

Quantum Perceptron Revisited: Computational-Statistical Tradeoffs

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Motivation

- Quantum speedup refers to improving the complexity of a classical algorithm using quantum computation.

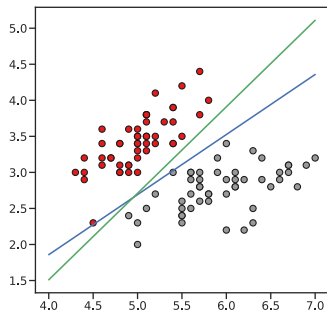
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- The Grover's algorithm is a quantum algorithm used to search one element in an unsorted database of size N with complexity $O(\sqrt{N})$.
- In the case of the perceptron algorithm used for binary classification, we can wonder how the performances (computational/statistical complexities, generalization) are affected.

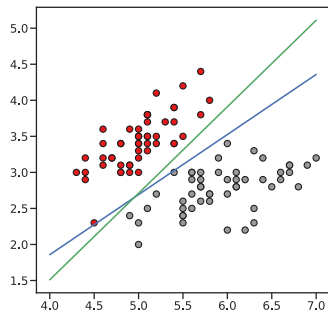
Binary linear classification



Binary linear classification

Sample :

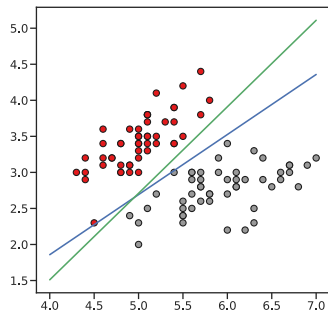
$$S_N = \{(x_i, y_i) \mid 1 \leq i \leq N\} \sim \mathcal{D}^N$$



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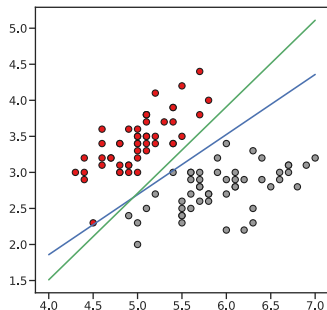
Margin :

$$\gamma_S = \max_{v \in \mathbb{R}^D} \min_{(x,y) \in S} \frac{y \langle v, x \rangle}{\|v\|}$$

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Risk :

$$R(h_S) = \mathbb{E}_{(x,y) \sim \mathcal{D}} (\mathbf{1}\{h_S(x) \neq y\})$$

Grover's algorithm for several marked elements

Aim : Search marked elements in unstructured database of size N .

Complexity : $O(\sqrt{N})$.

Probability of success : $\geq \frac{1}{4}$

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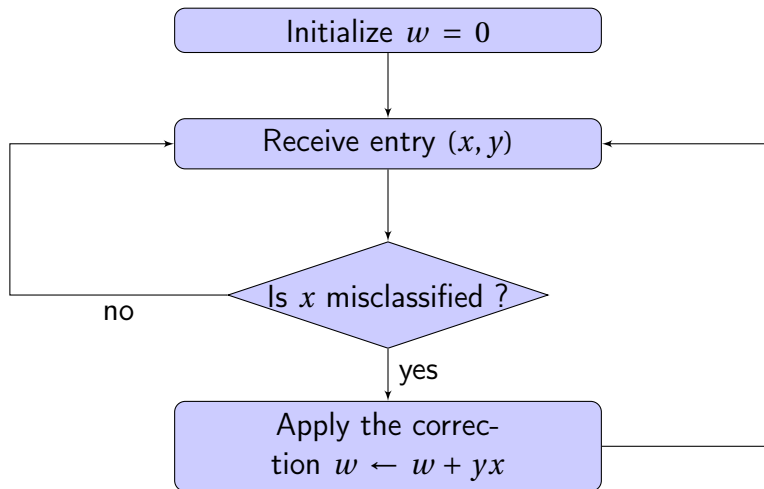
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Increasing probability of success

One can arbitrary increase the probability of success by repeating the procedure a logarithmic number of times.

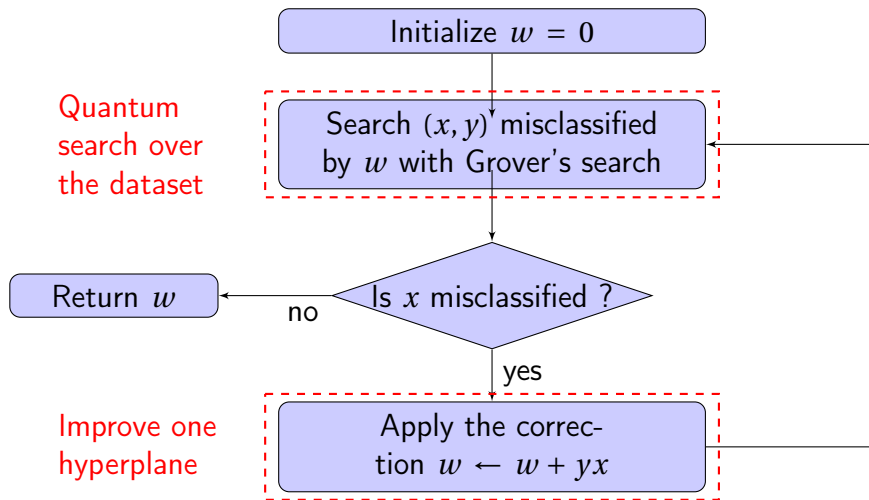
Classical Online Perceptron



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Algorithm	Complexity	Expected risk
Classical online perceptron	$O\left(\frac{N}{\gamma^2}\right)$	$\leq \mathbb{E}_{S \sim \mathcal{D}^{N+1}} \left(\frac{\min(M(S), \frac{1}{\gamma_S^2})}{N+1} \right)$
Online quantum perceptron		
Version space quantum perceptron		
Hybrid quantum perceptron (this work)		

Online Quantum Perceptron (Wiebe et al)



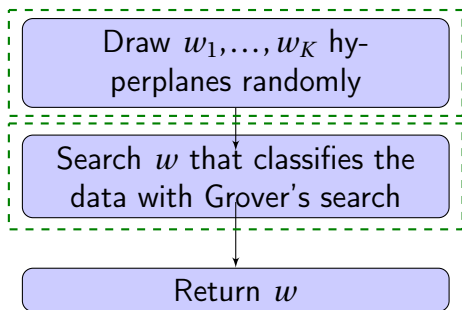
Online Quantum Perceptron (Wiebe et al)

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Online quantum perceptron	$O\left(\frac{\sqrt{N}}{\gamma^2} \ln\left(\frac{1}{\epsilon\gamma^2}\right)\right)$	n/a
Version space quantum perceptron		
Hybrid quantum perceptron (this work)		

Version Space Quantum Perceptron (Wiebe et al)

Draw the hyperplanes instead of updating one

Quantum search over the hyperplanes



Version Space Quantum Perceptron (Wiebe et al)

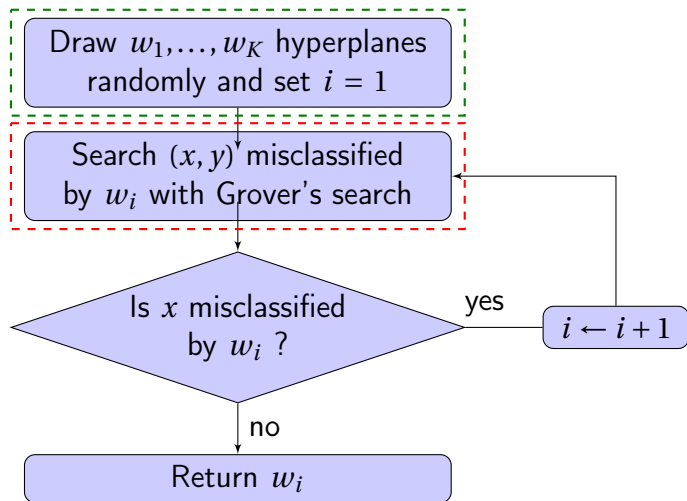
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Classical online perceptron	$O\left(\frac{N}{\gamma^2}\right)$	$\leq \mathbb{E}_{S \sim \mathcal{D}^{N+1}} \left(\frac{\min(M(S), \frac{1}{\gamma_S^2})}{N+1} \right)$
Online quantum perceptron	$O\left(\frac{\sqrt{N}}{\gamma^2} \ln\left(\frac{1}{\epsilon \gamma^2}\right)\right)$	n/a
Version space quantum perceptron	$O\left(\frac{N}{\sqrt{\gamma}} \ln^{3/2} 1/\epsilon\right)$	n/a

Hybrid quantum perceptron (this work)

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Draw the hyper-planes instead of updating one

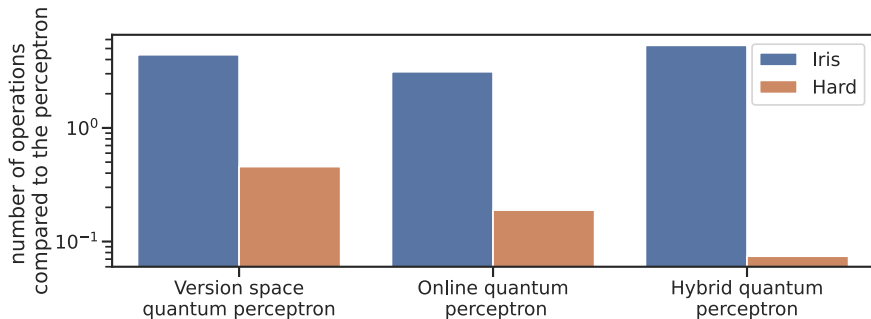
Quantum search over the dataset



Hybrid Quantum Perceptron (this work)

Algorithm	Complexity	Expected risk
Classical online perceptron	$O\left(\frac{N}{\gamma^2}\right)$	$\leq \mathbb{E}_{S \sim \mathcal{D}^{N+1}} \left(\frac{\min(M(S), \frac{1}{\gamma_s^2})}{N+1} \right)$
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Hybrid quantum perceptron (this work)	$O\left(\frac{\sqrt{N}}{\gamma} \ln\left(\frac{1}{\epsilon}\right) \ln\left(\frac{1}{\gamma \epsilon}\right)\right)$	$\leq \mathbb{E}_{S \sim \mathcal{D}^{N+1}} \left(\sqrt{\frac{\pi}{2}} \frac{\ln 1/\epsilon}{N+1} \frac{1}{\gamma_s} \right)$

Numerical experiments



Conclusion

- A new quantum perceptron model that achieves trade-off between computational and statistical complexities.

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References

- Mathieu Roget, Giuseppe Di Molfetta, and Hachem Kadri. “Quantum Perceptron Revisited: Computational-Statistical Tradeoffs.” In: *UAI*. 2022
- Nathan Wiebe, Ashish Kapoor, and Krysta M Svore. “Quantum perceptron models.” In: *NeurIPS*. 2016