

# Quantum Machine Learning: Bridging Quantum Computing and Artificial Intelligence

QC+AI Workshop @ AAAI 2025

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- **Fundamentals of Quantum Computing**
- **Hybrid Quantum-Classical Paradigm**
- **Variational Quantum Circuits (a.k.a Parameterized Quantum Circuits)**
- **Applications**
- **Machine Learning for Quantum Machine Learning Model Design**
- **Challenges in Quantum Machine Learning**
- **Conclusion and Outlook**

- **Applications**
  - **Quantum Classification**
  - **Privacy-Preserving Quantum Machine Learning (Federated Learning, Differential Privacy)**
  - **Quantum Recurrent Neural Network**
  - **Quantum Reinforcement Learning**
  - **Quantum Natural Language Processing**
  - **Quantum Neural Networks for Model Compression**

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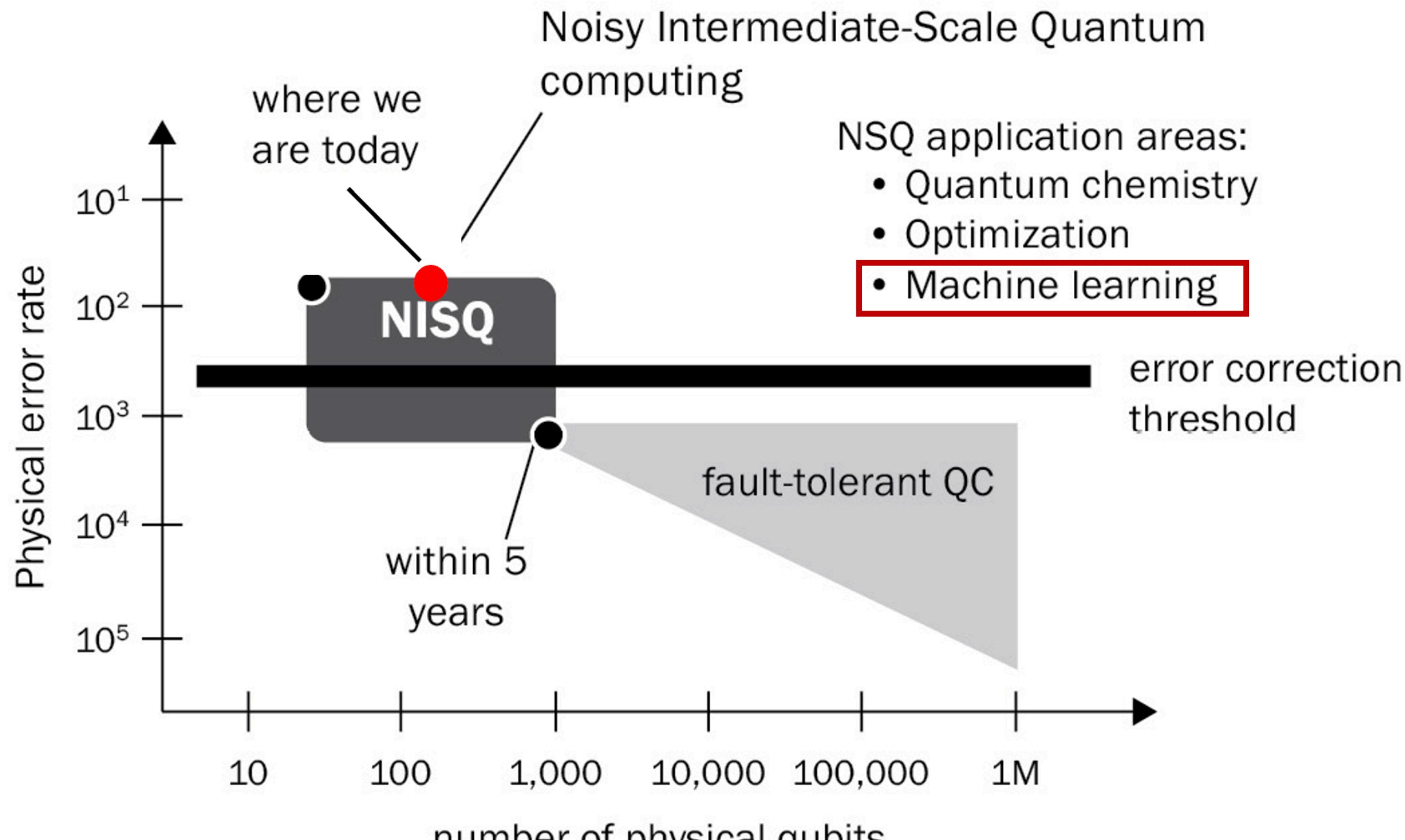
# Quantum Computing

- Classical computers: Classical bits 0 vs 1
- Quantum computers: Quantum bits (qubit)  
 $|\Psi\rangle = \alpha|0\rangle + \beta|1\rangle$  where  $\alpha$  and  $\beta$  are complex numbers
- Quantum **entanglements**: A unique property of quantum physics  
—> No analog in the classical computer
- Famous algorithms:
  - **Shor's algorithm**: Can be used to break the state-of-the-art public key cryptography systems such as RSA
  - **Grover's algorithm**: Quadratic speedup in unstructured search
- Designing a quantum algorithm is non-trivial task
- Even harder in the noisy quantum machines



Schrödinger's cat from Al's imagination!

# Quantum Computing



Quantum computing in the NISQ era [1]



Quantum computers from ChatGPT's imagination!

# Quantum States

Single Qubit State

$$|0\rangle = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$

$$|1\rangle = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

Two Qubit State

$$|0\rangle \otimes |0\rangle = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \otimes \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \end{bmatrix}$$

$N$  Qubit State

$$\underbrace{|0\rangle \otimes |0\rangle \otimes \cdots \otimes |0\rangle}_N = \underbrace{\begin{bmatrix} 1 \\ 0 \end{bmatrix} \otimes \begin{bmatrix} 1 \\ 0 \end{bmatrix} \otimes \cdots \otimes \begin{bmatrix} 1 \\ 0 \end{bmatrix}}_N$$

# Quantum Operations

$\boxed{X}$	$\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$
$\boxed{Y}$	$\begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix}$
$\boxed{Z}$	$\begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$
$\boxed{H}$	$\frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$

Example:

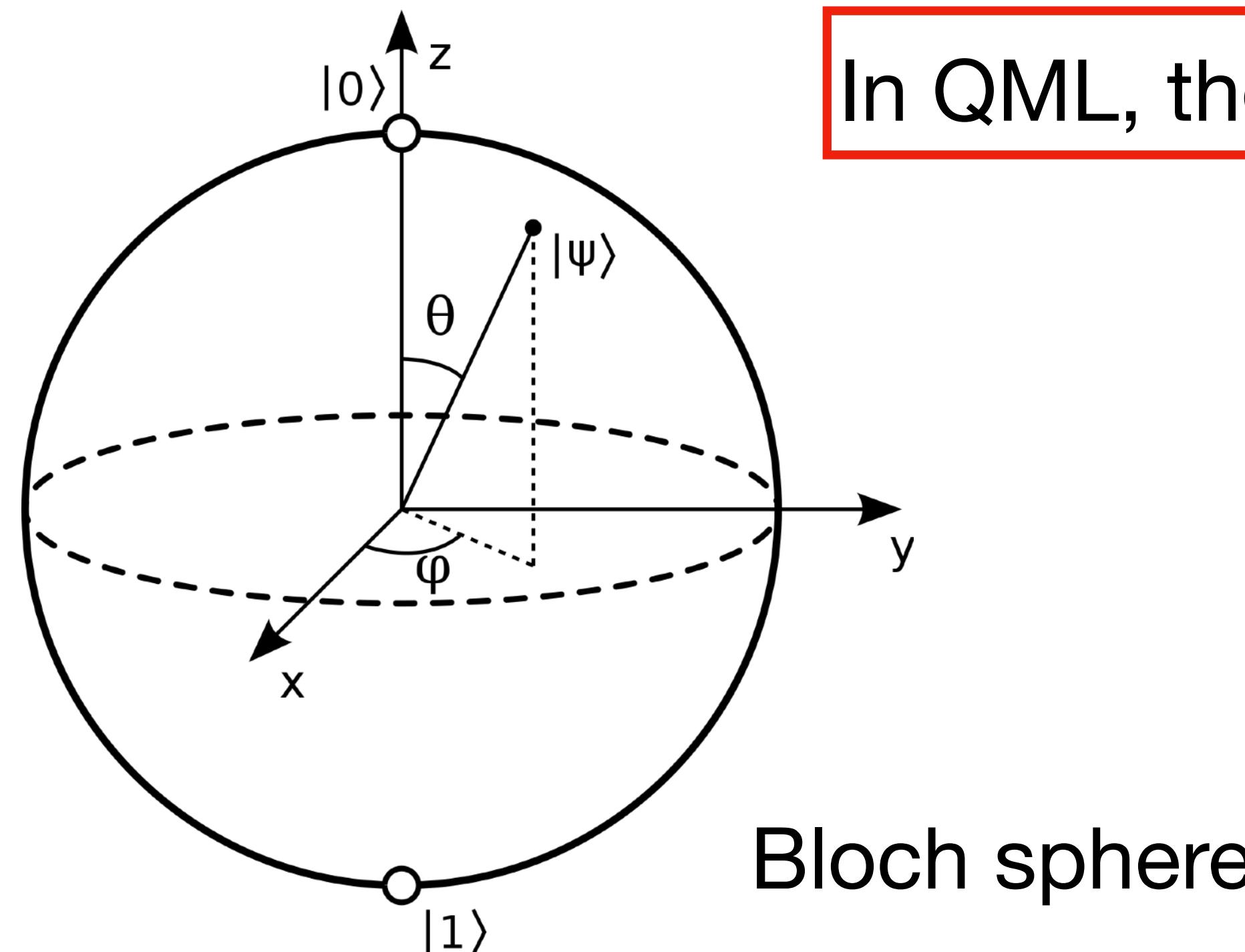
$$|0\rangle \xrightarrow{\boxed{X}}$$

$$\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \end{bmatrix} = |1\rangle$$

# Quantum Operations

$$R(\phi, \theta, \omega)$$

$$\begin{bmatrix} e^{-i(\phi+\omega)/2} \cos(\theta/2) & e^{-i(\phi-\omega)/2} \sin(\theta/2) \\ e^{-i(\phi-\omega)/2} \sin(\theta/2) & e^{i(\phi+\omega)/2} \cos(\theta/2) \end{bmatrix}$$



In QML, the angles  $\phi, \theta, \omega$  are learnable.

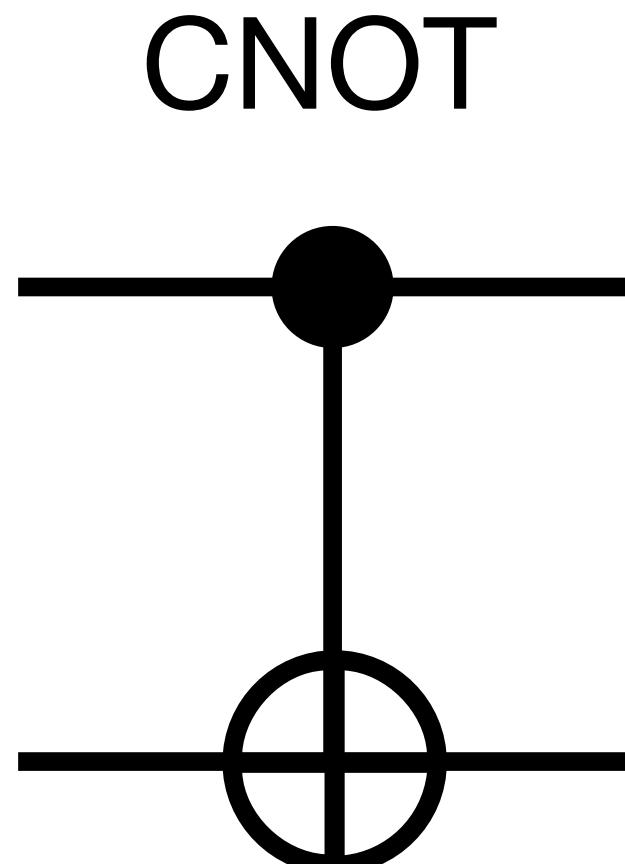
# Quantum Operations

$$\boxed{R_x(\phi)} = e^{-i\phi\sigma_x/2} = \begin{bmatrix} \cos(\phi/2) & -i\sin(\phi/2) \\ -i\sin(\phi/2) & \cos(\phi/2) \end{bmatrix}$$

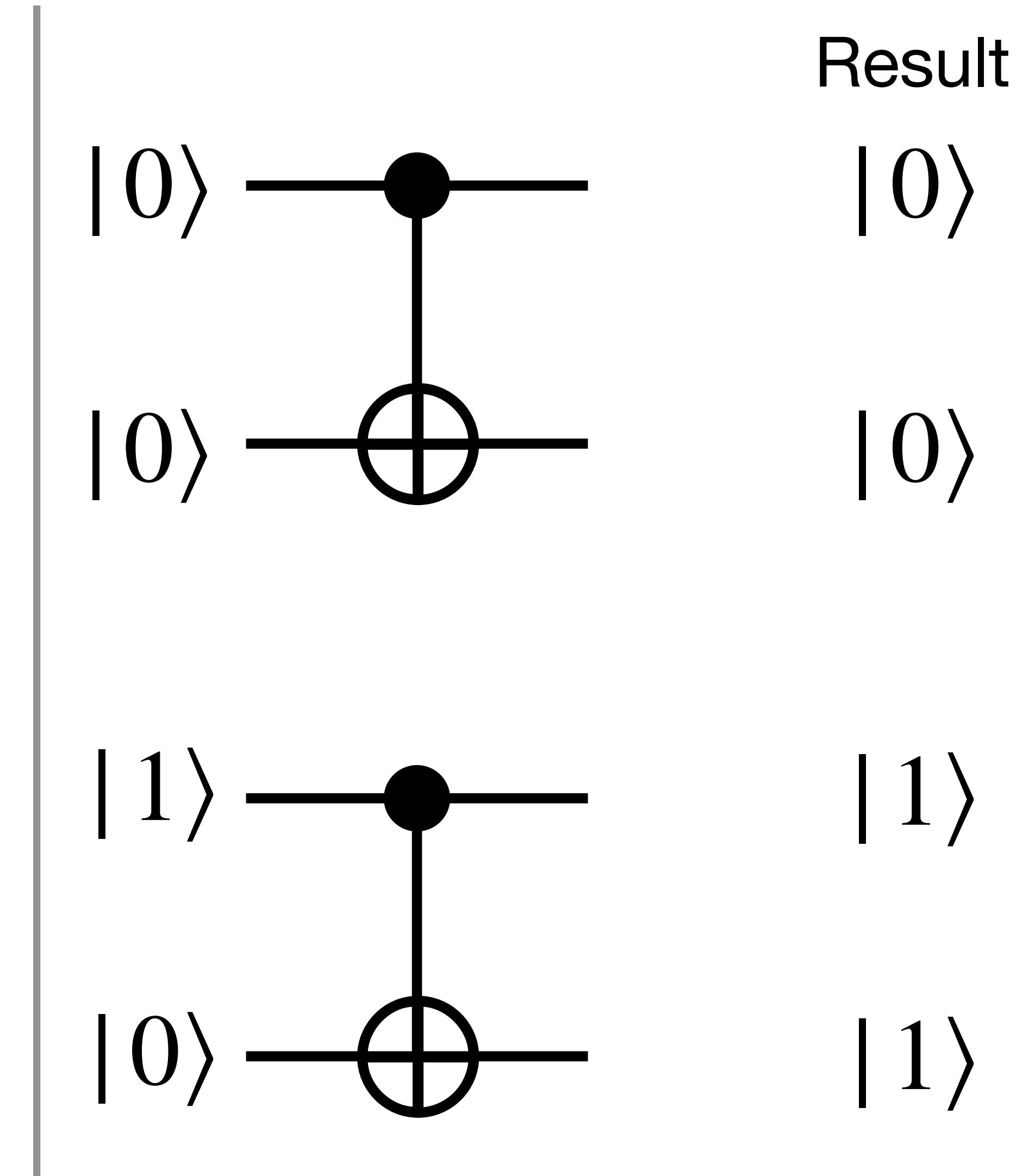
$$\boxed{R_y(\phi)} = e^{-i\phi\sigma_y/2} = \begin{bmatrix} \cos(\phi/2) & -\sin(\phi/2) \\ \sin(\phi/2) & \cos(\phi/2) \end{bmatrix}$$

$$\boxed{R_z(\phi)} = e^{-i\phi\sigma_z/2} = \begin{bmatrix} e^{-i\phi/2} & 0 \\ 0 & e^{i\phi/2} \end{bmatrix}$$

# Quantum Operations

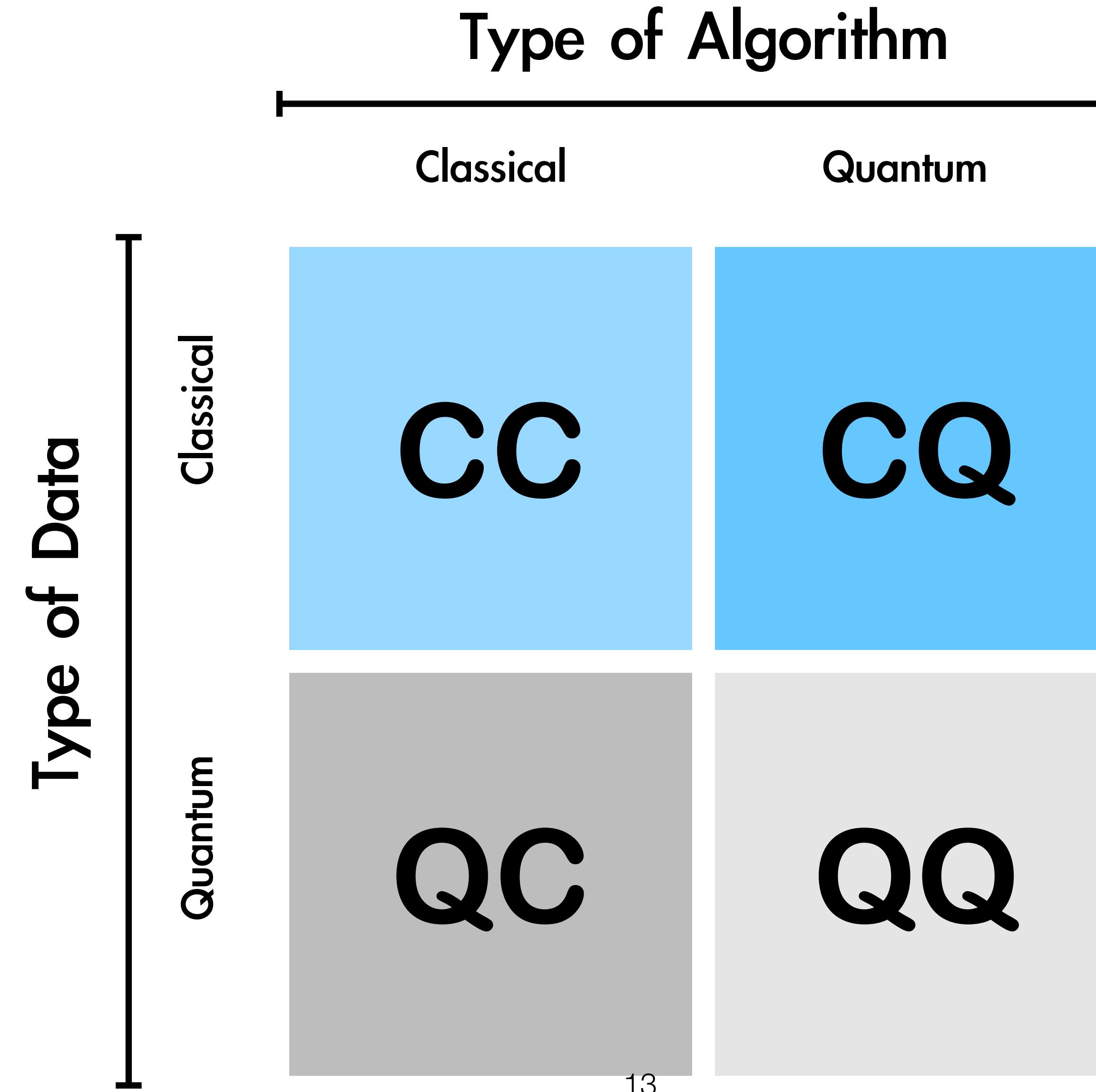


$$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{bmatrix}$$

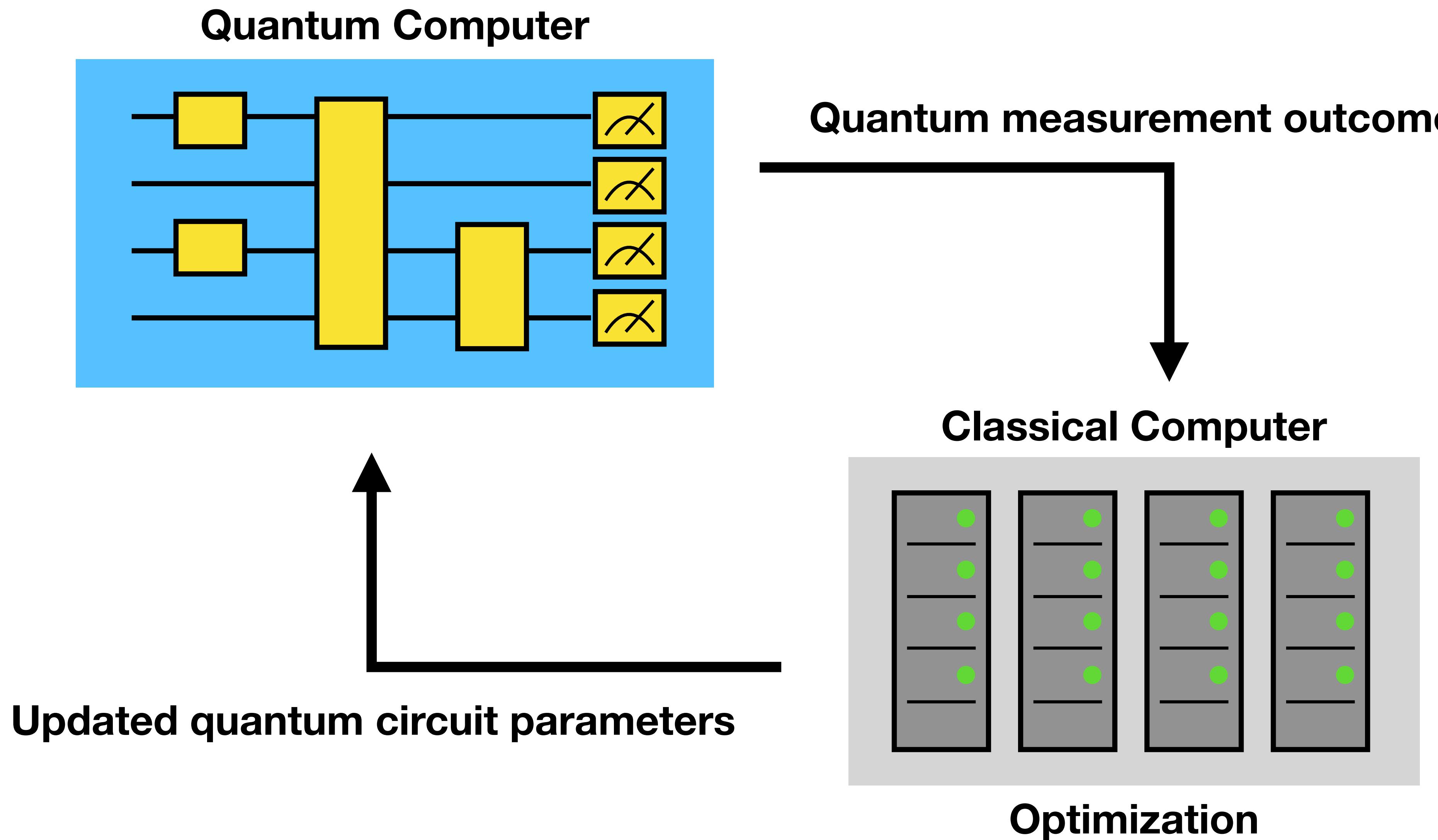


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# Quantum Machine Learning

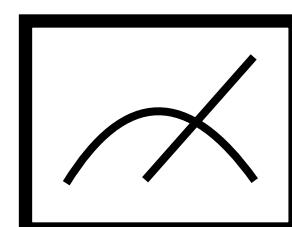


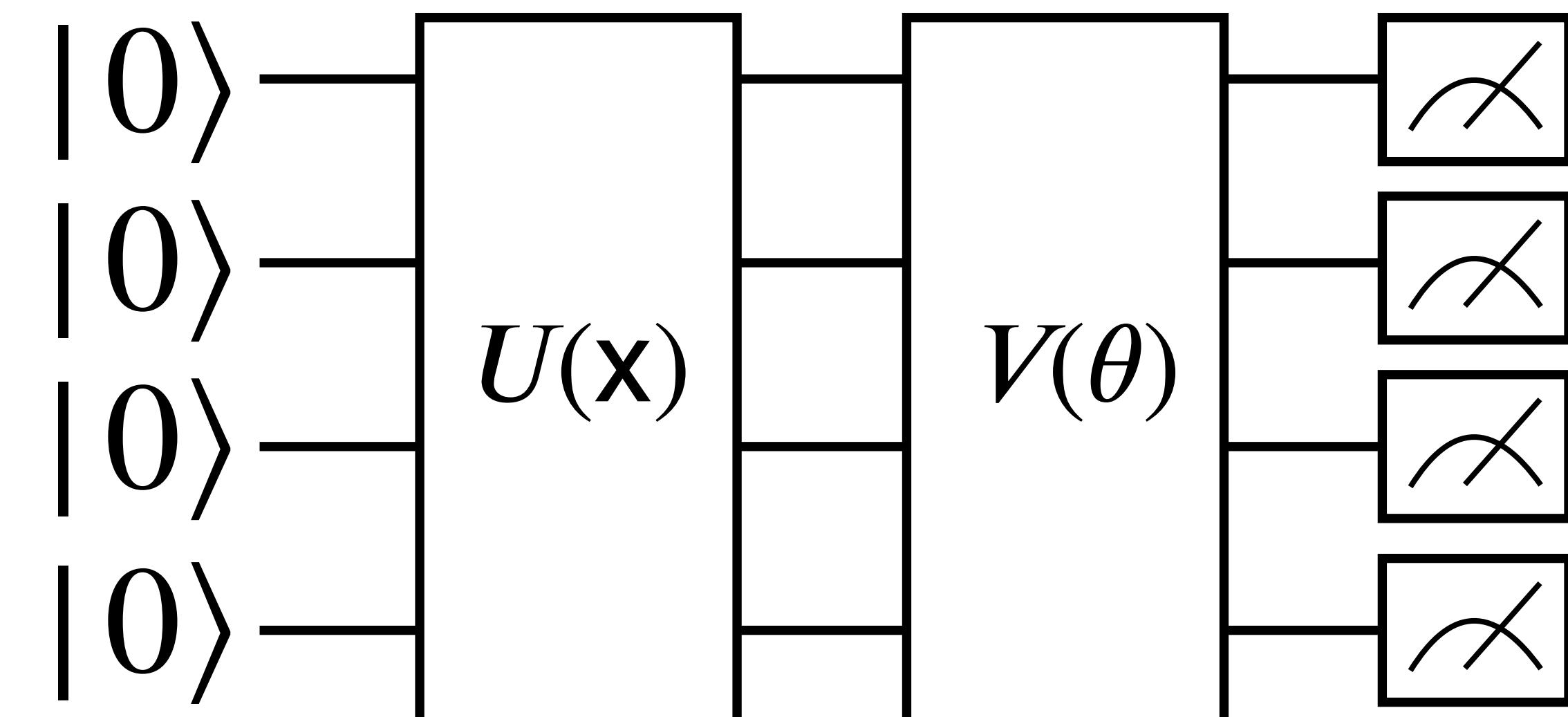
# Hybrid Quantum-Classical Paradigm



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# Variational Quantum Circuits

- Also known as **parameterized quantum circuits (PQC)**.
- Quantum circuits with **tunable parameters**.
- Subject to iterative optimization procedures.
- $U(\mathbf{x})$ : encoding circuit.
- $V(\theta)$  : variational circuit.
-  : measurement.



# Variational Quantum Circuits

- Choosing some observables (e.g. Pauli-X, Y or Z)
- Expectation value from a particular qubit:  $\langle \hat{B}_k \rangle = \left\langle 0 \left| U^\dagger(\vec{x}) V^\dagger(\vec{\theta}) \hat{B}_k V(\vec{\theta}) U(\vec{x}) \right| 0 \right\rangle$
- Quantum function (output from the VQC):  $\overrightarrow{f}(\vec{x}; \vec{\theta}) = \left( \langle \hat{B}_1 \rangle, \dots, \langle \hat{B}_n \rangle \right)$
- Gradient calculation by **parameter-shift** rule.

# Quantum Encoding and State Preparation

A general  $N$  qubit quantum state can be represented as:

$$|\psi\rangle = \sum_{(q_1, q_2, \dots, q_N) \in \{0,1\}} c_{q_1, q_2, \dots, q_N} |q_1\rangle \otimes |q_2\rangle \otimes \dots \otimes |q_N\rangle$$

where  $c_{q_1, \dots, q_N} \in \mathbb{C}$  is the complex amplitude for each basis state and each  $q_i \in \{0,1\}$

The total probability is equal to 1:

$$\sum_{(q_1, \dots, q_N) \in \{0,1\}} \|c_{q_1, \dots, q_N}\|^2 = 1$$

# Quantum Encoding and State Preparation

## Amplitude Encoding

Encode a vector  $(\alpha_0, \dots, \alpha_{2^n-1})$  into a  $n$ -qubit quantum state:

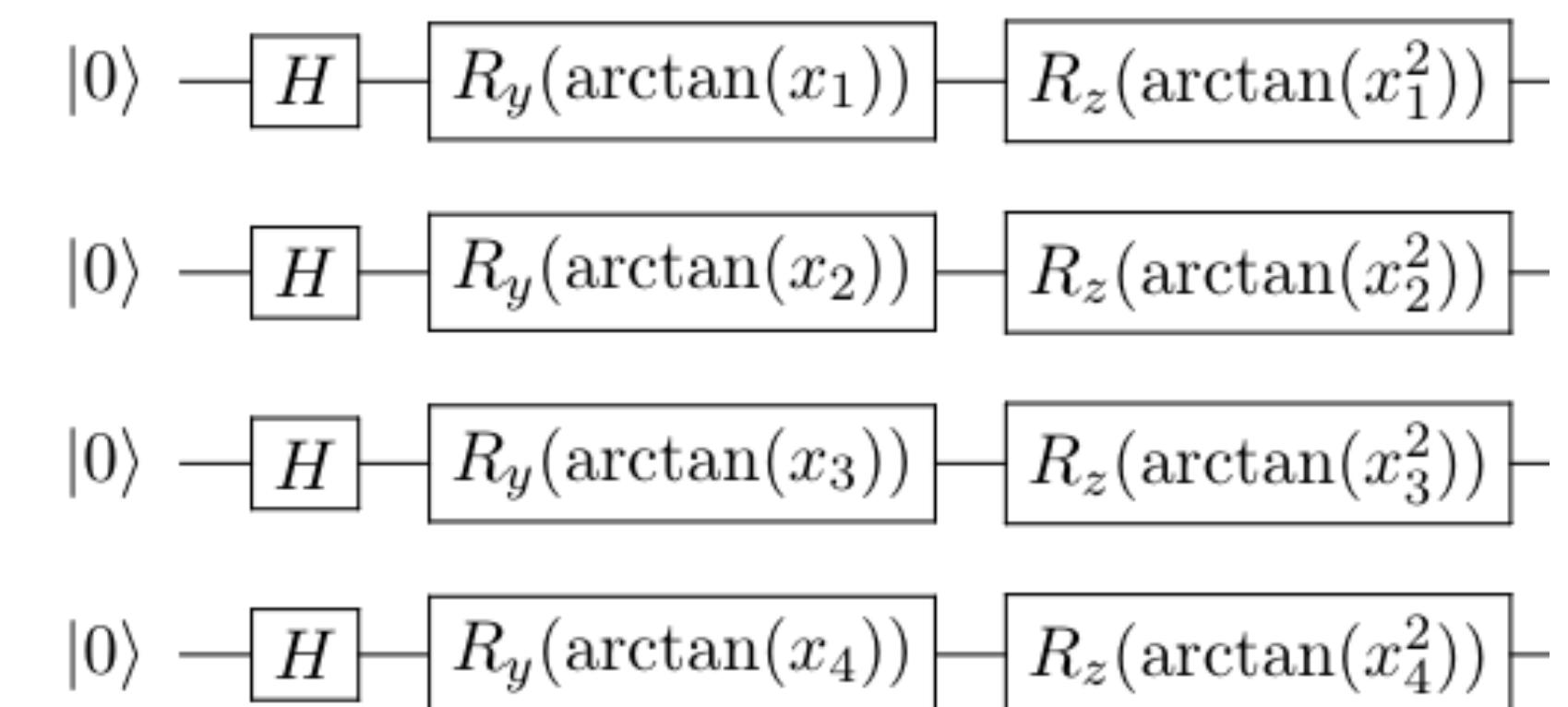
$$|\Psi\rangle = \alpha_0 |00\dots0\rangle + \dots + \alpha_{2^n-1} |11\dots1\rangle$$

where  $\alpha_i$  are real numbers and  $(\alpha_0, \dots, \alpha_{2^n-1})$  is normalized

$N$ -dimensional vector will require only  $\log_2(N)$  qubits to encode

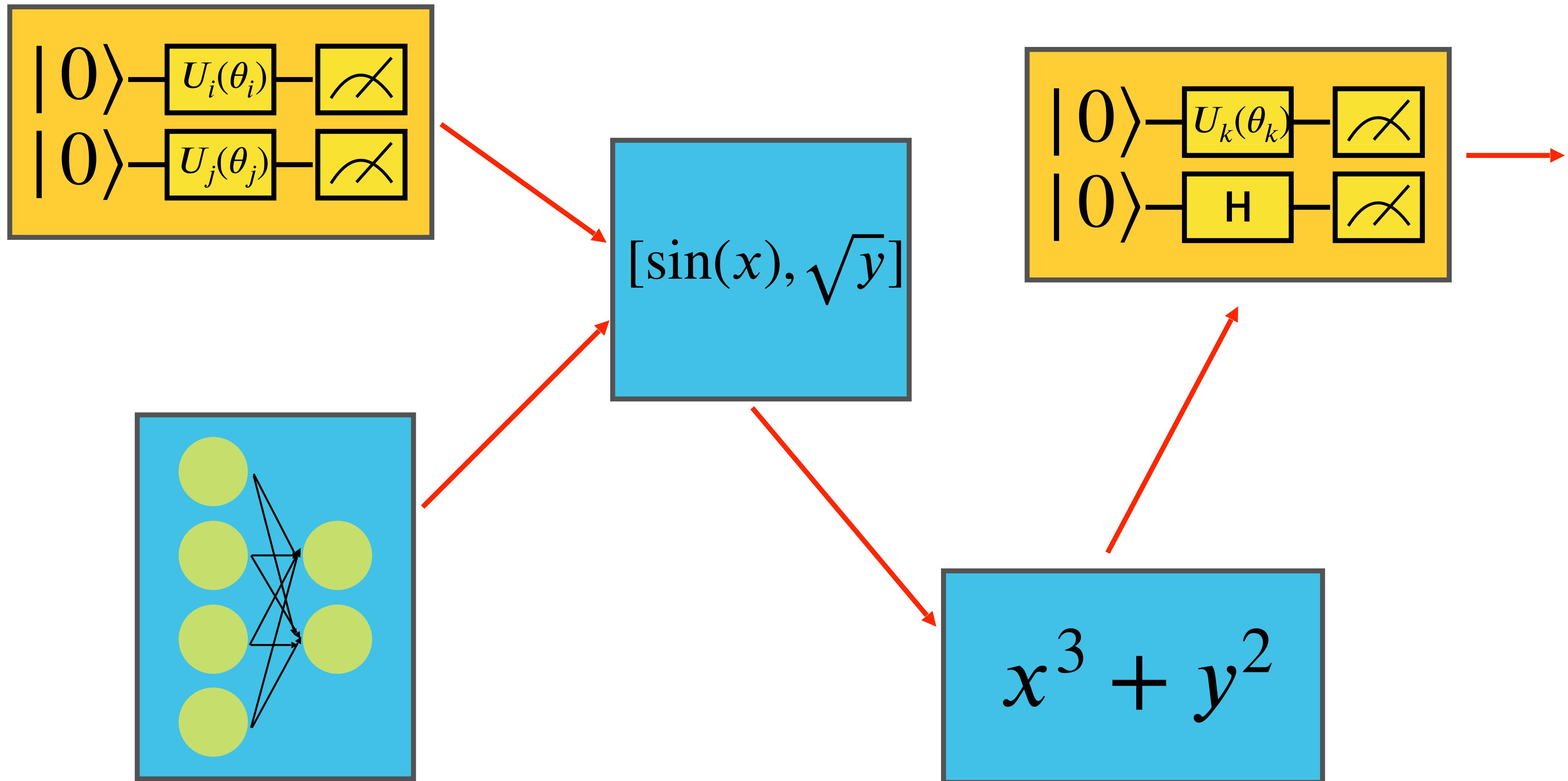
## Variational Encoding (Angle Encoding)

Input numbers  $x_1 \dots x_n$  are used as quantum rotation angles



Simpler implementation than amplitude encoding

# Interfacing with Classical ML

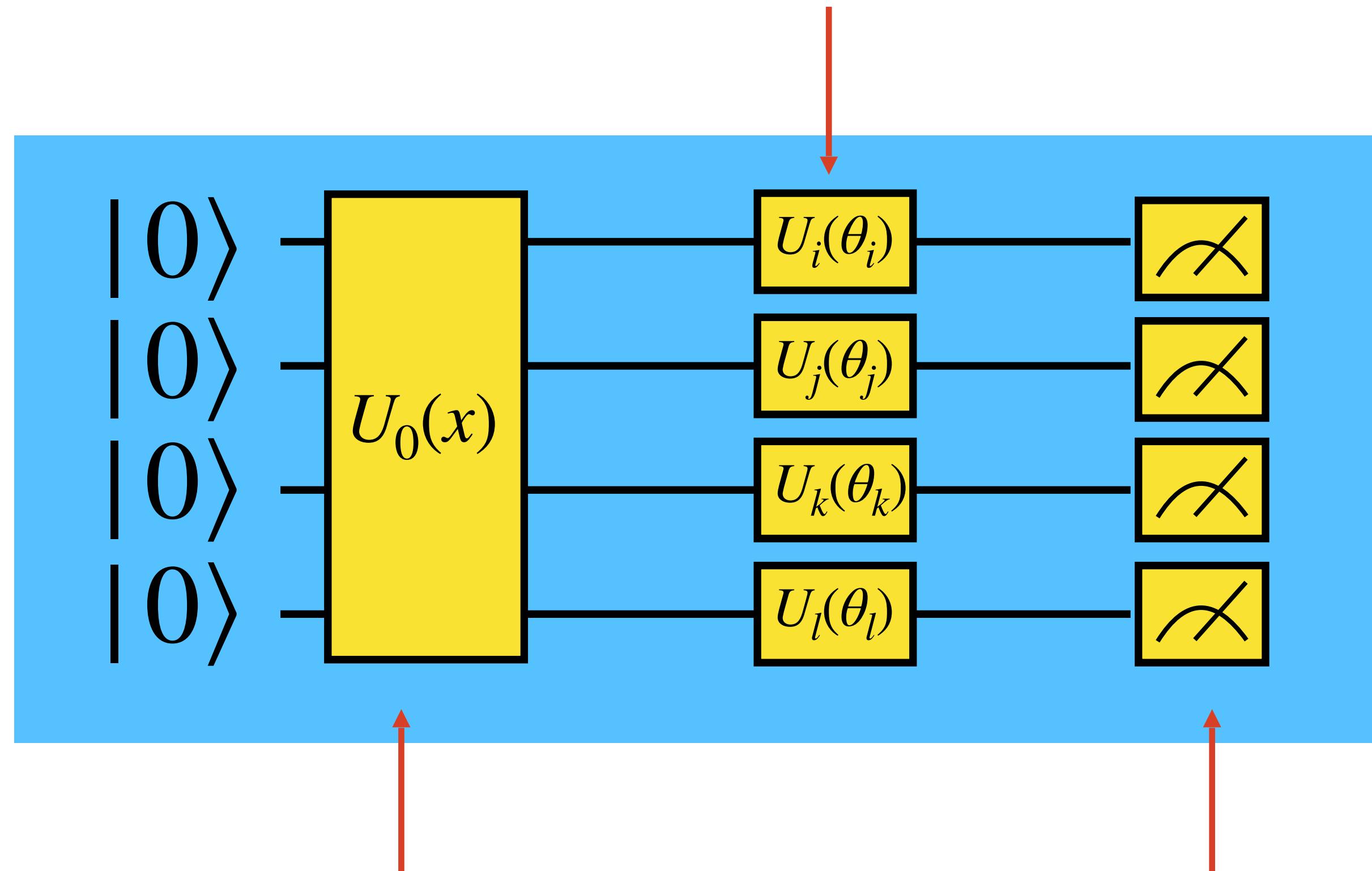


# Interfacing with Classical ML

1. Mixing classical and quantum computing components.
2. These classical and quantum nodes are arranged in a **directed acyclic graph (DAG)**.
3. The hybrid architecture is similar to the one in deep learning models.
4. The whole model can be trained with backpropagation method or other gradient-free methods, such as evolutionary optimization.
5. The next question is “**How to calculate the gradient of a quantum node?**”

# Quantum Gradients

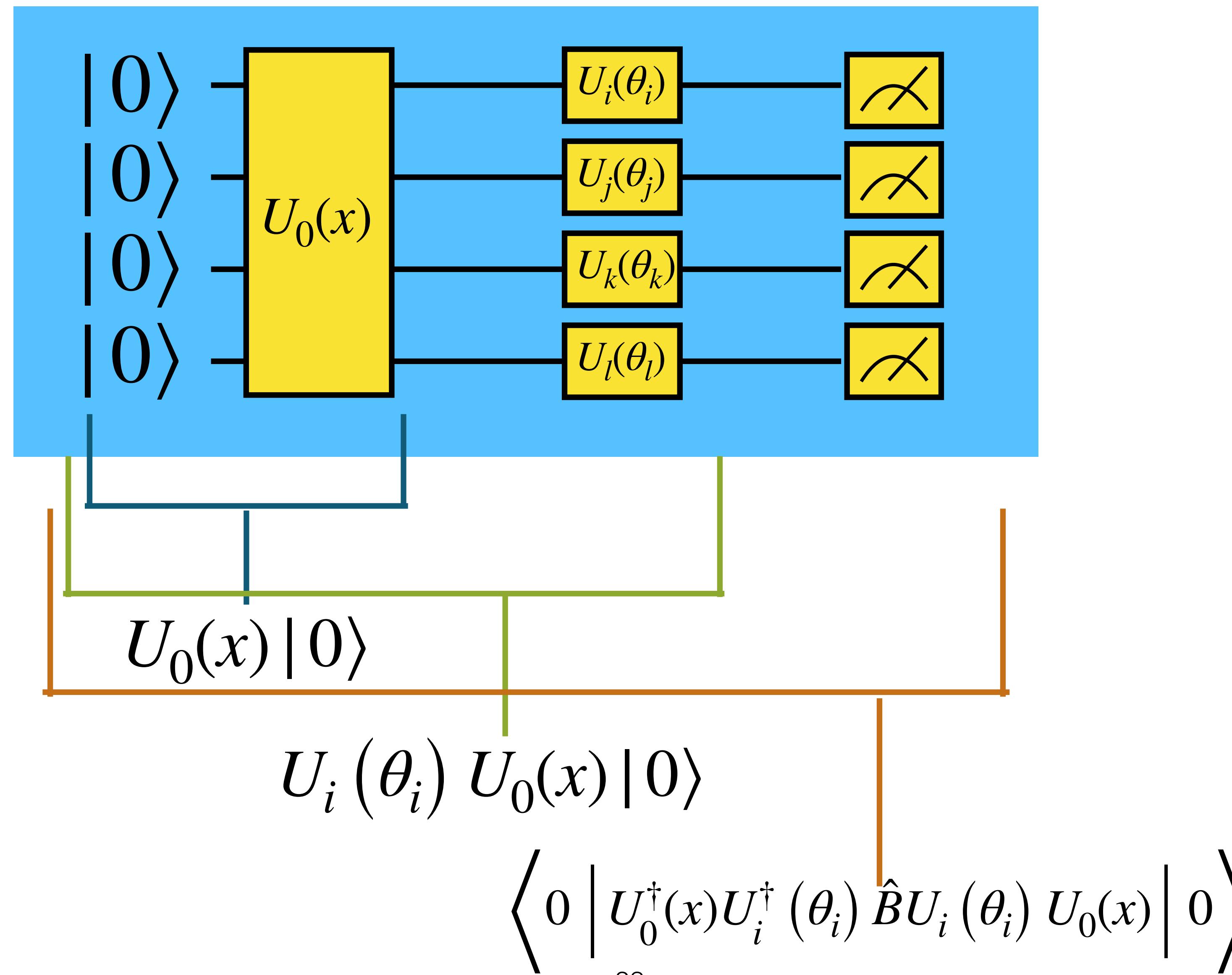
Learnable quantum circuit parameters



Quantum encoding / state preparation circuit

Quantum measurements

# Quantum Gradients



# Quantum Gradients

$$f(x; \theta_i) = \left\langle 0 \left| U_0^\dagger(x) U_i^\dagger(\theta_i) \hat{B} U_i(\theta_i) U_0(x) \right| 0 \right\rangle = \left\langle x \left| U_i^\dagger(\theta_i) \hat{B} U_i(\theta_i) \right| x \right\rangle$$

$x$ : input value

$U_0(x)$ : encoding circuit

$i$ : circuit parameter index

$U_i(x_i)$ : single-qubit rotation generated by the Pauli operators

# Quantum Gradients

The gradient of  $f$  with respect to the parameter  $\theta_i$  is:

$$\nabla_{\theta_i} f(x; \theta_i) = \frac{1}{2} \left[ f\left(x; \theta_i + \frac{\pi}{2}\right) - f\left(x; \theta_i - \frac{\pi}{2}\right) \right]$$

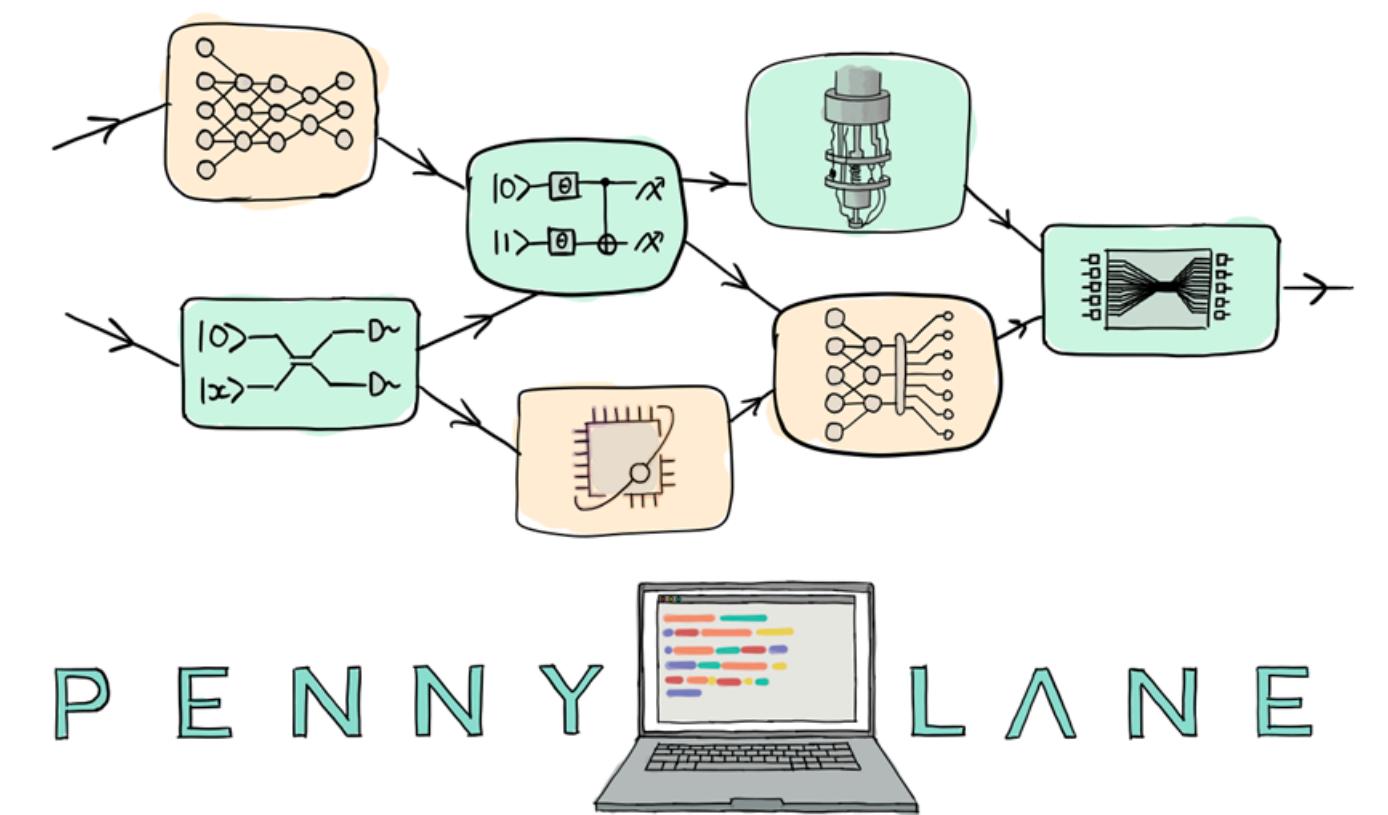
This value can be calculated via running two quantum circuits with shifted parameters, the so-called *parameter-shift* rule.

# Automatic Differentiation

1. Chain rule!
2. Directed acyclic graphs (DAG)
3. Using known gradient calculation
4. Workhorse of modern deep learning.
5. Quantum node is a **black-box**
6. Backpropagate through the **computational graph**, not the quantum node itself!

# Open Source

- Quantum Computing/QML platforms: Qiskit, PennyLane, TorchQuantum, TensorFlow Quantum...
- Simulation backends: Qulacs, cuQuantum...



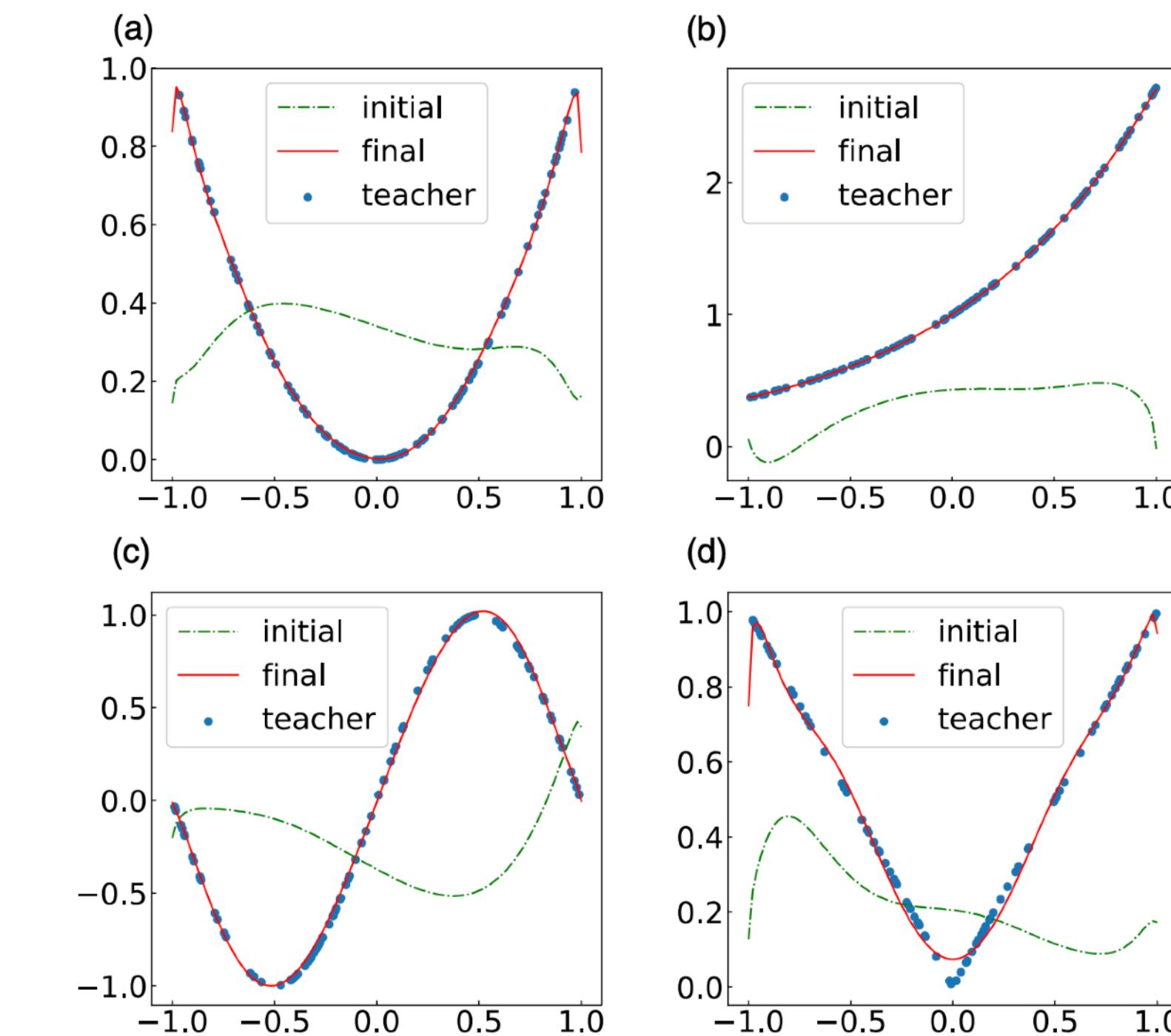
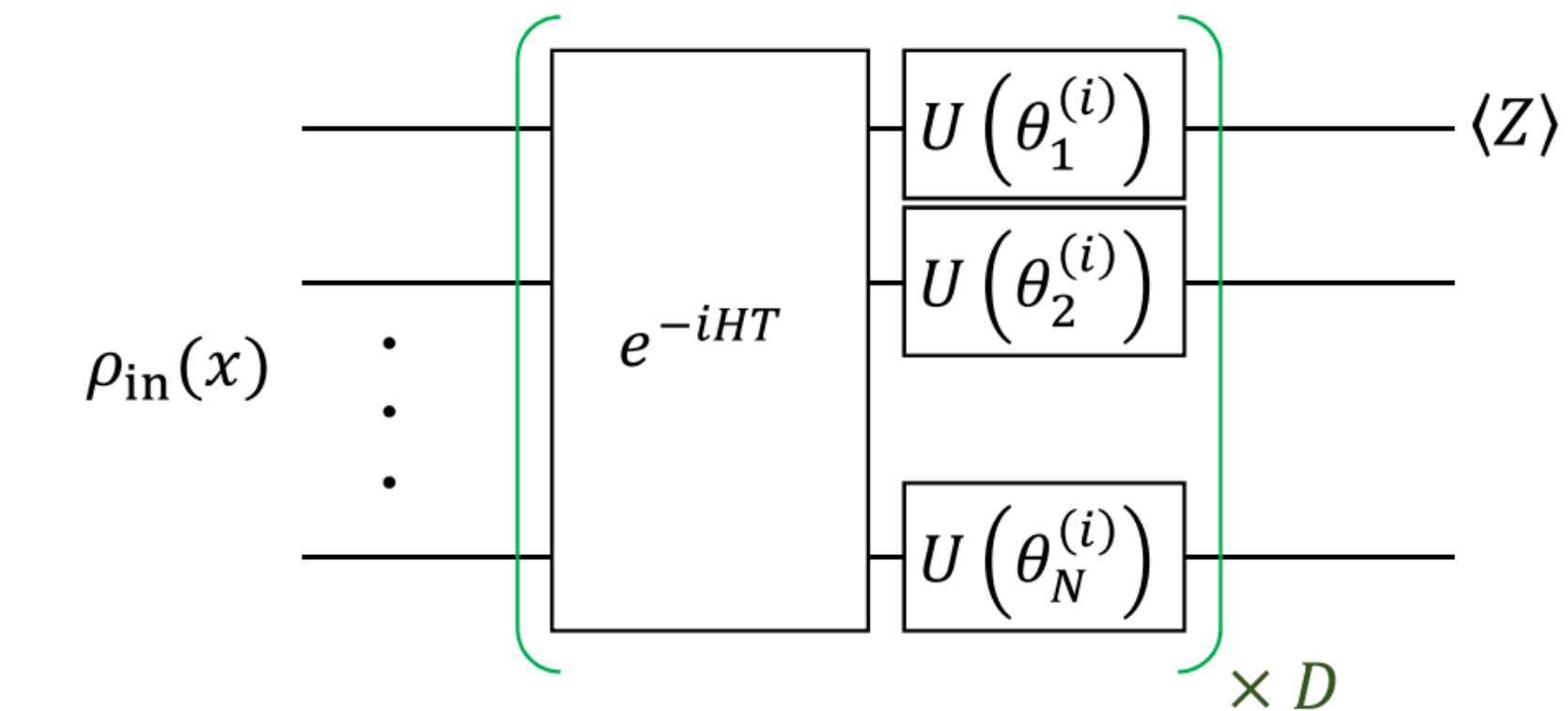
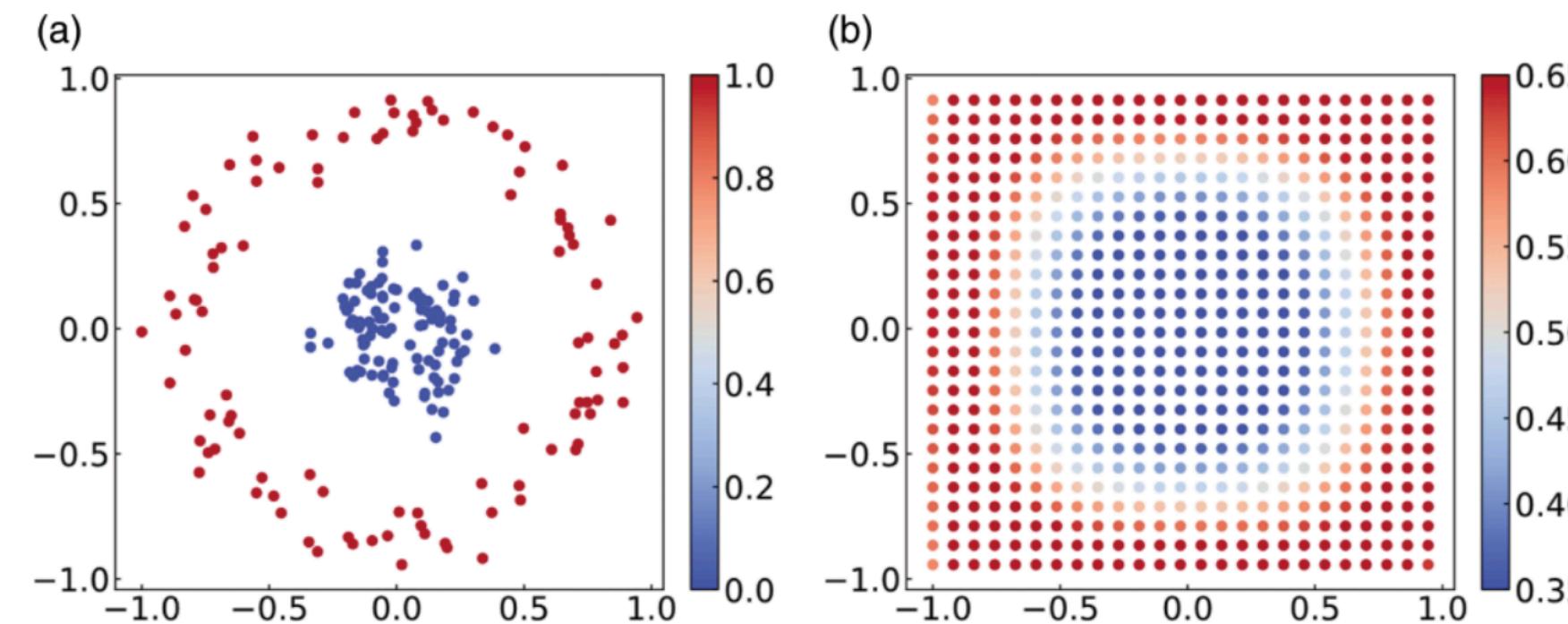
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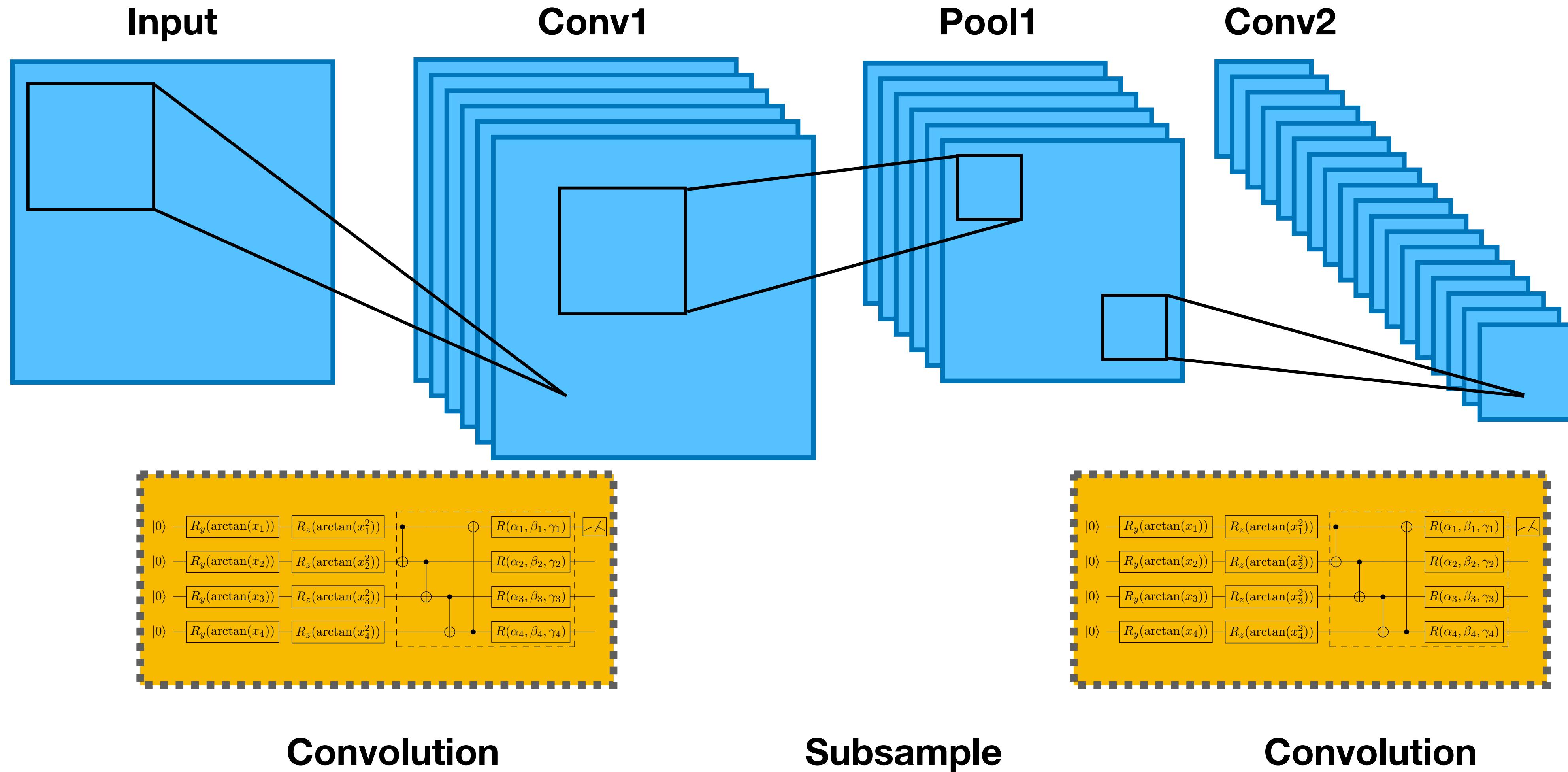
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# Quantum Circuit Learning

- First VQC-based QML model.
- Can perform simple “classification” and “function approximation”



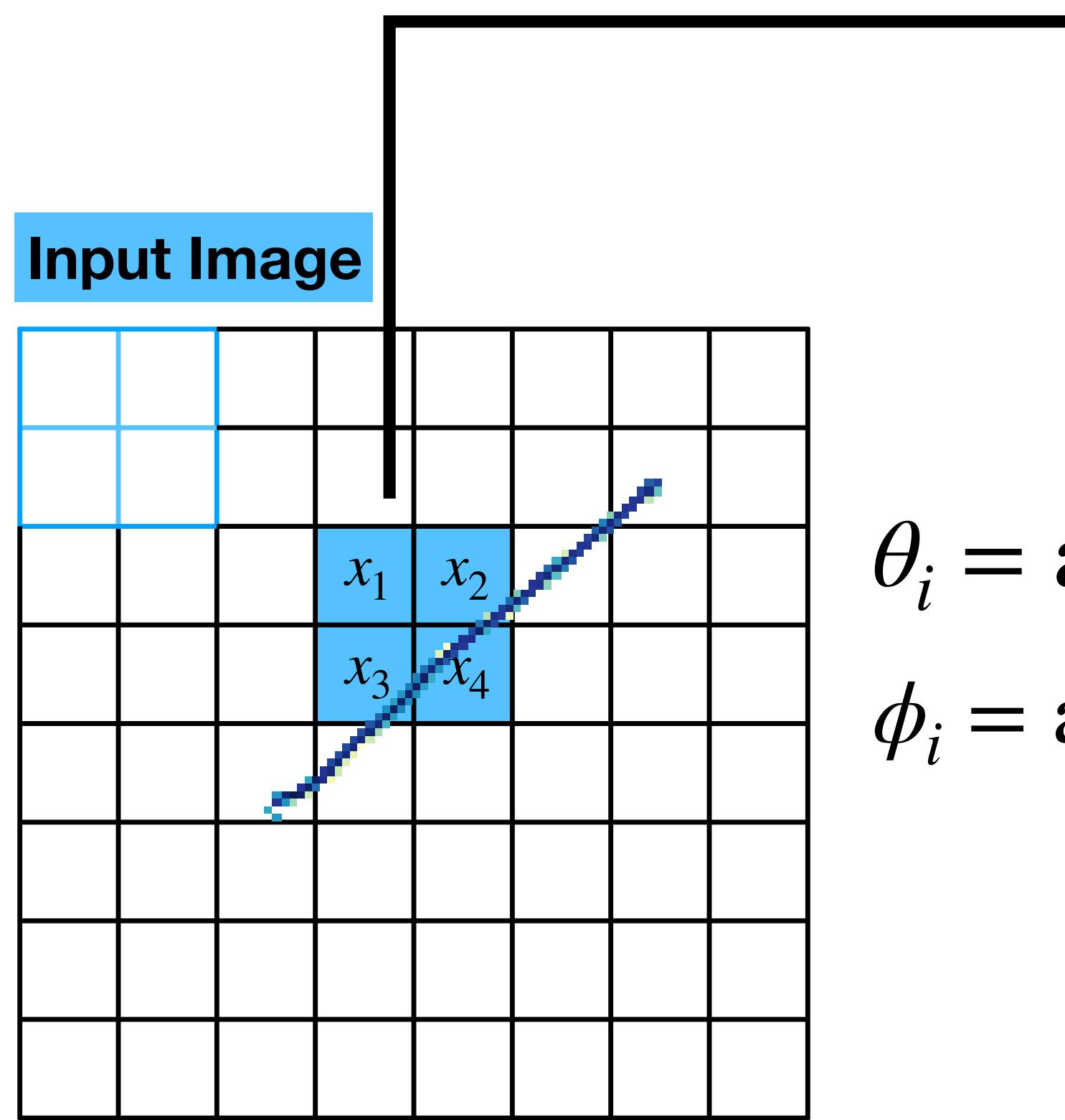
# Quantum CNN



# Quantum CNN

Scan over the input image

Pixel values  $(x_1, x_2, x_3, x_4)$



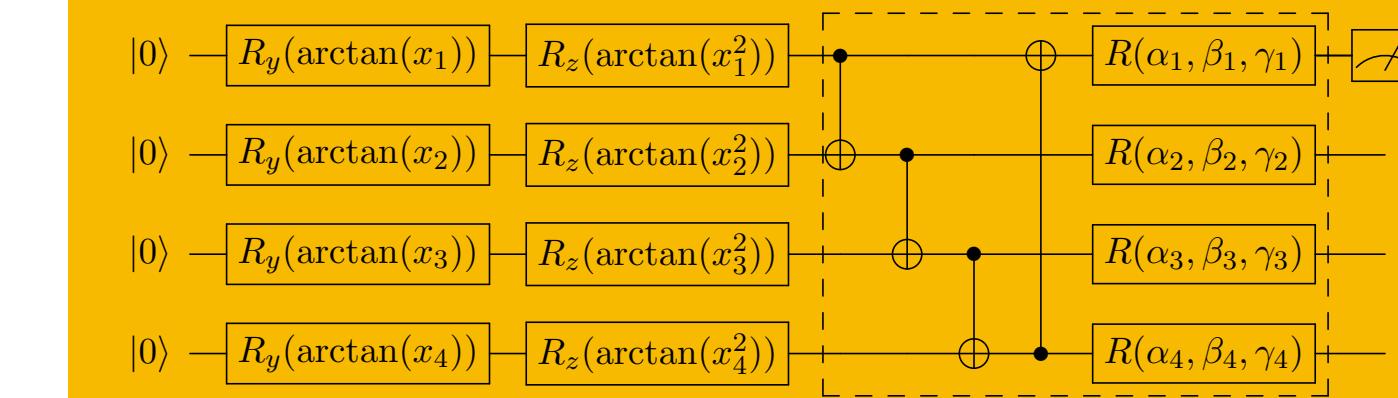
Transform the  
input pixel values  
into angles

$$\theta_i = \arctan(x_i)$$

$$\phi_i = \arctan(x_i^2)$$

Read out the data

Quantum Convolution Filter



Load the angles into  
the quantum circuit



# Quantum CNN

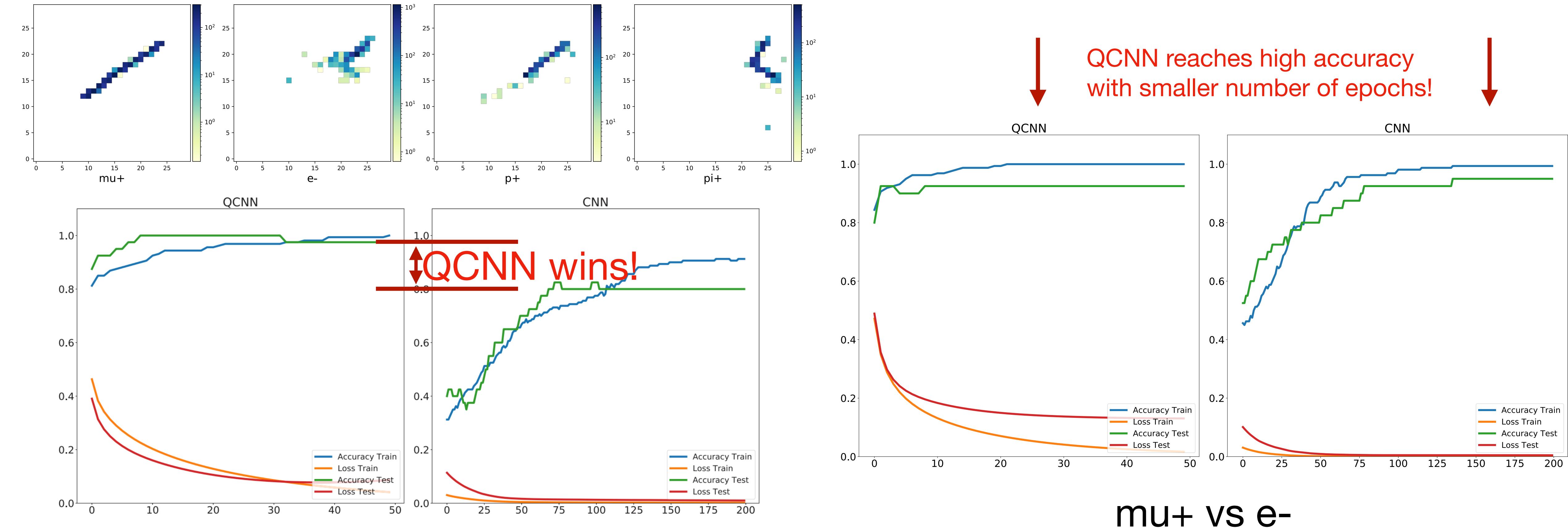


FIG. 8. QCNN on binary classification of muon vs proton. Training the QCNN for the classification of  $\mu^+$  and  $p$ . The filter size is 3 in the first convolutional layer and 2 in the second convolutional layer. There is 1 channel in both convolutional layers. The numbers of parameters in this setting are  $9 \times 3 \times 2 = 54$  in the first convolutional layer,  $4 \times 3 \times 2 = 24$  in the second convolutional layer, and  $14 \times 14 \times 1 \times 2 + 2 = 394$  in the fully connected layer. The total number of parameters is  $54 + 24 + 394 = 472$ .

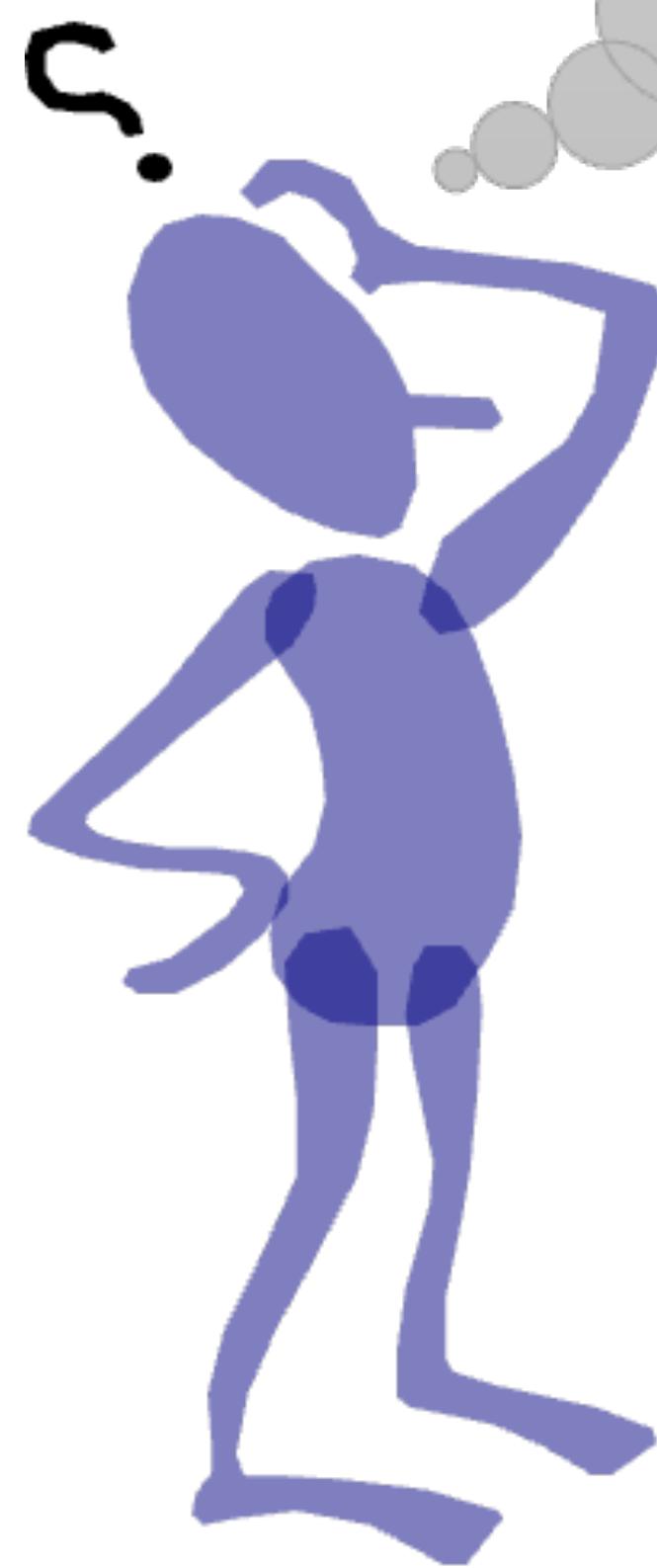
mu+ VS proton

Chen, S. Y. C., Wei, T. C., Zhang, C., Yu, H., & Yoo, S. (2022). **Quantum convolutional neural networks for high energy physics data analysis**. *Physical Review Research*, 4(1), 013231.

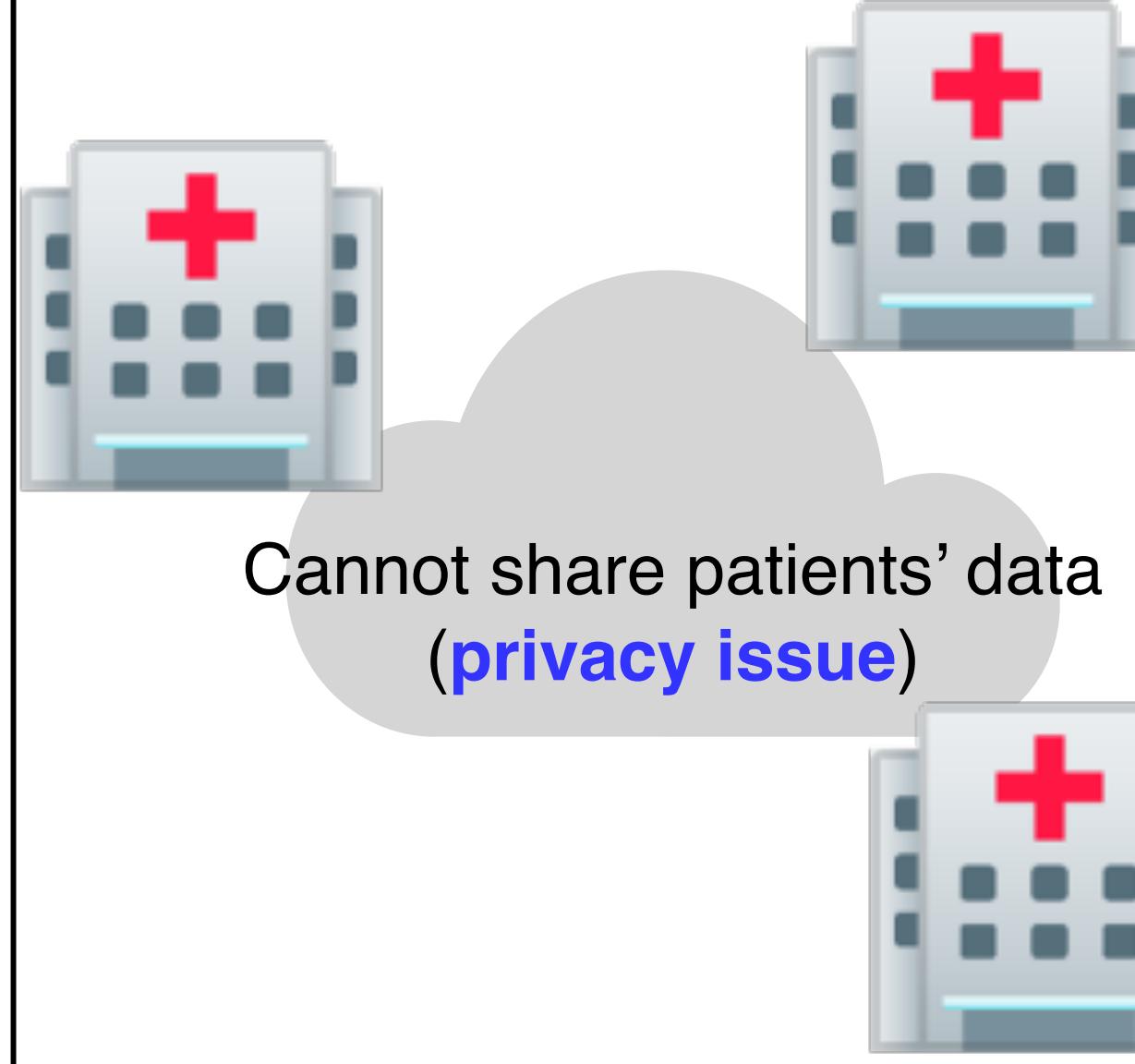
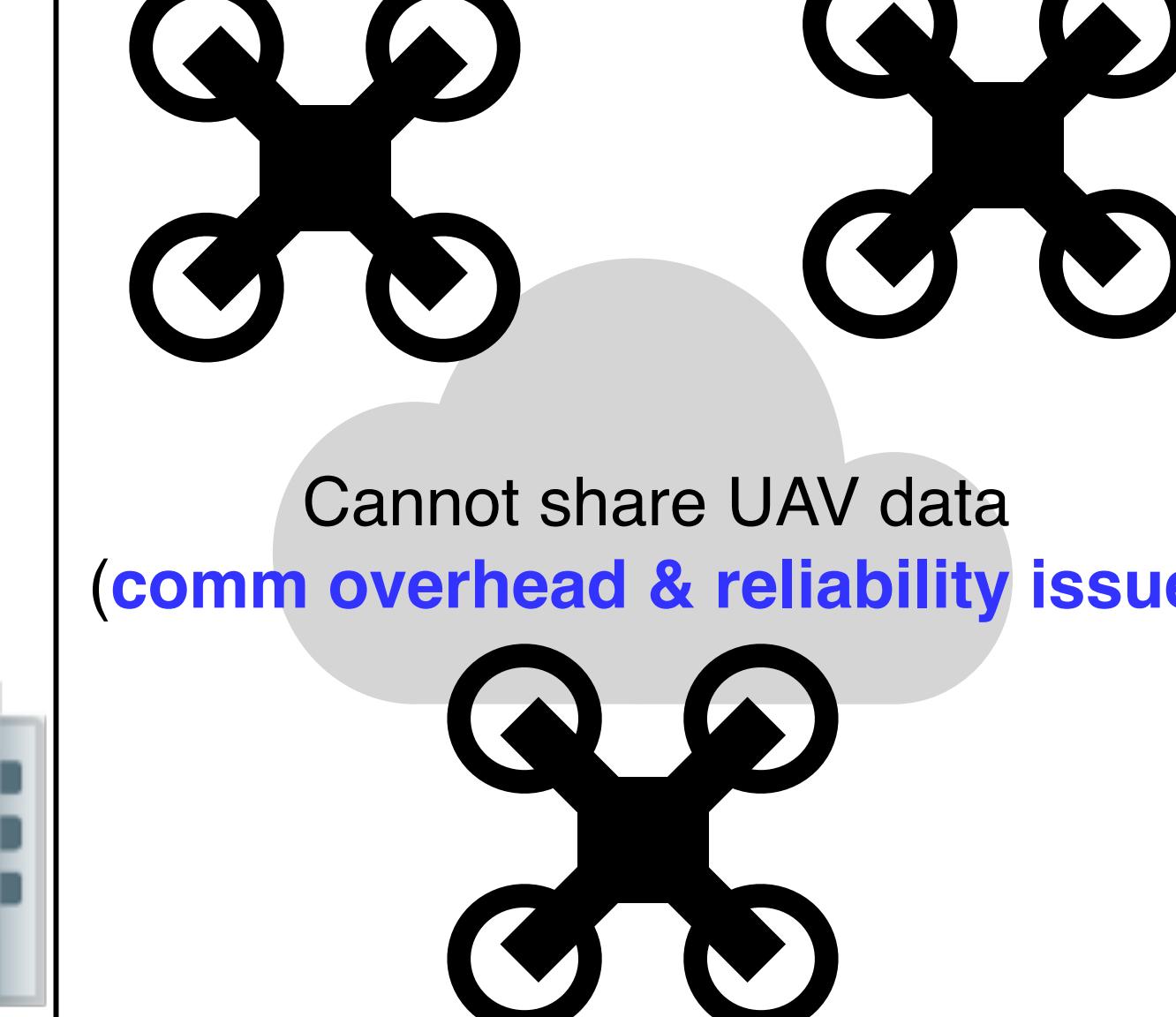


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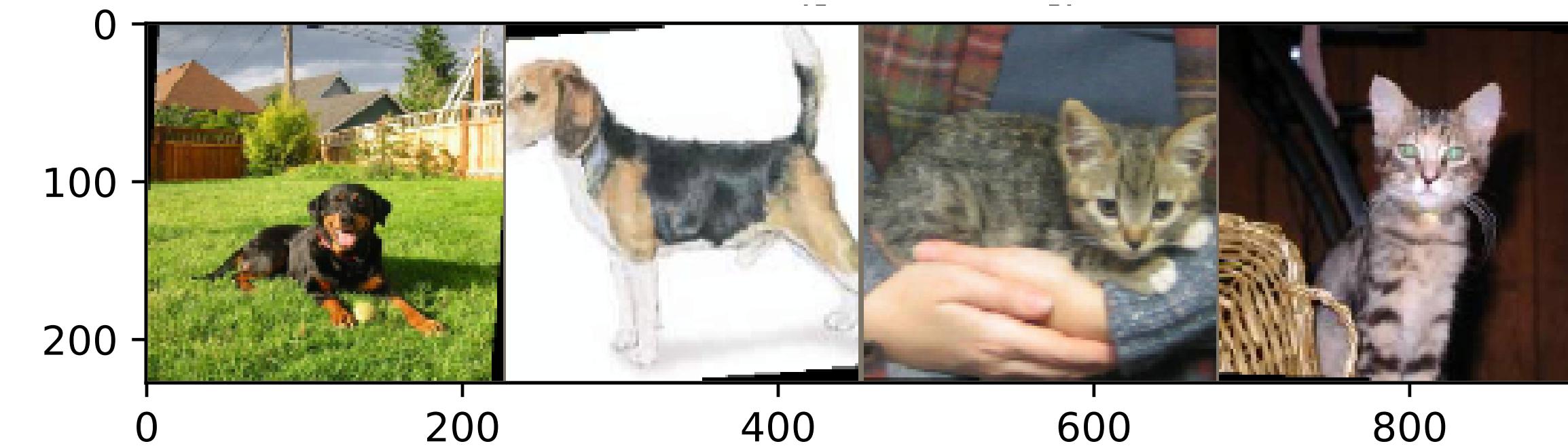
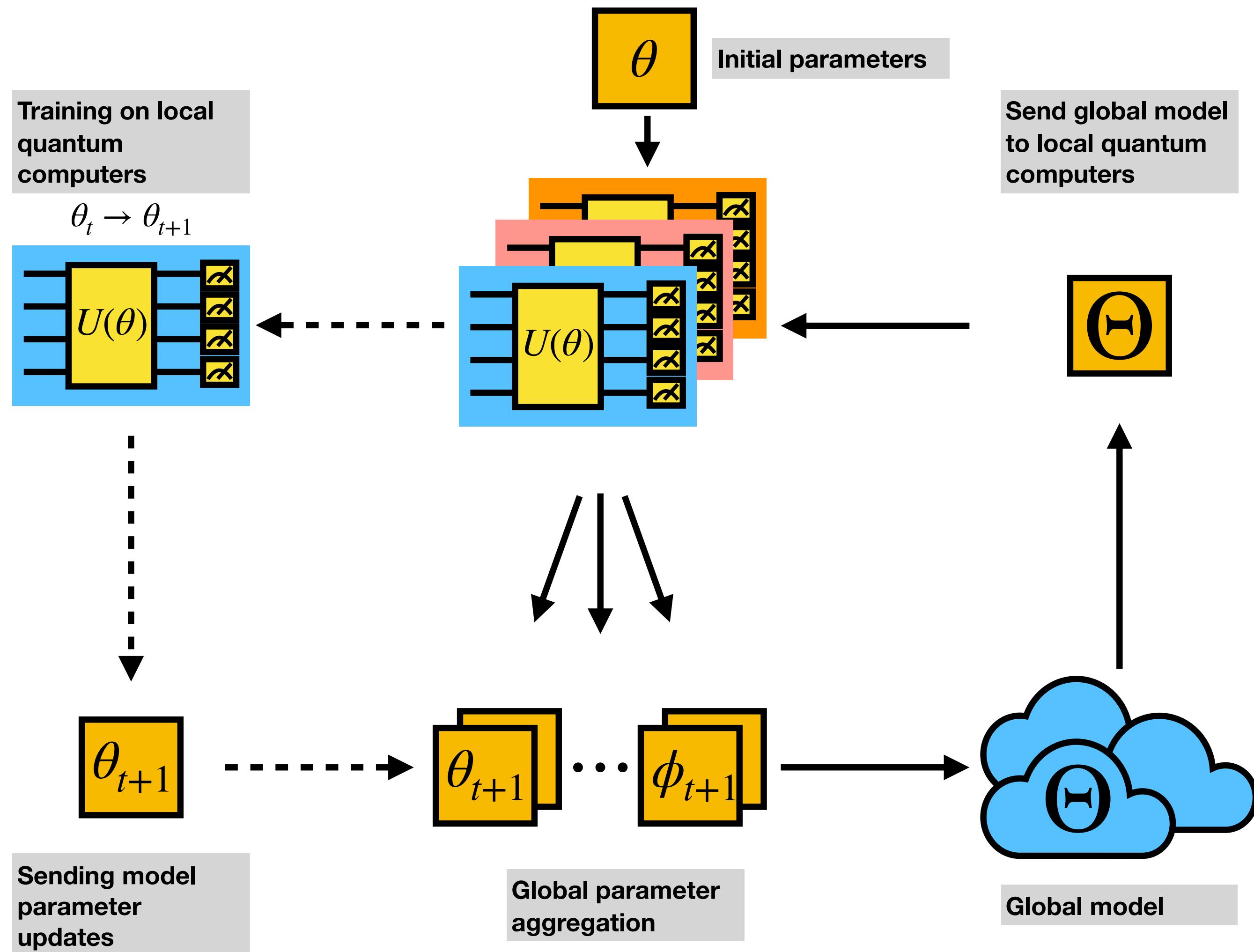
# Why Federated Learning?



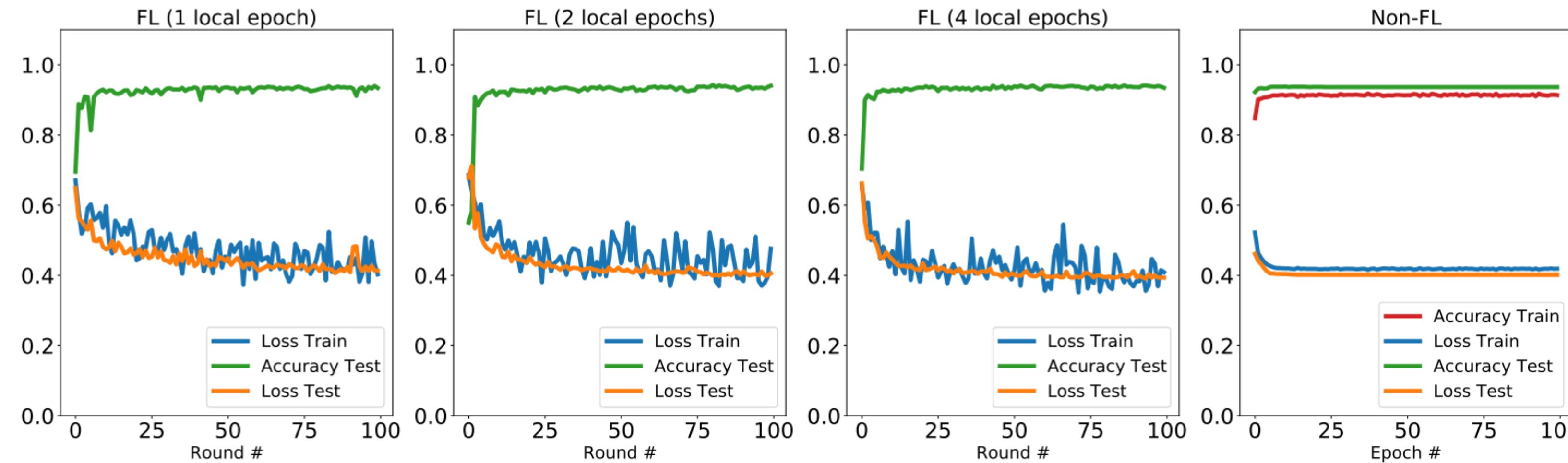
Having all data in a single storage is very hard in real-world applications!

Finance Applications	Medical Applications	Network Applications
 Cannot share clients' data <b>(privacy &amp; regulations issue)</b>	 Cannot share patients' data <b>(privacy issue)</b>	 Cannot share UAV data <b>(comm overhead &amp; reliability issue)</b>

# Quantum Federated Learning



# Quantum Federated Learning



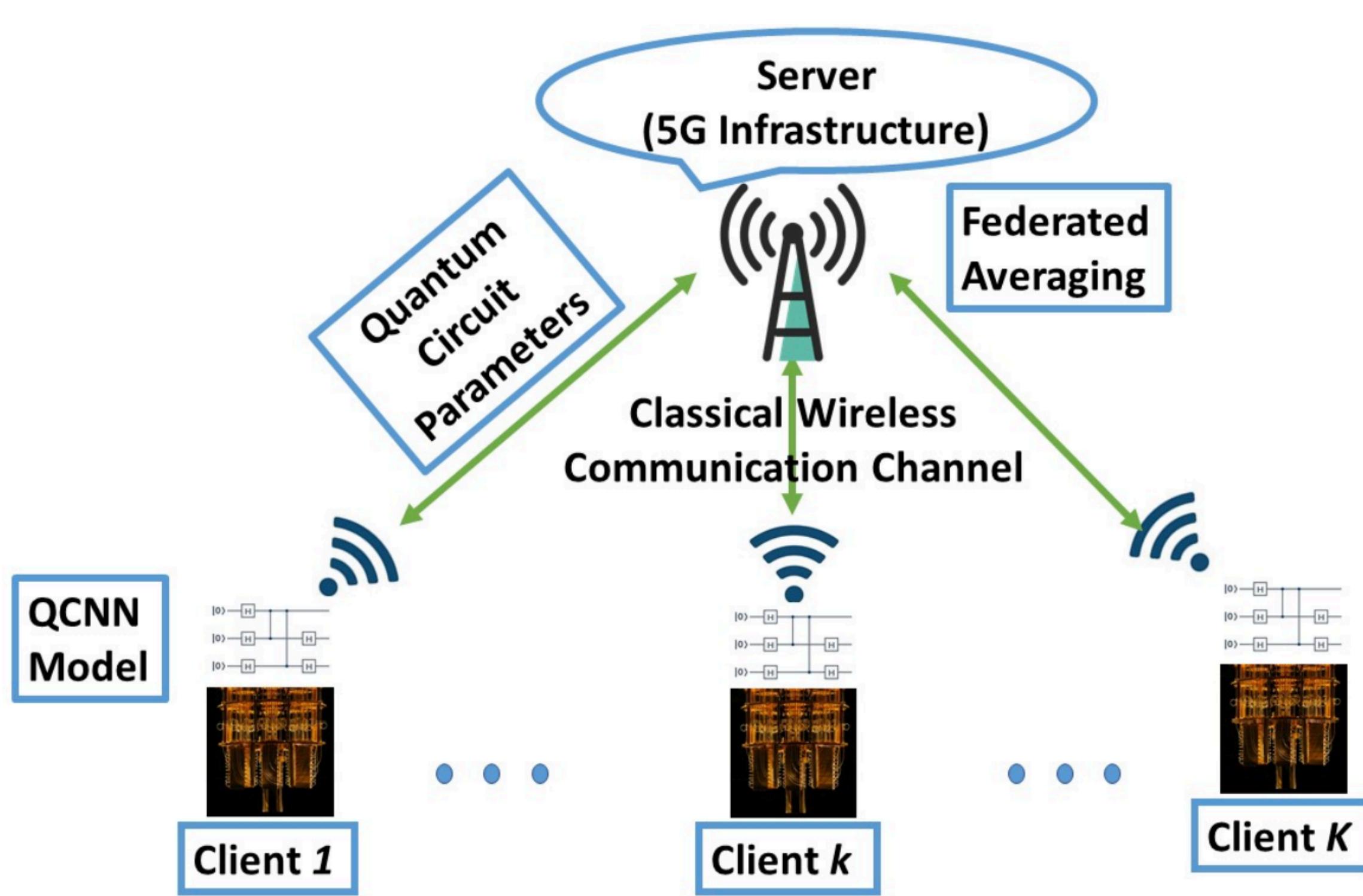
**Figure 8.** Results: Planes vs. Cars.

**Table 3.** Comparison of performance in different training schemes with CIFAR (Planes vs. Cars) dataset.

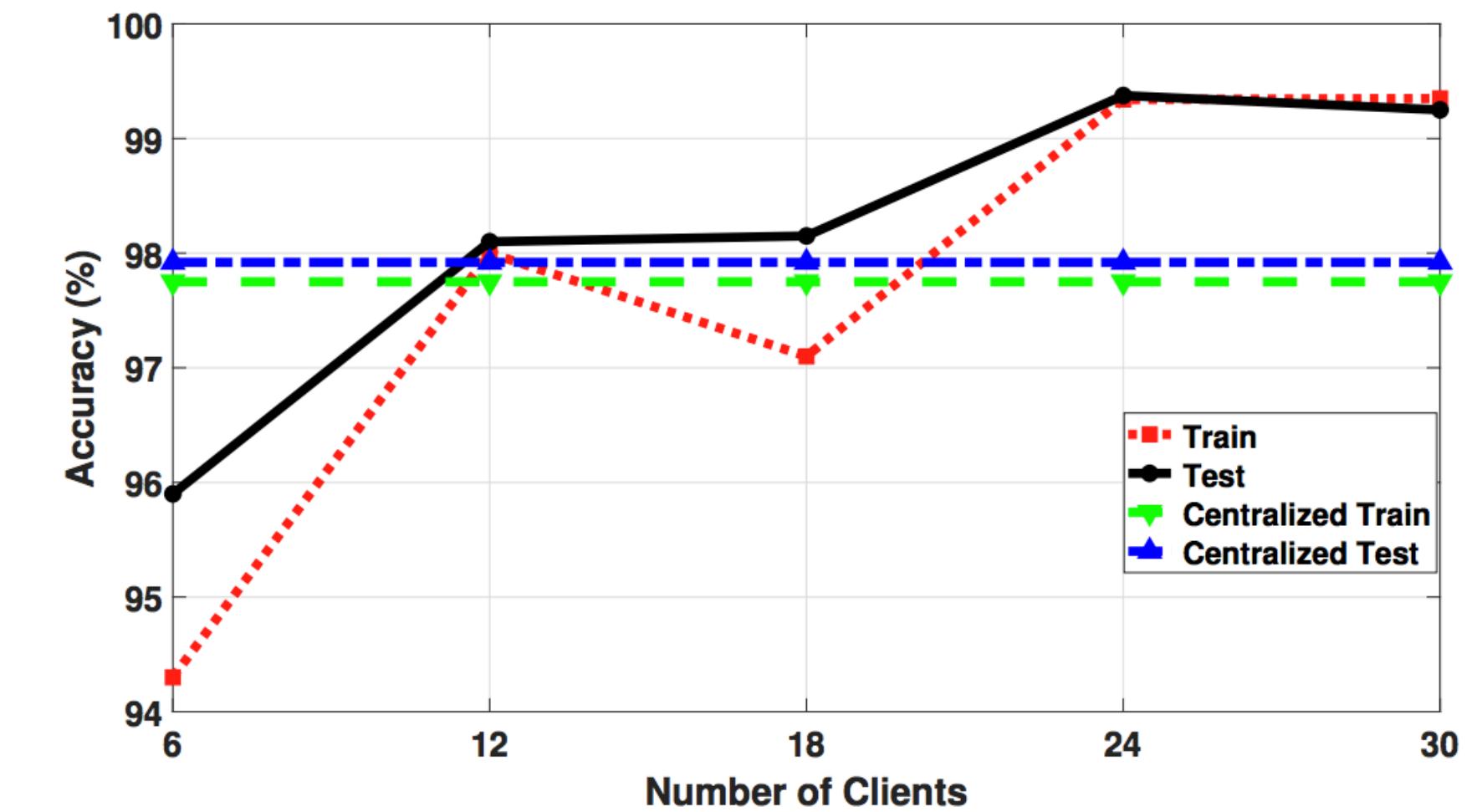
	<b>Training Loss</b>	<b>Testing Loss</b>	<b>Testing Accuracy</b>
Federated Training (1 local epoch)	0.4029	0.4133	93.40%
Federated Training (2 local epochs)	0.4760	0.4056	94.05%
Federated Training (4 local epochs)	0.4090	0.3934	93.45%
Non-Federated Training	0.4190	0.4016	93.65%



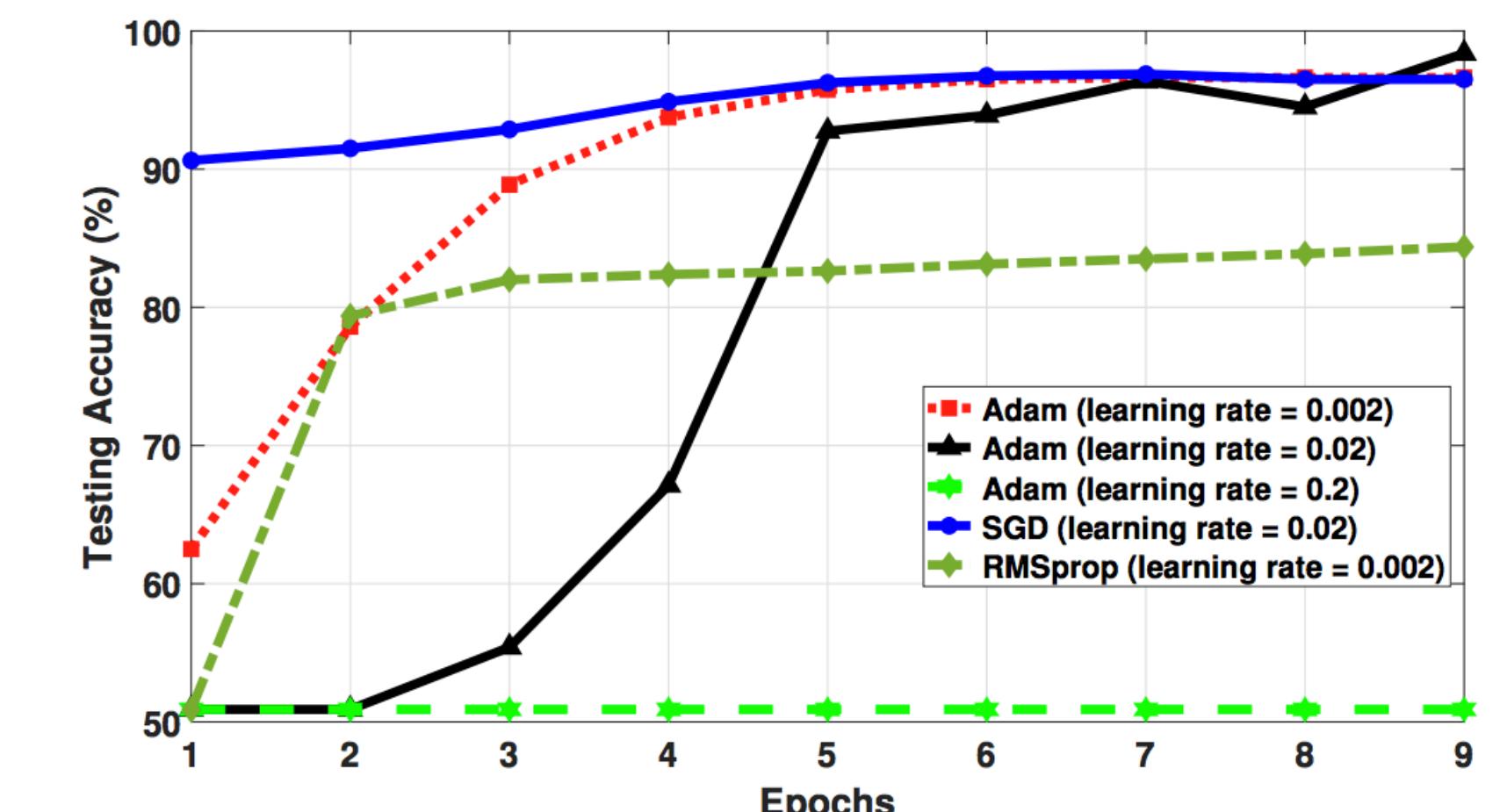
# Quantum Federated Learning with Quantum Data



**Fig. 1:** Proposed general QFL setup.



**Fig. 2:** Evaluation of QFL accuracy vs number of clients.



**Fig. 4:** Evolution of the testing accuracy of different optimizers over the training epochs.

# Quantum Federated ML with Differential Privacy

## Algorithm 1 QFL-DP

**Input:** Examples  $\{x_1, \dots, x_M\}$ , loss function  $\mathcal{L}(\theta) = \frac{1}{N} \sum_i \mathcal{L}(\theta, x_i)$ .

**Parameters:** Clients  $K$ , selected  $J$ , local epochs  $T$ , rounds  $R$ , learning rate  $\eta_t$ , noise scale  $\sigma$ , group size  $L$ , gradient norm bound  $C$ .

**Partition:** From  $M$  examples, construct  $\mathcal{D}_1, \dots, \mathcal{D}_K$  among  $K$  clients randomly,  $|\mathcal{D}_i| = N = M/K$

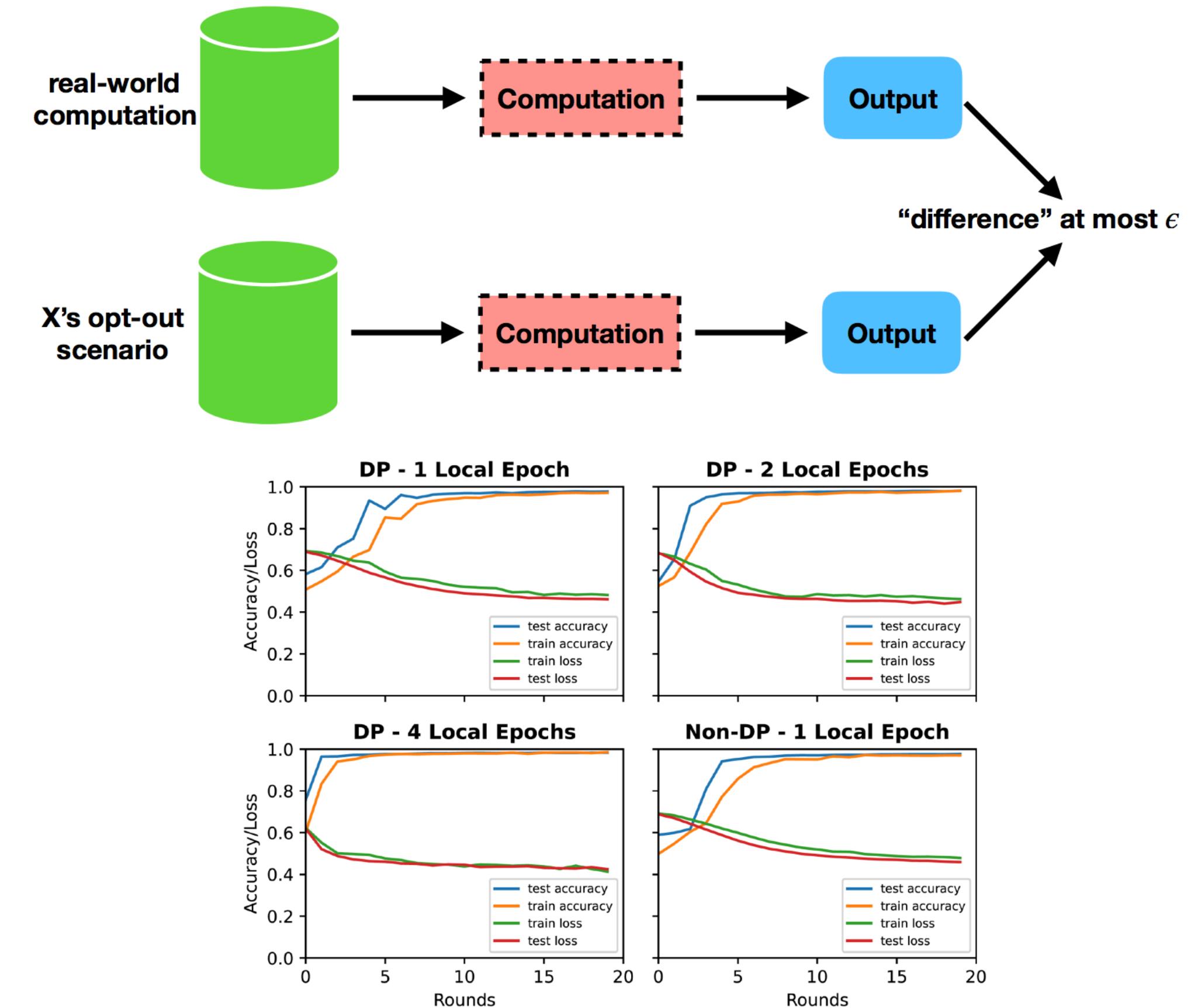
**Initialize:** Quantum global model  $\Theta_0 \in \mathbb{R}^n$

```

1: for  $r \in [R]$  do
2:   Model distribution:
3:   Make  $K$  identical copies of  $\Theta_r$  for local set
4:    $\{\Phi_{r1}, \dots, \Phi_{rK}\}$  and send  $\Phi_{rk}$  to client  $k$ 
5:   Take random sample  $J$  from  $K$  clients
6:   for  $j \in [J]$  do
7:     for  $t \in [T]$  do
8:       DP client update:
9:       Perform DP-SGD( $N, \mathcal{L}, \eta_t, \sigma, L, C$ ) on
10:       $\Phi_{rj} \leftarrow \tilde{\Phi}_{rj} \neq \Phi_{rj}$ 
11:     end for
12:   end for
13:   Model aggregation:
14:    $\Theta_{r+1}$  = averaging the parameters across
15:   each model in  $\{\tilde{\Phi}_{rj}\}_{j=1}^J$ 
16: end for

```

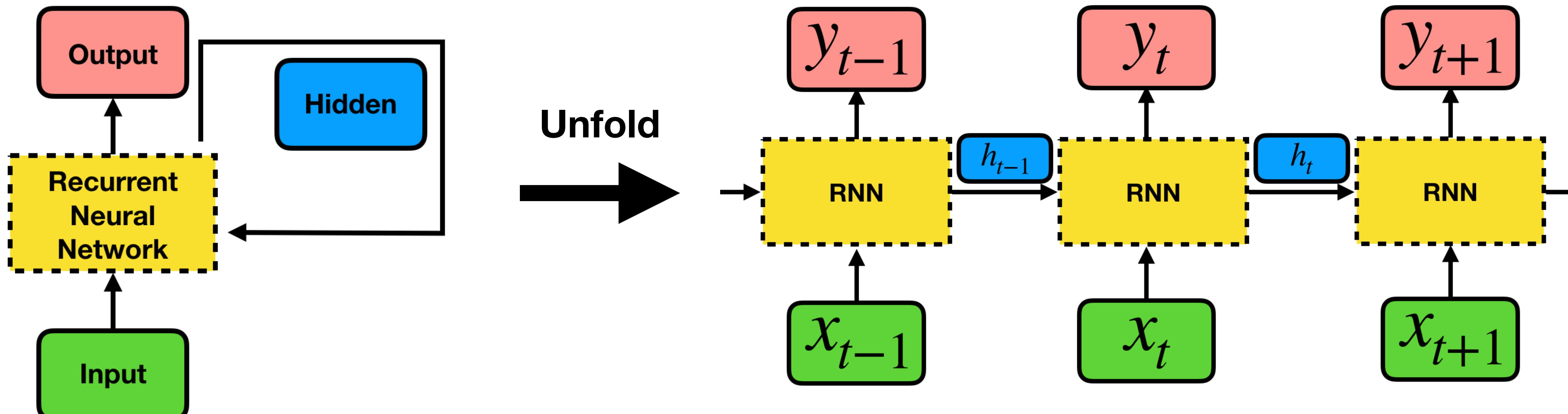
**Output:**  $\Theta_R$  and compute the overall privacy cost  $(\epsilon, \delta)$  using a privacy accounting method.



**Fig. 6.** All DP plots are  $(\epsilon = 1.24, \delta = 10^{-5})$ -DP and acquire test accuracy converging at approximately 0.98.

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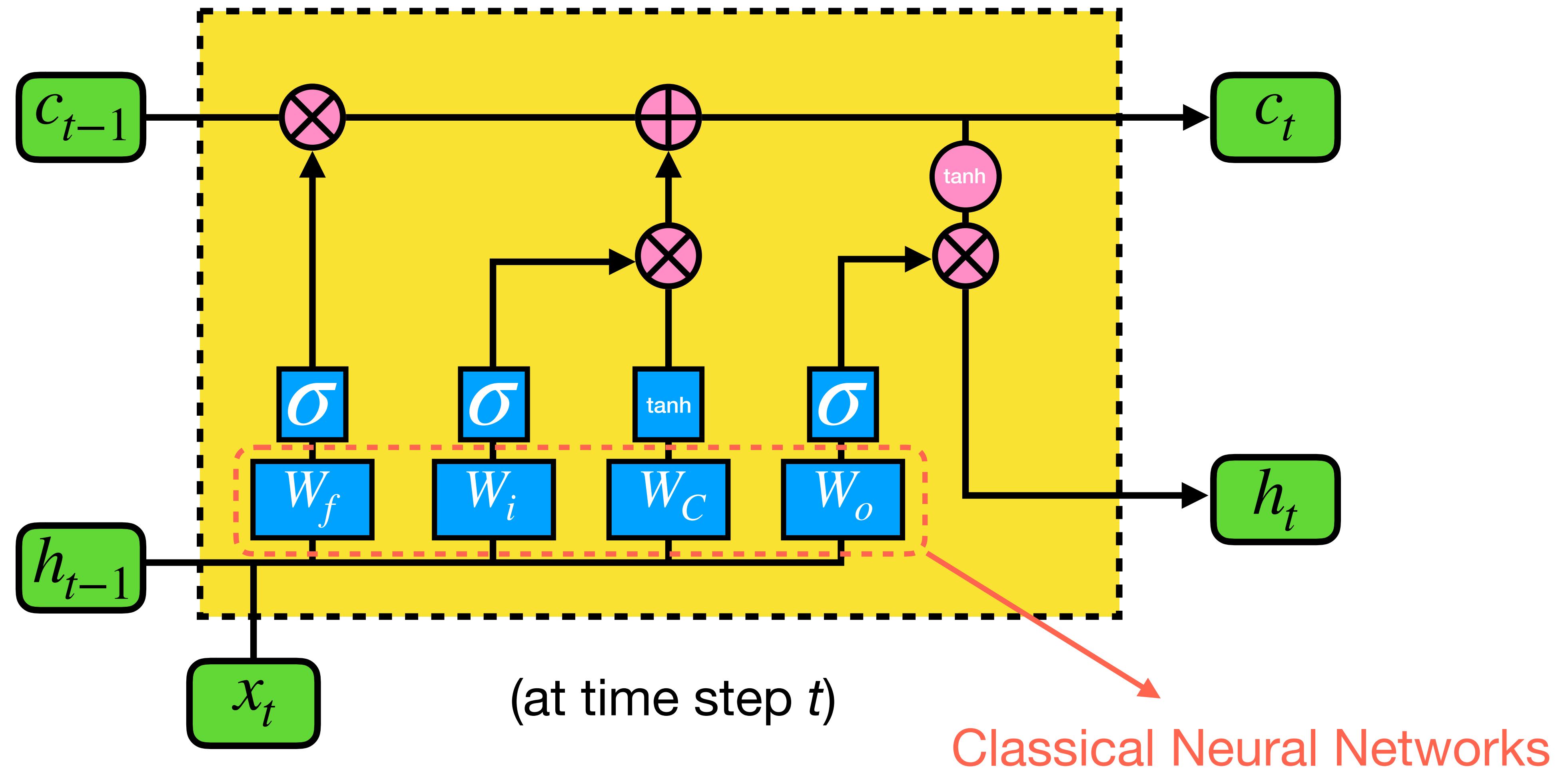
# Quantum LSTM



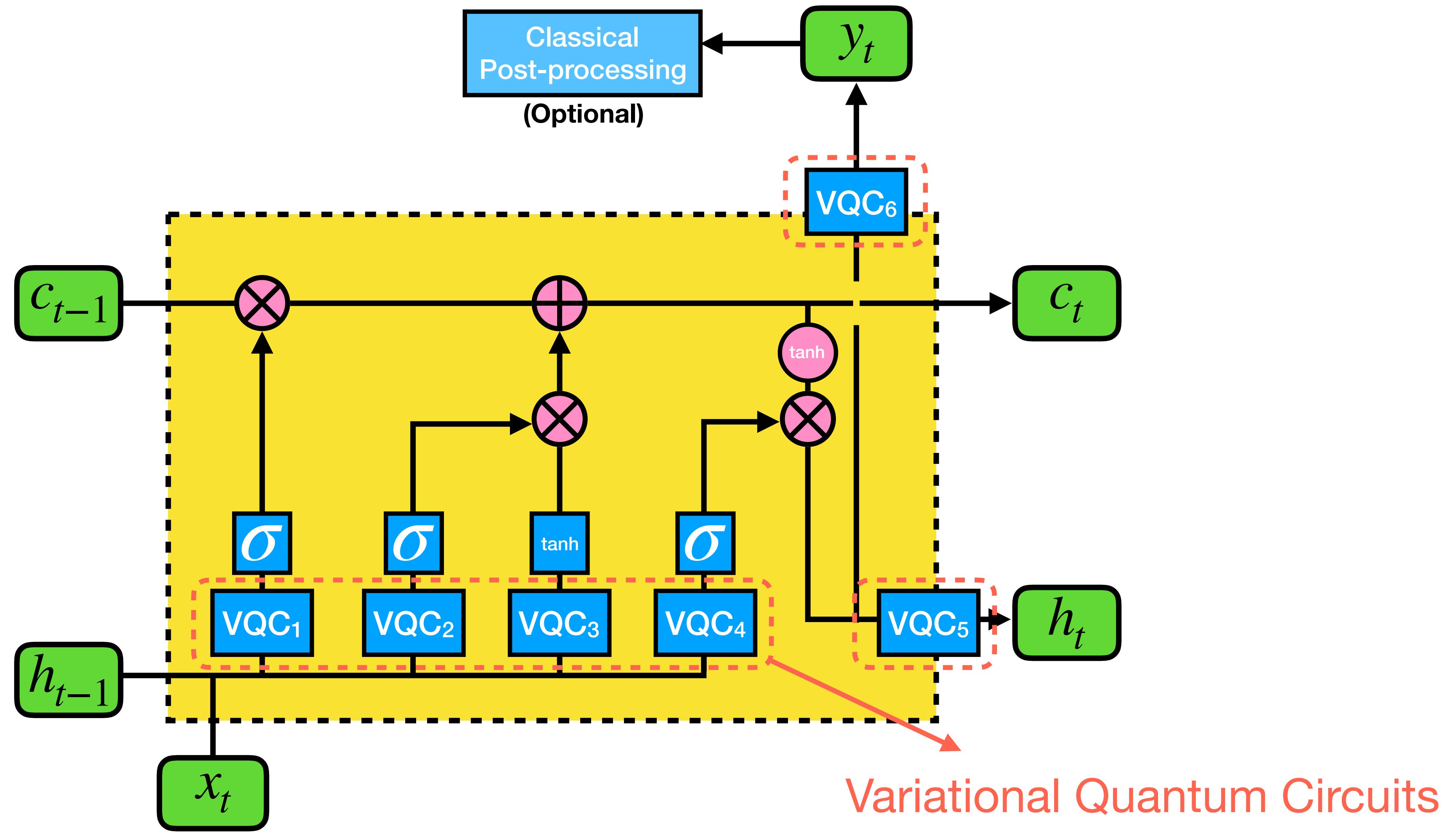
Recurrent neural networks (RNN)

# Quantum LSTM

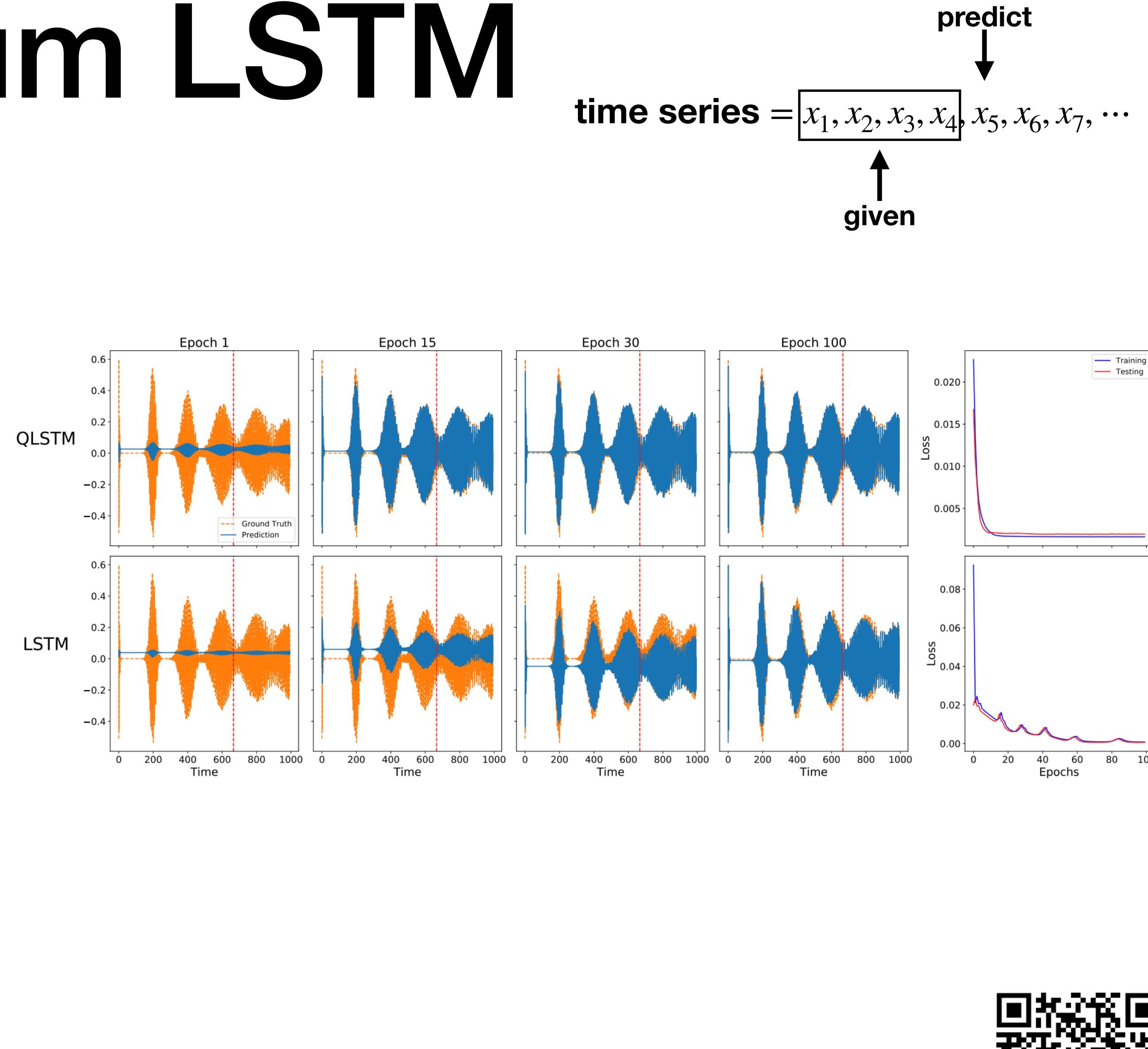
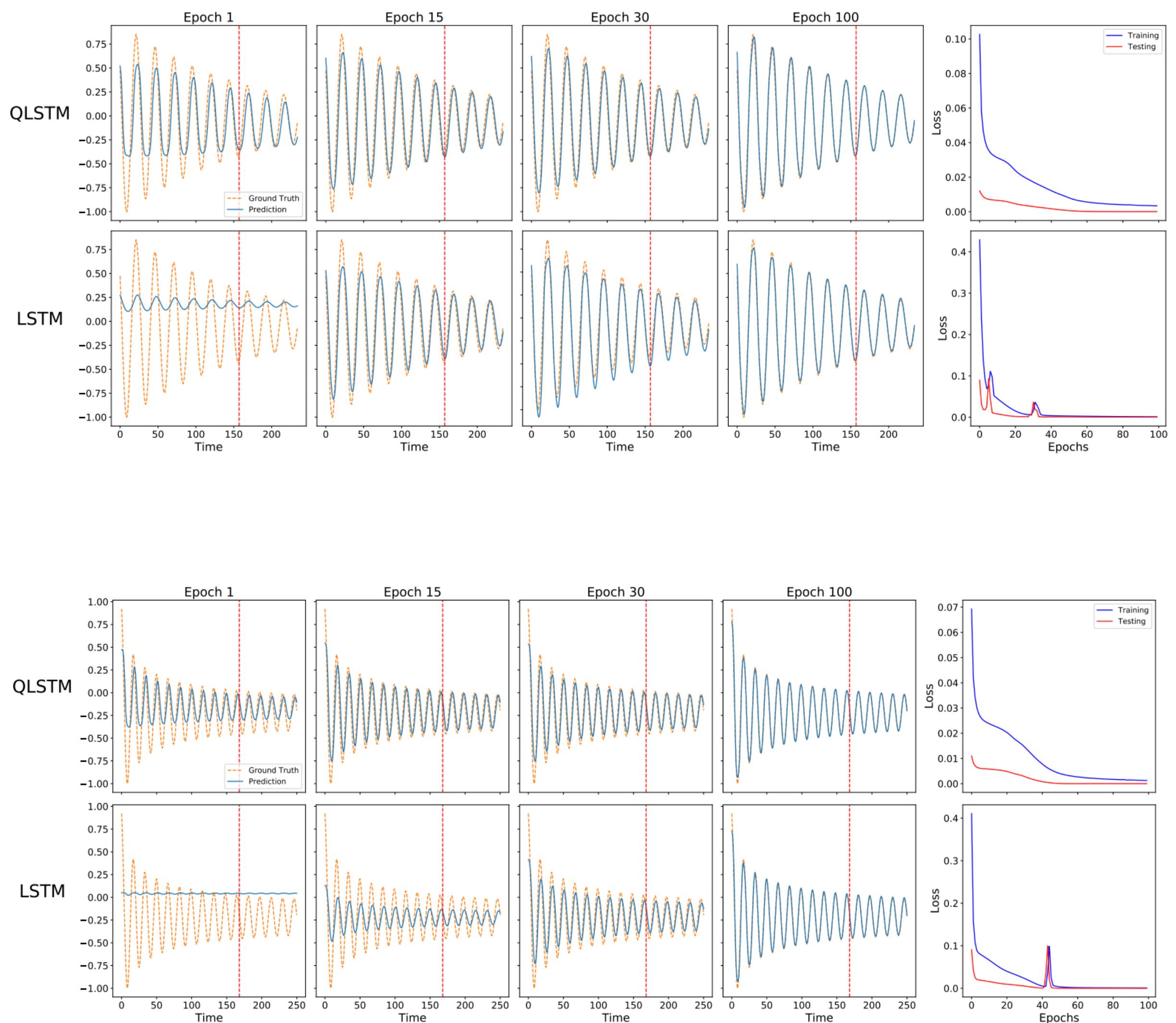
(Classical) Long short-term memory (LSTM)



# Quantum LSTM



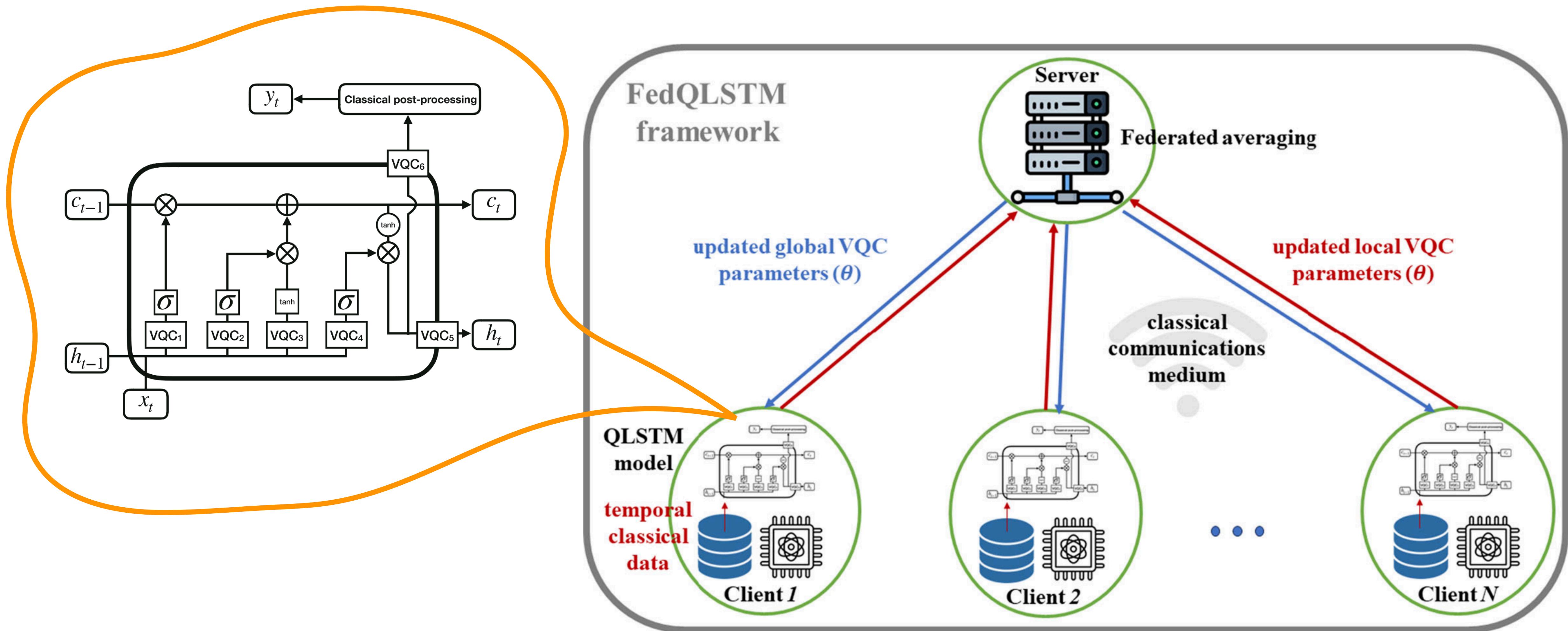
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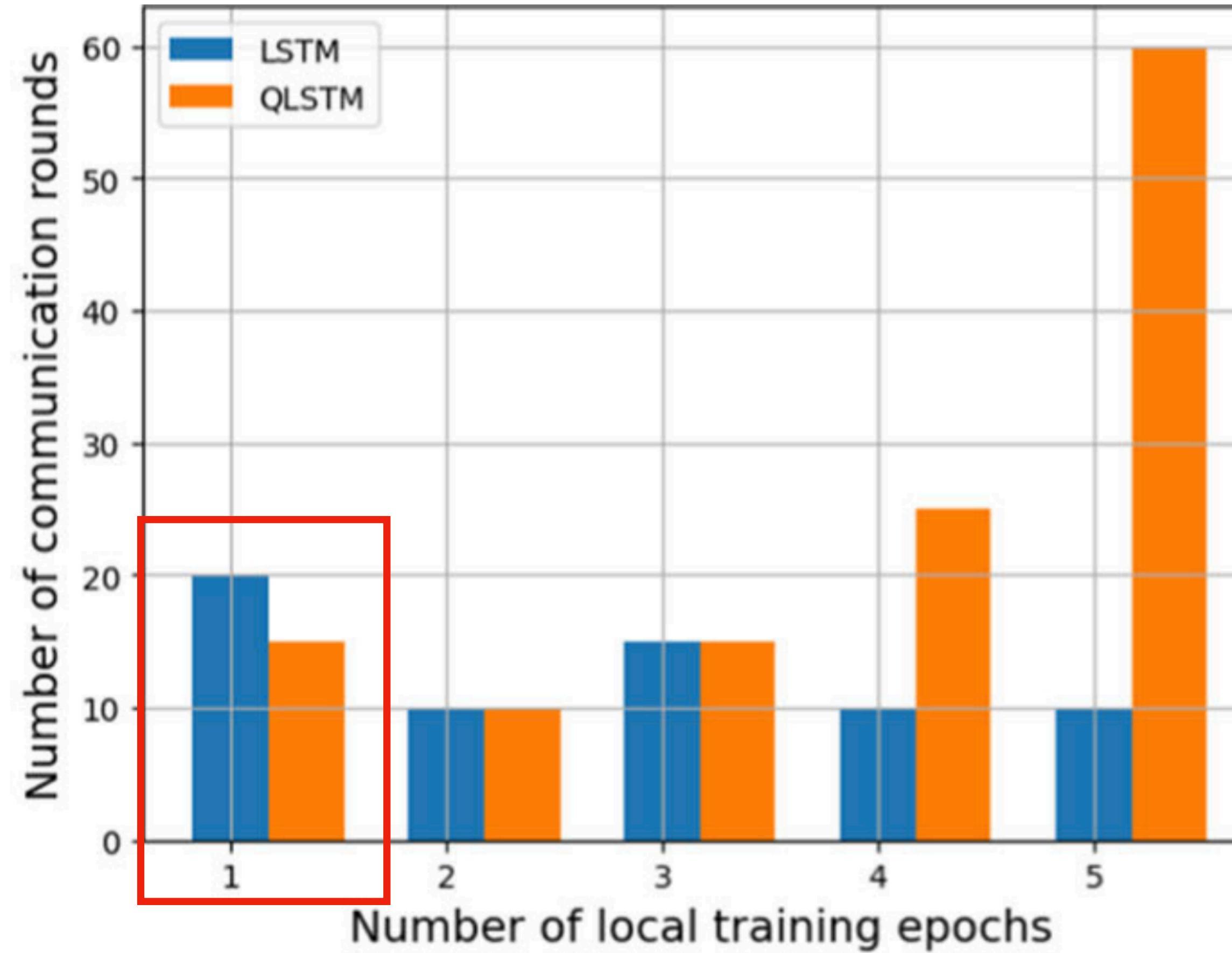
Chen, S. Y. C., Yoo, S., & Fang, Y. L. L. (2022, May). **Quantum long short-term memory**. In ICASSP 2022-2022 IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP) (pp. 8622-8626). IEEE.



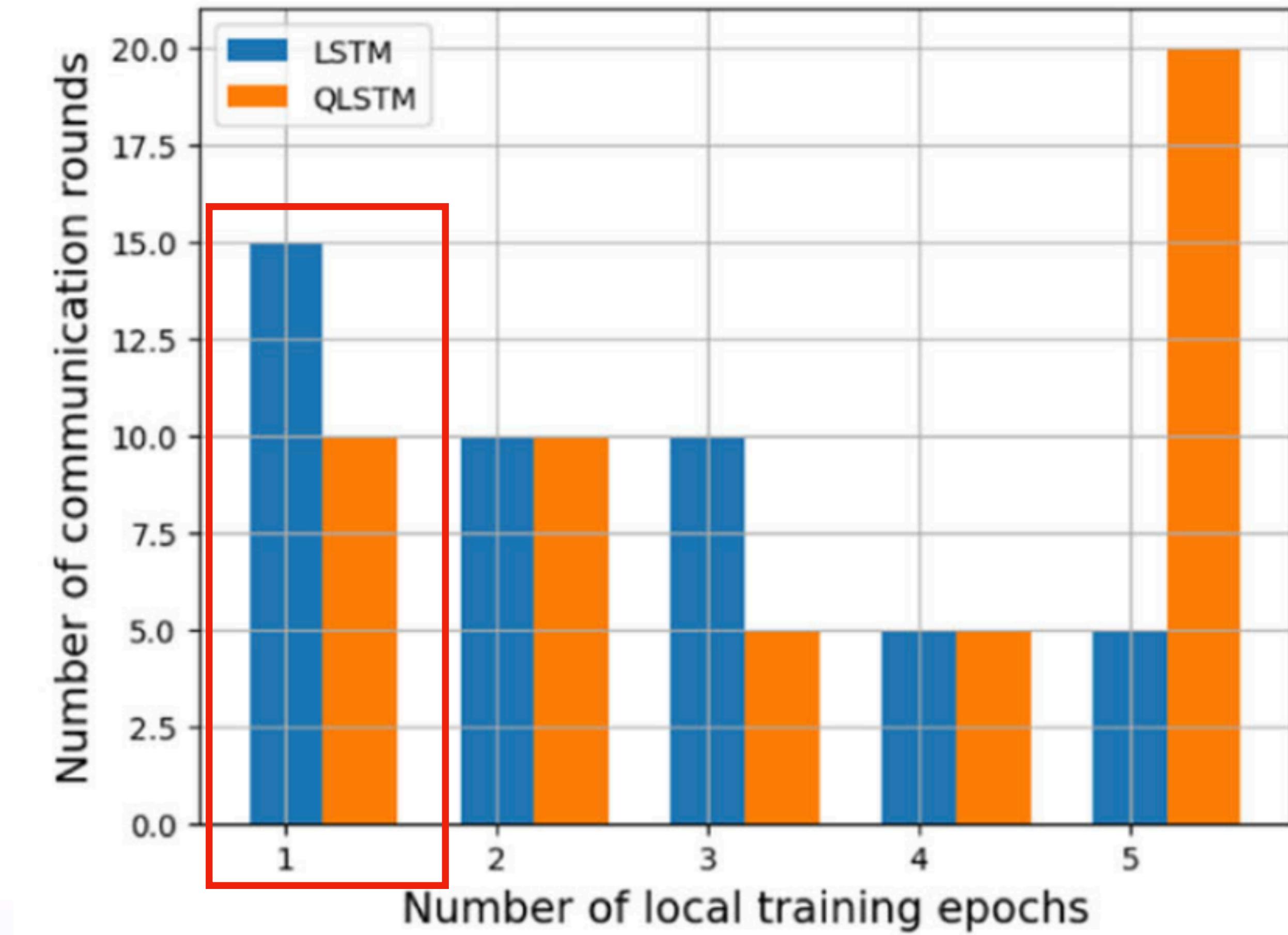
# Federated QLSTM



# Federated QLSTM



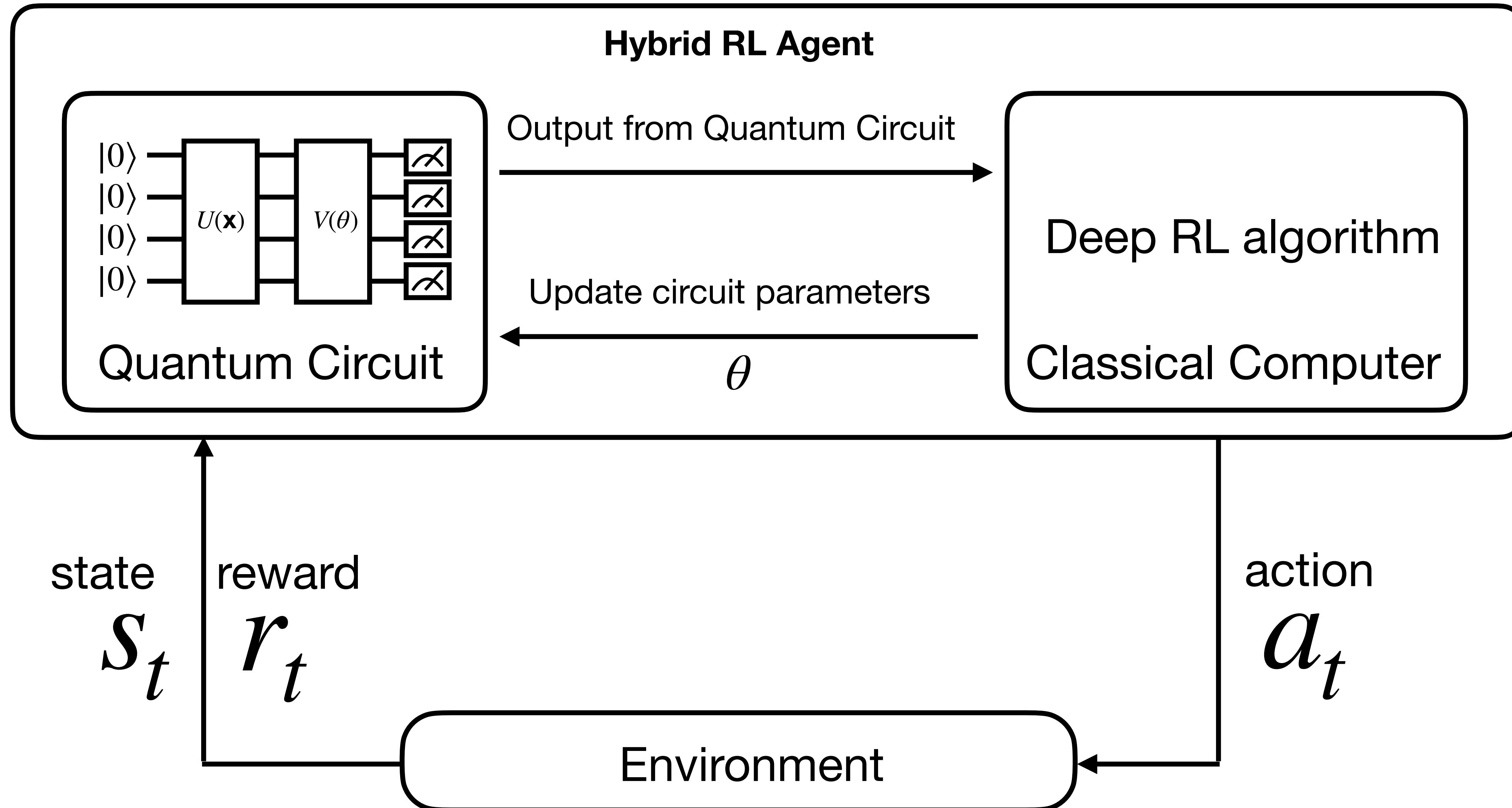
Bessel functions



Delayed Quantum Control functions

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# Quantum RL



# Quantum RL

## Variational Quantum Circuits for Deep Reinforcement Learning

SAMUEL YEN-CHI CHEN<sup>1,2</sup>, CHAO-HAN HUCK YANG<sup>3</sup>, JUN QI<sup>1,3</sup>, (Member, IEEE),  
PIN-YU CHEN<sup>4</sup>, (Member, IEEE), XIAOLI MA<sup>3</sup>, (Fellow, IEEE), AND HSI-SHENG GOAN<sup>1,2,5</sup>

## Quantum agents in the Gym: a variational quantum algorithm for deep Q-learning

Andrea Skolik<sup>1,2</sup>, Sofiene Jerbi<sup>3</sup>, and Vedran Dunjko<sup>1</sup>

## Parametrized Quantum Policies for Reinforcement Learning

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**Casper Gyurik**  
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**Simon C. Marshall**  
LIACS,  
Leiden University

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Leiden University

## A Survey on Quantum Reinforcement Learning

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and Christopher Mutschler

Fraunhofer IIS, Fraunhofer Institute for Integrated Circuits IIS, Nuremberg, Germany  
{firstname.lastname|daniel.scherer2}@iis.fraunhofer.de

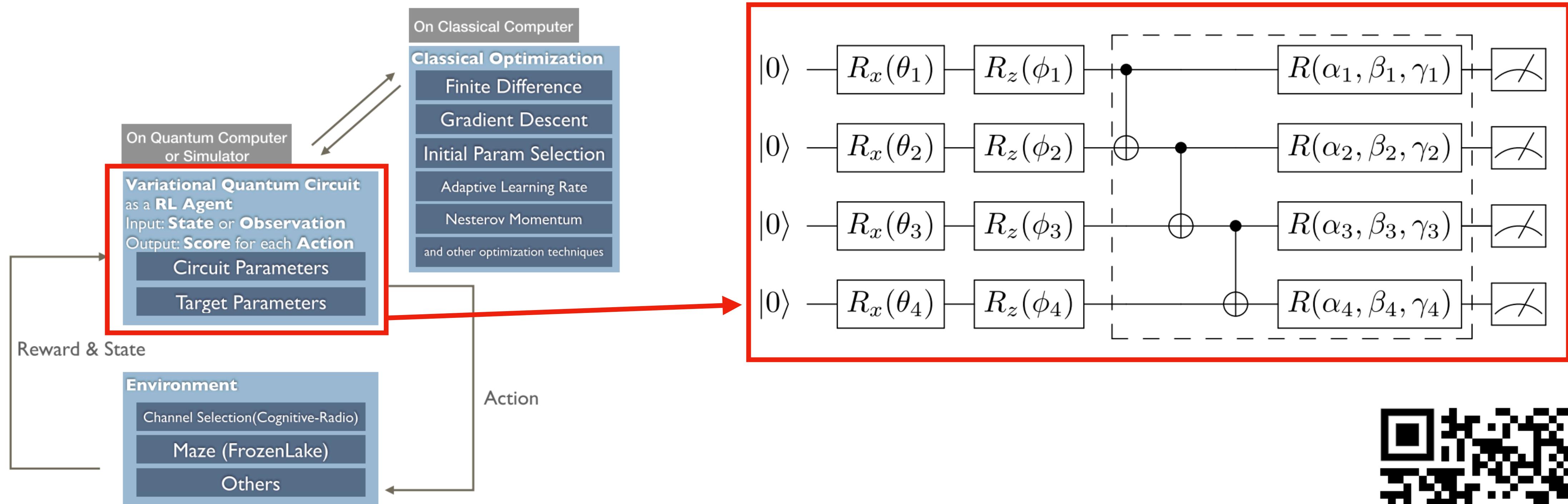
## An Introduction to Quantum Reinforcement Learning (QRL)

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## Quantum Multi-Agent Reinforcement Learning via Variational Quantum Circuit Design

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<sup>‡</sup>Soyi Jung, <sup>◦</sup>Jihong Park, and <sup>†</sup>Joongheon Kim  
<sup>†</sup>School of Electrical Engineering, Korea University, Seoul, Republic of Korea  
<sup>§</sup>School of Electronic and Electrical Engineering, Sungkyunkwan University, Suwon, Republic of Korea  
<sup>‡</sup>School of Software, Hallym University, Chuncheon, Republic of Korea  
<sup>◦</sup>School of Information Technology, Deakin University, Geelong, Victoria, Australia

# Quantum RL

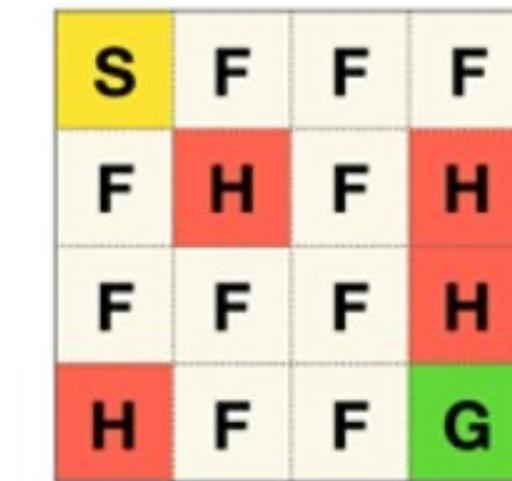


**FIGURE 4.** Overview of variational quantum circuits for DRL. In this work, we study the capability of variational quantum circuits in performing DRL tasks. This DRL agent includes a quantum part and a classical part. Under current limitations on the scale of quantum machines and the capabilities of quantum simulations, we select frozen-lake and cognitive-radio environments for the proof-of-principle study. The proposed framework is rather general and is expected to solve complicated tasks when larger-scale quantum machines are available.



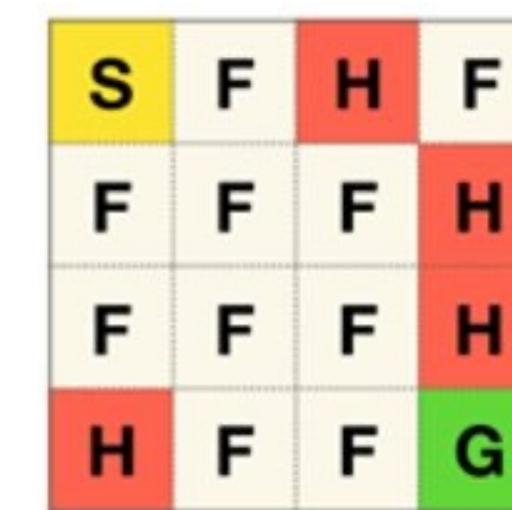
# Quantum RL

- Environment with 16 states



(a)

- States numbered as 0-15



(b)

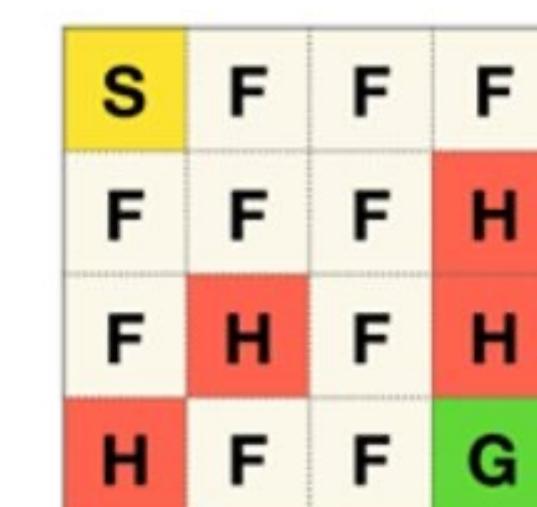
- Example:

- State 12: 1100 -> 1,1,0,0

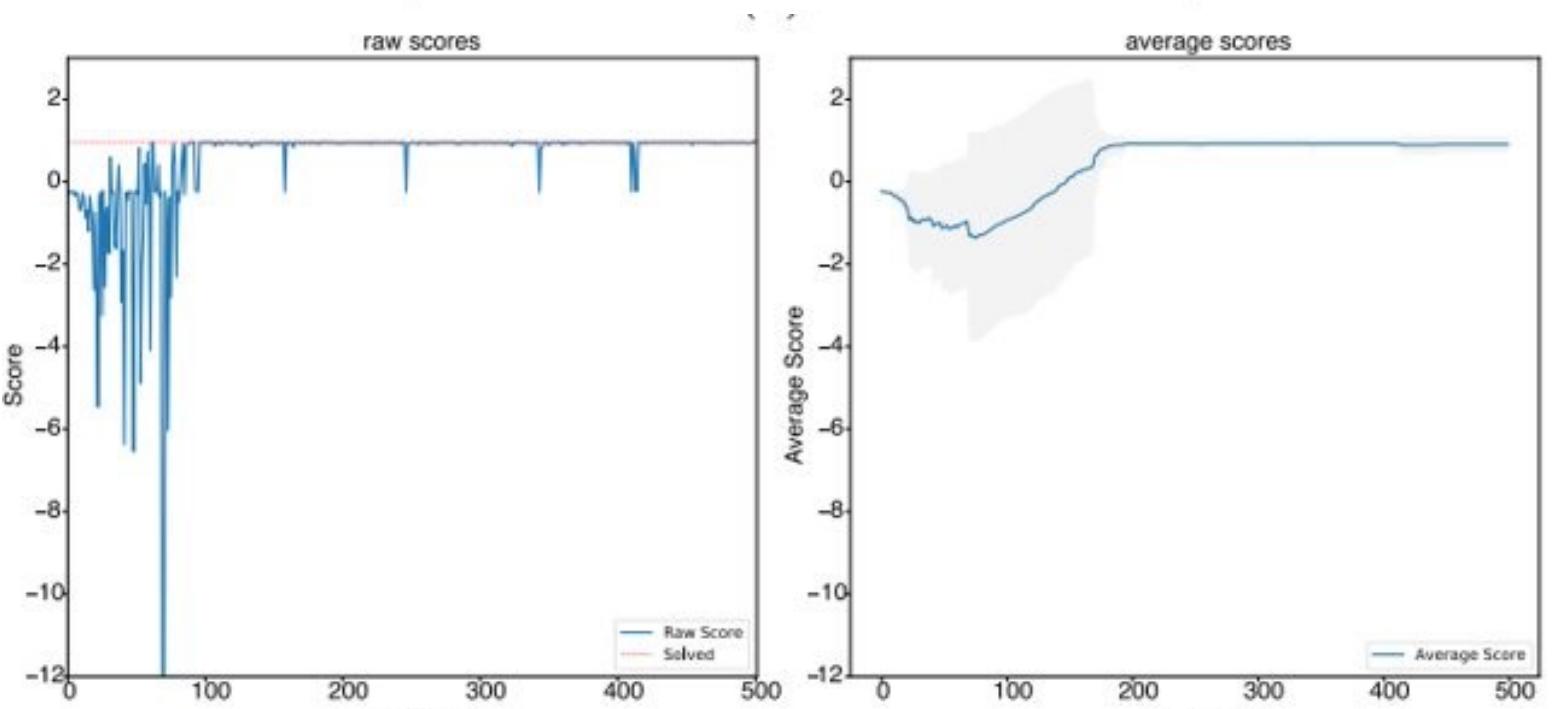
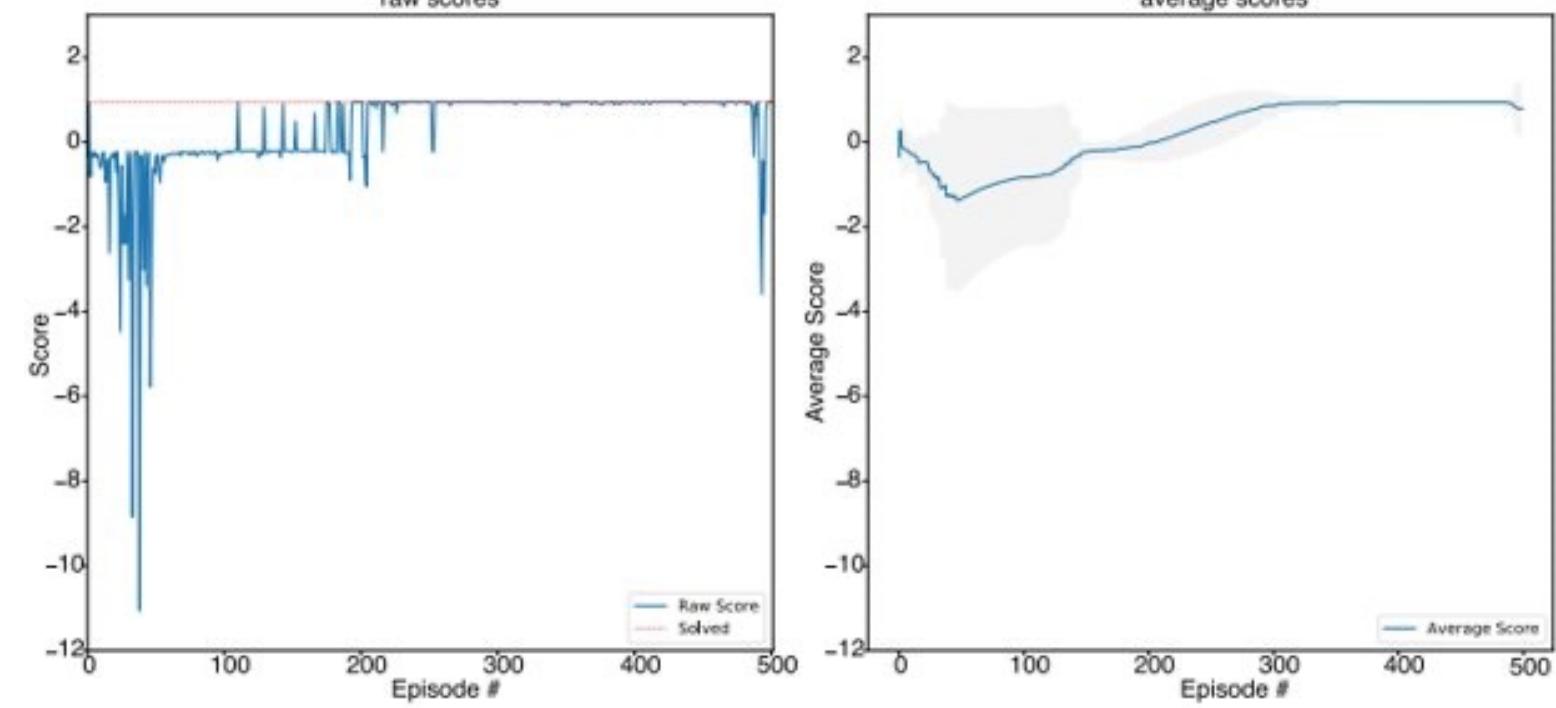
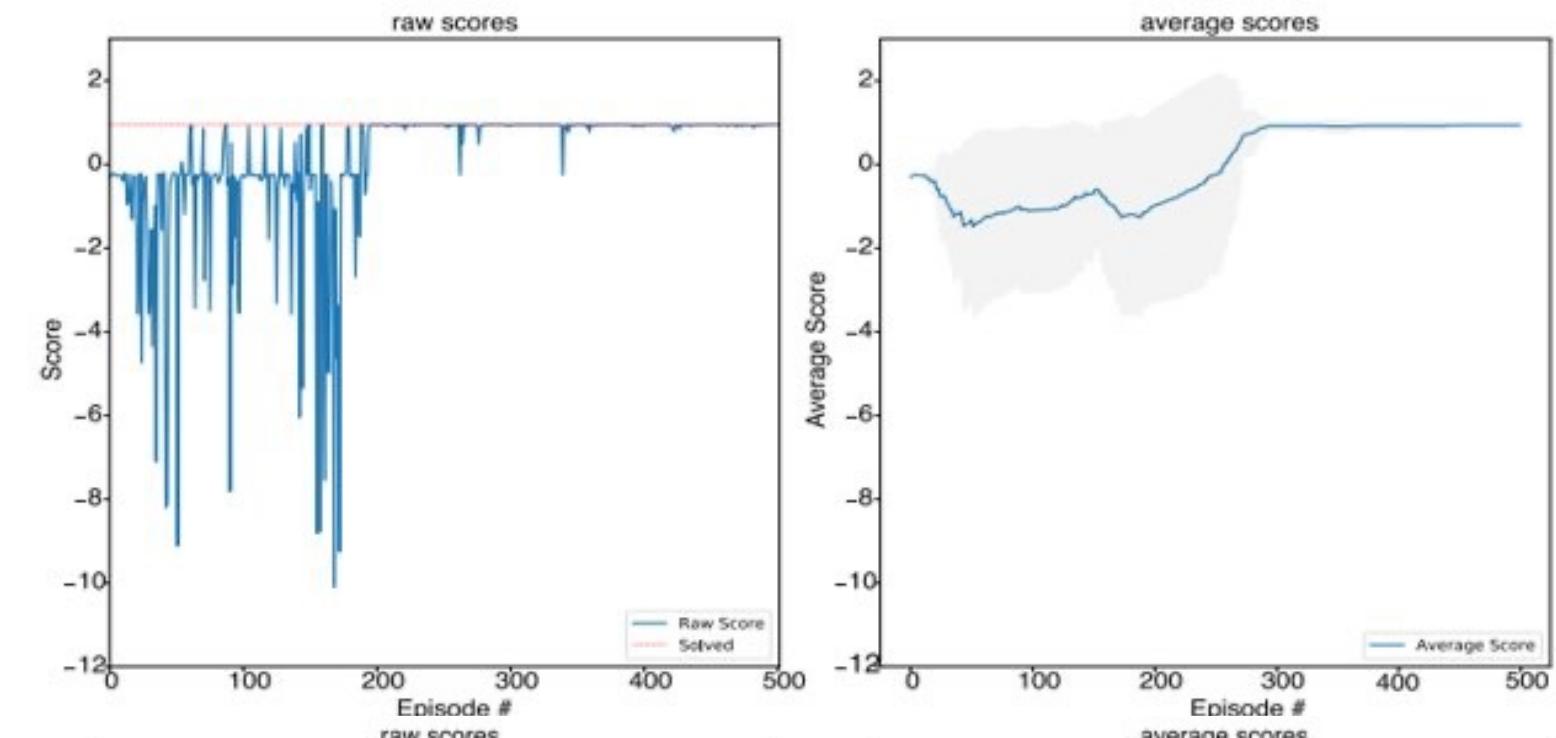
• Rotation:  $\theta_i = \pi \times b_i$

$$\phi_i = \pi \times b_i$$

- Result:  $|1\rangle \otimes |1\rangle \otimes |0\rangle \otimes |0\rangle$



(c)



(c)



# Quantum Policy Gradient

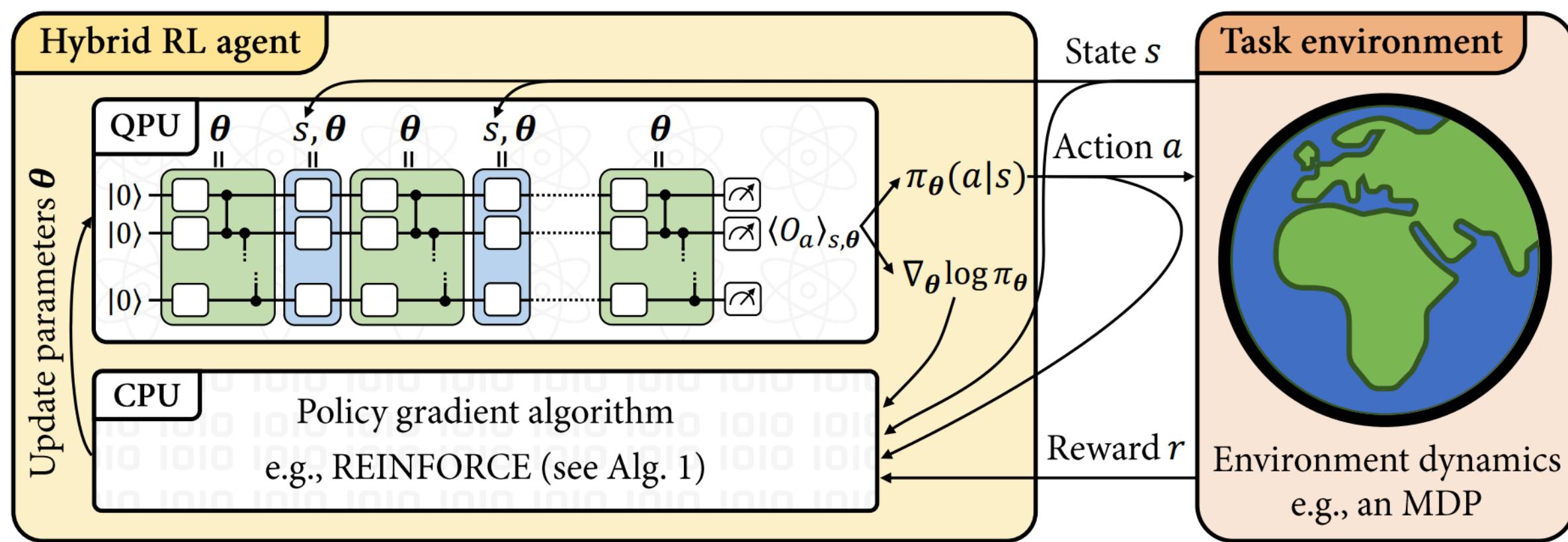
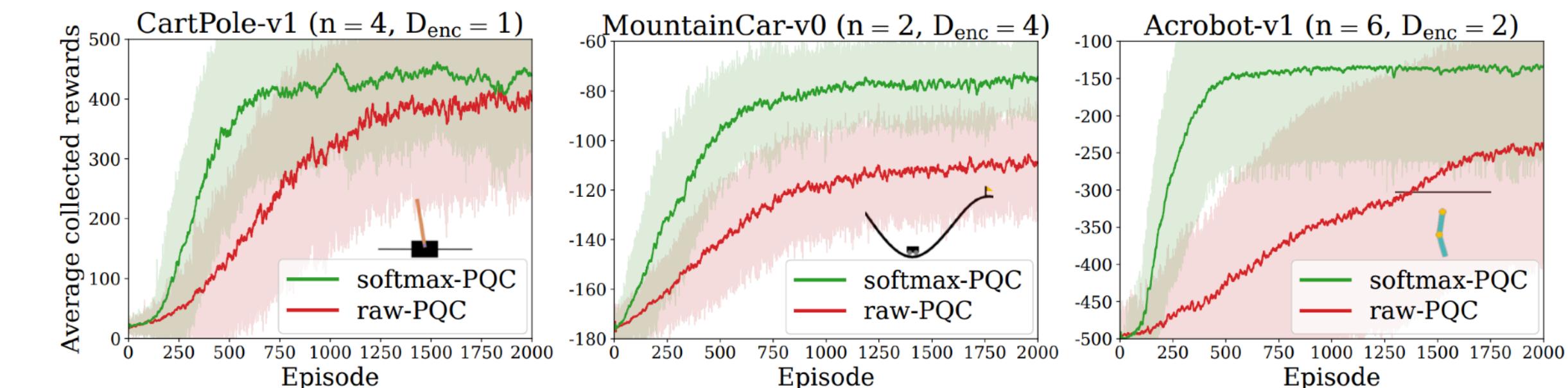


Figure 1: **Training parametrized quantum policies for reinforcement learning.** We consider a quantum-enhanced RL scenario where a hybrid quantum-classical agent learns by interacting with a classical environment. For each state  $s$  it perceives, the agent samples its next action  $a$  from its policy  $\pi_\theta(a|s)$  and perceives feedback on its behavior in the form of a reward  $r$ . For our hybrid agents, the policy  $\pi_\theta$  is specified by a PQC (see Def. 1) evaluated (along with the gradient  $\nabla_\theta \log \pi_\theta$ ) on a quantum processing unit (QPU). The training of this policy is performed by a classical learning algorithm, such as the REINFORCE algorithm (see Alg. 1), which uses sample interactions and policy gradients to update the policy parameters  $\theta$ .



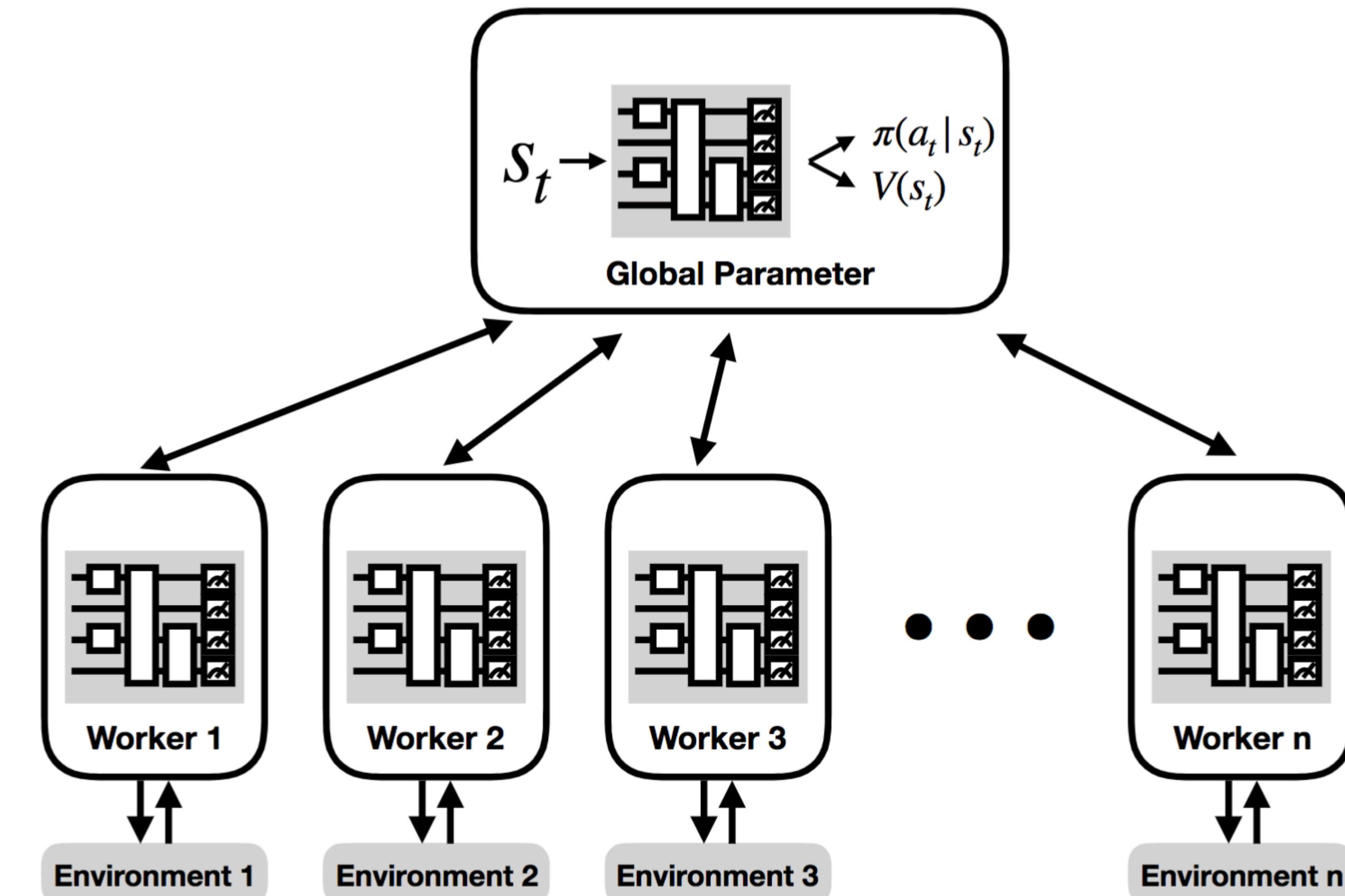
**Algorithm 1:** REINFORCE with PQC policies and value-function baselines

**Input:** a PQC policy  $\pi_\theta$  from Def. 1; a value-function approximator  $\tilde{V}_\omega$

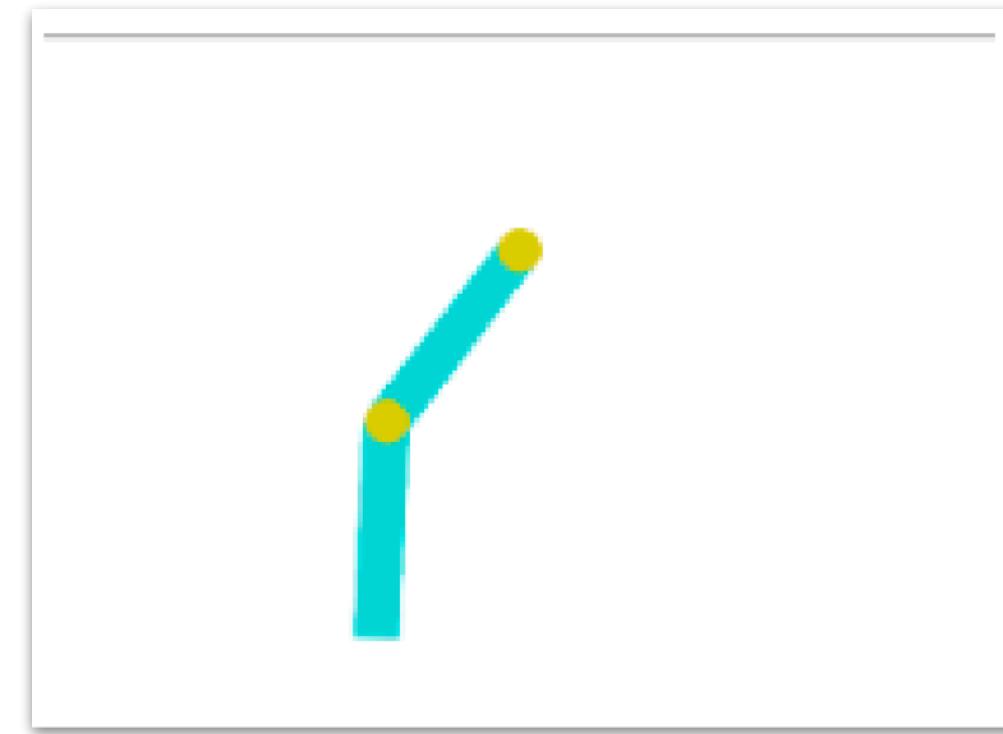
- 1 Initialize parameters  $\theta$  and  $\omega$ ;
- 2 **while** *True* **do**
- 3     Generate  $N$  episodes  $\{(s_0, a_0, r_1, \dots, s_{H-1}, a_{H-1}, r_H)\}_i$  following  $\pi_\theta$ ;
- 4     **for** *episode*  $i$  **in batch** **do**
- 5         Compute the returns  $G_{i,t} \leftarrow \sum_{t'=1}^{H-t} \gamma^{t'} r_{t+t'}^{(i)}$ ;
- 6         Compute the gradients  $\nabla_\theta \log \pi_\theta(a_t^{(i)}|s_t^{(i)})$  using Lemma 1;
- 7         Fit  $\{\tilde{V}_\omega(s_t^{(i)})\}_{i,t}$  to the returns  $\{G_{i,t}\}_{i,t}$ ;
- 8         Compute  $\Delta\theta = \frac{1}{N} \sum_{i=1}^N \sum_{t=0}^{H-1} \nabla_\theta \log \pi_\theta(a_t^{(i)}|s_t^{(i)}) (G_{i,t} - \tilde{V}_\omega(s_t^{(i)}))$ ;
- 9         Update  $\theta \leftarrow \theta + \alpha \Delta\theta$ ;

# Asynchronous QRL

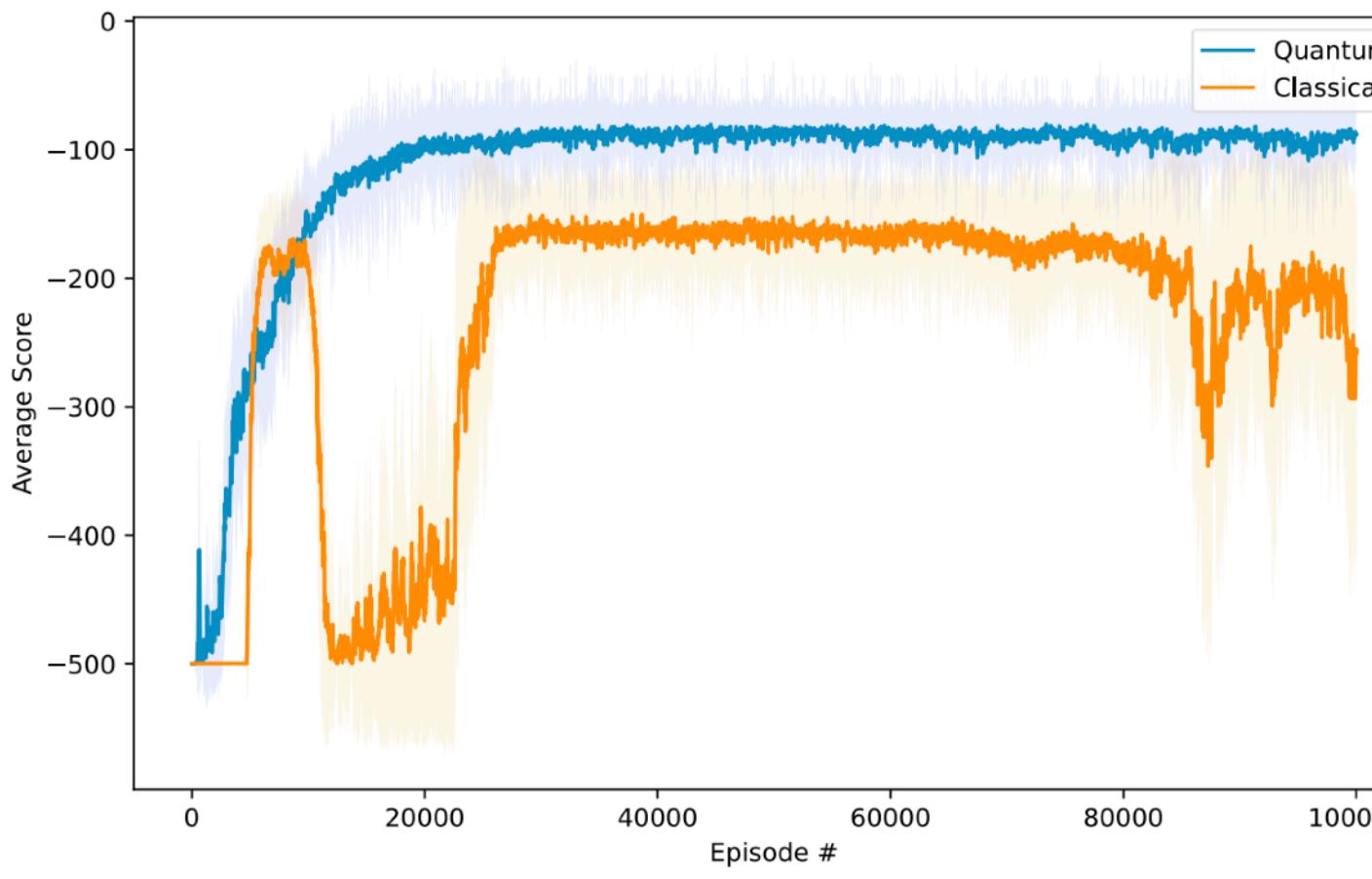
- **Multiple concurrent actors** learning the policy through parallelization.
- Executing multiple agents on multiple instances of the environments.
- Allowing the agents to encounter diverse states at on-policy RL such as actor-critic.
- No need of replay memory.



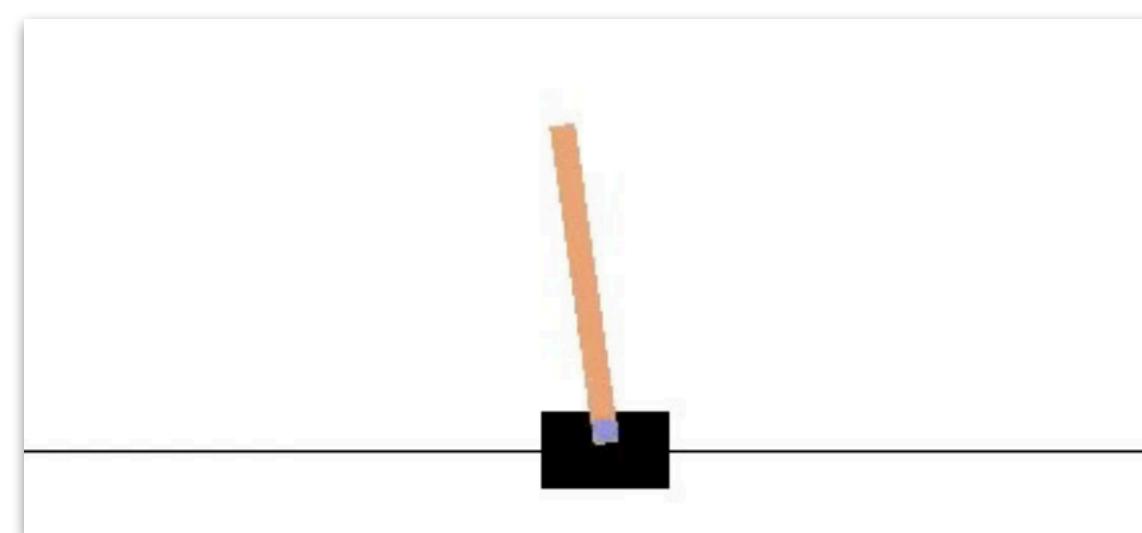
# Asynchronous QRL



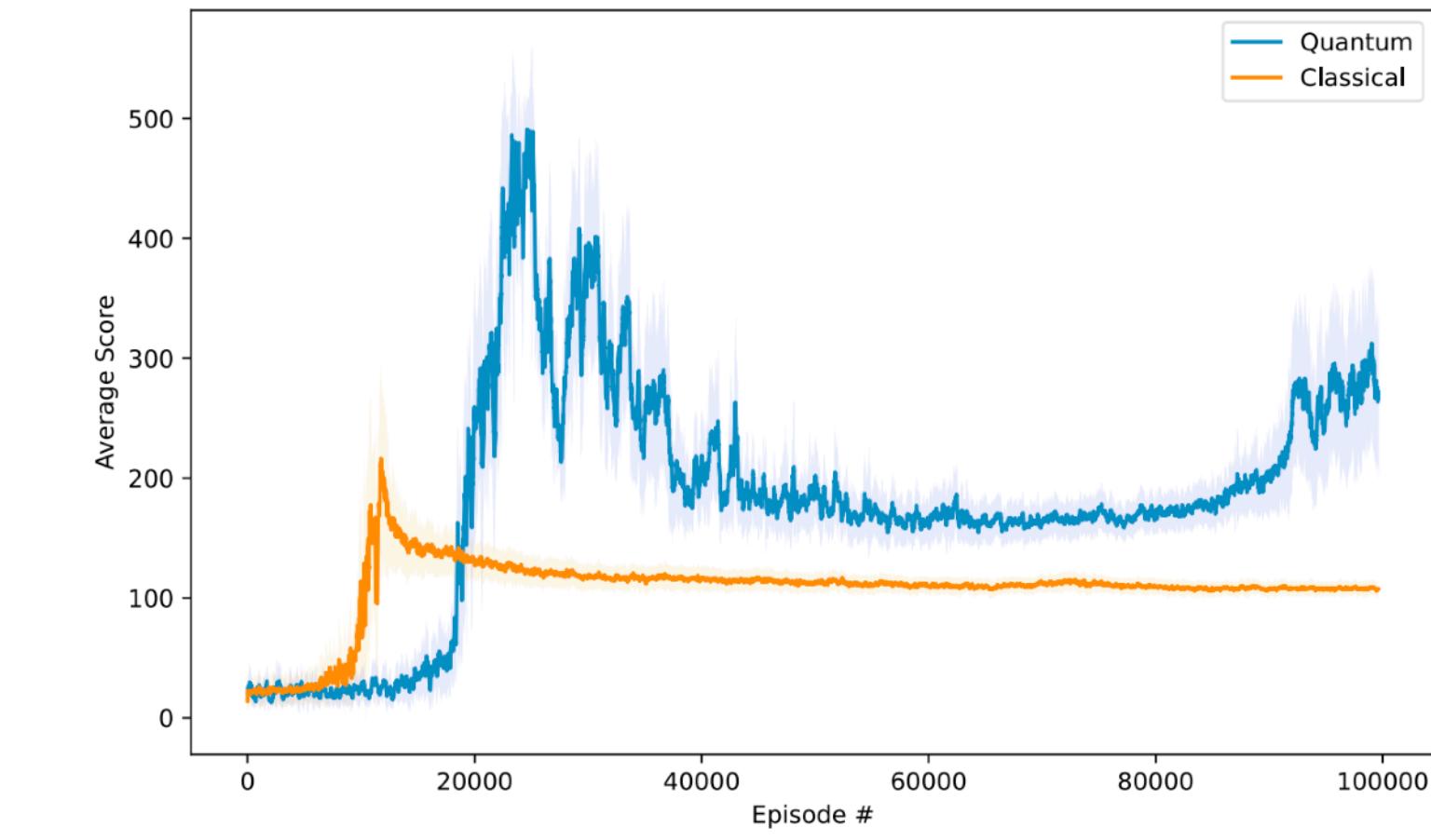
Acrobot



(a) Results: Quantum A3C in the Acrobot environment.



CartPole



(b) Results: Quantum A3C in the CartPole environment.

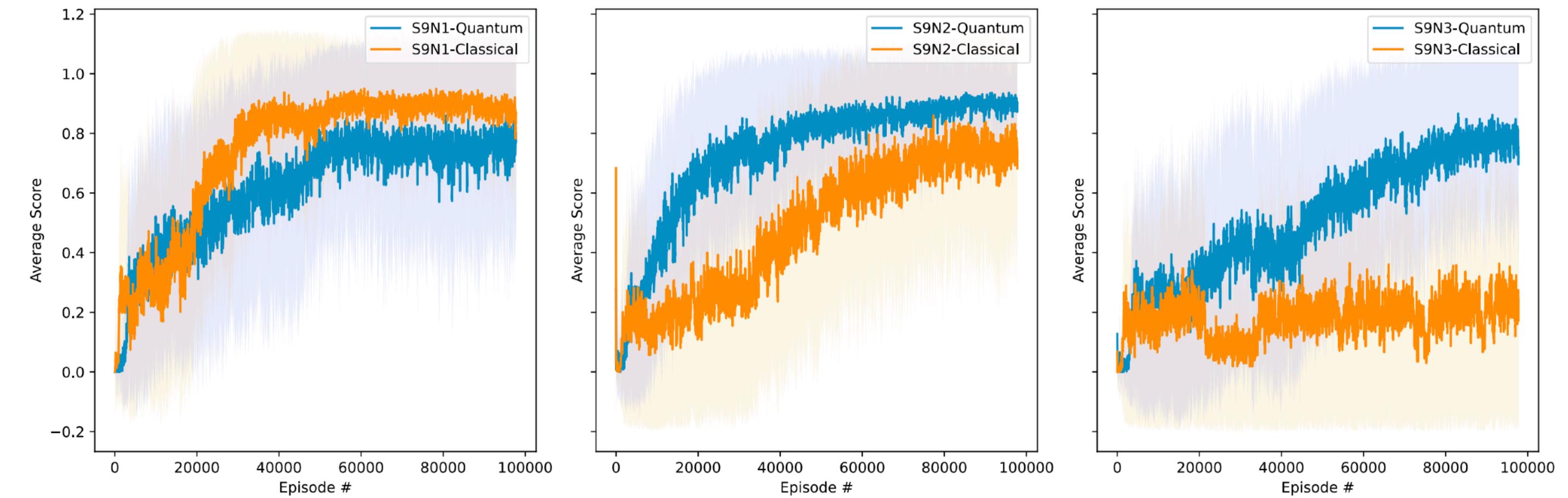
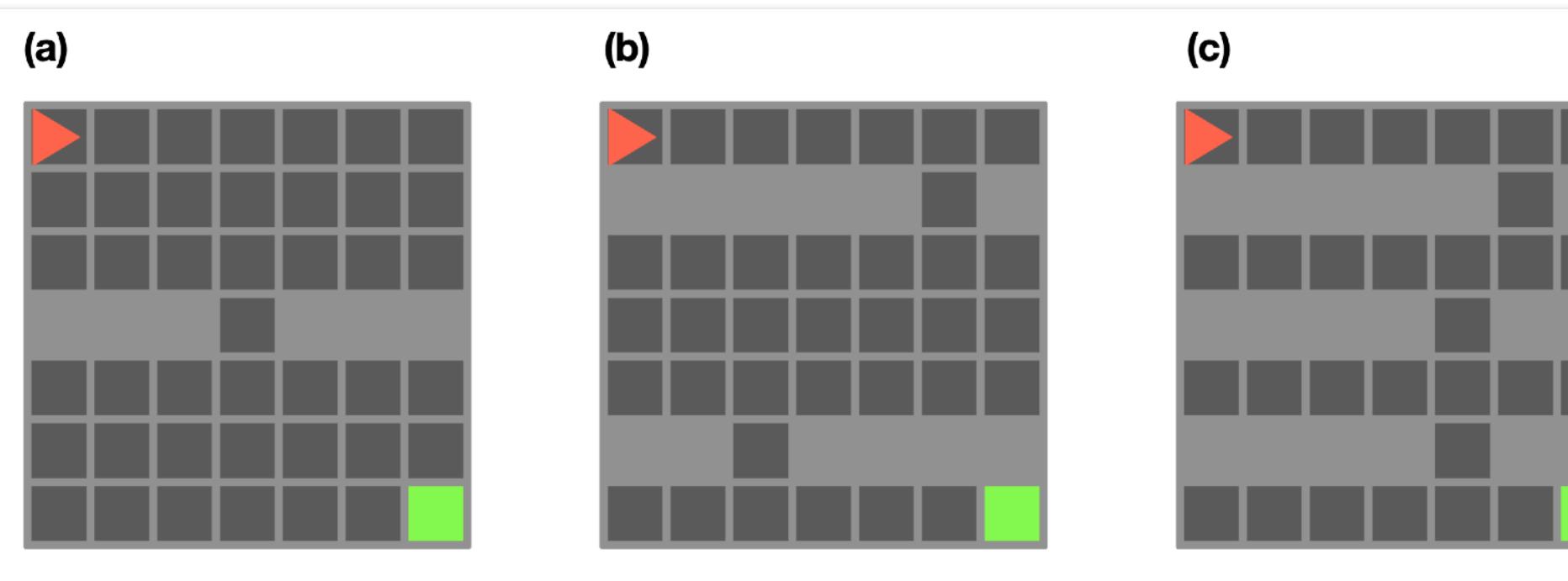
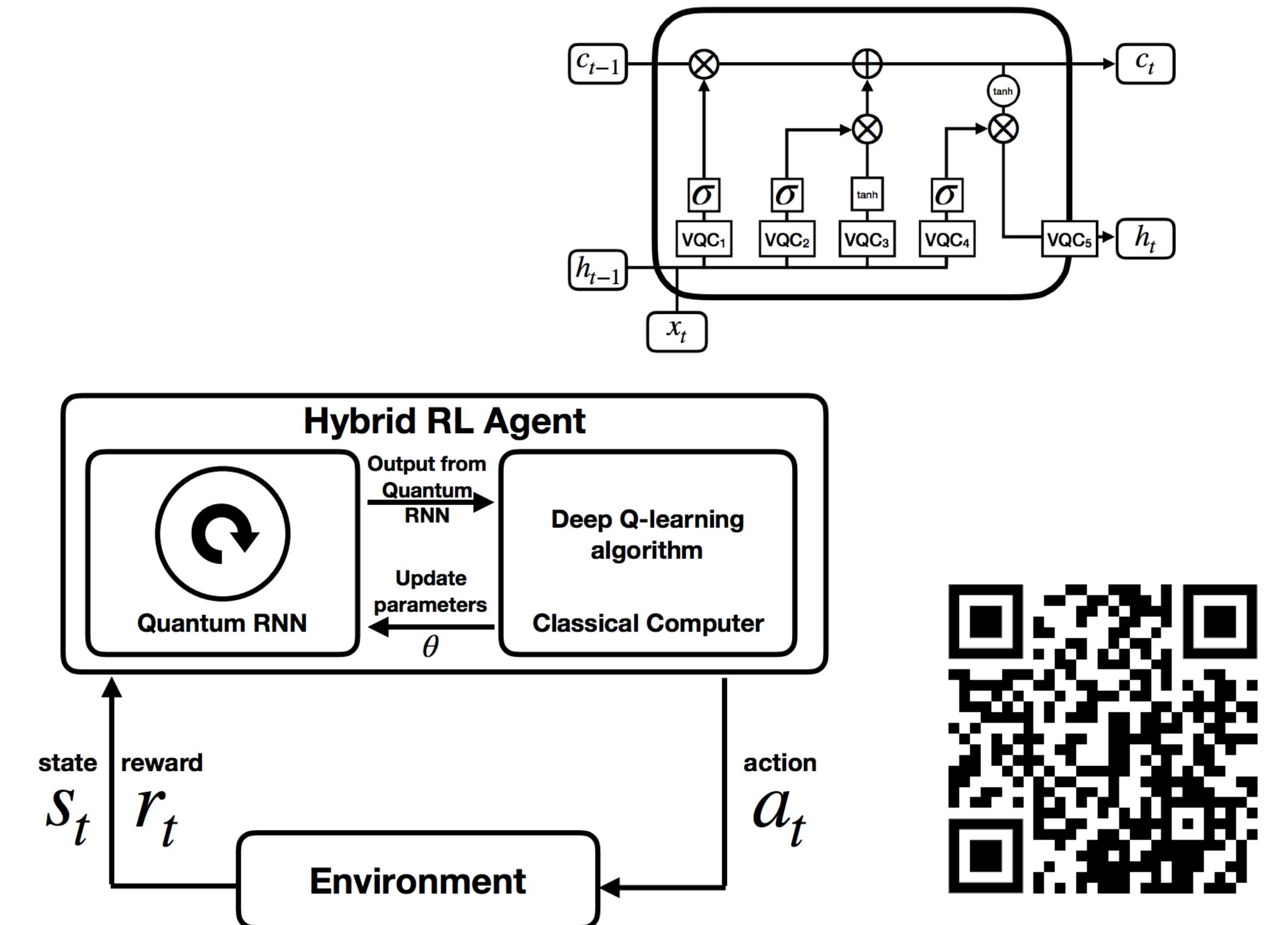


Fig. 7: Results: Quantum A3C in the MiniGrid-SimpleCrossing environment.

# Quantum RL with QLSTM

- **Motivation:** Many real-world environments are only partially observable. The AI can only receive partial information of the world.
- **Challenges:** Existing QRL architectures do not have the capabilities to memorize previous time steps.
- **Approach:** Could quantum recurrent neural nets (QRNN) be helpful in QRL?



Chen, S. Y. C. (2023, June). **Quantum deep recurrent reinforcement learning**. In *ICASSP 2023-2023 IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP)* (pp. 1-5). IEEE.

# Quantum RL with QLSTM

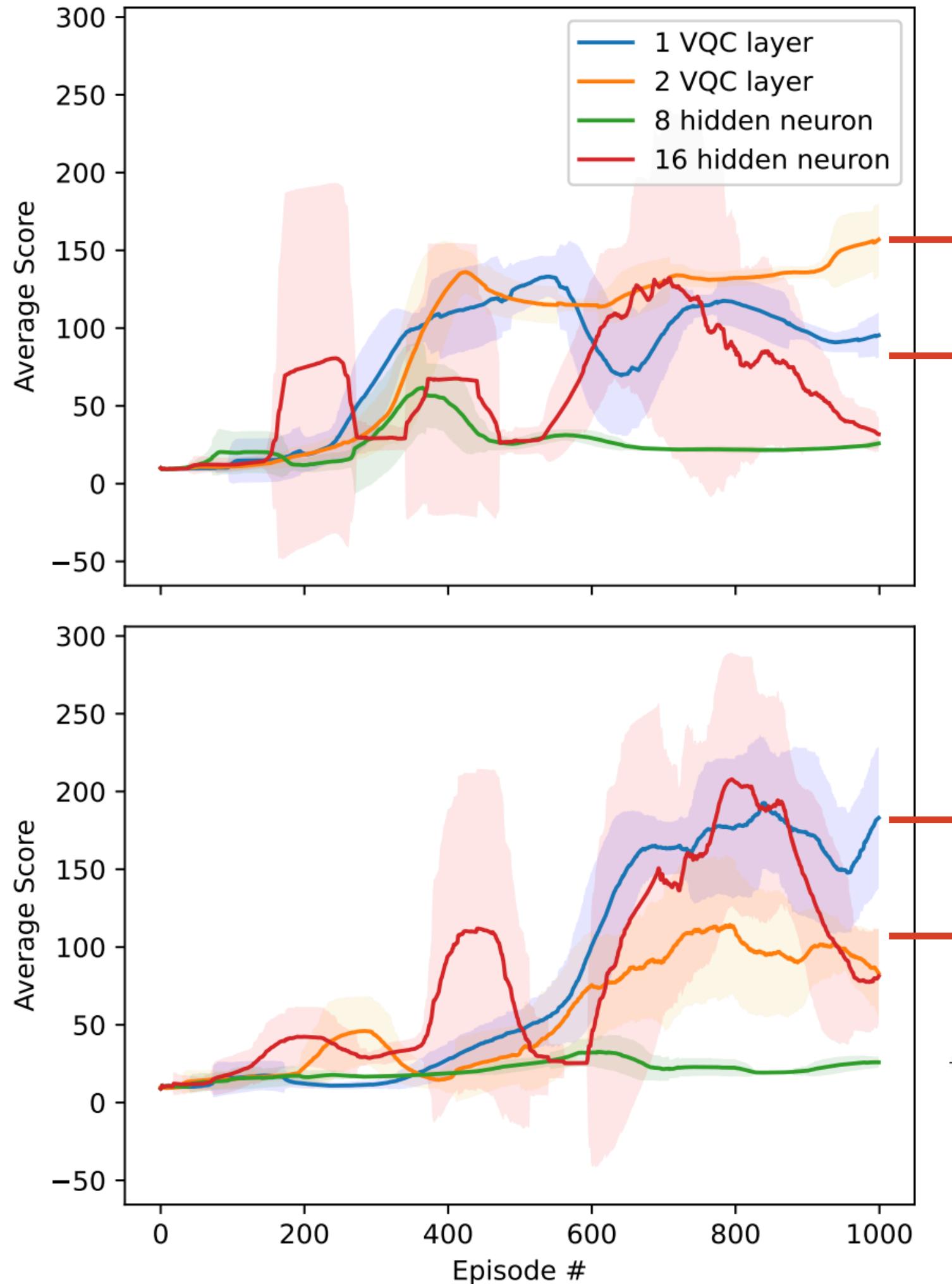
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**Algorithm 1** Quantum deep recurrent  $Q$ -learning

---

Initialize replay memory  $\mathcal{D}$  to capacity  $N$   
 Initialize action-value function dressed QLSTM  $Q$  with random parameters  $\theta$   
 Initialize target dressed QLSTM  $Q$  with  $\theta^- = \theta$   
**for** episode = 1, 2, ...,  $M$  **do**  
 Initialize the episode record buffer  $\mathcal{M}$   
 Initialize state  $s_1$  and encode into the quantum state  
 Initialize  $h_1$  and  $c_1$  for the QLSTM  
**for**  $t = 1, 2, \dots, T$  **do**  
     With probability  $\epsilon$  select a random action  $a_t$   
     otherwise select  $a_t = \max_a Q^*(s_t, a; \theta)$  from the output of the QLSTM  
     Execute action  $a_t$  in emulator and observe reward  $r_t$  and next state  $s_{t+1}$   
     Store transition  $(s_t, a_t, r_t, s_{t+1})$  in  $\mathcal{M}$   
     Sample random batch of trajectories  $\mathcal{T}$  from  $\mathcal{D}$   
     Set  $y_j = \begin{cases} r_j & \text{for terminal } s_{j+1} \\ r_j + \gamma \max_{a'} Q(s_{j+1}, a'; \theta) & \text{for non-terminal } s_{j+1} \end{cases}$   
     Perform a gradient descent step on  $(y_j - Q(s_j, a_j; \theta^-))^2$   
     Update the target network  $\theta^-$  every  $S$  steps.  
**end for**  
 Store episode record  $\mathcal{M}$  to  $\mathcal{D}$   
 Update  $\epsilon$   
**end for**

---



Quantum models use **smaller number of parameters**

	QLSTM-1	QLSTM-2	LSTM-8	LSTM-16
Full	150	270	634	2290
Partial	146	266	626	2274

Table 1. Number of parameters.

Quantum models show **higher or more stable scores**

Env: CartPole



# QLSTM without training?

- **Motivation:** Time-series modeling is an important task in machine learning. Recurrent neural network (quantum or classical) is one of the framework to model time-series.
- **Challenges:** Quantum RNN (e.g. QLSTM) training are computationally expensive, requiring gradient calculation of deep quantum circuit models. (**Backpropagation-Through-Time (BPTT) is slow!**)

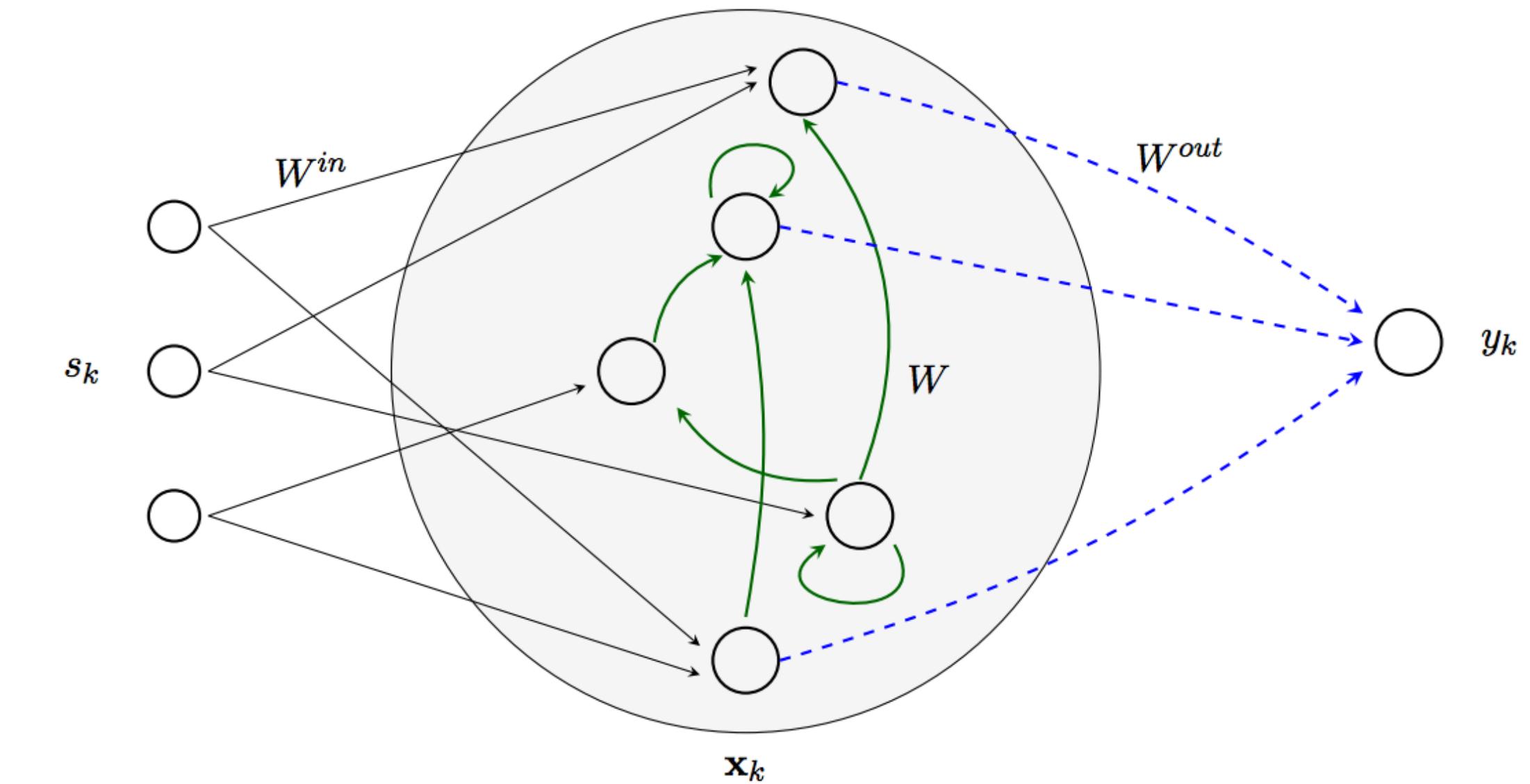
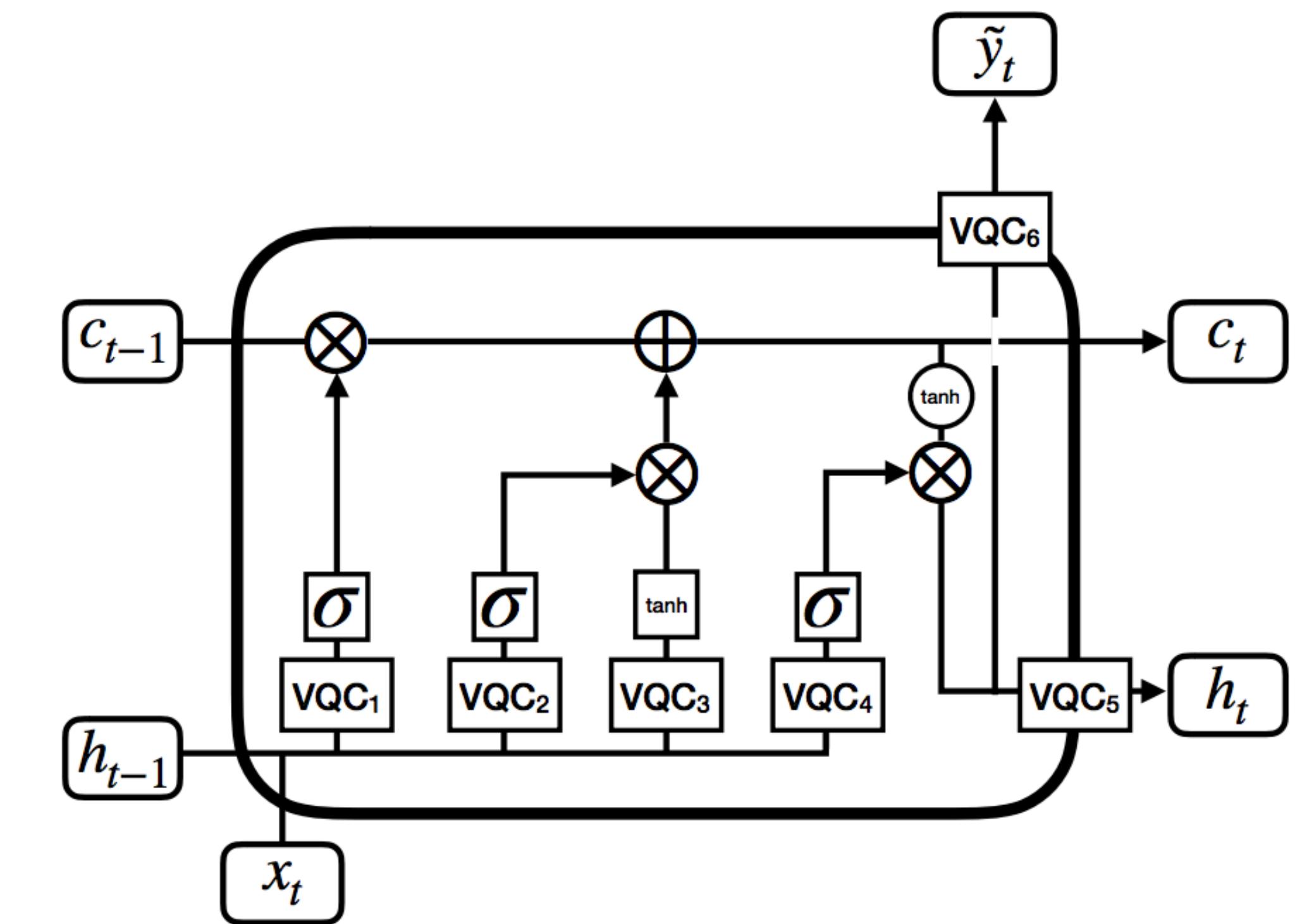


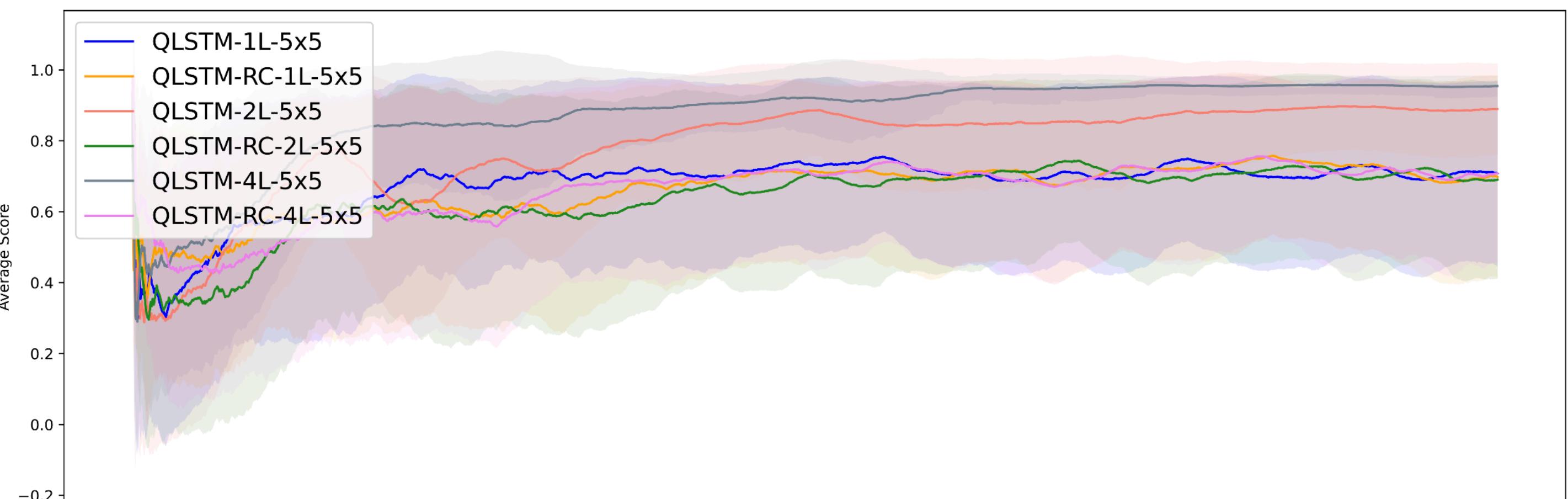
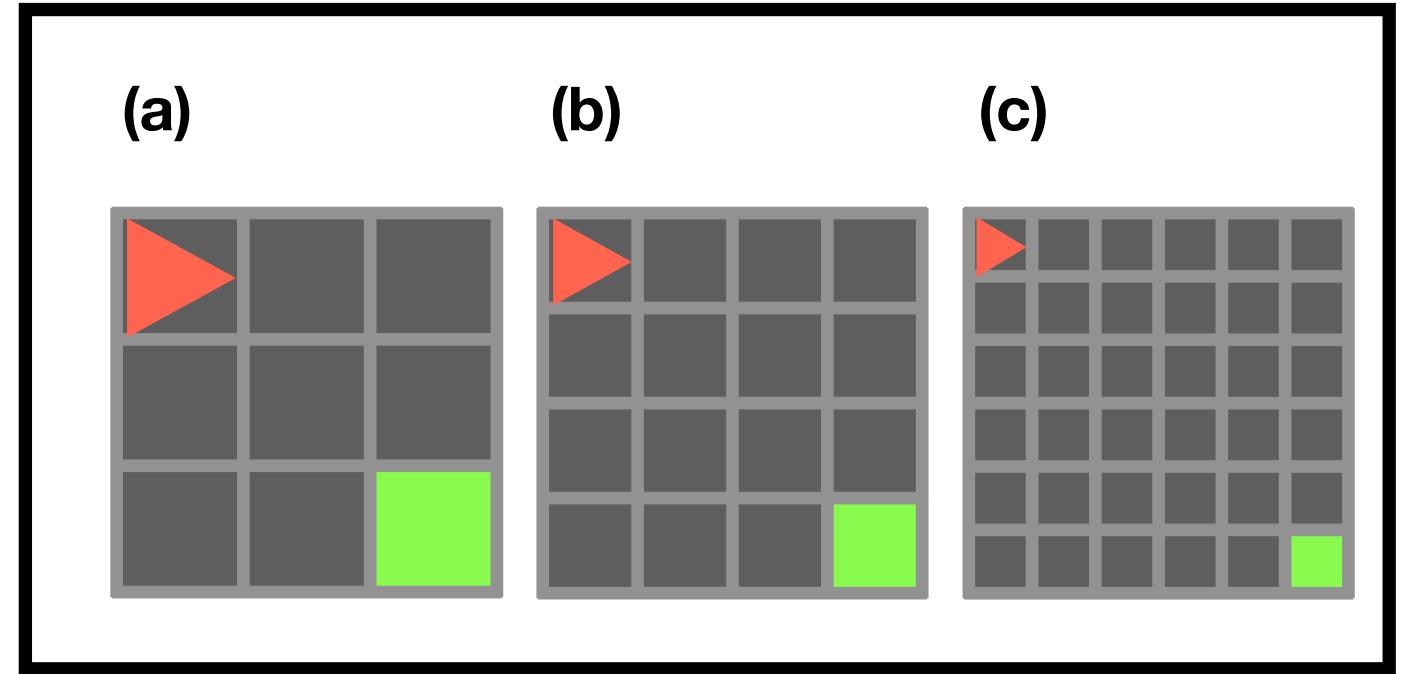
FIG. 1. Reservoir computing (RC).

- **Approach:** Adopt the classical idea of reservoir computing in the quantum regime: treating the quantum RNN as a reservoir. (The quantum parameters are randomly initialized and fixed. Only the final classical layers are trained.)
- **Results:** Previous works show that the QRNN within the reservoir computing framework can reach comparable performance to fully trained ones.

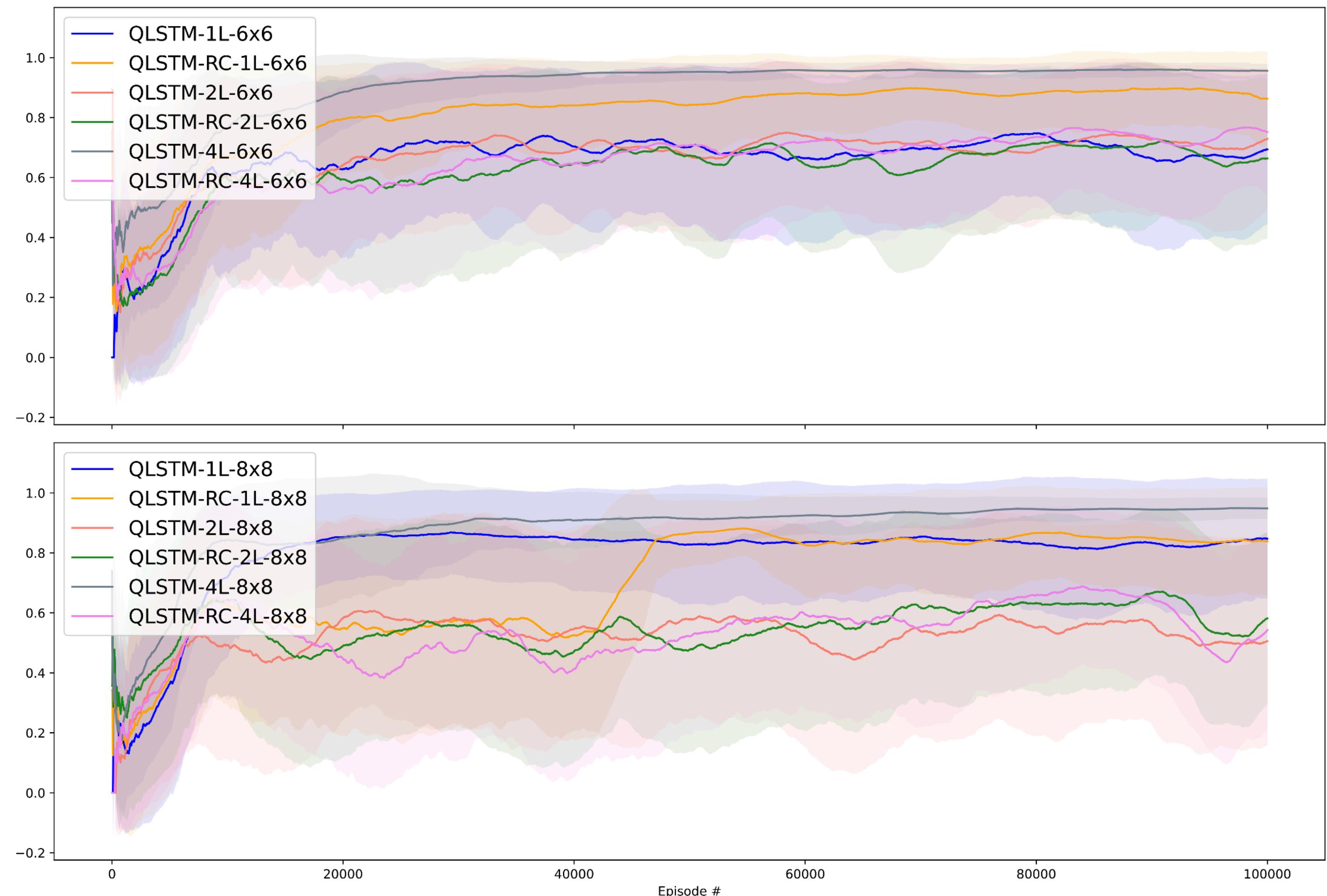
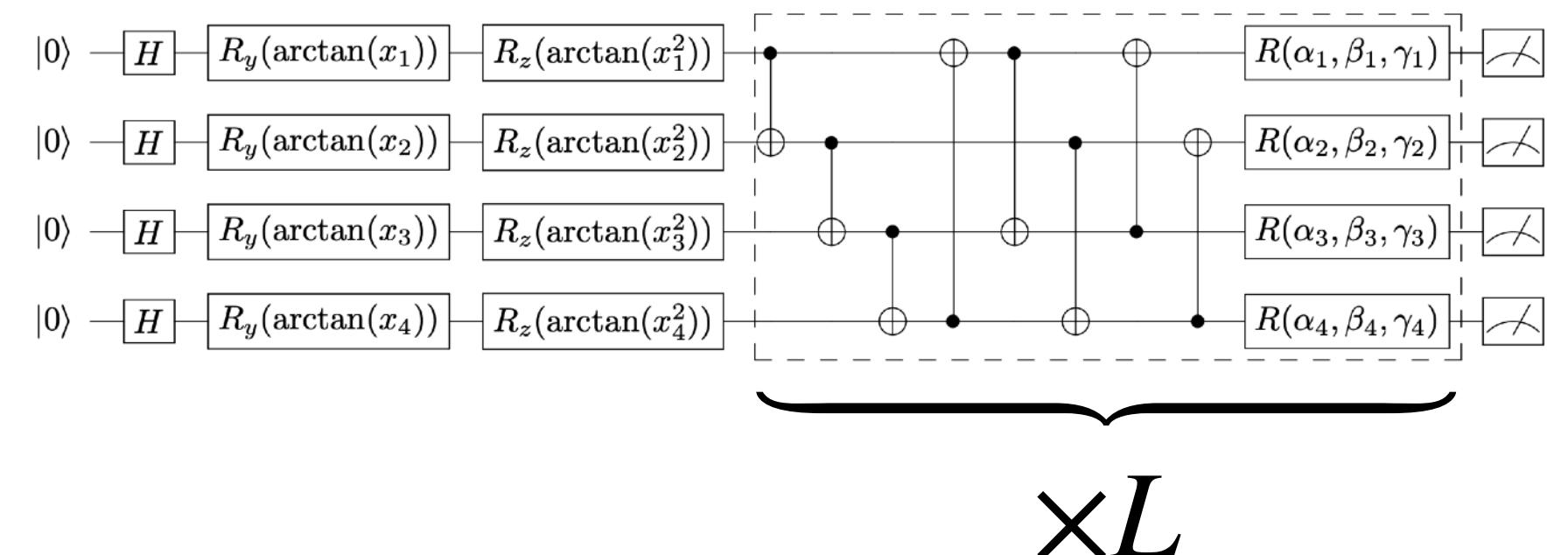


VQCs are **NOT** trained

# Environment:

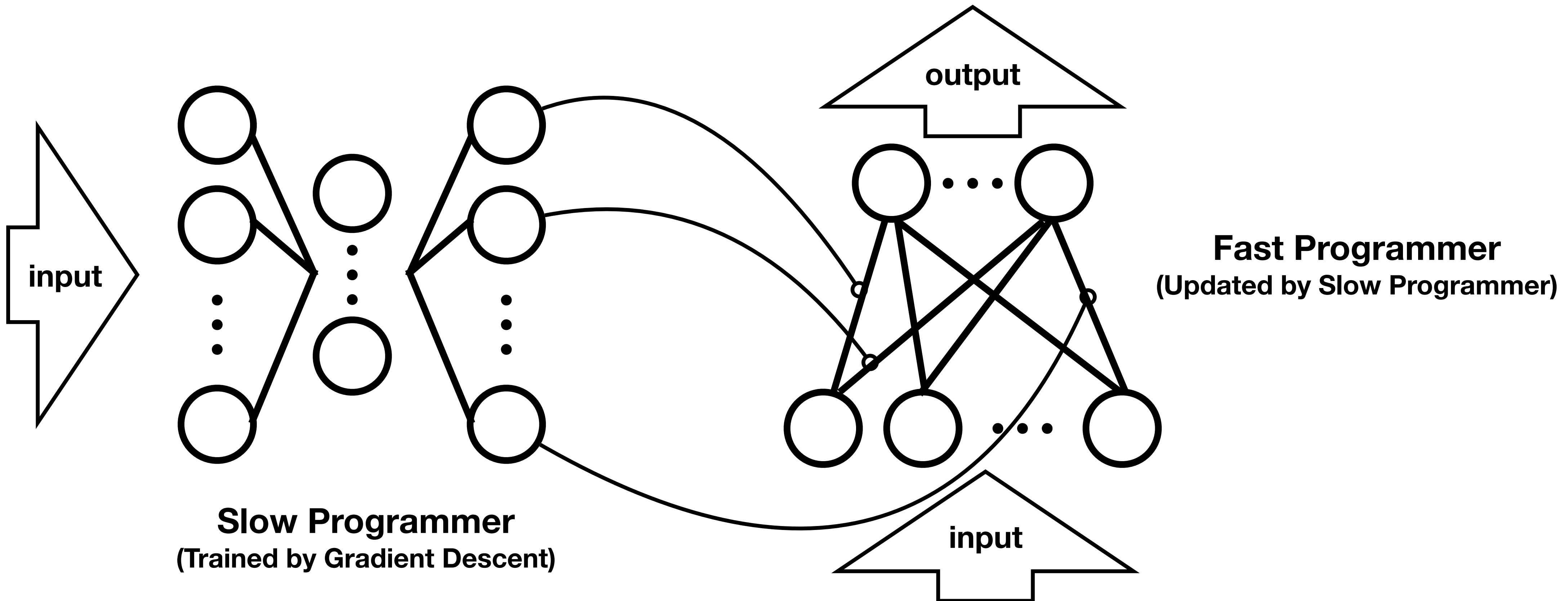


# VQC in QLSTM:



**Don't want ANY quantum  
RNN?**

# Classical FWP



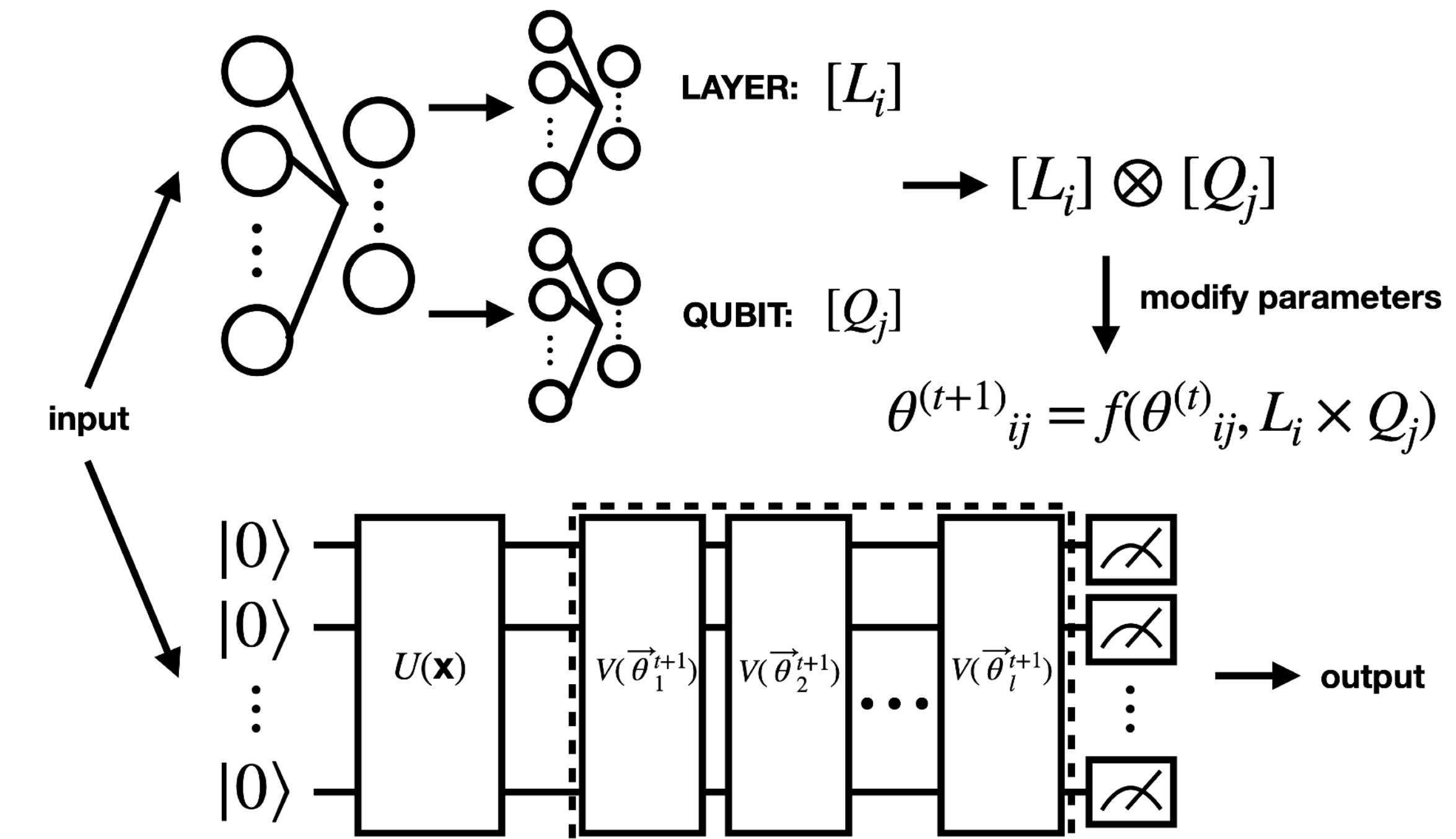
# Learning to Program a VQC

- Classical NN generates circuit parameter updates for each “layer” and “qubit”.
- Use tensor product to generate parameter updates for all parameterized gates.

$$[L_i] \otimes [Q_j] = [M_{ij}]$$

$$= [L_i \times Q_j]$$

$$= \begin{bmatrix} L_1 \times Q_1 L_1 \times Q_2 \cdots L_1 \times Q_n \\ L_2 \times Q_1 L_2 \times Q_2 \cdots L_2 \times Q_n \\ \vdots \quad \ddots \quad \vdots \\ L_l \times Q_1 L_l \times Q_2 \cdots L_l \times Q_n \end{bmatrix}$$



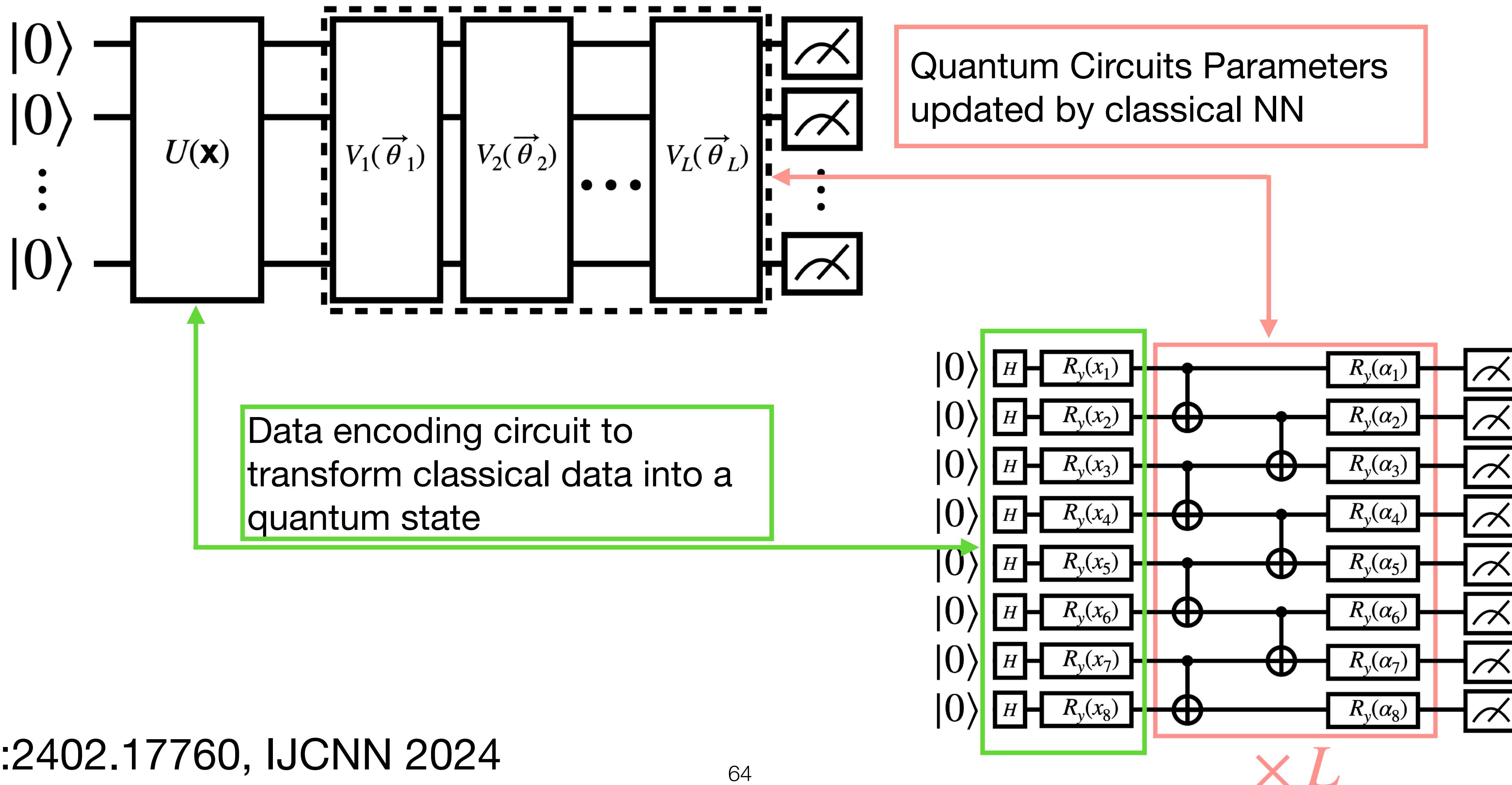
Codes:



Paper:



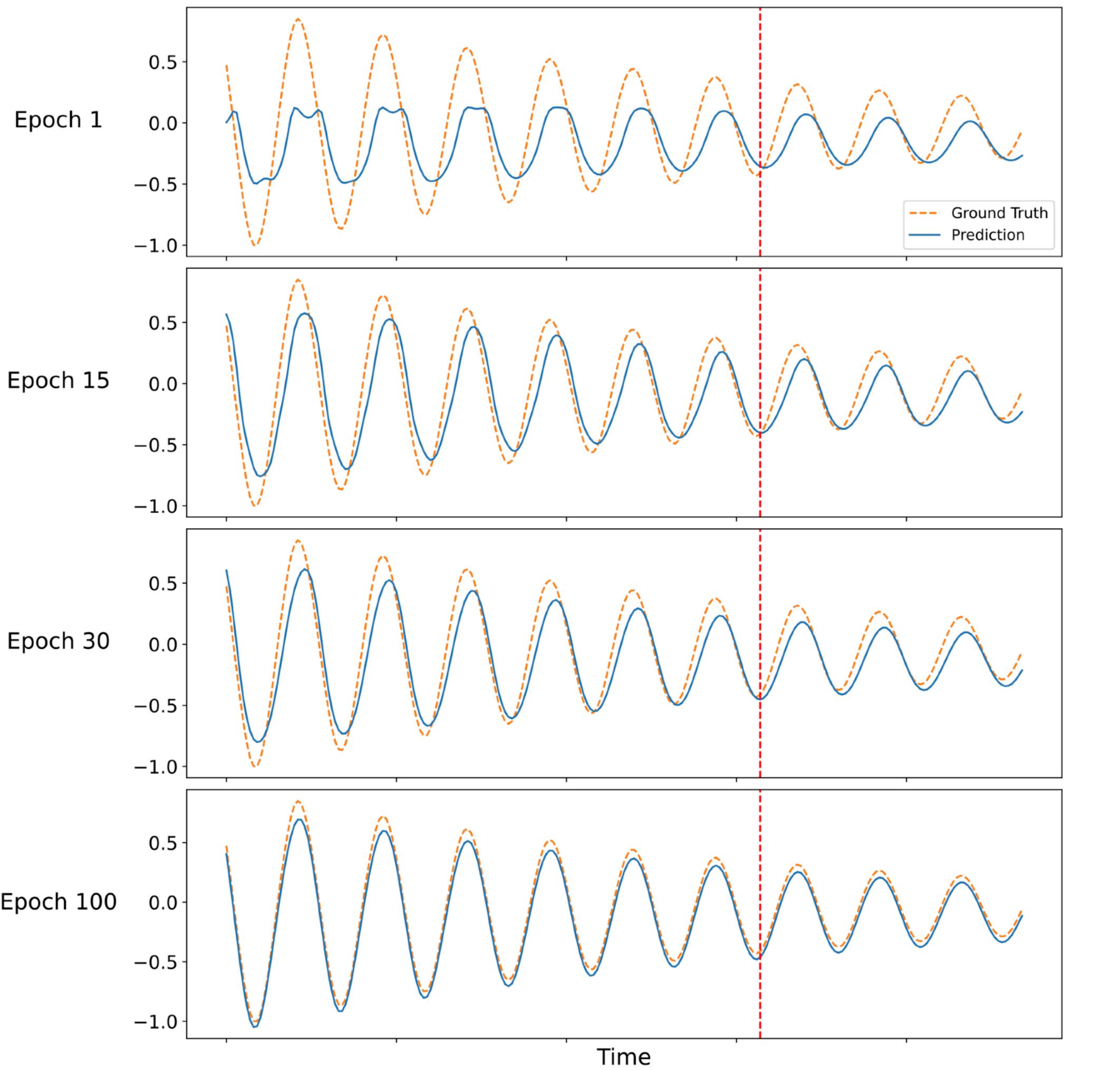
# Learning to Program a VQC



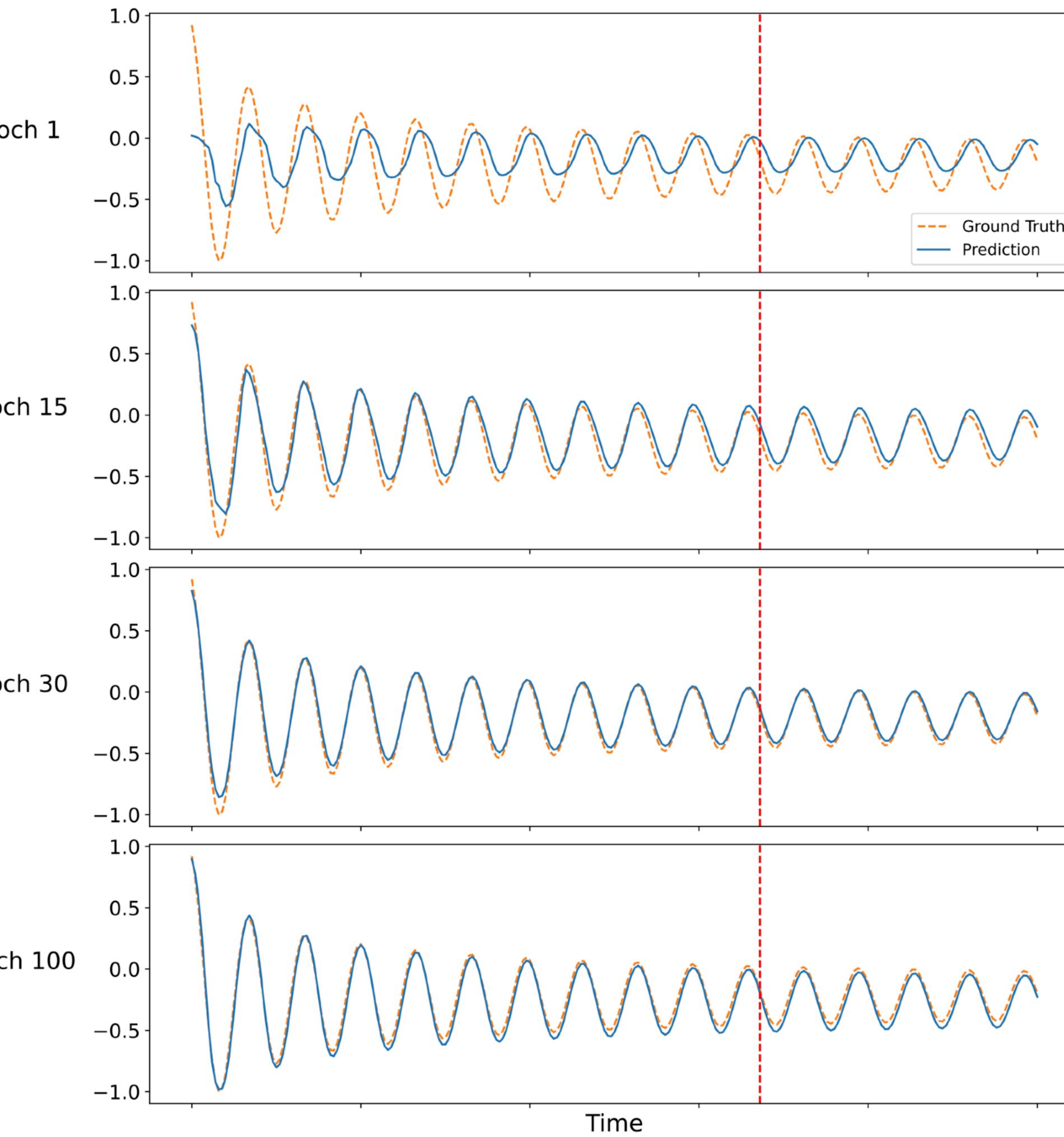
## RESULTS: TIME-SERIES MODELING - DAMPED SHM

## RESULTS: TIME-SERIES MODELING - BESSSEL FUNCTION $J_2$

	QLSTM [30]	QFWP
Epoch 1	$1.66 \times 10^{-1}/1.35 \times 10^{-2}$	$3.33 \times 10^{-1}/3.26 \times 10^{-2}$
Epoch 15	$2.89 \times 10^{-2}/5.53 \times 10^{-3}$	$7.21 \times 10^{-2}/1.65 \times 10^{-2}$
Epoch 30	$9.06 \times 10^{-3}/3.41 \times 10^{-4}$	$5.96 \times 10^{-2}/1.34 \times 10^{-2}$
Epoch 100	$2.86 \times 10^{-3}/1.94 \times 10^{-4}$	$1.09 \times 10^{-2}/2.70 \times 10^{-3}$

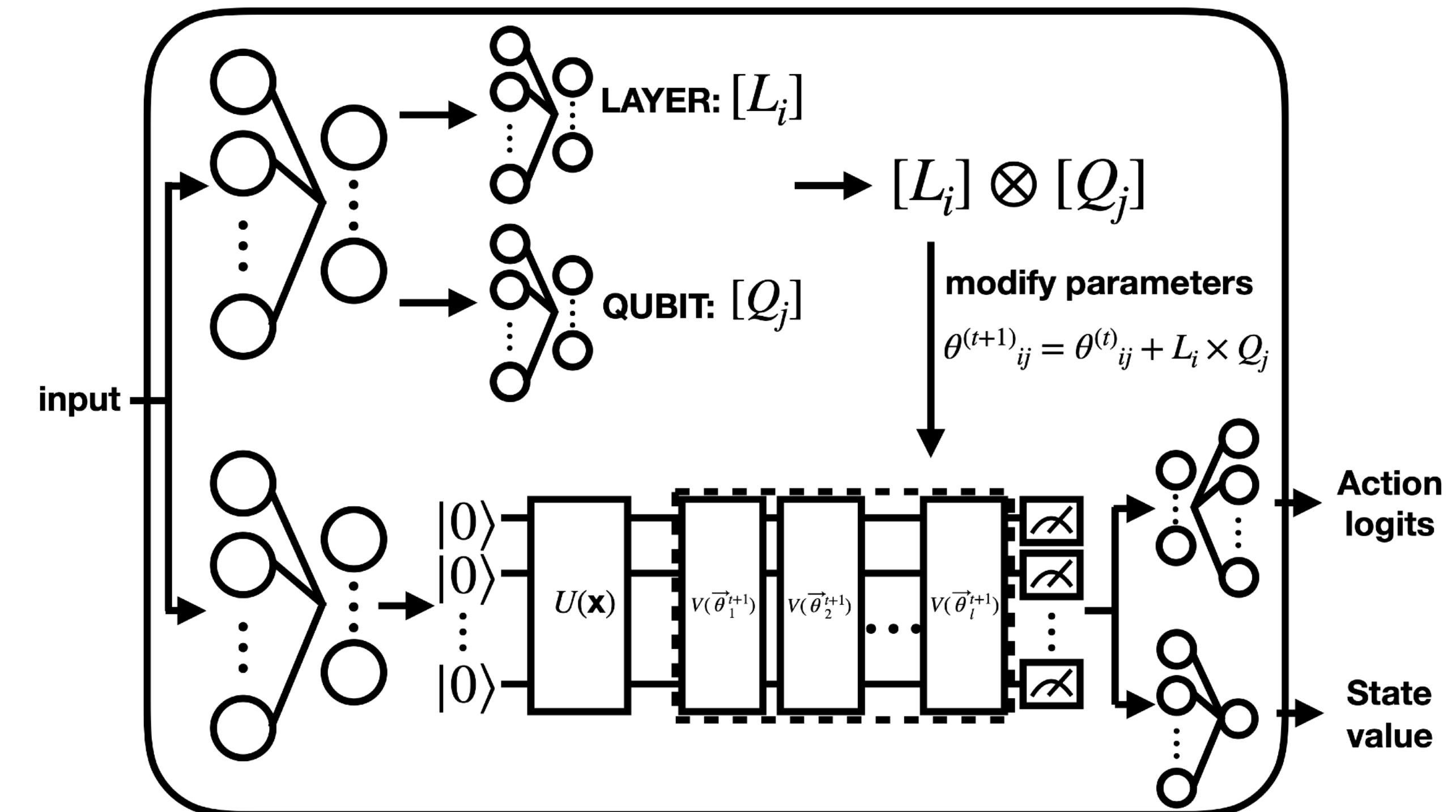


	QLSTM [30]	QFWP
Epoch 1	$1.04 \times 10^{-1}/1.66 \times 10^{-2}$	$1.17 \times 10^{-1}/1.58 \times 10^{-2}$
Epoch 15	$2.30 \times 10^{-2}/5.35 \times 10^{-3}$	$1.22 \times 10^{-2}/4.56 \times 10^{-3}$
Epoch 30	$1.27 \times 10^{-2}/2.42 \times 10^{-3}$	$5.52 \times 10^{-3}/7.80 \times 10^{-4}$
Epoch 100	$6.97 \times 10^{-4}/1.21 \times 10^{-5}$	$8.57 \times 10^{-4}/2.30 \times 10^{-3}$



# Learning to Program a VQC for RL

- Slow programmer:
  - Encoder
  - NN for quantum layers  $L_i$
  - NN for qubit index  $Q_j$
- Fast programmer:
  - 8-qubit VQC
    - $L = 2$  or  $L = 4$  VQC layers



# Learning to Program a VQC for RL

- QLSTM baseline
- 8-qubit VQC
  - 4 qubits for input
  - 4 qubits for hidden dimension
- Classical NN for dimensional reduction, actor and critic outputs.

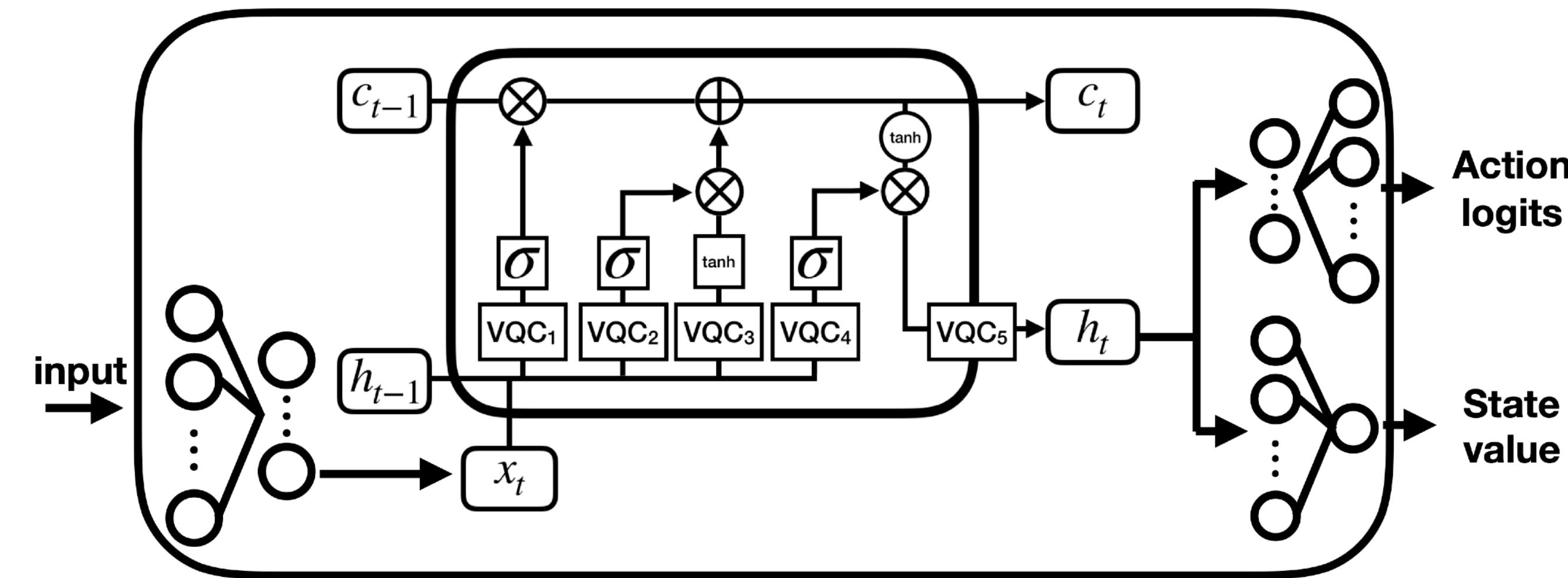
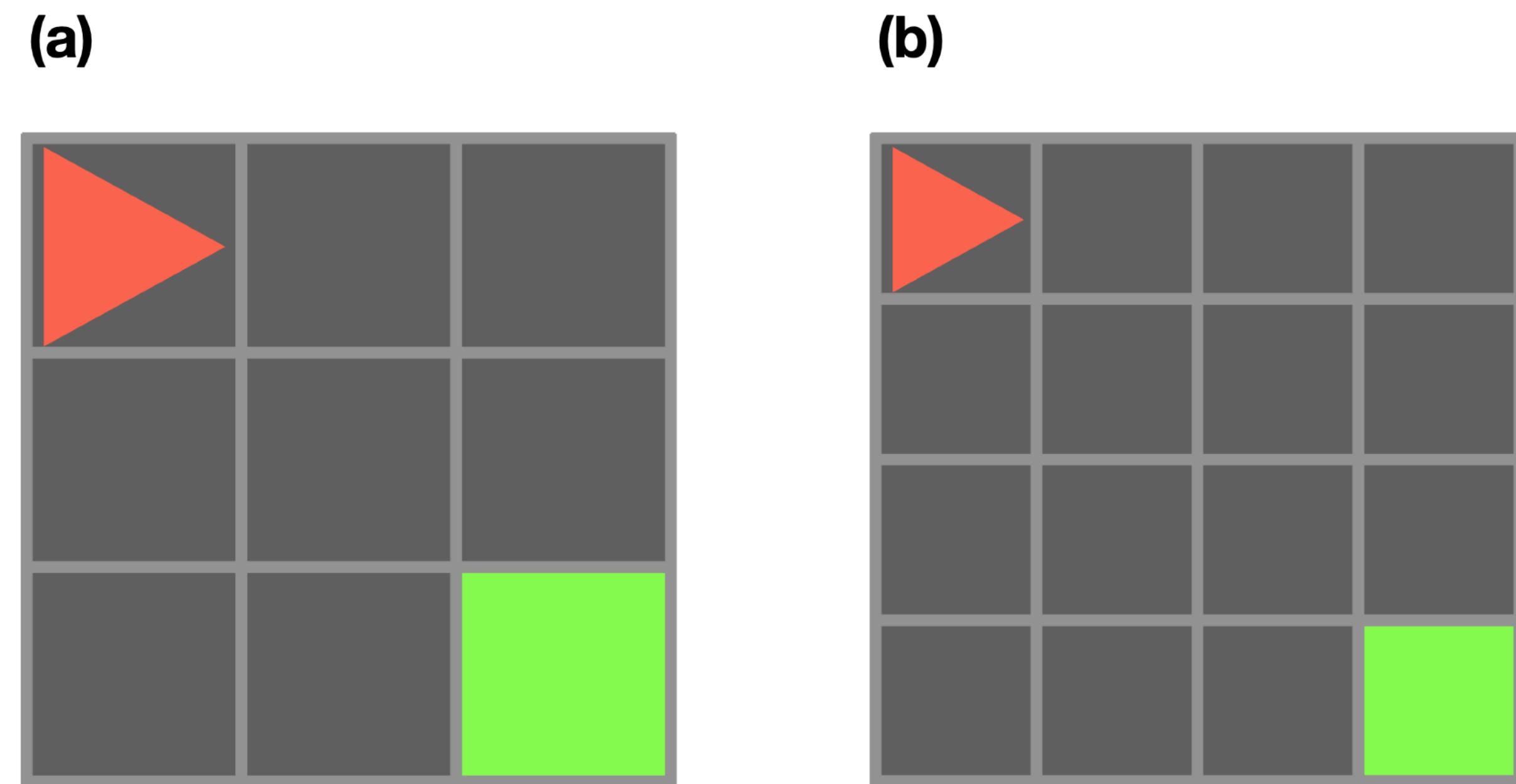


TABLE VI  
NUMBER OF PARAMETERS IN QFWP AND QLSTM MODELS IN QRL  
EXPERIMENTS.

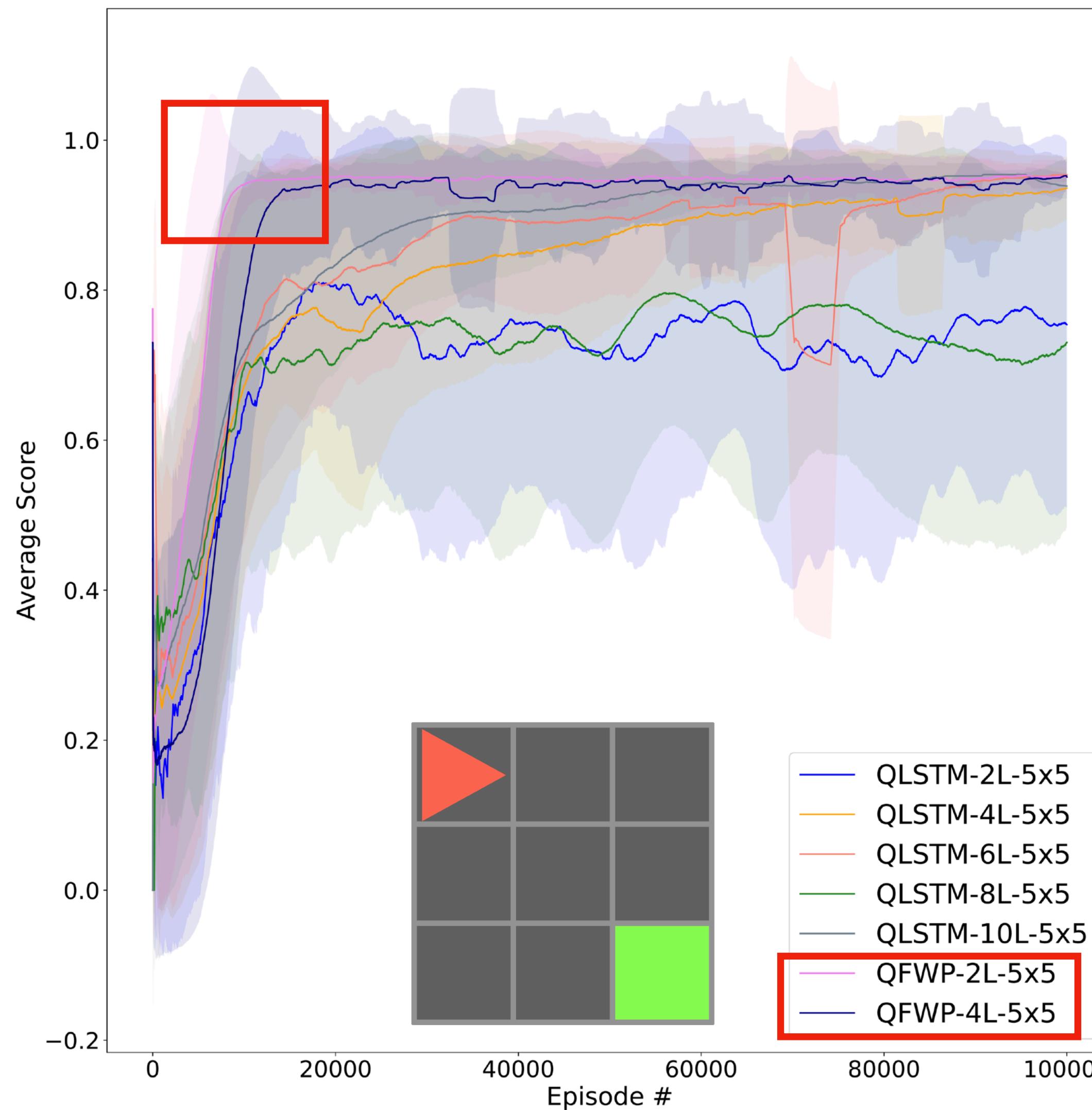
	Classical	Quantum
QLSTM-2 VQC Layer	627	240
QLSTM-4 VQC Layer	627	480
QLSTM-6 VQC Layer	627	720
QLSTM-8 VQC Layer	627	960
QLSTM-10 VQC Layer	627	1200
Quantum FWP-2 VQC Layer	2521	16
Quantum FWP-4 VQC Layer	2539	32

# Learning to Program a VQC for RL

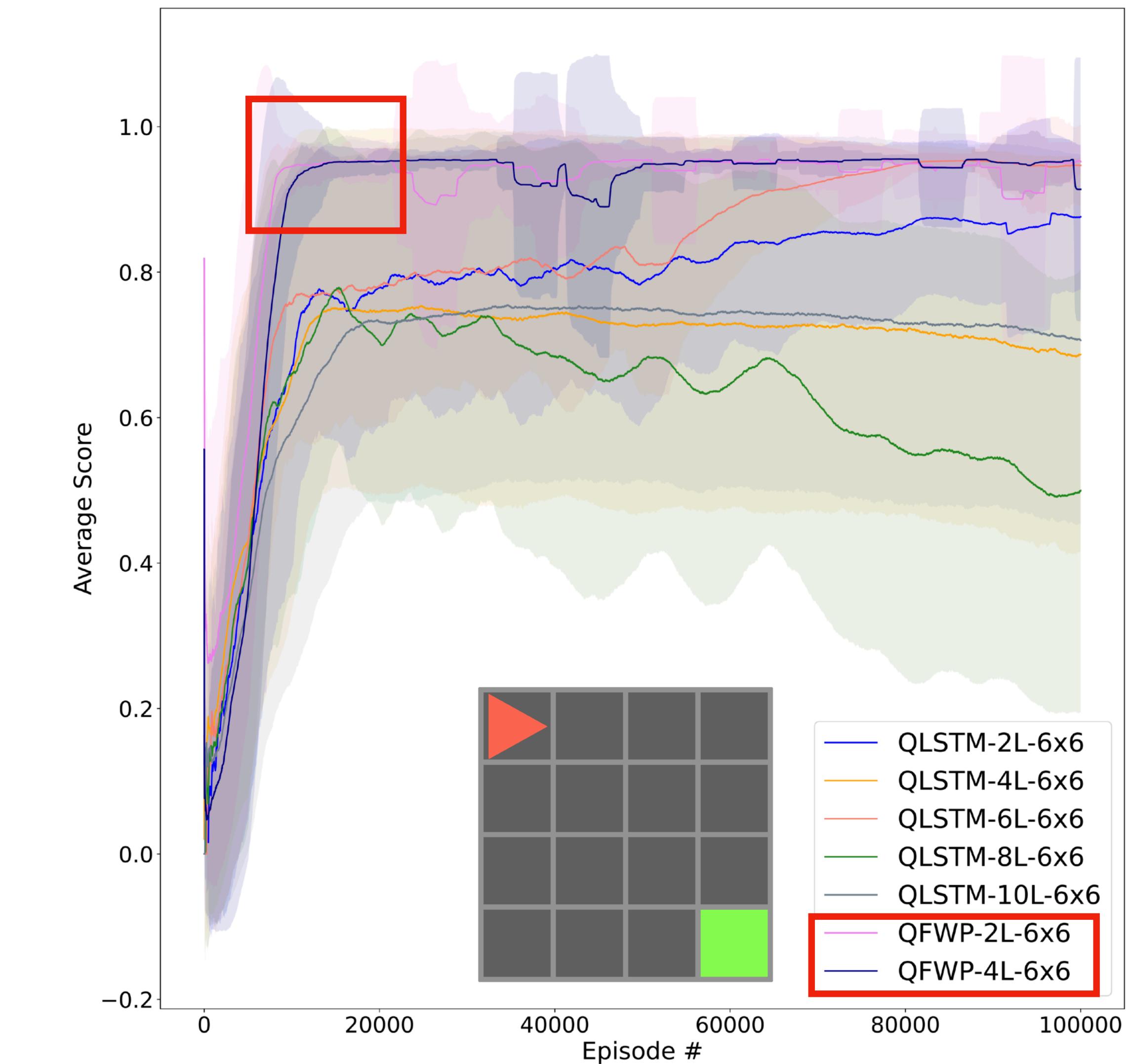
- **Observation:** 147-dimensional vector.
- **Action:** There are six actions: *turn left*, *turn right*, *move forward*, *pick up an object*, *drop the object being carried* and *toggle*. Only the first three of them are having actual effects in this case. The agent is expected to learn this fact.
- **Reward:** The agent receives a reward of 1 upon reaching the goal. A penalty is subtracted from this reward based on the formula



# Learning to Program a VQC for RL



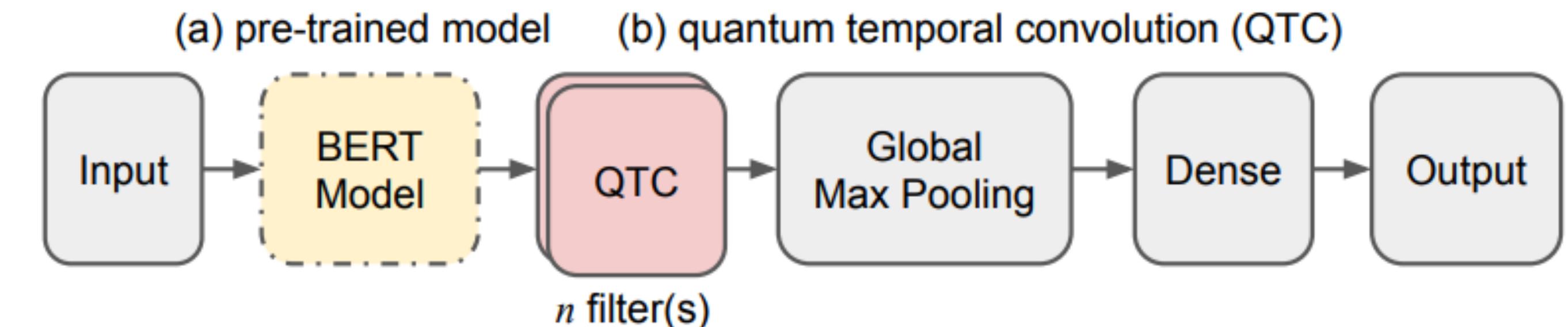
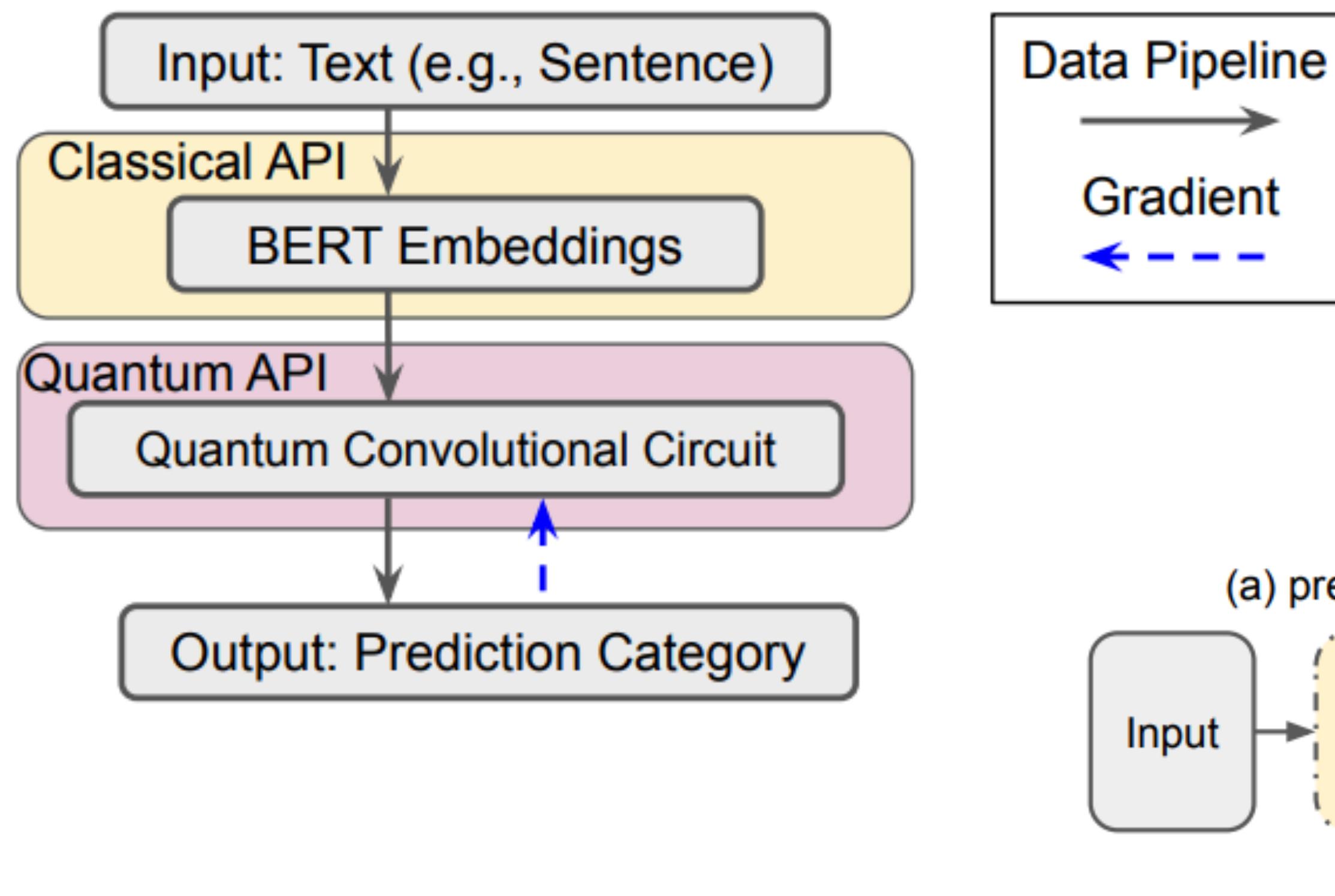
MiniGrid-Empty-5x5



MiniGrid-Empty-6x6

- **Applications**
  - **Quantum Classification**
  - **Privacy-Preserving Quantum Machine Learning (Federated Learning, Differential Privacy)**
  - **Quantum Recurrent Neural Network**
  - **Quantum Reinforcement Learning**
  - **Quantum Natural Language Processing**
  - **Quantum Neural Networks for Model Compression**

# BERT with Quantum Temporal Convolution Learning



Yang, C. H. H., Qi, J., Chen, S. Y. C., Tsao, Y., & Chen, P. Y. (2022). **When BERT Meets Quantum Temporal Convolution Learning for Text Classification in Heterogeneous Computing**. *arXiv preprint arXiv:2203.03550*. ICASSP 2022

# BERT with Quantum Temporal Cone Learning

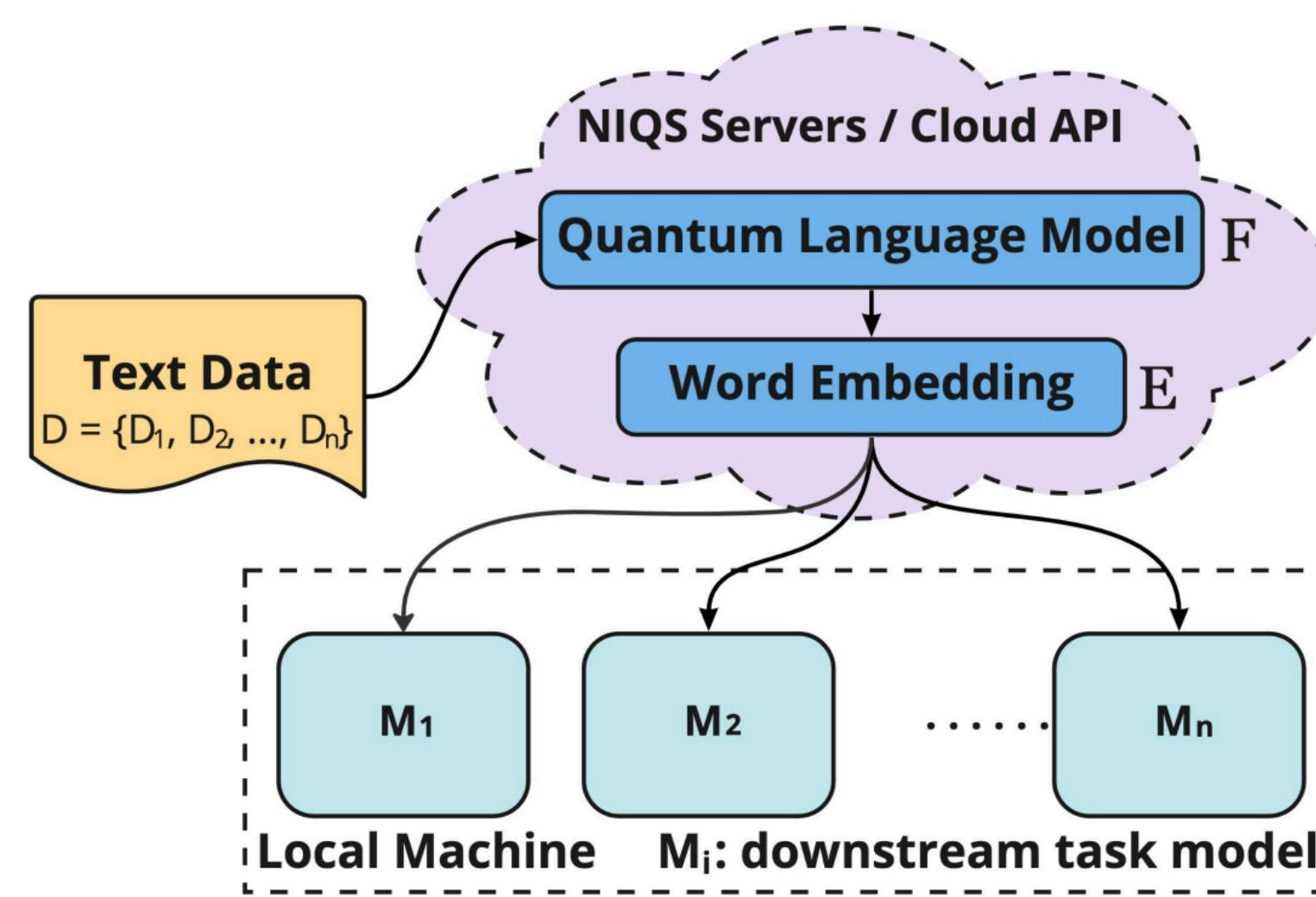
**Table 3:** Average accuracy on intent classification for Snips with a set of different number (n) of convolutional filter and kernel size (k).

Embedding	word2vec				BERT				
	(n,k)	(1,4)	(2,2)	(2,3)	(2,4)	(1,4)	(2,2)	(2,3)	(2,4)
TCN	TCN	82.02	83.37	82.90	83.15	95.48	95.23	95.12	95.27
QTC	QTC	<b>83.32</b>	<b>83.94</b>	<b>83.61</b>	<b>84.64</b>	<b>96.41</b>	<b>96.42</b>	<b>96.62</b>	<b>96.44</b>

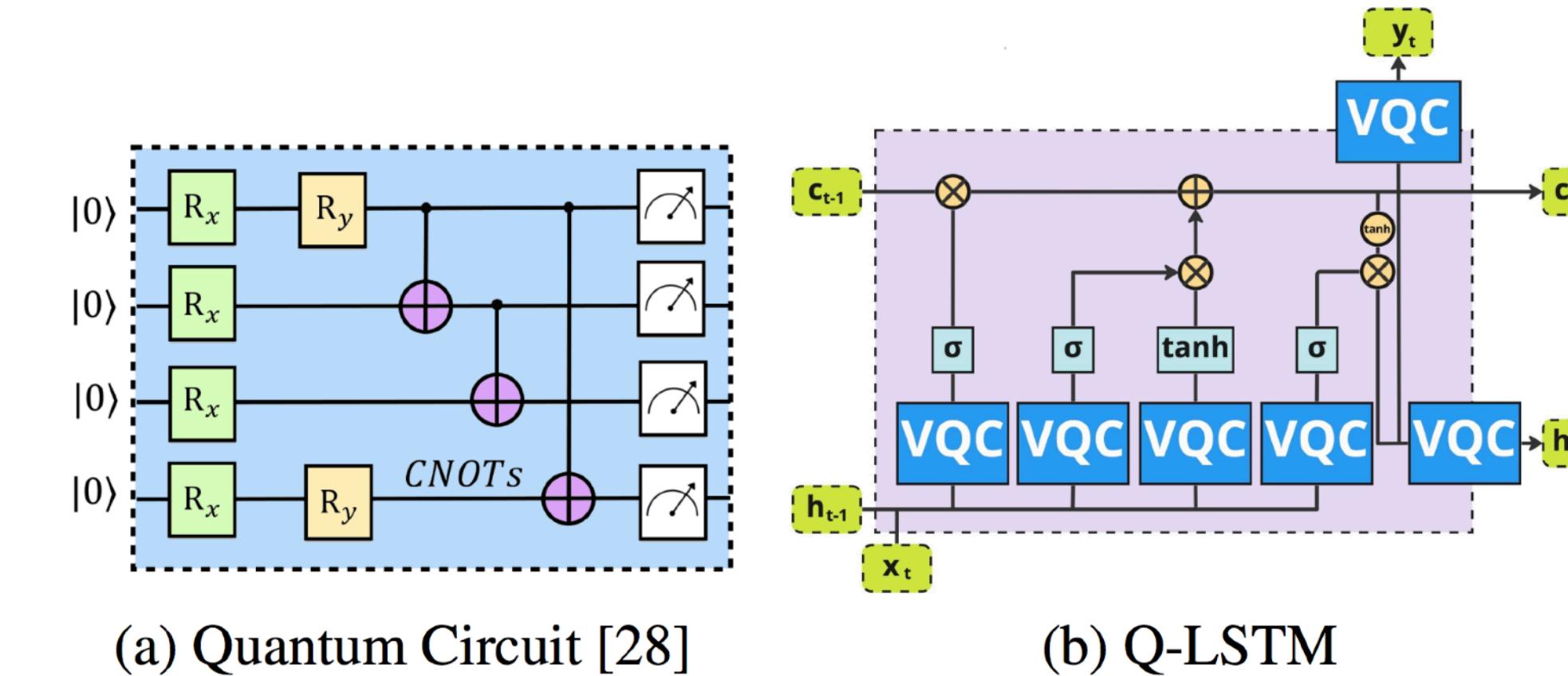
**Table 4:** Average accuracy on intent classification for ATIS<sub>7</sub> with a set of different number (n) of convolutional filter and kernel size (k).

Embedding	word2vec				BERT				
	(n,k)	(1,4)	(2,2)	(2,3)	(2,4)	(1,4)	(2,2)	(2,3)	(2,4)
TCN	TCN	80.09	80.22	80.91	82.34	95.18	95.03	94.95	95.23
QTC	QTC	<b>81.42</b>	<b>82.49</b>	<b>83.82</b>	<b>83.95</b>	<b>96.69</b>	<b>96.92</b>	<b>96.32</b>	<b>96.98</b>

# Quantum Language Models



**Fig. 1:** Decentralized Quantum Language Model Pipeline. Text data is trained on language model on NISQ servers, the word embeddings are transferred to downstream models  $M_i$



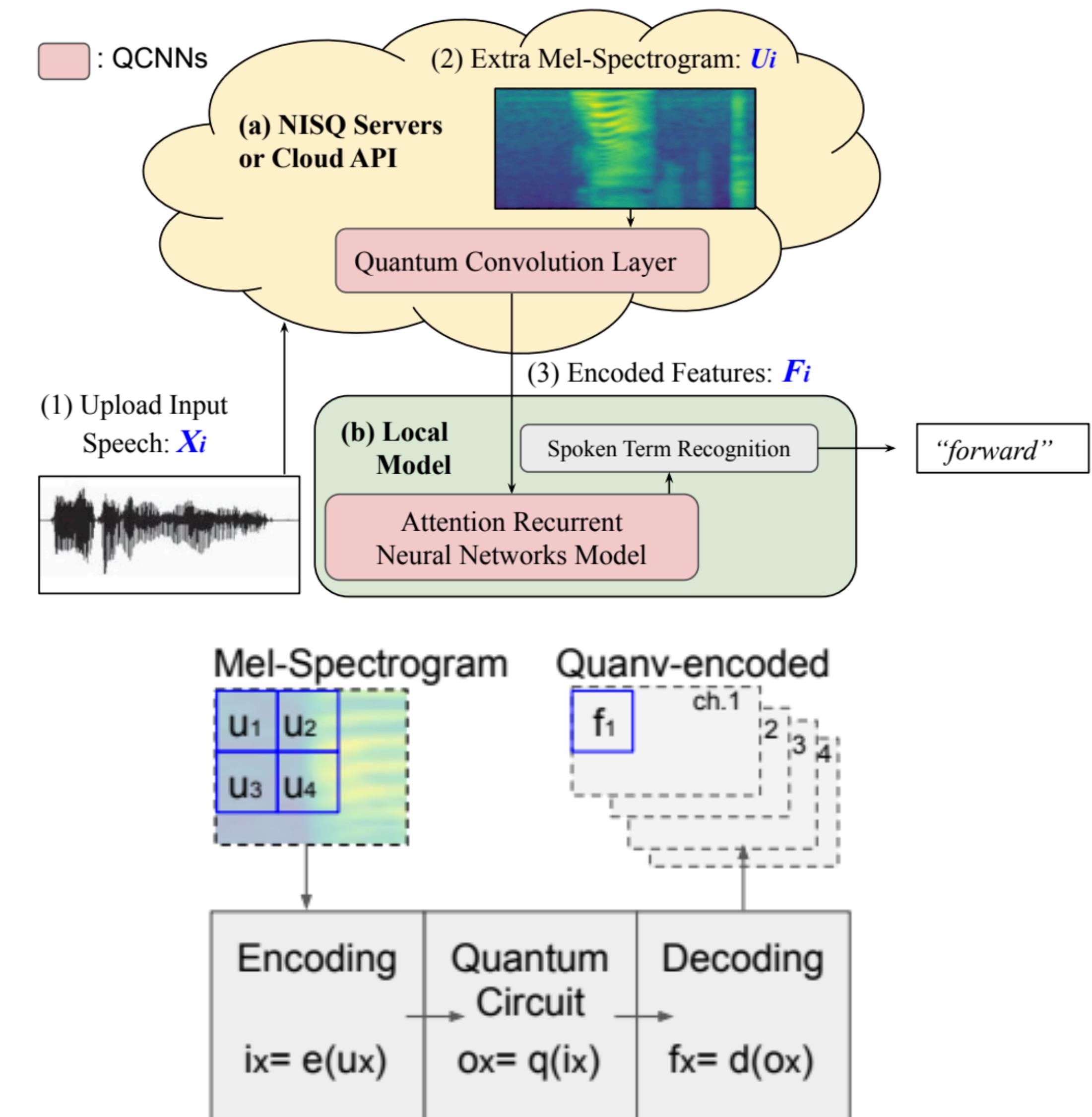
**Fig. 2:** Model Architecture

PLM	LSTM	Q-LSTM (4q)
accuracy	0.928	0.934
weighted f1	0.93	0.93

**Table 2:** SA Performance on Multilingual Twitter Dataset

# Quantum Speech Recognition

- Vertical federated learning
- Speech input are first processed into Mel spectrogram and then sent into a quantum layer for encoding (on the cloud ).
- The encoded features are used to train the acoustic model (on user devices).
- Can reduce model parameter leakage.

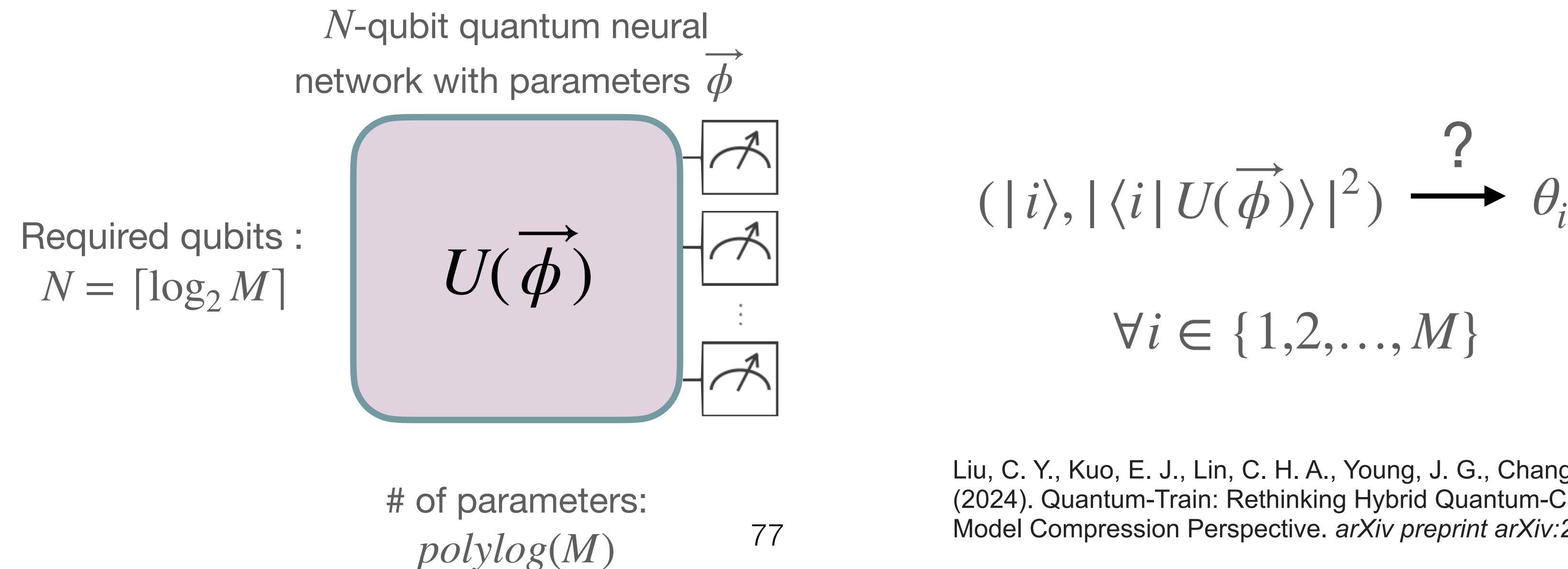


- **Applications**
  - **Quantum Classification**
  - **Privacy-Preserving Quantum Machine Learning (Federated Learning, Differential Privacy)**
  - **Quantum Recurrent Neural Network**
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  - **Quantum Neural Networks for Model Compression**

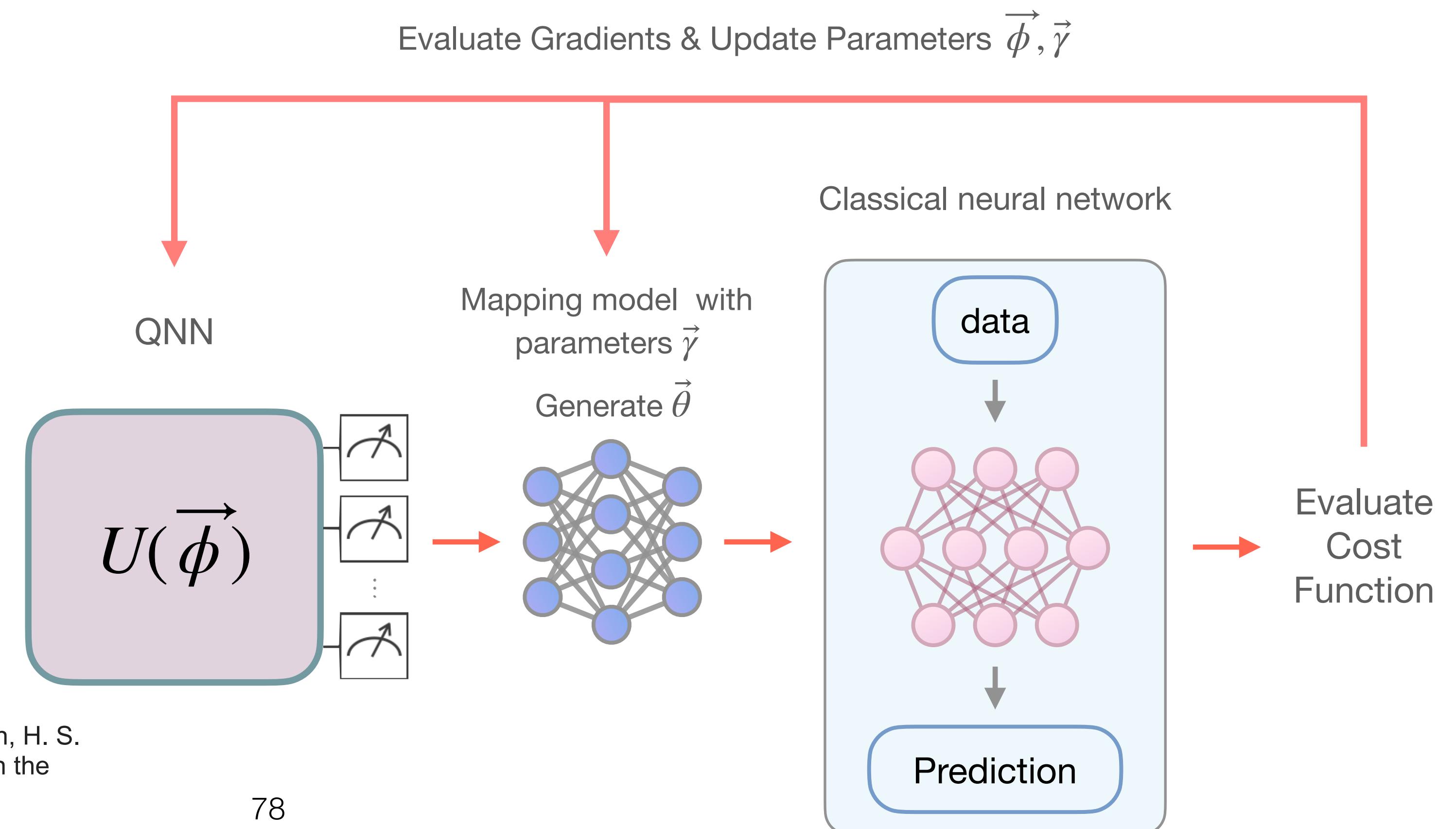
- Challenges of training a QNN:
  - Challenges of data encoding
  - Quantum hardware requirement during inference
- Is there a way of leveraging the best part from both the quantum and classical NN?

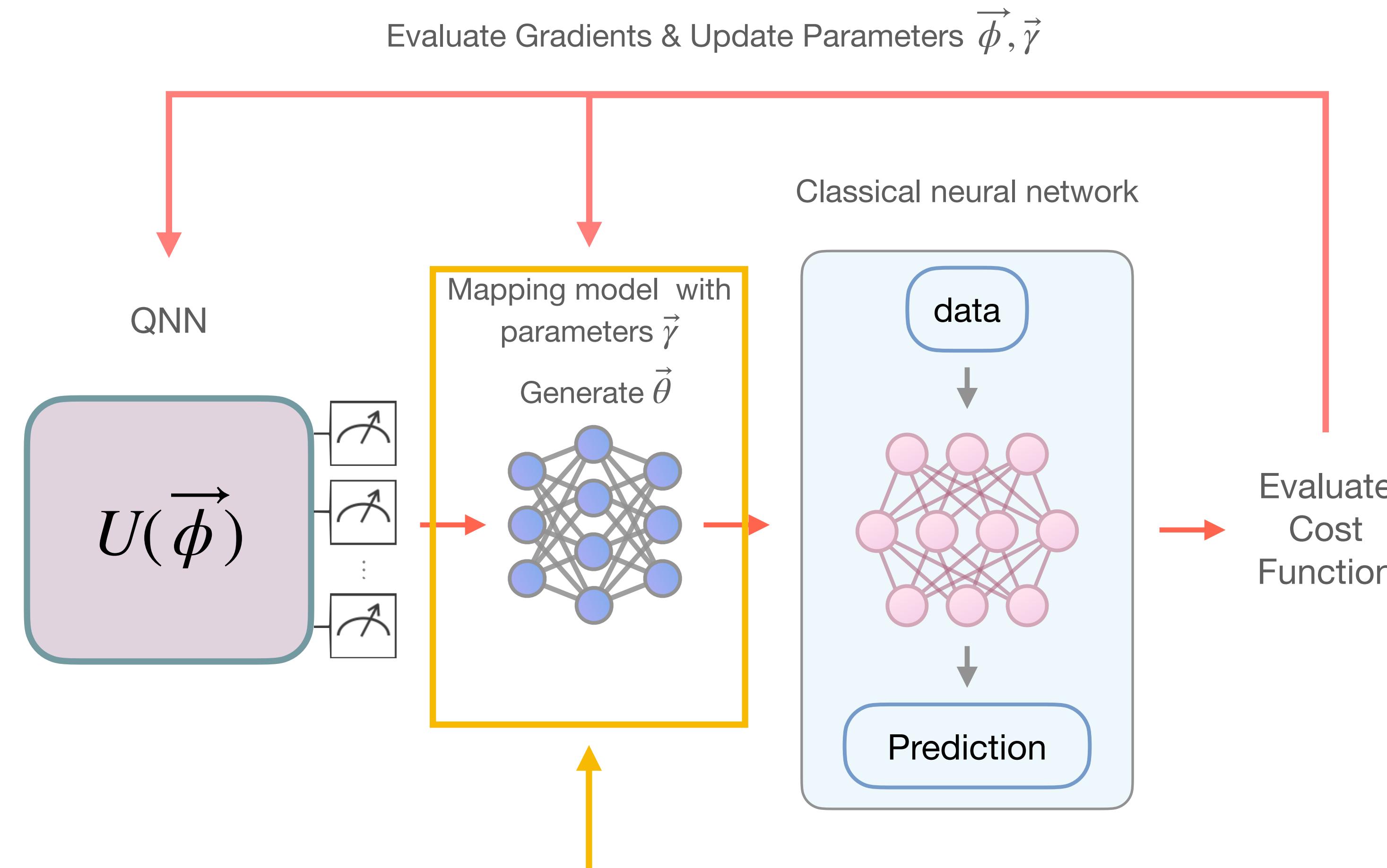
# Hilbert space is a BIG place!

- Instead of preparing  $M$  initial parameters, we attempt to generate these  $M$  parameters using a QNN  $U(\vec{\phi})$  with  $N = \lceil \log_2 M \rceil$  qubits.
- The size of the Hilbert space is  $2^N = 2^{\lceil \log_2 M \rceil} \geq M$  such that each probability  $|\langle i | U(\vec{\phi}) \rangle|^2$  of a computational basis  $|i\rangle$  could correspond to one of the parameters in  $\vec{\theta}$ .
- Assuming the QNN has a polynomial depth of layers, the number of parameters is  $\text{polylog}(M)$ .

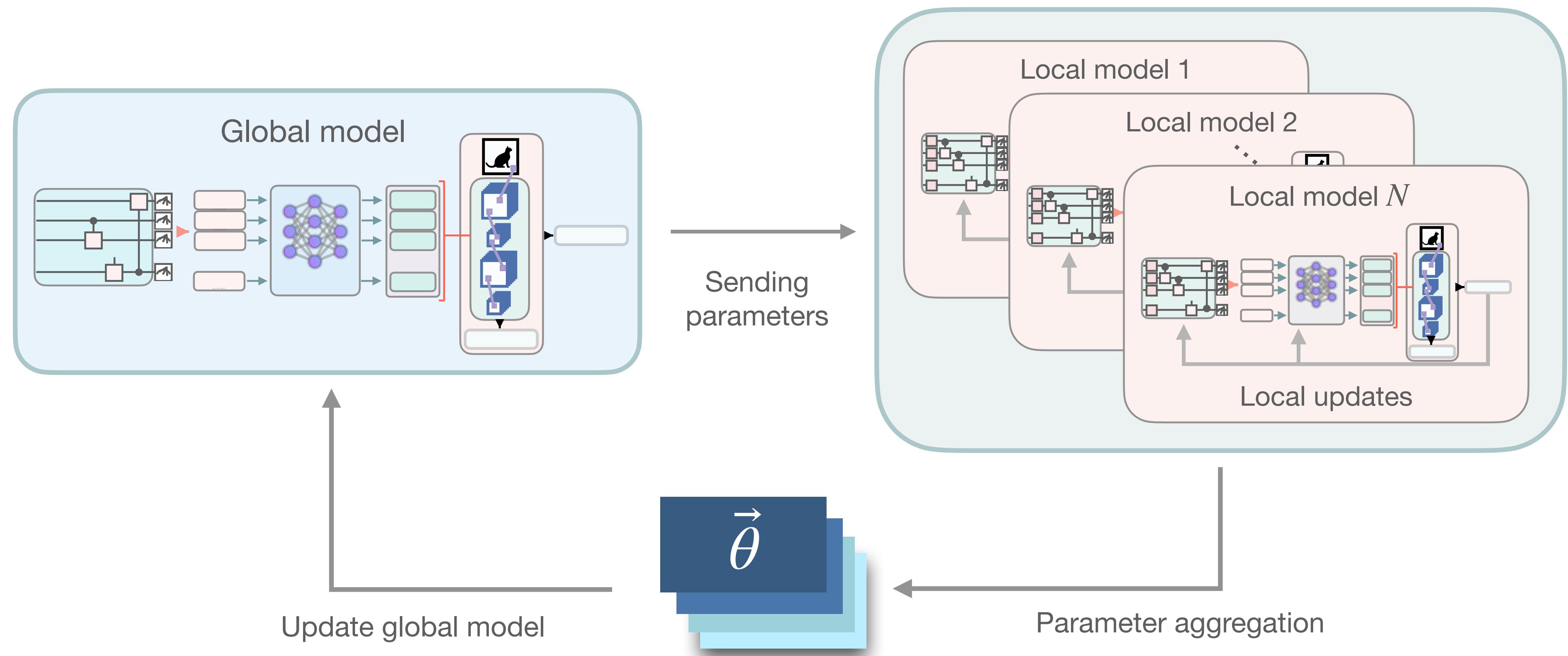


- “Generate” the classical NN parameters by QNN
- The “trained” result is a classical NN





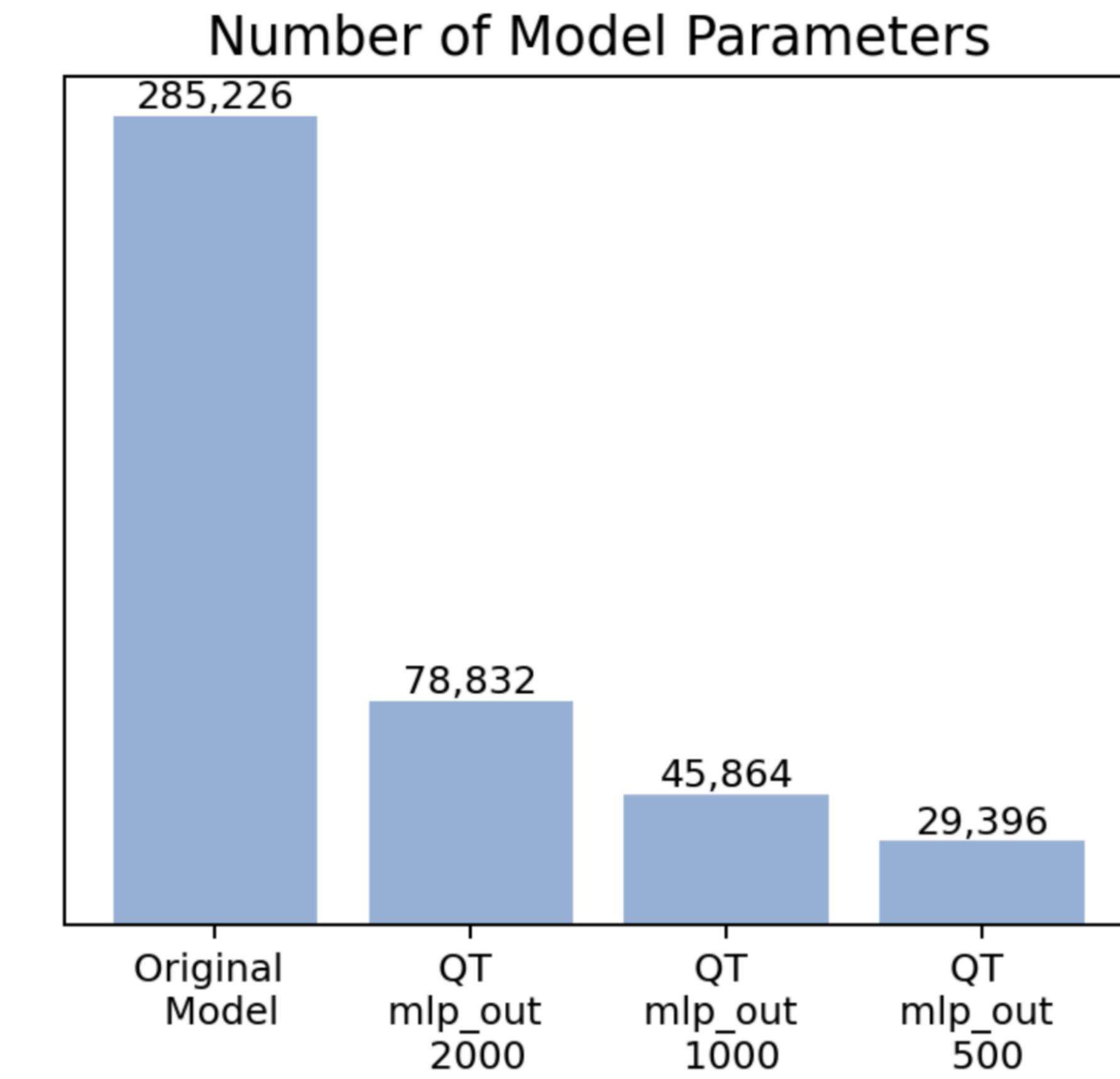
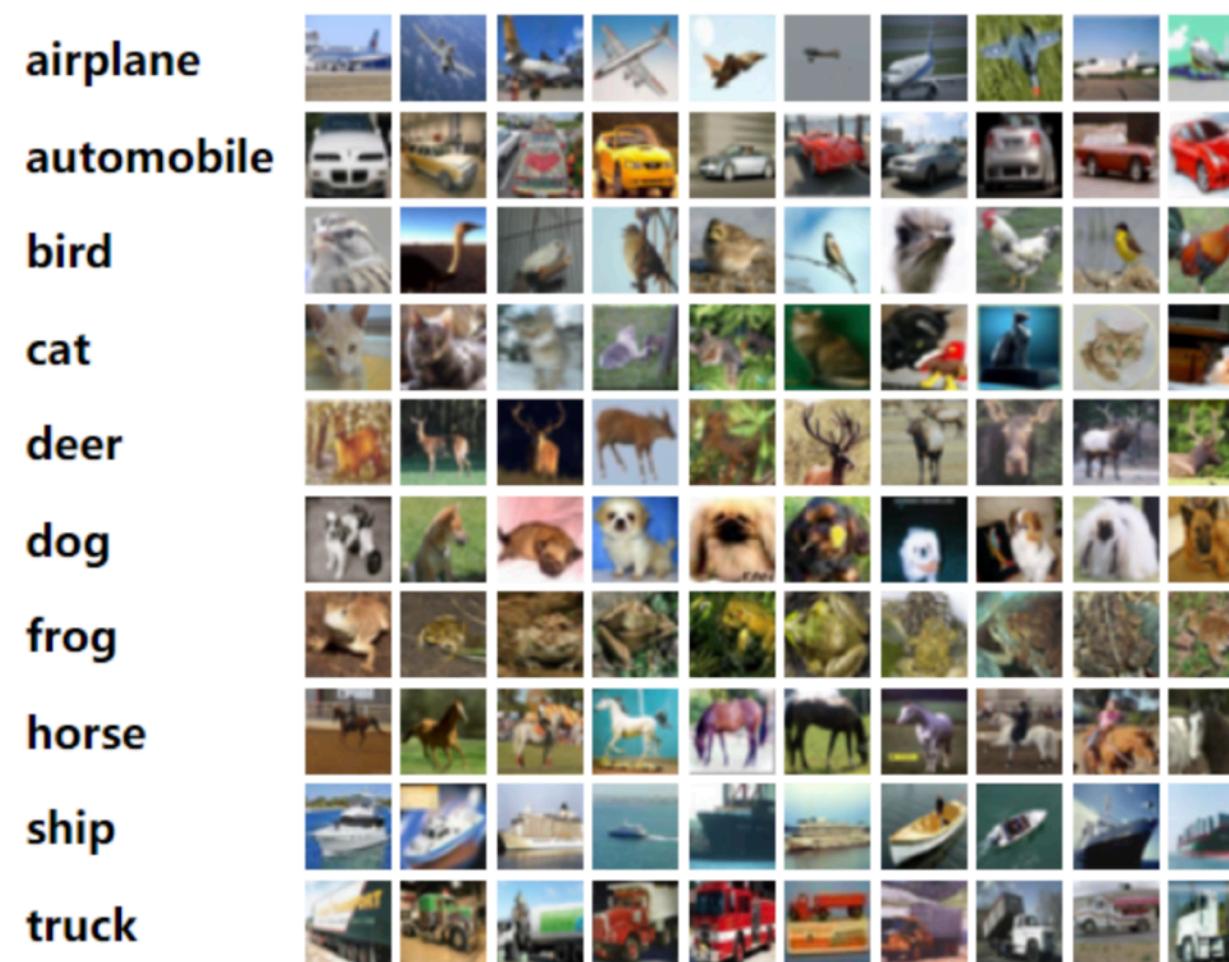
Mapping model is required to transform (rescale) the expectation values.



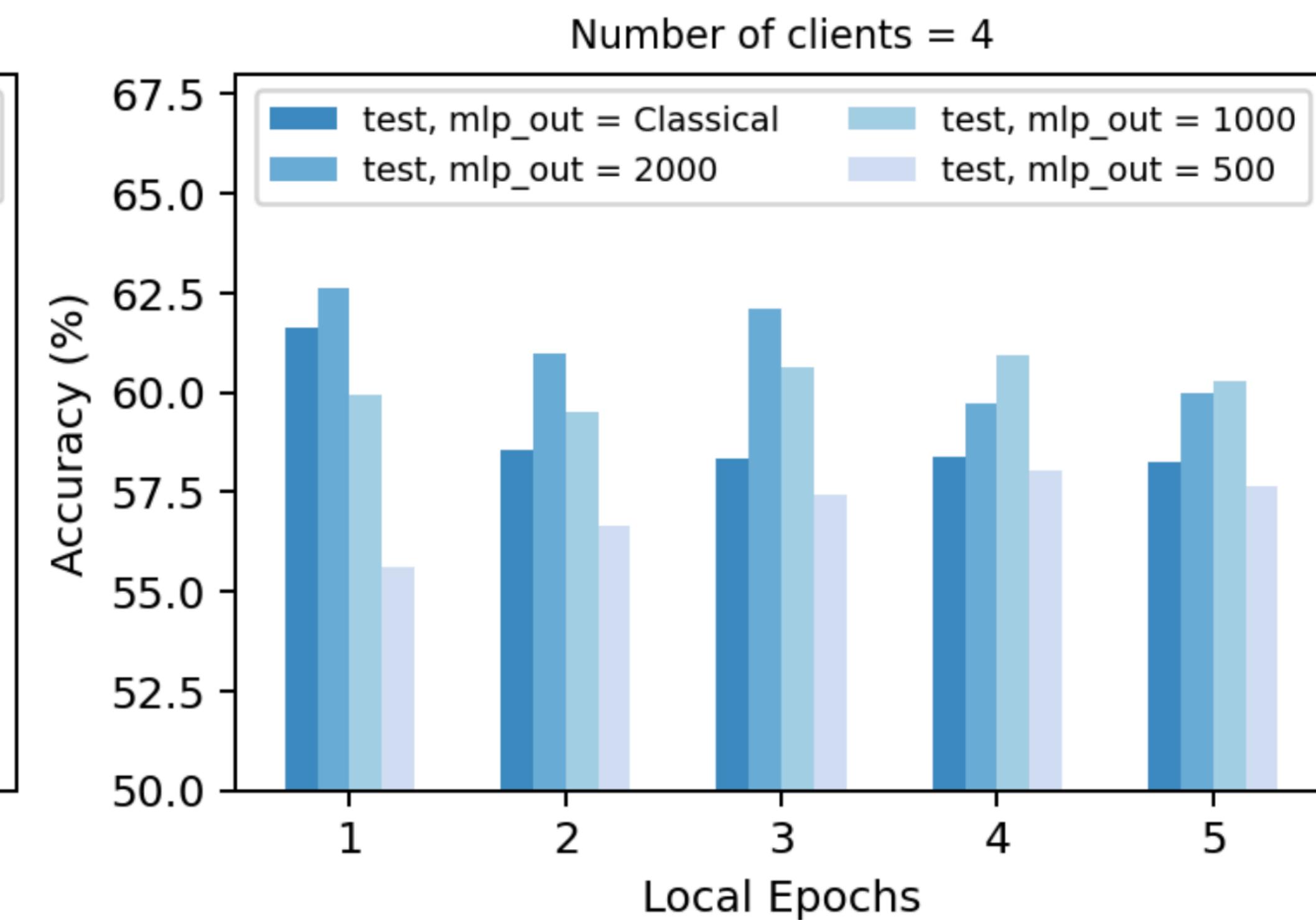
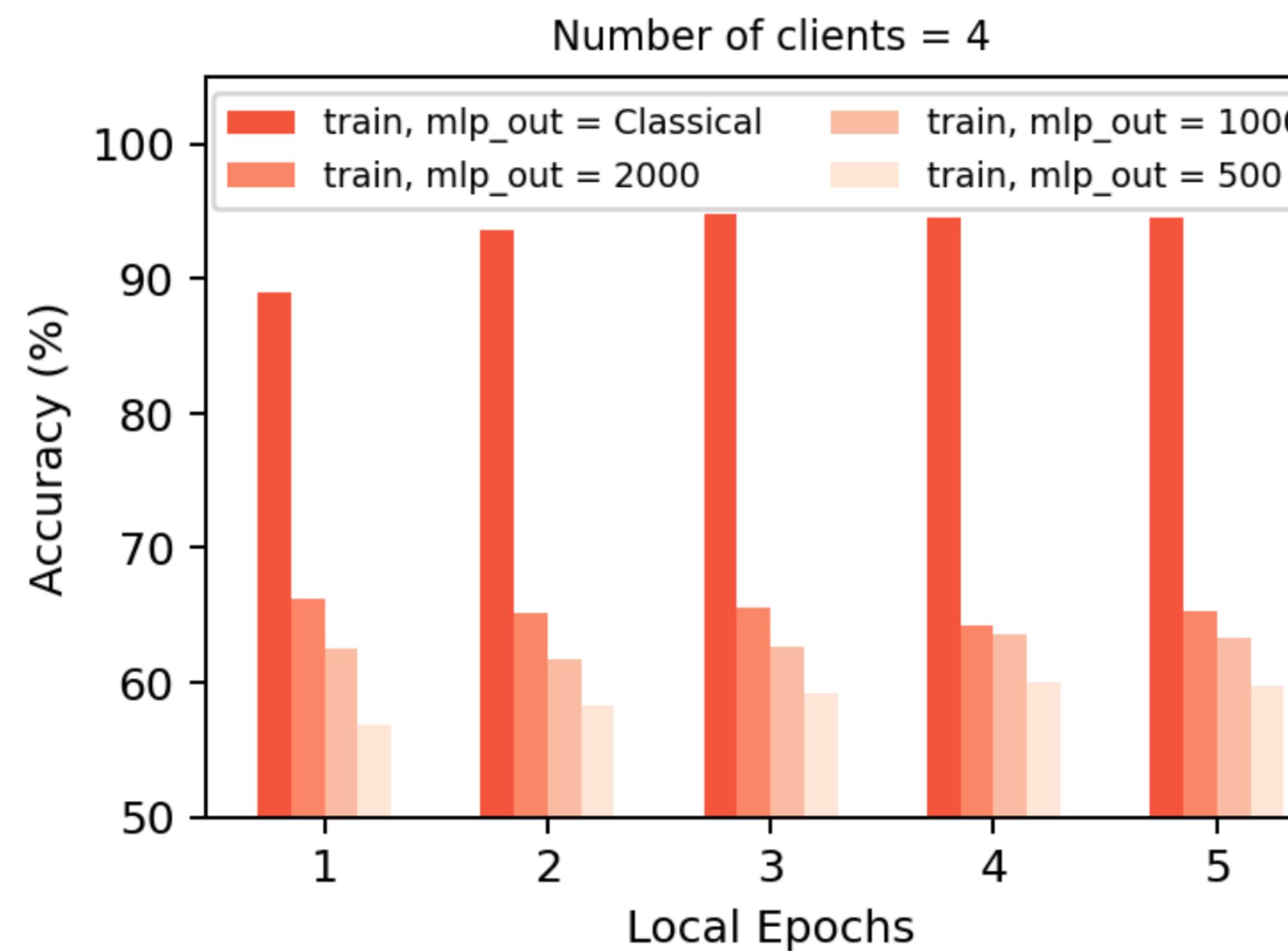
# Use less training parameters by QT

- VGG-like CNN with 285226 parameters
- QT-BG2000 with 78832 parameters
- QT-BG1000 with 45864 parameters
- QT-BG500 with 29396 parameters

CIFAR-10 dataset



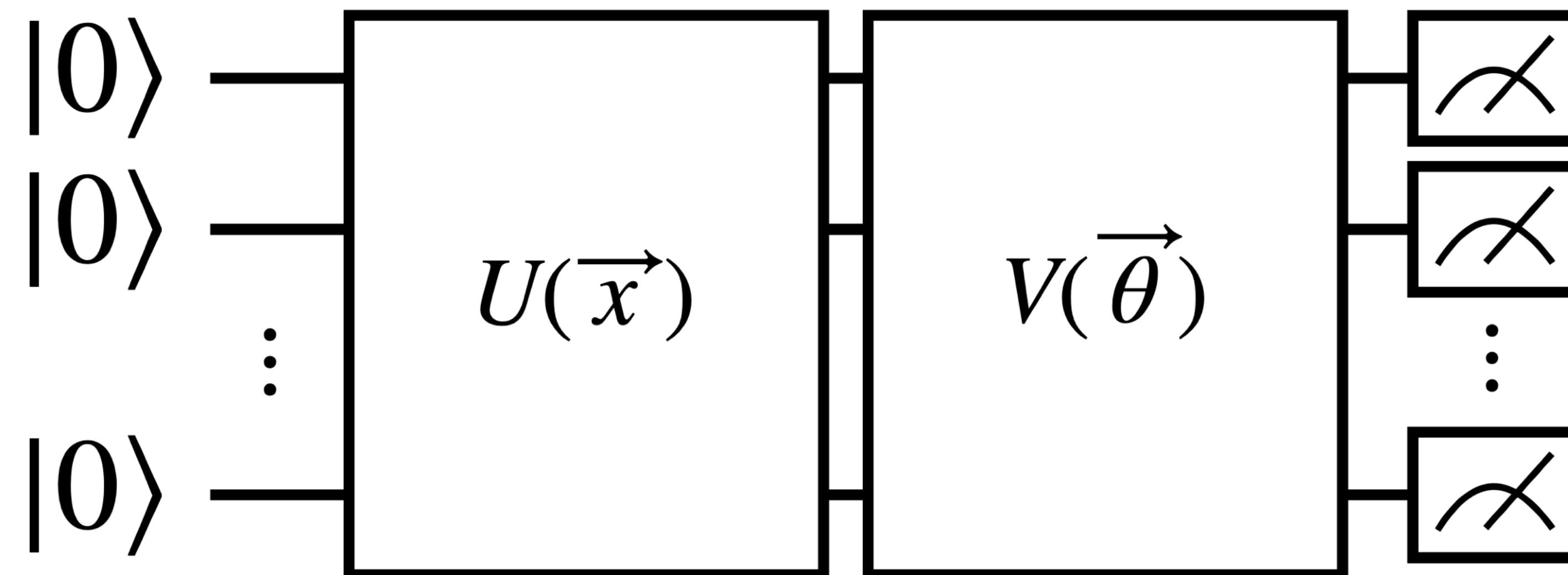
Quantum-Train closing the gap between training acc and testing acc,  
the so called *generalization error!* (arXiv:2405.11304)



- **Fundamentals of Quantum Computing**
- **Hybrid Quantum-Classical Paradigm**
- **Variational Quantum Circuits (a.k.a Parameterized Quantum Circuits)**
- **Applications**
- **Machine Learning for Quantum Machine Learning Model Design**
- **Challenges in Quantum Machine Learning**
- **Conclusion and Outlook**

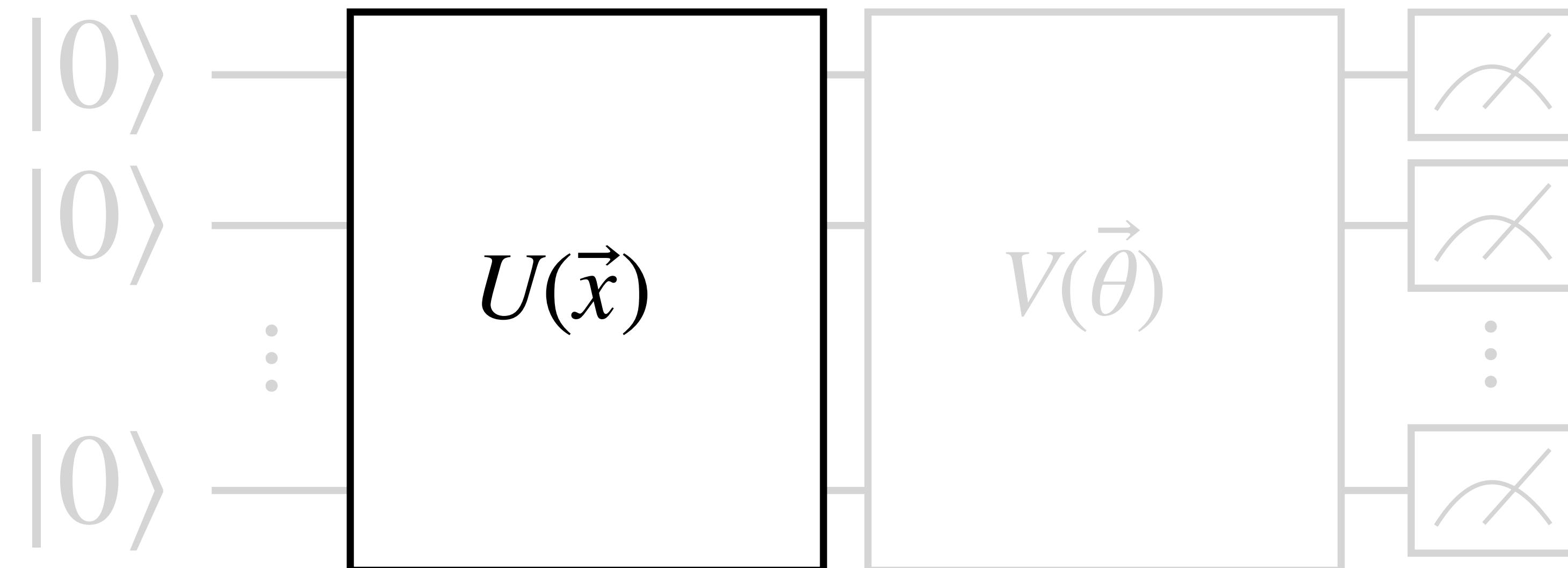
# Quantum Circuit Design Challenges

Given a problem, we want to build something like this:



# Quantum Circuit Design Challenges

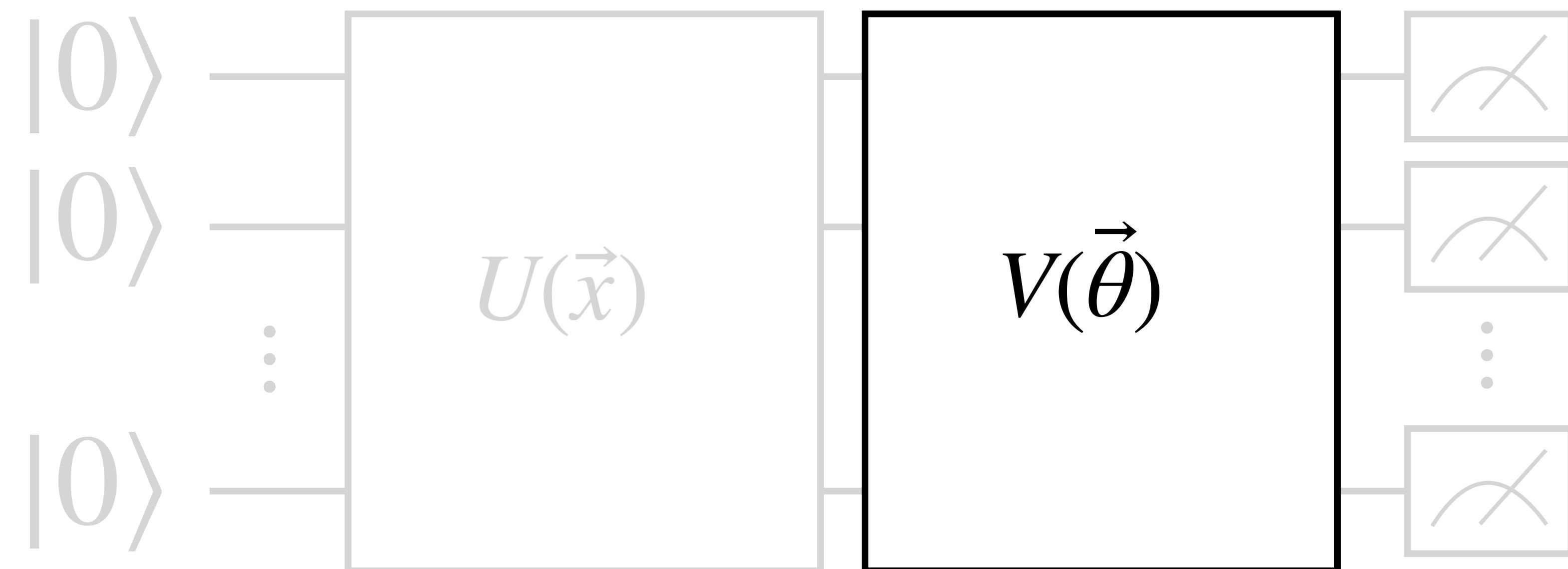
What should be those components?



How to design the “encoding circuit”?

# Quantum Circuit Design Challenges

What should be those components?



How to design the “**variational circuit**”?

# Quantum Circuit Design Challenges

- There are many options for both **encoding circuit** and **variational circuit**.
- Different **initial circuit**, **entanglement structures**, **rotation gates** ( $R_X, R_Y, R_Z$ )

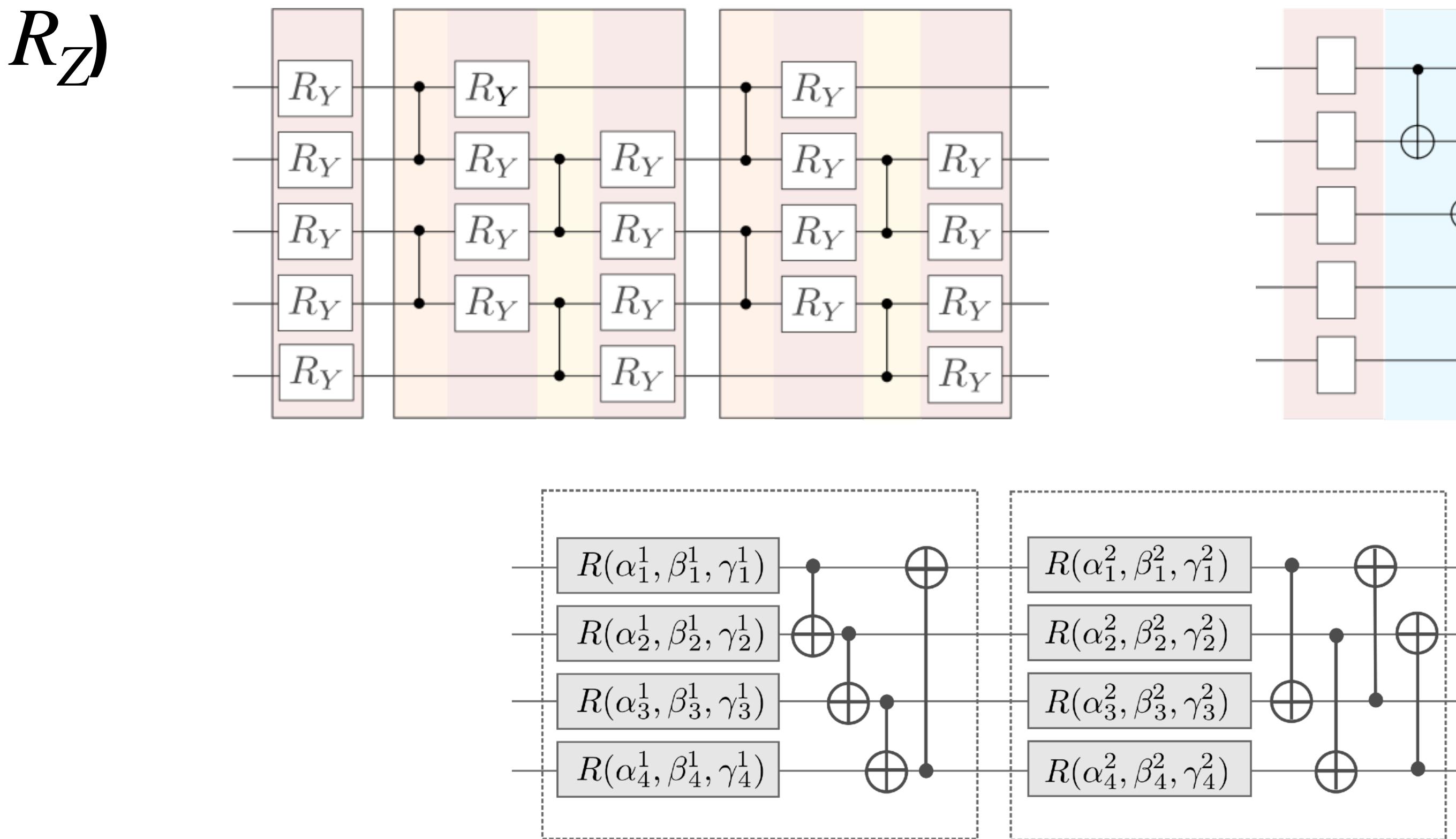


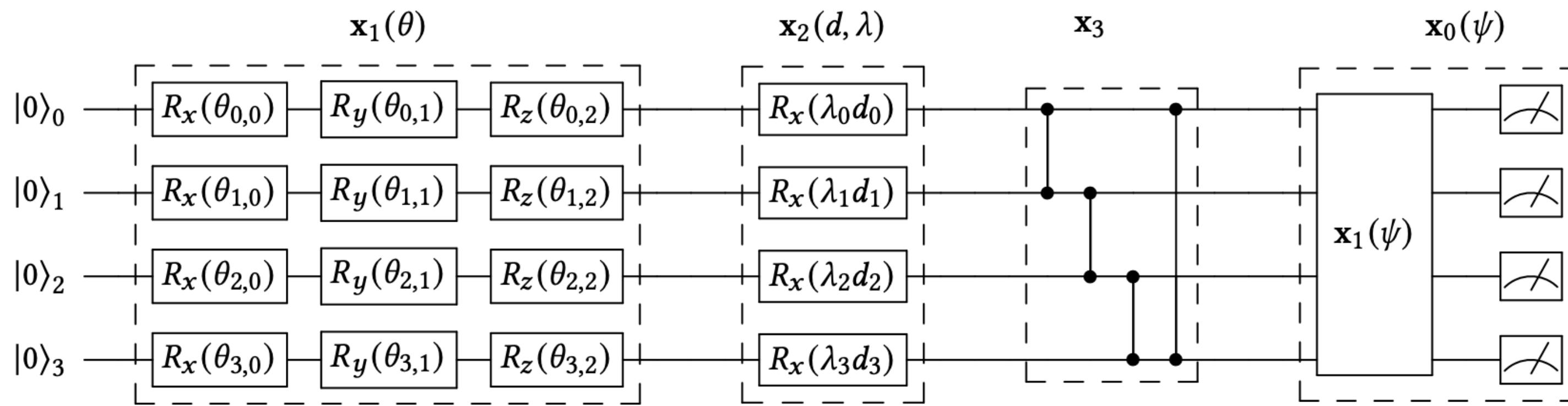
Image credit: PennyLane.ai

# Quantum Architecture Search

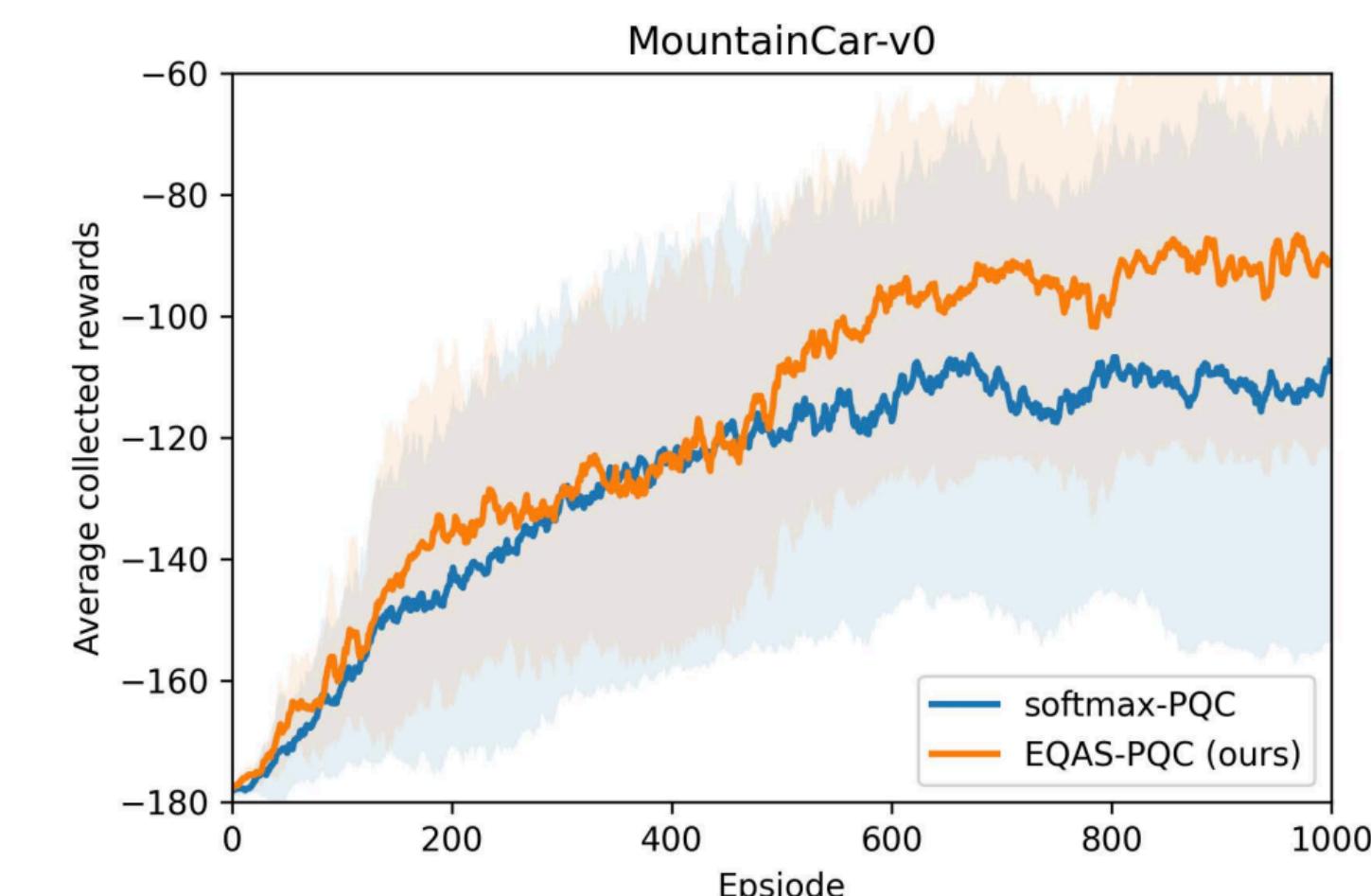
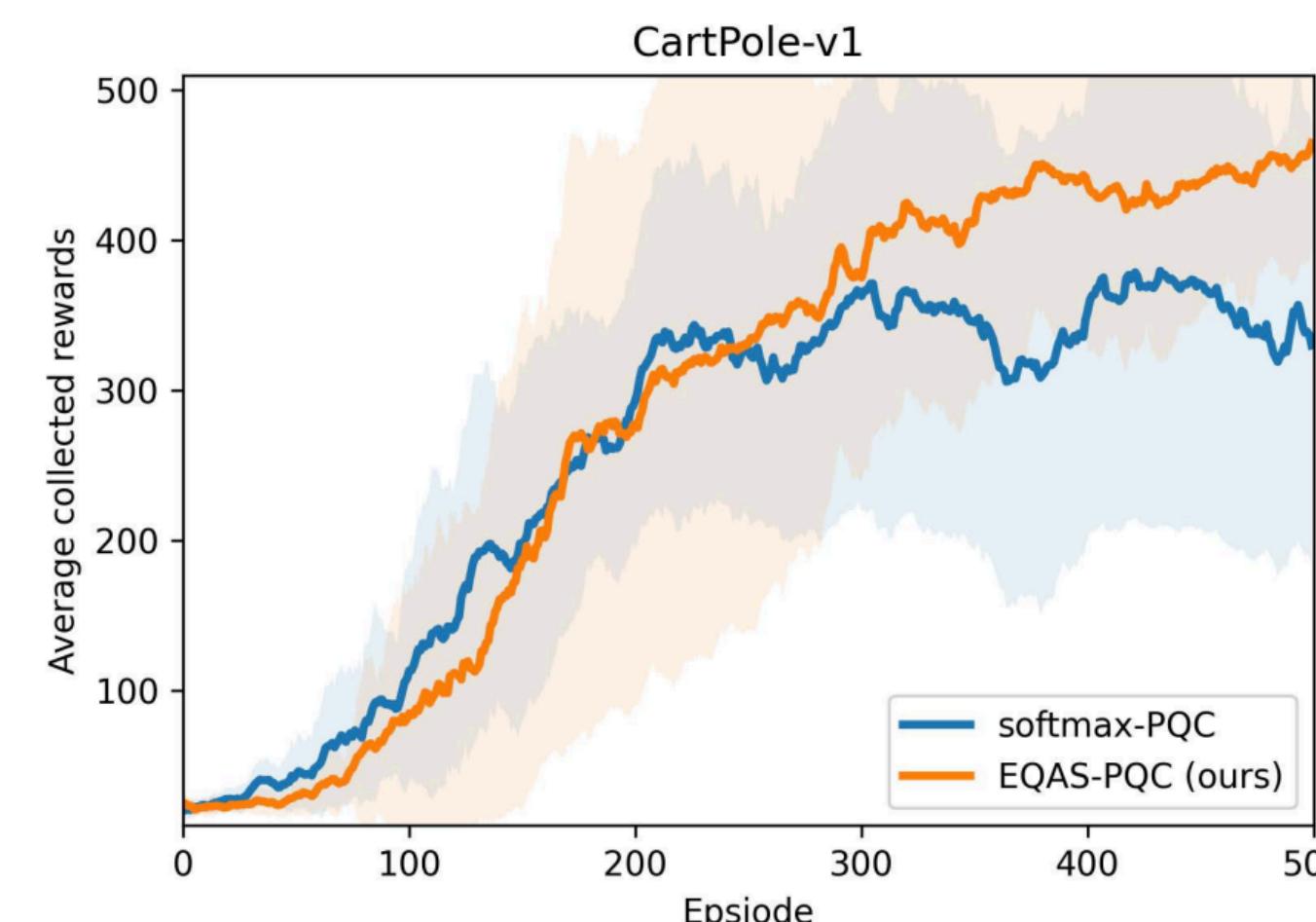
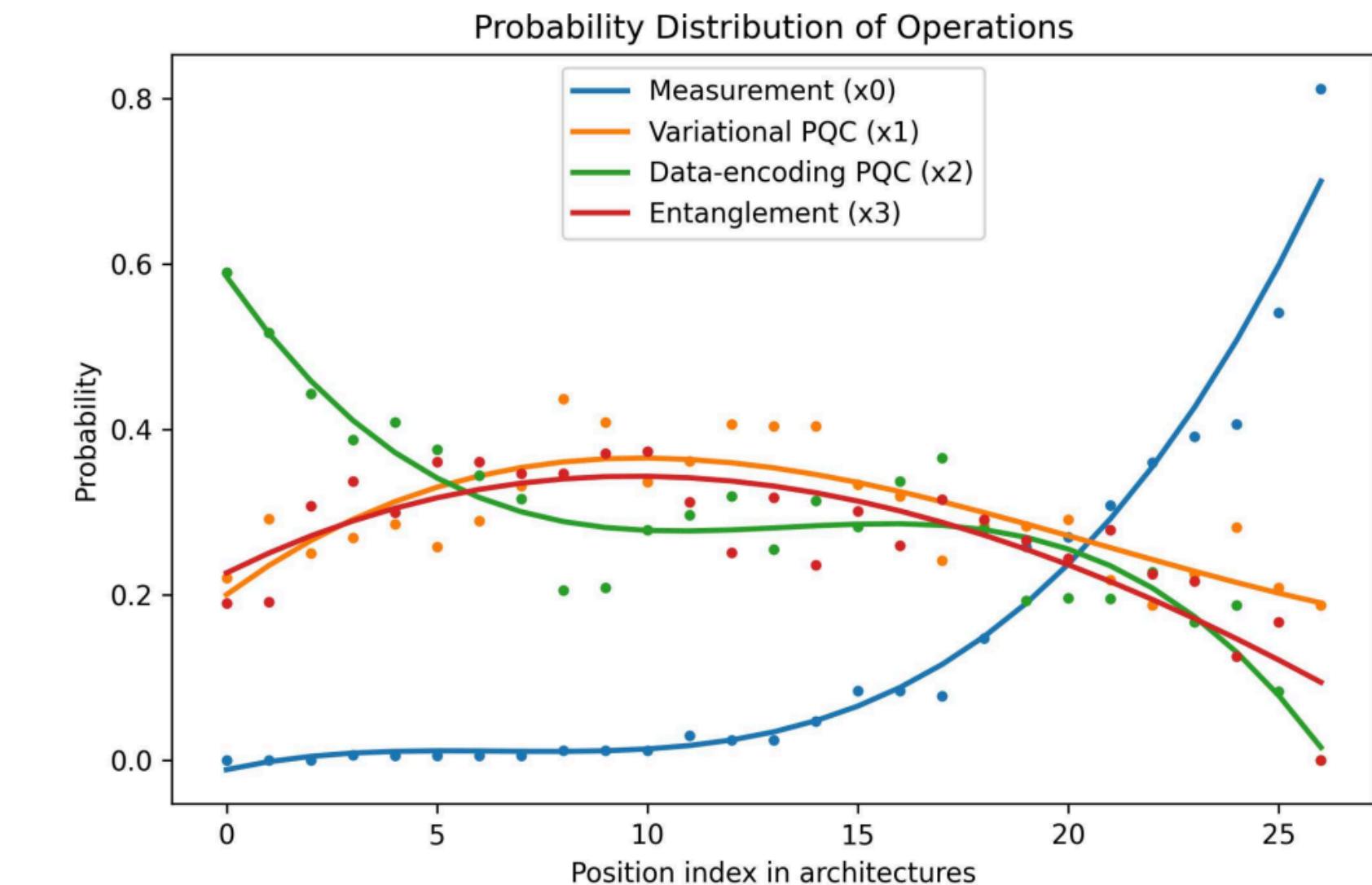
- Evolutionary Optimization
- Reinforcement Learning
- Differentiable Search

# Evolutionary QAS

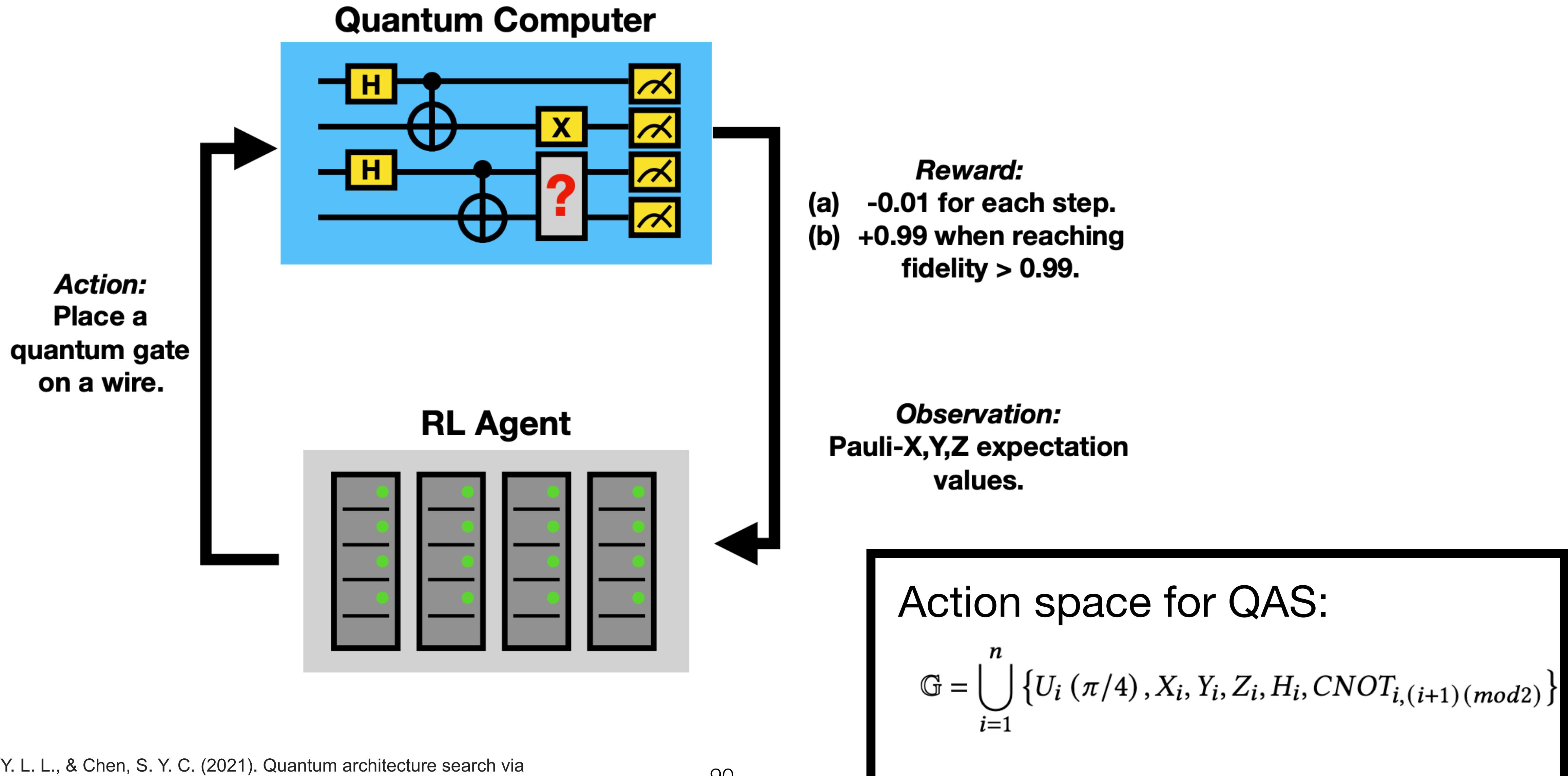
- Evolutionary Optimization



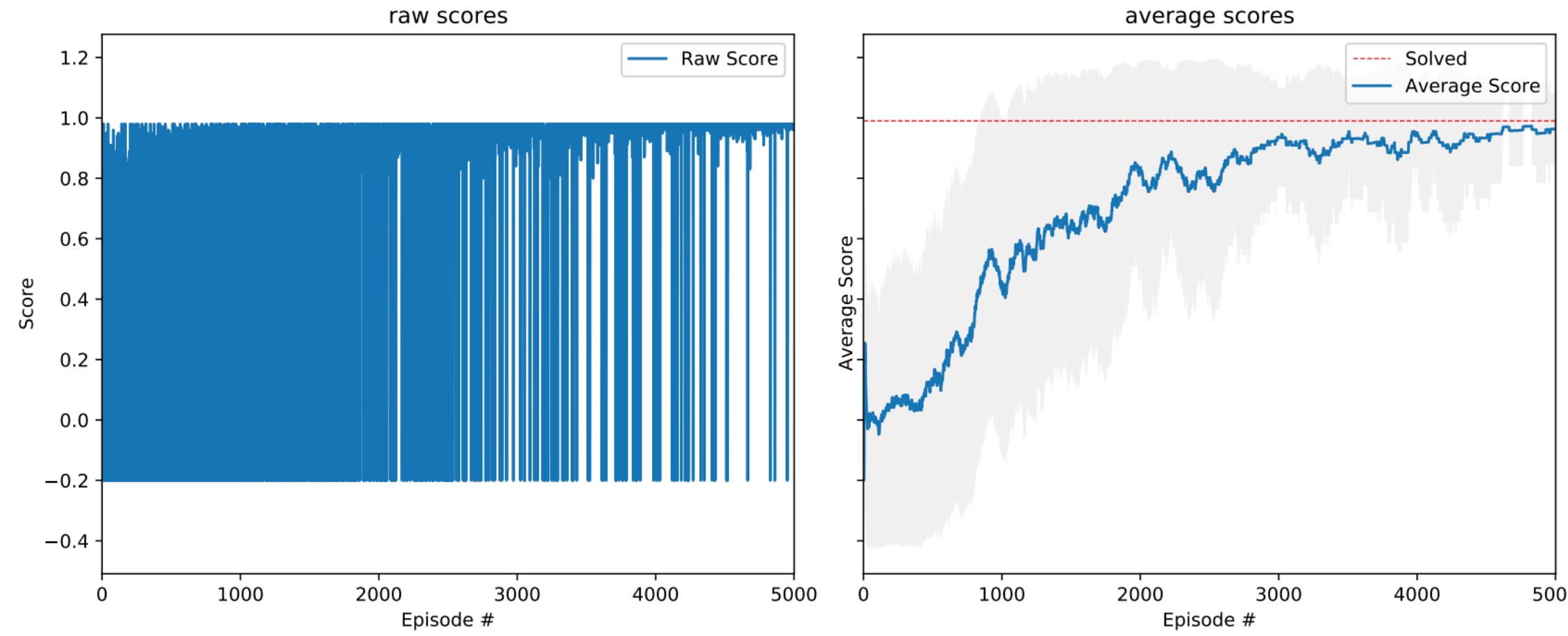
- $\mathbf{x}_1$ : Variational PQC - A circuit with single-qubit rotations  $R_x, R_y, R_z$  performed on each qubit, with the rotation angles as trainable parameters.
- $\mathbf{x}_2$ : Data-encoding PQC - A circuit with single-qubit rotations  $R_x$  performed on each qubit, with the rotation angles is the input scaled by trainable parameters.
- $\mathbf{x}_3$ : Entanglement - A circuit that performs circular entanglement to all the qubits by applying one or multiple controlled-Z gates.
- $\mathbf{x}_0$ : Measurement - A Variational PQC followed by measurement.



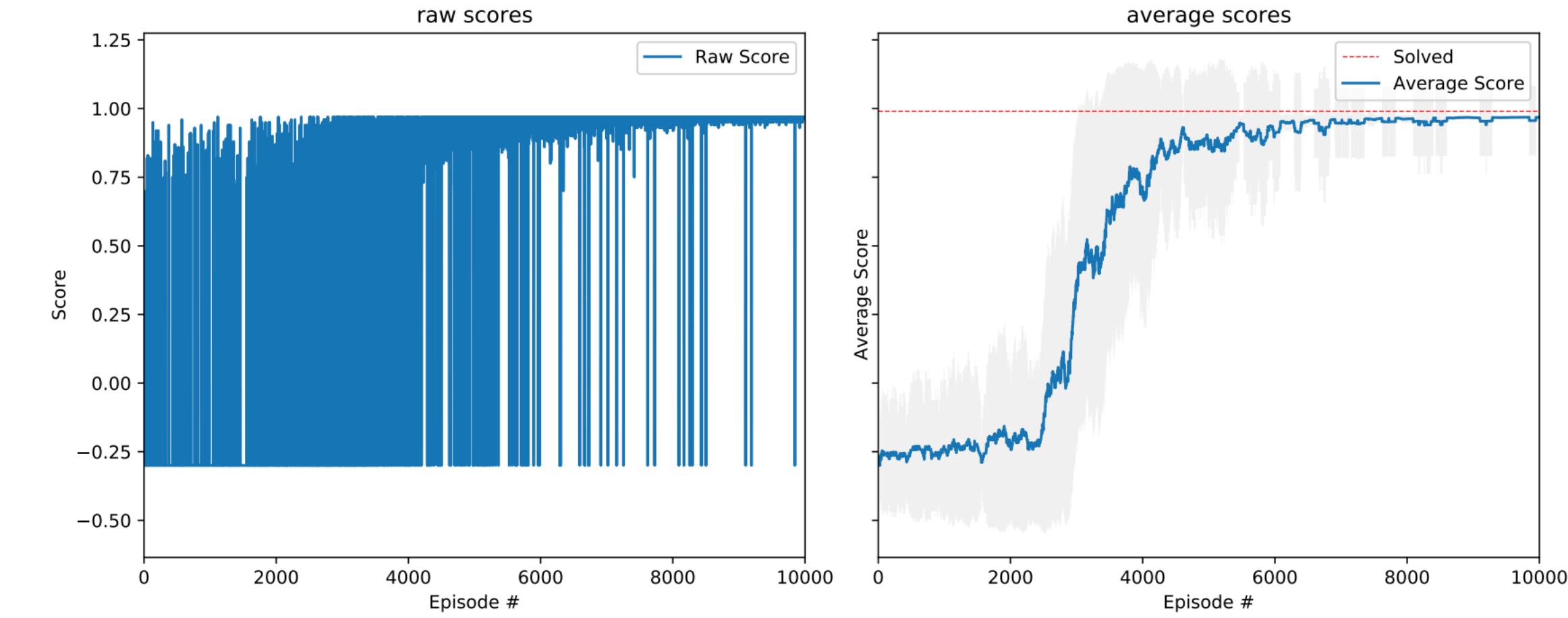
# RL for Quantum Architecture Search



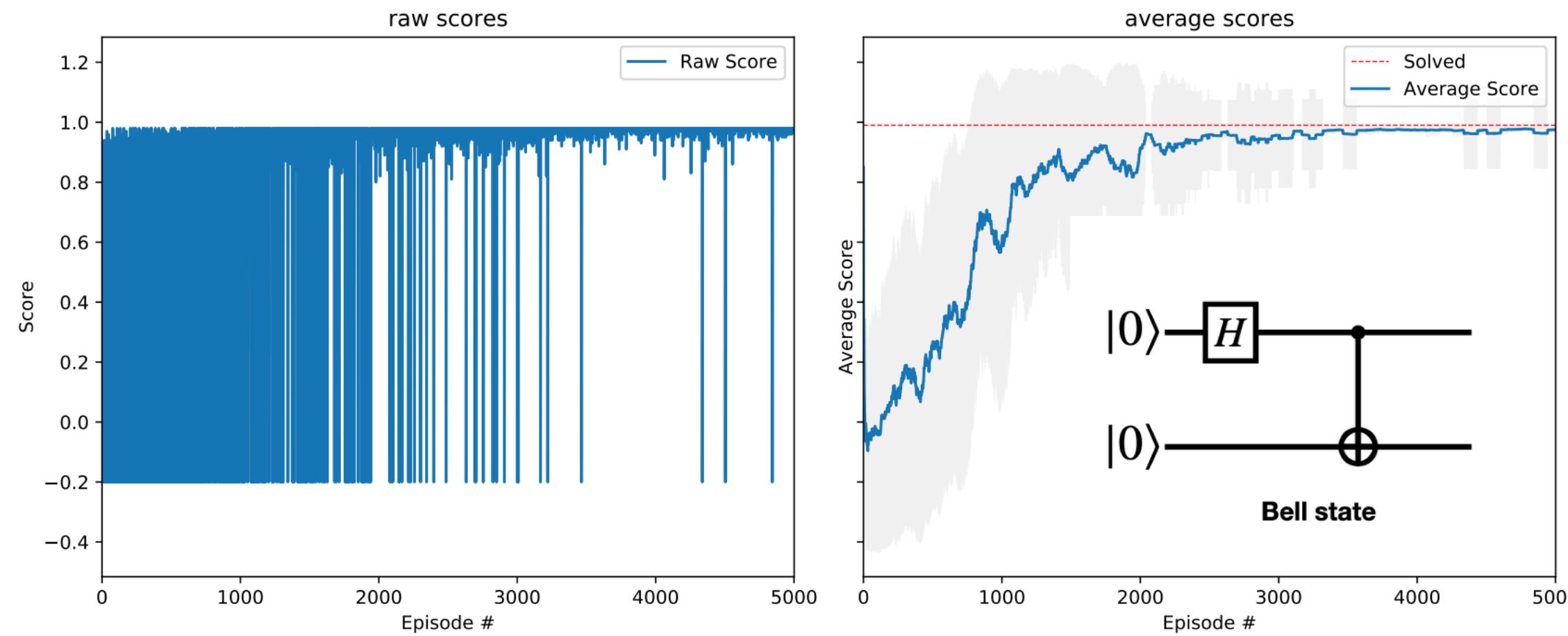
# RL for Quantum Architecture Search



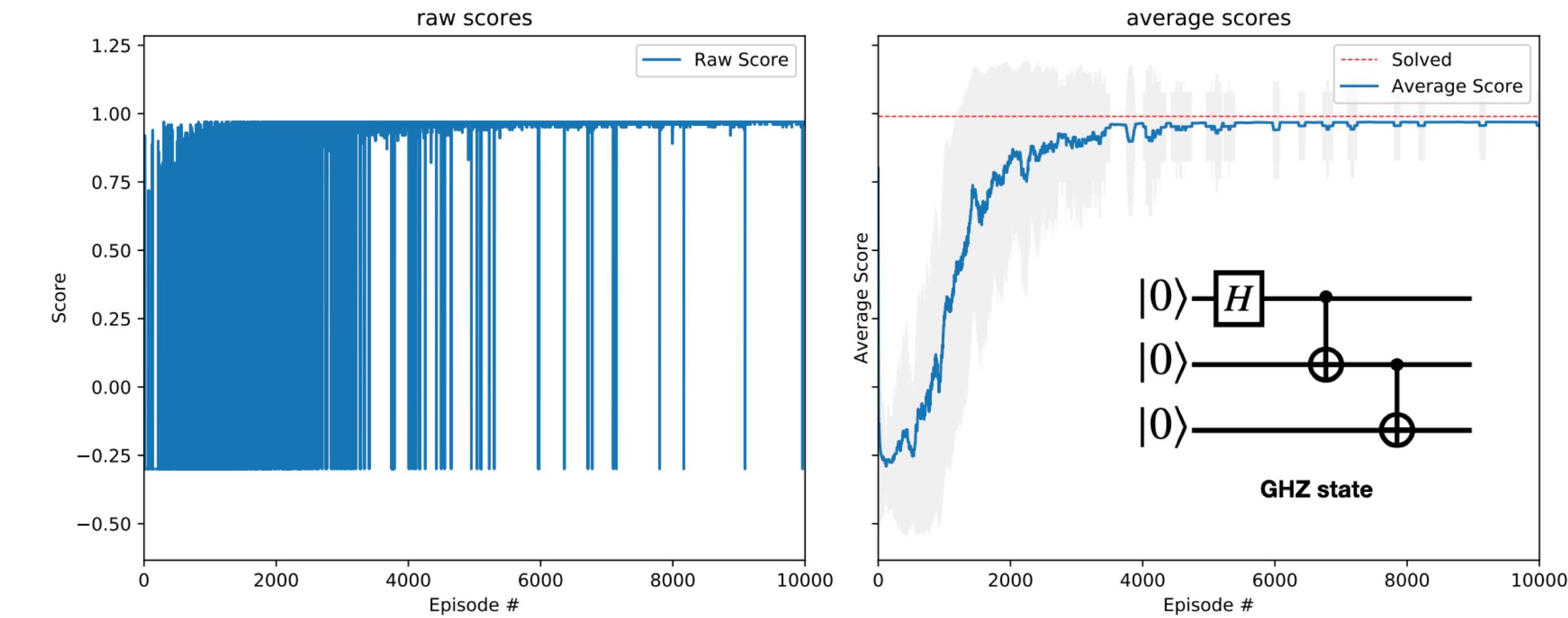
(a) A2C for noise-free two-qubit system.



(a) A2C for noise-free three-qubit system.

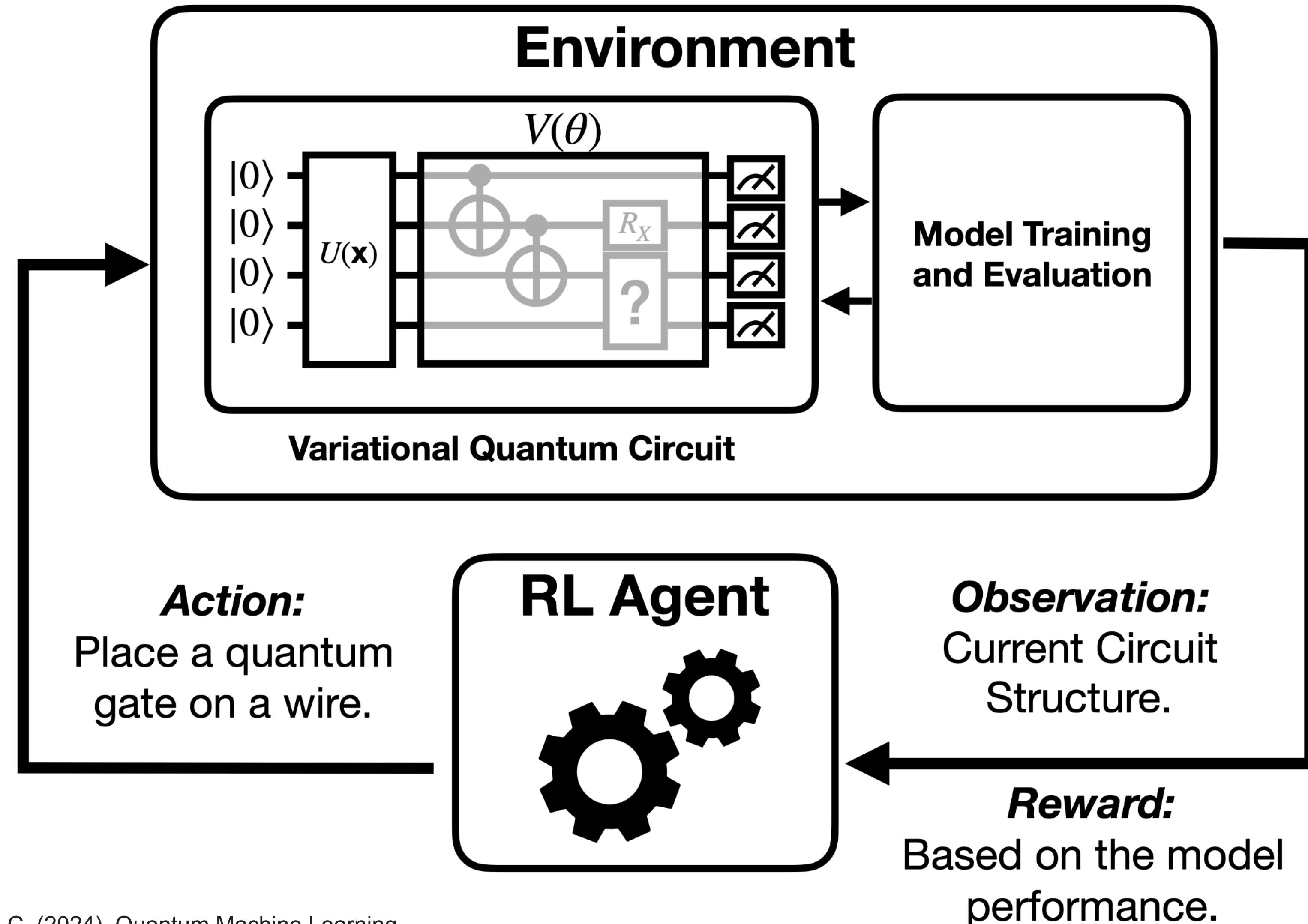


(b) PPO for noise-free two-qubit system.

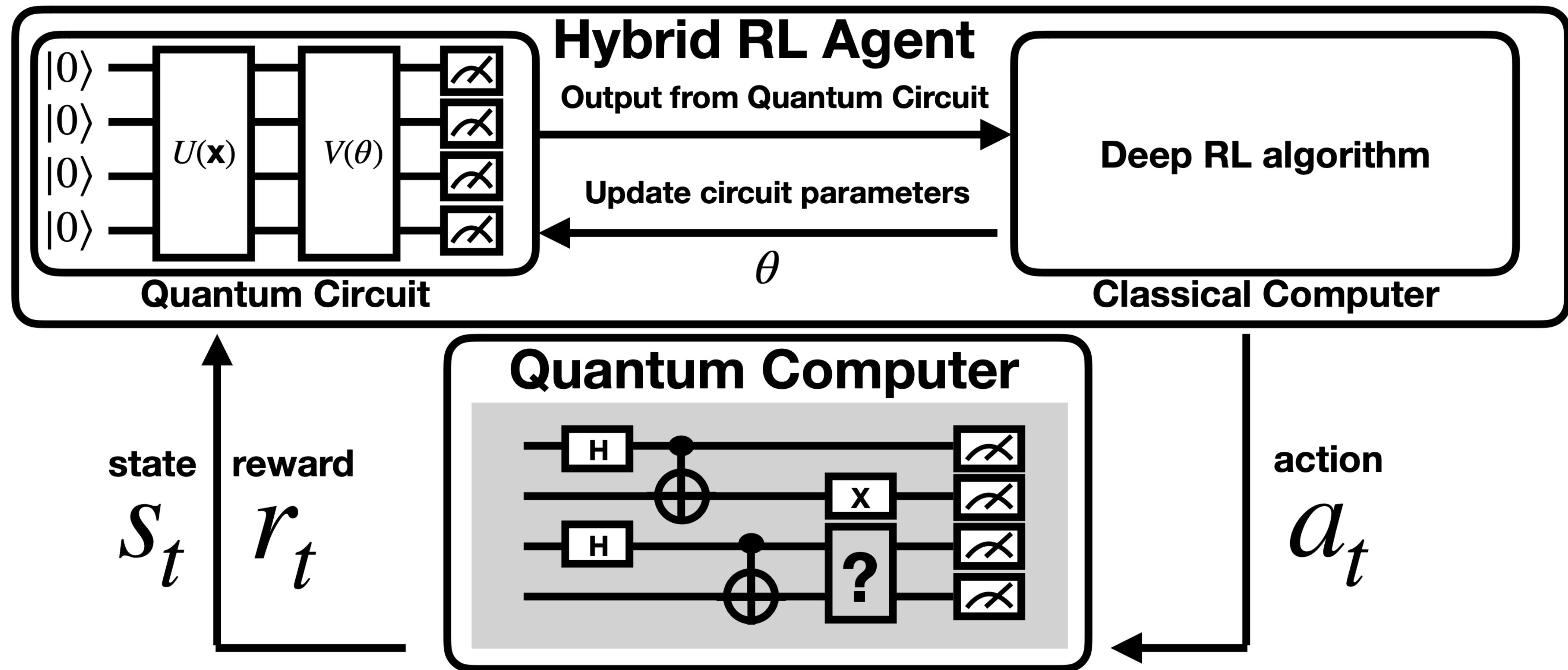


(b) PPO for noise-free three-qubit system.

# RL for Quantum Architecture Search

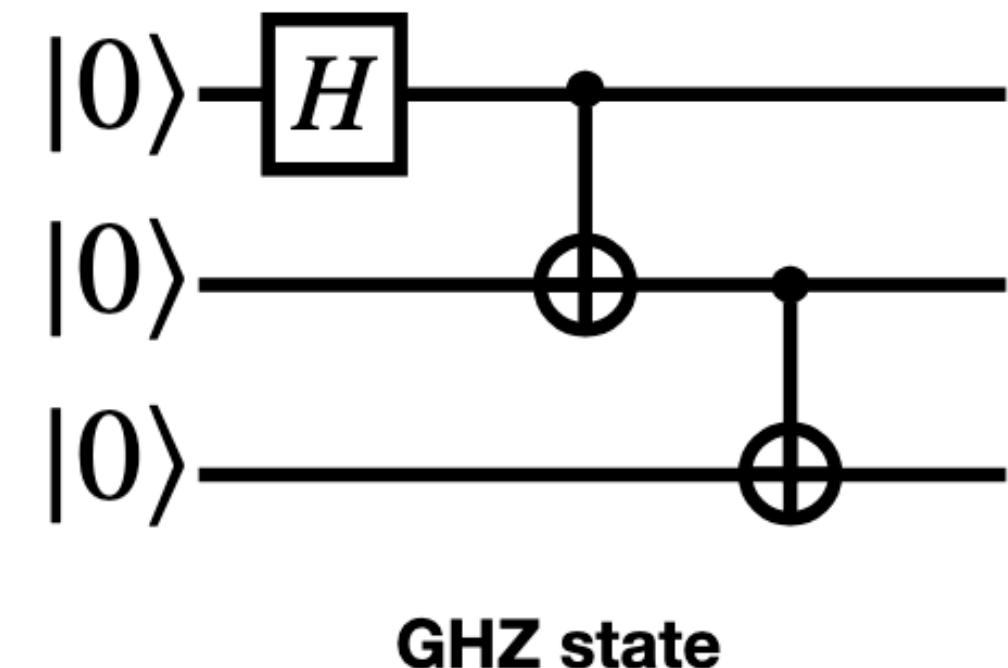
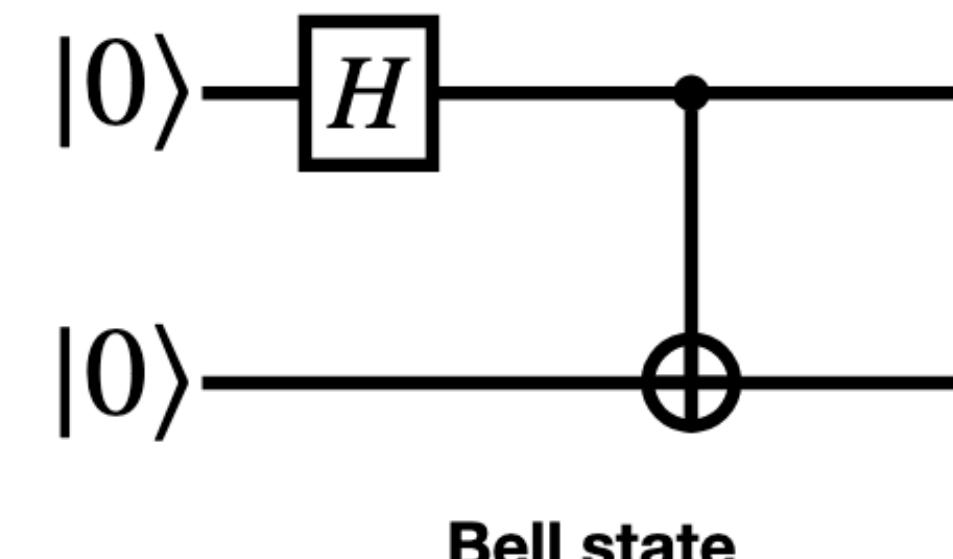


# QRL for QAS



# QRL for QAS

- Qiskit simulator with OpenAI Gym wrapper
- **State:** Pauli-X, Y, Z expectation values for each qubit. (3n-dimensional vector where n is the number of qubits)
- **Action:** single qubit gates and CNOT gate
- **Reward:** for every step, the environment will feedback a -0.01 reward to **encourage the agent to use smaller number of steps**. If the fidelity of quantum states reach a certain threshold (e.g. 0.95), the reward will be (fidelity - 0.01) and the episode terminates.

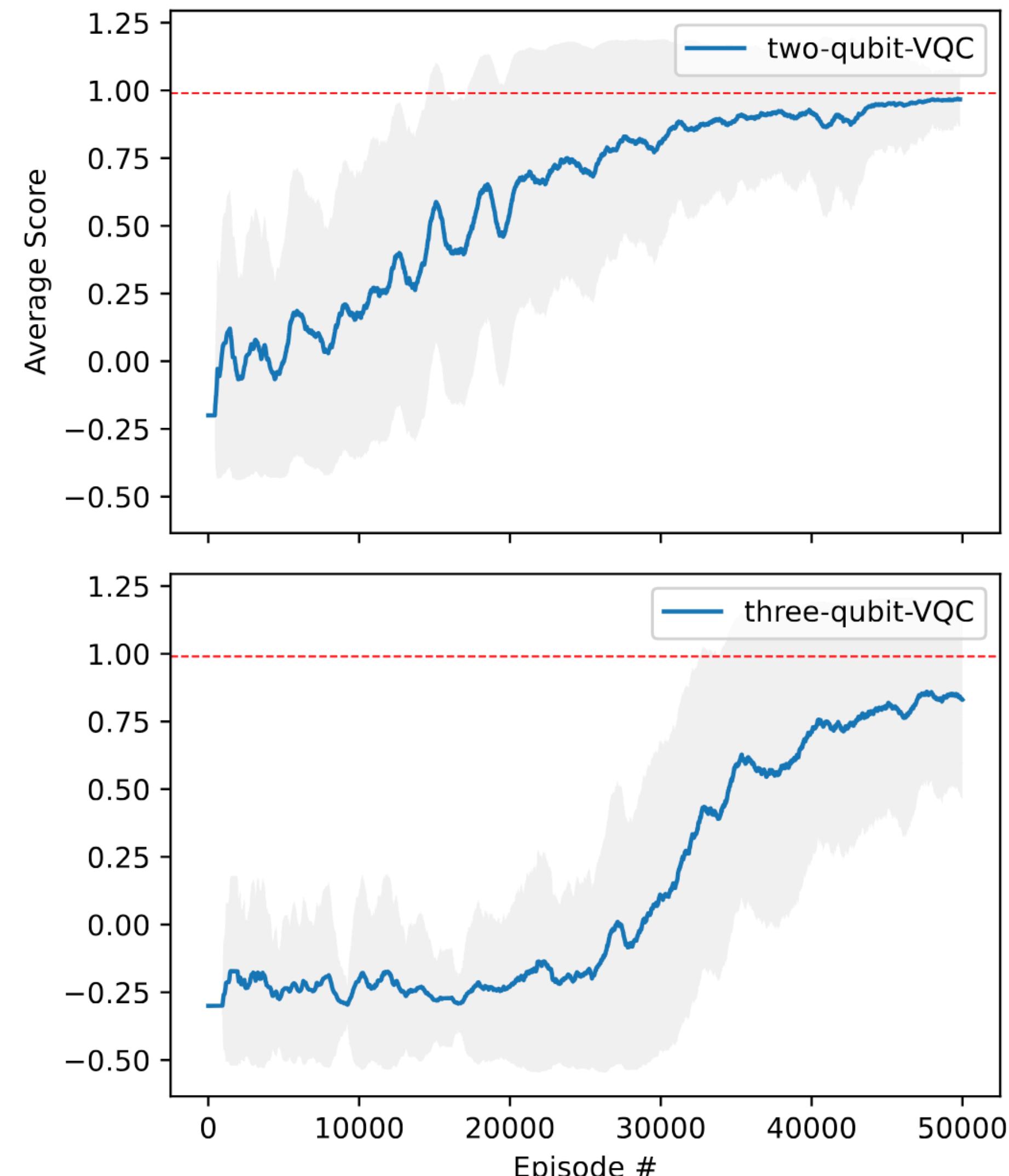
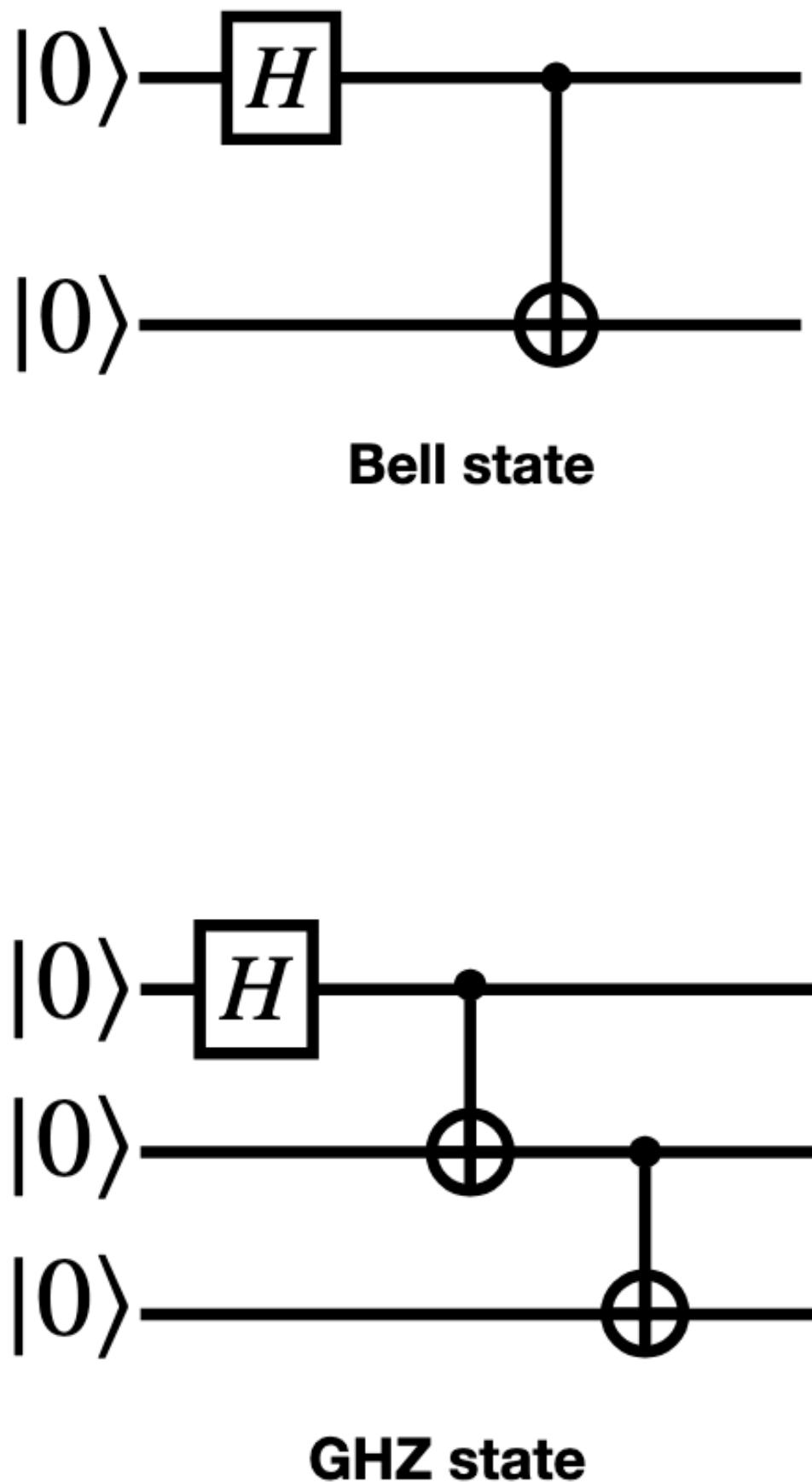


Action space for QAS:

$$\mathbb{G} = \bigcup_{i=1}^n \{U_i(\pi/4), X_i, Y_i, Z_i, H_i, CNOT_{i,(i+1)(mod2)}\}$$

# QRL for QAS

- With quantum A3C training algorithms, the hybrid quantum-classical RL agent can find the circuit for *Bell state (two-qubit)* and *GHZ state (three-qubit)*
- The three-qubit case requires more training episodes.

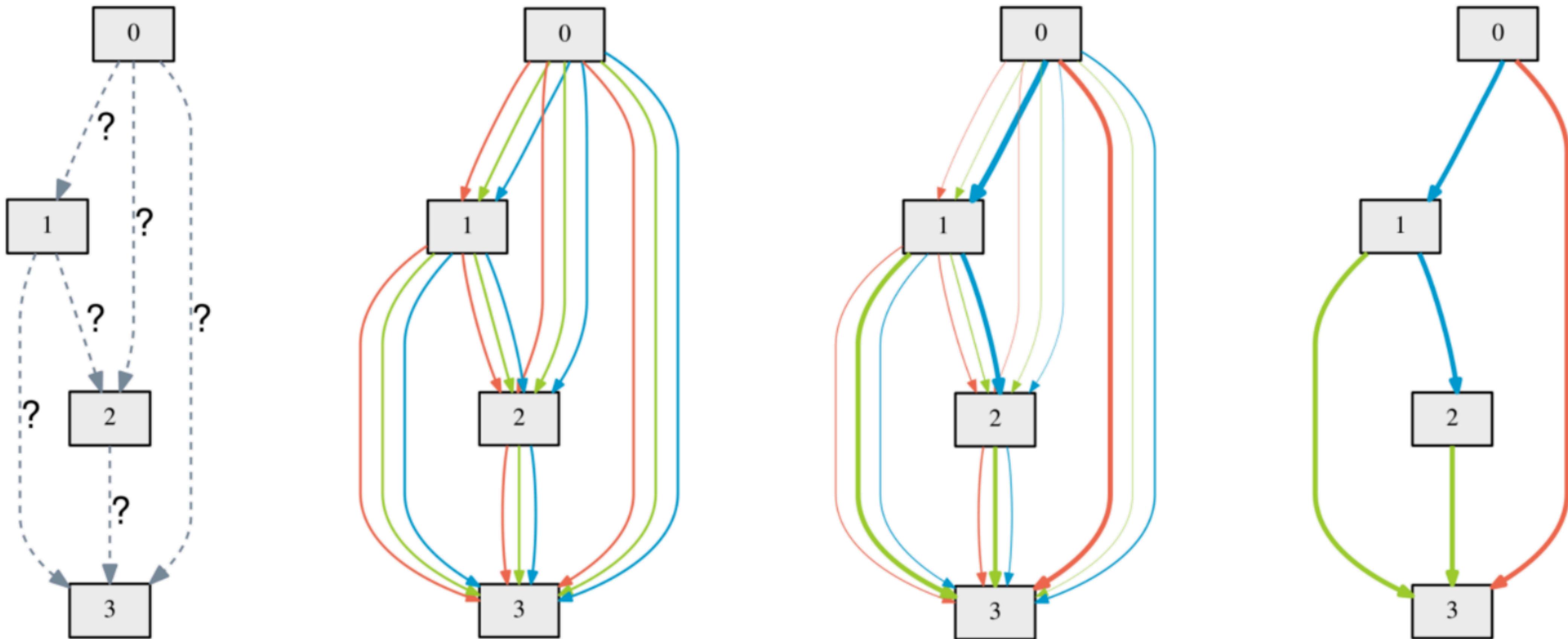


# Challenges of Evo or RL QAS

- Less sample-efficient, requiring a *large number of interactions* or *iterations* to converge to a good architecture.
- May converge *slower* because they explore the search space in a more trial-and-error manner.
- More hyperparameters (e.g., mutation rates, crossover probabilities, exploration/exploitation ratios)
- Scalability issues in high-dimensional search spaces (more qubits, deeper quantum circuits).

# Differentiable Quantum Architecture Search

Differentiable *Neural* Architecture Search:

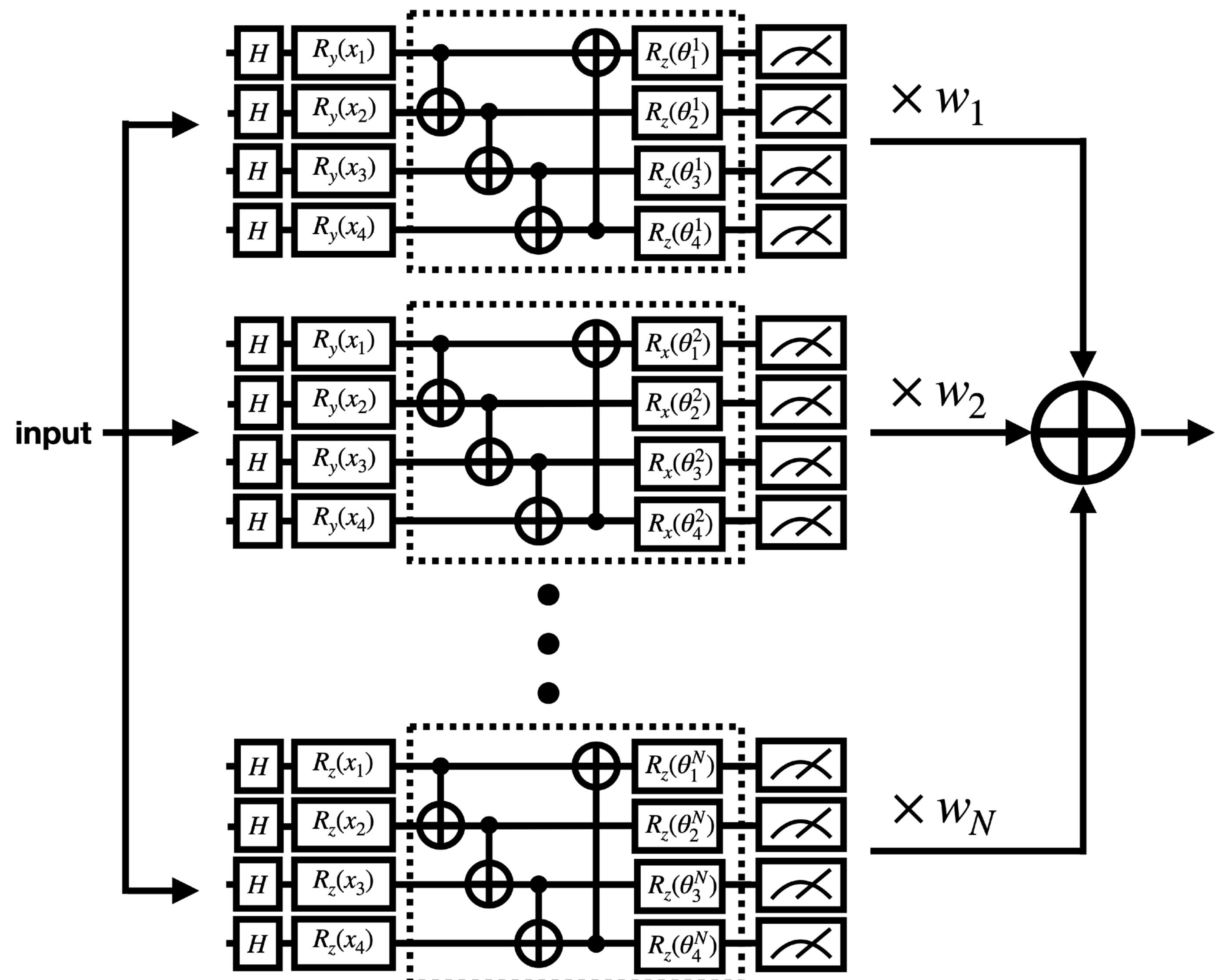


$$\bar{o}^{(i,j)}(x) = \sum_{o \in \mathcal{O}} \frac{\exp(\alpha_o^{(i,j)})}{\sum_{o' \in \mathcal{O}} \exp(\alpha_{o'}^{(i,j)})} o(x)$$

# Differentiable Quantum Architecture Search

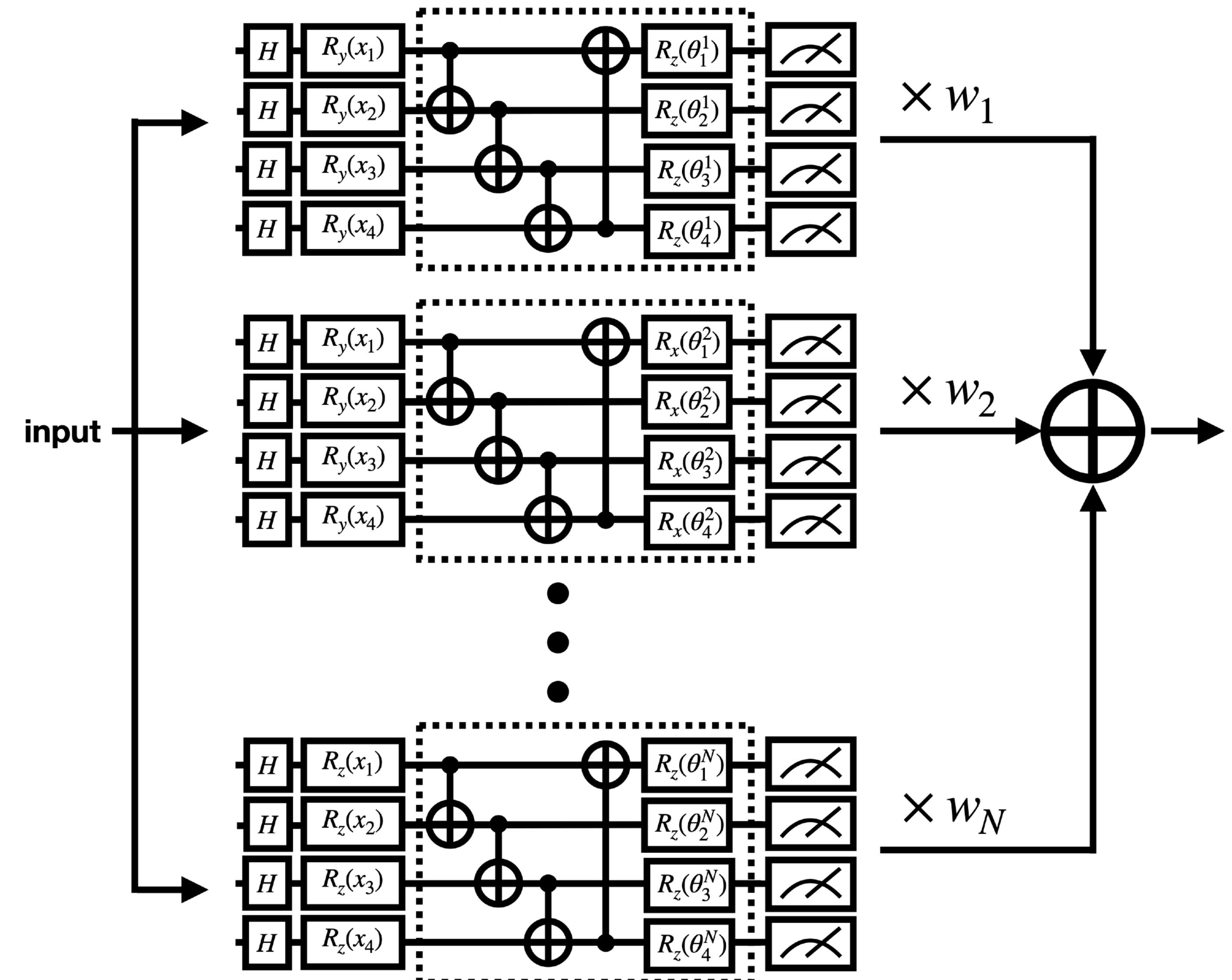
- Goal: Construct quantum circuit  $\mathcal{C}$ .
- Quantum circuit  $\mathcal{C}$  has  $\mathcal{S}_1, \mathcal{S}_2, \dots, \mathcal{S}_n$  sub-components.
- Each  $\mathcal{S}_i$  is associated with a corresponding set of allowable circuit choices  $\mathcal{B}_i$ .
- $|\mathcal{B}_i|$  denotes the number of permissible circuit choices for each sub-component  $i$ .
- Number of possible realization  $\mathcal{C}$ :  

$$N = |\mathcal{B}_1| \times |\mathcal{B}_2| \times \dots \times |\mathcal{B}_n|$$



# Differentiable Quantum Architecture Search

- Structural weights:  $w_j$
- Each circuit realization  $\mathcal{C}_j$  is associated with the trainable parameter  $\theta_j$
- Ensemble function  $f_{\mathcal{C}} = \sum_{j=1}^N w_j f_{\mathcal{C}_j}$
- Loss:  $\mathcal{L}(f_{\mathcal{C}})$
- Gradient:  $\nabla_{w_j} \mathcal{L}(f_{\mathcal{C}})$



# Differentiable Quantum Architecture Search

$$U(\vec{x})$$

$$\in \left\{ \begin{array}{c} H \\ \hline H \\ \hline H \\ \hline H \end{array}, \begin{array}{c} H \\ \hline H \\ \hline H \\ \hline H \end{array}, \begin{array}{c} H \\ \hline H \\ \hline H \\ \hline H \end{array} \right\} \times \left\{ \begin{array}{c} R_x(x_1) \\ R_x(x_2) \\ R_x(x_3) \\ R_x(x_4) \end{array}, \begin{array}{c} R_y(x_1) \\ R_y(x_2) \\ R_y(x_3) \\ R_y(x_4) \end{array}, \begin{array}{c} R_z(x_1) \\ R_z(x_2) \\ R_z(x_3) \\ R_z(x_4) \end{array} \right\}$$

$$2 \times 3 = 6$$

$$V(\vec{\theta})$$

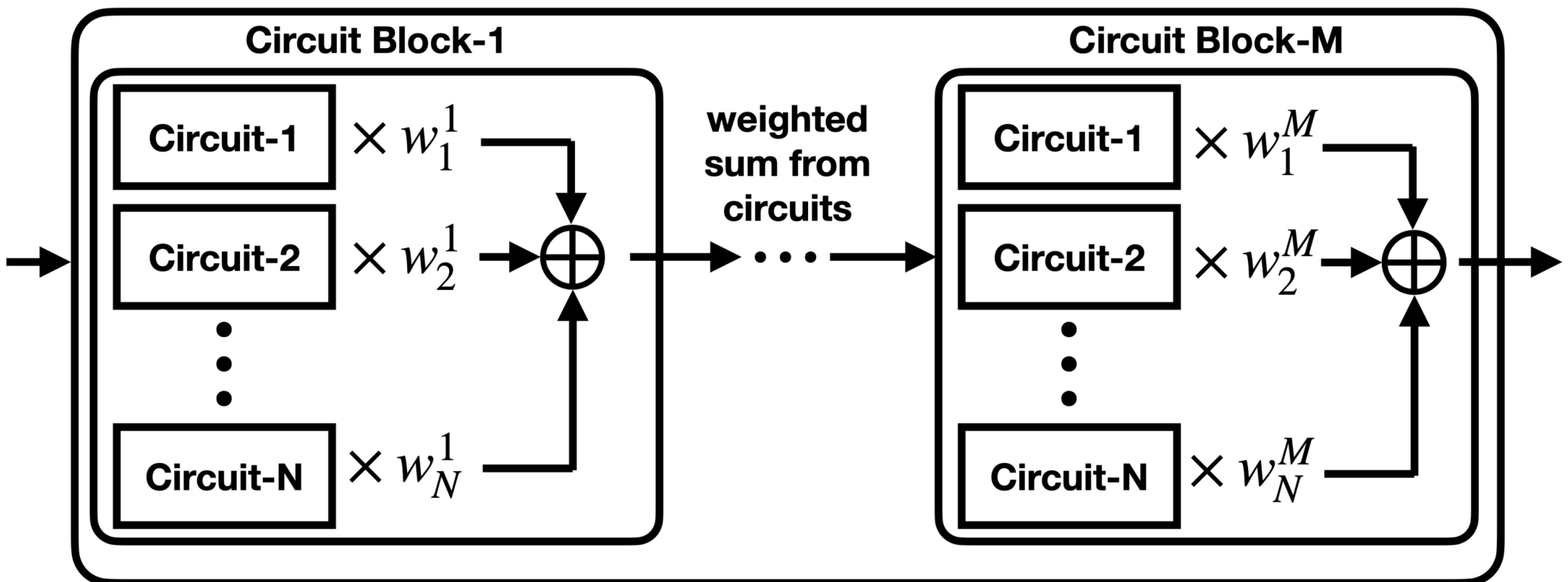
$$\in \left\{ \begin{array}{c} \text{Circuit 1} \\ \hline \text{Circuit 2} \end{array}, \begin{array}{c} \text{Circuit 3} \\ \hline \text{Circuit 4} \end{array} \right\} \times \left\{ \begin{array}{c} R_x(\theta_1) \\ R_x(\theta_2) \\ R_x(\theta_3) \\ R_x(\theta_4) \end{array}, \begin{array}{c} R_y(\theta_1) \\ R_y(\theta_2) \\ R_y(\theta_3) \\ R_y(\theta_4) \end{array}, \begin{array}{c} R_z(\theta_1) \\ R_z(\theta_2) \\ R_z(\theta_3) \\ R_z(\theta_4) \end{array} \right\}$$

$$2 \times 3 = 6$$

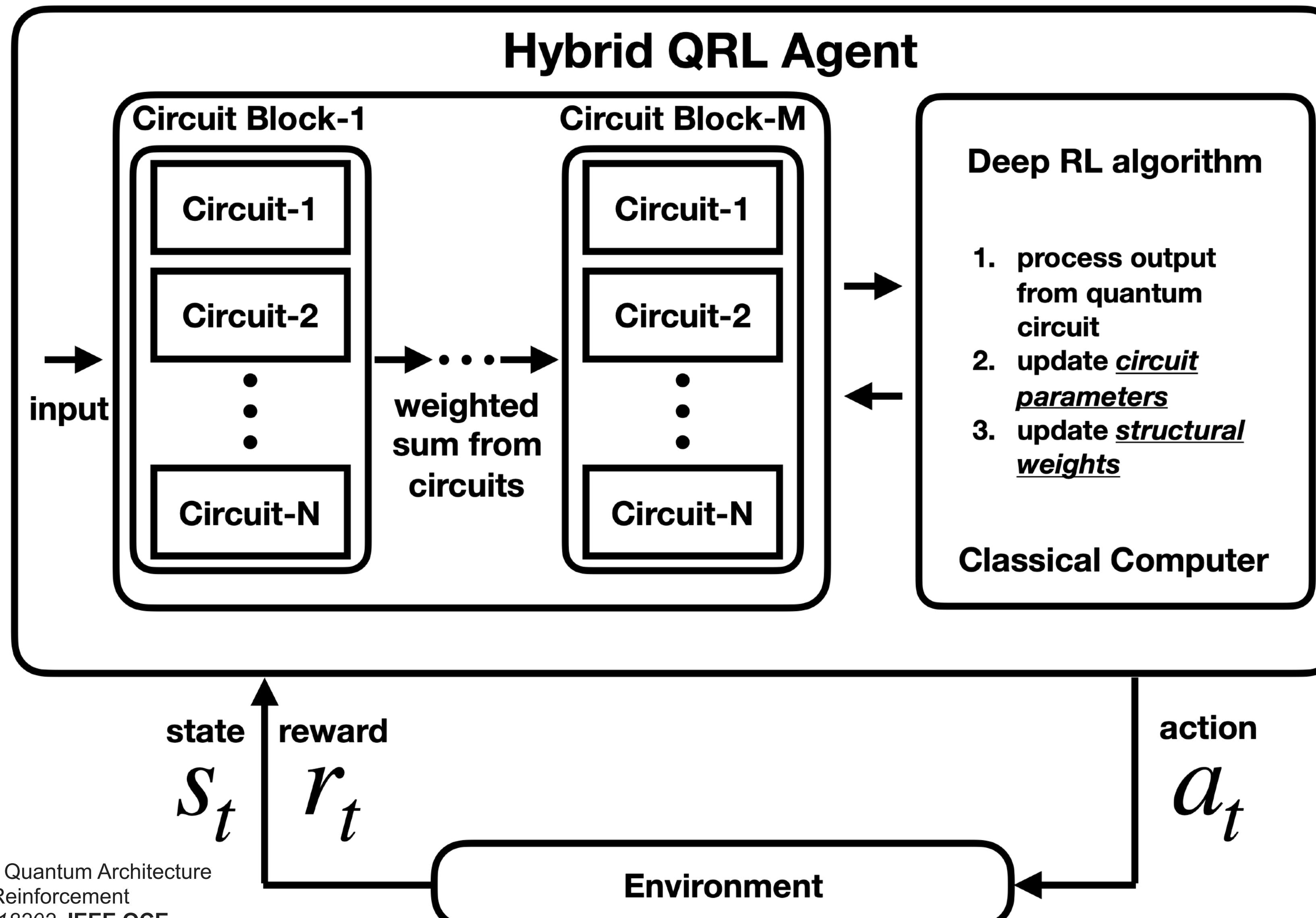
# Differentiable Quantum Architecture Search

Connect multiple blocks together!

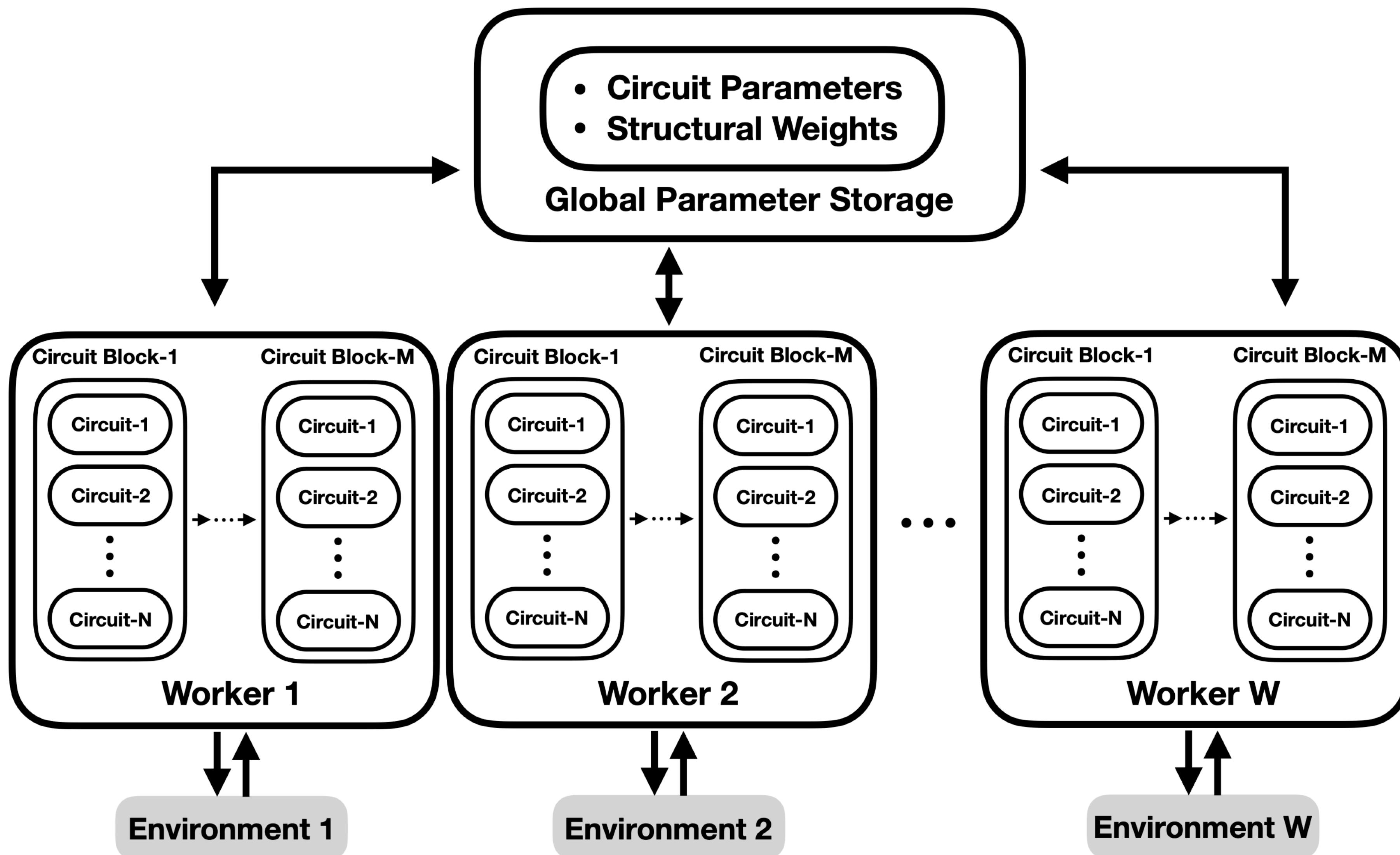
If there are  $N$  possible circuit realization, then the number of total possible paths:  $N^M$



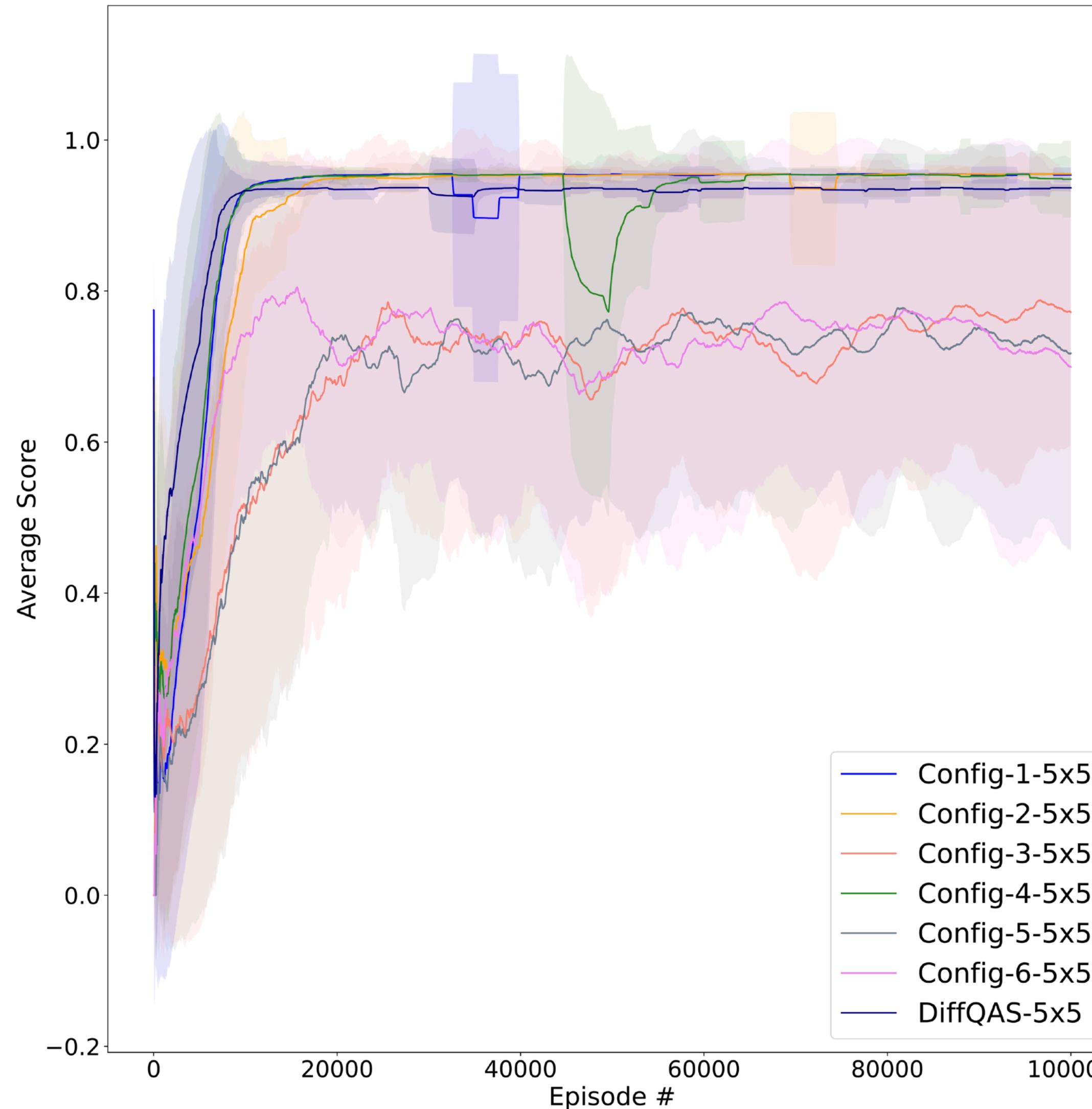
# DiffQAS in Quantum RL



# DiffQAS in Asynchronous QRL



# Results-MiniGrid-Empty

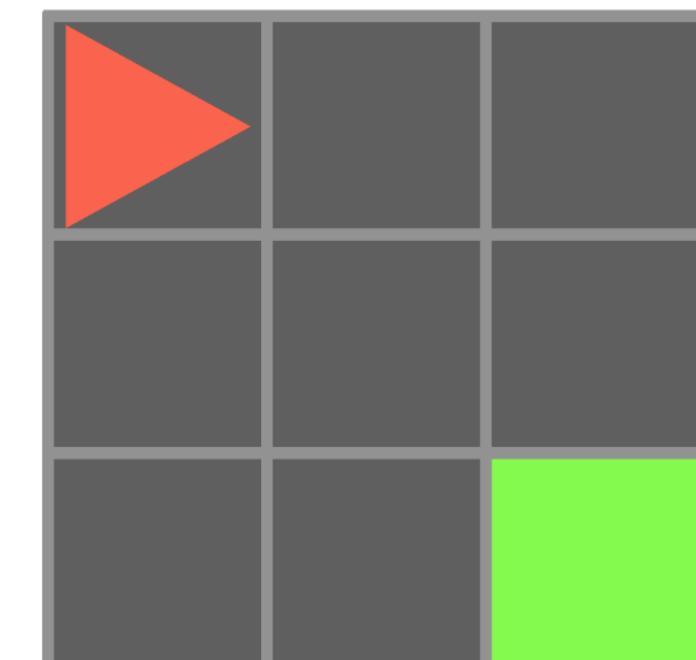


MiniGrid-Empty-5x5

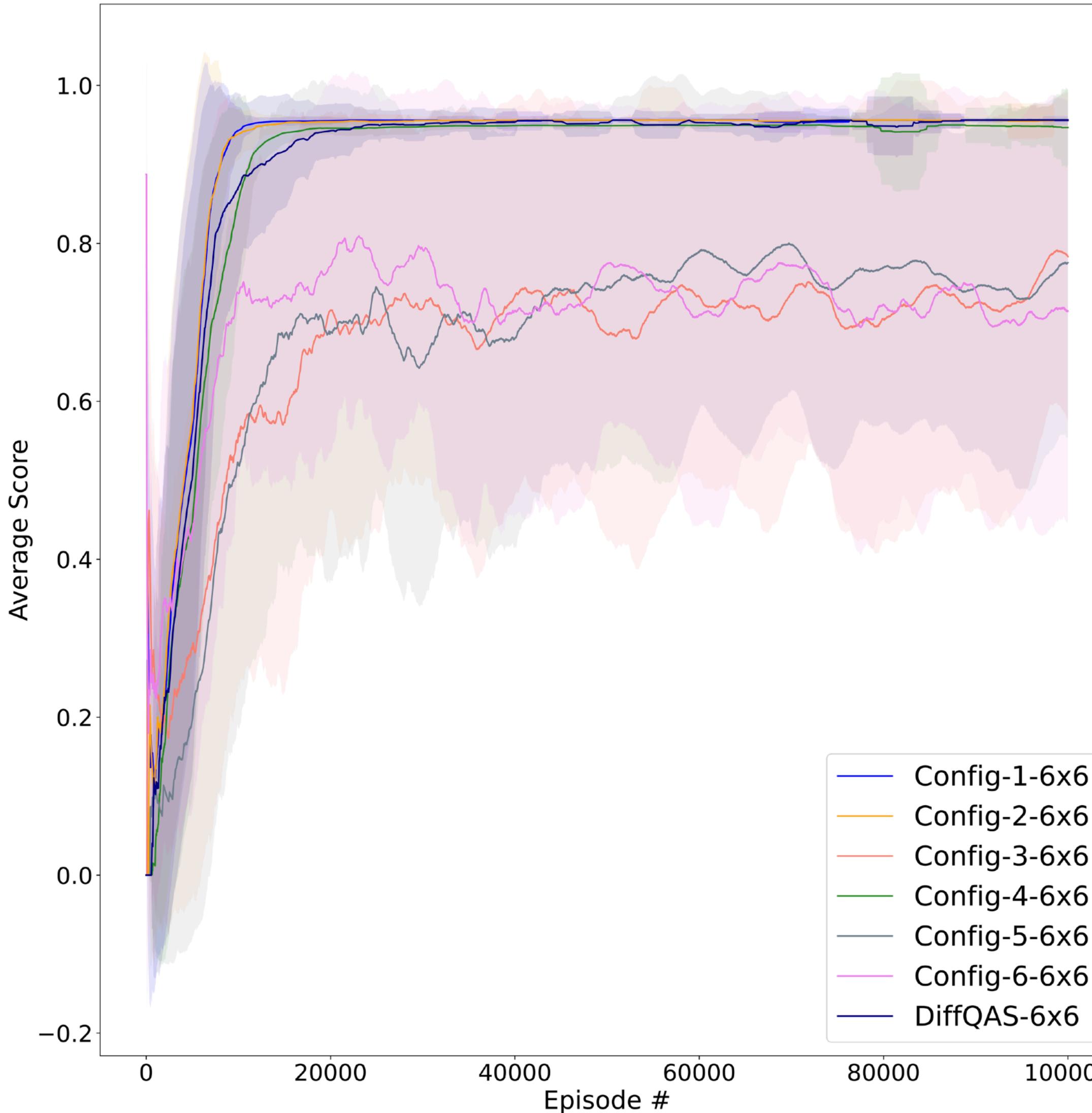
VQC BASELINES.

Component	VQC config		1	2	3	4	5	6
	Encoding	Trainable Rotation Gate	$R_y$	$R_z$	$R_z$	$R_y$	$R_x$	$R_x$
			$R_y$	$R_y$	$R_z$	$R_z$	$R_z$	$R_y$

- Performance of DiffQAS is similar to Config-1, 2 and 4.
- Config-3, 5 and 6 fail to reach good performance.



# Results-MiniGrid-Empty

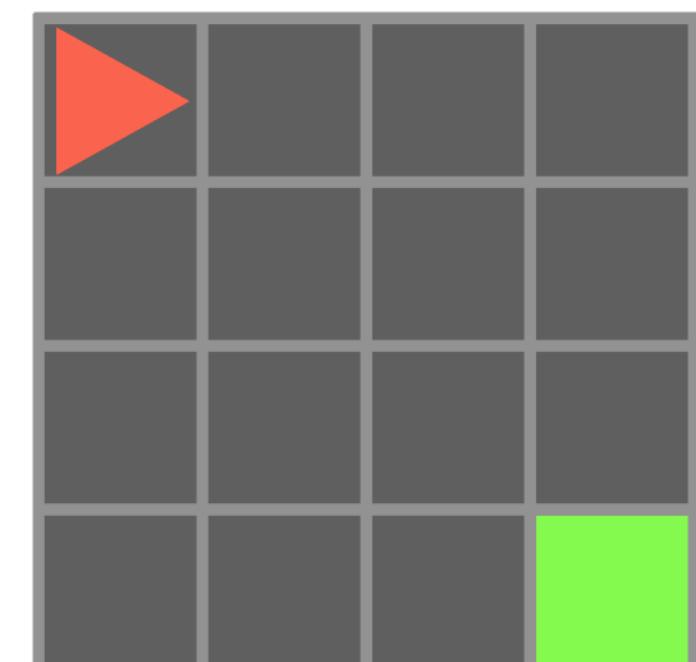


MiniGrid-Empty-6x6

VQC BASELINES.

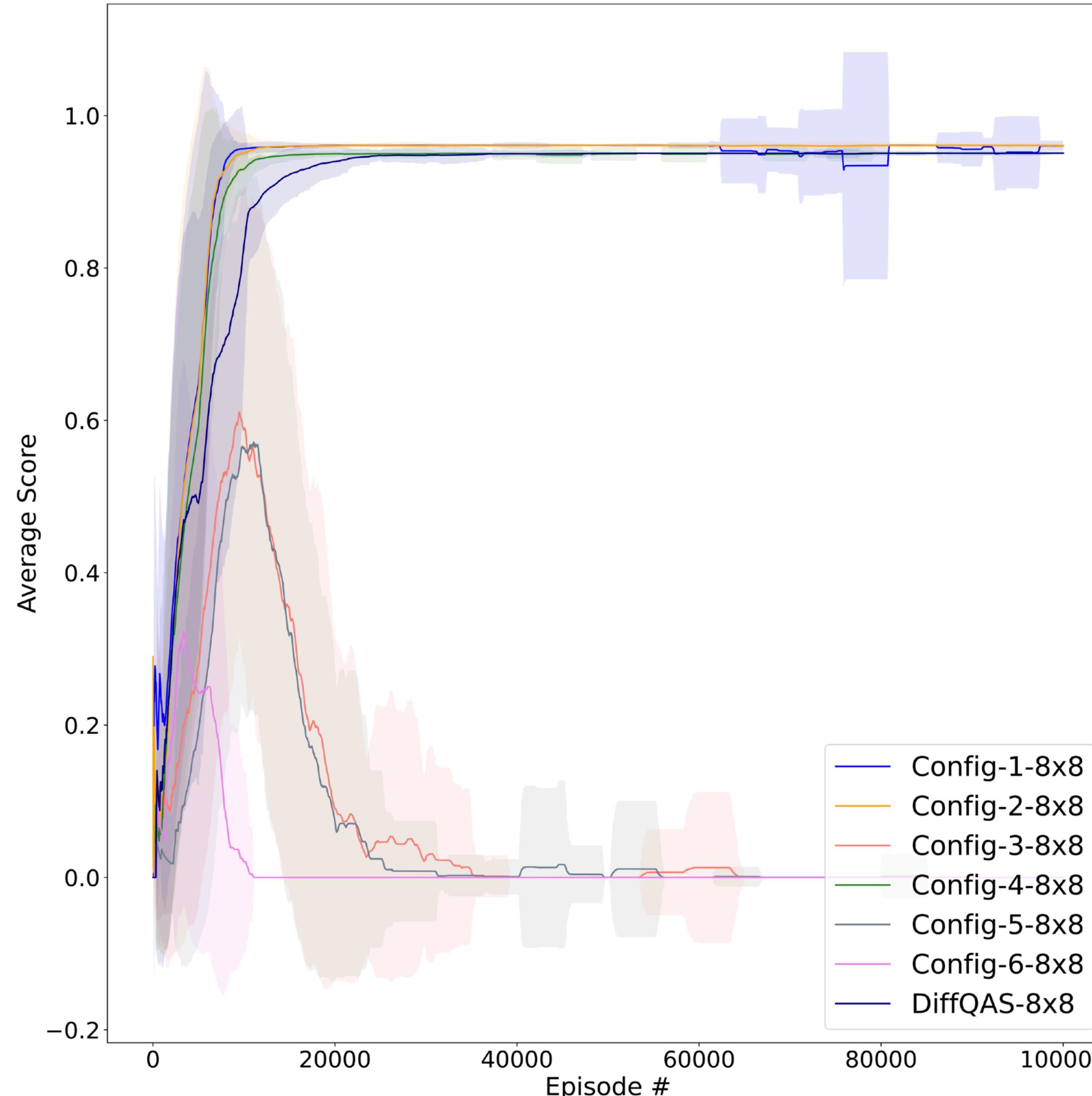
VQC config	1	2	3	4	5	6
Component						
Encoding	$R_y$	$R_z$	$R_z$	$R_y$	$R_x$	$R_x$
Trainable Rotation Gate	$R_y$	$R_y$	$R_z$	$R_z$	$R_z$	$R_y$

- Performance of DiffQAS is similar to Config-1, 2 and 4.
- Config-3, 5 and 6 fail to reach good performance.



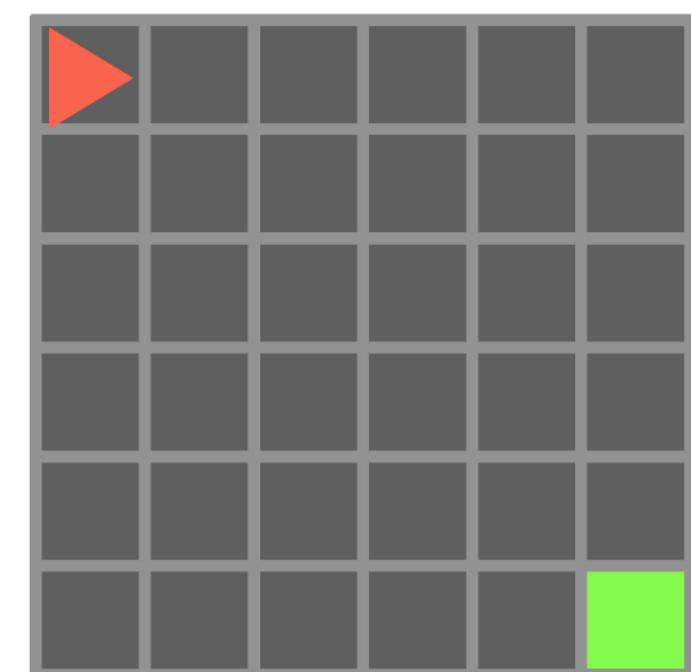
# Results-MiniGrid-Empty

VQC BASELINES.

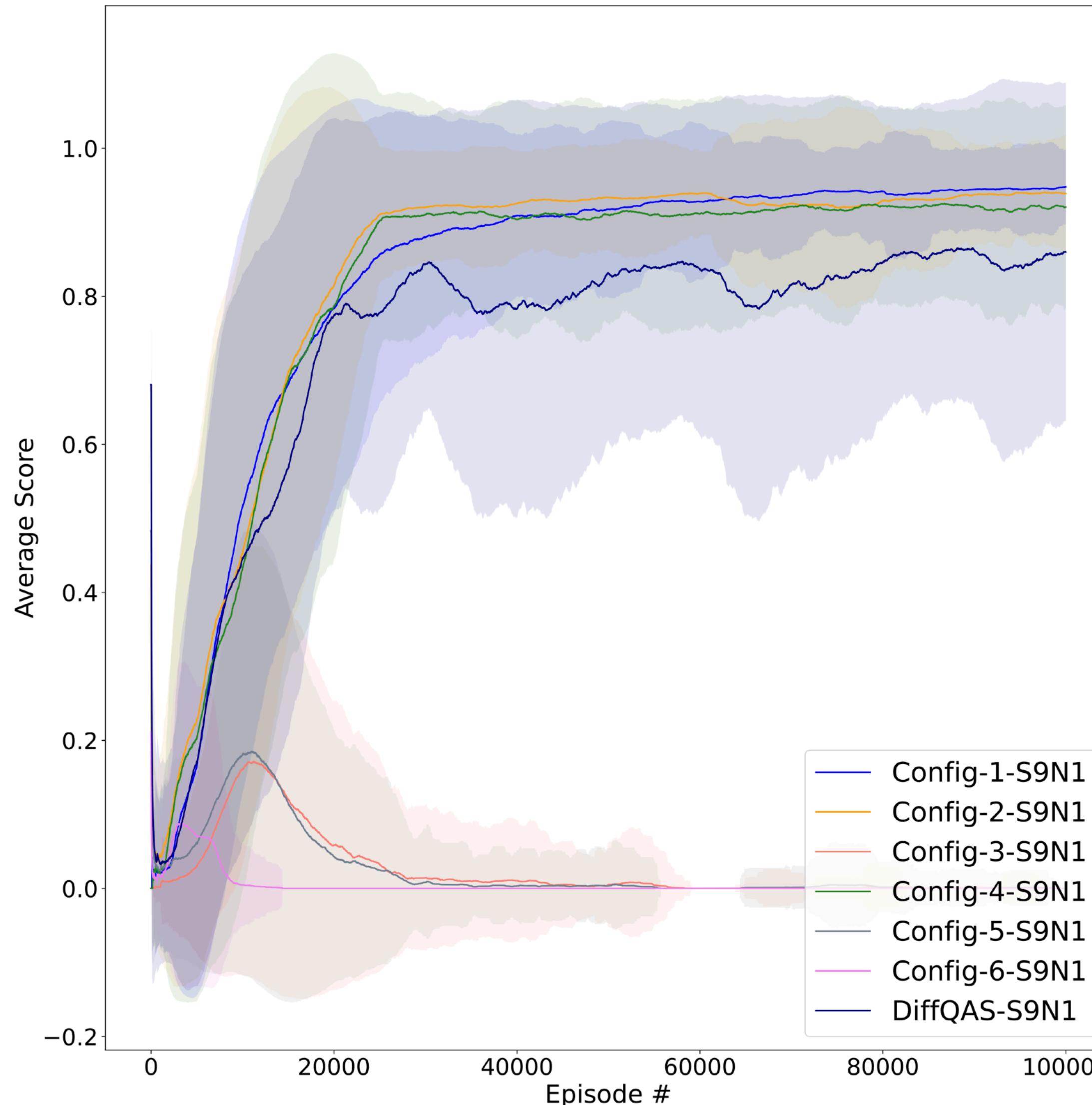


Component	VQC config	1	2	3	4	5	6
Encoding	$R_y$	$R_z$	$R_z$	$R_y$	$R_x$	$R_x$	
Trainable Rotation Gate	$R_y$	$R_y$	$R_z$	$R_z$	$R_z$	$R_z$	$R_y$

- Performance of DiffQAS is similar to Config-1, 2 and 4.
- Config-3, 5 and 6 fail to learn the policy at all.



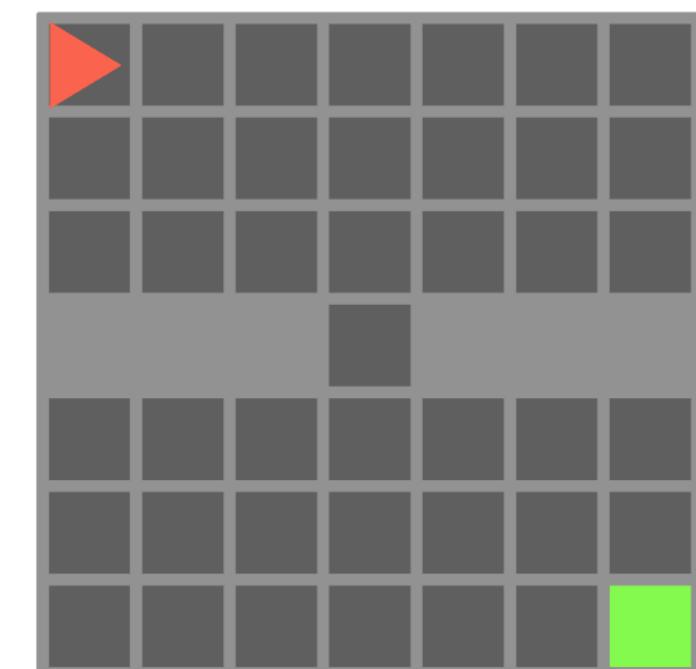
# Results-MiniGrid-SimpleCrossing



VQC BASELINES.

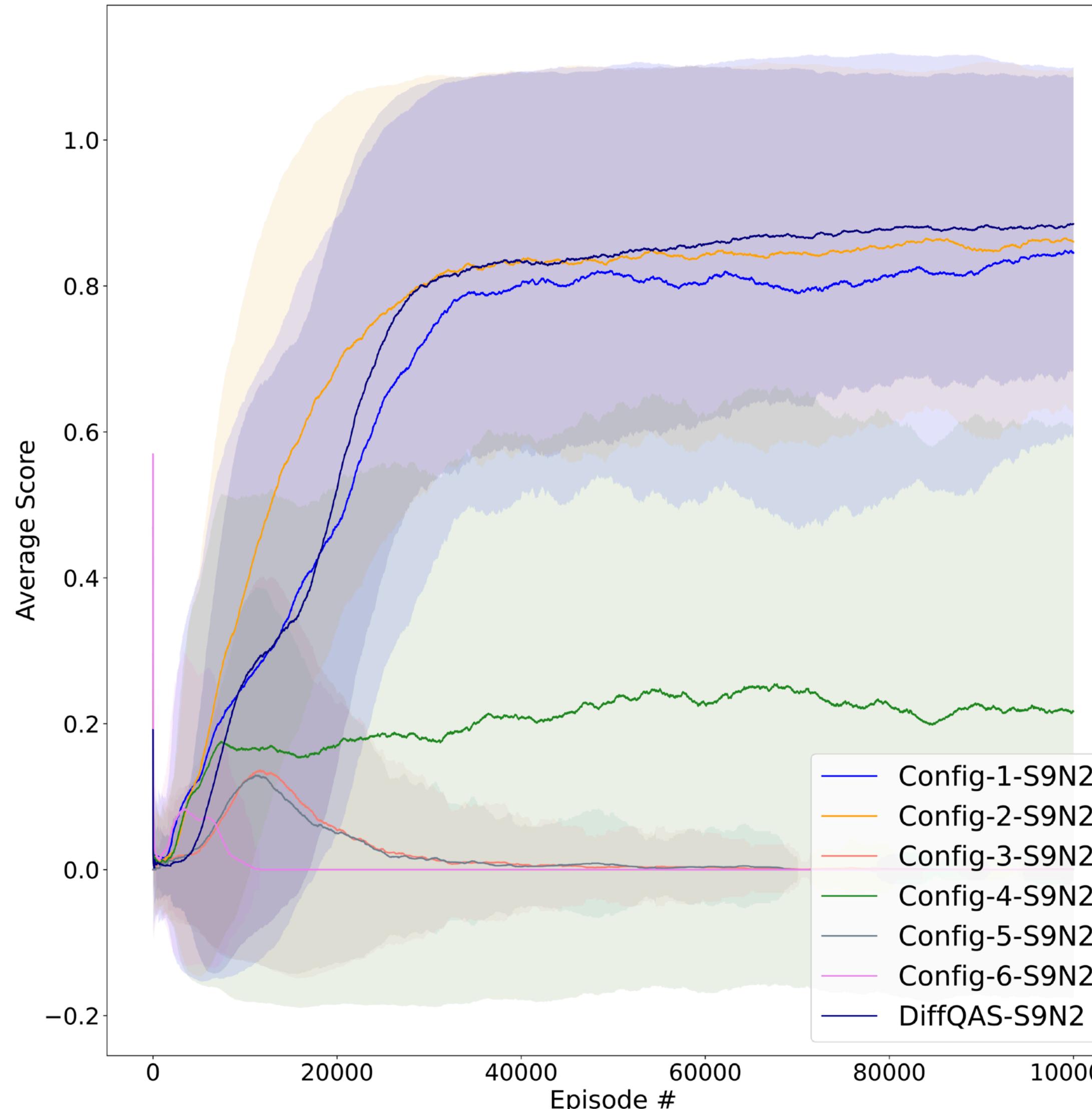
Component	VQC config	1	2	3	4	5	6
Encoding		$R_y$	$R_z$	$R_z$	$R_y$	$R_x$	$R_x$
Trainable Rotation Gate		$R_y$	$R_y$	$R_z$	$R_z$	$R_z$	$R_y$

- Performance of DiffQAS is close to Config-1, 2 and 4.
- Config-3, 5 and 6 fail to learn the policy at all.



MiniGrid-SimpleCrossing-S9N1

# Results-MiniGrid-SimpleCrossing

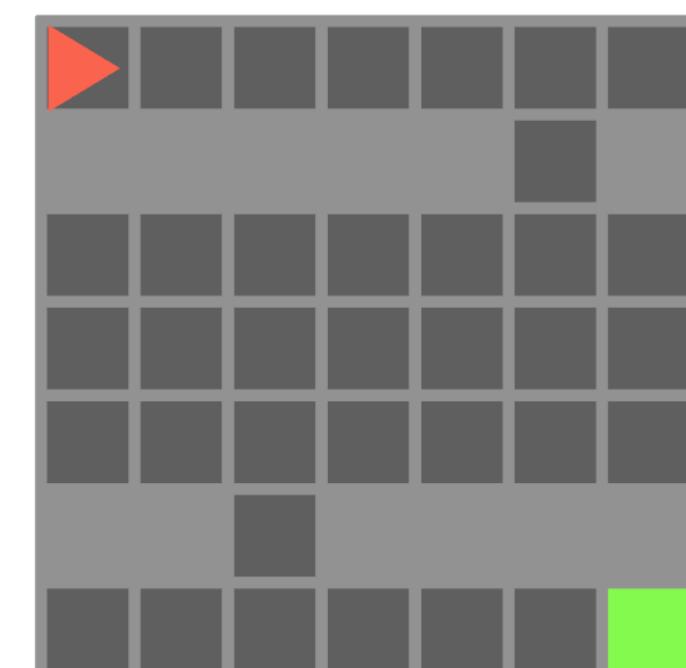


MiniGrid-SimpleCrossing-S9N2

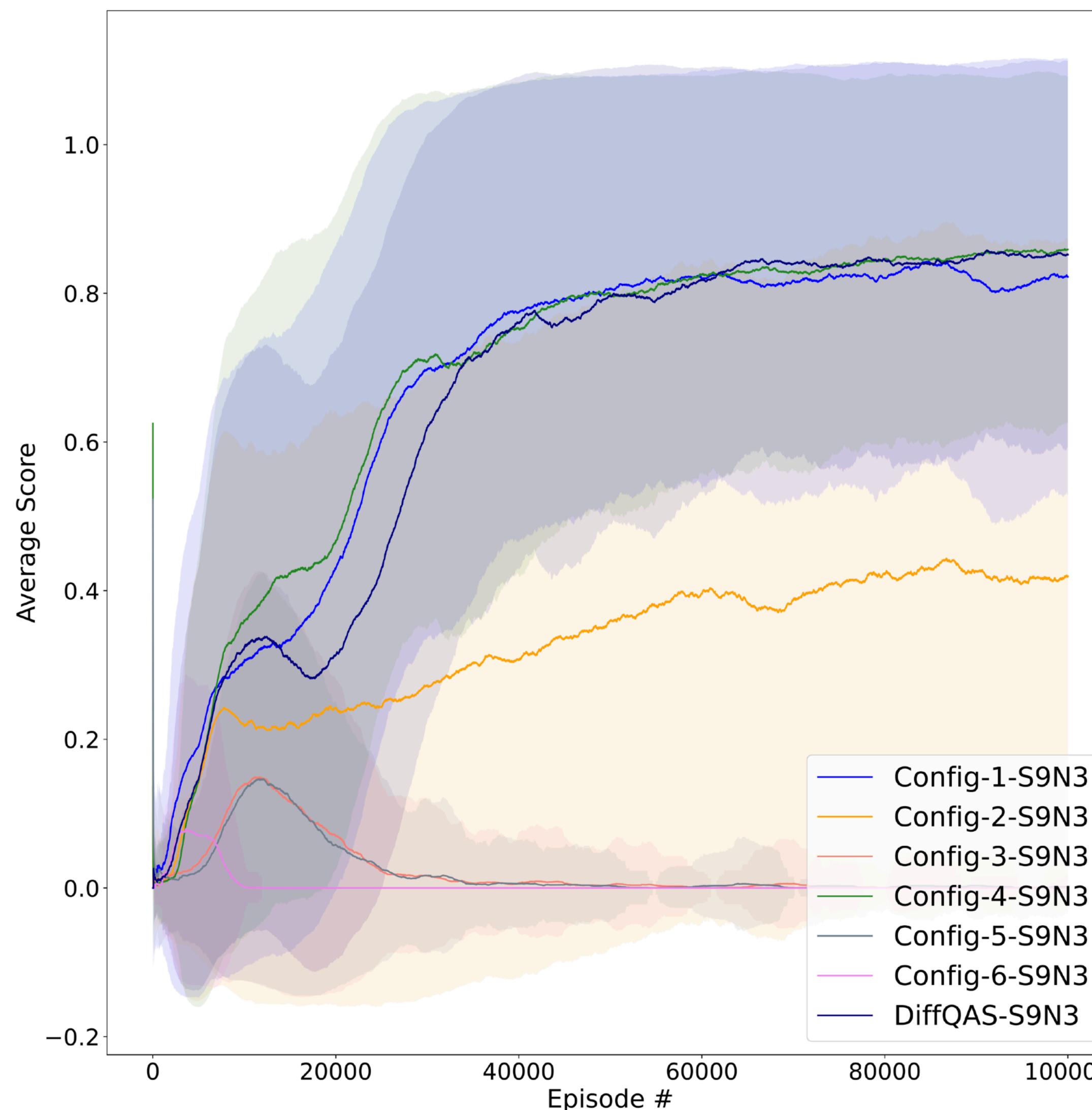
VQC BASELINES.

Component	VQC config	1	2	3	4	5	6
Encoding	$R_y$	$R_z$	$R_z$	$R_y$	$R_x$	$R_x$	
Trainable Rotation Gate	$R_y$	$R_y$	$R_z$	$R_z$	$R_z$	$R_y$	

- Performance of DiffQAS is close to Config-1 and 2.
- Config-4 fails to reach the optimal score.
- Config-3, 5 and 6 fail to learn the policy at all.



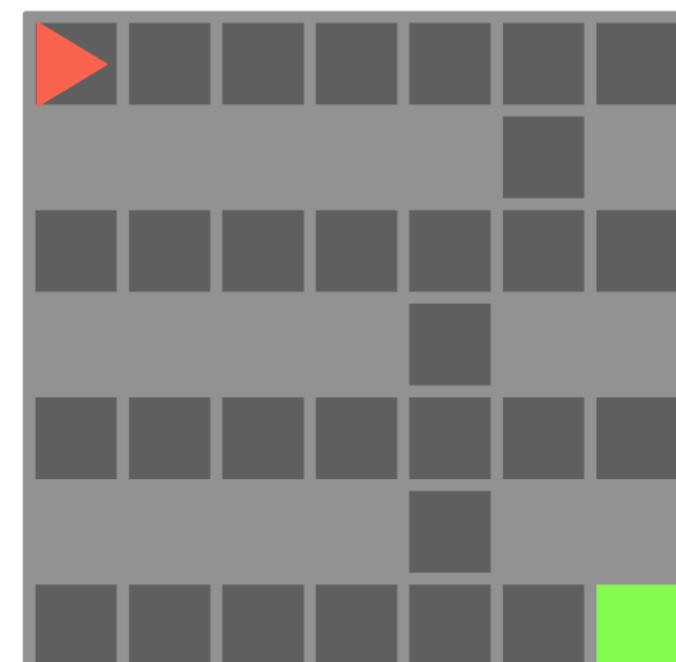
# Results-MiniGrid-SimpleCrossing



VQC BASELINES.

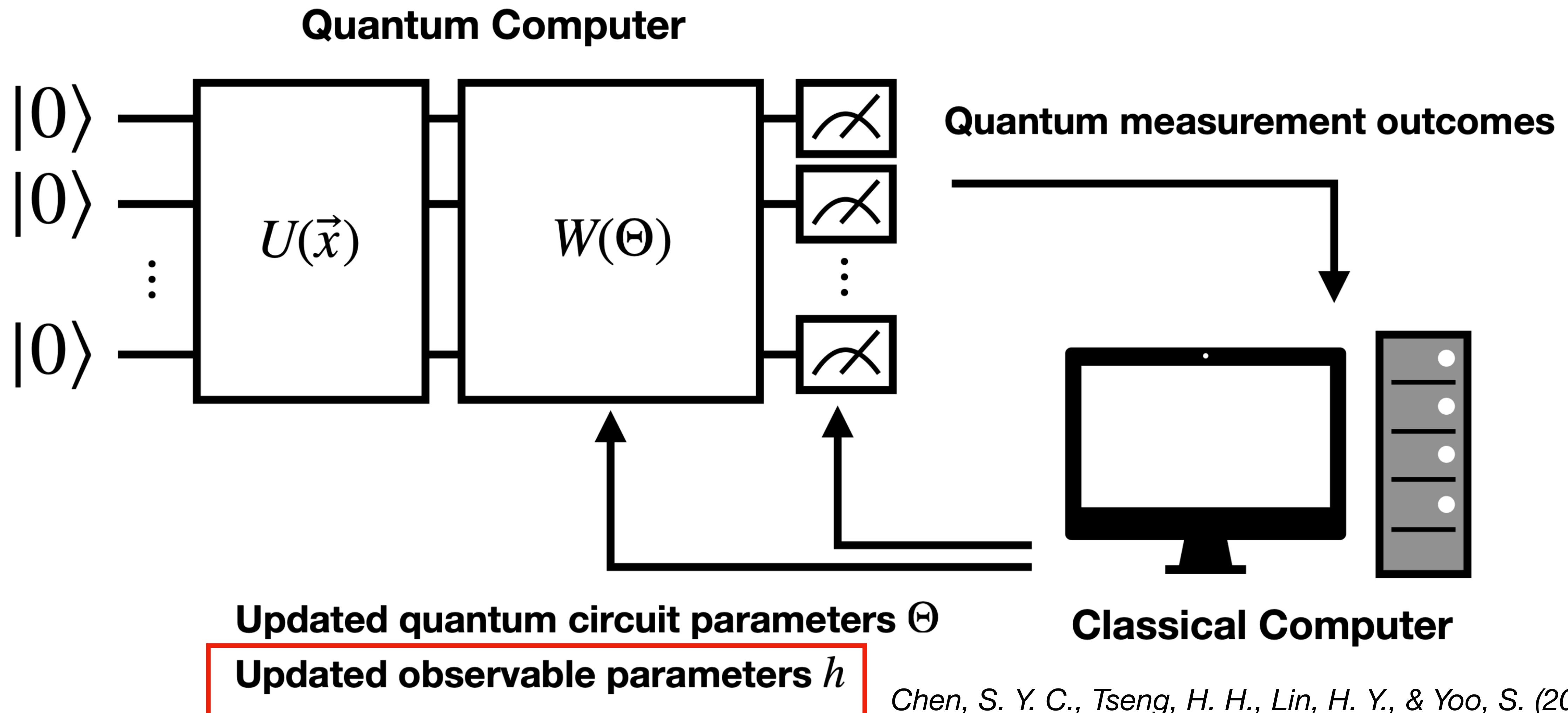
Component	1	2	3	4	5	6
VQC config						
Encoding	$R_y$	$R_z$	$R_z$	$R_y$	$R_x$	$R_x$
Trainable Rotation Gate	$R_y$	$R_y$	$R_z$	$R_z$	$R_z$	$R_y$

- Performance of DiffQAS is close to Config-1 and 4.
- Config-2 fails to reach the optimal score.
- Config-3, 5 and 6 fail to learn the policy at all.

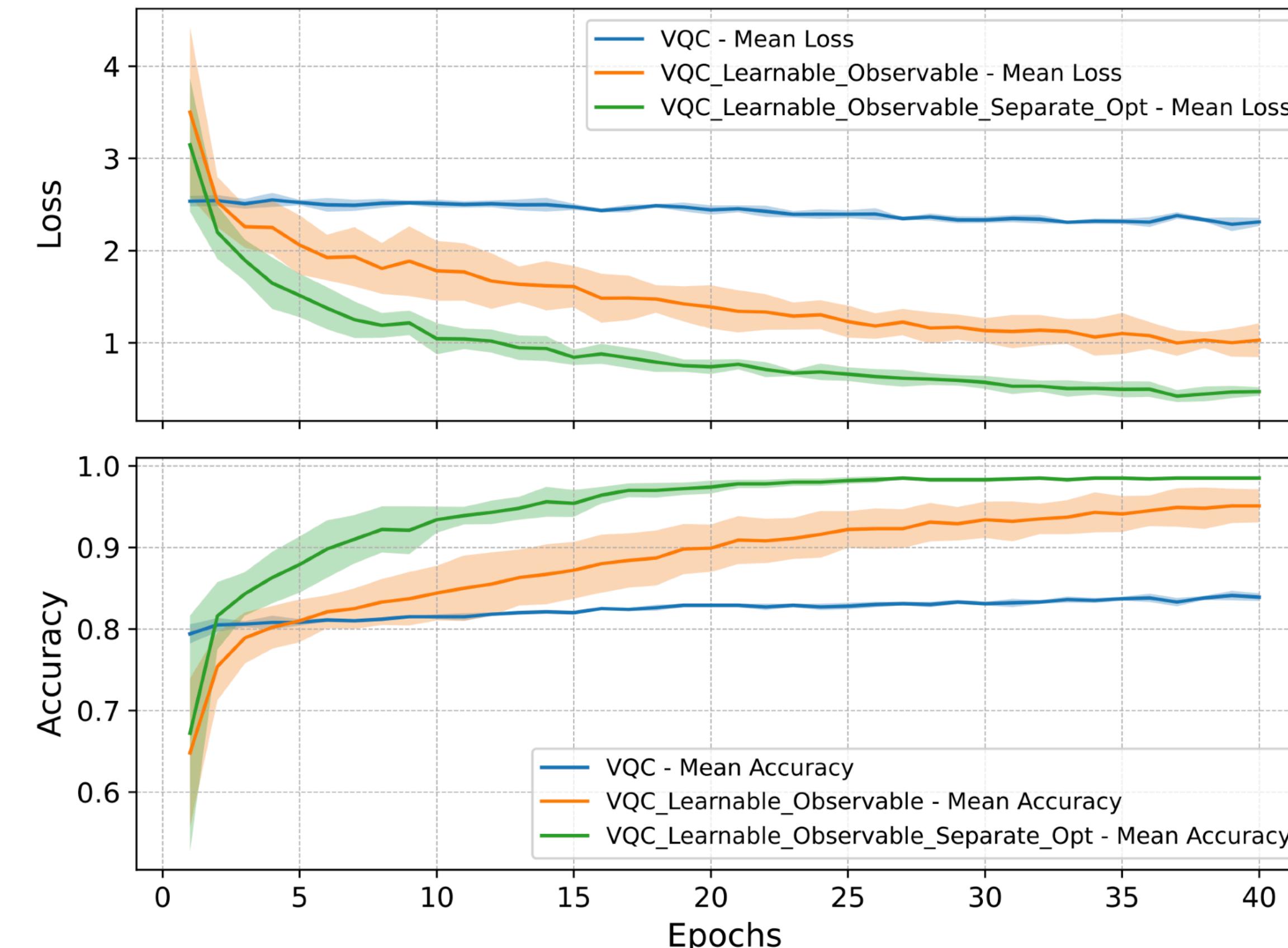


MiniGrid-SimpleCrossing-S9N3

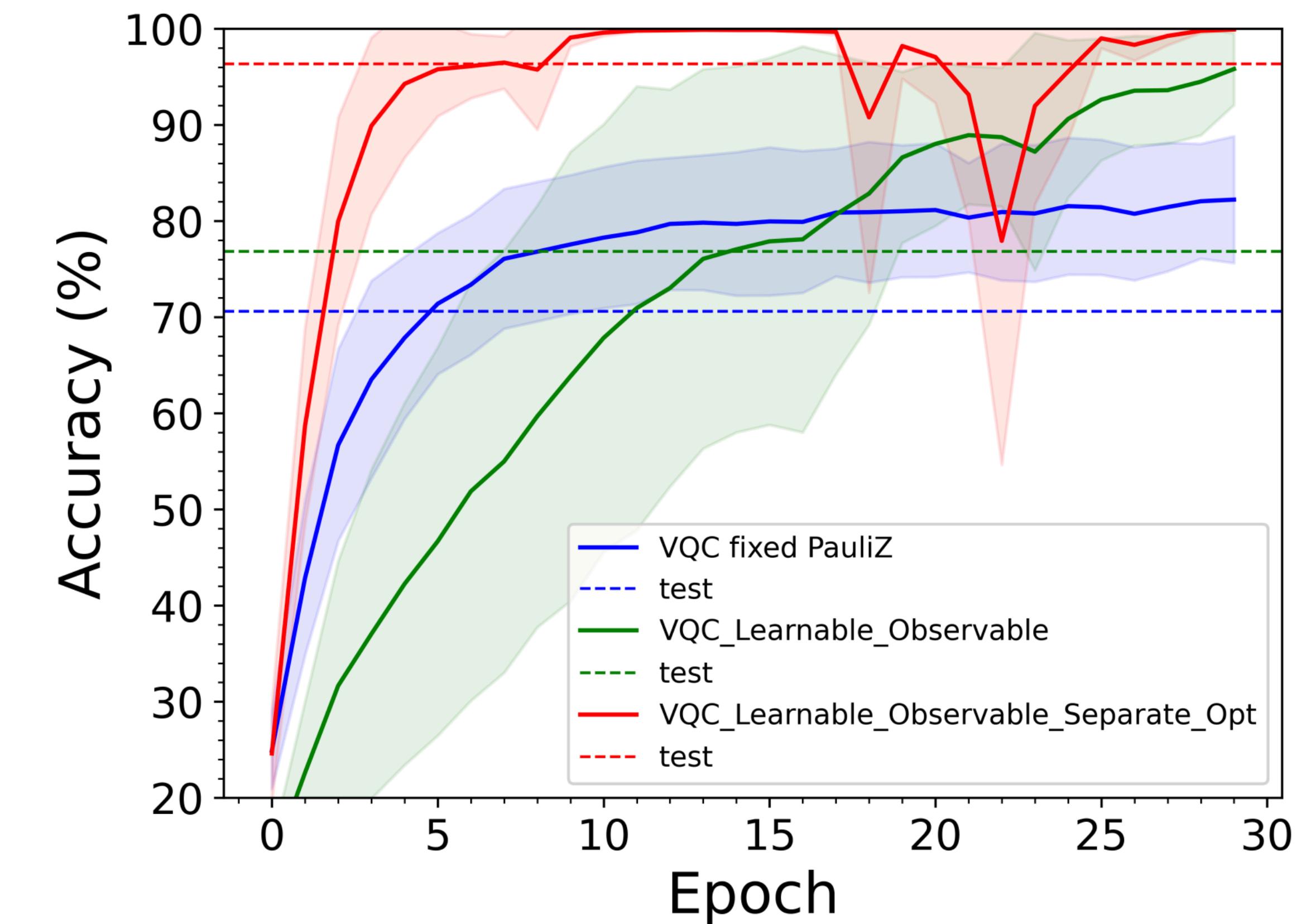
# Learning to Measure



# Learning to Measure



Make\_Moons Data



VCTK Speaker Recognition Task

- **Fundamentals of Quantum Computing**
- **Hybrid Quantum-Classical Paradigm**
- **Variational Quantum Circuits (a.k.a Parameterized Quantum Circuits)**
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- **Machine Learning for Quantum Machine Learning Model Design**
- **Challenges in Quantum Machine Learning**
- **Conclusion and Outlook**

# Challenges in Quantum Machine Learning

## Noise and Hardware

- Number of qubits
- Qubit decoherence
- Gate noise

## Barren Plateau

- Vanishing gradients
- Limited model sizes

## Operating Conditions

- Near-zero temperature
- Difficult control

## Integration with Classical

- Data transfer between quantum and classical computers

- **Fundamentals of Quantum Computing**
- **Hybrid Quantum-Classical Paradigm**
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- **Applications**
- **Machine Learning for Quantum Machine Learning Model Design**
- **Challenges in Quantum Machine Learning**
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# Conclusion and Outlook

- Quantum Machine Learning models largely depend on the hybrid quantum-classical framework.
- Variational Quantum Circuits (VQC) a.k.a Parameterized Quantum Circuits (PQC) are the building blocks of QML.
- Quantum and classical components can be connected as a DAG and backpropagation can be applied to train the whole model in an end-to-end manner.

# Conclusion and Outlook

- Quantum Neural Networks (QNN) can be used to build models such as quantum convolutional neural networks (QCNN), quantum long-short-term memory (QLSTM) and other hybrid quantum-classical models.
- Quantum Neural Networks (QNN) can be used to generate parameters for classical neural networks, reducing a large amount of trainable parameters.
- Quantum Neural Networks (QNN) can learn value functions and policy functions in reinforcement learning (RL).
- Evolutionary, RL and differentiable search can be used to find good QML architectures or good quantum measurement methods.

# Thank You!

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Feel free to reach out:  
[ycchen1989@ieee.org](mailto:ycchen1989@ieee.org)