#### Quantum walks

# Daniel J. Bernstein University of Illinois at Chicago

Focusing on quantum walks as an algorithm-design tool: e.g. Grover's algorithm. e.g. Ambainis's algorithm. Can also study quantum walks on much more general graphs. 2008 Childs, 2009 Lovett-Cooper-Everitt-Trevers-Kendon: Can view, e.g., Shor's algorithm as quantum walk on Shor graph.

### Examples of applications to crypto

Minimum asymptotic ops known, assuming plausible heuristics:

pre-q	post-q	problem
1	0.5	cipher
ρ	ho/2	McEliece
0.791	0.462	MQ
0.290	0.241	subset sum

"'Pre-q" e: as  $n \to \infty$ ,  $2^{(e+o(1))n}$  simple non-quantum ops.

"Post-q" e: as  $n \to \infty$ ,  $2^{(e+o(1))n}$  simple quantum ops.

"Cipher": find *n*-bit cipher key. 0.5: 1996 Grover. "McEliece": in linear code of length  $(1 + o(1))n \log_2 n$  and dimension  $(R + o(1))n \log_2 n$ , decode (1 - R + o(1))n errors. "McEliece": in linear code of length  $(1 + o(1))n \log_2 n$  and dimension  $(R + o(1))n \log_2 n$ , decode (1 - R + o(1))n errors.  $\rho = (1 - R) \log_2(1/(1 - R))$ : 1962 Prange. "McEliece": in linear code of length  $(1 + o(1))n \log_2 n$  and dimension  $(R + o(1))n \log_2 n$ , decode (1 - R + o(1))n errors.  $\rho = (1 - R) \log_2(1/(1 - R))$ : 1962 Prange.

 $\rho/2$ : 2009 Bernstein (via Grover).

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"MQ": solve system of *n* deg-2 equations in *n* variables over **F**<sub>2</sub>. 0.791 (modulo calculation errors): 2004 Yang–Chen–Courtois. 0.462: 2017 Bernstein–Yang (via Grover), independently 2017 Faugère–Horan–Kahrobaei– Kaplan–Kashefi–Perret.

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0.241: 2013 Bernstein–Jeffery– Lange–Meurer, using HGJ and quantum walks (not just Grover).

#### Grover's algorithm

Assume: unique  $s \in \{0, 1\}^n$ has f(s) = 0.

Traditional algorithm to find s: compute f for many inputs, hope to find output 0. Success probability is very low until #inputs approaches  $2^n$ .

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Traditional algorithm to find s: compute f for many inputs, hope to find output 0. Success probability is very low until #inputs approaches  $2^n$ . Grover's algorithm takes only  $2^{n/2}$ reversible computations of f. Typically: reversibility overhead is small enough that this easily wins for all sufficiently large n.

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Step 2: "Grover diffusion".
Negate *a* around its average.
This is also fast.

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Repeat Step 1 + Step 2 about  $0.58 \cdot 2^{n/2}$  times. Start from uniform superposition a over  $q \in \{0, 1\}^n$ :  $a_q = 2^{-n/2}$ .

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Measure the *n* qubits. With high probability this finds *s*.

## Normalized graph of $q \mapsto a_q$ for an example with n = 12after 0 steps:



Normalized graph of  $q \mapsto a_q$ for an example with n = 12after Step 1:



## Normalized graph of $q \mapsto a_q$ for an example with n = 12after Step 1 + Step 2:



Normalized graph of  $q \mapsto a_q$ for an example with n = 12after Step 1 + Step 2 + Step 1:



Normalized graph of  $q \mapsto a_q$ for an example with n = 12after 2 × (Step 1 + Step 2):



Normalized graph of  $q \mapsto a_q$ for an example with n = 12after  $3 \times (\text{Step } 1 + \text{Step } 2)$ :



Normalized graph of  $q \mapsto a_q$ for an example with n = 12after 4 × (Step 1 + Step 2):



Normalized graph of  $q \mapsto a_q$ for an example with n = 12after 5 × (Step 1 + Step 2):



Normalized graph of  $q \mapsto a_q$ for an example with n = 12after  $6 \times (\text{Step } 1 + \text{Step } 2)$ :



Normalized graph of  $q \mapsto a_q$ for an example with n = 12after 7 × (Step 1 + Step 2):



Normalized graph of  $q \mapsto a_q$ for an example with n = 12after 8 × (Step 1 + Step 2):



Normalized graph of  $q \mapsto a_q$ for an example with n = 12after 9 × (Step 1 + Step 2):



Normalized graph of  $q \mapsto a_q$ for an example with n = 12after  $10 \times (\text{Step } 1 + \text{Step } 2)$ :



Normalized graph of  $q \mapsto a_q$ for an example with n = 12after  $11 \times (\text{Step } 1 + \text{Step } 2)$ :



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Normalized graph of  $q \mapsto a_q$ for an example with n = 12after  $13 \times (\text{Step } 1 + \text{Step } 2)$ :


Normalized graph of  $q \mapsto a_q$ for an example with n = 12after 14 × (Step 1 + Step 2):



Normalized graph of  $q \mapsto a_q$ for an example with n = 12after  $15 \times (\text{Step } 1 + \text{Step } 2)$ :



Normalized graph of  $q \mapsto a_q$ for an example with n = 12after 16 × (Step 1 + Step 2):



Normalized graph of  $q \mapsto a_q$ for an example with n = 12after  $17 \times (\text{Step 1} + \text{Step 2})$ :



Normalized graph of  $q \mapsto a_q$ for an example with n = 12after 18 × (Step 1 + Step 2):



Normalized graph of  $q \mapsto a_q$ for an example with n = 12after 19 × (Step 1 + Step 2):



Normalized graph of  $q \mapsto a_q$ for an example with n = 12after 20 × (Step 1 + Step 2):



Normalized graph of  $q \mapsto a_q$ for an example with n = 12after 25 × (Step 1 + Step 2):



Normalized graph of  $q \mapsto a_q$ for an example with n = 12after 30 × (Step 1 + Step 2):



Normalized graph of  $q \mapsto a_q$ for an example with n = 12after 35 × (Step 1 + Step 2):



Good moment to stop, measure.

Normalized graph of  $q \mapsto a_q$ for an example with n = 12after 40 × (Step 1 + Step 2):



Normalized graph of  $q \mapsto a_q$ for an example with n = 12after 45 × (Step 1 + Step 2):



Normalized graph of  $q \mapsto a_q$ for an example with n = 12after 50 × (Step 1 + Step 2):



## Traditional stopping point.

Normalized graph of  $q \mapsto a_q$ for an example with n = 12after 60 × (Step 1 + Step 2):



Normalized graph of  $q \mapsto a_q$ for an example with n = 12after 70 × (Step 1 + Step 2):



Normalized graph of  $q \mapsto a_q$ for an example with n = 12after 80 × (Step 1 + Step 2):



Normalized graph of  $q \mapsto a_q$ for an example with n = 12after 90 × (Step 1 + Step 2):



Normalized graph of  $q \mapsto a_q$ for an example with n = 12after 100 × (Step 1 + Step 2):



Very bad stopping point.

 $q \mapsto a_q$  is completely described by a vector of two numbers (with fixed multiplicities): (1)  $a_q$  for roots q; (2)  $a_q$  for non-roots q.  $q \mapsto a_q$  is completely described by a vector of two numbers (with fixed multiplicities): (1)  $a_q$  for roots q; (2)  $a_q$  for non-roots q.

Step 1 +Step 2 act linearly on this vector.

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Easily compute eigenvalues and powers of this linear map to understand evolution of state of Grover's algorithm.  $\Rightarrow$  Probability is  $\approx 1$ after  $\approx (\pi/4)2^{n/2}$  iterations.

## Ambainis's algorithm

Unique-collision-finding problem: Say f has n-bit inputs, exactly one collision  $\{p, q\}$ : i.e.,  $p \neq q$ , f(p) = f(q). Problem: find this collision.

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Cost  $2^n$ : Define *S* as the set of *n*-bit strings. Compute f(S), sort.

Generalize to cost r, success probability  $\approx (r/2^n)^2$ : Choose a set S of size r. Compute f(S), sort. Data structure D(S) capturing the generalized computation: the set S; the multiset f(S); the number of collisions in S. Data structure D(S) capturing the generalized computation: the set S; the multiset f(S); the number of collisions in S.

Very efficient to move from D(S)to D(T) if T is an **adjacent** set:  $\#S = \#T = r, \ \#(S \cap T) = r - 1.$  Data structure D(S) capturing the generalized computation: the set S; the multiset f(S); the number of collisions in S.

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2003 Ambainis, simplified 2007 Magniez–Nayak–Roland–Santha: Create superposition of states (D(S), D(T)) with adjacent S, T. By a quantum walk find S containing a collision. How the quantum walk works:

Start from uniform superposition. Repeat  $\approx 0.6 \cdot 2^n/r$  times: Negate *a<sub>S,T</sub>* if S contains collision. Repeat  $\approx 0.7 \cdot \sqrt{r}$  times: For each T: Diffuse  $a_{S,T}$  across all S. For each S: Diffuse  $a_{S,T}$  across all T. Now high probability that T contains collision. Cost  $r + 2^n / \sqrt{r}$ . Optimize:  $2^{2n/3}$ .

e.g. n = 15, r = 1024, after 0 negations and 0 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.938; + \\ & \Pr[\text{class } (0,1)] \approx 0.000; + \\ & \Pr[\text{class } (1,0)] \approx 0.000; + \\ & \Pr[\text{class } (1,1)] \approx 0.060; + \\ & \Pr[\text{class } (1,2)] \approx 0.000; + \\ & \Pr[\text{class } (2,1)] \approx 0.000; + \\ & \Pr[\text{class } (2,2)] \approx 0.001; + \end{aligned}$ 

e.g. n = 15, r = 1024, after 1 negation and 46 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.935; + \\ & \Pr[\text{class } (0,1)] \approx 0.000; + \\ & \Pr[\text{class } (1,0)] \approx 0.000; - \\ & \Pr[\text{class } (1,1)] \approx 0.057; + \\ & \Pr[\text{class } (1,2)] \approx 0.000; + \\ & \Pr[\text{class } (2,1)] \approx 0.000; - \\ & \Pr[\text{class } (2,2)] \approx 0.008; + \end{aligned}$ 

e.g. n = 15, r = 1024, after 2 negations and 92 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.918; + \\ & \Pr[\text{class } (0,1)] \approx 0.001; + \\ & \Pr[\text{class } (1,0)] \approx 0.000; - \\ & \Pr[\text{class } (1,1)] \approx 0.059; + \\ & \Pr[\text{class } (1,2)] \approx 0.001; + \\ & \Pr[\text{class } (2,1)] \approx 0.000; - \\ & \Pr[\text{class } (2,2)] \approx 0.022; + \end{aligned}$ 

e.g. n = 15, r = 1024, after

3 negations and 138 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.897; + \\ & \Pr[\text{class } (0,1)] \approx 0.001; + \\ & \Pr[\text{class } (1,0)] \approx 0.000; - \\ & \Pr[\text{class } (1,1)] \approx 0.058; + \\ & \Pr[\text{class } (1,2)] \approx 0.002; + \\ & \Pr[\text{class } (2,1)] \approx 0.000; + \\ & \Pr[\text{class } (2,2)] \approx 0.042; + \end{aligned}$ 

e.g. n = 15, r = 1024, after 4 negations and 184 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.873; + \\ & \Pr[\text{class } (0,1)] \approx 0.001; + \\ & \Pr[\text{class } (1,0)] \approx 0.000; - \\ & \Pr[\text{class } (1,1)] \approx 0.054; + \\ & \Pr[\text{class } (1,2)] \approx 0.002; + \\ & \Pr[\text{class } (2,1)] \approx 0.000; + \\ & \Pr[\text{class } (2,2)] \approx 0.070; + \end{aligned}$ 

e.g. n = 15, r = 1024, after 5 negations and 230 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.838; + \\ & \Pr[\text{class } (0,1)] \approx 0.001; + \\ & \Pr[\text{class } (1,0)] \approx 0.001; - \\ & \Pr[\text{class } (1,1)] \approx 0.054; + \\ & \Pr[\text{class } (1,2)] \approx 0.003; + \\ & \Pr[\text{class } (2,1)] \approx 0.000; + \\ & \Pr[\text{class } (2,2)] \approx 0.104; + \end{aligned}$ 

e.g. n = 15, r = 1024, after 6 negations and 276 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.800; + \\ & \Pr[\text{class } (0,1)] \approx 0.001; + \\ & \Pr[\text{class } (1,0)] \approx 0.001; - \\ & \Pr[\text{class } (1,1)] \approx 0.051; + \\ & \Pr[\text{class } (1,2)] \approx 0.006; + \\ & \Pr[\text{class } (2,1)] \approx 0.000; + \\ & \Pr[\text{class } (2,2)] \approx 0.141; + \end{aligned}$ 

e.g. n = 15, r = 1024, after 7 negations and 322 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.758; + \\ & \Pr[\text{class } (0,1)] \approx 0.002; + \\ & \Pr[\text{class } (1,0)] \approx 0.001; - \\ & \Pr[\text{class } (1,1)] \approx 0.047; + \\ & \Pr[\text{class } (1,2)] \approx 0.007; + \\ & \Pr[\text{class } (2,1)] \approx 0.000; + \\ & \Pr[\text{class } (2,2)] \approx 0.184; + \end{aligned}$
e.g. n = 15, r = 1024, after 8 negations and 368 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.708; + \\ & \Pr[\text{class } (0,1)] \approx 0.003; + \\ & \Pr[\text{class } (1,0)] \approx 0.001; - \\ & \Pr[\text{class } (1,1)] \approx 0.046; + \\ & \Pr[\text{class } (1,2)] \approx 0.007; + \\ & \Pr[\text{class } (2,1)] \approx 0.000; + \\ & \Pr[\text{class } (2,2)] \approx 0.234; + \end{aligned}$ 

e.g. n = 15, r = 1024, after

9 negations and 414 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.658; + \\ & \Pr[\text{class } (0,1)] \approx 0.003; + \\ & \Pr[\text{class } (1,0)] \approx 0.001; - \\ & \Pr[\text{class } (1,1)] \approx 0.042; + \\ & \Pr[\text{class } (1,2)] \approx 0.009; + \\ & \Pr[\text{class } (2,1)] \approx 0.000; + \\ & \Pr[\text{class } (2,2)] \approx 0.287; + \end{aligned}$ 

e.g. n = 15, r = 1024, after 10 negations and 460 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.606; + \\ & \Pr[\text{class } (0,1)] \approx 0.003; + \\ & \Pr[\text{class } (1,0)] \approx 0.002; - \\ & \Pr[\text{class } (1,1)] \approx 0.037; + \\ & \Pr[\text{class } (1,2)] \approx 0.013; + \\ & \Pr[\text{class } (2,1)] \approx 0.000; + \\ & \Pr[\text{class } (2,2)] \approx 0.338; + \end{aligned}$ 

e.g. n = 15, r = 1024, after

11 negations and 506 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.547; + \\ & \Pr[\text{class } (0,1)] \approx 0.004; + \\ & \Pr[\text{class } (1,0)] \approx 0.003; - \\ & \Pr[\text{class } (1,1)] \approx 0.036; + \\ & \Pr[\text{class } (1,2)] \approx 0.015; + \\ & \Pr[\text{class } (2,1)] \approx 0.001; + \\ & \Pr[\text{class } (2,2)] \approx 0.394; + \end{aligned}$ 

e.g. n = 15, r = 1024, after 12 negations and 552 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.491; + \\ & \Pr[\text{class } (0,1)] \approx 0.004; + \\ & \Pr[\text{class } (1,0)] \approx 0.003; - \\ & \Pr[\text{class } (1,1)] \approx 0.032; + \\ & \Pr[\text{class } (1,2)] \approx 0.014; + \\ & \Pr[\text{class } (2,1)] \approx 0.001; + \\ & \Pr[\text{class } (2,2)] \approx 0.455; + \end{aligned}$ 

e.g. n = 15, r = 1024, after 13 negations and 598 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.436; + \\ & \Pr[\text{class } (0,1)] \approx 0.005; + \\ & \Pr[\text{class } (1,0)] \approx 0.003; - \\ & \Pr[\text{class } (1,1)] \approx 0.026; + \\ & \Pr[\text{class } (1,2)] \approx 0.017; + \\ & \Pr[\text{class } (2,1)] \approx 0.000; + \\ & \Pr[\text{class } (2,2)] \approx 0.513; + \end{aligned}$ 

e.g. n = 15, r = 1024, after

14 negations and 644 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.377; + \\ & \Pr[\text{class } (0,1)] \approx 0.006; + \\ & \Pr[\text{class } (1,0)] \approx 0.004; - \\ & \Pr[\text{class } (1,1)] \approx 0.025; + \\ & \Pr[\text{class } (1,2)] \approx 0.022; + \\ & \Pr[\text{class } (2,1)] \approx 0.001; + \\ & \Pr[\text{class } (2,2)] \approx 0.566; + \end{aligned}$ 

e.g. n = 15, r = 1024, after 15 negations and 690 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.322; + \\ & \Pr[\text{class } (0,1)] \approx 0.005; + \\ & \Pr[\text{class } (1,0)] \approx 0.004; - \\ & \Pr[\text{class } (1,1)] \approx 0.021; + \\ & \Pr[\text{class } (1,2)] \approx 0.023; + \\ & \Pr[\text{class } (2,1)] \approx 0.001; + \\ & \Pr[\text{class } (2,2)] \approx 0.623; + \end{aligned}$ 

e.g. n = 15, r = 1024, after 16 negations and 736 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.270; + \\ & \Pr[\text{class } (0,1)] \approx 0.006; + \\ & \Pr[\text{class } (1,0)] \approx 0.005; - \\ & \Pr[\text{class } (1,1)] \approx 0.017; + \\ & \Pr[\text{class } (1,2)] \approx 0.022; + \\ & \Pr[\text{class } (2,1)] \approx 0.001; + \\ & \Pr[\text{class } (2,2)] \approx 0.680; + \end{aligned}$ 

e.g. n = 15, r = 1024, after 17 negations and 782 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.218; + \\ & \Pr[\text{class } (0,1)] \approx 0.007; + \\ & \Pr[\text{class } (1,0)] \approx 0.005; - \\ & \Pr[\text{class } (1,1)] \approx 0.015; + \\ & \Pr[\text{class } (1,2)] \approx 0.024; + \\ & \Pr[\text{class } (2,1)] \approx 0.001; + \\ & \Pr[\text{class } (2,2)] \approx 0.730; + \end{aligned}$ 

e.g. n = 15, r = 1024, after 18 negations and 828 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.172; + \\ & \Pr[\text{class } (0,1)] \approx 0.006; + \\ & \Pr[\text{class } (1,0)] \approx 0.005; - \\ & \Pr[\text{class } (1,1)] \approx 0.011; + \\ & \Pr[\text{class } (1,2)] \approx 0.029; + \\ & \Pr[\text{class } (2,1)] \approx 0.001; + \\ & \Pr[\text{class } (2,2)] \approx 0.775; + \end{aligned}$ 

e.g. n = 15, r = 1024, after 19 negations and 874 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.131; + \\ & \Pr[\text{class } (0,1)] \approx 0.007; + \\ & \Pr[\text{class } (1,0)] \approx 0.006; - \\ & \Pr[\text{class } (1,1)] \approx 0.008; + \\ & \Pr[\text{class } (1,2)] \approx 0.030; + \\ & \Pr[\text{class } (2,1)] \approx 0.002; + \\ & \Pr[\text{class } (2,2)] \approx 0.816; + \end{aligned}$ 

e.g. n = 15, r = 1024, after 20 negations and 920 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.093; + \\ & \Pr[\text{class } (0,1)] \approx 0.007; + \\ & \Pr[\text{class } (1,0)] \approx 0.007; - \\ & \Pr[\text{class } (1,1)] \approx 0.007; + \\ & \Pr[\text{class } (1,2)] \approx 0.027; + \\ & \Pr[\text{class } (2,1)] \approx 0.002; + \\ & \Pr[\text{class } (2,2)] \approx 0.857; + \end{aligned}$ 

e.g. n = 15, r = 1024, after 21 negations and 966 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.062; + \\ & \Pr[\text{class } (0,1)] \approx 0.007; + \\ & \Pr[\text{class } (1,0)] \approx 0.006; - \\ & \Pr[\text{class } (1,1)] \approx 0.004; + \\ & \Pr[\text{class } (1,2)] \approx 0.030; + \\ & \Pr[\text{class } (2,1)] \approx 0.001; + \\ & \Pr[\text{class } (2,2)] \approx 0.890; + \end{aligned}$ 

e.g. n = 15, r = 1024, after 22 negations and 1012 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.037; + \\ & \Pr[\text{class } (0,1)] \approx 0.008; + \\ & \Pr[\text{class } (1,0)] \approx 0.007; - \\ & \Pr[\text{class } (1,1)] \approx 0.002; + \\ & \Pr[\text{class } (1,2)] \approx 0.034; + \\ & \Pr[\text{class } (2,1)] \approx 0.001; + \\ & \Pr[\text{class } (2,2)] \approx 0.910; + \end{aligned}$ 

e.g. n = 15, r = 1024, after

23 negations and 1058 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.017; + \\ & \Pr[\text{class } (0,1)] \approx 0.008; + \\ & \Pr[\text{class } (1,0)] \approx 0.007; - \\ & \Pr[\text{class } (1,1)] \approx 0.002; + \\ & \Pr[\text{class } (1,2)] \approx 0.034; + \\ & \Pr[\text{class } (2,1)] \approx 0.002; + \\ & \Pr[\text{class } (2,2)] \approx 0.930; + \end{aligned}$ 

e.g. n = 15, r = 1024, after

24 negations and 1104 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.005; + \\ & \Pr[\text{class } (0,1)] \approx 0.007; + \\ & \Pr[\text{class } (1,0)] \approx 0.007; - \\ & \Pr[\text{class } (1,1)] \approx 0.000; + \\ & \Pr[\text{class } (1,2)] \approx 0.030; + \\ & \Pr[\text{class } (2,1)] \approx 0.002; + \\ & \Pr[\text{class } (2,2)] \approx 0.948; + \end{aligned}$ 

e.g. n = 15, r = 1024, after

25 negations and 1150 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.000; + \\ & \Pr[\text{class } (0,1)] \approx 0.008; + \\ & \Pr[\text{class } (1,0)] \approx 0.008; - \\ & \Pr[\text{class } (1,1)] \approx 0.000; + \\ & \Pr[\text{class } (1,2)] \approx 0.031; + \\ & \Pr[\text{class } (2,1)] \approx 0.001; + \\ & \Pr[\text{class } (2,2)] \approx 0.952; + \end{aligned}$ 

e.g. n = 15, r = 1024, after 26 negations and 1196 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.002; - \\ & \Pr[\text{class } (0,1)] \approx 0.008; + \\ & \Pr[\text{class } (1,0)] \approx 0.008; - \\ & \Pr[\text{class } (1,1)] \approx 0.000; - \\ & \Pr[\text{class } (1,2)] \approx 0.035; + \\ & \Pr[\text{class } (2,1)] \approx 0.002; + \\ & \Pr[\text{class } (2,2)] \approx 0.945; + \end{aligned}$ 

e.g. n = 15, r = 1024, after 27 negations and 1242 diffusions:

 $\begin{aligned} & \Pr[\text{class } (0,0)] \approx 0.011; - \\ & \Pr[\text{class } (0,1)] \approx 0.007; + \\ & \Pr[\text{class } (1,0)] \approx 0.007; - \\ & \Pr[\text{class } (1,1)] \approx 0.001; - \\ & \Pr[\text{class } (1,2)] \approx 0.034; + \\ & \Pr[\text{class } (2,1)] \approx 0.003; + \\ & \Pr[\text{class } (2,2)] \approx 0.938; + \end{aligned}$ 

Moving from D(S) to D(T): dominated by O(1) evaluations of f if f is extremely slow.

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But usually f is not so slow. Store set S and multiset f(S)in, e.g., hash tables?

Minor problem: time to hash S is huge for some sets S.

Fix: randomize hash function (1979 Carter–Wegman), and specify big enough time for whole algorithm to be reliable. Major problem: hash table depends on history, not just on *S*. Algorithm fails horribly.

Need history-independent D(S).

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2003 Ambainis: "combination of a hash table and a skip list". Several pages of analysis. Major problem: hash table depends on history, not just on *S*. Algorithm fails horribly.

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2003 Ambainis: "combination of a hash table and a skip list". Several pages of analysis.

2013 Bernstein–Jeffery–Lange– Meurer: radix tree.

Simplest radix tree: Left subtree stores  $\{x : (0, x) \in S\}$ if nonempty. Right subtree stores  $\{x : (1, x) \in S\}$  if nonempty.

### <u>Caveats</u>

# The 2<sup>2n/3</sup> analysis assumes cheap random access to memory. Justified by simplicity, not realism.

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I recommend algorithm analysis on 2-dim mesh of tiny processors: e.g. 0.472 for MQ (vs. 0.462) from 2017 Bernstein–Yang.

Further obstacles to Grover:

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- Quantum ops are expensive.
Many claimed quantum speedups don't seem to exist in this model. e.g. 2009 Bernstein analysis: fastest algorithm known for random-collision search is 1994 van Oorschot–Wiener.

Further obstacles to Grover:

- Parallelization reduces speedup.  $D \times$  speedup needs depth D.
- Reversibility is expensive.
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Grover risk to cryptography is much smaller than Shor risk.

### Background slides . . .

#### What do quantum computers do?

"Quantum algorithm" means an algorithm that a quantum computer can run.

i.e. a sequence of instructions,
where each instruction is
in a quantum computer's
supported instruction set.

How do we know which instructions a quantum computer will support?

19

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Combine these instructions to compute "Toffoli gate"; ... "Simon's algorithm";

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Combine these instructions to compute "Toffoli gate";

- ... "Simon's algorithm";
- ... "Shor's algorithm"; etc.

General belief: Traditional CPU isn't QC1; e.g. can't factor quickly.

Quantum computer type 2 (QC2): stores a simulated universe; efficiently simulates the laws of quantum physics with as much accuracy as desired.

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General belief: any QC1 is a QC2. Partial proof: see, e.g., 2011 Jordan–Lee–Preskill "Quantum algorithms for quantum field theories". Quantum computer type 3 (QC3): efficiently computes anything that any possible physical computer can compute efficiently. Quantum computer type 3 (QC3): efficiently computes anything that any possible physical computer can compute efficiently.

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General belief: any QC3 is a QC1. Argument for belief: look, we're building a QC1.

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- collecting venture capital;
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- not being punished for deceiving people.
- Is D-Wave a bad investment?

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a list of 64 elements of  $\{0, 1\}$ .

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Data stored in 64 qubits: a list of 2<sup>64</sup> numbers, not all zero.

Data stored in 3 qubits: a list of 8 numbers, not all zero. e.g.: (3, 1, 4, 1, 5, 9, 2, 6). e.g.: (-2, 7, -1, 8, 1, -8, -2, 8). e.g.: (0, 0, 0, 0, 0, 1, 0, 0).

Data stored in 4 qubits: a list of 16 numbers, not all zero. e.g.: (3, 1, 4, 1, 5, 9, 2, 6, 5, 3, 5, 8, 9, 7, 9, 3).

Data stored in 64 qubits: a list of 2<sup>64</sup> numbers, not all zero.

Data stored in 1000 qubits: a list of  $2^{1000}$  numbers, not all zero.

Can simply look at a bit. Cannot simply look at the list of numbers stored in *n* qubits.

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# Measuring n qubits

- produces n bits and
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If *n* qubits have state  $(a_0, a_1, \ldots, a_{2^n-1})$  then measurement produces *q* with probability  $|a_q|^2 / \sum_r |a_r|^2$ .

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State is then all zeros except 1 at position *q*.

# e.g.: Say 3 qubits have state (1, 1, 1, 1, 1, 1, 1, 1).

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Measurement produces

- 000 = 0 with probability 1/8;
- 001 = 1 with probability 1/8;
- 010 = 2 with probability 1/8;
- 011 = 3 with probability 1/8;
- 100 = 4 with probability 1/8;
- 101 = 5 with probability 1/8;
- 110 = 6 with probability 1/8;
- 111 = 7 with probability 1/8.

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"Quantum RNG."

Warning: Quantum RNGs sold today are measurably biased.

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Measurement produces 000 = 0 with probability 9/173; 001 = 1 with probability 1/173; 010 = 2 with probability 16/173; 011 = 3 with probability 1/173; 100 = 4 with probability 25/173; 101 = 5 with probability 81/173; 110 = 6 with probability 4/173; 111 = 7 with probability 36/173.

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5 is most likely outcome.

# e.g.: Say 3 qubits have state (0, 0, 0, 0, 0, 1, 0, 0).

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# e.g.: Say 3 qubits have state (0, 0, 0, 0, 0, 1, 0, 0).

Measurement produces

- 000 = 0 with probability 0;
- 001 = 1 with probability 0;
- 010 = 2 with probability 0;
- 011 = 3 with probability 0;
- 100 = 4 with probability 0;
- 101 = 5 with probability 1;
- 110 = 6 with probability 0;
- 111 = 7 with probability 0.
- 5 is guaranteed outcome.

NOT<sub>0</sub> gate on 3 qubits: (3, 1, 4, 1, 5, 9, 2, 6)  $\mapsto$ (1, 3, 1, 4, 9, 5, 6, 2).

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NOT<sub>0</sub> gate on 4 qubits: (3,1,4,1,5,9,2,6,5,3,5,8,9,7,9,3)  $\mapsto$ (1,3,1,4,9,5,6,2,3,5,8,5,7,9,3,9).

NOT<sub>0</sub> gate on 3 qubits: (3, 1, 4, 1, 5, 9, 2, 6)  $\mapsto$ (1, 3, 1, 4, 9, 5, 6, 2).

NOT<sub>0</sub> gate on 4 qubits: (3,1,4,1,5,9,2,6,5,3,5,8,9,7,9,3)  $\mapsto$ (1,3,1,4,9,5,6,2,3,5,8,5,7,9,3,9).

NOT<sub>1</sub> gate on 3 qubits: (3, 1, 4, 1, 5, 9, 2, 6)  $\mapsto$ (4, 1, 3, 1, 2, 6, 5, 9).

NOT<sub>0</sub> gate on 3 qubits: (3, 1, 4, 1, 5, 9, 2, 6)  $\mapsto$ (1, 3, 1, 4, 9, 5, 6, 2).

NOT<sub>0</sub> gate on 4 qubits: (3,1,4,1,5,9,2,6,5,3,5,8,9,7,9,3)  $\mapsto$ (1,3,1,4,9,5,6,2,3,5,8,5,7,9,3,9).

NOT<sub>1</sub> gate on 3 qubits: (3, 1, 4, 1, 5, 9, 2, 6)  $\mapsto$ (4, 1, 3, 1, 2, 6, 5, 9).

NOT<sub>2</sub> gate on 3 qubits: (3, 1, 4, 1, 5, 9, 2, 6)  $\mapsto$ (5, 9, 2, 6, 3, 1, 4, 1).

statemeasurement
$$(1, 0, 0, 0, 0, 0, 0, 0, 0)$$
 $000 \checkmark$  $(0, 1, 0, 0, 0, 0, 0, 0)$  $001 \checkmark$  $(0, 0, 1, 0, 0, 0, 0, 0)$  $010 \checkmark$  $(0, 0, 0, 0, 1, 0, 0, 0, 0)$  $011 \checkmark$  $(0, 0, 0, 0, 0, 0, 1, 0, 0)$  $100 \checkmark$  $(0, 0, 0, 0, 0, 0, 1, 0, 0)$  $110 \checkmark$  $(0, 0, 0, 0, 0, 0, 0, 1, 0)$  $110 \checkmark$ 

Operation on quantum state: NOT<sub>0</sub>, swapping pairs. Operation after measurement: flipping bit 0 of result. Flip: output is not input.

e.g.  $CNOT_{1,0}$ : (3, 1, 4, 1, 5, 9, 2, 6)  $\mapsto$ (3, 1, 1, 4, 5, 9, 6, 2).

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Operation after measurement: flipping bit 0 *if* bit 1 is set; i.e.,  $(q_2, q_1, q_0) \mapsto (q_2, q_1, q_0 \oplus q_1).$ 

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```
e.g. CNOT_{2,0}:
(3, 1, 4, 1, 5, 9, 2, 6) \mapsto
(3, 1, 4, 1, 9, 5, 6, 2).
```

Operation after measurement: flipping bit 0 *if* bit 1 is set; i.e.,  $(q_2, q_1, q_0) \mapsto (q_2, q_1, q_0 \oplus q_1).$ 

e.g.  $CNOT_{2,0}$ : (3, 1, 4, 1, 5, 9, 2, 6)  $\mapsto$ (3, 1, 4, 1, 9, 5, 6, 2).

e.g.  $CNOT_{0,2}$ : (3, 1, 4, 1, 5, 9, 2, 6)  $\mapsto$ (3, 9, 4, 6, 5, 1, 2, 1).

## <u>Toffoli gates</u>

Also known as controlled-controlled-DOT gates.

e.g.  $CCNOT_{2,1,0}$ : (3, 1, 4, 1, 5, 9, 2, 6)  $\mapsto$ (3, 1, 4, 1, 5, 9, 6, 2).

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## <u>Toffoli gates</u>

Also known as controlled-NOT gates.

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## More shuffling

# Combine NOT, CNOT, Toffoli to build other permutations.

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Combine NOT, CNOT, Toffoli to build other permutations.





### Hadamard gates

## Hadamard<sub>0</sub>:



#### Hadamard gates

# Hadamard<sub>0</sub>:

$$(a,b)\mapsto (a+b,a-b).$$



#### Hadamard<sub>1</sub>:



Step 1. Set up pure zero state: 0.0.0.0.0.0.0.0. 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0.0.0.0.0.0.0.0.

Step 2. Hadamard<sub>0</sub>: 1, 1, 0, 0, 0, 0, 0, 0, 00, 0, 0, 0, 0, 0, 0, 0, 0, 0.0.0.0.0.0.0.0. 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0.0.0.0.0.0.0.0.

Step 3. Hadamard<sub>1</sub>: 1, 1, 1, 1, 0, 0, 0, 00, 0, 0, 0, 0, 0, 0, 0, 0, 0.0.0.0.0.0.0.0. 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0.0.0.0.0.0.0.0.

Step 4. Hadamard<sub>2</sub>: 0.0.0.0.0.0.0.0. 0, 0, 0, 0, 0, 0, 0, 0, 0, 0.0.0.0.0.0.0.0. 0.0.0.0.0.0.0.0. 0, 0, 0, 0, 0, 0, 0, 0, 0, 0.0.0.0.0.0.0.0. 0.0.0.0.0.0.0.0.

Each column is a parallel universe.

Step 5.  $CNOT_{0.3}$ : 1, 0, 1, 0, 1, 0, 1, 0,0, 1, 0, 1, 0, 1, 0, 10.0.0.0.0.0.0.0. 0, 0.

Step 5b. More shuffling: 1, 0, 0, 0, 1, 0, 0, 0, 00, 1, 0, 0, 0, 1, 0, 0,0, 0, 1, 0, 0, 0, 1, 00, 0, 0, 1, 0, 0, 0, 1,0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0.

Step 5c. More shuffling: 1,0,0,0,0,0,0,0,0 0, 1, 0, 0, 0, 0, 0, 0, 00, 0, 0, 0, 1, 0, 0, 00, 0, 0, 0, 0, 1, 0, 00.0.1.0.0.0.0.0. 0, 0, 0, 1, 0, 0, 0, 0, 00, 0, 0, 0, 0, 0, 0, 1, 0,0,0,0,0,0,0,0,1.

Step 5d. More shuffling: 1,0,0,0,0,0,0,0,0 0, 0, 0, 0, 0, 1, 0, 00, 0, 0, 0, 1, 0, 0, 00, 1, 0, 0, 0, 0, 0, 0, 00.0.1.0.0.0.0.0. 0,0,0,0,0,0,0,1, 0, 0, 0, 0, 0, 0, 0, 1, 0,0, 0, 0, 1, 0, 0, 0, 0

Step 5e. More shuffling: 1,0,0,0,0,0,0,0,0 0, 0, 0, 0, 0, 1, 0, 00, 0, 0, 0, 1, 0, 0, 00, 1, 0, 0, 0, 0, 0, 0, 00.0.1.0.0.0.0.1. 0, 0, 0, 1, 0, 0, 1, 0, 00, 0, 0, 0, 0, 0, 0, 0.

Step 5f. More shuffling: 0, 0, 0, 0, 0, 1, 0, 01,0,0,0,0,0,0,0,0 0, 1, 0, 0, 0, 0, 0, 0, 00, 0, 0, 0, 1, 0, 0, 00.0.0.0.0.0.0.0. 0, 0, 1, 0, 0, 0, 0, 1. 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0

Step 5g. More shuffling: 0, 1, 0, 0, 0, 0, 0, 0, 00.0.0.0.1.0.0, 00, 0, 0, 0, 0, 1, 0, 01,0,0,0,0,0,0,0,0 0.0.0.0.0.0.0.0. 0, 0, 0, 1, 0, 0, 1, 0, 00, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1

Step 5h. More shuffling: 0.0.0.0.0.0.0,0,0, 0, 0, 0, 1, 0, 0, 1, 0, 00, 0, 1, 0, 0, 0, 0, 10.1.0.0.0.0.0.0. 0, 0, 0, 0, 1, 0, 0, 0, 00, 0, 0, 0, 0, 1, 0, 01,0,0,0,0,0,0,0

Step 5i. More shuffling: 0.0.0.0.0.0.0.1,00, 0, 0, 1, 0, 0, 0, 00,0,0,0,0,0,0,1, 0, 0, 1, 0, 0, 0, 0, 00.1.0.0.0.0.0.0. 0, 0, 0, 0, 1, 0, 0, 0, 00, 0, 0, 0, 0, 1, 0, 01,0,0,0,0,0,0,0
Step 5j. Final shuffling: 0.0.0.0.0.0.0.0,0 0, 0, 0, 1, 0, 0, 1, 0, 00, 0, 1, 0, 0, 0, 0, 10.1.0.0.1.0.0.00, 0, 0, 0, 0, 0, 0, 0. 1, 0, 0, 0, 0, 1, 0, 0.

Each column is a parallel universe performing its own computations.

Step 5j. Final shuffling: 0, 0, 0, 1, 0, 0, 1, 0, 00, 0, 1, 0, 0, 0, 0, 10.1.0.0.1.0.0.00, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1, 0, 0

Each column is a parallel universe performing its own computations. Surprise: u and  $u \oplus 101$  match.

Step 6. Hadamard<sub>0</sub>: 0, 0, 0, 0, 0, 0, 0, 0, 0, 0.0.1.1.0.0.1.1. 0.0.0.0.0.0.0.0. 0, 0, 1, 1, 0, 0, 1, 1,1.1.0.0.1.1.0.00, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1.1.0.0.1.1.0.0.

Step 7. Hadamard<sub>1</sub>: 1, 1, 1, 1, 1, 1, 1, 1, 1 $1, 1, \overline{1}, \overline{1}, \overline{1}, 1, \overline{1}, \overline{1}, 1, 1$  $1, \overline{1}, 1, \overline{1}, 1, 1, 1, 1, 1$ 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0.  $1, 1, 1, 1, 1, \overline{1}, 1, \overline{1}$ 

Step 8. Hadamard<sub>2</sub>: 2.0.2.0.0.2.0.2. 0.0.0.0.0.0.0.0. 2.0.2.0.0.2.0.2.  $2, 0, 2, 0, 0, \overline{2}, 0, \overline{2}$ . 0.0.0.0.0.0.0.0. 2.0.2.0.0.2.0.2.

# <u>Simon's algorithm</u>

```
Step 8. Hadamard<sub>2</sub>:
2.0.2.0.0.2.0.2.
2, 0, 2, 0, 0, 2, 0, 2,
2.0.2.0.0.2.0.2.
0, 0, 0, 0, 0, 0, 0, 0, 0,
0, 0, 0, 0, 0, 0, 0, 0, 0,
2, 0, 2, 0, 0, 2, 0, 2.
```

Step 9: Measure. Obtain some information about the surprise: a random vector orthogonal to 101.