The Hidden Subgroup Problem

River McCubbin

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HSP: The Problem

Problem (Hidden Subgroup Problem)

Given a group G, a finite set X and a function $f : G \to X$ that separates cosets of subgroup H, use evaluations of f to determine a generating set for H.

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Motivation

Public key cryptography.

- Diffie-Hellman
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The cryptographic problems:

- Discrete Logarith Problem
- Period-Finding problem
- Order-Finding problem

[NC10]

How?

Quantum Fourier Transform

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$$F_G(|g\rangle) = \frac{1}{\sqrt{|G|}} \sum_{i=0}^{|G|} \chi_i(g) \, |\chi_i\rangle$$

A change of basis to characters of irreducible representations of a group G.

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A change of basis to characters of irreducible representations of a group G.Don't worry, we spend the rest of the presentation figuring this out!

Quantum Computing: Terminology

Definition (Computational Basis)

The *computational basis* is an orthonormal basis for $\mathcal{H}$, and is assumed to be equivalent to the standard basis unless stated otherwise.

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Definition (Qubit)

A *qubit* is a unit vector in $\mathbb{C}^2$, i.e. a vector with length 1.

Quantum Computing: Tensor Products

Definition (Tensor Product of Vector Spaces)

Let V and W be two vector spaces, both over a field $\mathbb{F}$. We define $V \otimes W$ as the space generated by all linear combinations of elements $v \otimes w$ with $v \in V$ and $w \in W$.

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Definition (Separable and Entangled States)

If an element $a \in V \otimes W$ can be written as $v \otimes w$ for some $v \in V$ and $w \in W$ then we say that a is a *separable* state, otherwise we say that it is an *entangled* state.

Quantum Computing: Bra-Ket Notation

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Why?

$$\langle\psi|\,|\phi\rangle = \langle\psi\,|\,\phi\rangle = \langle\psi, \phi\rangle$$

Quantum Computing: More Notation

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Simplified: nth basis vector is $|n-1\rangle$.

Quantum Computing: State Vectors

Definition (State Vector)

A *state vector* $|\psi\rangle \in \mathbb{C}^{2^n}$ is a 2^n-dimensional unit vector where n is the number of qubits in the system. It represents the state of all qubits in the system, and is a linear combination of basis vectors.

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Definition (Superposition)

If a given state vector is not aligned with a basis vector then we say that this vector is a *superposition*.

Quantum Computing: How to Compute

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These operators are unitary operators.
Unitary operators can be used as logic gates, ex. AND, NOT, OR etc.

Quantum Computing: Measurement

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Solution:
Require a separable state.
"Collapse" to a basis vector.

Quantum Computing: Measurement Operators

Definition (Measurement Operators)

A collection $\{M_m\}$ of *measurement operators* is a set of operators satisfying

$$\sum_m M_m^* M_m = I.$$

These operators act on the state space, where the index m represent possible outcomes. If the state of the system before measurement is ψ, then the probability result m occurs is

$$p(m) = \langle\psi| M_m^* M_m |\psi\rangle$$

and the state after measurement is

$$\frac{M_m |\psi\rangle}{\sqrt{p(m)}}$$

These are typically orthogonal projection operators.
Note: measurement is an operation, changing the state.

QFT (Again)

Quantum Fourier Transform

$$F_G(|g\rangle) = \frac{1}{\sqrt{|G|}} \sum_{i=0}^{|G|} \chi_i(g) \, |\chi_i\rangle$$

What do we know now?

Representation Theory: Representations

Definition (Representation)

A representation ρ of a group G is a homomorphism $\rho : G \to GL(V)$ for some finite dimensional vector space V. Here, $GL(V)$ denotes the general linear group of the vector space V, which is the set of invertible matrices on V.

Takes group elements of G to functions acting on V.
Only *finite* dimensional representations for us!

Representation Theory: Characters

Definition (Character)

Given a group G with a representation $\rho : G \to GL(V)$, we define the *character* χ_ρ of ρ as the map $\chi_\rho : G \to \mathbb{C}$ given by $\chi_\rho(g) = \operatorname{tr}(\rho(g))$.

Carries information about a representation more concisely.

Definition (Inner Product of Functions on G)

Given $f, h : G \to \mathbb{C}$ are functions on G we define their inner product to be

$$\langle f, h \rangle = \frac{1}{|G|} \sum_{g \in G} f(g)\overline{h(g)}.$$

Theorem

A representation ρ is irreducible iff its character χ has norm 1.

Representation Theory: Class Functions

Definition (Class Function)

A function $f : G \to V$ is called a *class* function if it is constant on conjugacy classes of G, i.e. if $f(hgh^{-1}) = f(g), \forall g, h \in G$.

For abelian groups, these represent all functions on G.

Theorem

For a given group G, the set $\hat{G} = \{\chi_0 . \dots , \chi_{N-1}\}$ of all irreducible characters of G forms an orthonormal basis for $\mathbb{C}^G$, the space of class function on G.

For abelian groups this is all functions.

Representation Theory: Abelian vs. Non-Abelian Bases

Theorem

If G is a finite group, then a basis can be chosen such that the matrix $M_\rho(g)$ is unitary. The set of these coefficients forms an orthogonal basis for $\mathbb{C}^G$, and the set $\{\sqrt{\dim(\rho)}(\rho, i, j)\}$ where (ρ, i, j) is the i, jth coefficient of the matrix $M_\rho(g)$ is an orthonormal basis for $\mathbb{C}^G$.

QFT: Abelian QFT

Revisiting the quantum fourier transform

$$\mathcal{F}_G(|g\rangle) = \frac{1}{\sqrt{|G|}} \sum_{i=0}^{|G|} \chi_i(g) \, |\chi_i\rangle \, .$$

Now it is clear that this is a change of basis to irreducible characters of G.

QFT: general QFT

The general QFT is given by

$$\mathcal{F}_G(|g\rangle) = \frac{1}{\sqrt{|G|}} \sum_{\sigma \in \hat{G}} \sqrt{\dim(\sigma)} \sum_{i,j=1}^{\dim(\sigma)} \sigma(g)_{i,j} |\sigma, i, j\rangle .$$

It is a change to the basis of matrix coefficients of irreducible representations of G.
Here $|\sigma, i, j\rangle : GL(V) \to \mathbb{Z}$ takes a group element g to its matrix coefficient at i, j under σ, i.e. $|\sigma, i, j\rangle(g) = \langle i| \sigma(g) |j\rangle$.

HSP: Separating Function

Definition (Separating Function)

We say that a function $f : G \to X$ mapping a group G to a set X *separates cosets* of a subgroup H if for any $g_1, g_2 \in G$ we have

$$f(g_1) = f(g_2) \iff g_1 H = g_2 H.$$

Revisiting HSP

Problem (Hidden Subgroup Problem)

Given a group G, a finite set X and a function $f : G \to X$ that separates cosets of subgroup H, use evaluations of f to determine a generating set for H.

Solved classically by evaluating $f(g)$ for every $g \in G$, but this method is incredibly inefficient.

Algorithms for HSP: Coset Sampling Method Setup

Let G be a finite group and H a subgroup hidden by the function $f : G \to X$. Let $\mathcal{H}$ be a Hilbert space spanned by the elements of X and let $\mathcal{G}$ be the Hilbert space spanned by elements of G.
Note: ψ_i denotes the ith state vector of our program.

Algorithms for HSP: Coset Sampling Method Step 1

Prepare two registers. The first register contains a uniform superposition of the elements of G. The second register is initialized to $|0\rangle$, and later will store states of $\mathcal{H}$.

$$|\psi_1\rangle = \frac{1}{\sqrt{|G|}} \sum_{g \in G} |g\rangle \otimes |0\rangle$$

Notice that both registers are represented in our state vector ψ_i; the first register is represented by $|g\rangle$ on the left of the tensor product, and the second register is represented by $|0\rangle$ on the right side.

Algorithms for HSP: Coset Sampling Method Step 2

Evaluate f on the first register and store evaluations in the second register, giving

$$|\psi_2\rangle = \frac{1}{\sqrt{|G|}} \sum_{g \in G} |g\rangle \otimes |f(g)\rangle .$$

We can evaluate f on every element of G at the same time!

Algorithms for HSP: Coset Sampling Method Step 3 I

Measure the second register using the measurement system $\{M_x = |x\rangle\langle x| \mid x \in X\}$ given by projection onto basis vectors of $\mathcal{H}$. This yields x with probability p_x. We determine p_x as follows:

$$p_x = \left\| I \otimes M_x \left(\frac{1}{\sqrt{|G|}} \sum_{g \in G} |g\rangle \otimes |f(g)\rangle \right) \right\|^2$$

$$= \left\| \frac{1}{\sqrt{|G|}} \sum_{g \in G} |g\rangle \otimes M_x |f(g)\rangle \right\|^2$$

distributing the tensor products

$$= \left\| \frac{1}{\sqrt{|G|}} \sum_{g \in G} |g\rangle \otimes |x\rangle \langle x| \, |f(g)\rangle \right\|^2$$

by definition of M_x

Algorithms for HSP: Coset Sampling Method Step 3 II

Since $\mathcal{H}$ is spanned by X, an orthonormal basis for $\mathcal{H}$ is the elements of X, written as $f(g)$ for some $g \in G$ by definition. Hence

$$\begin{aligned} p_x &= \left\| \frac{1}{\sqrt{|G|}} \sum_{g \in G, f(g)=x} |g\rangle \otimes |x\rangle \right\|^2 \\ &= \frac{|H|}{|G|} \end{aligned}$$

Notice that p_x is independent of x.

Algorithms for HSP: Coset Sampling Method Step 3 III

If x has occurred then we the state is

$$|\phi\rangle = \frac{1}{\sqrt{p_x}} I \otimes M_x \left(\frac{1}{\sqrt{|G|}} \sum_{g \in G} |g\rangle \otimes |f(g)\rangle \right)$$

$$= \frac{\sqrt{|G|}}{\sqrt{|H|}} \frac{1}{\sqrt{|G|}} \sum_{g \in G} |g\rangle \otimes M_x |f(g)\rangle$$

distributing the tensor product

$$= \frac{1}{\sqrt{|H|}} \sum_{g \in G} |g\rangle \otimes |x\rangle \langle x| |f(g)\rangle$$

by definition of M_x

$$= \frac{1}{\sqrt{|H|}} \sum_{g \in G, f(g) = x} |g\rangle \otimes |x\rangle$$

The set of elements of G that map to x under f.

Algorithms for HSP: Coset Sampling Method Step 3 IV

Since f is a hiding function, we have recovered a coset cH of H. We re-write our state as

$$|\phi\rangle = \frac{1}{\sqrt{|H|}} \sum_{h \in H} |ch\rangle \otimes |x\rangle .$$

This state is a uniform superposition of cH, and since $f(ch) = x$ for all $h \in H$ we can abbreviate this:

$$|\phi\rangle = |cH\rangle = \frac{1}{\sqrt{|H|}} \sum_{h \in H} |ch\rangle .$$

Algorithms for HSP: Coset Sampling Method Step 4

The last step is open-ended; the goal of the coset sampling method is to attain the coset state.

From here, various different types of measurements can be applied to deduce information about the coset.

Some examples include deducing an element of H, or a multiple of the order of H.

Conclusion

1. Abelian HSP is solvable

Conclusion II: Future Study

1. Can other non-abelian groups be reduced to abelian?
2. How can we most efficiently extract information in step 4 of the coset sampling method?
3. Can we develop algorithms more efficient than QFT?

The End!

Thank you!

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