

# Université Paris-Saclay, CEA, LIST

## Benchmarking Quantum Computers

An illustration on the case of D-Wave quantum  
annealers

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June, 24-25th 2025, TQCI, Palaiseau

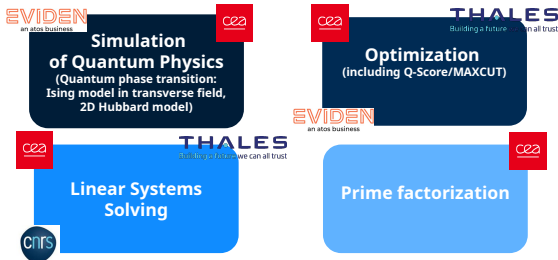


# Section 1

## Context

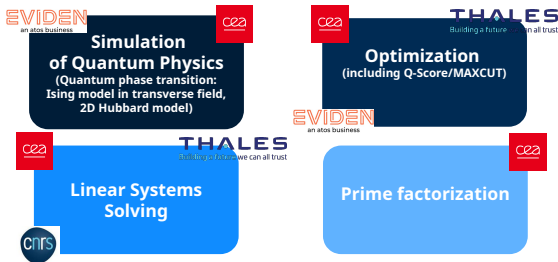
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A polyvalent suite of benchmark for applications of QC addressing several fields



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We aim to address all possible kind of QC hardware, including:

- gate-based quantum computers
- analog quantum computers and quantum annealers
- work on “quantum inspired” solutions (e.g. NEC, Fujitsu ...)
- (aim to, future) also Photonic QCs (e.g. Quandela)

# Application to quantum annealers (D-Wave)



D-Wave quantum annealers are a series of quantum computers:

- The oldest commercial series of quantum computers
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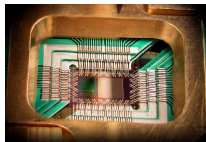
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- Optimization:
  - ATOS/Eviden Q-Score (MaxCut), SotA TNO:
    - DW-2000Q **QScore= 70**
    - DW-Advantage **QScore= 180**
  - **MCM Gn series (to be presented)**
- Prime factorization:
  - SotA: DW-Advantage current best: factorization of  $8,219,999 = 32,749 \times 251$
- **Linear System Solving (to be presented)**

# D-Wave Quantum Annealers: main points

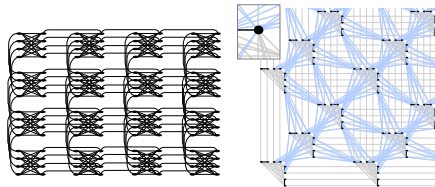
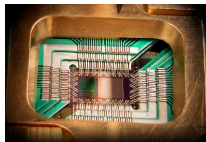


Canadian Enterprise funded in 1999. Provider of quantum computing solutions since 2009

- Superconducting flux qubits (niobium)
- 5 generations of QPU: 128, 1152, 2048, 5000+
- next generation: Advantage 2, 7440 qubits (end of 2024?)
- Principle: Quantum Annealing (QA)



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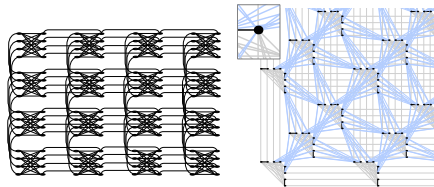
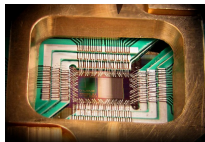
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- Pegasus= 15 connections/qubit
- Zephyr= 20 connections/qubit

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Image credits: D-Wave™

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## Ising Hamiltonian

$$\mathcal{H}_{Is} = \sum_{i=0}^{n-1} h_i \sigma_i + \sum_i \sum_{j \neq i} J_{ij} \sigma_i \sigma_j \quad \text{equiv. to QUBO problem} \quad (1)$$

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Quantum Annealing / D-Wave quantum computers

- Are not easily comparable to gate-based QC
- Are specialized computer for Ising Hamiltonian/QUBO solving
- Are not expected to reach exponential speedup



# QUBO problem, Ising Hamiltonian and Adiabatic evolution



- Generalized Ising problem (2D):  $\mathcal{H}(\mathbf{h}, \mathbf{J}, \mathbf{s}) = \sum_i h_i s_i + \sum_{i < j} J_{ij} s_i s_j$  with  $s_k$  spins and  $J_{i,j}$  coupling constants
- QUBO problems e.g.  $f = \mathbf{x}^T \mathbf{Q} \mathbf{x} = \sum_{i \leq j} q_{i,j} x_i x_j$  with  $x_i \in \{0, 1\}, \forall i$

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Quantum Annealing (QA) is inspired by the **Adiabatic theorem** of QM

$$\mathcal{H}(t) = f\left(1 - \frac{t}{\tau}\right) \mathcal{H}_d + f\left(\frac{t}{\tau}\right) \mathcal{H}_t \text{ with} \quad (2)$$
$$\begin{cases} \mathcal{H}_d = & \sum_i \sigma_i^x \\ \mathcal{H}_t = & \sum_i h_i \sigma_i^z + \sum_{(i,j) \in G} J_{i,j} \sigma_i^z \sigma_j^z \end{cases}$$

■  $\mathcal{H}_d$  driver Hamiltonian

■  $\mathcal{H}_t$  target Hamiltonian

■  $\tau$  annealing time



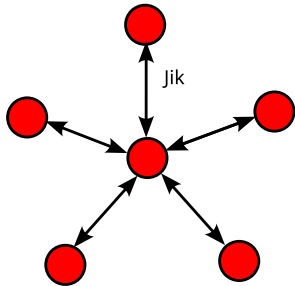
## Section 2

### Maximum Cardinality Matching, the Gn series

# Principles and caveats of minor-embedding on D-Wave

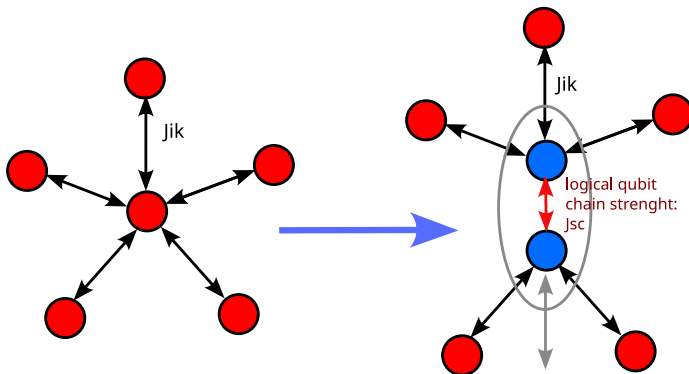


Illustration: case of an architecture with 4 couplings/qubit and a problem with 5 couplings



# Principles and caveats of minor-embedding on D-Wave

Illustration: case of an architecture with 4 couplings/qubit and a problem with 5 couplings



- Decide variable allocation and mapping (minor-embedding, NP-hard)
- Decide the chain-strenght: usually as a ratio (Relative Chain Strength, RCS)

# The choice of the Gn series as a benchmarking tool



Quantum Annealing being a heuristic we should treat it as such

- Finding a combinatorial problem with a simple to evaluate optimum
- ATOS defined the Q-Score [1] based on the Max-Cut problem (NP-hard, unconstrained)

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- A matching is a single bound between 2 populations (= constrained problem)
- A maximum matching is the configuration of matchings that maximize their number
- The  $G_n$  series = instances of MCM, easy to solve
  - demonstrated the slow convergence of the **Simulated Annealing** in some cases
  - $(n+1)^3$  possible matchings but only  $(n+1)^2$  in the solution
  - Selecting randomly a given matching is increasingly counterproductive as  $n$  grows

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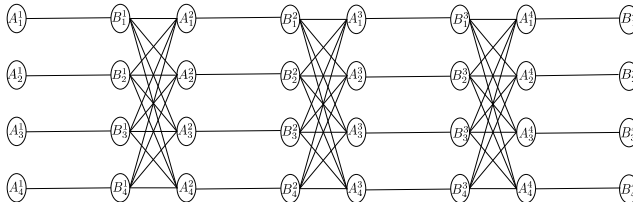
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**The  $G_n$  series = good candidate to complement the Q-Score on optimization problems**

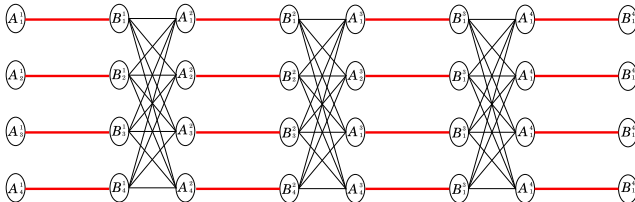
# $G_n$ series illustration

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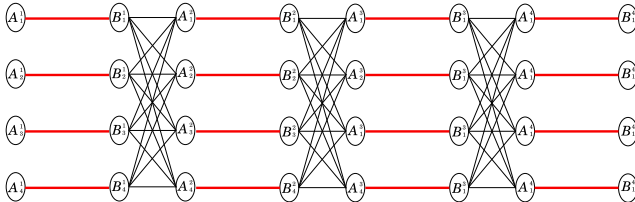


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We must adapt it to an Ising Hamiltonian/QUBO formulation

- The maximum matching problem is constrained  $\neq$  QUBO/ISing
- Change the economic function (the Hamiltonian) to take the constraints into account
- Doing so transform the problem from hard constrained to soft constrained (good enough)

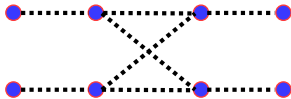
# QUBO formulation

QUBO (for minimization):

$$q_{ee} = -1 - 2\lambda \text{ et } q_{ee'} = \begin{cases} 2\lambda & \text{si } \exists v \in N / e \in \Gamma(v) \text{ and } e' \in \Gamma(v) \\ 0 & \text{otherwise} \end{cases}$$

As  $\sum_{e \in E} x_e \leq \text{card}\{E\}$  we can decide for  $\lambda = \text{card}\{E\}$  as an upper value [3]

■ Example: G1



$$Q_{G_1} = \begin{bmatrix} -17 & 0 & 16 & 16 & 0 & 0 & 0 & 0 \\ 0 & -17 & 0 & 0 & 16 & 16 & 0 & 0 \\ 0 & 0 & -17 & 16 & 16 & 0 & 16 & 0 \\ 0 & 0 & 0 & -17 & 0 & 16 & 0 & 16 \\ 0 & 0 & 0 & 0 & -17 & 16 & 16 & 0 \\ 0 & 0 & 0 & 0 & 0 & -17 & 0 & 16 \\ 0 & 0 & 0 & 0 & 0 & 0 & -17 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & -17 \end{bmatrix}$$

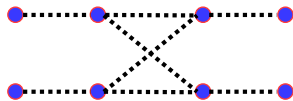
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■ When  $n$  grows, the number of edge per vertex increases linearly

■  $\Rightarrow$  the minor-embedding is rapidly an issue



# Relevant parameters for improving the outcome



- In [3] the oldest architecture (Chimera), embedding constraints limited the achievable problems to  $G_4$  in the best case (with at most 2000 qubits)
  - Little influence of any parameter on the outcome

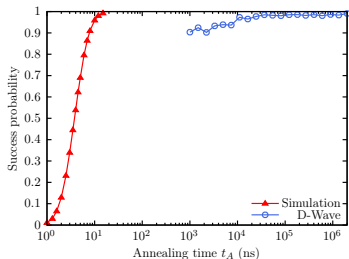
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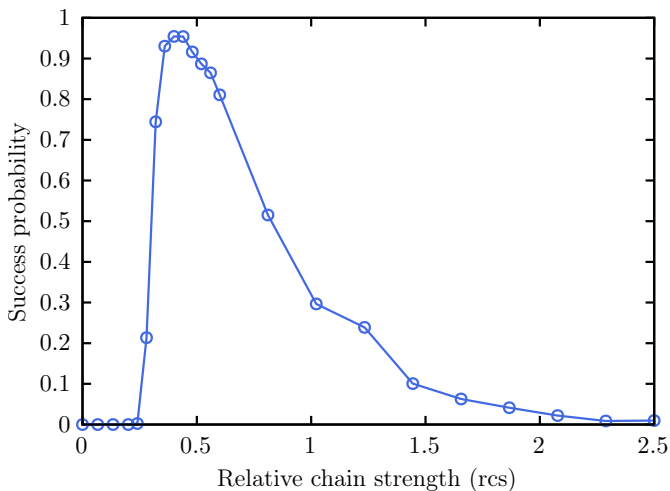


Comparing resolution of Schrodinger eq. on supercomputer vs D-Wave experiments (Advantage-2)

- Different from theoretical but not relevant

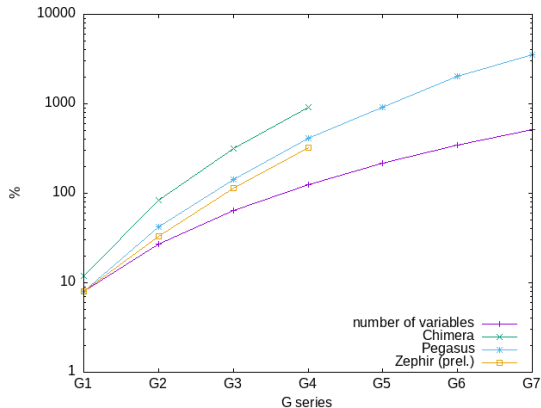
# Impact of chain strength and minor-embedding

Relative Chain Strength must be well chosen to optimize the outcomes



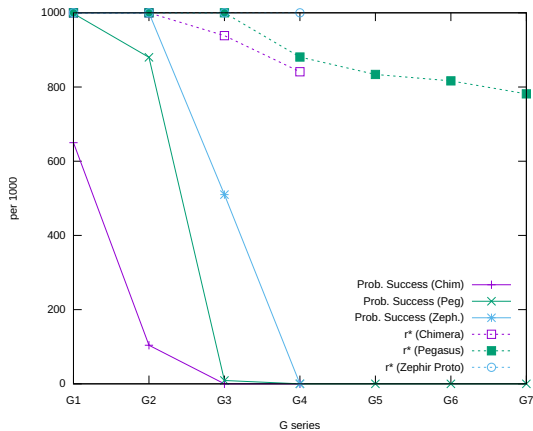
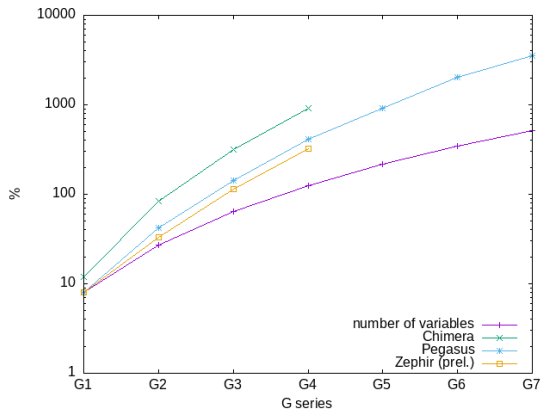
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- Differentiating QPU results from Random results:
  - Applying a threshold to probability with statistical significance above randomness
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- Cases where an exact solution is mandatory (e.g. LSS)
  - We apply the previous criterion on the probability of correct outcome
- Cases where approximate solutions can be acceptable (e.g. Optimization problems)
  - Distance to optimum:
    - Hamming distance to optimum,
    - optimality score pondered by constraints violations

In the case of MCM (optimization problem we decided to mix both)

# Definition of G score and weighted G score

- The relative Hamming distance to the optimal solution

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$$r_d = \left( 0, \frac{\mathcal{L} - f}{(n+1)^2} \right) \quad (4)$$

where  $\mathcal{L}$  is the number of links in this “best” solution and  $f$  being the number of failed constraints

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- We define a ratio of optimality for the first “failed”  $G_n$

$$r_o = \frac{1}{2}(1 - r_H + r_d) \quad (5)$$

## G score results



We define a direct score and a weighted-score based on the probability of finding the optimal on the last “non-failed”  $G_n$

$$S_G = (n_s + 1 + r_o)^3 \quad \text{and} \quad S_{Gw} = (n_s + 1 + r_o \times p_o)^3 \quad (6)$$

**Table:** Results on each recent generation of DWave QPUs

QPU architecture	$n_s$	$r_o$	$S_G$	$p_o$	$S_{Gw}$
DWave-2000Q (Chimera)	2	0.9375	61	84.9%	54.7
DWave Advantage (Pegasus)	3	0.904	116	1.8%	64.8
DWave Advantage-2-proto (Zephyr)	3	0.936	122	11.0%	69.1



## Section 3

# Linear System Solving

# State of the art: solving linear systems on D-Wave's QCs



Solving problem on D-Wave quantum annealers

To convey calculation on a D-Wave computer means finding a QUBO or Ising formulation whose minimum solves the initial problem



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Solving  $A\mathbf{x} = \mathbf{b}$  where  $A \in \mathcal{M}_n(\mathbf{R})$  and  $\mathbf{b} \in \mathbb{R}^n$

$$i \in \{0, \dots, n-1\}, \quad \mathbf{A}_i \cdot \mathbf{x} - b_i = 0$$

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$\mathcal{C}(\mathbf{x}) \geq 0$  per definition

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$\mathcal{C}(\mathbf{x}) \geq 0$  per definition and  $\mathcal{C}(\mathbf{x}) = 0 \iff \mathbf{x}$  solution of  $A\mathbf{x} = \mathbf{b}$

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$$c_i(\mathbf{x}) = \left[ \sum_{j=0}^{N-1} a_{ij} \left( \sum_{k=0}^{r-1} x_{jk} 2^k - x_{jr} 2^r \right) - b_i \right]^2 \quad \text{and} \quad \mathcal{C}(\mathbf{x}) = \sum_{i=0}^{n-1} c_i(\mathbf{x}) \quad (9)$$

$\mathcal{C}(\mathbf{x})$  is quadratic, binary, its minimum is what we want = a QUBO problem

# First results and caveat of this method

The higher order coefficients of the QUBO cost function:  $\mathcal{M}(x) \propto 2^{2r} \sum_{i=0}^{n-1} x_{i,r}$



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Non scalability issue

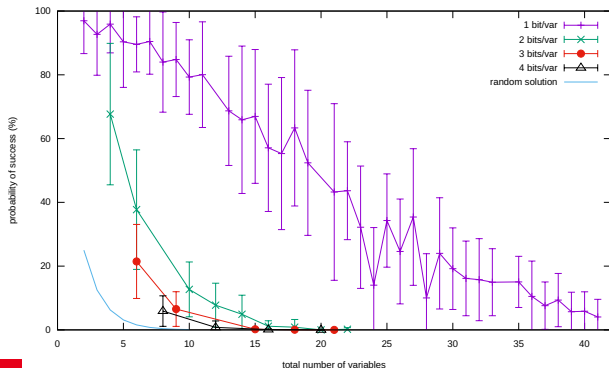
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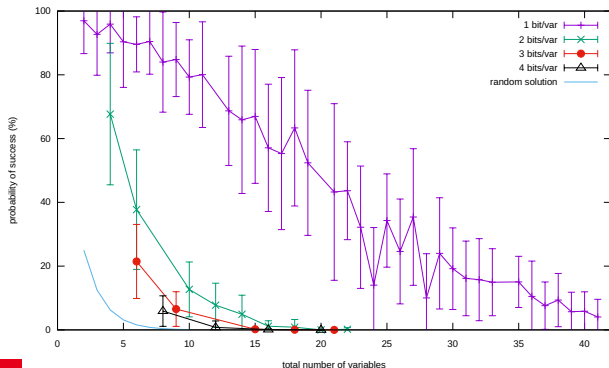
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**The method is not scalable**

# First simple benchmark: 1 bit resolution, LSS



Limiting to binary solutions (1 bit resolution) avoids the exponential problem

- Best case scenario (albeit unrealistic)

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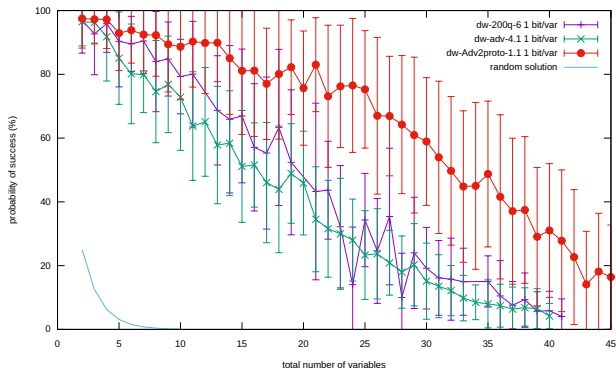
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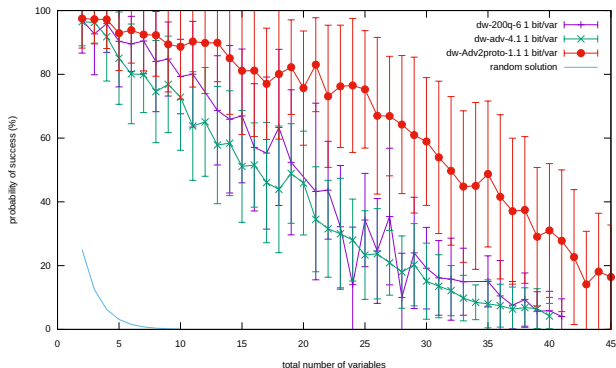
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QPU generation	$x_0$
Chimera (dw-2000q)	$20.1 \pm 1.8$
Pegasus (dw-advantage)	$17.8 \pm 0.8$
Zephyr (advantage2-proto)	$31.8 \pm 0.8$

# Improving the results: tweaking the minor-embedding

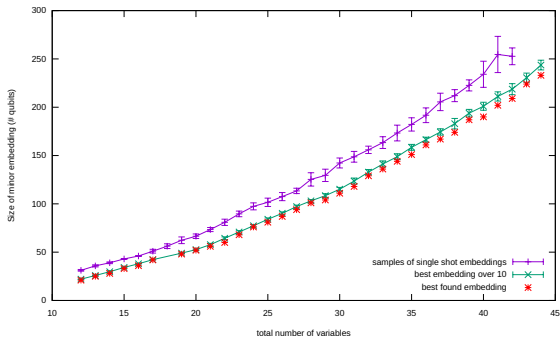


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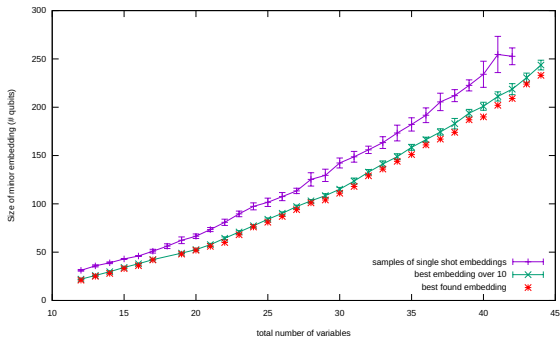
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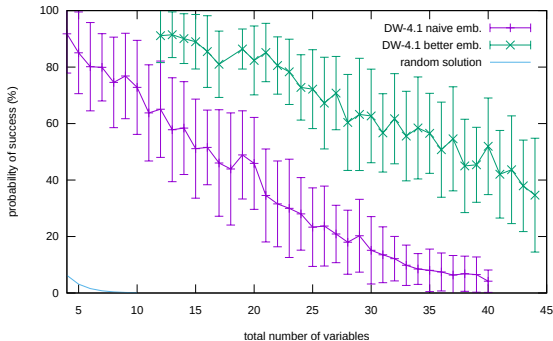
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inflection point:  $17.8 \pm 0.8$   $\rightarrow$   $37.0 \pm 1.2$

**Much better benchmark result**

# Avoiding the exponential problem, a novel algorithm



Introduction on a simple example:

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$$\left\{ \begin{array}{ccccccc} x_0 & & & +y_0 & & +1 & -2c_0 = 0 \\ & x_1 & & & +y_1 & & +c_0 - 2c_1 = 0 \\ & & x_2 & & & +y_2 & +c_1 - 2c_2 = 0 \\ \hline x_0 & & & +y_0 & & +1 & -2c'_0 = 0 \\ x_0 & +x_1 & & & +y_1 & +1 & +c'_0 - 2c'_1 - 4c'_2 = 0 \\ x_0 & +x_1 & +x_2 & & & +y_2 & +c'_1 - 2c'_3 - 4c'_4 = 0 \end{array} \right. \quad (10)$$

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And the cost function (QUBO problem):

$$\mathcal{C}(X, Y) = (x_0 + y_0 + 1 - 2c_0)^2 + \dots + (x_0 + x_1 + x_2 + y_2 + c'_1 - 2c'_3 - 4c'_4)^2$$

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Nonetheless, this provide the base of an utility measure of solving linear systems with QA. We choose a large probability of finding the solution e.g. 20%

# Experimental results



	2 vars, 3bits/v		2 vars, 4bits/v		3 vars, 3bits/v		3 vars, 4bits/v	
	std	2's	std	2's	std	2's	std	2's
Adv-4.1	22.1±6.3%	21.2±25%	4.5±3.4%	2.7±3.3%	2.0%	2.9%	0.12%	≈ 0.01%
Adv2-proto 40 $\mu$ s annealing	<u>na</u>	<u>na</u>	<u>na</u>	<u>na</u>	2.0%	2.7%	0.12%	0.19%
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The results really point at a **spectral gap issue**

- Next urgent step: mitigate the spectral gap issue and check if it improves

# Conclusion and future work

- Contrary to intuition, Quantum Annealing (and other Analog QC) can do LSS
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  - LLS, Prime factorization, constrained and unconstrained optimization (including Q-Score)
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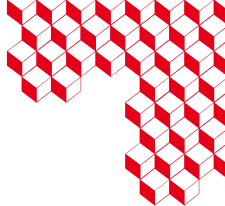
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## Future work:

- Improving the spectral gap in target Hamiltonian
  - Test if it improves the results
- Porting to other analog QCs:
  - Work should start in 2024Q4 for Pasqal QC



Merci

**Thanks!**

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