

# Simulations of quantum walks on regular graphs

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# Quantum walks on regular graphs

- Quantum algorithms for solving search problems.
- Generalization of classical random graph walks.
- Vastly different behaviour.
- Random choice = quantum coin toss.

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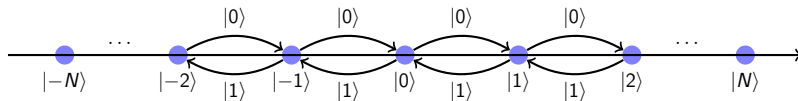
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- Composite state:
  - ▶  $|x\rangle \otimes |s\rangle$

# Evolution

Quantum operators = unitary matrices.

- 1 Flipping the coin.
- 2 Stepping according to the result.



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## Fourier coin (QFT)

$$F_N = \left[ \frac{1}{\sqrt{N}} e^{\frac{2\pi i}{N} xy} \right]_{x,y}$$



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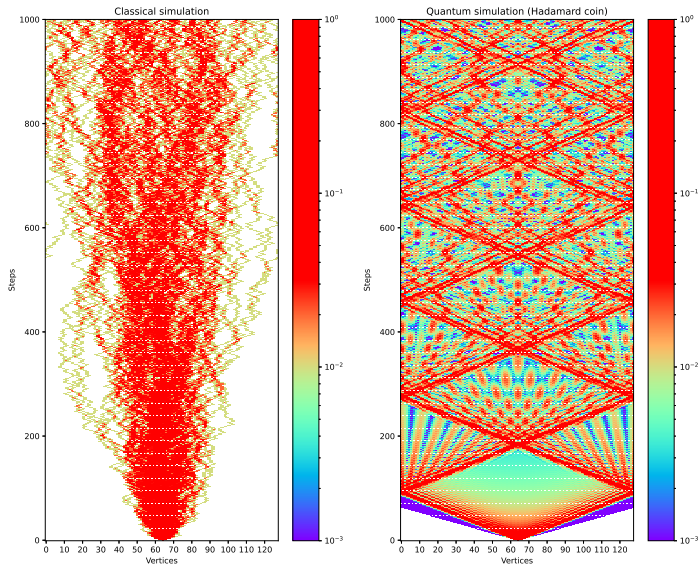
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### Shift operator

$$S = L \otimes |0\rangle \langle 0| + R \otimes |1\rangle \langle 1|$$

# Walk in 1 dimension (Circle)



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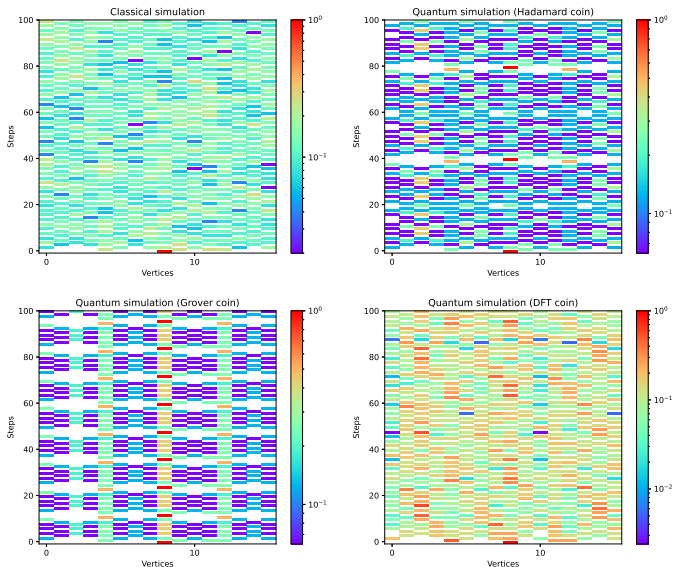
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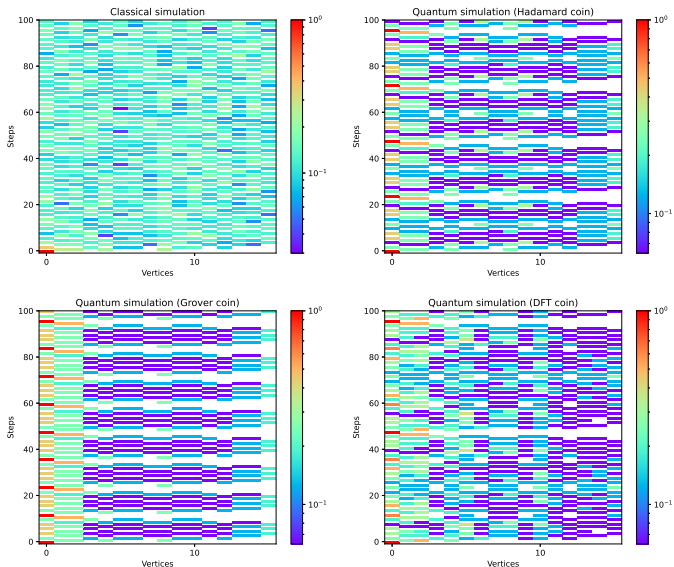
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- (Coin toss operator)

# Walk in 2 dimensions (Torus)



# Walk in higher dimensions (Hypercube)



# Current limitations and future plans

- Current state: coined walks, no errors.
- Simulator in Python, report probability distribution, and various properties (eigenvalues and eigenvectors, graphs on hitting and mixing times).
- Future plans:
  - ▶ Szegedy walks.
  - ▶ Simulating noise.
  - ▶ Moving to C++, memory optimization techniques.
  - ▶ The Latex document is too long → website.

- `github.com/nemkin/quantum-walk` (open source, MIT license)