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# ACES: Simulated Annealing on Vector Engine (Vector Annealing)

**NEC Corporation** 

### Before we begin...

- This presentation is available on the path: /scratch/training/nec/va
- The hands-on source codes are available on the path /scratch/training/nec/va/va-demo-codes
- Source the script using the following command
  - \$ source vasetup
- Copy the example codes to your user spaces using the following command

\$ cp -r /scratch/training/nec/va/va-demo-codes ~

...or ask our friends from Texas A&M how to do it using GUI.

## **Fundamentals of Quantum Mechanics**

Theoretical framework describing the behavior of matter and energy at the quantum level.

- It challenges classical intuitions..!
- Introduces concepts like superposition and entanglement .....among others!
- Introduces probabilistic behavior at the microscopic level, fundamentally altering our understanding of physical phenomena.



# Bits and Qubits

Qubits are the building blocks of quantum computers!

### Regular bits and Qubits

Regular bits can either 0 or 1

Qubits can be 0 and 1 at the same time!

### Imagine a magical coin

- Regular coin can either be Heads or Tails
- Quantum coin can be in the air both Heads and Tails, till you catch it.

### Superposition

Qubits can exist in multiple states simultaneously (like the spinning coin in the air)

### Entanglement

Qubits can be entangled with each other

The state of one qubit is connected to the state of another, irrespective of the distance





# **Combinatorial Optimization Problems Description**

#### **Combinatorial Problem**

- Characterized by inputs:
  - an objective defining the properties of a solution
  - a general description of conditions and parameters
- Solved by:
  - Find a group, ordering, or assignment of a discrete, finite set of objects that satisfies given conditions.
- Combinations of objects or solution components that need not satisfy all given conditions are candidate solutions.
- Candidate solutions that satisfy all given conditions are the actual solutions.

#### **Optimization Problem**

- **Define** an objective function for the inputs.
- Objective function measures solution quality (often defined on all candidate solutions).
- Minimize/Maximize the objective function to find a solution with optimal quality.
- Variants of optimization problems:
  - Search variant: Find a solution with optimal objective function value for given problem instance.
  - Evaluation variant: Determine optimal objective function value for given problem instance.

# **Combinatorial Optimization Problems**



**Goal:** To find optimal solution or object from a finite set of solutions/space or objects.

- Challenge: The solution space is typically too large to search exhaustively using brute force or exploring multiple solution or many local minima's.
- Examples: Finding shortest/cheapest round trips(TSP), planning/scheduling, Supply Chain Optimization, Circuit design, Protein Structure Prediction etc.

Quantum Annealing (QA) can explore the solution space in parallel using energy fluctuations - Quantum Effect

Simulated Annealing (SA) simulates the same by a meta-heuristic approach of execution on a classical computer using Vector Engine accelerators

### Annealing

 "Annealing" is the process of heating a material to critical temperature levels resulting in structural or property changes, followed by cooling it to retain the change.

Example: Forging swords.

 Simulated Annealing (SA) is a probabilistic, meta-heuristic technique inspired from process of annealing metals for solving optimization problems.

The goal is to achieve minimum energy (entropy), or temperature that results in high probability of success of achieving a speedy as well as accurate solution!

### Quantum Annealing

	• At the start of the quantum annealing process, qubits are initialized in a way that represents the problem at hand.			
Initialization	• These qubits are like the bits in classical computing but with the added magic of quantum superposition and entanglement.			
	• The system is then subjected to an annealing schedule.			
	• This schedule defines how the system transitions from an initial state to a final state over time.			
Annealing Schedule	• During this evolution, the qubits explore various configurations, seeking the state that corresponds to the solution of the problem.			
Objective Function	<ul> <li>Central to quantum annealing is the concept of an objective function.</li> <li>This function encodes the problem we want to solve and is translated into the quantum system's energy landscape.</li> <li>The goal is to find the configuration of qubits that minimizes the energy, representing the optimal solution to the problem.</li> </ul>			
	• As the annealing process progresses, the quantum system settles into a final state.			
Final State	• The configuration of qubits in this state corresponds to the solution of the problem encoded in the objective function.			

# Annealing

A variable can be denoted as taking values of either TRUE
 (0) or FALSE (1), or denoted as magnetic spins spin up (1) and spin down (1)

If the number of spins is 3, the optimal one is obtained from
 2 x 2 x 2 = 8 combinations in a single annealing process.

- If 10 spins, 2<sup>10</sup>=1024
- If 20 spins,  $2^{20} = 1$  million
- If 30 spins, 2<sup>30</sup>≒1 billion
- If 1000 spins,  $2^{1000} = 1.071509 \times 10^{301}$

We can find a good combination out of a huge number of combinations!



# What is the Ising model?

Simplified model to calculate the direction of "spin" of atoms for composing a crystal

- Ising Model
  - Simplified representation of the behavior of magnetic materials
  - Equation for the energy of the entire model (Hamiltonian)

$$H = \sum_{i < j=1}^{N} J_{ij}\sigma_i\sigma_j + \sum_{i=1}^{N} h_i\sigma_i$$

- $\sigma_i = \pm 1$  : Ising spin (small magnet)
- $J_{ij}$  : The interaction coefficient between the spins *i* and *j* (Exhibit) (whether the two spins want to point in the same or opposite direction)
- *h<sub>i</sub>* : Bias (magnetic field) on spin *i* (which way that spin wants to face)



Dr. E. Ising (Exhibit) <u>http://theor.jinr.ru/~kuzemsky/isingbio.html</u>

# QUBO(Quadratic Unconstrained Binary Optimization)

- Quantum Unconstrained Binary Optimization (QUBO) is a framework used in quantum computing.
- It involves representing optimization problems using binary variables and is particularly suitable for solving combinatorial optimization problems.
- In simpler terms, it's a way of expressing problems in a form that quantum computers can efficiently tackle.

Example:

You have three tasks (A, B, C), and each task can either be done (1) or not done (0). You want to maximize the total value, where the value of each task is as follows:

Task A: 3 points Task B: 5 points Task C: 2 points

#### QUBO:

- Binary variables:  $x_A$ ,  $x_B$ ,  $x_c$
- Objective function:  $3x_A + 5x_B + 2x_c$

- Problem: You have three tasks (A, B, C), and each task can either be done (1) or not done (0). You want to maximize the total value, where the value of each task is as follows:
  - Task A: 7 points Task B: 3 points Task C: 8 points

• Solution:  $7x_A + 3x_B + 8x_c$ 

- Problem: You have two tasks (X, Y), and each task can either be done (1) or not done (0). Assign binary variables and write the objective function to maximize the total value, where the value of each task is as follows:
  - Task X: 4 points Task Y: 6 points

 $\diamond$  Solution:  $4x_{x} + 6x_{y}$ 

Represent the following constraint using binary variables in a QUBO form:

**Constraint:** At most two out of three tasks (X, Y, Z) can be selected simultaneously.

• Solution:  $E(x) = x_X + x_Y + x_Z - 2 x_X \cdot x_Y - 2 x_X \cdot x_Z - 2 x_Y \cdot x_Z$ 

### Traveling Salesman Problem (TSP)

Given a TSP with four cities (A, B, C, D) and distances between them:

*dAB*=2 *dAC*=5 *dAD*=3 *dBC*=4 *dBD*=6

dCD=1

Write the QUBO expression to minimize the total distance traveled.

### Solution:

 $E(x) = 2 \cdot (x_{AB} \cdot x_{BA}) + 5 \cdot (x_{AC} \cdot x_{CA}) + 3 \cdot (x_{AD} \cdot x_{DA}) + 4 \cdot (x_{BC} \cdot x_{CB}) + 6 \cdot (x_{BD} \cdot x_{DB}) + 1 \cdot (x_{CD} \cdot x_{DC})$ 

# QUBO format important in formulation

QUBO(Quadratic Unconstrained Binary Optimization)

Spin values are expressed as "+1" and "-1" in Ising format.

$$H = \sum_{i < i=1} J_{ij}\sigma_i\sigma_j + \sum_{i=1} h_i\sigma_i \qquad \sigma_i = \pm 1$$

Spin values are expressed as "0" and "1" in QUBO format.

$$H = \sum_{i,j} Q_{ij} x_i x_j \qquad \qquad x_i = 0,$$

The two above can be converted to each other using the following formula.

$$\left(x_i = \frac{1 - \sigma_i}{2}\right)$$

 When formulating actual problems, QUBO (0/1) is often easier to think about.



QUBO is the standard model in quantum annealing and is used in many simulated annealing engines

In addition to focusing on the quantum annealing method to address society's optimization needs, NEC is also promoting research and development toward practical application of the gate-based method.

## **Quantum Computing**

(Broadly defined to include quantum behavior)



\*Based on NEC's survey. (Due to limited space, not all institutions are covered.) \Orchestrating a brighter world NEC

NEC's Initiatives in Quantum Computing Since succeeding in the world's first demonstration of solid-state qubit operation, NEC has been working towards the social implementation of quantum computing.



### 2020 to 2021

**Vector Annealing** on Vector Engine Accelerator



Launched service by an annealing machine for dealing with large-scale problems

### 2030

Aiming to provide models for solving issues using quantum annealing and quantum gate



\*1: Y. Nakamura et al., Nature 398, 786 (1999)

\*2; Based on results obtained from a project commissioned by the New Energy and Industrial Technology Development Organization (NEDO).

# Solving Social Issues Using Quantum Computing

NEC is trying to apply QC technologies for "deployable use"





**NEC Vector Annealing** 

Steps to solve a problem with an annealing machine

To apply optimization technique (QA, SA, Mathematical methods, etc.) into real operation in order to improve customer's business processes

**Deployment Consultant** 

#### **Formulation Engineer**



# Vector Annealing (VA) on Vector Engine Accelerator (VE)

0 or 1

**VA Performance is provided by:** 

Matrix operation acceleration by VE, large and fast memory, and optimized algorithm for VE

Vector operation on VE Energy calculation is matrix operation



for(i=0; i<numSpins; i++)</pre> DeltaEnergy += Qij[FlipSpin][i] x SpinState[i]

Effect from neighbor spin

#### Full connect 100k qbits/VE and high memory bandwidth



- ■48GB memory capacity and 1.5TB/s memory bandwidth
- Multi card supports larger number of abits  $(100k \text{ abits } x \text{ n})^{1/2}$

#### **Avoiding Redundant Search and Optimized algorithm for VE**

### **Existing search**

Including constraint violations



#### **VA** search

skip constraint violations







computational complexity reduction

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## Architecture of SX-Aurora



## Simulated/Vector Annealing Solution Stack

NEC has developed Vector Engine optimized Simulated Annealing(SA) Engine for solving combinatorial problems.



# How to solve problems using Vector Annealing?



## Steps from formulation to verification by annealing



How "Spin Assignment" and "Formulation" are important to solve for the optimal combination.

## Basic steps to solve the problem 1: Spin Assignment

One spin should be assigned to every possible event.

Spin is assigned to primitive events.

- Spin =  $1 \Rightarrow$  The event has occurred.
- Spin  $0 \Rightarrow$  The event **did not occur**.

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# Let us look at the Number Partitioning Code!

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## **Defining a Problem and Formulation**

- Define a problem which can be expressed in as a binary/spin format.
  - For example: Number partitioning problem: Divide given set of numbers in two sets, such that the sum of the elements of set is equal to other set.
- Define Constraints: The rules and guidelines we need to follow
  - The two sets sum of elements should be equal
- Define Objective function: What to minimize?
   Minimize the difference in the sum of different sets
- Formulation:

For example:  $Min F(x) = (12 - 2^*(2^*x[0] + 4^*x[1] + 6^*x[2]))^{**2}$ 

#### Input: {2, 4, 6}

Output: There are two subsets expected in output:

- 1. Subset 1: if x array element value is '1'
- 2. Subset 0 if x array element value is '0'.

Define three binary qubits as x[0], x[1], x[2]

Sum of Subset 1 or S1 = 2\*x[0] + 4\*x[1] + 6\*x[2]

Sum of Subset 0 or S0 = (2+4+6) - S1

Difference should be minimum or "0" or S1 - S0 = 0

**Objective is to minimize the difference. Hence, QUBO formulation will be written as:** 

(Difference)\*\*2 = (12 - 2\*(2\*x[0] + 4\*x[1] + 6\*x[2]))\*\*2

https://arxiv.org/ftp/arxiv/papers/1811/1811.11538.pdf

# **QUBO Model Creation**

- A QUBO problem is defined using an upper-diagonal matrix Q, which is an N x N upper triangular matrix of real weights, and x, a vector of binary variables, as minimizing the function :
  - Q: Quadratic or highest order is 2
  - U: Unconstrained on variables applied
  - B: Binary or {0,1}
  - O: Optimization
- QUBO is created as a Hamiltonian Expression as explained in example below. +,-,\*,/ and square \*\*2 are arithmetic expressions can be used in forming the expressions.

Example:

QUBO model or  $Min F(x) = (12 - 2^*(2^*x[0] + 4^*x[1] + 6^*x[2]))^{**2}$ 

We use "Pyqubo" for QUBO model creation

 $f(x) = \sum_{i} Q_{i,i} x_i + \sum_{i < i} Q_{i,j} x_i x_j$ 



```
{('x[0]', 'x[0]'): -80.0,
('x[2]', 'x[2]'): -144.0,
('x[2]', 'x[0]'): 96.0,
('x[1]', 'x[1]'): -128.0,
('x[0]', 'x[1]'): 64.0,
('x[2]', 'x[1]'): 192.0}
144.0
```

#### QUBO Model Output

### Annealing

Provide the QUBO model to the annealing solver

- Provide following basic parameters:
  - Number of reads: Number of initial samples per annealing (by default define as '1')

Number of sweeps: Number of sets of iterations to run over the variables of a problem. More sweeps will usually improve the solution (unless it is already at the global min).

### Advanced options are:

- Flip options
  - Initialization spin options
  - Fixed spin options etc.
- Beta or temperature range
- Vector mode

#### #Annealing

va\_model = VectorAnnealing.model(qubo, offset)

sa = VectorAnnealing.sampler()

results = sa.sample(va\_model, num\_reads=1, num\_sweeps=10)

# **Vector Annealing API Parameters**

### Sampler class parameter specification

 The sa.sample() function which runs the annealing supports the following parameters in addition to num\_reads.

Parameter name	type	default	Description
num_reads	Integer type	1	Number of samplings
num_results	Integer type	None	Number of results. Returns one optimal solution when None or 1 is specified. Returns all annealing results when the same value as with num_reads is specified.
num_sweeps	Integer type	500	Number of annealing sweeps
beta_range	[real number type*,real number type*,intege r type]	[10,100,200]	Specify the start and end values of the $\beta$ parameter which is the inverse of the temperature in [start,end,nsteps]. nsteps is the number of divisions from start to end and can be omitted.
init_spin	Spin array	None	Initial VA spin state specification (For more details, see the "Initial VA spin state specification" section below.)
vector_mode	str type	accuracy	Annealing is run in speed priority when set to speed. Annealing is run in accuracy priority when set to accuracy. Annealing is run in constraint priority when set to constraint. The process will be finished when constraints are met when set to constraint_only.

## **Result Analysis**

- We analyze the following as output:
  - Spin: Output of the annealing
  - Energy: Energy value per solution
  - TTS (Time to Solution): The time required to reach an optimum solution with high probability of success by running multiple annealing processes.
- Solution value against minimum energy with highest probability of success (by performing multiple iterations) is the ideal result.



 $ext{TTS}( au, p_R) = au R = au rac{\ln(1-p_R)}{rac{st}{8} \ln\{1-p_s( au)\}}$ 

#### Output: {'x[0]': 1, 'x[2]': 0, 'x[1]': 1} energy: 0.0 time: 0.004166000057011843

Result Output showing x[2] of value '6' is group from '0' and x[1] + x[0] = '6' of group '1'

## Python code snippet

from pyqubo import Array import VectorAnnealing

#### **#Formulation**

x = Array.create('x', shape=3, vartype='BINARY') H = (12 - 2\*(2\*x[0] + 4\*x[1] + 6\*x[2]))\*\*2

#### **#QUBO Model Creation**

model = H.compile()
qubo, offset = model.to\_qubo()

#### #Annealing

va\_model = VectorAnnealing.model(qubo, offset)
sa = VectorAnnealing.sampler()
results = sa.sample(va\_model, num\_reads=1, num\_sweeps=10)

#### **#Result Analysis**

print("Output:", results[0].spin)
print("energy:", results[0].energy)
print("time:", results[0].time)

## Travelling Salesman Problem (TSP)

#### Objective Function:

Minimize the distance between a pair of locations.

#### Constraints:

Not to visit the same location more than twice.

Not to visit two cities at the same time.

Hd: For all pairs of points, the distance d is set only when moving from point p1 to point p2, and the others are set to 0

$$Hd = \sum_{i=0} (\sum_{p_{1}=0, p_{2} \neq p_{1}} d_{p_{1}p_{2}} x_{i,p_{1}} x_{(i+1),p_{2}})$$

**Constraints:** 

Ha: Not to visit the same location more than twice

$$Ha = strength * \sum_{i=0} (\sum_{j=0} x_{i,j} - 1)^2$$

Hb: Not to visit two locations at the same time

$$Hb = strength * \sum_{j=0} (\sum_{i=0} x_{i,j} - 1)^2$$

QUBO: H = Hd + Ha + Hb $f(x) = \sum_{i} Q_{i,i}x_i + \sum_{i < j} Q_{i,j}x_ix_j$ or  $\min_{x \in \{0,1\}^n} x^T Qx.$ 

# Flip Option (1/8)

How to use Flip option

• By specifying Flip option, you can efficiently obtain the results in a simulation.

\*These options must be included in Hamiltonian's formulation.

#### Sample code: Traveling salesman problem



# Flip Option (2/8)

### How to specify Flip option

- One hot constraint
  - The constraint that one of the spin states is "1" in the specified group of spin


## Flip Option (3/8)

- How to specify Flip option
  - Fixed spin constraint
    - \*Only this option does not need to be included in Hamiltonian's formulation.
    - The constraint that specifies the state of spin to the specified value (0/1)



## Flip Option (4/8)

### How to specify Flip option

And zero constraint

• The constraint that at least one of the spin states is "0" in the specified group of spin



Specify the defined and zero condition in the variable of andzero

### Flip Option (5/8)

### How to specify Flip option

- Or one constraint
  - The constraint that at least one of the spin states is "1" in the specified group of spin



## Flip Option (6/8)

### How to specify Flip option

- Cubic supplement constraint
  - The constraint that spin( $x_1, x_2, y_1$ ) always has a value that satisfies expression  $y_1 = x_1x_2$



### \*Need the following Hamiltonian that satisfied expression $y_1 = x_1 x_2$

Hamiltonian formulation sample)

$$\begin{split} &Hp1 = x[0,0]^*x[0,1] - 2^*x[0,0]^*y[0] - 2^*x[0,1]^*y[0] + 3^*y[0] \\ &Hp2 = x[1,0]^*x[1,1] - 2^*x[1,0]^*y[1] - 2^*x[1,1]^*y[1] + 3^*y[1] \\ &Hp3 = x[2,0]^*x[2,1] - 2^*x[2,0]^*y[2] - 2^*x[2,1]^*y[2] + 3^*y[2] \end{split}$$

## Flip Option (7/8)

### How to specify Flip option

- Max one count constraint
  - The constraint that the number of spins having the "1" state in the specified group is equal to or less than the specified number.



## Flip Option (8/8)

#### How to specify Flip option

- Min max one constraint
  - The constraint that the number of spins having the "1" state in the specified group is equal to the specified range.
  - The range parameter is defined as [ MIN, MAX, [ spin0, spin1, spin2, .... ] ]
  - $\gg$  In the case of MIN =< MAX
    - MIN =< the number of spins having the "1" state =< MAX
  - ≫In the case of MIN > MAX
    - the number of spins having the "1" state =< MAX or MIN =< the number of spins having the "1" state



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# Let us look at the TSP Code!

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### Sudoku\* Game

- 9 x 9 Squares Number placing problem
- Objective: Is to have one unique number in each box of the matrix and to minimize repetition.
- Rules or Constraints:
  - Numbers from 1 to 9 that do not overlap in a horizontal row.
  - Numbers from 1 to 9 that do not overlap in a vertical columns.
  - Each 3x3 square contains non-overlapping numbers 1-9
- Difficulty Levels: (Depending on hints and numbers to be guessed)
  - Easy
  - Medium
  - Hard

\*Sudoku name is a number placement puzzle which is a copyright of NIKOLI Co., Ltd. Japan

8	5				5	1		
		1				8		
	4		2				9	
				3				2
1	2	3	4		6	7	8	9
6	;			1				
	8				9		5	
		2				4		
		7	6					1

Puzzle Example Source: https://www.nikoli.co.jp/en/puzzles/sudoku.html

## Sudoku game problem definition and formulation

#### Objective Function:

- There are 9x9 cells where each cell can take numbers from 1 to 9, making 9x9x9 = 729 cells total that can be expressed in 0 or 1 to represent each number which will fit into the solution space.
  - Where i is the row number from 1 to 9
  - j is the column number from 1 to 9
  - k is the number of each cell, from 1 to 9 also
  - Each X<sub>ijk</sub> can have value of 0 or 1.

#### Constraints:

- There will be 5 constraints from the rule of the puzzle:
  - A single cell can only have 1 number

$$\sum_{k=1}^{9} X_{ijk} = 1 , \quad \forall ij \in cell$$

• Each column-i cannot have any duplicate number

s.t. 
$$\sum_{i} X_{ijk} = 1$$
,  $\forall j \in column$ ,  $\forall k \in K \ (K = \{1..9\}$ 

• Each row-i cannot have any duplicate number

s.t. 
$$\sum_{i} X_{ijk} = 1$$
,  $\forall i \in row$ ,  $\forall k \in K \ (K = \{1..9\})$ 

• Each of the nine 3x3 subgrids cannot have any duplicate number

s.t. 
$$\sum_{j=1}^{2} \sum_{i=1}^{2} x_{(i+\upsilon)(j+\upsilon)k} = 1$$
,  $\forall k \in K \ (K = \{1..9\})$ 

- $\upsilon, \nu \in \{0,3,6\}$  : offset to each grids
- Initial numbers given as "hint" cannot be changed

$$s.t.\sum_{hint} X_{ijk} = 1$$



Puzzle Example Source: <u>https://www.nikoli.co.jp/en/puzzles/sudoku.html</u>

\*Sudoku name is a number placement puzzle which is a copyright of NIKOLI Co., Ltd. Japan

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# Let us look at the Sudoku Code!

## Use Case: Load-Limited Route Optimization Problem

Route optimization problem by taking truck loading restrictions into account



### Defining Objective Function (Hd)

Minimize the distance of the delivery route.



### **Defining Constraints (H1)**

Visit a certain location twice or even three times because there are three extra available boxes (for example: 18 boxes for 15 locations). Therefore, the Hamiltonian is created so that the energy is lower if the order bit stands 1 to 3 times for each location.

$$H_1 = \sum_{p \in P} \left(\sum_{i=0}^{capa-1} x_{i,p} - 2\right)^2$$

If the order bit is high twice, the energy is 0. If the order bit high once or three times, the energy is 1. Otherwise, the energy increases exponentially as you move away from 2.



### **Defining Constraints (H2)**

 Since multiple packages cannot be delivered to the same point, only <u>one location</u> <u>can be visited at a time.</u>

$$H_2 = \sum_{i=0}^{capa-1} \left(\sum_{p \in P} x_{i,p} - 1\right)^2$$

### **Defining Constraints (H3)**

Penalize when the heaviest luggage comes on top.

$$H_3 = \sum_{s_1, s_2 \in space \ pair \ p_1, p_2 \in R} \sum_{x_{s_1, p_1} x_{s_2, p_2}} x_{s_1, p_1} x_{s_2, p_2}$$

R: Pair of points p1, p2 where weight(p1) > weight(p2)



### **Defining Constraints (H4)**

Locations that need to be accessed twice or three times should be consecutive.

$$H_4 = -1 * \sum_{p \in P} \left( \sum_{s_1, s_2 \in space \ pair} x_{s_1, p} x_{s_2, p} \right)^2$$

### **Final Hamiltonian Expression**

 $H = H_d + 90 * H_1 + 150 * H_2 + 80 * H_3 + 50 * H_4$ 

Initially, all the weights are kept small, and the weights are adjusted by trial and error, such as making the weights stronger for constraints that are not satisfied.



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# Let us look at the LLRO Code!

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### **Benchmark Approach**

Since there are no standard existing benchmarks, we propose the following approach:

- Select a combinatorial optimization problem
- complex and large problem, formulate in QUBO and provide to all the generic solvers which support same input format with same constraints or other SA/Hybrid/QA based solvers. Problem in focus is as follows:

Load Limited Route Optimization

### **Benchmark Conditions**

#### Hardware + Software:

- VA on VE:
  - VE10B PCIe Card (VE)
  - Vector Annealing 2.0 PoC version
- CPU or x86:
  - Openjij SA: <a href="https://tutorial.openjij.org/build/html/en/index.html">https://tutorial.openjij.org/build/html/en/index.html</a>
  - D-Wave Neal SA: <a href="https://docs.ocean.dwavesys.com/projects/neal/en/latest/reference/sampler.html">https://docs.ocean.dwavesys.com/projects/neal/en/latest/reference/sampler.html</a>
- QPU and Leap Hybrid (Cloud):
  - D-Wave Advantage\_system6.1 QA
  - D-Wave Ocean pure QPU Solver: <u>https://docs.ocean.dwavesys.com/en/stable/overview/qpu.html</u>
  - D-Wave Leap Hybrid Solver: https://docs.dwavesys.com/docs/latest/doc\_leap\_hybrid.html
- Language:
  - Python or ipython notebook
- Input Dataset (This is for trying larger number of locations higher than 15):
  - <u>http://comopt.ifi.uni-heidelberg.de/software/TSPLIB95/tsp/ALL\_tsp.tar.gz</u>
  - Please decompress to get the following tsp files for this benchmark:
  - eil51.tsp
  - eil101.tsp
  - pr76.tsp
  - kroA100.tsp
  - kroA150.tsp
  - kroA200.tsp

### **Benchmark Conditions**

- Problem should be a Combinatorial Optimization Problem.
- Problem Description or objective function and constraints should be same. Every solver is solving the same problem statement.
- The input data should be same.
- The algorithm should be heuristic or meta-heuristic and applying constraints should be possible.
- The output correctness check function should be same.

### Benchmarking Goal:

- The output should be the best solution quality (with all constraints met).
- Desirable to have least execution time with the best solution quality.

### Benchmark Flow (User Experience):

### Basic Settings:

Run with default or basic or minimum parameters or parameter values.

- Optimization for Best Settings:
  - Increase number of sweeps (VA or SA), increase time limit (Leap Hybrid) and number of Trials (pure QA).
  - Increase number of reads (VA or SA).
  - In-case of constraints not getting met, lower the value of strength of constraints. However, solution quality will degrade.
  - Use TTS and Probability of Success to achieve and get deterministic output every time.
  - Use parameter estimator tool to fine tune the output for a deployable solution.

### Result Analysis (15 locations dataset)



QA and Leap Hybrid Time is not included, because it was cloud access, and it had a large value than 1 second.

- Dotted Lines represent the constraints were broken by the solver to get the results.
- Solid Lines represent no constraints were broken.
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### Result Analysis (51 to 200 locations public dataset)

No Hardware embedding found within a time limit due to free cloud access only



- Dotted Lines represent the constraints were broken by the solver to get the results.
- Solid Lines represent no constraints were broken.

### **Benchmark Flow (User Experience):**

Basic Settings:

Run with default or basic or minimum parameters or parameter values.

- Optimization for Best Settings:
  - Increase number of sweeps (VA or SA), increase time limit (Leap Hybrid) and number of Trials (pure QA).
  - Increase number of reads (VA or SA).
  - In-case of constraints not getting met, lower the value of strength of constraints. However, solution quality will degrade.
  - Use TTS and Probability of Success to achieve and get deterministic output every time.
  - Use parameter estimator tool to fine tune the output for a deployable solution.

### Solution Optimization using number of sweeps

#### Goal: To find the best minimum distance as quickly as possible

- Possible Approach specific to the LLRO:
  - Start from the smallest number of sweeps to search for smallest distance in smallest time (number of sweepsαtime of execution of each iteration) even in one iteration.
  - All constraints should be met.
- Results for speed focus (try to use as minimum sweeps as possible):
  - Best Minimum Distance: 501
  - Best Minimum Energy: 62
  - Single Time of Execution: 2.719 seconds
- Results for accuracy focus (try to use as maximum sweeps as possible):
  - Best Minimum Distance: 478
  - Best Minimum Energy: 61
  - Average Time of Execution: 47.837 seconds

# **Solutions Exploration**

eil51.tsp	Num Trials = 100	VA mode = 'accuracy'								
Number of Sweeps	Num of Reads	TTS (seconds)	Best Energy	Best Distance	Average Energy	Average Distance	Average Tau (Seconds)	Probability of Success	Success Parameter	Error Type
10	1	2.427	70	740	72	770	0.173	0.28	No Broken Constraints	Broken Constraints
50	1	1.771	64	589	66	628	0.533	0.75	No Broken Constraints	Broken Constraints
100	1	2.476	63	554	65	596	0.985	0.84	No Broken Constraints	Broken Constraints
200	1	4.495	63	547	63	564	1.919	0.86	No Broken Constraints	Broken Constraints
300	1	5.436	62	524	63	549	2.718	0.9	No Broken Constraints	Broken Constraints
400	1	7.034	62	508	63	541	3.516	0.9	No Broken Constraints	Broken Constraints
500	1	8.63	62	506	62	536	4.315	0.9	No Broken Constraints	Broken Constraints
600	1	7.859	62	501	62	532	5.112	0.95	No Broken Constraints	Broken Constraints
1200	1	18.028	61	497	62	519	9.887	0.92	No Broken Constraints	Broken Constraints
3000	1	24.188	61	494	61	505	24.188	1	No Broken Constraints	
6000	1	163.539	61	478	61	500	47.837	0.74	No Broken Constraints + Minimum energy <= 62 + Minimum distance <= 505	Min Energy or Min Distance or constraints not met
9000	1	178.631	60	480	61	497	71.098	0.84	No Broken Constraints + Minimum energy <= 62 + Minimum distance <= 505	Min Energy or Min Distance or constraints not met
12000	1	204.215	60	478	61	497	94.162	0.86	No Broken Constraints + Minimum energy <= 62 + Minimum distance <= 505	Min Energy or Min Distance or constraints not met
15000	1	264.523	60	482	61	498	117.191	0.87	No Broken Constraints + Minimum energy <= 62 + Minimum distance <= 506	Min Energy or Min Distance or constraints not met

### **Best Distance Results Output**



Sweeps = 10 Distance = 740



Sweeps = 50 Distance = 589



Sweeps = 100 Distance = 554



Sweeps = 200 Distance = 547



Sweeps = 300 Distance = 524



Sweeps = 400 Distance = 508



Sweeps = 500 Distance = 506



Sweeps = 600 Distance = 501





Sweeps = 3000 Distance = 494



Sweeps = 9000 Distance = 480



Sweeps = 12000 Distance = 478







Sweeps = 15000 Distance = 482



Sweeps = 6000 Distance = 478

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### **Conclusion for Load Limited Route Optimization**

The number of sweeps optimization could reach almost to the optimized solution.
Further execution time can be optimized using parameter estimator for "beta" values and using less number of sweeps.

### Use Case: **Delivery Route and Schedule Optimization** for reducing costs, time, energy, CO<sub>2</sub>, etc.





# Delivery of parts and dispatch of Engineers

- Parts are delivered by truck
- Engineers move by car/train
- Have to consider skills of each engineer



### **Delivery Optimization**

### **Combinatorial optimization from huge combination**



# Logistics Problem to be Solved

### **Tokyo Parts Center**

□Warehouse: 6,000m<sup>2</sup>, 150k maintenance parts stock Delivering to several hundreds destinations in Tokyo by 40 cars

Region : Employee :

Tokyo metropolitan area Operation: 24h x 365days Delivery Cars: 30 cars and 8 motor bikes 43





### **Delivery Operation**

- **D** Engineers move by public transport
- Arrival of engineer and each maintenance parts must be same timing
- Each car/bike brings some parts to deliver some destinations
- Huge combination of delivery times, destinations, car/bike, parts
- Professional engineer made delivery plan every day

# Actual Operation by VA as a 1st Step

### Start applying VA optimization to delivery order the day before



#### **Actual Operation**

## Actual Operation: Production Planning Optimization Optimizing complex planning for multi-product manufacturing lines



Independent

Higher versatile processing equipment needs highly optimized product planning for higher efficiency

• Switching products makes idling time of equipment

Processing

Have to consider processing order to avoid duplication







1h accelerated to few sec.

### Oil Field Exploration as a Combinatorial Optimization Problem



Subsurface modeling is only the beginning of oil field exploration. Given a map of the distribution of oil and a limited number of resources to develop the field, energy companies must plan a drilling sequence that considers:

The value of placing a well at a given location.
The cost of moving a drilling platform from one location to another.
The impact placement of a well has on neighboring locations (well interference)





2000

1500

1000

500

PoC with oil/gas company

### Welling Plan Benchmark

- Completed PoC with software company in US focusing on energy resource exploration optimization problem.
- NEC VA with external constraints like one-hot encoding provided **best results** in comparison to other ISV SA software running on classical computers as well as accelerators.

#### PoC with oil/gas company



NEC achieved lowest energy with shortest time
## **Orchestrating** a brighter world

