

to solve the game master mind  
using quantum computing we will  
use these following steps

~~We are~~ First to explain the steps

I will applying the an 3Qubit states

$|000\rangle$   $n=3 \rightarrow N=2^3=8$  states overall

so the keepers keeps a secret key

lets the secret key =  $|010\rangle$

and now the guesser should pick a guess

randomly from the  $N=4$  possible candidates

guess =  $|101\rangle$  - and now the guess grade = 1

1- for the first step we need to form  
a superposition of all candidates

→

using  $\oplus$  gate

$$|000\rangle \xrightarrow{H} \frac{1}{2\sqrt{2}} \left( \overbrace{|000\rangle + |001\rangle + |010\rangle + |011\rangle + |100\rangle + |101\rangle + |110\rangle}^{\text{all candidates}} \right)$$

2-  
now for the second steps we will add two states to this superposition  
 $|000\rangle$  state for storing not-xor state  
 and  $|00\rangle$  to store the grade of the candidate  $\rightarrow$  now every candidate will be

$$\rightarrow \underbrace{|000\rangle}_{\text{candidate}} \underbrace{|00\rangle}_{\substack{\text{grade,} \\ \text{comparing} \\ \text{to guess}}} \underbrace{|000\rangle}_{\substack{\text{not-xor} \\ \text{of candidate} \\ \text{with guess}}}$$

~~scribbled out text~~

$$\rightarrow \frac{1}{2\sqrt{2}} \left( |000\rangle + \dots + |111\rangle \right) |00\rangle |000\rangle$$



the gate  
 now let create  $\uparrow$  that does not-XOR  
 between ~~two~~ two states ~~and sums how many~~  
~~bits~~ and returns the resulting not-XOR  
 state then sums the ~~same~~ 1 bits  
 of that new state: let's call this  
 gate as  $E$

example:

candidate  $|101\rangle \rightarrow [E] \rightarrow |101\rangle$  and we have 2 one bits  
 guess  $|111\rangle \rightarrow [E] \rightarrow |101\rangle$

now we apply this gate  $E$  for each candidate  
 comparing with the guess state

$$\rightarrow \frac{1}{2\sqrt{2}} (|1000\rangle + \dots + |1111\rangle) |00\rangle |000\rangle \xrightarrow{E}$$

$$\xrightarrow{E} \frac{1}{2\sqrt{2}} (|1000\rangle |00\rangle |000\rangle + \underbrace{|001\rangle}_{\text{Cand.}} |01\rangle |001\rangle + \underbrace{|010\rangle}_{\text{guess}} |01\rangle |010\rangle + \dots)$$

$\uparrow$   
 not-XOR

3- now we need to create another gate P the gate will take the input

$|000\rangle |00\rangle |000\rangle$  and the grade of the guess  
~~the 1st bit~~

Example

~~$|000\rangle |00\rangle |000\rangle$~~   
 $|000\rangle |00\rangle |000\rangle \rightarrow [P] \rightarrow |100\rangle |01\rangle |100\rangle$   
 $gg = \text{guess grade} = 1 \rightarrow$

checks the difference of grades

$|000\rangle |00\rangle |000\rangle$

$0 - gg = -1$  so if minus is

the difference it flips the first one

from the left bit in not-XOR until the diff. is 0

if the difference is positive it flips the first 1 bit from the left in not-XOR until the difference is 0



→ ~~the~~ applying the P gate will  
make us have less candidates call them b  
now if the number of ~~new~~ the states  
in b after P gate is only 1 state  
then we found the secret if  
not then we need to continue  
by taking another guess from  
the original 16 candidates ~~at~~ but  
we need to take a candidate that  
its grade ~~is~~ is not the same as the  
initial guess's grade now we  
calculate the grade of the new  
guess comparing it to the secret key  
now we ~~do~~ input the new states b  
and the new guess and its grad to P

which will result in shortening  
the number of states in  $b$  ~~to~~  
so repeat this process until  
 $b$  ~~has~~ has only 1 state after  
using a new guess and ~~inputting~~  
 $b$  ~~and~~ the guess to  $P$  each time  
when we reach to only 1 state  
then we found the secret key.

note: it is very important ~~that~~  
that when choosing a new guess  
from the original  $16 = 2^3 = 2^1$  states  
we have to make sure that  
the new guess's ~~score~~ score comparing  
it with the older guess is not the  
original guess's score