

# D-Wave Hybrid

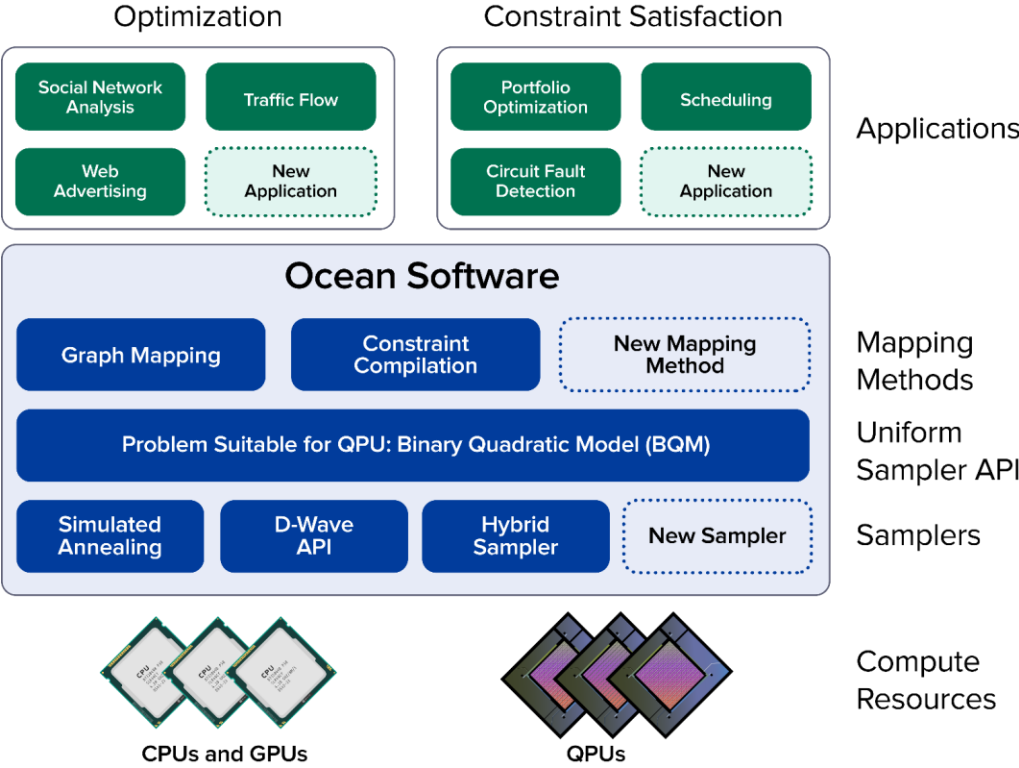
An Overview

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D-Wave



# Ocean Software Stack



# github.com/dwavesystems/**dwave-hybrid**

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- Hybrid Asynchronous Decomposition Sampler framework
  - Minimal, Python, solver/sampler-building framework, built atop Ocean tools
  - Leverages **quantum** and **classical** resources
  - Independent parts are executed **concurrently**
  - Problems are **broken into pieces** that fit the compute resources
  - Uses sample sets (probabilistic approach)

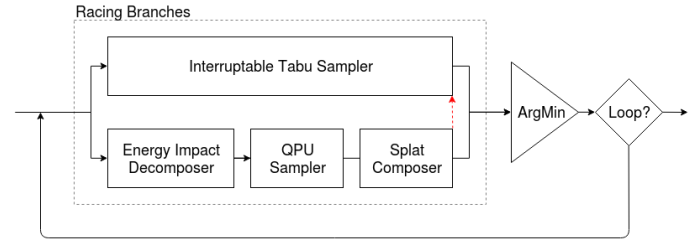
# Motivation

Algorithm 1 Partitioning algorithm implemented by qbsolv

```
1: Input: QUBO instance
2: # best_energy is the lowest value found to date
3: # best_solution is the solution bit vector corresponding to the lowest value so far
4: # index is the indices of the bits in the solution, sorted from
5: # most to least impact on value
6:
7: # Get initial estimate of minimum value and backbone
8: solution ← random 0/1 vector
9: (best_energy, best_solution) ← TabuSearch(QUBO, solution)
10: index ← OrderByImpact(QUBO, best_solution)
11: passCount ← 0
12: solution ← best_solution
13: while passCount < numRepeats do
14:   change ← false
15:   for i = 0; i < fraction * Size(QUBO); i += subQUBOSize do
16:     # select subQUBO with other variables clamped
17:     sub_index ← i : i+subQUBOSize-1
18:     subQUBO ← Clamp(QUBO, solution, index[sub_index])
19:     (sub_energy, sub_solution) ← DWaveSearch(subQUBO, solution)
20:     # project onto full solution
21:     if (solution[sub_index] ≠ sub_solution) then
22:       solution[sub_index] ← sub_solution
23:       change ← true
24:     end if
25:   end for
26:   if not change then
27:     Randomize(solution[0 : i - 1])
28:   end if
29:   (energy, solution) ← TabuSearch(QUBO, solution)
30:   if energy < best_energy then
31:     best_energy ← energy
32:     best_solution ← solution
33:     passCount ← 0
34:   else
35:     passCount ++
36:   end if
37:   index ← OrderByImpact(QUBO, solution)
38: end while
39: Output: best_energy, best_solution
```

```
73 double evaluate(int8_t *const solution, const uint qubo_size, const double **const qubo, double *const flip_cost) {
74   double result = 0.0;
75   for (uint ii = 0; ii < qubo_size; ii++) {
76     double row_sum = 0.0;
77     double col_sum = 0.0;
78
79     // qubo an upper triangular matrix, so start right of the diagonal
80     // for the row, and stop at the diagonal for the columns
81     for (uint jj = ii + 1; jj < qubo_size; jj++)
82       if (solution[jjj]) row_sum += qubo[ii][jjj];
83
84     for (uint jj = 0; jj < ii; jj++)
85       if (solution[jjj]) col_sum += qubo[jj][ii];
86
87     // If the variable is currently 1, then by flipping it we will
88     //   - if (CPSECONDS > param) { // time to negate the
89     //     continue; // skip this qubo;
90     //   }
91     // } // end of outer loop
92
93     // all done print results if needed and free allocated arrays
94     if (WriteMatrix_) print_solution_and_qubo(Qbest, qubo_size, qubo);
95
96     if (Verbose_ == 0) {
97       Qbest = &solution_list[qindex[0]][0];
98       best_energy = energy_list[qindex[0]];
99       // printf("evaluated solution %8.21f\n",
100 //           sign * Simple_evaluate(Qbest, qubo_size, (const double **)qubo));
101       print_output(qubo_size, Qbest, numPartCalls, best_energy * sign, CPSECONDS, param);
102     }
103
104     free(solution);
105     free(tabu_solution);
106     free(flip_cost);
107     free(index);
108     free(tabuK);
109     free(pcompress);
110   }
111   return;
112 }
```

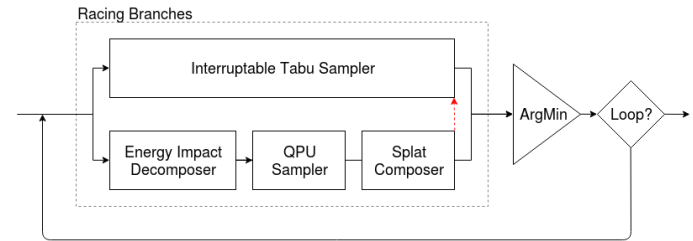
```
Loop(RacingBranches(
  InterruptableTabuSampler(),
  EnergyImpactDecomposer(size=50)
  | QPUSubproblemAutoEmbeddingSampler()
  | SplatComposer()
) | ArgMin())
```



# Goals

- Code outlines/visualizes the algorithm
- Code is easy to tweak, extend, experiment, benchmark and profile
- Simplicity is balanced with expressiveness
- Library of building blocks provided, extendable by developers

```
Loop(RacingBranches(  
    InterruptableTabuSampler(),  
    EnergyImpactDecomposer(size=50)  
    | QPUSubproblemAutoEmbeddingSampler()  
    | SplatComposer()  
) | ArgMin())
```



# Demo

```
In [1]: import dimod, hybrid
...:
...: bqm = dimod.BinaryQuadraticModel({}, {'ab': 1, 'bc': -1, 'ca': 1}, 0, dimod.SPIN)
...: state = hybrid.State.from_sample(hybrid.min_sample(bqm), bqm)
...:
...: workflow = hybrid.Loop(hybrid.RacingBranches(
...:     hybrid.InterruptableTabuSampler(),
...:     hybrid.EnergyImpactDecomposer(size=1)
...:     | hybrid.QPUSubproblemAutoEmbeddingSampler()
...:     | hybrid.SplatComposer()
...: ) | hybrid.ArgMin(), convergence=3)
```

```
In [2]: state
Out[2]:
{'problem': BinaryQuadraticModel({'b': 0, 'a': 0, 'c': 0}, {'(a', 'c)': 1, ('a', 'b)': 1, ('b', 'c)': -1}, 0, Vartype.SPIN),
'samples': SampleSet(rec.array([[[-1, -1, -1], 1, 1]],
      dtype=[('sample', 'i1', (3,)), ('energy', '<f8'), ('num_occurrences', '<i8')]), ['b', 'a', 'c'], {}, 'SPIN')}
```

```
In [4]: f = workflow.run(state)
```

```
In [5]: f
Out[5]: <Future at 0x7f5e777a9710 state=running>
```

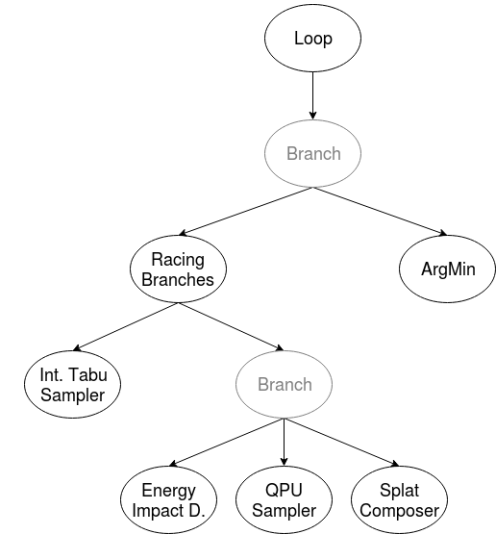
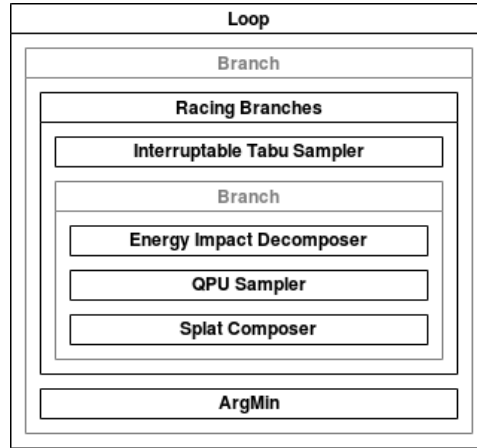
```
In [6]: f
Out[6]: <Future at 0x7f5e777a9710 state=finished returned State>
```

```
In [7]: f.result()
Out[7]:
{'problem': BinaryQuadraticModel({'b': 0, 'a': 0, 'c': 0}, {'(a', 'c)': 1, ('a', 'b)': 1, ('b', 'c)': -1}, 0, Vartype.SPIN),
'samples': SampleSet(rec.array([[[-1, 1, -1], -3, 1]],
      dtype=[('sample', 'i1', (3,)), ('energy', '<f8'), ('num_occurrences', '<i8')]), ['b', 'a', 'c'], {}, 'SPIN')}
```

```
In [3]: hybrid.profiling.print_structure(workflow)
Loop
  Branch
    RacingBranches
      InterruptableTabuSampler
        Branch
          EnergyImpactDecomposer
            QPUSubproblemAutoEmbeddingSampler
              SplatComposer
                ArgMin
```

# Framework Primitive: Runnable Type

```
Loop(RacingBranches(  
  InterruptableTabuSampler(),  
  EnergyImpactDecomposer(size=50)  
  | QPUSubproblemAutoEmbeddingSampler()  
  | SplatComposer()  
) | ArgMin())
```

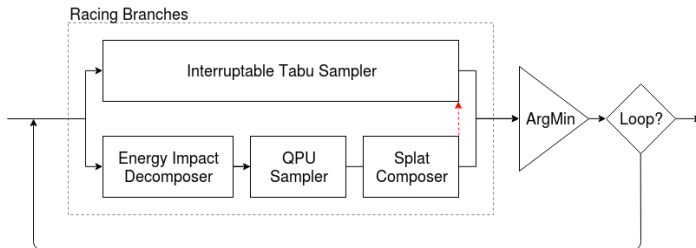


- All components implement the Runnable type
- Act on input State(s), produce output State(s)
- Execute asynchronously (.run() and .stop())
- Composable top-down (tree); traits constrain connectivity; profiled by default

# Framework Primitive: State

```
In [4]: f = workflow.run(state)
In [5]: f
Out[5]: <Future at 0x7f5e777a9710 state=running>
In [6]: f
Out[6]: <Future at 0x7f5e777a9710 state=finished returned State>
In [7]: f.result()
Out[7]: {'problem': BinaryQuadraticModel({'b': 0, 'a': 0, 'c': 0}, {'a', '
'samples': SampleSet(rec.array([[[-1, 1, -1], -3., 1]],
      dtype=[('sample', 'i1', (3,)), ('energy', '<f8'), ('num_
```

- Immutable mapping type
- Passed between Runnable components, wrapped in Future
- Carries the problem, subproblem, samples, etc.
- Compliance with component's traits checked during runtime





# Modifying Workflow Parameters

---

```
subproblem = EnergyImpactDecomposer(size=50, rolling_history=0.15)

subsampler = QPUSubproblemAutoEmbeddingSampler()
             | SplatComposer()

iteration = RacingBranches(
    InterruptableTabuSampler(),
    subproblems | subsampler
) | ArgMin()

workflow = Loop(iteration, max_iter=1e3, convergence=3)
```

- Solve subproblems (of size 50 variables), at different points (samples), one per iteration
  - Keep unrolling (deconstructing) up to 15% of the input problem variables (in order of energy impact)
- Upper bound on loop count, terminate if no improvement after 3 iterations

# Modifying Workflow Structure

---

```
subproblems = Unwind(  
    EnergyImpactDecomposer(size=50, rolling_history=0.15, silent_rewind=False))  
  
subsampler = Map(QPUSubproblemAutoEmbeddingSampler())  
            | Reduce(Lambda(merge_substates))  
            | SplatComposer()  
  
iteration = RacingBranches(  
    InterruptableTabuSampler(),  
    subproblems | subsampler  
) | ArgMin()  
  
workflow = Loop(iteration, max_iter=1e3, convergence=3)
```

- Deconstruct 15% of the problem into multiple subproblems (at the same sample)
  - Solve them all in parallel on the QPU
  - Merge subsamples
  - Compose with the original sample

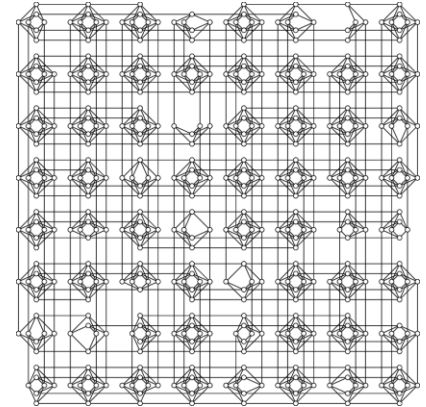
# Modifying Workflow Structure

```
subproblems = Unwind(  
    EnergyImpactDecomposer(size=50, rolling_history=0.15, silent_rewind=False))  
  
qpu = Map(QPUSubproblemAutoEmbeddingSampler())  
    | Reduce(Lambda(merge_substates))  
    | SplatComposer()  
  
random = Map(RandomSubproblemSampler())  
        | Reduce(Lambda(merge_substates))  
        | SplatComposer()  
  
subsampler = Parallel(qpu, random, endomorphic=False) | ArgMin()  
  
iteration = RacingBranches(  
    InterruptableTabuSampler(),  
    subproblems | subsampler  
) | ArgMin()  
  
workflow = Loop(iteration, max_iter=1e3, convergence=3)
```

- Deconstruct 15% of the problem into subproblems
  - Solve them all in parallel on the QPU
  - But also solve them using a second/classical subsampler (random here)
  - All in parallel

# On Problem Decomposition

- When problem doesn't fit the computing device
  - Memory, parallelism/cores, bit-length, GPU pipeline, QPU size/structure
- Tailored to problem class and purpose/device
  - "no free lunch"
  - no "right", or general, approach to problem decomposition
- No shortage of ideas for decomposition:
  - Energy based, connectivity/structure based...
- (Or hybrid solvers):
  - Based on tabu search, parallel tempering, dialectic search, branch and bound, diversity-preserving sampling, genetic algorithms...



# Constructing Runnables

```
In [48]: class Sleeper(hybrid.Runnable):
...:     def next(self, state):
...:         import time
...:         time.sleep(3)
...:         return state
...:

In [49]: tabu = hybrid.InterruptableTabuSampler()

In [50]: workflow = hybrid.RacingBranches(tabu, Sleeper())

In [51]: result = workflow.run(state).result()

In [52]: workflow.timers
Out[52]:
{'dispatch': [6.561802001670003e-05],
'dispatch.init': [6.191025022417307e-06],
'dispatch.next': [3.0666631020139903],
'dispatch.resolve': [1.605699071660638e-05]}
```

- Extend hybrid.Runnable's methods:
  - init(), next(), error(), halt()
- Implement a flow control block, a sampler, or a problem decomposer tailored to your problem (class)
- Share it!

# Contributions Welcome

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- <https://github.com/dwavesystems/dwave-hybrid/issues>
  - more samplers (parallel tempering, ICM, reverse anneal)
  - more decomposing strategies (e.g. BFS, PFS traversal in EID)
  - more composing strategies – better support for multiple samples per state (alternative to "best sample splat")
  - more flow control blocks
  - sample diversity-preserving sampleset pruning
  - CoW State
  - more Runnable Executors (celery, asyncio?)
- Developer survey
  - <https://www.surveymonkey.com/r/LJM96GT>