

An Introduction to Quantum Computing

Lecture 06 *The Deutsch Algorithm*

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Outline

- Quantum gates
- Reversible computing
- Deutsch's problem
- Quantum parallelism
- Deutsch's algorithm



Quantum Gates

- Quantum gates are so-called **unitary** transforms that preserve the vector norm. U is unitary if and only if

$$\|Uv\| = \|v\| \quad \text{for all vectors } v$$

- Equivalently:

$$UU^\dagger = U^\dagger U = I$$

where U^\dagger is the *adjoint* of U , given by $U_{i,j}^\dagger = U_{j,i}^*$ for $i \neq j$ and $U_{i,j}^\dagger = U_{i,j}$ otherwise.

The adjoint can be defined for *any* complex matrix, e.g.:

$$A = \begin{pmatrix} 1 + 2i & 1 + i \\ -3i & -1 \end{pmatrix} \quad A^\dagger = \begin{pmatrix} 1 + 2i & \mathbf{3i} \\ \mathbf{1 - i} & -1 \end{pmatrix}$$



Why Is Quantum Evolution Unitary?

Schrödinger's equation is a *linear* differential equation (H is a self-adjoint operator and $\psi(t)$ is a complex function of time)

$$i\hbar \frac{d\psi(t)}{dt} = H\psi(t)$$

It can be shown that, for $t_2 \geq t_1$:

$$\psi(t_2) = e^{-\frac{i}{\hbar}H(t_2-t_1)}\psi(t_1)$$

where the (linear) operator

$$U(t_2, t_1) = e^{-\frac{i}{\hbar}H(t_2-t_1)} = \sum_{j=1}^m e^{-\frac{i}{\hbar}\lambda_j(t_2-t_1)} P_j$$

is **unitary**.

H has m eigenvalues $\lambda_1 \dots \lambda_m$



Quantum Gates

- Any quantum gate G , being unitary, thus admits an *inverse* gate that ‘uncomputes’ G !

$$GG^\dagger = G^\dagger G = I = \text{“do nothing”}$$

- Therefore, quantum computing (except measurement) is ***reversible***.
- Most classical computations are NOT reversible!
- Does this mean that quantum computers cannot run classical algorithms?

Reversible Classical Computing

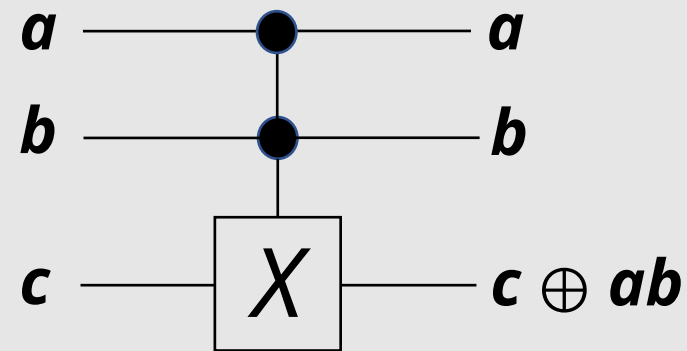
- 1963: Lecerf defined a *reversible*, deterministic Turing machine that is as efficient as a regular Turing machine
- 1973: Bennett independently did the same thing
- 2000: Z showed how to make imperative (*probabilistic* and *nondeterministic*) programs reversible
- Thus, reversibility does not pose an issue for computing!
- Essentially, one only needs more memory/larger circuits to store the 'history' of the computation.



Reversible Classical Computing

- The Toffoli gate (1980) is *reversible*

Inputs			Outputs		
a	b	c	a'	b'	c'
0	0	0	0	0	0
0	0	1	0	0	1
0	1	0	0	1	0
0	1	1	0	1	1
1	0	0	1	0	0
1	0	1	1	0	1
1	1	0	1	1	1
1	1	1	1	1	0



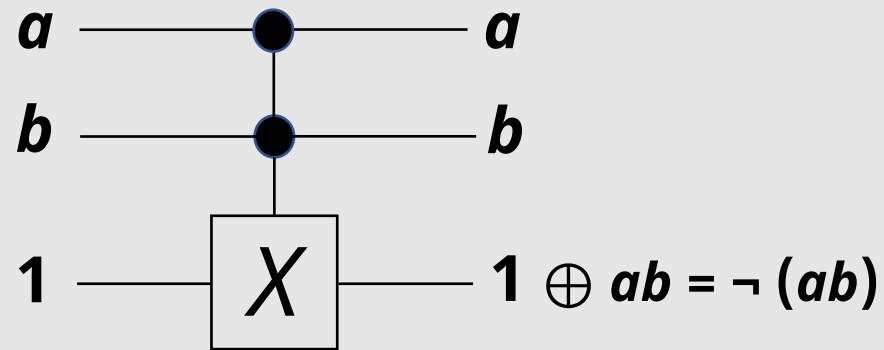
Recall the XOR

a	b	$a \oplus b$
0	0	0
0	1	1
1	0	1
1	1	0

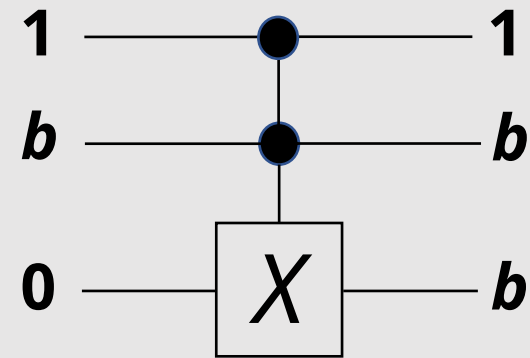
The Toffoli gate T is self-inverse: $T \cdot T = I$

Reversible Classical Computing

The NAND gate



The FANOUT gate



Any Boolean circuit can then be implemented using only Toffoli gates. Hence, the Toffoli gate is ***universal*** for classical computing.

Reversible Classical Computing

Reversibility in programs (Z, 2000):

<i>pGCL</i> atomic statement S	reversible statement S_r	inverse statement S_i
$v := e$	push v ; $v := e$	pop v
skip	skip	skip
<i>pGCL</i> constructor C	reversible constructor C_r	inverse constructor C_i
$R ; S$	$R_r ; S_r$	$S_i ; R_i$
while c do S od	push b ; push F ; while c do S_r ; push T od	pop b ; while b do S_i ; pop b od ; pop b
$R \triangleleft c \triangleright S$	push b ; $(R_r ; \text{push } T) \triangleleft c \triangleright (S_r ; \text{push } F)$	pop b ; $(R_i \triangleleft b \triangleright S_i) ;$ pop b
$R \square S$	push b ; $(R_r ; \text{push } T) \square (S_r ; \text{push } F)$	pop b ; $(R_i \triangleleft b \triangleright S_i) ;$ pop b
$R \text{ }_p\oplus S$	push b ; $(R_r ; \text{push } T) \text{ }_p\oplus (S_r ; \text{push } F)$	pop b ; $(R_i \triangleleft b \triangleright S_i) ;$ pop b
proc $Q(\text{param}) := \text{body}$	proc $Q_r(\text{param}) := \text{body}_r$	proc $Q_i(\text{param}) := \text{body}_i$

Formally, for any *pGCL* program P :

$$(P_r ; P_c ; P_i) \equiv (P_c ; P)$$

reversible

copy input

inverse



Quantum Parallelism (Linearity)

Given any Boolean function f , one can show that the function

$$U_f: (x, y) \rightarrow (x, y \oplus f(x))$$

is **reversible** \Rightarrow **unitary** (\Rightarrow a valid quantum gate!)

Example: 1-bit function:

Inputs	
x	y
0	0
0	1
1	0
1	1

Outputs		
x	$y \oplus f(x)$ [$f(x) = 0$]	$y \oplus f(x)$ [$f(x) = 1$]
0	0	1
0	1	0
1	0	1
1	1	0

Thus: $U_f(x, 0) = (x, f(x))$ and $U_f(x, 1) = (x, \neg f(x))$

Quantum Parallelism (Linearity)

$U_f: (x, y) \rightarrow (x, y \oplus f(x))$ can be implemented unitarily, thus can be applied to qubits:

$$U_f: |x \otimes y\rangle \rightarrow |x \otimes (y \oplus f(x))\rangle$$

$$U_f |x \otimes 0\rangle = |x \otimes f(x)\rangle \quad U_f |x \otimes 1\rangle = |x \otimes \neg f(x)\rangle$$

Thus:

$$\begin{aligned} U_f \left(\frac{1}{\sqrt{2}}(|0\rangle + |1\rangle) \otimes |0\rangle \right) &= \frac{1}{\sqrt{2}}(U_f |0 \otimes 0\rangle + U_f |1 \otimes 0\rangle) \\ &= \frac{1}{\sqrt{2}}(|0 \otimes f(0)\rangle + |1 \otimes f(1)\rangle) \end{aligned}$$

$f(0)$ and $f(1)$ are **computed in “parallel”!!**

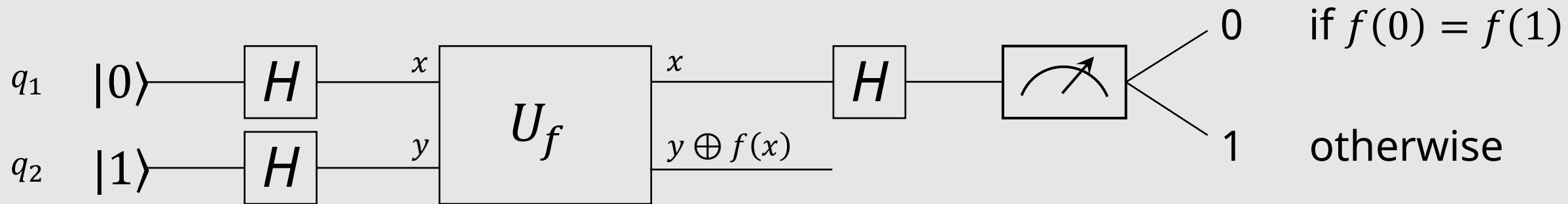
Deutsch's Problem

- A Boolean function $f: \mathcal{B} \rightarrow \mathcal{B}$
- We want to compute $f(0) \oplus f(1)$

$f(0)$	$f(1)$	$f(0) \oplus f(1)$
0	0	0
0	1	1
1	0	1
1	1	0

- Classically: we need to evaluate f twice
- Quantum: one evaluation of f suffices!

Deutsch's Algorithm (1985)



Using a “programming” notation:

```
 $q_1, q_2 = |01\rangle;$   
 $q_1, q_2 = H \otimes H(q_1, q_2);$   
 $q_1, q_2 = U_f(q_1, q_2);$   
 $q_1 = H(q_1);$   
 $b = \text{Measure}(q_1);$ 
```

Deutsch's Algorithm

$q_1, q_2 = |01\rangle;$
 $q_1, q_2 = H \otimes H(q_1, q_2);$
 $q_1, q_2 = U_f(q_1, q_2);$
 $q_1 = H(q_1);$
 $b = \text{Measure}(q_1);$

$|01\rangle$

Apply $q_1, q_2 = H \otimes H(q_1, q_2)$

$$\begin{aligned} &= \frac{1}{\sqrt{2}} (|0\rangle + |1\rangle) \otimes \frac{1}{\sqrt{2}} (|0\rangle - |1\rangle) \\ &= \frac{1}{\sqrt{2}} |0\rangle \otimes \frac{(|0\rangle - |1\rangle)}{\sqrt{2}} + \frac{1}{\sqrt{2}} |1\rangle \otimes \frac{(|0\rangle - |1\rangle)}{\sqrt{2}} \end{aligned}$$

For the next step: note (and verify!) that

$$U_f(|a\rangle \otimes \frac{(|0\rangle - |1\rangle)}{\sqrt{2}}) = (-1)^{f(a)} |a\rangle \otimes \frac{(|0\rangle - |1\rangle)}{\sqrt{2}}$$

Deutsch's Algorithm

$$\frac{1}{\sqrt{2}}|0\rangle \otimes \frac{(|0\rangle - |1\rangle)}{\sqrt{2}} + \frac{1}{\sqrt{2}}|1\rangle \otimes \frac{(|0\rangle - |1\rangle)}{\sqrt{2}}$$

Apply $q_1, q_2 = U_f(q_1, q_2)$

$$\begin{cases} \pm \frac{(|0\rangle + |1\rangle)}{\sqrt{2}} \otimes \frac{(|0\rangle - |1\rangle)}{\sqrt{2}} & \text{if } f(0) = f(1) \\ \pm \frac{(|0\rangle - |1\rangle)}{\sqrt{2}} \otimes \frac{(|0\rangle - |1\rangle)}{\sqrt{2}} & \text{if } f(0) \neq f(1) \end{cases}$$

Apply $q_1 = H(q_1)$

$$\begin{cases} \pm |0\rangle \otimes \frac{(|0\rangle - |1\rangle)}{\sqrt{2}} & \text{if } f(0) = f(1) \\ \pm |1\rangle \otimes \frac{(|0\rangle - |1\rangle)}{\sqrt{2}} & \text{if } f(0) \neq f(1) \end{cases}$$

$q_1, q_2 = |01\rangle;$
 $q_1, q_2 = H \otimes H(q_1, q_2);$
 $q_1, q_2 = U_f(q_1, q_2);$
 $q_1 = H(q_1);$
 $b = \text{Measure}(q_1);$

$$U_f(|a\rangle \otimes \frac{(|0\rangle - |1\rangle)}{\sqrt{2}}) = (-1)^{f(a)} |a\rangle \otimes \frac{(|0\rangle - |1\rangle)}{\sqrt{2}}$$

Note that $HH = I$



Deutsch's Algorithm

$q_1, q_2 = |01\rangle;$
 $q_1, q_2 = H \otimes H(q_1, q_2);$
 $q_1, q_2 = U_f(q_1, q_2);$
 $q_1 = H(q_1);$
 $b = \text{Measure}(q_1);$

$$\begin{cases} \pm |0\rangle \frac{(|0\rangle - |1\rangle)}{\sqrt{2}} & \text{if } f(0) = f(1) \\ \pm |1\rangle \frac{(|0\rangle - |1\rangle)}{\sqrt{2}} & \text{if } f(0) \neq f(1) \end{cases}$$

Apply $b = \text{Measure}(q_1)$

If we measure 0 on q_1 we know **for sure** that $f(0) = f(1)$ (with only one evaluation of f)!!

