

Qilimanjaro's Quantum as a Service

An HPC use case

09/05/2024

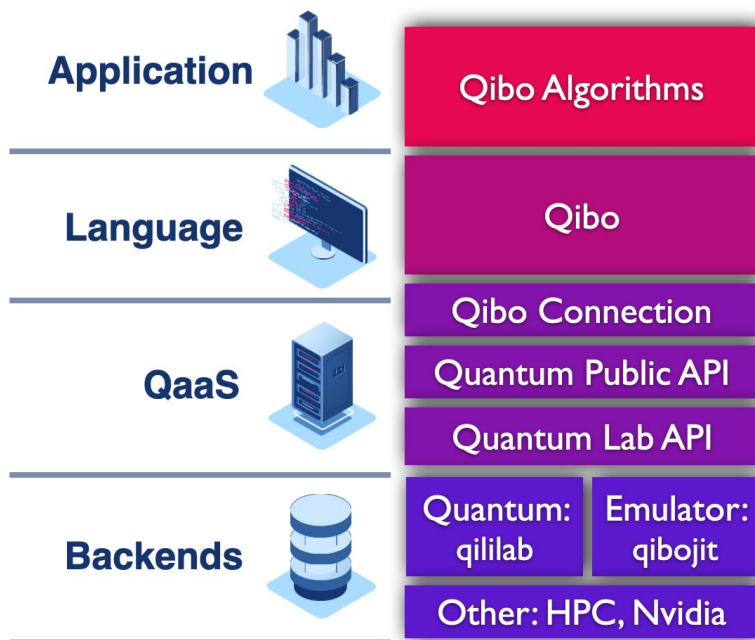
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1.0 Qilimanjaro's QaaS: The Stack

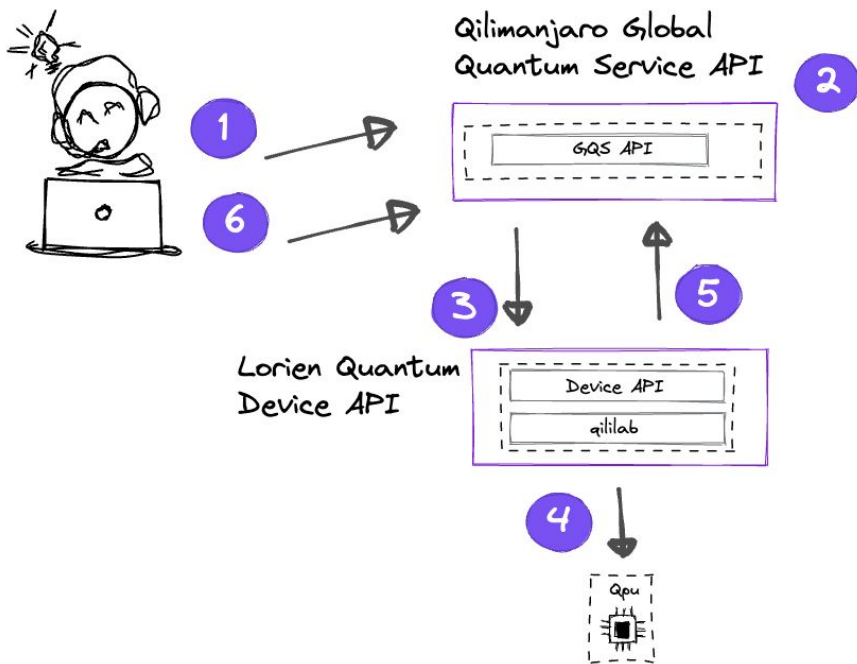


▼ Key components

- A **user interface** (python, web, etc), for the users to interact with our services.
- A **cloud-based publicly available API**, that interfaces with all the services we may offer.
- A series of **centers of execution**, some of them being labs with QPUs, and others being powerful classical computing machines.



1.1 Job travel

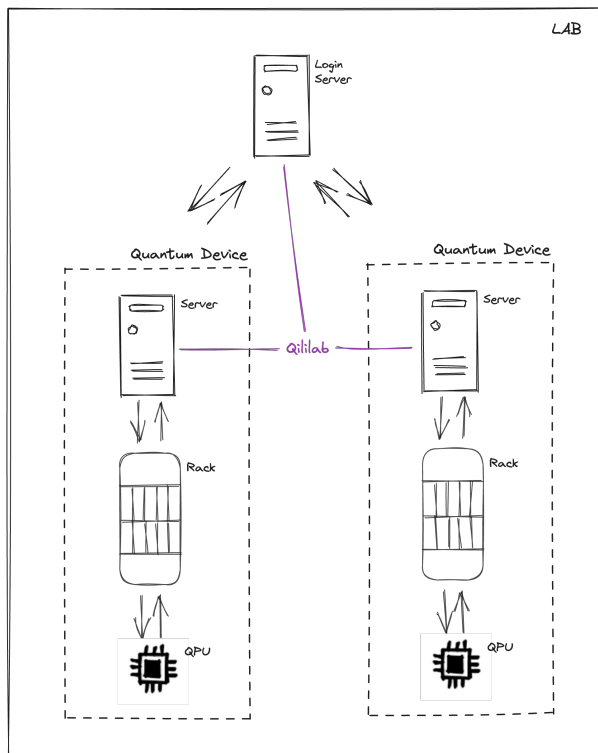


▼ Typical workflow

1. User submits a **job** and gets a **job_id**.
2. Our **Public API** receives and processes the request.
3. Request is **relayed to** the corresponding device.
4. **QPU** or simulator performs the due operations.
5. **Results** are sent to our Public API.
6. User can **retrieve the results** using their **job_id**.



1.2 Job execution



▼ Typical workflow

1. Connects to our **login node**.
2. User writes a python notebook using **qililab**.
 - qililab allows to **describe** the experiments.
 - qililab distributes the execution to the required **slurm partition**.
 - qililab implements the logic for talking to the **control hardware**.
3. **Results** are saved in users home and recovered by qililab.



2.0 Slurm Integration: WHY?

Use case: *Qilimanjaro HW Engineers want to run a quantum experiment*

Constraint: *Only one job can run at a time in our QPUs.*

Before:

1. Use **Qibconnection** to block remote executions.
2. Use Slack to coordinate with other HW engineers
3. SSH to Rack Server –e.g, Compute Node – and use **Qililab**

After:

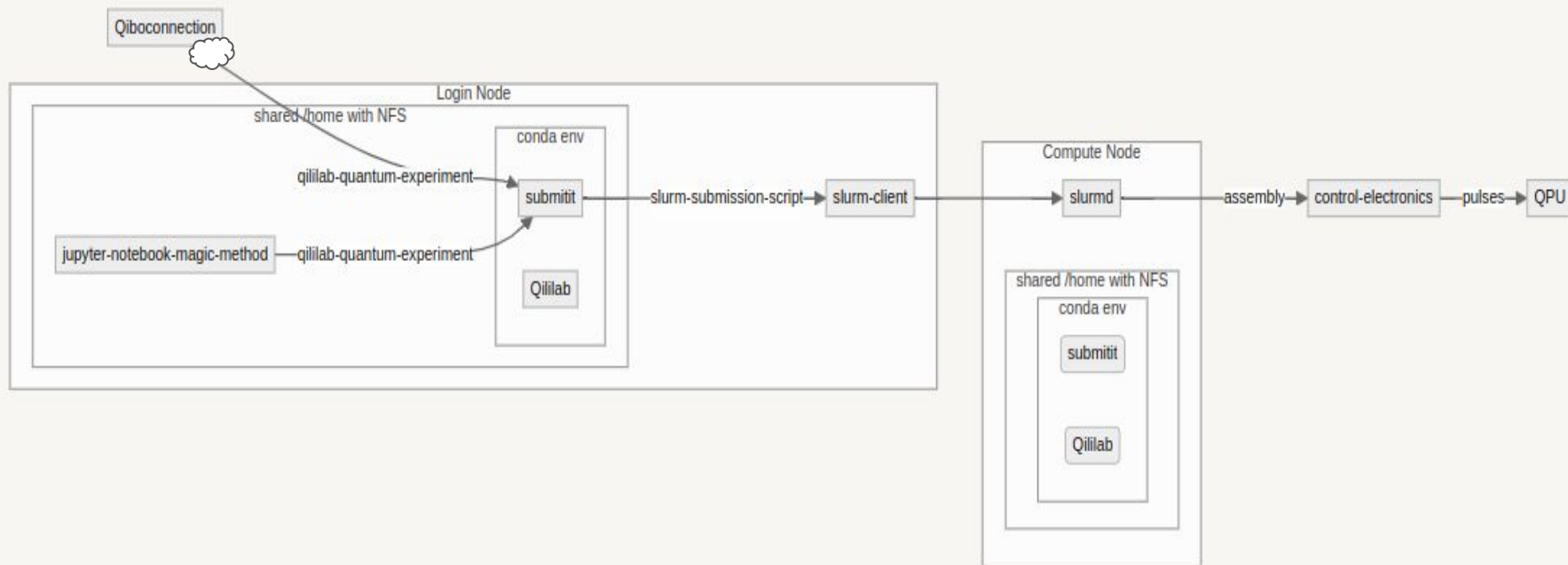
1. SSH to Login Node and use **Qililab**

➔ **DRAMATIC increase in QPUs availability both for external and internal users.**



2.1 Slurm Integration, HOW?

Python-Slurm interface: `submitit`



2.2 Slurm Integration, NEXT STEPS: HPC-QC integration

Main motivation: **Hybrid jobs** - e.g, Variational Quantum Algorithms and Tensor Networks

- NISQ era: quantum resources are very scarce
- Use QPUs only where they provide an advantage



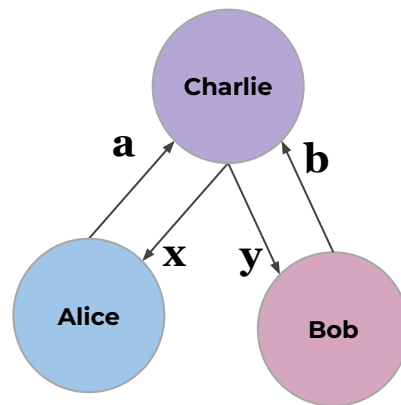
How to **split classical and quantum computation** between different nodes, within the same job?

Current status: exploring different approaches under collaboration with **HPCNow!**



03. Practical example: CHSH game

- Demonstration of quantum effects, classically impossible
 - o Non-local correlations in quantum states (entanglement)
- C sends x, y to A, B
 - x and y are chosen uniformly
- A, B send a, b to C
- A, B win iff $x \wedge y = a \oplus b$



▼ code here!



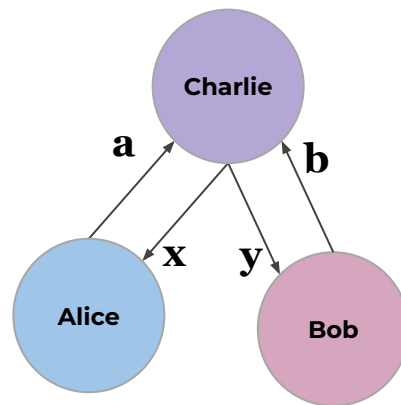
What strategy can Alice and Bob choose in order to have the best chance of winning?



03. Practical example: CHSH game - classical

- A, B win iff $x \wedge y = a \oplus b$

x	y	$x \wedge y$	a	b	$a \oplus b$
0	0	0	0	0	0
0	1	0	0	1	1
1	0	0	1	0	1
1	1	1	1	1	0



▼ code here!



- Best strategy if A, B always chose 0
 - A, B have at most $\frac{3}{4}$ chance of winning

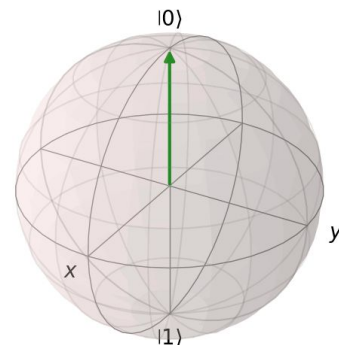
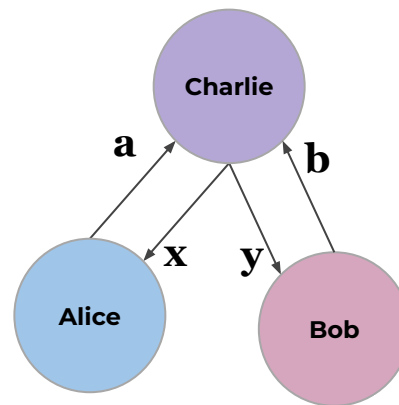


03. Practical example: CHSH game - quantum

▼ code here!



- A, B win iff $x \wedge y = a \oplus b$
- A, B prior share a **bell state** $|\Psi\rangle = \frac{1}{\sqrt{2}}(|\uparrow\rangle \otimes |\downarrow\rangle - |\downarrow\rangle \otimes |\uparrow\rangle)$
 - These are entangled, so there is a correlation between the measurement obtained by A, B
- A, B measure their bell state in different basis, depending on whether they receive 0 or 1
 - If A receives 0: measure in the Z basis, returns 0 or 1 if measure 0 or 1
 - If A receives 1: measure in the X basis, returns 0 or 1 if measure + or -
 - If B receives 0: measure in the (X+Z) basis, returns 0 or 1 if measure 0 or 1
 - If B receives 1: measure in the (X-Z) basis, returns 0 or 1 if measure 0 or 1



A, B have at most $\cos^2(\pi/8)$ chance of winning

03. Practical example: CHSH game

- Mathematical formulation (J.S. Bell, 1971)

$$|E(a, b) - E(a, b') + E(a', b) + E(a', b')| \leq \begin{cases} 2 & \text{classical} \\ 2\sqrt{2} & \text{quantum} \end{cases}$$

- Further reading:

<https://plato.stanford.edu/entries/bell-theorem/>

https://en.wikipedia.org/wiki/CHSH_inequality

▼ code here!



Thank you!