

# Grover's algorithm

- Given quantum circuit  $Q_F$  implementing  $F: \{0,1\}^n \rightarrow \{0,1\}$ , want to find  $x \in \{0,1\}^n$  such that  $F(x) = 1$  or become confident none exists
- Key difference from Bernstein–Vazirani / Simon / Shor
  - $F$  is not promised to have any special structure / pattern
- Assume hardest case  $F(x) = 1$  for exactly one string  $x^* \in \{0,1\}^n$ 
  - Quantum algorithm uses  $\sqrt{N}$  queries

# Extension

- What if  $k = 2$ ?
  - After  $\sqrt{N}/4$  iterations, find  $x_1^*$  or  $x_2^*$  with probability 5%
- Use different strategies if we know
  - 10% when  $1 \leq K < 2$ .
  - 5% when  $2 \leq K < 4$ .
  - ...
  - 10 % /  $\log(N/16)$ , when  $N/32 \leq k < N/16$ .
  - Random algorithm, when  $k \geq N/16$ .

# Extension

- What if we don't know  $k$ ?
  - Pretend  $1 \leq k < 2$ , and find  $x^*$
  - Or pretend  $2 \leq k < 4$ , and find  $x^*$
  - ...
  - Or pretend  $N/32 \leq k < N/16$ , and find  $x^*$
  - Or pretend  $k \geq N/16$ , and find  $x^*$  via random algorithm
- If found no  $x^*$ , conclude  $F = 0$

# Quantum query complexity and lower bounds

- Black-box query model
  - Given  $F: \{0,1\}^n \rightarrow \{\text{labels}\}$  and quantum circuit  $Q_F$  (or  $Q_F^\pm$ ) for  $F$
  - Solve some problem about  $F$
- Example: Grover's problem, labels are  $\{0, 1\}$ . Find  $x^*$  s.t.  $F(x^*) = 1$  or determine no such  $x^*$  exists
- Query complexity model
  - Treat  $Q_F$  (or  $Q_F^\pm$ ) as a black box
  - Cost of an algorithm is the number of applications of  $Q_F$  (queries)
  - All other computation is free

# Why study this model?

- Usually the free computation is cheap, say  $\text{poly}(n)$  gates per query, where  $n = \log N$
- You can prove lower bounds (no-go / impossibility results)
- Example: Any quantum algorithm that solves Grover's problem requires at least  $c\sqrt{N}$  queries of  $Q_F$

# New notation for query complexity

- Given  $F: \{0,1\}^n \rightarrow \{\text{labels}\}$ , think of  $F$  as a string of length  $N = 2^n$ 
  - $w = w_1 w_2 \dots w_N$ , where  
 $w_1 = F(00\dots 00)$ ,  $w_2 = F(00\dots 01)$ ,  $\dots$ ,  $w_N = F(11\dots 11)$
- Classically, you query  $i \in \{1, \dots, N\}$ , get  $w_i$
- Quantumly, you can query superposition

# Decision problems

- Focus on decision (yes or no) tasks, that is,  $\{\text{labels}\} = \{0,1\}$
- Example: “Decision Grover”
  - Given  $w \in \{0,1\}^N$  (unknown)
  - Can query superposition of  $i \in \{1,2,\dots,N\}$
  - Decide whether  $w_i = 1$  for some  $i$
  - Output YES / NO, that is,  $\text{OR}(w_1, \dots, w_N)$
- Think of a decision problem as  $\varphi = (\text{YES}, \text{NO})$ 
  - $\text{YES} = \{w : \text{output for } w \text{ is YES}\}$  and  $\text{NO} = \{w : \text{output for } w \text{ is NO}\}$

# Decision problems

- Example: Decision Grover
- Decision problems might be
  - Total:  $\text{YES} \cup \text{NO} = \{\text{all strings}\}$
  - Partial:  $\text{YES} \cup \text{NO} \subset \{\text{all strings}\}$  (i.e., have some promise on strings)



# Lower bounds on quantum query complexity

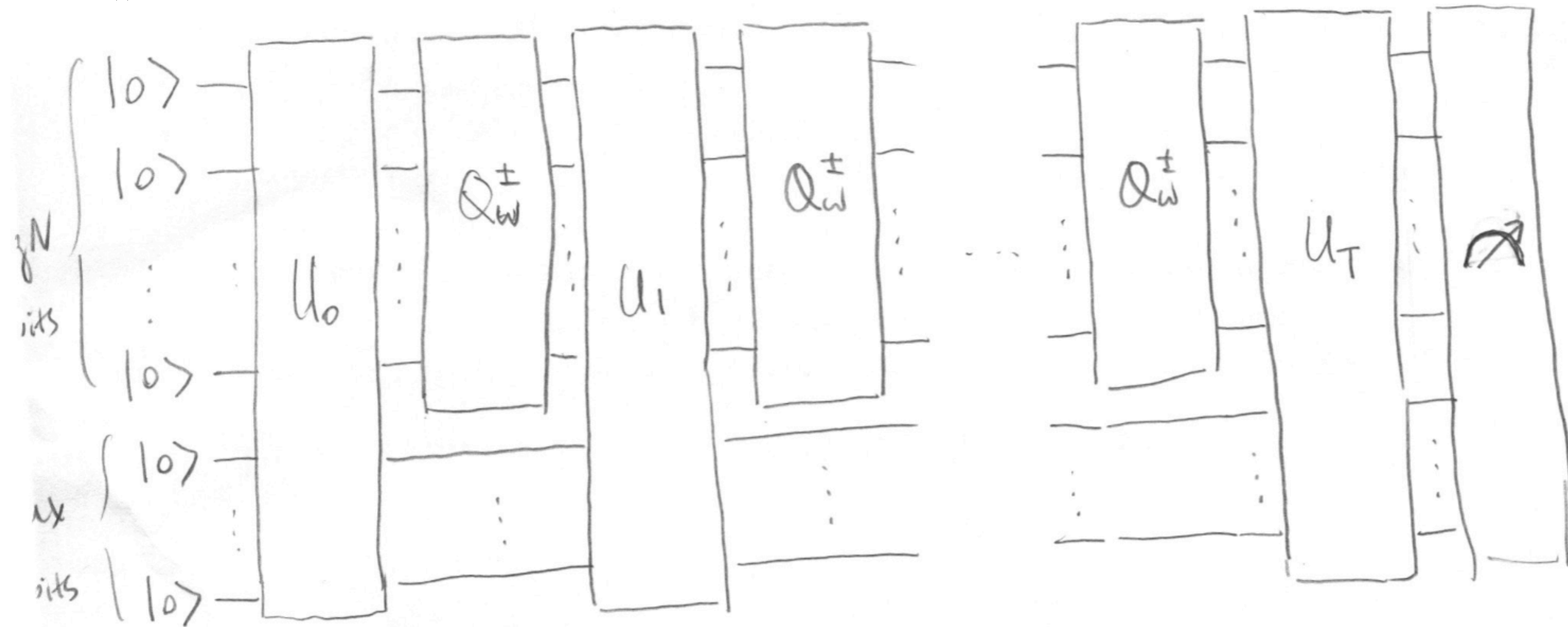
- [Bennet–Bernstein–Brassard–Vazirani '96] Cost for “decision Grover” is at least  $c\sqrt{N}$  queries
- [Ambrainis '00] The basic adversary method
- [Høyer–Lee–Špálek '07] General adversary method
- Special case of Basic adversary method
  - For  $\varphi = (\text{YES}, \text{NO})$ . Suppose  $Y \subseteq \text{YES}$  and  $Z \subseteq \text{NO}$  s.t.
    - For each  $y \in Y$ , there exist  $m$  strings  $z \in Z$  s.t.  $\text{dist}(y, z) = 1$
    - For each  $z \in Z$ , there exist  $m'$  strings  $y \in Y$  s.t.  $\text{dist}(y, z) = 1$
  - Then cost of quantum query algorithm to solve  $\varphi$  is at least  $c\sqrt{mm'}$

# Applications

- Decision Grover
- Decide if  $w$  has  $\geq k$  ones or  $< k$  ones
- Partition  $w$  into  $\sqrt{N}$  blocks of size  $\sqrt{N}$ . Decide if there is a one in each block.

# Proof of special case

- Generic quantum query algorithm looks like:
- Here  $Q_w^\pm: |i\rangle \mapsto (-1)^{w_i}|i\rangle$



- What does it imply when we say quantum query algorithm solves  $\varphi$ ?
- Imagine an “adversary” picks  $y \in \text{YES}$  and  $z \in \text{NO}$  and runs the quantum query algorithm with  $w = y$  and  $w = z$  respectively
- The final joint states are respectively  $|\Psi_y^{\text{final}}\rangle$  and  $|\Psi_z^{\text{final}}\rangle$
- Goal: Discriminate the above two joint states
- In fact, we want  $|\langle \Psi_y^{\text{final}} | \Psi_z^{\text{final}} \rangle| \leq 0.99$