

# Quantum Computing Applications

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# Introduction

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The Quantum Algorithm Zoo

(<http://math.nist.gov/quantum/zoo/>) cites 209 papers on quantum algorithms alone, so this is necessarily a partial view...

# Computational complexity

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The “big-O” notation hides arbitrary multiplicative / additive constants.

# Quantum time complexity

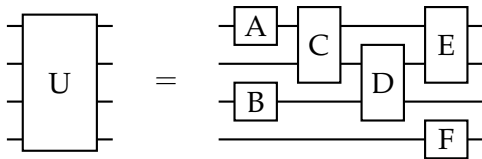
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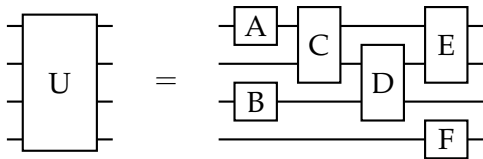
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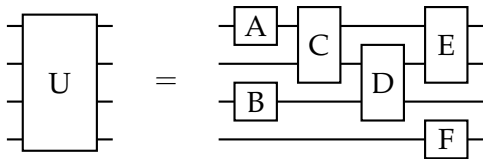


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- Then the time complexity of the algorithm is (roughly) modelled by the number of quantum gates used.
- Sometimes it is reasonable to measure the complexity of the algorithms by the number of **queries** to the input used.

# Integer factorisation

## Problem

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## Theorem [Shor '97]

There is a quantum algorithm which finds the prime factors of an  $n$ -digit integer in time  $O(n^3)$ .

# Shor's algorithm: complexity comparison

Very roughly (ignoring constant factors!):

Number of digits	Timesteps (quantum)	Timesteps (classical)
100	$10^6$	$\sim 4 \times 10^5$
1,000	$10^9$	$\sim 5 \times 10^{15}$
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- A quantum computer executing  $10^9$  instructions per second (comparable to today's desktop PCs) in **16 minutes**.
- The fastest computer on the Top500 supercomputer list ( $\sim 3.4 \times 10^{16}$  operations per second) in  **$\sim 1.2 \times 10^{17}$  years**.

(see e.g. [Van Meter et al '05] for a more detailed comparison)

# Grover's algorithm

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# Grover's algorithm

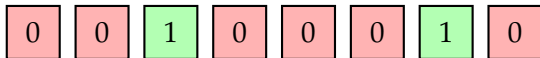
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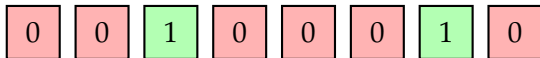
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- On a classical computer, this task could require  $2^n$  queries to  $f$  in the worst case. But on a quantum computer, **Grover's algorithm** [Grover '97] can solve the problem with  $O(\sqrt{2^n})$  queries to  $f$  (and bounded error).

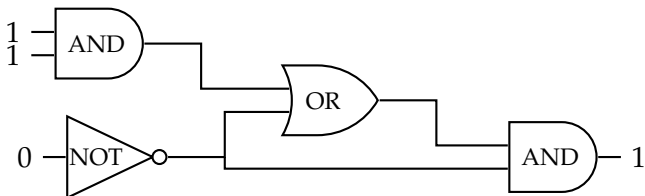
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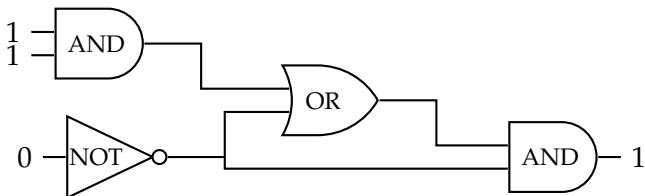




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- Grover's algorithm improves the runtime from  $O(2^n)$  to  $O(2^{n/2})$ : applications to design automation, circuit equivalence, model checking, ...

# Applications of Grover's algorithm

An important generalisation of Grover's algorithm is known as **amplitude amplification**.

## Amplitude amplification [Brassard et al '00]

Assume we are given access to a "checking" function  $f$ , and a probabilistic algorithm  $\mathcal{A}$  such that

$$\Pr[\mathcal{A} \text{ outputs } w \text{ such that } f(w) = 1] = \epsilon.$$

Then we can find  $w$  such that  $f(w) = 1$  with  $O(1/\sqrt{\epsilon})$  uses of  $f$ .

Gives a **quadratic speed-up** over classical algorithms based on the use of  $f$  as a black box.

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These primitives can be used to obtain many speedups over classical algorithms, e.g.:

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- Approximating the  $\ell_1$  distance between probability distributions on  $n$  elements in  $O(\sqrt{n})$  time [Bravyi et al '09]
- ...

# Quantum simulation

The most important early application of quantum computers is likely to be [quantum simulation](#) (see later today).



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## Problem

Given a Hamiltonian  $H$  describing a physical system, and an initial state  $|\psi_0\rangle$  of that system, produce the state

$$|\psi_t\rangle = e^{-iHt}|\psi_0\rangle.$$

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- **Applications:** quantum chemistry, superconductivity, metamaterials, high-energy physics, ... [Georgescu et al '13]

# “Solving” linear equations

A basic task in mathematics and engineering:

## Solving linear equations

Given access to a  $d$ -sparse  $N \times N$  matrix  $A$ , and  $b \in \mathbb{R}^N$ , output  $x$  such that  $Ax = b$ .

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Later improved to time  $O(\kappa \log^3 \kappa \text{poly}(d) \log N)$  [Ambainis '10].

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More recent applications of this algorithm include:

- “Solving” differential equations [Leyton and Osborne '08]  
[Berry '10]
- Data fitting [Wiebe et al '12]
- Space-efficient matrix inversion [Ta-Shma '13]

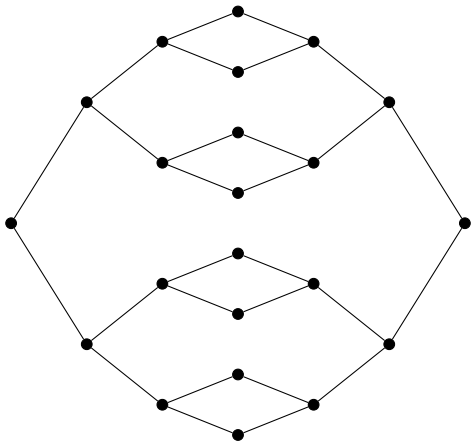
# Quantum walks

A **quantum walk** on a graph is a quantum generalisation of a classical **random walk**.

- A continuous-time quantum walk for time  $t$  on a graph with adjacency matrix  $A$  is the application of the unitary operator  $e^{-iAt}$ .
- Continuous-time quantum walks can be efficiently implemented as quantum circuits using **Hamiltonian simulation**.

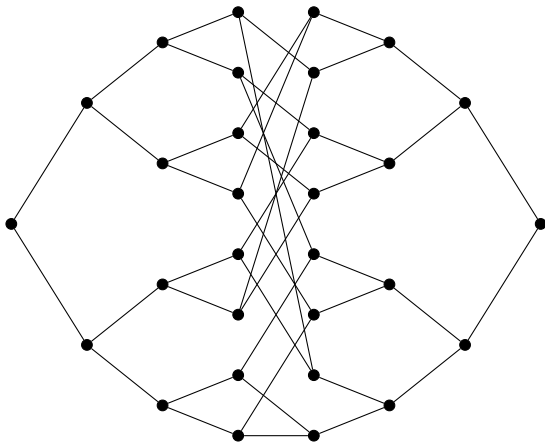
# Quantum walks

Consider the graph formed by gluing two binary trees with  $N$  vertices together, e.g.:



# Quantum walks

Now add a random cycle in the middle:



# Quantum walk on the glued trees graph

## Theorem [Childs et al '02]

- A continuous-time quantum walk which starts at the entrance (on the LHS) and runs for time  $O(\log N)$  finds the exit (on the RHS) with probability at least  $1/\text{poly}(\log N)$ .

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Other applications of continuous-time quantum walks:

- Spatial search [Childs and Goldstone '03]
- Evaluation of boolean formulae [Farhi et al '07] [Childs et al '07]

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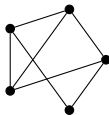
Element Distinctness can be solved using  $O(n^{2/3})$  queries.

- The algorithm is based on discrete-time quantum walks.
- Time complexity is the same up to polylogarithmic factors.
- Generalisation to finding a  $k$ -subset of  $\mathbb{Z}^n$  satisfying **any** property: uses  $O(n^{k/(k+1)})$  queries.

## Some examples

The same quantum walk framework lends itself to many different search problems, such as:

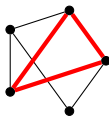
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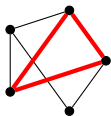




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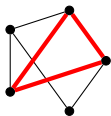
- Matrix product verification:  $O(n^{5/3})$  queries, vs. classical  $O(n^2)$  [Buhrman and Špalek '04]

$$\begin{pmatrix} 1 & 0 & -1 \\ 0 & 2 & 3 \\ -2 & 0 & 1 \end{pmatrix} \times \begin{pmatrix} 0 & 5 & -2 \\ -1 & 1 & 0 \\ 1 & 1 & 1 \end{pmatrix} \stackrel{?}{=} \begin{pmatrix} -1 & 4 & -3 \\ 1 & 5 & 4 \\ 1 & -9 & 5 \end{pmatrix}$$

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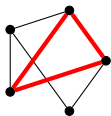
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- Testing group commutativity:  $O(n^{2/3} \log n)$  queries, vs. classical  $O(n)$  [Magniez and Nayak '05]

## Yet more algorithms

There are a number of other quantum algorithms which I don't have time to go into:

- Hidden subgroup problems (e.g. [Bacon et al '05])
- Number-theoretic problems (e.g. [Fontein and Wocjan '11], ...)
- Formula evaluation (e.g. [Reichardt and Špalek '07])
- Tensor contraction (e.g. [Arad and Landau '08])
- Hidden shift problems (e.g. [Gavinsky et al '11])
- Adiabatic optimisation (e.g. [Farhi et al '00])
- ...

... as well as the entire field of **quantum communication complexity**.

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- Understanding multiple-prover quantum **Merlin-Arthur proof systems** has given new lower bounds on the classical complexity of computing tensor and matrix norms [Harrow and AM '10]
- New limitations on classical data structures, codes and formulas (see e.g. [Drucker and de Wolf '09])



## Summary and further reading

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Thanks!

## Primitive: Phase estimation

### Phase estimation [Cleve et al '97] [Kitaev '95]

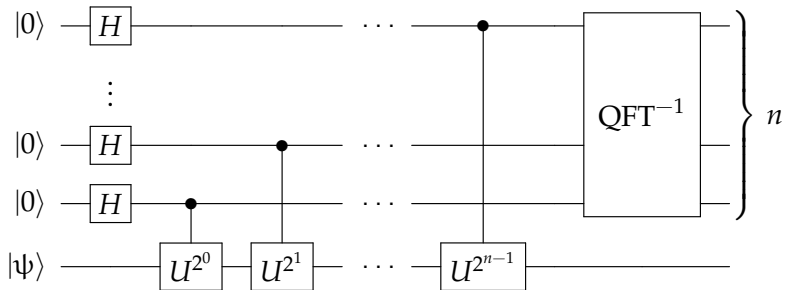
Given access to a unitary  $U$  and an eigenvector  $|\psi\rangle$  such that  $U|\psi\rangle = e^{2\pi i\phi}|\psi\rangle$ , we can estimate  $\phi$  up to additive error  $\epsilon$  with  $O(1/\epsilon)$  uses of  $U$ .

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We apply the following circuit with  $n = O(\log 1/\epsilon)$ :



and then measure the first  $n$  qubits.