

Quantum versus Thermal annealing (or D-wave versus Janus): seeking a fair comparison

Víctor Martín-Mayor

Dep. Física Teórica I, Universidad Complutense de Madrid
Janus Collaboration

In collaboration with Itay Hen (Information Sciences Institute, USC).

HPC 2014, Cetraro, July 8 2014.

Monte Carlo is an extremely bad method; it should be used only when all alternative methods are worse.
(Alan Sokal, 1989).

Monte Carlo is an extremely bad method; it should be used only when all alternative methods are worse.
(Alan Sokal, 1989).

Such desperate problems are common in **Theoretical Physics**.

Monte Carlo is an extremely bad method; it should be used only when all alternative methods are worse.
(Alan Sokal, 1989).

Such desperate problems are common in **Theoretical Physics**.

Our applications are extremely computer *intensive* but *simple*: the Janus collaboration has dared to produce **dedicated hardware**.

Monte Carlo is an extremely bad method; it should be used only when all alternative methods are worse.
(Alan Sokal, 1989).

Such desperate problems are common in **Theoretical Physics**.

Our applications are extremely computer *intensive* but *simple*: the Janus collaboration has dared to produce **dedicated hardware**.

Janus is a great success, but classical Monte Carlo is hitting an **algorithmic wall**.

Monte Carlo is an extremely bad method; it should be used only when all alternative methods are worse.
(Alan Sokal, 1989).

Such desperate problems are common in **Theoretical Physics**.

Our applications are extremely computer *intensive* but *simple*: the Janus collaboration has dared to produce **dedicated hardware**.

Janus is a great success, but classical Monte Carlo is hitting an **algorithmic wall**.

Is **quantum computing** our breakthrough?

Plan of the presentation

- 1 A quick overview: spin-glasses.
- 2 Desperate problem, desperate solutions: the **Janus** computer.
- 3 The **temperature chaos** algorithmic wall.
- 4 **D-wave**, the chimera lattice and temperature chaos.

Spin-glasses (I)

Spin-glasses are disordered magnetic alloys.

They can be mapped (at zero temperature) to a Computer Science optimization problem:

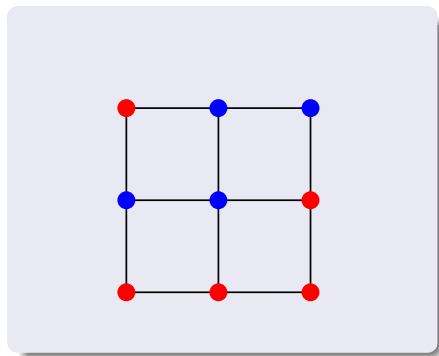
QUBO (Quadratic Unconstrained Binary Optimization)

$$E(\{b_i\}) = - \sum_{ij} Q_{i,j} b_i b_j - \sum_i h_i b_i .$$

Looks like minimizing a quadratic form, but this is not a Calculus exercise: $b_i = 0, 1$.

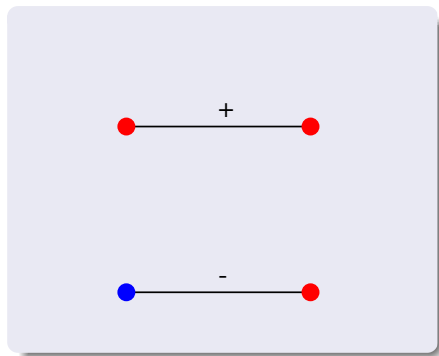
Spin glasses (II)

- We have a graph (V, E)
Vertices: binary variables
Edges: interactions.



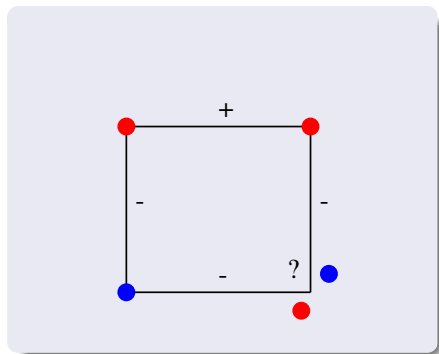
Spin glasses (II)

- We have a graph (V, E)
Vertices: binary variables
Edges: interactions.
- Interactions:
ferromagnetic (+) or
antiferromagnetic (-),
50% probability (\rightarrow
instances).



Spin glasses (II)

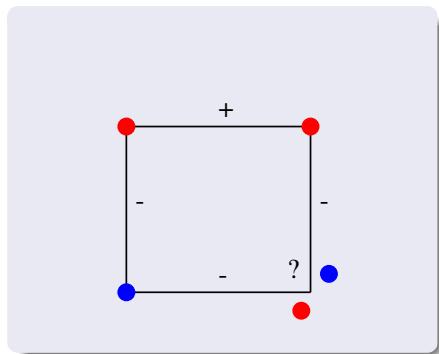
- We have a graph (V, E)
Vertices: binary variables
Edges: interactions.
- Interactions:
ferromagnetic (+) or
antiferromagnetic (-),
50% probability (\rightarrow
instances).
- Loops \rightarrow **frustration**.



Spin glasses (II)

- We have a graph (V, E)
Vertices: binary variables
Edges: interactions.
- Interactions:
ferromagnetic (+) or
antiferromagnetic (-),
50% probability (\rightarrow
instances).
- Loops \rightarrow **frustration**.

Minimum energy: **NP-hard** for
non-planar graphs.



Spin glasses and computer science

Up to now, spin glasses perfectly useless materials but. . .

- An inspiration to understand NP-completeness (Zecchina, Mèzard, Parisi, etc.)
- A preferred bench-mark for quantum computing.
- A source of heuristic algorithms: Simulated Annealing (Kirkpatrick, Gelatt, Vecchi).

Spin glasses and computer science

Up to now, spin glasses perfectly useless materials but. . .

- An inspiration to understand NP-completeness (Zecchina, Mèzard, Parisi, etc.)
- A preferred bench-mark for quantum computing.
- A source of heuristic algorithms: Simulated Annealing (Kirkpatrick, Gelatt, Vecchi).

Simulated Annealing is **outdated** for spin-glasses.

Current method of choice: **Parallel Tempering**.

The Janus Collaboration

Team from 5 universities in Spain and Italy:

- **Universidad Complutense de Madrid:**
M. Baity-Jesi, L.A. Fernandez, V. Martin-Mayor, A. Muñoz Sudupe
- **Universidad de Extremadura:**
A. Gordillo-Guerrero, J.J. Ruiz-Lorenzo
- **Università di Ferrara:**
M. Pivanti, S.F. Schifano, R. Tripiccone
- **La Sapienza Università di Roma:**
A. Maiorano, E. Marinari, G. Parisi, F. Ricci-Tersenghi, D. Yllanes, B. Seoane
- **Universidad de Zaragoza:**
R.A. Baños, A. Cruz, J.M. Gil-Narvión, M. Guidetti, D. Iñiguez, J. Monforte-Garcia, D. Navarro, S. Perez-Gavero, A. Tarancon, P. Tellez.



Physicists and engineers dedicated to the design and exploitation of special-purpose computers, optimised for Monte Carlo simulations in condensed matter physics.

Desperate problems, desperate solutions: Janus (I)

Even with binary spins, simulation of spin-glasses is heavy in **two respects**:

- 1 Many ($\sim 10^3$) problem instances \rightarrow embarrassingly parallel.

Desperate problems, desperate solutions: Janus (I)

Even with binary spins, simulation of spin-glasses is heavy in **two respects**:

- 1 Many ($\sim 10^3$) problem instances \rightarrow embarrassingly parallel.
- 2 **Single instance** simulation **very long**.

Desperate problems, desperate solutions: Janus (I)

Even with binary spins, simulation of spin-glasses is heavy in **two respects**:

- 1 Many ($\sim 10^3$) problem instances \rightarrow embarrassingly parallel.
- 2 **Single instance** simulation **very long**.
For modest system sizes (i.e. $N = 32^3 = 32768$ spins):
 - **Typical** instance: 4.5 standard-CPU years (i.e. 1.4×10^{17} updates)

Desperate problems, desperate solutions: Janus (I)

Even with binary spins, simulation of spin-glasses is heavy in **two respects**:

- 1 Many ($\sim 10^3$) problem instances \rightarrow embarrassingly parallel.
- 2 **Single instance** simulation **very long**.
For modest system sizes (i.e. $N = 32^3 = 32768$ spins):
 - **Typical** instance: 4.5 standard-CPU years (i.e. 1.4×10^{17} updates)
 - **Worst** in 10^3 instances: 800 standard-CPU years (i.e. 2.7×10^{19} updates).

Desperate problems, desperate solutions: Janus (I)

Even with binary spins, simulation of spin-glasses is heavy in **two respects**:

- 1 Many ($\sim 10^3$) problem instances \rightarrow embarrassingly parallel.
- 2 **Single instance** simulation **very long**.
For modest system sizes (i.e. $N = 32^3 = 32768$ spins):
 - **Typical** instance: 4.5 standard-CPU years (i.e. 1.4×10^{17} updates)
 - **Worst** in 10^3 instances: 800 standard-CPU years (i.e. 2.7×10^{19} updates).

Fortunately, the spin **update** (the core algorithm) is very **simple** and (in principle) trivial to parallelize. But...

Desperate problems, desperate solutions: Janus (I)

Even with binary spins, simulation of spin-glasses is heavy in **two respects**:

- 1 Many ($\sim 10^3$) problem instances \rightarrow embarrassingly parallel.
- 2 **Single instance** simulation **very long**.
For modest system sizes (i.e. $N = 32^3 = 32768$ spins):
 - **Typical** instance: 4.5 standard-CPU years (i.e. 1.4×10^{17} updates)
 - **Worst** in 10^3 instances: 800 standard-CPU years (i.e. 2.7×10^{19} updates).

Fortunately, the spin **update** (the core algorithm) is very **simple** and (in principle) trivial to parallelize. But...

Modern architectures (GPU, Xeon, Xeon- ϕ) efficient **only for larger N**
 \rightarrow astronomical number of updates ($\sim e^{cN}$, probably: *strong scaling*).

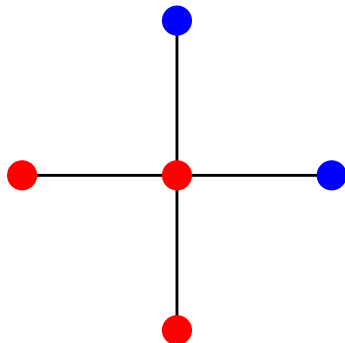
Desperate problems, desperate solutions: Janus (II)

The core algorithm

Metropolis:

An endless loop...

- 1 Pick a spin.



The core algorithm

Metropolis:

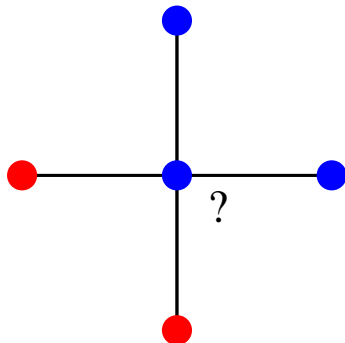
An endless loop...

1 Pick a spin.

2 Flip it.

ΔE : Energy change.

$\Delta E < 0$?



Desperate problems, desperate solutions: Janus (II)

The core algorithm

Metropolis:

An endless loop...

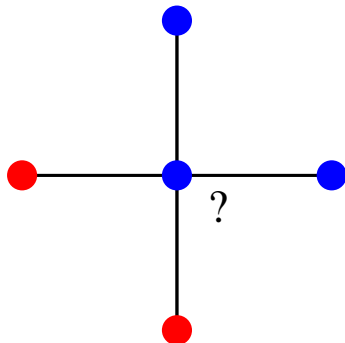
1 Pick a spin.

2 Flip it.

ΔE : Energy change.

$\Delta E < 0$?

- Yes: **done**.



Desperate problems, desperate solutions: Janus (II)

The core algorithm

Metropolis:

An endless loop...

1 Pick a spin.

2 Flip it.

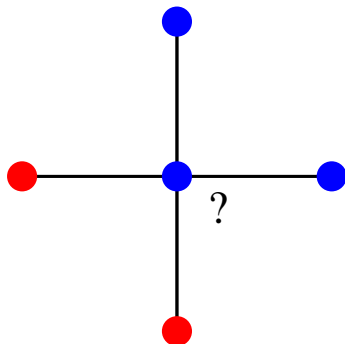
ΔE : Energy change.

$\Delta E < 0$?

• Yes: **done**.

• No: throw $0 < R < 1$
random.

$R < e^{-\Delta E/T}$?



The core algorithm

Metropolis:

An endless loop...

1 Pick a spin.

2 Flip it.

ΔE : Energy change.

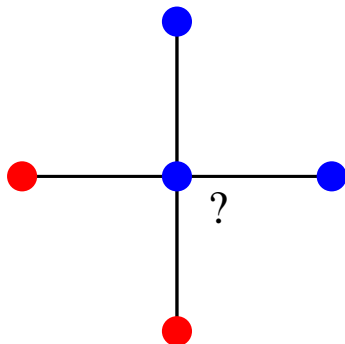
$\Delta E < 0$?

- Yes: **done**.

- No: throw $0 < R < 1$ random.

$R < e^{-\Delta E/T}$?

- Yes: **done**.



The core algorithm

Metropolis:

An endless loop...

1 Pick a spin.

2 Flip it.

ΔE : Energy change.

$\Delta E < 0$?

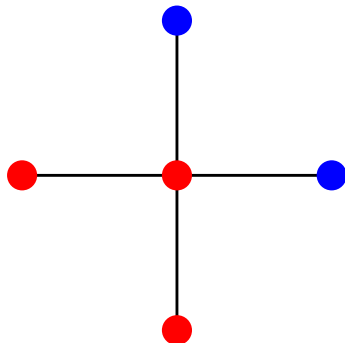
- Yes: **done**.

- No: throw $0 < R < 1$ random.

$R < e^{-\Delta E/T}$?

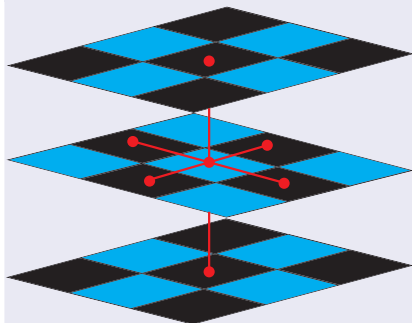
- Yes: **done**.

- No: **flip back**.



Desperate problems, desperate solutions: Janus (III)

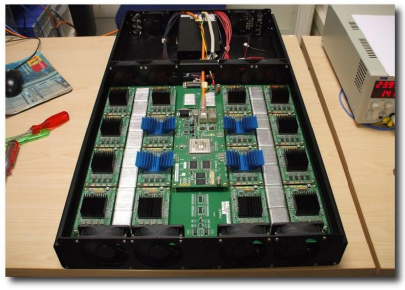
Parallelizable problem



- Parallelise within each instance
- We divide the lattice in a checkerboard scheme, all sites of the same colour can be updated simultaneously
- Memory bandwidth: 13 bits to update one bit! Only solution: Memory **“local to the processor”**.

Desperate problems, desperate solutions: Janus (III)

Parallelizable problem



FPGA opportunity window:

- Large on-chip memory (several Mbits).
- Huge bandwidth on-chip “distributed “ memory (~ 10000 bits in and out per clock cycle).
- Large amount of logic \rightarrow 1024 Spin-Update Engines.

Janus 1 (2008): $\times 1000$ boost in spin-glasses simulations.

Green computer: $\times 0.001$ energy consumption per update.

Janus 2: **Summer 2014**

Temperature chaos: the showstopper (I)

Increasing computing speed $\times 1000$, not such a big deal

- Pre-Janus era: up to $N = 16^3$ spins.
- Janus era: up to $N = 32^3$ spins.

Why?

Temperature chaos: the showstopper (I)

Increasing computing speed **x1000**, not such a big deal

- Pre-Janus era: up to $N = 16^3$ spins.
- Janus era: up to $N = 32^3$ spins.

Why?

We need to learn a bit about algorithms:

- Simulating at **fixed** temperature, simply not enough.

Temperature chaos: the showstopper (I)

Increasing computing speed **x1000**, not such a big deal

- Pre-Janus era: up to $N = 16^3$ spins.
- Janus era: up to $N = 32^3$ spins.

Why?

We need to learn a bit about algorithms:

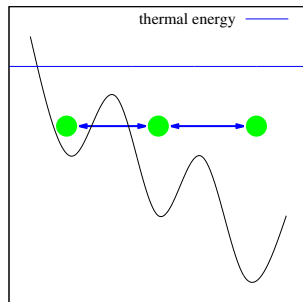
- Simulating at **fixed** temperature, simply not enough.
- **Temperature** needs to become **dynamic**.

Temperature chaos: the showstopper (II)

Simulated Annealing

Simplest protocol:

- 1 High T : easy exploration

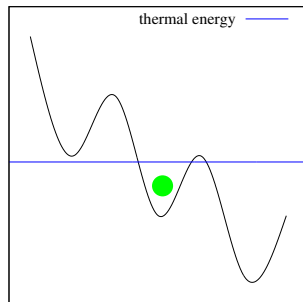


Temperature chaos: the showstopper (II)

Simulated Annealing

Simplest protocol:

- 1 High T : easy exploration
- 2 T -lowering protocol:
Trapped at nearby local minimum.



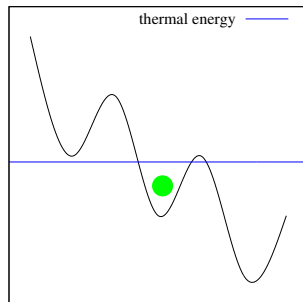
Temperature chaos: the showstopper (II)

Simulated Annealing

Simplest protocol:

- 1 High T : easy exploration
- 2 T -lowering protocol:
Trapped at nearby local minimum.

Outdated algorithm.

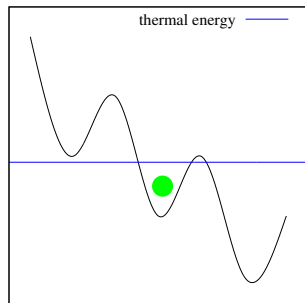


Temperature chaos: the showstopper (III)

Parallel Tempering

T raised or lowered:

- 1 Low T : local exploration

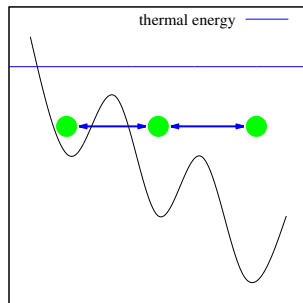


Temperature chaos: the showstopper (III)

Parallel Tempering

T raised or lowered:

- 1 Low T : local exploration
- 2 High T : global exploration

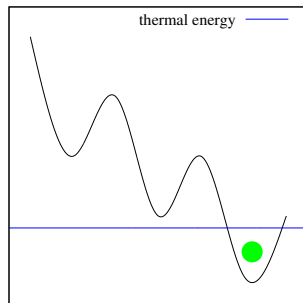


Temperature chaos: the showstopper (III)

Parallel Tempering

T raised or lowered:

- 1 Low T : local exploration
- 2 High T : global exploration
- 3 No trapping \rightarrow better solution.

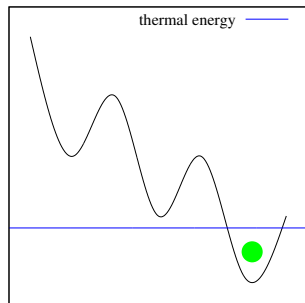


Temperature chaos: the showstopper (III)

Parallel Tempering

T raised or lowered:

- 1 Low T : local exploration
- 2 High T : global exploration
- 3 No trapping \rightarrow better solution.

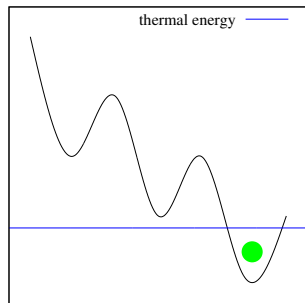


- N_T temperatures: simultaneous simulation of N_T clones (one at each temperature).

Parallel Tempering

T raised or lowered:

- 1 Low T : local exploration
- 2 High T : global exploration
- 3 No trapping \rightarrow better solution.



- N_T temperatures: simultaneous simulation of N_T clones (one at each temperature).
- Periodically, clones attempt to exchange their temperature. The rule preserves detailed balance.

Temperature chaos: the showstopper (IV)

It looks perfect! What can go wrong?

Temperature chaos: the showstopper (IV)

It looks perfect! What can go wrong?

Each clone performs a temperature Random Walk.

Temperature chaos: the showstopper (IV)

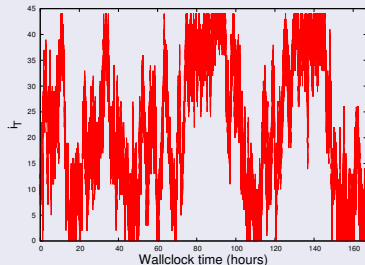
It looks perfect! What can go wrong?

Each clone performs a temperature Random Walk.

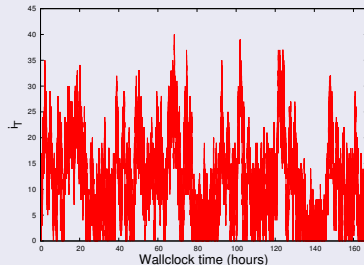
The simulation is *long enough* if all the clones visited all the temperatures several times. Mixing time: τ .

Random Walk in temperatures of a clone

A mixing Random Walk

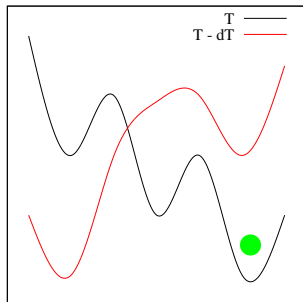


A stuck Random Walk



Temperature chaos: the showstopper (V)

- **Temperature chaos:** general feature of spin-glasses.
- Relevant minima, completely different at nearby temperatures.
 T -random walk refuses to go across.



Temperature chaos: the showstopper (V)

- **Temperature chaos**: general feature of spin-glasses.
- Relevant minima, completely different at nearby temperatures.
 T -random walk refuses to go across.
- Temperature chaos is **generic** for large problem size N .

Temperature chaos: the showstopper (V)

- **Temperature chaos:** general feature of spin-glasses.
- Relevant minima, completely different at nearby temperatures.
 T -random walk refuses to go across.
- Temperature chaos is **generic** for large problem size N .
- In practice, specially for small N :

Temperature chaos: the showstopper (V)

- **Temperature chaos**: general feature of spin-glasses.
- Relevant minima, completely different at nearby temperatures. T -random walk refuses to go across.
- Temperature chaos is **generic** for large problem size N .
- In practice, specially for small N :
 - 1 The large majority of problem instances are *easy* (small τ).
 - 2 For some of them, though, τ inordinately large.
 - 3 The larger is N , the more frequently misbehaving instances appear \rightarrow difficult to assess algorithmic scaling with N .

Is quantum-computing our breakthrough? (I)

From an impressive insight (Richard P. Feynman, 1982)

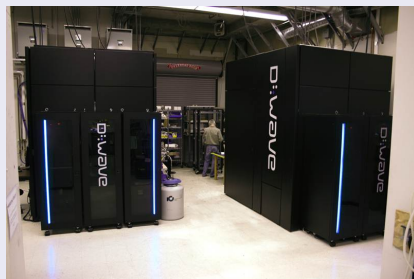


NP-problems, specially simulation of **quantum** systems: best solved on **quantum computers**...

Is quantum-computing our breakthrough? (I)

... to (possibly) quantum-computing objects (2014).

D-wave Two



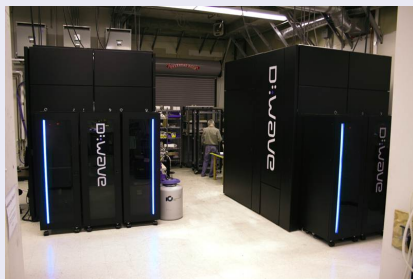
Is quantum-computing our breakthrough? (I)

... to (possibly) quantum-computing objects (2014).

A quantum annealer should:

- 1 Read accurately an instance.
- 2 Add a strong *transverse* magnetic field.

D-wave Two



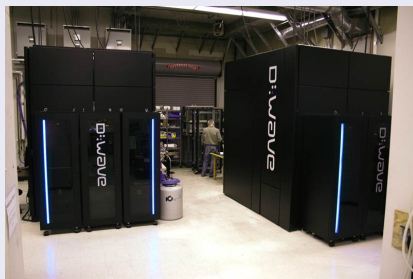
Is quantum-computing our breakthrough? (I)

... to (possibly) quantum-computing objects (2014).

A quantum annealer should:

- 1 Read accurately an instance.
- 2 Add a strong *transverse* magnetic field.
- 3 At low enough T ...
- 4 With low noise...
- 5 Slowly take field $\rightarrow 0$.

D-wave Two



Is quantum-computing our breakthrough? (I)

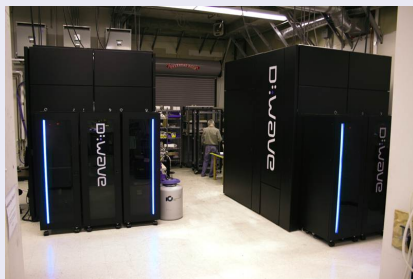
... to (possibly) quantum-computing objects (2014).

A quantum annealer should:

- 1 Read accurately an instance.
- 2 Add a strong *transverse* magnetic field.
- 3 At low enough T ...
- 4 With low noise...
- 5 Slowly take field $\rightarrow 0$.

All requirements met? \rightarrow global minimum.

D-wave Two



Is quantum-computing our breakthrough? (I)

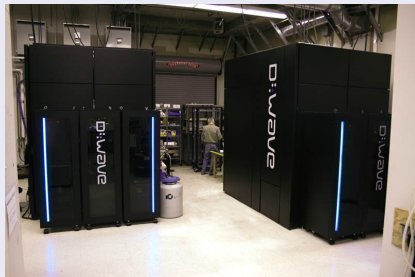
... to (possibly) quantum-computing objects (2014).

A quantum annealer should:

- 1 Read accurately an instance.
- 2 Add a strong *transverse* magnetic field.
- 3 At low enough T ...
- 4 With low noise...
- 5 Slowly take field $\rightarrow 0$.

All requirements met? \rightarrow global minimum.

D-wave Two



See talk by **Bob Lucas** in the next session!

Is quantum-computing our breakthrough? (II)

D-wave solves a **toy problem**:

- Small problems $N = 512$ (actually, $N = 503$ in USC).

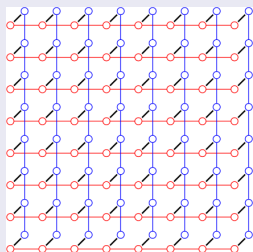
Is quantum-computing our breakthrough? (II)

D-wave solves a **toy problem**:

- Small problems $N = 512$ (actually, $N = 503$ in USC).
- Chimera graph: **non-planar** but **2D-like**.

Two-dimensional penalties:

Chimera



Each blob: 8 q-bits

Is quantum-computing our breakthrough? (II)

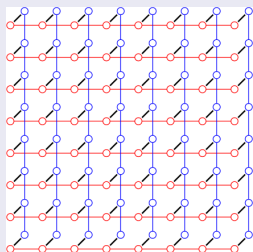
D-wave solves a **toy problem**:

- Small problems $N = 512$ (actually, $N = 503$ in USC).
- Chimera graph: **non-planar** but **2D-like**.

Two-dimensional penalties:

- No SG phase for $T > 0$
 $T_c = 0 \rightarrow$ easier problems.

Chimera



Each blob: 8 q-bits

Is quantum-computing our breakthrough? (II)

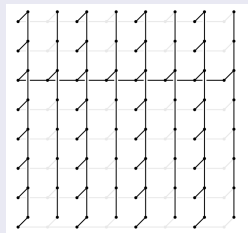
D-wave solves a **toy problem**:

- Small problems $N = 512$ (actually, $N = 503$ in USC).
- Chimera graph: **non-planar** but **2D-like**.

Two-dimensional penalties:

- No SG phase for $T > 0$
 $T_c = 0 \rightarrow$ easier problems.
- Small decycling set

Chimera



Main graph in Selby heuristics:
78% in a single tree (**no loops!**)

Is quantum-computing our breakthrough? (II)

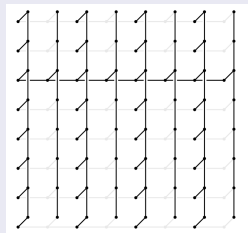
D-wave solves a **toy problem**:

- Small problems $N = 512$ (actually, $N = 503$ in USC).
- Chimera graph: **non-planar** but **2D-like**.

Two-dimensional penalties:

- No SG phase for $T > 0$
 $T_c = 0 \rightarrow$ easier problems.
- Small decycling set
 $T = 0$ heuristics **better** than thermal methods (i.e. PT).

Chimera



Main graph in Selby heuristics:
78% in a single tree (**no loops!**)

Is quantum-computing our breakthrough? (II)

D-wave solves a **toy problem**:

- Small problems $N = 512$ (actually, $N = 503$ in USC).
- Chimera graph: **non-planar** but **2D-like**.

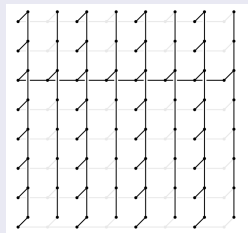
Two-dimensional penalties:

- No SG phase for $T > 0$
 $T_c = 0 \rightarrow$ easier problems.
- Small decycling set

$T = 0$ heuristics **better** than thermal methods (i.e. PT).

Are we learning something?

Chimera



Main graph in Selby heuristics:
78% in a single tree (**no loops!**)

Is quantum-computing our breakthrough? (III)

In three spatial dimensions **only thermal** annealing works.

The question: Is there chaos in chimera? Does D-wave overcome it?

Is quantum-computing our breakthrough? (III)

In three spatial dimensions **only thermal** annealing works.

The question: Is there chaos in chimera? Does D-wave overcome it?

Middleton et al.: chaos in square lattice, but $N = 2.6 \times 10^5$.

Chaos with only $N = 503$ q-bits?

Is quantum-computing our breakthrough? (III)

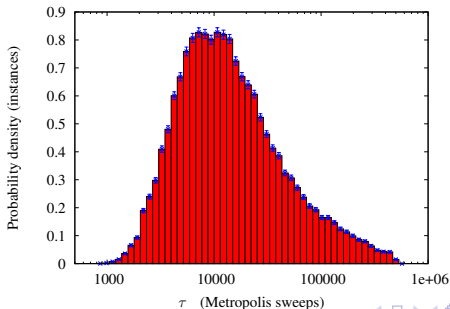
In three spatial dimensions **only thermal** annealing works.

The question: Is there chaos in chimera? Does D-wave overcome it?

Middleton et al.: chaos in square lattice, but $N = 2.6 \times 10^5$.

Chaos with only $N = 503$ q-bits?

Not at first sight...



Is quantum-computing our breakthrough? (III)

In three spatial dimensions **only thermal** annealing works.

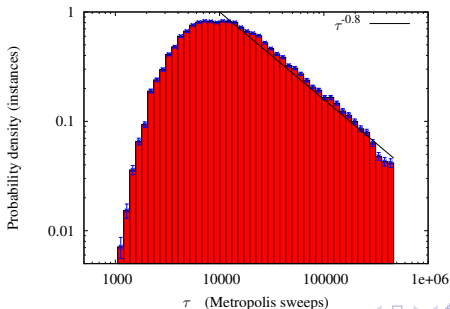
The question: Is there chaos in chimera? Does D-wave overcome it?

Middleton et al.: chaos in square lattice, but $N = 2.6 \times 10^5$.

Chaos with only $N = 503$ q-bits?

Not at first sight... But look at that **fat tail!**

2 in 10^4 instances: $\tau \gg 10^8$.



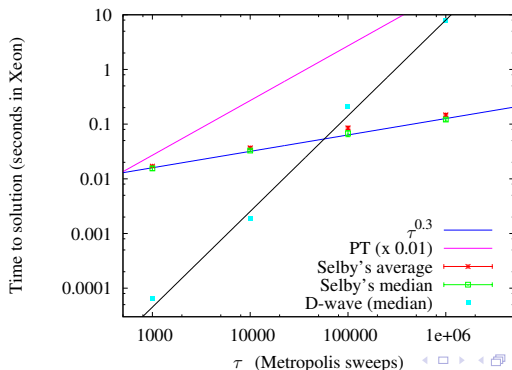
Conclusions

Meaningful algorithmic classification at fixed N : τ -scaling.

Conclusions

Meaningful algorithmic classification at fixed N : τ -scaling.

Parallel-Tempering: τ^1 , Selby heuristics (2D!): $\tau^{b \approx 0.3}$, D-wave: $\tau^{a \approx 1.75}$.

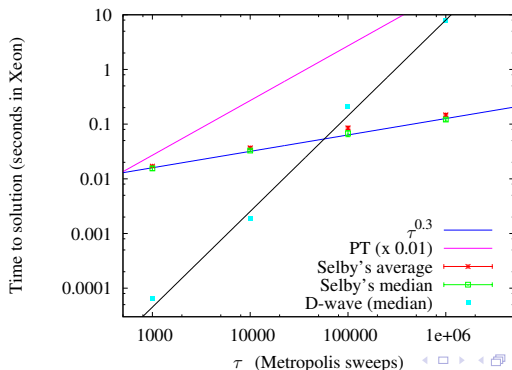


Conclusions

Meaningful algorithmic classification at fixed N : τ -scaling.

Parallel-Tempering: τ^1 , Selby heuristics (2D!): $\tau^{b \approx 0.3}$, D-wave: $\tau^{a \approx 1.75}$.

The D-wave vs. Janus contest should be delayed until we achieve $a < 1$!



Many thanks to...

- The Janus collaboration, specially to:
 - Luis Antonio Fernández
 - Denis Navarro
 - Juan Jesús Ruiz-Lorenzo
- Itay Hen
- Bob Lucas, Lucio Grandinetti, and the meeting organizers
- ... and to you (the audience), for your attention!