# Quantum Algorithms - State of the Art

(for high-energy physics and/or gravitational waves?)

Ronald de Wolf







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These work by interplay of superposition and interference:

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- 3. Measurement of final state then gives classical output

Quantum algorithms that might help HEP and/or GW

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I will go over these 4 items at a fairly high level, hoping that something triggers a click with the computational needs of high-energy physics and/or gravitational-wave research

► Fourier transforms are key to analysing periodic sequences

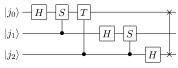
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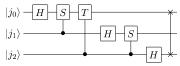
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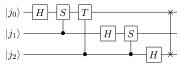


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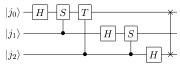
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Key component in many quantum algorithms. Difficulty is how to "load" your periodic sequence as amplitudes of a state

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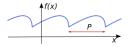
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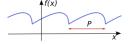


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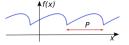


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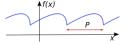
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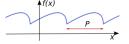
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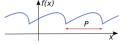
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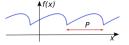
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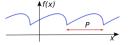
### Famous example: Shor's factoring algorithm (1994)

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  - 2.4 Do quantum Fourier transform and measure: the result gives information about the period *P*

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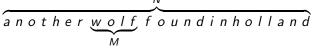
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Many applications: basically anything where search appears as a subproblem, and also many estimation problems (e.g., Monte Carlo)

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- ► Montanaro'14: exponential speed-up on average in higher dimensions (Grover + algorithm for finding "hidden shifts")

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Grover-based speedups are probably not for the near term

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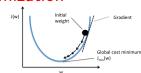


Quantum computers can help (sometimes)

Quantum speed-ups for continuous optimization

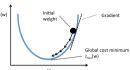
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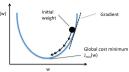
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Polynomial speed-up for linear programs  $\max c^T x$  with n real variables, m linear constraints: s.t.  $Ax \le b$ 

► Gradient descent: iterative method to find local minimum of  $f: \mathbb{R}^n \to \mathbb{R}$ 

- (w) Initial Weight Gradient Weight Global cost minimum
- 1. Start with t = 0, and some initial point  $x^{(0)}$
- 2. Compute the gradient  $\nabla f = (\frac{\partial f}{\partial x_1}, \dots, \frac{\partial f}{\partial x_n})$  at point  $x^{(t)}$
- 3. Move down for some stepsize  $\eta: x^{(t+1)} \leftarrow x^{(t)} \eta \cdot \nabla f(x^{(t)})$
- 4. Set  $t \leftarrow t + 1$ , goto 2

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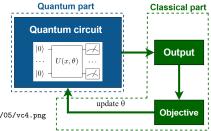
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We expect no more than quadratic quantum speed-up for NP-hard problems, so their complexity remains exponential

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▶ Quantum computers can simulate the dynamics of a quantum system given by Hamiltonian H and initial state  $|\psi(0)\rangle$ :

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▶ Under reasonable assumptions on H (eg local), there is a quantum circuit for U with O(t) gates and small error, so quantum computer can efficiently evolve state  $|\psi(0)\rangle$  to  $|\psi(t)\rangle$ 

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- ▶ NB: Finding ground state energy of H is much harder problem

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  - 1. Extracting periodicity using the quantum Fourier transform
  - 2. Searching through large spaces
  - 3. Faster optimization
  - 4. Simulating quantum systems