

# Quantum Computing

## Lecture 6

### Quantum Searching

Anuj Dawar

# Search Problems

One of the two most important algorithms in quantum computing is *Grover's search algorithm*—first presented by [Lov Grover](#) in 1996.

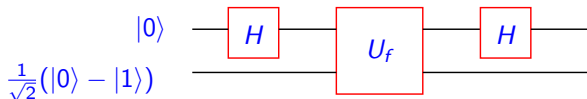
This provides a means of searching for a particular value in an *unstructured search space*.

Compare

- searching for a name in a telephone directory
- searching for a phone number in a telephone directory

Given a black box which can take any of  $N$  inputs, and for each of them gives a yes/no answer, Grover's algorithm allows us to find the unique value for which the answer is yes in  $O(\sqrt{N})$  steps (with high probability).

## Deutsch-Jozsa Algorithm revisited

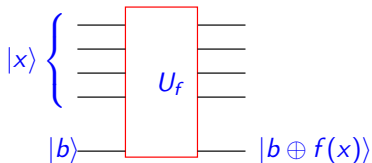


When the lower input to  $U_f$  is  $|0\rangle - |1\rangle$ , we can regard this as unchanged, and instead see  $U_f$  as shifting the phase of the upper qubit by  $(-1)^{f(x)}$ .

# Oracle

Suppose we have  $f : N \rightarrow \{0, 1\}$ , and that  $N = 2^n$ , so we can think of  $f$  as operating on  $n$  bits.

We assume that we are provided a *black box* or *oracle*  $U_f$  for computing  $f$ , in the following sense:



# Grover's Algorithm

Suppose further that there is exactly one  $n$ -bit value  $a$  such that

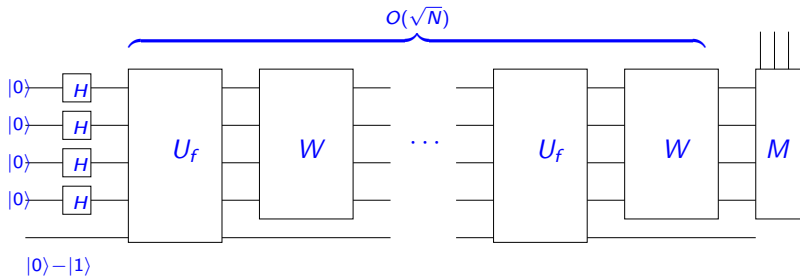
$$f(a) = 1$$

and for all other values  $x$ ,

$$f(x) = 0.$$

*Grover's algorithm* gives us a way of using the black box  $U_f$  to determine the value  $a$  with  $O(\sqrt{N}) = O(2^{n/2})$  calls to  $U_f$ .

# Grover's Algorithm Schematic



The operator  $G = (W \otimes I)U_f$  is known as the *Grover Iterate* (we will see soon what  $W$  is).

The input to the last bit is  $\frac{1}{\sqrt{2}}(|0\rangle - |1\rangle)$ .

## The Action of $U_f$

As the “*output qubit*” is  $|0\rangle - |1\rangle$ , it remains unaffected by the action of  $U_f$ , which we can think of instead as a conditional phase change on the  $n$  input qubits.

$$\begin{aligned} |a\rangle &\mapsto -|a\rangle \\ |x\rangle &\mapsto |x\rangle \quad \text{for any } x \neq a \end{aligned}$$

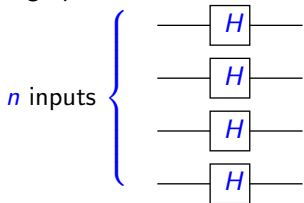
We will ignore the output bit completely and instead talk of the  $n$ -bit operator  $V$  above.

Note:  $V = I - 2|a\rangle\langle a|$ .

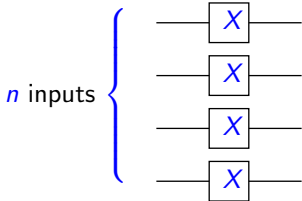
We now analyse the Grover iterate  $WV$ .

## Components of $W$

We write  $H^{\otimes n}$  for the following operation:



And  $X^{\otimes n}$  for the following operation:

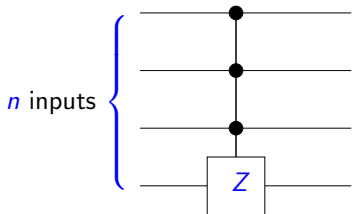


Each of these can, of course, be implemented by a series of  $n$  1-qubit operations.



## More Components of $W$

We write  $cZ^{\otimes n}$  for the  $n$ -bit controlled- $Z$  gate:



$$cZ^{\otimes n} = \begin{bmatrix} 1 & 0 & \cdots & 0 \\ 0 & 1 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \cdots & -1 \end{bmatrix}$$

$cZ^{\otimes n}$  can be implemented using  $O(n)$   $cZ$  and *Toffoli* gates, using some workspace qubits (*Exercise*).

## Defining $W$

Now, we can define  $W$  by:

$$\begin{aligned}W &= (-1)H^{\otimes n}(X^{\otimes n}cZ^{\otimes n}X^{\otimes n})H^{\otimes n}. \\ &= (-1)H^{\otimes n}(I - 2|0^n\rangle\langle 0^n|)H^{\otimes n}\end{aligned}$$

Write  $|\Psi\rangle$  for the state

$$H^{\otimes n}|0^n\rangle = \frac{1}{\sqrt{N}} \sum_{i=0}^{N-1} |i\rangle.$$

So,  $W = (-1)(I - 2|\Psi\rangle\langle\Psi|)$ , i.e.

$$W = 2|\Psi\rangle\langle\Psi| - I.$$

# The Grover Iterate

Since  $G = WV$ , we have

$$G = (2|\Psi\rangle\langle\Psi| - I)(I - 2|a\rangle\langle a|).$$

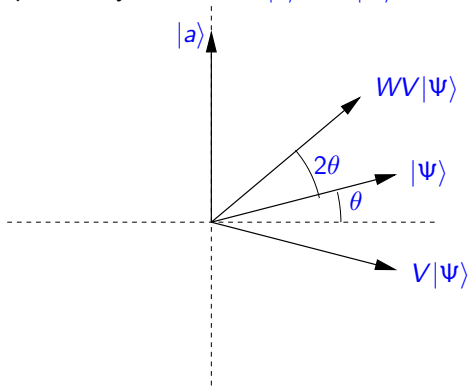
Consider the actions of  $W$  and  $V$  on the two states  $|\Psi\rangle$  and  $|a\rangle$ .

$$\begin{aligned} W|\Psi\rangle &= |\Psi\rangle & W|a\rangle &= \frac{2}{\sqrt{N}}|\Psi\rangle - |a\rangle. \\ V|\Psi\rangle &= |\Psi\rangle - \frac{2}{\sqrt{N}}|a\rangle & V|a\rangle &= -|a\rangle \end{aligned}$$

Thus, as we start the algorithm in state  $|\Psi\rangle$ , the result of repeated applications of  $V$  and  $W$  will always give a *real* linear combination of  $|a\rangle$  and  $|\Psi\rangle$ .

## Geometric View

We can picture the action of  $W$  and  $V$  in the two-dimensional real plane spanned by the vectors  $|a\rangle$  and  $|\psi\rangle$ .



$V$  is a *reflection* about the line perpendicular to  $|a\rangle$ .

$W$  is a *reflection* about  $|\psi\rangle$ .

The composition of two reflections of the plane is always a *rotation*.

## The Rotation

It is clear from the picture that  $WV$  (the Grover iterate) is a rotation through an angle  $2\theta$  in the direction from  $|\Psi\rangle$  to  $|a\rangle$ , where the angle between  $|\Psi\rangle$  and  $|a\rangle$  is  $\frac{\pi}{2} - \theta$ .

$|\Psi\rangle$  and  $|a\rangle$  are *nearly orthogonal*, so  $\theta$  is small (if  $N$  is large).

$$\sin \theta = \cos\left(\frac{\pi}{2} - \theta\right) = \langle a|\Psi\rangle = \frac{1}{\sqrt{N}} = \frac{1}{2^{n/2}}.$$

So,

$$\theta \sim \frac{1}{\sqrt{N}} = \frac{1}{2^{n/2}}$$

for large enough values of  $N$ .

## Number of Iterations

After  $t \sim \frac{\pi/2}{2\theta} \sim \frac{\pi}{4} \sqrt{N}$  iterations of the Grover iterate  $G = WV$ , the state of the system

$$G^t |\Psi\rangle$$

is within an angle  $\theta$  of  $|a\rangle$ .

A measurement at this stage yields the state  $|a\rangle$  with probability

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

Note: Further iterations beyond  $t$  will *reduce* the probability of finding  $|a\rangle$ .

## Multiple Solutions

Grover's algorithm works even if the solution  $|a\rangle$  is not unique.

Suppose there is a set of solutions  $S \subseteq \{0, \dots, N-1\}$  and let  $M = |S|$  be the number of solutions.

The Grover iterate is then a rotation in the space spanned by the two vectors

$$|\psi\rangle = \frac{1}{\sqrt{N}} \sum_{i=0}^{N-1} |i\rangle \quad |S\rangle = \frac{1}{\sqrt{M}} \sum_{j \in S} |j\rangle$$

As the angle between these is smaller, the number of iterations drops, but so does the probability of success.

## Lower Bound

For classical algorithms, searching an unstructured space of solutions (such as given by a black box for  $f$ ), it is easy to show a  $\Omega(N)$  lower bound on the number of calls to the black box required to identify the unique solution.

Grover's algorithm demonstrates that a quantum algorithm can beat *any* classical algorithm for the problem.

It is possible to show a  $\Omega(\sqrt{N})$  lower bound for the number of calls to  $U_f$  by *any* quantum algorithm that identifies a unique solution.

Grover's algorithm does not allow quantum computers to solve NP-complete problems in polynomial time.