

The background of the slide is a vibrant, abstract marbled pattern. It features swirling, organic shapes in various shades of pink, from light blush to deep magenta, interspersed with thin, flowing veins of light blue and white. The overall effect is reminiscent of traditional marbled paper or a liquid paint effect.

Quantum Resources in Harrow-Hassidim-Lloyd Algorithm

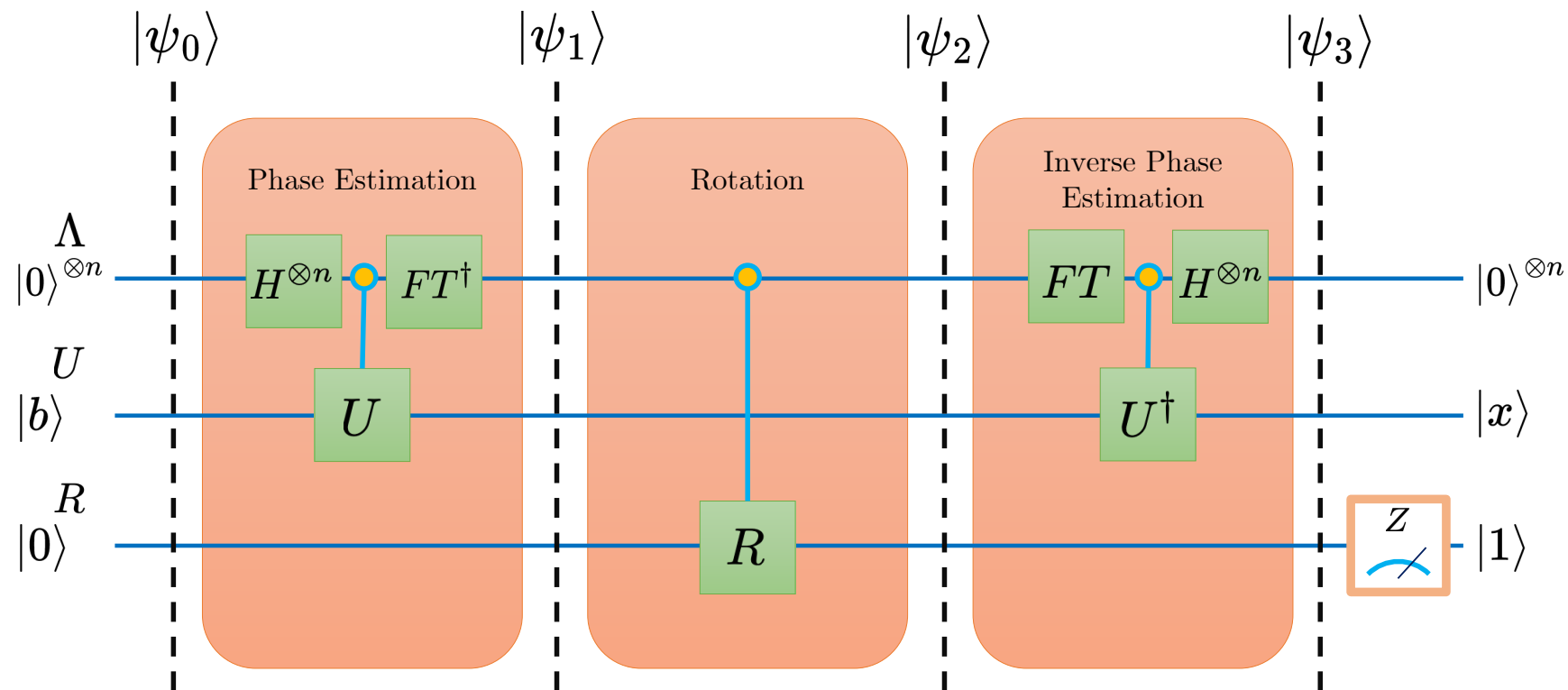
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Chandra Lakkaraju and Aditi Sen(De)

arXiv:2308.04021v1 [quant-ph] 8 Aug 2023

Quantum
 $\mathcal{O}(\kappa^2 \log(N))$

Classical
 $\mathcal{O}(N\kappa)$

The algorithm



What we need ?

$$\mathbf{A}\vec{x} = \vec{b}$$

$$\vec{b} = \sum_{i=1}^N \beta_i \vec{u}_i$$

$$\vec{x} = \mathbf{A}^{-1}\vec{b} = \sum_{i=1}^N \mathbf{A}^{-1}\vec{u}_i$$

$$\vec{x} = \sum_{i=1}^N \frac{\beta_i}{\lambda_i} \vec{u}_i$$

$$|\psi_0\rangle = \sum_{i=1}^N |0\rangle_{\Lambda}^{\otimes n} \otimes \beta_i |u_i\rangle_U \otimes |0\rangle_R$$

$$QPE\left[\sum_{i=1}^N |0\rangle_{\Lambda}^{\otimes n} \beta_i |u_i\rangle_U |0\rangle_R\right] = \sum_{i=1}^N |2^n \phi\rangle_{\Lambda} \beta_i |u_i\rangle_U |0\rangle_R = \sum_{i=1}^N |\lambda_i\rangle_{\Lambda} \beta_i |u_i\rangle_U |0\rangle_R$$

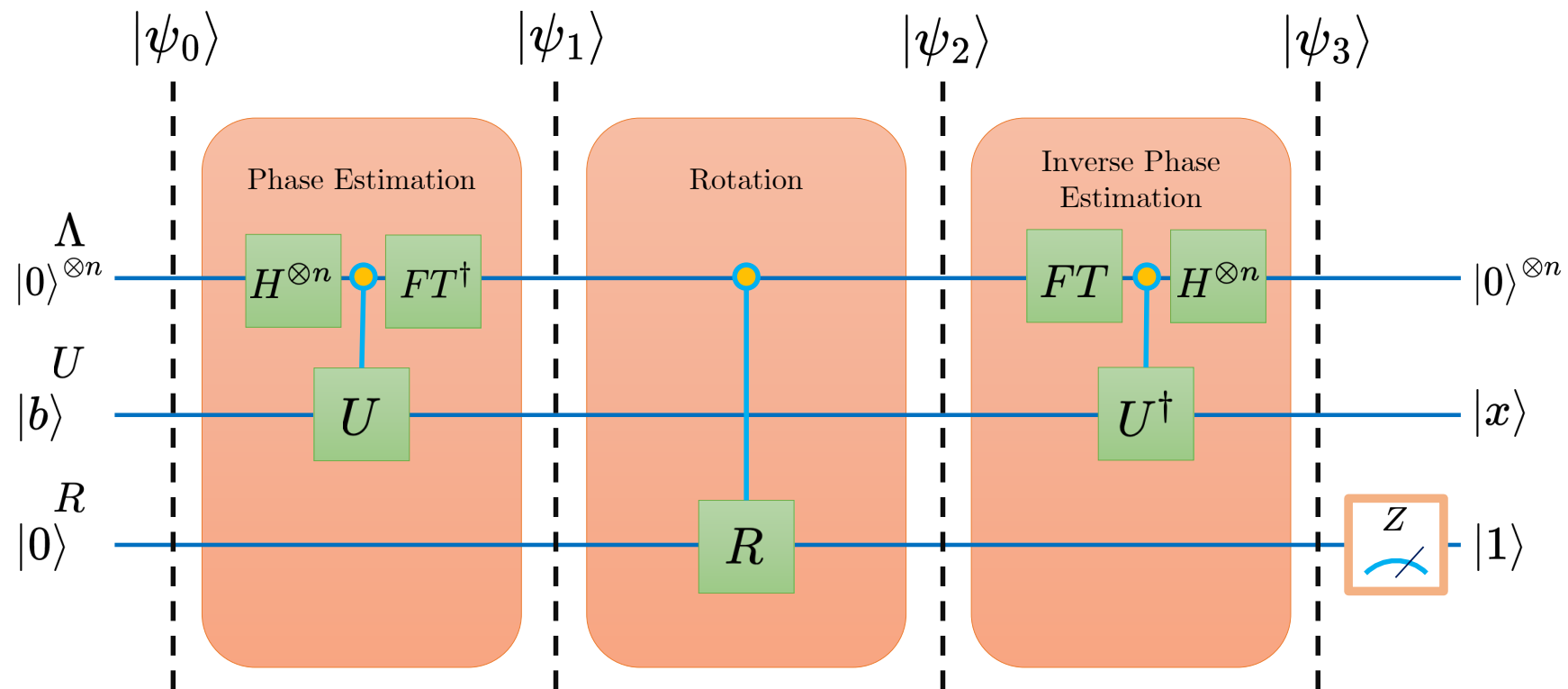
HHL Algorithm

$$|\psi_1\rangle = \sum_{i=1}^N |\lambda_i\rangle_{\Lambda} \otimes \beta_i |u_i\rangle_U \otimes |0\rangle_R,$$

$$|\psi_2\rangle = \sum_{i=1}^N |\lambda_i\rangle_{\Lambda} \otimes \beta_i |u_i\rangle_U \otimes \left(\sqrt{1 - \frac{C^2}{\lambda_i^2}} |0\rangle + \frac{C}{\lambda_i} |1\rangle \right)_R$$

$$|\psi_3\rangle = |0\rangle_{\Lambda}^{\otimes n} \otimes \sum_{i=1}^N \beta_i |u_i\rangle_U \otimes \left(\sqrt{1 - \frac{C^2}{\lambda_i^2}} |0\rangle + \frac{C}{\lambda_i} |1\rangle \right)_R$$

The algorithm



Theorem -1

Nonvanishing genuine multipartite entanglement

- For a successful run of the HHL algorithm, genuine multipartite entanglement should be nonvanishing in the second step
- We prove that all the single-site local density matrices, ρ_R , ρ_U and ρ_Λ of the state $|\psi_2\rangle$ are mixed i.e. $\text{Tr}(\rho_X^2) < 1$
- Since the total state is pure, mixed local density matrices ensure that no bipartition is product, thereby proving nonvanishing GME of $|\psi_2\rangle$

Theorem -2

Bipartite entanglement between Λ and \mathbf{U} is nonvanishing

$$\begin{array}{ll} |\psi_2\rangle & \mathcal{LN}(\rho_{\Lambda\mathbf{U}}) \neq 0 \\ & \mathcal{LN}(\rho_{\mathbf{U}\mathbf{R}}) = 0 \\ & \mathcal{LN}(\rho_{\mathbf{U}\mathbf{R}}) = 0 \end{array}$$

Unlike GME, bipartite entanglement between subsystems are always present in different stages of the algorithm

Proposition -1

The l1-norm coherences are non-vanishing

- In computational basis C_R , C_U , and $C_{\Lambda UR}$ are non vanishing
- C_Λ is zero as ρ_Λ is diagonal in computation basis

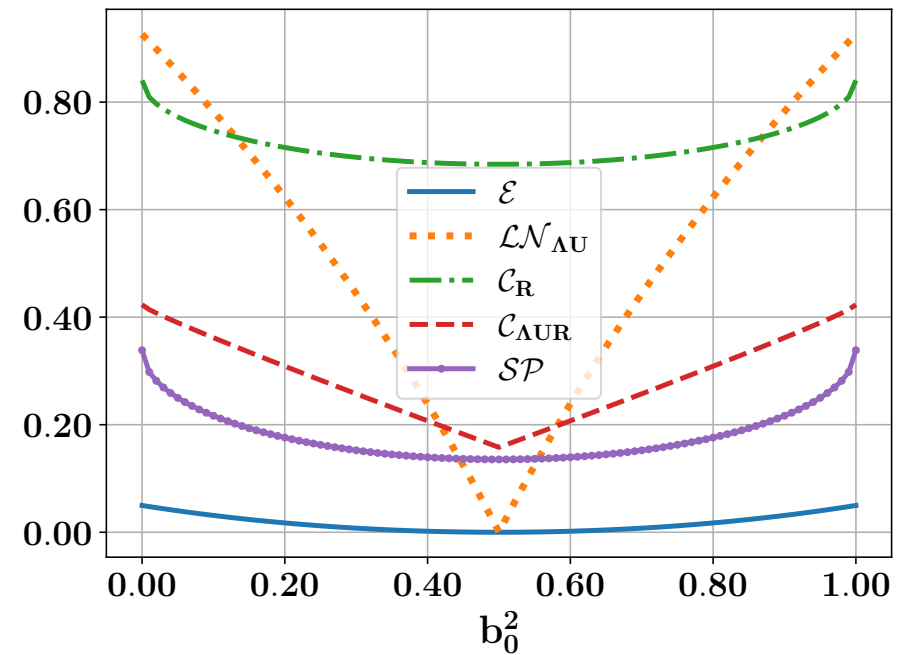
Remark : We found that C_R is closely related to Success Probability

$$\mathcal{SP} = \sum_{i=1}^N \beta_i^2 \frac{C^2}{\lambda_i^2}$$

$$C_R = 2 \sum_{i=1}^N \beta_i^2 \sqrt{1 - \frac{C^2}{\lambda_i^2}} \cdot \frac{C}{\lambda_i}$$

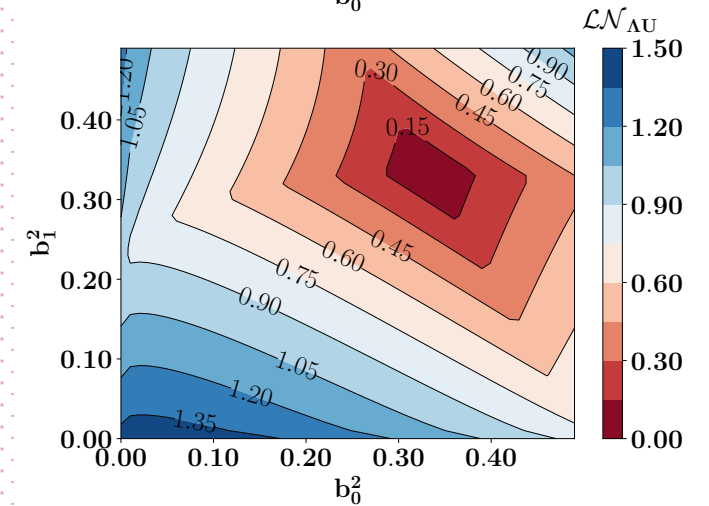
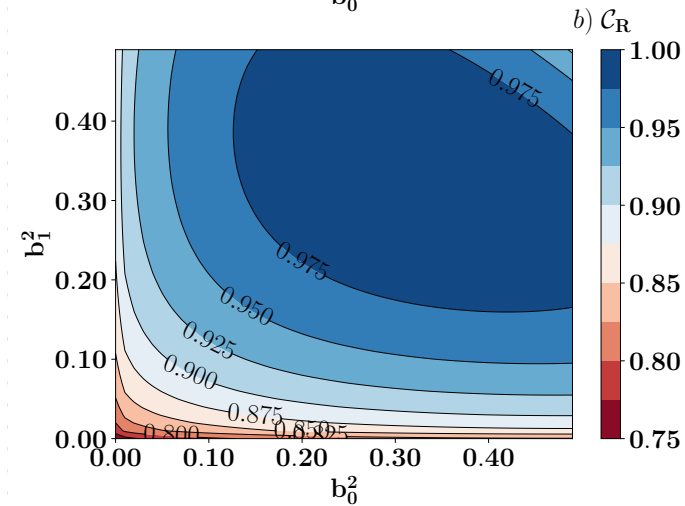
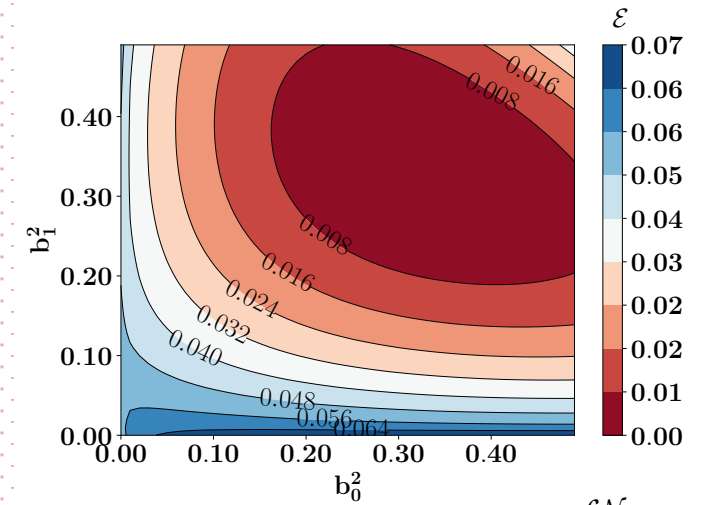
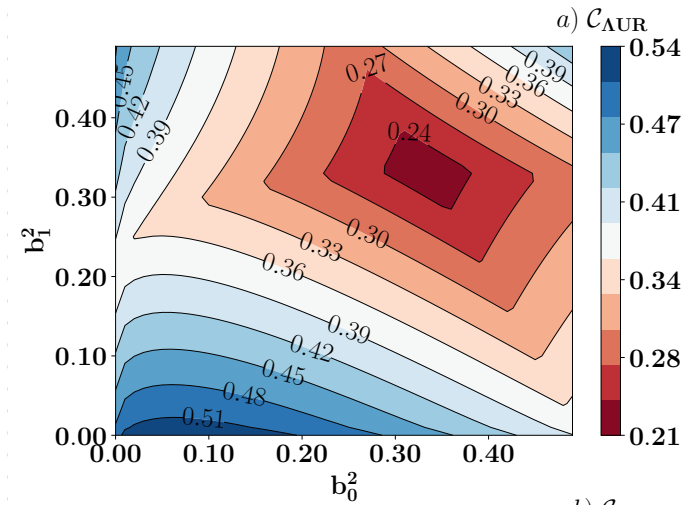
Quantum Advantage

$$\frac{1}{2} \begin{pmatrix} 3 & 1 \\ 1 & 3 \end{pmatrix} \begin{pmatrix} x_0 \\ x_1 \end{pmatrix} = \begin{pmatrix} b_0 \\ b_1 \end{pmatrix}$$
$$\mathbf{A} \quad \vec{x} = \vec{b}$$



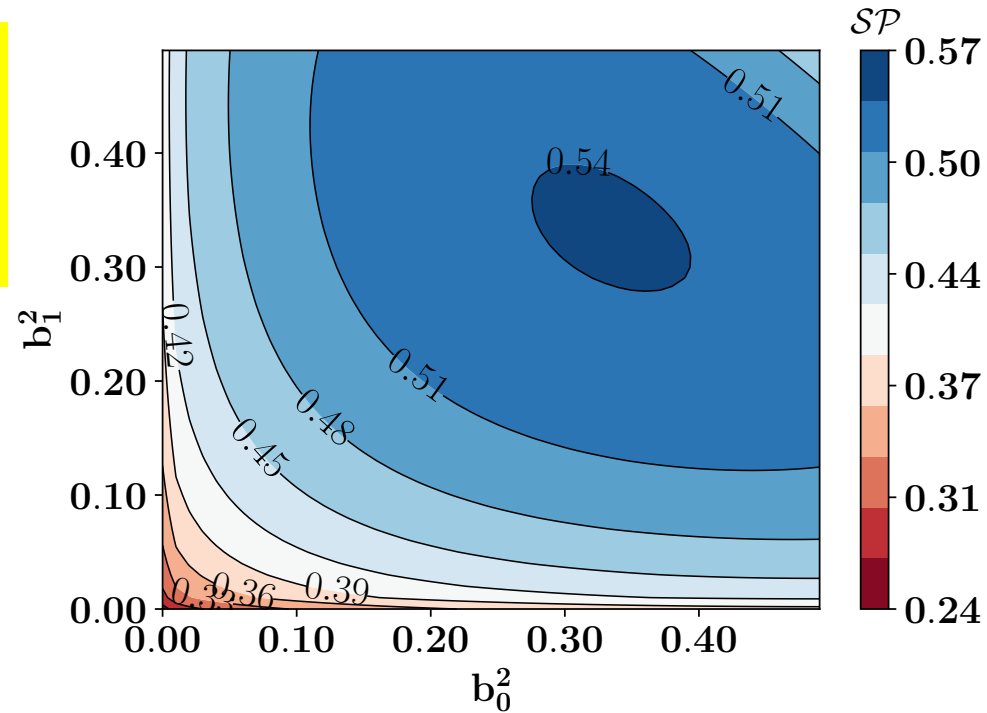
Quantum Advantage in 3D

$$\frac{1}{6} \begin{bmatrix} 14 & -4 & -4 \\ -4 & 11 & -1 \\ -4 & -1 & 11 \end{bmatrix} \begin{bmatrix} x_0 \\ x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} b_0 \\ b_1 \\ b_2 \end{bmatrix}$$



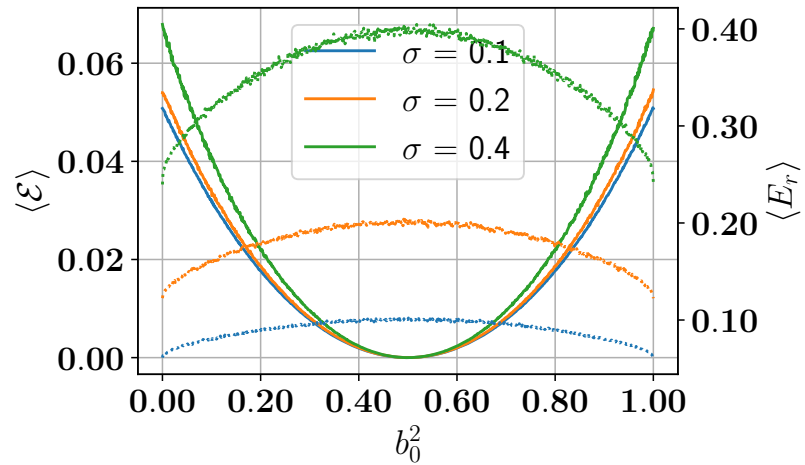
Success Probability

$$SP = \sum_{i=1}^N \beta_i^2 \frac{C^2}{\lambda_i^2}$$

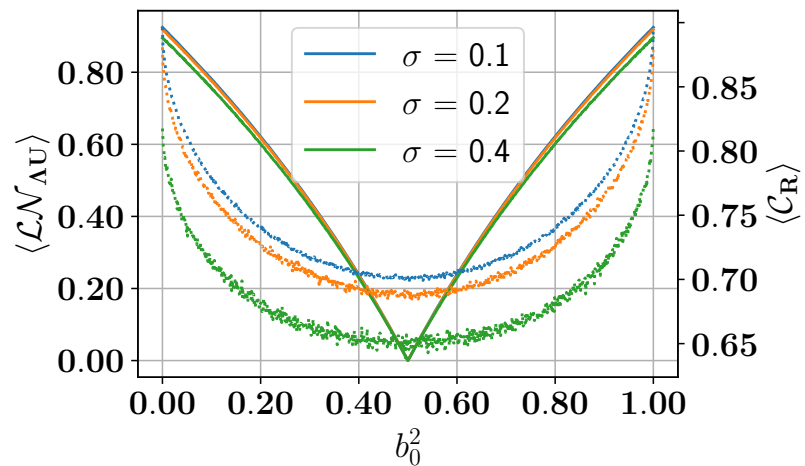


$$C_R = 2 \sum_{i=1}^N \beta_i^2 \sqrt{1 - \frac{C^2}{\lambda_i^2}} \cdot \frac{C}{\lambda_i}$$

Imperfections



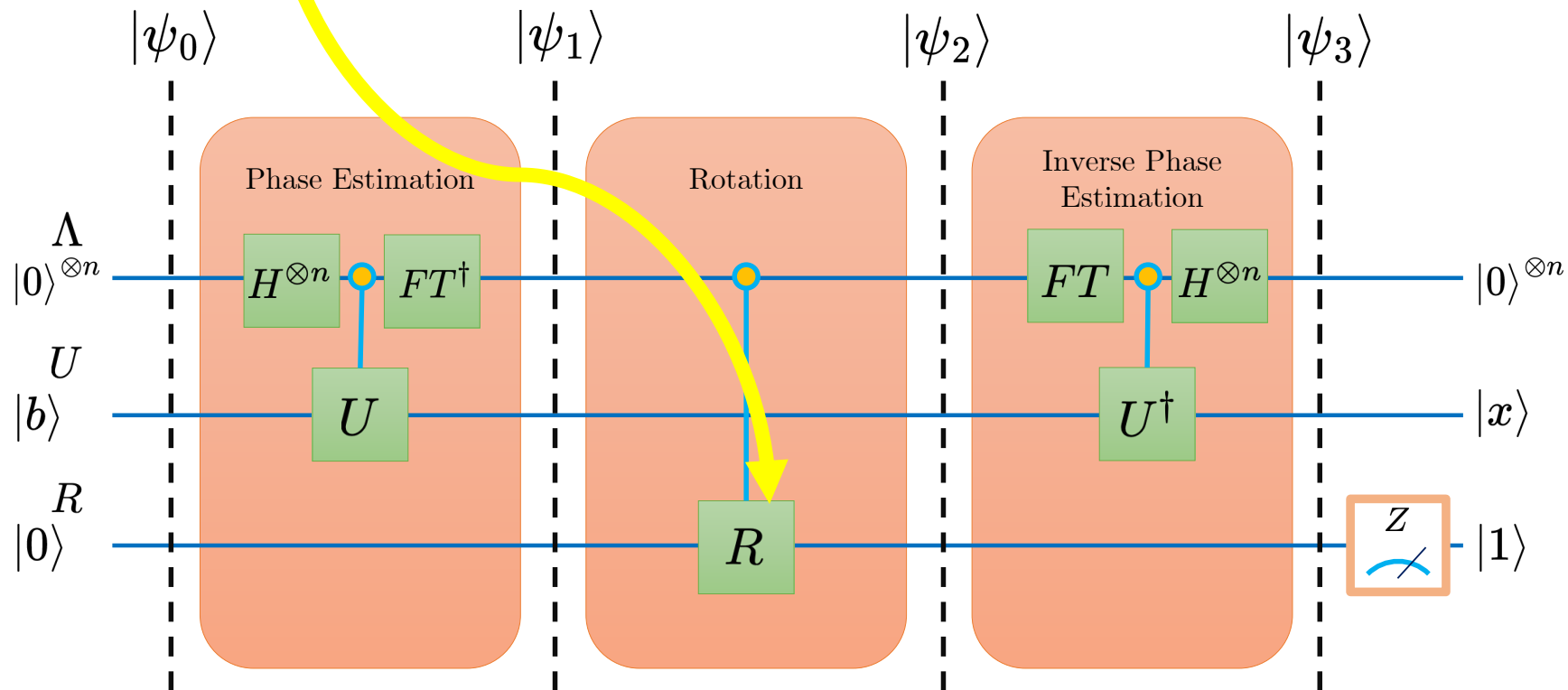
$$R(\lambda^{-1}) = R_y(\theta) = \begin{bmatrix} \cos \frac{\theta}{2} & -\sin \frac{\theta}{2} \\ \sin \frac{\theta}{2} & \cos \frac{\theta}{2} \end{bmatrix}$$



$$\frac{\tilde{\theta}_i}{2} = \sin^{-1}\left(\frac{C}{\lambda_i}\right) + \epsilon_i$$

$$R(\lambda^{-1}) = R_y(\theta) = \begin{bmatrix} \cos \frac{\theta}{2} & -\sin \frac{\theta}{2} \\ \sin \frac{\theta}{2} & \cos \frac{\theta}{2} \end{bmatrix}$$

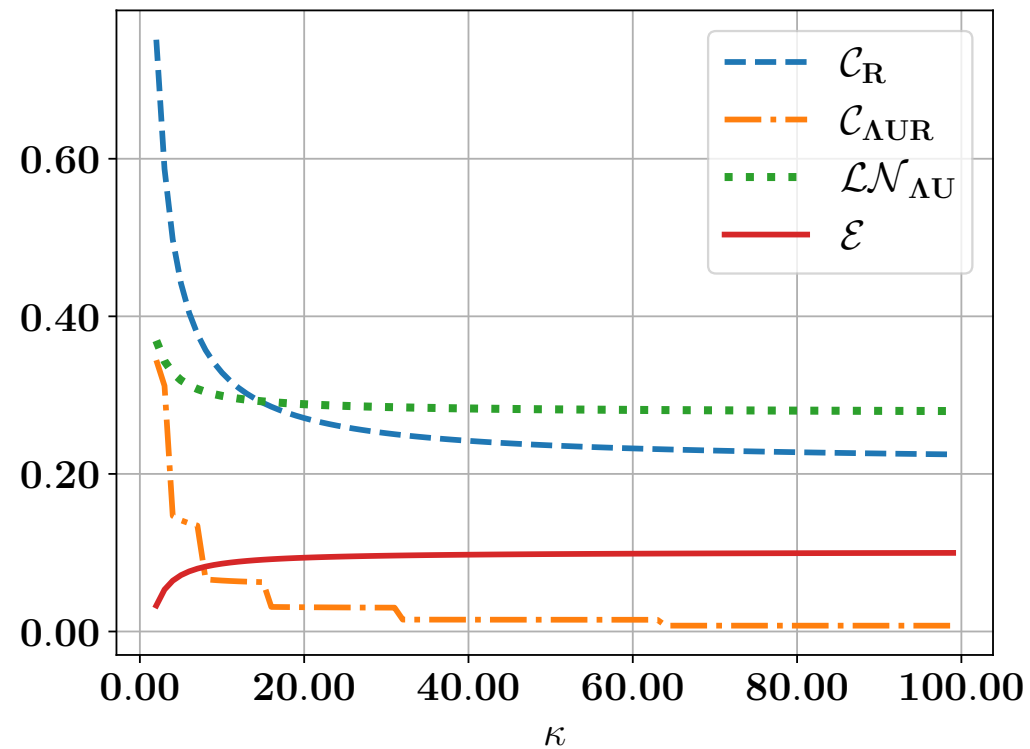
The algorithm



Kappa – κ
The condition
number

$$\kappa = \frac{\lambda_{max}}{\lambda_{min}}$$

$$\mathcal{O}(\kappa^2 \log(N))$$





Thank you