

Quantum Systems

(Lecture 6: Search problems and the Grover algorithm)

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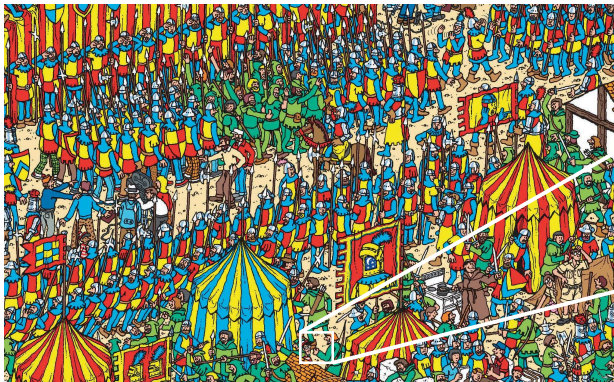


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Search problems



Search problems

Search problem

- **Search space:** unstructured / unsorted
- **Asset:** a tool to efficiently **recognise** a solution

Example: Searching in a sorted vs unsorted database

- find a name in a telephone directory
- find a phone number in a telephone directory

Search problems

Note that that a procedure to **recognise** a solution does **not** need to rely on a previous knowledge of it.

Example: password recognition

- $f(x) = 1$ iff $x = 123456789$ (f **knows** the password)
- $f(x) = 1$ iff $hash(x) = c9b93f3f0682250b6cf8331b7ee68fd8$
(f **recognises** a correct password, but does not know it as inverting a hash function is, in general, very hard.)

Search problems

A typical formulation

Given a function $f : 2^n (= N) \rightarrow 2$ such that there exists a **unique** number, encoded by a binary string a , st

$$f(x) = \begin{cases} 1 & \Leftarrow x = a \\ 0 & \Leftarrow x \neq a, \end{cases}$$

determine a .

A classical solution

- 0 evaluations of f : probability of success: $\frac{1}{2^n}$
- 1 evaluation of f : probability of success: $\frac{2}{2^n}$
(choose a solution at random; if test fails choose another.)
- 2 evaluations of f : probability of success: $\frac{3}{2^n}$.
- k evaluations of f : probability of success: $\frac{k+1}{2^n}$.

Search problems

Grover's algorithm (1996): A quadratic speed up

- Worst case for a classic algorithm: 2^n evaluations of f
- Worst case for Grover's algorithm: $\sqrt{2^n}$ evaluations of f

An oracle for f

... provides a means to **recognize** a solution for an input $|v\rangle$:

$$U_f = |v\rangle|t\rangle \mapsto |v\rangle|t \oplus f(v)\rangle$$

Thus, preparing the target register with $|0\rangle$,

$$U_f = |v\rangle|0\rangle \mapsto |v\rangle|f(v)\rangle$$

Measuring the target after U_f will return its answer to the given input, as (classically) expected.

Superposition will make the difference to take advantage of a quantum machine.

$$\psi = \frac{1}{\sqrt{N}} \sum_{x=0}^{N-1} |x\rangle$$

An oracle for f

$|\psi\rangle$ can be expressed in terms of two states separating the **solution** states and **the rest**:

$$|a\rangle \text{ and } |r\rangle = \frac{1}{\sqrt{N-1}} \sum_{x \in N \setminus \{a\}} |x\rangle$$

which form a basis for a 2-dimensional subspace of the original N -dimensional space.

Thus,

$$|\psi\rangle = \frac{1}{\sqrt{N}} \sum_{x=0}^{N-1} |x\rangle = \underbrace{\frac{1}{\sqrt{N}}|a\rangle}_{\text{solution}} + \underbrace{\sqrt{\frac{N-1}{N}}|r\rangle}_{\text{the rest}}$$

An oracle for f

If the target qubit is set to $|-\rangle$, the effect of U_f is just

$$U_f = |x\rangle|-\rangle \mapsto (-1)^{f(x)}|x\rangle|-\rangle$$

Since $|-\rangle (= \frac{|0\rangle - |1\rangle}{\sqrt{2}})$ is an **eigenvector** of X , this corresponds to a **single qubit oracle** which encodes the answer of U_f as a **phase shift**:

$$V = |x\rangle \mapsto (-1)^{f(x)}|x\rangle$$

(i.e. $V|a\rangle = -|a\rangle$ and $V|x\rangle = |x\rangle$ (for $x \neq a$))

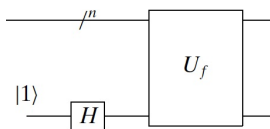
which can be expressed as

$$V = \sum_{x \neq a} |x\rangle\langle x| - |a\rangle\langle a| = I - 2|a\rangle\langle a|$$

An oracle for f

$$V = \sum_{x \neq a} |x\rangle\langle x| - |a\rangle\langle a| = I - 2|a\rangle\langle a|$$

The circuit



V identifies the **solution** but does not allow for an observer to retrieve it because the square of the amplitudes for any value is always $\frac{1}{N}$.

An amplifier

This entails the need for a mechanism to **boost the probability of retrieving the solution**.

$$\begin{aligned}
 P &= |x\rangle \mapsto (-1)^{\delta_{x,0}} |x\rangle \\
 &= |0\rangle\langle 0| + (-1) \sum_{x \neq 0} |x\rangle\langle x| \\
 &= |0\rangle\langle 0| + (-1)(I - |0\rangle\langle 0|) \\
 &= 2|0\rangle\langle 0| - I
 \end{aligned}$$

P applies a **phase shift** to all vectors in the subspace spanned by all the basis states $|x\rangle$, for $x \neq 0$, i.e. all states orthogonal to $|00 \cdots 0\rangle$.

An amplifier

Prepare a state in uniform superposition:

$$|\psi\rangle = H^{\otimes n}|00\dots 0\rangle = |+\rangle^{\otimes n} = \frac{1}{\sqrt{N}} \sum_{x=0}^{N-1} |x\rangle$$

and define an operator $W = H^{\otimes n} P H^{\otimes n}$, which

- $W|\psi\rangle = |\psi\rangle$,
- $W|\phi\rangle = -|\phi\rangle$, for any vector $|\phi\rangle$ in the subspace orthogonal to $|\psi\rangle$ (i.e. spanned by the basis vectors $H|x\rangle$ for $x \neq 0$).

W applies a **phase shift** of -1 to all vectors in the subspace orthogonal to $|\psi\rangle$.

An amplifier

Then,

$$\begin{aligned}W &= H^{\otimes n} P H^{\otimes n} \\&= H^{\otimes n} (2|0\rangle\langle 0| - I) H^{\otimes n} \\&= 2(H^{\otimes n}|0\rangle\langle 0|H^{\otimes n}) - H^{\otimes n} I H^{\otimes n} \\&= 2|\psi\rangle\langle\psi| - I\end{aligned}$$

The effect of W : to *invert about the average*

$$\begin{aligned}
 W\left(\sum_k \alpha_k |k\rangle\right) &= \left(2\left(\frac{1}{\sqrt{N}} \sum_{x=0}^{N-1} |x\rangle \frac{1}{\sqrt{N}} \sum_{y=0}^{N-1} \langle y|\right) - I\right) \sum_k \alpha_k |k\rangle \\
 &= \left(2\left(\frac{1}{N} \sum_{x=0}^{N-1} |x\rangle \sum_{y=0}^{N-1} \langle y|\right) - I\right) \sum_k \alpha_k |k\rangle \\
 &= 2\left(\frac{1}{N} \sum_{x,y,k} \alpha_k |x\rangle \langle y|k\rangle\right) - \sum_k \alpha_k |k\rangle \\
 &= 2\left(\frac{1}{N} \underbrace{\sum_k \alpha_k}_{\alpha - \text{mean}} \sum_x |x\rangle\right) - \sum_k \alpha_k |k\rangle \\
 &= 2\alpha \sum_k |k\rangle - \sum_k \alpha_k |k\rangle \\
 &= \sum_k (2\alpha - \alpha_k) |k\rangle
 \end{aligned}$$

The effect of W : to *invert about the average*

The effect of W is to transform the amplitude of each state so that it is as far above the average as it was below the average prior to its application, and vice-versa:

$$\alpha_k \mapsto 2\alpha - \alpha_k$$

W inverts and boosts the “right” amplitude; slightly reduces the others.

Invert about the average: Example

Let $N = 2^2$ and suppose the solution a is encoded as the bit string 01. The algorithm starts with a uniform superposition

$$H^{\otimes 3}|0\rangle = \frac{1}{2} \sum_{k=0}^3 |k\rangle$$

which the oracle turns into

$$\frac{1}{2}|00\rangle - \frac{1}{2}|01\rangle + \frac{1}{2}|10\rangle + \frac{1}{2}|11\rangle$$

The effect of **inversion about the average** is

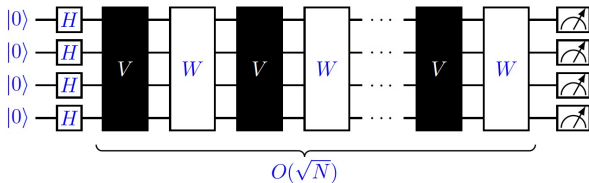
$$2 \underbrace{\begin{bmatrix} \frac{1}{4} \\ \frac{1}{4} \\ \frac{1}{4} \\ \frac{1}{4} \\ \frac{1}{4} \\ \frac{1}{4} \end{bmatrix}}_{\alpha \sum_k |k\rangle} - \underbrace{\begin{bmatrix} \frac{1}{2} \\ -\frac{1}{2} \\ \frac{1}{2} \\ \frac{1}{2} \end{bmatrix}}_{\sum_k \alpha_k |k\rangle} = \begin{bmatrix} \frac{2}{4} & -\frac{1}{2} \\ \frac{2}{4} & \frac{1}{2} \\ \frac{2}{4} & -\frac{1}{2} \\ \frac{2}{4} & -\frac{1}{2} \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \\ 0 \\ 0 \end{bmatrix}$$

Measuring returns the solution with probability 1!

The Grover iterator

$$\begin{aligned}
 G &= WV \\
 &= H^{\otimes n} P H^{\otimes n} V \\
 &= (2|\psi\rangle\langle\psi| - I)(I - 2|a\rangle\langle a|)
 \end{aligned}$$

The Grover circuit



Example: $N = 8$, $a = 3$

Starting point:

$$\begin{array}{cccccccc}
 \text{---} & & & & & & & & \alpha_\psi = \frac{1}{2\sqrt{2}} \\
 | & | & | & | & | & | & | & | \\
 \text{---} & & & & & & & & \\
 |000\rangle & |001\rangle & |010\rangle & |011\rangle & |100\rangle & |101\rangle & |110\rangle & |111\rangle
 \end{array}$$

After the oracle

$$\begin{array}{cccccccc}
 \text{---} & & & & & & & & \alpha_\psi = \frac{1}{2\sqrt{2}} \\
 | & | & | & | & | & | & | & | \\
 \text{---} & & & & & & & & \\
 | & | & | & | & | & | & | & | \\
 \text{---} & & & & & & & & \alpha_{|011\rangle} = \frac{-1}{2\sqrt{2}} \\
 |000\rangle & |001\rangle & |010\rangle & |011\rangle & |100\rangle & |101\rangle & |110\rangle & |111\rangle
 \end{array}$$

Example: $N = 8$, $a = 3$

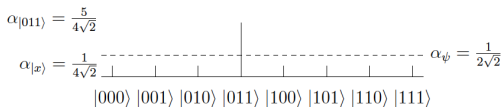
Inversion about the average

$$\begin{aligned}
 & (2|\psi\rangle\langle\psi| - I) \left(|\psi\rangle - \frac{2}{2\sqrt{2}}|011\rangle \right) \\
 &= 2|\psi\rangle\langle\psi|\psi\rangle - |\psi\rangle - \frac{2}{\sqrt{2}}|\phi\rangle\langle\psi|011\rangle + \frac{1}{\sqrt{2}}|011\rangle \\
 &= 2|\psi\rangle\langle\psi|\psi\rangle - |\psi\rangle - \frac{2}{\sqrt{2}} \frac{1}{2\sqrt{2}}|\phi\rangle + \frac{1}{\sqrt{2}}|011\rangle \\
 &= |\psi\rangle - \frac{1}{2}|\psi\rangle + \frac{1}{\sqrt{2}}|011\rangle \\
 &= \frac{1}{2}|\psi\rangle + \frac{1}{\sqrt{2}}|011\rangle
 \end{aligned}$$

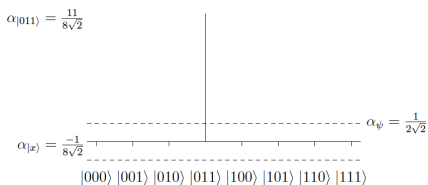
As $|\psi\rangle = \frac{1}{2\sqrt{2}} \sum_{k=0}^7 |k\rangle$, we end up with

$$\frac{1}{2} \left(\frac{1}{2\sqrt{2}} \sum_{k=0}^7 |k\rangle \right) + \frac{1}{\sqrt{2}}|011\rangle = \frac{1}{4\sqrt{2}} \sum_{k=0, k \neq 3}^7 |k\rangle + \frac{5}{4\sqrt{2}}|011\rangle$$

Example: $N = 8$, $a = 3$



Making a second iteration yields



and the probability of measuring the state corresponding to the solution is

$$\left| \frac{11}{8\sqrt{2}} \right|^2 = \frac{121}{128} \approx 94,5\%$$

A geometric perspective on G

Initial state: $|\psi\rangle = \frac{1}{\sqrt{N}}|a\rangle + \sqrt{\frac{N-1}{N}}|r\rangle$

The repeated application of G leaves the system in the 2-dimensional subspace of the original N -dimensional space, spanned by $|a\rangle$ and $|r\rangle$. Another basis is given by $|\psi\rangle$ and the state **orthogonal** to $|\psi\rangle$:

$$|\bar{\psi}\rangle = -\frac{1}{\sqrt{N}}|a\rangle + \sqrt{\frac{N-1}{N}}|r\rangle$$

Define an angle θ st $\sin \theta = \frac{1}{\sqrt{N}}$ (and, of course, $\cos \theta = \sqrt{\frac{N-1}{N}}$), and express both basis as

$$\begin{aligned} |\psi\rangle &= \sin \theta |a\rangle + \cos \theta |r\rangle & |\bar{\psi}\rangle &= \cos \theta |a\rangle - \sin \theta |r\rangle \\ |a\rangle &= \sin \theta |\psi\rangle + \cos \theta |\bar{\psi}\rangle & |r\rangle &= \cos \theta |\psi\rangle - \sin \theta |\bar{\psi}\rangle \end{aligned}$$

A geometric perspective on G

G has two components:

- V which applies a phase shift to $|a\rangle$: reflection over $|r\rangle$.
- W which applies a phase shift to all vectors in the subspace orthogonal to $|\psi\rangle$: reflection over $|\psi\rangle$.

Thus, one should express the action of V in the basis $|\psi\rangle, |\bar{\psi}\rangle$ to perform afterwards the second reflection:

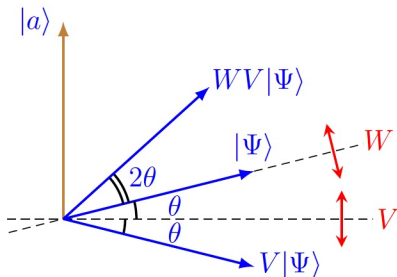
$$\begin{aligned}V|\psi\rangle &= -\sin\theta|a\rangle + \cos\theta|r\rangle \\&= -\sin\theta(\sin\theta|\psi\rangle + \cos\theta|\bar{\psi}\rangle) + \cos\theta(\cos\theta|\psi\rangle - \sin\theta|\bar{\psi}\rangle) \\&= -\sin^2\theta|\psi\rangle - \sin\theta\cos\theta|\bar{\psi}\rangle + \cos^2\theta|\psi\rangle - \cos\theta\sin\theta|\bar{\psi}\rangle \\&= (-\sin^2\theta + \cos^2\theta)|\psi\rangle - 2\sin\theta\cos\theta|\bar{\psi}\rangle \\&= \cos 2\theta|\psi\rangle - \sin 2\theta|\bar{\psi}\rangle\end{aligned}$$

A geometric perspective on G

Then, the second reflection over $|\psi\rangle$ yields the effect of the Grover iterator:

$$G|\psi\rangle = \cos 2\theta|\psi\rangle + \sin 2\theta|\bar{\psi}\rangle$$

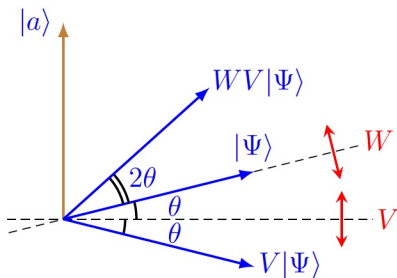
which boils down to 2θ rotation:



What's behind the scenes?

- The key is the selective shifting of the phase of one state of a quantum system, one that satisfies some condition, at each iteration.
- Performing a phase shift of π is equivalent to multiplying the amplitude of that state by -1 : the amplitude for that state changes, but the probability of being in that state remains the same
- Subsequent transformations take advantage of that difference in amplitude to single out that state and increase the associated probability.
- This would not be possible if the amplitudes were probabilities, not holding extra information regarding the phase of the state in addition to the probability — it's a **quantum feature**.

How many times should G be applied?



From this picture, we may also conclude that

- the **angular distance to cover** is

$$\frac{\pi}{2} - \theta = \frac{\pi}{2} - \arcsin\left(\frac{1}{\sqrt{N}}\right)$$

How many times should G be applied?

Thus, the ideal number of iterations is

$$t = \left\lceil \frac{\frac{\pi}{2} - \arcsin \frac{1}{\sqrt{N}}}{2\theta} \right\rceil$$

A lower bound for θ gives an upper bound for t
 — for N large $\theta \approx \sin \theta = \frac{1}{\sqrt{N}}$. Thus,

$$t \approx \frac{\frac{\pi\sqrt{N}}{2\sqrt{N}}}{\frac{2}{\sqrt{N}}} = \frac{\pi}{4}\sqrt{N}$$

So, G applied t times leaves the system within an angle θ of $|a\rangle$. Then, a measurement in the computational basis yields the correct solution with probability

$$\|\langle a|G^t|\psi\rangle\| \geq \cos^2 \theta = 1 - \sin^2 \theta = \frac{N-1}{N}$$

which, for large N , is very close to 1.

How many times should G be applied?

For an alternative computation, recall

$$G|\psi\rangle = \cos 2\theta|\psi\rangle + \sin 2\theta|\bar{\psi}\rangle$$

By induction, after k iterations,

$$\begin{aligned} G^k|\psi\rangle &= \cos(2k\theta)|\psi\rangle + \sin(2k\theta)|\bar{\psi}\rangle \\ &= \sin(2k+1)\theta|a\rangle + \cos(2k+1)\theta|r\rangle \end{aligned}$$

Thus, to maximize the probability of obtaining $|a\rangle$, k is selected st

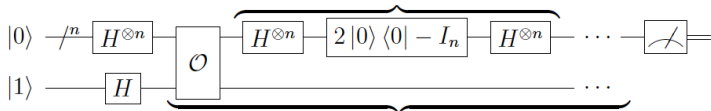
$$\sin((2k+1)\theta) \approx 1 \quad \text{i.e.} \quad (2k+1)\theta \approx \frac{\pi}{2}$$

which leads to

$$k \approx \frac{\pi}{4\theta} - \frac{1}{2} \approx \frac{\pi}{4}\sqrt{N} \approx t$$

Grover's algorithm ($\mathcal{O}(\sqrt{N})$)

- Prepare the initial state: $|0\rangle^{\otimes n}|1\rangle$
- Apply $H^{\otimes n} \otimes H$ to yield $\frac{1}{\sqrt{N}} \sum_{x=0}^{N-1} |x\rangle|-\rangle$
- Apply the Grover iterator G to $\frac{1}{\sqrt{N}} \sum_{x=0}^{N-1} |x\rangle|-\rangle$, $t \approx \frac{\pi}{4} \sqrt{N}$ times, leading approximately to state $|a\rangle|-\rangle$
- Measure the first n qubits to retrieve $|a\rangle$



Multiple solutions

There M (out of $2^n = N$) input strings evaluating to 0 by f

$$|\psi\rangle = \frac{1}{\sqrt{N}} \sum_{x=0}^{N-1} |x\rangle = \underbrace{\sqrt{\frac{M}{N}} |s\rangle}_{\text{solution}} + \underbrace{\sqrt{\frac{N-M}{N}} |r\rangle}_{\text{the rest}}$$

where

$$|s\rangle = \frac{1}{\sqrt{M}} \sum_{x \text{ solution}} |x\rangle \quad \text{and} \quad |r\rangle = \frac{1}{\sqrt{N-M}} \sum_{x \text{ no solution}} |x\rangle$$

Multiple solutions

$$t = \left\lceil \frac{\frac{\pi}{2} - \arcsin \sqrt{\frac{M}{N}}}{2\theta} \right\rceil$$

which, for N large, $M \ll N$ (thus $\theta \approx \sin \theta$), yields

$$t \approx \frac{\pi}{4} \sqrt{\frac{N}{M}}$$

The probability to retrieve a correct solution is

$$\|\langle s | G^t | \psi \rangle\| \geq \cos^2 \theta = 1 - \sin^2 \theta = \frac{N - M}{N}$$

which, for $M = \frac{N}{2}$ yields $\frac{1}{2}$, but for $M \ll N$, is again close to 1.

Multiple solutions

Computing the effect of G : 2θ

$$\sin 2\theta = 2\sqrt{\frac{N-M}{N}} = 2\frac{\sqrt{M(N-M)}}{N}$$

$$2\theta = \arcsin\left(2\frac{\sqrt{M(N-M)}}{N}\right)$$

M (out of 100)	$\arcsin \theta$
0	0
1	0.198
20	0.8
40	0.979
50	1
60	0.979
80	0.8
99	0.198
M	0

Multiple solutions

Surprisingly, the rotation in each iteration decreases from $M = \frac{N}{2}$ to N , and the number of iterations consequently increases, although one would expect to be easier to find a correct solution if their number increases!

Solution

To double the number of elements in the search space, by adding N extra elements, none of which being a solution.

Quantum algorithms

Recall the generic idea: [engineering quantum effects](#) as [computational resources](#)

Classes of algorithms

- [Algorithms with superpolynomial speed-up](#), typically based on the [quantum Fourier transform](#), include [Shor's algorithm](#) for prime factorization. The level of resources (qubits) required is not yet currently available.
- [Algorithms with quadratic speed-up](#), typically based on [amplitude amplification](#), as in the variants of [Grover's algorithm](#) for unstructured search. Easier to implement in current NISQ technology, typical component of other algorithms.
- [Quantum simulation](#) — not covered in this course.

... and we are done!

What have we covered

- **Reactive systems:**
 - classical interaction (communication)
 - + programmed parallelism (operators, e.g. |)
 - + engineering
- **Quantum systems:**
 - quantum interaction (entanglement)
 - + physical/natural parallelism (superposition)
 - + engineering

... and we are done!

Where to look further

- Reactive computation is the base of the **everyware** — namely in its extensions to **hybrid** (discrete-continuous) programming and **cyber-physical** systems.
Covered in the **Formal Methods profile** in the MSc on Informatics Engineering.
- Quantum computation is an extremely **young and challenging** area, looking for young people either with a **theoretic** or **experimental** profile.
Get in touch if you are interested in pursuing studies/research in the area at UMinho, INESC TEC and INL.



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