Title: Quantum Information Theory #4

Date: Mar 20, 2008 06:30 PM

URL: http://pirsa.org/08030009

Abstract: Teleportation, quantum key distribution, and quantum algorithms.





#### Swipe your finger slower

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The image was not accepted. Place the same finger on the fingerprint sensor again.

# Quantum Information Lecture 4: Quantum Computing

Sarah Croke Perimeter Institute (Office: 252)

scroke@perimeterinstitute.ca

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### Grover's Algorithm

- Search algorithm;
  - Problem is to search for one marked item in an unstructured database of N items.
  - Assume it is easy to recognize the solution, but difficult to find it.
- Classically, need O(N) queries to find item with probability p.
- Same problem solved by a quantum computer in O(√N) queries.
- Algorithm is probabilistic.

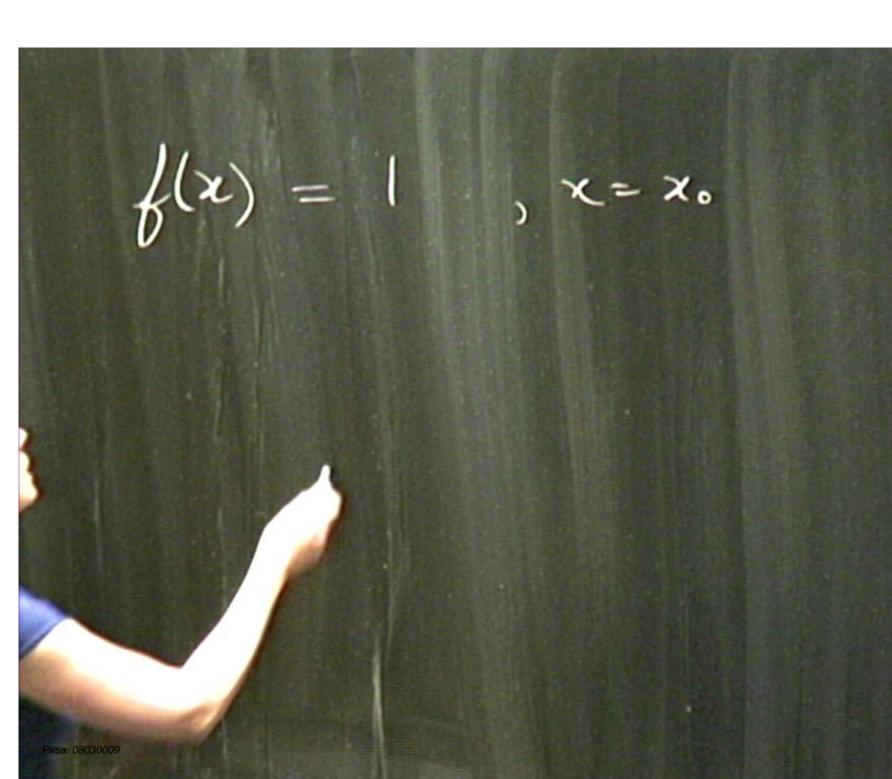
## Quantum Information Lecture 4: Quantum Computing

Sarah Croke Perimeter Institute (Office: 252)

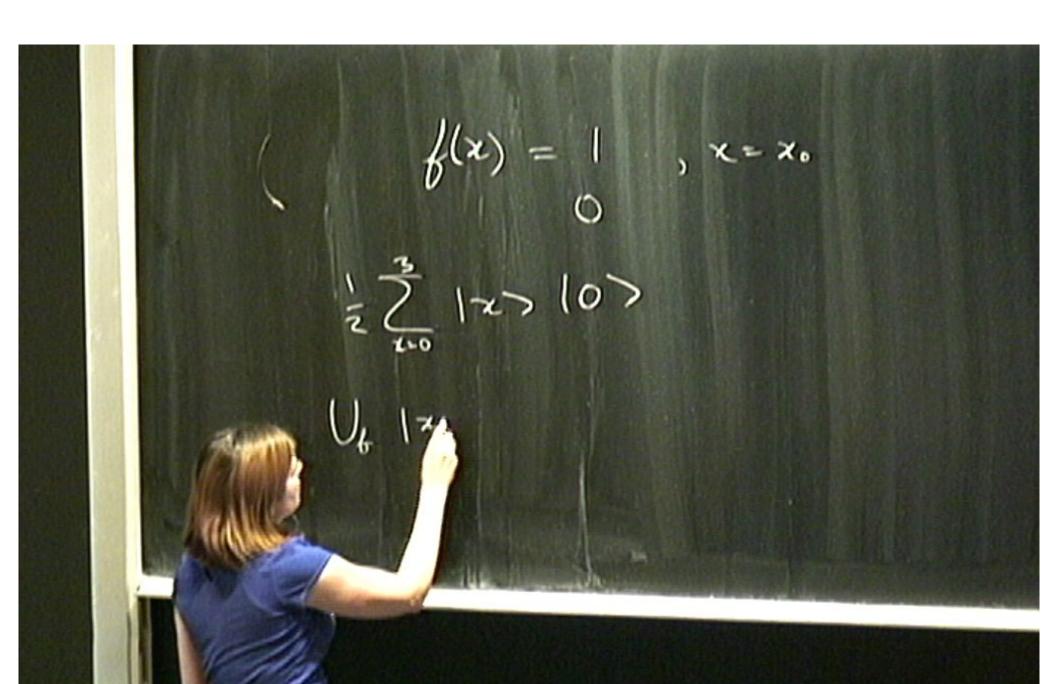
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### Grover's Algorithm

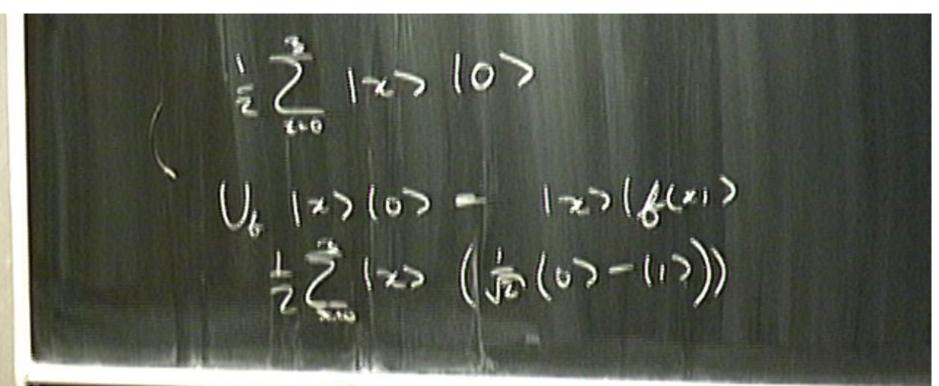
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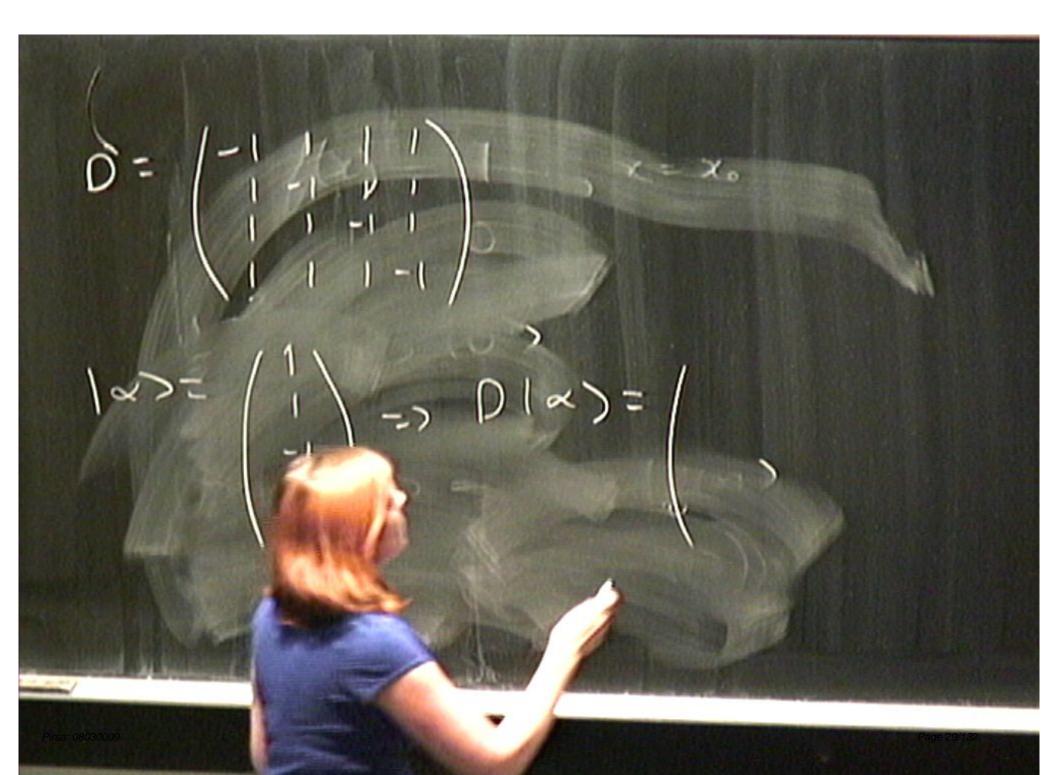
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$$|x| = 1 \begin{pmatrix} 1 \\ 1 \\ 1 \\ 1 \end{pmatrix}$$

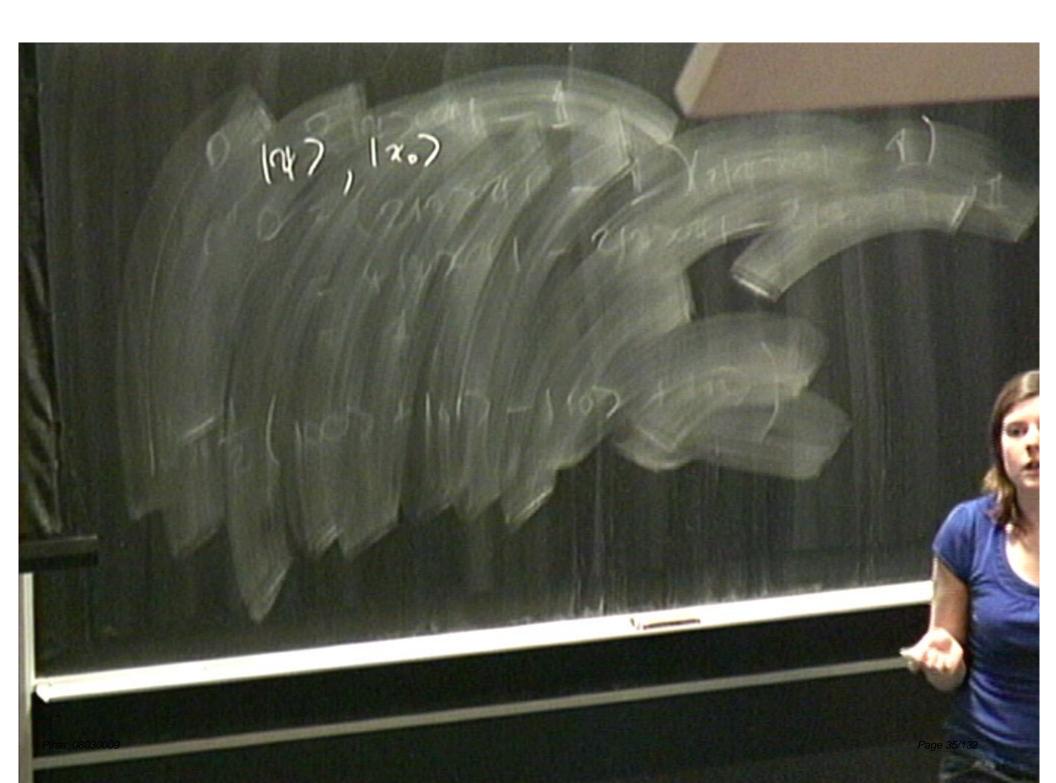
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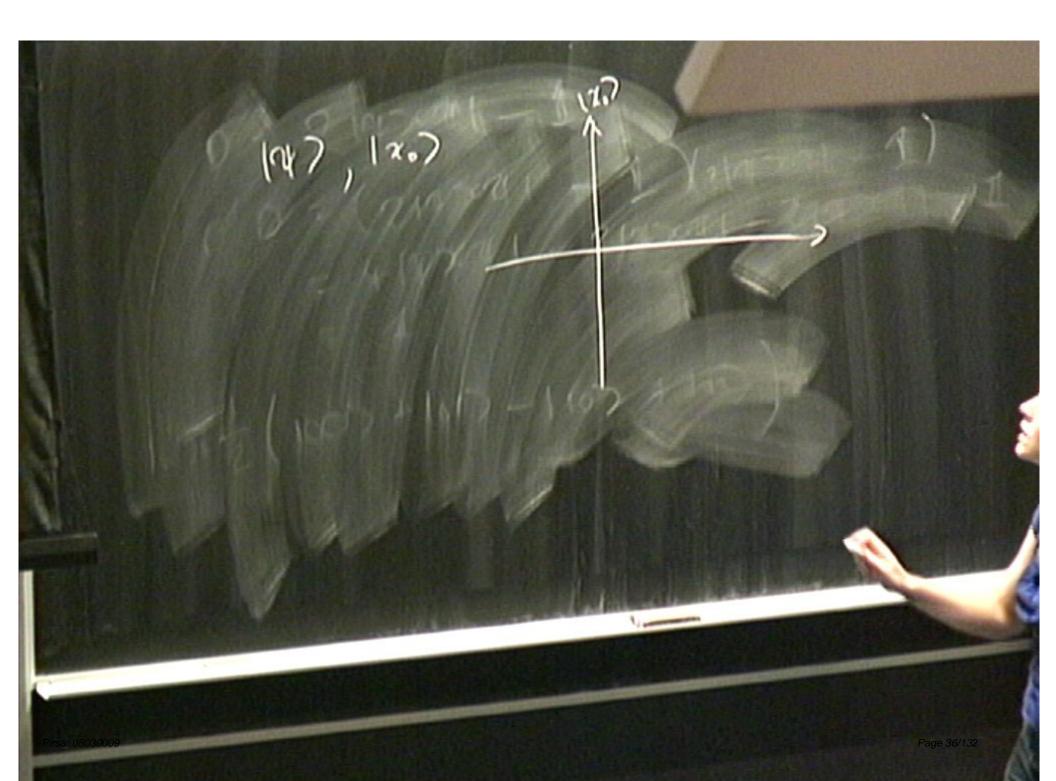
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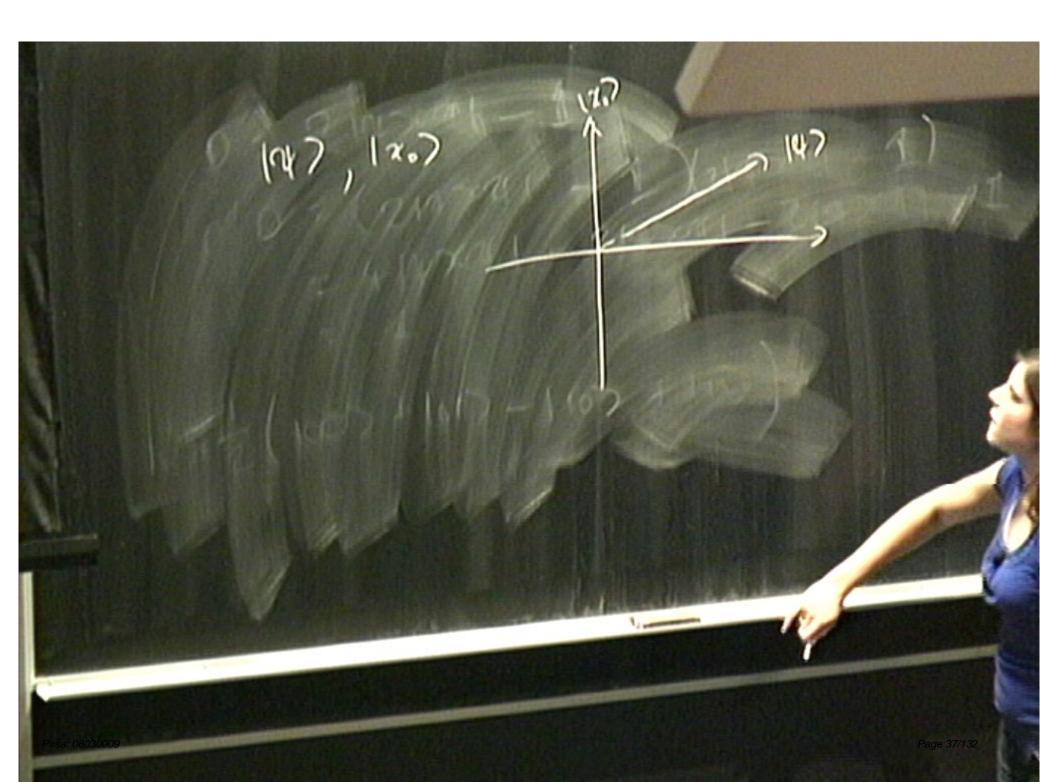
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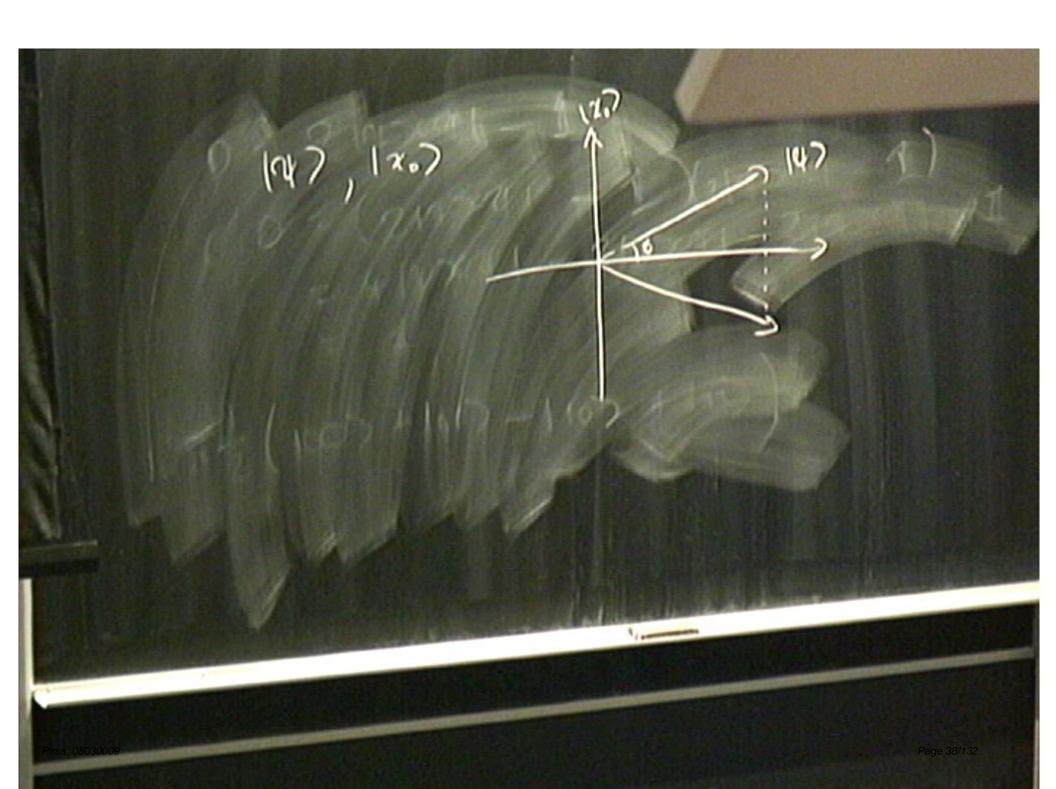
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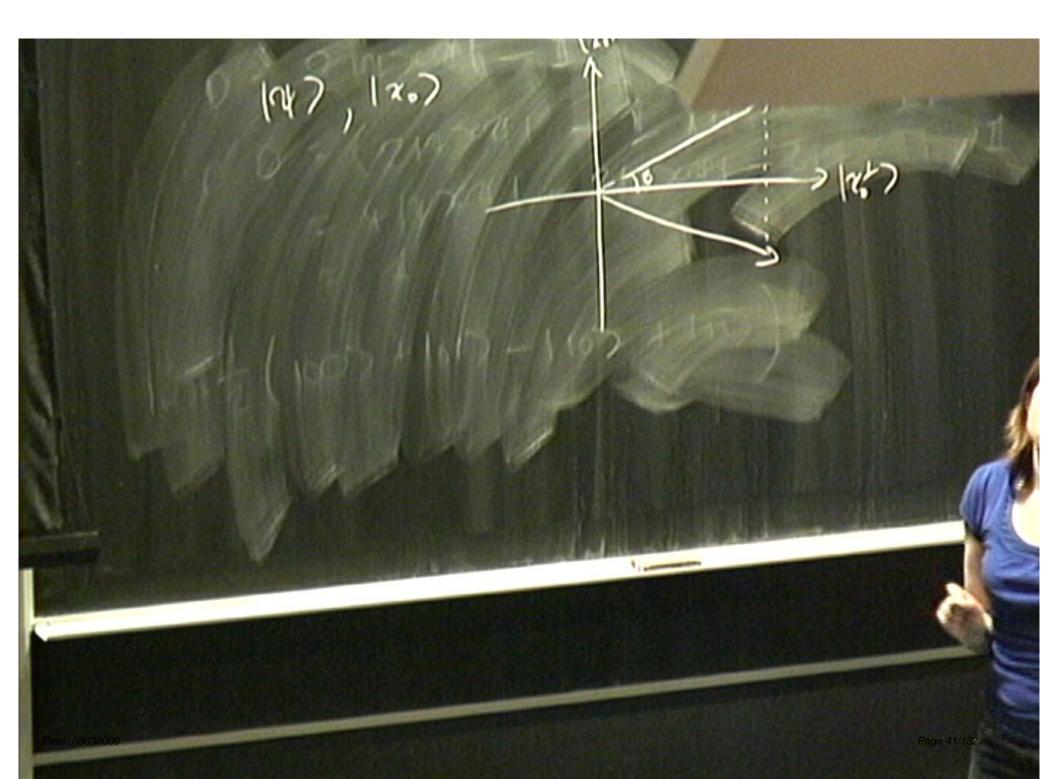


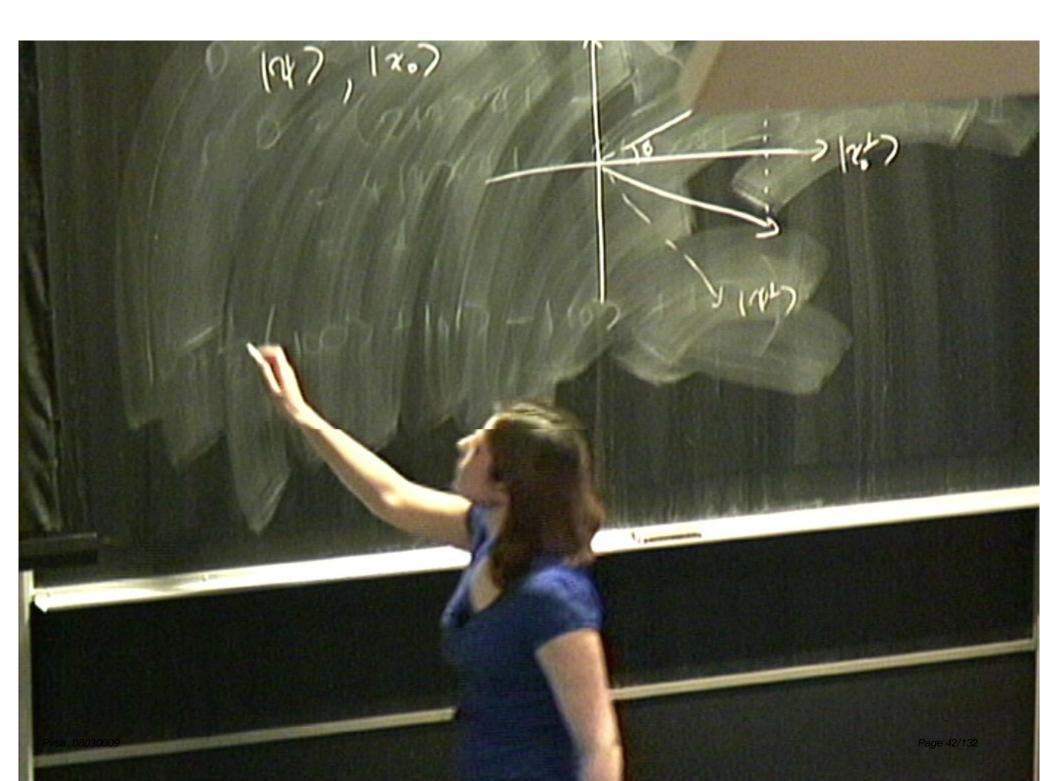




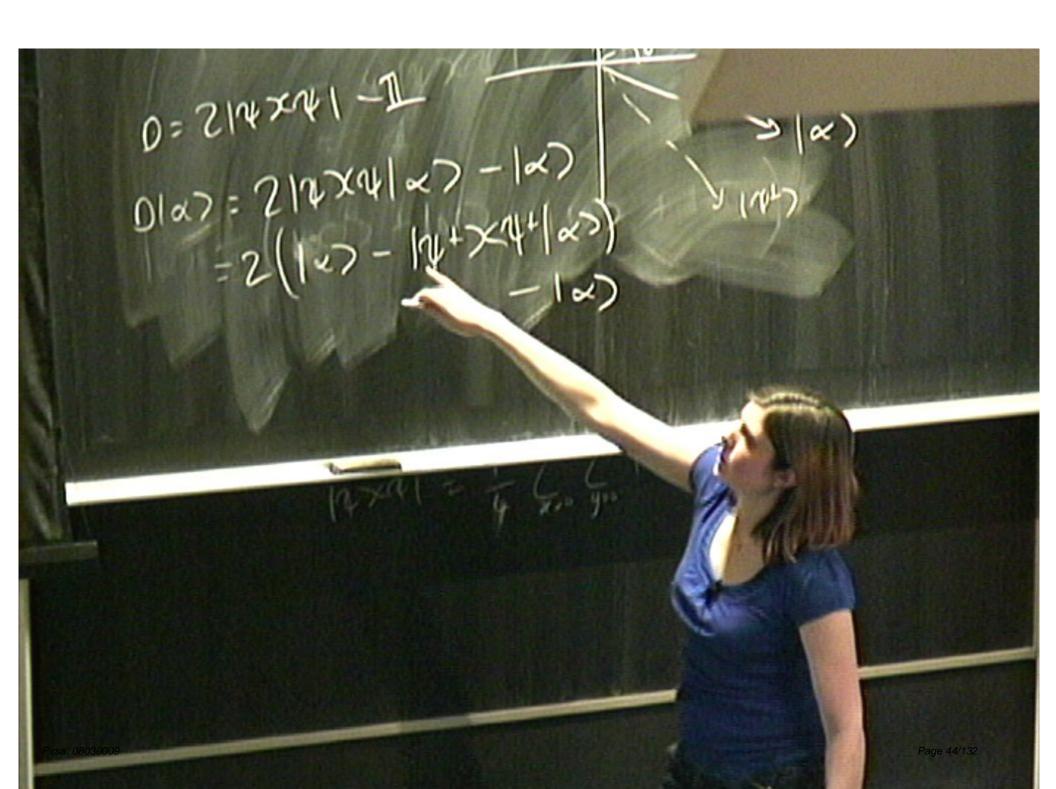








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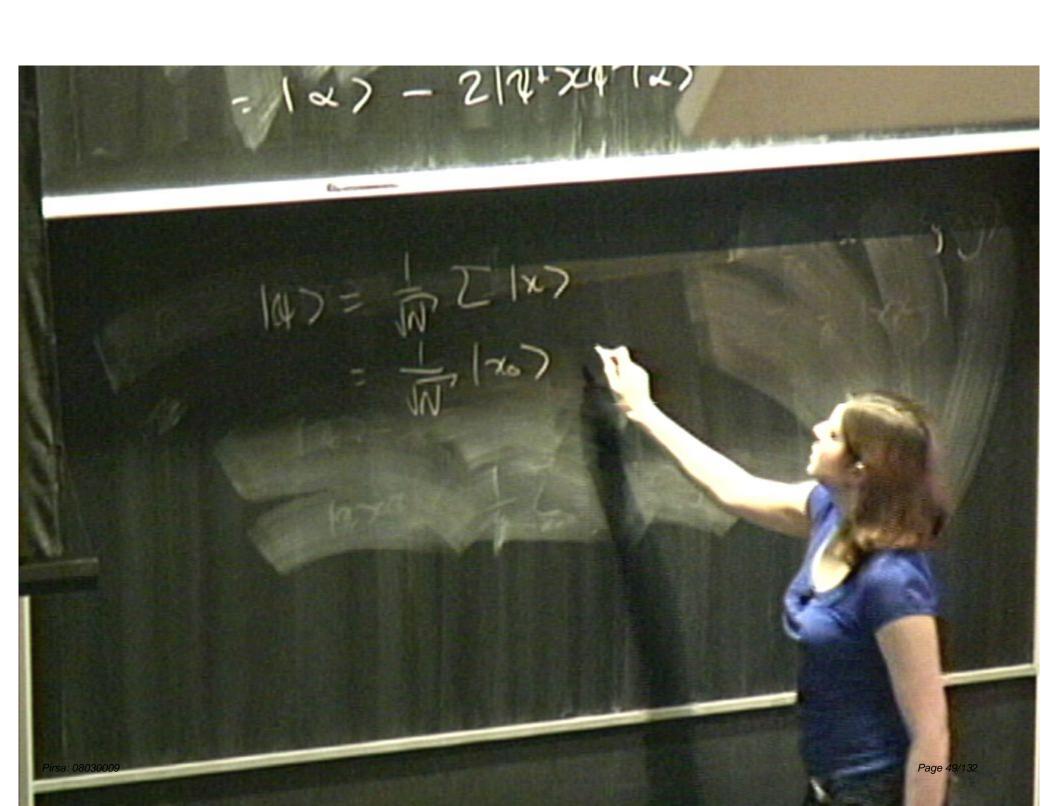
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## -127-2121x

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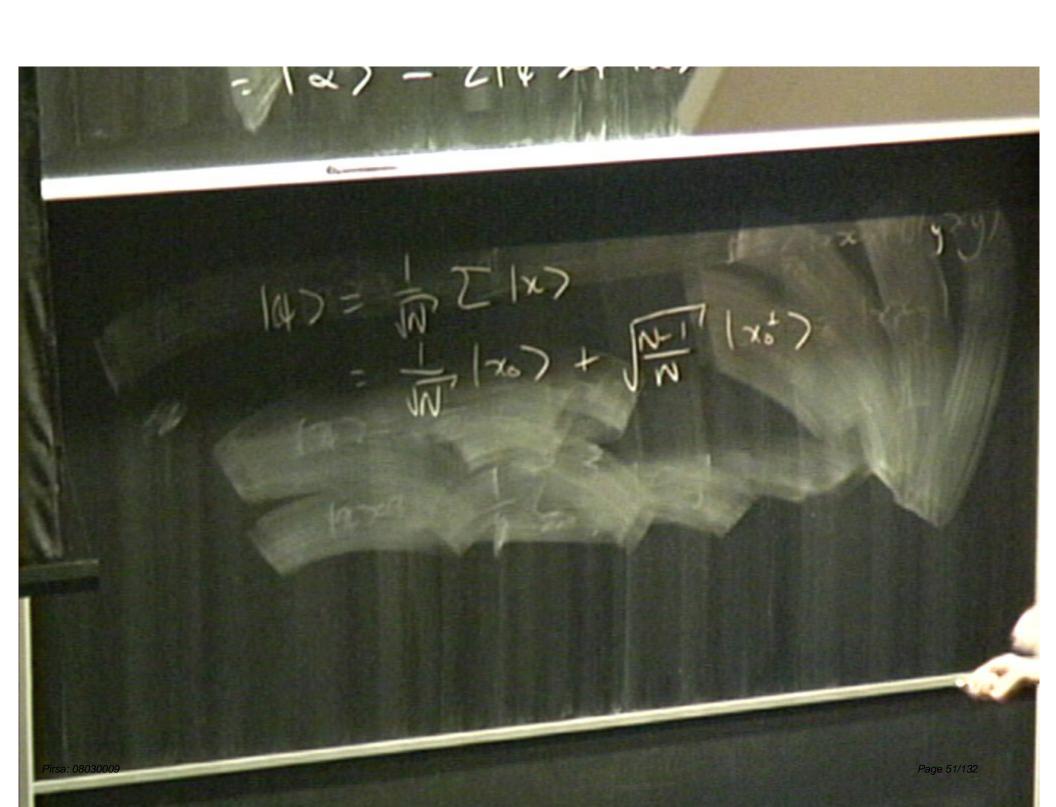


## -127-2121x

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= (xx) (xx) + (xx) Page 52/132 Page 53/132

一面ではつ 1 (xo) + (N-1) (xo)
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がでしい 1 (xo) + [N-1] Sin 6 12-7 + cose 1267 -5,61x,7 + cose (x.+) 50 30 1x.7 + cus 30 1x6+)

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Page 62/132

Du Du 12+>= sin ((2k+1) 0) (x0) + cos ((2k+1) 6) (20) 14 DU 1247 = sin ((2k+1)0) (x0) + cos((2k+1)0) (201)

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 $G^{k}|\psi\rangle = \sin[(2k+1)\Theta)|x_{0}\rangle + \cos((2k+1)\Theta)|x_{0}\rangle$   $P(x_{0}) = \{x_{0}|G^{k}|\Psi\rangle|^{2} = \sin^{2}((2k+1)\Theta)$ 

D= 2/4×41-1

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Sir 6 | 2-7 + coso 1767 5x61x0>+ coso 1x+) 50 30 1x07 + cos 30 1x6+)

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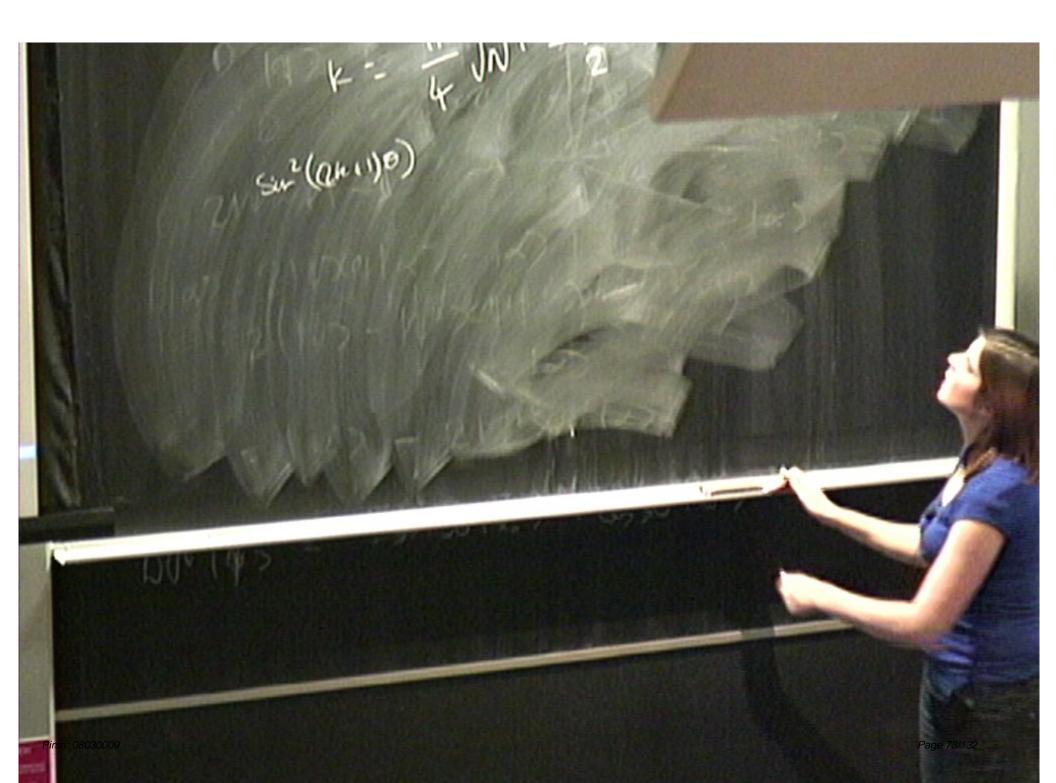
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sin2 ((7k+1)6) 21 =) (2km) 6 2 T/

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F 12 Sur (an 11)0)



F 12 Sur (an 11)0)

Sur (ak 11)0) P(=) = cos2 ((2k+1)6) = sx2 (7/2 - 12k+1)6) (45 30 (-61)

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(16/x)(0)-) (2)(8(0)) 0 = 2/xx41-1 Page 77/132

# Computational Complexity

- Problems which can be solved in a time polynomial in the size of the input (i.e. the number of bits needed to store the input) are in the complexity class P, e.g. multiplication.
- (Classical) Strong Church-Turing thesis: A probabilistic Turing machine can efficiently simulate any realistic model of computation.
- Problems whose solution can be verified in polynomial time are in the complexity class NP e.g. factorisation.
- Not known if P=NP. (It is conjectured, but not proven, that this is not the case).
- NP-complete problems, e.g. travelling salesman.

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# (05 70 tro) 0000111 1 cos ((2+1)

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#### Shor's Algorithm

- Integer factorization algorithm. Believed to be computationally hard classically, which is important for security of RSA public key cryptography.
- Best known classical algorithm requires exp(O((log N)<sup>1/3</sup>(log log N)<sup>2/3</sup> gates.
- Shor's algorithm requires a number of gates which is polynomial in input size (polynomial in log N).
- Shor's algorithm is probabilistic.

#### Decoherence and Scalability

- Have assumed unitary transformations, in the presence of an environment this is not the case.
- Interactions with an environment partially corrupt the information encoded in quantum states.
- Fault-tolerant quantum computation possible if probability of single gate error is below a certain threshold level.
- Is there a scale at which the world stops behaving quantum mechanically?

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ar = a mod N N-3 = O(JN) Classical N find r such that

ar = a mod N



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> x= xo+jf, juleger 

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コルンXo+jr 2 /x0+jr>

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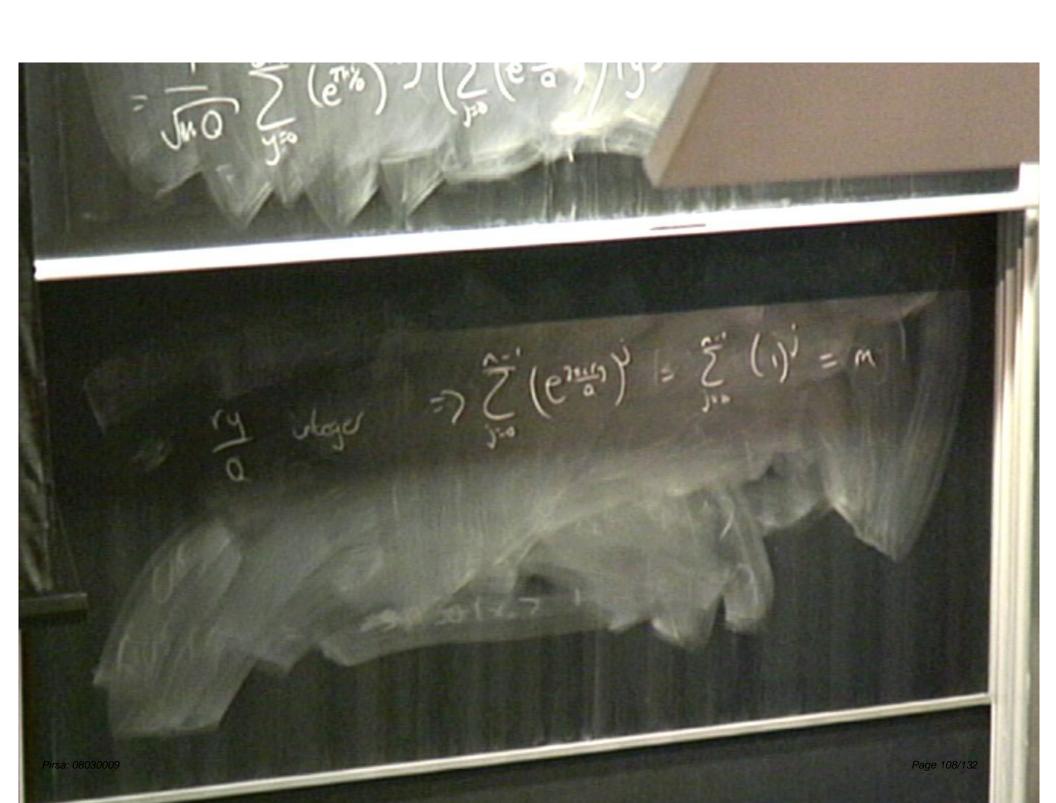
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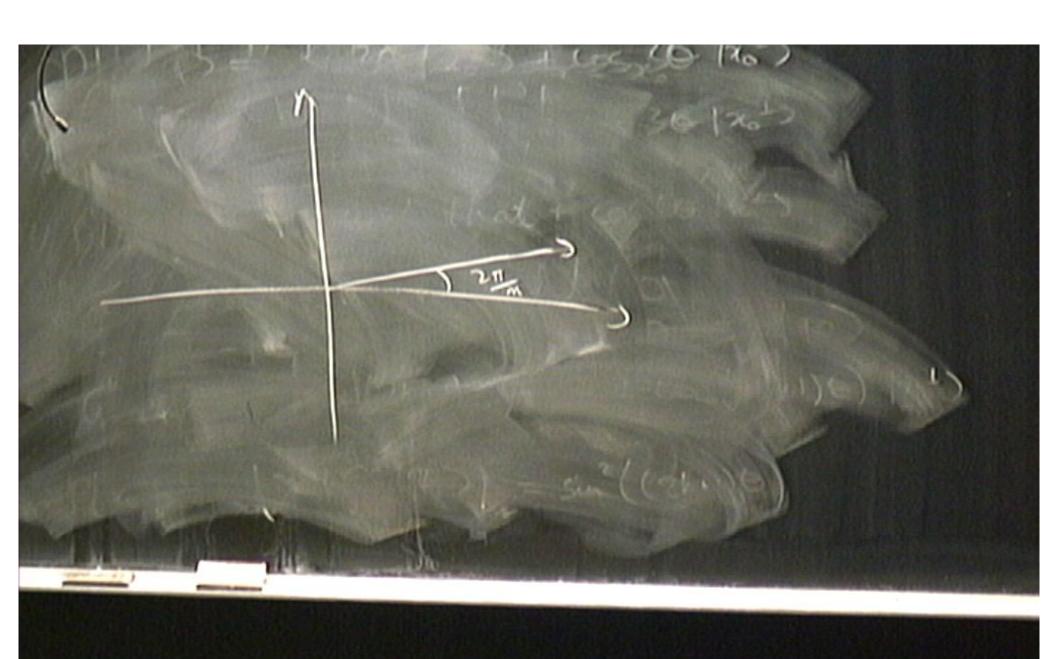
> 2 (engs) = 2 (1) = m Page 109/132

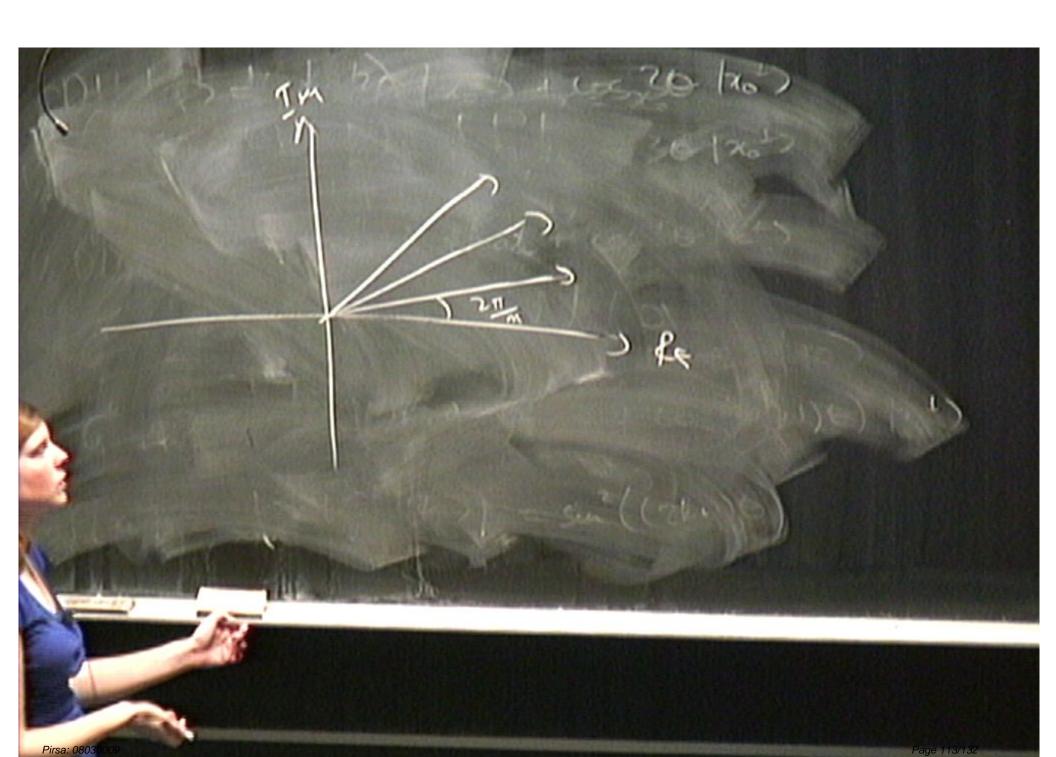
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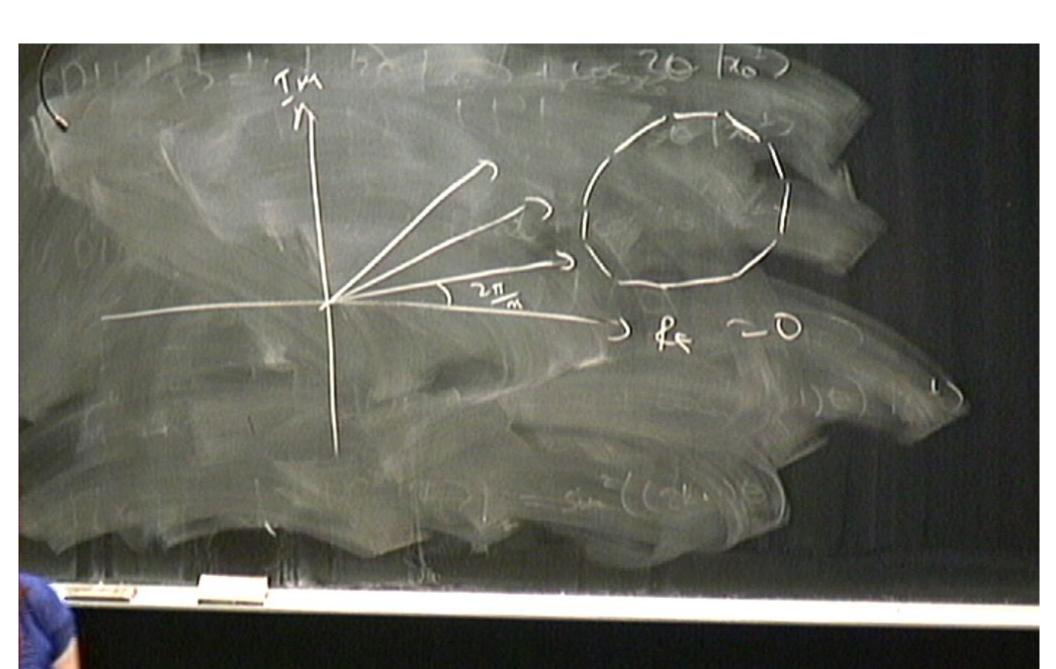
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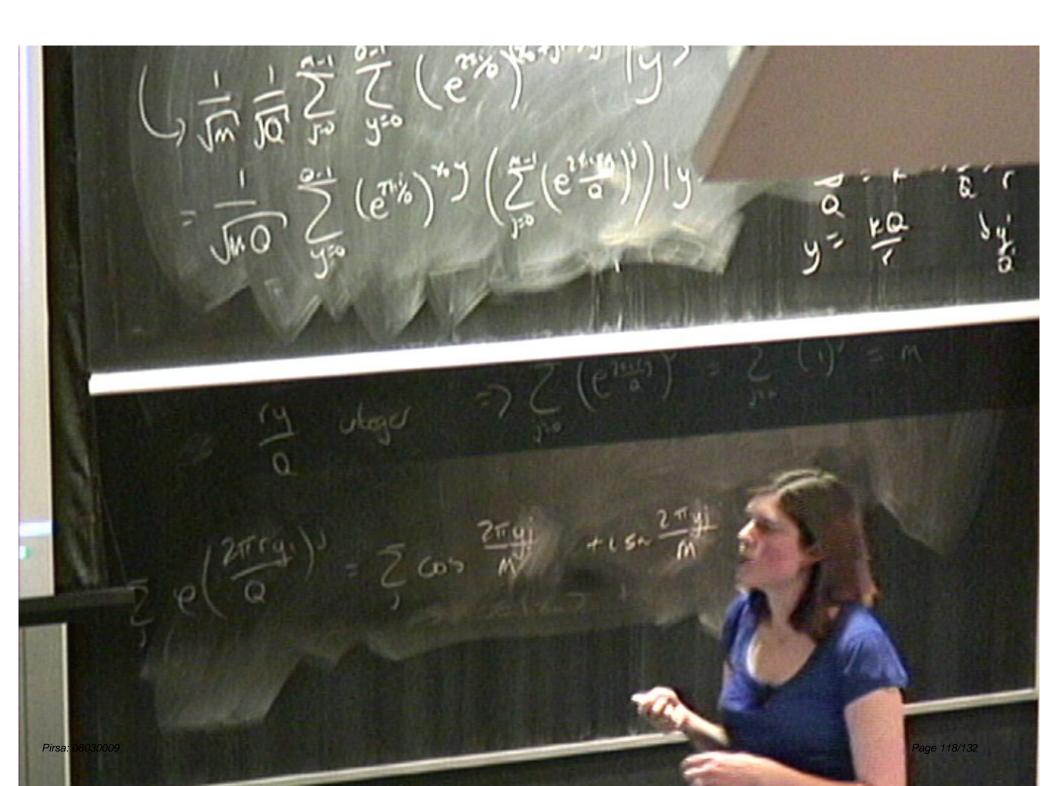
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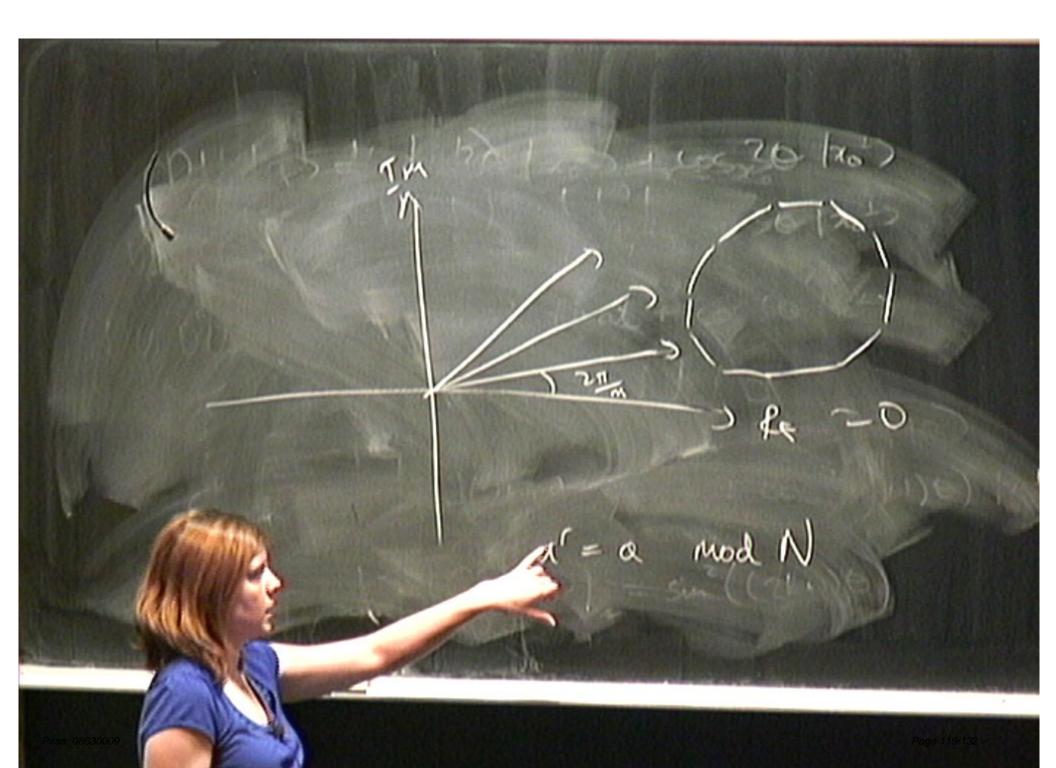
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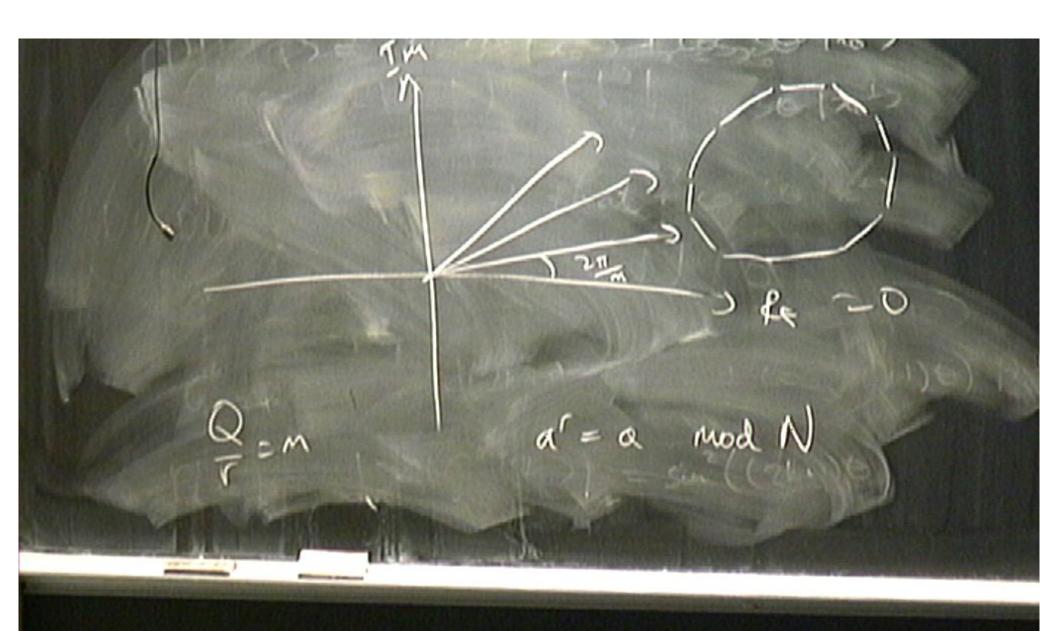
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## Decoherence and Scalability

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$$\frac{1}{16}(10) + 11) (14)$$

## Summary

- By taking advantage of the laws of quantum mechanics, we can perform some information processing and communication tasks that are not possible classically.
  - Dense coding, teleportation, QKD
  - Quantum algorithms
- It is not possible to do EVERYTHING faster with a quantum computer! But by carefully using quantum parallelism and interference, it is possible to design some algorithms which are more powerful than any known classical ones.

## Open questions

- What are the class of problems for which a quantum computer can provide an improvement over classical computing?
  - Note that, in principle, a quantum computer can do anything a classical one can (without speedup).
- What is it that makes a quantum computer more powerful? (Entanglement is not the full story...)
- Is quantum computing scalable?

## References

- Quantum Cryptography: N. Gisin, G. C. Ribordy, W. Tittel and H. Zbinden, "Quantum cryptography", Reviews of Modern Physics 74, 145 (2002)
- Quantum Information Processing: T. P. Spiller, W. J. Munro, S. D. Barrett and P. Kok, "An introduction to quantum information processing: applications and realizations", Contemporary Physics 46, 407 (2005)
- Shor's algorithm for the man on the street: http://scottaaronson.com/blog/?p=208

