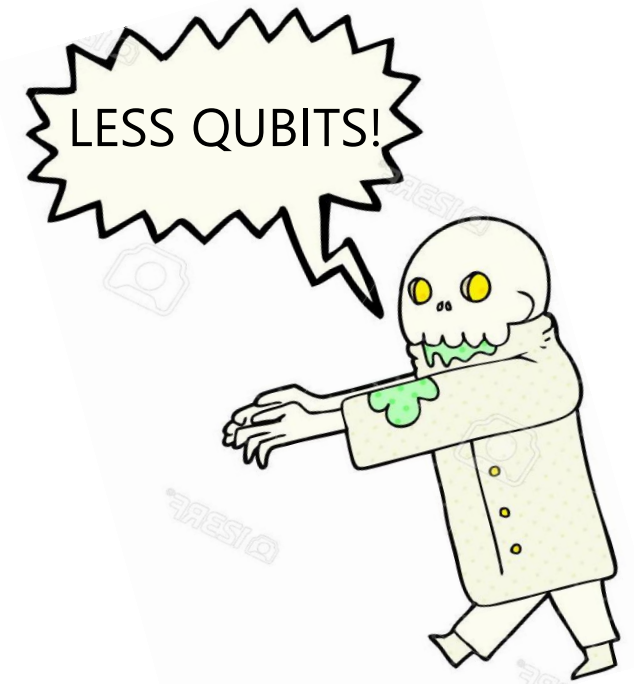
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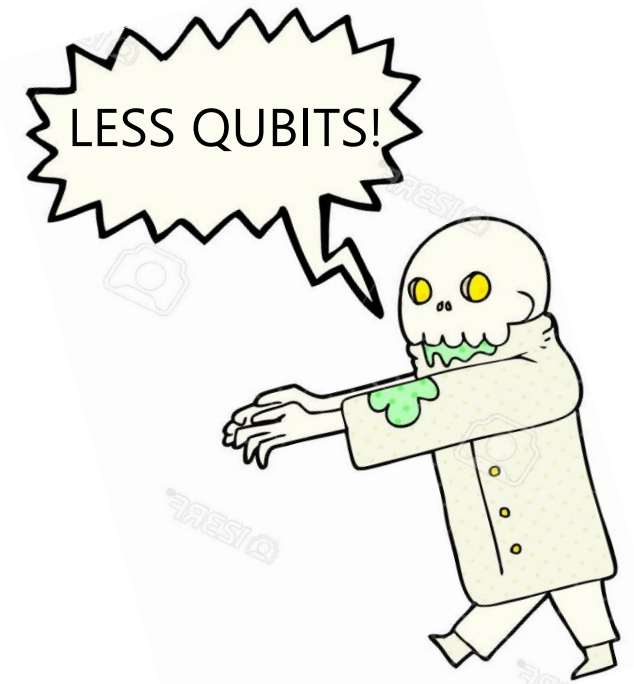
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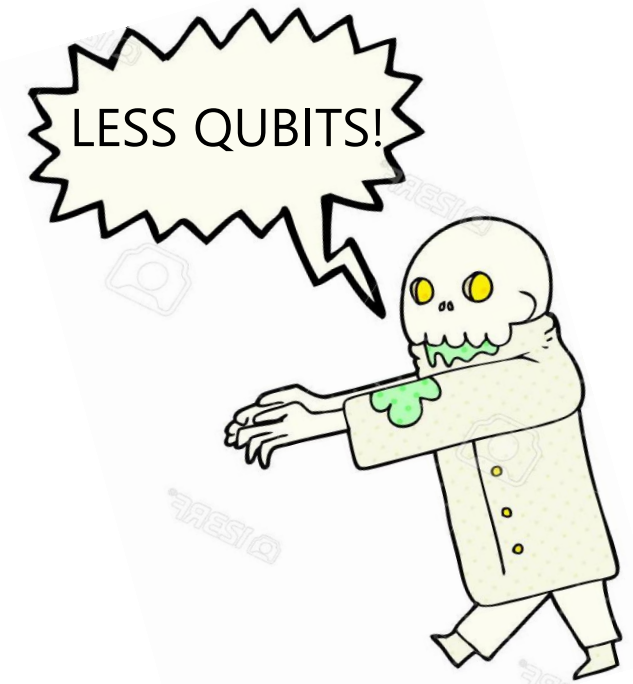
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- Dedicated to QUBO problems: Quadratic Unconstrained Binary Optimization
- How to make it work in a real-world problem?







# THE PROBLEM

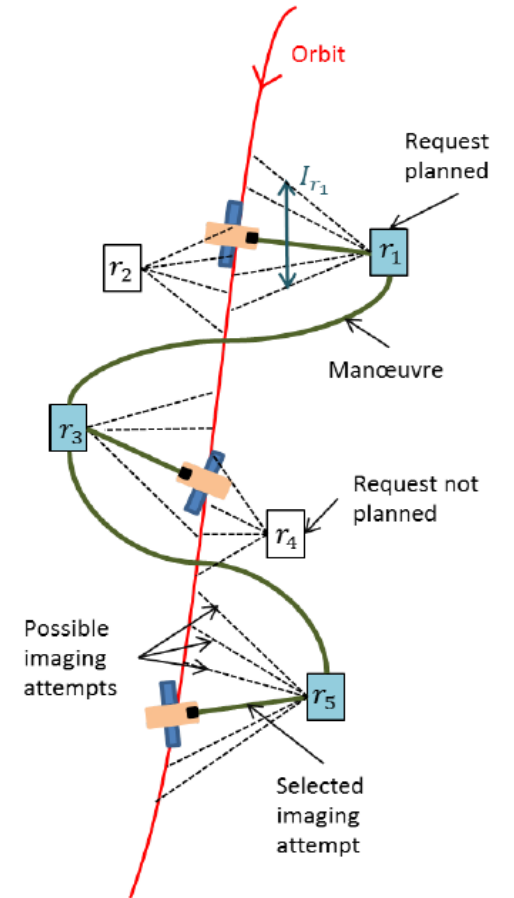


# THE PROBLEM

- Satellite image-acquisition scheduling problem (SIASP)

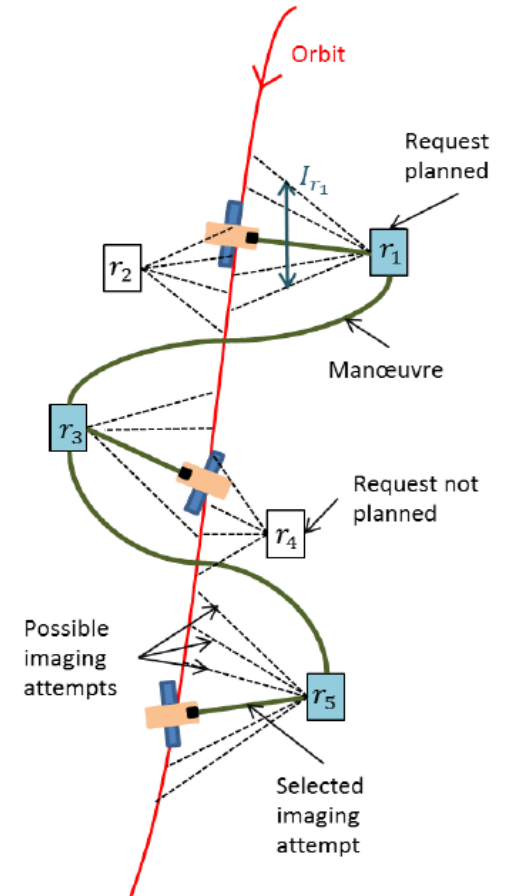
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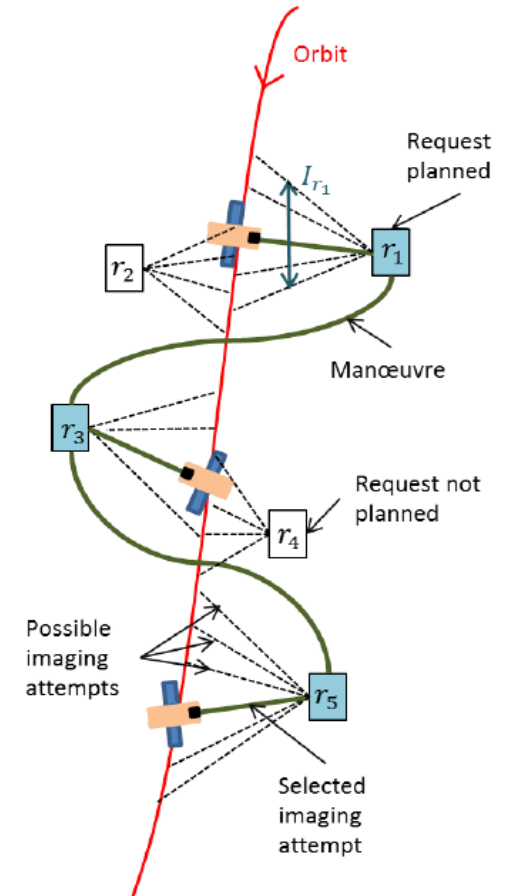
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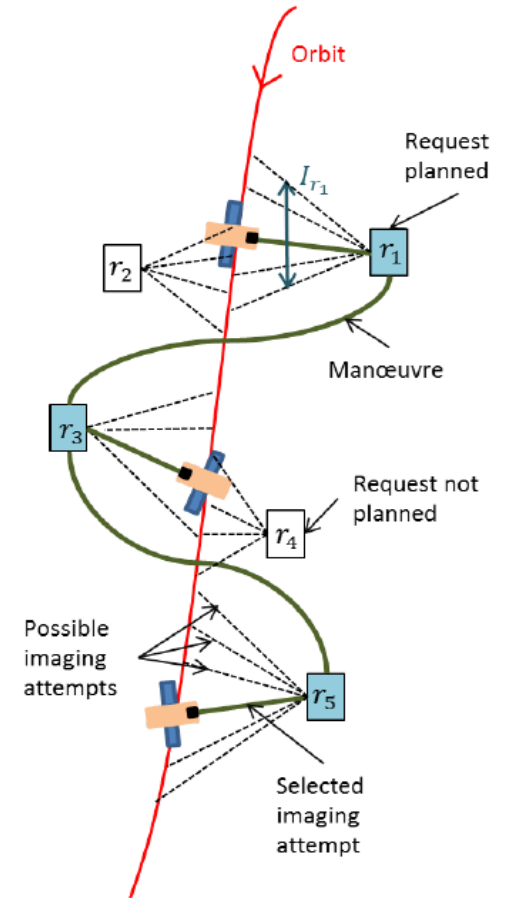
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0 1 3 1 2 3
1 1 3 1 2 3
2 1 3 1 2 3
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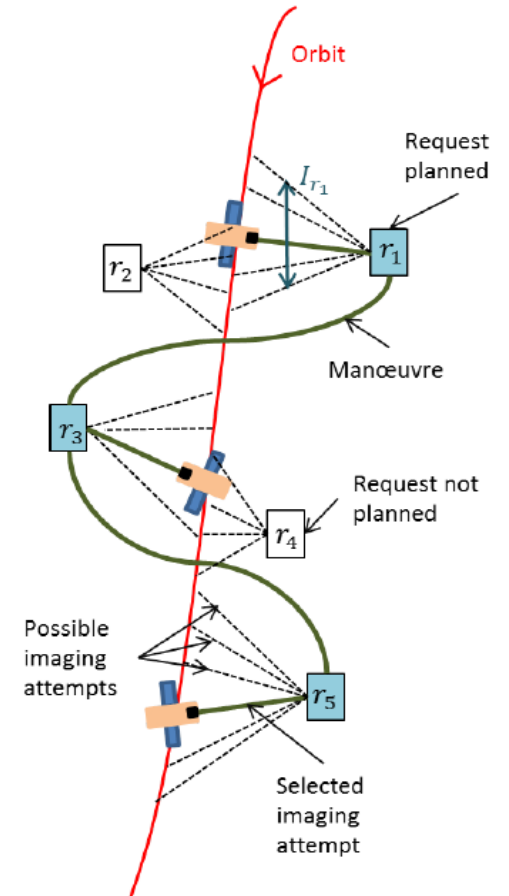
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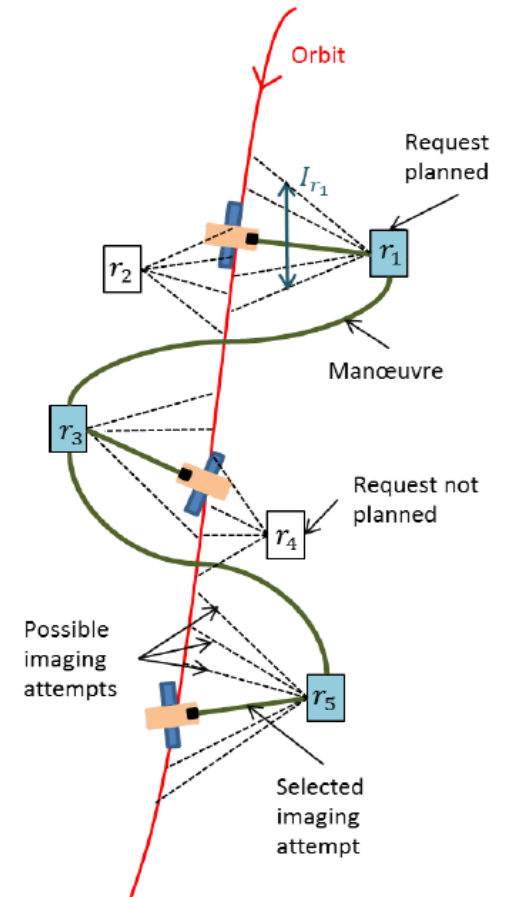
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- Mono photos (3 possible cameras), stereo photos (unique option)





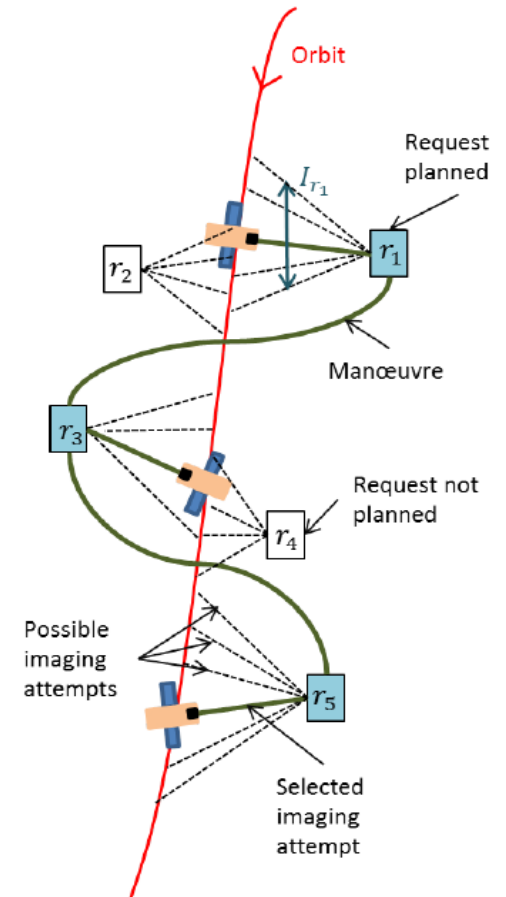
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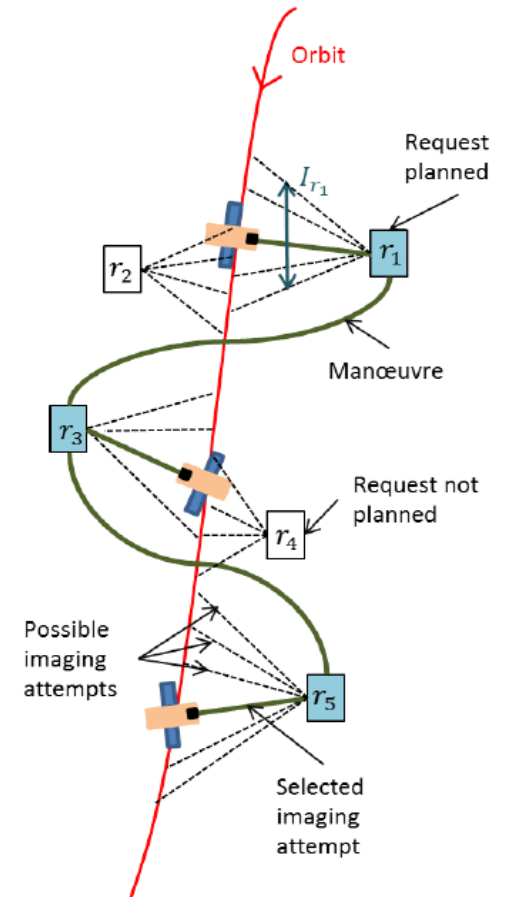
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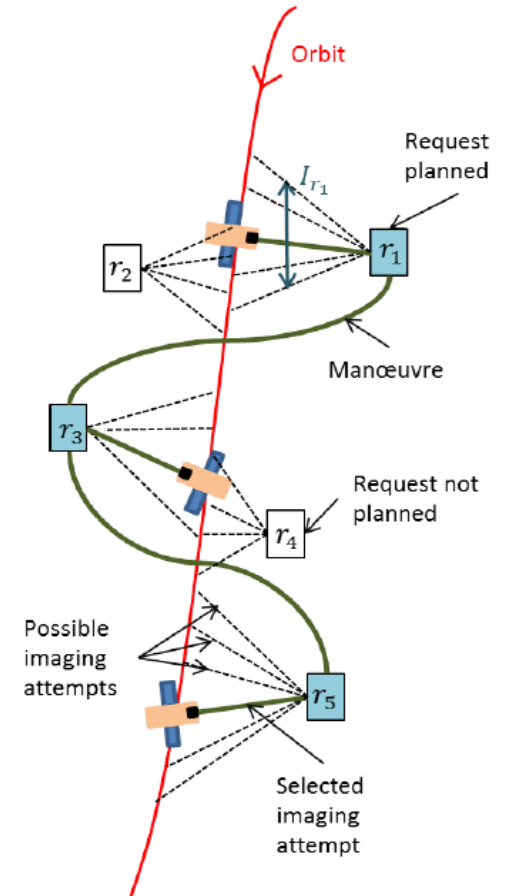
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- Instances from 8 to 364 requests, from 7 to 9744 constraints





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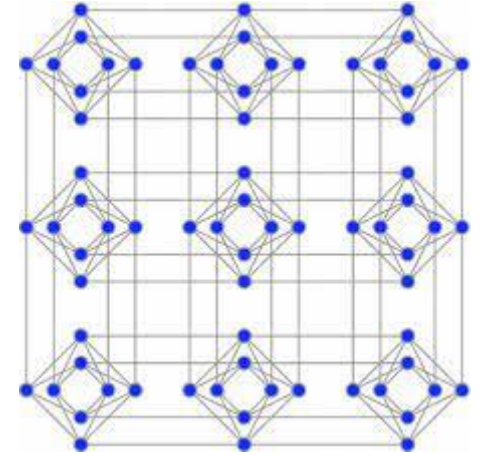
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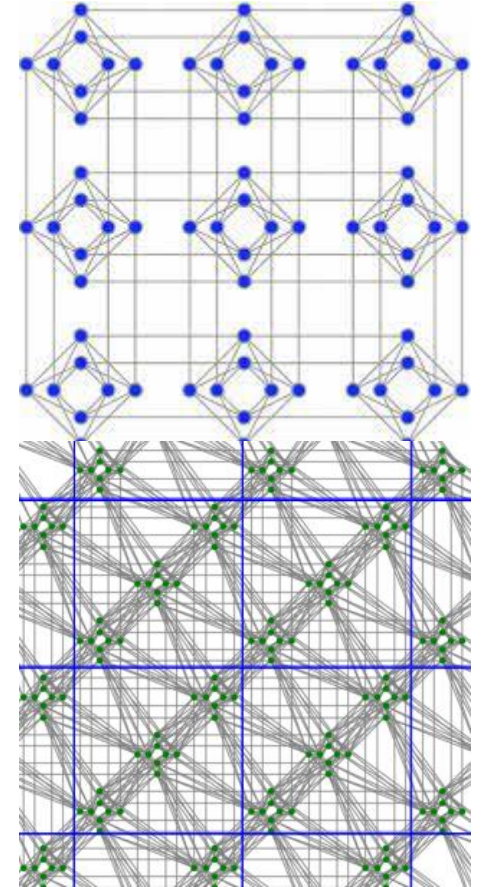


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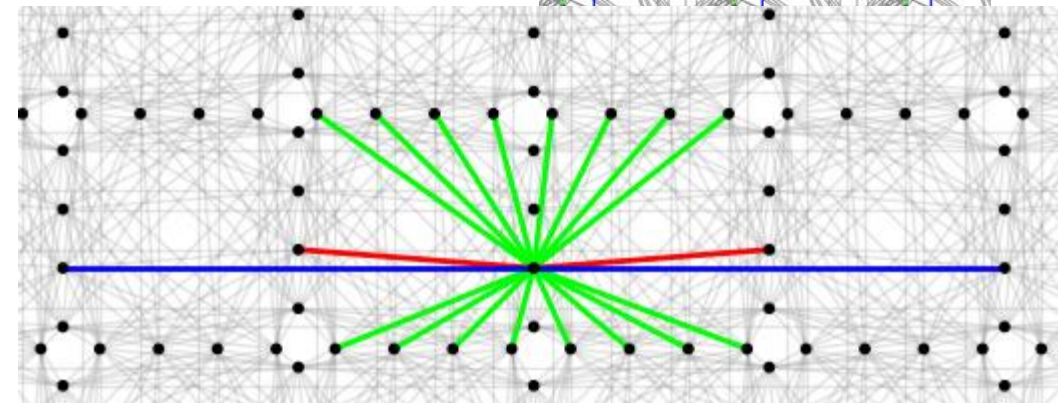
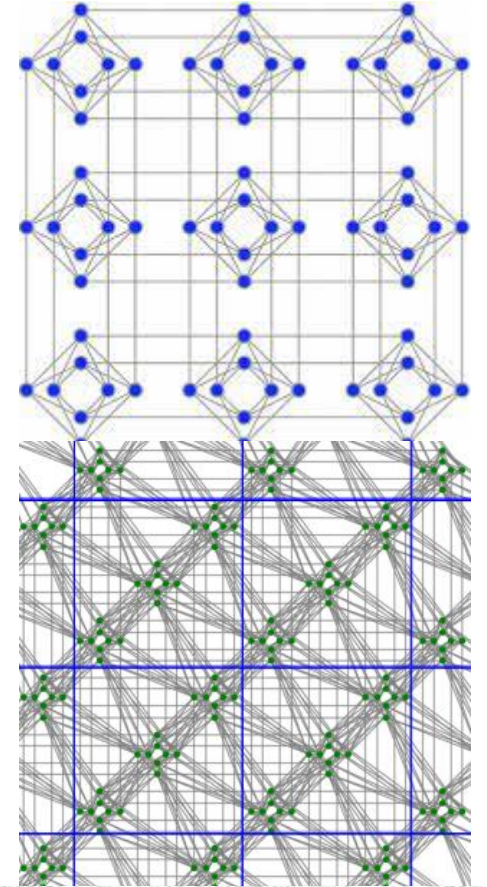


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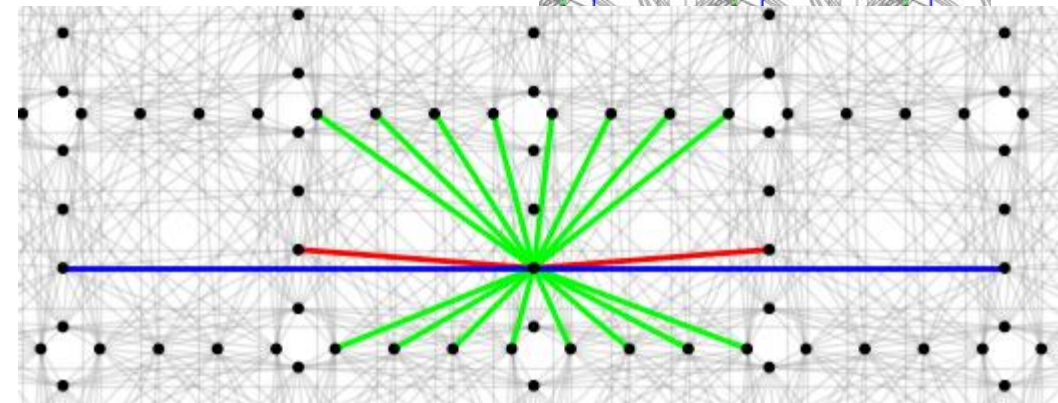
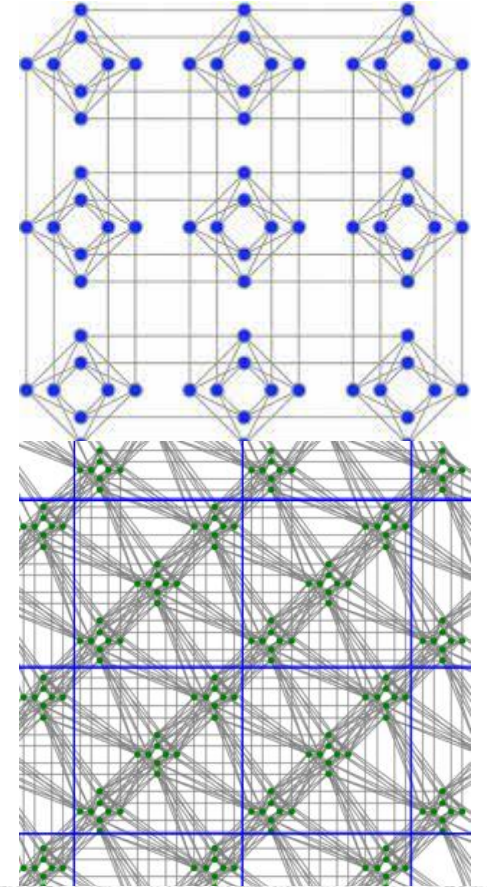


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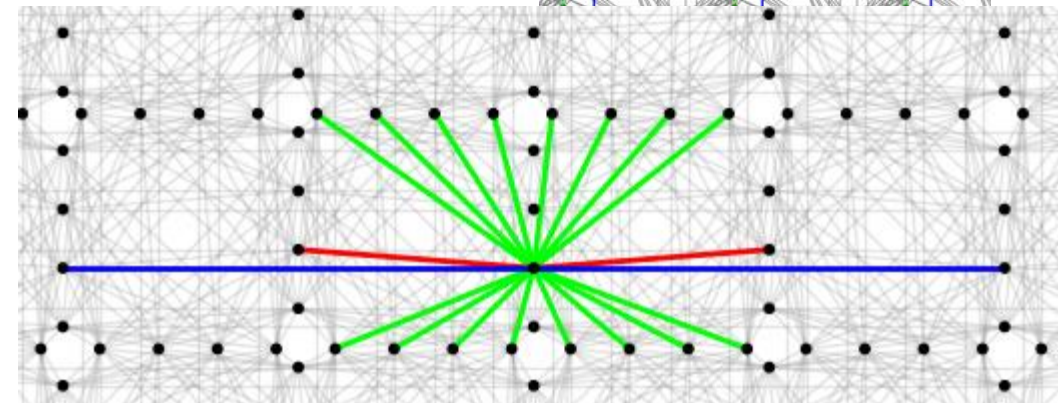
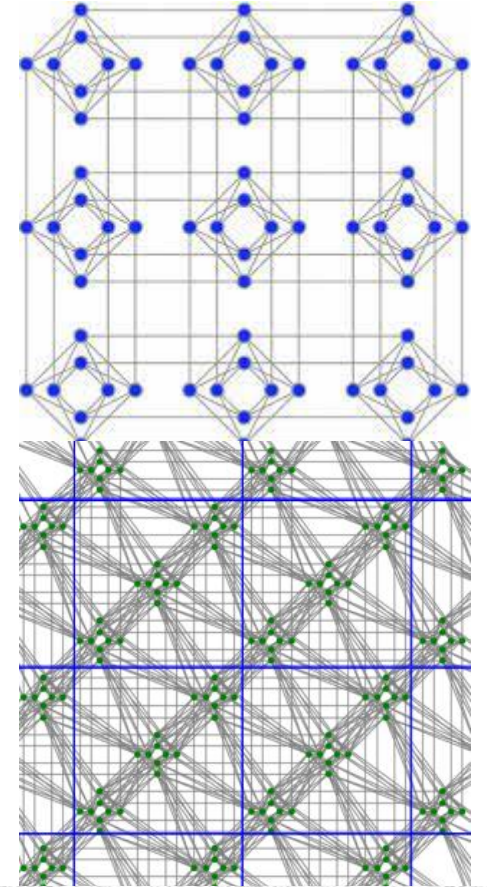
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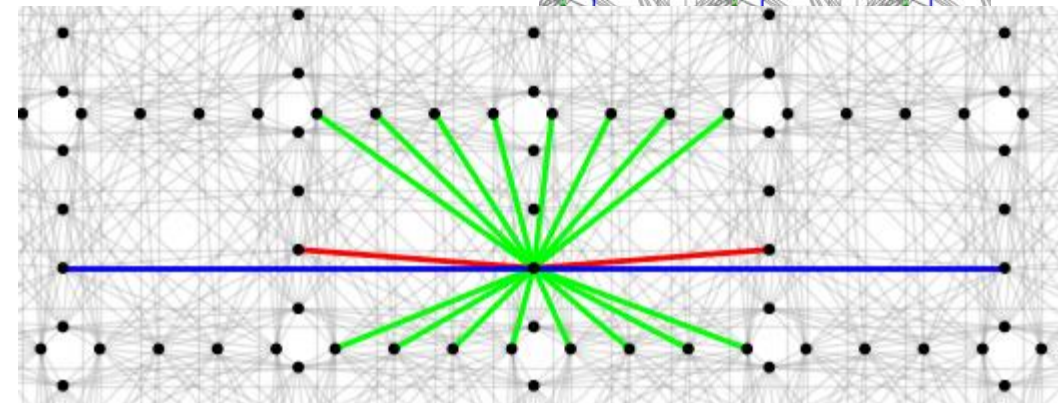
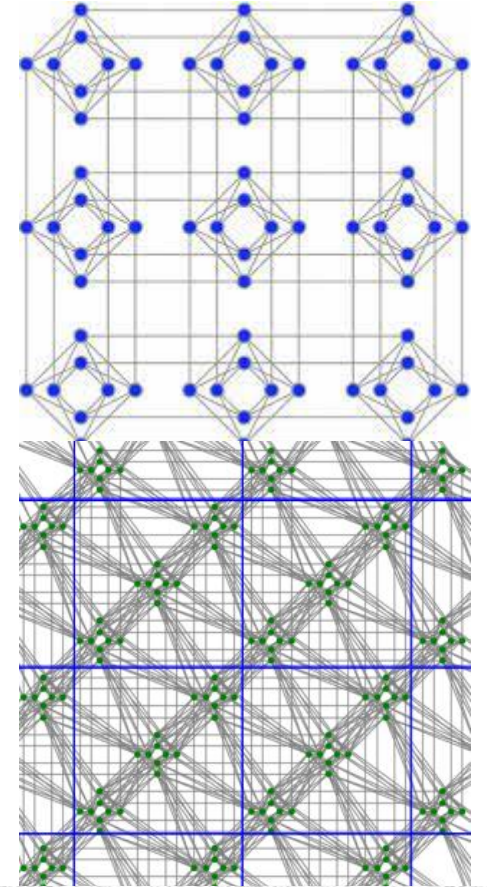
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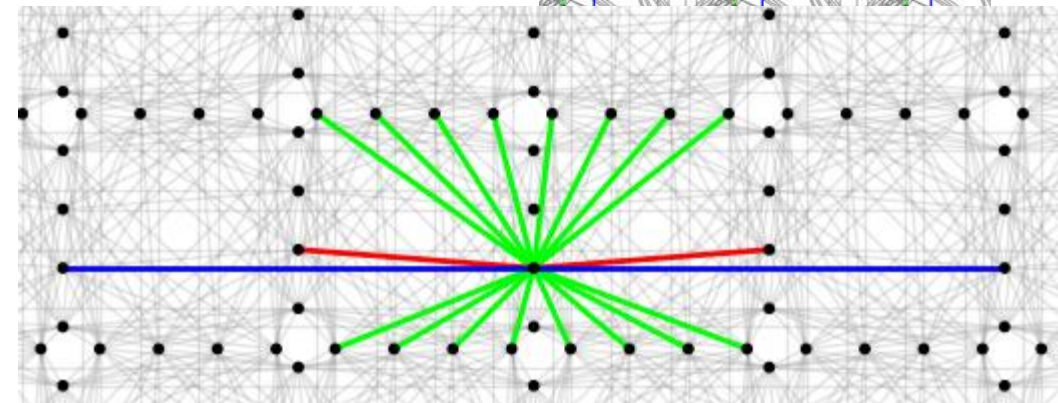
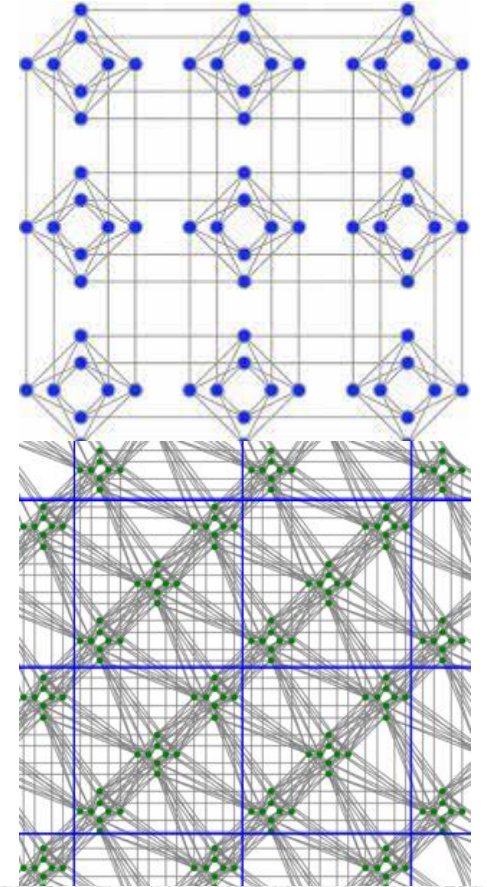
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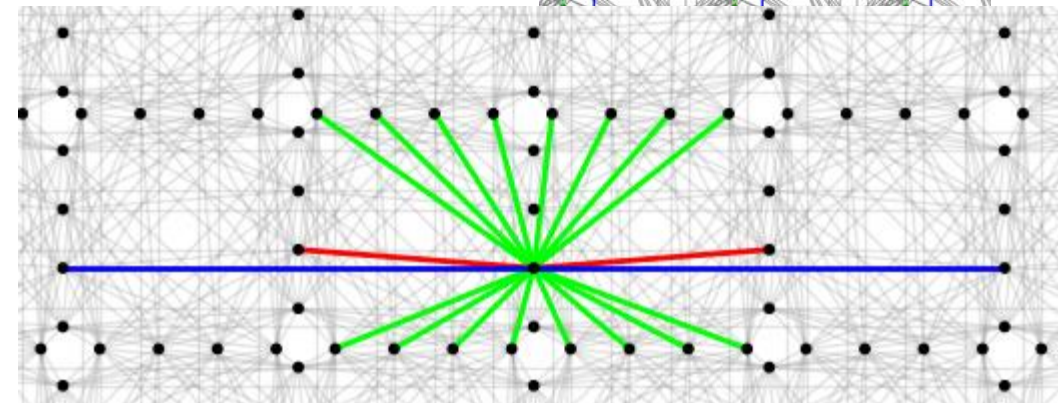
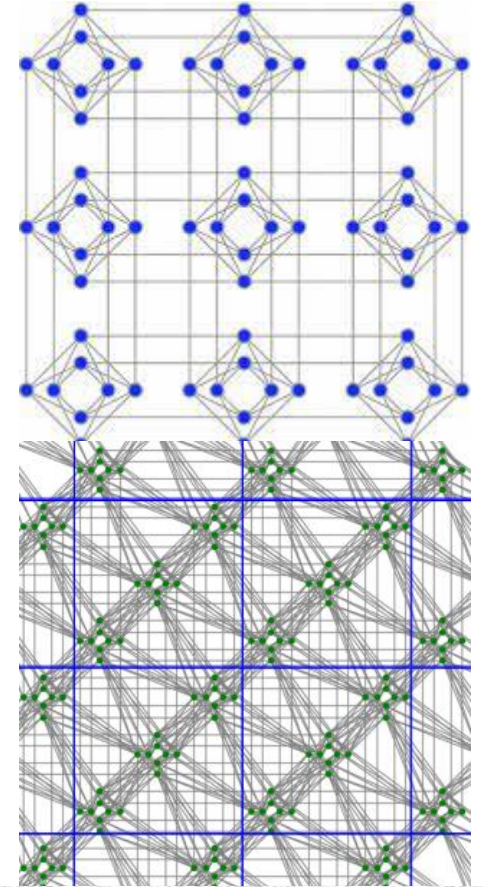
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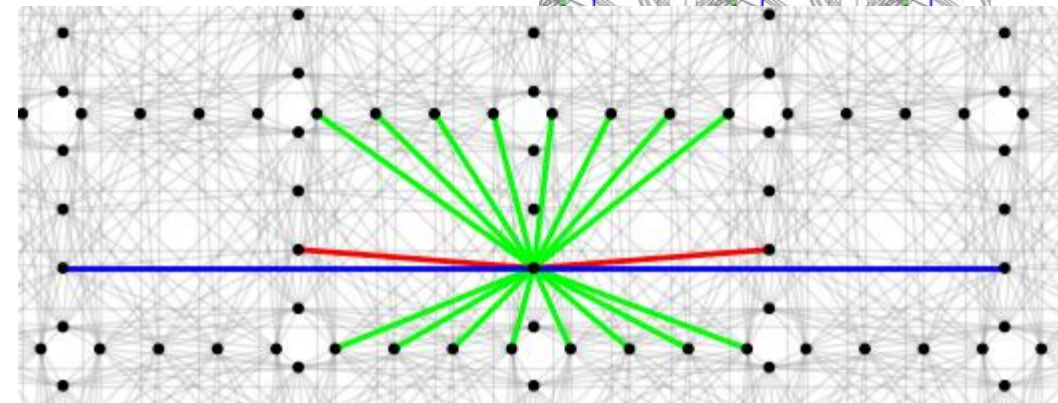
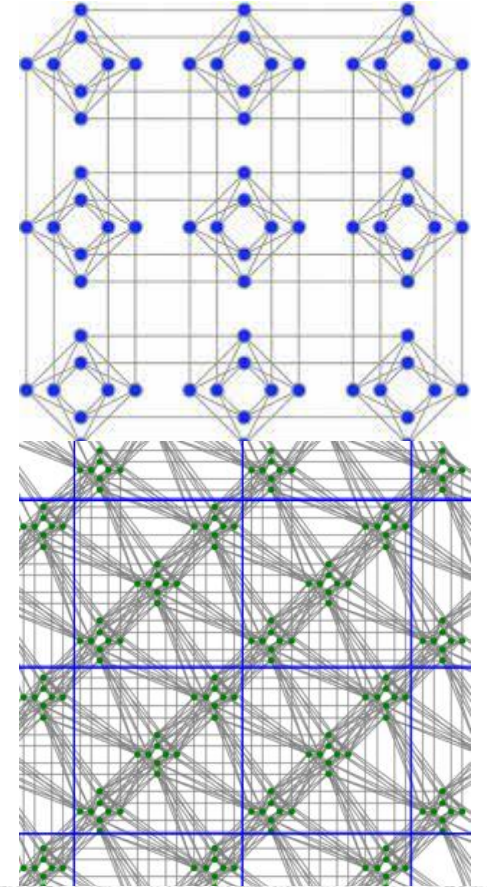
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- E.g.: constraint  $x_1 + x_2 \leq 1$ , extra term  $P x_1 x_2$







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8					
0	1	3	1	2	3
1	1	3	1	2	3
2	1	3	1	2	3
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weight

#cameras

list of cameras

7									
2	1	0	3	3	2	2	1	1	
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photos involved

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- For each photo request  $i$ , four binary variables  $x_{i,1}, x_{i,2}, x_{i,3}, x_{i,4}$

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- "4<sup>th</sup>" camera represents stereo setup "13"

- $$\min_{x_{i,j}} - \sum_{i,j} w_i x_{i,j}$$

- Under constraints

$$\sum_j x_{i,j} \leq 1 \quad \forall i$$

$$x_{p,j_p} + x_{q,j_q} \leq 1 \quad \forall ((p, j_p), (q, j_q)) \in C_2$$

$$x_{p,j_p} + x_{q,j_q} + x_{r,j_r} \leq 2 \quad \forall ((p, j_p), (q, j_q), (r, j_r)) \in C_3$$

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2	2	1	3	3	2	2	1	1
2	3	1	3	3	2	2	1	1

#constraints

multiplicity

photos involved

constrained cameras

# THE FIXED-LENGTH ENCODING

- For each photo request  $i$ , four binary variables  $x_{i,1}, x_{i,2}, x_{i,3}, x_{i,4}$
- "4<sup>th</sup>" camera represents stereo setup "13"
- $\min_{x_{i,j}} - \sum_{i,j} w_i x_{i,j}$
- Under constraints

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0	1	3	1	2	3
1	1	3	1	2	3
2	1	3	1	2	3
3	1	3	1	2	3
4	2	1	13		
5	2	1	13		
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#requests

weight

#cameras

list of cameras

7								
2	1	0	3	3	2	2	1	1
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2	51	41	3	3	2	2	1	1
3	40	58	55	13	13	2		
3	58	55	41	13	2	3		
2	51	48	3	3	2	2	1	1
2	48	46	3	13	1	13		
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Need for reduction to quadratic!



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- Contribution: mixed method: Ishikawa for  $a < 0$ , Boros for  $a > 0$



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- Fixed-length encoding is wasteful

---

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- Must reduce number of qubits!



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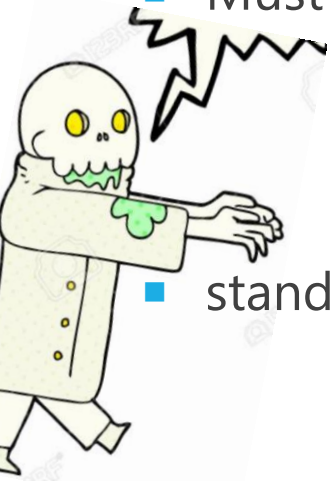
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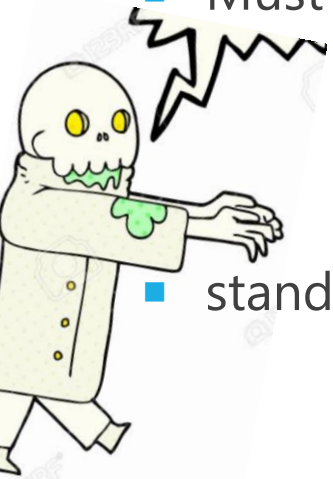
$$x_{p,j_p} + x_{q,j_q} + x_{r,j_r} \leq 2 \quad \forall ((p, j_p), (q, j_q), (r, j_r)) \in C_3$$

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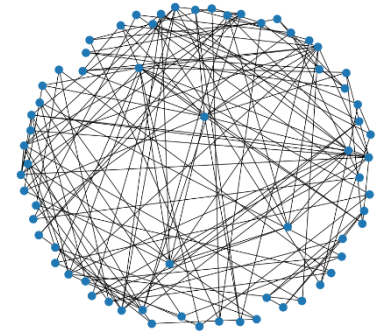
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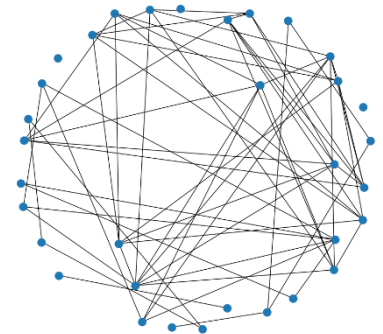
SPOT5 Instance 15

15 requests  
9 mono  
6 stereo

14 constraints  
11 binary  
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fixed-length



standard



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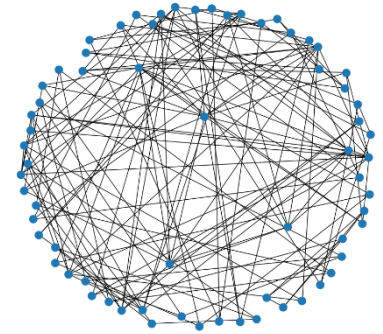
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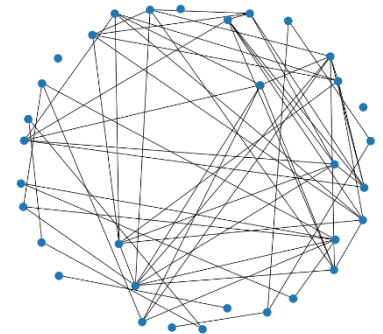
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Always less variables!





# THE DENSE ENCODING



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cam 1	0	1
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- However... how do  $C_2, C_3$  look like now?

$$\begin{aligned}
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 & x_{p,j_p} + x_{q,j_q} \leq 1 \quad \forall ((p, j_p), (q, j_q)) \in C_2 \\
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no photo	0	0
cam 1	0	1
cam 2	1	0
cam 3	1	1

$x_{5,0} x_{5,1}$	$x_{4,0} x_{4,1}$				
		00	01	11	10
00	00	0	0	0	0
01	00	0	$P$	0	0
11	00	0	0	$P$	0
10	00	0	0	0	$P$

# THE DENSE ENCODING, COMPARED

~~$$\sum_j x_{i,j} \leq 1 \quad \forall i$$~~

■ However... how do  $C_2, C_3$  look like now?

■  $C_2$ : 2 4 5 3 3 2 2 1 1

■ standard encoding (also fixed-length):  
e.g.  $P x_{4,3} x_{5,3}$

■ dense encoding:

e.g.  $P x_{4,0} x_{4,1} x_{5,0} x_{5,1}$

$$x_{p,j_p} + x_{q,j_q} \leq 1 \quad \forall ((p, j_p), (q, j_q)) \in C_2$$

$$x_{p,j_p} + x_{q,j_q} + x_{r,j_r} \leq 2 \quad \forall ((p, j_p), (q, j_q), (r, j_r)) \in C_3$$

~~$$x_{i,4} = 0 \quad \forall i \in M$$~~

~~$$x_{i,j} = 0 \quad \forall i \in S, \forall j \in \{1, 2, 3\}$$~~

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cam 1	0	1
cam 2	1	0
cam 3	1	1

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		00	01	11	10
00	00	0	0	0	0
01	00	0	$P$	0	0
11	00	0	0	$P$	0
10	00	0	0	0	$P$

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e.g.  $P x_{4,0} x_{4,1} x_{5,0} x_{5,1}$

■ Quartic terms for quadratic constraint!

$$x_{p,j_p} + x_{q,j_q} \leq 1 \quad \forall ((p, j_p), (q, j_q)) \in C_2$$

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e.g.  $P x_{4,0} x_{4,1} x_{5,0} x_{5,1}$

- Quartic terms for quadratic constraint!

- $C_3$ : 3 7 8 9 2 3 13

	$x_{i,0}$	$x_{i,1}$
no photo	0	0
cam 1	0	1
cam 2	1	0
cam 3	1	1

$x_{4,0} x_{4,1}$				
$x_{5,0} x_{5,1}$	00	01	11	10
00	0	0	0	0
01	0	$P$	0	0
11	0	0	$P$	0
10	0	0	0	$P$



# THE DENSE ENCODING, COMPARED

~~$$\sum_j x_{i,j} \leq 1 \quad \forall i$$~~

$$x_{p,j_p} + x_{q,j_q} \leq 1 \quad \forall ((p, j_p), (q, j_q)) \in C_2$$

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e.g.  $P x_{4,3} x_{5,3}$
- dense encoding:  
e.g.  $P x_{4,0} x_{4,1} x_{5,0} x_{5,1}$
- Quartic terms for quadratic constraint!
- $C_3$ : 3 7 8 9 2 3 13
- standard encoding:  $P x_{7,2} x_{8,3} x_9$  (cubic)

	$x_{i,0}$	$x_{i,1}$
no photo	0	0
cam 1	0	1
cam 2	1	0
cam 3	1	1

	$x_{4,0}x_{4,1}$				
$x_{5,0}x_{5,1}$		00	01	11	10
00	0	0	0	0	0
01	0	$P$	0	0	0
11	0	0	$P$	0	0
10	0	0	0	$P$	0

# THE DENSE ENCODING, COMPARED

~~$$\sum_j x_{i,j} \leq 1 \quad \forall i$$~~

$$x_{p,j_p} + x_{q,j_q} \leq 1 \quad \forall ((p, j_p), (q, j_q)) \in C_2$$

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	$x_{i,0}$	$x_{i,1}$
no photo	0	0
cam 1	0	1
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e.g.  $P x_{4,0} x_{4,1} x_{5,0} x_{5,1}$

- Quartic terms for quadratic constraint!

$x_{5,0} x_{5,1}$	$x_{4,0} x_{4,1}$				
		00	01	11	10
	00	0	0	0	0
	01	0	$P$	0	0
	11	0	0	$P$	0
	10	0	0	0	$P$

- $C_3$ : 3 7 8 9 2 3 13

- standard encoding:  $P x_{7,2} x_{8,3} x_9$  (cubic)

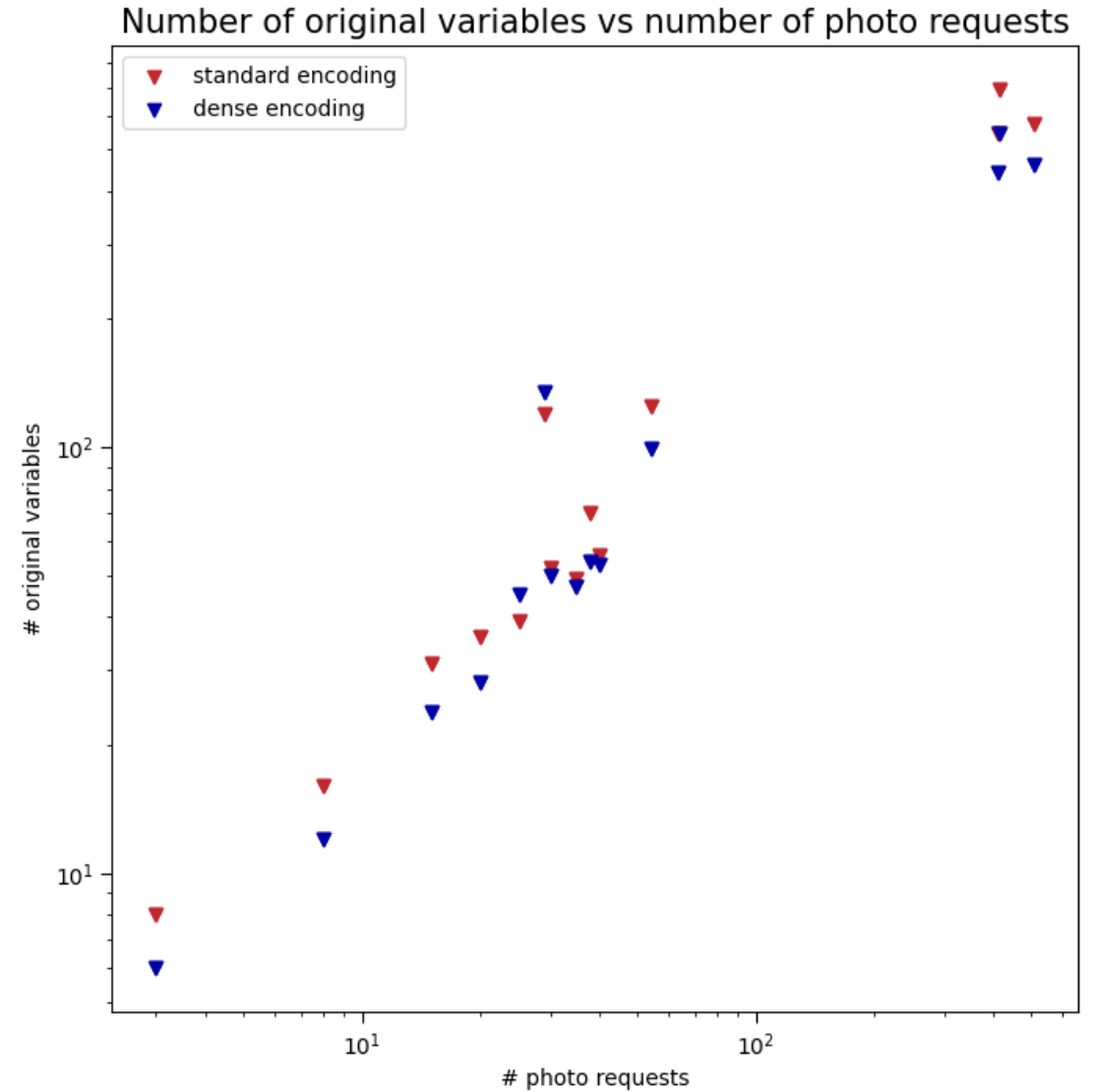
- dense encoding:  $P x_{7,0} (1 - x_{7,1}) x_{8,0} x_{8,1} x_9$  (quintic!)



# TRADEOFF IN ENCODINGS

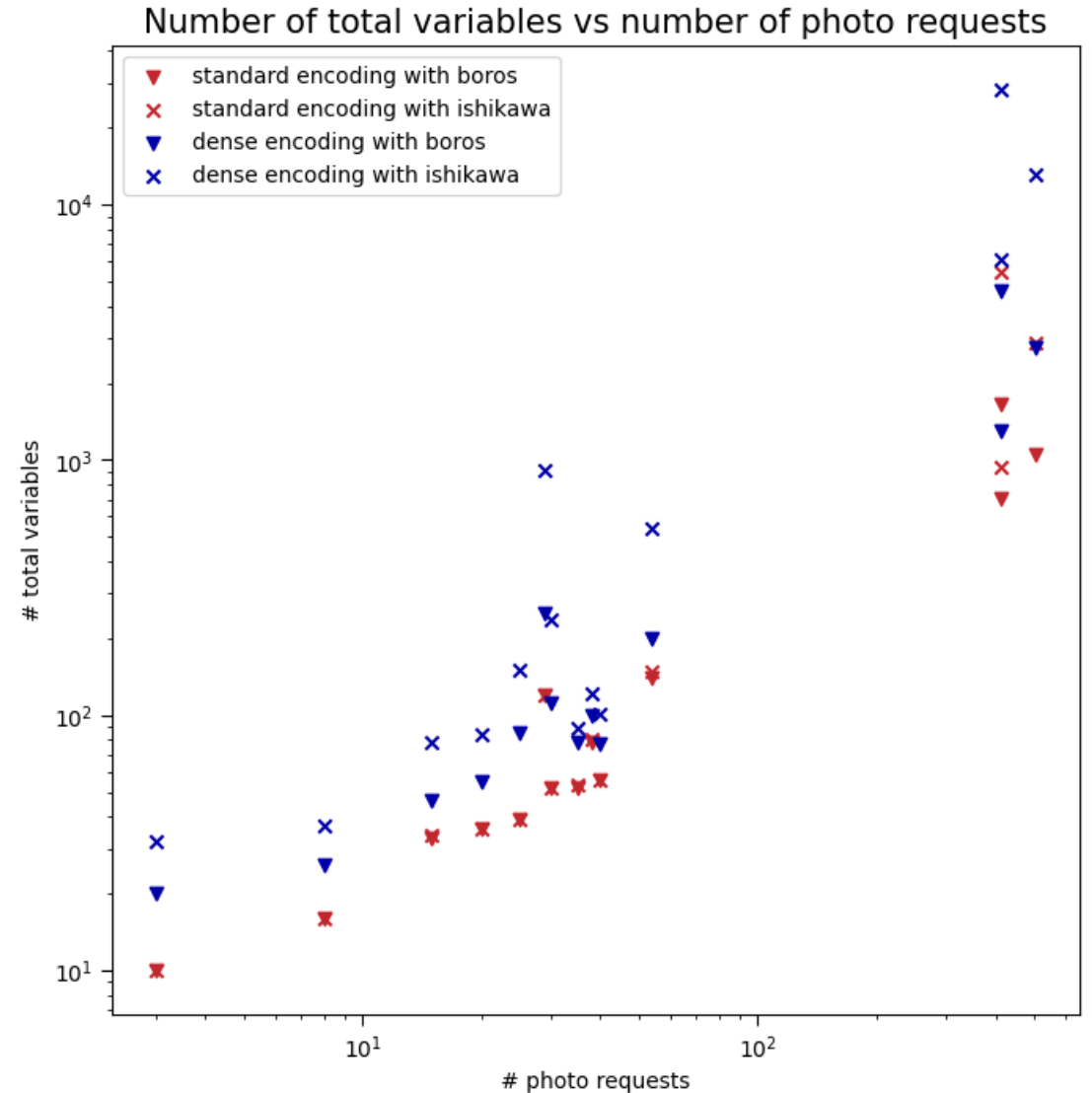
# TRADEOFF IN ENCODINGS

- Dense encoding: less original variables,



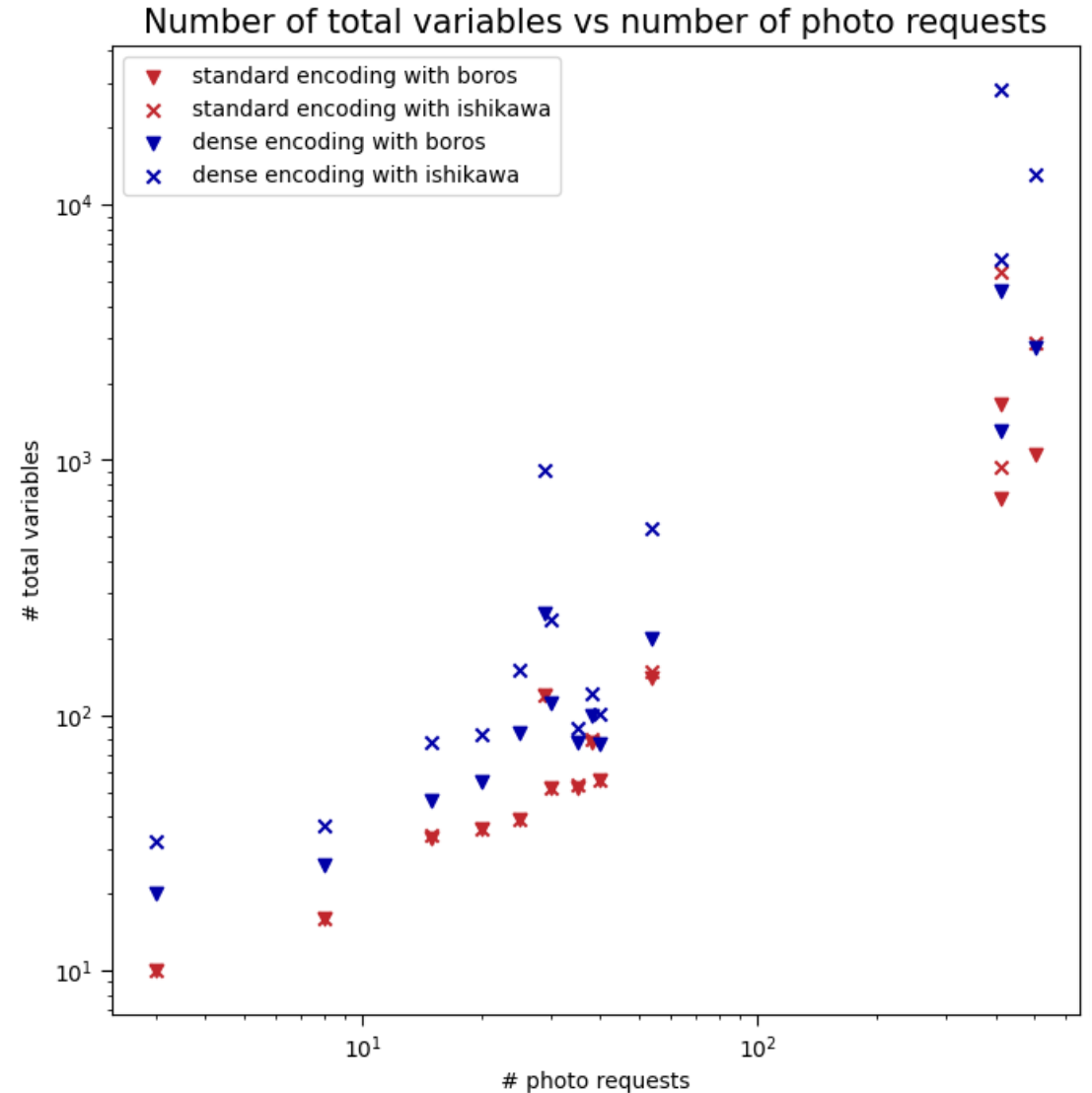
# TRADEOFF IN ENCODINGS

- Dense encoding: less original variables,
- but more added variables from reduction technique



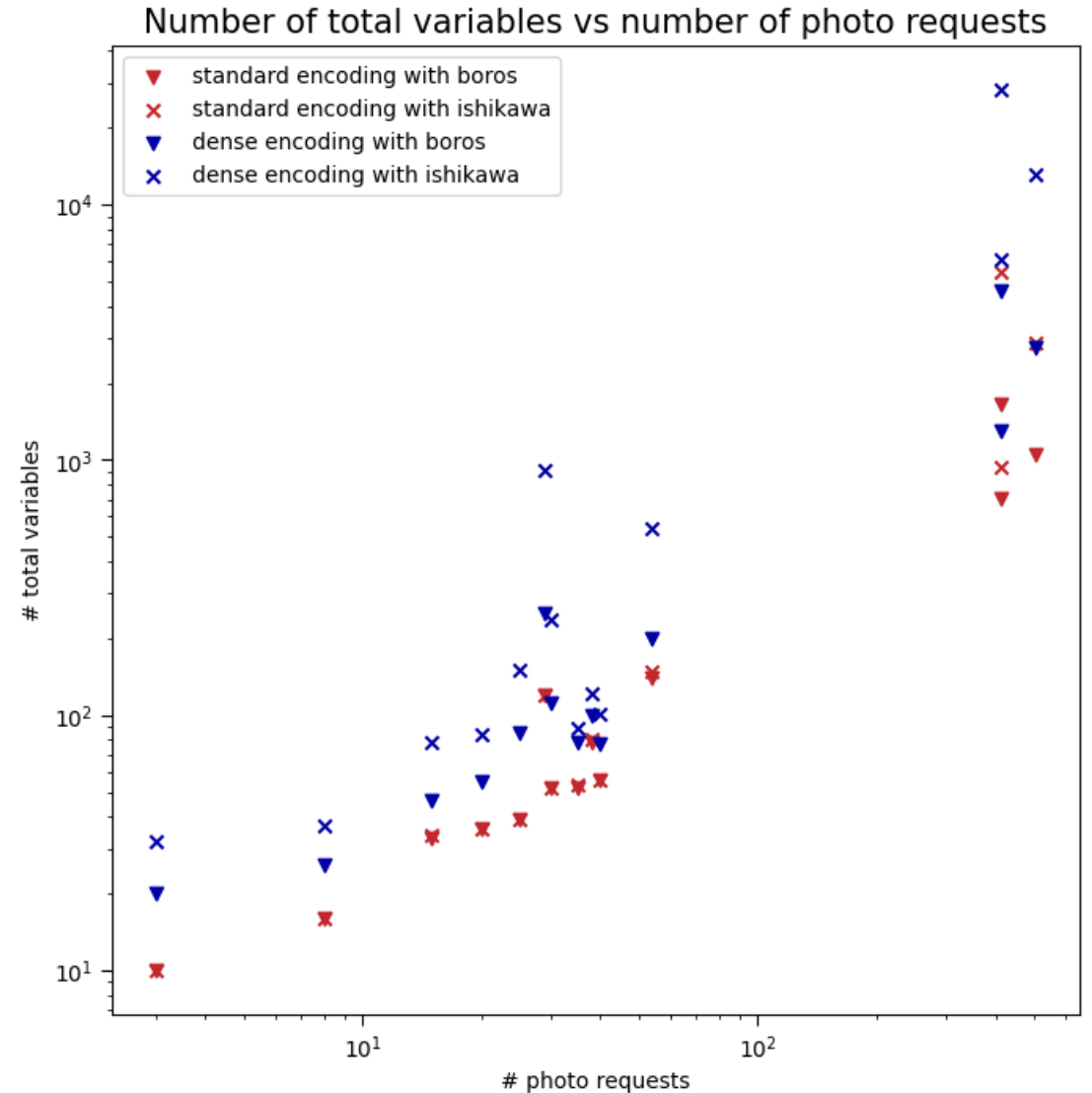
# TRADEOFF IN ENCODINGS

- Dense encoding: less original variables,
- but more added variables from reduction technique
- In total, dense encoding requires more variables



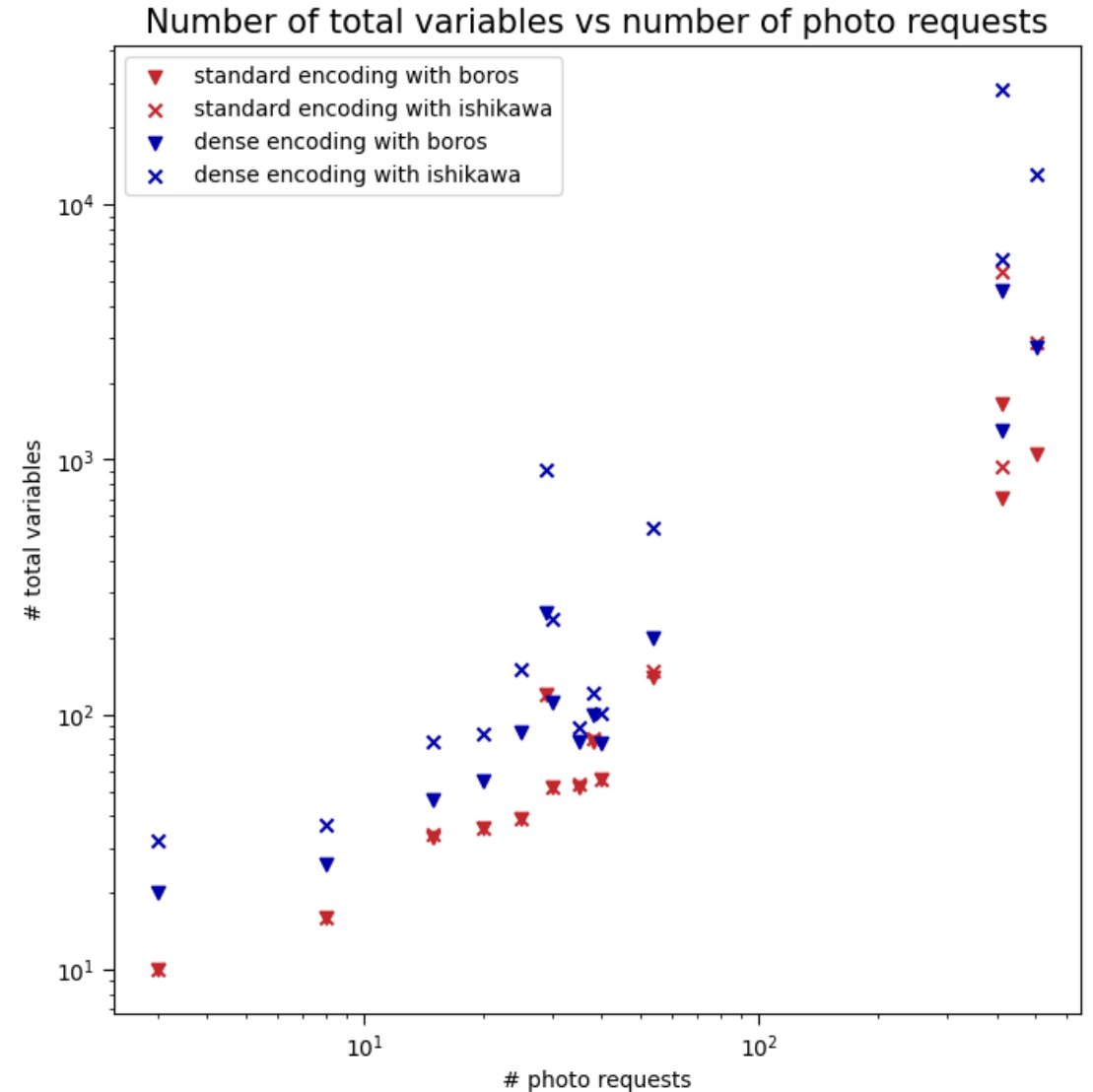
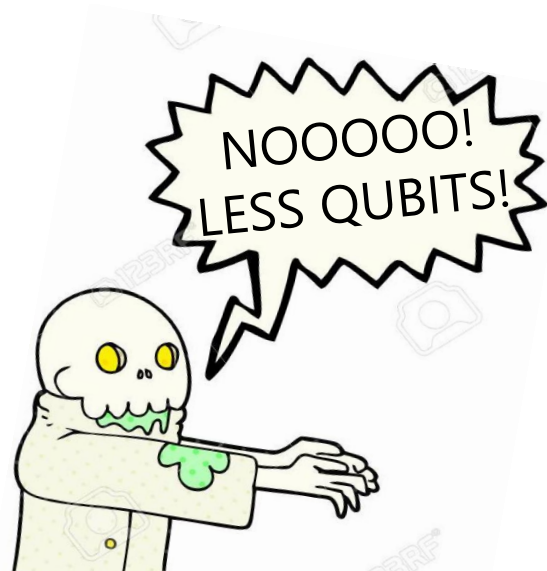
# TRADEOFF IN ENCODINGS

- Dense encoding: less original variables,
- but more added variables from reduction technique
- In total, dense encoding requires more variables
- More logical qubits needed



# TRADEOFF IN ENCODINGS

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- In total, dense encoding requires more variables
- More logical qubits needed







# CONCLUSIONS



# CONCLUSIONS

- Encoding drastically changes what can be performed in quantum computer



## CONCLUSIONS

- Encoding drastically changes what can be performed in quantum computer
- Although reduction of qubits of utmost necessity, not simply “the denser the better”



THANK YOU FOR YOUR ATTENTION



# FROM SIASP TO QUBO

- SIASP is not QUBO!

i) Constraints (not U)

- Penalty terms
- E.g.: constraint  $x_1 + x_2 \leq 1$ , extra term  $P x_1 x_2$

ii) Higher-order polynomial (not Q)

- Reduction to quadratic form with extra variables
- Equivalent polynomial, i.e. one that has the same argmin

# REDUCTION TO QUADRATIC

- Finding **equivalent** quadratic polynomials
- E.g.:  $-x_1x_2x_3 \rightarrow -s(x_1 + x_2 + x_3 - 2)$
- Slack variable  $s$
- In general:  $a x_1x_2x_3 \cdots x_d \rightarrow ?$
- Boros (E. Boros et al, Discrete Applied Mathematics **123** 155 (2002))
  - i) replace pair, e.g.  $x_2x_3$ , for slack  $s_1$ ;
  - ii) add term  $M(x_2x_3 - 2x_2s_1 - 2x_3s_1 + 3s_1)$  to enforce  $s_1 = x_2x_3$ ;
  - iii) repeat until all quadratic
- 1 added variable per replaced pair
- Ishikawa (H. Ishikawa, IEEE Trans. on Patt. Analysis and Mach. Intellig., **33**, 1234 (2011))
  - i) if  $a < 0$ ,  $\rightarrow a s_1 (\sum_i x_i - d + 1)$  [above]
  - ii) if  $a > 0$ ,  $\rightarrow \sim a \sum_i s_i [2(2i - \sum_i x_i) - 1] + a \sum_{i \neq j} x_i x_j$
- Variables added: i) 1 per term, ii)  $\sim d/2$  per term

# THE DENSE ENCODING, COMPARED

~~$$\sum_j x_{i,j} \leq 1 \quad \forall i$$~~

- However... how do  $C_2, C_3$  look like now?

- $C_2$ : 

- standard encoding (also fixed-length):

$$x_{4,3} + x_{5,3} \leq 1, \quad x_{4,2} + x_{5,2} \leq 1, \quad x_{4,1} + x_{5,1} \leq 1$$

$$P \ x_{4,3}x_{5,3} \quad P \ x_{4,2}x_{5,2} \quad P \ x_{4,1}x_{5,1}$$

- dense encoding:

$$P \ x_{4,0} x_{4,1} x_{5,0} x_{5,1} \leq 1$$

$$P \ (1 - x_{4,0}) x_{4,1} (1 - x_{5,0}) x_{5,1} \leq 1$$

$$P \ x_{4,0}(1 - x_{4,1})x_{5,0}(1 - x_{5,1}) \leq 1$$

- Quartic terms for quadratic constraint!

- $C_3$ : 

- standard encoding:  $P \ x_{7,2} x_{8,3} x_9$  (cubic)

- dense encoding:  $P \ x_{7,0}(1 - x_{7,1})x_{8,0}x_{8,1}x_9$  (quintic!)

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$x_{5,0}x_{5,1}$	$x_{4,0}x_{4,1}$				
		00	01	11	10
00		0	0	0	0
01		0	$P$	0	0
11		0	0	$P$	0
10		0	0	0	$P$

# THE DENSE ENCODING, COMPARED

- quadratic constraint

standard:  $P x_{4,3} x_{5,3}$

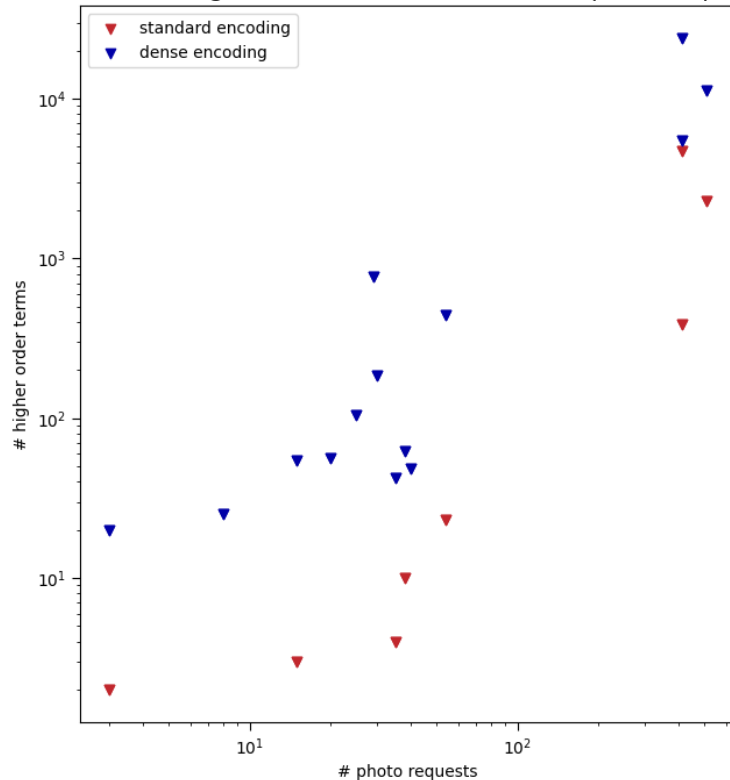
dense encoding:  $P x_{4,0} x_{4,1} x_{5,0} x_{5,1}$

- ternary constraint

standard:  $P x_{7,2} x_{8,3} x_9$

dense encoding:  $P x_{7,0} (1 - x_{7,1}) x_{8,0} x_{8,1} x_9$

Number of higher order terms vs number of photo requests



Average rank of higher order terms vs number of photo requests

