# A quantum algorithm

Ryan LaRose ISE 870 April 22, 2019

### Orientation & Learning goals

Where are we?

→ Lecture 11

complexity, quant			
experiment	Lecture 11	Deutsch-Jozsa algorithm	DJ problem, classical and quantum complexity, quantum algorithm, experiment

What you should (hopefully) know by this point.

- → Qubits.
- → Basic quantum gates.

Learning goals: Be able to...

- Define the DJ problem.
- Explain the query complexity of DJ in the classical setting.
- Construct a quantum algorithm with smaller query complexity than the classical case.

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A: Four!

Here's a table listing all possible functions:

x	$f_0$	$f_1$	$f_x$	$f_{ar{x}}$
0	0	1	0	1
1	0	1	1	0

#### **Exercise: Draw graphs for each function.**

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**Question:** Which functions that you drew are constant? Which are balanced?

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You want to know: Is it **constant** or **balanced**?

However...

I'm a mean guy.

I won't tell you directly if it's constant or balanced.

Rules: You can only ask me what the value of f is at one particular input at a time.

# Example: Playing the DJ game

I'll be the "oracle."

I'm thinking of some function, you want to know whether it's constant or balanced.

Ask me questions!

### Activity: Playing the DJ game

Now play the DJ game at your table.

Select one person to be the "oracle."

Everyone else asks questions.

**Record** how many questions it takes to determine whether the function is constant or balanced.

Switch so that everyone gets a chance to be the oracle.

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**Question**: How can determining the parity tell us if the function is constant or balanced?

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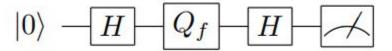
That is, we can win the DJ game by asking only one question.

Which question should we ask?

The solution?!

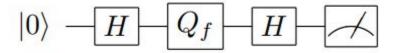


#### The solution?!



Uhhh... what does that mean?

### Key points

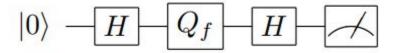


We're asking **only one** question. (There's one Q\_f.)

We use **superposition** to ask a different type of question which is not possible in the classical world.

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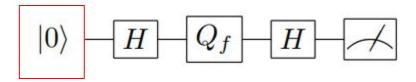
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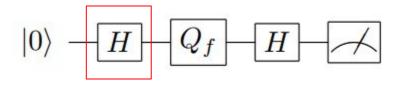
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The class would have had ten lectures on background for this diagram!

It's a lot to take in at once, but should be understandable.



Far left: The **initial state** is the  $|0\rangle$  qubit.

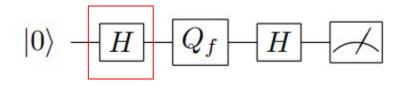


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Step two: Hadamard gate

$$H|0\rangle = |0\rangle + |1\rangle$$

$$H|1\rangle = |0\rangle - |1\rangle$$



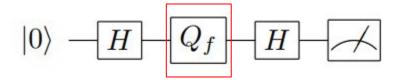
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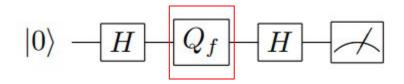
Question: What is the state of our qubit after the first Hadamard gate?



Step three: Query the oracle. (Ask the question.)

[Through things we won't have time to discuss] This results in the state:

$$(-1)^{f(0)}|0\rangle + (-1)^{f(1)}|1\rangle$$



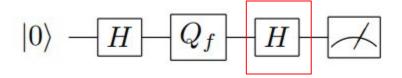
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Key: We're still asking only one question!

We use **superposition**, a feature of quantum computers, to send in a different input.



**Step four:** Another Hadamard!

**Challenge Q**: Using the fact that H is *linear*, write down the state of our qubit after the second Hadamard gate.

Note: *Linear* means that

$$H(\alpha|0\rangle + \beta|1\rangle) = \alpha H|0\rangle + \beta H|1\rangle$$

$$|0\rangle$$
  $H$   $Q_f$   $H$ 

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#### **Answer:**

$$\left[ (-1)^{f(0)} + (-1)^{f(1)} \right] |0\rangle + \left[ (-1)^{f(0)} - (-1)^{f(1)} \right] |1\rangle$$

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Step five: Understanding the measurement.

**Quantum fact:** The detector returns 0 if the state is  $|0\rangle$  and 1 if the state is  $|1\rangle$ .

**Question:** Suppose f is constant (which means f(0) = f(1)). What will our detector measure?

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**Quantum fact:** The detector returns 0 if the state is  $|0\rangle$  and 1 if the state is  $|1\rangle$ .

**Question:** Suppose f is balanced (which means f(0) != f(1)). What will our detector measure?

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Other problems (which are NOT artificial!) have been shown to have a quantum advantage as well.

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