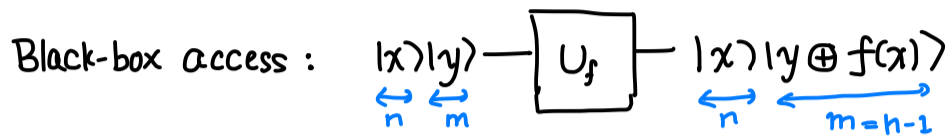


# LECTURE 12 September 28<sup>th</sup>, 2023

## PART II Fundamental Quantum Algorithms

### Today Simon's Algorithm (wrapup) Quantum Fourier Transform

RECAP Given black-box access to  $f$  that is  $L$ -periodic, determine  $L \in \{0,1\}^n$



$L$ -periodic:  $f(x) = f(y)$  iff  $x \oplus y = L \Rightarrow$  pairs  $(x, x+L)$  get a distinct color

$(1.4)^n$  classical vs  $4n$  quantum

Key idea Use quantum subroutine to get random linear equations in bit representation of  $L$

### Quantum Subroutine

(i) Prepare the state  $\frac{1}{\sqrt{2^n}} \sum_{x \in \{0,1\}^n} |x\rangle |f(x)\rangle$

(ii) Measure the COLOR  $c^*$

$\Rightarrow$  state collapses to  $\left( \frac{1}{\sqrt{2}} |x^*\rangle + \frac{1}{\sqrt{2}} |x^* \oplus L\rangle \right) \otimes |c^*\rangle$  where  $f(x^*) = f(x^* \oplus L) = c^*$

(iii) Applying  $H^{\otimes n}$  to first  $n$  qubits gives  $\frac{1}{\sqrt{2^{n+1}}} \sum_{s: s \cdot L = 0} (-1)^{x^* \cdot s} |s\rangle$  & MEASURE

Suppose we get  $s^{(1)}, \dots, s^{(T)} \in \{0,1\}^n$ , then

$$\begin{bmatrix} -s^{(1)} & \text{---} \\ -s^{(2)} & \text{---} \\ \vdots & \\ -s^{(T)} & \text{---} \end{bmatrix} \cdot \begin{bmatrix} L_1 \\ \vdots \\ L_n \end{bmatrix} = 0$$

e.g.  $L_1 \oplus L_2 \oplus L_3 \oplus L_4 = 0$   
 $L_2 \oplus L_3 = 0$   
 $L_1 \oplus L_2 = 0$   
 $L_3 \oplus L_4 = 0$

- At least 2 solutions  $0, L$  and others
- If no equations,  $L$  could be one of  $2^{n-1}$  possible colors
- Each new  $s$  if it is linearly independent, reduces # solns by half
- Exactly 2 solutions if  $s^{(1)}, \dots, s^{(T)}$  contain  $n-1$  linearly independent equations

Claim  $\mathbb{P}[\text{first } n-1 \text{ } s^{(1)}, \dots, s^{(n-1)} \text{ are linearly independent}] \geq \frac{1}{4}$

Start again if they are not

$\mathbb{E}[\text{\# applications of } U_f \text{ until we succeed}] \leq 4n$

Proof of Claim

Assume  $s^{(1)}, \dots, s^{(i)}$  are linearly independent

i.e. they span a subspace  $\{\alpha_1 s^{(1)} + \alpha_2 s^{(2)} + \dots + \alpha_i s^{(i)} \mid \alpha_1, \dots, \alpha_i \in \{0,1\}\}$   
which has size  $2^i$

The next  $s^{(i+1)}$  is independent if it is not in the span

$$\mathbb{P}\left[\underbrace{s^{(i+1)} \in \text{span}\{s^{(1)}, \dots, s^{(i)}\}}_{\text{bad event}}\right] = \frac{2^i}{2^{n-1}}$$

$$\mathbb{P}[\text{good: } s^{(i+1)} \notin \text{span}\{s^{(1)}, \dots, s^{(i)}\}] = 1 - \frac{2^i}{2^{n-1}}$$

$$\mathbb{P}[\text{all } n-1 \text{ are linearly independent}] = \left(1 - \frac{1}{2^{n-1}}\right) \left(1 - \frac{2}{2^{n-1}}\right) \left(1 - \frac{4}{2^{n-1}}\right) \dots \left(1 - \frac{2^{n-2}}{2^{n-1}}\right)$$

$$\uparrow \mathbb{P}[s^{(1)} \notin \text{span}\{0\}]$$

$$\uparrow \mathbb{P}[s^{(n-1)} \notin \text{span}\{s^{(1)}, \dots, s^{(n-2)}\}]$$

$$= \frac{1}{2} \cdot \frac{3}{4} \cdot \frac{7}{8} \dots \left(1 - \frac{4}{2^{n-1}}\right) \left(1 - \frac{2}{2^{n-1}}\right) \left(1 - \frac{1}{2^{n-1}}\right)$$

$$\geq \frac{1}{2} \left(1 - \frac{1}{4}\right) \left(1 - \frac{1}{8}\right) \left(1 - \frac{1}{16}\right) \dots$$

$$\geq \frac{1}{2} \left(1 - \frac{1}{4} - \frac{1}{8} - \frac{1}{16} - \dots\right)$$

$$= \frac{1}{2} \cdot \frac{1}{2} = \frac{1}{4} \quad \blacksquare$$

NEXT: Buildup to Shor's Factoring Algorithm

Given  $N$ , find  $p, q$  s.t.  $p \cdot q = N$

Shor's algorithm uses a similar subroutine over integers mod  $N$  called ORDER FINDING

ORDER FINDING:  $f(x) = a^x \text{ mod } N$  where  $a$  is uniform random number  
coprime to  $N$

find  $L$  (dividing  $N$ ) s.t.  $f(x) = f(x+L) = f(x+2L) = f(x+3L) \dots$

Main differences with Simon's problem :

- ① Arithmetic mod  $N$  where  $N$  is a large number
- ② No promise that  $L$  divides  $N$ , so need some results from number theory to deal with it
- ③ We can build the black-box ourselves  $\rightarrow$  This is what makes it practical!

The algorithm for order finding is similar to Simon's algorithm but we need an analog of  $H^{\otimes n}$  that works mod  $N$

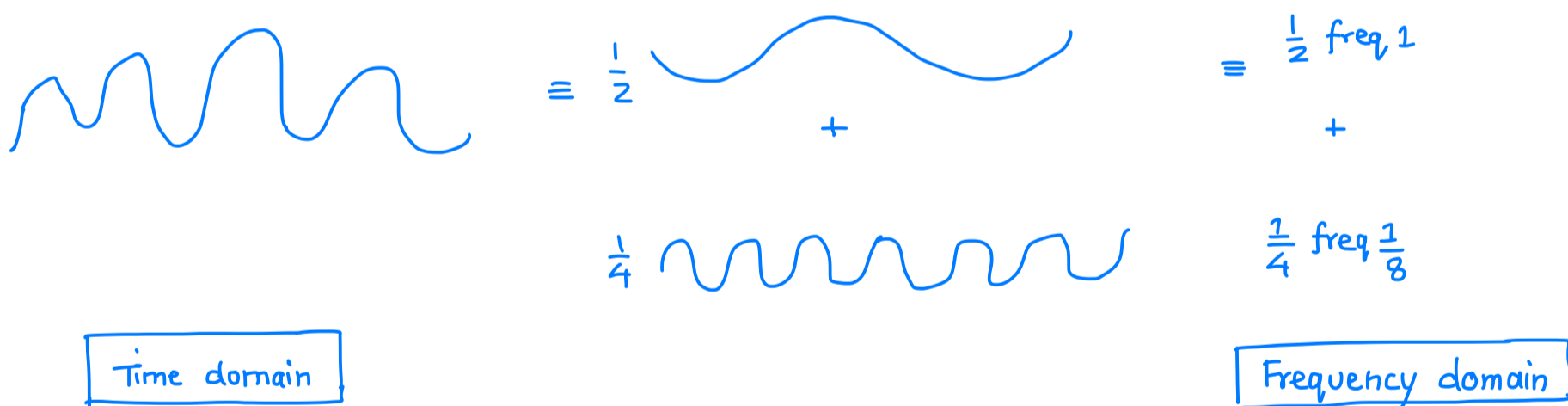
This is the Quantum Fourier Transform which we now introduce

### Quantum Fourier Transform

Let us first talk about the classical discrete Fourier Transform

Useful in recovering periodic structure in data

E.g. continuous fourier transform allows



Discrete Fourier Transform (DFT)

Given  $f: \mathbb{Z}_N \rightarrow \mathbb{C}$

$$\begin{array}{l}
 |0\rangle \begin{bmatrix} f(0) \\ \vdots \\ f(N-1) \end{bmatrix} \\
 |N-1\rangle \downarrow \\
 \text{"TIME" domain} \\
 \text{Standard basis}
 \end{array}
 = \sum_{s=0}^{N-1} f(s) |s\rangle
 = \sum_{s=0}^{N-1} \hat{f}(s) |v_s\rangle
 \begin{array}{l}
 \downarrow \\
 \text{"FREQ" domain} \\
 \text{Fourier basis}
 \end{array}$$

where  $\{|v_0\rangle, \dots, |v_{N-1}\rangle\}$  is a different basis called the  $\mathbb{Z}_N$ -Fourier basis and  $\hat{f}(i)$  are the Fourier coefficients

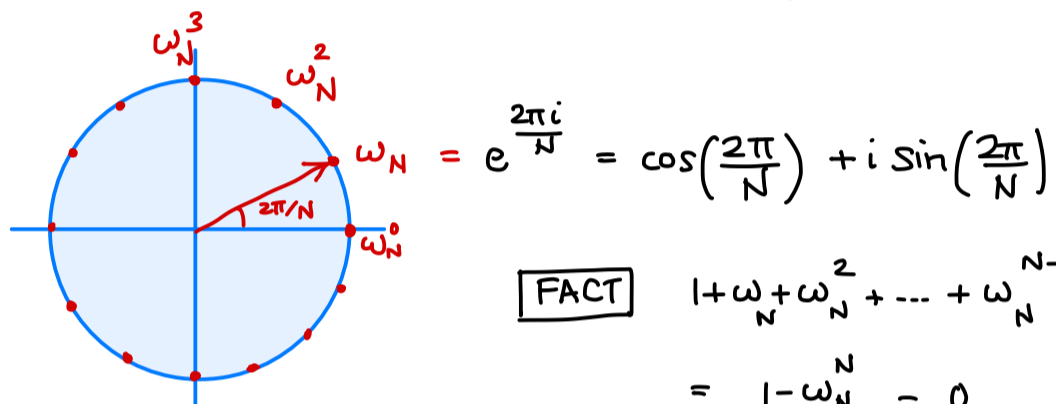
(Inverse) DFT matrix  $DFT_N = \sum_{s=0}^{N-1} |v_s\rangle\langle s| = \begin{bmatrix} | & | & & | \\ |v_0\rangle & |v_1\rangle & \dots & |v_{N-1}\rangle \\ | & | & & | \end{bmatrix}$  Unitary Matrix

$DFT_N^{-1} = DFT_N^\dagger$

E.g.  $N=2$   $DFT_2 = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} = H$

For general  $N$ , we need complex numbers

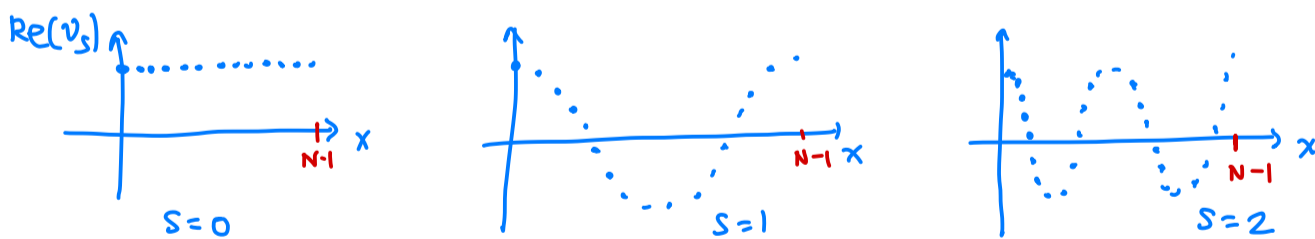
Let  $\omega_N = e^{\frac{2\pi i}{N}}$  be the primitive  $N^{\text{th}}$ -root of unity



**FACT**  $1 + \omega_N + \omega_N^2 + \dots + \omega_N^{N-1} = 0$   
 $= \frac{1 - \omega_N^N}{1 - \omega_N} = 0$

$DFT_N = \frac{1}{\sqrt{N}} x \begin{bmatrix} & & & s \\ & & & \vdots \\ & & \omega_N^{sx} & \\ & & & \vdots \\ & & & \omega_N^{(N-1)s} \end{bmatrix} s_0, |v_s\rangle = \begin{bmatrix} \omega_N^0 \\ \omega_N^s \\ \omega_N^{2s} \\ \vdots \\ \omega_N^{(N-1)s} \end{bmatrix}$

Plotting Real parts of  $v_s$  the graph looks like a discrete cosine wave



E.g. ( $N=4$ )  $DFT_4 = \frac{1}{\sqrt{4}} \begin{bmatrix} \omega_4^0 & \omega_4^0 & \omega_4^0 & \omega_4^0 \\ \omega_4^0 & \omega_4^1 & \omega_4^2 & \omega_4^3 \\ \omega_4^0 & \omega_4^2 & \omega_4^4 & \omega_4^6 \\ \omega_4^0 & \omega_4^3 & \omega_4^6 & \omega_4^9 \end{bmatrix}$  can express mod 4 since  $\omega_4^4 = 1$

$DFT_N^{-1} =$  Conjugate Transpose of  $DFT_N$   
 $=$  put negative signs in the exponent

One can compute discrete fourier transform of any vector in  $\approx N \log N$  time classically

However, since  $DFT_N$  is a unitary matrix, one can applying it to a quantum state

NOTE The coefficients in standard and Fourier basis are encoded as amplitudes unlike the classical case where one can write the  $N$  coefficients on a piece of paper

The advantage is that one can IMPLEMENT  $DFT_N$  for  $N=2^n$  with

$O(n^2)$  quantum gates (1 and 2 qubit gates)

$O(2^n \cdot n)$  time classically, so exponential savings but here we get a quantum state

Let's see how to do this by example, say  $N=16$

We want to implement  $|x\rangle \xrightarrow{DFT_{16}} \frac{1}{\sqrt{16}} \sum_{s=0}^{N-1} \omega_{16}^{sx} |s\rangle$  where  $\omega_{16} = e^{\frac{2\pi i}{16}} := \omega$

$$DFT_{16} |x\rangle = \frac{1}{4} (|10000\rangle + \omega^x |10001\rangle + \omega^{2x} |10010\rangle + \omega^{3x} |10011\rangle + \dots + \omega^{15x} |11111\rangle)$$

Is this state entangled? NO!

$$= \underbrace{\left( \frac{|10\rangle + \omega^{8x} |11\rangle}{\sqrt{2}} \right)}_{|s_3\rangle} \otimes \underbrace{\left( \frac{|10\rangle + \omega^{4x} |11\rangle}{\sqrt{2}} \right)}_{|s_2\rangle} \otimes \underbrace{\left( \frac{|10\rangle + \omega^{2x} |11\rangle}{\sqrt{2}} \right)}_{|s_1\rangle} \otimes \underbrace{\left( \frac{|10\rangle + \omega^x |11\rangle}{\sqrt{2}} \right)}_{|s_0\rangle}$$

Compare this to the following step in Simon's algorithm:

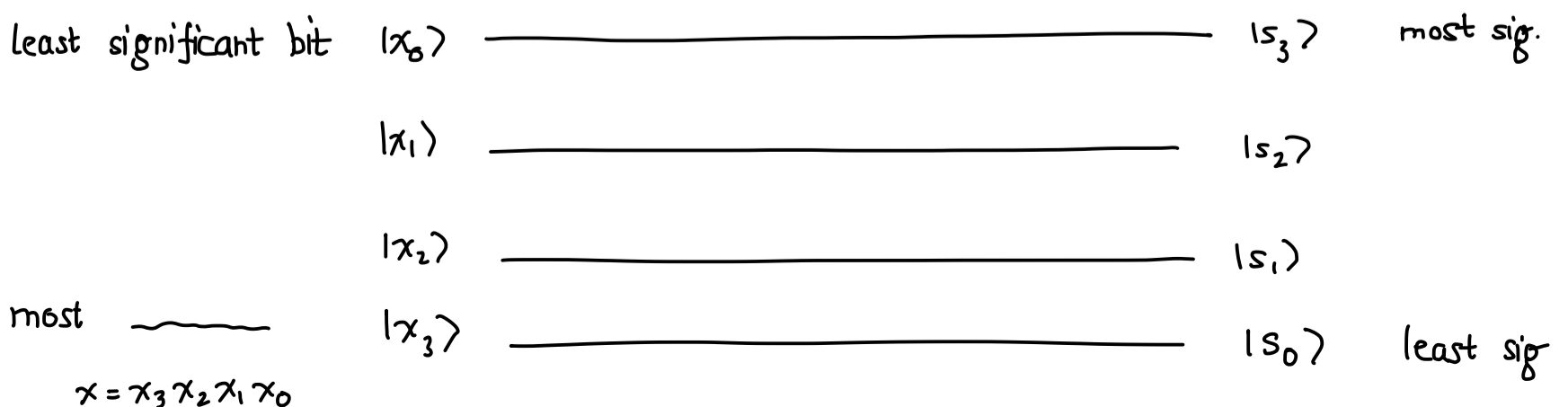
$$H^{\otimes n} |x\rangle = |+\rangle \otimes |-\rangle \otimes |+\rangle \otimes \dots \quad \text{output qubit } i \text{ depends only on input qubit } x_i$$

$\uparrow$  if  $x_2=1$        $\uparrow$  if  $x_3=0$

For DFT, each output qubit depends on all  $n$ -input qubits

We will do the transform qubit-by-qubit

It will be very convenient to reverse the order



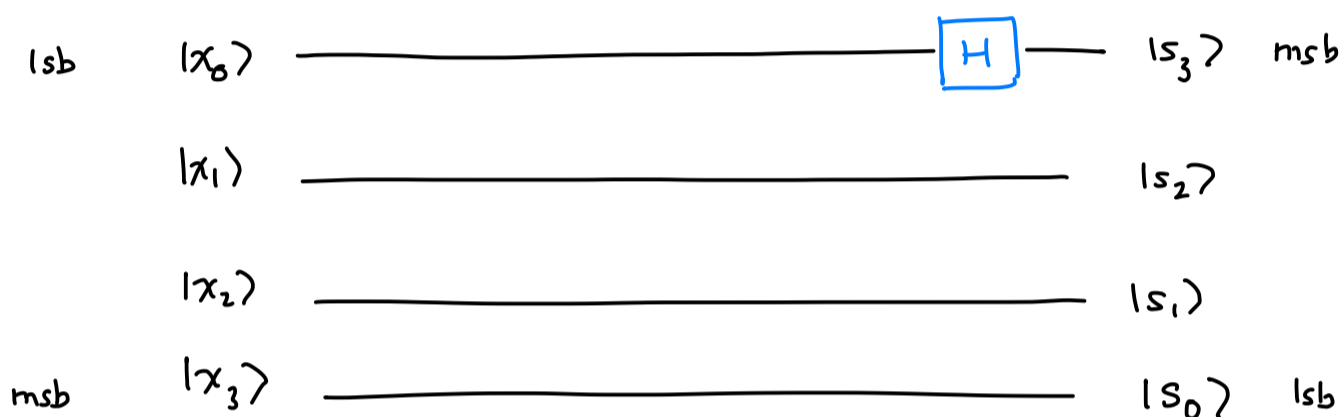
One can do  $\frac{n}{2}$  SWAP gates to reverse the order at the end

To do the 0<sup>th</sup> wire, we need to get  $\frac{|0\rangle + \omega^{8x}|1\rangle}{\sqrt{2}}$  ← Seems like this depends on all 4 qubits of  $x$

Notice,  $\omega^8 = \omega_{16}^8 = (-1)$

so,  $\omega^{8x} = (-1)^x$  and it only depends on whether  $x$  is even or odd, i.e. on  $x_0$

So, we want  $\frac{|0\rangle + (-1)^{x_0}|1\rangle}{\sqrt{2}} = H|x_0\rangle$



To do the 1<sup>st</sup> wire, we need to get  $\frac{|0\rangle + \omega^{4x}|1\rangle}{\sqrt{2}}$  ← Seems like this depends on all 4 qubits of  $x$  again

$\omega^4 = i$ , so  $\omega^{4x} = i^x$  ← only depends on  $x \bmod 4$   
i.e.  $x_0$  and  $x_1$

$\omega^{4x} = \omega_{16}^{4(x_0 + 2x_1 + 4x_2 + 8x_3)}$  since  $16x_2, 32x_3 = 0$

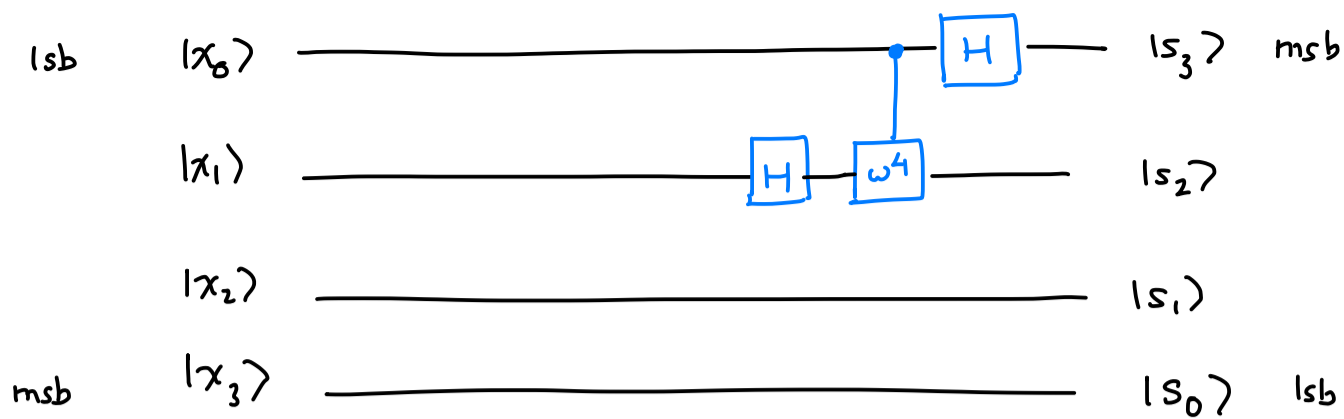
$= \omega^{4x_0} \cdot \omega^{8x_1} = (\omega^4)^{x_0} (-1)^{x_1}$

So, the  $|1\rangle$  state should pick up phase  $(-1)$  if  $x_1 = 1$  ← Hadamard  
should also pick up phase  $\omega^4$  if  $x_0 = 1$

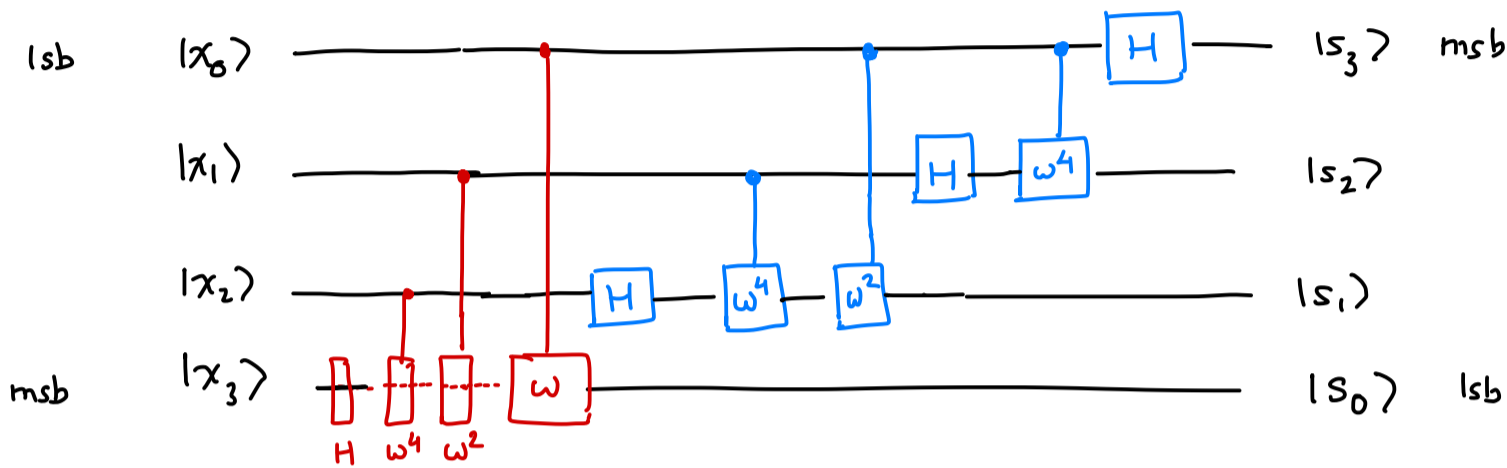
"controlled- $\omega^4$ " gate, control qubit =  $x_0$

$|00\rangle \rightarrow |00\rangle$        $|10\rangle \rightarrow \omega^4 |10\rangle$   
 $|01\rangle \rightarrow |01\rangle$        $|11\rangle \rightarrow \omega^4 |11\rangle$

$$\begin{matrix} 00 \\ 01 \\ 10 \\ 11 \end{matrix} \begin{bmatrix} 1 & & & \\ & 1 & & \\ & & \omega^4 & \\ & & & \omega^4 \end{bmatrix}$$



Rest is similar, in the end we have



Total gates :  $1+2+3+4+...+n = O(n^2)$

**Final Remarks** For general  $n$ , say  $n=1000$   $\omega_{2^n}$  is the controlled  $2^{1000}$ -th root of unity phase shift gate

We cannot build this accurately in practice

In general, not realistic for  $2^k$  root of unity for  $k \geq 30$

Luckily, it's not a problem!

**FACT** Suppose we delete all gates where  $k \geq \log(\frac{n}{\epsilon})$  E.g.  $k=30$   
 $\epsilon = 1\%$

Then, the resulting circuit

- "ε approximates"  $DFT_N \rightarrow$  success probability of Shor's algorithm only goes down by ε
- remaining gates can be built since they have large phases
- only  $O(n \log(\frac{n}{\epsilon}))$  gates remain ← Near linear size!  
Way more efficient!

**NEXT TIME** Buildup to Shor's Algorithm : Order Finding