Space-efficient quantum multiplication of polynomials for binary finite fields

최승주

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Space-efficient quantum multiplication of polynomials for binary finite fields with sub-quadratic Toffoli gate count

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Abstract. Multiplication is an essential step in a lot of calculations. In this paper we look at multiplication of 2 binary polynomials of degree at most n-1, modulo an irreducible polynomial of degree n with 2n input and n output qubits, without ancillary qubits, assuming no errors. With straightforward schoolbook methods this would result in a quadratic number of Toffoli gates and a linear number of CNOT gates. This paper introduces a new algorithm that uses the same space, but by utilizing space-efficient variants of Karatsuba multiplication methods it requires only $O(n^{\log_2(3)})$ Toffoli gates at the cost of a higher CNOT gate count: theoretically up to $O(n^2)$ but in examples the CNOT gate count looks a lot better.



- 유한체 상에서 다항식간의 곱셈
 - 일반 컴퓨터에서는 카라추바 곱셈 기법을 기반으로 한 다양한 방식이 존재
- 차수가 n인 다항식을 연산하기 위해서는 2n 만큼의 공간을 사용했었음
 - n → O(long n) → 0(본 논문)
- 카라추바만큼 계산 속도라 빠른 다른 곱셈 제안 기법들은 다 추가적인 공간을 사용함
 - 본 논문에서는 추가 공간을 사용하지 않음



Karatsuba Algorithm

- 아나톨리 알렉세예비치 카라추바
 - 큰 수들의 곱을 빠르게 진행할 수 있는 알고리즘

$$x = x_1B^m + x_0$$

 $y = y_1B^m + y_0$

$$z_2 = x_1 y_1$$

 $z_1 = x_1 y_0 + x_0 y_1$
 $z_0 = x_0 y_0$

$$xy = (x_1B^m + x_0)(y_1B^m + y_0) = z_2B^{2m} + z_1B^m + z_0$$



Karatsuba Algorithm

$$x = x_1B^m + x_0$$

$$y = y_1B^m + y_0$$

$$z_2 = x_1y_1$$

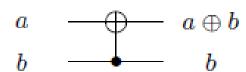
$$z_0 = x_0y_0$$

$$z_1 = x_1y_0 + x_0y_1$$

$$= (x_1y_1 + x_1y_{0+} x_0y_1 + x_0y_0) - x_1y_1 + x_0y_0$$

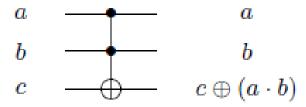
$$= (x_1 + x_0)(y_1 + y_0) - z_2 - z_0$$





Circuit 1: The CNOT gate

xor



Circuit 2: The TOF gate

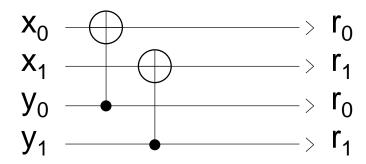
AND

$$b \xrightarrow{a} b a$$

Circuit 3: The swap

INDEX

- Addition → CNOT
 - 차수가 n인 다항식간의 덧셈은 n+1개의 CNOT 사용
 - 결과가 input 자리를 대신해서 들어감

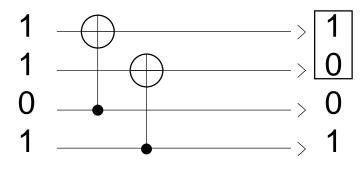




- Addition → CNOT
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 - 결과가 input 자리를 대신해서 들어감
 - x+1
 - X

$$(x+1) + (x)$$

= 2x
- 1



Binary Shift

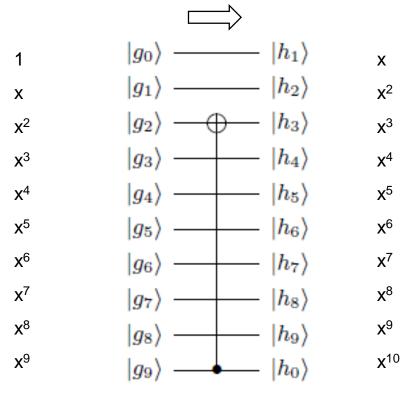
$$\begin{array}{c|c} |g_0\rangle & ---- & |h_1\rangle \\ |g_1\rangle & ---- & |h_2\rangle \\ |g_2\rangle & ---- & |h_3\rangle \\ |g_3\rangle & ---- & |h_4\rangle \\ |g_4\rangle & ---- & |h_5\rangle \\ |g_5\rangle & ---- & |h_6\rangle \\ |g_6\rangle & ---- & |h_7\rangle \\ |g_7\rangle & ---- & |h_8\rangle \\ |g_8\rangle & ---- & |h_9\rangle \\ |g_9\rangle & ---- & |h_0\rangle \end{array}$$

Circuit 4: Binary shift circuit for $\mathbb{F}_{2^{10}}$ with $g_0 + \cdots + g_9 x^9$ as the input and $h_0 + \cdots + h_9 x^9 = g_9 + g_0 x + g_1 x^2 + (g_2 + g_9) x^3 + g_3 x^4 + \cdots + g_8 x^9$ as the output.



Binary Shift

multiplication with x

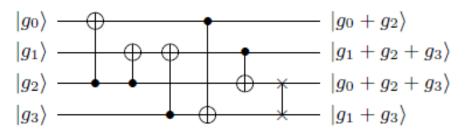


•
$$m(x) = 1 + x^3 + x^{10}$$

 $\rightarrow x^{10} = x^3 + 1$

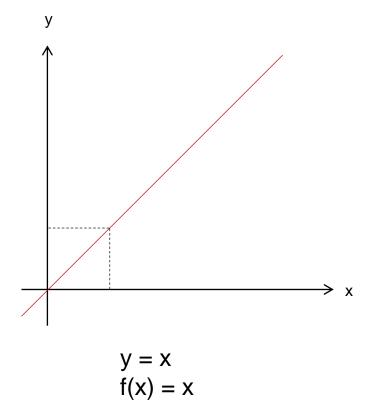
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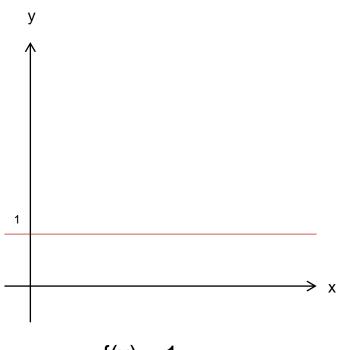
Multiplication by a constant polynomial



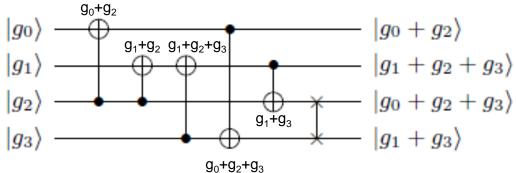
Circuit 5: Multiplication of g by $1 + x^2$ modulo $1 + x + x^4$. Depth 4 and 5 CNOT gates.

Constant polynomial



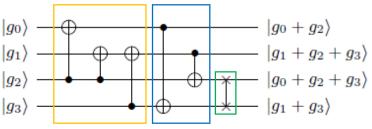


Multiplication by a constant polynomial



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Multiplication by a constant polynomial



Circuit 5: Multiplication of g by $1+x^2$ modulo $1+x+x^4$. Depth 4 and 5 CNOT gates.

$$\Gamma = \begin{pmatrix} 1 & 0 & 1 & 0 \\ 0 & 1 & 1 & 1 \\ 1 & 0 & 1 & 1 \\ 0 & 1 & 0 & 1 \end{pmatrix} = P^{-1}LU = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix} \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 1 & 1 & 0 \\ 0 & 1 & 1 & 0 \\ 1 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 1 & 0 & 1 & 0 \\ 0 & 1 & 1 & 1 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

$$3x + 4y + 2z = 15$$

 $5x + 2y + 1z = 18$
 $2x + 3y + 2z = 10$

$$L = \begin{pmatrix} 1 & 0 & 0 \\ I_{21} & 1 & 0 \\ I_{31} & I_{32} & 1 \end{pmatrix} \qquad U = \begin{pmatrix} u_{11} & u_{12} & u_{13} \\ 0 & u_{22} & u_{23} \\ 0 & 0 & u_{33} \end{pmatrix}$$

$$1. Ax = B$$

$$2. A = LU$$
 $LUX = B$

3.
$$LY = B$$

where $UX = Y$

$$Y = \begin{bmatrix} y_1 \\ y_2 \\ y_3 \end{bmatrix}$$

$$4. UX = Y$$



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$$U_{11} = 3$$
, $U_{12} = 4$, $U_{13} = 2$
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$$A = \begin{pmatrix} 3 & 4 & 2 \\ 5 & 2 & 1 \\ 2 & 3 & 2 \end{pmatrix}$$

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$$y_1 = 15, y_2 = -7, y_3 = -1/2$$

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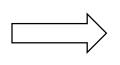
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$$y_1 = 15, y_2 = -7, y_3 = -1/2$$

$$\begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 15 \\ -7 \\ -1/2 \end{bmatrix}$$



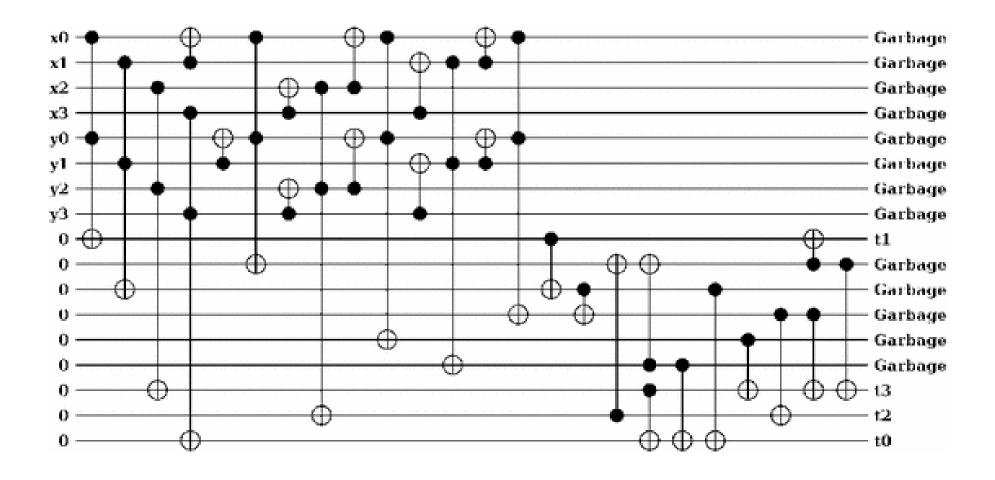
$$X_1 = 3$$
 $X_2 = 2$
 $X_3 = 4$

Multiplication by a constant polynomial

Circuit 5: Multiplication of g by $1+x^2$ modulo $1+x+x^4$. Depth 4 and 5 CNOT gates.

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Q&A

