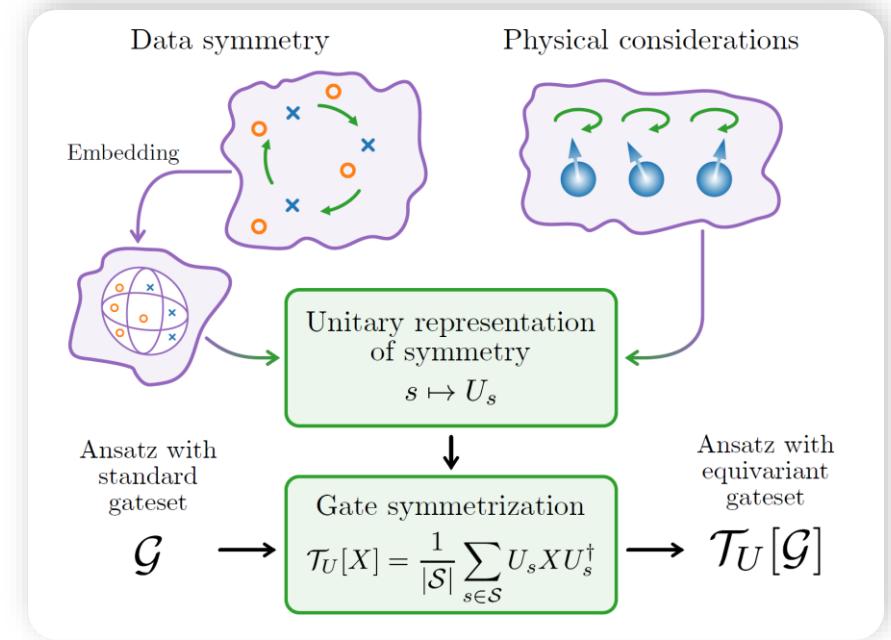


# Exploiting Symmetries in Variational QML

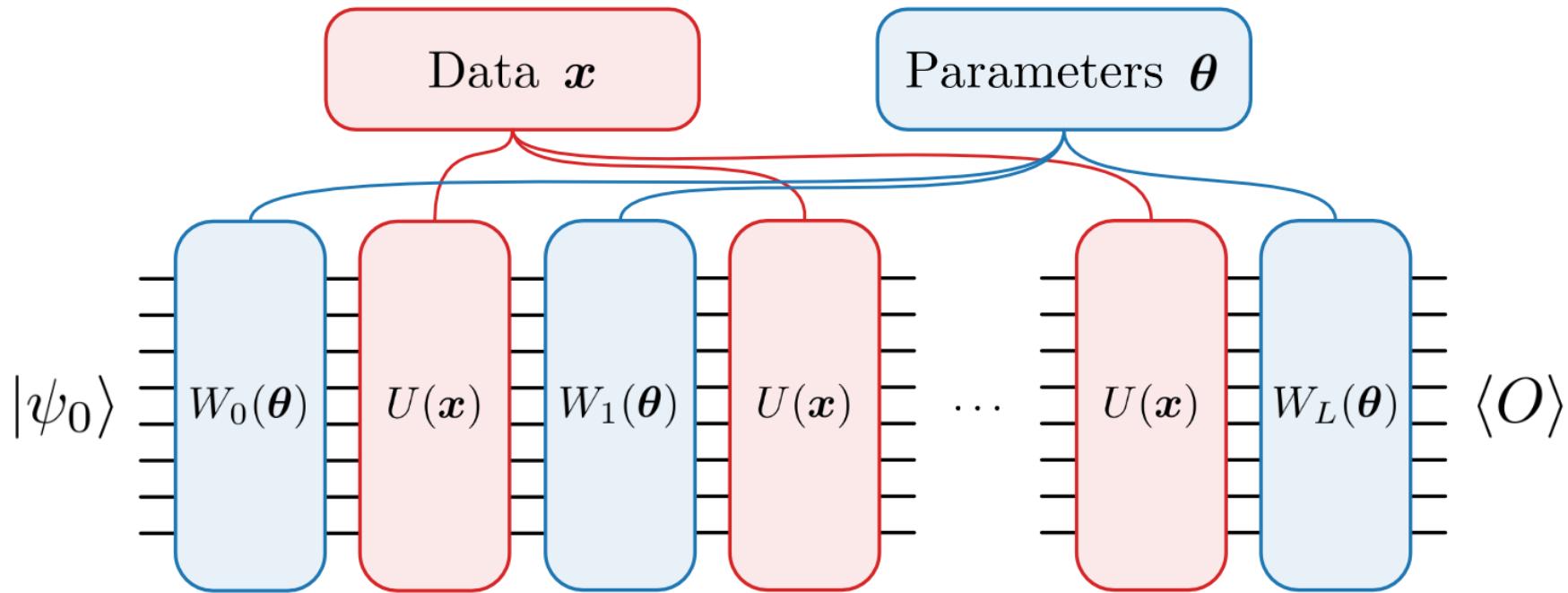
**JOHANNES JAKOB MEYER  
FU BERLIN**

**LANL QUANTUM LUNCH**  
 [@JJ\\_XYZ](https://twitter.com/JJ_XYZ)

# Based on arXiv:2205.06217



# Variational Learning Models



How should we  
× design the data embeddings?  
× parametrize the trainable layers?



Strong need for  
**informed**  
constructions!

# The Case for Symmetry



Cute



Cool

# The Case for Symmetry

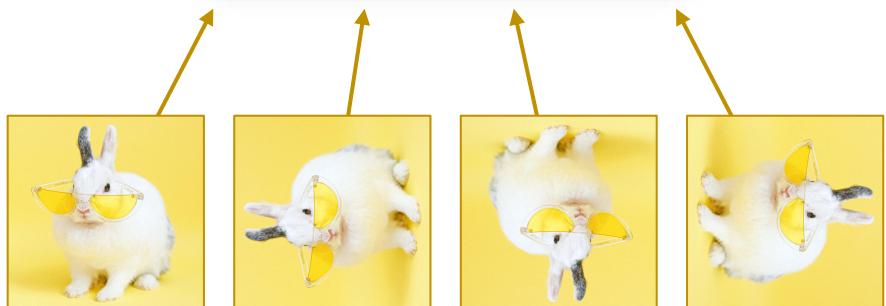


Cute

**Label invariance** under  
a symmetry group

$$y(V_s[\mathbf{x}]) = y(\mathbf{x}) \quad \forall s \in \mathcal{S}$$

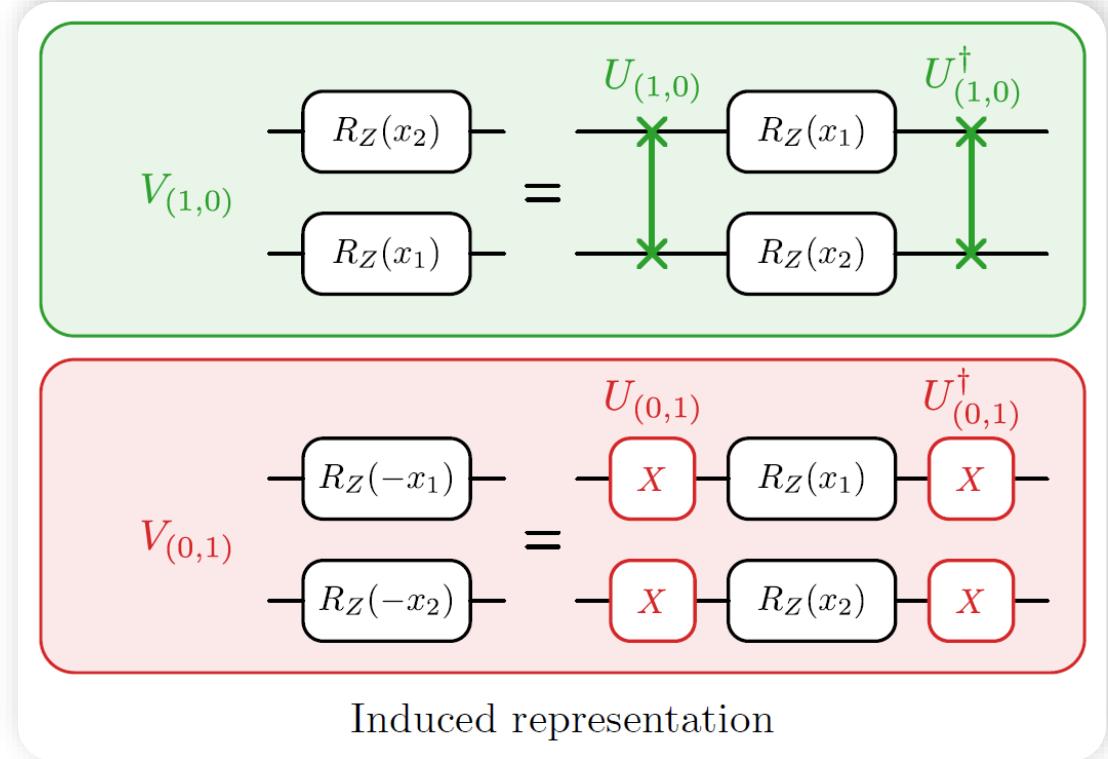
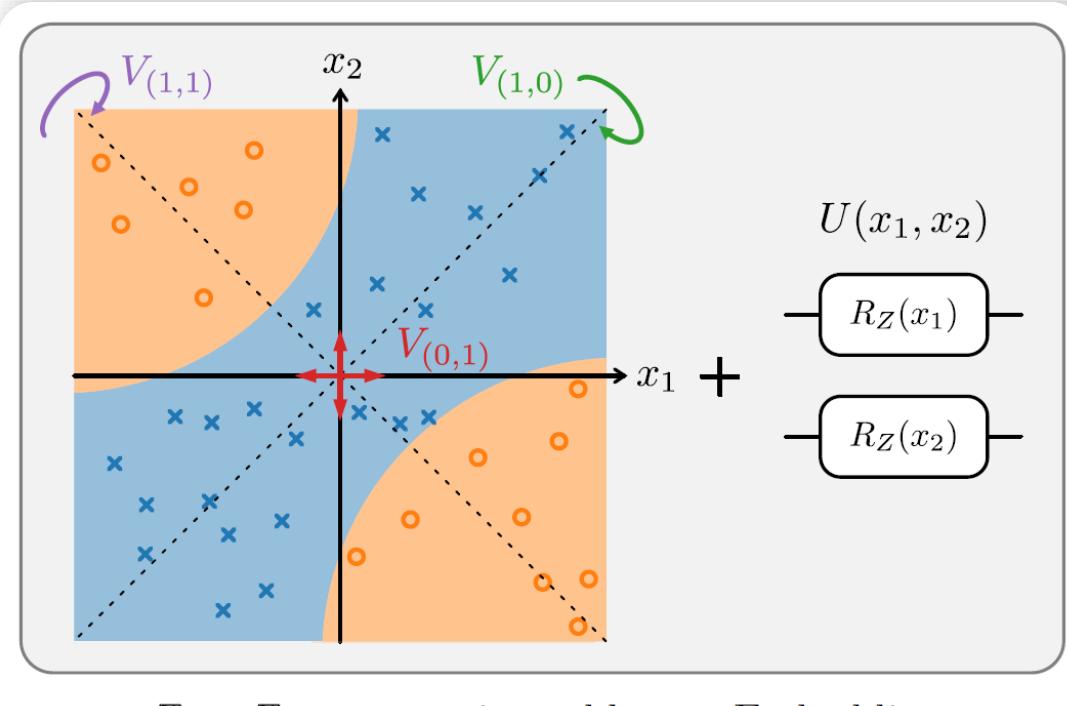
Cool



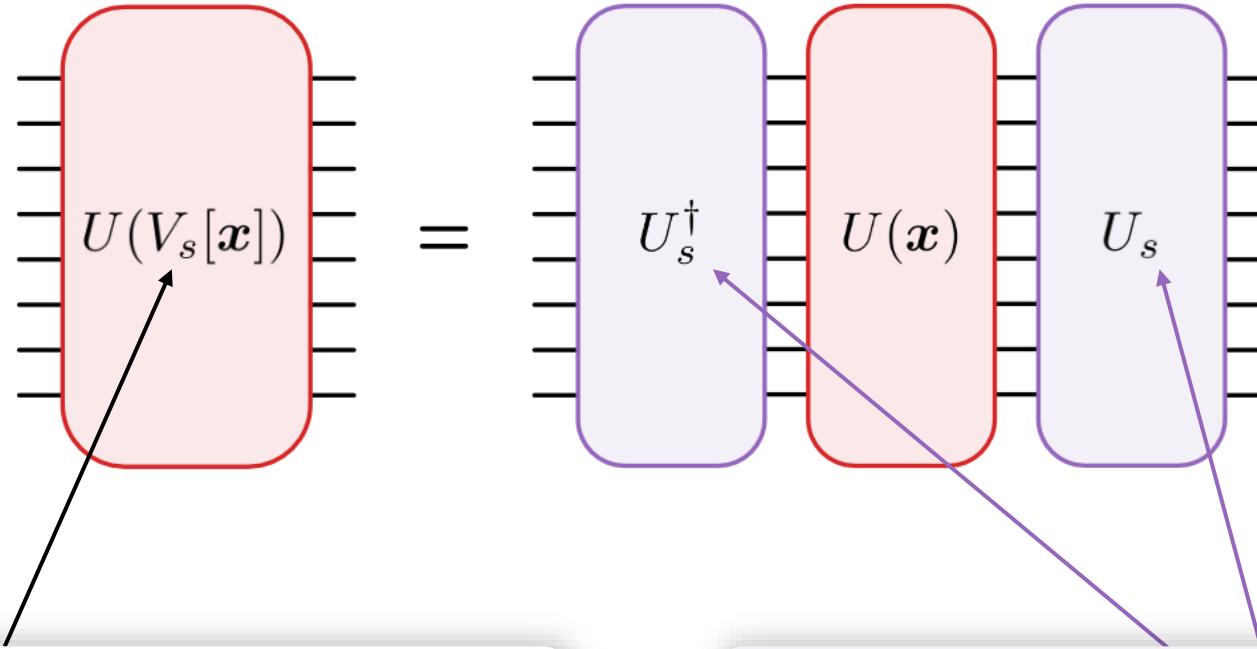
Extensively studied in classical  
machine learning in the field of  
**Geometric Deep Learning**

# Symmetries and Embeddings

How do symmetries manifest when data is embedded in a quantum circuit?



# Equivariant Embeddings



Original representation

Induced representation

# Discrete Example

Three coordinates with  
permutation symmetry

$$\boldsymbol{x} = (x_1, x_2, x_3)$$

Embedding through mutually commuting Paulis

$$U(\boldsymbol{x}) = e^{-ix_1 XX} e^{-ix_2 YY} e^{-ix_3 ZZ}$$

Exchange through generalized Hadamard gates

$$1 \leftrightarrow 2: H_{XY} = e^{-i\frac{\pi}{2\sqrt{2}}(X+Y)}$$

# Equivariant Embeddings

Data embedding

$$U(\mathbf{x}) = e^{-i\mathcal{E}(\mathbf{x})}$$

Data embedding  
into Lie algebra

$$V_s = e^{G_s}$$

Original representation

$$\begin{array}{ccc} \mathbb{R}^d & \xrightarrow{\mathcal{E}} & \mathfrak{su}(2^n) \\ G_s \downarrow & & \downarrow \text{ad}_{H_s} \\ \mathbb{R}^d & \xrightarrow{\mathcal{E}} & \mathfrak{su}(2^n) \end{array}$$

$$\begin{aligned} W_s &= U_s \cdot U_s^\dagger \\ &= \text{Ad}_{U_s} \\ &= e^{\text{ad}_{H_s}} \end{aligned}$$

Induced representation

$$\mathcal{E}G_s = \text{ad}_{H_s} \mathcal{E}$$

Feasibility condition

# Continuous Example

3D Vector with  
 $O(3)$  Symmetry

$$\boldsymbol{x} = (x_1, x_2, x_3)$$

Embedding on two qubits

$$U(\boldsymbol{x}) = e^{-i(x_1 X + x_2 Y + x_3 Z) \otimes X}$$

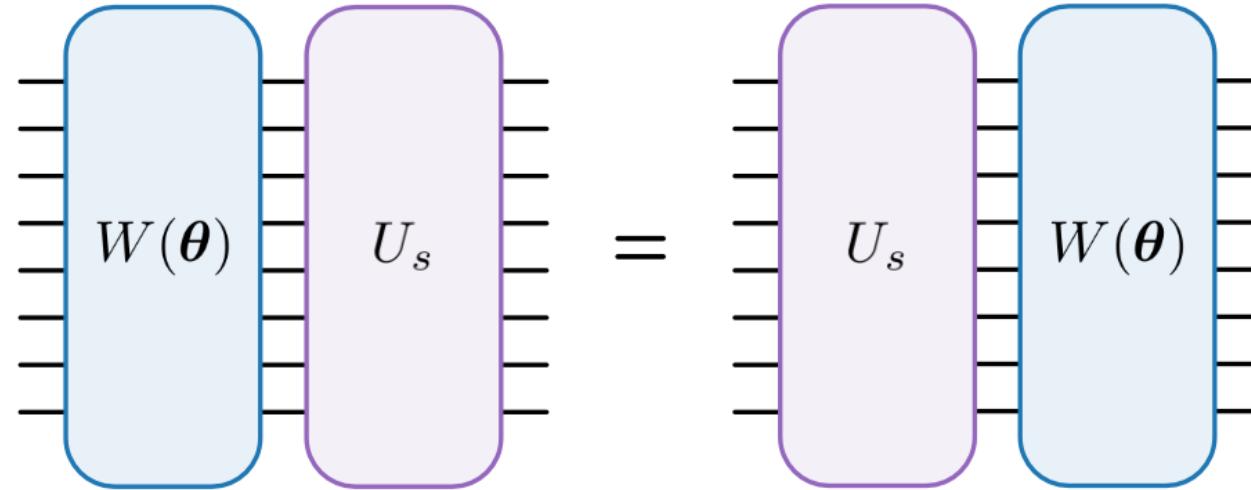
$$O(3) \simeq \boxed{SO(3)} \rtimes \boxed{\mathbb{Z}_2}$$

Induced representation

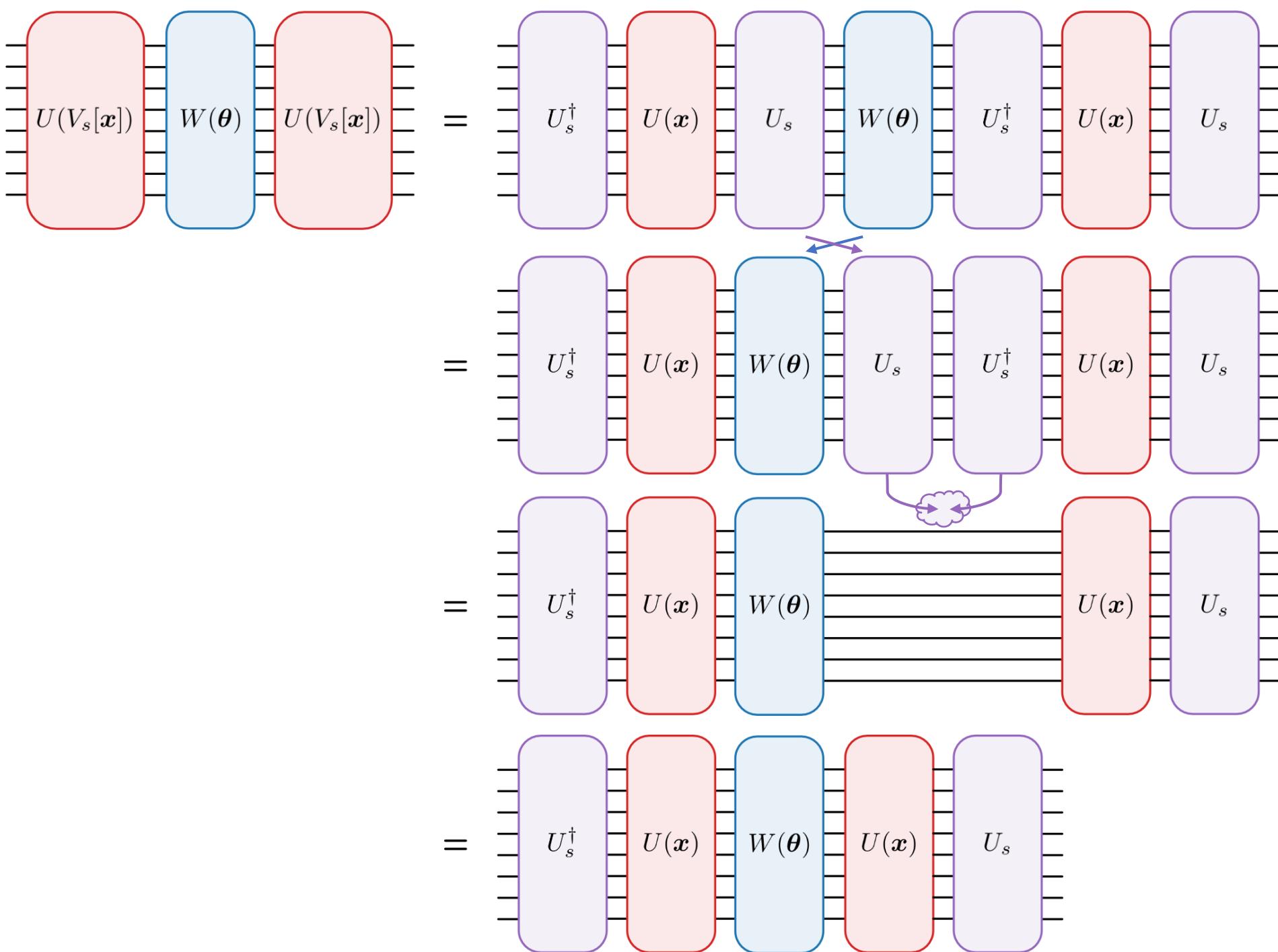
$$SO(3) \simeq \boxed{SU(2)}$$

$$I^b \boxed{R_n(\alpha)} \leftrightarrow \boxed{R_{\langle n, \sigma \rangle}(-\alpha)} \otimes Z^b$$

# Equivariant Layers

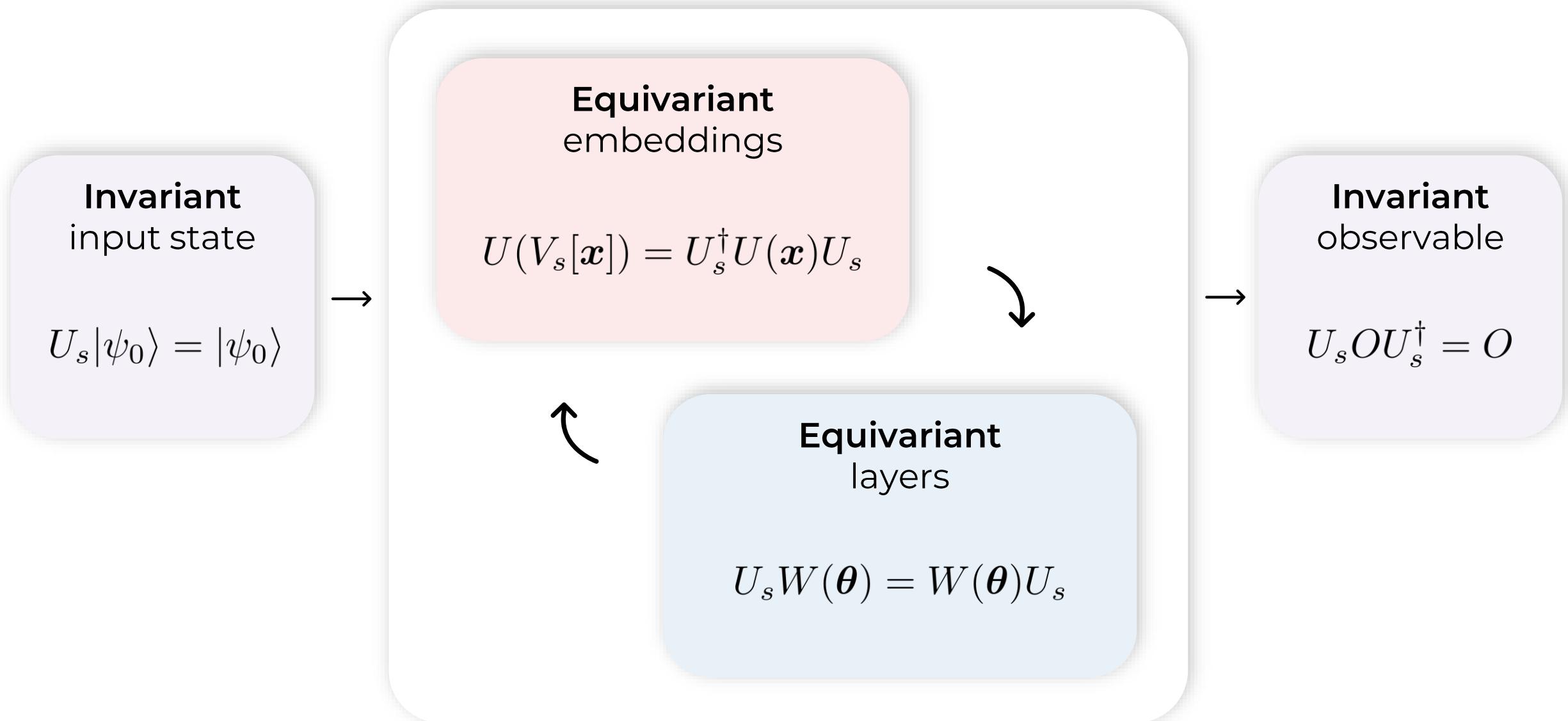


Layers need to **commute** with  
the induced representation



# Invariant Model Recipe

$$y(V_s[\mathbf{x}]) = y(\mathbf{x}) \quad \forall s \in \mathcal{S}$$



# Equivariant Gatesets

How to construct equivariant layers?



Exploit the fact that concatenations  
of equivariant gates are again  
equivariant



Motivates **equivariant gatesets**

Regular gateset

$$\mathcal{G} = \{G_1, G_2, \dots\}$$



Group twirl

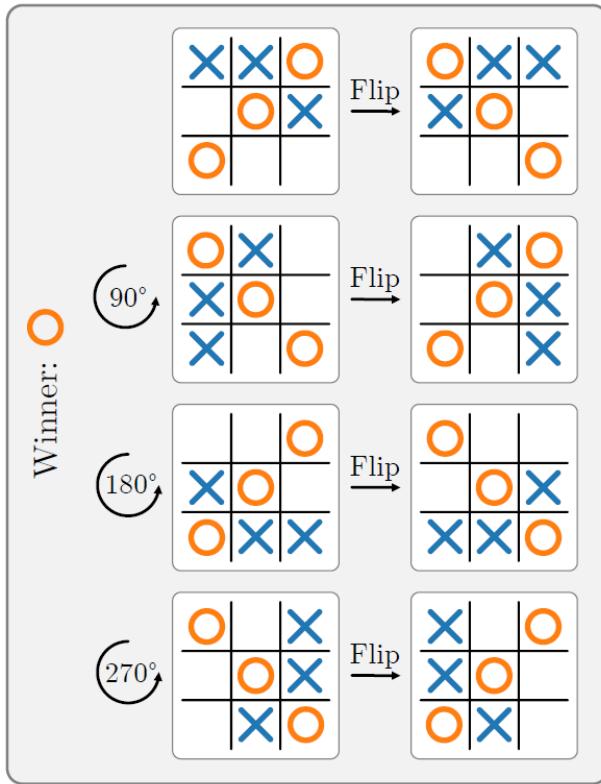
$$\mathcal{T}[G] = \frac{1}{|\mathcal{S}|} \sum_{s \in \mathcal{S}} U_s G U_s^\dagger$$



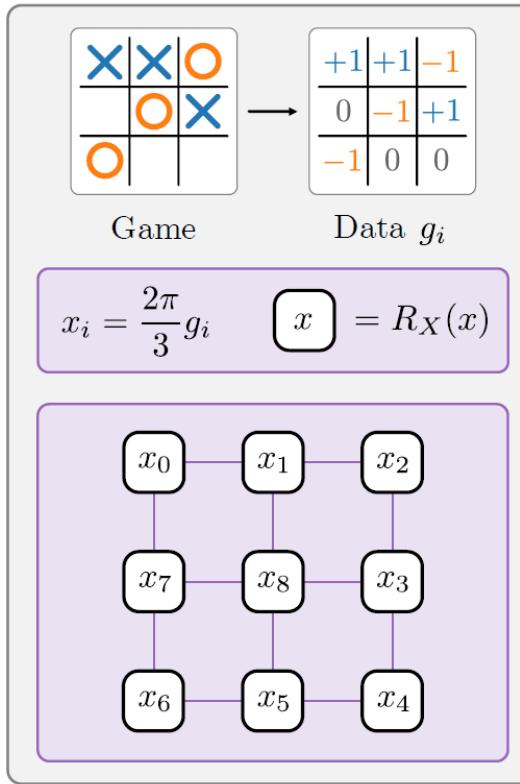
Equivariant gateset

$$\mathcal{T}[\mathcal{G}] = \{\mathcal{T}[G_1], \mathcal{T}[G_2], \dots\}$$

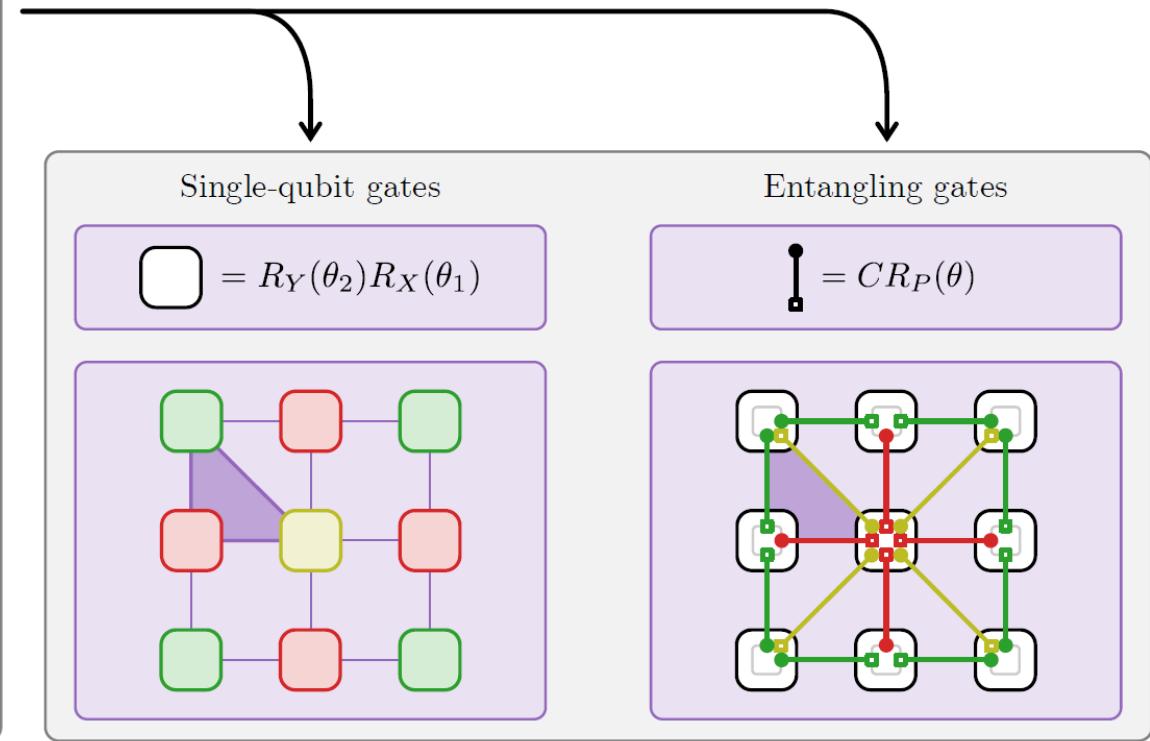
# Tic Tac Toe



Symmetry



Encoding



Equivariant gateset

# Tic Tac Toe

Compare a regular re-uploading model with a symmetrized one

Run sweeps over different depths and randomized architectures

Invariant models have similar performance in training but much better generalization performance



Invariant models generically have **better generalization**

# Further Results

- › Analysis of different kinds of symmetries, both continuous and discrete
- › Discussion of problems that can surface during the construction
- › Further numerical experiments showcasing improved generalization
- › We show that our techniques can also be applied to VQE and mitigate Barren Plateaus

# Summary

- › We need **informed choices** for parametrizations of variational quantum learning models
- › **Label invariance** under a symmetry group provides such information
- › We show **if and how** such information can be used to produce invariant quantum learning models
- › The resulting models have less parameters and numerical experiments confirm their **better generalization**

# Thank you for your attention!

