

Lecture Notes 27

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1 Recap of Quantum Computation

- the state of an n -qubit register is given by:

$$\phi = \sum_{s \in \{0,1\}^n} \alpha_s |s\rangle \in \mathbb{C}^{2^n}, \quad \sum_s |\alpha_s|^2 = 1$$

- starts in the state $|x\rangle|0^k\rangle|0^m\rangle$
- apply a sequence of local unitary operators, each on $O(1)$ qubits.
- measure the final state $\sum_s \alpha_s |s\rangle$ and get $s \in \{0,1\}^{n+k+m}$ with probability $|\alpha_s|^2$.
- output the last m bits of s .

2 Quantum Fourier Transform

2.1 Discrete Fourier Transform

Take $f : \mathbb{Z}_M \rightarrow \mathbb{C}$ and map to $\hat{f} : \mathbb{Z}_M \rightarrow \mathbb{C}$ where below we assume that $M = 2^m$.

The transform takes the form:

$$\hat{f}(x) = \frac{1}{\sqrt{M}} \sum_{y \in \mathbb{Z}_M} f(y) \omega^{xy}, \quad \omega = e^{2\pi i/M}$$

Now taking $x \in \mathbb{Z}_{M/2}$ define $f_{\text{even}} = f(x0)$, $f_{\text{odd}} = f(x1)$ where we are fixing the least significant bit to separate even and odd inputs. As derived in the previous lecture it is possible to write \hat{f} recursively in terms of the odd and even parts as follows:

$$\hat{f}(0x) = \widehat{f_{\text{even}}}(x) + \omega^x \widehat{f_{\text{odd}}}(x) \tag{1}$$

$$\hat{f}(1x) = \widehat{f_{\text{even}}}(x) - \omega^x \widehat{f_{\text{odd}}}(x) \tag{2}$$

Using this recursive definition we can give the well known Fast Fourier Transform algorithm or FFT:

1. Compute $\widehat{f_{\text{even}}}$ and $\widehat{f_{\text{odd}}}$ recursively.
2. Recombine according to the recurrence stated above.

If the whole algorithm has (algebraic) complexity $T(M)$, then the first step has complexity $2T(M/2)$ and the second is $O(M)$ since we need to do vector operations over vectors of length up to M . Therefore $T(M) = 2T(M/2) + O(M)$ which when solved gives us a complexity of $O(M \log M)$. In the classical case this is provably optimal for algebraic circuits over \mathbb{C} with bounded coefficients (i.e. all constants have magnitude $O(1)$, such as the roots of unity used above).

2.2 Quantum Fourier Transform

The Quantum Fourier Transform operates on an $m = \log M$ qubit state taking

$$\sum_{x \in \mathbb{Z}_M} f(x)|x\rangle \mapsto \sum_{x \in \mathbb{Z}_M} \hat{f}(x)|x\rangle$$

Note that we do not get the values of $\hat{f}(x)$ explicitly. However, we can measure the transformed state and get x with probability $|\hat{f}(x)|^2$, so this enables us to sample the frequencies of the function f .

Note that the recurrences above imply that the QFT can be split into even and odd parts as follows:

$$\sum_{x \in \mathbb{Z}_M} \hat{f}(x)|x\rangle = \frac{1}{\sqrt{2}} \sum_{x \in \mathbb{Z}_{M/2}} \left[\left(\widehat{f_{\text{even}}}(x) + \omega^x \widehat{f_{\text{odd}}}(x) \right) |0x\rangle + \left(\widehat{f_{\text{even}}}(x) - \omega^x \widehat{f_{\text{odd}}}(x) \right) |1x\rangle \right]$$

Now similarly to the classical DFT we give a recursive algorithm for QFT_M . We can use quantum mechanics to enable us to use only one recursive call and hence to lower the complexity from $O(M \log M)$ to $O(\log^2 M) = O(m^2)$.

The algorithm is as follows:

1. Start with $\sum_{x \in \mathbb{Z}_M} f(x)|x\rangle$ and rewrite as:

$$\sum_{x \in \mathbb{Z}_{M/2}} (f_{\text{even}}(x)|x0\rangle + f_{\text{odd}}(x)|x1\rangle)$$

2. Apply $\text{QFT}_{M/2}$ to the first $m - 1$ qubits to obtain

$$\sum_{x \in \mathbb{Z}_{M/2}} \left(\widehat{f_{\text{even}}}(x)|x0\rangle + \widehat{f_{\text{odd}}}(x)|x1\rangle \right)$$

3. For $j = 0, \dots, m - 2$ with $|xb\rangle = |x_{m-2} \dots x_0 b\rangle$, apply the following 2-qubit operation:

$$|x_j\rangle|b\rangle \rightarrow \begin{cases} \omega^{2^j} |x_j\rangle|b\rangle & x_j = b = 1 \\ |x_j\rangle|b\rangle & \text{otherwise} \end{cases}$$

Observe the effect of these $m - 1$ operations is the following:

$$\begin{aligned} |x0\rangle &\mapsto |x0\rangle \\ |x1\rangle &\mapsto \left(\prod_{j:x_j=1} \omega^{2^j} \right) |x1\rangle = \omega^x |x1\rangle \end{aligned}$$

So our state now is:

$$\sum_{x \in \mathbb{Z}_{M/2}} \left[\widehat{f_{\text{even}}}(x) |x0\rangle + \omega^x \widehat{f_{\text{odd}}}(x) |x1\rangle \right].$$

4. Apply the Hadamard gate to the last qubit to obtain state:

$$\frac{1}{\sqrt{2}} \sum_{x \in \mathbb{Z}_{M/2}} \left[\left(\widehat{f_{\text{even}}}(x) + \omega^x \widehat{f_{\text{odd}}}(x) \right) |x0\rangle + \left(\widehat{f_{\text{even}}}(x) - \omega^x \widehat{f_{\text{odd}}}(x) \right) |x1\rangle \right]$$

5. Swap the least significant qubit and the most significant qubit to obtain state.

$$\frac{1}{\sqrt{2}} \sum_{x \in \mathbb{Z}_{M/2}} \left[\left(\widehat{f_{\text{even}}}(x) + \omega^x \widehat{f_{\text{odd}}}(x) \right) |0x\rangle + \left(\widehat{f_{\text{even}}}(x) - \omega^x \widehat{f_{\text{odd}}}(x) \right) |1x\rangle \right] = \sum_{x \in \mathbb{Z}_M} \hat{f}(x),$$

as desired

For the complexity of this algorithm 1 and 5 are free operations, 4 takes one gate, 3 takes $m - 1$ and 2 takes $T(M/2)$ with total complexity given by $T(M) = T(M/2) + \log M$. This expands to $O(\log^2 M)$ as desired, making this algorithm polynomial in the number of bits.

3 Factoring on a Quantum Computer

We shall use without proof the known result that there is a classical, randomized reduction from factoring to finding the order of a number modulo N . To define this problem more formally, consider N and $A \in \mathbb{Z}_N^* = \{b \in \{0, \dots, N - 1\} \mid \gcd(b, N) = 1\}$. Then we want to find $\text{ord}_N(A)$ which is the least $0 < x < N - 1$ such that $A^x \equiv 1 \pmod{N}$.

Now we give a quantum algorithm for order finding given N, A . Let $m = \lceil 5 \log N \rceil, M = 2^m = \Theta(N^5)$.

1. Generate the uniform superposition over \mathbb{Z}_M

$$\frac{1}{\sqrt{M}} \sum_{x \in \mathbb{Z}_M} |x\rangle$$

by applying the Hadamard gate m times.

2. Use classical modular arithmetic to send each $|x\rangle|0\rangle \mapsto |x\rangle|A^x \pmod{N}\rangle$

3. Measure to obtain $y_0 \in \mathbb{Z}_N^*$ from each $A^x \pmod{N}$ leaving the state as follows:

$$\frac{1}{\sqrt{K}} \sum_{x \in \mathbb{Z}_M: A^x \pmod{N} = y_0} |x\rangle|y_0\rangle$$

where $K = \#\{x \mid A^x \pmod{N} = y_0\}$. Notice that if $A^x \pmod{N} = y_0$, then we also have $A^{x+r} \pmod{N} = y_0$ and $A^{x-r} \pmod{N} = y_0$ where $r = \text{ord}_N(A)$. Conversely, if $A^{x_1} \pmod{N} = y_0$ and $A^{x_2} \pmod{N} = y_0$, then $A^{x_1 - x_2} \pmod{N} = 1$, so r divides $x_1 - x_2$. This implies that the set of $x \in \{0, 1, \dots, M - 1\}$ such that $A^x \pmod{N} = y_0$ is an arithmetic progression $\{x_0, x_0 + r, x_0 + 2r, \dots, x_0 + (K - 1)r\}$, where $x_0 < r$ and $K = \lfloor (M - x_0 - 1)/r \rfloor + 1 \approx M/r$.

So our state is equal to the following sum:

$$\frac{1}{\sqrt{K}}(|x_0\rangle + |x_0 + r\rangle + \dots + |x_0 + (K - 1)r\rangle).$$

Thinking of this state as a function $\sum_x f(x)|x\rangle$, the function f has a periodicity of r (i.e. $f(x+r) = f(x)$ for most values of $x \in \mathbb{Z}_M$ - except possibly for values close to 0 or M). Since the Quantum Fourier Transform allows us to sample the frequencies of a function, we should be able to use it to recover the period r .

4. Apply the QFT to this sum and obtain:

$$\sum_x \left(\frac{1}{\sqrt{KM}} \sum_{l=0}^{K-1} \omega^{(x_0+lr)x} \right) |x\rangle$$

This is since $f(y)$ is $1/\sqrt{K}$ for values y of the form $x_0 + lr$ and 0 elsewhere.

5. Measure and obtain $x \in \mathbb{Z}_M$ with probability

$$\frac{1}{KM} \left| \sum_{l=0}^{K-1} \omega^{lrx} \right|^2$$

6. Find $a, b \in \mathbb{N}$ such that $|a/b - x/M| < 1/10M$ where $\gcd(a, b) = 1$ and $b < N$. This can be done classically with continued fractions and the pair a, b is unique.

Compute $A^b \pmod N$ and check if it is congruent to 1. If yes output b .

For analysis we claim that $b = r$ with probability $\Omega(1/\log N)$. Thus repeating $O(\log N)$ times and taking the smallest value of b obtained will yield $\text{ord}_N(A)$ with high probability. We will show the simple case where $r|M$, the general case can be found in the Arora-Barak text.

In this case $K = M/r$, and we have:

$$\sum_{x=0}^{K-1} \omega^{lrx} = \begin{cases} K & x \text{ a multiple of } M/r \\ 0 & \text{otherwise} \end{cases}$$

This holds because ω is a primitive M 'th root of unity: if x is a multiple of M/r , then $\omega^{rx} = 1$, and otherwise ω^{rx} is an M/r 'th root of unity other than 1, so its powers will be spread out evenly on the unit circle and cancel out.

This tells us that

$$\Pr[\text{output} = x] = \begin{cases} K^2/KM = 1/r & x \text{ a multiple of } M/r \\ 0 & \text{otherwise} \end{cases}$$

Therefore x is a uniformly random multiple of M/r , i.e. $x/M = c/r$ where c is a random number between 0 and $r - 1$. Note that if c and r are relatively prime, then the pair (a, b) will have to be (c, r) and we'll output r . The probability that c and r are relatively prime is at least:

$$\frac{\#(\text{primes} < r) - \#(\text{prime divisors of } r)}{r} \geq \frac{\Omega(r/\log r) - \log r}{r} = \Omega(1/\log r)$$

This gives the desired probability of success.