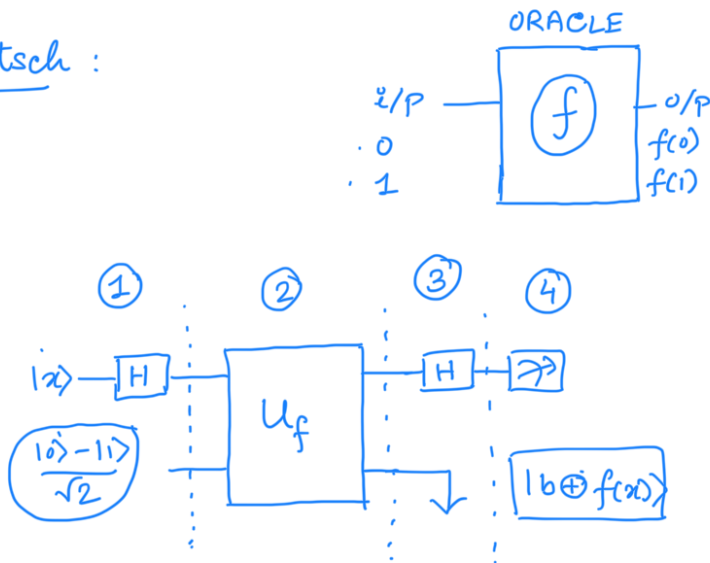


# Introduction to Quantum Algorithms

Deutsch :



$$\begin{matrix} f(0) = 0 \\ f(1) = 0 \end{matrix}$$

$$\begin{matrix} f(0) = 0 \\ f(1) = 1 \end{matrix}$$

$$\begin{matrix} f(0) = 1 \\ f(1) = 1 \end{matrix} \left. \vphantom{\begin{matrix} f(0) = 1 \\ f(1) = 1 \end{matrix}} \right\} \text{constant}$$

$$\begin{matrix} f(0) = 1 \\ f(1) = 0 \end{matrix} \left. \vphantom{\begin{matrix} f(0) = 1 \\ f(1) = 0 \end{matrix}} \right\} \text{balanced}$$

$$H|0\rangle = \frac{1}{\sqrt{2}}(|0\rangle + |1\rangle)$$

$$H|1\rangle = \frac{1}{\sqrt{2}}(|0\rangle - |1\rangle)$$

$$\begin{matrix} f(0) \oplus f(1) = 0 \\ f(0) \oplus f(1) = 1 \end{matrix}$$

$$\frac{1}{\sqrt{2}} |x\rangle |0\rangle - \frac{1}{\sqrt{2}} |x\rangle |1\rangle \xrightarrow{U_f} \frac{1}{\sqrt{2}} U_f (|x\rangle |0\rangle - |x\rangle |1\rangle)$$

$$= \frac{1}{\sqrt{2}} (|x\rangle |0 \oplus f(x)\rangle - |x\rangle |1 \oplus f(x)\rangle)$$

$$x=0, f(x)=0 \rightarrow \frac{1}{\sqrt{2}} |0\rangle (|0\rangle - |1\rangle) \rightarrow (-1)^0 = 1$$

$$x=0, f(x)=1 \rightarrow \frac{1}{\sqrt{2}} |0\rangle (|1\rangle - |0\rangle) = (-1)^1 = -1$$

$$x=1, f(x)=0$$

$$x=1, f(x)=1$$

$$U_f (|x\rangle \frac{1}{\sqrt{2}} (|0\rangle - |1\rangle)) = (-1)^{f(x)} |x\rangle \frac{1}{\sqrt{2}} (|0\rangle - |1\rangle) \quad \text{Phase kickback}$$

$$|x\rangle = |0\rangle \xrightarrow{H} \frac{1}{\sqrt{2}} (|0\rangle + |1\rangle) \frac{1}{\sqrt{2}} (|0\rangle - |1\rangle) \dots \textcircled{1}$$

$$= \frac{1}{\sqrt{2}} \cdot |0\rangle \cdot \frac{|0\rangle - |1\rangle}{\sqrt{2}} + \frac{1}{\sqrt{2}} \cdot |1\rangle \cdot \frac{|0\rangle - |1\rangle}{\sqrt{2}}$$

$$|\psi\rangle, e^{i\theta} |\psi\rangle$$

$$\textcircled{2} \quad U_f \rightarrow \frac{1}{\sqrt{2}} (-1)^{f(0)} |0\rangle \cdot \frac{|0\rangle - |1\rangle}{\sqrt{2}} + \frac{1}{\sqrt{2}} (-1)^{f(1)} \cdot \frac{|0\rangle - |1\rangle}{\sqrt{2}}$$

$$= \frac{1}{\sqrt{2}} [(-1)^{f(0)} |0\rangle + (-1)^{f(1)} |1\rangle] \cdot \frac{|0\rangle - |1\rangle}{\sqrt{2}}$$

$$\begin{matrix} f(0) = 0 \\ f(1) = 0/1 \end{matrix}$$

Global phase  $\leftarrow = (-1)^{f(0)} \cdot \frac{1}{\sqrt{2}} \cdot [10\rangle + (-1)^{f(0) \oplus f(1)} 11\rangle]$  |  $f(0) = 1$   
 $f(1) = 0/1$

Constant:  $(-1)^{f(0)} \cdot \frac{1}{\sqrt{2}} \cdot [10\rangle + (-1)^0 11\rangle] = \frac{1}{\sqrt{2}} \cdot [10\rangle + 11\rangle] \xrightarrow{H} 10\rangle$   
 Balanced:  $(-1)^{f(0)} \cdot \frac{1}{\sqrt{2}} \cdot [10\rangle + (-1)^1 11\rangle] = \frac{1}{\sqrt{2}} \cdot [10\rangle - 11\rangle] \xrightarrow{H} 11\rangle$

Phase kickback:  $U_f |x\rangle \frac{10\rangle - 11\rangle}{\sqrt{2}} = (-1)^{f(x)} \cdot |x\rangle \cdot \frac{10\rangle - 11\rangle}{\sqrt{2}}$

$H|0\rangle = \frac{10\rangle + 11\rangle}{\sqrt{2}}$   
 $H|1\rangle = \frac{10\rangle - 11\rangle}{\sqrt{2}}$  }  $H|x\rangle = \frac{1}{\sqrt{2^n}} \sum_x (-1)^{x \cdot z} |x\rangle \rightarrow \text{Any no. of qubit}$

$H|0\rangle = (-1)^{0 \cdot 0} \cdot 10\rangle + (-1)^{0 \cdot 1} \cdot 11\rangle = 10\rangle + 11\rangle$

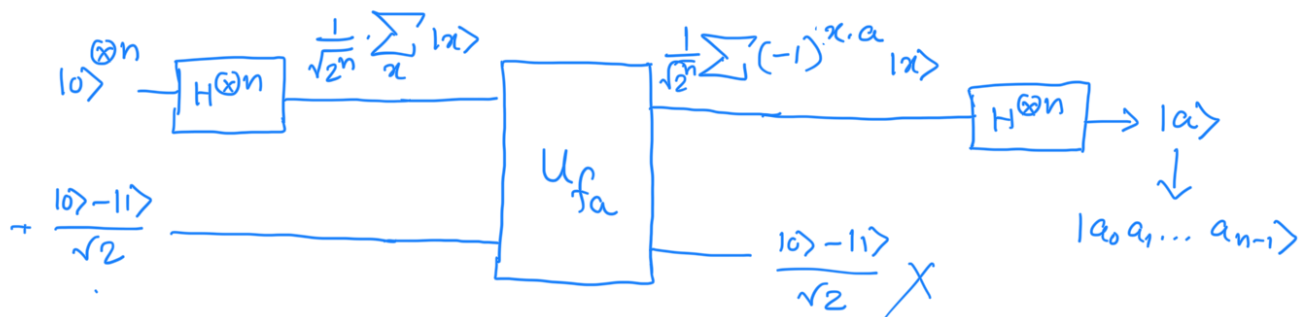
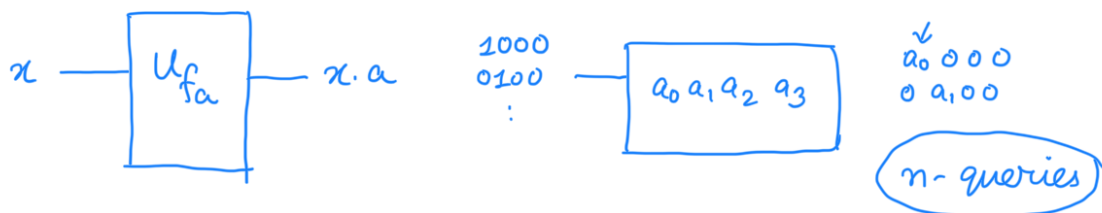
$H|1\rangle = (-1)^{1 \cdot 0} 10\rangle + (-1)^{1 \cdot 1} 11\rangle = 10\rangle - 11\rangle$

#  $f_a(x) = x \cdot a$

$x \cdot a = 1001$

$x = 1011$

$a = 1101 \rightarrow \text{only the oracle knows.}$



Bernstein-Vazirani Algorithm