

# Overview of Quantum Algorithmic Tools

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The logo for Caltech, consisting of the word "Caltech" in a bold, orange, sans-serif font.

Quantum Cryptanalysis of Post-Quantum Cryptography  
Berkeley, 22nd February 2020

# Block-encodings and Quantum Singular Value Transformation

# Block-encoding

A way to represent large matrices on a quantum computer efficiently

$$U = \begin{bmatrix} A & \cdot \\ \cdot & \cdot \end{bmatrix} \iff A = (\langle 0|^a \otimes I)U(|0\rangle^b \otimes I).$$

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## Implementing arithmetic operations on block-encoded matrices

- ▶ Given block-encodings  $A_j$  we can implement convex combinations.
- ▶ Given block-encodings  $A, B$  we can implement block-encoding of  $AB$ .

# Quantum Singular Value Transformation (QSVT)

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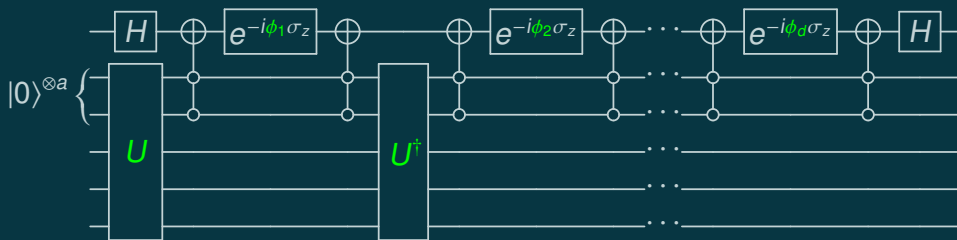
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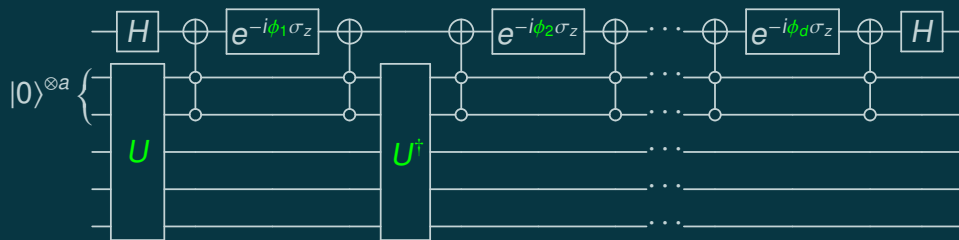
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Similar result holds for even polynomials.



# Amplitude amplification and estimation

## Fixed-point amplitude ampl. (Yoder, Low, Chuang 2014)

Amplitude amplification problem: Given  $U$  such that

$$U|\bar{0}\rangle = \sqrt{p}|0\rangle|\psi_{\text{good}}\rangle + \sqrt{1-p}|1\rangle|\psi_{\text{bad}}\rangle, \quad \text{prepare } |\psi_{\text{good}}\rangle.$$

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Note that  $(|0\rangle\langle 0| \otimes I)U(|\bar{0}\rangle\langle \bar{0}|) = \sqrt{p}|0, \psi_{\text{good}}\rangle\langle \bar{0}|$ ; we can apply QSVT.

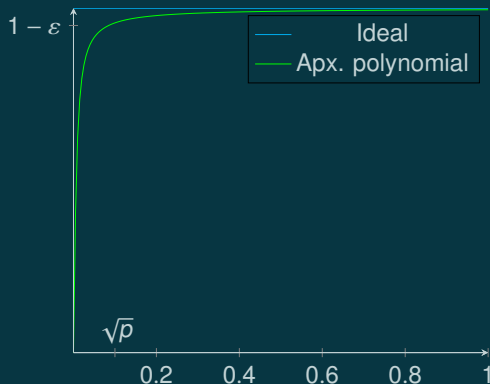
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## Amplification using QSVT (degree $\approx \log(1/\varepsilon)/\sqrt{p}$ )



# Detecting a bias in a quantum sampler

Suppose we are given  $U$  such that

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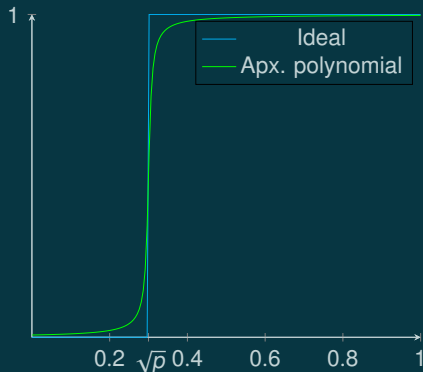
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**Bias detection using QSVT (degree  $\approx \log(1/\varepsilon)/\delta$ )**



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## Sampling algorithm

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- ▶ Implement sampler as a quantum circuit
- ▶ Replace random input seed with Hadamard gates
- ▶ Apply amplitude estimation + combine with other tricks

# Quantum walks

# Discrete-time random / quantum walks

## Discrete-time random walk on a weighted graph

Let  $G = (V, E)$  be a finite simple graph, with non-negative edge-weights  $w: E \rightarrow \mathbb{R}_+$ .  
Transition probability in one step (stochastic matrix)

$$P_{vu} = \Pr(\text{step to } v \mid \text{being at } u) = \frac{w_{vu}}{\sum_{v' \in U} w_{v'u}}$$

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## Basic primitives – classical

(Setup)  $S$ : sample  $v$  with probability  $\sigma_v$

(Update)  $U$ : given  $u$  sample  $v$  with probability  $P_{vu}$

(Check)  $C$ : given  $v$  check if it is marked, i.e.,  $v \in M$ ?

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$$\text{(Walk operator) } W: U^\dagger \cdot \text{SWAP} \cdot U = \begin{bmatrix} P & \cdot \\ \cdot & \cdot \end{bmatrix}$$



# High-level explanation of quadratic speed-ups

## Quantum fast-forwarding (Apers & Sarlette 2018)

We can implement a unitary  $V$  such that

$$\langle 0 | \otimes I V | 0 \rangle \otimes I \overset{\varepsilon}{\approx} P^t$$

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Proof:

$$x^t \approx \sum_{k=-\sqrt{t}}^{\sqrt{t}} \binom{2t}{t+k} T_k(x)$$

# Szegedy quantum walk based search

Suppose we have some unknown marked vertices  $M \subset V$ .

## Quadratically faster hitting

Hitting time: expected time to hit a marked vertex starting from the stationary distr.

Starting from the quantum state  $\sum_{v \in V} \sqrt{\pi_v} |v\rangle$  we can

- ▶ detect the presence of marked vertices ( $M \neq \emptyset$ ) in time  $\mathcal{O}(\sqrt{HT})$  (Szegedy 2004)
- ▶ find a marked vertex in time  $\mathcal{O}\left(\frac{1}{\sqrt{\delta\varepsilon}}\right)$  (Magniez, Nayak, Roland, Sántha 2006)
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## Starting from arbitrary distributions

Starting from distribution  $\sigma$  on some vertices we can

- ▶ detect marked vertices in square-root commute time  $\mathcal{O}(\sqrt{C_{\sigma,M}})$  (Belovs 2013)
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- ▶ Question: Are there any  $i \neq j \in [n] \times [n]$  such that  $f(i) = f(j)$ ?
- ▶ Query complexity:  $O(n^{2/3})$  (Ambainis 2003)  $\Omega(n^{2/3})$  (Aaronson & Shi 2001)

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## Matrix Product Verification

- ▶ Black box: Tells any entry of the  $n \times n$  matrices  $A, B$  or  $C$ .
- ▶ Question: Does  $AB = C$  hold?
- ▶ Query complexity:  $\tilde{O}(n^{5/3})$  (Buhrman, Špalek 2004)



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## **Quantum time-space trade-offs?**

- ▶ Hamoudi & Magniez (arXiv: yesterday) Progress towards conjectured

$$T^2 S \geq \tilde{\Omega}(n^2)$$

# Quantum linear equation solving (HHL)

## Direct implementation of the pseudoinverse (HHL)

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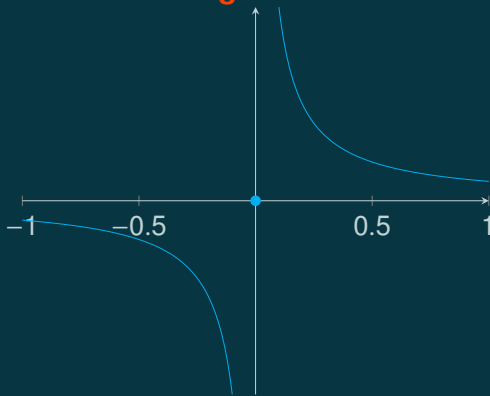
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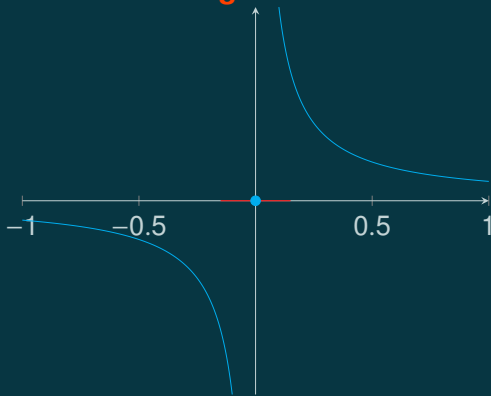
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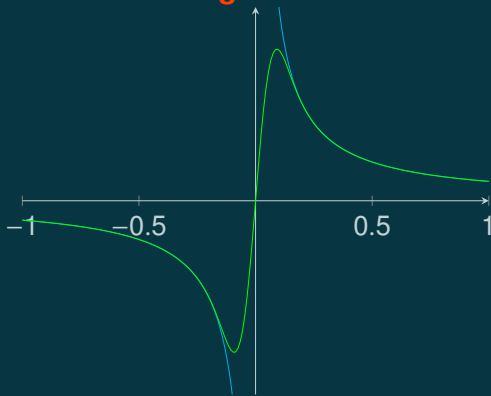
$Ax = b$ : solve the regression problem in a quantum sense – output  $|x\rangle \propto A^+|b\rangle$

## Singular value decomposition and pseudoinverse

Suppose  $A = \sum_i s_i |w_i\rangle\langle v_i| \in \mathbb{C}^{n \times m}$  is a singular value decomposition.

Then the pseudoinverse of  $A$  is  $A^+ = \sum_i 1/s_i |v_i\rangle\langle w_i|$  (note  $A^\dagger = \sum_i s_i |v_i\rangle\langle w_i|$ ).

## Implementing the pseudoinverse using QSVT



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## Implementation cost ( $s$ = sparsity, $\kappa$ = condition number, $\varepsilon$ = precision)

$$O(T \cdot s \cdot \kappa \cdot \text{polylog}(nm\kappa/\varepsilon)),$$

assuming in time  $T$  we can

- ▶ prepare  $|b\rangle$ ,
- ▶ find and compute non-zero elements in a row / column of  $A$ .

Potentially exponential speed-ups?

# Application for Boolean equations – Chen & Gao 2017

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**Bad news:**  $\kappa^2 \geq \|x\|^2 / \|b\|^2 \geq \frac{\#\{\text{non-zero variables}\}}{c} = \frac{\binom{k+D-1}{k-1}}{c} \approx \left(\frac{eD}{k}\right)^k$

**Classical brute-force:**  $\sum_{j=0}^k \binom{n}{j} \approx \left(\frac{en}{k}\right)^k \implies$  Does not seem to be useful if  $D \geq n$

# Summary of some relevant quantum speed-ups

# Optimization

In general we want to find the best solution  $\min_{x \in X} f(x)$

- ▶ Unstructured: can be solved with  $\mathcal{O}(\sqrt{|X|})$  queries (Dürr & Høyer 1996)

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 $O(n^2)$  (Dijkstra 1956); quantum  $\tilde{O}(n^{3/2})$  (Dürr, Heiligman, Høyer, Mhalla 2004)
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- ▶ NP-hard problems:  
Quadratic speed-ups for Schöning's algorithm for 3-SAT (Ampl. ampl.)  
Quadratic speed-ups for backtracking (Montanaro '15, Ambainis & Kokainis '17)  
Polynomial speed-ups for dynamical programming, e.g., TSP  $2^n \rightarrow 1.73^n$   
(Ambainis, Balodis, Iraids, Kokainis, Prūsis, Vihrovs 2018)

# Continuous optimization

## Convex optimization

- ▶ Regression / Linear equation solving (HHL, with quantum output):  
 $O(\kappa \text{polylog}(nm\kappa/\varepsilon))$  (Harrow et al.; Ambainis; Childs et al.; Chakraborty et al.)

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SDPs:  $\tilde{O}((\sqrt{n} + \sqrt{m})s\gamma^5)$  (Brandão et al., van Apeldoorn et al. 2016-18)  
LPs:  $\tilde{O}((\sqrt{n} + \sqrt{m})\gamma^3)$ ,  $\tilde{O}(s\gamma^{3.5})$  (van Apeldoorn & G 2019)  
Zero-sum games:  $\tilde{O}((\sqrt{n} + \sqrt{m})/\varepsilon^3)$ ,  $\tilde{O}(s/\varepsilon^{3.5})$  (van Apeldoorn & G 2019)
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- ▶ Polynomial speed-up for estimating volumes of convex bodies  
(Chakrabarti, Childs, Hung, Li, Wang, Wu 2019)

# Statistics and stochastic estimation algorithms

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- ▶ Estimating the histogram to  $\varepsilon$ -precision  
Query and time complexity  $\tilde{\mathcal{O}}(1/\varepsilon)$  (Apeldoorn 2020)