# Previously

- Berstein–Vizirani
- Simon's problem
- Period finding
- Shor's order finding
- Question: What do these tasks have in common?
  - Common generalization
  - Solve efficiently on a quantum computer?
  - Useful for anything interesting?

#### Groups

- Definition: A set G and a binary operation  $\circ: G \times G \to G$  such that
  - Associativity:  $x \circ (y \circ z) = (x \circ y) \circ z$
  - Identity element: there exists  $e \in G$  such that  $e \circ x = x = x \circ e$  for every  $x \in G$
  - Inverse: for every  $x \in G$ , there exists  $y \in G$  such that  $x \circ y = y \circ x = e$
  - (Can show that such y is unique, and use  $x^{-1}$  in place of y)
- Then G together with  $\circ$  is called a *group*.
- If  $x \circ y = y \circ x$  for every  $x, y \in G$ , then G is a commutative group (or an abelian group).

#### Examples of groups

- $G = \{0,1\}^n$
- $G = \mathbb{Z}/N\mathbb{Z}$
- $G = (\mathbb{Z}/N\mathbb{Z})^*$
- $G = \mathbb{Z}/N\mathbb{Z} \times \mathbb{Z}/N\mathbb{Z}$
- Fact: every finite commutative group is "isomorphic" to

$$\mathbb{Z}/N_1\mathbb{Z} \times \mathbb{Z}/N_2\mathbb{Z} \times ... \times \mathbb{Z}/N_k\mathbb{Z}.$$

• Infinite commutative groups:  $\mathbb{Z}$ ,  $\mathbb{R}$ 

# Non-commutative examples

- Symmetric group  $S_n$ 
  - G is the set of all permutations of  $\{1,\ldots,n\}$ , that is, all bijections  $\pi\colon\{1,\ldots,n\}\to\{1,\ldots,n\}$
  - • is composition, that is  $\pi_1$   $\pi_2$  means "do  $\pi_2$  then do  $\pi_1$ "
  - *e* = ...?
  - $\pi^{-1}$  means ...?
- Not commutative. Why?

## Non-commutative examples

- Dihedral group  $D_n$ 
  - G permutations  $\pi\colon\{1,\ldots,n\}\to\{1,\ldots,n\}$  that are automorphisms of the cycle graph of length n
- Fact: G contains n reflections, n-1 rotations, and one identity.
- Example: n = 4

# Subgroups

- Definition: Given a group G with  $\circ$ , a subset H of G is a subgroup of G when H together with  $\circ$  also form a group.
- Take an element  $h \in G$ , subgroup generated by H is ...?
- Example:  $G = \mathbb{Z}/16\mathbb{Z}$  and h = 4
- Can also generate subgroup by two elements  $h_1, h_2 \in G$ .
- Example: Dihedral group  $D_n$  is a subgroup of  $S_n$  generated by ...?

#### Cosets

- Definition: Suppose H is a subgroup of G, the left-coset of H with representative  $x \in G$ , denoted by xH, is  $\{xh : h \in H\}$ .
- Examples:  $G = \mathbb{Z}/16\mathbb{Z}$  and H is generated by 4. What are the cosets?
- Facts:
  - |xH| = |H|
  - Any two cosets xH and yH are either identical or disjoint
  - The cosets of H partition G

#### Hidden subgroup problem

- Definition: A labeling F of G is H-periodic if F has the same label on all elements in xH for each coset xH, and F gives different cosets different labels.
- Hidden subgroup problem for G
  - Givne a quantum circuit implementing  $F \colon G \to \{0,1\}^m$
  - Promised F is H-periodic, where H is a secret subgroup of G
  - Find H or a set of generators of H
- Example: Berstein-Vazirani, Simon's problem, Period-finding over  $\mathbb{Z}/N\mathbb{Z}$

## Solve HSP quantumly

• Step 1: Prepare uniform superposition

$$\frac{1}{\sqrt{|G|}} \sum_{x \in G} |x\rangle$$

• Step 2: Load "data" F:

$$\frac{1}{\sqrt{|G|}} \sum_{x \in G} |x\rangle |F(x)\rangle$$

- Step 3: Measure answer qubits, and get some label  $C^*$ .
  - State collapses to …?

- Get a random coset state  $|gH\rangle = ...?$
- Recall: a probability distribution over quantum states is called a mixed state
- $\rho_H$  := uniform distribution over all coset states  $|gH\rangle$
- Question: can we learn H from  $\rho_H$ ?
- Idea:
  - Apply the appropriate Fourier transform for G and measure
  - Obtain a "clue" about H
  - Deduce H (hopefully) from the clues

- Fact 1: When G is finite commutative, that is  $G = \mathbb{Z}/N_1\mathbb{Z} \times ... \times \mathbb{Z}/N_k\mathbb{Z}$ , the appropriate Fourier transform is  $DFT_{N_1} \otimes ... \otimes DFT_{N_k}$ , which can be implemented efficiently by a quantum circuit.
- Fact 2: When G is not commutative, the appropriate Fourier transform can be implemented efficiently in most cases, but don't know how to deduce H from clues efficiently.