Quantum Algorithms for Reinforcement Learning with a Generative Model

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Quantum computing basics

- Classical computers use bits, quantum computers use qubits.
- A single qubit can be in a state that is a superposition of 0 and 1. n qubits can be in a state that is a superposition over all 2ⁿ bitstrings of length n.
- Quantum computers can efficiently manipulate these quantum states to solve certain problems much faster than classical computers.



Image credit: Rigetti Computing

RL in the quantum generative model

- We consider a γ-discounted Markov Decision Process (MDP) given a *classical* generative model G for sampling state transitions.
- ► Fact: assuming G is given as a classical circuit with N gates, then we can efficiently convert G to a quantum circuit G with O(N) gates that can sample state transitions in superposition.
- We develop quantum algorithms that use G to solve the MDP.
 We call G the quantum generative model and the number of times an algorithm uses G its quantum sample complexity.

Summary of quantum speedups

Notation: S = size of state space, A = size of action space, $\Gamma = 1/(1 - \gamma)$, ϵ = accuracy

Goal: output an ϵ -accurate estimate of	Classical sample complexity	Quantum sample complexity ¹	
	Upper and lower bound	Upper bound	Lower bound
<i>q</i> *	$\frac{SA\Gamma^3}{\epsilon^2}$	$\frac{SA\Gamma^{1.5}}{\epsilon}$	$\frac{SA\Gamma^{1.5}}{\epsilon}$
v^* , π^*	$\frac{SA\Gamma^3}{\epsilon^2}$	$\min\{\frac{SA\Gamma^{1.5}}{\epsilon},\frac{S\sqrt{A}\Gamma^{3}}{\epsilon}\}$	$\frac{S\sqrt{A}\Gamma^{1.5}}{\epsilon}$

¹This equals the quantum *time* complexity up to log factors assuming access to quantum random access memory (QRAM).

Quantum speedups from applying quantum mean estimation and maximum finding to value iteration

- ► Quantum mean estimation (Montanaro, 2015) estimates E[X] to accuracy \(\epsilon\) using \(\tilde{O}(\sqrt{Var[X]}/\epsilon\)) quantum samples of \(X\).
- ► Quantum maximum finding (Dürr and Høyer, 1996) finds the maximum of a size-n list using Õ(√n) quantum queries to it.
- ► They can speed up, e.g., the value iteration algorithm for v^* : $v \leftarrow \mathbf{0} \in \mathbb{R}^A$ for $\ell = 1, 2, ..., \tilde{O}(\frac{1}{1-\gamma})$ do $\begin{vmatrix} for \ s \in S \ do \\ | v(s) \leftarrow \max_{a \in A} \{r(s, a) + \gamma \mathbb{E}[v(s') | s' \sim p(\cdot|s, a)]\} \\ end$ end
- But above value iteration is highly sub-optimal so we speed up a modern version (Sidford et. al., 2018; Wainwright, 2019) which gives us the (near-)optimal bounds in the summary.

Thank you!