

Sample-efficient Model-based Reinforcement Learning for Quantum Control

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TL;DR

1. Our model-based reinforcement learning (RL) algorithm **reduces the sample complexity** for time-dependent noisy quantum gate control tasks by at least **an order of magnitude** over model-free RL.
2. The model is a differentiable ordinary differential equation (ODE) [1] within our **Learnable Hamiltonian Model-Based Soft-Actor Critic [2, 3]** (LH-MBSAC) algorithm.
3. We encode a **partially characterised Hamiltonian** in the model and only learn the time-independent term.
4. The **learned model can be leveraged** to further optimize RL controllers using GRAPE [4].
5. LH-MBSAC is a step towards bridging the gap between theoretical and experimental quantum control by reducing the experimental resource requirements for RL control.

Quantum Control Problem

We use the master equation [5] to model the noisy gate control problem. Control functions $\mathbf{u}(t)$ are piecewise constant in time in the propagator superoperator $\mathbf{E}$,

$$\mathbf{E}(t, \mathbf{u}(t)) := \mathbf{E}(\mathbf{u}_m) = \prod_{l=1}^m \exp\left(-\frac{i}{\hbar} \Delta t \mathbf{G}(t_l, \mathbf{u}(t_l))\right) \quad (1)$$

for m fixed timesteps of size $\Delta t = T/N$ where T is a final time with maximum number of timesteps N ; $\mathbf{G}$ is the open/closed system dynamics' generator. The control problem is

$$\mathbf{u}_m^* = \arg \max_{\mathbf{u}_m = [u_1, \dots, u_m] \in \mathbb{X}, m \leq N} \overbrace{\text{Tr} [\Phi(\mathbf{E}(\mathbf{u}_m))^{\dagger} \Phi(\mathbf{E}_{\text{target}})]}^{\text{Fidelity } \mathcal{F} \in [0,1]} \quad (2)$$

where $\Phi(\mathbf{E})$ is the Choi form [6] of $\mathbf{E}$ estimated using ancilla assisted process tomography [7] using $O(3^L)$ binomial observables for an L -qubit system. The Hamiltonian is parametrised in the Pauli basis with learnable coefficients ζ . We also assume the control Hamiltonians (H_c) to be known.

$$H_{\zeta}(\mathbf{u}(t), t) = \sum_{l=1}^n \zeta_l P_l + H_c(\mathbf{u}(t), t) \quad (3)$$

Model-based Reinforcement Learning

The control problem in Eq. (2) can be formulated as a Markov Decision Problem (MDP) by sequentially constructing the control amplitudes as actions, using the propagator as the state with the reward being the fidelity $\mathcal{F}$:

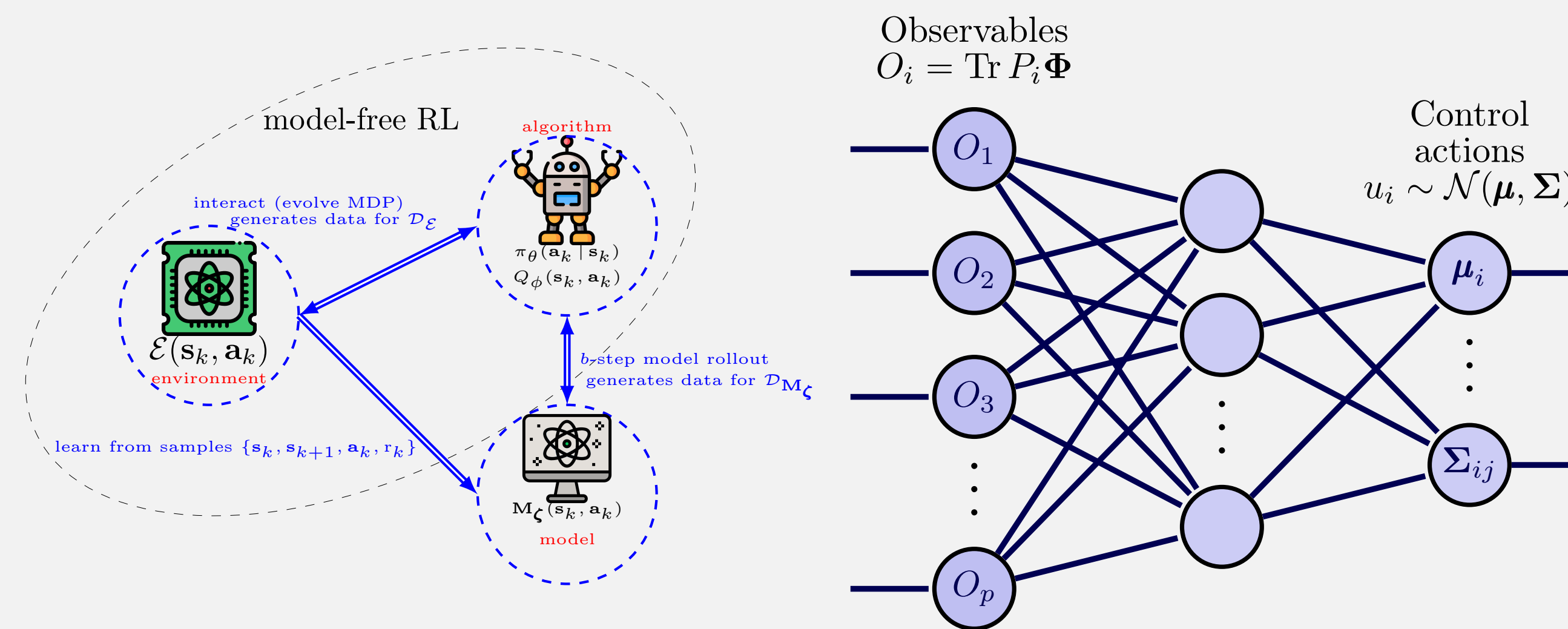
$$\mathbf{a}_k = u_k, \quad (4a)$$

$$\mathbf{s}_k = \prod_{l=1}^k \exp\left(-\frac{i}{\hbar} \Delta t \mathbf{G}(t_l, u_l)\right), \quad (4b)$$

$$r_k = \mathcal{F}(\mathbf{E}(\mathbf{u}_k), \mathbf{E}_{\text{target}}). \quad (4c)$$

The model $\mathbf{M}_{\zeta}$ is a differentiable ODE whose generator is interpretable and has the form given by H_{ζ} in Eq. (3). It is used to make propagator predictions and is trained using MDP data D collected from the controllable system (environment) $\mathcal{E}$ by minimizing

$$L_{\text{model}}(D) = \sum_D (\mathbf{M}_{\zeta}(\mathbf{s}_k, k) - \mathbf{s}_{k+1})^2. \quad (5)$$



(a) Model-based RL

(a) In model-based RL, an agent π_{θ} interacts with the controllable system (environment) to collect data $\mathbf{s}_k, \mathbf{s}_{k+1}, \mathbf{a}_k, r_k$ in model-free fashion. These data are utilised to train the model $\mathbf{M}_{\zeta}(\mathbf{s}_k, \mathbf{a}_k)$ until a quality measure plateaus, indicating training completion. Lastly, synthetic data are generated through a b -step rollout with π_{θ} interacting with the $\mathbf{M}_{\zeta}$ b times to train π_{θ} . (b) The policy function gets the propagator in Φ form as input and outputs a distribution of next-step actions.

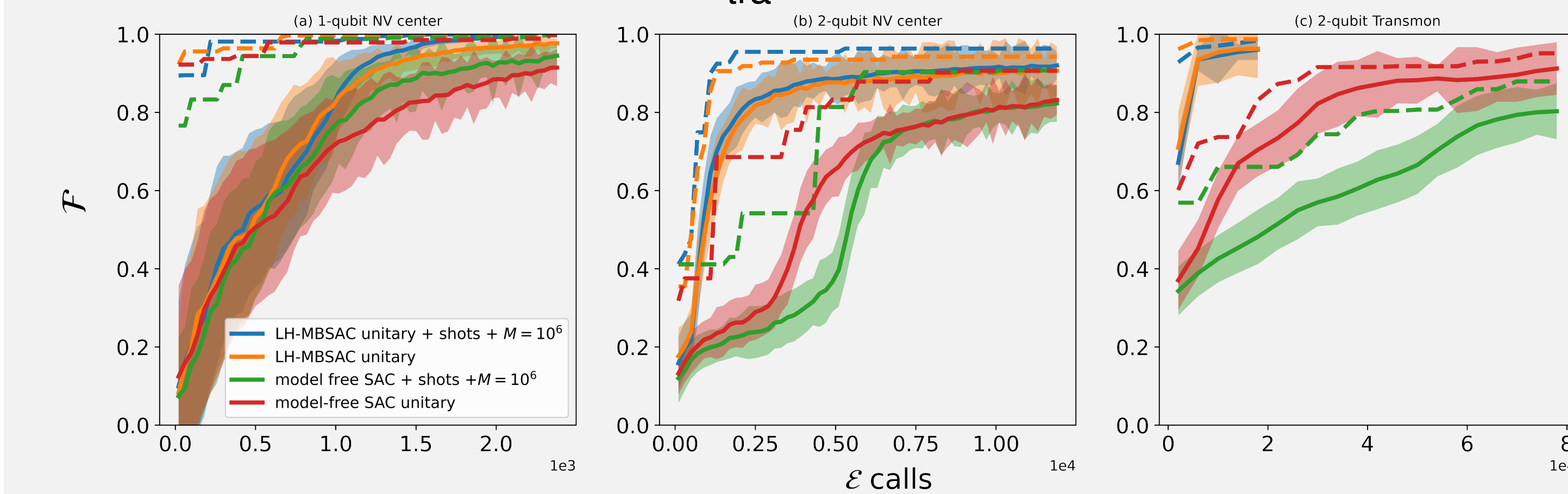
(b) Policy function $\pi_{\theta}(\mathbf{a}_k | \mathbf{s}_k)$

References

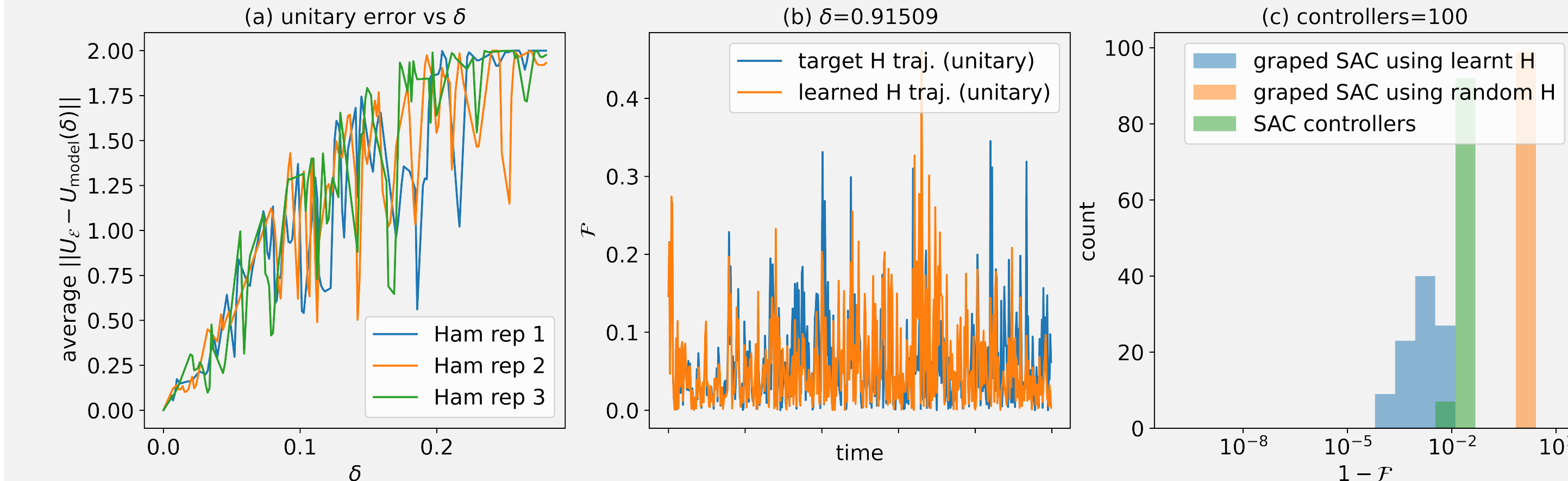
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Results

Sample complexity improvement: Fidelity $\mathcal{F}$ of a Hadamard gate for (a) a single-qubit nitrogen vacancy (NV) center; a CNOT gate for (b) a two-qubit NV center H_{NV} and (c) a two-qubit Transmon $H_{\text{tra}}^{(2)}$ as a function of $\mathcal{E}$ calls.

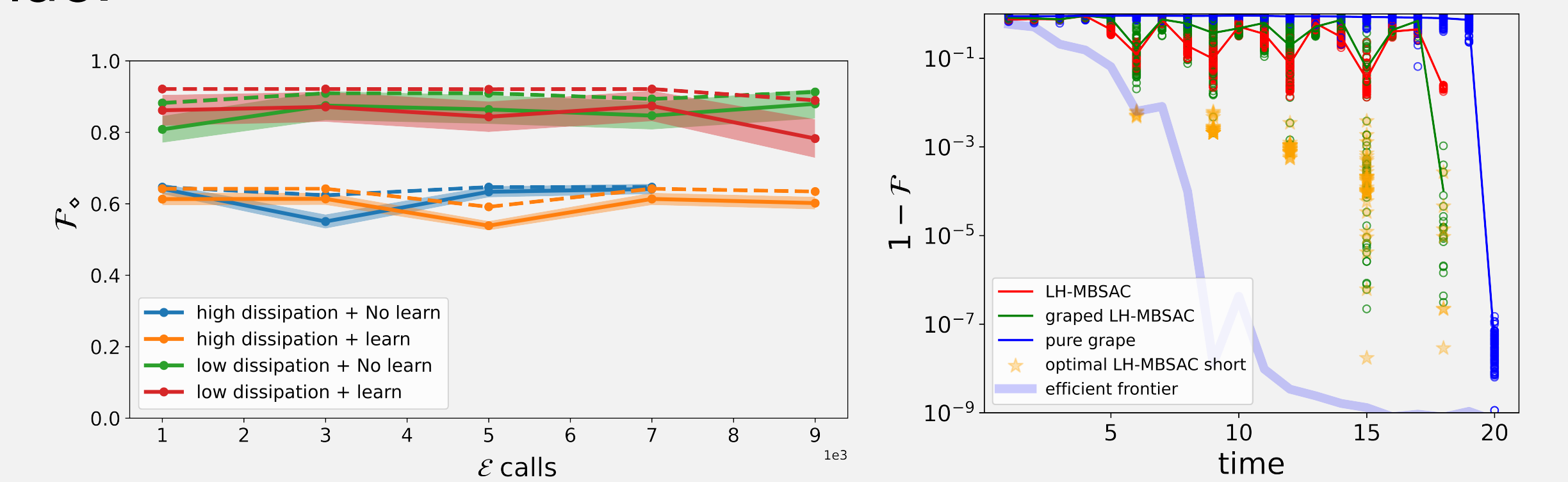


Leveraging the learned model: (a) A non-linear relationship between unitary model prediction error and model error δ shown for the two-qubit transmon. (b) $\delta \neq 0$? No problem: ODE trajectories are close but not identical. (c) Despite (b), using GRAPE with $\mathbf{M}_{\zeta}$ significantly improves $\mathcal{F}$ compared to a random baseline.



On open systems and finding short time pulses: (a)

Sample complexity for low/high decoherence regimes. Learning decoherence + $\mathbf{M}_{\zeta}$ or just $\mathbf{M}_{\zeta}$ yield equivalent performances. (b) Optimal short pulses by truncating RL pulse parameters with the Pareto optimal frontier highlighted in blue.



(a)

(b)